Graphic Design 1



The "look & feel"

Agenda



- Principles
- Examples
- SHW discuss

Who Needs Substance?





Graphic Design



- The "look & feel" portion of an interface
- What someone initially encounters
 - Conveys an impression, mood

Design Philosophies



- My personal preferences:
 - Economy of visual elements
 - Less is more
 - Clean, well organized





Sequencing

Layout

Typography

Organization

Graphic Design Principles



- Metaphor
- Clarity
- Consistency
- Alignment
- Proximity
- Contrast

Metaphor



- Tying presentation and visual elements to some familiar relevant items
 - e.g., Desktop metaphor
 - If you're building an interface for a grocery application, maybe mimic a person walking through a store with a cart





Overdone?

www.worldwidestore.com/Mainlvl.htm

Clarity



- Every element in an interface should have a reason for being there
 - Make that reason clear too!

Less is more

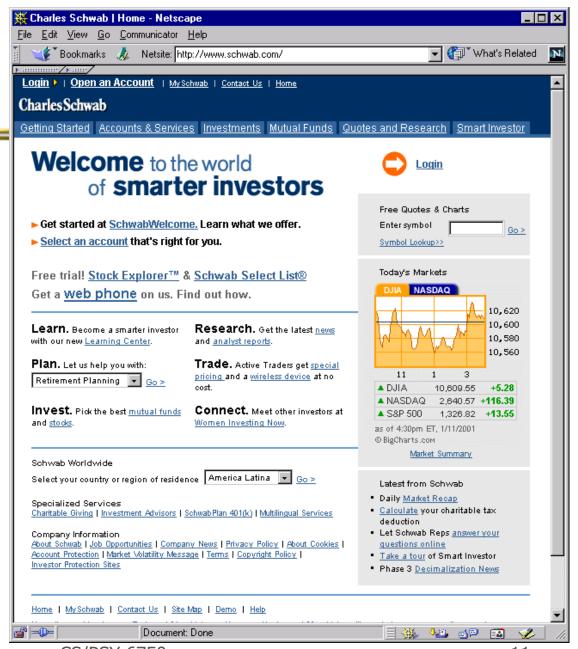
Clarity



- White space
 - Leads the eye
 - Provides symmetry and balance through its use
 - Strengthens impact of message
 - Allows eye to rest between elements of activity
 - Used to promote simplicity, elegance, class, refinement

Clear, clean appearance

Opinion?



www.schwab.com

CS/PSY 6750

Clear, clean appearance

Opinion?



www.schwab.com

Consistency



- In layout, color, images, icons, typography, text, ...
- Within screen, across screens
- Stay within metaphor everywhere

- Platform may have a style guide
 - Follow it!









Home page

Content page 1

Content page 2

www.santafean.com



- Western world
 - Start from top left



Allows eye to parse display more easily

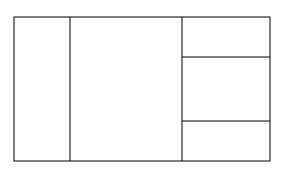


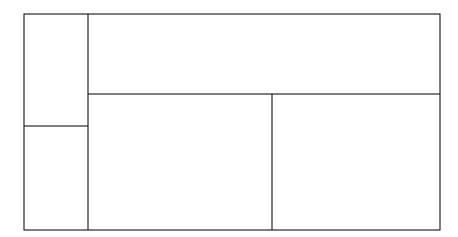
- Grids
 - (Hidden) horizontal and vertical lines to help locate window components
 - Align related things
 - Group items logically

Minimize number of controls, reduce clutter



Grids - use them

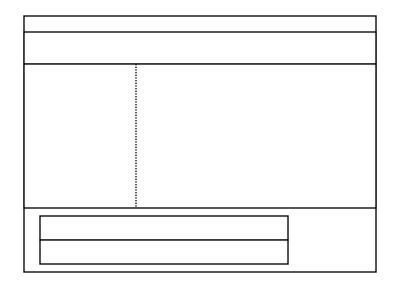




Grid Example









Left, center, or right

Here is Here is some some new text new text new text

Choose one, use it everywhere

- Novices often center things
 - No definition, calm, very formal

Proximity



- Items close together appear to have a relationship
- Distance implies no relationship

Time	
------	--

Time:



Name	
Addr1	
Addr2	
City	
State	
Phone	
Fax	

Name	
Addr1 Addr2 City State	
Phone Fax	

Name	
Addr1 Addr2 City State	
Phone Fax	

Contrast



- Pulls you in
- Guides your eyes around the interface
- Supports skimming

- Take advantage of contrast to add focus or to energize an interface
- Can be used to distinguish active control

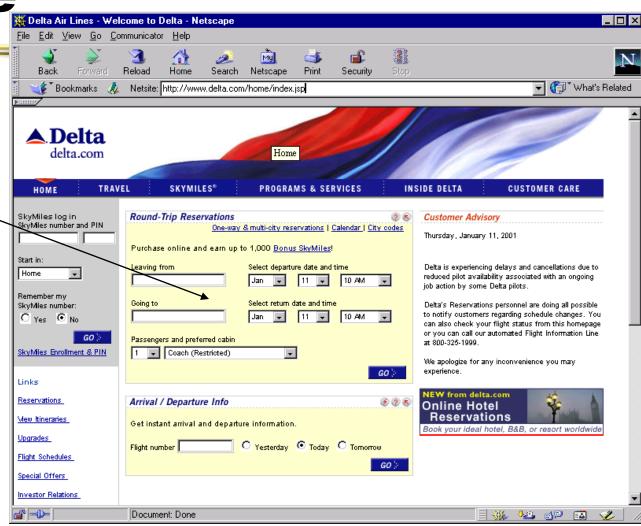
Contrast



- Can be used to set off most important item
 - Allow it to dominate

- Ask yourself what is the most important item in the interface, highlight it
- Use geometry to help sequencing

Important element



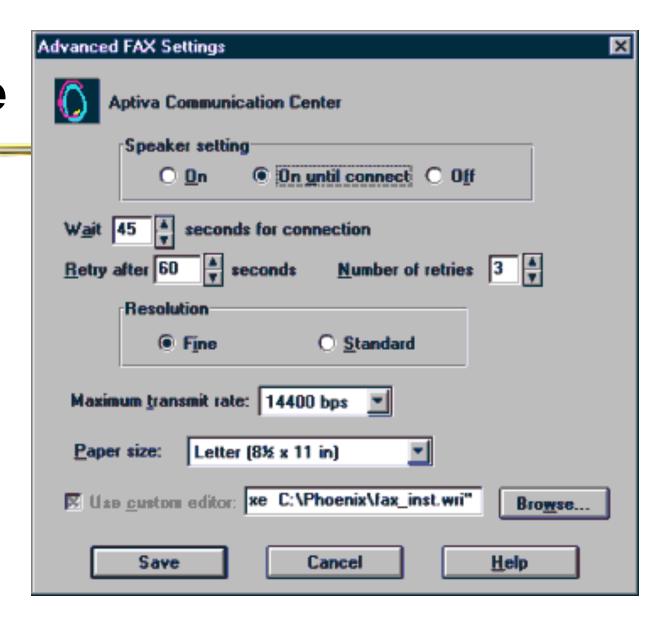
www.delta.com

UI Exercise



- Look at interface and see where your eye is initially drawn (what dominates?)
- Is that the most important thing in the interface?

 Sometimes this can (mistakenly) even be white space!



Disorganized



Form Title (appears above URL in mos	t browsers and is used by WWW search	Backgound Color:		
Q&D Software Development Order Desk		FFFBF0		
Form Heading (appears at I	top of Web page in bold type)	Text Color:		
Q&D Software Development Order Desk	▼ Center	000080		
E-Mail respones to (will not appear on	Alternate (for mailto forms only)	Background Graphic		
dversch@q-d.com				
Text to appear in Submit button	Text to appear in Reset button	O Mailto		
Send Order	Clear Form	o cai		
Scrolling Status Bar Message (max length = 200 characters)				
WebMania 1.5b with Image Map Wizard is here!!				
KK Prev Tab		Next Tab >>		

Visual noise





Overuse of 3D effects

Economy of Visual Elements

- Less is more
- Minimize borders and heavy outlining, section boundaries (use whitespace)
- Reduce clutter
- Minimize the number of controls

Coding Techniques



- Blinking
 - Good for grabbing attention, but use very sparingly
- Reverse video, bold
 - Good for making something stand out
 - Again, use sparingly

SHW – Bad Designs



Interesting ones?