DOWNLOAD PDF GOOGLE MATERIAL DESIGN COLORS

Chapter 1 : Resources - Google Design

The Material Design color system supports alternative colors, which are colors used as alternatives to your brand's primary and secondary colors (they constitute additional colors to your theme). Apps can use alternative colors to establish themes that distinguish different sections.

Facebook Twitter years ago, all Google products looked pretty distracting in different ways. Every single product looked inconsistent on different platforms. But everything began to change back in , when Google started to work hard on the visual part unification of the ecosystem of its products and called it Project Kennedy. At the same time, there was a separate new version of Android â€" Holo, which replaced aesthetically anti-pleasant interfaces of old Android. But there was one problem: Holo still looked different from Project Kennedy. Users had to adjust and get used to the different look, layout and controls of the new interface when switching between different devices and platforms. Therefore, at some point a group of designers at Google gathered together and began to wrestle with this problem, hoping to solve it once and for all. The new design language allows you to create a consistent user experience across all devices and screen sizes: In many ways it is a more flexible design language, that was created for a global community â€" Google was only the first user. Material Design allows a more objective approach to the design adoption choices. It sets reasonable limits, but not excessive restrictions. The key principles of Material Design Material Design is based on four basic principles: These layers are stacked, arranged at different heights and cast shadows on the top of each other, which helps users better understand the anatomy of the interface and the principles of interaction with it. In the real world things do not come out of nowhere and disappear into nowhere â€" this only happens in the movies. It is about how we apply the previous three principles and concepts on different screen size devices with different resolutions. The rest of the surface behavior is in full compliance with the laws of physics. Surface What is the surface? No need to go too far and use textures or light and shade image gradients. Each surface has its height â€" a position on the axis Z and it cast a shadow at the bottom â€" exactly as the real world objects materials do. For example, if the lifting member is greater, then it has more shadow. This increased depth of focus is critically important to the users and helps to browse through the application gracefully. Depth also gives us some tips about interaction. In above example, as user is scrolling content , green header adhere to the topsheet and cast a shadow. The depth should be meaningful. Take care of the movements. Floating buttons, toolbars and dialog boxes are located at a certain height. Sometimes they need to move along the Z axis in order to avoid collisions when users take actions. FAB is a very distinctive Material Design element. Many believe that it is necessary to add it to the interface: It should be only used for the key action in your application. If you need to close a window or confirm the action, it is not necessary to use the floating action button. There are many other elements to achieve this. Not everything has to be on the card. The card suits only if object has many forms and it contains a lot of different content. Material Design language uses classic print design principles in its interface design. Typography In print design, typography plays a crucial role. Take any magazine and you will notice that typography performs two important functions. Secondly, typography defines the structure of content. Material Design has been criticized for narrowing font selection only to one â€" Roboto font. But there is a good reason for this. Take a look at the image below. If we ignore icons and convert the text into the plain, gray blocks, it becomes apparent that the structure is quite distinguishable. In this case, we explicitly distinguish grouping. Font size Material Design guidelines recommend to use Roboto font and offers variety of size combinations. However, Roboto font can be replaced or combined by corporate font to support the brand. Standard Material Design color palette consists of the main and accent colors: Colors are mainly used for large areas such as action bar and darker variation for status bar. Bright accent colors are used for point-controls, indicators, buttons , strips and etc. Android supports a library called Palette , which allows you to extract and make use of colors in an image. Palette allows dynamically paint interface based on photo images used in application: Beautiful photos Finally, Material Design guidelines are encouraging developers and designers to use photos and illustrations in all its glory. Meaningful animations In the real world objects can not just appear out of nowhere and disappear into

nowhere. This would cause confusion and lead developers into a dead end. The animation shows selected surface movement on click tap: Otherwise, there would be an illusion of approaching or moving away from the viewer, with a very large distance. Response Another very important principle of Material Design animation â€" response to user actions. Where possible, the epicenter of the interface changes must be the touching point of the device screen or click point in desktop applications. For example, a wave that comes and goes from the touching clicking point. This effect can be easily implemented in Android L. Authentic motion In real world, the force is nowhere close to infinity, time will never tend to zero either, which means that objects cannot come to an instantaneous stop. Exactly the same physics laws of motion are used in Material Design animations. If on the big screen, we can afford to show a list, and detailed information of selected item, then on the smartphone display a list and details requires a separate screen surface layer. On widescreen displays units are stretched to their limits of readability and padding space from the edges can be quite large. In that case, empty space is a perfect opportunity to use elements such as floating action button. Whiteframes Whiteframes created by designers at Google is a good source and starting point to learn how to organize space on different screen size devices. In particular â€" is more convenient to choose the size of an app bar making it fold: On smartphones and tablets this size is different, but the app will adapt without any problems. Toolbar Action bars header controls, action buttons, navigation are one of the most important parts of the user interface. In Android Lollipop navigation has evolved from a constrained strips on top of a full-fledged widget to a beautiful and functional application control unit. Material Design UI controls has been enriched with variety of elements: FAB can be placed anywhere: FAB can be moved from place to place depending on the objectives of your application.

Chapter 2 : Material Design - Good Web Design from Google

Material Design Color Palette will help you quickly decide which color to choose for your project. Colors are taken from Google's Material Design Guidelines.

We Need More colors! A correct palette is what separates a great idea from a horrendous implementation. Like it or not, the usability and readability of a website or an app is directly influenced by the color choice the designer makes. The latest Material Design guidelines focus on bringing more color to the web. The updates aim to help designers and developers to a better job in choosing colors for their projects. In addition to that, Google introduces a new color tool for designers to experiment with. The color tool is the most important part of the Material Design update. It allows anyone to experiment with color choices in real time. Obviously, any color scheme choice should be based on research and testing, but the tool is perfect to kick-start the creative process. There are six interfaces covering the typical UI of an Android app to test color choices. Of course, for complex sites, the tool may seem limited, yet the insights it provides are more than enough for prototyping. Every complex UI was, in the beginning, a prototype. Impress your audience with animated websites and web presentations. All you have to do is to pick the elements you like best and combine them. Each slide has been carefully crafted to satisfy three key criteria: That way you know every element works together seamlessly while enhancing the impact of your content. Create a Website Improving Accessibility with Color However, the most important functionality of the new tool is the accessibility tab. And this is great. At Designmodo, we firmly believe that the web should be accessible to anyone. What Else is New? But remember, guidelines are not compulsory. Read, create and experience. Guidelines are built, for now by humans, just like you and me. These are exciting times for designers to live in. And while the A. Subscribe to our top stories.

Chapter 3 : Trendy Web Color Palettes and Material Design Color Schemes & Tools

Make your own Material theme and create a branded symbol library by applying style changes to color, shape, and typography. Material is an adaptable system of guidelines, components, and tools that support the best practices of user interface design.

No opacity was chosen, so the default of 1. In the third bar, an opacity of 0. In the fourth bar, three style attributes are used: The rightmost bar additionally uses stroke-opacity and fill-opacity to choose opacities for the border and fill: We can do that with the annotation role: DataView data ; view. Stacked bar charts are typically used when a category naturally divides into components. For instance, consider some hypothetical book sales, divided by genre and compared across time: The options for this are isStacked: There is also an isStacked: This is because the percentage axis ticks are the result of applying a format of ". We call this effort Material Design. Bar instead of google. Material Charts will not work in old versions of Internet Explorer. The appearance and interactivity are largely final, but many of the options available in Classic Charts are not yet available in them. You can find a list of options that are not yet supported in this issue. Also, the way options are declared is not finalized, so if you are using any of the classic options, you must convert them to material options by replacing this line: Dual-X axes are available only for Material charts i. If you want to customize this behavior, use the hAxis. In the code below, the axes and series options together specify the dual-X appearance of the chart. Top-X axes are available only for Material charts i. If you want to put the X-axis labels and title on the top of your chart rather than the bottom, you can do that in Material charts with the axes.

Chapter 4 : Material Design Color, Flat Colors, Icons, Color Palette | Material UI

Choose your favorite colors and get your Material Design palette generated and downloadable.

To select primary and secondary colors, and generate light and dark variants of each, use the Material Design palette tool, Theme Editor, or Material Design palettes. A sample primary and secondary palette Primary color indicator Light and dark variants Principles Color indicates which elements are interactive, how they relate to other elements, and their level of prominence. Important elements should stand out the most. Read More Hierarchical Color indicates which elements are interactive, how they relate to other elements, and their level of prominence. Legible Text and important elements, like icons, should meet legibility standards when appearing on colored backgrounds, across all screen and device types. Color theme creation color, color system The baseline Material color theme Material Design comes designed with a built-in, baseline theme that can be used as-is, straight out of the proverbial box. This includes default colors for Read More Material Design comes designed with a built-in, baseline theme that can be used as-is, straight out of the proverbial box. This includes default colors for primary, secondary, and their variants. This baseline theme also includes additional colors that define your UI, such as the colors for backgrounds, surfaces, errors, typography, and iconography. All of these colors can be customized for your app. The baseline Material color theme. Dark and light primary variants You can make a color theme for your app using your primary color, as well as dark and light primary variants. Distinguish UI elements To create contrast between UI elements, such as distinguishing a top app bar from a system bar, you can use light or dark variants of your primary color on each elements. You can also use variants to distinguish elements within a component, such different variants used on a floating action button container, and the icon within it. This UI uses a primary color and two primary variants. Secondary color A secondary color provides more ways to accent and distinguish your product. Having a secondary color is optional, and should be applied sparingly to accent Read More A secondary color provides more ways to accent and distinguish your product. Having a secondary color is optional, and should be applied sparingly to accent select parts of your UI. Secondary colors are best for: Floating action buttons Selection controls, like sliders and switches Highlighting selected text Links and headlines Dark and light secondary variants Just like the primary color, your secondary color can have dark and light variants. You can make a color theme by using your primary color, secondary color, and dark and light variants of each color. Surface colors affect surfaces of components, such as cards, sheets, and menus. The background color appears behind scrollable content. Error color indicates errors components, such as text fields. The baseline error color is B A UI showcasing the baseline colors for background, surface, and error color. Typography and iconography colors The elements in an app use colors from specific categories in your color palette, such as a primary color. Whenever other screen elements, such as Whenever other screen elements, such as text or icons, appear in front of surfaces using those colors, those elements should use colors specifically designed to appear clearly and legibly against the colors behind them. Sometimes, they are also applied to surfaces. A UI showcases the baseline colors for text and iconography. Accessible colors To ensure that a color provides an accessible background behind light or dark text, you can use light and dark variants of your primary and Read More To ensure that a color provides an accessible background behind light or dark text, you can use light and dark variants of your primary and secondary colors. Alternatively, these colors can be used for typography that appears in front of light and dark backgrounds. Color swatches A swatch is a sample of a color chosen from a range of similar colors. A white check mark indicates when white text is legible on a background color A black check mark indicates when black text is legible on a background color For apps that use white text, backgrounds must be accessible against white. These white check marks indicate when white text is accessible against various background color swatches. The color swatch is applied to this UI. For apps that use black text, backgrounds must be accessible against black. These black check marks indicate when black text is accessible against various background color swatches. The 50 color swatch is applied to this UI. Apps can use alternative colors to establish themes that distinguish different sections. Alternative colors are best for: Apps with light and dark themes Apps with different themes in different sections Apps that exist as part of a suite of

products Alternative colors should be used cautiously, because they can be challenging to implement cohesively with existing color themes. Alternative colors for section themes Alternative colors can be used to theme different parts of an app. Owl is an educational app that provides courses for people who want to

Chapter 5 : Material UI Colors | Color Palette for Material Design

Specifically, the new Material Design resource allows developers to create color schemes with lighter and darker shades of primary and secondary colors â€" think light blue and dark green, or.

Chapter 6 : Google's Material Design UI is Getting Revamped with New Colors, Iconography, and a Focus

From what we know about Material Design 2's color palette, at least a few of the swatches in Google's "primary ", like Red and , are darker than their Material Design predecessors.

Chapter 7 : The color system - Material Design

To use the CSS classes variables, you can import the dist/racedaydvl.com CSS in your html. There is two different set of CSS classes: The ones made to change the color attribute .{color}-{accent}-cl).

Chapter 8 : Color collection - Material Design

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Chapter 9 : The Ultimate Guide to Google's Material Design

Google Design is a cooperative effort led by a group of designers, writers, and developers at Google. We work across teams to publish original content, produce events, and foster creative and educational partnerships that advance design and technology.