

Colors contain four shades: Regular, Dark, Medium, and Light.

Regular: Active styles (buttons), Top Borders, Active Checkboxes

Dark: Hover styles (buttons), Labels

Medium: Background borders

Light: Background colors



This section includes how to stylize an annotation based on the state of a user's workflow.

PREVIEWING ANNOTATIONS

Annotations appear in the content pane. A user can choose which annotations to preview by toggling the types on and off.

Some annotation types have dependencies and require other annotation types to be



DESIGN SYSTEM

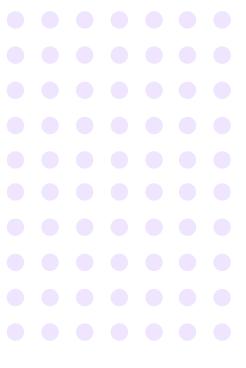
Making Material progress.

While Sarah was ramping up, I asked her to research various publicly available design systems that our team could use as a basis for developing one for Digital Reasoning products.



The breadth of the Material Design colour palette came in immediately handy on the Annotator project, since we needed to handle over 30 combinations of annotation types and states out of the box, plus additional custom annotation types for specific usage scenarios such as medical lab report annotation.

We then created our own style guide to document how annotation type and state styling was applied in the context of different interaction modes within the product.



Moving beyond Material.

The Annotator (now Cognition) product shipped in mid-2016, and is now in extensive use by data scientists at Digital Reasoning's clients, including Morgan Stanley, Hospital Corporation of America, and the Bank of England.

Following this project, my team adapted Material Design to new components specific to our needs, such as network graphs and advanced filters. We also noted some challenges with applying Material to information-dense, desktop-oriented enterprise software Uls, such as overly large margins and padding, form input styling that hampers discovery, and a lack of support for controls such as date range pickers. (Google has since addressed some of these with the "high density" variant of Material.)

By the time I left Digital Reasoning at the end of 2017, we had started moving away from Material Design towards a custom design system that fit the specific needs of our team's design practice.

