

Systematic UI design

Bridging the gap between designers
an developers.

01

02

03

04



Introductie

Hoe ging het de vorige les?



Hoe ging het met het huiswerk?



01

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Motion design

Basic motion design principles



Verfijnen



Export

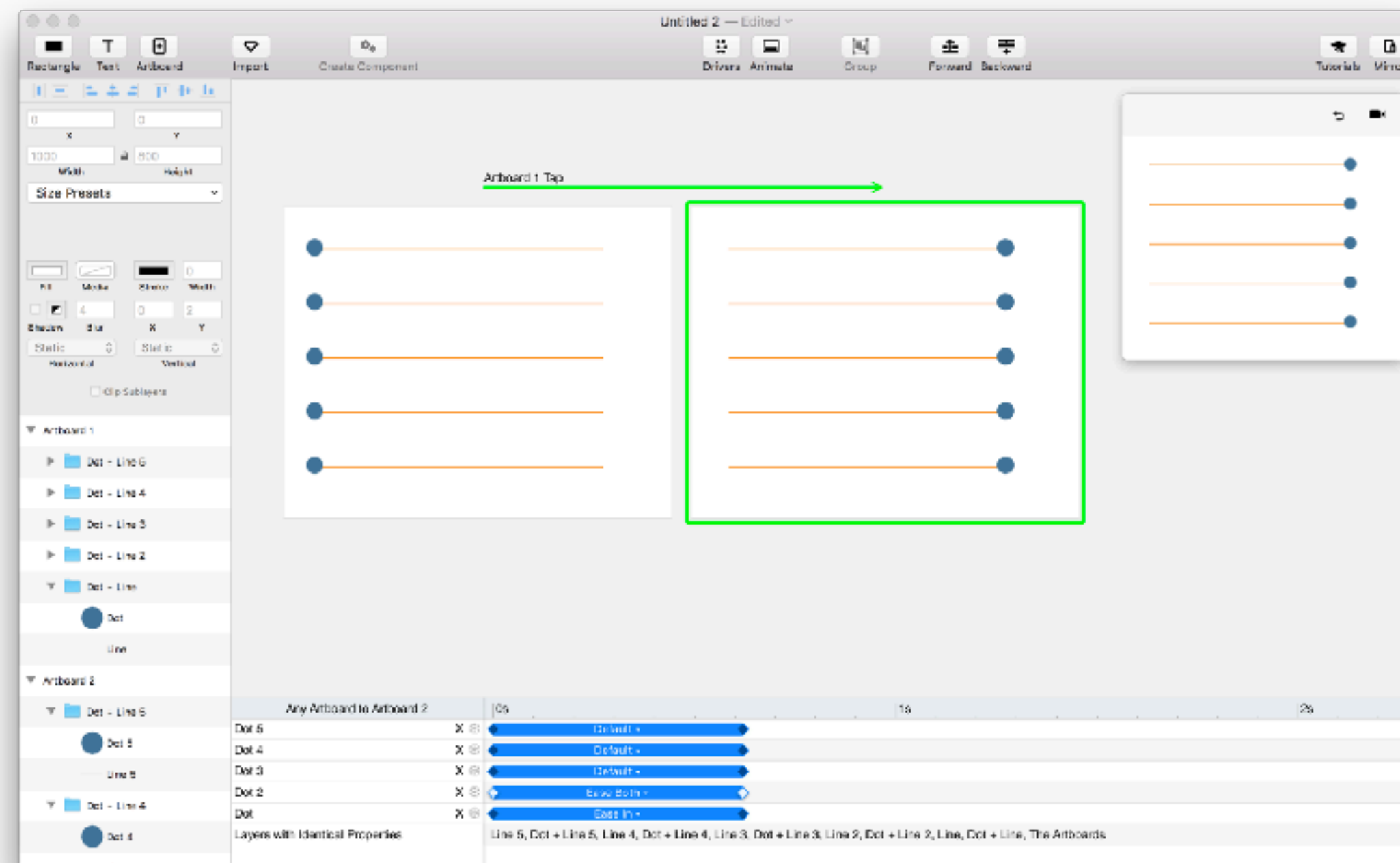


Easing

Tussenopdracht

E

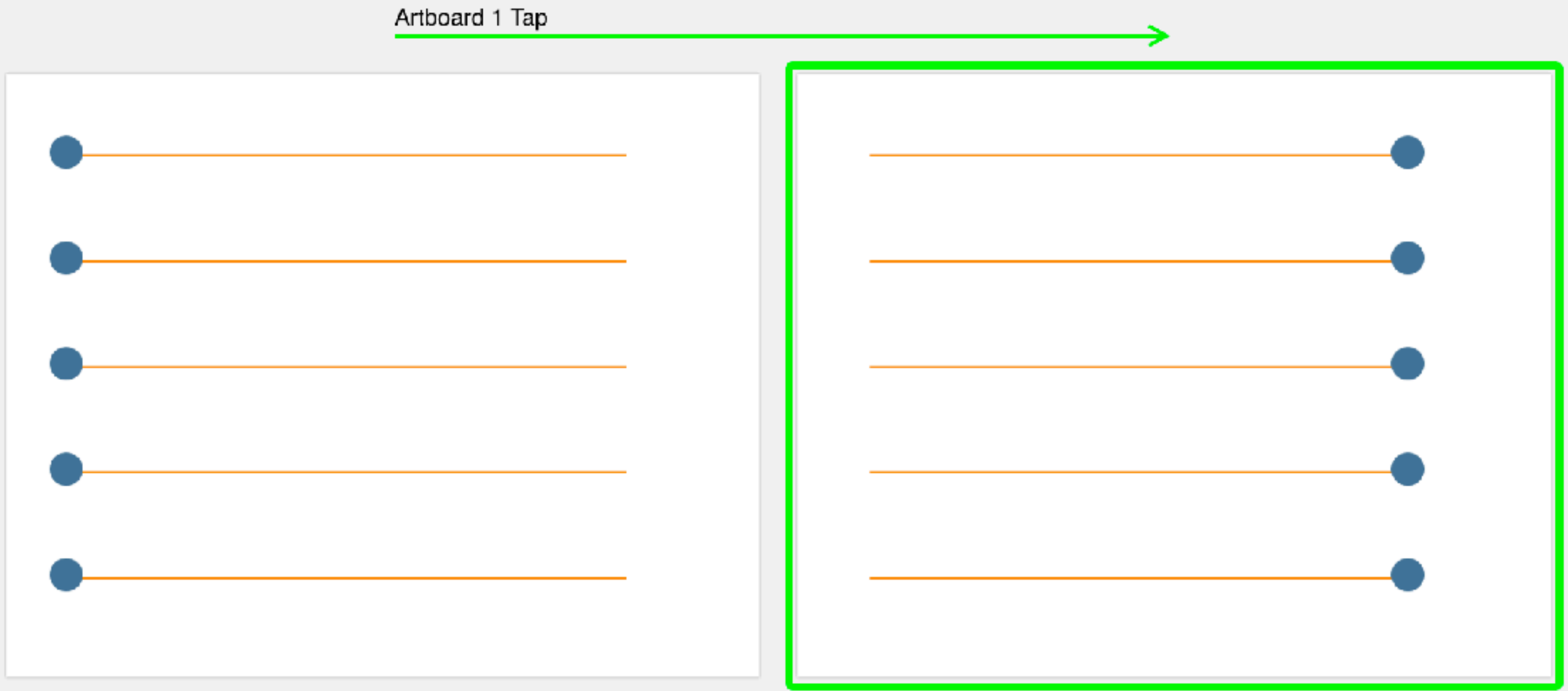
Experimenteer met de verschillende easing options



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



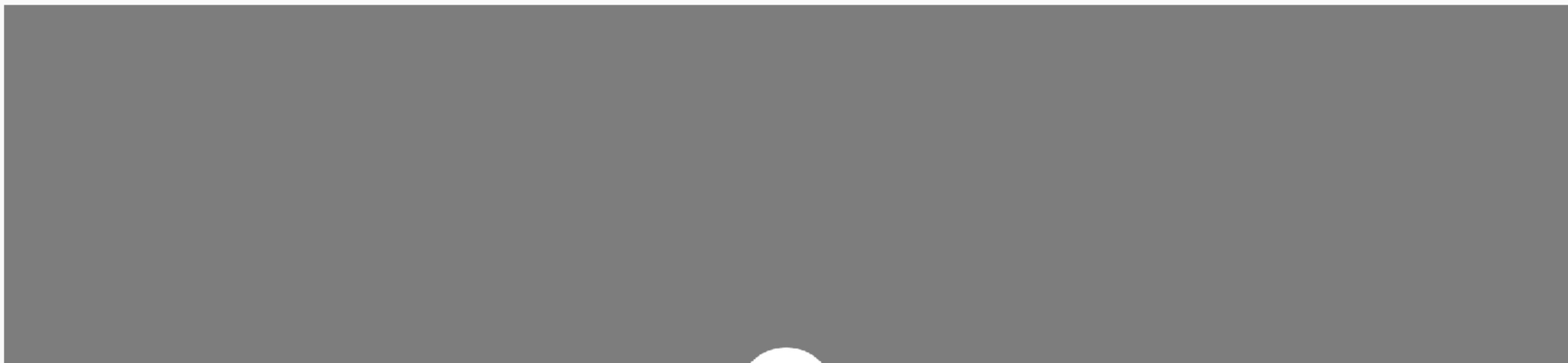
Any Artboard to Artboard 2		0s	1s	2s
Dot 5	X ❄	▶ Default ◀		
Dot 4	X ❄	▶ Default ◀		
Dot 3	X ❄	▶ Default ◀		
Dot 2	X ❄	◀ Ease Both ▶		
Dot	X ❄	▶ Ease In ◀		



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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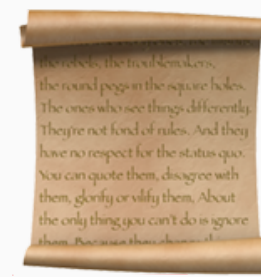


Onderdeel #3.1

Make it pretty



Onderdeel #3.1



Mockup

- Probeer je interactive prototype als mockup te presenteren.
- Maak er een promovideo van waarin zoveel mogelijk van het werk dat je de afgelopen weken gemaakt heb in terugkomt.

01

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Peace out

Nog even afronden...



Doei.

