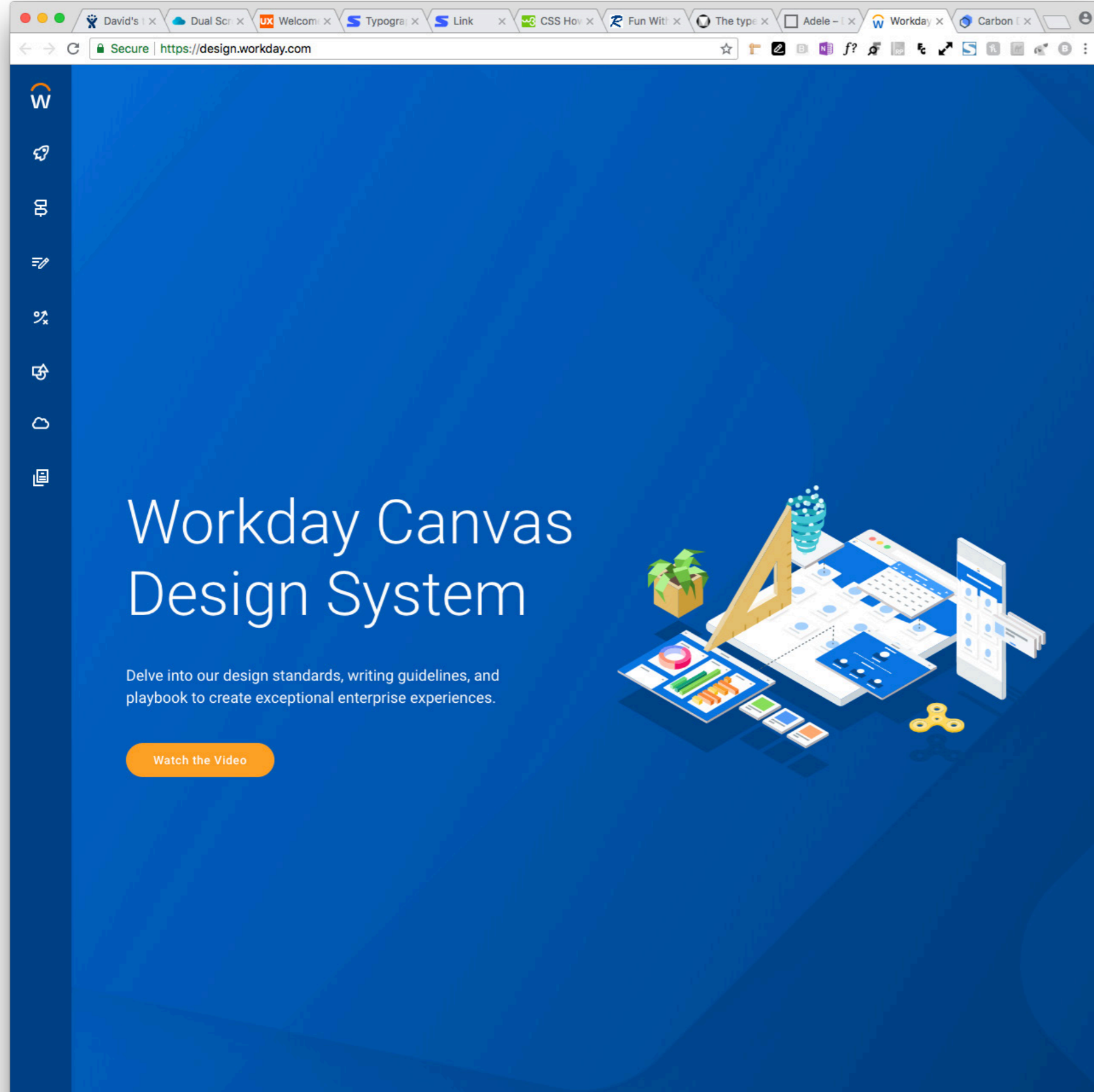


Design System Inspiration

August 2018



Landing pages



- ◇ Very branded, lots of color
- ◇ Captivating image and type

David's x Dual S: x Welcor x Typogr x Link x CSS H: x Fun Wi x The ty: x Adele - x Getting x Design x Carbor x

Secure | <https://design.alfabank.ru>

Design of Alfa-Bank

Component Library
A set of components with which to assemble an interface is easy and fast.

Principles
The development of digital products in Alfa is radically different from "doing" sites and landings, making magazines and drawing icons. Therefore, all designers when working on tasks use proven principles and method.

1. Understand the client's task.
2. Determine the metrics.
3. Formulate the hypotheses of the solution.
4. Define the context.
5. Check the solution.
6. ~~Work-out the layouts.~~

Patterns
Entering passwords, making up amounts, names and account numbers and other patterns for every taste and color.

How to use
Instructions and working materials for developers and designers.

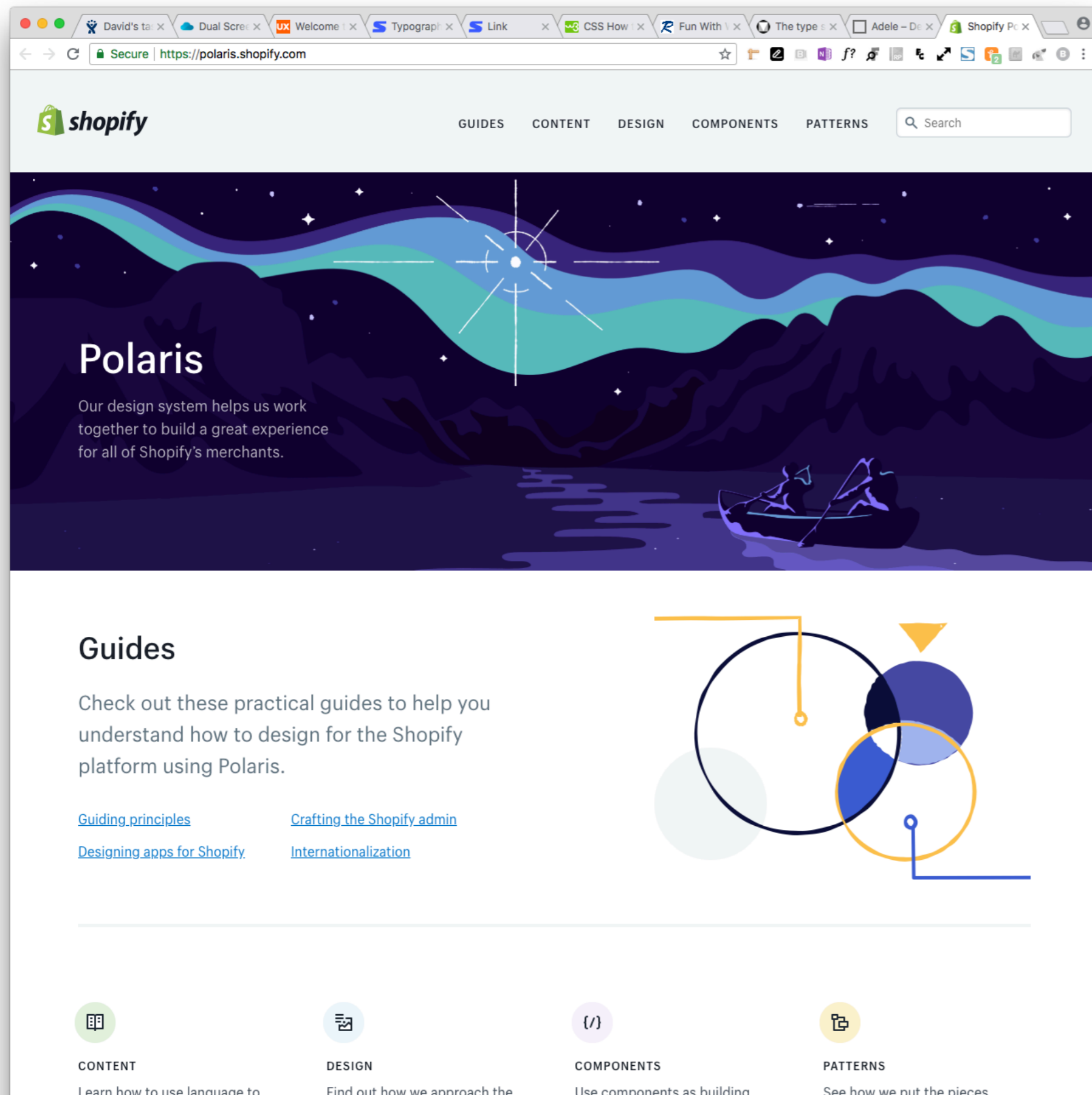
Style
Typography, colors, icons and use of the logo.

What is this all for

The design system in Alfa-Bank is not a whim of designers and not an indulgence to fashion trends. We have created and are developing a tool for the development of banking products, which pursues certain goals.

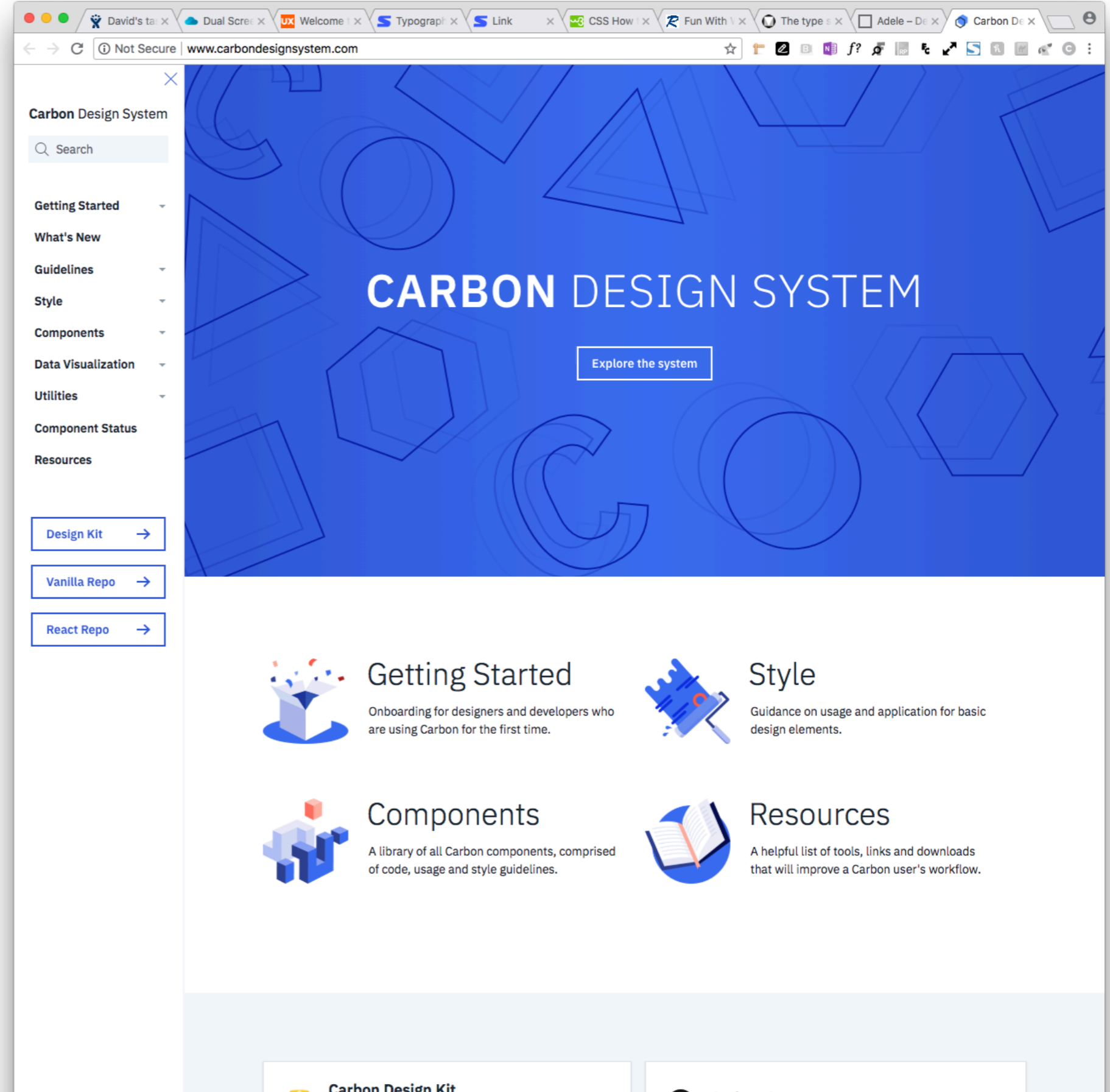
- Saving time, the forces of developers and the bank's money by re-using proven solutions.
- Verification of product hypotheses. From the ready-made components, teams will quickly assemble the prototype and test it with the customers.
- Single user experience in all applications of the bank.
- Knowledge base of development. In one place a set of rules and best practices to help make quality and consistent digital products is compiled. Saving time for the adaptation of new employees.
- Single style of Alfa-Bank on different platforms.

- ◇ Good hierarchy with type
- ◇ Soft shadows
- ◇ Limited, branded palette

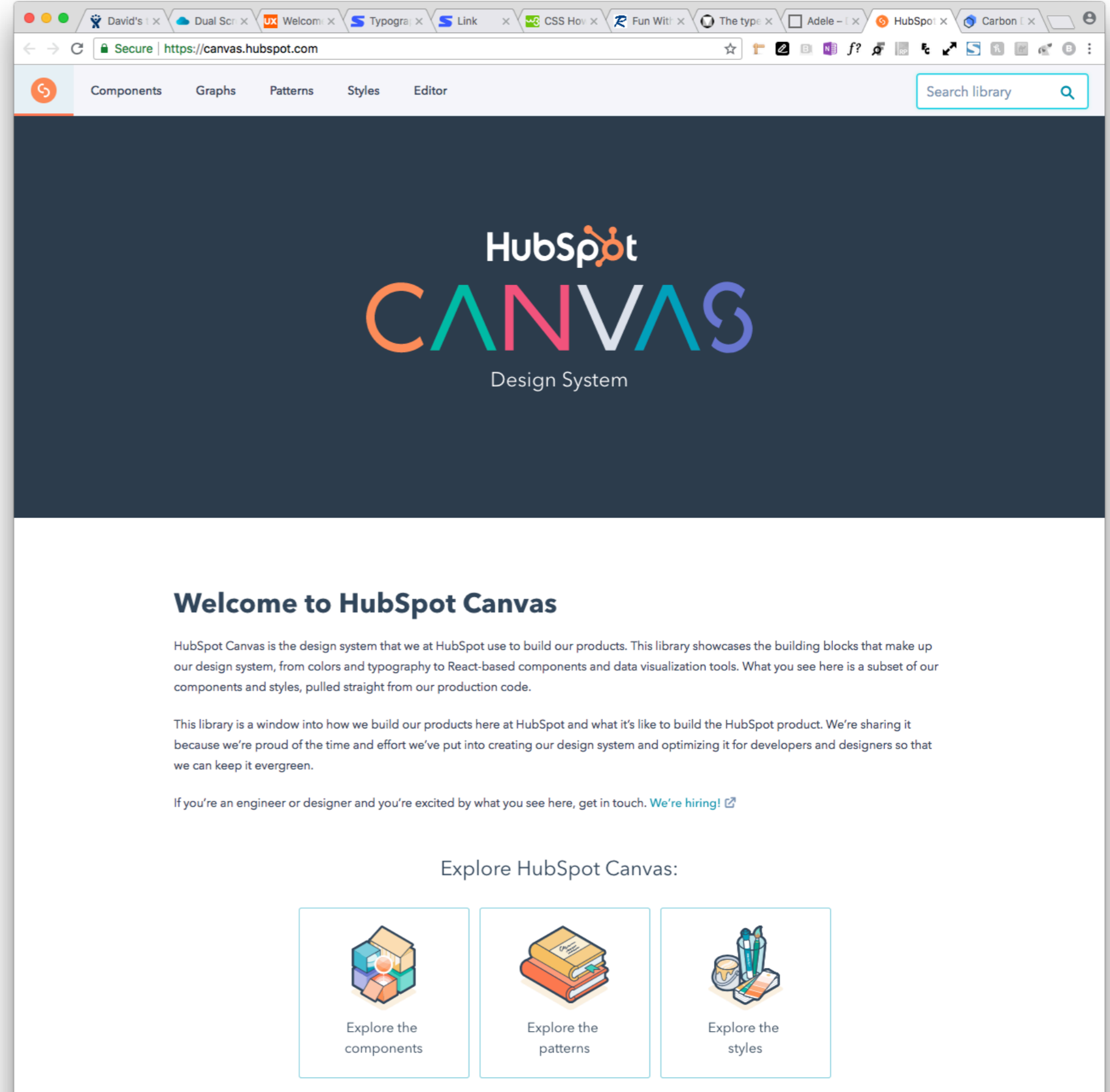


- ◇ Captivating hero
- ◇ Organized, familiar layout
- ◇ Establishing illustration style up front

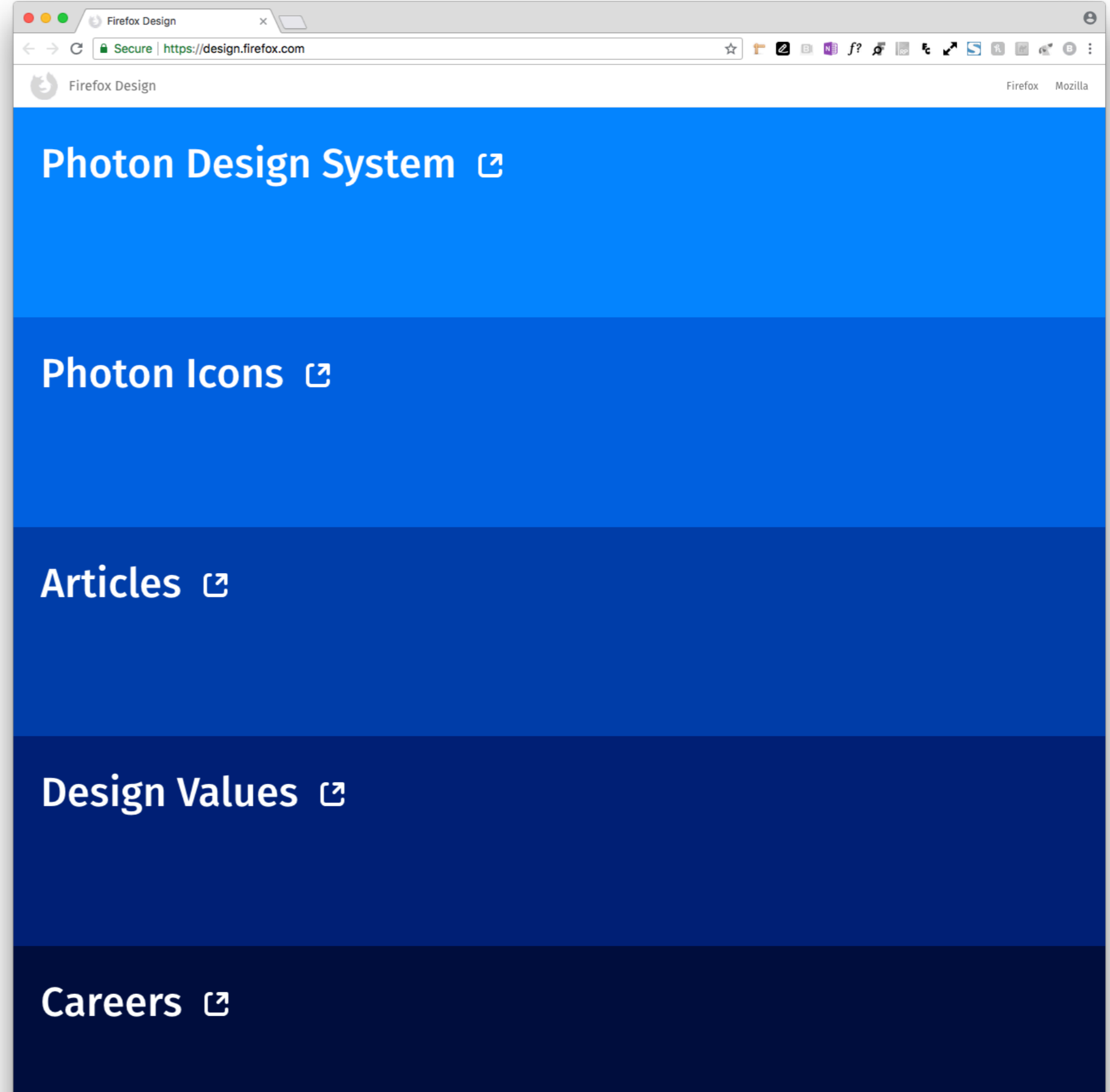
- ◇ Hero with CTA and name
- ◇ Exposed navigation
- ◇ Fun illustrations

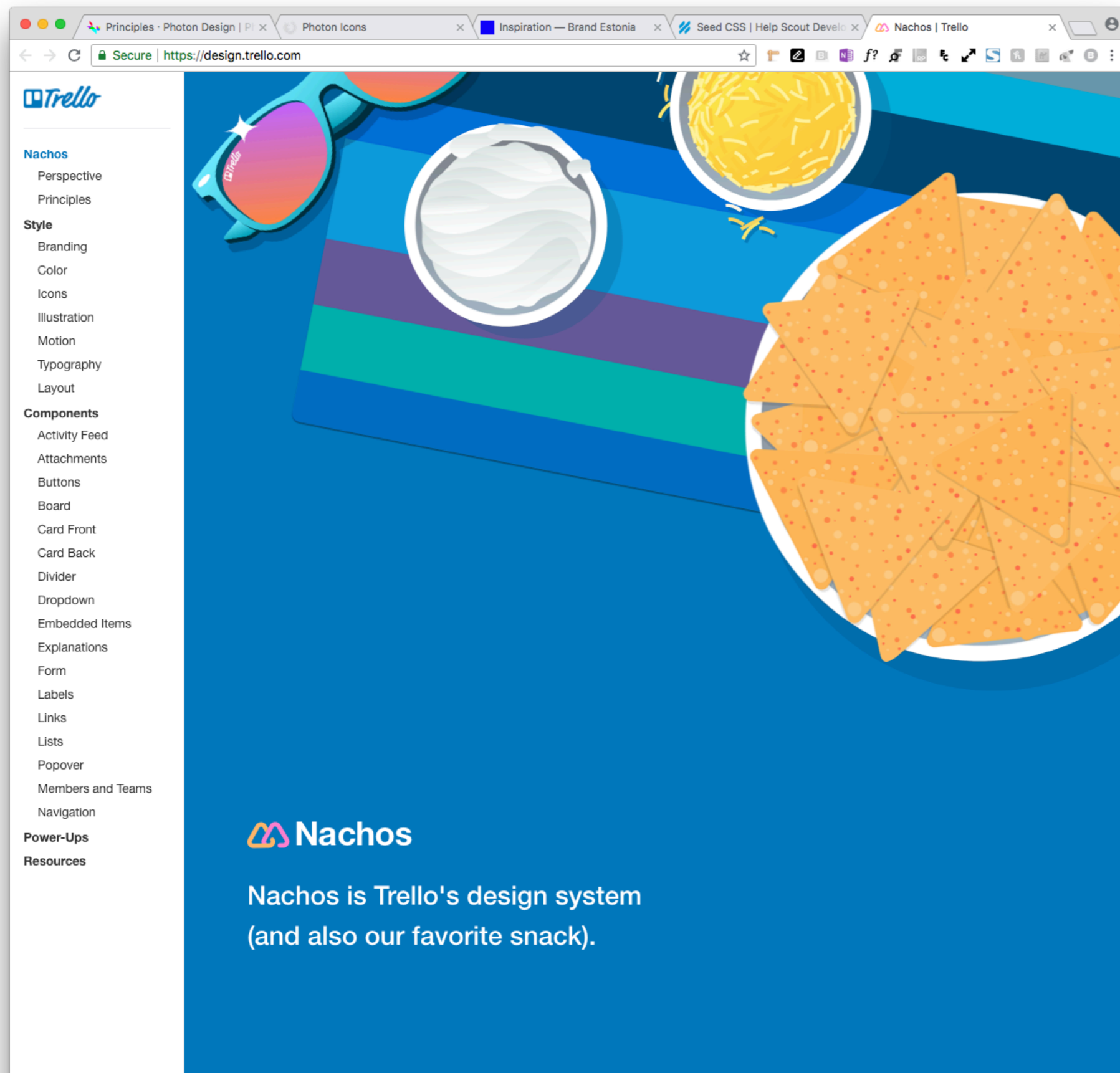


- ◇ Familiar layout
- ◇ Name is obvious
- ◇ Logotype for name

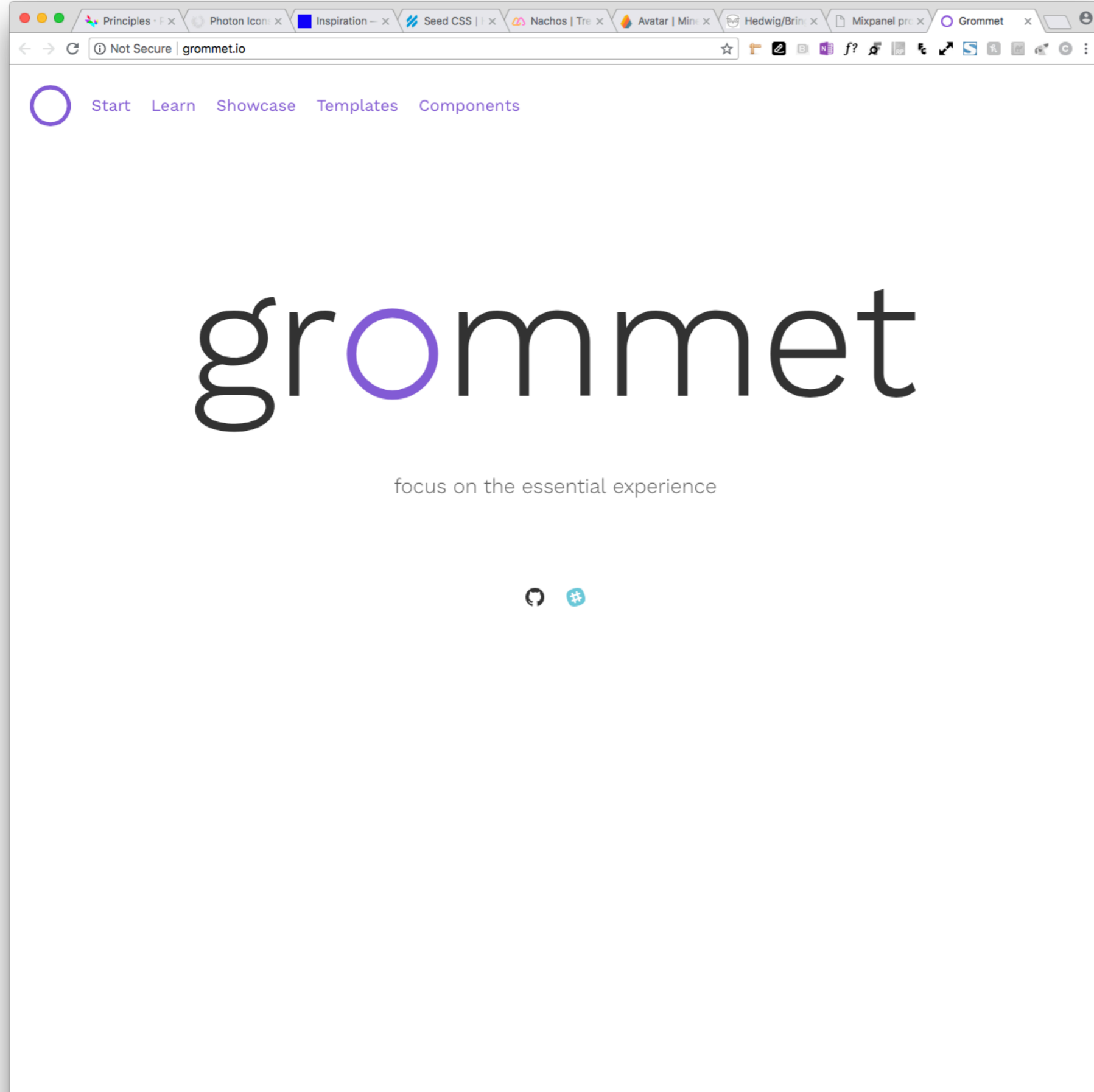


- ◇ Different approach to navigation and home page
- ◇ Straightforward
- ◇ Establishes color palette





- ◇ Fun concept
- ◇ Big, interesting hero
- ◇ Exposed navigation



◇ Minimalist, essentials

◇ Name is apparent, and creates a connection to a graphic element

Schematic x Shure Design System x Icons - Material Design x Adele - Design System x Pluralsight Design Syst x [UICOMPLIB-485] SDS x

Secure | https://design-system.pluralsight.com

PLURALSIGHT DESIGN SYSTEM

Design System

INTRODUCTION

- Install
- Design assets
- Contribute
- Roadmap

CORE

- Color
- Motion
- Spacing
- Typography

COMPONENTS

- Action Menu
- Avatar
- Badge
- Banner
- Breadcrumb
- Button
- Card
- Checkbox
- Circular Progress
- Code
- Date Picker
- Dialog
- Drawer
- Dropdown
- Errors
- Form
- Icon
- Layout
- Link

Purpose

The Design System strives toward a cohesive design language for Pluralsight's products, a shared vocabulary for our teams, and basic building blocks to accelerate development.

Core

The Core consists of predefined variables for basic design elements such as **color**, **typography**, and **spacing**. These system properties allow for building layouts and visual styles from defined constraints.

Components

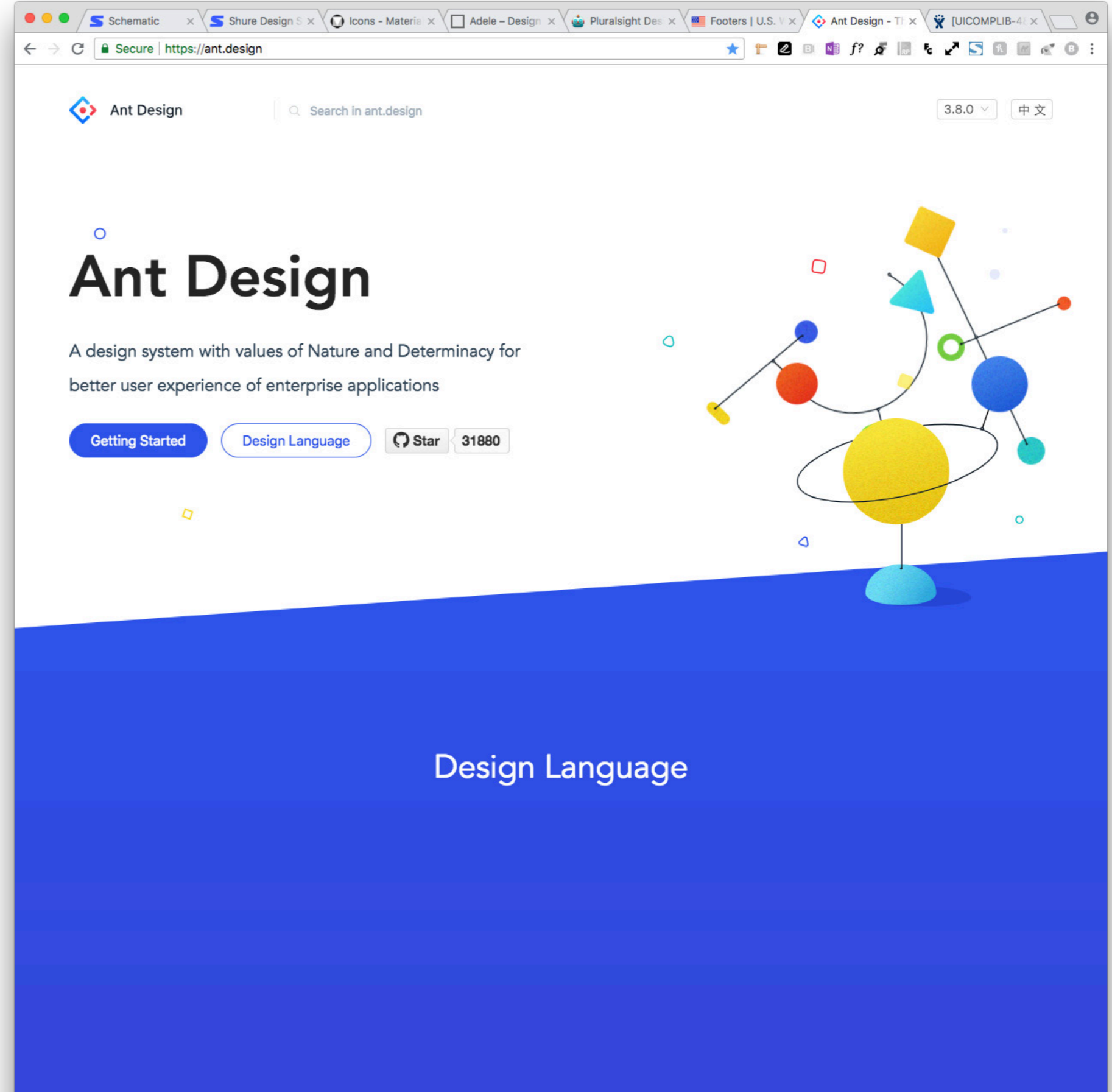
Components include a variety of common UI elements to bootstrap experiences and ensure consistent interaction and style as well as accessibility optimizations. These are React components.

[Install the Design System](#)

[View on Github](#)

- ◇ Interesting illustration
- ◇ Exposed navigation
- ◇ Too information-dense

- ◇ Just enough information
- ◇ Branded colors and illustration
- ◇ Other versions accessible



Takeaways

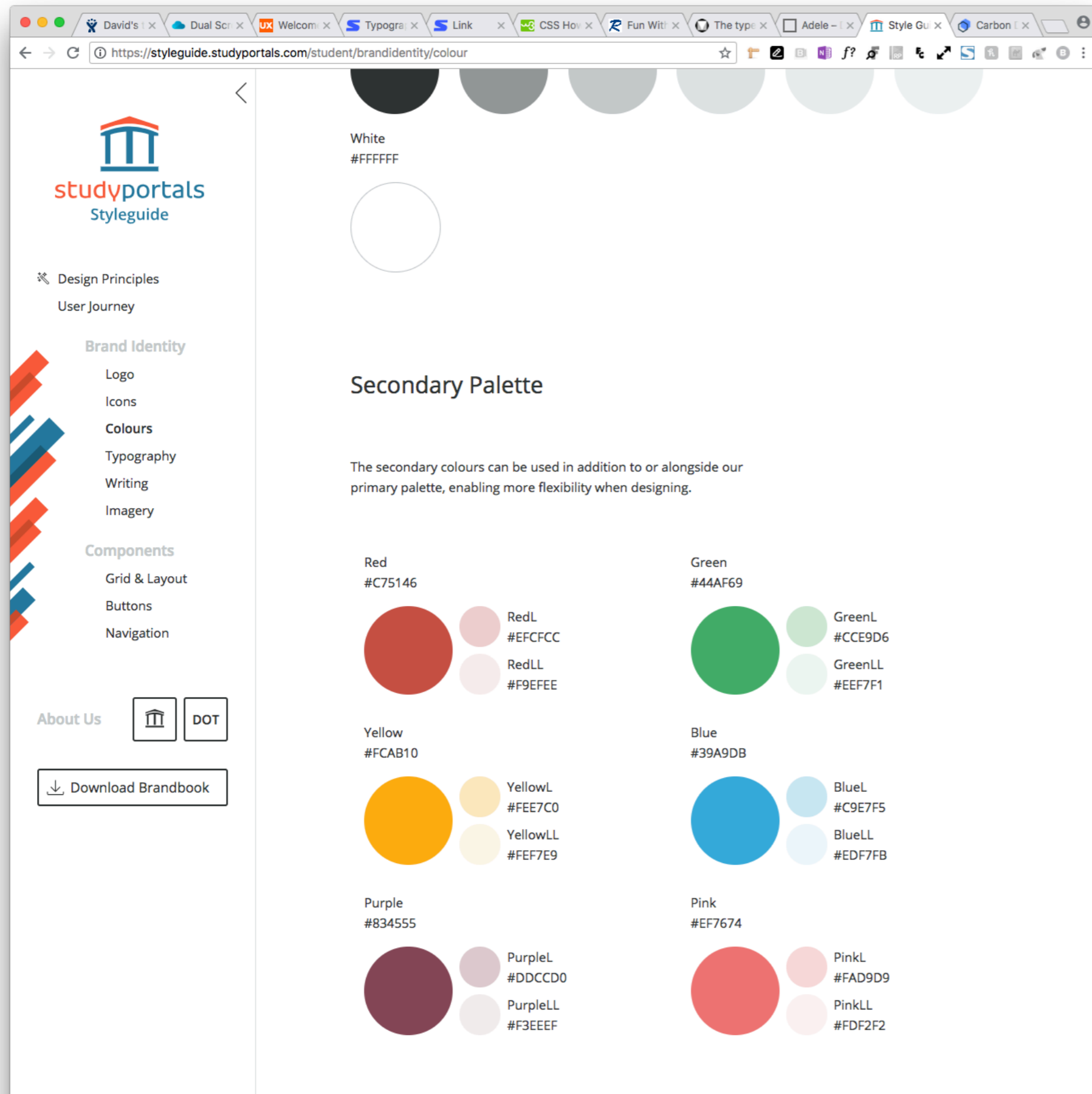
Large images and blocks of color grab attention

Shout or be silent, but don't mumble

Show off visual style/concept the most here

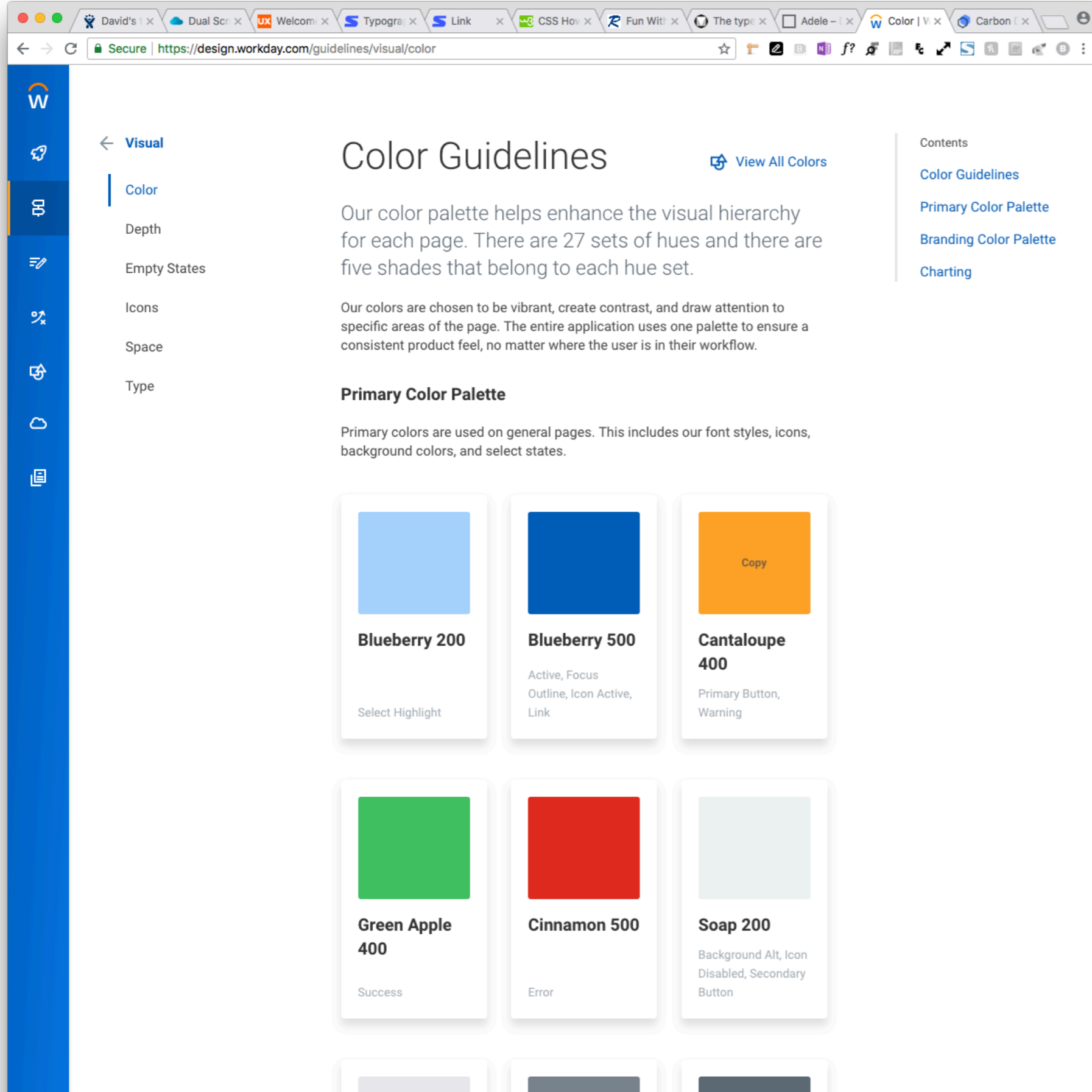
Good place to flex our white space

Colors



◇ Novel shape for swatches

◇ Multiple hues for each swatch



◇ Click to copy

◇ Usage under each swatch

◇ Memorable names

◇ Color guidance for charts

The screenshot shows a web browser window with the URL <https://design.workday.com/guidelines/visual/color>. The page content includes:

- Options for header, homepage icons, and accented items.
- Branded headers with a gradient from 500 Colors to 400 Colors.
- A section titled **Charting** explaining that contrast is essential and colors are pulled from the Secondary palette (shades 1-86).
- A color palette grid for charts with 16 rows and 6 columns.

Chart Type	1	17	33	49	65	81
1 BAR AND COLUMN	1	17	33	49	65	81
2	2	18	34	50	66	82
3	3	19	35	51	67	83
4 PIE	4	20	36	52	68	84
5	5	21	37	53	69	85
6	6	22	38	54	70	86
7 LINE AND AREA	7	23	39	55	71	
8	8	24	40	56	72	
9	9	25	41	57	73	
10	10	26	42	58	74	
11 BUBBLE	11	27	43	59	75	
12	12	28	44	60	76	
13	13	29	45	61	77	
14	14	30	46	62	78	
15	15	31	47	63	79	
16	16	32	48	64	80	

◇ Color principles first

The screenshot shows a web browser window displaying the Shopify Polaris design system's 'Colors' page. The browser's address bar shows the URL <https://polaris.shopify.com/design/colors>. The page features a top navigation bar with the Shopify logo and links for GUIDES, CONTENT, DESIGN, COMPONENTS, and PATTERNS, along with a search bar. A left sidebar contains a menu with icons and labels for COLORS, TYPOGRAPHY, ILLUSTRATIONS, SOUNDS, ICONS, INTERACTION STATES, SPACING, and DATA VISUALIZATIONS. The main content area is titled 'Colors' and includes an introductory paragraph, a 'Guidelines' section, and three key principles: 'COMMUNICATION OVER DECORATION', 'COLOR SHOULD BE ACCESSIBLE', and 'COLOR SHOULD FOCUS ATTENTION'. Each principle is accompanied by a descriptive text block and a corresponding illustration.

shopify

GUIDES CONTENT DESIGN COMPONENTS PATTERNS Search

COLORS

- Guidelines
- Color palette
- Color combinations
- Color usage
- Accessibility
- Resources

TYPOGRAPHY

ILLUSTRATIONS

SOUNDS

ICONS

INTERACTION STATES

SPACING

DATA VISUALIZATIONS

Submit feedback or feature requests on the [Polaris GitHub page](#).

Colors


Shopify uses colors purposefully to communicate how things function in the interface. This helps us create visual patterns that can make interacting with our product easier and more predictable for merchants.

Guidelines

These guidelines are the framework upon which we have built our system for how color is used in Shopify.


COMMUNICATION OVER DECORATION

Although we value an aesthetically pleasing use of color, we place a higher value on clear communication. Our use of color should be purposeful, rational, and should serve to support the purpose of the content.



COLOR SHOULD BE ACCESSIBLE

Our color choices should be made with consideration of merchants who are color blind or have a low visual acuity.



COLOR SHOULD FOCUS ATTENTION

The use of color should help bring attention to what

◇ Switch between Hex and SCSS

◇ 5 values per swatch

◇ Text color for swatch



























The screenshot shows the Polaris design system color palette page. The page is titled "Color palette" and includes a navigation sidebar on the left with categories like COLORS, TYPOGRAPHY, ILLUSTRATIONS, SOUNDS, ICONS, INTERACTION STATES, SPACING, and DATA VISUALIZATIONS. The main content area displays a grid of color swatches, each with a name, a hex code, and a text color. The swatches are organized into groups, with each group containing five swatches. The groups are: 1. Lighter (#F9FAFB), Light (#F4F6F8), Sky (#DFE3E8), Dark (#C4CDD5), and Lightest (#919EAB). 2. Lighter (#F6F0FD), Light (#E3D0FF), Purple (#9C6ADE), Dark (#50248F), Darker (#230051), and Text (#50495A). 3. Lighter (#F4F5FA), Light (#B3BCF5), Indigo (#5C6AC4), Dark (#202E78), Darker (#000639), and Text (#3E4155). 4. Lighter (#EBF5FA), Light (#B4E1FA), Blue (#007ACE), Dark (#084E8A), Darker (#001429), and Text (#3E4E57). 5. Lighter (#E0F5F5), Light (#B7ECEC), Teal (#47C1BF), Dark (#00848E), Darker (#003135), and Text (#405352). 6. Lighter (#E3F1DF), Light (#BBE5B3), Green (#50B83C), Dark (#108043), Darker (#173630), and Text (#414F3E). 7. Lighter (#FCF1CD), Light (#FFEABA), Yellow (#EEC200), Dark (#9C6F19), Darker (#573B00), and Text (#595130). 8. Lighter (#FCEBDB), Light (#FFCDD2), Orange (#FF9F00), Dark (#D97023), Darker (#A0522D), and Text (#8B4513). 9. Lighter (#FBEAE5), Light (#FFCDD2), Lighter (#FFCDD2), Light (#FFCDD2), and Light (#FFCDD2).

◇ Usage guidelines in a grid


The screenshot shows a web browser window displaying the Atlassian Design Guidelines page for 'Color'. The page has a dark blue sidebar on the left with a navigation menu. The main content area is white and features a 'Color system' section with a grid of color swatches and their corresponding uses.

Color system

Our color system helps users find people, identify status, see actions, locate help, and to indicate next steps. The consistent use of color in our products keeps cognitive loads low, and makes for a unified and engaging user experience.

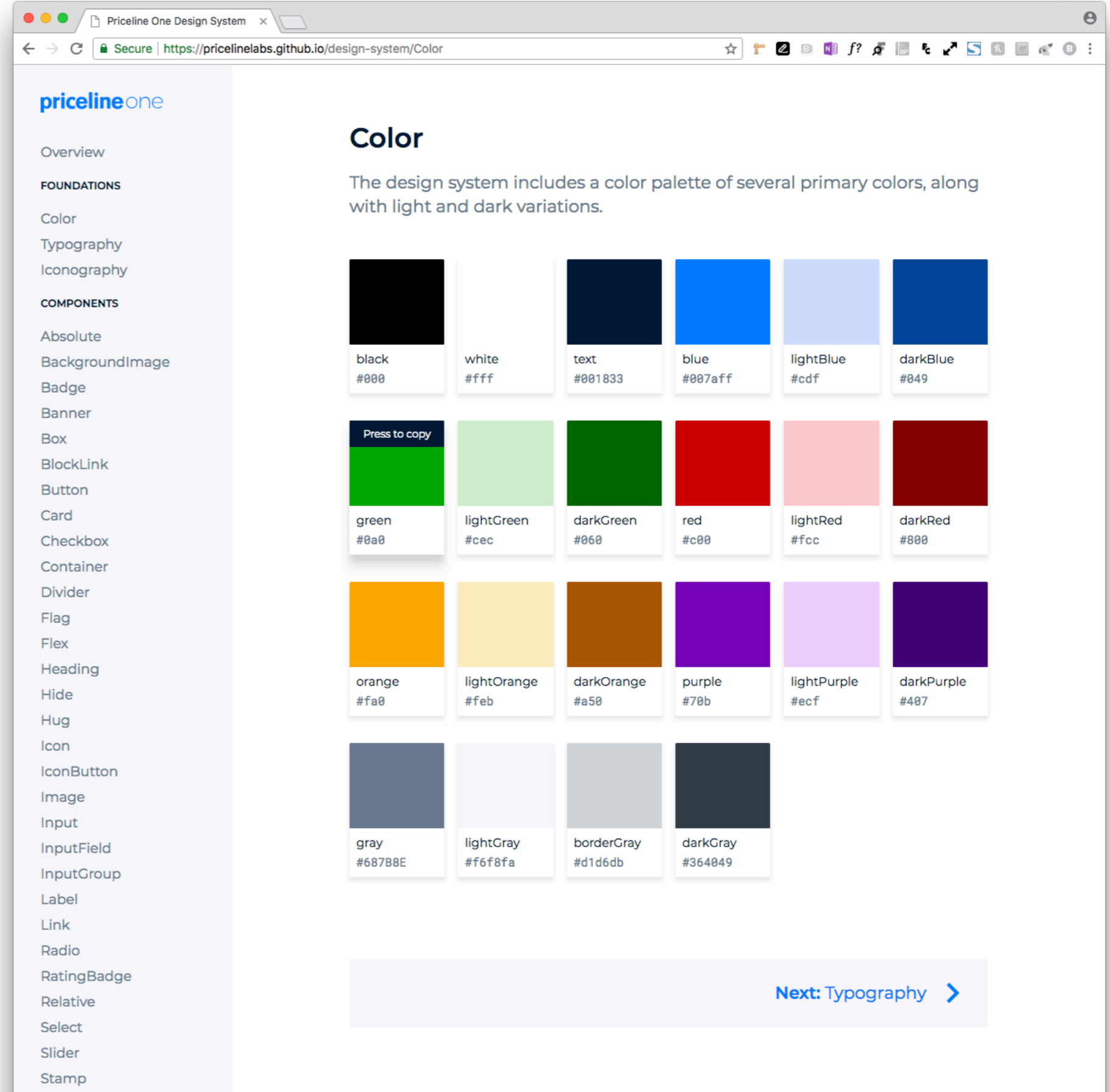
	Blue	Neutral	Green	Yellow	Red	Purple
Actions	 primary	 secondary	 confirm	 warning	 remove	 help
Messages			 success	 warning	 error	 information
Connectivity		 unavailable	 available		 busy	 focus
Status	 in progress	 default or to do	 added or complete	 moved	 removed or failed	 new
Priority		 trivial	 minor	 medium to blocker	 major to critical	
Team	 me	 others				

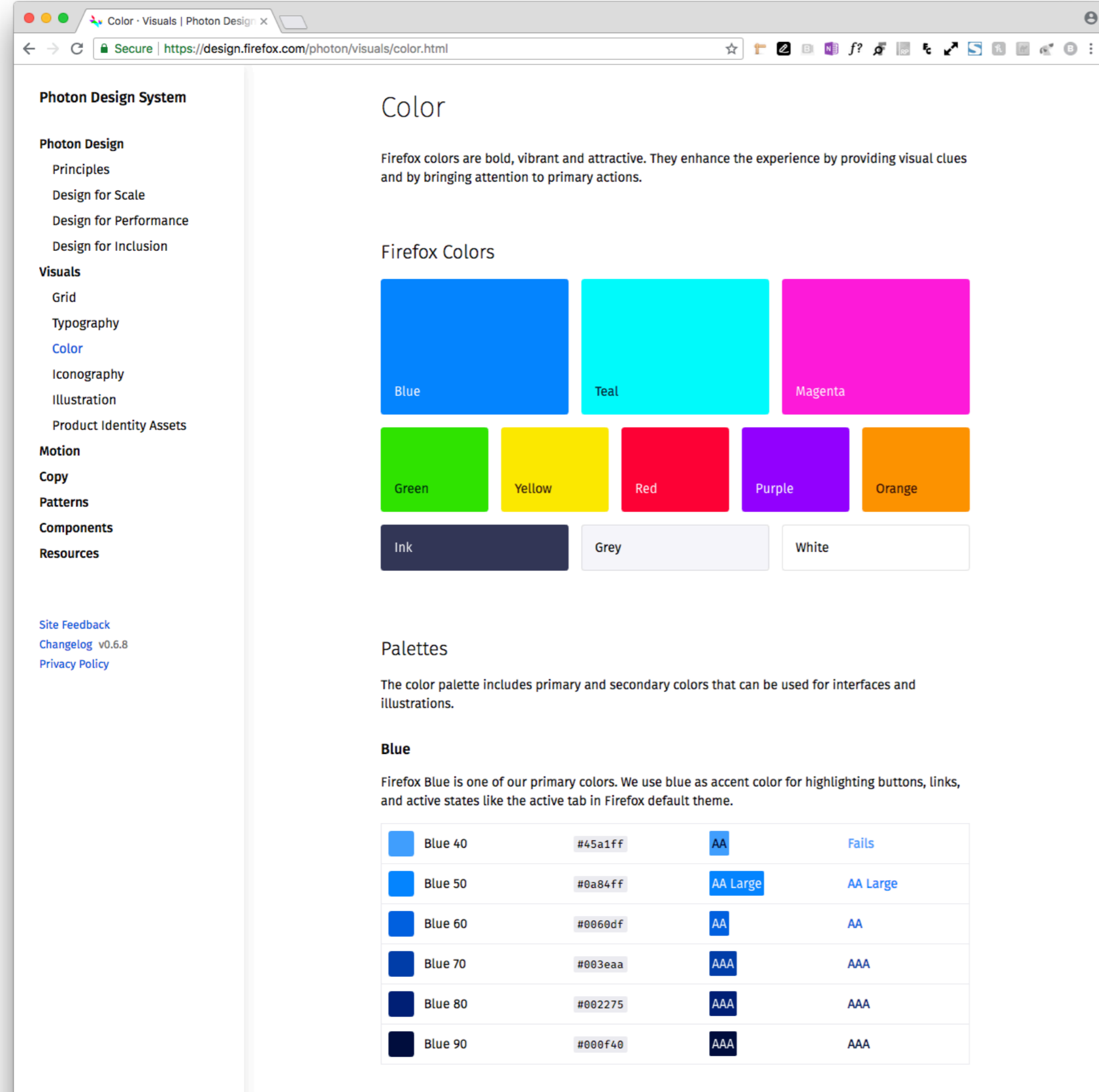
Next up

 Grid in Product

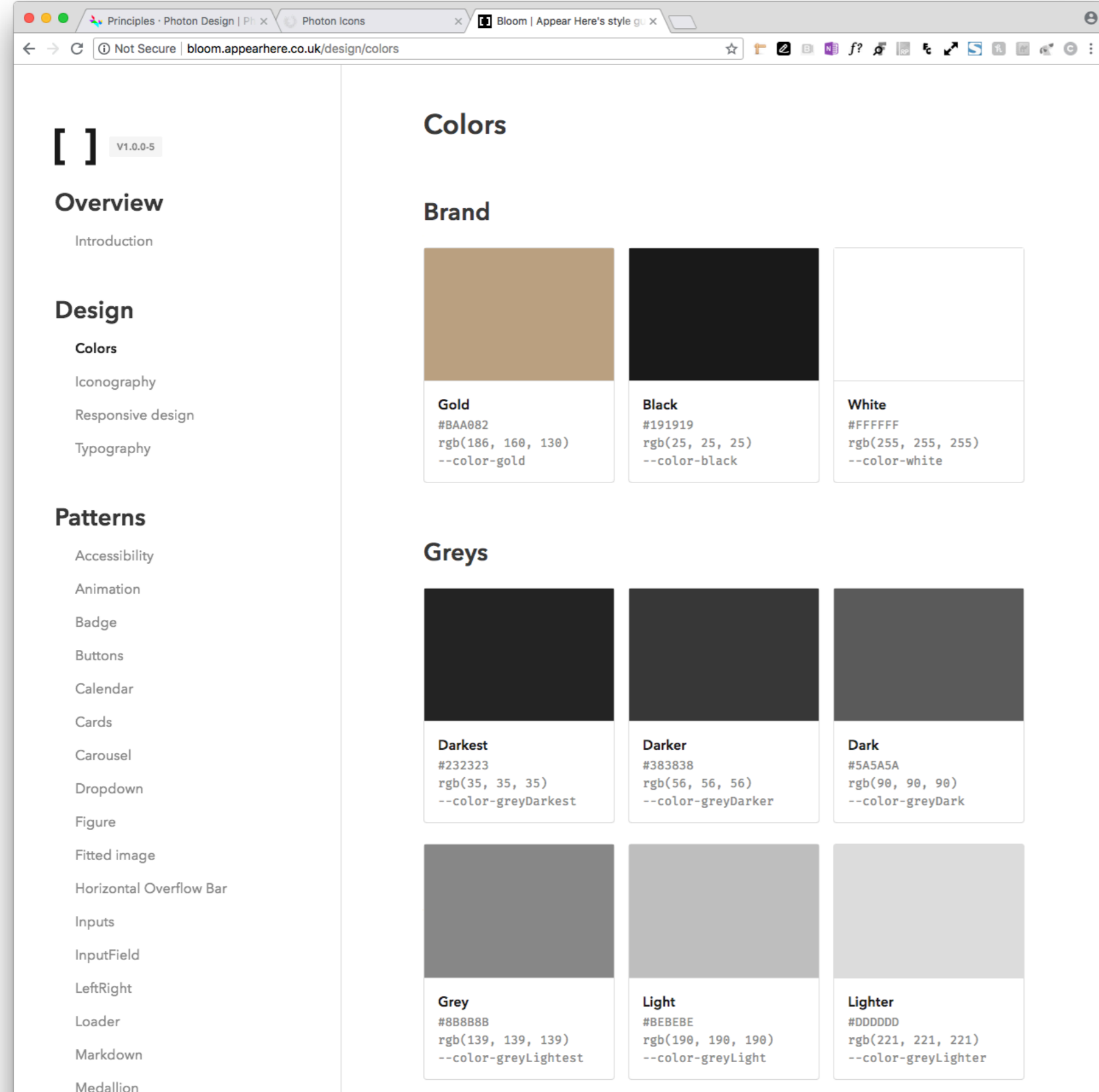
◇ Swatches familiar to paint chips

◇ Click to copy



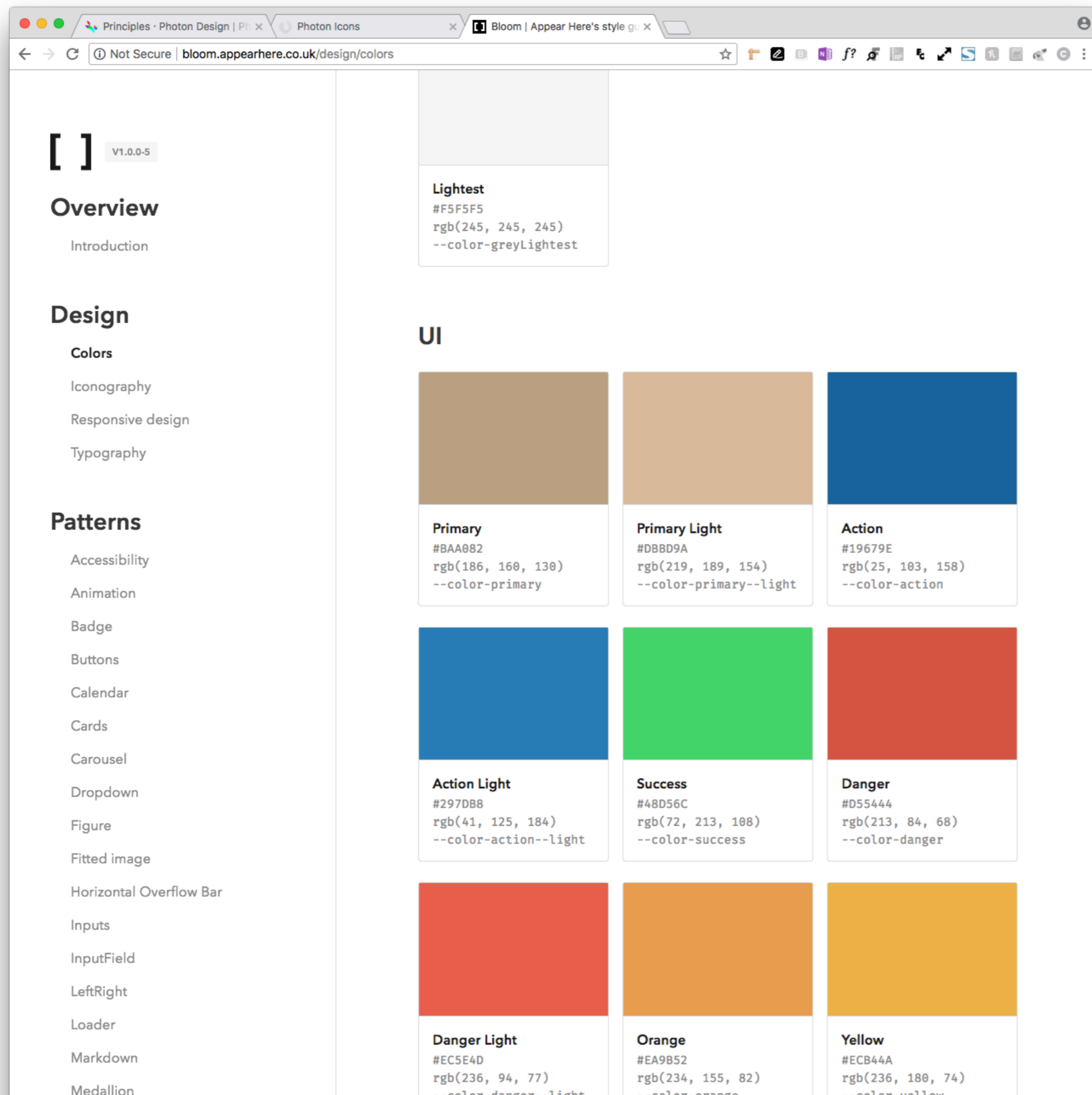


- ◇ Proportional usage
- ◇ Accessibility ratings



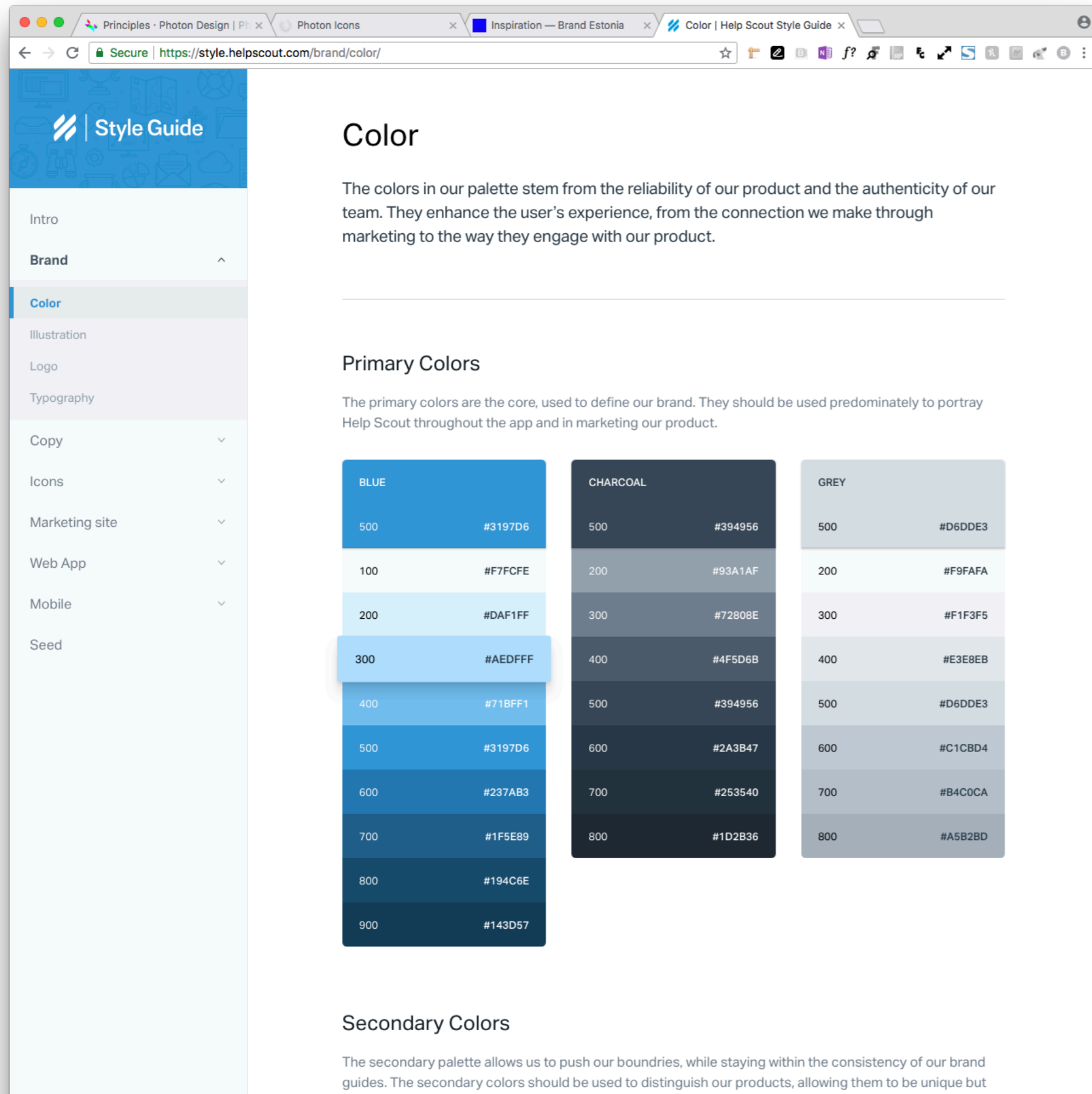
◇ Hex, RGB, and SCSS

◇ Paint chips



◇ Section specific for UI

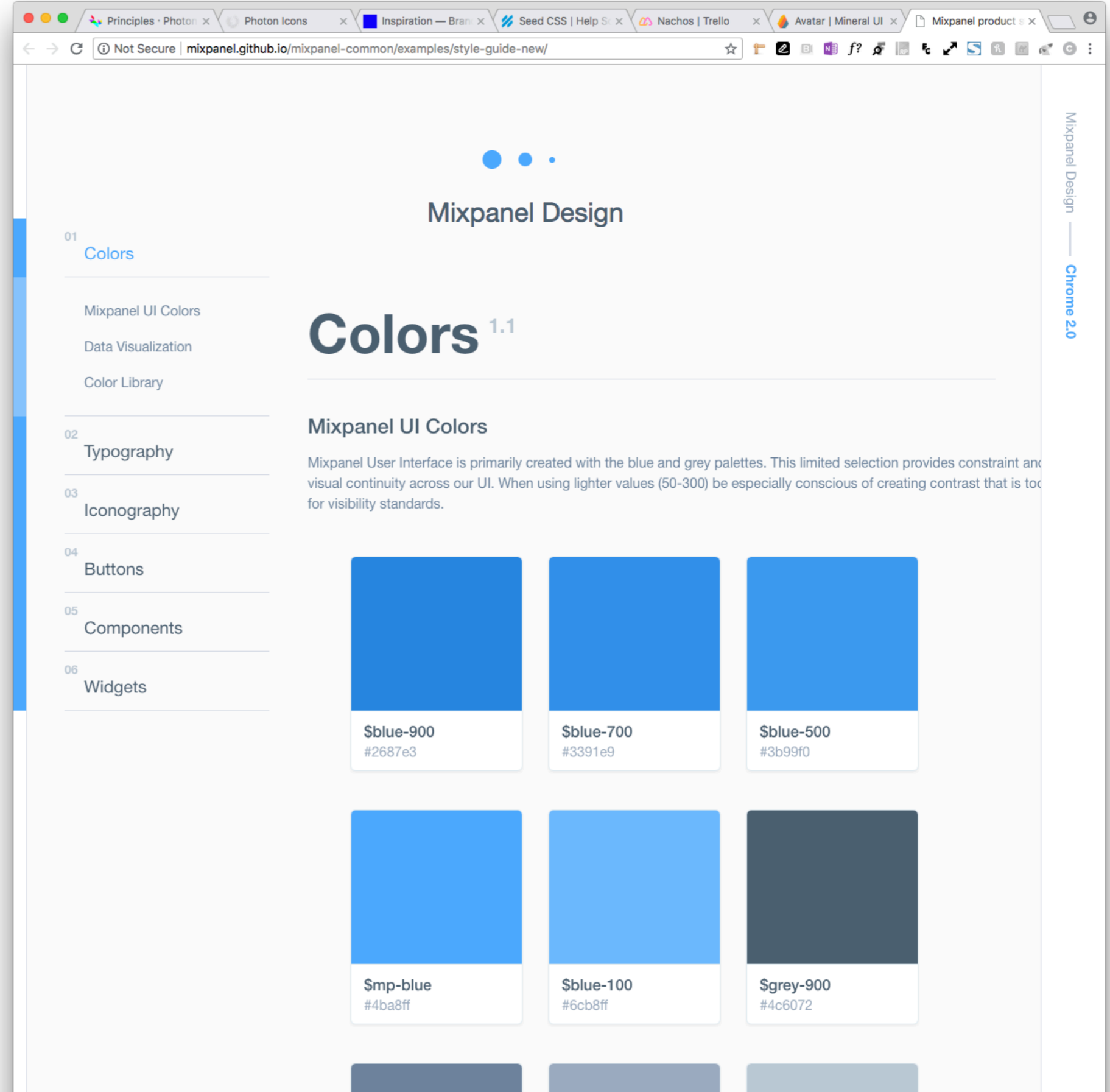
◇ Usage defined by color names



◇ Space-efficient

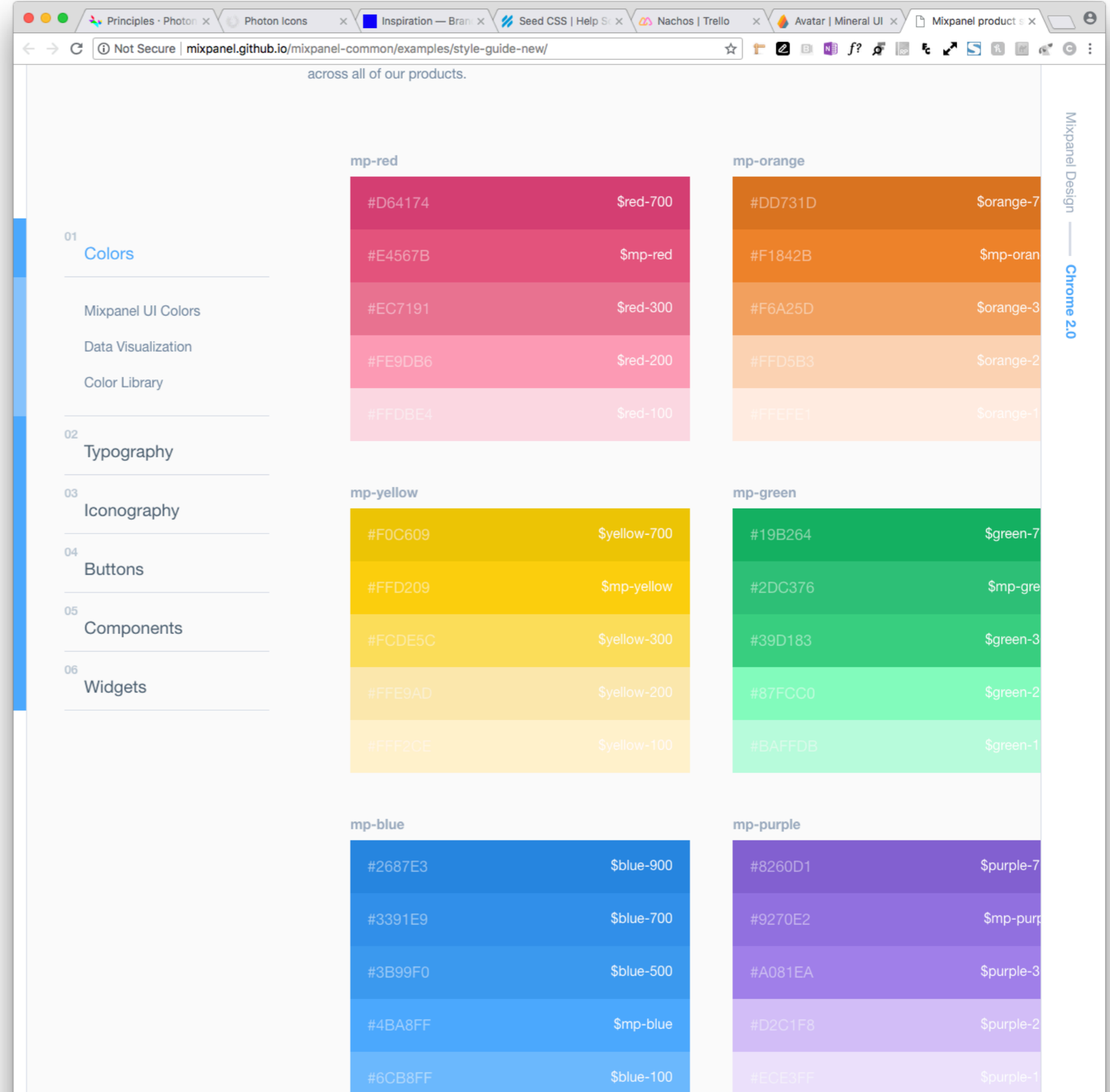
◇ Many values in each ladder

- ◇ SCSS and Hex
- ◇ Again, paint chips
- ◇ Page version called out

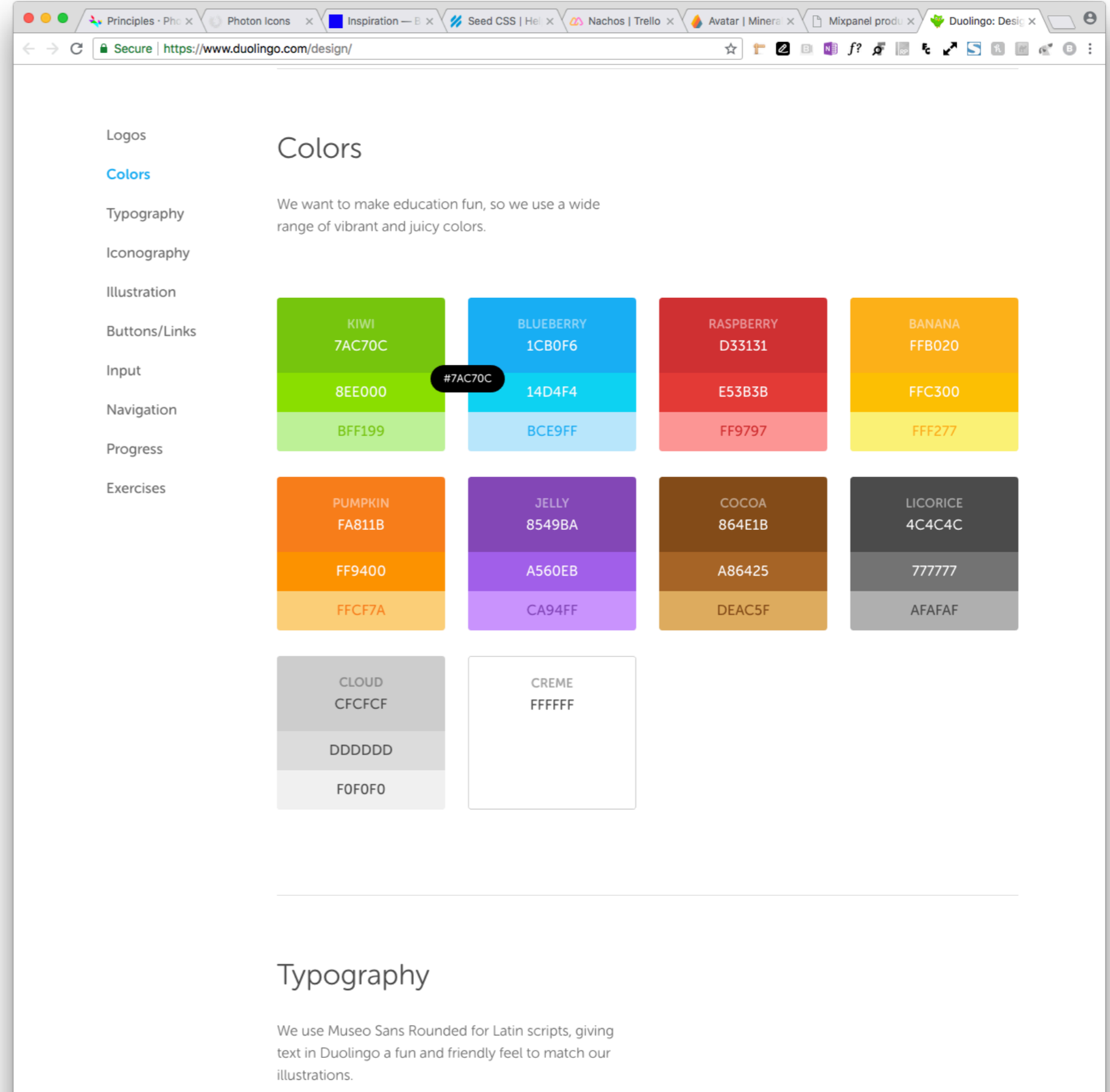


◇ Many values for each swatch

◇ Non-accessible labeling



- ◇ Click to copy, tooltip
- ◇ “Vibrant and juicy colors”
- ◇ Content-conservative
- ◇ Non-accessible labeling



◇ Hex, RGB

◇ Usage table

The screenshot shows a web browser window displaying the 'Color' section of the Lexicon design system documentation. The page title is 'Color' and it includes an introductory paragraph, a list of primary colors with their hex and RGB values, and a usage table. The browser's address bar shows the URL 'https://lexicondesign.io/docs/designPrinciples/colors.html'. The left sidebar contains a navigation menu with categories like 'Get Started', 'Foundations', 'Core Components', and 'Resources'. The 'Color' section is currently selected in the sidebar.

Color

A consistent color palette is an essential asset in the communication resources of any design system.

Colors have a huge impact in a system as they define the visual identity, they bring harmony, they communicate, among other characteristics. Lexicon defines the following color palette that you are free to change for your own.

Primary colors

Primary colors define part of the visual identity of Lexicon as a system. These colors have been carefully thought to be easily combined and be sure that accessibility is well covered.

Color	Code	Usage
Main	HEX #272833 RGB 39,40,51	Texts/icons, navigation background, borders and dividers.
Primary	HEX #0B5FFF RGB 11,95,255	Main actions like primary buttons, links, hover and active.
White	HEX #FFFFFF RGB 255,255,255	Cards background, toolbar background, modals, forms and texts/icons.
Light	HEX #F1F2F5 RGB 241,242,245	Main background of the application, input's backgrounds and active state in the secondary button.

Main color variations

Color	Code	Usage
Main	HEX #272833 RGB 39,40,51	

Takeaways

Paint chip style is most common

Click to copy hex is common

Hex, RGB, and sometimes SCSS formats

Usage guidelines helpful

Accessibility helpers are a plus

Guidelines should be accessible

Principles

Principles · Photon Design | Photon Design

Secure | <https://design.firefox.com/photon/introduction/principles.html>

Photon Design System

- Photon Design
 - Principles
 - Design for Scale
 - Design for Performance
 - Design for Inclusion
- Visuals
 - Grid
 - Typography
 - Color
 - Iconography
 - Illustration
 - Product Identity Assets
- Motion
- Copy
- Patterns
- Components
- Resources

[Site Feedback](#)
[Changelog v0.6.8](#)
[Privacy Policy](#)

Principles

Those principles guide you while you design and build the next generation of Firefox products.

Adaptable

Firefox products should adapt themselves to anyone, from new users (simple controls, help/encouragement in using features) to seasoned Mozillians (customization/control of the entire browser experience).

Quick

Firefox products should look and feel fast! From task completion to icon animation, Firefox products are the most responsive and modern tools.

Aware

Firefox products are vigilant on behalf of users, providing tools to keep them safe while helping them browse better. Firefox products are also perceptive, and look for signals from users before deciding how to act.

Approachable

Firefox products are open, welcoming, and inclusive.

Supportive

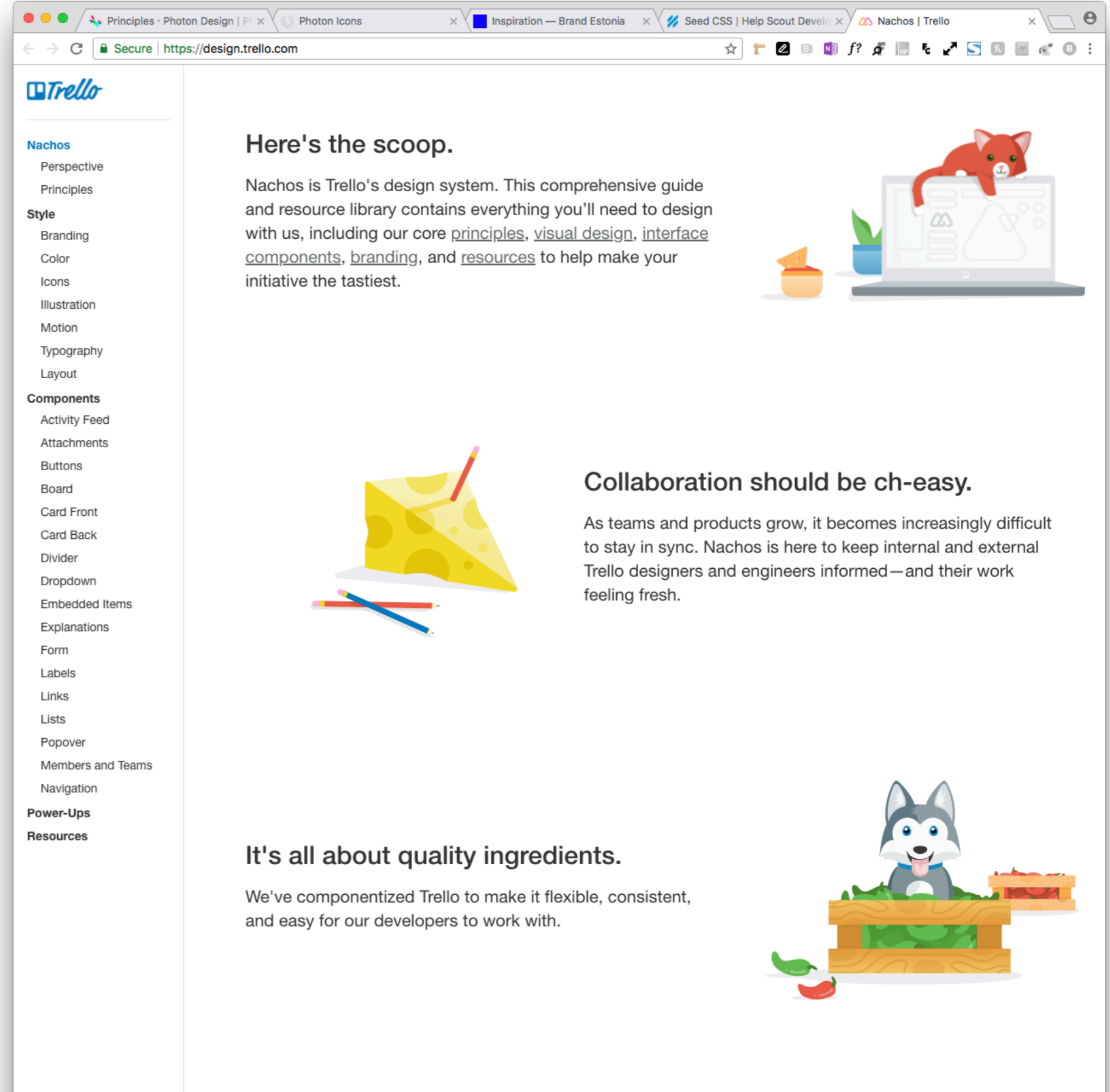
Firefox products understand user needs and desires, supporting them with relevant experiences. Firefox products should be helpful in both proactive and passive ways.

Whimsical

Firefox products are fun to use! Our products delight the user in both expected and unexpected ways.

- ◇ Illustration + title + description
- ◇ Single-word titles

- ◇ Nachos concept carried through to principle names
- ◇ Links to sections within principles
- ◇ Illustration + title + description



Principles · Photon Design | P | x Photon Icons x Inspiration — Brand Estonia x Seed CSS | Help Scout Develo x Nachos | Trello x

Secure | <https://design.trello.com/style/illustration>

Trello

Nachos

- Perspective
- Principles

Style

- Branding
- Color
- Icons
- Illustration**
- Motion
- Typography
- Layout

Components

- Activity Feed
- Attachments
- Buttons
- Board
- Card Front
- Card Back
- Divider
- Dropdown
- Embedded Items
- Explanations
- Form
- Labels
- Links
- Lists
- Popover
- Members and Teams
- Navigation

Power-Ups

Resources

Conceptual Guidelines


Much like Trello's overarching design system, this illustration guide is meant to reflect the Trello spirit! Our illustrations should strive to be visually simple, but conceptually sophisticated.

Trello-y

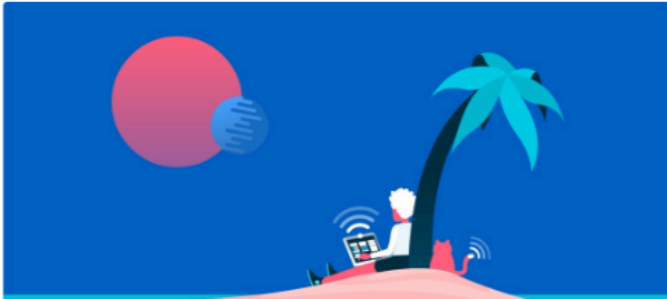
The Trello brand is friendly, approachable, and delightful. Let's say we have a request for a blog illustration about working remotely. Here's how one of our illustrators would execute a Trello-y illustration for this request:

Standard Illustration: Illustrate a human at home on their computer or in a cafe on their laptop.

Trello-y Illustration: A Trello-y idea (which is encouraged!) could be something like this:



What makes the second concept more "Trello-y"? It retains the relatable concept of working on a laptop, the human, the puppy (our shy mascot, Taco!) while the space environment make the experience more delightful and evokes a sense of limitless possibility. If we want to stay on Earth, we might do something like this:



Remember: These illustrations are often accompanying a piece of content or concept related to improving productivity, collaboration, or organization. They should inspire and motivate the audience to give it a try!

◇ These are principles for illustrations, but I like the flexibility they give

◇ Meaningful illustration that's also branded

The screenshot shows the Ant Design website's 'Design Values' page. The browser address bar indicates the URL is <https://ant.design/docs/spec/values>. The page has a navigation bar with 'Home', 'Guidelines', 'Components', 'PRO', and a version dropdown set to '3.8.0'. A search bar is also present. The left sidebar menu includes 'Ant Design', 'Introduction', 'Design Values' (highlighted), 'Cases', 'Principles', 'Proximity', 'Alignment', 'Contrast', 'Repetition', 'Make it Direct', 'Keep it Lightweight', 'Stay on the Page', 'Provide an Invitation', 'Use Transition', 'React Immediately', 'Visual', 'Colors', 'Layout', 'Font', 'Icons', 'Patterns', 'Overview', and 'Copywriting'. The main content area is titled 'Design Values' and includes a sub-section for 'Nature'. The 'Nature' section features a large, colorful illustration of people working on a large screen displaying a graph, surrounded by various icons and shapes. Below the illustration, there is a paragraph of text and a list of bullet points.

Design Values

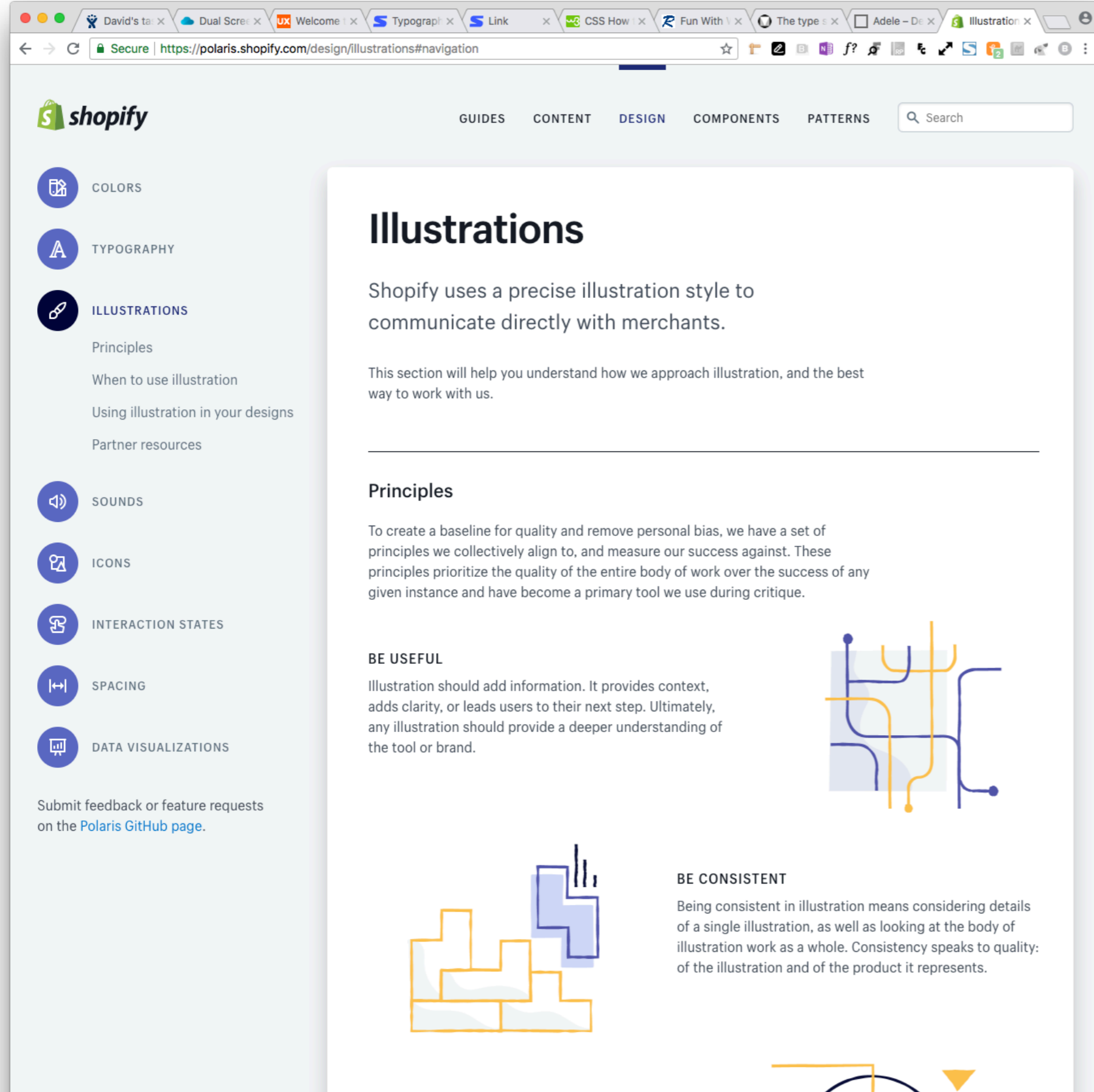
Ant Design provides a practical evaluation of better design for both designers of Ant Design and designers who are using it. At the same time, it builds a foundation for design principles and design patterns which could provide guideline and general solutions for specified design goal.

Here is our design values:

Nature

As a part of nature, it will have deep influence on user behavior, and designers should draw inspiration from it and apply it to our daily design work. We have started exploring and will pursue nature as our future direction.

- The visual system plays the most important role in human perception and cognition. By refining the objective laws in nature and applying it to the interface design, a more layered product experience is created. In addition, hearing systems or tactile systems could be added in future to bring more dimensions and more real product experience. See visual language.



- ◇ Familiar layout
- ◇ Consistent naming of principles – “Be _____”

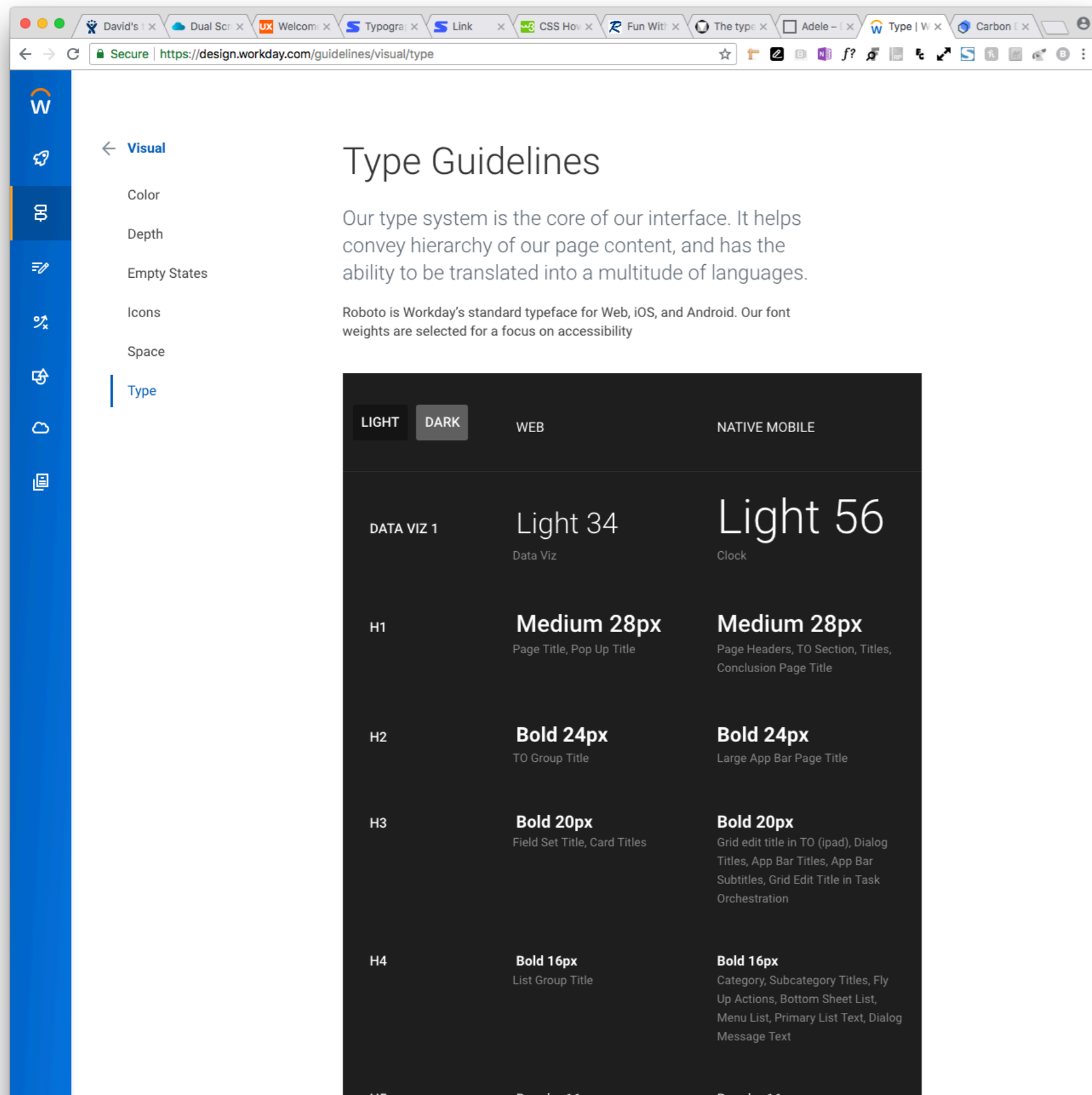
Takeaways

Image + title + description is common

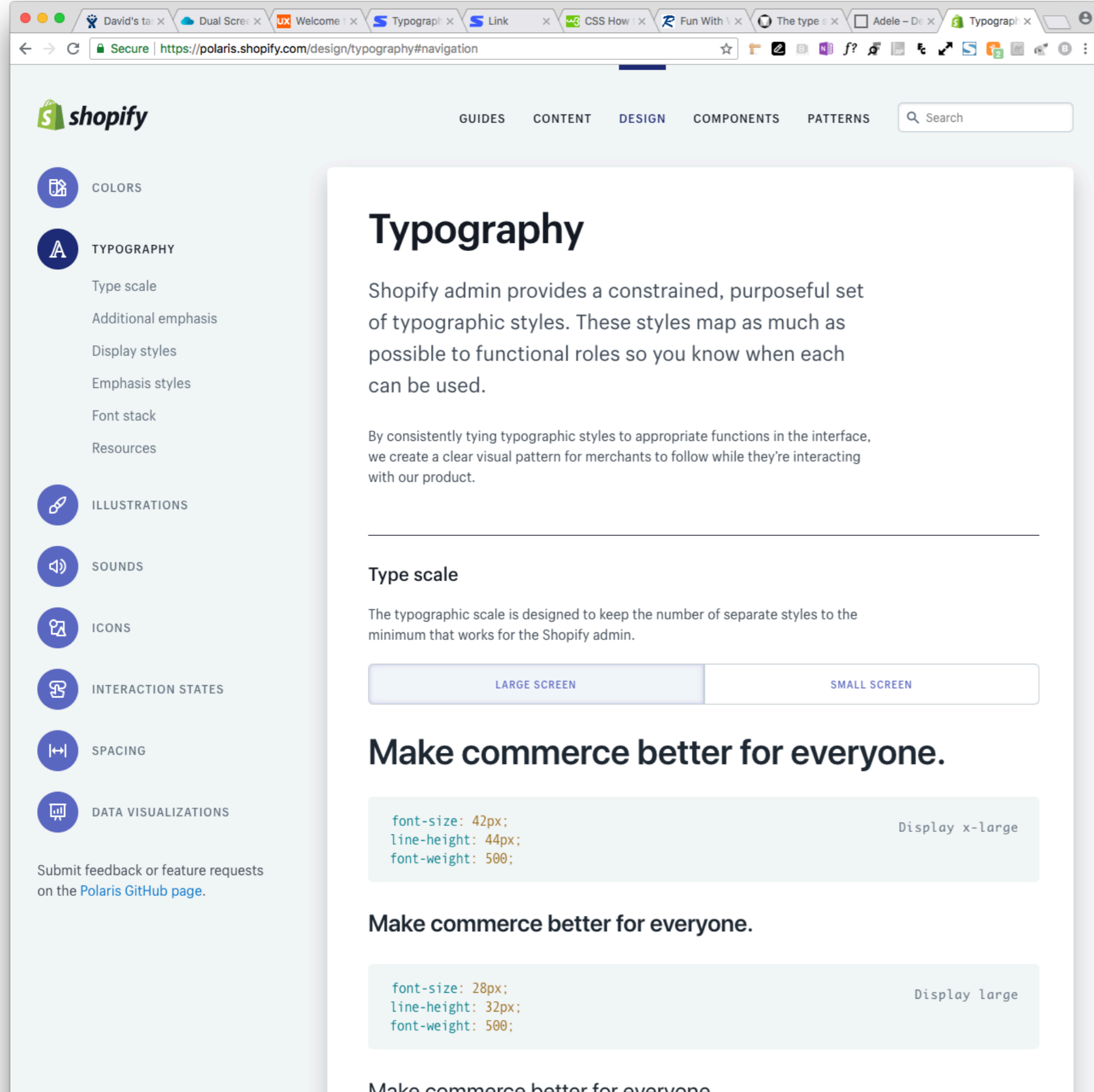
3-6 principles per section

Titles can tie into the concept for bonus points

Typography



- ◇ Theme switcher
- ◇ Labels and style examples are separate
- ◇ Usage under each style



◇ Screen size switcher

◇ Relevant tagline used to show examples of each style

◇ Actual CSS

◇ Doesn't wrap example text

◇ Rems and pixels

The screenshot shows a web browser displaying the Carbon Design System typography overview page. The page features a navigation sidebar on the left and a main content area on the right. The main content area is titled "Type scale" and contains a table with three columns: "rem", "px", and "Actual size". The table lists various font sizes from 0.75rem to 3.75rem, along with their corresponding pixel values and the text "Good design is good business" rendered in each size. The text is shown in a dark gray font, and the line height increases proportionally with the font size. The sidebar on the left includes a search bar and a list of navigation items, with "Typography" highlighted in blue. At the bottom of the sidebar, there are three buttons: "Design Kit", "Vanilla Repo", and "React Repo", each with a right-pointing arrow.

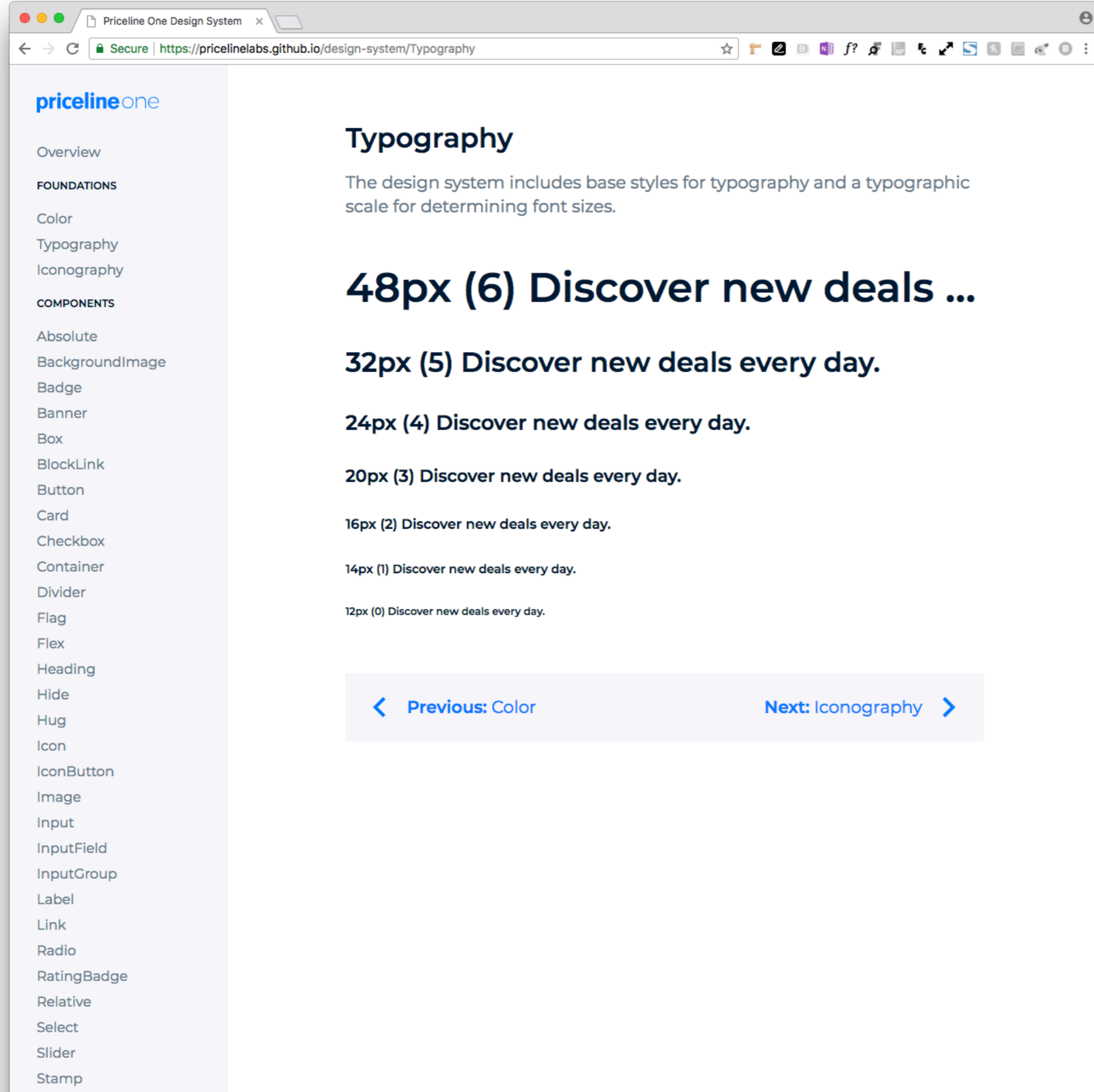
rem	px	Actual size
0.75rem	12 px	Good design is good business
0.875rem	14 px	Good design is good business
1rem	16 px	Good design is good business
1.125rem	18 px	Good design is good business
1.25rem	20 px	Good design is good business
1.5rem	24 px	Good design is good business
1.75rem	28 px	Good design is good business
2rem	32 px	Good design is good business
2.25rem	36 px	Good design is good business
2.625rem	42 px	Good design is good business
3rem	48 px	Good design is good bus
3.375rem	54 px	Good design is good b
3.75rem	60 px	Good design is good

◇ Memorable names for sizes

◇ CSS and classes

The screenshot shows a web browser displaying the Carbon Design System typography page. The page is titled "Display sizes" and lists various font sizes with their specifications. The specifications include font-size, font-weight, line-height, and a class name. The font sizes listed are Giga (76), Mega (54), Alpha (36), Beta (28), Gamma (20), Delta (18), Epsilon (16), and Zeta (14). The page also includes a sidebar with navigation links and a search bar.

Display sizes	Spec
Giga - 76	Giga font-size: 76px / 4.75rem font-weight: light / 300 line-height: 1.25 (95px) .bx--type-giga
Mega - 54	Mega font-size: 54px / 3.375rem font-weight: light / 300 line-height: 1.25 (68px) .bx--type-mega
Basic headers	Spec
Alpha - 36	Alpha font-size: 36px / 2.25rem font-weight: light / 300 line-height: 1.25 (45px) .bx--type-alpha
Beta - 28	Beta font-size: 28px / 1.75rem font-weight: light / 300 line-height: 1.25 (35px) .bx--type-beta
Gamma - 20	Gamma font-size: 20px / 1.25rem font-weight: light / 300 line-height: 1.25 (25px) .bx--type-gamma
Delta - 18	Delta font-size: 18px / 1.125rem font-weight: SemiBold / 600 line-height: 1.25 (23px) .bx--type-delta
Epsilon - 16	Epsilon font-size: 16px / 1rem font-weight: SemiBold / 600 line-height: 1.25 (20px) .bx--type-epsilon
Zeta - 14	Zeta font-size: 14px / 0.875rem font-weight: SemiBold / 600 line-height: 1.25 (18px)



◇ Doesn't wrap example text

◇ Not content-heavy

◇ No mention of line height, font weight, rems, or scale

Takeaways

Don't wrap titles because it disrupts page rhythm

Spec is not in the style of the type class

Future proof by indicating the type scale

Pixels and rems most common units

Usage guidelines are helpful

Accessibility guidelines are helpful

Illustration

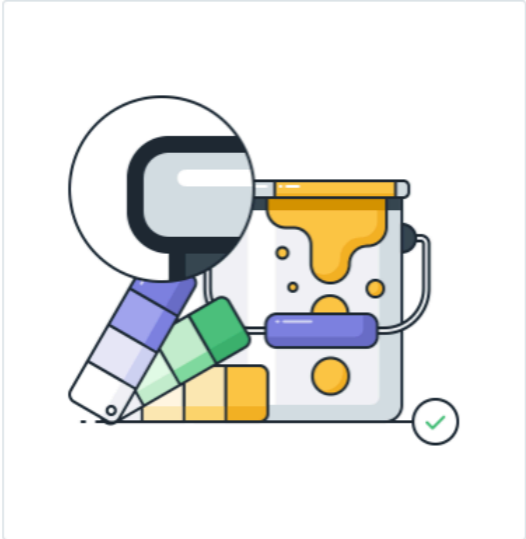
Principles · Photon Design | Photon Icons | Inspiration — Brand Estonia | Illustration | Help Scout Style

Secure | <https://style.helpscout.com/brand/illustration/>

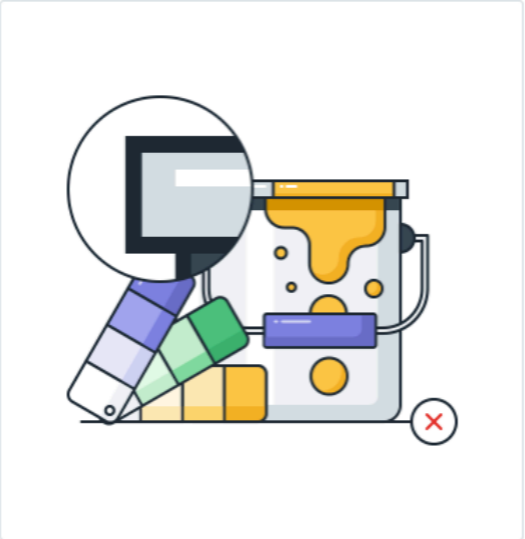
Style Guide

- Intro
- Brand
- Color
- Illustration
- Logo
- Typography
- Copy
- Icons
- Marketing site
- Web App
- Mobile
- Seed

Corners & Endpoints

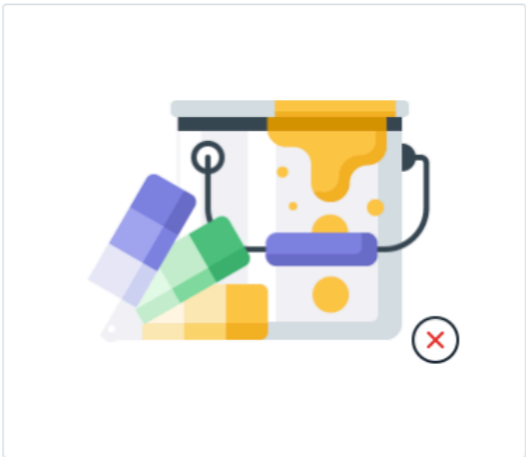


DO
Round all corners.

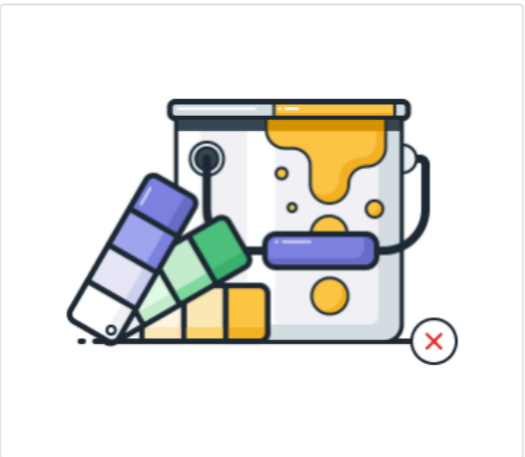


DON'T
Don't use straight corners or endcaps.

Borders and fills



DON'T
Create illustrations without strokes.



DON'T
Use multiple stroke widths.

Color

- ◇ Do's and Don'ts
- ◇ Borders, fills, corners, endpoints

- ◇ “Use your best judgement”
- ◇ Brief guidelines
- ◇ Always and Never
- ◇ Example images show how to interpret those guidelines

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Style Guide

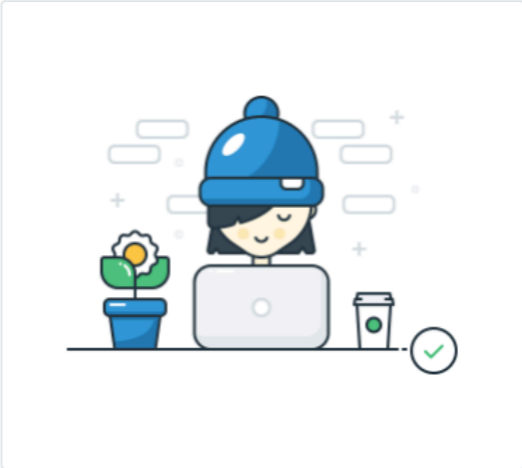
- Intro
- Brand
- Color
- Illustration**
- Logo
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Color

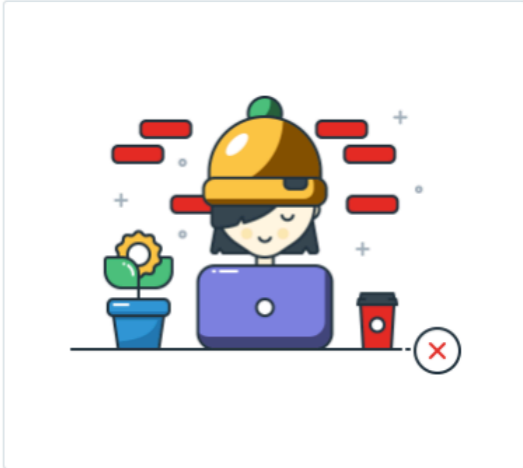
Use your best judgement with color usage. Follow these guides to create balanced illustrations.

- Always be subtle with background visuals and effects
- Never create sharp contrasts when using shading/highlights
- Avoid using more than **three** color families per composition
- Always use **Grey 800/500/300** strokes and white fills for grayscale illustrations.
- **NEVER** use transparencies to create shades.

Full Color

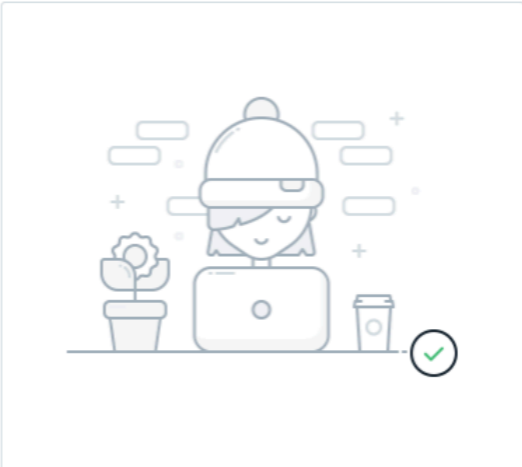


DO
Create subtle shadows, highlights and backgrounds.

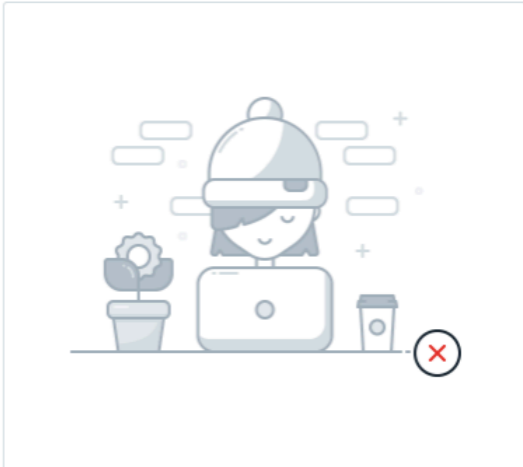


DON'T
Use more than three color families in addition to Charcoal and Gray.

Grayscale



DO
Create subtle shadows, highlights and backgrounds.



DON'T
Use more than three color families in addition to Charcoal and Gray.

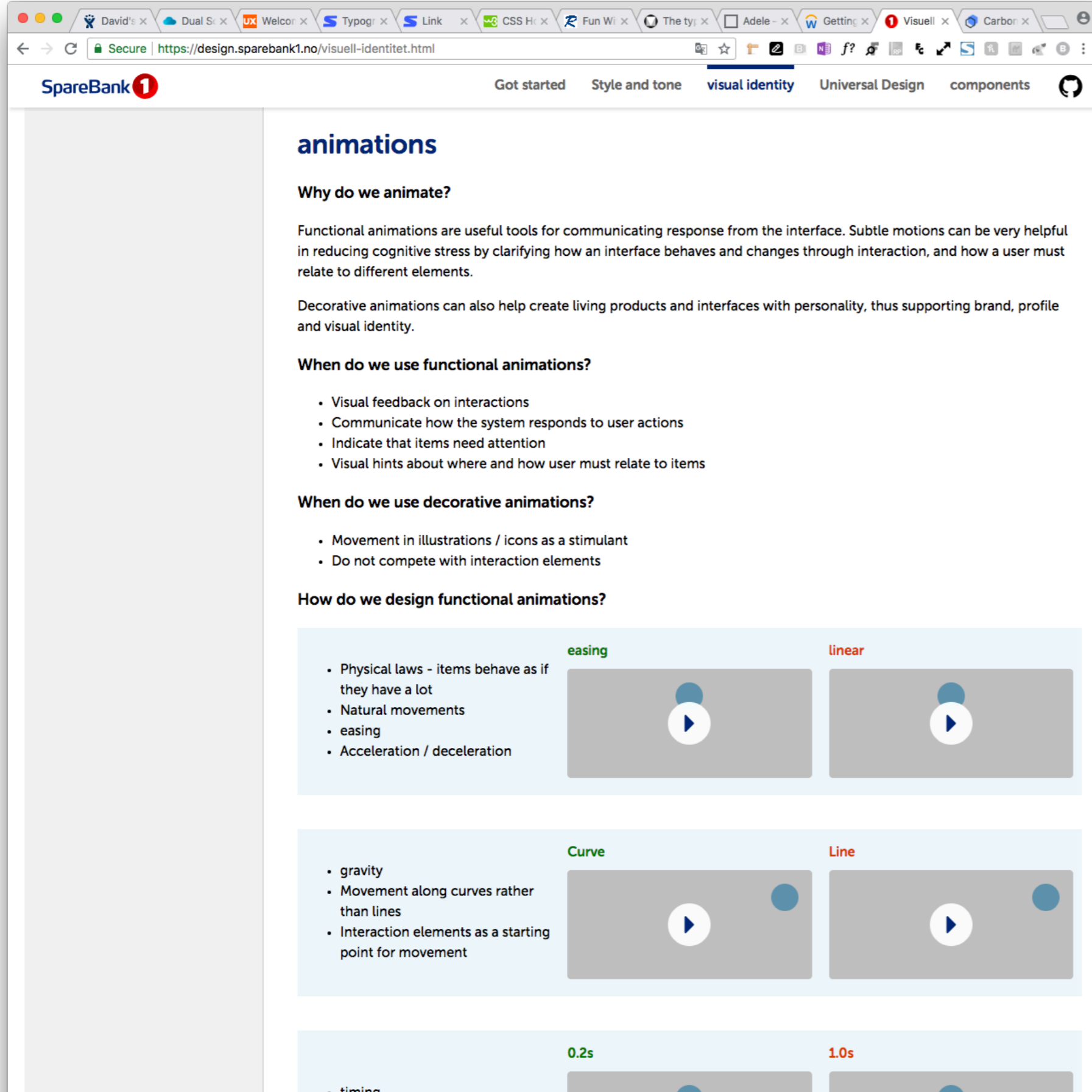
Takeaways

Do/don't/always/never as images

Be flexible, as illustrations are contextual

Example images help interpret the guidelines

Motion



◇ Gifs

◇ When to use what

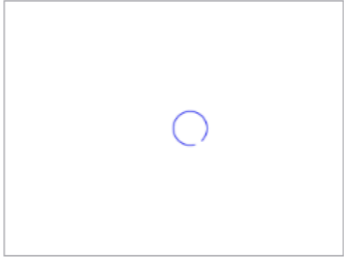
◇ Why we animate

Principles · Photon Design | Photon Icons | Video and animation — Brand

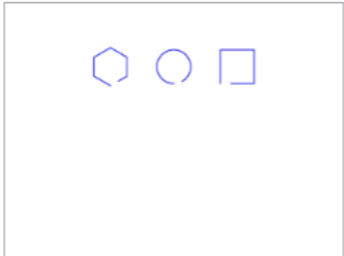
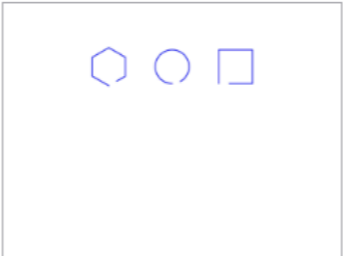
Secure | <https://brand.estonia.ee/design/video-animation/>

Animation principles

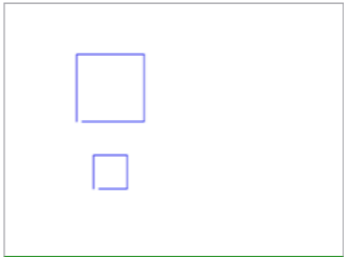
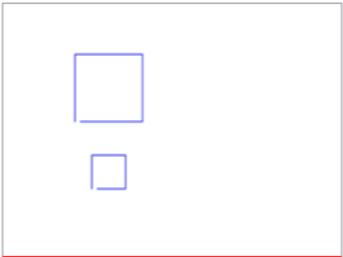
#1
Objects should move in straight lines. Up or down, left or right.





#2
In case of intersecting trajectories the objects should not move through each other but leave each other room for movement by going around or by slowing down/speeding up.

Do  **Don't** 

#3
The amount of time it takes an object to cover distances depends on the object's weight.

Do  **Don't** 

#4
In case of objects with equal weight covering different distances, the object taking the shortest route will arrive first.



- ◇ Numbered principles make it easier to discuss them
- ◇ Do's and Don'ts

- ◇ Novel naming for speeds
- ◇ Informative graph
- ◇ Actual code

The screenshot shows a web browser window with the URL <https://design-system.pluralsight.com/core/motion/>. The page is titled "Motion" and "Speed". It features a navigation sidebar on the left with sections: INTRODUCTION, CORE, and COMPONENTS. The "Motion" section is highlighted in the sidebar. The main content area displays five speed increments with corresponding icons and CSS class names: EXTRA SLOW (500ms, snail icon, class: psMotionSpeedXSlow), SLOW (400ms, turtle icon, class: psMotionSpeedSlow), NORMAL (300ms, dog icon, class: psMotionSpeedNormal), FAST (200ms, rabbit icon, class: psMotionSpeedFast), and EXTRA FAST (100ms, cheetah icon, class: psMotionSpeedXFast). Below this is a code block showing the CSS import and selector for the EXTRA FAST speed. At the bottom, a diagram illustrates the relationship between "RELATIVE DISTANCE TRAVELLED" and "OBJECT SIZE" for each speed, showing that smaller objects travel shorter distances at the same speed.

Motion

Speed

Motion speed should most often occur at the following standard increments.

Speed	Duration	Icon	Class Name
EXTRA SLOW	500ms	Snail	psMotionSpeedXSlow
SLOW	400ms	Turtle	psMotionSpeedSlow
NORMAL	300ms	Dog	psMotionSpeedNormal
FAST	200ms	Rabbit	psMotionSpeedFast
EXTRA FAST	100ms	Cheetah	psMotionSpeedXFast

```
@import "@pluralsight/ps-design-system-core";  
.mySelector {  
  animation-duration: var(--psMotionSpeedXFast);  
}
```

Some general guidance on selecting a duration.

The diagram shows a vertical axis labeled "RELATIVE DISTANCE TRAVELLED" and a horizontal axis labeled "OBJECT SIZE". Five blue rectangles of increasing height and width represent the distance and size for each speed: 100ms (cheetah), 200ms (rabbit), 300ms (dog), 400ms (turtle), and 500ms (snail). The rectangles are nested, showing that as the object size increases, the relative distance travelled also increases for the same speed.

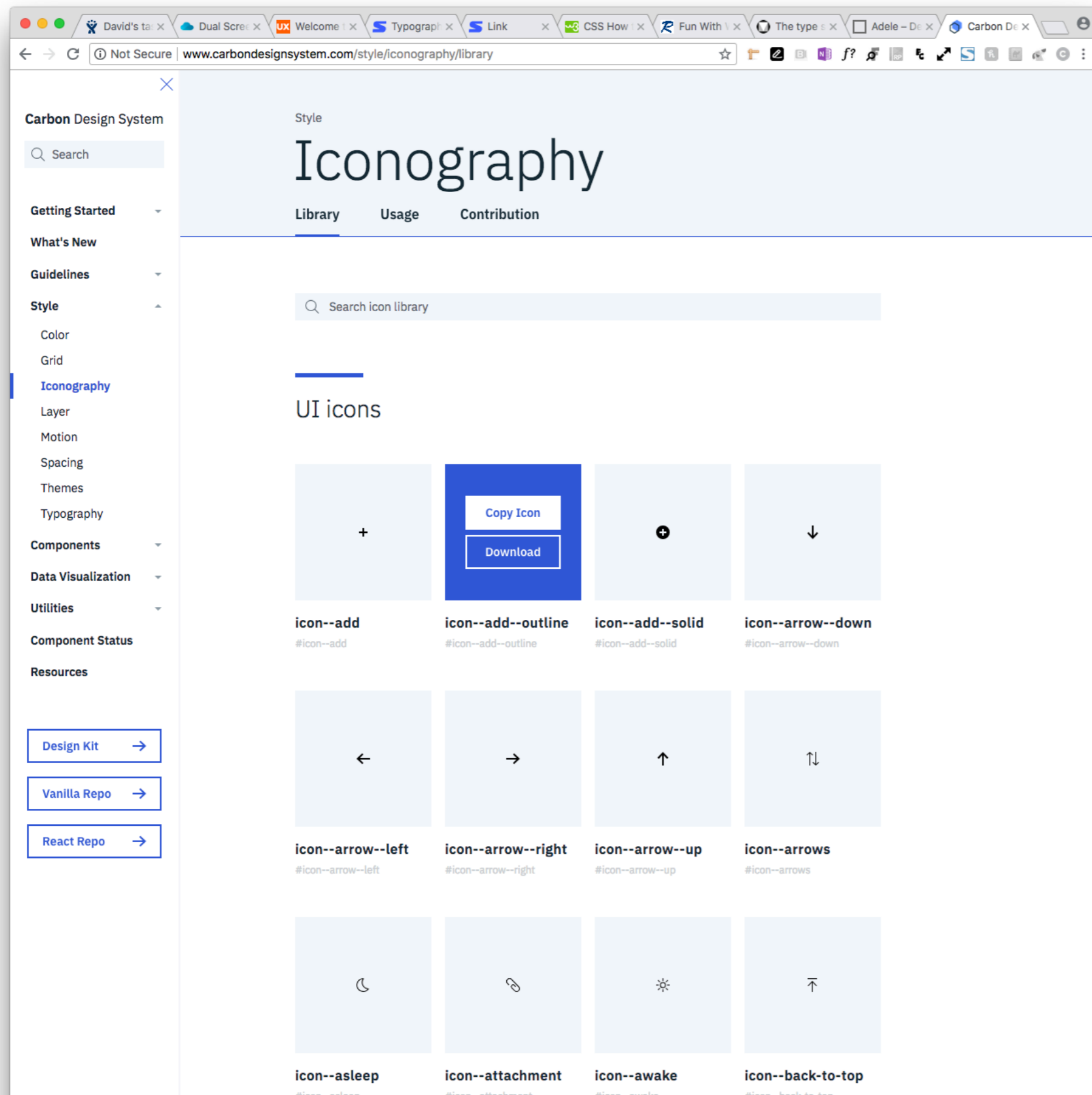
Takeaways

Gifs are good, but play on demand

Do/don't/always/never help, like illustrations

Shortcuts for standards (e.g. snail, goat, cheetah)

Iconography



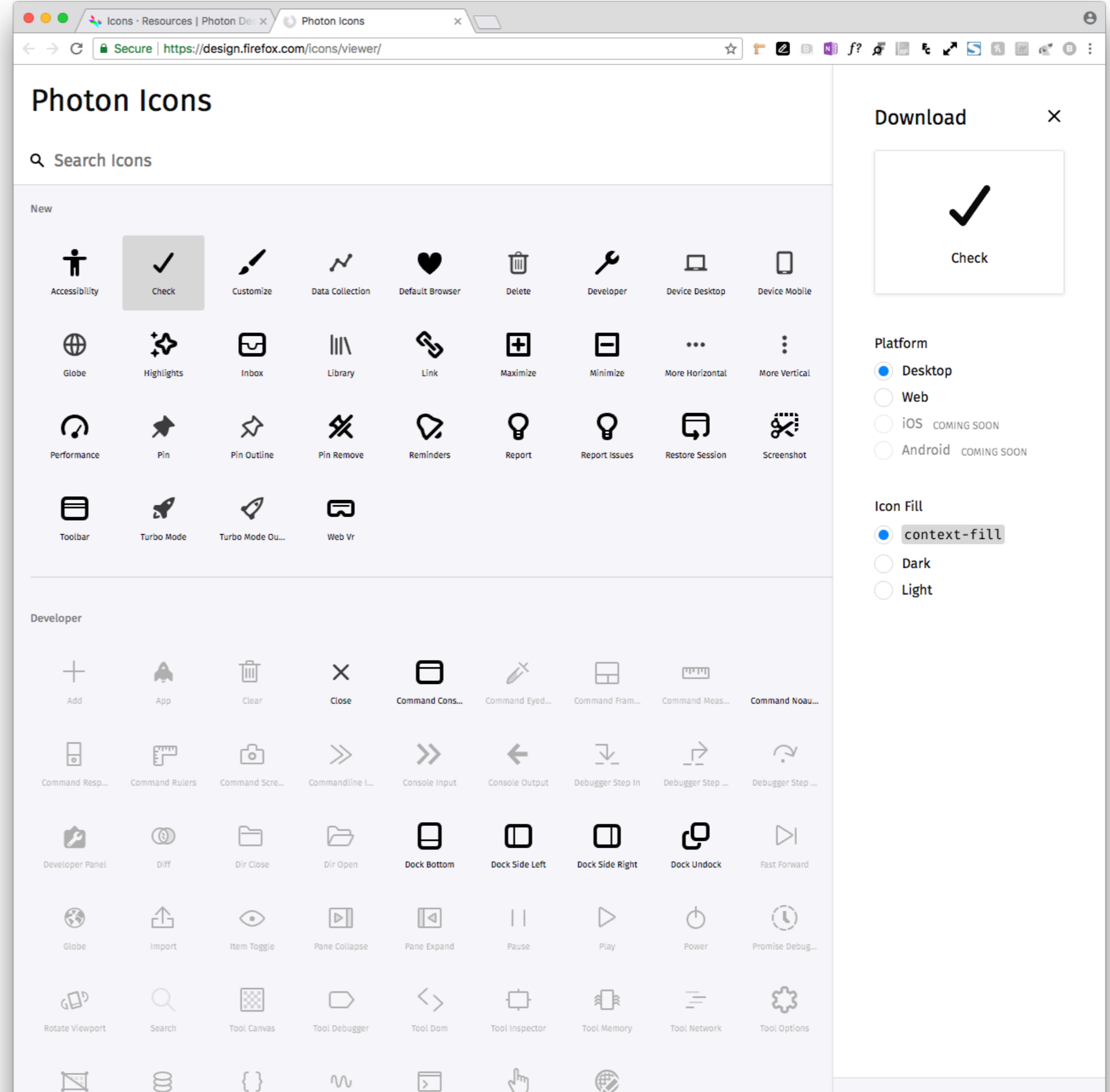
◇ Searchable

◇ Click to copy or download

◇ Name in icon font

◇ Usage guidelines (in tab)

- ◇ One-stop-shop for all icons
- ◇ Searchable
- ◇ Download in various formats
- ◇ Context, dark, or light fill
- ◇ New icon section



Takeaways

Searchable

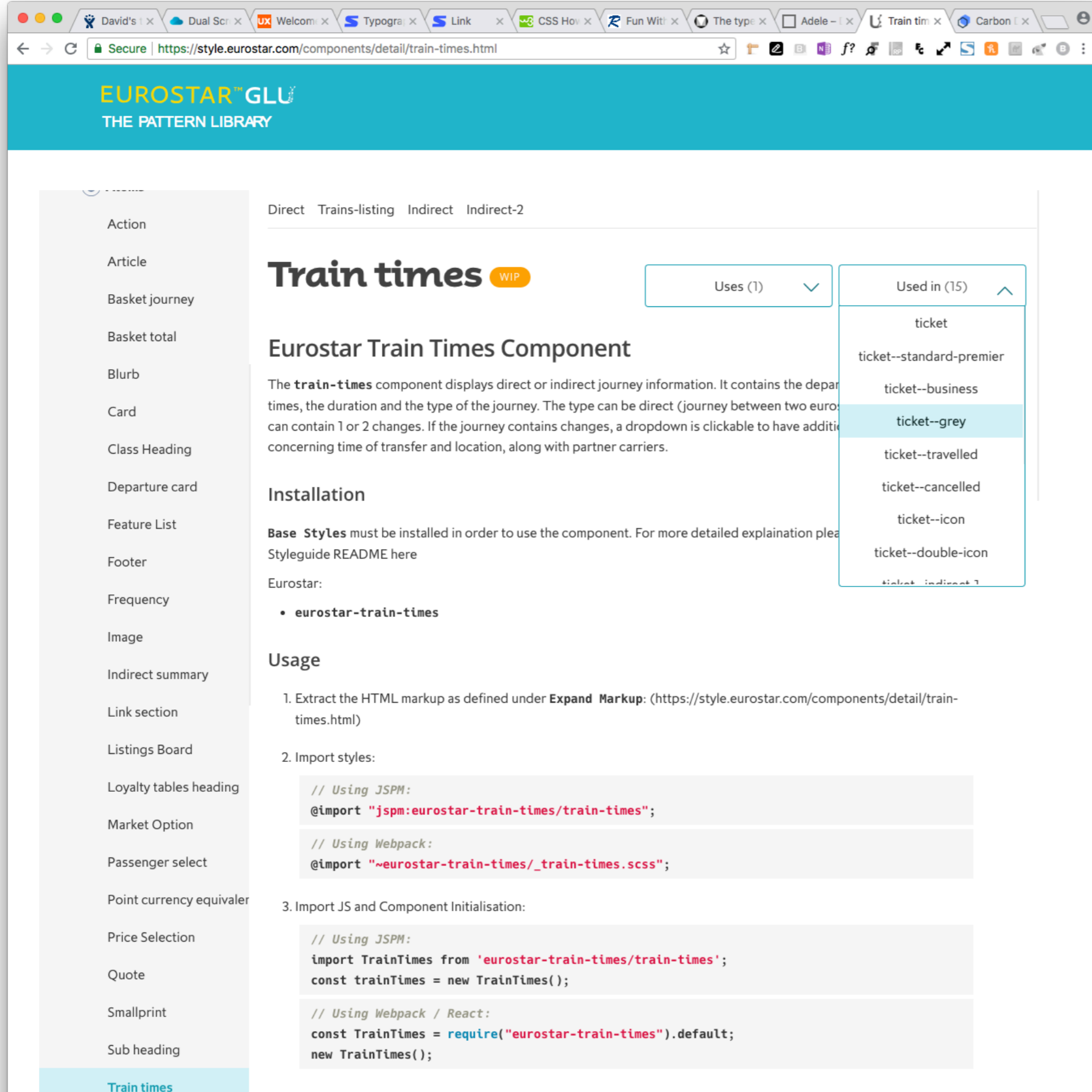
Downloadable

Customizable (color, size, format)

Include webfont icon name

Easy to find new icons

Component



◇ “Used in” dropdown

◇ WIP indication

The screenshot shows a web browser window displaying the Uniform design system documentation for Buttons. The page is titled "Button" and features a navigation menu on the left with categories like Components, Forms, and Themes. The main content area includes a mission statement: "Let users perform a single, clearly expressed action." accompanied by a blue button icon. Below this, there's a section for "Type" with a sub-section for "Primary" buttons, showing "Standard" and "Minimal" styles. The "Icons" section shows three button variations: "Text", "Icon & Text", and "Icon Only".

- ◇ Design/Code switch
- ◇ Button type selectable
- ◇ Mission statement

The screenshot shows the Morningstar Design System website. The main heading is "Buttons" with the subtext "Buttons trigger interactions throughout the experience." A preview shows a blue button labeled "Button Action" with a configuration panel on the right showing settings for Size (M), Button Text, Variation (Primary), and Background Color (White). Below the preview are "View Code" and "Copy to Clipboard" buttons, and the code snippet: `<button class="mds-button mds-button--primary" type="button"> Button Action </button>`.

The "Primary" section describes the button's use: "Use for highest-priority actions that are required to complete the user's task." It shows four states: DEFAULT, HOVER, ACTIVE, and FOCUS, each with a button preview and a "Copy to Clipboard" button. The code for the Primary button is: `<button class="mds-button mds-button--primary" type="button"> Button Text </button>`. A color selection bar shows "White" selected, with "Light", "Dark", and "Black" options.

The "DISABLED" section shows a disabled button preview and its code: `<button class="mds-button mds-button--primary" type="button" disabled> Button Text </button>`. A color selection bar is also present.

On the right side, there are links for "Variations" (Primary, Secondary, Flat, With Icon, Icon Only, Sizing), "Guidelines" (Use When, Visual Language, Editorial, Related UX Patterns, Accessibility), "Code Reference" (CSS Class References), and "View on Bitbucket" (Report a Bug, Request Enhancement, Get Help).

- ◇ One place to view button, customizable to needs
- ◇ Copy to clipboard
- ◇ States with color selection

- ◇ Property descriptions for development
- ◇ Editable live code examples

The screenshot shows a web browser displaying the Priceline One Design System documentation for the Button component. The page is titled "Button" and includes a description, a visual example, a code snippet, a table of props, and another visual example showing different sizes.

priceline one

Overview

FOUNDATIONS

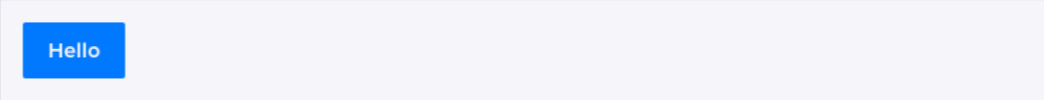
- Color
- Typography
- Iconography

COMPONENTS

- Absolute
- BackgroundImage
- Badge
- Banner
- Box
- BlockLink
- Button
- Card
- Checkbox
- Container
- Divider
- Flag
- Flex
- Heading
- Hide
- Hug
- Icon
- IconButton
- Image
- Input
- InputField
- InputGroup
- Label
- Link
- Radio
- RatingBadge
- Relative
- Select
- Slider
- Stamp

Button

Buttons make common actions immediately visible and easy to perform with one click or tap. They can be used for any type of action, including navigation.

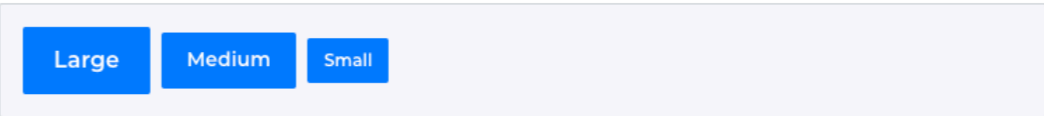


```
<Button>
  Hello
</Button>
```

LIVE CODE

Prop	Type	Description
<code>radius</code>	string	custom button radius in pixel
<code>size</code>	string	sets button size to small, medium or large
<code>fullWidth</code>	boolean	sets button width to fullWidth

Sizes



```
<div>
  <Button size='large' mr={2}>
    Large
  </Button>
  <Button size='medium' mr={2}>
    Medium
  </Button>
  <Button size='small'>
    Small
  </Button>
</div>
```

LIVE CODE

- ◇ Order of when to show one button before another
- ◇ Usage is embedded within the button style section

The screenshot shows a web browser window displaying a style guide page for buttons. The page has a blue header with the text 'Style Guide' and a navigation menu on the left. The main content area is titled 'Buttons' and includes several sections: 'Buttons' (introductory text and code examples), 'Order' (guidelines on button placement), 'States' (disabled and active button examples), and 'Styles' (primary button example). Each code example is accompanied by a 'COPY' button.

Buttons

Feel free to use the `.btn` classes with a `<button>`, `<a>` or `<input>` element.

Button Text Link Button Text

```
<button class="btn ">Button Text</button>
<a href="#" class="btn">Link Button Text</a>
```

Order

Whenever a primary button is sitting next to a secondary button, the primary button should always be on the left, and the secondary button should be borderless.

Main Button Secondary Button

```
<button class="btn btn-success">Main Button</button>
<button class="btn btn-link">Secondary Button</button>
```

States

Disabled Button Active Button

```
<button class="btn disabled">Disabled Button</button>
<button class="btn active">Active Button</button>
```

Styles

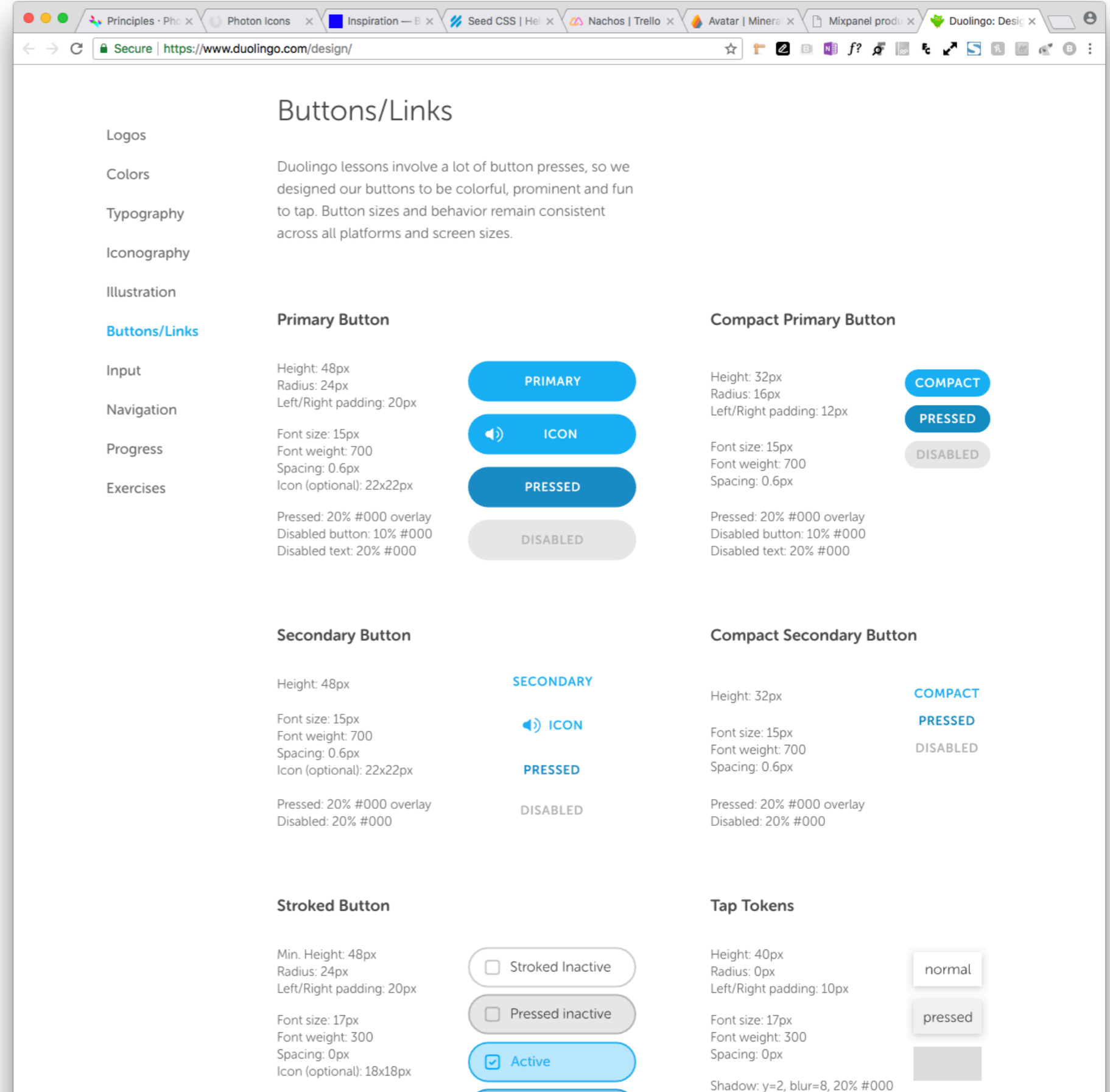
Primary
Main button CTA, one per page

Main Button

```
<button class="btn btn-success">Main Button</button>
```

Link
Button that looks like a link

- ◇ Efficient use of space
- ◇ Clear examples offer direct comparison



- ◇ Ability to preview at different screen sizes
- ◇ Switch between example and code

The screenshot shows a web browser window displaying a design system page for buttons. The page has a dark blue header with the logo and 'Design system' text, and a 'Suggest a pattern' link. Below the header is a navigation bar with a 'Back to the pattern library' link. The main content area is titled 'Buttons' with a 'Live' badge. A paragraph explains that buttons are functional and should allow users to complete tasks. Below this is a 'CONTENTS' section with links for 'Example', 'User need', 'Design', 'Accessibility', 'Variations', and 'Suggest a change'. The 'Example' section features a preview window with tabs for 'Example', 'Code', and 'Preview'. The preview shows four button styles: 'Primary button' (teal), 'Button' (dark blue), 'Primary button hover' (lighter teal), and 'Button dark' (dark blue). Below the preview, there are code snippets for each style, including the class name, RGB values, and hex code. At the bottom, there is a 'See this at:' section with screen size options: Xsmall (320px), Small (480px), Medium (750px), Large (990px), and XLarge (1300px).

Design system [Suggest a pattern](#)

[Back to the pattern library](#)

Buttons Live

Buttons are functional. They should allow a user to complete a task and tell them what it is going to do with the information they have provided.

CONTENTS

- [Example](#)
- [User need](#)
- [Design](#)
- [Accessibility](#)
- [Variations](#)
- [Suggest a change](#)

Example Example Code Preview

Primary button Button

Primary button \$button-primary rgb(15,132,130) #0F8482	Primary button hover \$button-primary-hover rgb(43,158,156) #2B9E9C
Button dark \$button-primary-dark rgb(0,57,78) #00394E	Button dark hover \$button-primary-dark-hover rgb(74,102,131) #4A6683

See this at:

Xsmall (320px) Small (480px) Medium (750px) Large (990px) XLarge (1300px)

Takeaways

Actual code snippets common

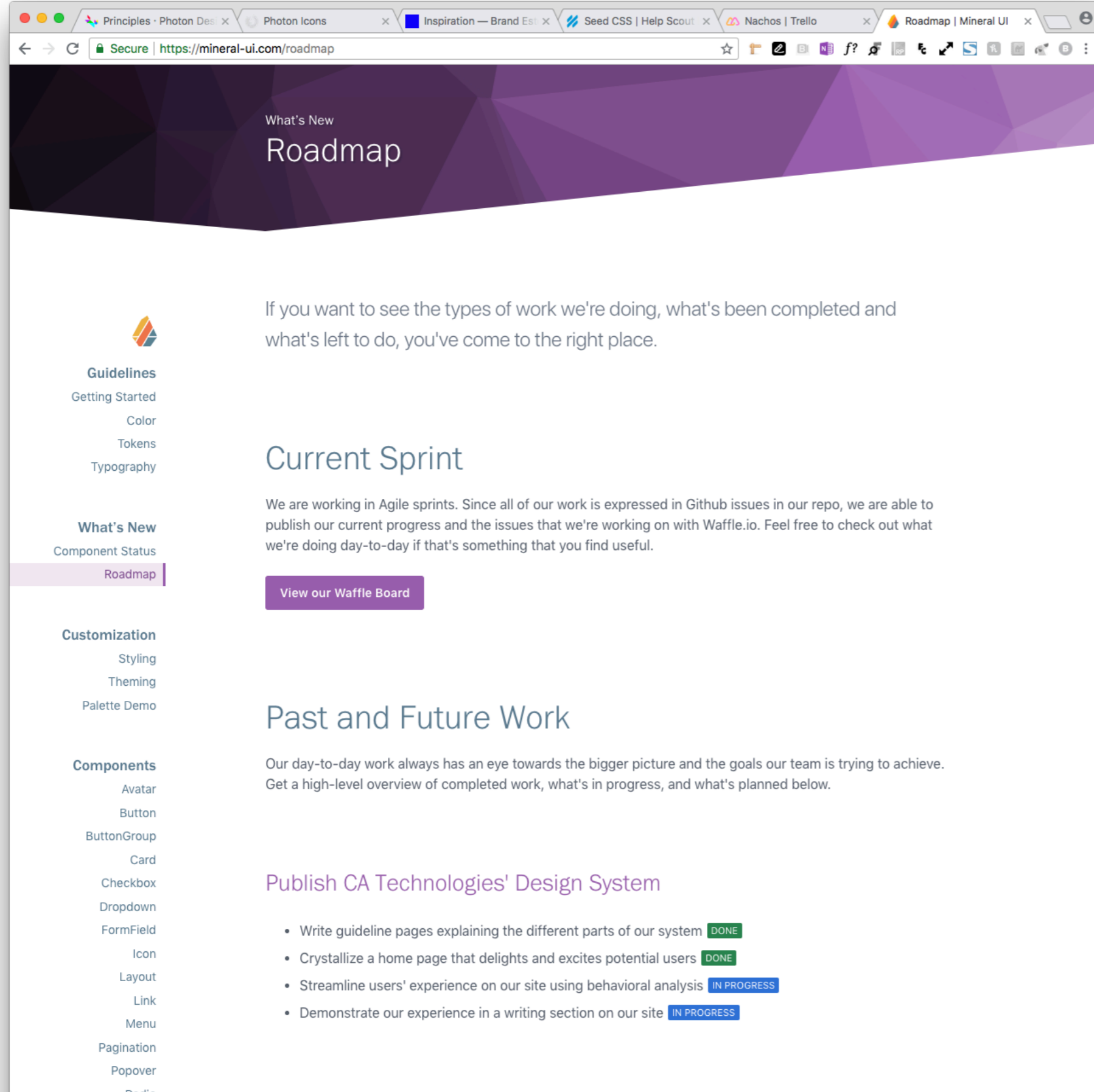
Editable live code is a plus for customization

Ability to quick-copy code is nice

Design and development sometimes separate

Process

◇ Transparency of roadmap



The screenshot shows a web browser window with the URL <https://mineral-ui.com/roadmap>. The page has a dark purple header with the text "What's New Roadmap". The main content area is white and features a sidebar on the left with navigation links: Guidelines (Getting Started, Color, Tokens, Typography), What's New (Component Status, Roadmap), Customization (Styling, Theming, Palette Demo), and Components (Avatar, Button, ButtonGroup, Card, Checkbox, Dropdown, FormField, Icon, Layout, Link, Menu, Pagination, Popover, Radio). The main content includes an introductory paragraph, a "Current Sprint" section with a "View our Waffle Board" button, a "Past and Future Work" section, and a "Publish CA Technologies' Design System" section with a list of tasks and their status (DONE or IN PROGRESS).

What's New
Roadmap

If you want to see the types of work we're doing, what's been completed and what's left to do, you've come to the right place.

Current Sprint

We are working in Agile sprints. Since all of our work is expressed in Github issues in our repo, we are able to publish our current progress and the issues that we're working on with Waffle.io. Feel free to check out what we're doing day-to-day if that's something that you find useful.

[View our Waffle Board](#)

Past and Future Work

Our day-to-day work always has an eye towards the bigger picture and the goals our team is trying to achieve. Get a high-level overview of completed work, what's in progress, and what's planned below.

Publish CA Technologies' Design System

- Write guideline pages explaining the different parts of our system **DONE**
- Crystallize a home page that delights and excites potential users **DONE**
- Streamline users' experience on our site using behavioral analysis **IN PROGRESS**
- Demonstrate our experience in a writing section on our site **IN PROGRESS**

David's ta... Dual Scre... Welcome... Typograp... Link... CSS How... Fun With... The type... Adele - De... Carbon De...

Not Secure | www.carbondesignsystem.com/component-status

Carbon Design System

Current Version: 9.3.0 (June 4th, 2018)

Component Status

🟢 Ready ⚠️ Under review 🛑 Deprecated - Not applicable

Component	Added	Status
Accordion	6.10.0	🟢
Breadcrumb	7.0.0	🟢
Button	2.0.0	🟢
Checkbox	2.0.0	🟢
Code Snippet Updated	7.0.0	🟢
Content Switcher	4.0.0	🟢
Data Table	7.26.0	🟢
Date Picker Updated	7.10.1	🟢
Dropdown Updated	2.0.0	🟢
File Uploader	7.0.0	🟢
Form Updated	2.0.0	🟢
Link	2.0.0	🟢
List	2.0.0	🟢
Loading	5.0.0	🟢
Modal	4.3.0	🟢

Design Kit →
Vanilla Repo →
React Repo →

◇ Component status table

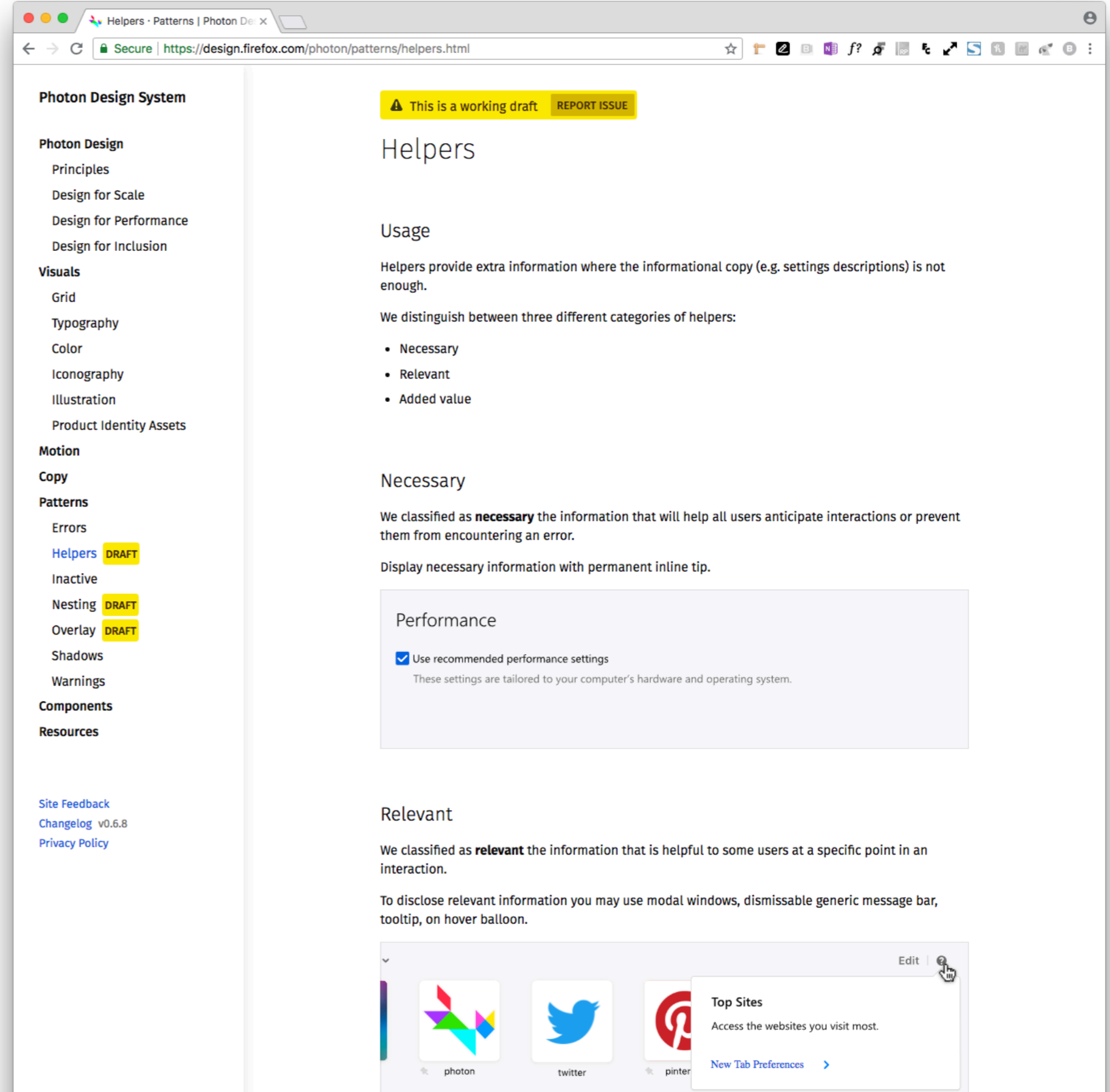
◇ Date added

◇ Easy to find status

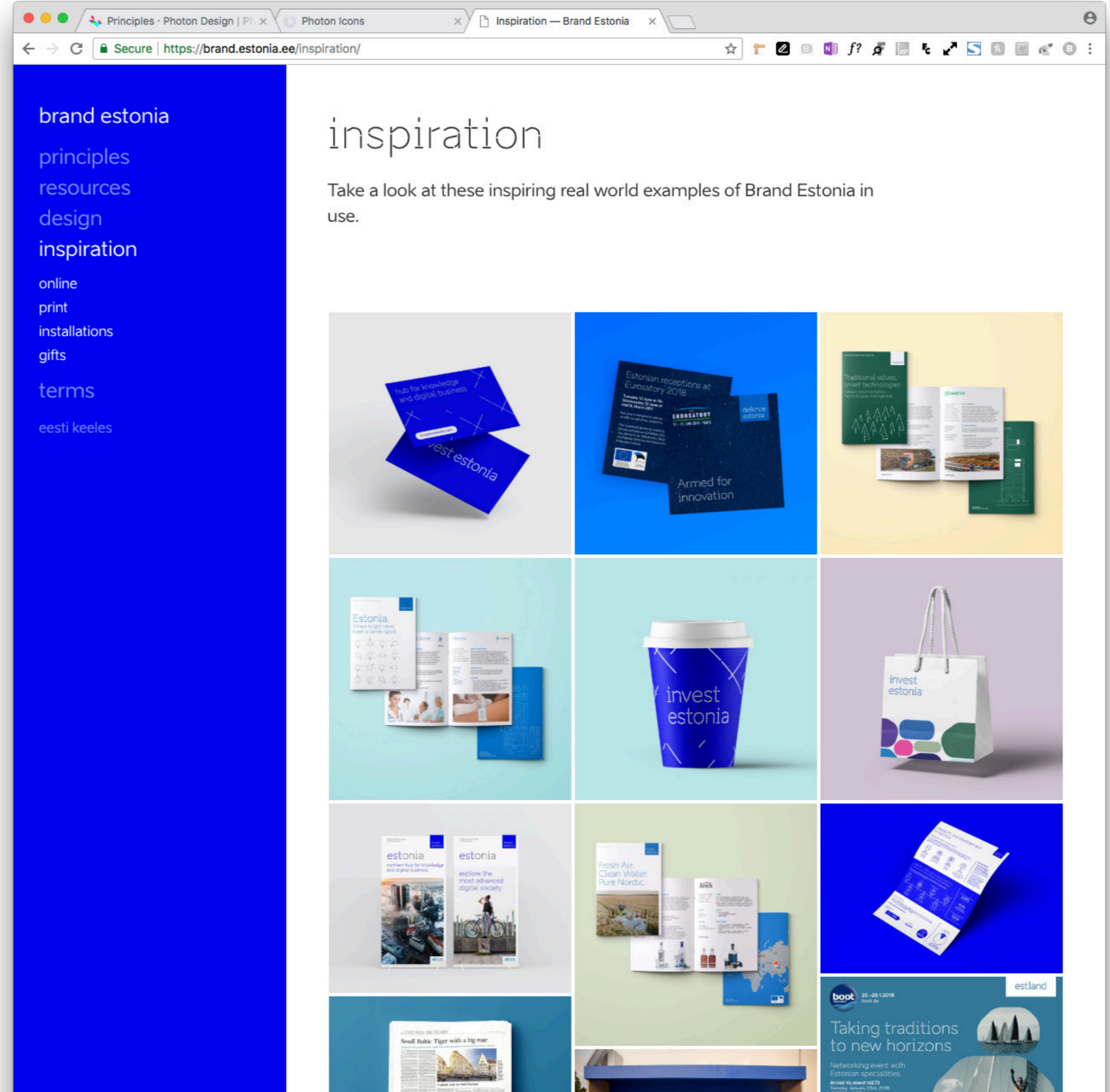
◇ Draft indication

◇ Ability to report an issue

◇ Availability of drafts



- ◇ Showing that the design system has impact on real products
- ◇ Inspiring uses of design system lead to better interpretation and maybe more adoption



Takeaways

Indicate what is still in progress

Master list of read vs. working components

Roadmaps

Examples of things built with the design system

Thanks