Week 2 :
c. More on layouts

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(part of this class is based on previous classes from Anastasia,
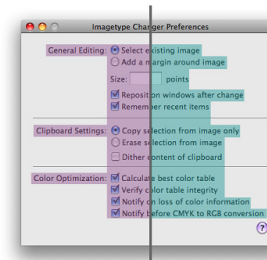and of T. Tsandilas, S. Huot, M. Beaudouin-Lafon, N.Roussel, O.Chapuis)

Aside, how to chose layout positions

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placement guides (Mac OS X)
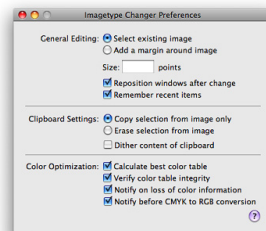
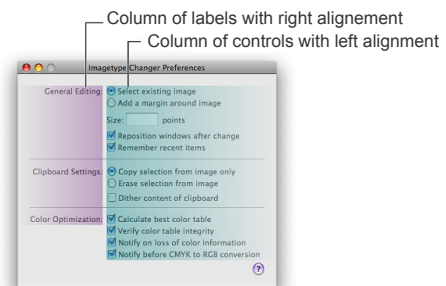
placement guides (Mac OS X)

Center balance : visual balance of a container's content
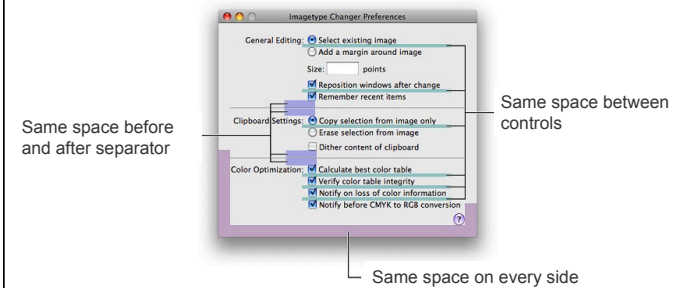between the left and right parts
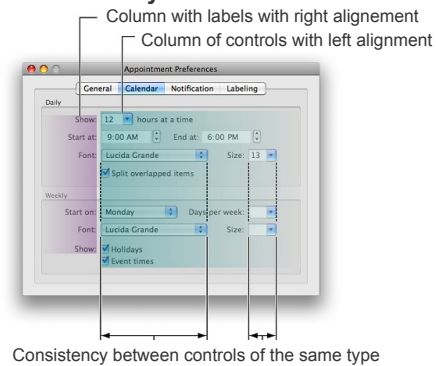
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placement guides (Mac OS X)

Alignement

Column of labels with right alignement
Column of controls with left alignement

placement guides (Mac OS X)

Spacing

Same space before and after separator

Same space between controls

Same space on every side

placement guides (Mac OS X)

Alignement and consistency

Column with labels with right alignement
Column of controls with left alignement

Consistency between controls of the same type
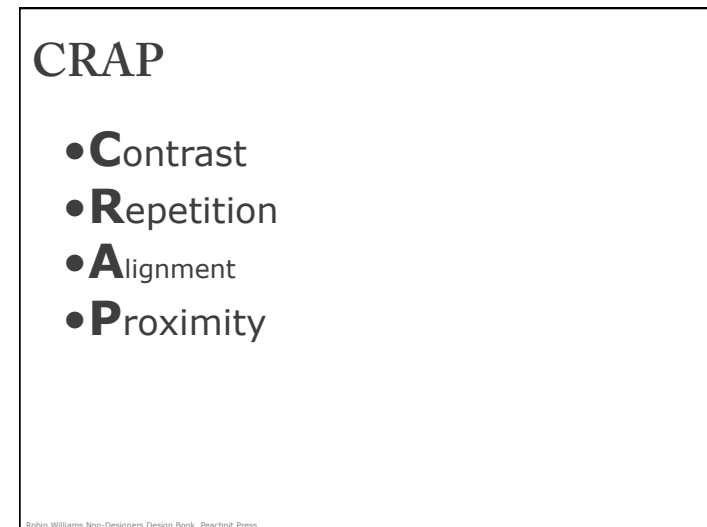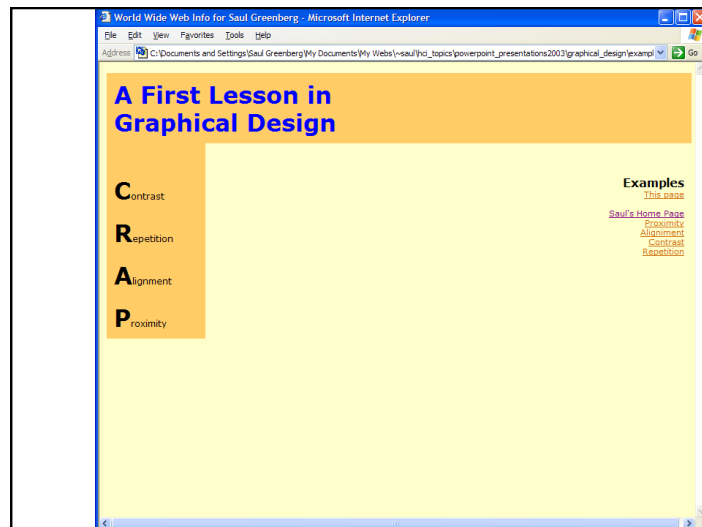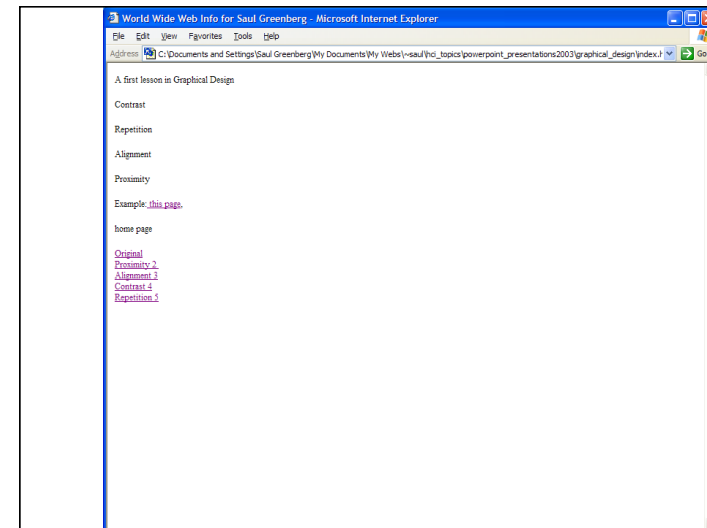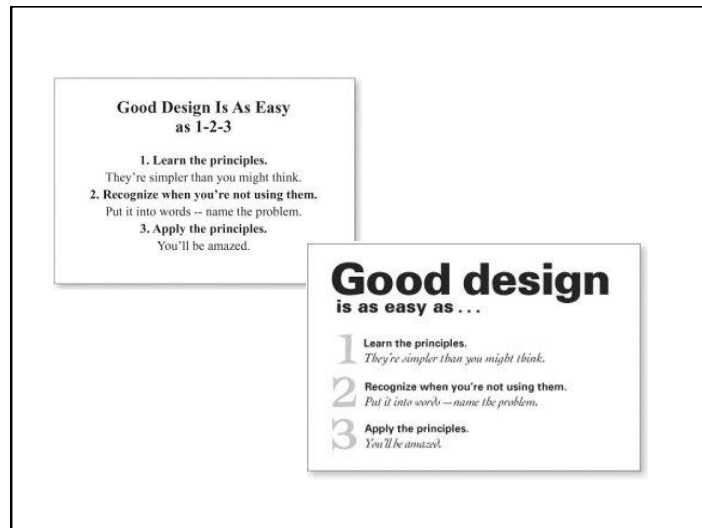
CRAP

contrast, repetition, alignment, proximity

Major sources: Designing Visual Interfaces, Mullet & Sano, Prentice Hall / Robin Williams Non-Designers Design Book, Peachpit Press

CRAP

- **C**ontrast
- **R**epetition
- **A**lignment
- **P**roximity

Robin Williams Non-Designers Design Book, Peachpit Press
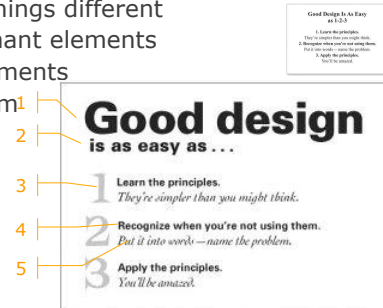
CRAP

- **C**ontrast
  make different things different
  brings out dominant elements
  mutes lesser elements
  creates dynamism
- **R**epetition
- **A**lignment
- **P**roximity

Good design
is as easy as . . .

Learn the principles.
They're simpler than you might think.

Recognize when you're not using them.
Put it into words — name the problem.

Apply the principles.
You'll be amazed.

Robin Williams Non-Designers Design Book, Peachpit Press

CRAP

- **C**ontrast
- **R**epetition
  repeat design throughout the interface
  consistency
  creates unity
- **A**lignment
- **P**roximity

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CRAP

- **C**ontrast
- **R**epetition
- **A**lignment
  creates a visual flow
  visually connects el.
- **P**roximity

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CRAP

- **C**ontrast
- **R**epetition
- **A**lignment
- **P**roximity
  groups related
  separates unrelated

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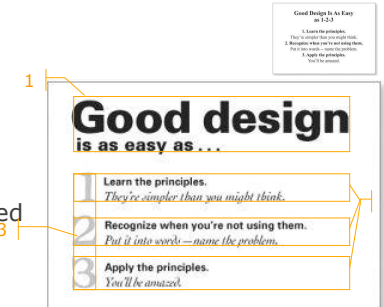
Where does your eye go?

- CRAP combines to give you cues of how to read the graphic

title

subtext

three points
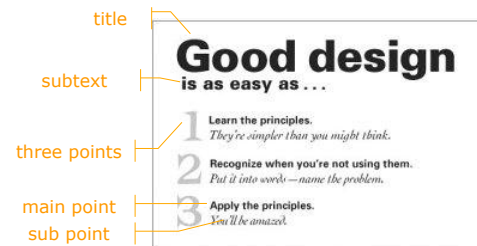
main point
sub point

Good design
is as easy as . . .

1 Learn the principles.
   They're simpler than you might think.

2 Recognize when you're not using them.
   Put it into words — name the problem.

3 Apply the principles.
   You'll be amazed.

Robin Williams Non-Designers Design Book, Peachpit Press
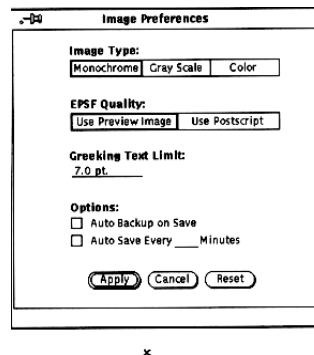
Where does your eye go?

- Boxes do not create a strong structure
  - CRAP fixes it
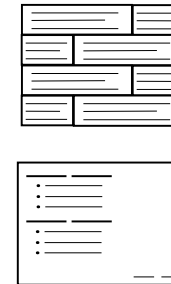
Robin Williams Non-Designers Design Book, Peachpit Press
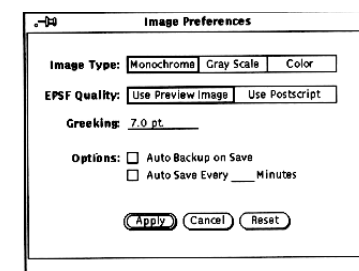
Where does your eye go?

- Some contrast and weak proximity
  - ambiguous structure
  - interleaved items

Image Preferences

Image Type:
Monochrome | Gray Scale | Color

EPSF Quality:
Use Preview Image | Use Postscript

Greeking Text Limit:
7.0 pt.

Options:
☐ Auto Backup on Save
☐ Auto Save Every ___ Minutes

(Apply) (Cancel) (Reset)

Robin Williams Non-Designers Design Book, Peachpit Press

Where does your eye go?

- Strong proximity (left/right split)
  - unambiguous

Image Preferences

Image Type: Monochrome | Gray Scale | Color

EPSF Quality: Use Preview Image | Use Postscript

Greeking: 7.0 pt.

Options: ☐ Auto Backup on Save
         ☐ Auto Save Every ___ Minutes

(Apply) (Cancel) (Reset)

✓

Robin Williams Non-Designers Design Book, Peachpit Press

Where does your eye go?

- the strength of proximity
  - alignment
  - white (negative) space
  - explicit structure a poor replacement

Proximity

Alignment

Contrast

Repetition