Berlin | November 20 - 21, 2018

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The 7 pillars of design...

Raffaella Isidori

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Guten Tag, Berlin!





polymath, rulebreaker, loud-laughing champion of diversity, Mindfulness practitioner

The 7 pillars of design

The 7 pillars of design (and how they apply to your life)

The 7 pillars of design (and how they apply to your life)

Inspired by Alex White's "The Elements of Graphic Design"

Design # Aesthetics

Design is process

"Design is a funny word. Some people think design means how it looks. But of course, if you dig deeper, it's really how it works."

Steve Jobs





the general principles that guide visual/graphic design can relate to many aspects of the design process. And of our lives

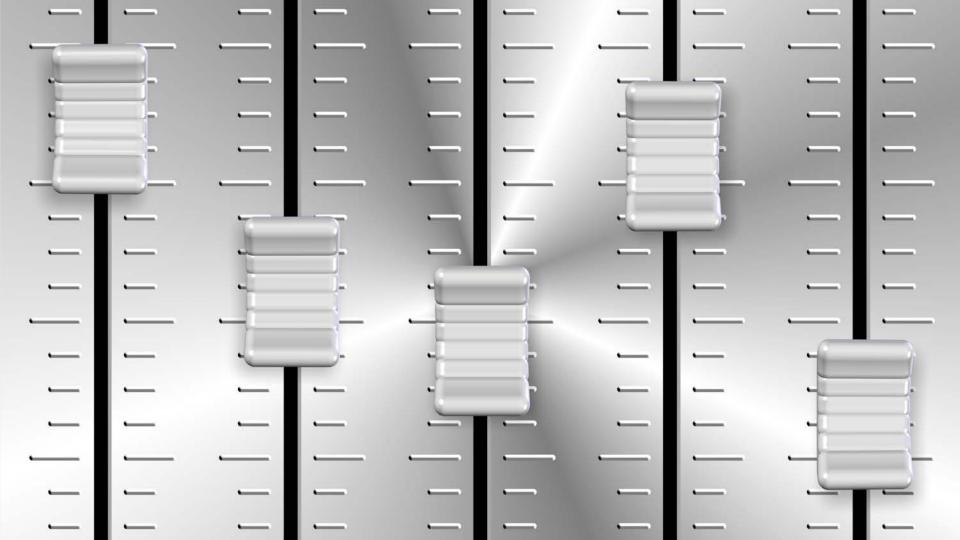
think of these principles holistically

being aware and mindful of them can help us design better

being aware and mindful of them can help us design better better products, and better lives

In design – as in life – these principles should be treated as **guides**

In design – as in life – these principles should be treated as **guides** not as imprisoning rules

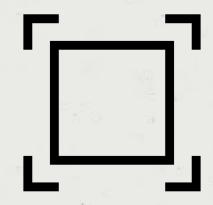


design and lives

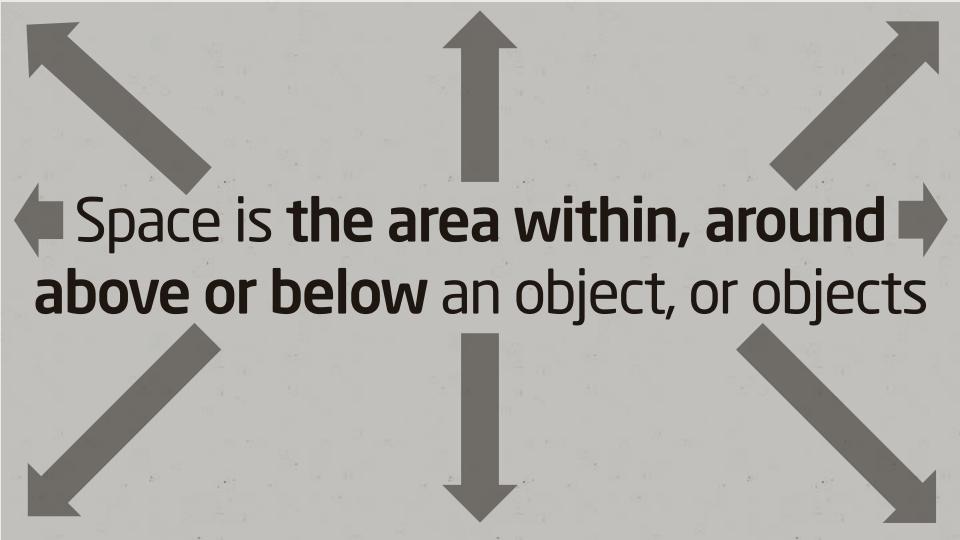
1st PRINCIPLE

SPACE

Space is the area within, around above or below an object, or objects







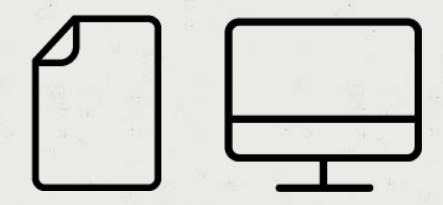
April Greiman



Paul Rand









In life, **space** is what surrounds us physically, spiritually, mentally

In design, white space is especially important

white space is the space "between" the elements, as well as the space "within" the elements

white space is not "empty space"

Consider it like the silent pause that, when listening, allows understanding

Consider it like the silent pause that, when listening, allows understanding

Whitespaceisthemostimportant, subtle andinvisiblekindofpunctuationorpunct us:apoint,adivisionofmultiplicity,asom ethingoutofeverything

white space is also, a powerful element of design





MELBOURNE FOOD & WINE FESTIVAL 8-14 OCTOBER 2007





www.foodnwine.com.au

In life, white space is quiet, a time to rest and recharge









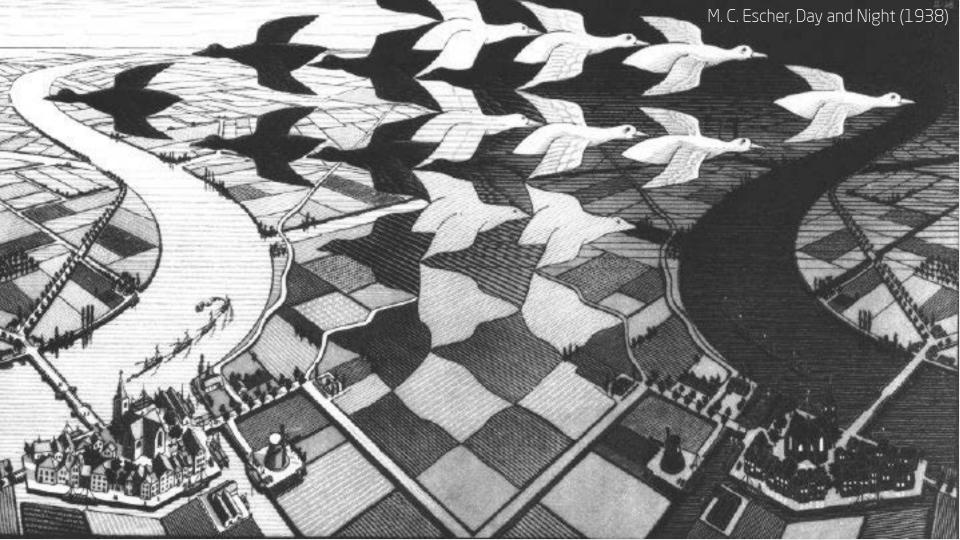
White space can be mental







We need white space in life to better see, feel and appreciate the "filled space"

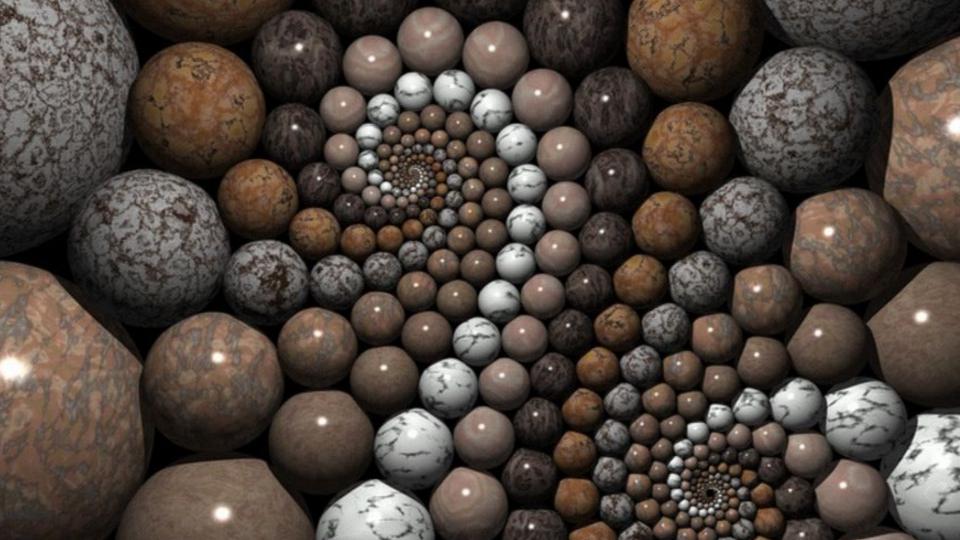


2nd PRINCIPLE

UNITY

HARMONY

When all elements in a design are in harmony, no individual part is perceived as more important than the whole.



achieving harmony is a main goal of good design

When all elements in our lives are in harmony, our quality of life is superior and richer

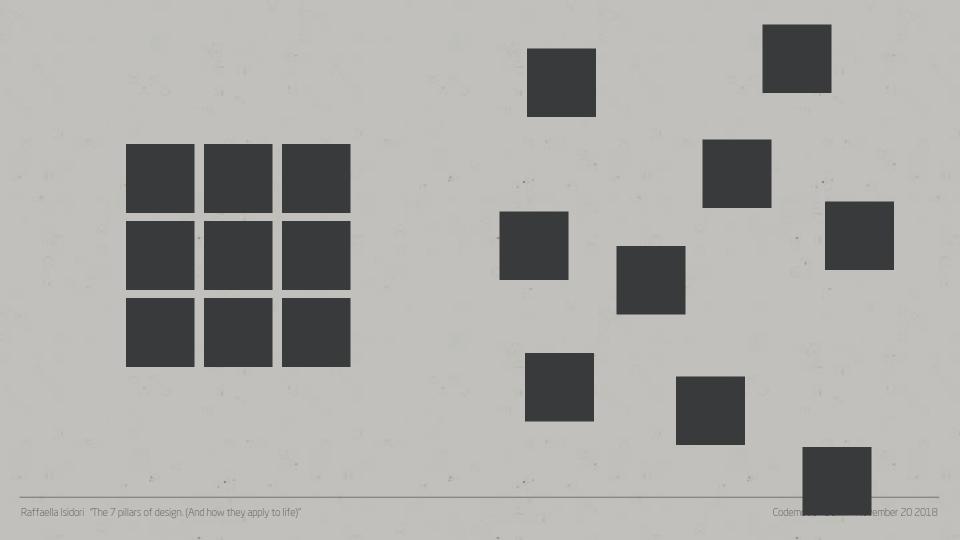
To avoid chaotic [or lifeless] design, we need a good balance between unity and variety

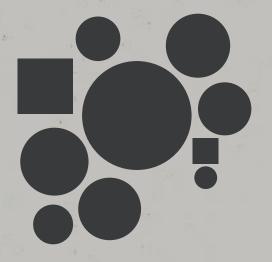
and to avoid boredom or stress we need a good balance between the known and the new, the safe and the exciting

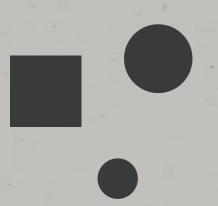
We can achieve unity in 4 ways:

Proximity

Proximity elements that are physically close are seen as related.





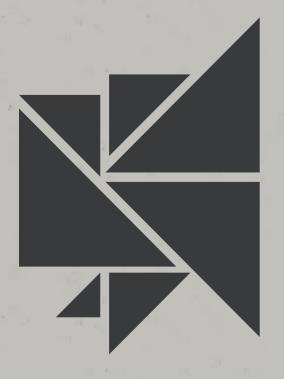


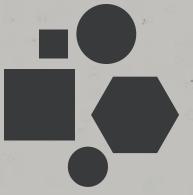


It satisfies our need to belong And pacifies our fear of void

Similarity

Similarity
elements that share similar position,
size, color, shape,
or texture are seen as related







Similarity, in our lives, makes us feel safe and belonging

Similarity, in our lives, makes us feel safe and belonging [like, here, now]

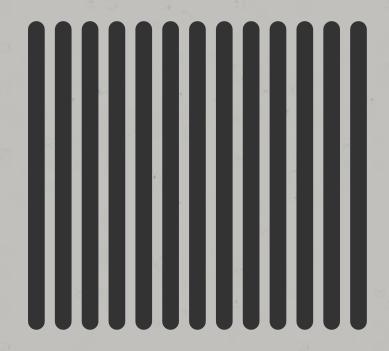
The opposite of similarity is **Diversity**



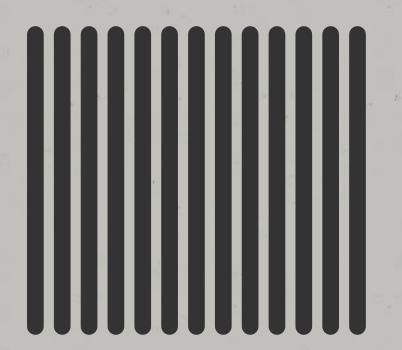


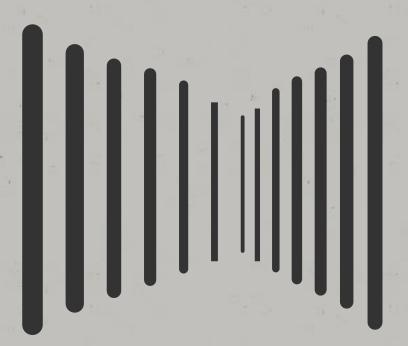
Repetition and rhythm

Repetition and rhythm recurring position, size, color, or use of graphic elements creates unity



repetition



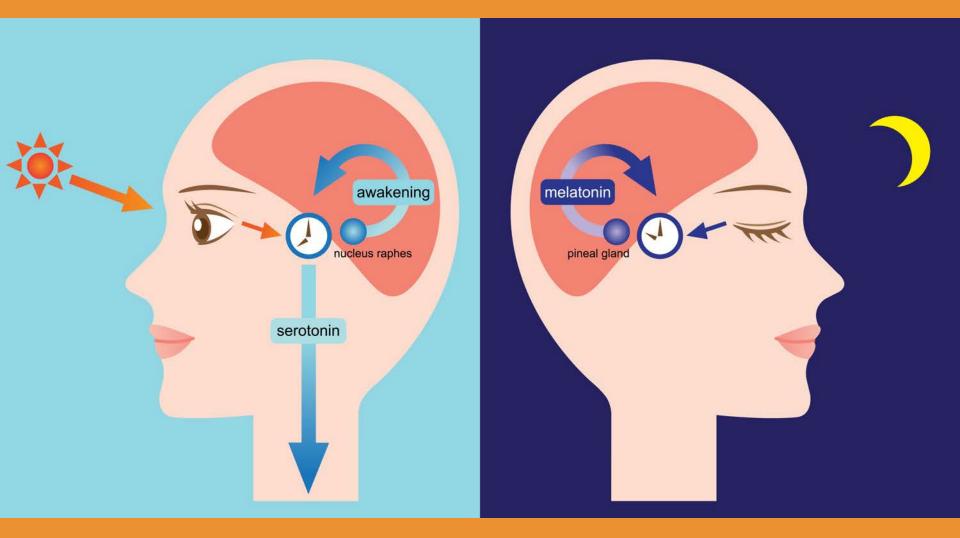


repetition

rhythm



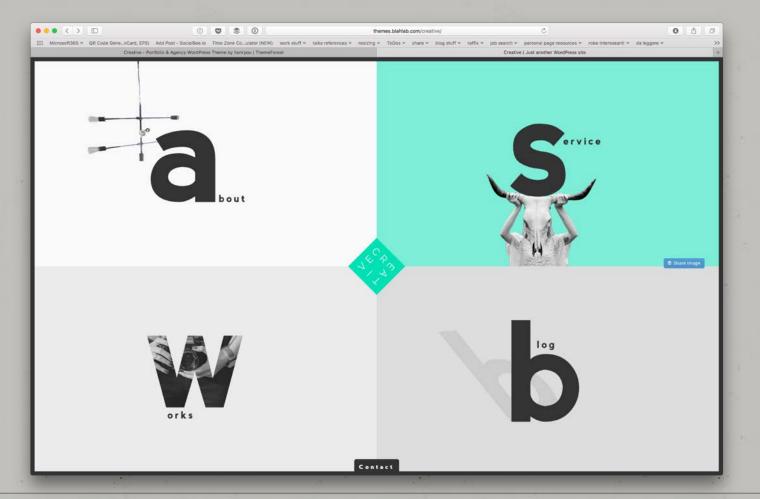
Having routines and breaking routines. Appreciating comfort, and breaking out of comfort





Variations on a theme

Variations on a theme provide continuity while retaining interest







And in life?





3rd PRINCIPLE

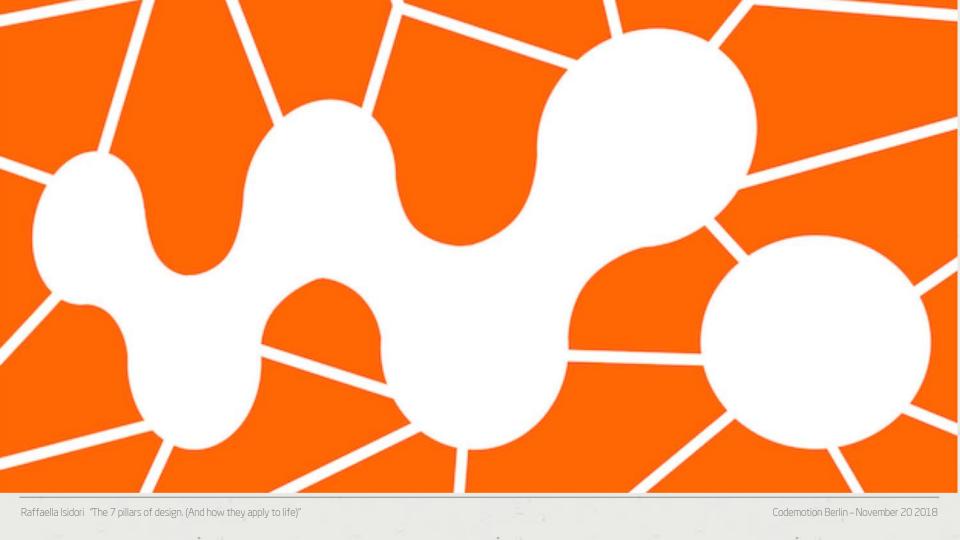
GESTALT

something that is made of many parts and yet is somehow more than or different from the combination of its parts

The fundamental principle of **Gestalt perception** is the law of **Prägnanz**

It states that humans tend to order their experience in a manner that is regular, orderly, symmetrical, and simple

And that minds perceive external stimuli as a whole rather than a sum of parts



In design, this means that all the elements that are part of a whole are affected by what surrounds them (each other)

Gestalt principles are key to well-applied web accessibility

In life, gestalt means that natural systems, and their properties, should be viewed as wholes, not as collections of parts

In fact, we perceive experiences holistically





In digital design, this is particularly important, and the reason why a good user experience is at the base of a successful product

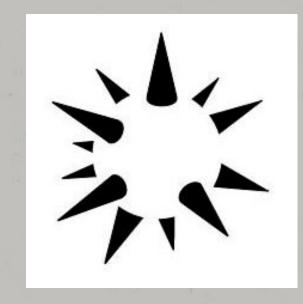
Gestalt psychologists argue that these principles exist because the mind has an innate disposition to perceive patterns in the stimulus based on certain rules

These rules are organized into various principles, which include: Proximity, Similarity, Closure, Continuity, and Simplicity.

We have already seen proximity and similarity as ways to achieve harmonious unity

Closure

the mind tends to see a "complete" figure even when it is shown only parts of it



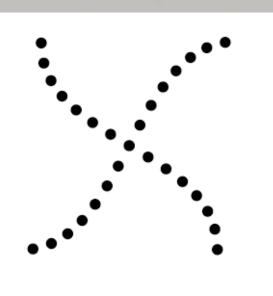




In life, closure may lead us to jump to conclusions

Continuity minds perceive objects on a path as being grouped together









Simplicity elements of objects tend to be perceived as grouped if they form a pattern that is regular, simple, and orderly





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In life, this may lead us to generalization and superficiality

Gestalt principles applied to life, should be reminders, that perception and reality may differ

And that things may not be as simple - or as predictable - as we might think (or like)

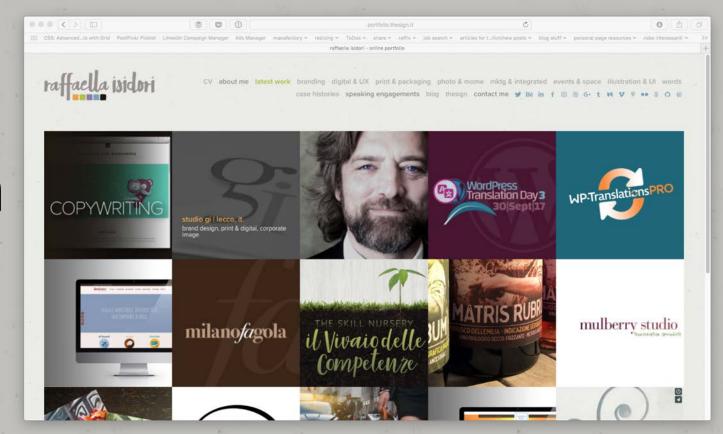
4th PRINCIPLE

HIERARCHY

Is best expressed through proximity and it is necessary to express priority

In design, we can express hierarchy through:

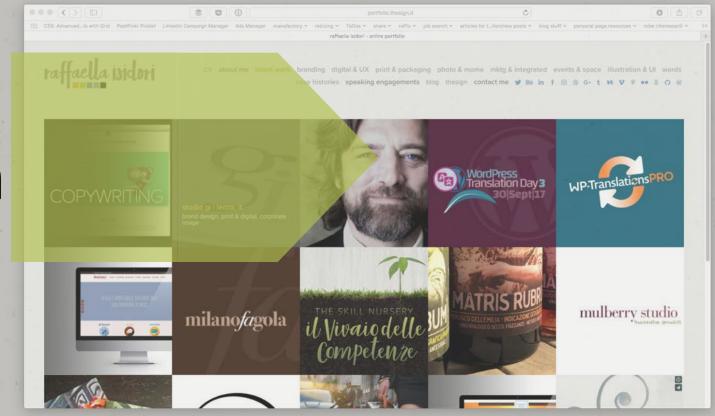
Is an important concept in hierarchy



Position



Position



Position

Negative (or white) space

Negative (or white) space



By manipulating the relationship between the parts, we can change the cumulative perception of the whole

Color

Contrast

Repetition

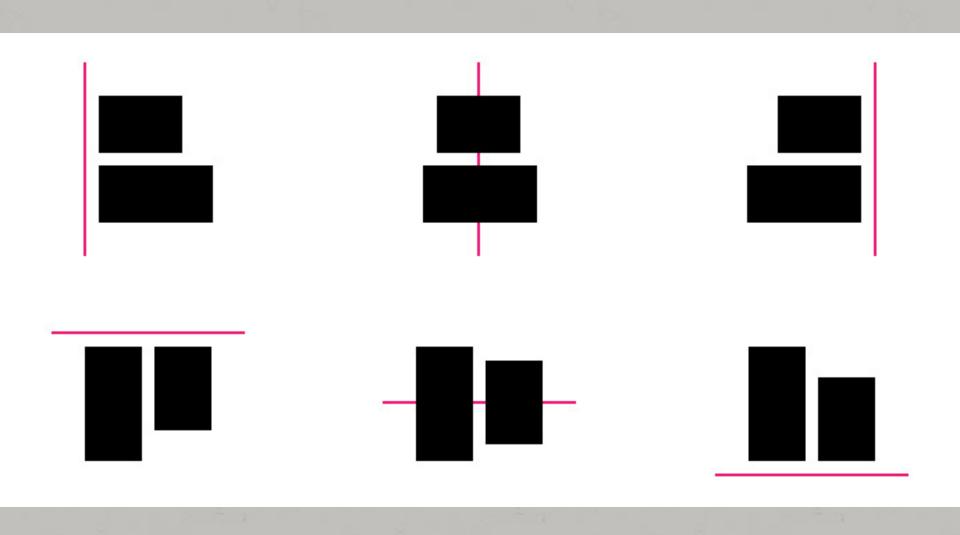


Raffaella Isidori "The 7 pillars of design. (And how they apply to life)"

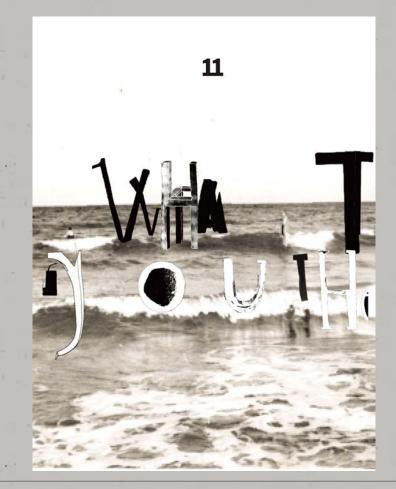
Codemotion Berlin - November 20 2018

- Banana
- Grapefruit
 - Papaya
 - Orange
- Lemon
- •

Alignment



cover for What Youth magazine



Toilette, Zoku Hotel, Amsterdam



In life, **hierarchy** can be determined - and can manifest in many ways and can be applied to many things

Size is important, negatively or positively, depending upon the circumstances, but it is often key





Position? Especially in social (and work) relations can be a determinant factor



What about color?





Hierarchy in life can be an asset, a goal, an imposition, a privilege, an opportunity or a **penalty**

But it still boils down to priorities

5th PRINCIPLE

CONTRAST DOMINANCE

These concepts are closely related to each other, and to hierarchy

Lack of dominance in a group of equally-weighted elements forces competition amongst them

And this is true in life as well

In design, lack of contrast/dominance creates messages that are hard to decipher and offer unpleasant experiences

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Contrast, in life, generally manifests a need for change, or for more balance

6th PRINCIPLE

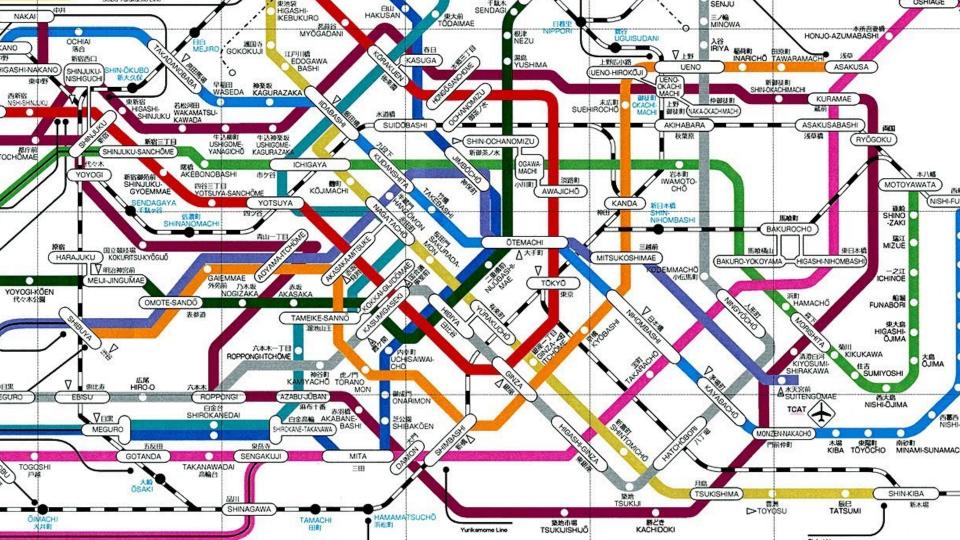
COLOR

Color is partly artistry but mostly science and common sense Alex W. White

Attract attention

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Identify and group elements



Indicate meaning



An immediately hazardous situation. If the hazardous situation is not avoided, death or serious injury will occur.



A potentially hazardous situation. If the hazardous situation is not avoided, death or serious injury could occur.



A potentially hazardous situation. If the hazardous situation is not avoided, minor or moderate injury could occur.

NOTICE

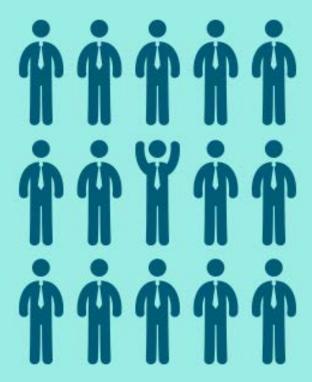
A property-damage-only hazard, meaning no personal injury is possible.

SAFETY

Indicates safety-related instructions, procedures, or the locations of safety

Create hierarchy

BEFORE



AFTER



Convey a mood



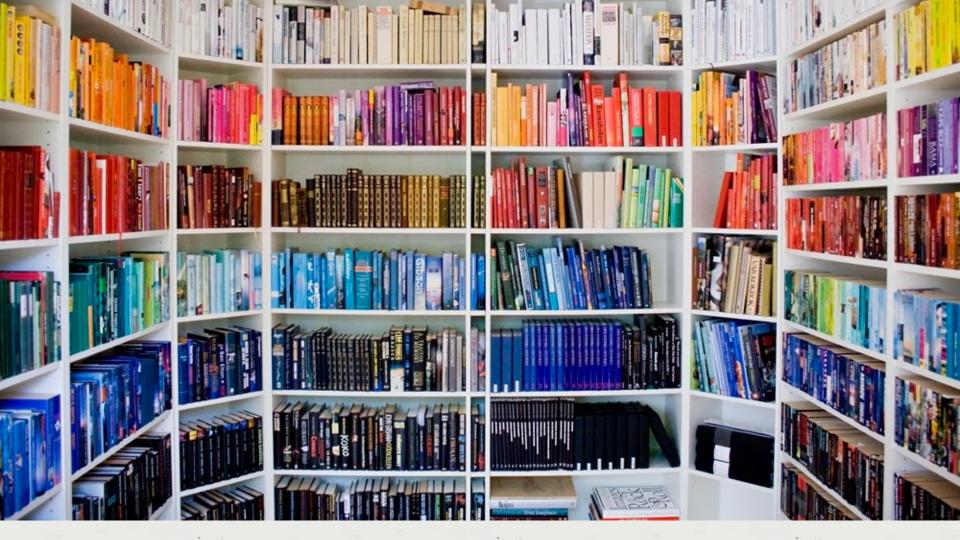








And in life?



Color is found in more than chromatic expressions

People, emotions, friends, lovers, family, pets, music, food, passions, and dislikes...

This is color in our lives

7th PRINCIPLE

BALANCE

It may be the last, but not the least important, by any means

Balance can be defined as the state of equalized tension

Balance can be defined as the state of equalized tension though not necessarily a state of calm

We define 3 types of balance

Symmetrical (or formal)



Asymmetrical (or informal)



Dynamic, Modern, Powerful, Vital

Overall balance (or mosaic)



Balance, in life, is harder to achieve than in design, but we should all strive for it

A good mix of harmony, priorities, contrast and color

Combined with an holistic vision and a wise use of space

Are the key ingredients to design a desirable, valuable, interesting, and worthy life



get in touch zetaraffix@thesign.it @zetaraffix

slides here (tomorrow)
http://thesign.it/Codemotion/Berlin2018.pdf