

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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- 1) Elements of design

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- 3) Visual hierarchy
- 4) Typography

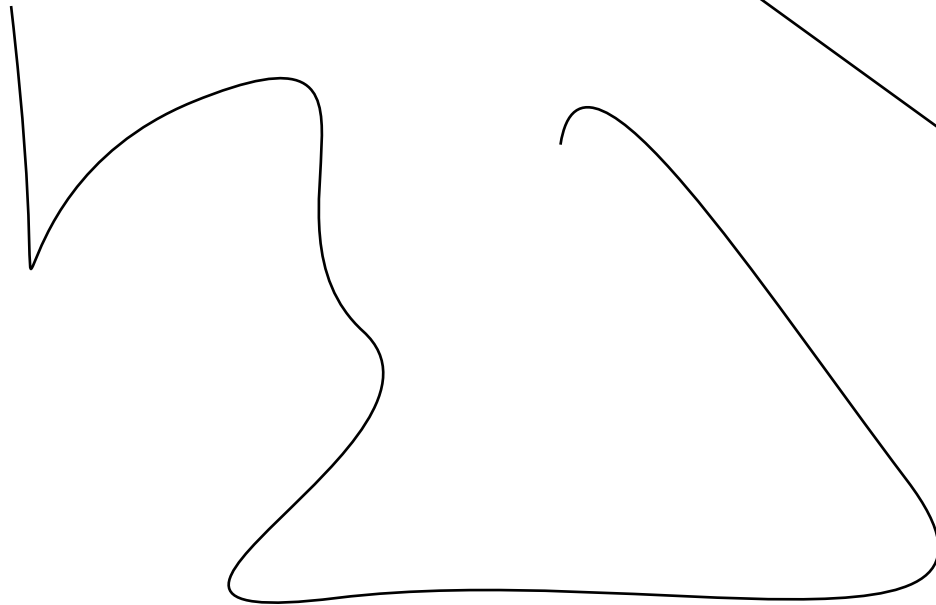
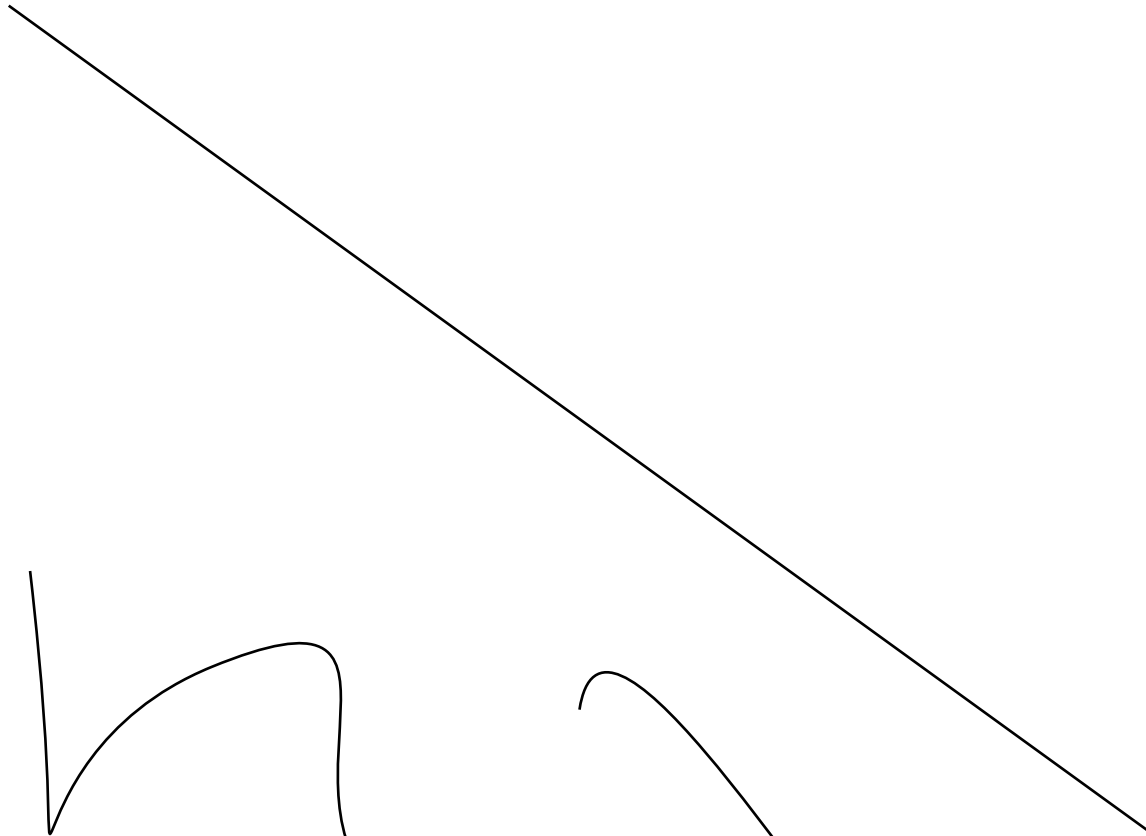
Design principles

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

The elements of design: Line



The elements of design: Line

A line connects two points.

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Lines can be used for a wide variety of purposes:

The elements of design: Line

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Lines can be used for a wide variety of purposes:

- * moving the eye from one spot to another

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- * moving the eye from one spot to another
- * setting visual boundaries among types of content

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- * creating patterns

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- * moving the eye from one spot to another
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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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There are three basic kinds of shapes:

The elements of design: Shape

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

There are three basic kinds of shapes:

- * geometric

The elements of design: Shape

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

There are three basic kinds of shapes:

- * geometric
- * natural

The elements of design: Shape

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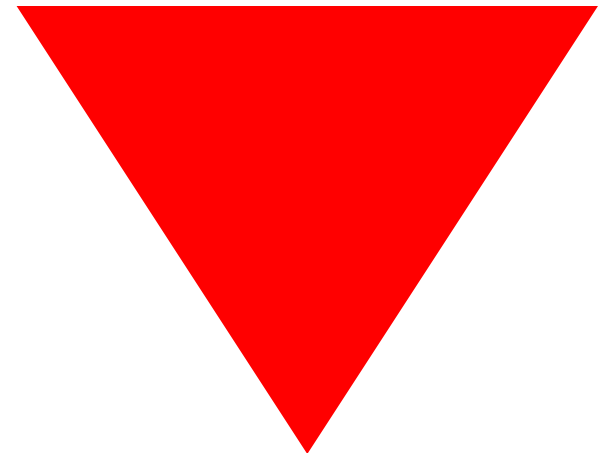
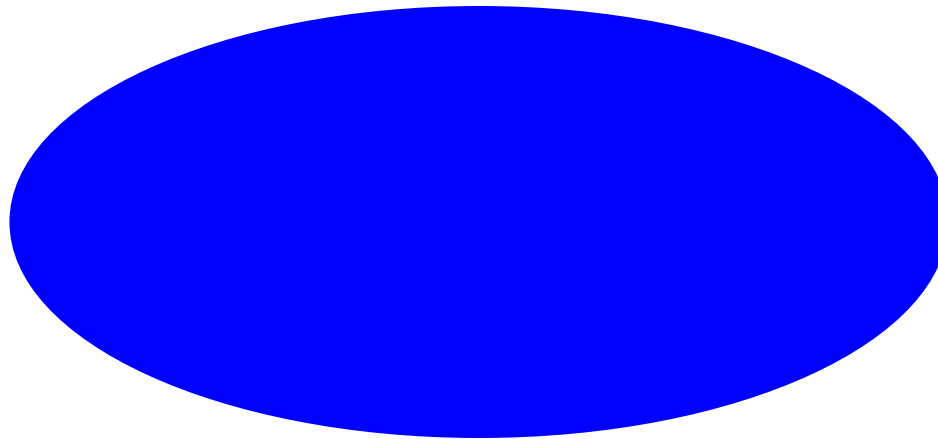
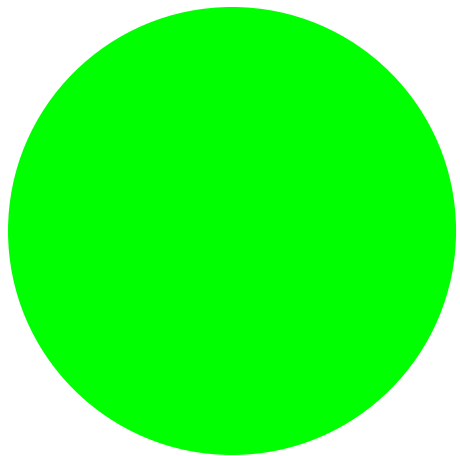
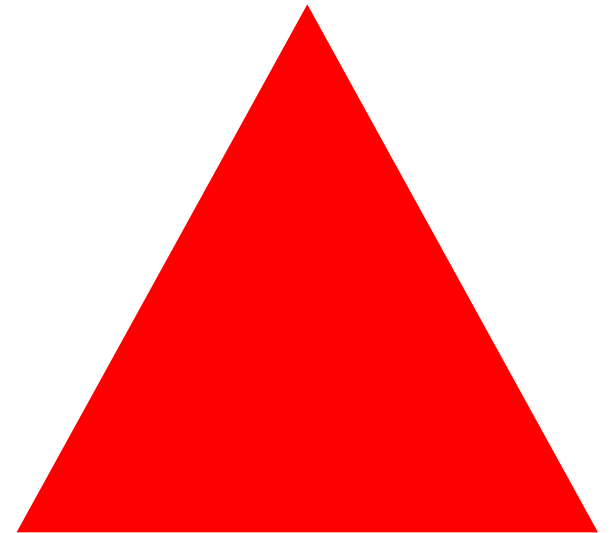
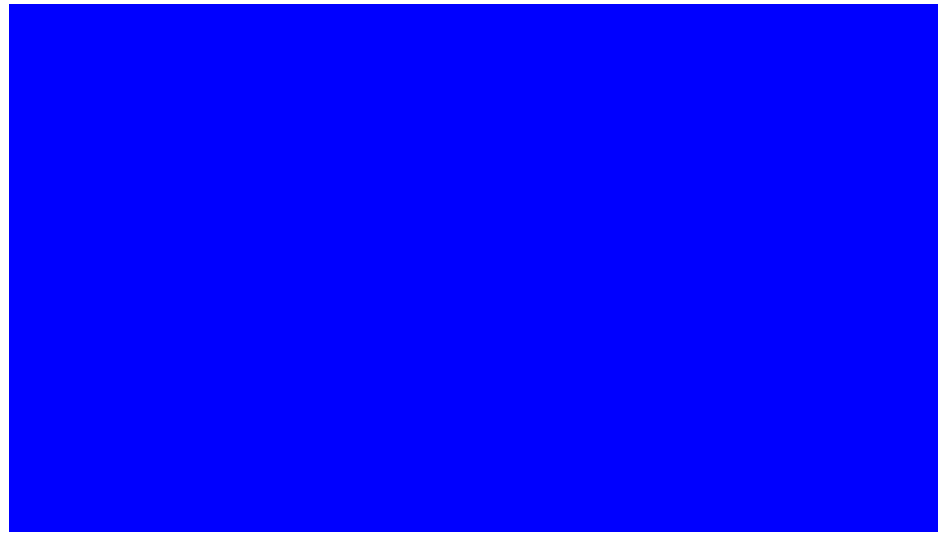
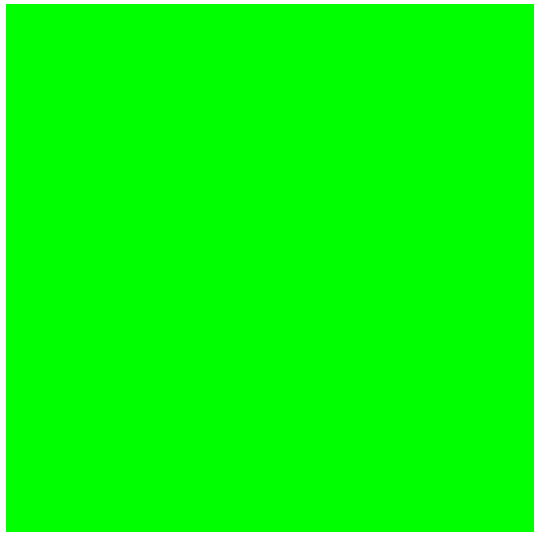
- * geometric
- * natural
- * abstracted

The elements of design: Shape

Geometric shapes are the basic ones we learn in school:

The elements of design: Shape

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The elements of design: Shape

Natural shapes are those found in nature:

The elements of design: Shape

Natural shapes are those found in nature:



The elements of design: Shape

Natural shapes are those found in nature:



The elements of design: Shape

Abstract shapes are stylized versions of natural or geometric shapes:

The elements of design: Shape

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The elements of design: Shape

Abstract shapes can also include logos:

The elements of design: Shape

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The elements of design: Shape

Abstract shapes can also include logos:



Eurasian Bank



air astana

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.

The elements of design: Value

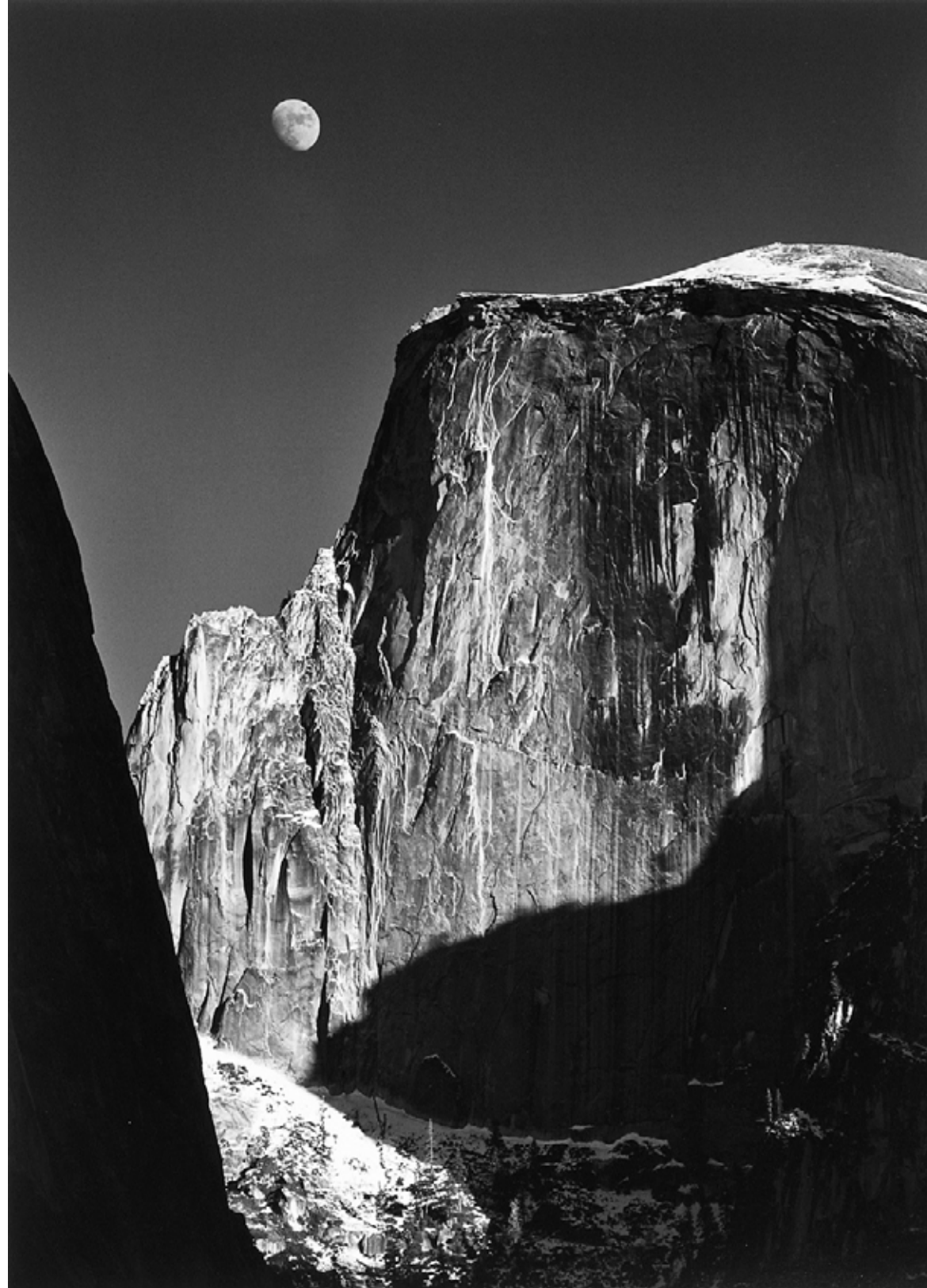
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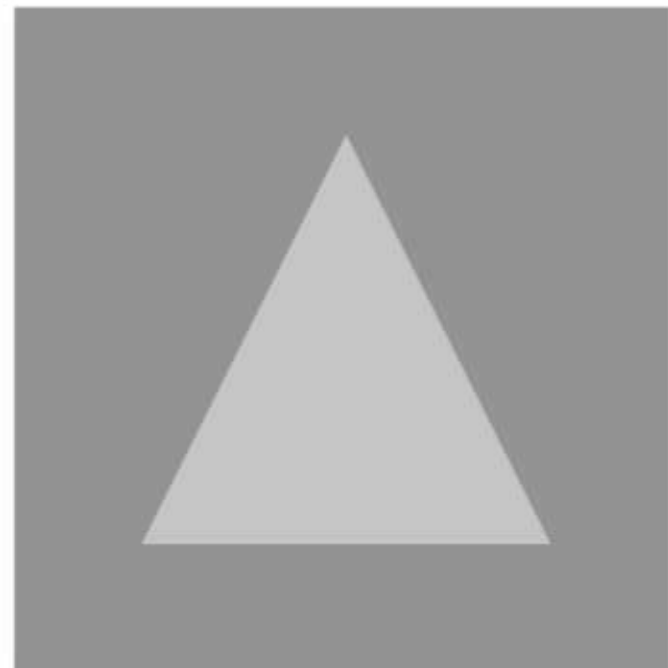
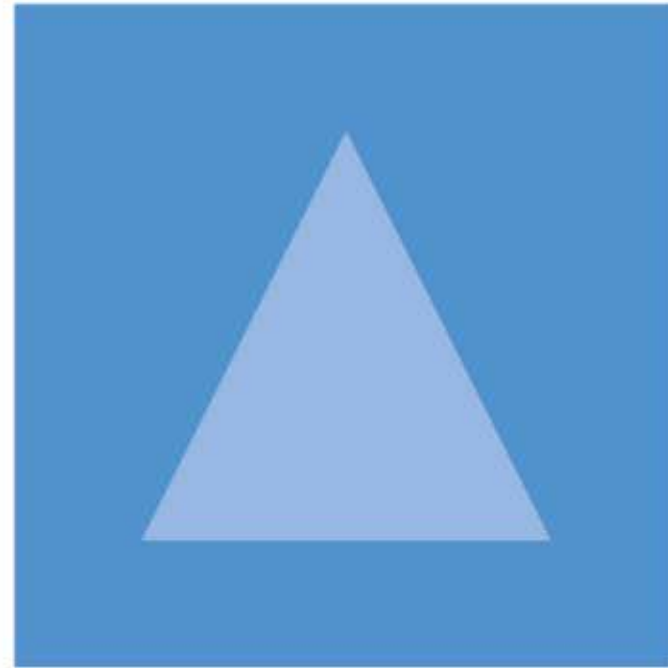
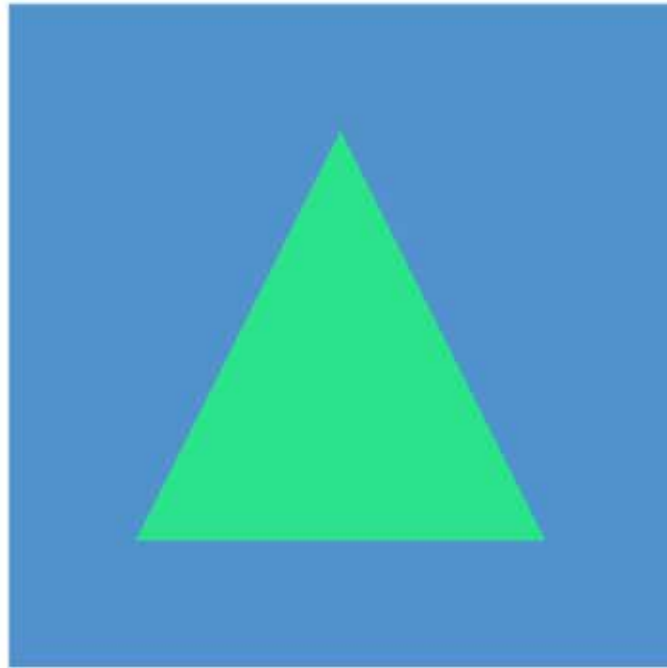
The elements of design: Value



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The elements of design: Value



The elements of design: Texture

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There are two basic kinds of textures:

- * realistic
- * implied

The elements of design: Texture



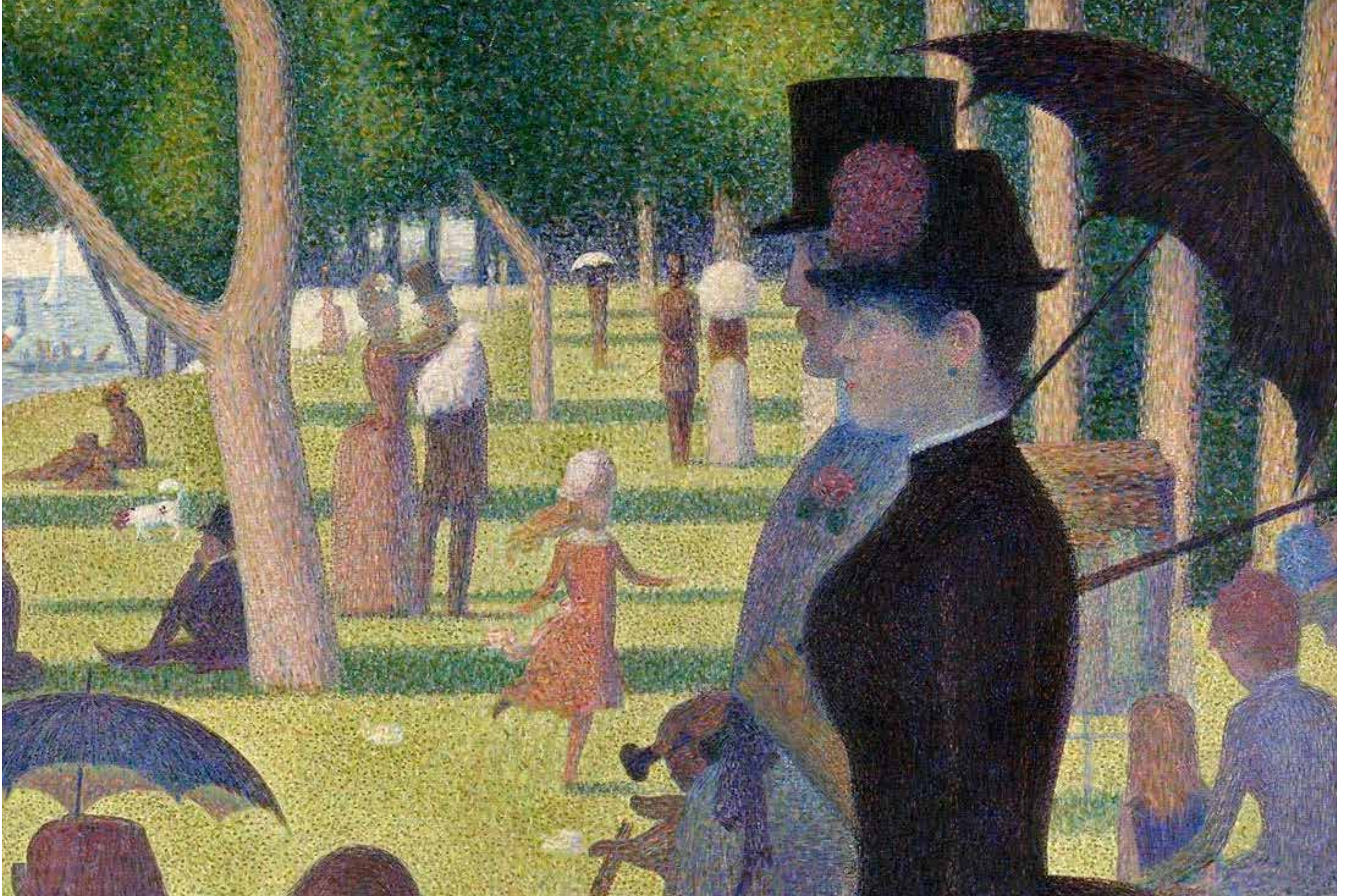
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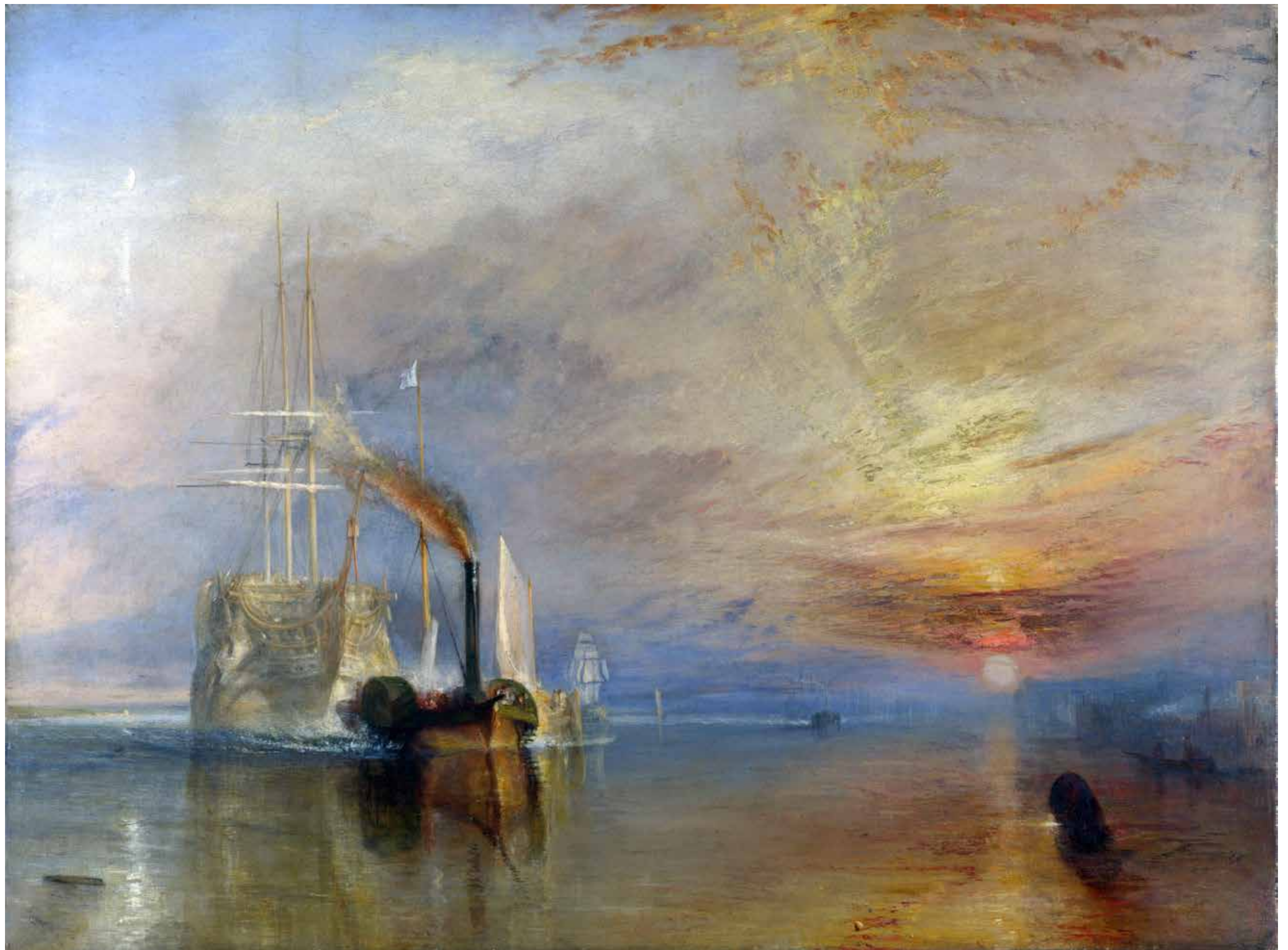
The elements of design: Texture



The elements of design: Texture



The elements of design: Color



The elements of design: Color

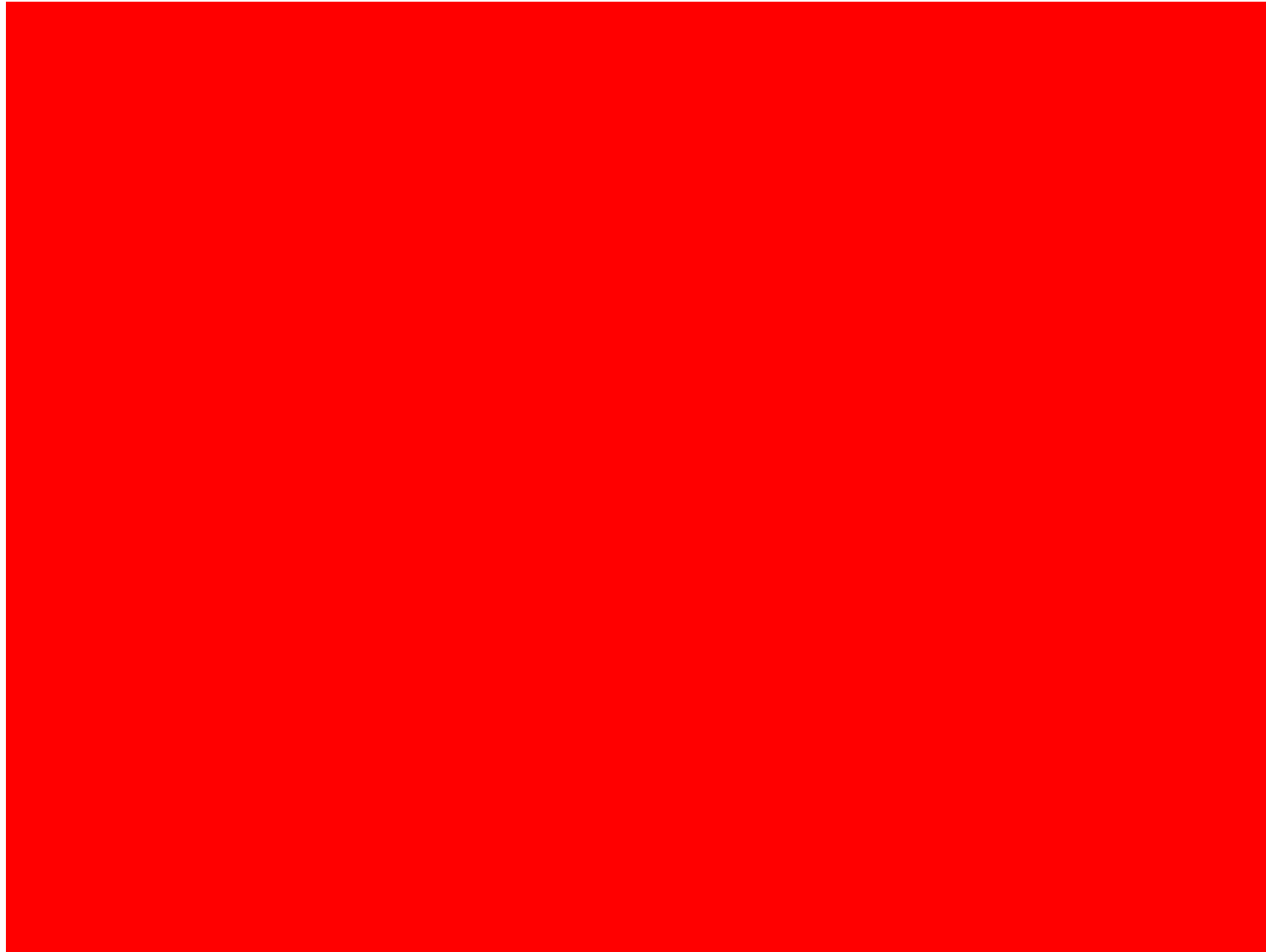
Color is one of the most complicated aspects of design, because colors have different meanings across cultures. In the United States, green is the color of money while white is what a bride would wear at a wedding. In India, white is a color of mourning.

The elements of design: Color

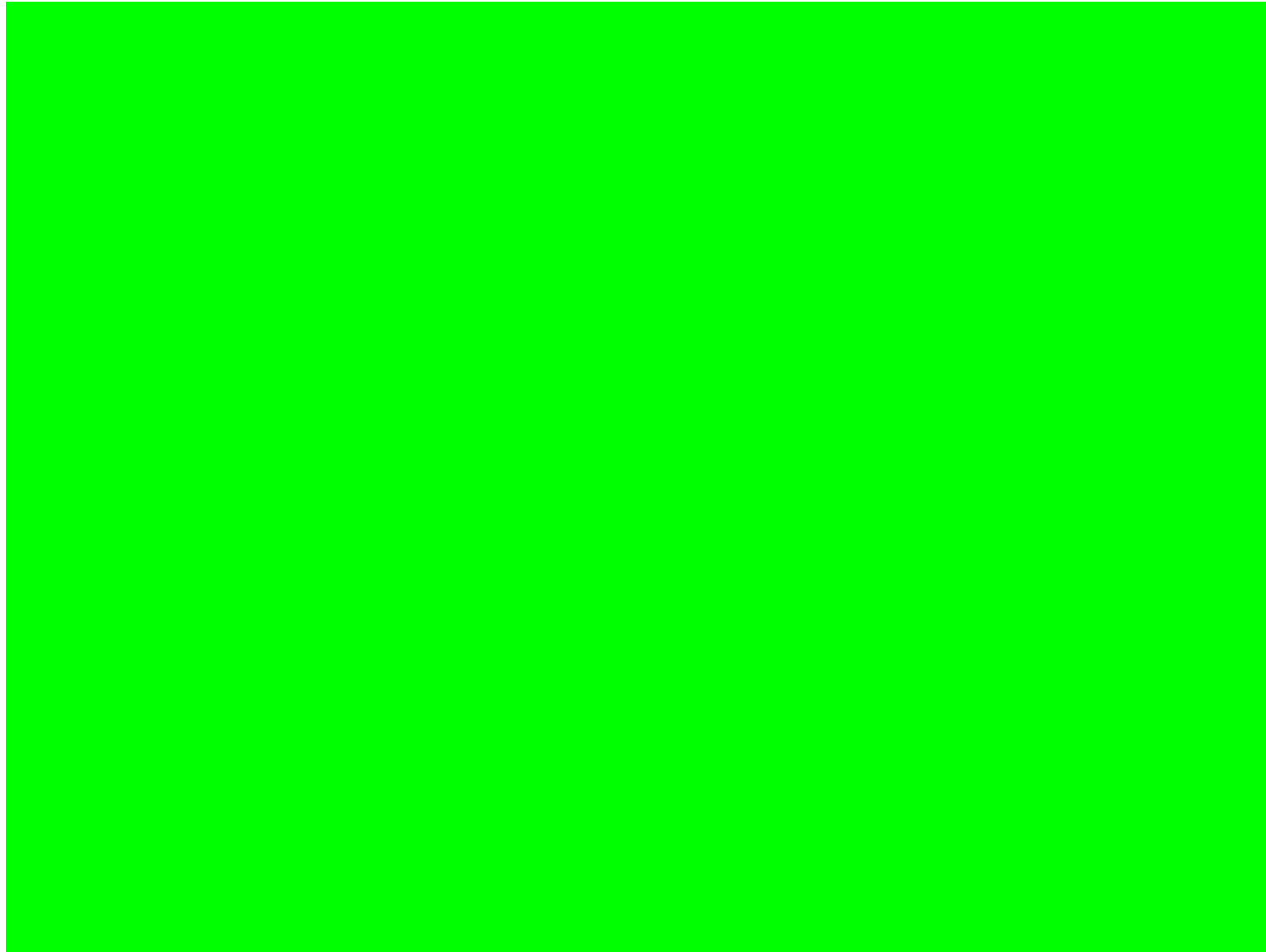
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I'm going to show some color swatches and we can talk about what those colors mean to you.

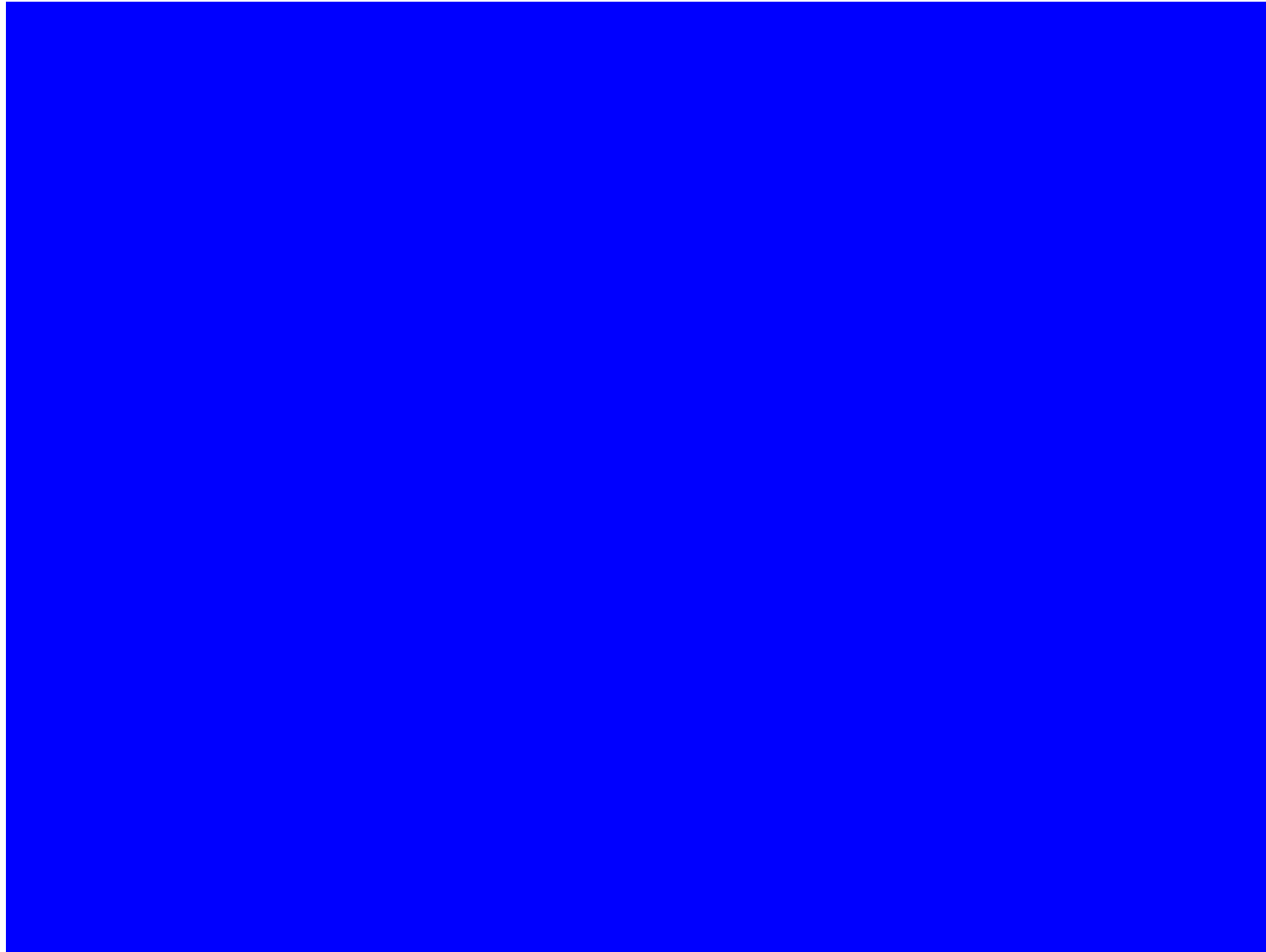
The elements of design: Color



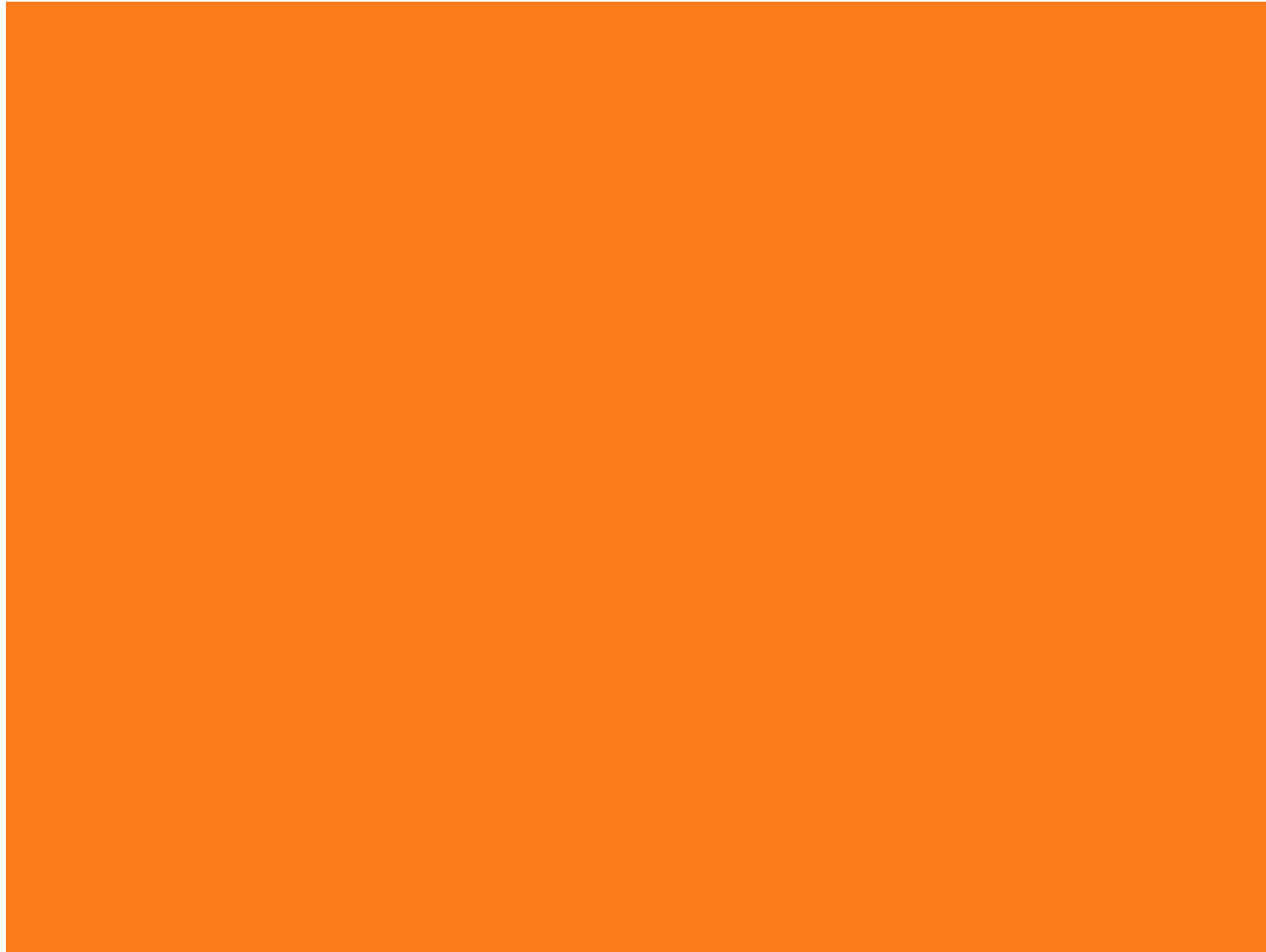
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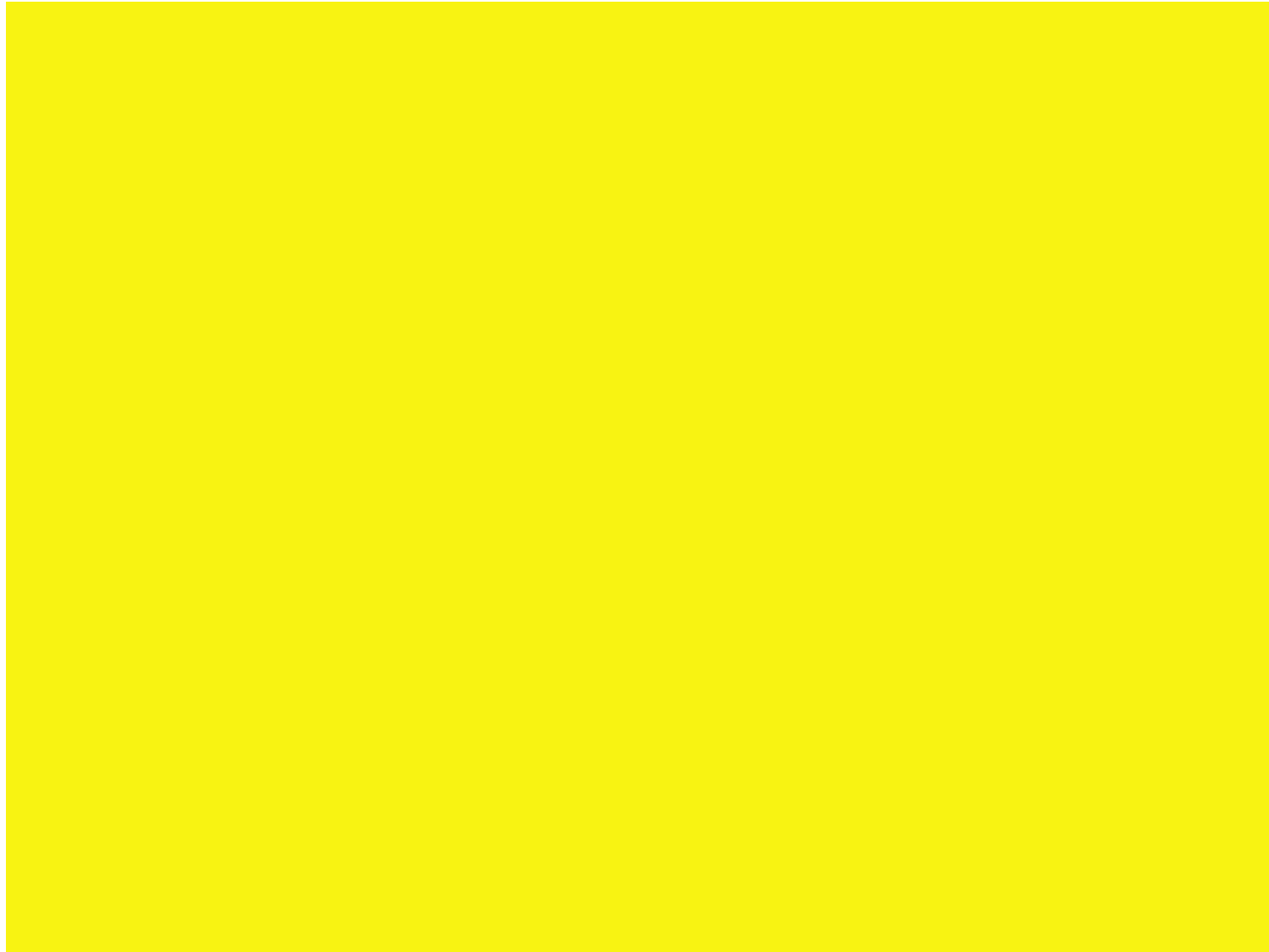
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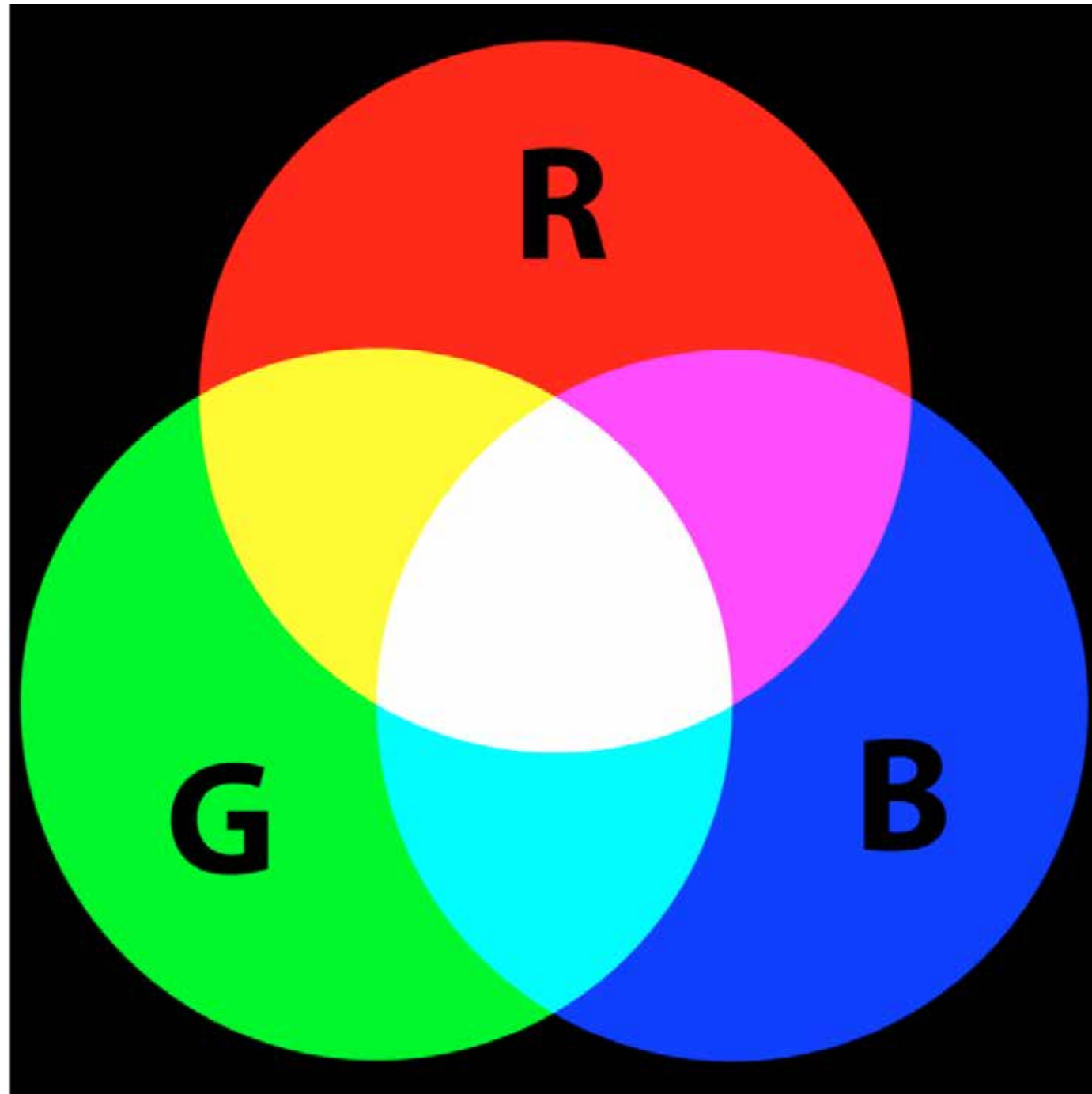
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The elements of design: Color

The RGB color model, which is used to make colors for the screen, is an “additive” color model.

The elements of design: Color

The RGB color model, which is used to make colors for the screen, is an “additive” color model.

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.

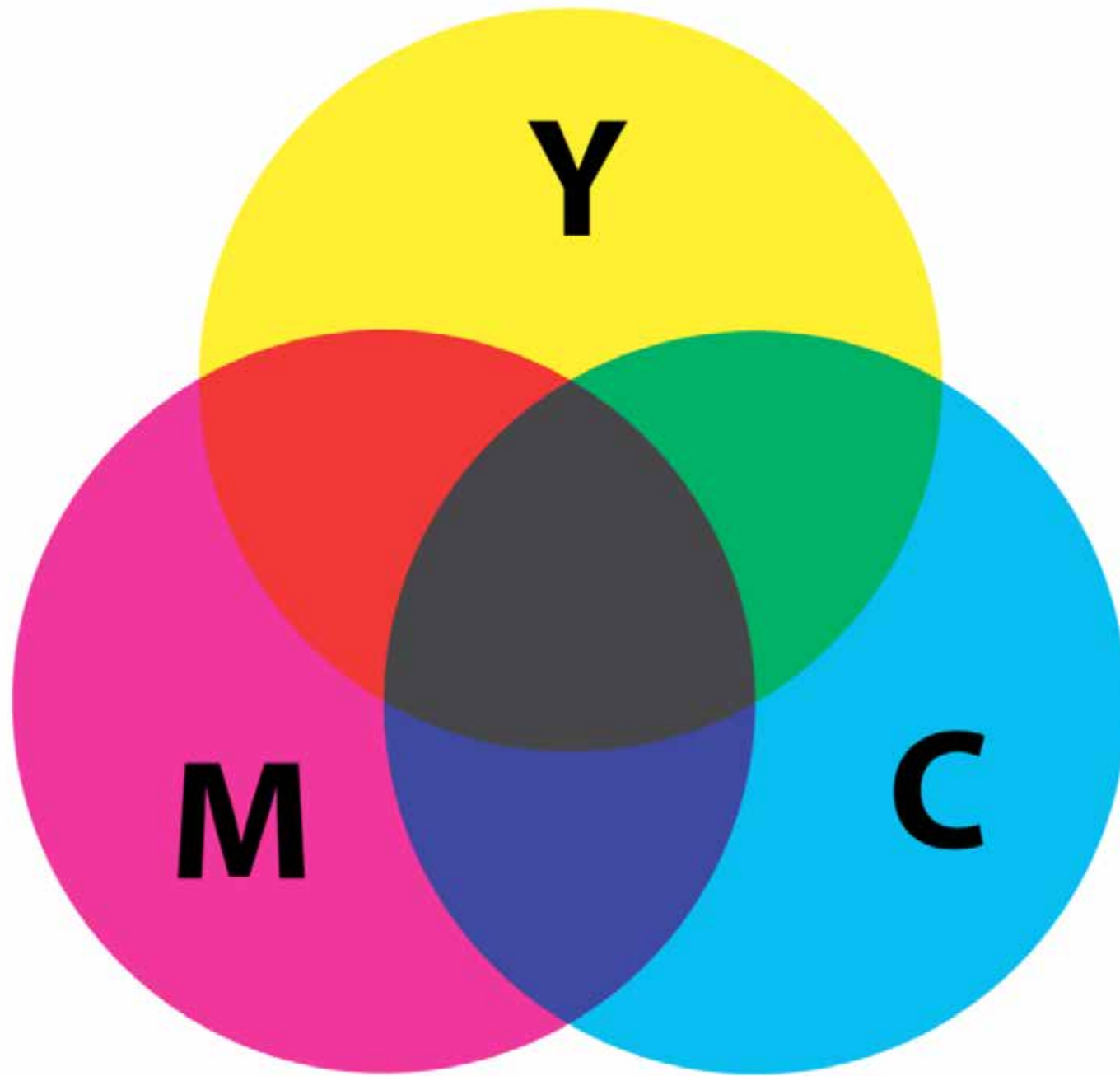
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The light receptors in the human eye are what's called “trichromatic” — they respond to red, green and blue wavelengths of light, so adding red+green+blue together in various combinations creates colors on the visible spectrum.

The elements of design: Color



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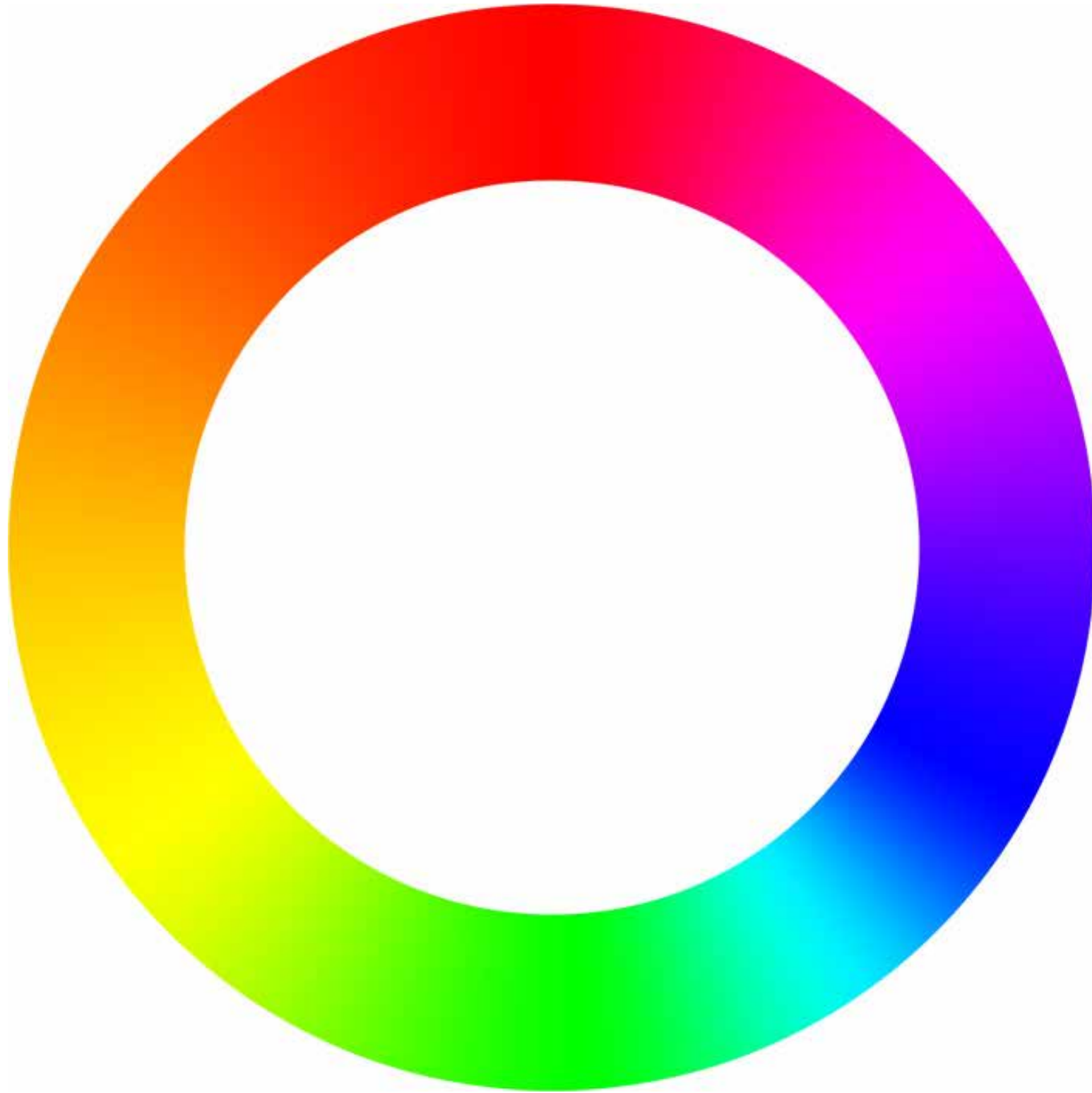
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The primary colors used in printing are cyan, magenta and yellow. In four-color printing, there’s also a “key” color, usually black, that’s added. The combination of CMY+K creates the visible spectrum we see on printed pages.

Color theory



Color theory



Color theory

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.



Color theory

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Analagous: 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/>

The elements of design: Space

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The amount of space around elements in a design is crucial to our understanding of how they relate to one another.

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The elements of design: Space

Elements with too little space around them look crowded.



The elements of design: Space

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



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The elements of design: Size

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Color, balance, contrast on the Web

Color considerations:

Color, balance, contrast on the Web

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- * accessibility (colorblindness)

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<http://webaim.org/articles/visual/colorblind>

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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

LING's CARS.com
 UK CONTRACT HIRE CARS FROM LING VALENTINE
You can trust me! ...In 2009 I rented over £35million of cars (at RRP).

CAR LEASING - CONTRACT HIRE - CHEAP LEASE CARS

Home Cars and Vans How It Works Price Lists About Ling *me! WAH! 1500+ Letters* Customers Fun Stuff Quote/Order

Business Customer Pricing **Personal Customer Pricing**

Chat → Live Chat is Closed Intro Film News Blog Office TV  Contact Moan Links **PLAY QUIZ**

<e.g. 'Astra' or 'Zetec


Lingani g
 View LIVE visitors: 88
Hi! I am Li
 I expose ILLEGAL
 I reveal CHEATI

UPDATE... T
 Petrol at £

DIRTY R
SCOUNI

BRAND NEW!
£221.99
 mth inc VAT

PEUGEOT 107
 1.0 URBAN
 Close (X)



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 Highly Approved Trader

Color, balance, contrast on the Web

What we often achieve with color, we should strive to achieve with **contrast**.

Color, balance, contrast on the Web

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Consider these two sites:

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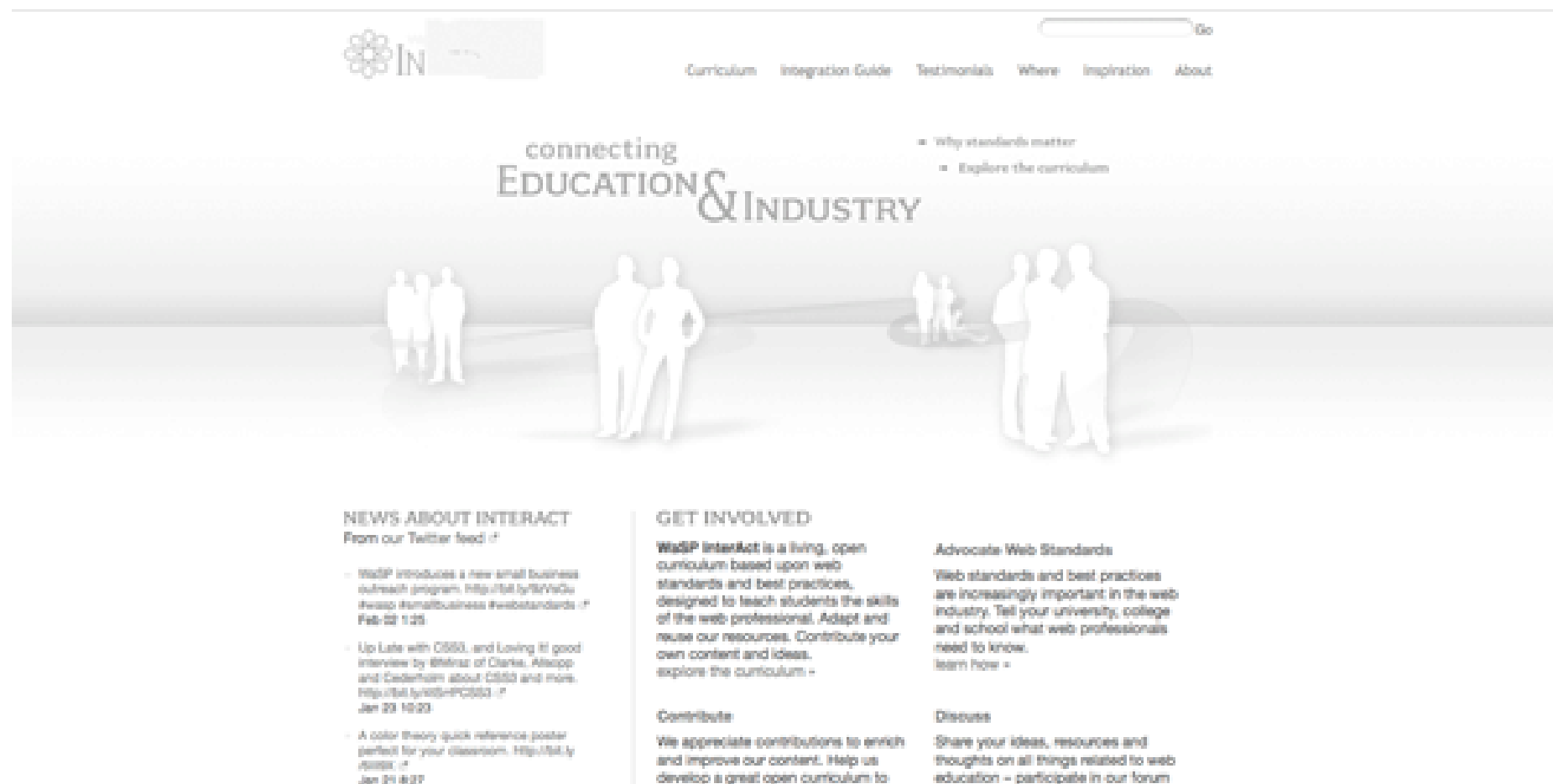
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You can test your designs against common impairments at <http://paletton.com/>

A brief detour

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accessibility is important ok

A brief detour

The power of the Web is in its universality. Access by everyone regardless of disability is an essential aspect.

–Tim Berners-Lee

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Accessibility, and thinking about accessibility, gets our message to more users.

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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

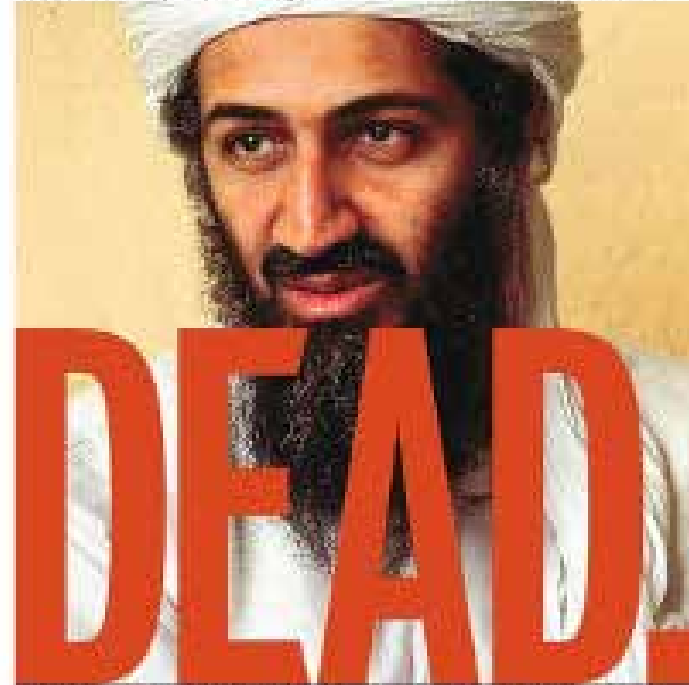
Visual hierarchy is an idea that we've borrowed from print (as we've borrowed many things from print)

Visual hierarchy on the Web

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

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

SAND HILLS AND WAVES AT KITTY HAWK ON CAROLINA COAST



U.S. KILLS SEPT. 11 MASTERMIND, AL-QAIDA CHIEF OSAMA BIN LADEN

CORNERED SUNDAY AT PAKISTANI MANSION

AMERICAN FORCES RECOVER BODY AFTER FIREFIGHT

President Obama: 'Justice has been done'

Osama bin Laden, the mastermind of the Sept. 11 attacks, was killed Sunday by U.S. forces in a firefight in a compound in Abbottabad, Pakistan, the White House announced. The president said the killing was "a major step toward justice." The body was recovered after a firefight with U.S. forces. The compound was surrounded by U.S. forces and the body was recovered after a firefight. The compound was surrounded by U.S. forces and the body was recovered after a firefight.



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<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*.

Design examples and discussion

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- * how are the designers combining different kinds of media?
- * how do the design elements on the site reflect the content?

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<http://www.poweringanation.org/coal/>

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<http://ngm.nationalgeographic.com/serengeti-lion/index.html>

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