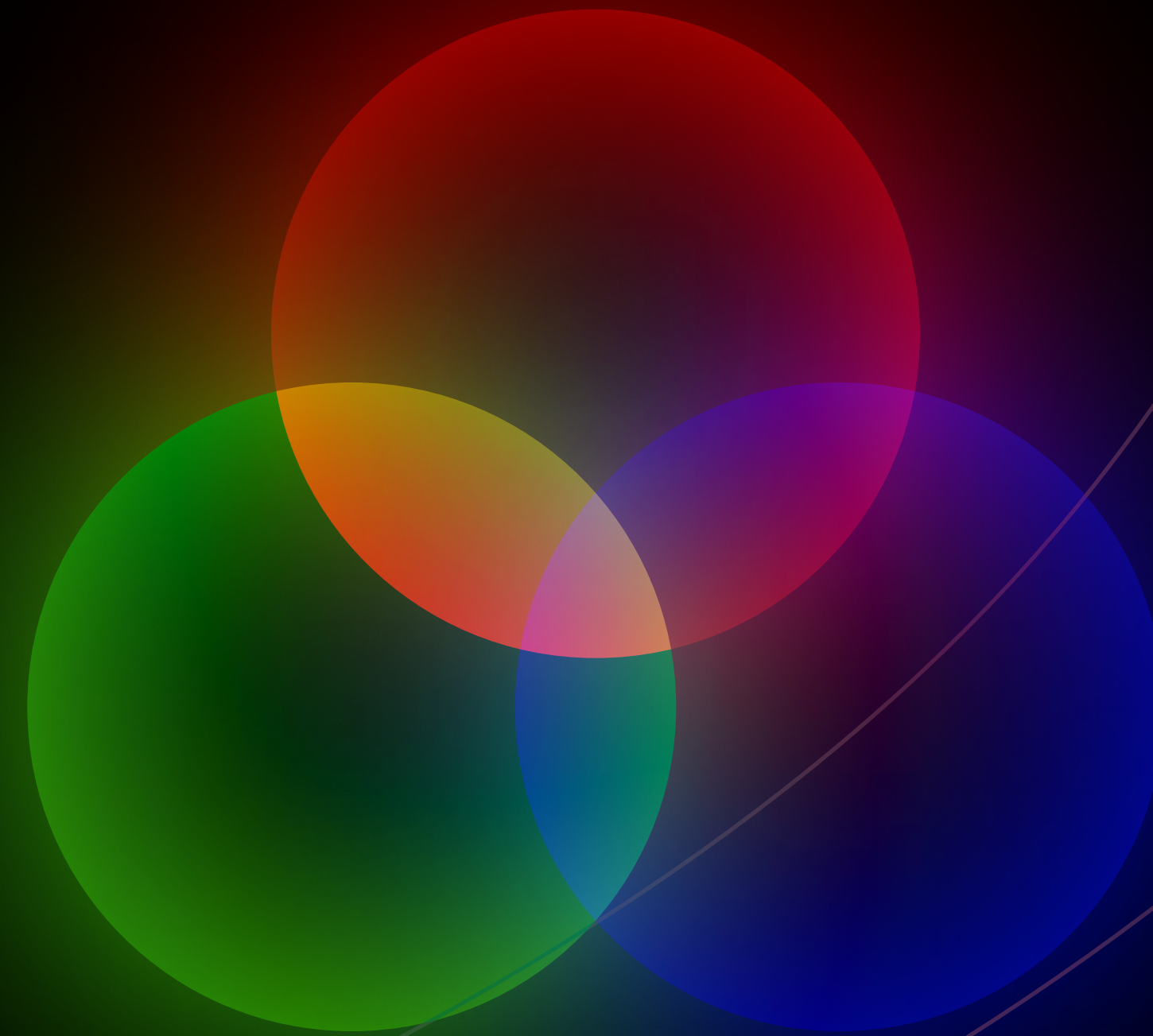


Lesson 2:

Visual Design

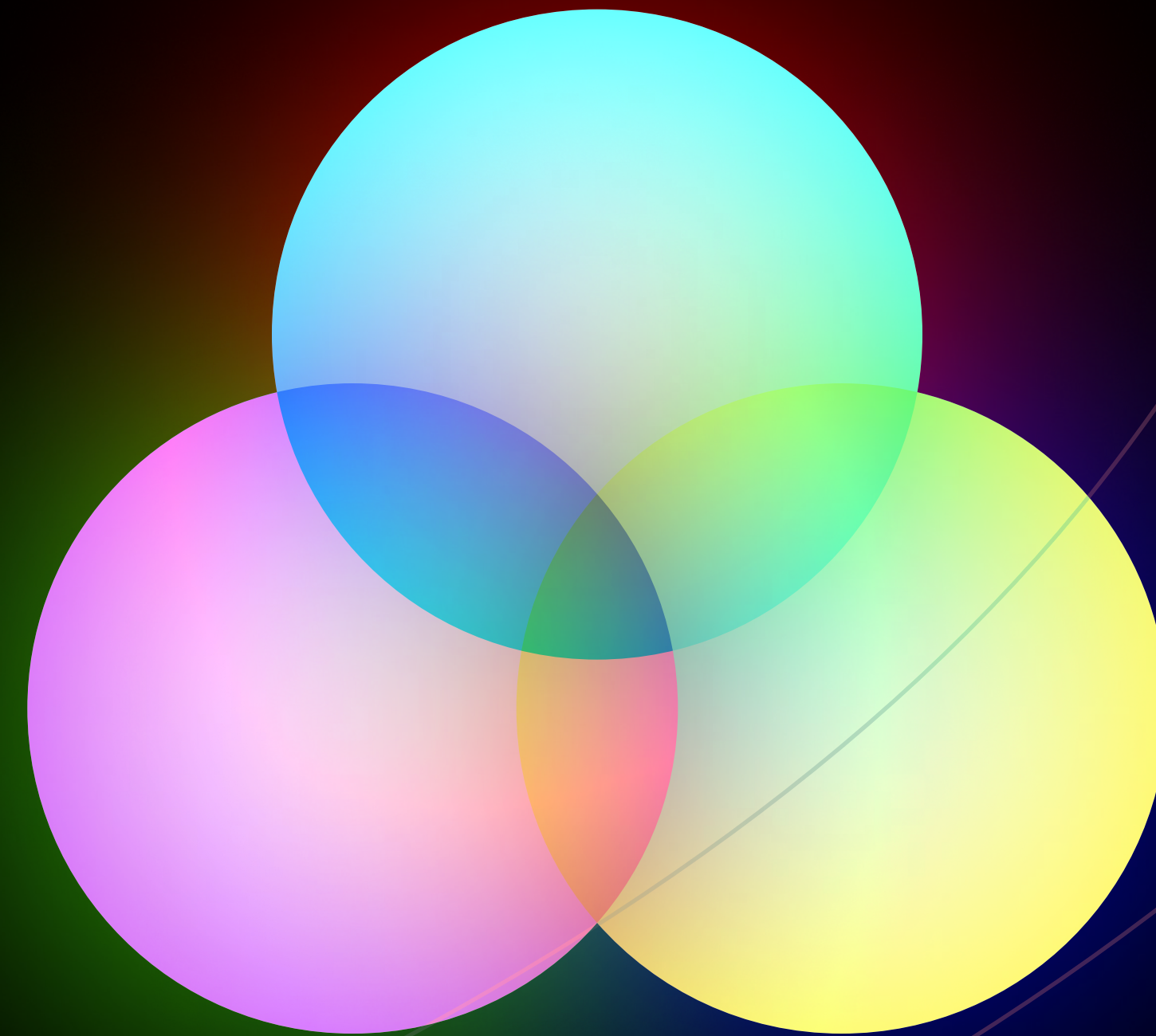
ooo pretty...



Lesson 2:

Visual Design

ooo pretty...

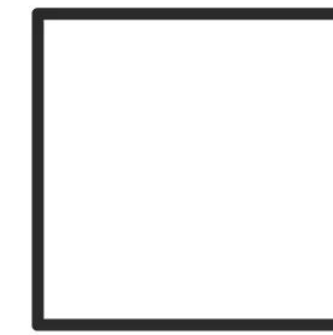




Visual Design Elements



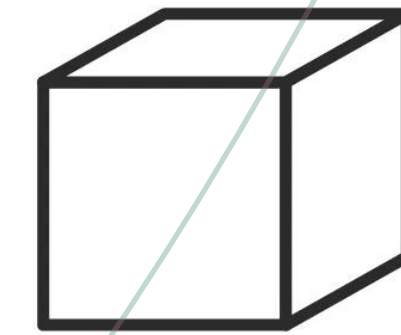
1. Lines



2. Shapes



3. Negative Space
/ Whitespace



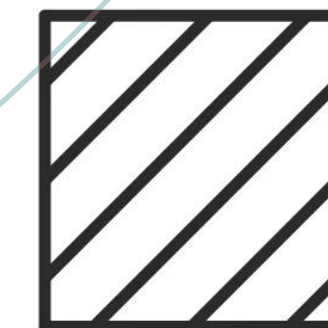
4. Volume



5. Value



6. Color



7. Texture

You know this already

So let's skip all this nonsense

Color

RGB HSL HSB CMYK ??????

Red Green Blue

RGB

Hue Saturation Brightness

HSB

Hue Saturation Lightness

HSL

Cyan Magenta Yellow Black

CMYK

Hexideximal

HEX

#ffffff

Decimal	Hex	Binary
0	0	0000
1	1	0001
2	2	0010
3	3	0011
4	4	0100
5	5	0101
6	6	0110
7	7	0111
8	8	1000
9	9	1001
10	A	1010
11	B	1011
12	C	1100
13	D	1101
14	E	1110
15	F	1111

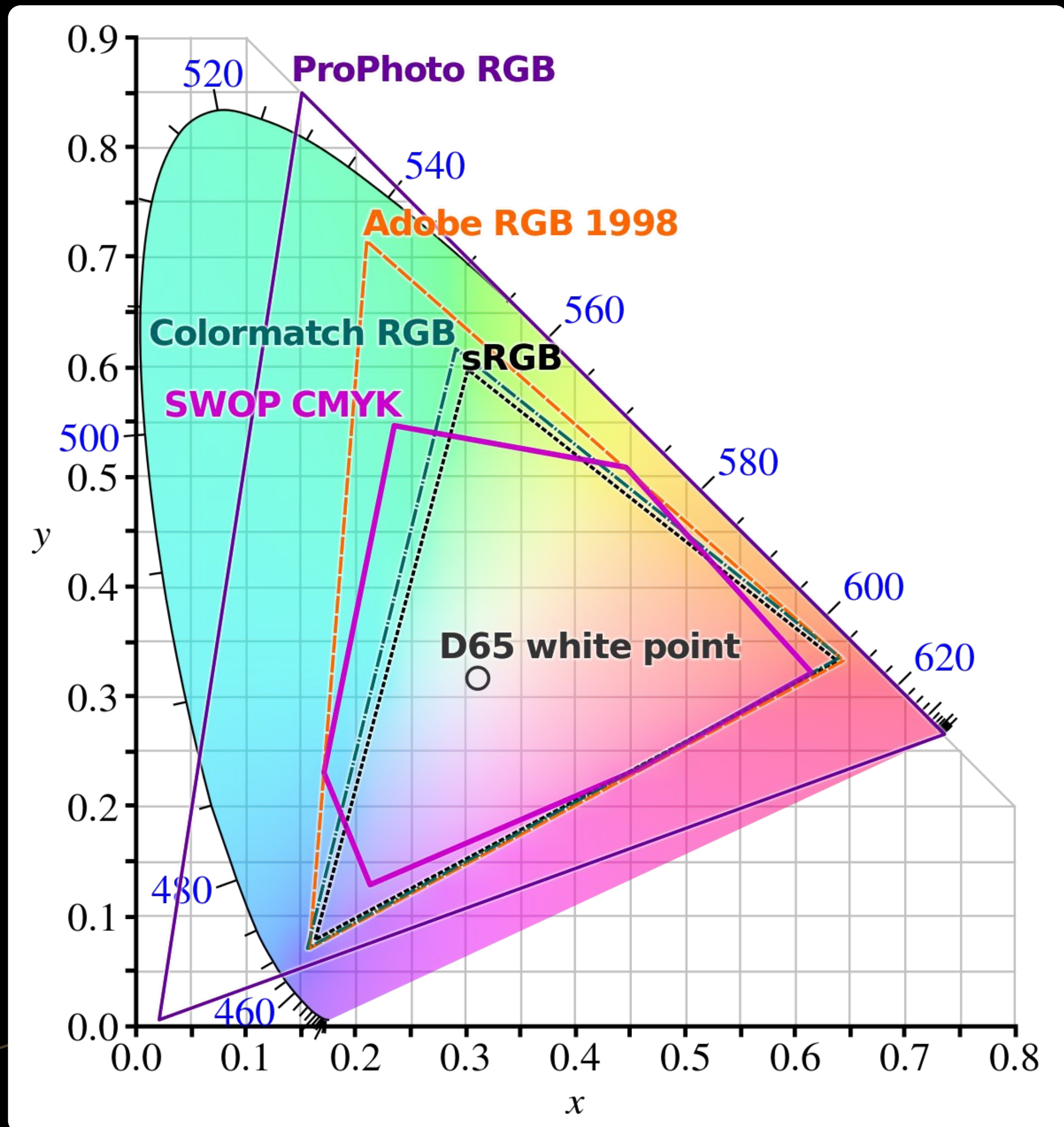
Translation Layer

But it is not always 1:1



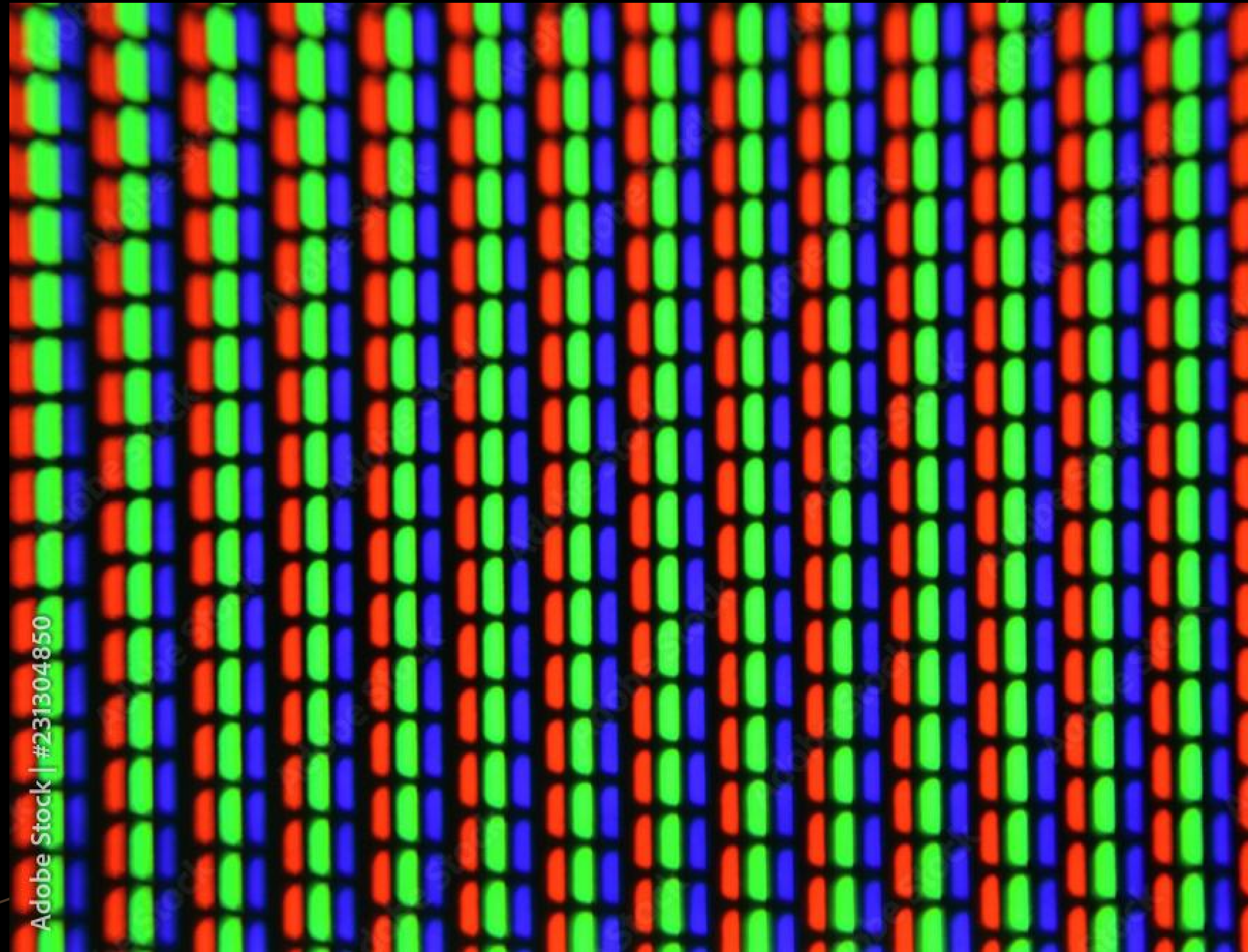
Color Spaces

Not the same for everyone



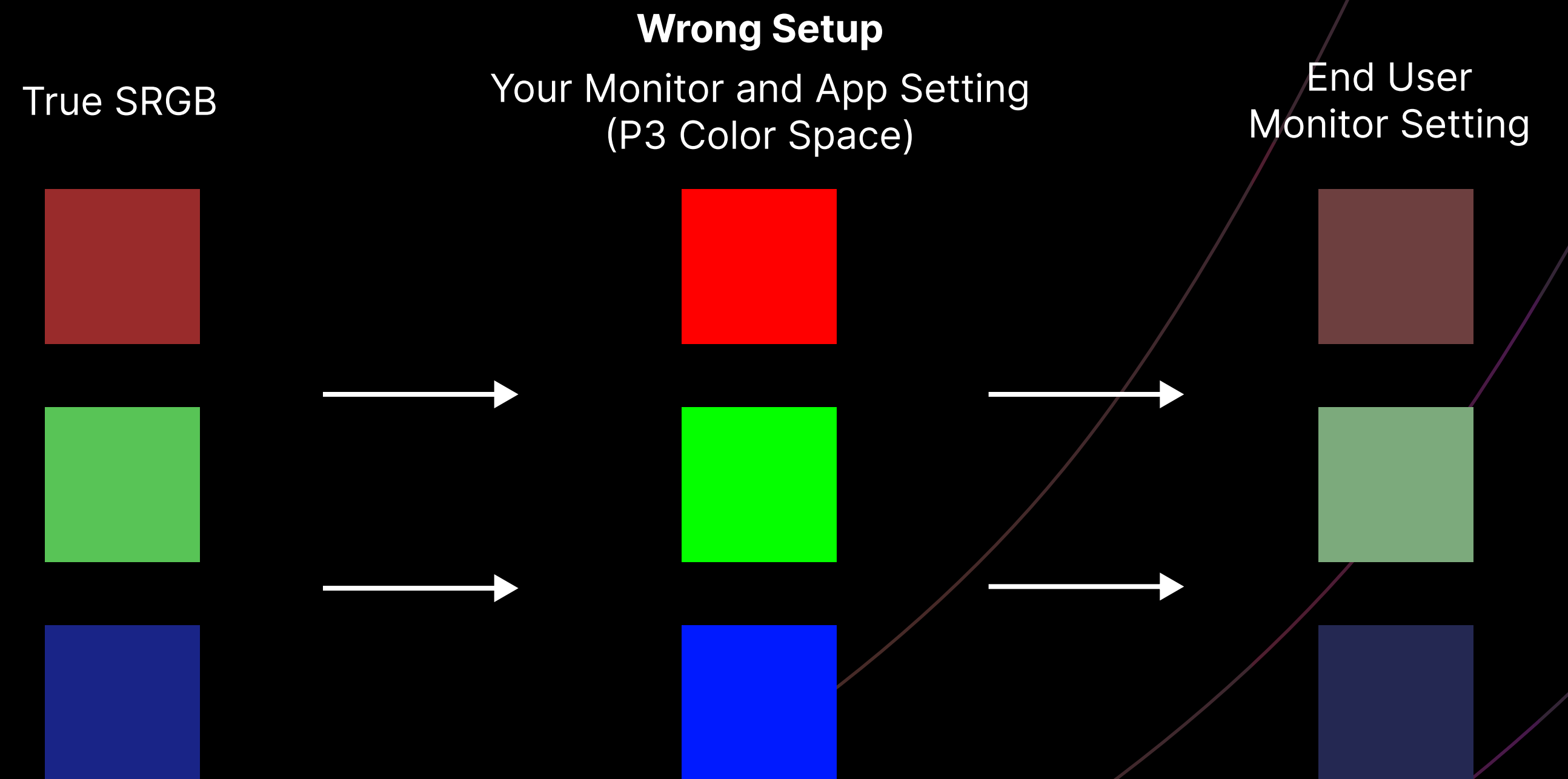
Color Spaces

Not the same for everyone



Color Spaces

Not the same for everyone



Stick with the standards

Most monitors are sRGB or larger

Design App → sRGB

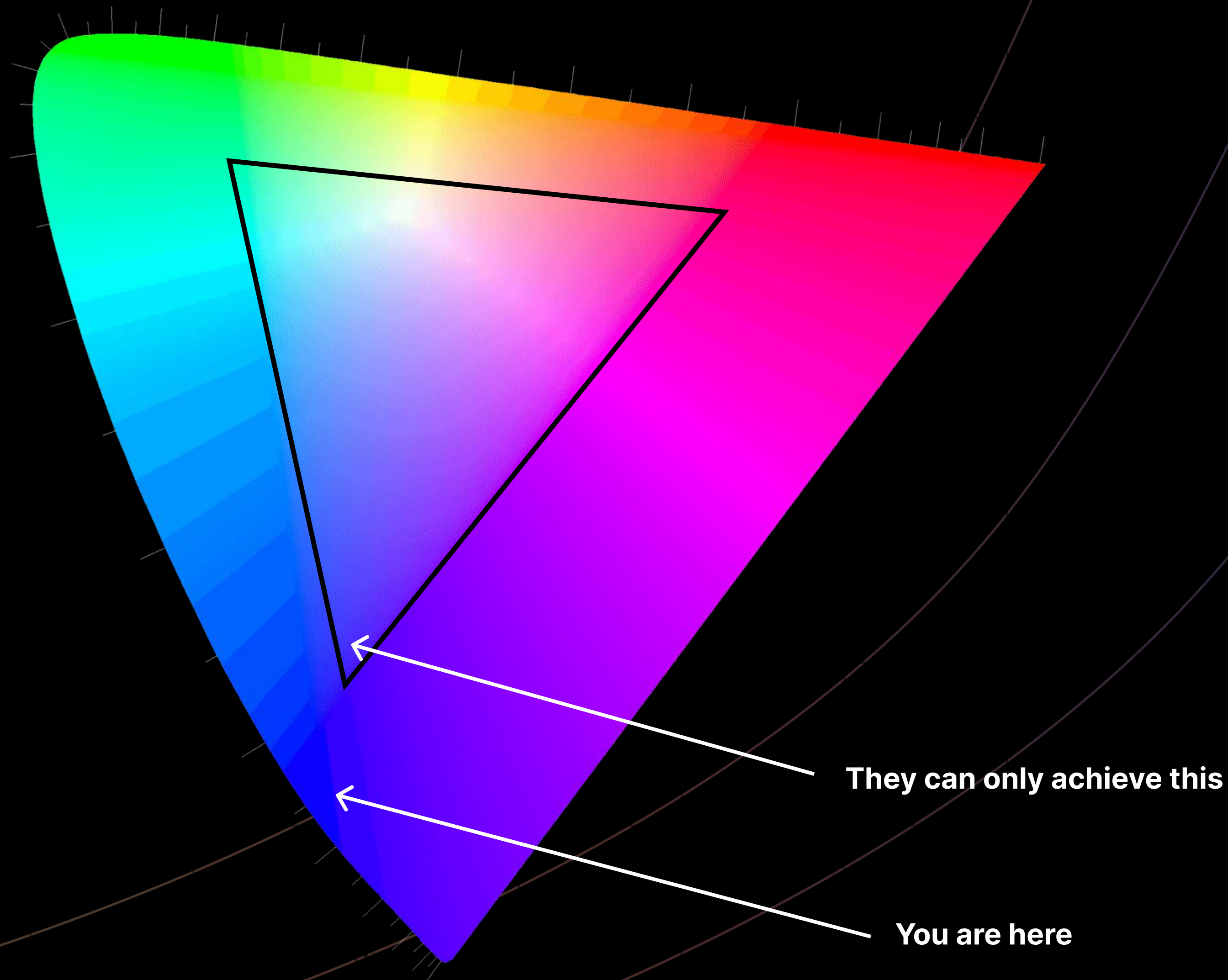
Monitor → sRGB

Don't design higher than your end user

Colors get crushed when outside of a color space range

Color Spaces

Not the same for everyone



They can only achieve this

You are here

Values

REM vs EM vs PX

- **%** — percentage
- **em** — font size of the element , relative to its parent(3em means that 3 times the normal font size)
- **rem** — font size of the element, relative to the root html element
- **ch** — width of the “0” character (in monospace fonts all characters are of equal width)
- **ex** —x-height of the font used (the height of “x” character)

- **cm** — centimeters
- **mm** — millimeters
- **in** — inches
- **pt** — points
- **px** — pixels
- **pc** — pica

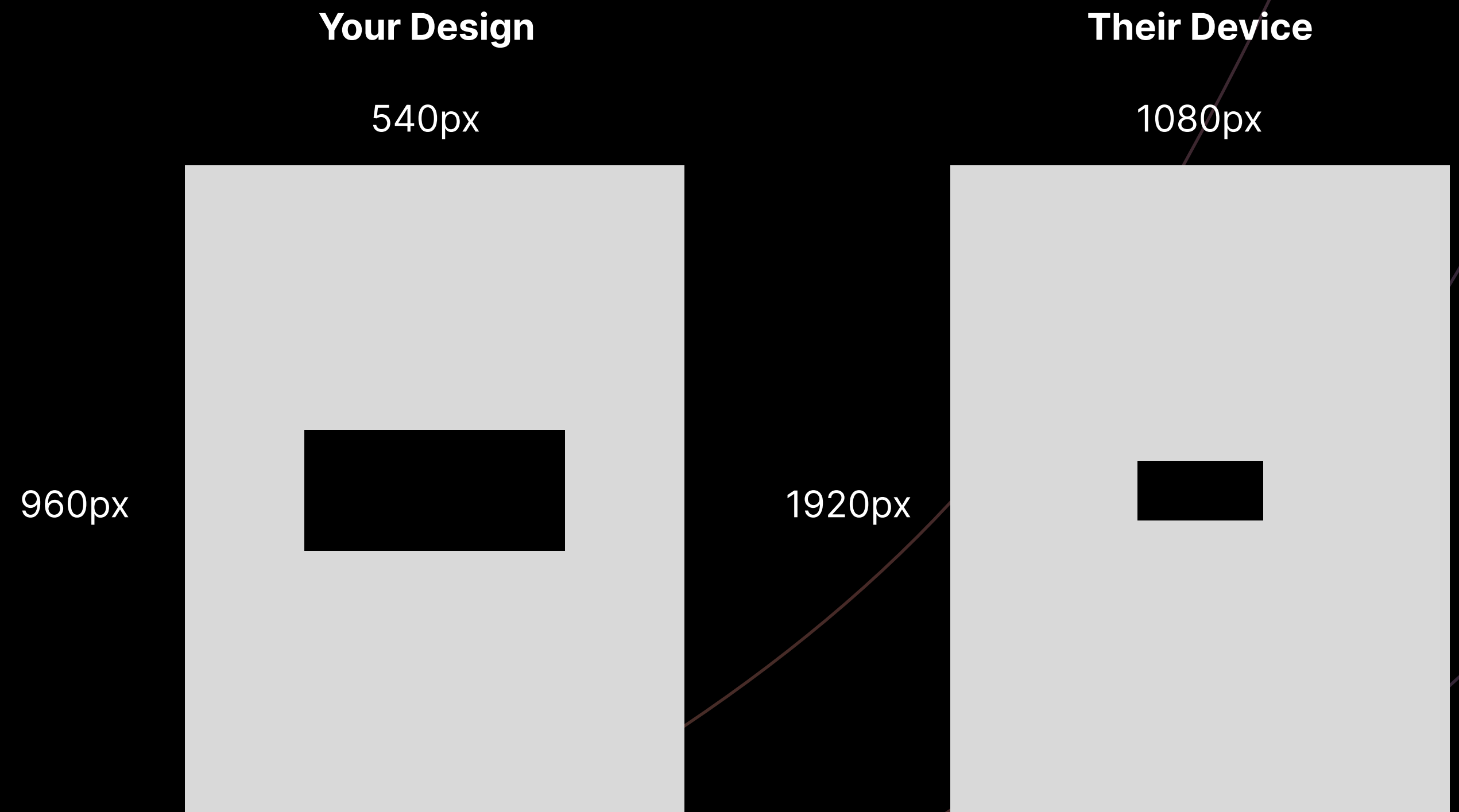
- **vw** — % of viewport width
- **vh** — % of viewport height
- **vmin** — % of the smaller dimension (width or height)
- **xmax** — % of the larger dimension (width or height)

PPI (Pixels per Inch)

This is a unit of pixel density. Devices these days are “retina” and are 2x what you design.

That’s why on 4k displays everything gets so much smaller, the design called for a specific px dimension to be used. But now your monitor has 4x the amount of pixels so the UI takes up much less room.

it just happens that most screens are close to what we design. In some cases devices will perform a UI scale to make things fit better.



4K

PAYCHEX FLEX

1991&& Support Client 15 EE P016
1991P016

Dashboard

- Analytics & Reports
 - Quick Reports
 - Live Reports
- Workers' Compensation
 - 1 Active policy
 - View details
- Demographics
 - Full Time vs Part Time
 - Full Time: 1127
 - Part Time: 70
 - Unassigned: 276
 - View Report
- Tools & Resources
 - View Links
- Current payroll
 - Payroll is backdated. Either the check date has passed or another payroll's been processed after this date.
 - MIN WAGE ADJUSTMENT MANUAL ENT
March 8 - March 15, 2024
 - MAR 12 Submit by March 11 [Resume](#)
 - Want to run payroll quickly? [View payment timing options](#)
 - View Payroll Center
- Tasks
 - 1920 Require Action
 - View All
- Health & Benefits
 - 2 Newly Eligible This Month
 - View details
- Last Payroll
 - February 1 - February 1, 2024
 - FEB 2 SUBMITTED February 21 by Marvin Drake
 - TOTAL CASH REQUIRED \$0.00
 - Go to Payroll Reports
- People
 - Add Employee
 - View People List
- Employee registration
 - Employee accounts: 217/1502
 - Registered: 14%
 - Empower employee access. Let employees go online to see their pay info, taxes and more. That means fewer questions for you! [Learn more](#)
 - Invite employees to Paychex Flex
- Wayne Solomon wsolomon@paychex.com

Security | Privacy
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1920

PAYCHEX FLEX

1991&& Support Client 15 EE P016
1991P016

Dashboard

- Analytics & Reports
 - Quick Reports
 - Live Reports
- Workers' Compensation
 - 1 Active policy
 - View details
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 - Invite employees to Paychex Flex
- Wayne Solomon wsolomon@paychex.com

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Based off non-static values

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- **rem** — font size of the element, relative to the root html element
- **ch** — width of the “0” character (in monospace fonts all characters are of equal width)
- **ex** —x-height of the font used (the height of “x” character)

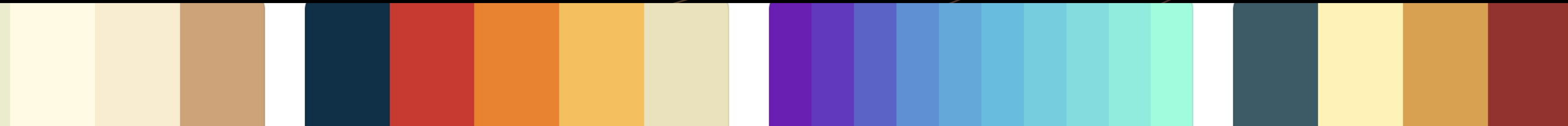
- **vw** — % of viewport width
- **vh** — % of viewport height
- **vmin** — % of the smaller dimension (width or height)
- **xmax** — % of the larger dimension (width or height)

Color Use

I don't have much here because it's so subjective and depends on the project.

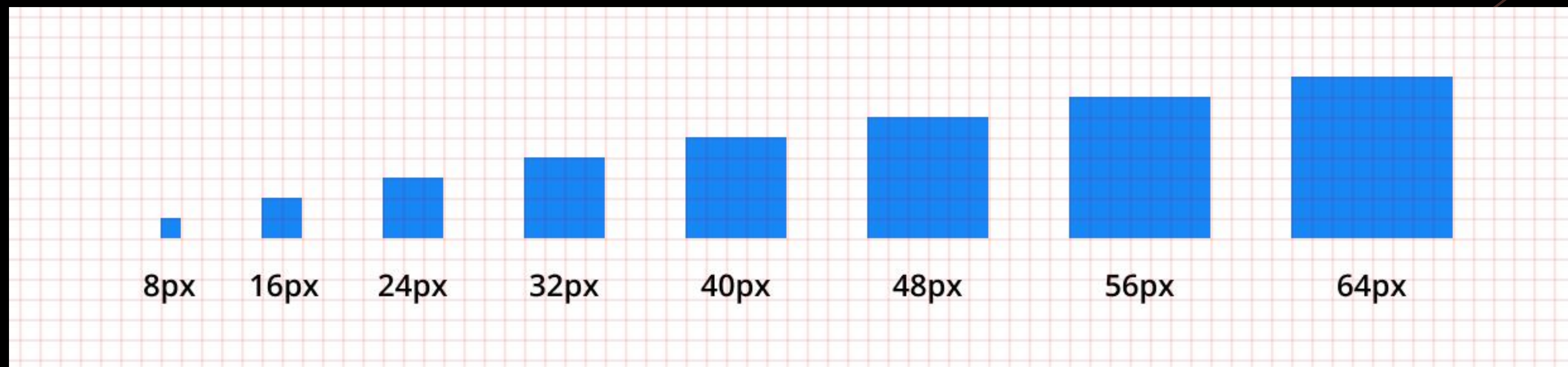
Some tips

- Keep it simple to start, refrain from overusing colors
- Use colors as signifiers
- Colors can add fun or messaging
- Colors invoke emotion
 - casual (limited pallet, blues)
 - business/corporate (monochrome, with one core color)
 - fun/crazy (colorful, red/pink/yellow/etc)
- Don't be afraid to switch it up, find what works



Scales

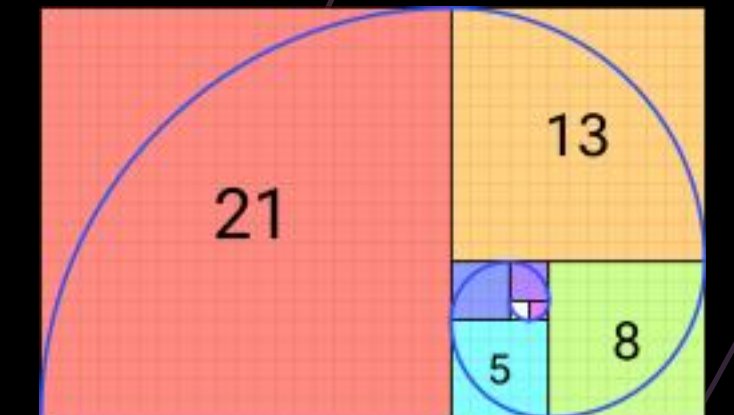
Mainly for organization and consistency



Scale Category
H1
H2
H3
H4
H5
H6
Subtitle 1
Subtitle 2
Body 1
Body 2
BUTTON
Caption
OVERLINE

Math-tastic

A bit overkill, but nature ay?



Major Second Scale (1.125)

P	H6	H5	H4	H3	H2	H1
16px	18px	20.25px	22.78px	25.63px	28.83px	32.44px

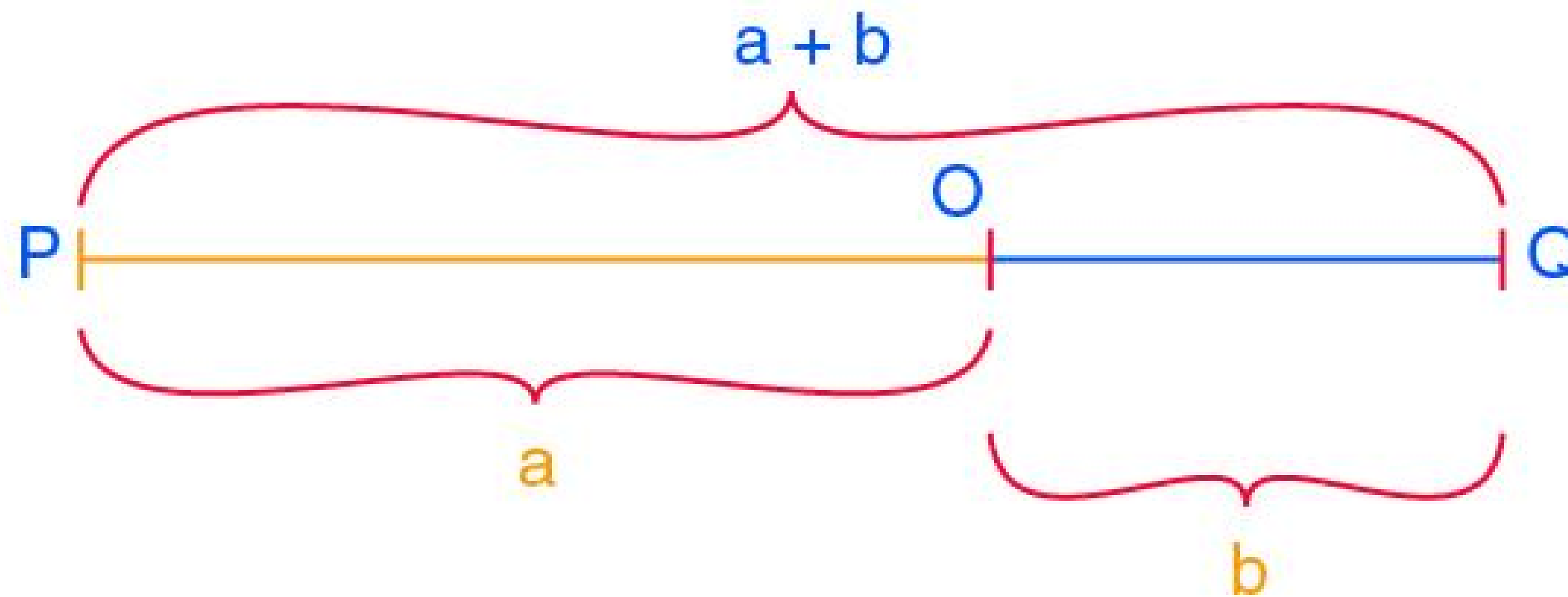
Augmented Fourth Scale (1.414)

P	H6	H5	H4	H3	H2	H1
16px	22.62px	31.99px	45.23px	63.96px	90.44px	127.88px

Your Homework

Find the limit for the Golden Ratio derivative

Golden ratio



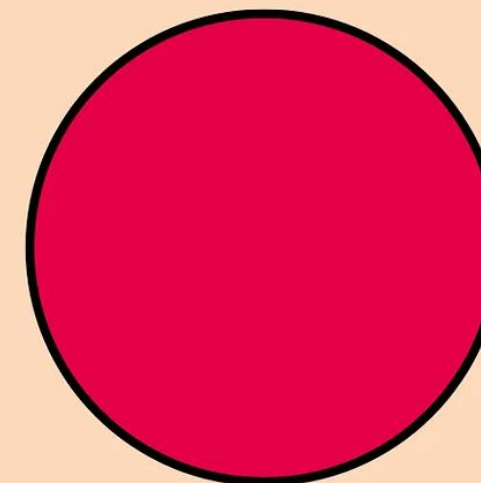
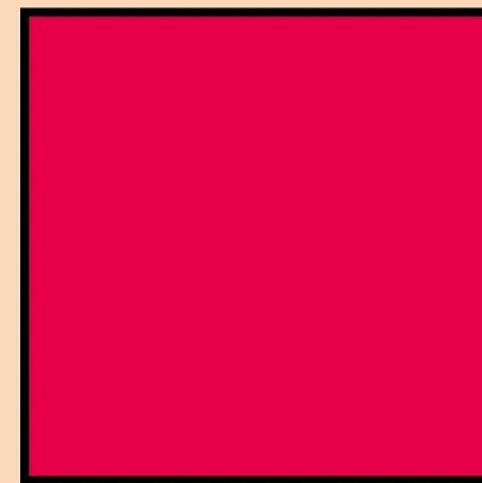
$$\frac{a}{b} = \frac{a+b}{a} = 1.618\dots = \Phi$$

Just kidding, math isn't real!

Shapes and Layout

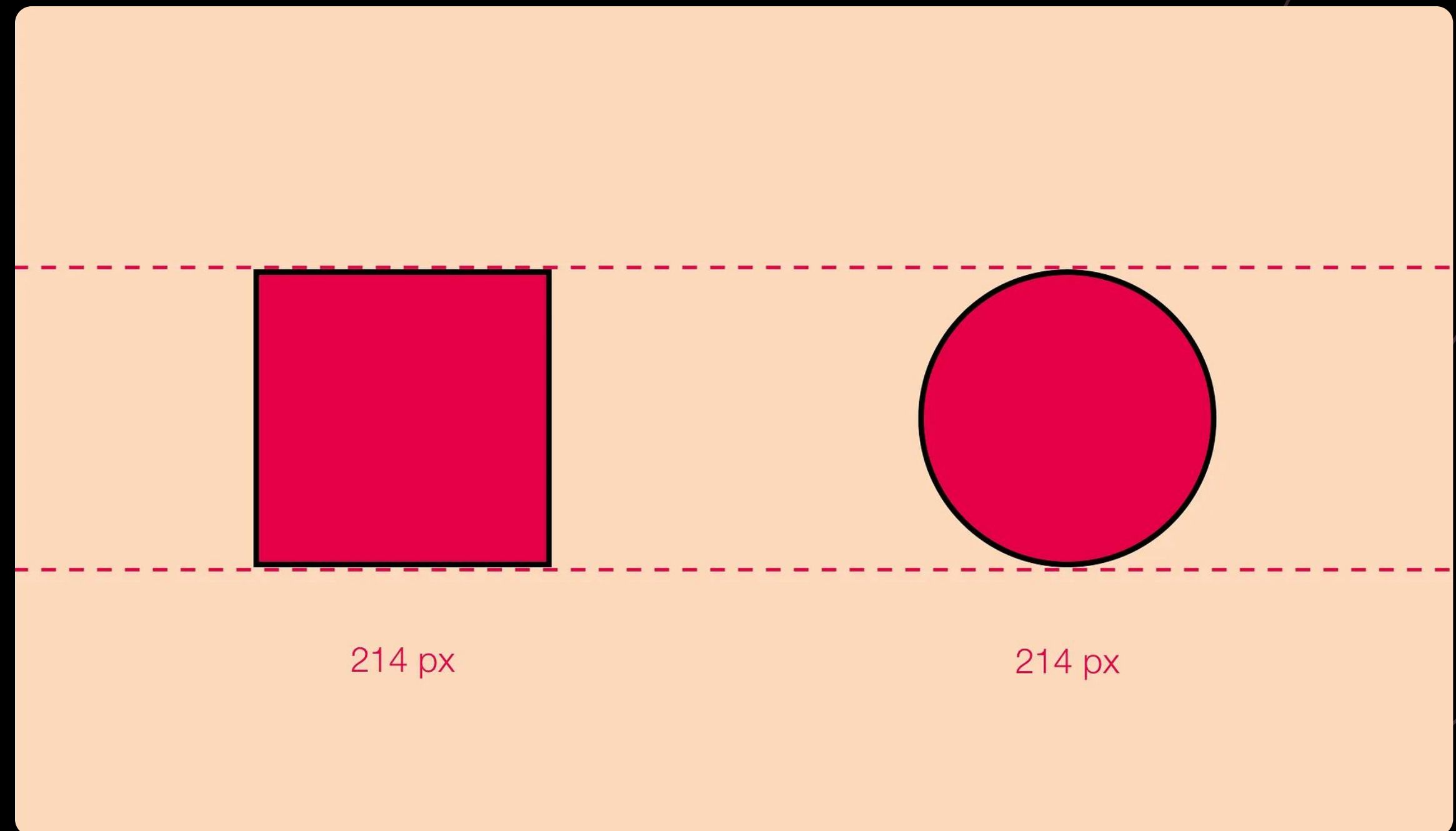


Which one is bigger?

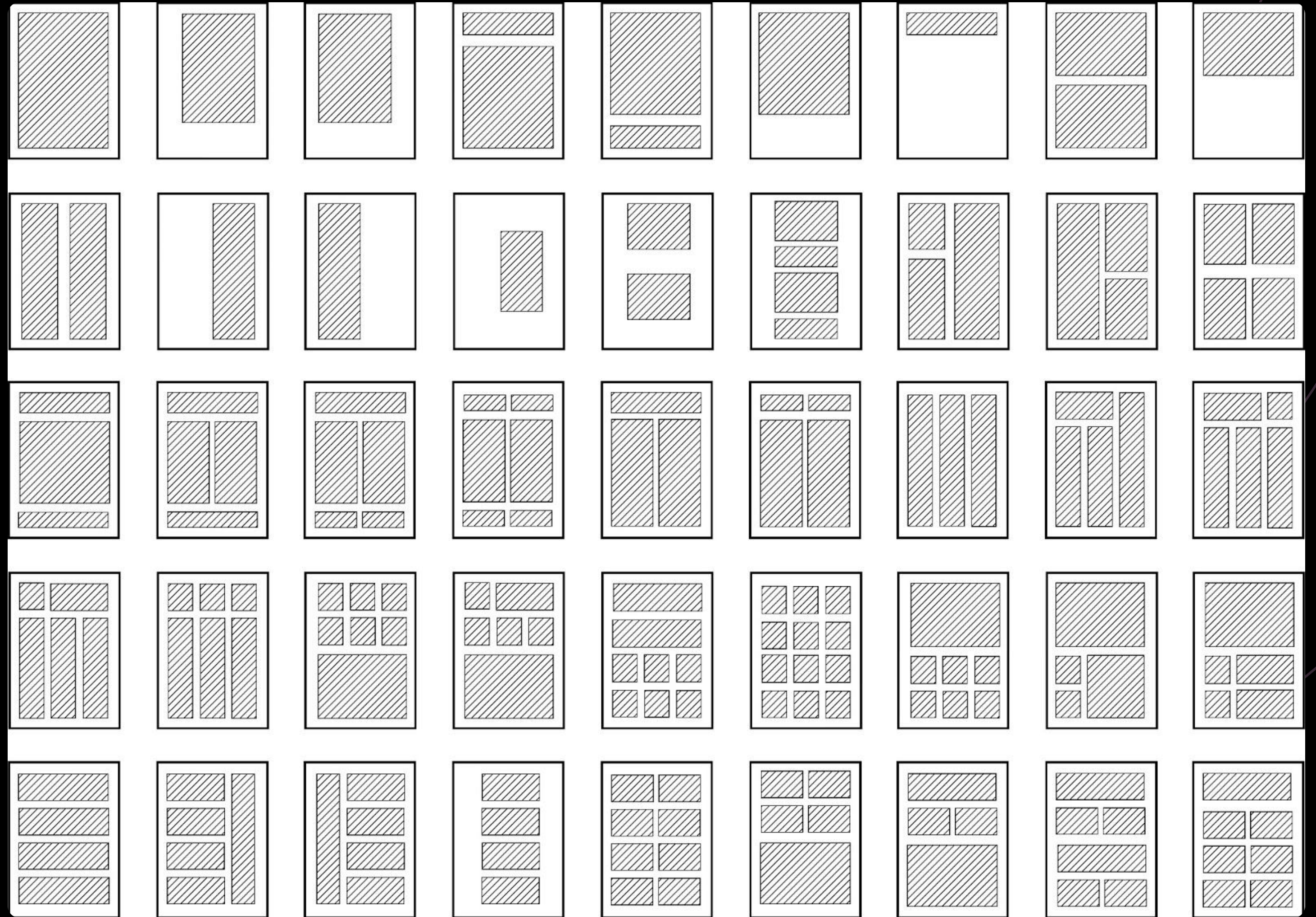


Optical Alignment

Were you right?



Layout



Grids

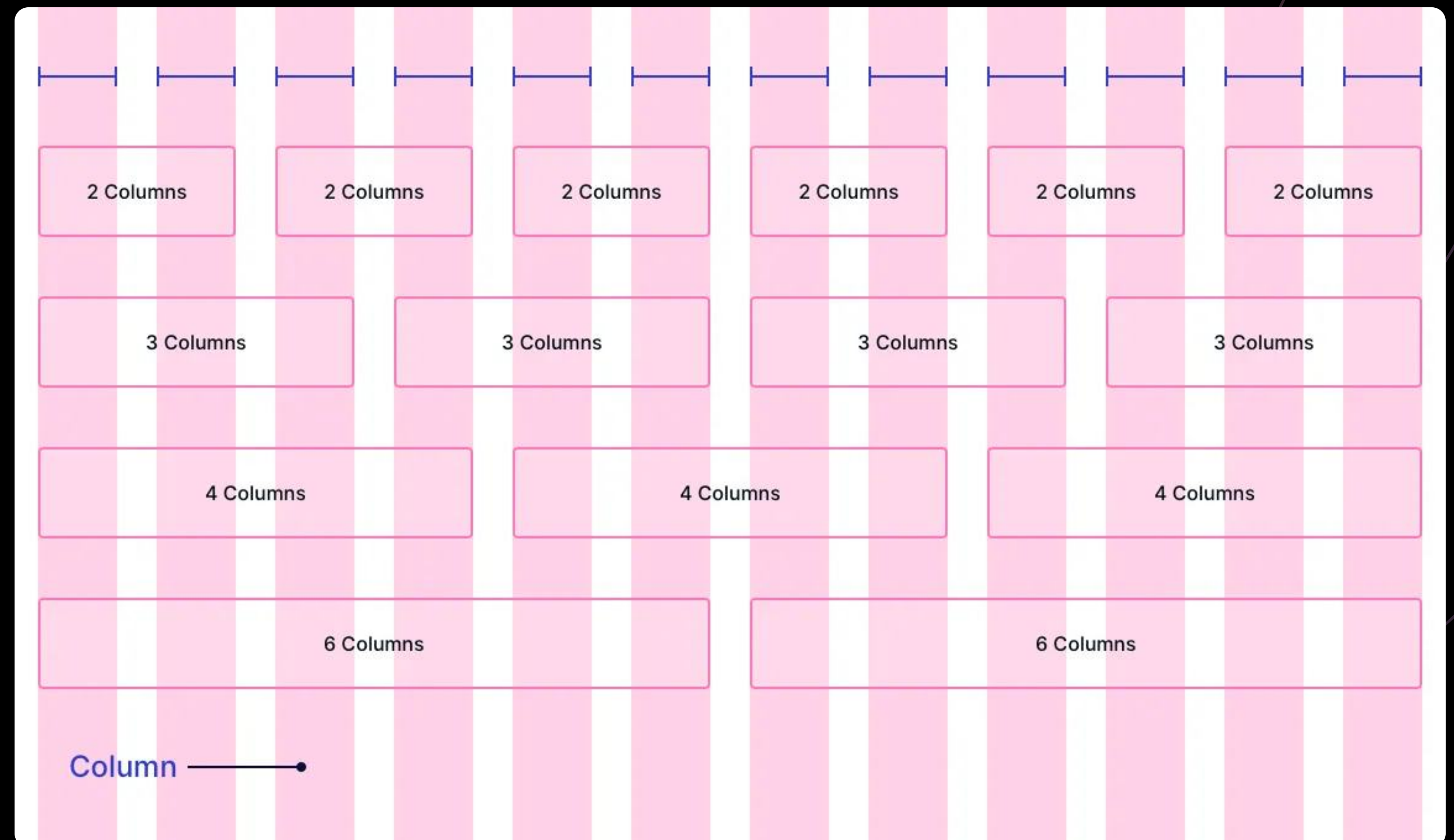
Predictable

More likely to be responsive

Organized

Applies to large and small layouts

Flexible



Build brilliant commerce & payment *experiences*

Unify your payment and commerce services, crafting seamless customer journeys and expanding into new markets effortlessly.

Talk to our team



Business ♥ Primer

Walmart*

CISCO



Deloitte.

okta

Powerful automation with *zero code*

Drive more revenue with sophisticated, end-to-end Workflows. Build brilliant customer journeys and keep customers happy with limitless payment options and commerce services.

Free forever

Our free plan gives you unlimited team members, 3 boards, and 300+ expert-made templates. Signing up with your work email lets you bring in your team faster. See our

Easy integrations

Miro has 100+ powerful integrations with tools you already use like G Suite, Slack, and Jira, so your workflow is seamless. View the full list in our [Marketplace](#).

Security first

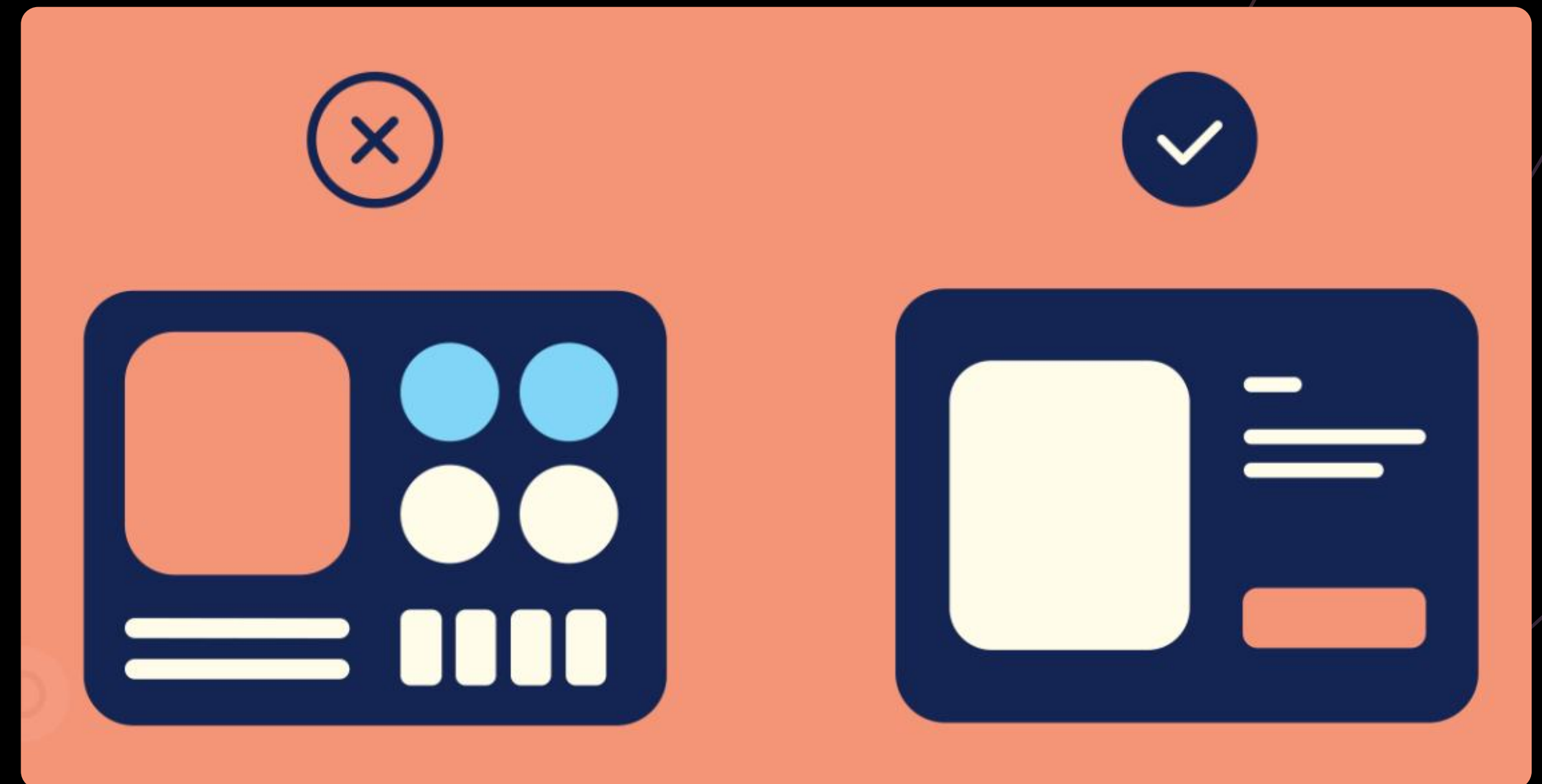
We treat your data like you would — with the utmost care. We follow industry-leading security standards and give you tools to protect intellectual property. Learn more

The hierarchy of

Spacing

It's really important to get this down. Spacing between elements allows designs to explain themselves through visual hierarchy. The distance between elements invokes various forms or organization.

You'll know you got it when you spend more time correcting yours and others spacing than actually designing.



Comes with practice

This is one of the most important skills in visual design. It has both a psychological use and visual use.

Leads users where you want them to go and makes it pretty.

YOU

You will then go back to read this body of text. Want to know why? This takes the most effort to read. This text box has a lot of words, it is in a small font and in a light weight with tight line spacing. No one has time for that! **That's why you hire a professional.**

[You probably read this last line before the rest of the text.. didn't you.]

**WILL READ
THIS FIRST.**

And then you will read this line next.

M

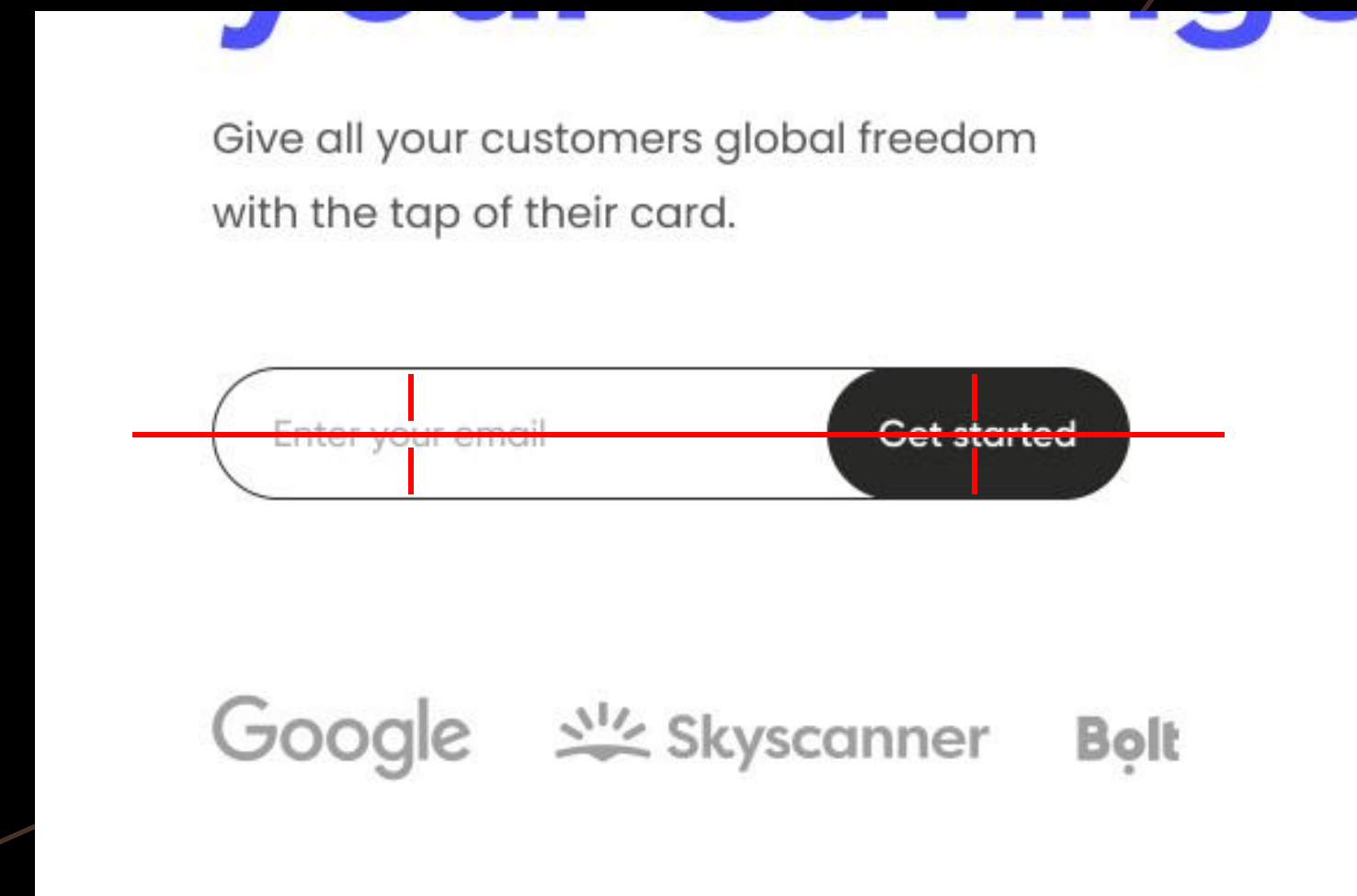
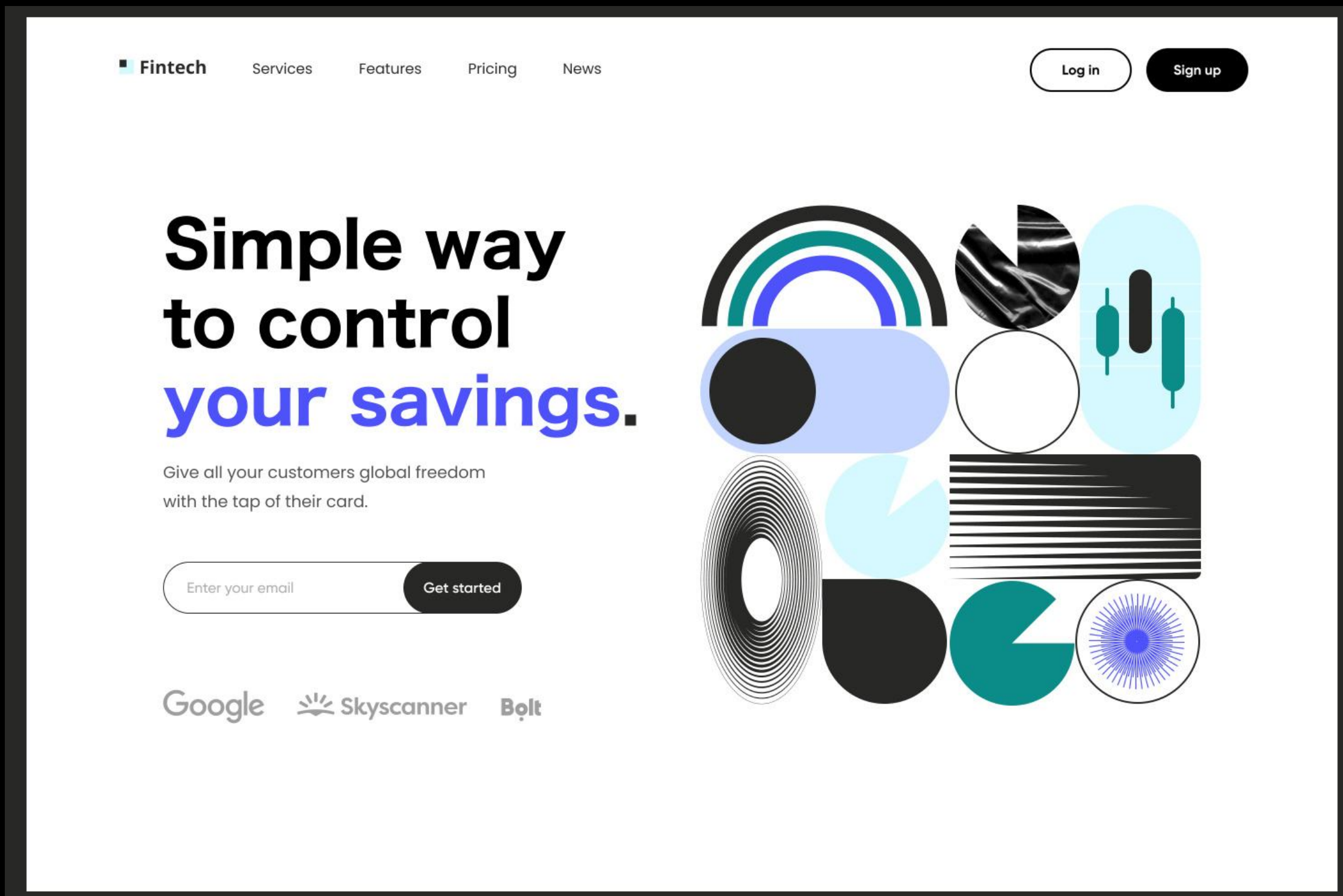
Well that was technical...

yes it was!

Understanding the nuances of design is harder then
understanding what looks good at a glance

It's easy to see that this looks good

but not WHY it looks good



Next Up

The Real Stuff

STEAL

wait...

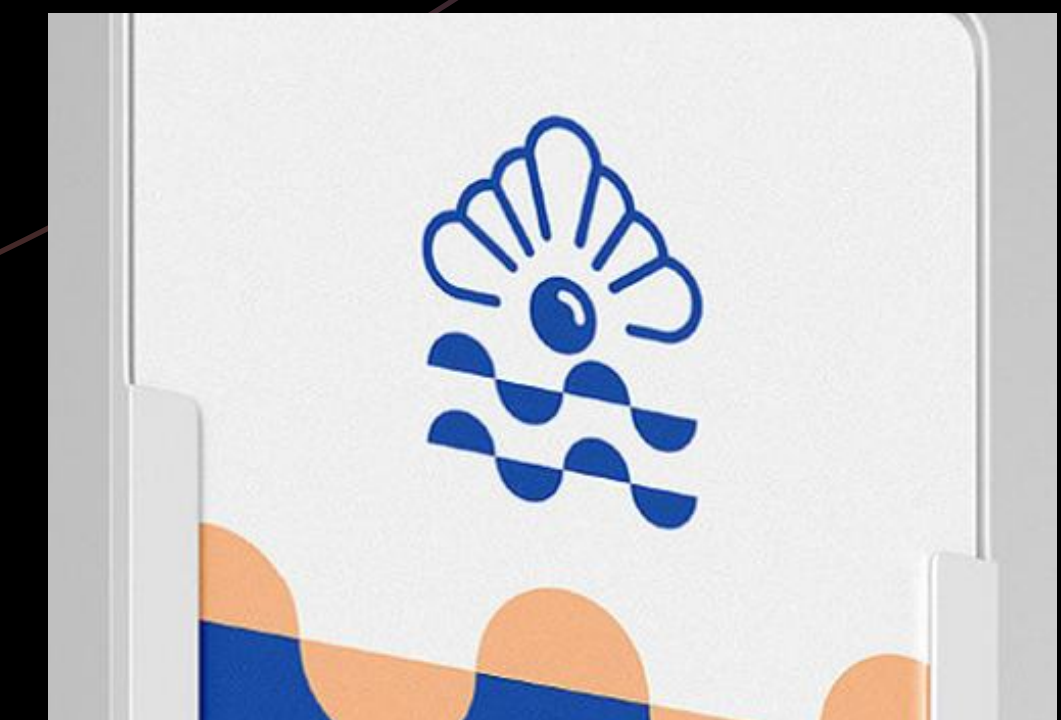
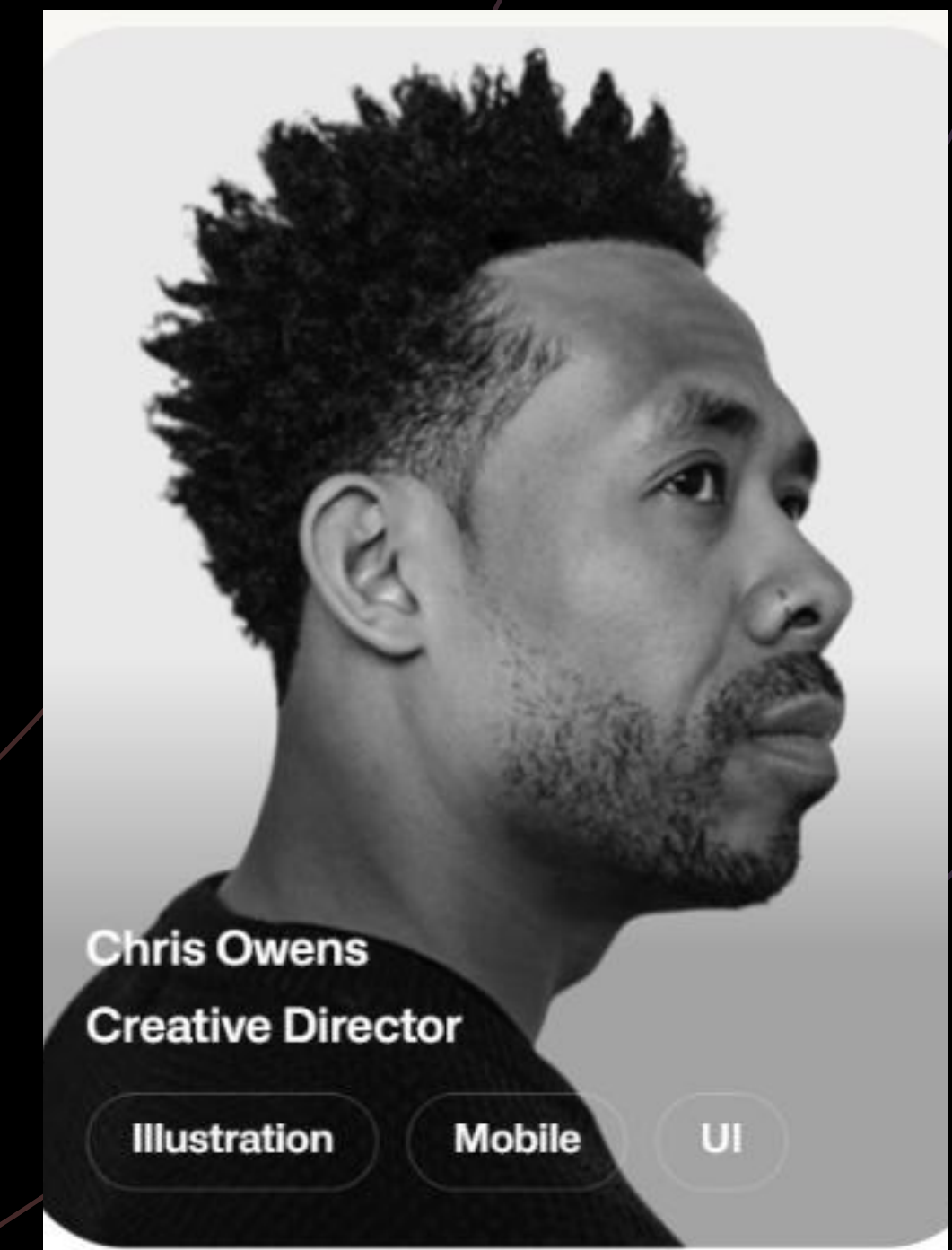
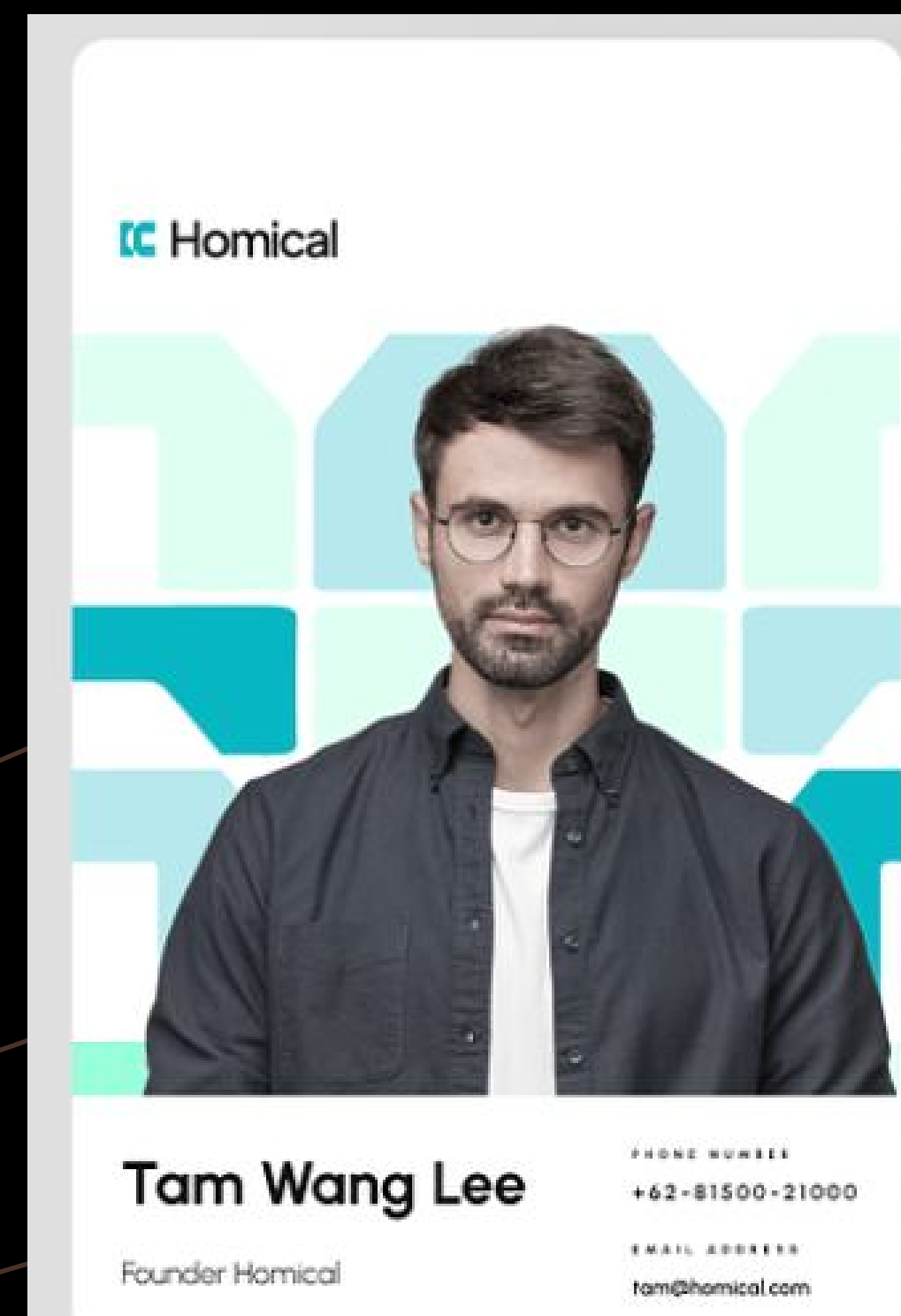
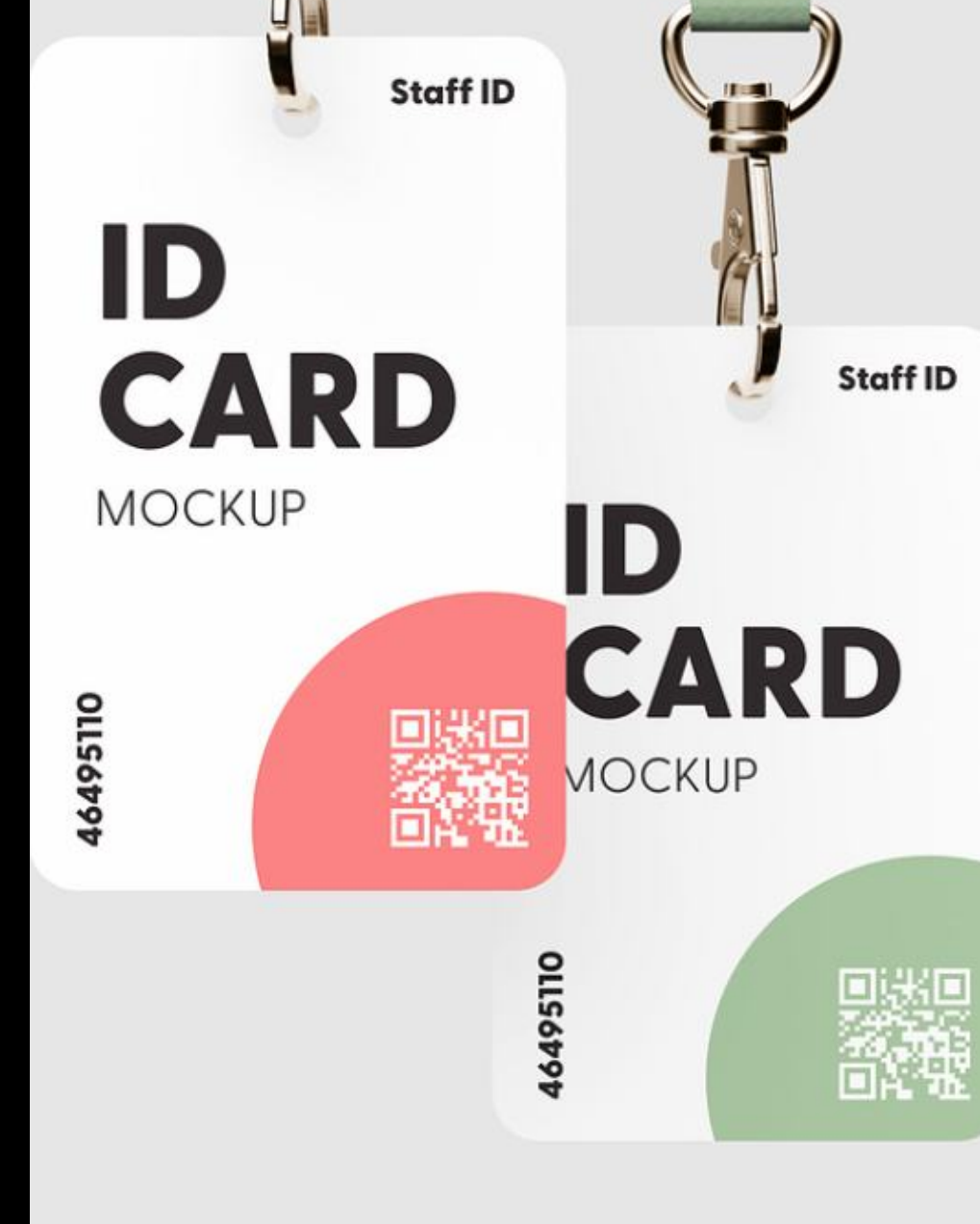
ya, steal

but like not actually

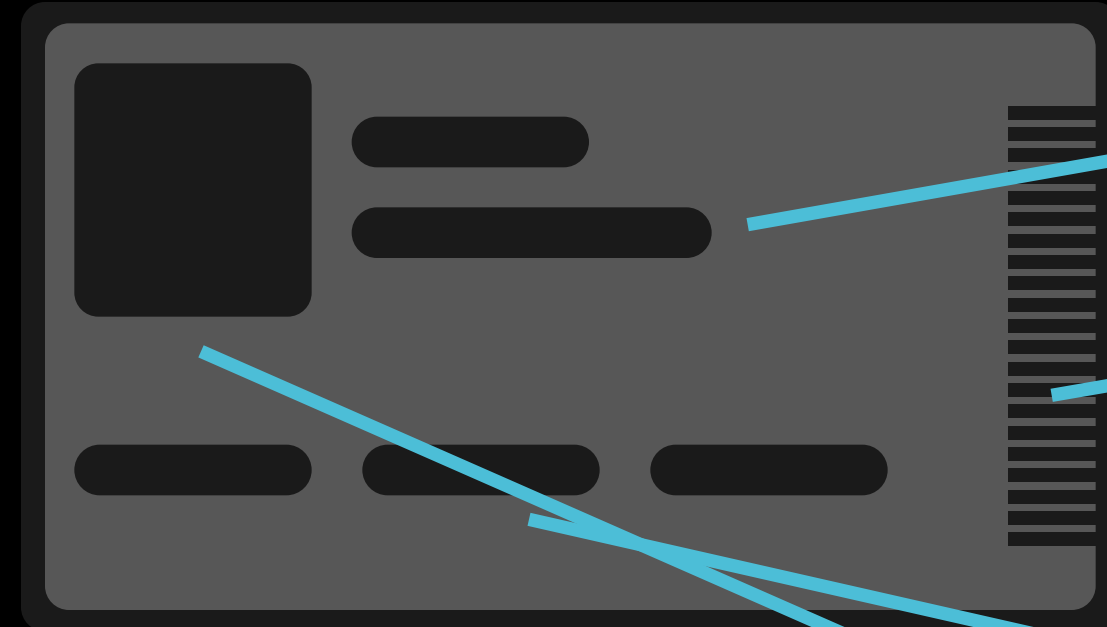
**What I mean is when you first start out it's
best to take heavy prescriptive inspiration**

As you iterate, find examples to inform specific
portions of your design

ID Card



ID Card



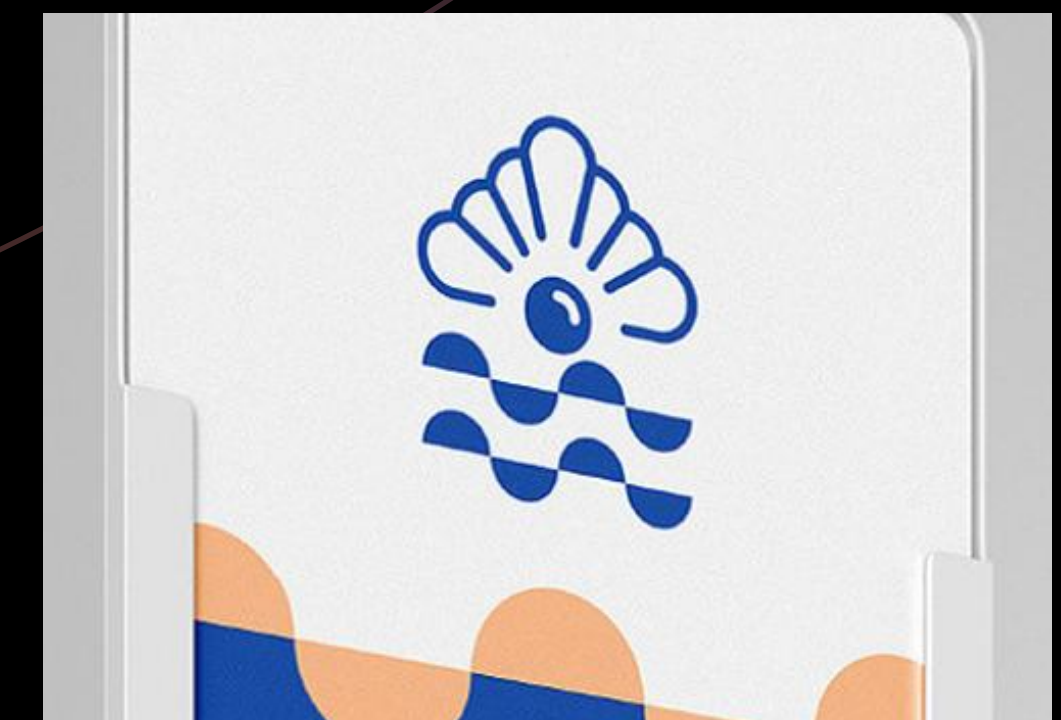
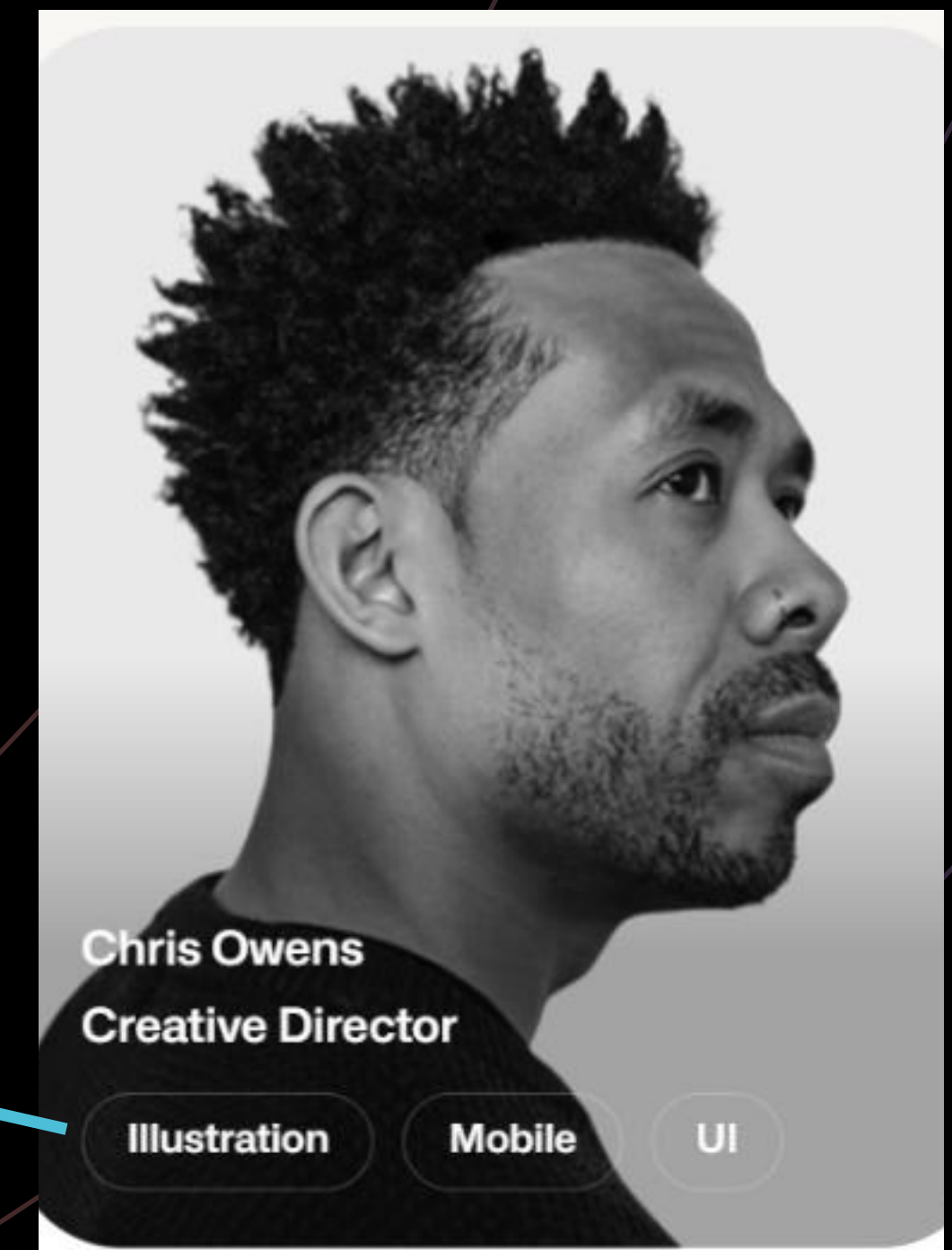
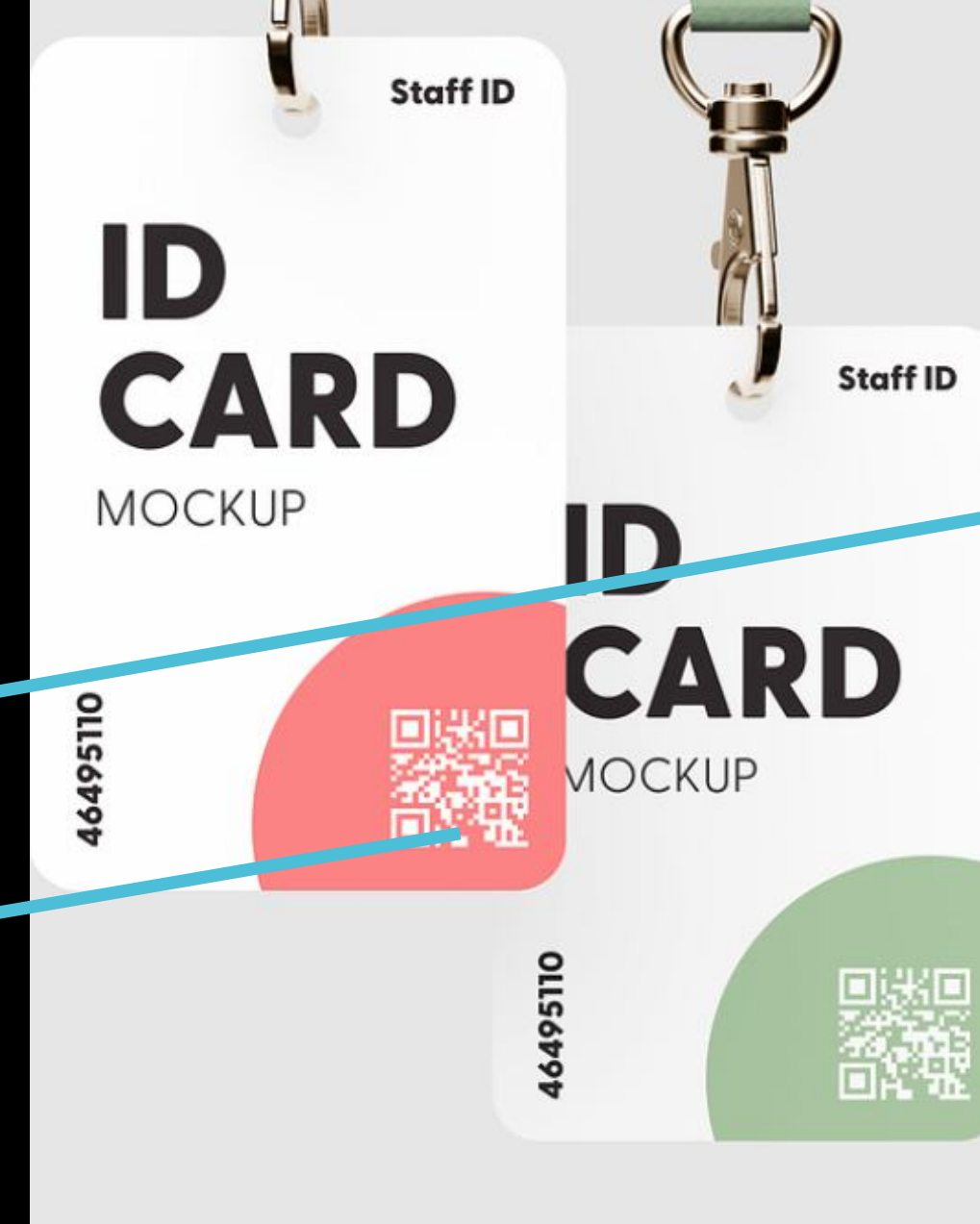
Typography Options

Layout

Ways of doing certain UI

Imagery

Color Schemes



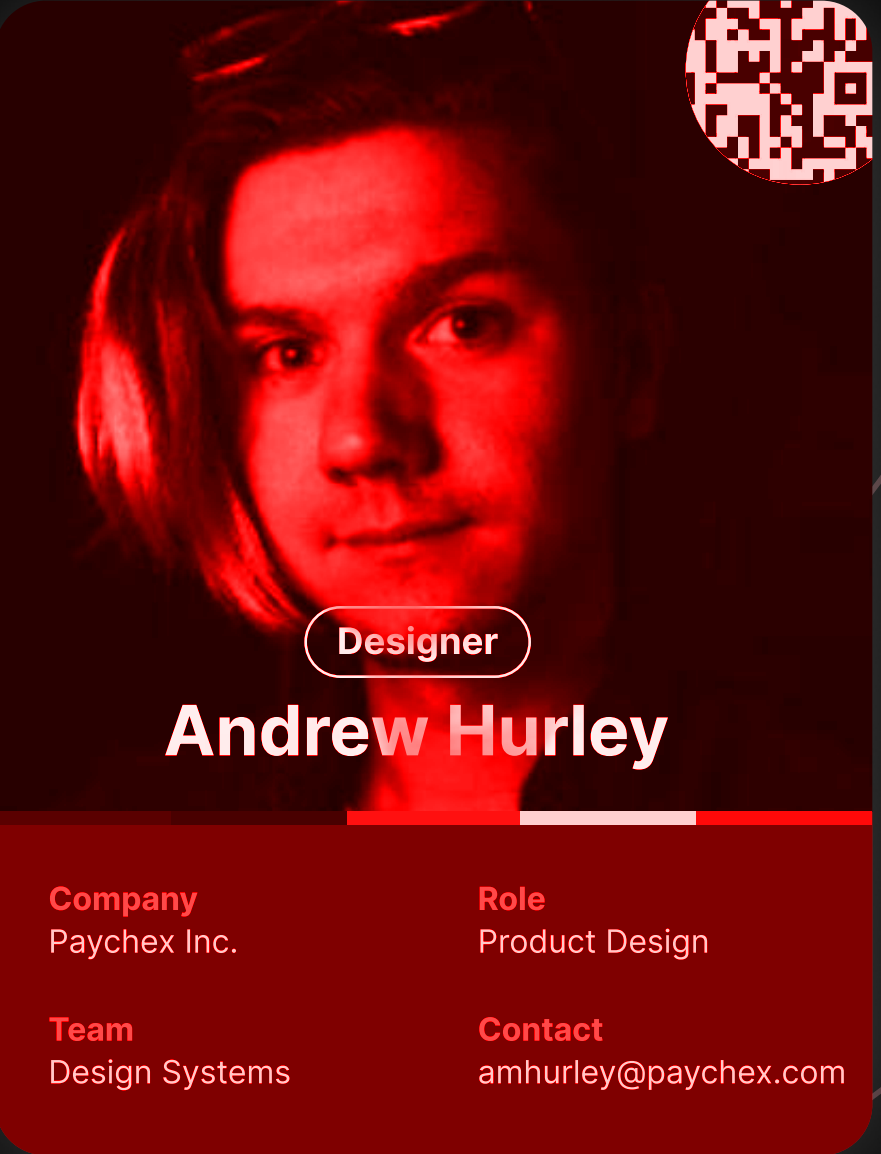
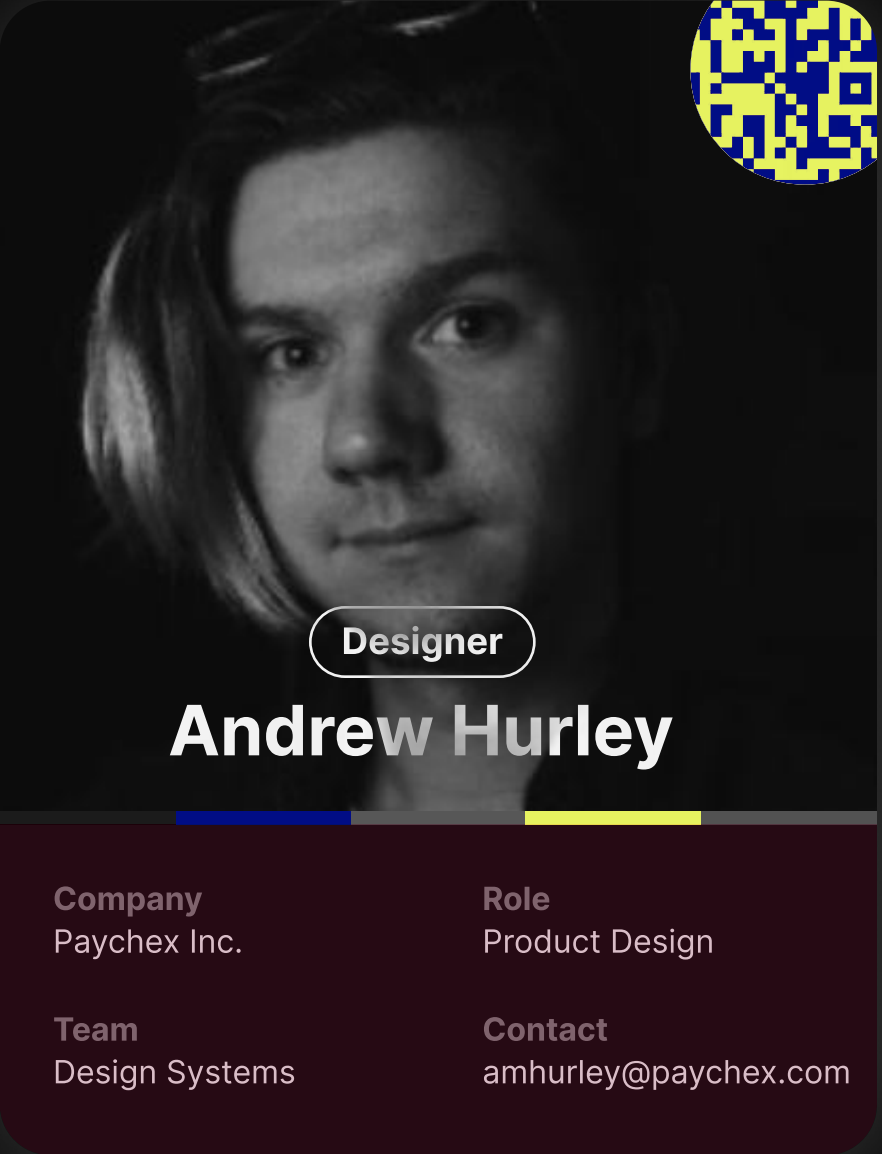
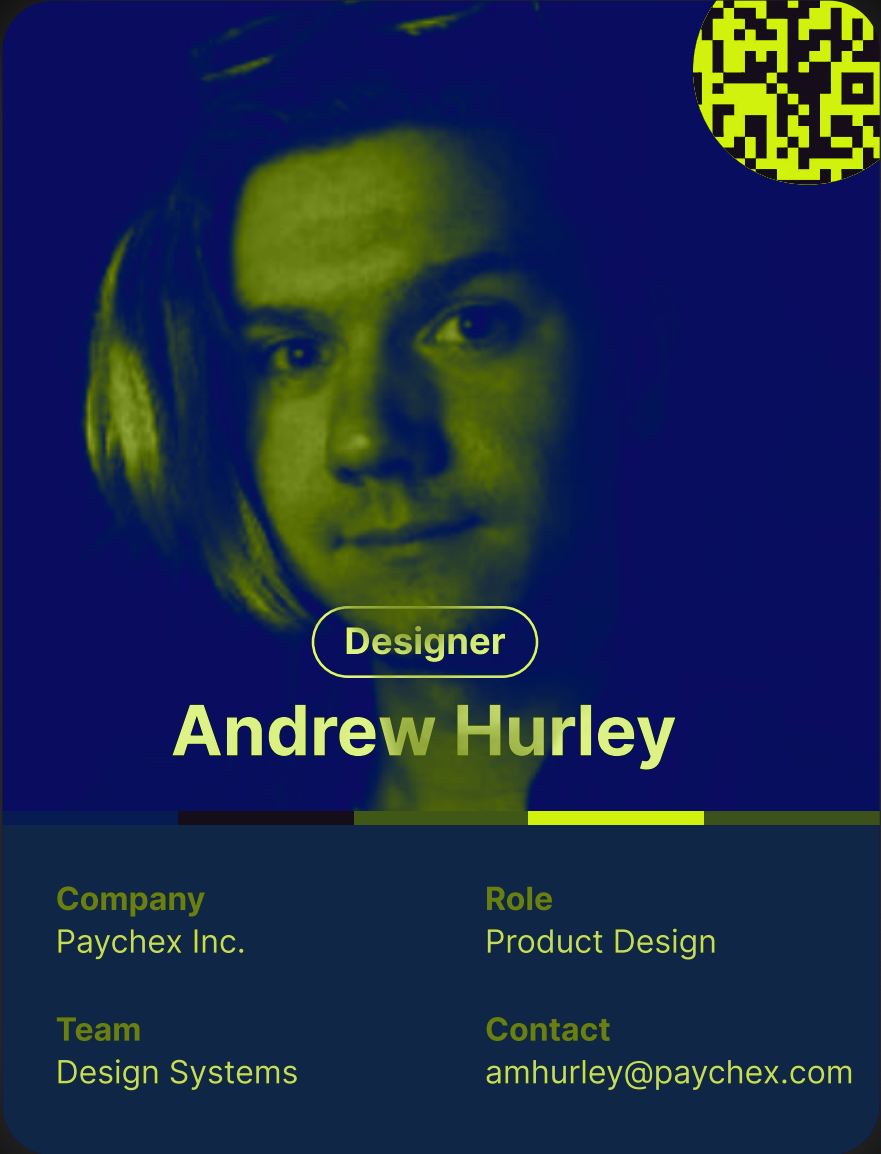


Designer

Andrew Hurley

Company Paychex Inc.	Role Product Design
Team Design Systems	Contact amhurley@paychex.com

Utilize Blend Modes



Layer

✓ Pass through

Normal

Darken

Multiply

Plus darker

Color burn

Lighten

Screen

Plus lighter

Color dodge

Overlay

Soft light

Hard light

Difference

Exclusion

Hue

Saturation

Color

Luminosity

Inspiration

every bits gotta come out of a vacuum, ay?

Dribbble

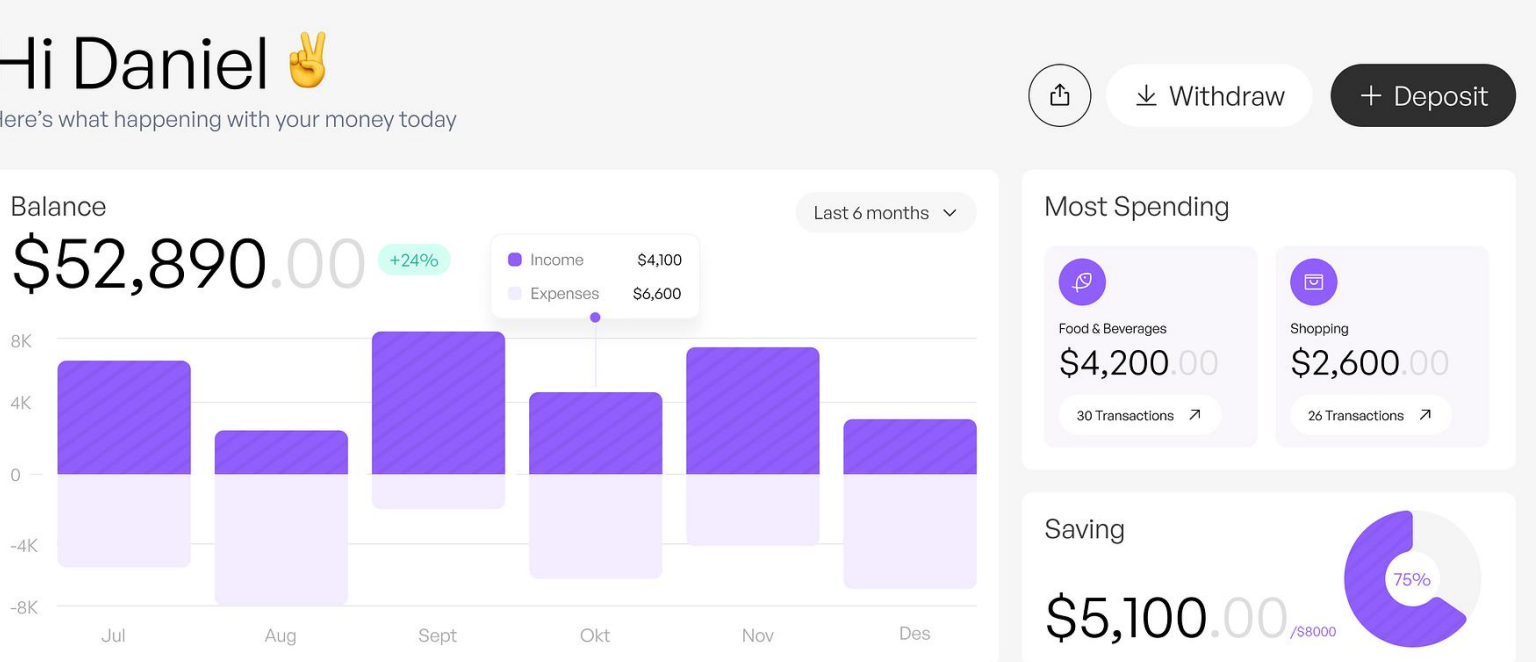
Dribbble

Awwwards

W.

Collect UI

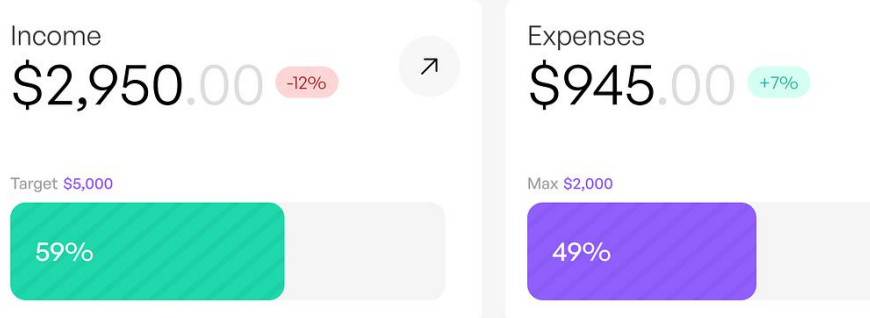
UI



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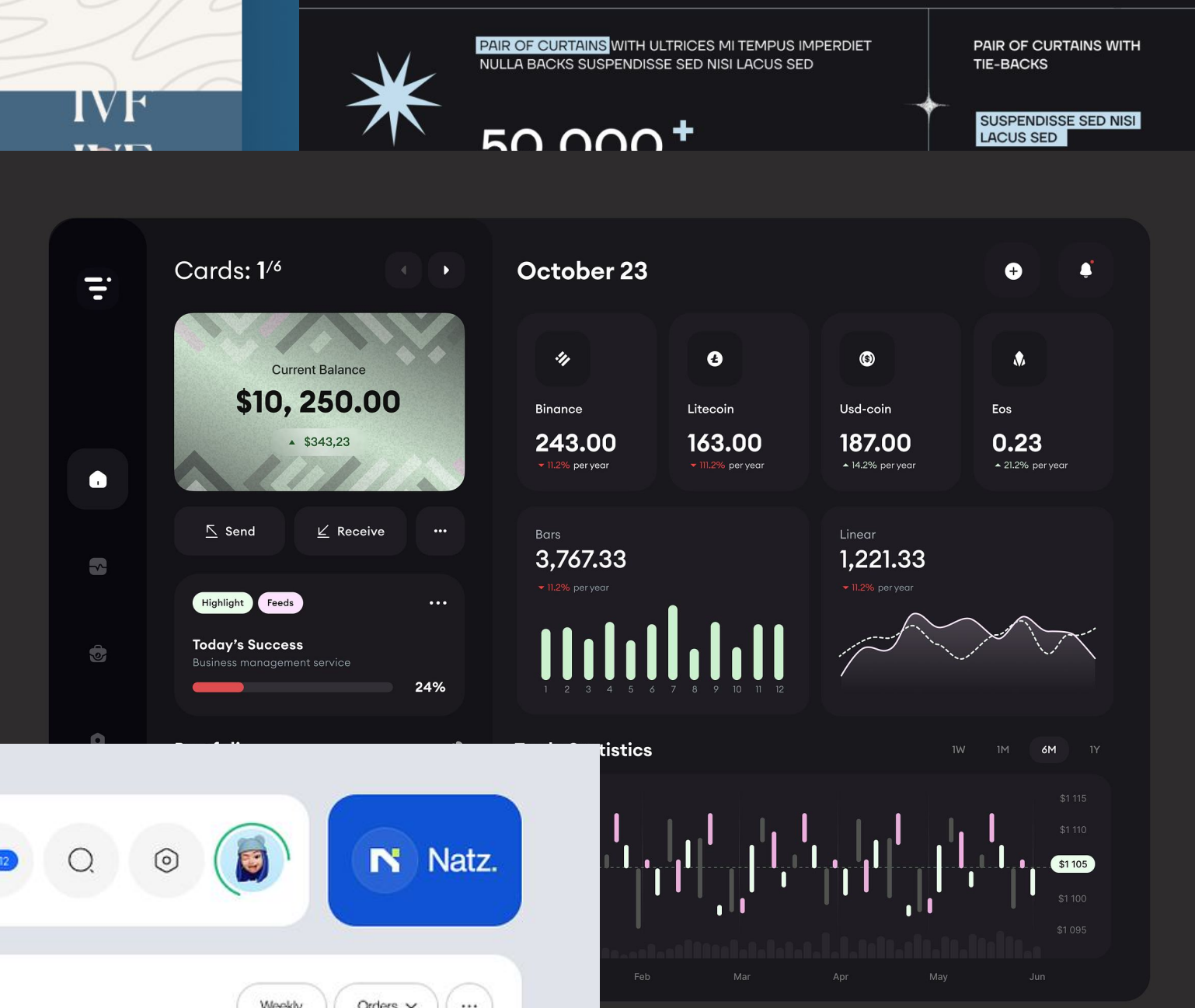
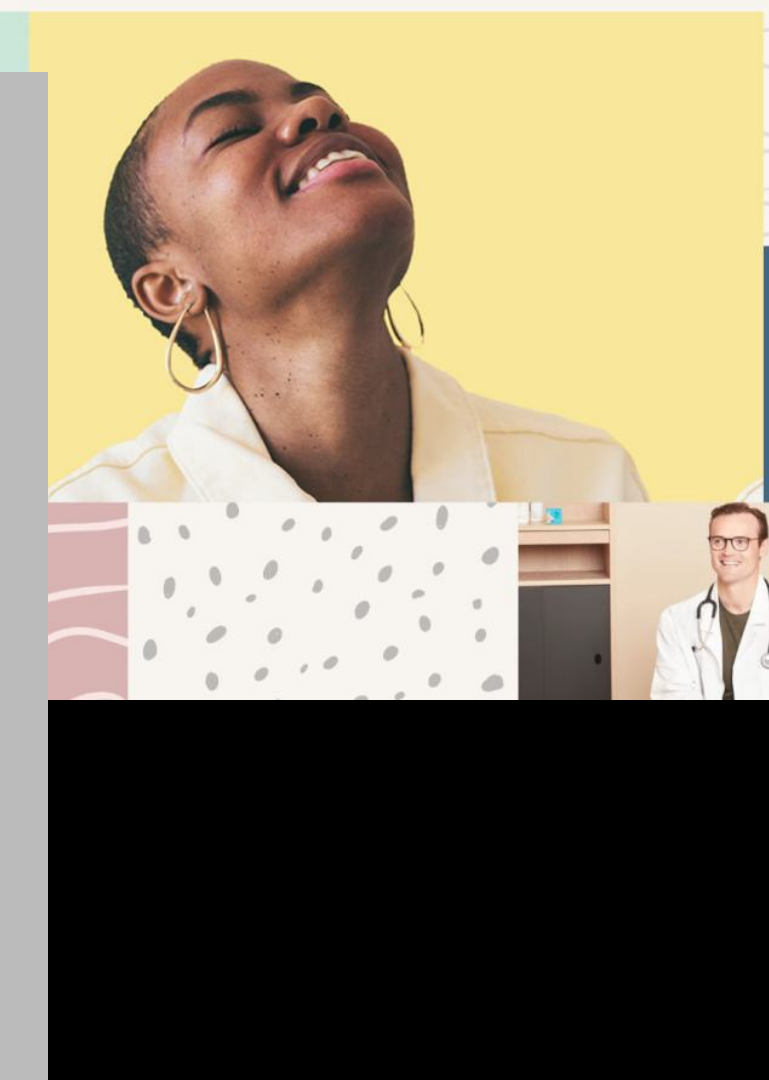
Combinator, coinbase, andreesen horowitz, BLOCKCHANGE

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Our values

Vision



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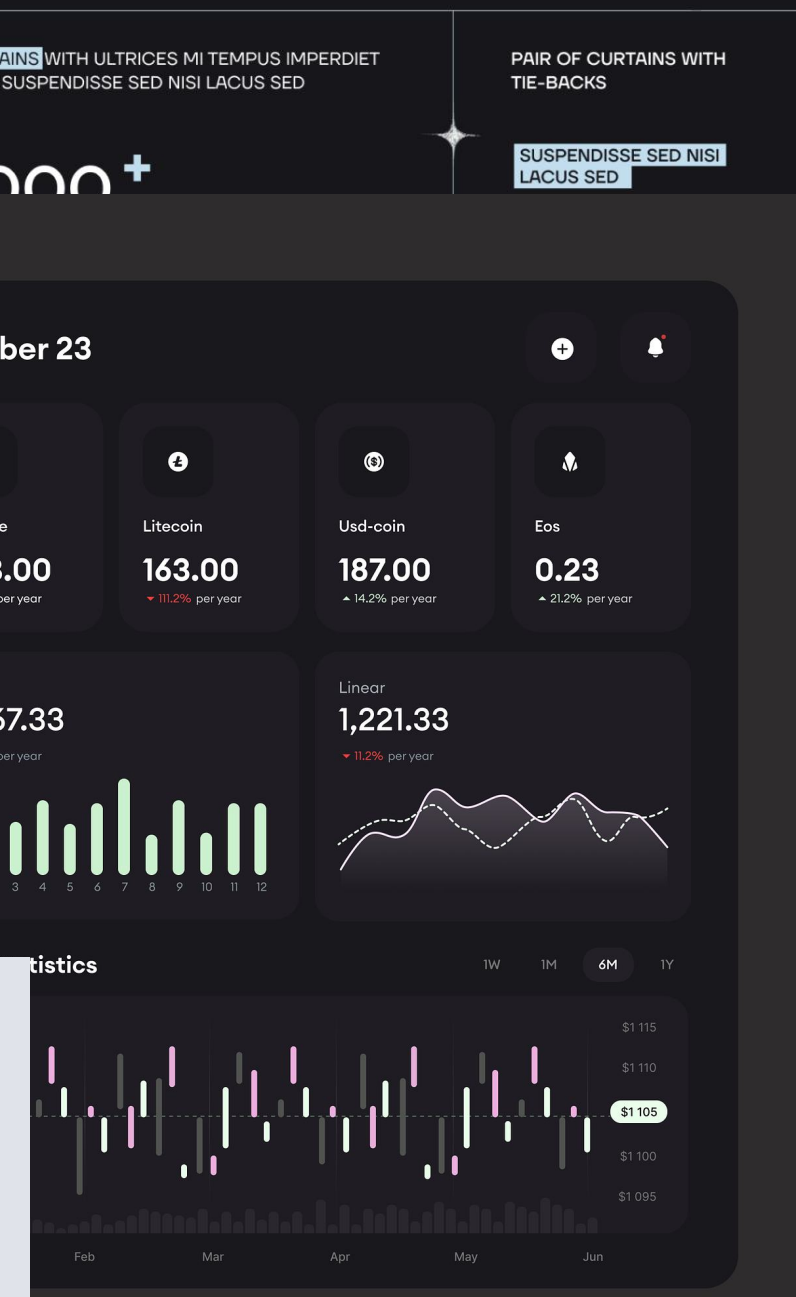
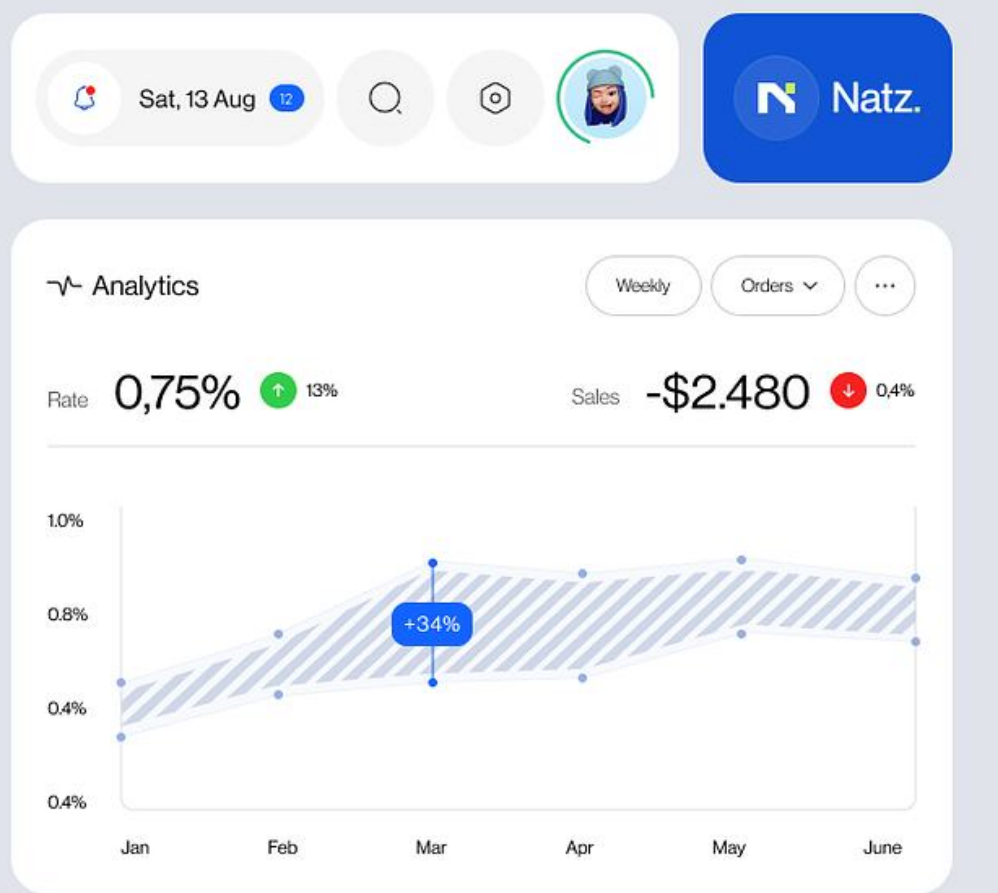
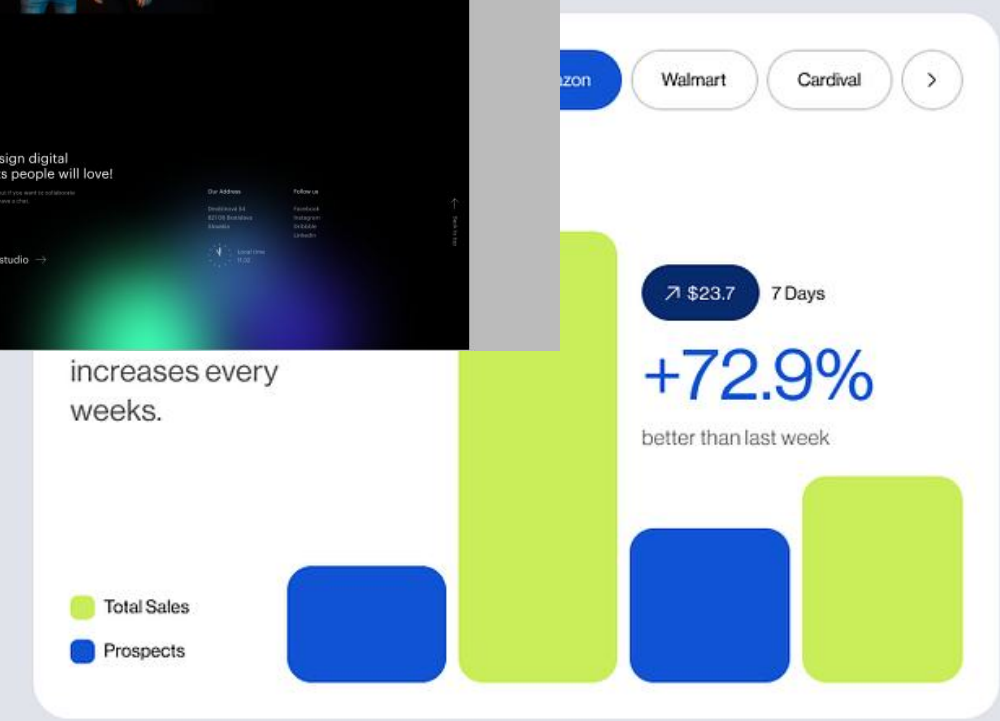
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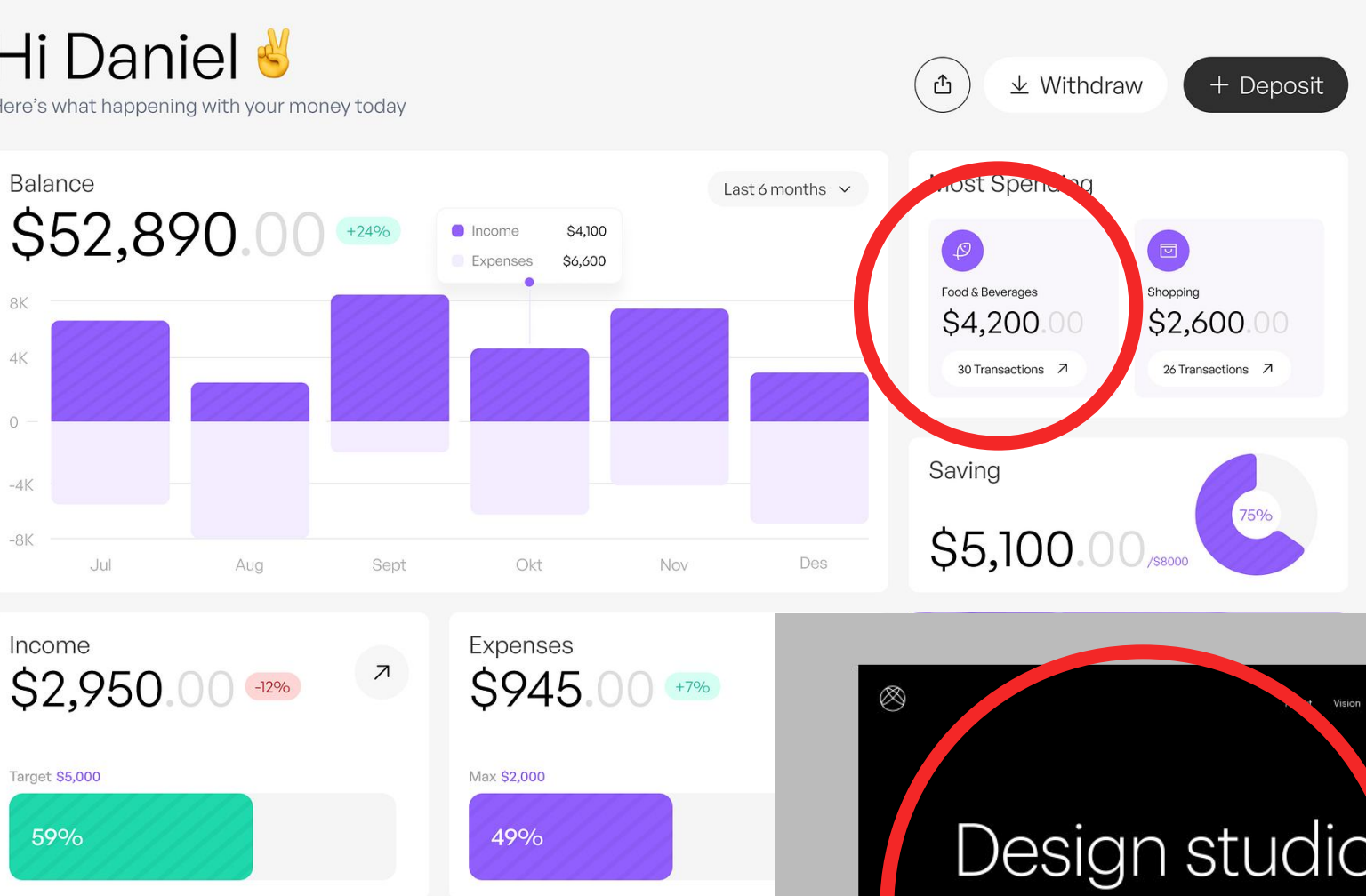
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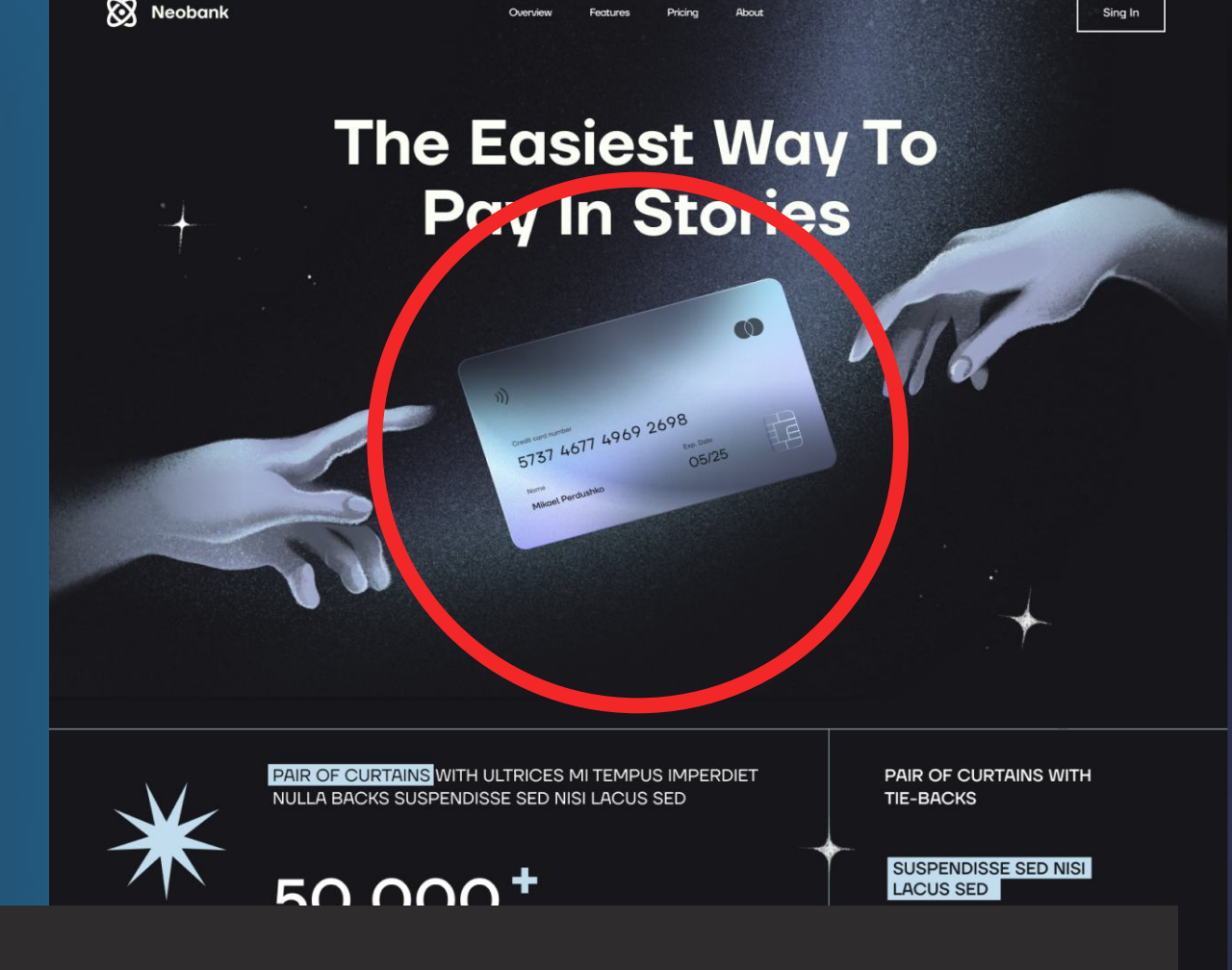




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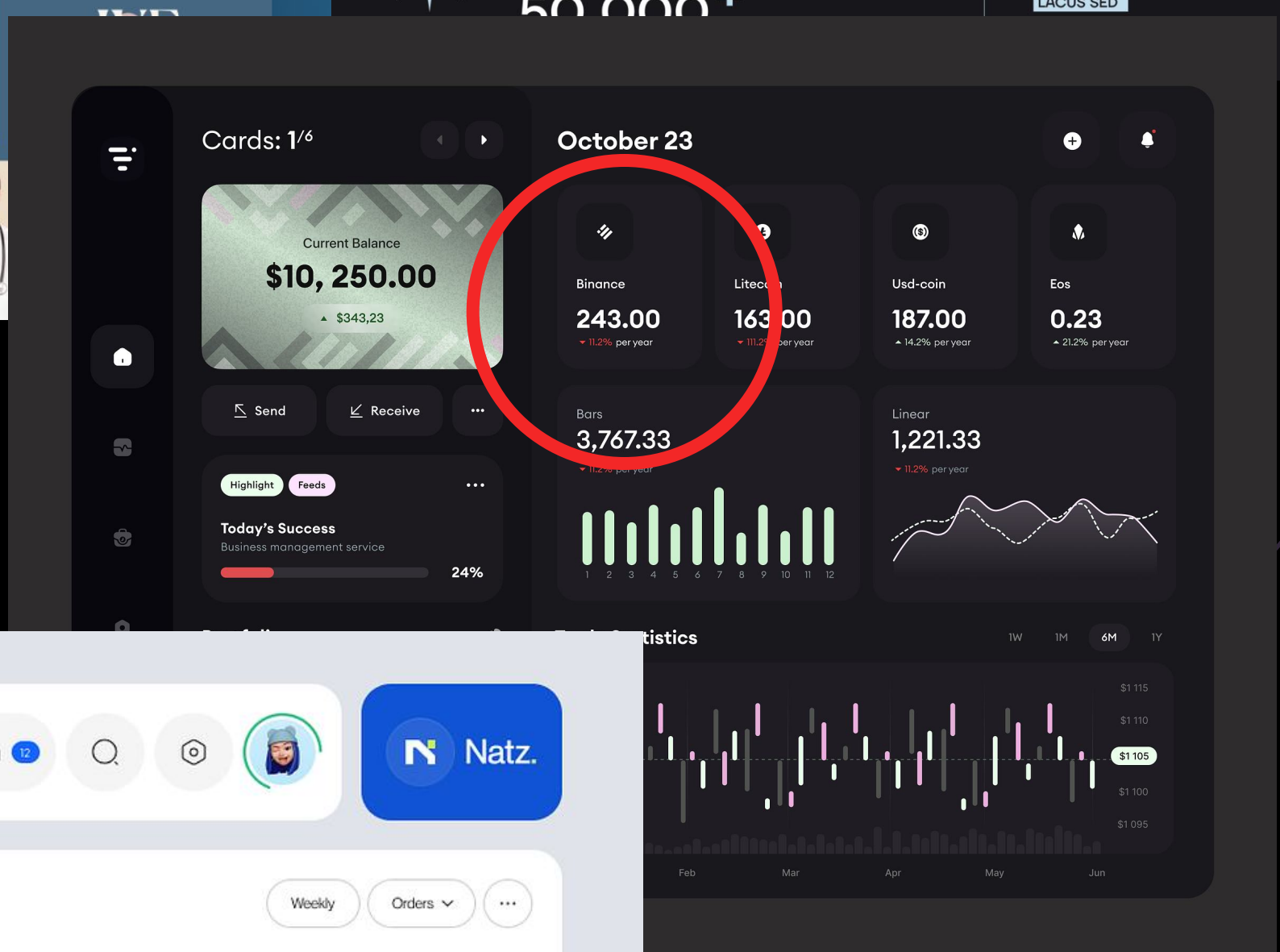
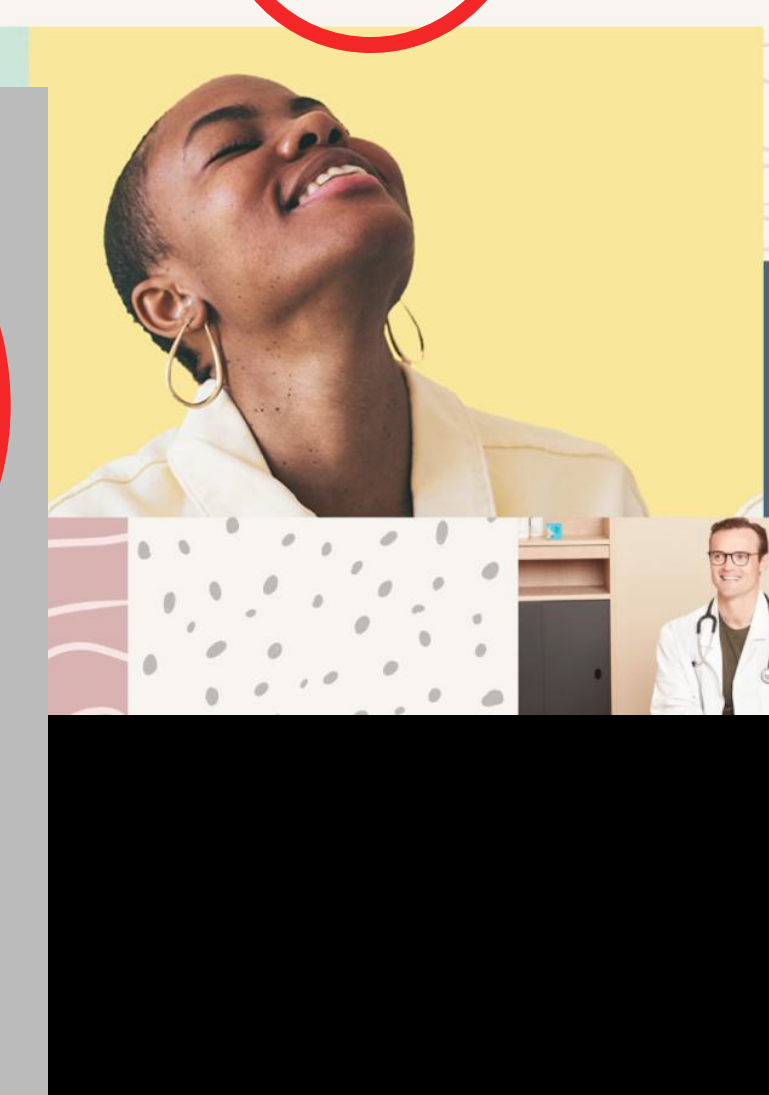
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#Designthinking #Brandspecialists

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Our vision



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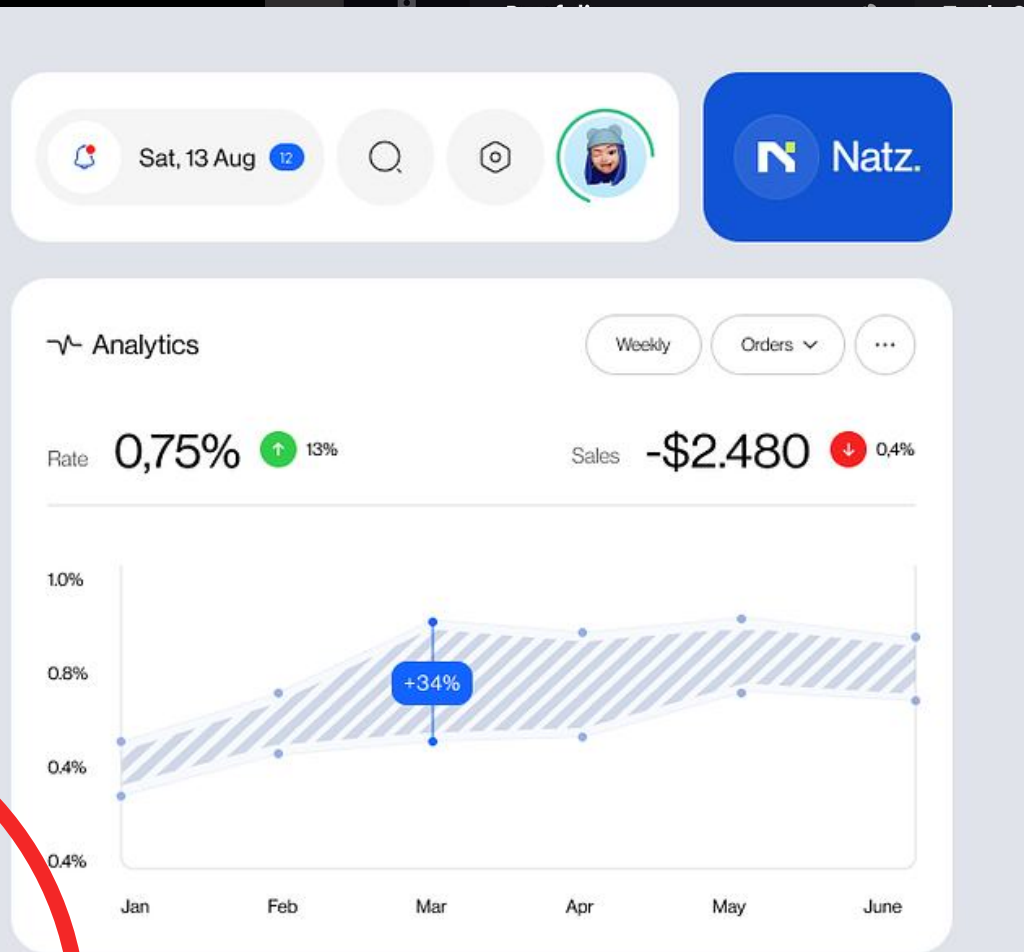
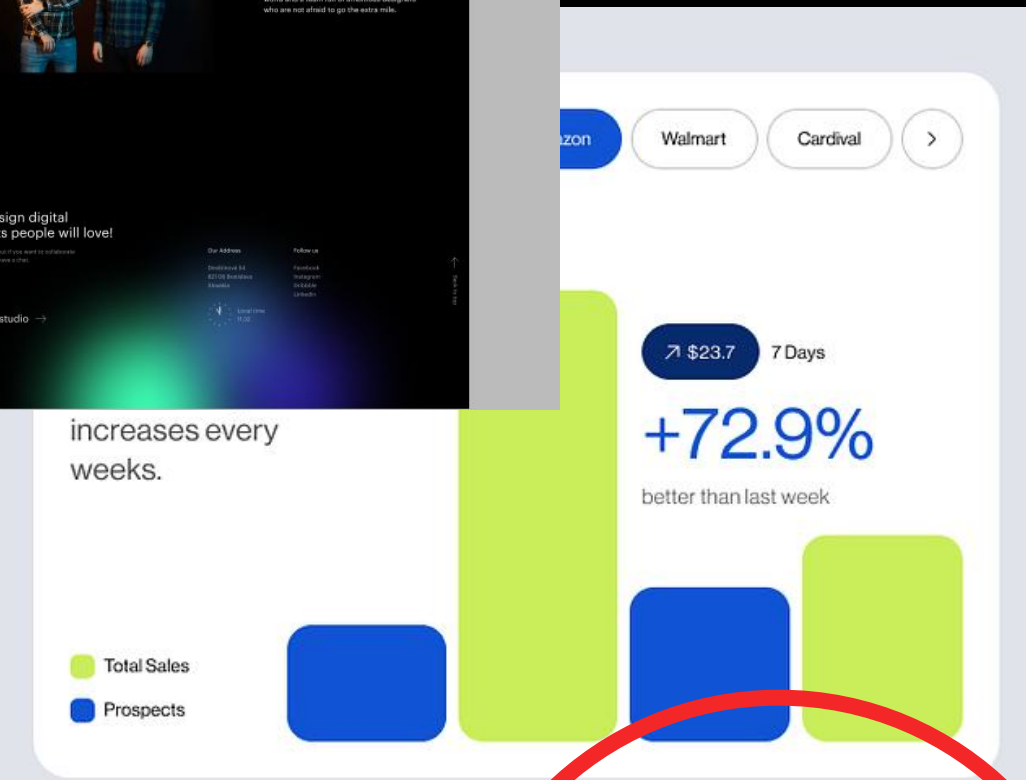
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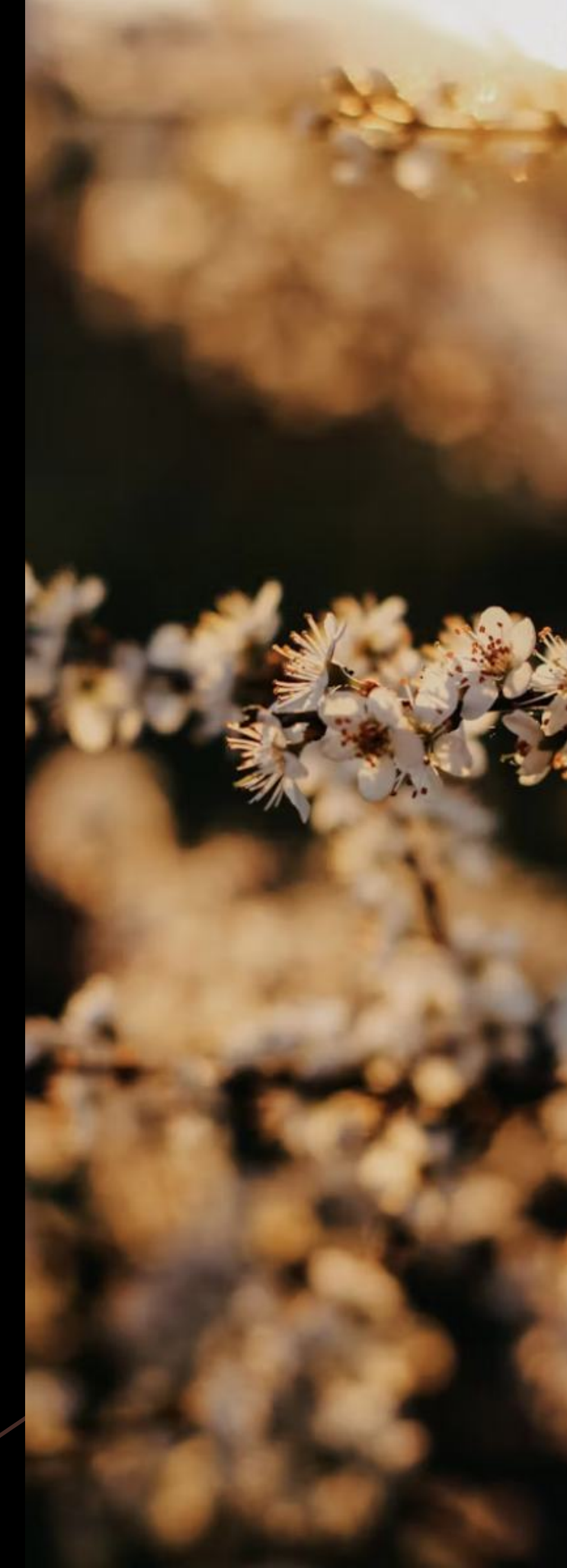
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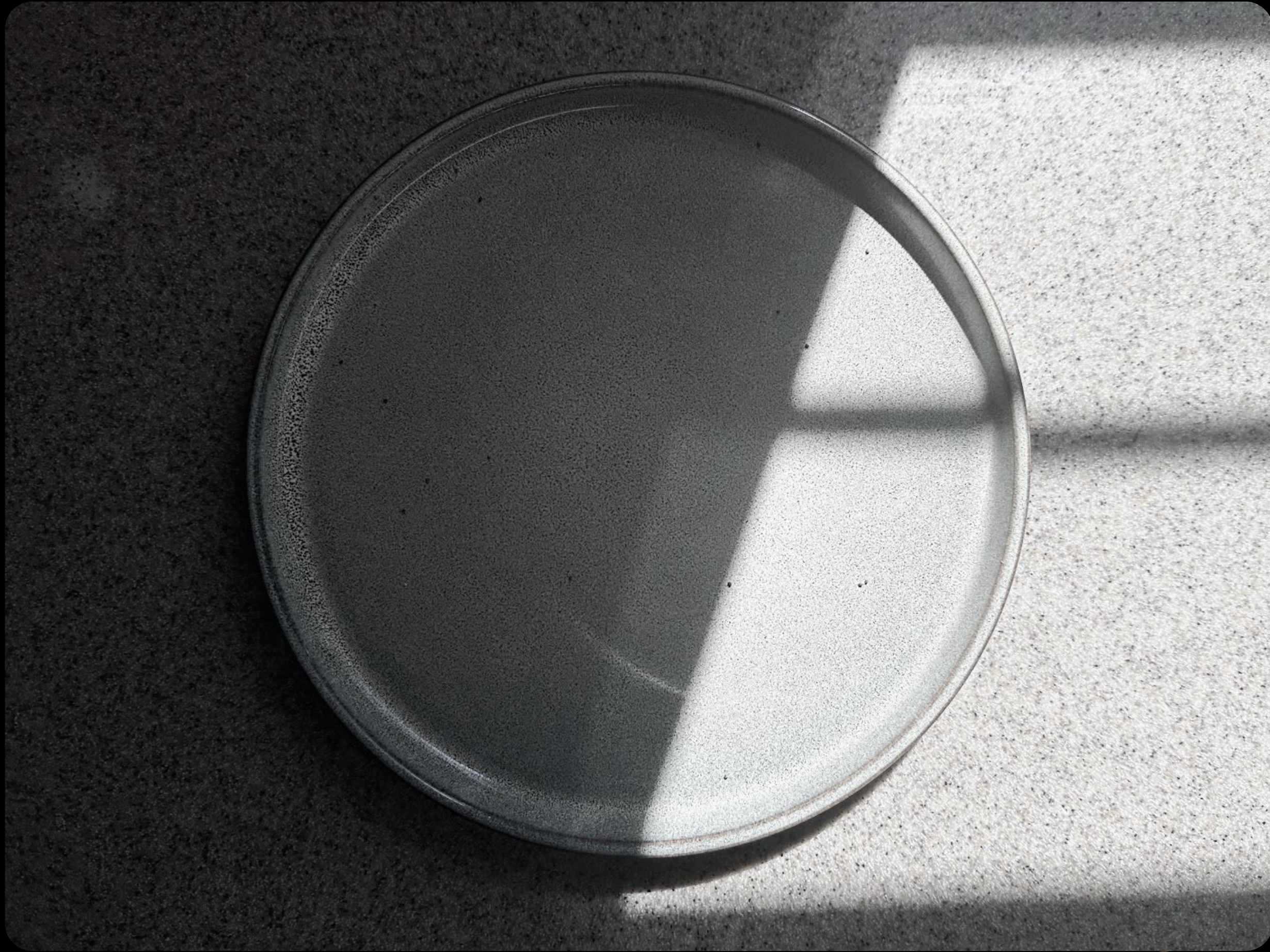


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The World

Reality provides us with novel inspiration that doesn't naturally occur in the digital realm.





I made a bagel
and used a plate



Plates, Inc.

“NO BOWLS, JUST PLATES”



Plates, Inc.

“NO BOWLS, JUST PLATES”

Everything is a remix

The only real way novel things come about is through experimentation.

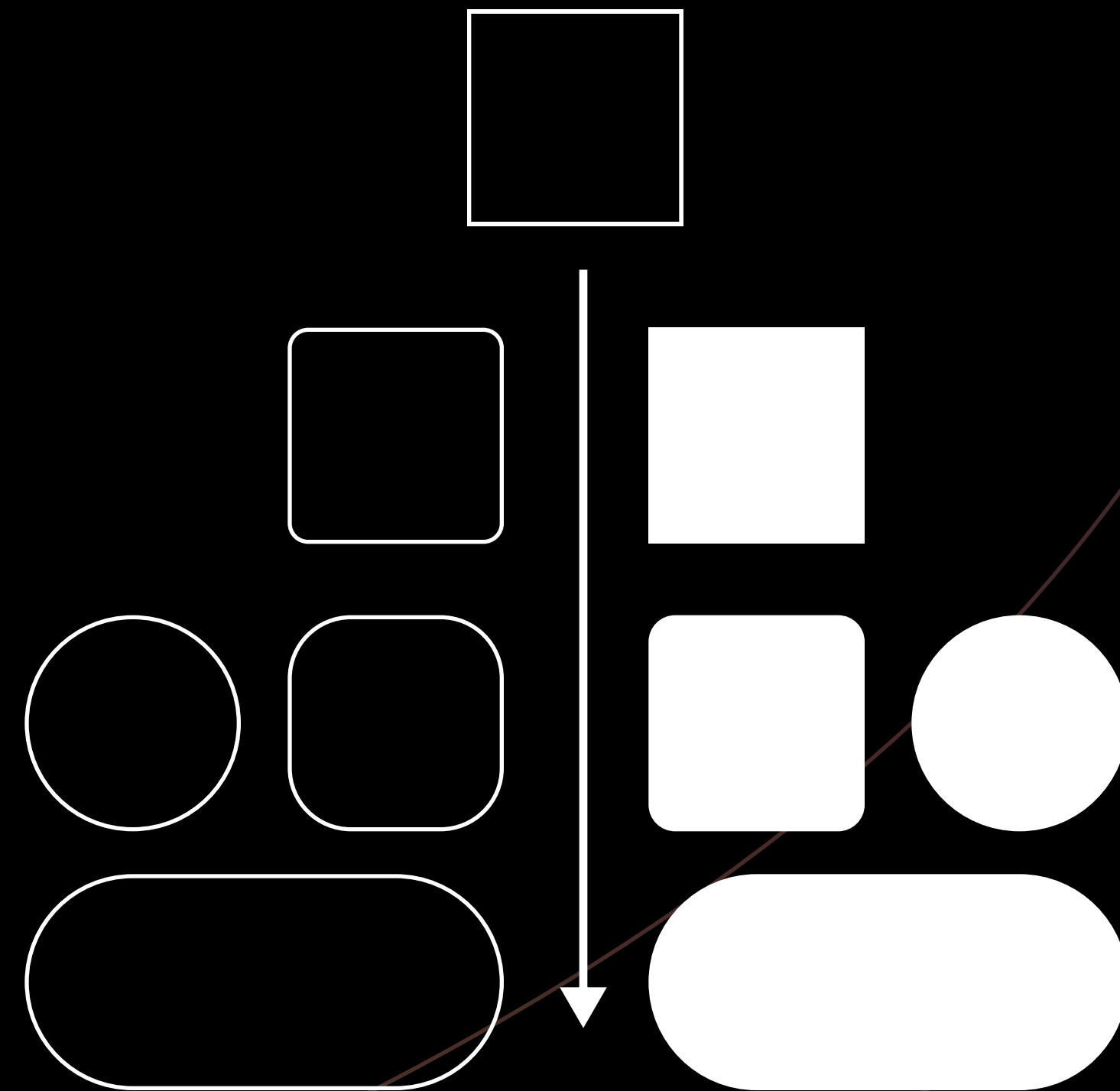
Everything else is inspiration based on our experiences of others experimentation.

A lot of fun comes from experimentation, but it's not necessary to make good design.

Through creative combination of inspiration you can make incredible designs.

Rapid Iteration

More fun than it sounds



Don't think, just do

Get lost in the process



It's about the exploration

- Do things that don't make sense
- Make tiny tweaks
- Focus on portions of the design
- Don't be afraid to wipe out whole areas of work
- Enhance segments as you go
- Do what feels right for you

Get Critique

Pain is temporary, design is forever



You're bad and I'm bad

It's not about you!

People like what they like and it may seem that people like everything but what you design.

At first that's how it will be, but over time you'll notice less and less "bad" critique is given. But it should never be 0.

You don't get better if you're never fixing anything.

Critique \neq Advice

As you advance take criticism with a grain of salt.

Everyone has preferences
They may not know the context
They may not know about any restrictions
You're the designer

Criticism is gut reaction not advice, take what they say and consider it as you continue working.

That being said, criticism is invaluable

Don't get it right away, but mid-late stage design needs it. Overtime you acquire design blindness. Everything either looks great all the time or horrible.

Next Lesson

User Experience

But first, you're homework

UX

Next up: Lesson 3 - User Experience

Homework

Tips:

- Outline the things you want in the UI
- Find inspiration from places like Dribbble
- Iterate, iterate, iterate
- Get critique



Create your Recruitment ID

We must verify your identity, please present your enlistment ID at the next session!

Must include:

- Photo Area
- Personal Details Area
- ID Code (barcode/QR/other)
- Include at least one color from your theme
- Anything else you want!