

AI Native Dev

UI Glossary

Week 2 Reference

UI Glossary Overview

This document defines key User Interface (UI) and User Experience (UX) terms mentioned in the Week 2 slides, particularly focusing on the "TraveLens" application design.

Key Concepts:

- Layout Patterns (Masonry, Bento)
- Visual Style (Glassmorphism, Overlays)
- Design Principles (Gestalt, Hierarchy)

Masonry Grid

A layout style where items are placed in optimal positions based on available vertical space, similar to stones in a masonry wall.

- **In TraveLens:** Used for the "Visual Discovery" homepage.
- **Why:** Accommodates images of varying aspect ratios (portrait/landscape) without large gaps, unlike a strict row/column grid.
- **Implementation:** Often achieved with CSS Columns (`columns-3`) or specific JS libraries (though CSS is preferred for performance).



Bento Grid

A grid layout inspired by Japanese bento boxes, characterized by structured, rectangular compartments of varying sizes that align to a comprehensive grid.

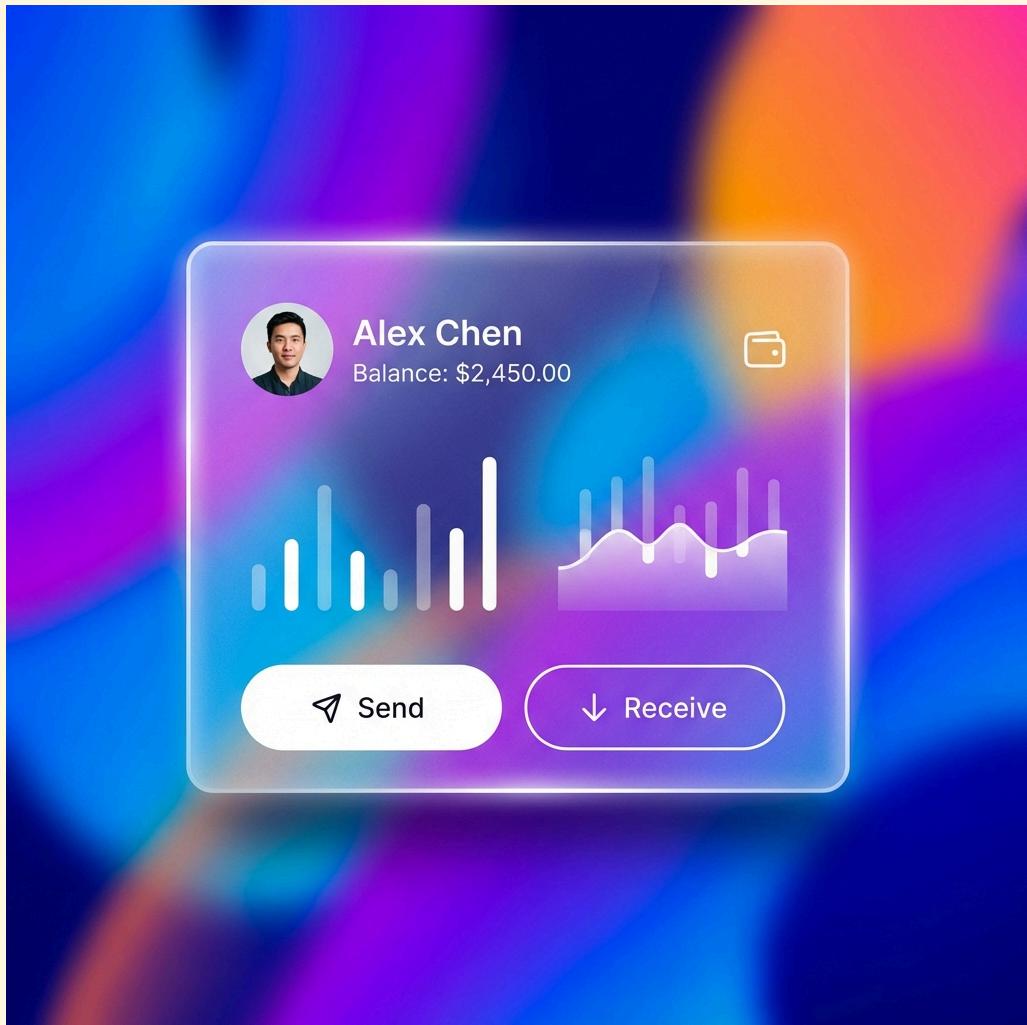
- **In TraveLens:** Used for the "Similar Destinations" sidebar.
- **Why:** Creates a clean, hierarchical way to display related content. It feels organized and "tech-forward" (popularized by Apple promotional materials).



Glassmorphism

A visual style that simulates the look of frosted glass (translucency) floating over a background.

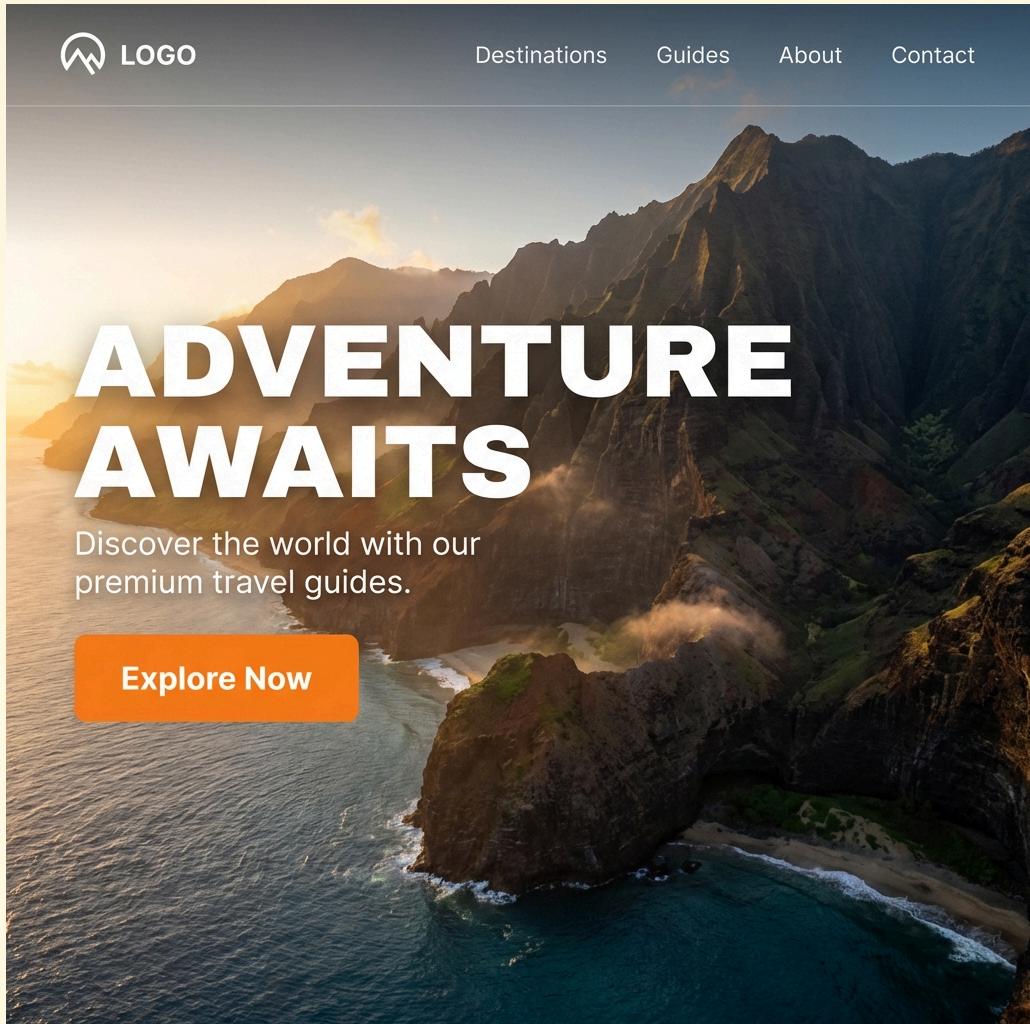
- **Characteristics:**
 - Background blur (`backdrop-filter: blur()`).
 - Semi-transparent backgrounds (white/black with low alpha).
 - Subtle white borders to mimic the glass edge.
- **Use Case:** Adds depth and a "Premium" feel to UI cards and overlays.



Hero Section

The prominent top section of a web page, typically containing a large image, a headline, and a call-to-action (CTA).

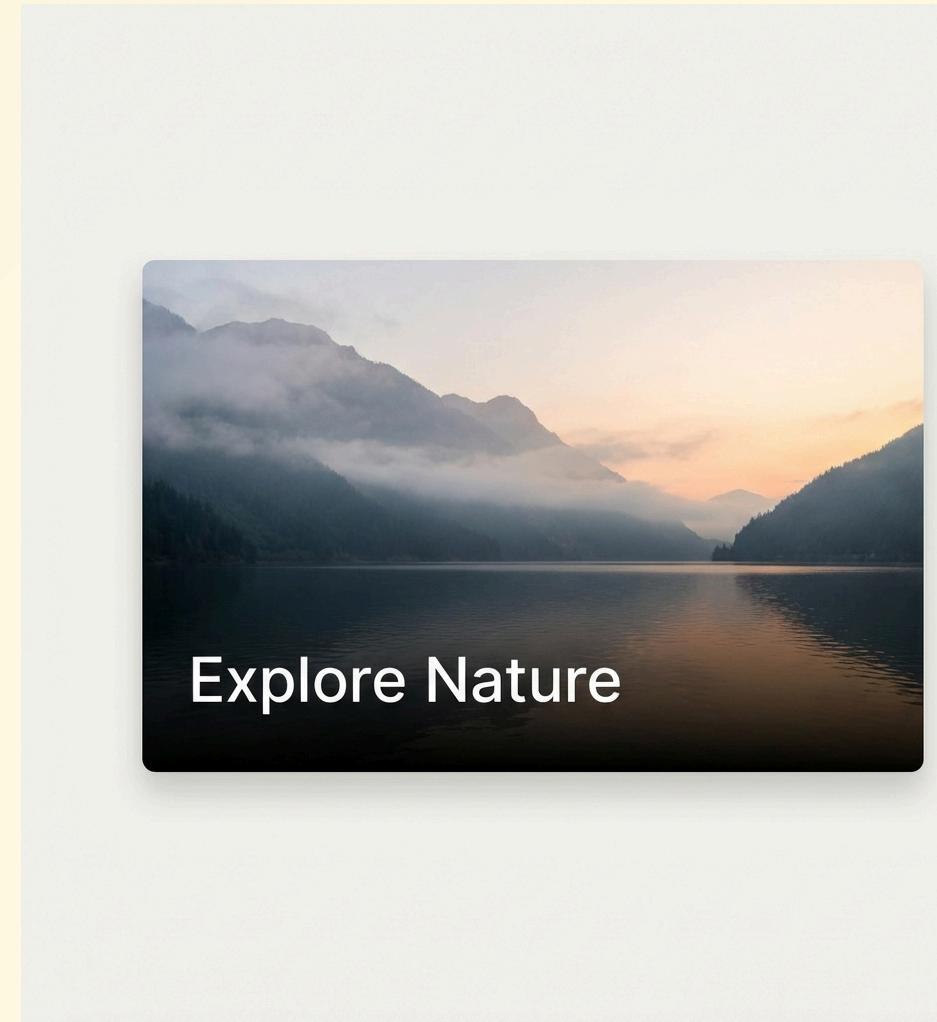
- **In TraveLens:** The "Left Panel" of the detail view acts as the Hero.
- **Key Design:** Uses a high-resolution image to grab attention immediately.



Clean Overlay

A text or graphic layer placed on top of an image that is legible but unobtrusive.

- **Technique:** often involves a gradient fade (black to transparent) behind the text to ensure contrast against the underlying image.
- **Constraint:** "Display only Title and Tags" to avoid visual clutter and maintain the "Premium" aesthetic.



Visual Hierarchy

The arrangement of elements in a way that implies importance.

- **Principle:** Look at the most important thing first.
- **Application:**
 1. **Large Images:** Primary focus (Emotional draw).
 2. **Bold Titles:** Secondary focus (Context).
 3. **Metadata (Tags/Location):** Tertiary focus (Details).



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 TraveLens

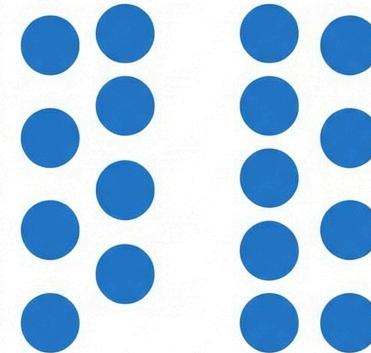


Gestalt Principles

Psychological principles explaining how humans perceive visual patterns.

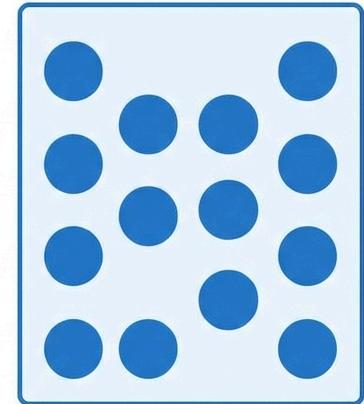
- **Proximity:** Items close to each other are perceived as related (e.g., A Title + City Name grouped together).
- **Common Region:** Elements within the same boundary (like a Card container) are seen as a group.

PROXIMITY



Elements close together are perceived as a group.

COMMON REGION

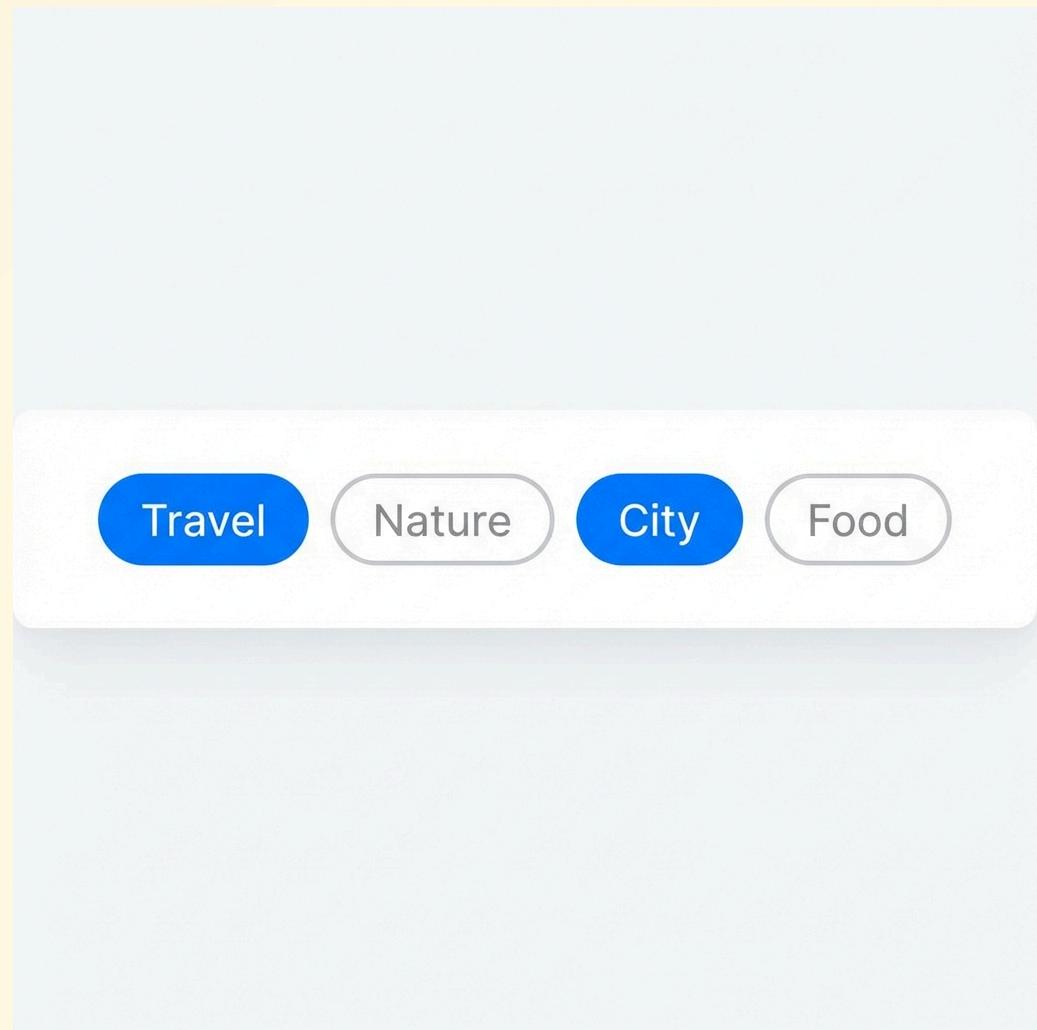


Elements within the same boundary are perceived as a group.

UX Chips

Small, interactive elements that represent an input, attribute, or action.

- **In TraveLens:** "Recent Searches" chips.
- **Function:** Allow users to quickly recall previous queries or filter content without typing.



Skeleton Loading

- **Skeleton:** A gray, pulsing placeholder shape shown while content is loading. Prevents layout shift.
- **Staggered Fade-in:** An animation technique where grid items appear one after another with a slight delay, rather than all at once. This creates a more "polished" and fluid feeling.

