



MATERIAL DESIGN

Vanessa Nguyen

Agenda

- 01 Material Design**
- 02 Design Guidelines**
- 03 Material Components**
- 04 Material Themes + Demo**

01

Material Design

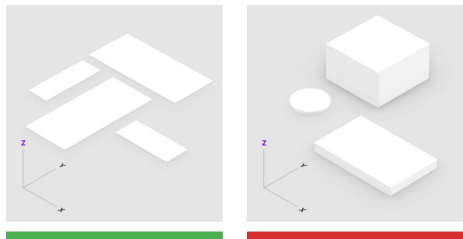


Material Design

- Designsystem
- Google, 2014
- open-source code
- Android, Web, iOS, Flutter



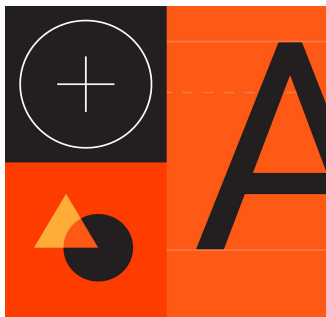
Prinzipien



Reale Welt

Licht & Schatten

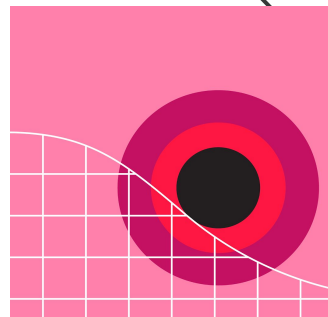
Flat Design



Print Design

Typographie, Raster, Farben,...

Hierarchie



Bewegung

Animationen

Feedback



Ziele

- Einheitliches System
- Flexibilität



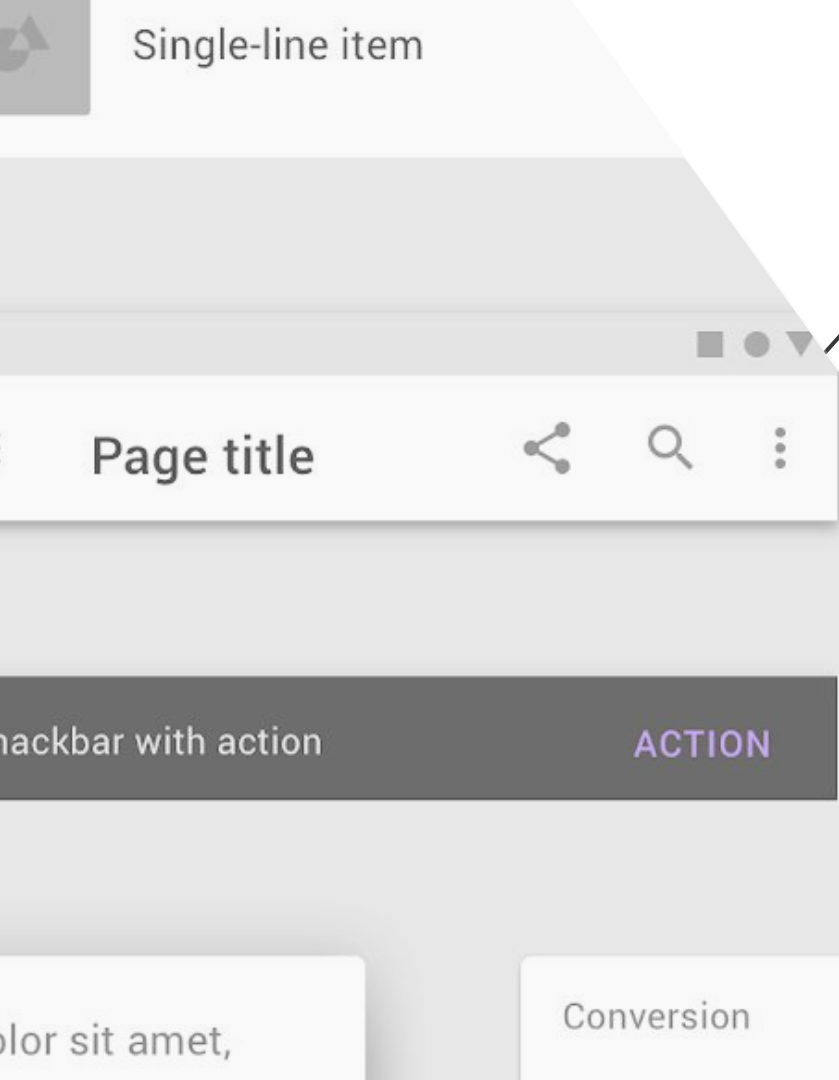
02

**Design
Guidelines**

Design Guidelines

- Usability
- Functionality
- Accessibility
- Bidirectionality
- Platform Guidance
- ...

Siehe material.io



03

Material Components

Material Components

- Komponenten/Bausteine
- Buttons
- Switches
- Textfelder
- Time/Date Picker
- Navigationsleisten
- etc.



BUTTON



\$mdc-t

\$mdc-theme

\$mdc-theme-

\$mdc-theme-on

\$mdc-shape-small

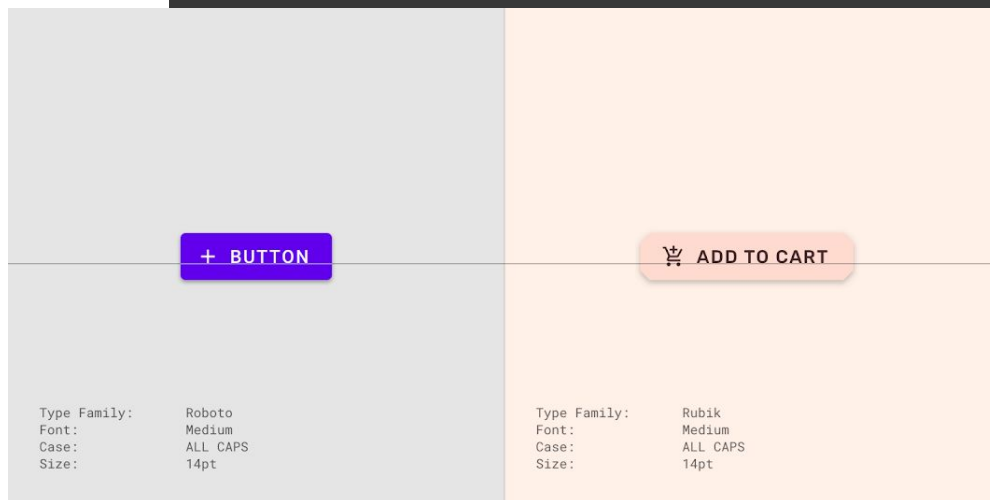
03

Material Theming



Material Theming

- Theme entwickeln und anpassen
- Farben
- Typographie
- Icon
- Form
- Tools





PLANDORA

Demo - Plandora

Primary Color

#24354E

Secondary Color

#EB6B4D

Font

Futura

Shape

Small

Corner Family: rounded

Corner Size: 5dp

Medium

Corner Family: rounded

Corner Size: 5dp

Large

Corner Family:

Corner Size: