

grfx-2303 typography 1

PROJECT 2

ui/ux: logotype icon + intro to app prototype

OBJECTIVES
SUBSIC
WORKSHOP 1 (UI/UX INTRO)
WORKSHOP 2 (IDATION: ICON DESIGN + APP)
WORKSHOP 3 (APP ICON DIGITAL CREATION)
WORKSHOP 4 (WIREFRAMES + ASSETS)
WORKSHOP 5 (FIGMA APP PROTOTYPE BUILD)
WORKSHOP 6 (USER TESTING - FINAL STEPS)
BEHANCE
SCHEDULE

PROJECT 1 - UPDATED
LINES
SHAPES
LETTERS SKETCHES
PROJECT 4 - FINAL
SKETCHES 01
SKETCHES 02

PRELIMINARY schedule

Check all of the **DUE + WHAT + WHEN + WHERE** in this project sheet for details on what exactly is due. Naming files correctly is part of the project grade.

THURS SEPT 10: Project 1 Introduction (Digital) Project 2 Introduction, Mood Board research begins

TUES SEPT 18: Project 1 (Digital) DUE. Discuss the exercises on the Project 1 (Digital) DUE. Do: WORKSHOP 1 (UI/UX INTRO) - Introduction and Crazy 8's DUE. In-class

THURS SEPT 19: Final Behance DUE. All of Project 1 DUE. Pages: Navigation Maps and Wireframes from Workshop 1 DUE. Do: WORKSHOP 2 (IDATION: ICON DESIGN + APP)

TUES SEPT 24: App Icon Sketches from Workshop 2 DUE. Do: WORKSHOP 3 (APP ICON DIGITAL CREATION)

THURS SEPT 25: Digital App Icon from Workshop 3 DUE. Do: WORKSHOP 4 (WIREFRAMES + ASSETS)

TUES OCT 1: Wireframes and Assets from Workshop 4 DUE. Do: WORKSHOP 5 (FIGMA APP PROTOTYPE BUILD)

THURS OCT 3: Progress DUE. Continue working on Figma App Prototype, Behance Progress DUE

TUES OCT 8: Final Prototype DUE. Do: WORKSHOP 6 (USER TESTING - FINAL STEPS)

THURS OCT 10: User Testing DUE. User Testing implemented in class. Get 4-5 user observations of prototype for Behance. Get 4-5 user testing DUE. Consider updating prototype in user final Figma app final DUE. Get 4-5 user testing DUE. Behance Progress DUE. App Project 2

THURS OCT 16: All of Project 2 DUE. This includes Behance, Final Project 2 DUE

GRFX-2303 PROJECT 2

WORKSHOP 4

PROJECT 2

ui/ux: logotype icon

WORKSHOP 3

intro to app
prototype

OBJECTIVES
SUBSIC
WORKSHOP 1 (UI/UX INTRO)
WORKSHOP 2 (IDATION: ICON DESIGN + APP)
WORKSHOP 3 (APP ICON DIGITAL CREATION)
WORKSHOP 4 (WIREFRAMES + ASSETS)
WORKSHOP 5 (FIGMA APP PROTOTYPE BUILD)
WORKSHOP 6 (USER TESTING - FINAL STEPS)
BEHANCE
SCHEDULE

PROJECT 2
PROJECT 2 - WORKSHOP 1 ++ MindMap(s)
PROJECT 2 - WORKSHOP 1 ++ Crazy 8's
PROJECT 2 - WORKSHOP 1 ++ Preliminary Navigation Map + Wireframes
PROJECT 2 - WORKSHOP 2 ++ Sketches RD 1
PROJECT 2 - WORKSHOP 2 ++ Logotype Sticker
PROJECT 2 - WORKSHOP 2 ++ Sketches RD 2
PROJECT 2 - WORKSHOP 3 ++ Digital App Icon Final Vector Work
PROJECT 2 - WORKSHOP 3 ++ Digital App Icon
PROJECT 2 - WORKSHOP 4 ++ Wireframes + Assets Final Vector Work
PROJECT 2 - WORKSHOP 4 ++ Wireframes + Assets
PROJECT 2 - WORKSHOP 5 ++ Figma Digital App Prototype Final Work

PROJECT 2

ui/ux: logotype icon

WORKSHOP 4

intro to app
prototype

OBJECTIVES
SUBSIC
WORKSHOP 1 (UI/UX INTRO)
WORKSHOP 2 (IDATION: ICON DESIGN + APP)
WORKSHOP 3 (APP ICON DIGITAL CREATION)
WORKSHOP 4 (WIREFRAMES + ASSETS)
WORKSHOP 5 (FIGMA APP PROTOTYPE BUILD)
WORKSHOP 6 (USER TESTING - FINAL STEPS)
BEHANCE
SCHEDULE

PROJECT 2
PROJECT 2 - WORKSHOP 1 ++ MindMap(s)
PROJECT 2 - WORKSHOP 1 ++ Crazy 8's
PROJECT 2 - WORKSHOP 1 ++ Preliminary Navigation Map + Wireframes
PROJECT 2 - WORKSHOP 2 ++ Sketches RD 1
PROJECT 2 - WORKSHOP 2 ++ Logotype Sticker
PROJECT 2 - WORKSHOP 2 ++ Sketches RD 2
PROJECT 2 - WORKSHOP 3 ++ Digital App Icon Final Vector Work
PROJECT 2 - WORKSHOP 3 ++ Digital App Icon
PROJECT 2 - WORKSHOP 4 ++ Wireframes + Assets Final Vector Work
PROJECT 2 - WORKSHOP 4 ++ Wireframes + Assets
PROJECT 2 - WORKSHOP 5 ++ Figma Digital App Prototype Final Work

PROJECT 2 | WORKSHOP 4

App Icons (digital work) **DUE**

- Discuss/Critique icons along with:
 - ✓ Preliminary Navigation Maps/Wireframes from Workshop 1
 - ✓ Preview of Figma requirements (meet project objectives well first; then consider extra credit work)
- Start creating! :)

What is **DUE** by Tuesday

Behance Reminder

Figma Files Discussion/Preview

PROJECT 2 | WORKSHOP 4

- App Icons (digital work) **DUE**
- Discuss/Critique icons along with:
 - ✓ Preliminary Navigation Maps/Wireframes from Workshop 1
 - ✓ Preview of Figma requirements (meet project objectives well first; then consider extra credit work)
- Start creating! :)

What is **DUE** by Tuesday

Behance Reminder

Figma Files Discussion/Preview

workshop 4
WIREFRAMES + ASSETS

Illustrator will be used to create the basic build of how the screens will look in the final prototype. Though Figma has the capability to build basic shapes, Adobe Illustrator and its apps are much more capable.

Create a file in Illustrator as shown here.

- Name it YOUR LAST NAME_Proj2-F24_Wireframes.AI. **SAVE EARLY, SAVE OFTEN.**
- Project 2 builds to an iPhone 8 frame, so build yours at **375 x 667 Pixels**. Remember to choose **Pixels** as the measurement from the drop-down.
- At least 5 artboards.
 - You don't need one for the phone screen, but you need to build for every other page. 7 boards reflects my app with its 5 choices of emotions.
 - No bleed.
 - RGB.
 - High (300 ppi) Raster Effects just in case.

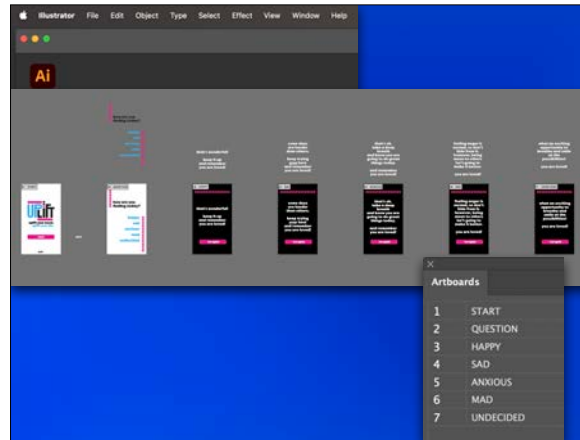
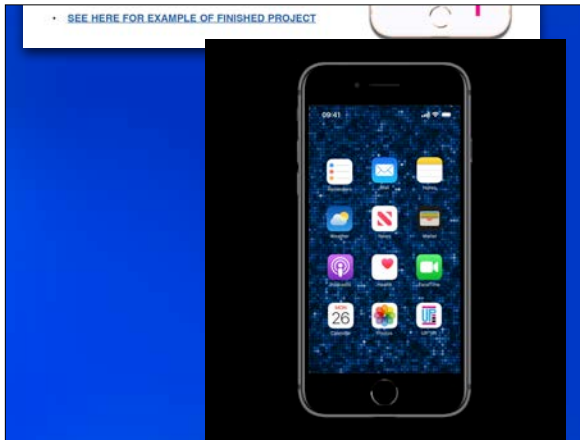
Start building!

PROJECT 2 | WORKSHOP 1

Navigation Map - how will the user get through your app. Remember to allow them to go back and/or exit! Otherwise, that's a bad user experience.

Start to consider how your app will look and what it will say.

Create a Preliminary Navigation Map and Wireframes (and learn what each of those are :)



Start building!

- Be consistent in typography, color, and spacing.
- Remember this is to be viewed on a phone.
- If you would like to have a page that scrolls down, make the artboard longer and be prepared to reflect that (easy) in Figma.
- Also see how some of my pages have a black background. This is a placeholder because I want a video to play in Figma. The video will need to be dark, so white text will be necessary.

For this project:

To be sure the prototype renders your fonts correctly, outline type after you're sure you're happy with it. See my artboards (next page) where live text is off the artboard just in case I need to use it later. All text on my artboards that I will paste into Figma is outlined. (In Multi-Platform, we will be more aware of font usage across platforms.)

13

PROJECT 2 | WORKSHOP 4

- App Icons (digital work) **DUE**
- Discuss/Critique icons along with:
 - ✓ Preliminary Navigation Maps/Wireframes from Workshop 1
 - ✓ Preview of Figma requirements (meet project objectives well first; then consider extra credit work)
- Start creating! :) ←
- What is **DUE** by Tuesday
- Behance Reminder
- Figma Files Discussion/Preview

PROJECT 2 | WORKSHOP 4

- App Icons (digital work) **DUE**
- Discuss/Critique icons along with:
 - ✓ Preliminary Navigation Maps/Wireframes from Workshop 1
 - ✓ Preview of Figma requirements (meet project objectives well first; then consider extra credit work)
- Start creating! :)
- ← What is **DUE** by Tuesday
- Behance Reminder
- Figma Files Discussion/Preview

When finished:

- File : Save the .AI file again. (Be sure it's named correctly!)
- File : Export : Export As... a PNG (png). Use Artboards (all)

Format: PNG (png)
 Use Artboards All Range: 1-7

with a **High Resolution** and **Transparent Background**.

• FYI: Nothing from this file will be used when building in Figma. The PNG is so the class can easily view your work in Canvas. Remember that Canvas will not display all file types.

DUE > WHAT • WHEN • WHERE

Be sure all files are named correctly. To not do so will reduce your project score.

RUBRIC:

- Directions were followed accurately with absolutely no errors

DUE by 2:05pm on Tuesday, October 1st:

- YOUR LAST NAME_Proj2-F24_Wireframes.AI → due in Canvas Assignment module asking for this.
- YOUR LAST NAME_Proj2-F24_Wireframes.PNG → due in Canvas Discussion module asking for this.

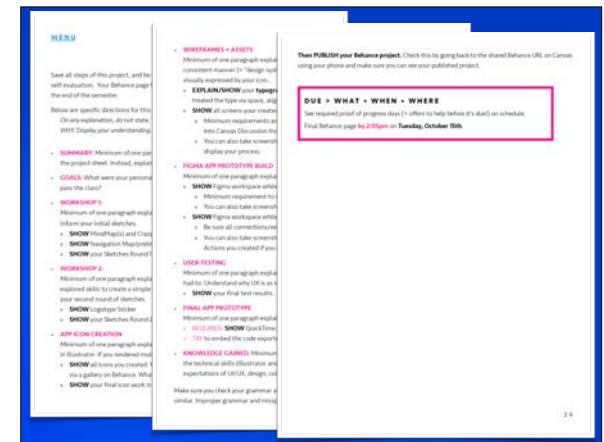
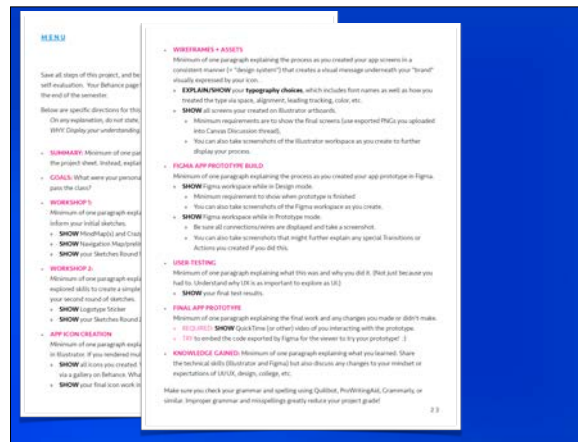
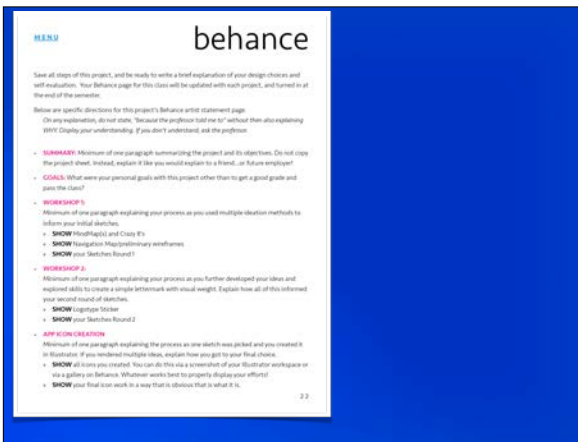
PROJECT 2 | WORKSHOP 4

- App Icons (digital work) **DUE**
- Discuss/Critique icons along with:
 - ✓ Preliminary Navigation Maps/Wireframes from Workshop 1
 - ✓ Preview of Figma requirements (meet project objectives well first; then consider extra credit work)
- Start creating! :)
- ← What is **DUE** by Tuesday
- Behance Reminder
- Figma Files Discussion/Preview

PROJECT 2

ui/ux: logotype icon + intro to app prototype

- OBJECTIVES
- RUBRIC
- WORKSHOP 1 UI/UX INTRO
- WORKSHOP 2 IDEATION: ICON DESIGN + APP
- WORKSHOP 3 APP ICON: DIGITAL CREATION
- WORKSHOP 4 WIREFRAMES - ASSETS
- WORKSHOP 5 FIGMA APP PROTOTYPING BUILD
- WORKSHOP 6 USER TESTING - FINAL STEPS
- BEHANCE ←
- SCHEDULE



PROJECT 2 | WORKSHOP 4

- App Icons (digital work) **DUE**
- Discuss/Critique icons along with:
 - ✓ Preliminary Navigation Maps/Wireframes from Workshop 1
 - ✓ Preview of Figma requirements (meet project objectives well first; then consider extra credit work)
- Start creating! :)
- What is **DUE** by Tuesday
- Behance Reminder
- ➔ Figma Files Discussion/Preview

MENU

workshop 5

FIGMA APP PROTOTYPE BUILD

In class, students will be guided through how to make a working app prototype in Figma, building on skills already begun at the end of Project 1. Project 2 app is more complex than Project 1, but is still simple. *Fit*. Though elements can be built from scratch in Figma, we are instead pulling elements built in Illustrator. Figma building skills will be further developed in GRFX-2803 Multi-Platform Design.

At the end of **Workshop 4**, we will complete the following:
 Start with **Proj 2 BASE.fig**, downloaded from Canvas. As this is Figma's local file type, it will open in the program.

- ➔ FYI > In GRFX-2803, we will work more in Figma's usual cloud-based collaborate workspace.

Rename **YOUR LAST NAME PROJ2**.

This announcement will not be visible until Sep 26 2pm.

Nicole Amell (She/Her) AUTHOR | TEACHER

Sep 25 10:56am

To Discuss in Class on Thursday, September 26th :)

I'm going to see how this file works for everyone in class today. Don't worry about it until I ask you to download and open it. :)

[PROJ 2 BASE.fig.zip](#)

Reply

PROJ 2 BASE.fig

