

# Design principles

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Design is by its nature something that we all process individually. There's no universal "right" or "wrong" way to do design. We can all have our own responses to what's shown here – both examples from participants in this seminar and from elsewhere.

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Design is by its nature something that we all process individually. There's no universal "right" or "wrong" way to do design. We can all have our own responses to what's shown here – both examples from participants in this seminar and from elsewhere.

That said, though, we *can* talk about basic design principles and apply those to critiquing what we see here, in a manner that will help us to find a common way to talk about what's successful or unsuccessful.

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# Design principles

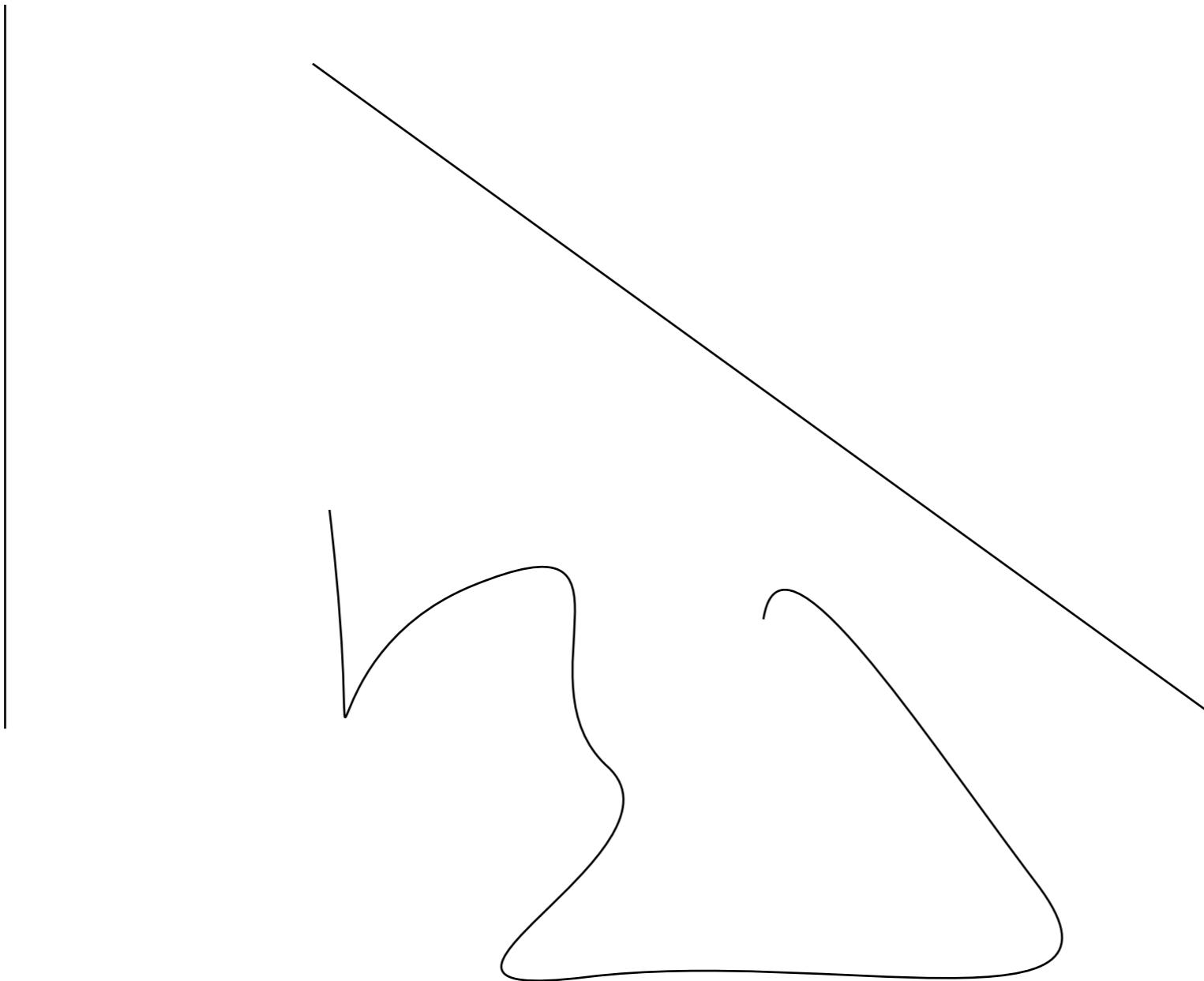
Today's lecture is going to cover the following basic design principles:

- 1) Elements of design
- 2) Color, balance, contrast in design
- 3) Visual hierarchy
- 4) Typography
- 5) Grids

# The elements of design: Line

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---



# The elements of design: Line

A line connects two points.

# **The elements of design: Line**

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Lines don't have to literally be drawn on the page as marks. They can be formed by repeating elements (a series of photos); as backgrounds; as long blocks of content; and in other ways.

# **The elements of design: Shape**

Shapes connect several points in space, filling them with a color or texture or other information.

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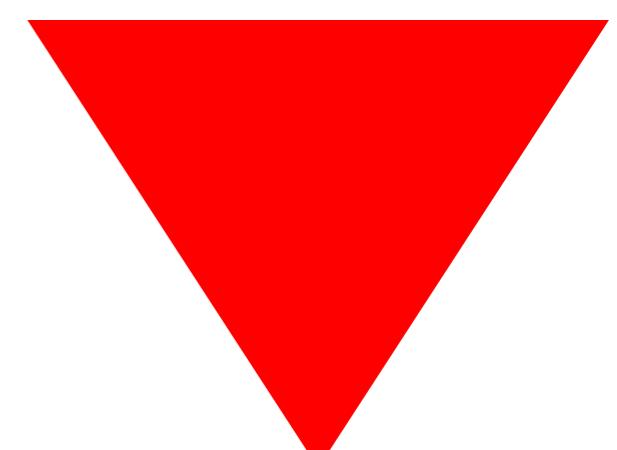
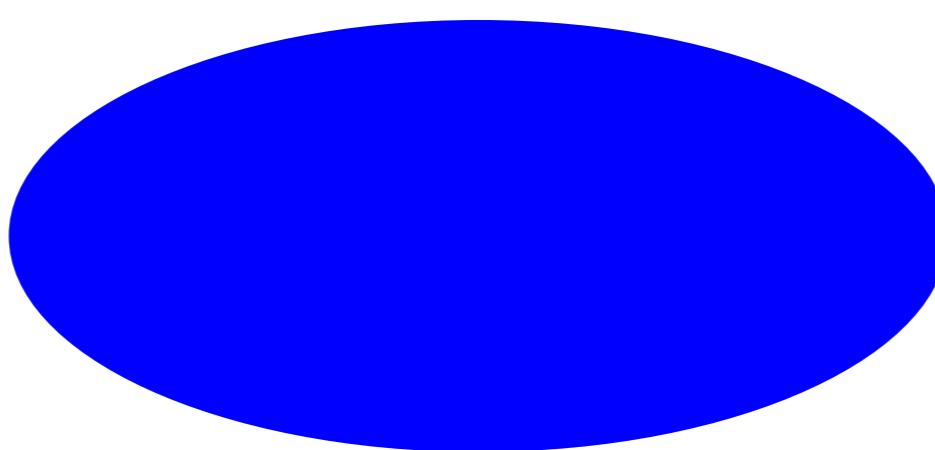
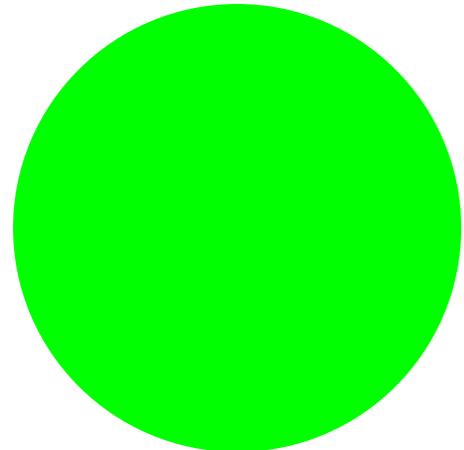
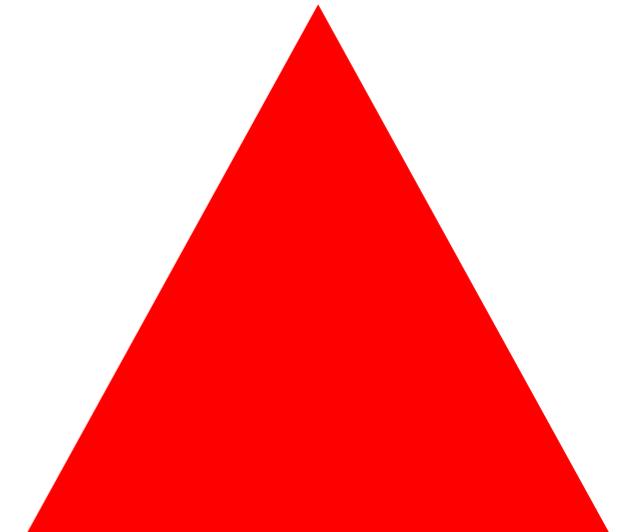
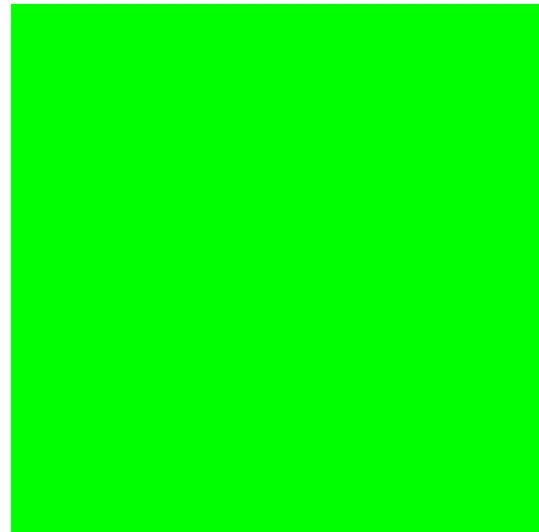
- \* geometric
- \* natural
- \* abstracted

# The elements of design: Shape

**Geometric shapes** are the basic ones we learn in school:

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# The elements of design: Shape

**Natural shapes** are those found in nature:

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# The elements of design: Shape

**Abstract shapes** are stylized versions of natural or geometric shapes:

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# The elements of design: Shape

**Abstract shapes** can also include logos:

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Eurasian Bank



# The elements of design: Value

**Value** is the measurement of how light or dark an area looks, and the amount of variation in its light-dark spectrum.

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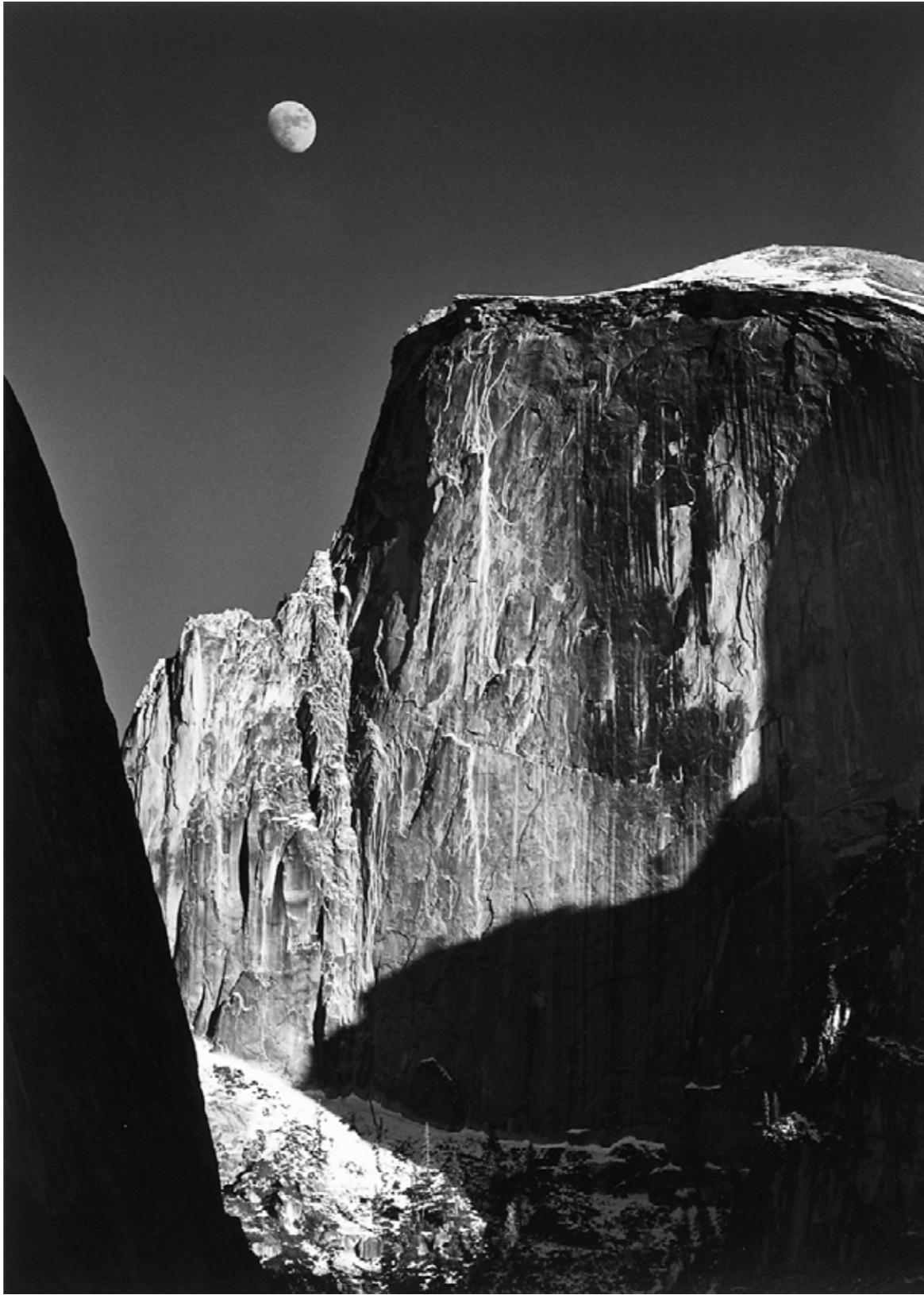
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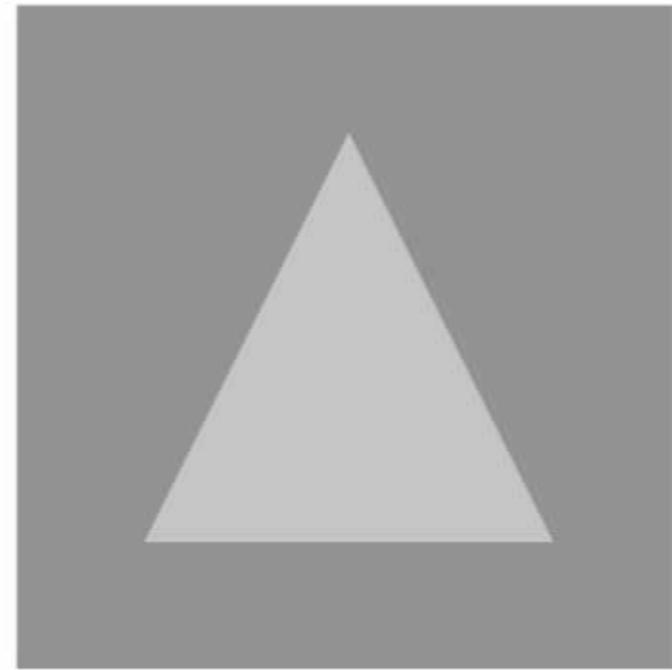
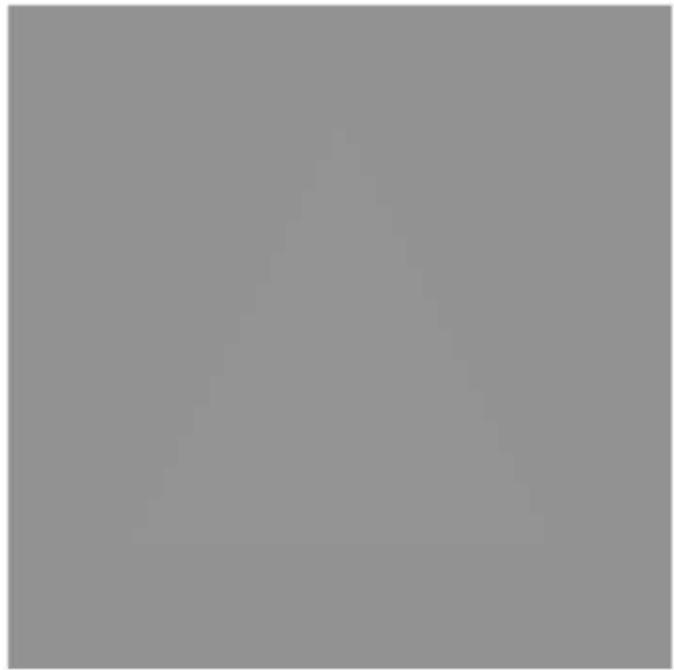
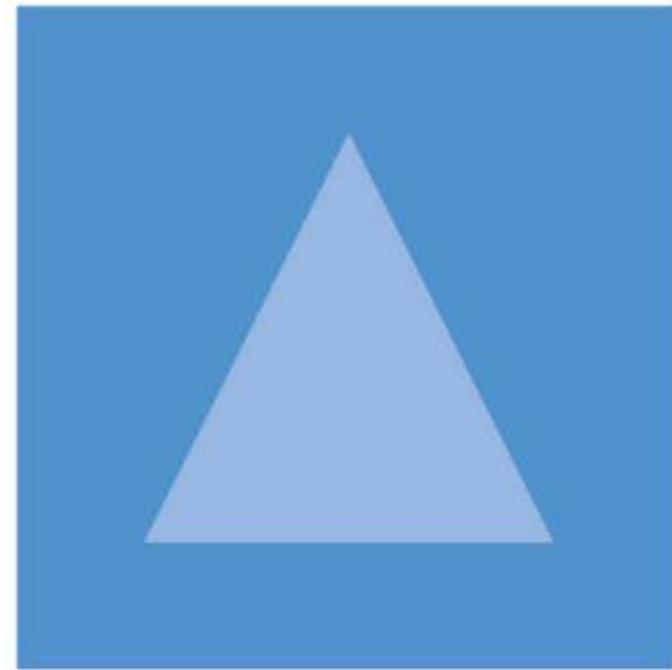
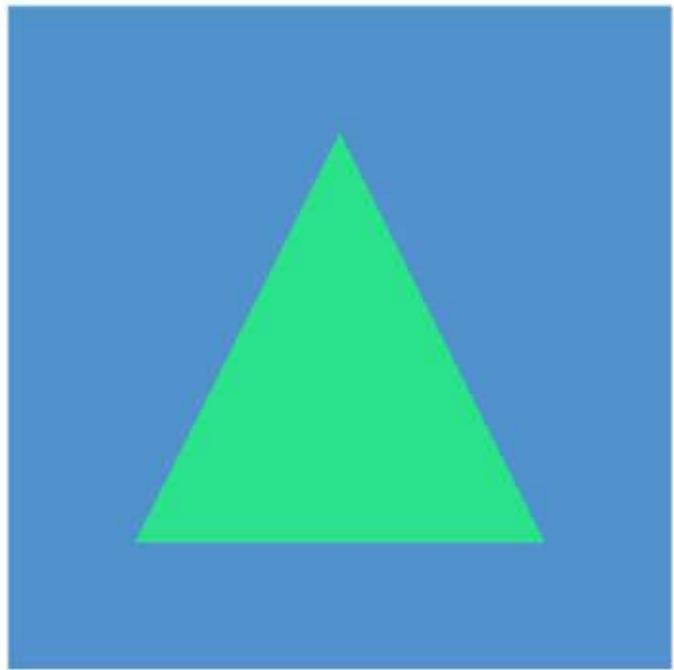
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# **The elements of design: Texture**

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Texture is the quality of a surface. It can be difficult to express visually, because we generally experience texture with our sense of touch. Printed material has literal texture, while visual (web) material has implied texture.

There are two basic kinds of textures:

- \* realistic
- \* implied

# The elements of design: Texture



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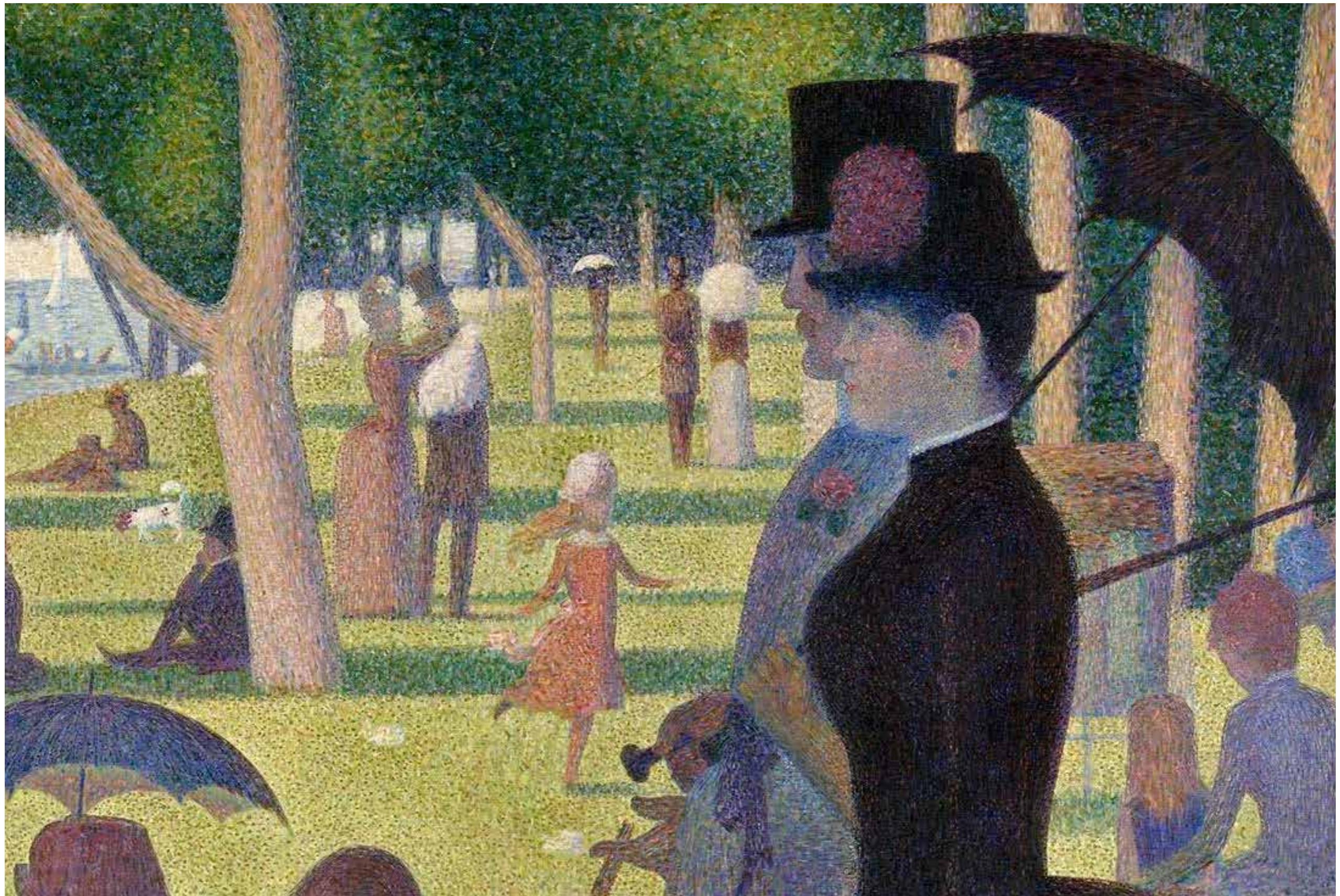


veetoravaj@gmail.com

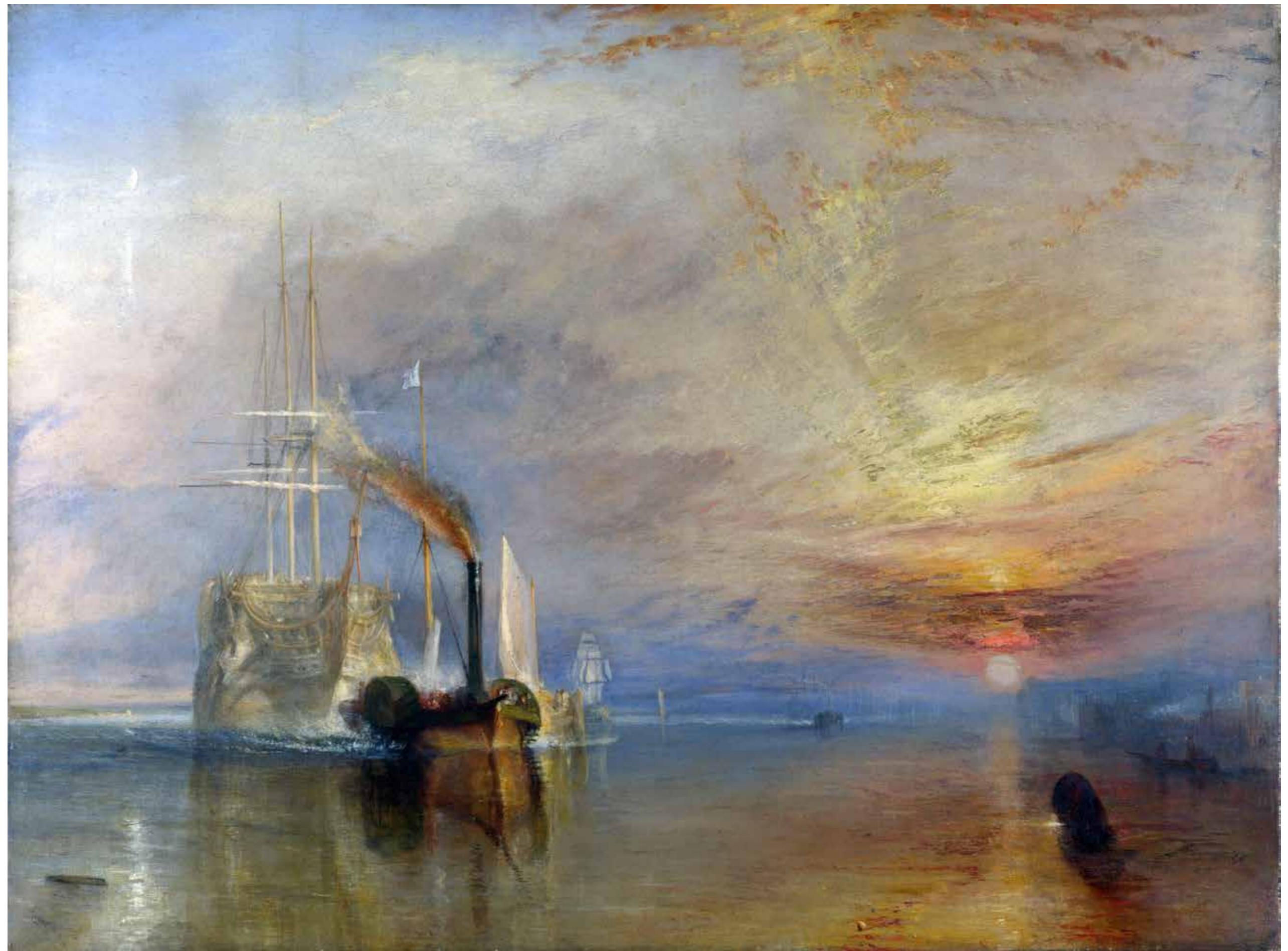
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# The elements of design: Color



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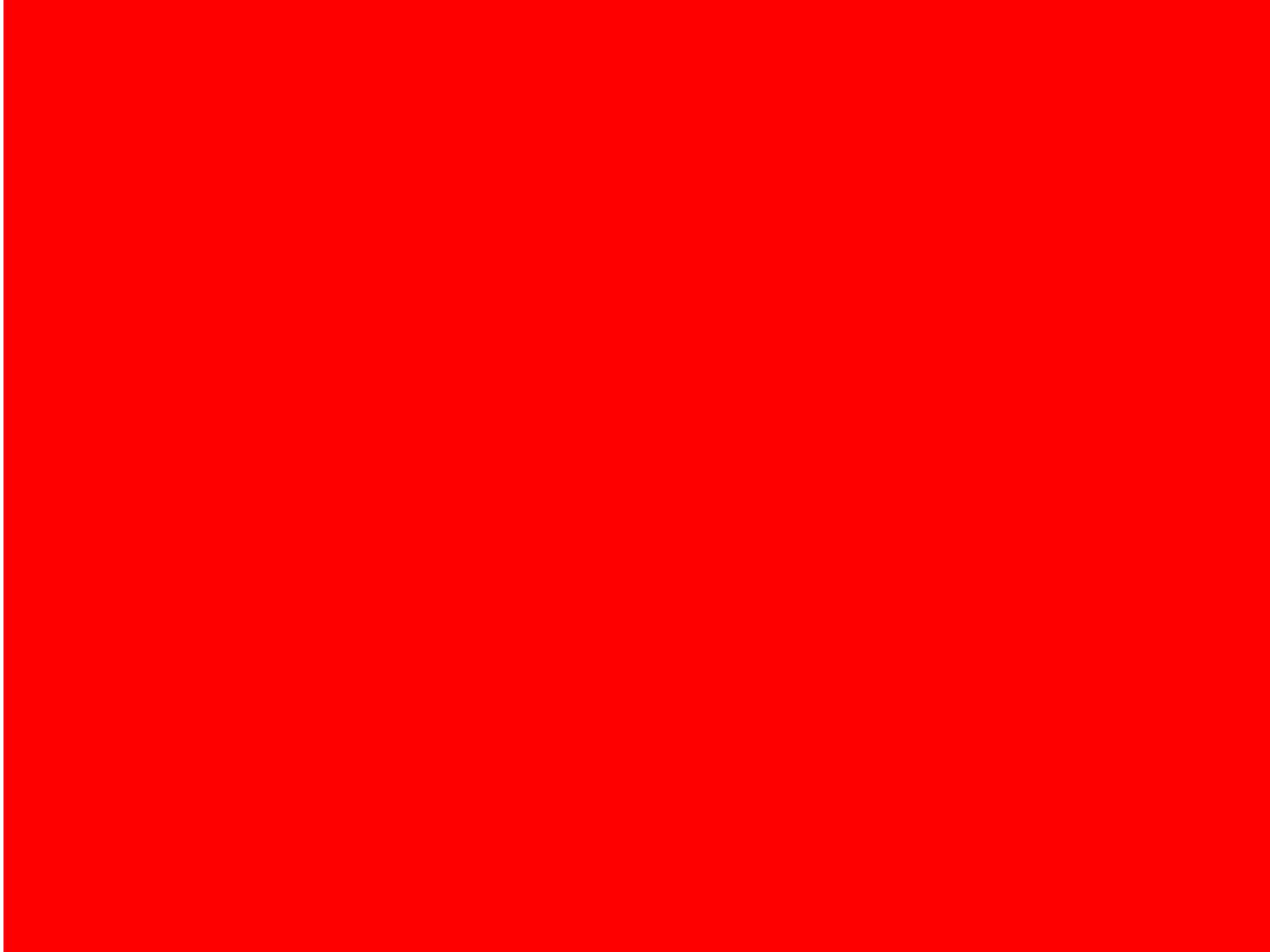
Color is one of the most complicated aspects of design, because colors have different meanings across cultures. In the United States, green is the color of money while white is what a bride would wear at a wedding. In India, white is a color of mourning.

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Color is one of the most complicated aspects of design, because colors have different meanings across cultures. In the United States, green is the color of money while white is what a bride would wear at a wedding. In India, white is a color of mourning.

I'm going to show some color swatches and we can talk about what those colors mean to you.

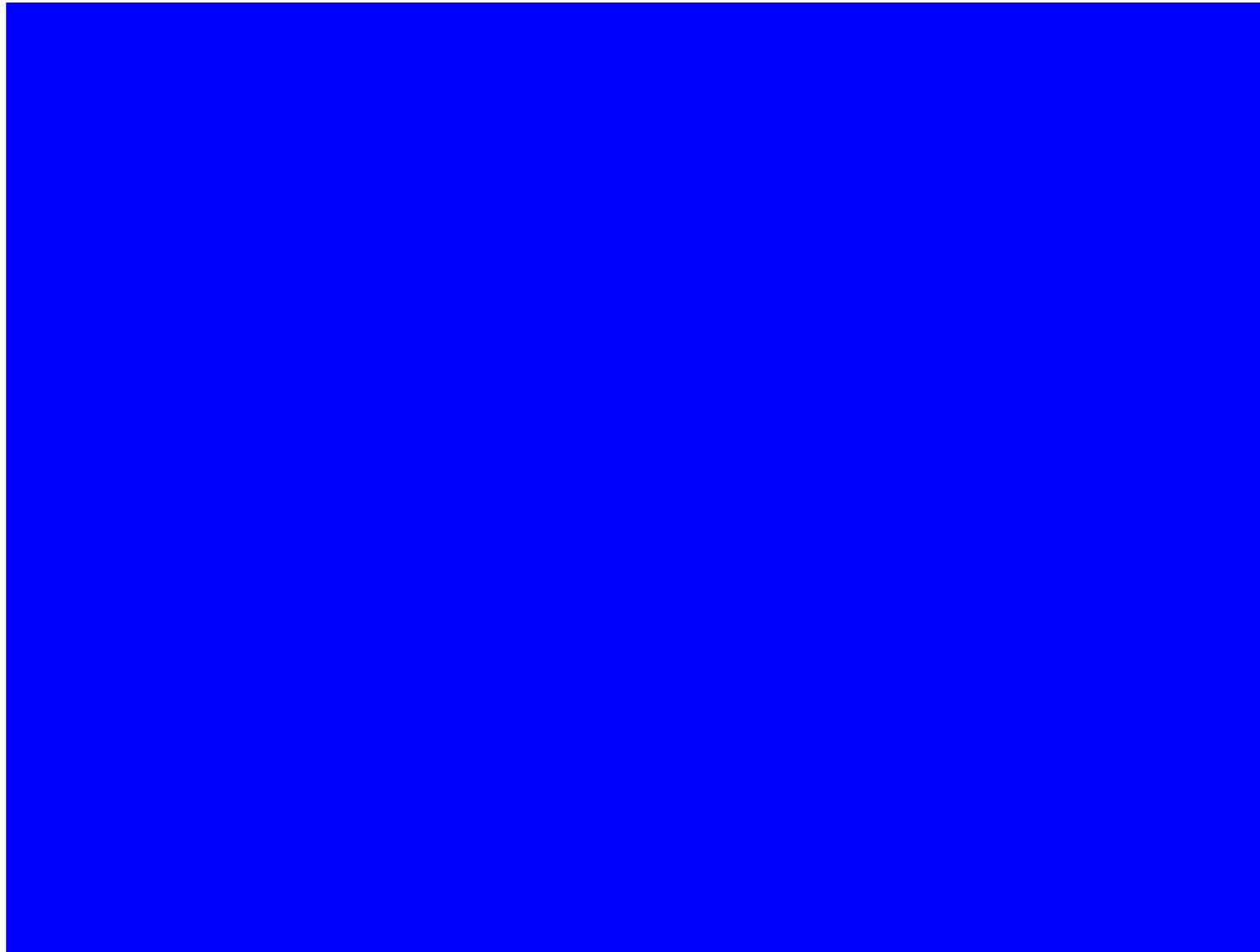
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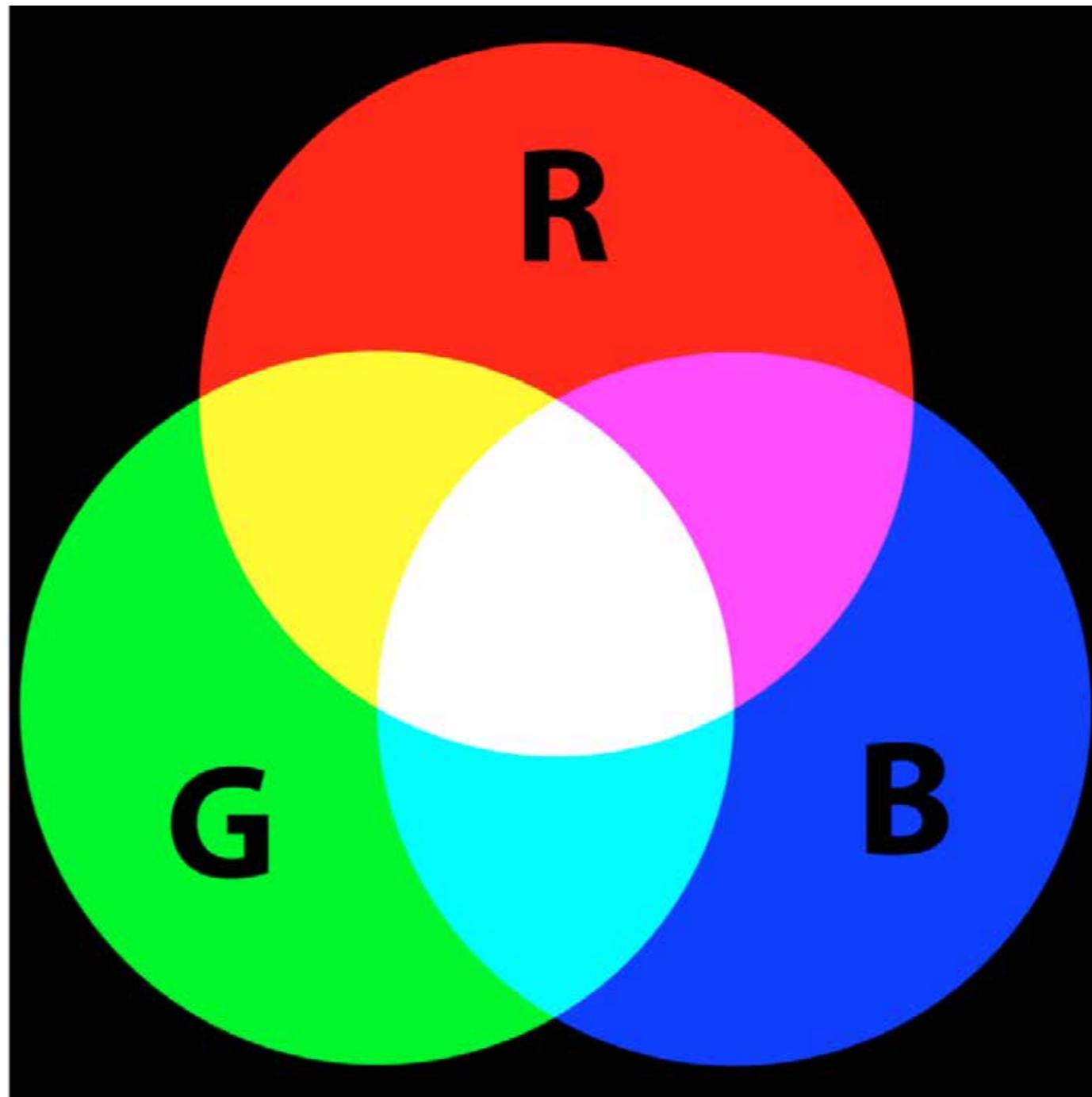
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When all the wavelengths of visible colors are added together, the result is white; when there’s an absence of visible light, the result is black.

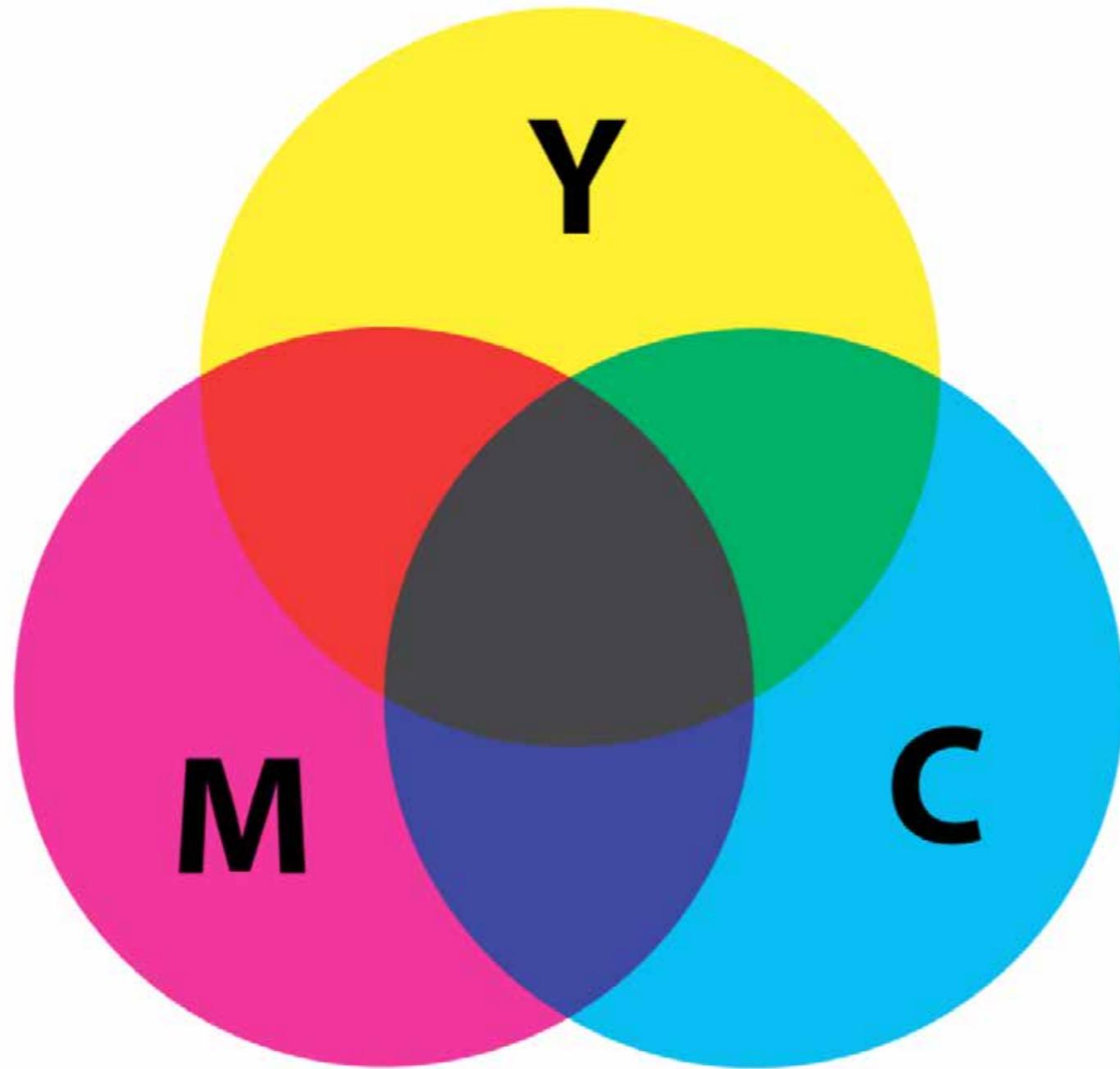
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The light receptors in the human eye are what’s called “trichromatic” – they respond to red, green and blue wavelengths of light, so adding red+green+blue together in various combinations creates colors on the visible spectrum.

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Colors of pigment work on a “subtractive” color model.

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Most pages (canvases, etc.) start out white, which reflects all the spectrums of visible light. We add pigments to them that absorb certain shades and reflect others; the combination of various pigments gives us black.

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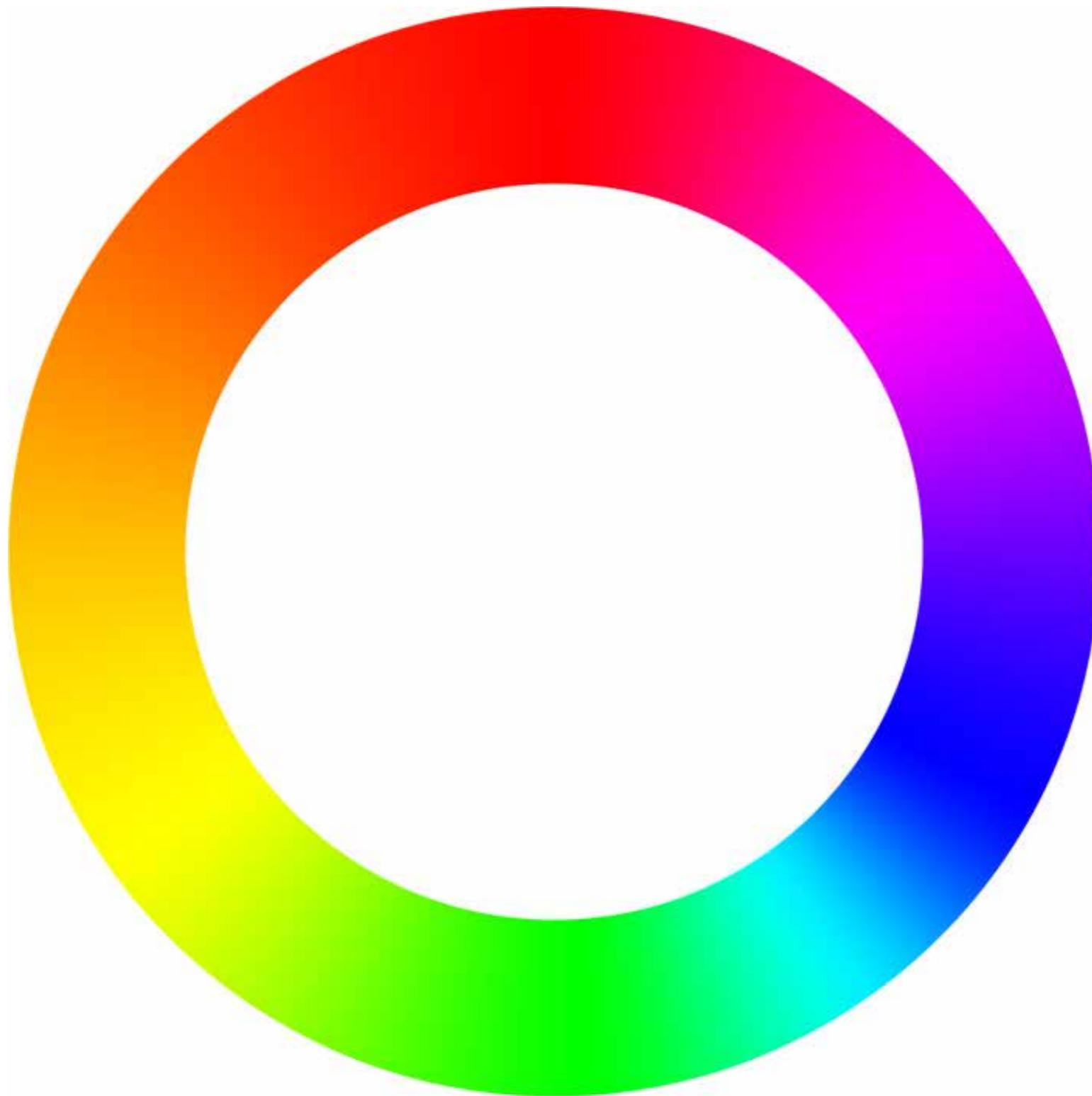
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The primary colors used in printing are cyan, magenta and yellow. In four-color printing, there's also a “key” color, usually black, that's added. The combination of CMY+K creates the visible spectrum we see on printed pages.

# Color theory



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The color wheel above lets us understand how colors relate to one another and start to understand how we can use color to highlight variations and to accent our work.

Some common color schemes are:

**Monochromatic:** uses one hue, but different values (tints and shades) of that hue. Monochromatic colors often feel stoic, authoritative and melancholy.



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**Analogous:** Uses colors that are next to one another on the color wheel. These types of colors are often found in nature:



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Some common color schemes are:

**Complementary:** Uses colors that are across from one another on a color wheel. Creates high contrast and bold effects, so use sparingly.



# A note on that blue-orange complementary color scheme

<http://priceonomics.com/why-every-movie-looks-sort-of-orange-and-blue/>

# **Color theory**

<https://color.adobe.com/>

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Elements with too little space around them look crowded.



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Extra space can let a design breathe and allow us to feel less constrained while looking at it:



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Color considerations:

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- \* Too **much** **use** of **color** is **confusing** for **users**.

**CAR LEASING**  
Want a cheap new lease car?  
Start HERE!

My cheapest leasing deals!

**ABARTH CAR LEASING**  
500  
500 Convertible  
Grande Punto  
Punto Evo

**ALFA ROMEO LEASE CARS**  
159

Note: I live inside this website Monday to Friday 9am-6pm, to give you the very best service and make your experience a happy one! - I am Ling, accept no substitutes

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Chat → Live Chat is Closed    Intro Film    News    Blog    Office TV    [twitter](#)    Contact    Moan    Links    **PLAY QUIZ**

<e.g. 'Astra' or 'Zetec'

Lingani g  
View LIVE visitors: 89

Hi! I am Ling  
I expose ILLEGAL  
I reveal CHEATING  
UPDATE... T  
Petrol at f

DIRTY RO  
SCOUNDRE

**BRAND NEW!**  
**£221.99**  
mth inc VAT  
PEUGEOT 107 1.0 URBAN Close (X)

single Spider food --->

Google

up new cars!  
being tricked? - Ling  
they do THIS? - Ling

HOOT

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Consider these two sites:

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The screenshot shows the homepage of the Web InterAct website. At the top left is the logo 'Web InterAct'. To its right is a horizontal navigation bar with links: Curriculum, Integration Guide, Testimonials, Where, Inspiration, and About. Below the navigation is a large banner with the text 'connecting EDUCATION & INDUSTRY' in orange. The banner features a stylized illustration of several white human figures standing on a path made of yellow and orange shapes. In the top right corner of the banner, there are two small links: 'Why standards matter' and 'Explore the curriculum'. The main content area below the banner is divided into sections. On the left, there's a 'NEWS ABOUT INTERACT' section with a heading 'From our Twitter feed' and three items from a Twitter feed. On the right, there's a 'GET INVOLVED' section with headings 'Advocate Web Standards' and 'Contribute', each with a brief description and a link to 'Explore the curriculum'. There are also 'Discuss' sections with a brief description and a link to 'participate in our forum'.

**NEWS ABOUT INTERACT**  
From our Twitter feed ▾

- Web InterAct introduces a new small business outreach program. <http://tiny.cc/meyarw> #webstandards #webbusiness #webstandards ▾  
Feb 02 11:25
- Up Late with CBSSN, and Loving It! good interview by @MinaL of Clarke, Alscope and Cederholm about CBSSN and more. <http://tiny.cc/meyarw> #PCSSN ▾  
Jan 29 10:23
- A color theory quick reference poster perfect for your classroom. <http://tiny.cc/meyarw> ▾  
Jan 21 9:27

**GET INVOLVED**

**Advocate Web Standards**

Web standards and best practices are increasingly important in the web industry. Tell your university, college and school what web professionals need to know. [Learn how ▾](#)

**Contribute**

We appreciate contributions to enrich and improve our content. Help us develop a great open curriculum to

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Share your ideas, resources and thoughts on all things related to web education – participate in our forum

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**NEWS ABOUT INTERACT**  
From our Twitter feed ↗

- WebP introduces a new small business outreach program. <http://bit.ly/1tVfC> [#webstandards](#) ↗ Feb 21 11:25
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You can test your designs against common impairments at <http://paletton.com/>

# A brief detour

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*accessibility is important ok*

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–Tim Berners-Lee

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<http://24ways.org/2013/why-bother-with-accessibility/>





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<https://adactio.com>

<http://www.zeldman.com>

# Visual hierarchy on the Web

Visual hierarchy is an idea that we've borrowed from print (as we've borrowed many things from print)

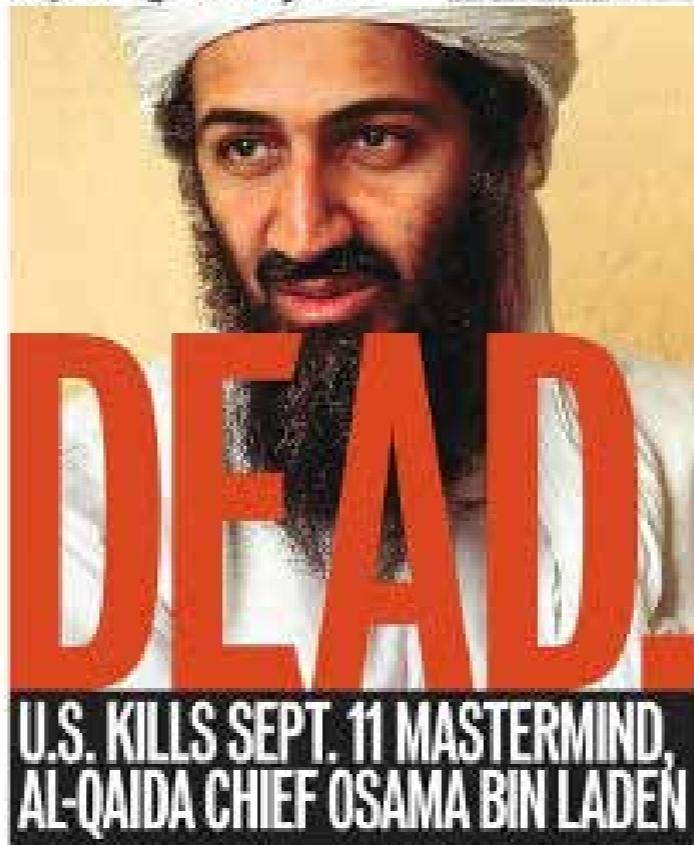
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Pages with good visual hierarchy lead you through information by letting you quickly know what's important and what isn't.



The Virginian-Pilot



## CORNED SUNDAY AT PAKISTANI MANSION AMERICAN FORCES RECOVER BODY AFTER FIREFIGHT

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President Obama: 'Justice has been done'

**O**ur first priority is to ensure that our patients receive the best possible care. We are committed to providing compassionate, safe and effective medical services. We are also committed to our patients by providing them with information about their health care.



Copyright © Rob Weir, 2015

# Visual hierarchy on the Web

<https://thegreatdiscontent.com/interview/theron-humphrey>

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<http://www.theatlantic.com/politics/archive/2015/04/the-civil-war-isnt-over/389847/>

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<https://www.rijksmuseum.nl/en/rijksstudio>

# Rhythm on the Web

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We'll talk more about rhythm when we get to typography. For now, it's worth considering the visuals on this page:

<http://www.girleffect.org>

# Design examples and discussion

As we're discussing web projects, let's keep in mind some basic rules for a critique. This should go beyond "I like it" or "I hate it" and get to the point of whether or not the design *works*.

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Questions to consider when judging the success or failure of a design:

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- \* What's the user experience like?  
Is it easy to navigate? confusing? engaging? disorienting?
- \* how are the designers combining different kinds of media?

# Design examples and discussion

Questions to consider when judging the success or failure of a design:

- \* What story is this attempting to tell? (Because these are mostly English-language examples, we'll help with the translation.)  
How can you tell what the topic of the site is?
- \* What's the user experience like?  
Is it easy to navigate? confusing? engaging? disorienting?
- \* how are the designers combining different kinds of media?
- \* how do the design elements on the site reflect the content?

# **Design examples and discussion**

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<http://project.wnyc.org/dogs-of-nyc/>