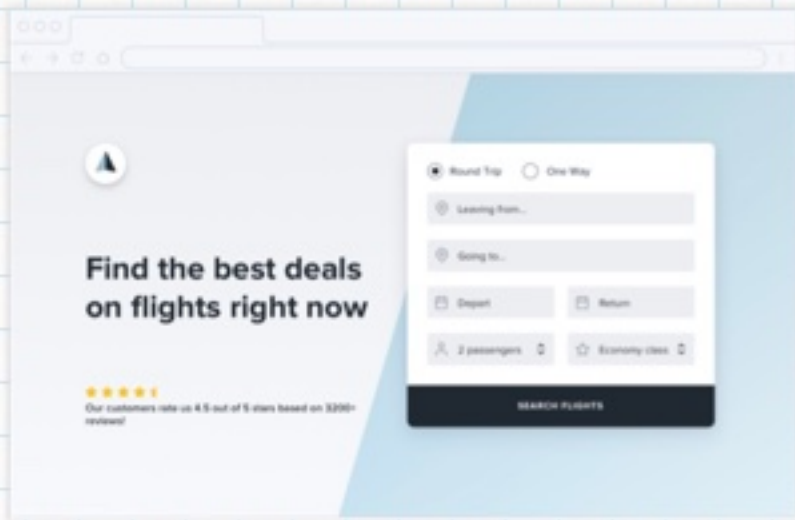


REFACTORING UI

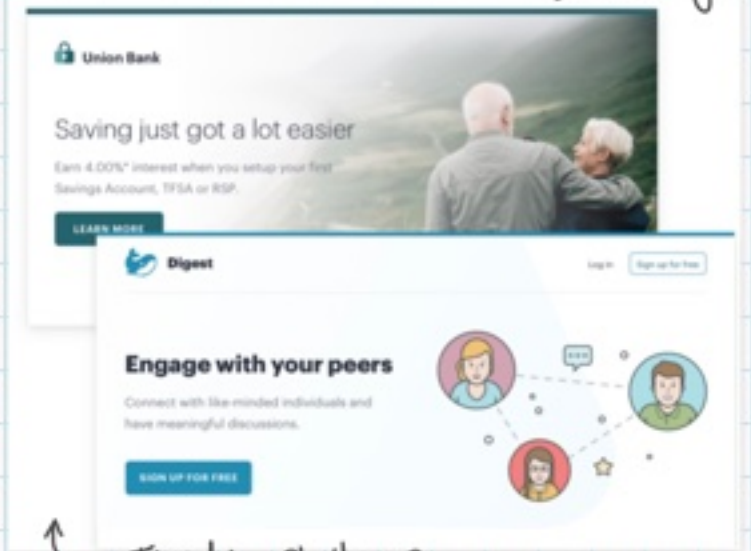
① Start with a feature not a layout:

Start your design with a piece of actual functionality
ex: A page for search flights.



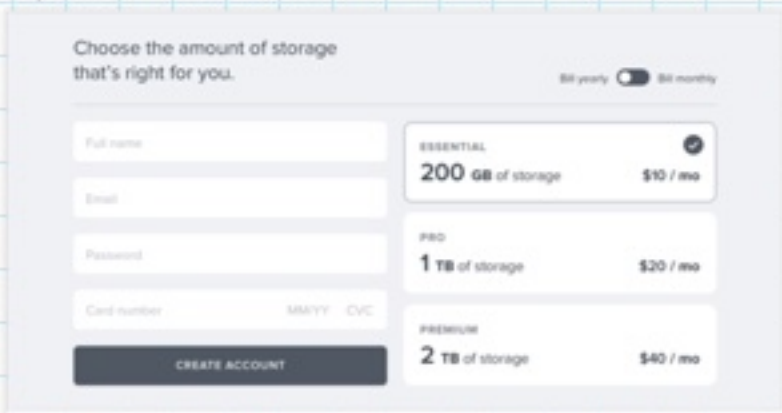
• Choose a Personality: Every design has some kind of personality.

Banking site



Trendy start-up

- Details come later: Start with a paper and Sharpie
- Hold the color: Design in a grayscale and focus on space contrast and size



• Font choice: A huge part in how the design feels.

delegant classic book serif



font-family: Fretah text



font-family: proxima soft
playful - rounded sans-serif
With a plainer look a neutral sans-serif

- Don't over invest: Use mockups and wireframes to move fast
- Don't design to much: You don't need to design every single feature in the app at the start
- Work in cycles: Start with a simple version. Iterate on the working design until there is not more problems to resolve.
- Don't be a pessimist: Expect that the new feature will be hard to build. Design it later.

• Color: There is a lot about color psychology but it is about what color feels good to you

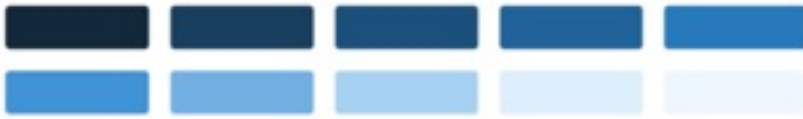
- **Border radius:** A larger border radius feels more playful while not border radius feels serious and formal stay consistent!
- **Language:** - Personal tone → Professional but casual language → friendlier

HIERARCHY IS EVERYTHING

- **Not all elements are equal:** It make things look more "design". You can de-emphasize secondary and tertiary information and highlight the elements that are more important

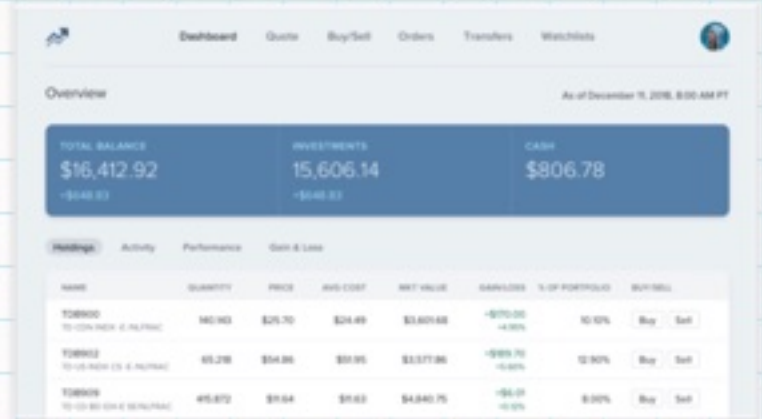
Limit your choices: Create a design system.

Don't reach for the color picker every time you need to pick a new shade of blue — choose from a set of 8-10 shades picked out ahead of time.



Similarly, don't tweak a font size one pixel at a time until it looks perfect. Define a restrictive type scale in advance and use that to make any future font size decisions.

12px	The quick brown fox jumps over the lazy dog
14px	The quick brown fox jumps over the lazy dog
16px	The quick brown fox jumps over the lazy dog
18px	The quick brown fox jumps over the lazy dog
20px	The quick brown fox jumps over the lazy dog
24px	The quick brown fox jumps over the lazy dog
32px	The quick brown fox jumps over the lazy dog
48px	The quick brown fox jumps over th



- **Size isn't everything:** Don't rely the hierarchy only on the font size. Try using font size - color weight. You can use:
 - A dark color for primary content.
 - Grey for secondary content.
 - A lighter grey for tertiary content

STAY AWAY FROM FONT WEIGHTS UNDER 400

- Don't use grey text on color background

Design by elimination. Choose the what it seems to be the best.

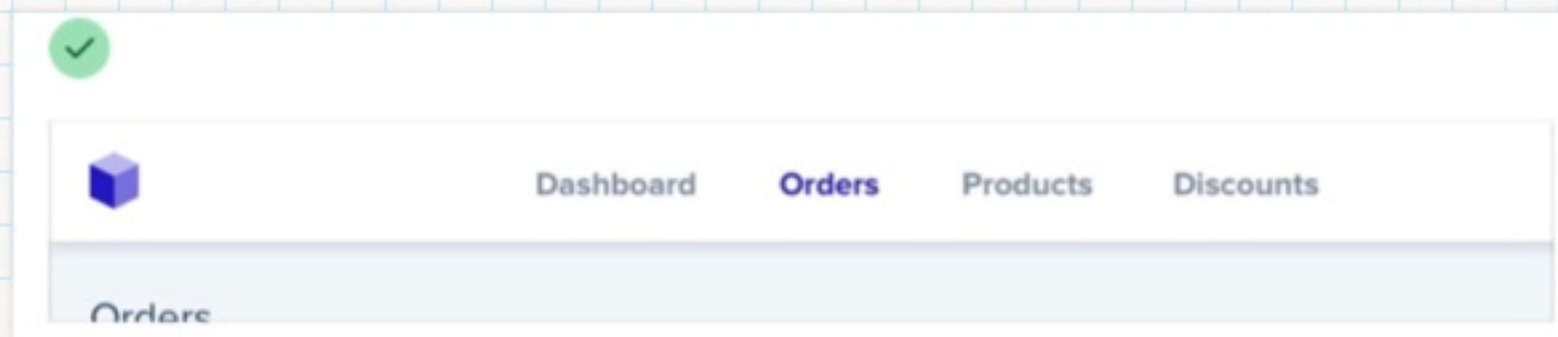
Systematize everything: Have a system for:

- Font size
- Color
- Width
- Border radius
- font weight
- Margin
- Height
- Border width
- line height
- Padding
- Box shadows
- Opacity

Use a lighter version of the background color

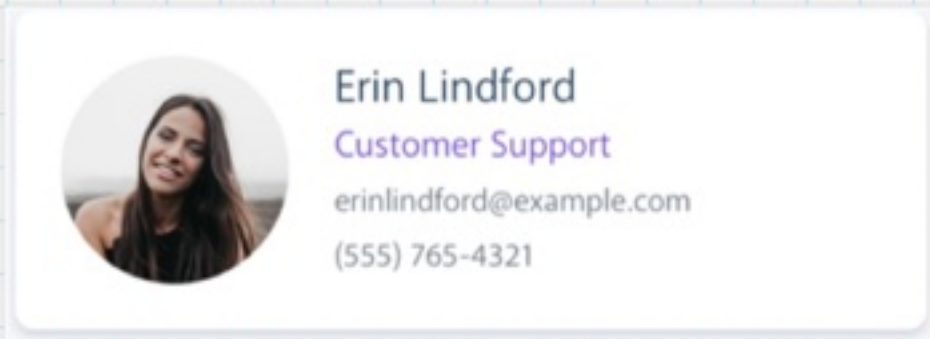
- You can emphasize by de-emphasizing:

When the primary element don't stand out to much you can de-emphasize the others



• Labels are a last resort

When presenting data try not to use a label. Hard to make data with any sort of hierarchy. Maybe you don't need a label. It is easier to emphasize



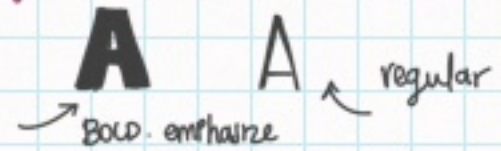
When to emphasize the label when the user will be looking for the label.

SEPARATE VISUAL HIERARCHY FROM DOCUMENT ▶

→ Use semantic markup h1, h2, h3

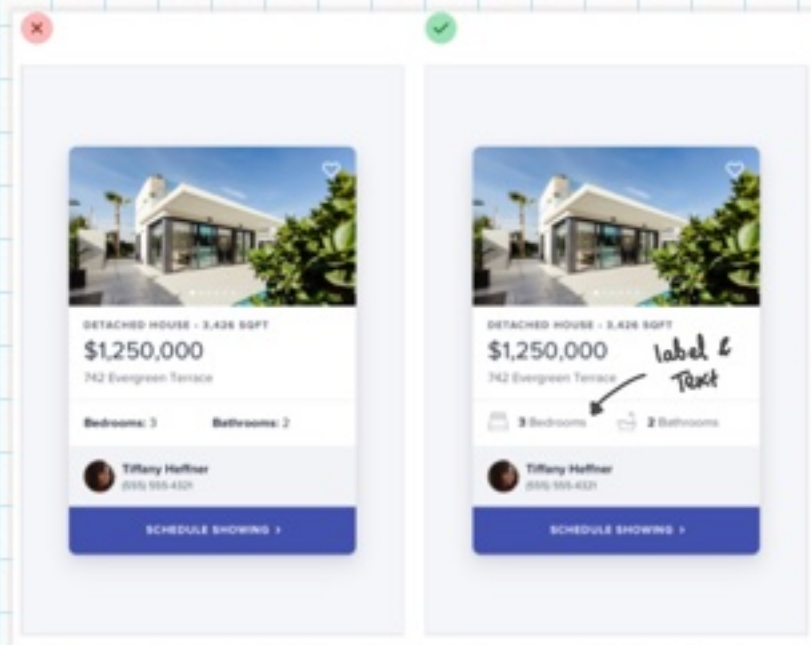
- Section titles act more like labels not to focus.
- You can include titles in your markup (accessibility) but hide it

Balance weight and contrast:

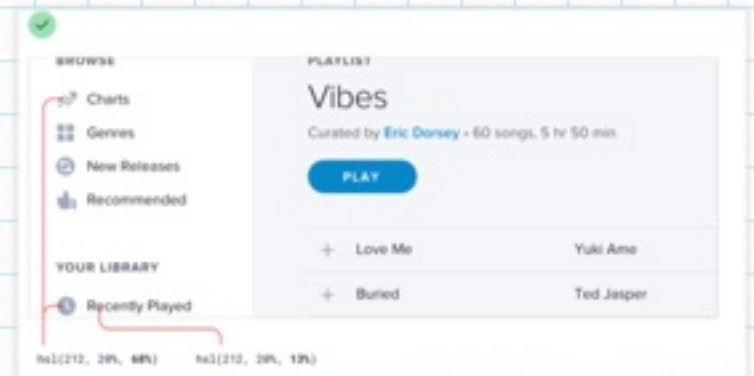


- Combine labels and values: We can avoid the label by adding text to clarify.

EX: 12 left in stock 3 bedrooms.



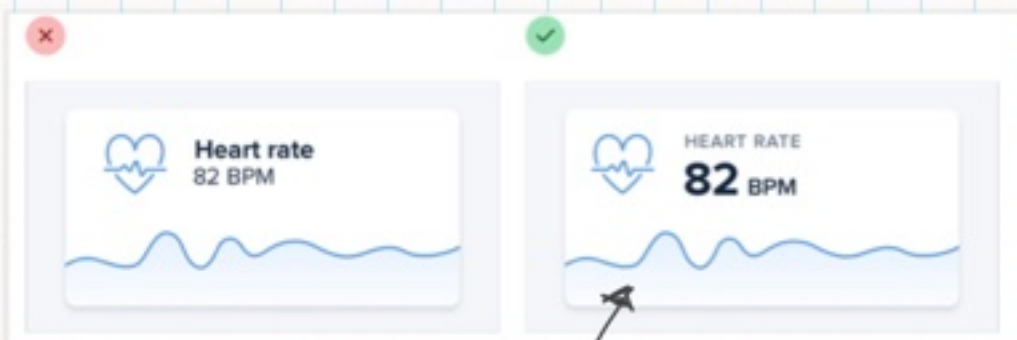
Using contrast to compensate for weight: [WORKING w icons]



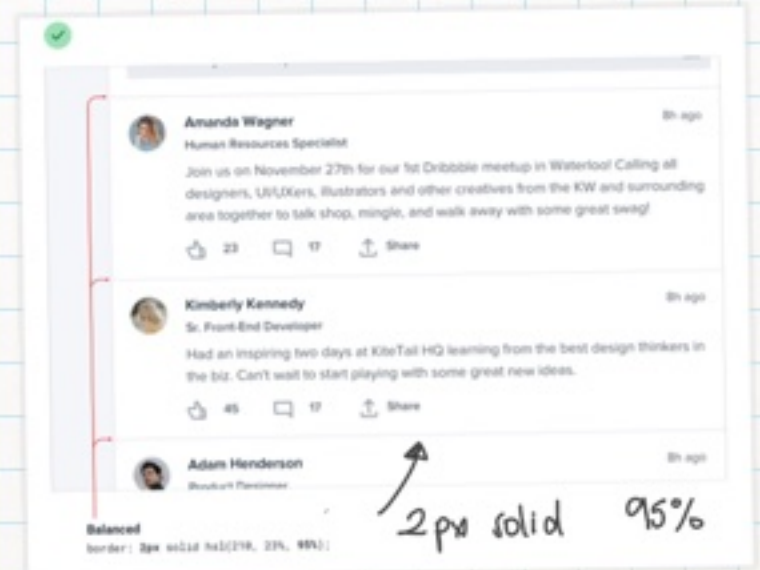
Using weight to compensate for contrast

- increasing weight emphasize low contrast elements.

Labels are secondary: Put label as supporting content

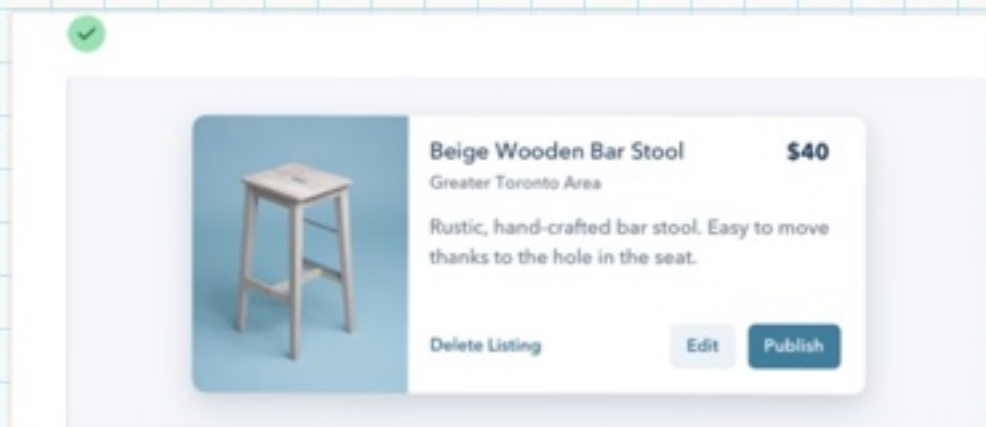


make it smaller less contrast lighter font weight

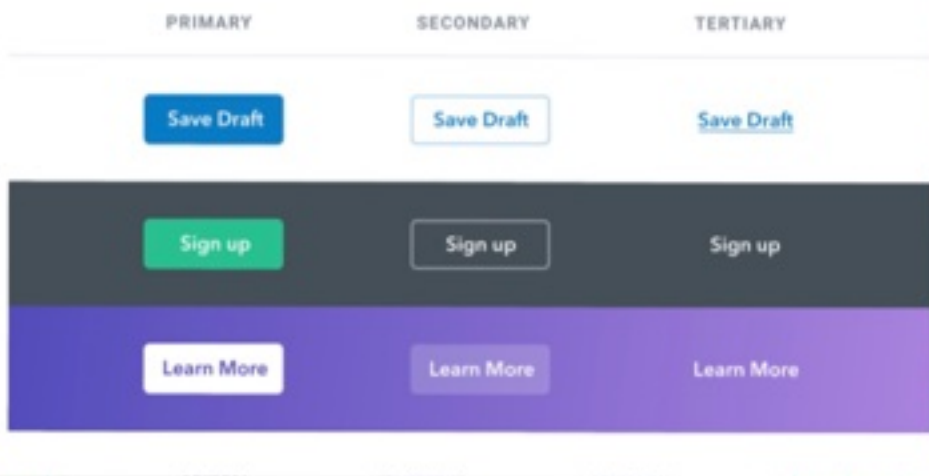


SEMANTICS ARE SECONDARY

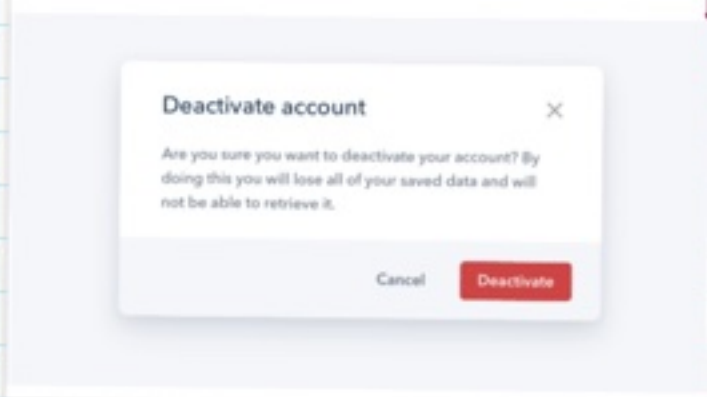
- Every action on a page sits somewhere in Δ importance
- PRIMARY ACTIONS SHOULD BE OBVIOUS \rightarrow solid colors
- SECONDARY ACTIONS SHOULD BE CLEAR BUT NOT PRO outline, lower contrast background colors
- TERTIARY ACTIONS SHOULD BE DISCOVERABLE



When you take a hierarchy-first approach to designing the actions on page, the result is a much less busy UI that communicates more clearly:



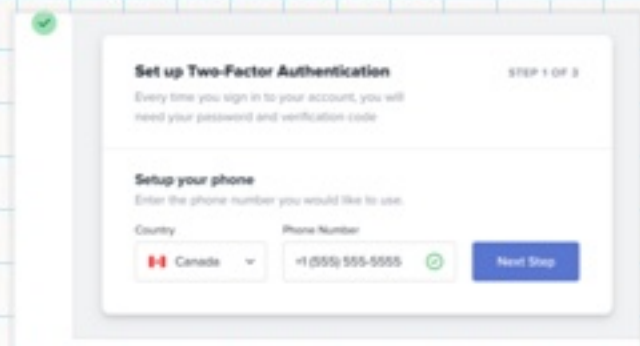
Combine this with a confirmation step where the destructive action actually is the primary action, and apply the big, red, bold styling there.



destructive actions

LAYOUT AND SPACING

- Start with too much space:



White space should be removed, no added

Start giving too much space and then you can remove it.

But if you are making a dashboard where a lot of information needs to be visible at once.

ESTABLISH A SPACING AND SIZING SYSTEM:

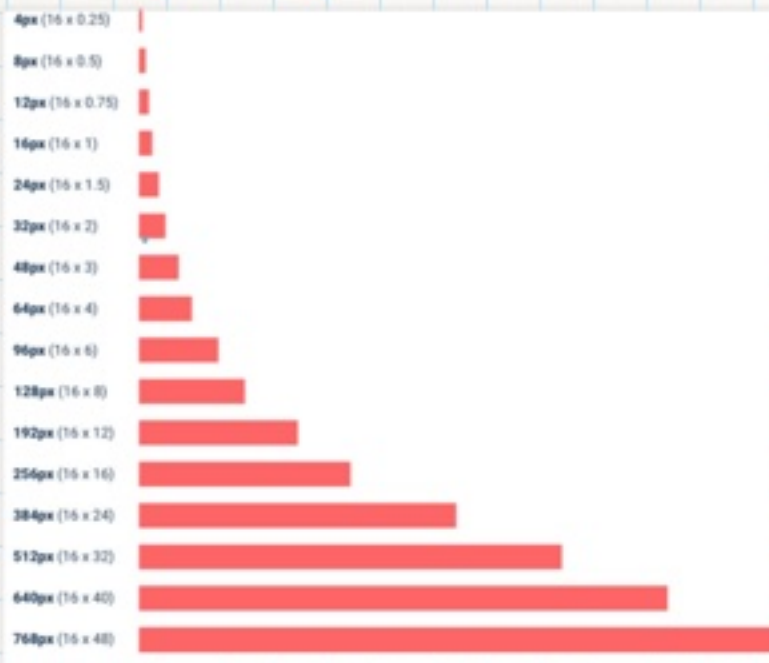
Limit yourself to a constrained set of values, defined in advance

a linear scale won't work:

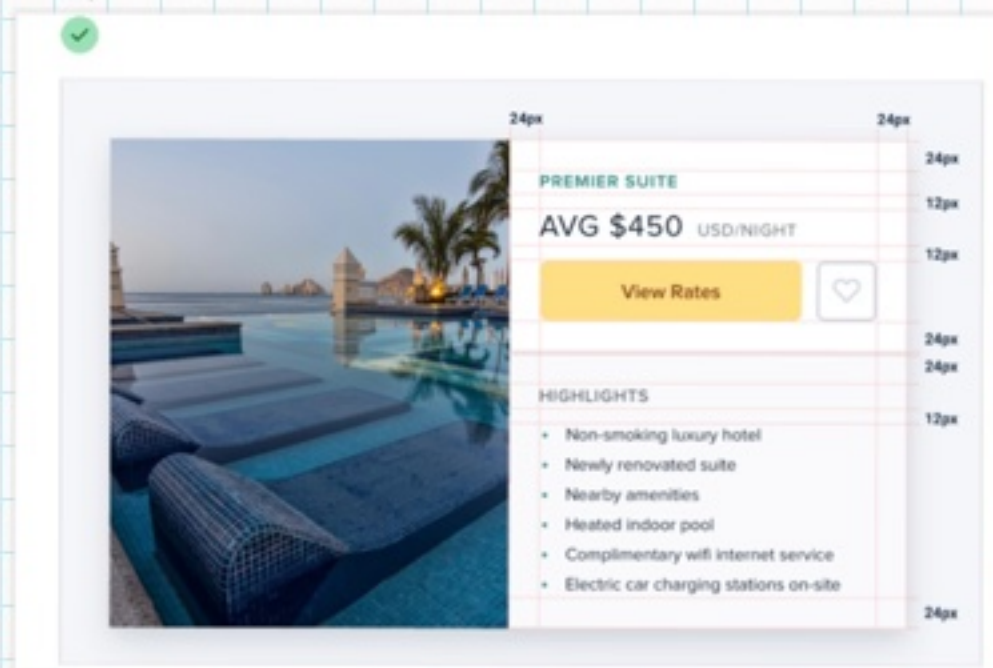
For a system to be truly useful relative \neq between values.



Defining the system: You can start at 16px



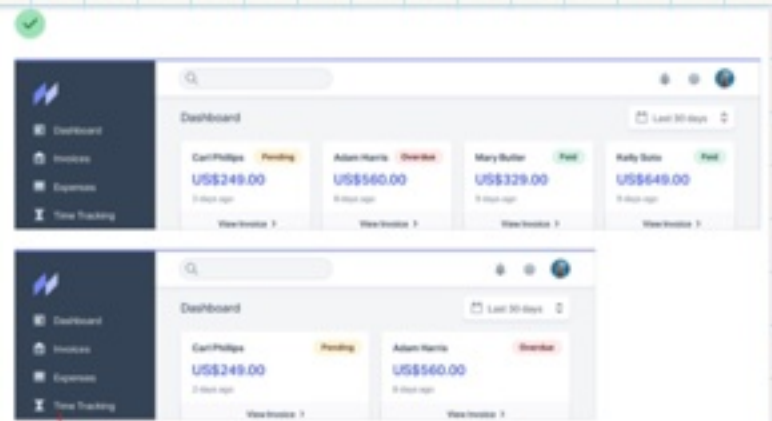
If you need to add space try with these values



You don't have to fill the whole screen

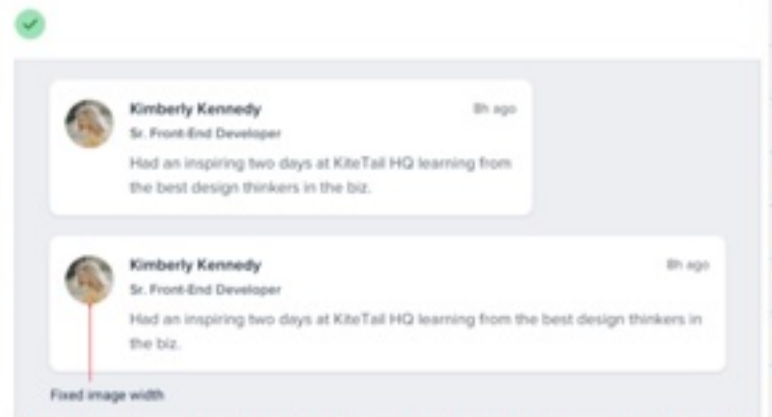
- Don't make it full-width.
- Start mobile-first - shrink the canvas
- Make it into columns
- Use grids. so when it shrinks make something fixed that it is optimized for its content

Don't shrink an element until you need to

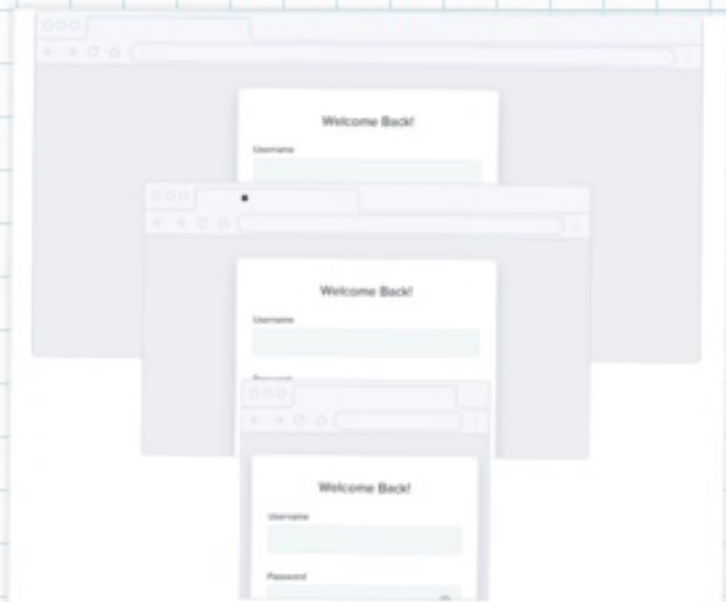


Fixed sidebar width

This applies within components, too — don't use percentages to size something unless you actually want it to scale.

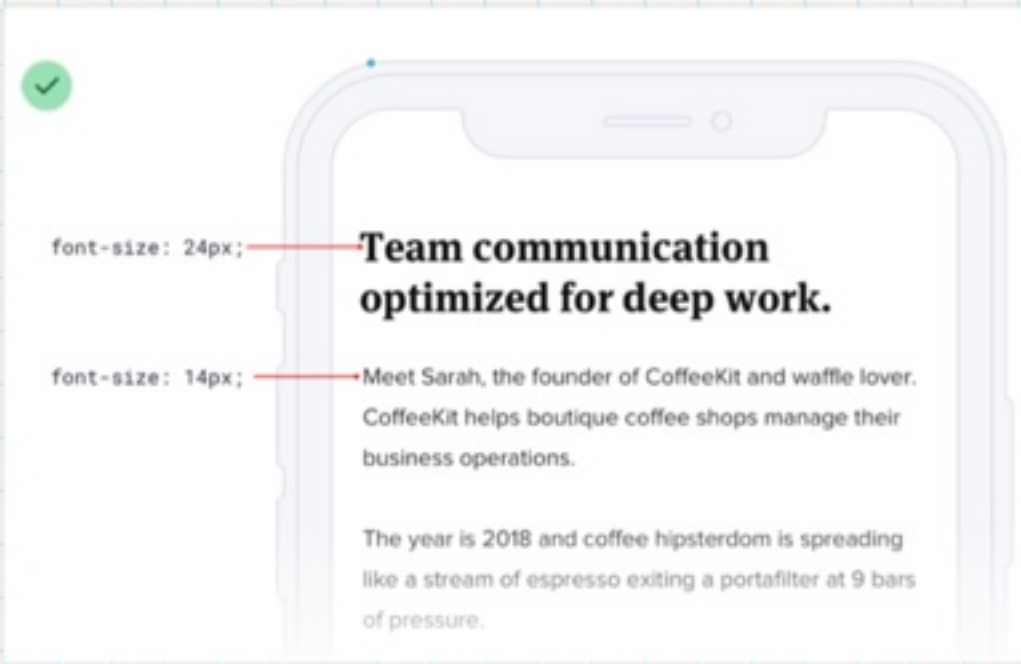


Fixed image width



Don't be a slave to the grid — give your components the space they need and don't make any compromises until it's actually necessary.

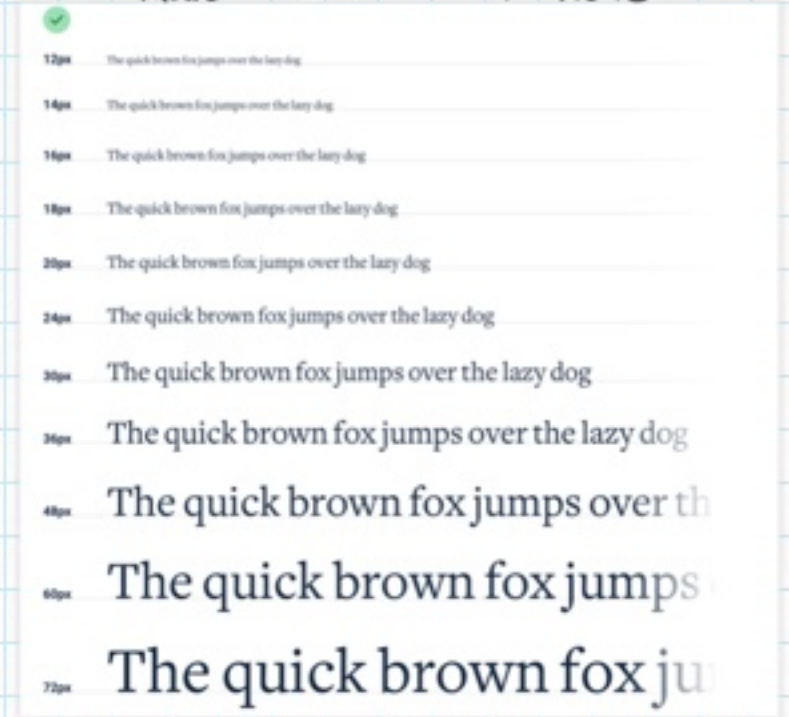
RELATIVE SIZING DOESN'T SCALE



everything not need to be scale proportionally

DESIGNING TEXT: Avoid ≠ sizing in UI

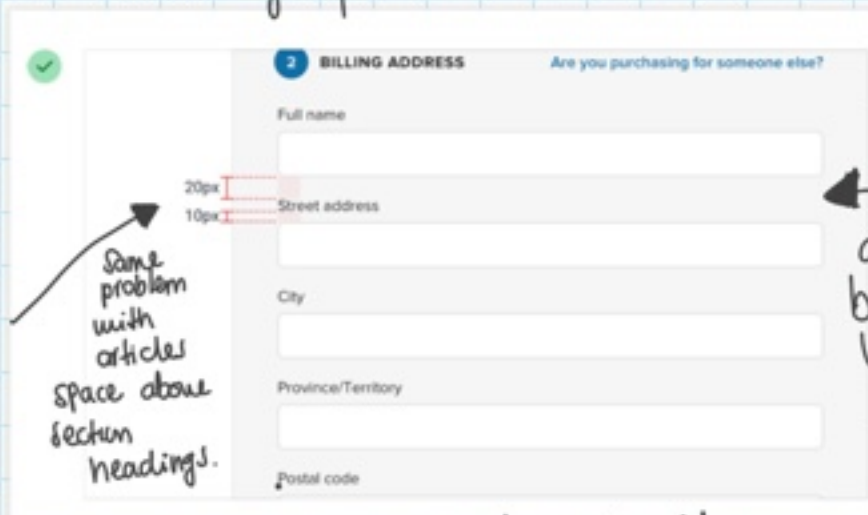
- Choosing a scale → Use a modular scale
4:5 ratio 2:3 1: 1.618



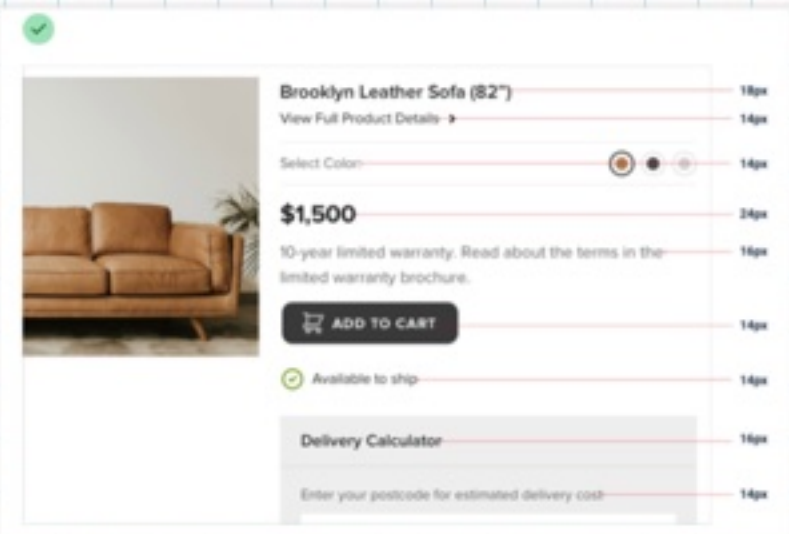
A larger btn feels like a btn

Avoid ambiguous spacing:

When there is not a line separator it is not always obvious that is separate. This could be fix by increase space between each form group.



also components horizontally.



Use good fonts - Helvetica web safe

optimize for legibility

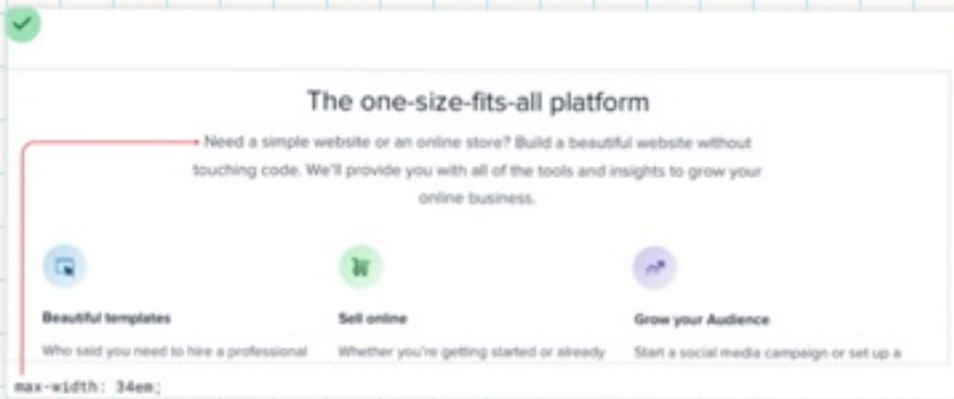
Trust the wisdom of the crowd

Steal from people who are

KEEP YOUR LINE LENGTH IN CHECK

For best reading experience TP should be 45 to 75 characters per line.

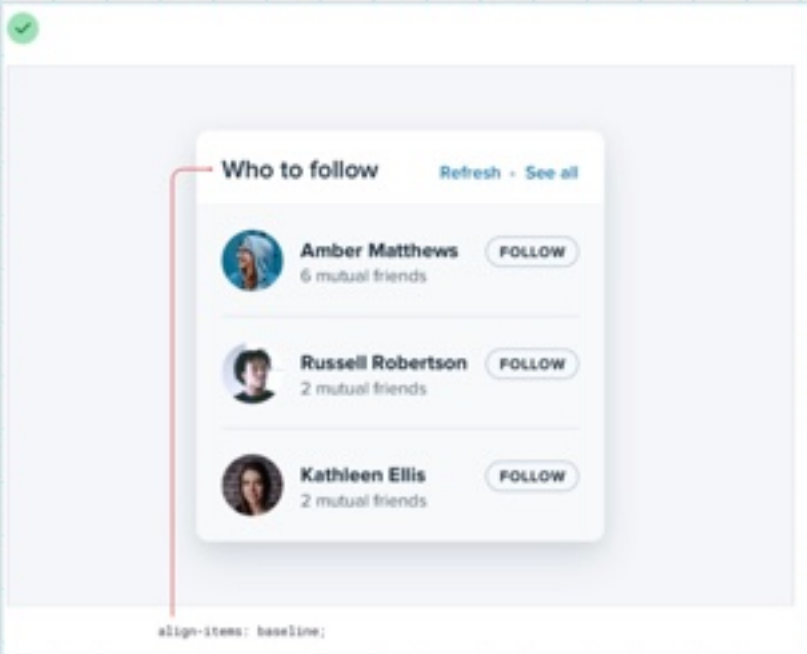
Wider content still limit the TP



Baseline not center:

A better approach should be align mixed font size by their baseline

baseline typography



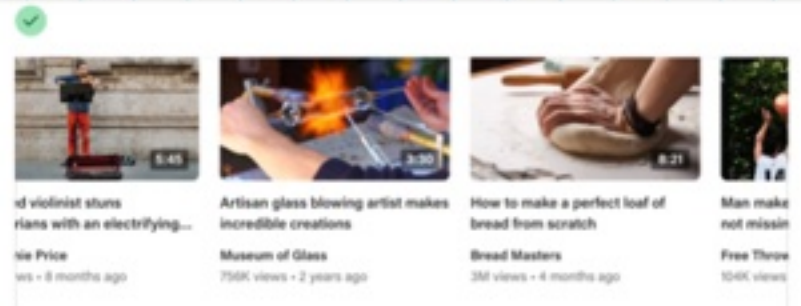
Line-height is proportional: 1.5 good reading
2 wide content

When text is small extra line spacing 1.75
larger text - 1

inversely proportional

Not every link needs color:

In a block full of text links need to stand out
But when almost everything is a link
Just emphasize them or when hover



Some links might not even need to be emphasized by default at all. If you've got links in your interface that are really ancillary and not part of the main path a user takes through the application, consider adding an underline or changing the color only on hover.



Align with readability in mind:

Majority should be left-align

- Don't center long form text
- Center-align for headings-independent
- Right-align numbers
- hyphenate justified text

Use letter spacing effectively:

headline fonts rarely work well in small size
improve ALL CAPS by adding letter spacing

WORKING WITH COLOR

Break it in 3 categories:

- HUE:** Is a color position on the color wheel
identify # types of blue - measure in °

① GREY:

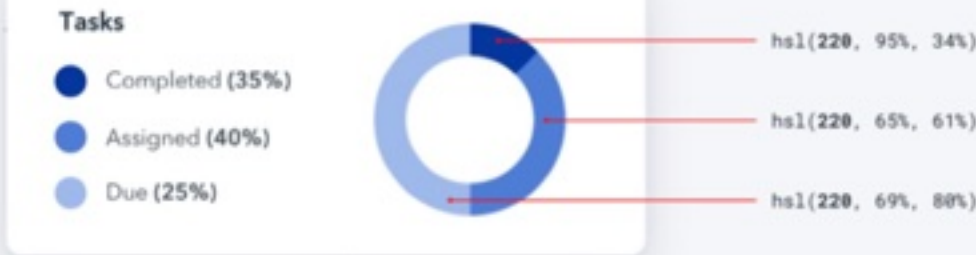
text - backgrounds - panels - form controls
3-4 shades

② PRIMARY COLORS:

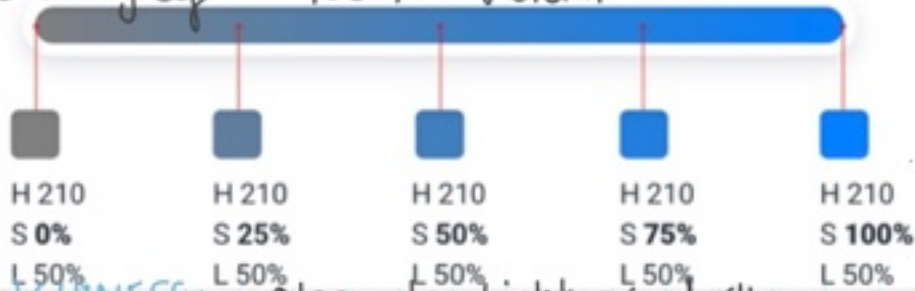
active navigation - overall look

③ ACCENT COLORS:

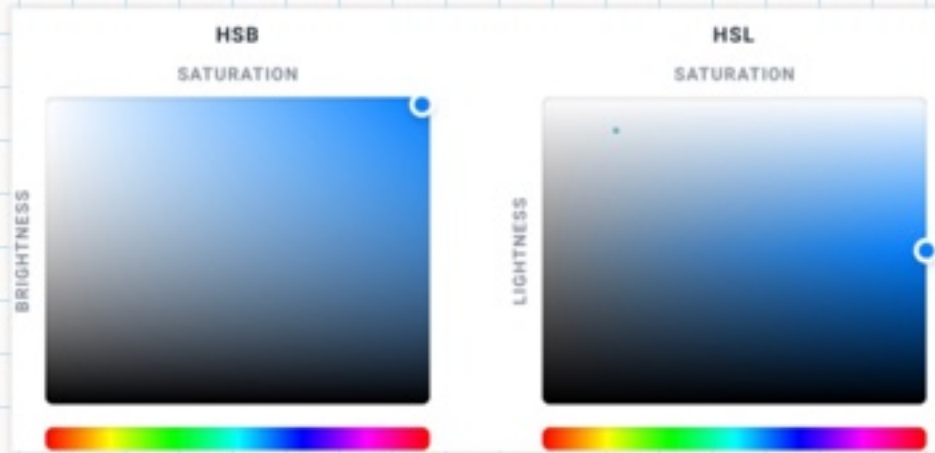
communicate # thing to the user
eye grabbing color.



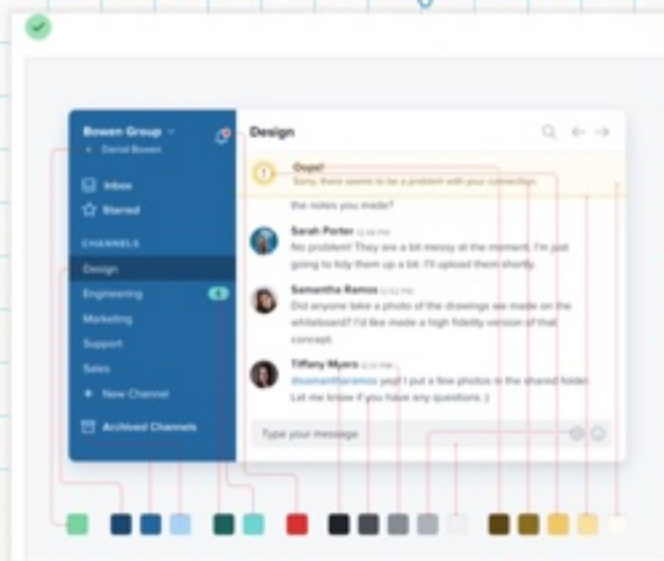
- SATURATION:** How colorful or vivid a color looks
0% grey 100% vibrant



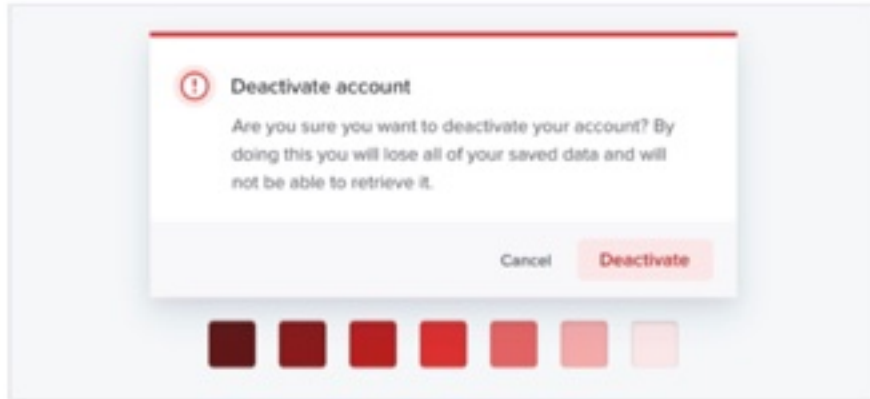
- LIGHTNESS:** Close to light or dark
HSL - 0% is black 100% white 0%
when saturation is 100% - 100% brightness
in HSB is the same as 100% S - 50% lig HSL



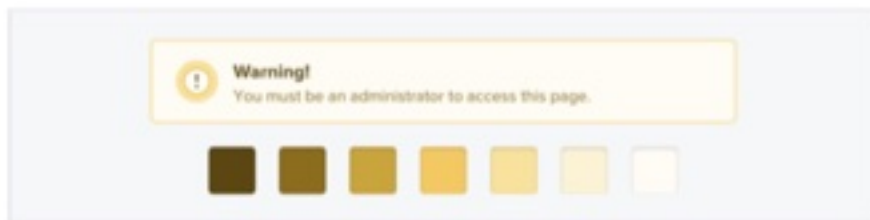
You need more colors than you think:



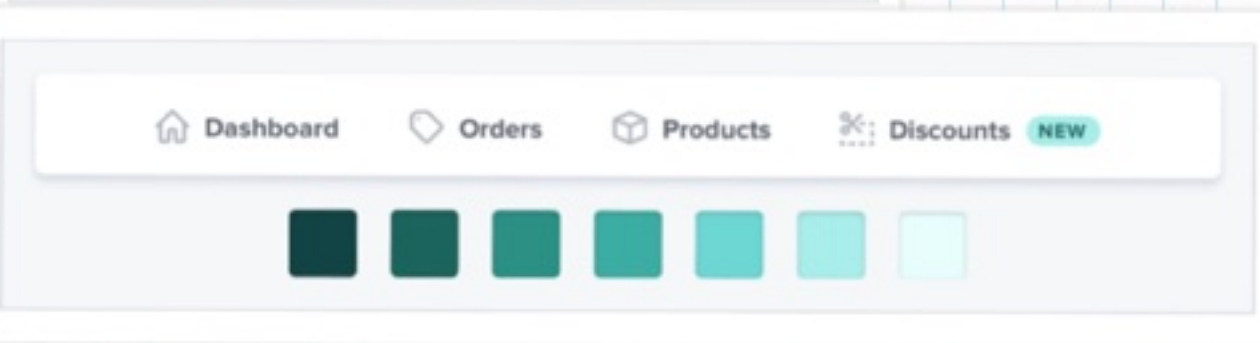
You might also need colors to emphasize different semantic states, like red for confirming a destructive action:



...yellow for a warning message:



...or green to highlight a positive trend:

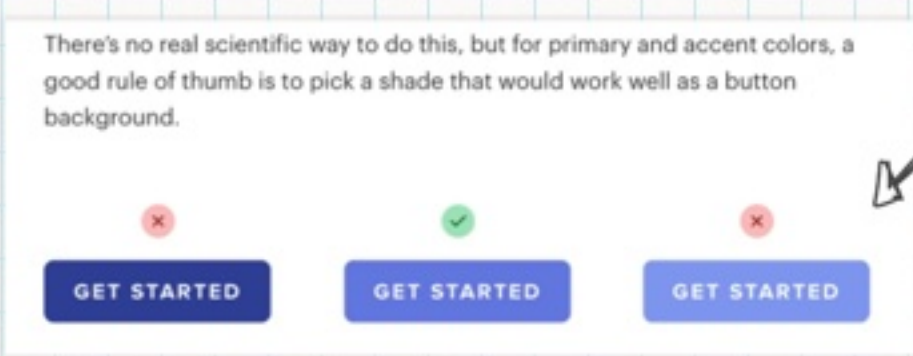


ACCENT COLORS

On top of the primary

Define your shades upfront:

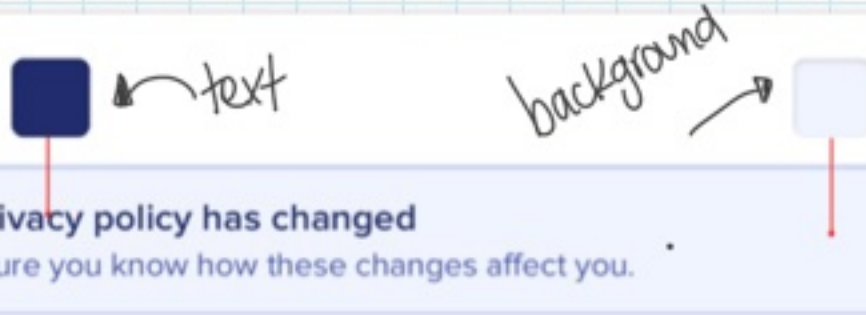
- 1 Choose a base color



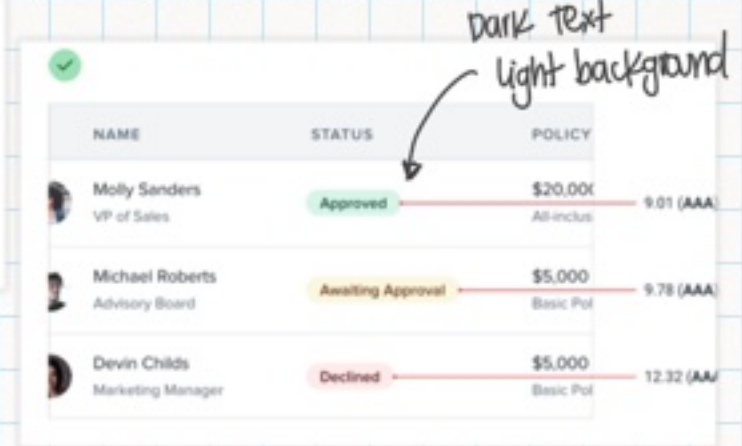
good as button background color

② Find the darkest shade - lightest

But when in color:



FLIPPING THE CONTRAST

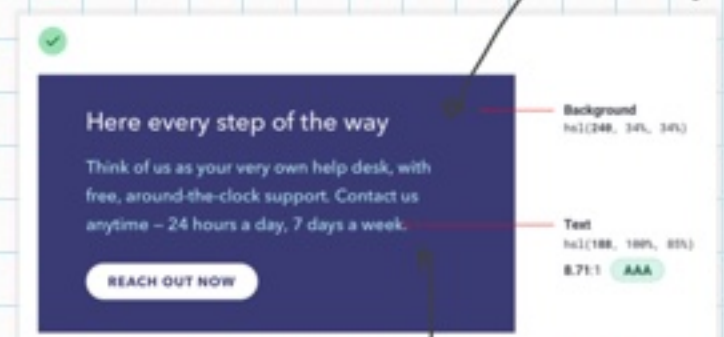


③ Fill the gap (up to 5) 700 - 300 shade

Remember

- changing hues to color for lightness
- Grey's can feel warm or cold

Rotating the hue: hue to yellow



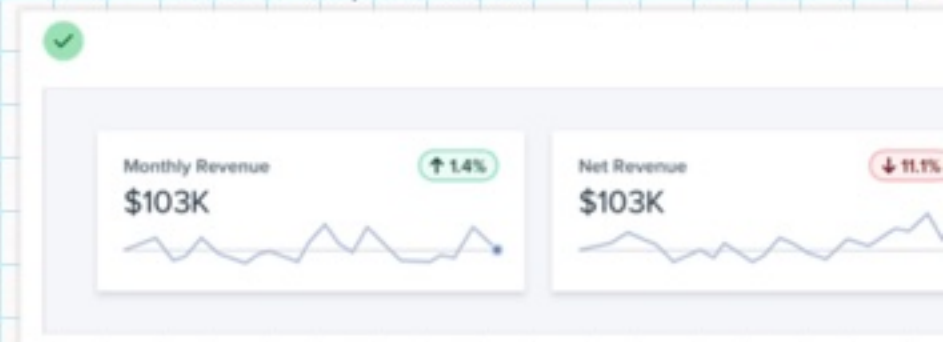
Accesible →

contrast ratio

Normal Text			
EXAMPLE	COLOR	CONTRAST	GRADE
The five boxing wizards jump quickly.	hsl(0, 0%, 54%)	3.45:1	Fail
The five boxing wizards jump quickly.	hsl(0, 0%, 42%)	5.41:1	AA
The five boxing wizards jump quickly.	hsl(0, 0%, 33%)	7.57:1	AAA
Large Text			
EXAMPLE	COLOR	CONTRAST	GRADE
The five boxing wizards jump...	hsl(0, 0%, 59%)	2.96:1	Fail
The five boxing wizards jump...	hsl(0, 0%, 54%)	3.45:1	AA
The five boxing wizards jump...	hsl(0, 0%, 42%)	5.41:1	AAA

Don't rely on color alone:

You can add icons communicates the same information.



For graphs you can change the hue

Never use color as the only mean to communication

CREATING DEPTH

Mimic real world light to make feel elements on top or insert in the UI

- Use shadows to convey elevation
SMALL: BUTTONS
MEDIUM: DROPDOWNS
LARGE: MODAL DIALOGS

Define your shadows

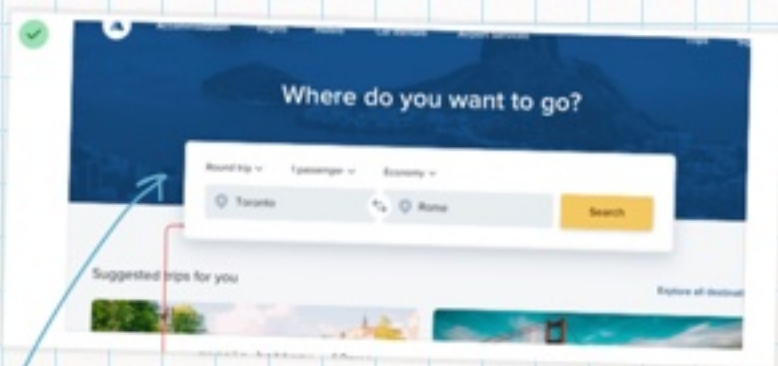
@ 1px 3px hsla(0,0%,.2); @ 5px 15px hsla(0,0%,.2); @ 15px 35px hsla(0,0%,.2);



@ 4px 6px hsla(0,0%,.2); @ 10px 24px hsla(0,0%,.2);

- Combining shadows with interactions:
feel Press - selected
- Use two shadows
makes feels the edges defined
- CREATE DEPTH WITH COLOR:
An element lighter than the background
make it feel like it's raised off the page

Overlap elements to create layers:

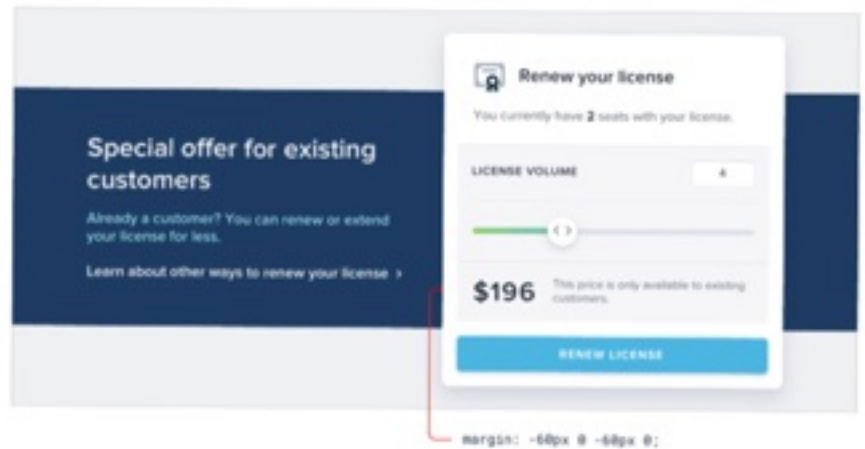


feels like multiple layers

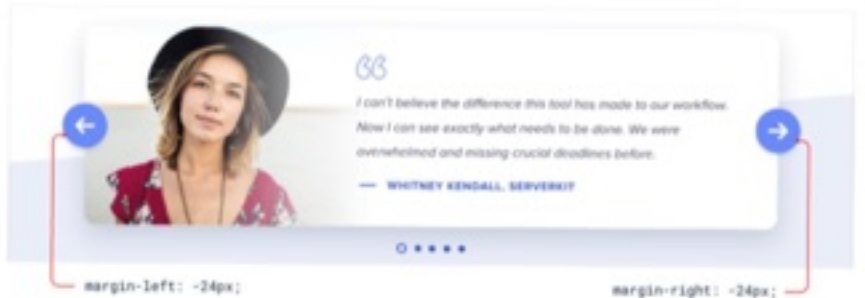


border: 4px solid #FFFFFF;

You could also make an element taller than its parent, so it overlaps on both sides:



Overlapping elements can add depth to smaller components too, for example the controls on this carousel:



WORKING WITH IMAGES

- Text need consistent contrast: with vivid images
 - Add an overlay: semi-transparent
 - lower image contrast:
 - Colorize the image:
 - Add a text shadow
- Everything has a size: Don't scale up icons
 - Keep it in the intended size
 - encapsulate it
 - Don't scale down SS
 - Consider Partial SS
 - Don't scale down icons
redraw them

Prevent background bleed

FINISHING TOUCHES

• Supercharge the defaults: Have a better design with

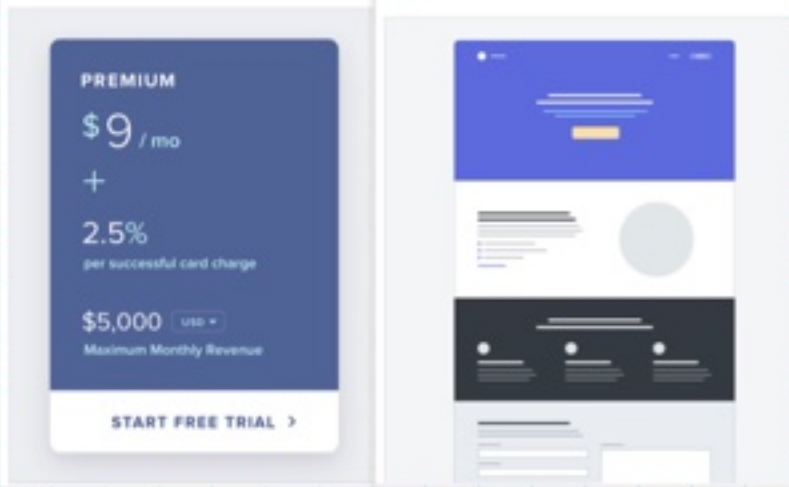
- Change • for
- If it is about security
- Working with a Testimonial increase size and color “ ”
- Links change color - font weight or a thick colorful underline
 Something with a **link** Something with a **link**
- With a form using custom checkboxes
- Add color with accent borders

THIS IS A CARD

- Highlight active navigation items Dashboards Products
- Or Along the side of alert message Checking
Some information
- Short accent underneath a headline
Here to help every step of the way

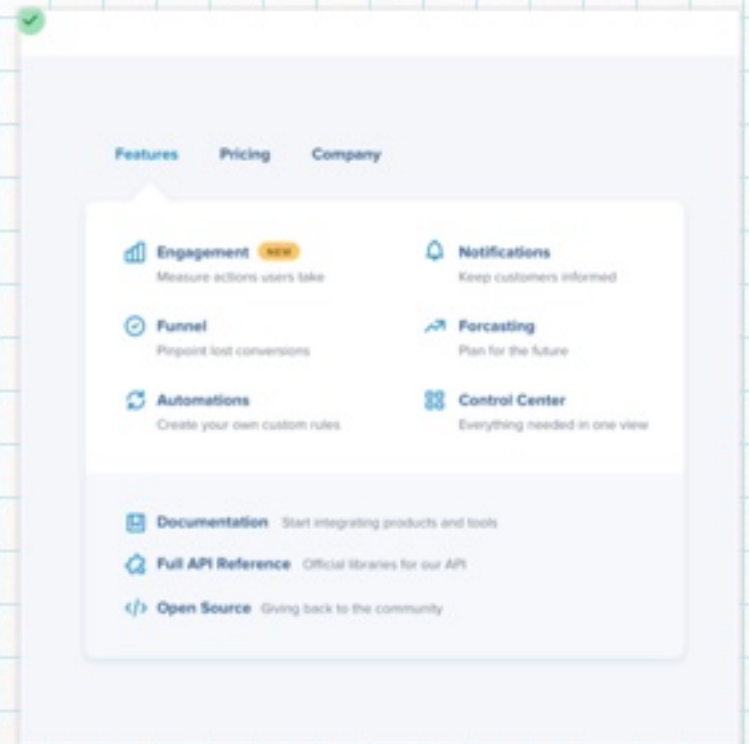
- Or even across the top of your entire layout

- Decorate your background

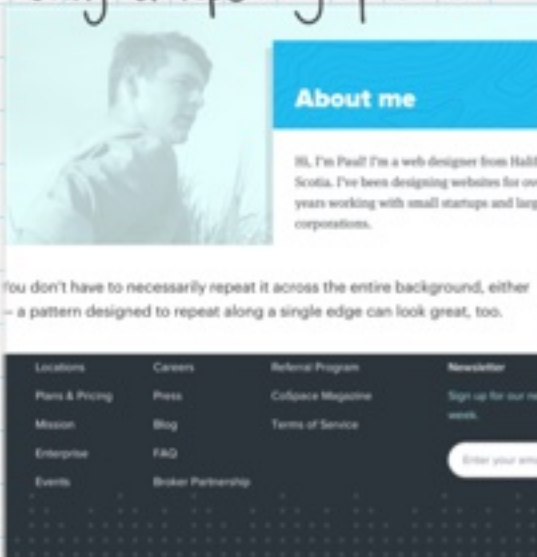


- Use fewer borders
- Use box shadow - outline the element
- Use different backgrounds
- Add extra spacing
- THINK OUTSIDE OF THE BOX

eg: Dropdown menu



- Using a repeating pattern



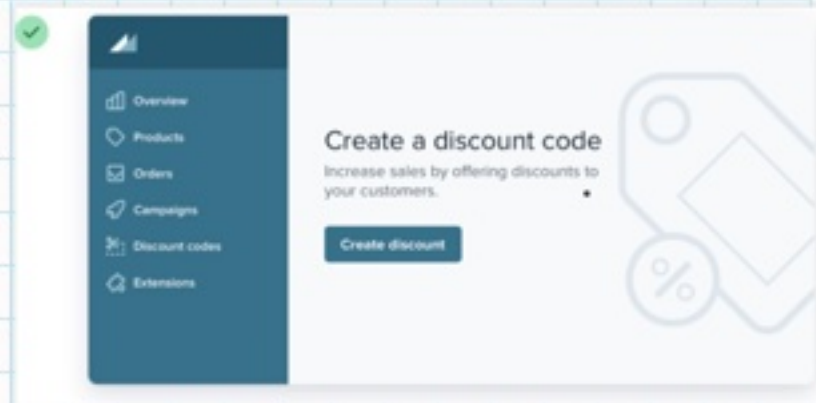
Add a simple shape or illustration

- Simple geometric shape
- Or a world map

- Don't overlook empty spaces - User generated content - emphasizing with an illustration to grab user's attention.



- Something with a bunch of UI like tabs and filters. Consider hiding stuff. There's no point in presenting so much information. DONT DO ANYTHING UNTIL CREATE SOME CONTENT



You don't have to necessarily repeat it across the entire background, either - a pattern designed to repeat along a single edge can look great, too.

- Table:

NAME	POLICY	LOCATION	STATUS	
Molly Sanders VP of Sales	\$20,000 All-inclusive Policy	Denver, CO	Approved	...
Michael Roberts Advisory Board	\$5,000 Basic Policy	New York, NY	Approved	...
Devin Childs Marketing Manager	\$5,000 Basic Policy	Chicago, IL	Awaiting Approval	...

- Accent colors

FREELANCER
Perfect for independent designers for prototyping and demonstrations

\$12 Per month billed annually or \$14 month to month

- ✓ 1 Users
- ✓ 5 Projects
- ✓ Download prototypes
- ✓ Password protected prototypes

GET STARTED

- Selector

Change Plan Cancel your plan

HOBBY 1 GB \$5 / mo	GROWTH ✓ 5 GB \$10 / mo	BUSINESS 10 GB \$15 / mo	ENTERPRISE 20 GB \$20 / mo
----------------------------------	--------------------------------------	---------------------------------------	---

- Details

Protecting your customers and income

- Machine learning monitors suspicious transactions
- No fee when your customer disputes a payment

- Few borders

Contacts

Search teams or members

- 21 Industries Team
- Darcy Patterson** Member
- Alex Hamilton Member
- Bowen Group Team
- Taylor Smith** Member

Cancel **Invite**

margin-bottom: 6px;