

Systematic UI design

Bridging the gap between designers
and developers.

Danny de Vries

Creative developer

01

02

03

04

05

06



Introductie

Huishoudelijke mededelingen



Hoe ging het?





Peer reviews



Ga 3x naast iemand zitten die je niet kent en vraag om feedback.

01

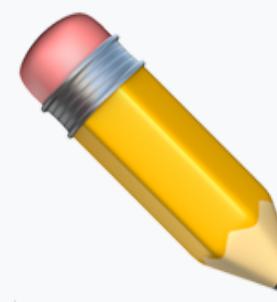
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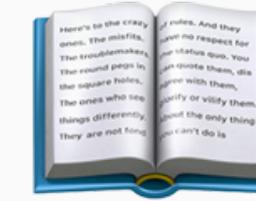


Onderdeel #2.3

Developer handoff



Onderdeel #2.3



Asset library

- Maak je sketch file gereed voor developer handoff
- Export eventuele benodigde assets



Developer hand-off



Export



Mirror



Color Profiles



Cleaning up



Exporting

The screenshot shows a web browser window with the title bar "Book - Scalable and Modular Ar..." and the URL "https://smacss.com/book/categorizing". The page content is titled "Scalable and Modular Architecture for CSS" and "Categorizing CSS Rules". The main text discusses the importance of organization in CSS projects, mentioning ID and class selectors, and the five categories of SMACSS: Base, Layout, Module, State, and Theme. A sidebar on the right lists chapters under "Preface", "Core", "Aspects of SMACSS", and "Appendix".

Scalable and Modular Architecture for CSS

Categorizing CSS Rules

Every project needs some organization. Throwing every new style you create onto the end of a single file would make finding things more difficult and would be very confusing for anybody else working on the project. Of course, you likely have some organization in place already. Hopefully, what you read among these pages will highlight what works with your existing process and, if I'm lucky, you will see new ways in which you can improve your process.

How do you decide whether to use ID selectors, or class selectors, or any number of selectors that are at your disposal? How do you decide which elements should get the styling magic you wish to bestow upon it? How do you make it easy to understand how your site and your styles are organized?

At the very core of SMACSS is categorization. By categorizing CSS rules, we begin to see patterns and can define better practices around each of these patterns.

There are five types of categories:

1. Base
2. Layout
3. Module
4. State
5. Theme

We often find ourselves mixing styles across each of these categories.

Preface

1. [About the Author](#)
2. [Introduction](#)

Core

3. [Categorizing CSS Rules](#)
4. [Base Rules](#)
5. [Layout Rules](#)
6. [Module Rules](#)
7. [State Rules](#)
8. [Theme Rules](#)
9. [Changing State](#)

Aspects of SMACSS

10. [Depth of Applicability](#)
11. [Selector Performance](#)
12. [HTML5 and SMACSS](#)
13. [Prototyping](#)
14. [Preprocessors](#)
15. [Drop the Base](#)
16. [The Icon Module](#)
17. [Complicated Inheritance](#)
18. [Screencast: Applying the Principles](#)
19. [Screencast: Avoiding Content-specific Context](#)

Appendix

20. [Formatting Code](#)
21. [Resources](#)

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Opdrachten

Export optimisation



Tussenopdracht

A

Onderzoek met je groepje de volgende file formats
en呈现er wanneer je dit format zou gebruiken

- PNG
- JPG
- TIFF
- WEBP
- PDF
- EPS
- SVG



Tussenopdracht

B

Installeer de volgende minify plugins



SVGO



SIC

01

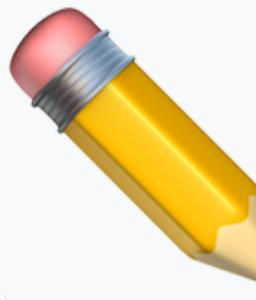
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Onderdeel #2.4

Mockups & presentatie

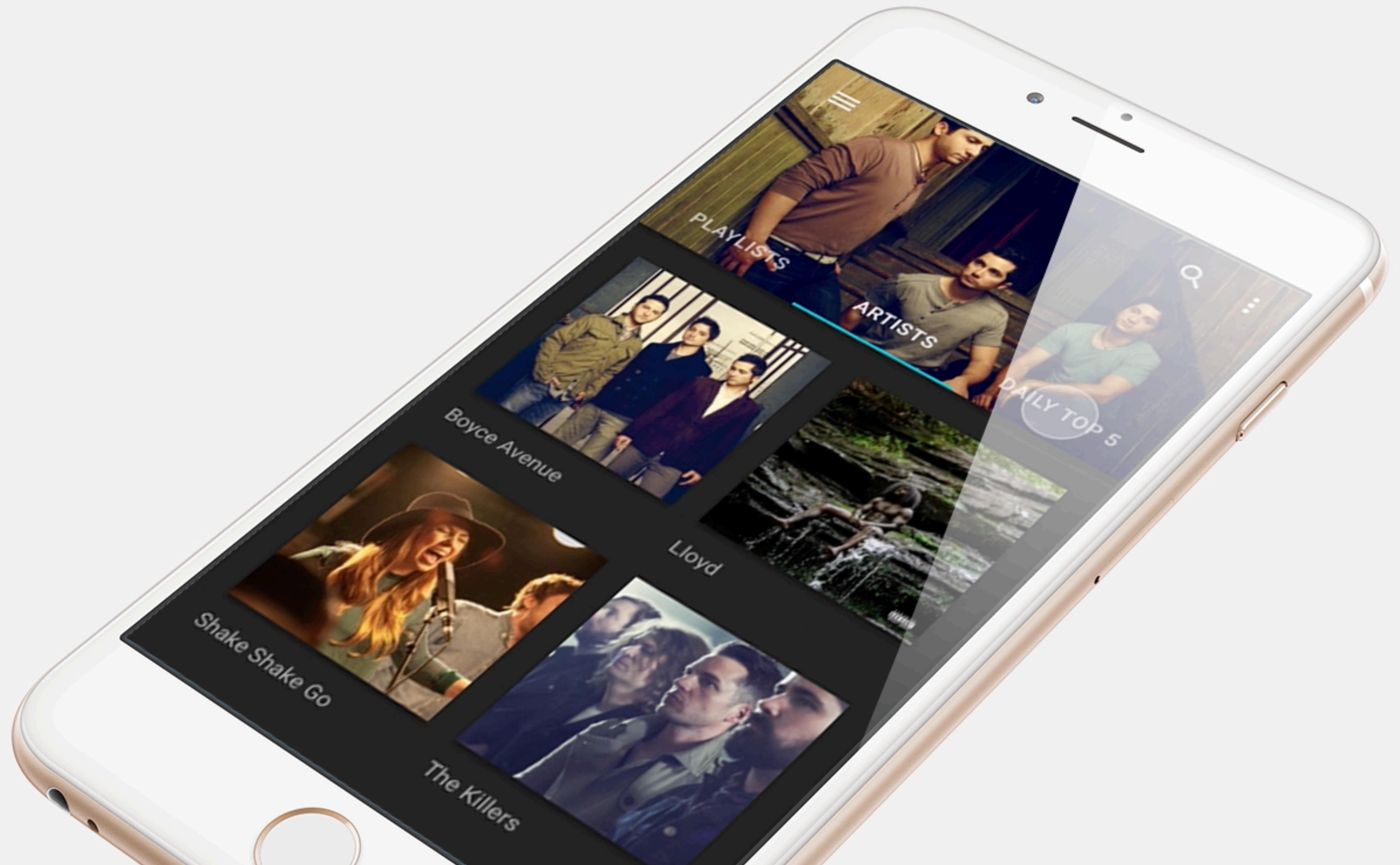


Onderdeel #2.4



Mockup

- Plaats je gemaakte interface in context door mockups te maken
- Bepaal zelf of je deze flat of perspective maakt
- Eventuele extra ornamenten?



FINAL

GENERATE MERCHANT-LOCKED CARD

1+

4384 0312 3456 7890

CVV

123

EXP.

10/20

Aaron Frank

Tap to copy

Card Name

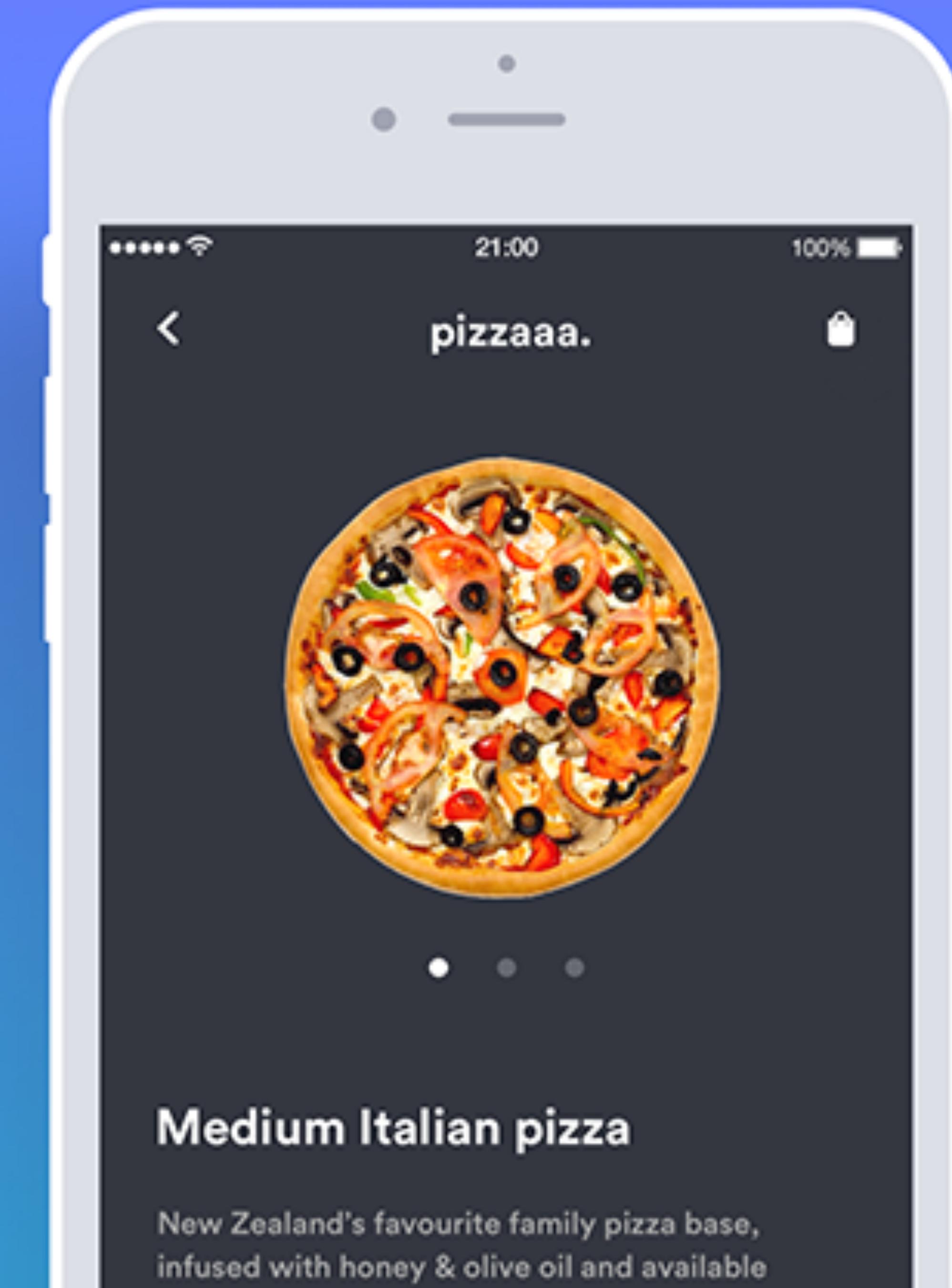
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+

DOUBLE TREAT BOX

OFF 30%

EXPLORE

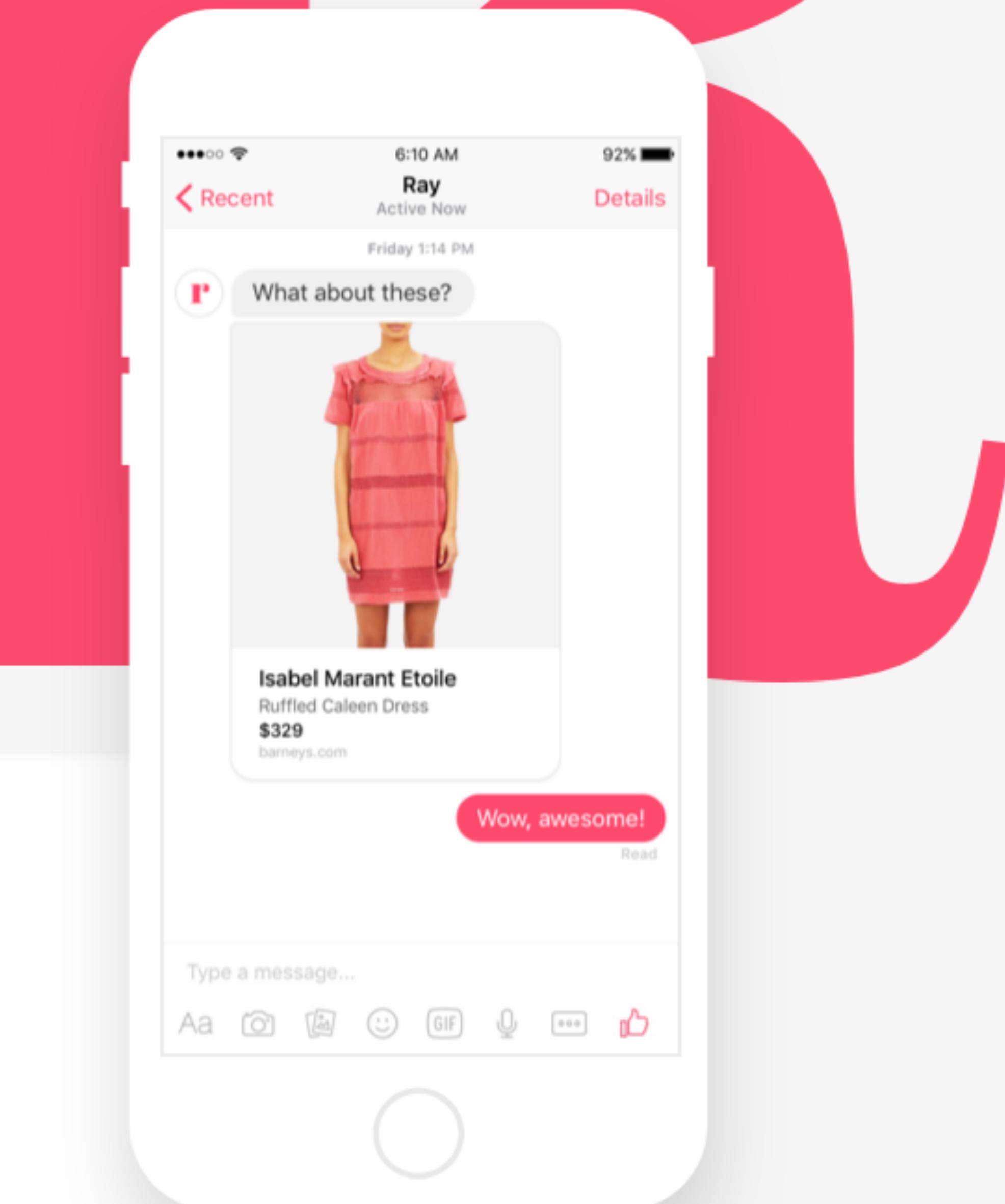


Medium Italian pizza

New Zealand's favourite family pizza base,
infused with honey & olive oil and available

ray

Personal Style Advisor



MEET RAY ▾

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Devices

Images and Sketch files of popular devices.

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MAGIC MIRROR

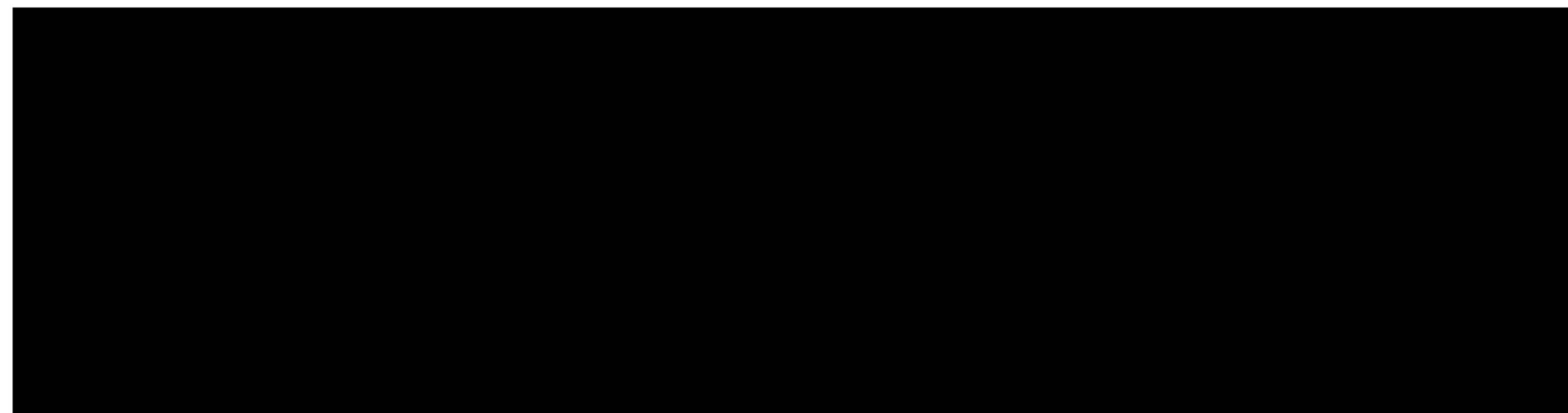
IMAGE PERSPECTIVE TRANSFORMATION TOOL FOR SKETCH

[MAGIC MIRROR 3](#) [TEMPLATES](#)

[DOWNLOAD](#)
v3.0.2

[PRO](#)

MAGIC MIRROR 3 · SKETCH PLUGIN



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Feedback

Jullie hebben allemaal onvoldoende



Tijd voor feedback



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Peace out

Nog even afronden...



Groetekes.

Doei.

