

# Systematic UI design

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Bridging the gap between designers  
an developers.

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# Introductie

Hoe ging het de vorige les?



Alles gucci?

## Hoe ging het afgelopen les?



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# Principle live demo

Le Interface



## Interface Tour



Interface



Events



Drivers

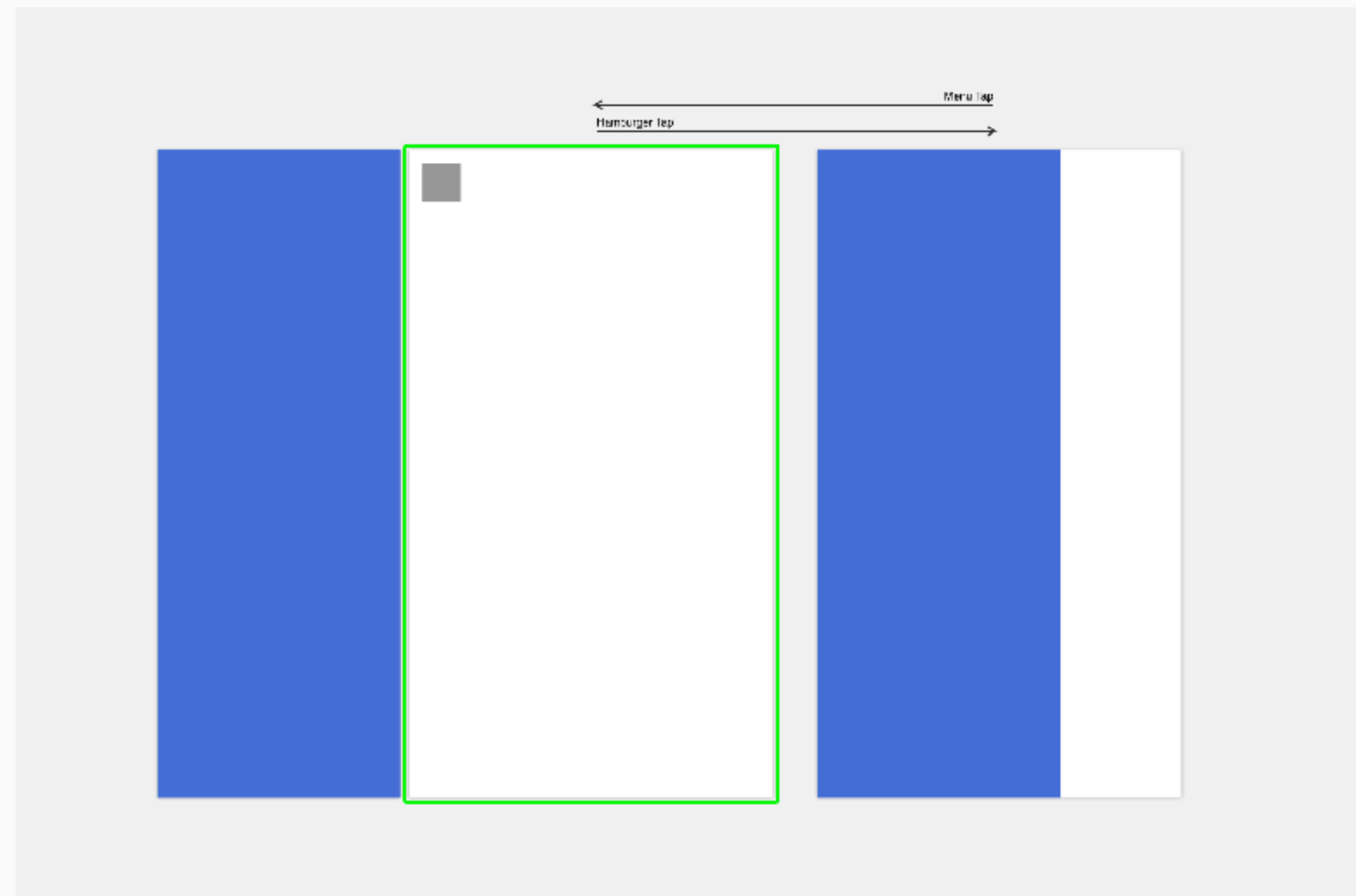


Components

# Tussenopdracht

A

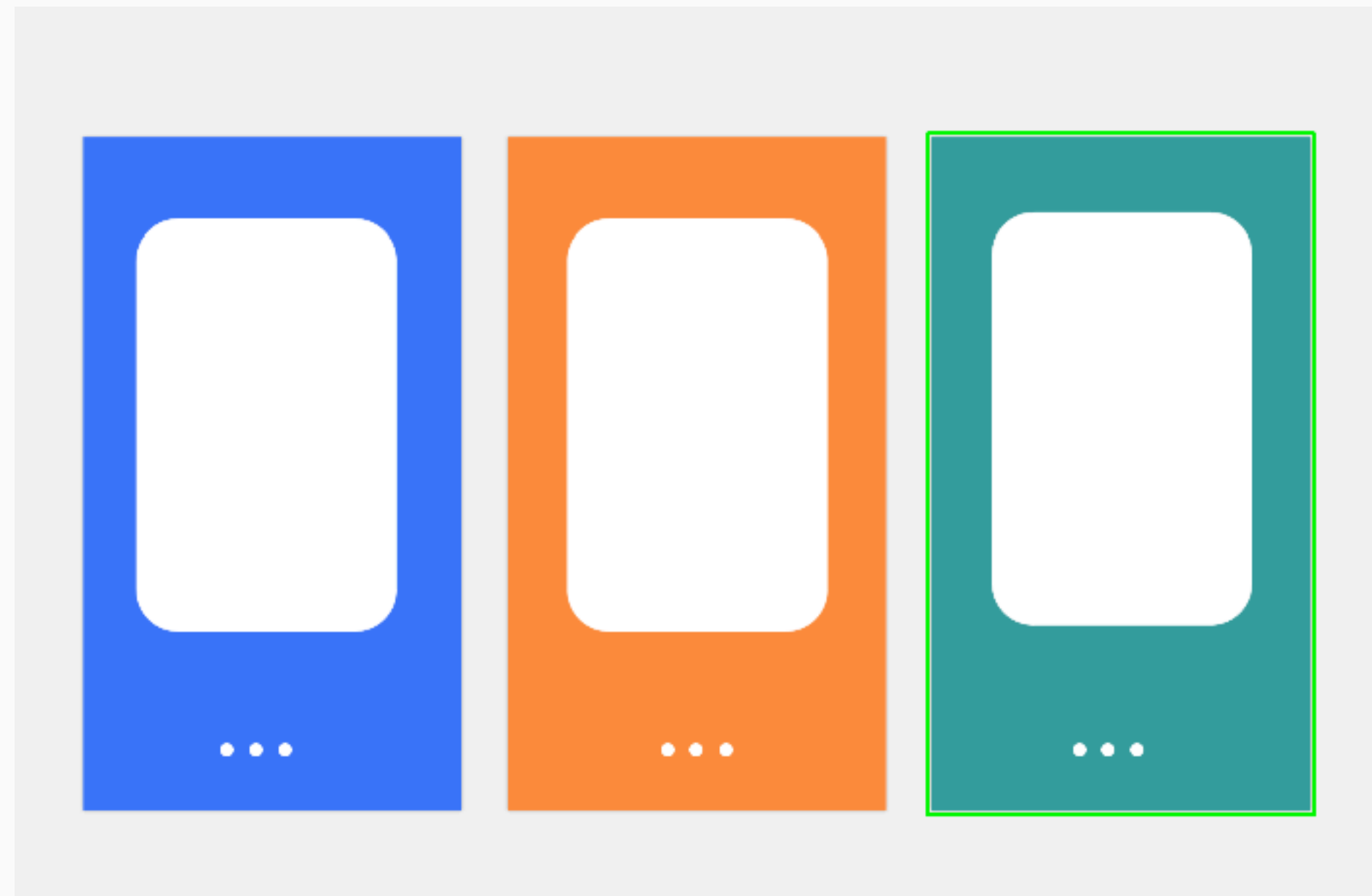
Maak een off-canvas menu



# Tussenopdracht

B

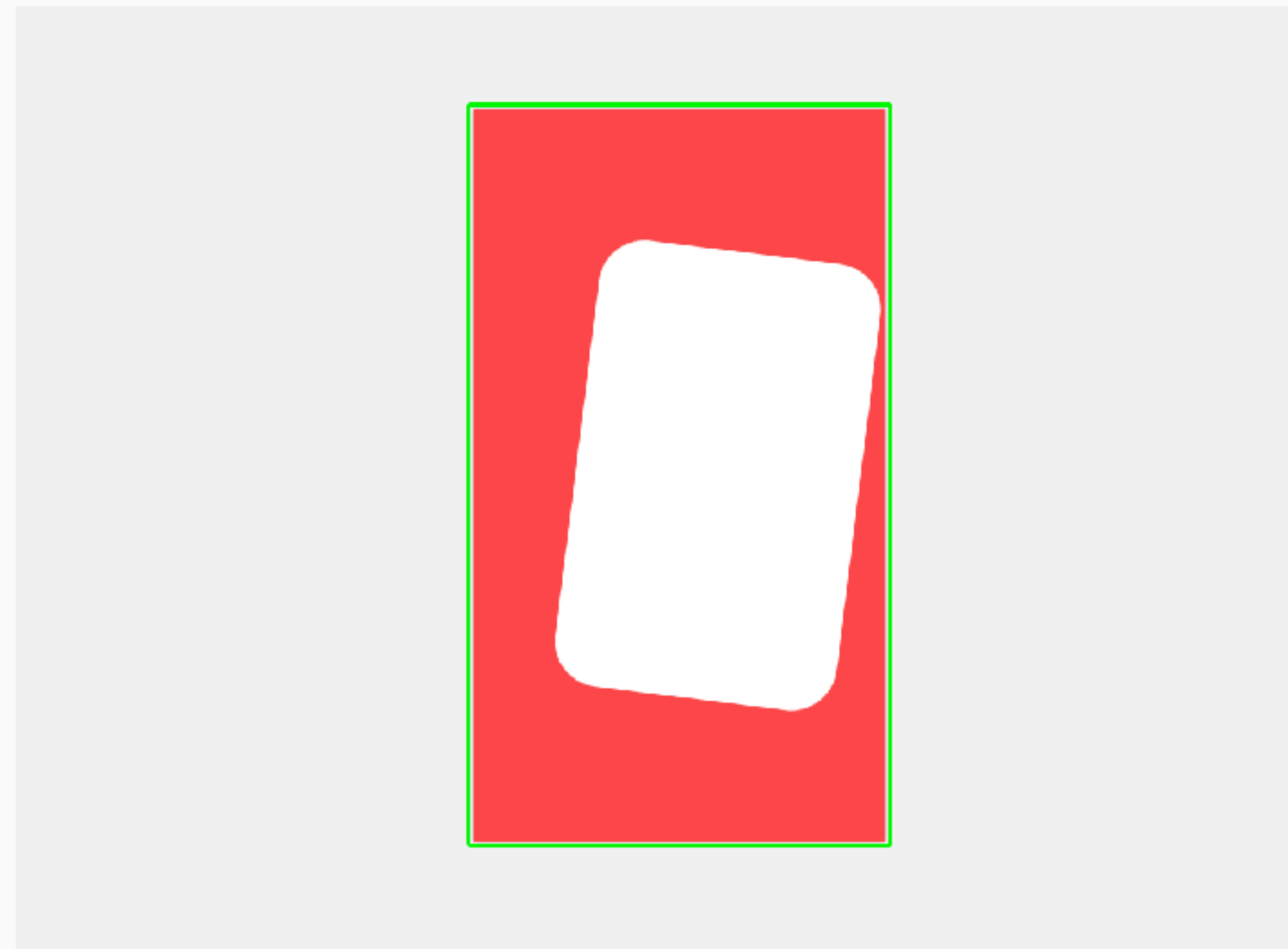
Maak een paged layout



# Tussenopdracht

C

Maak een tinder card (met drivers)

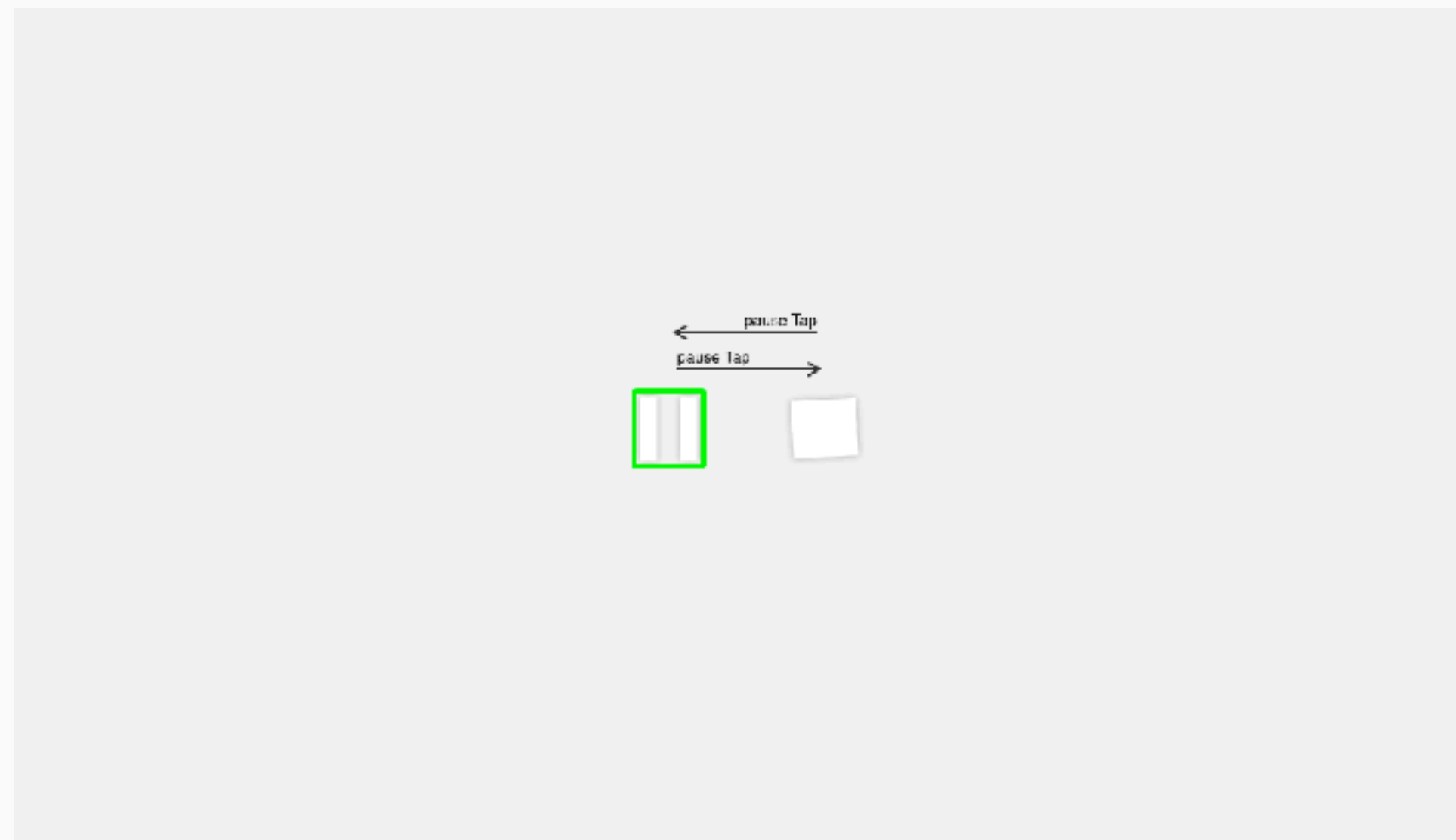




# Tussenopdracht

D

Maak een micro-interactie



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# Onderdeel #3

Dingen laten bewegen enzo



## Onderdeel #3



Prototype

- Zet je statische interface om in een interactive prototype
- Transitions tussen states moeten vloeiend zijn.



## Proces



Clean up



Import



Check



## !important



Transitions



Micro-interacties



Feedback is the key to succes.

## Peer reviews



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

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# Principle live demo

Animation panel



## Verfijnen



Export



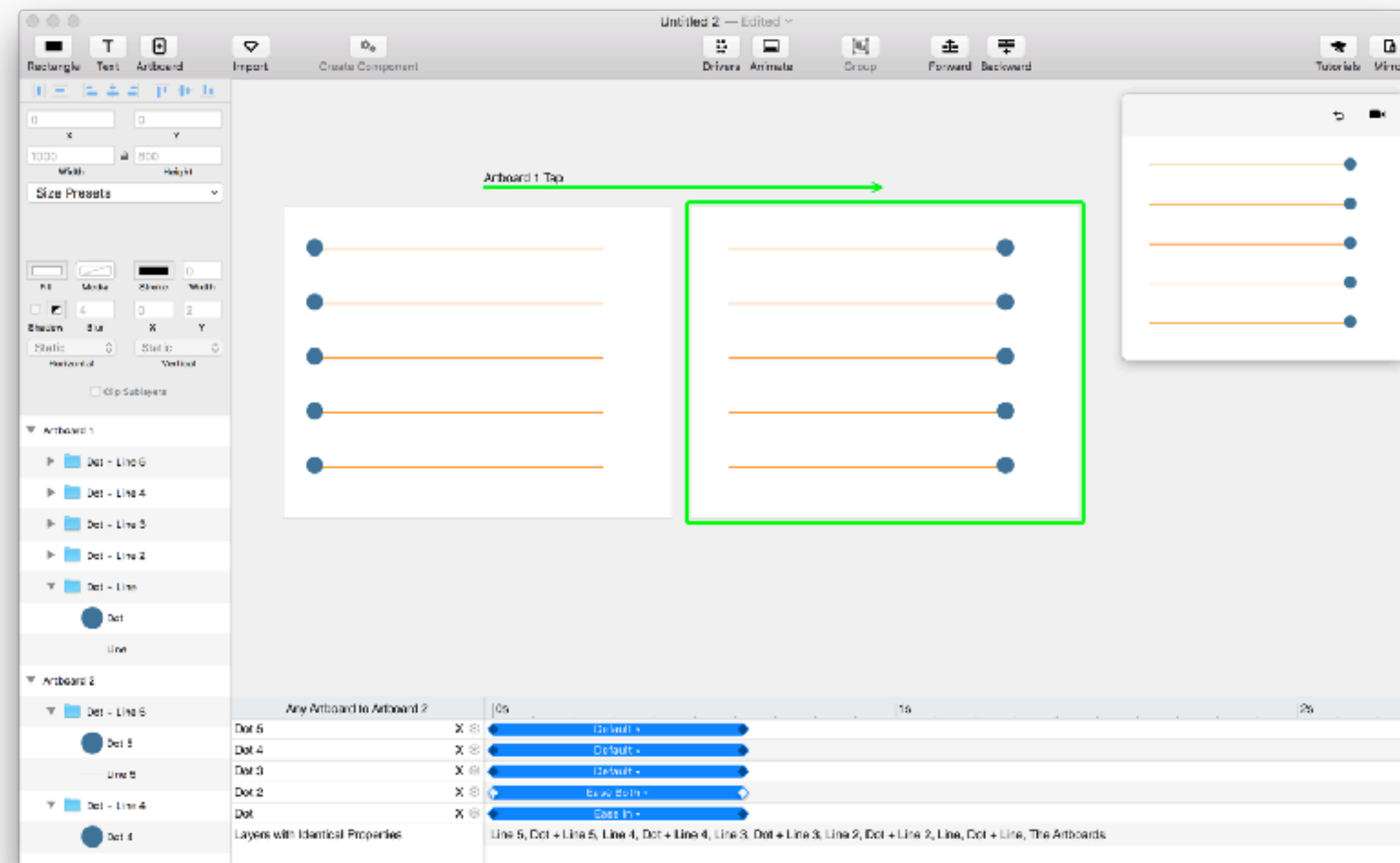
Easing



# Tussenopdracht

E

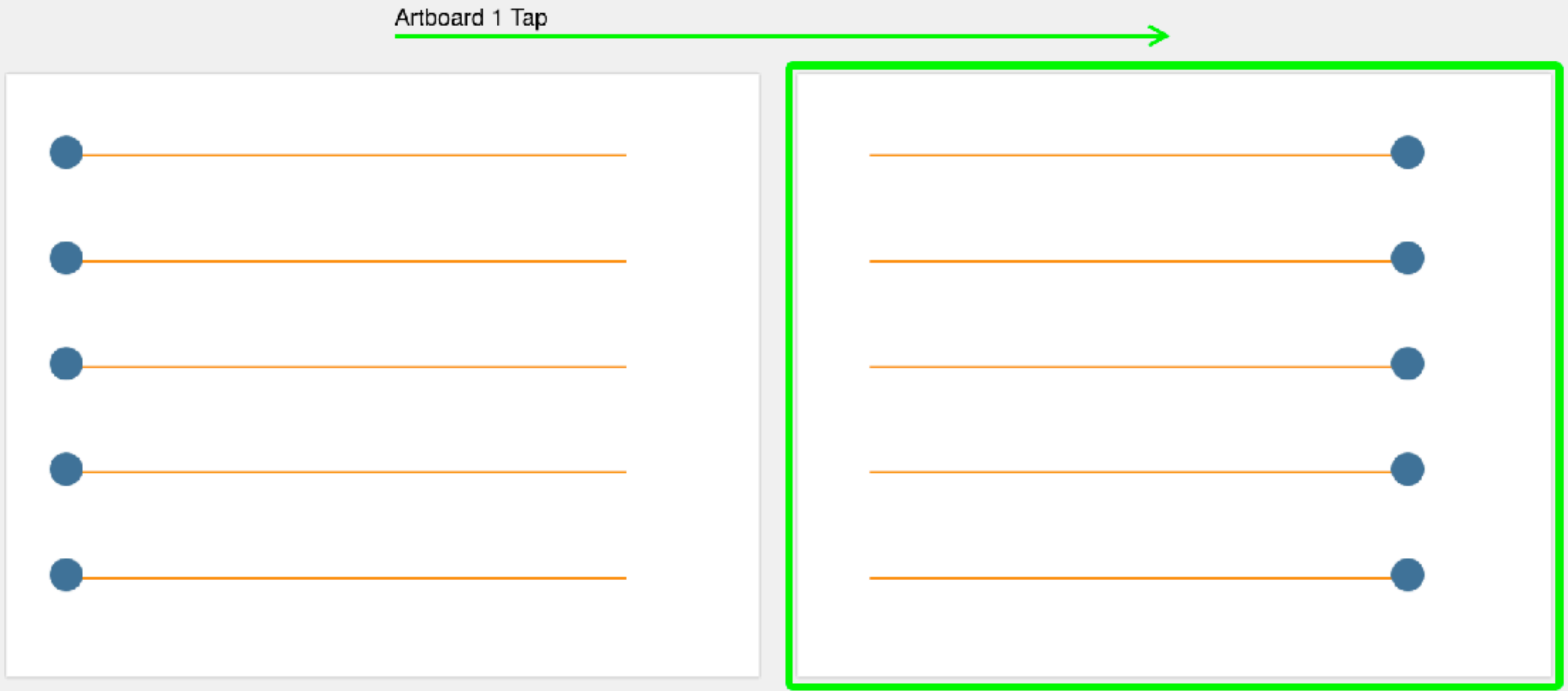
Experimenteer met de verschillende easing options



X  Y  
 Width  Height  
 Size Presets  
 Fill Media Stroke Width  
 Shadow Blur X Y  
 Static Horizontal Static Vertical  
 Clip Sublayers

- Artboard 1
  - ▶ Dot + Line 5
  - ▶ Dot + Line 4
  - ▶ Dot + Line 3
  - ▶ Dot + Line 2
  - ▼ Dot + Line
    - Dot
    - Line

- Artboard 2
  - ▼ Dot + Line 5
    - Dot 5
    - Line 5
  - ▼ Dot + Line 4



Any Artboard to Artboard 2		0s	1s	2s
Dot 5	X ❄	▶ Default ◀		
Dot 4	X ❄	▶ Default ◀		
Dot 3	X ❄	▶ Default ◀		
Dot 2	X ❄	◄ Ease Both ◀		
Dot	X ❄	▶ Ease In ◀		

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# Motion design

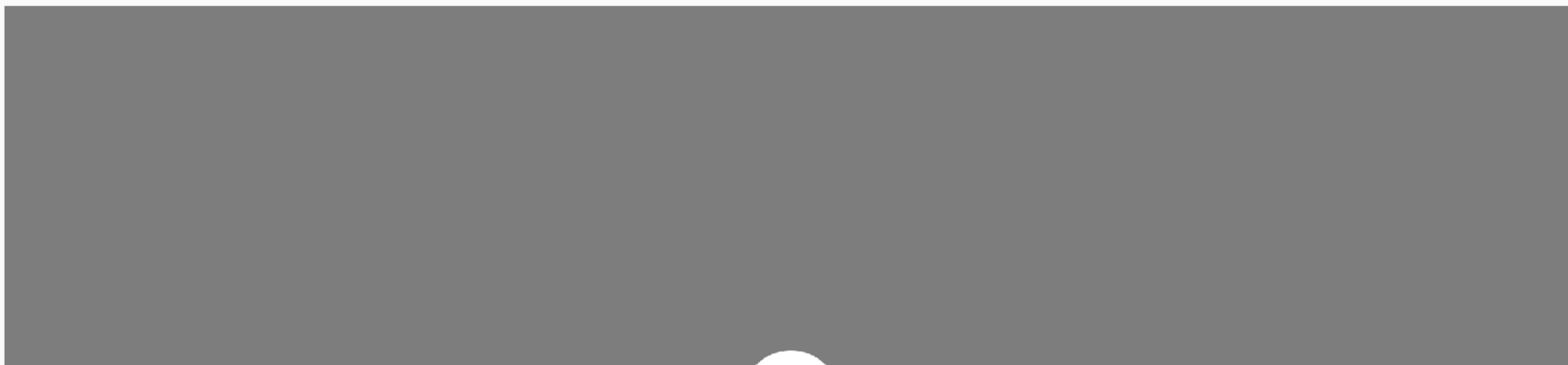
Basic motion design principles



# Motion

## Material motion

Motion in the world of material design is used to describe spatial relationships, functionality, and intention with beauty and fluidity.



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# Peace out

Nog even afronden...

Quiz time



**Doei.**

