USER INTERFACE DESIGN

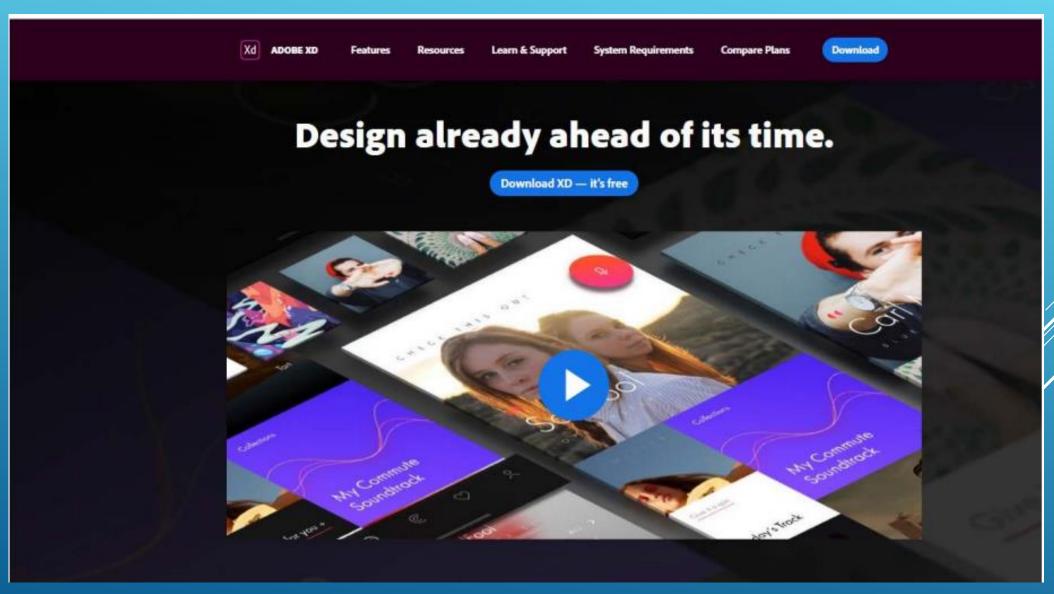
Μουρατίδου Ελένη

- I. Sketch (Design + Prototyping)
- II. Adobe XD (Design + Prototyping
- III. Figmetca (Design + Prototyping)
- IV. Adobe Photoshop (only design)
- V. InVision Studio (only prototyping)
- VI. Axure (Design + Prototyping)
- VII. Zeplin (between designer and developer)

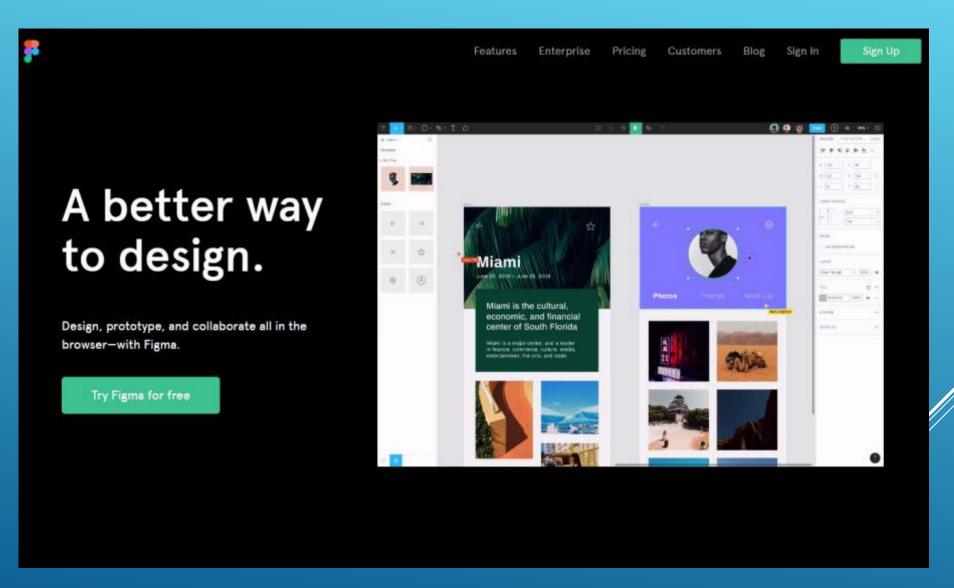
I. Sketch (Design + Prototyping)



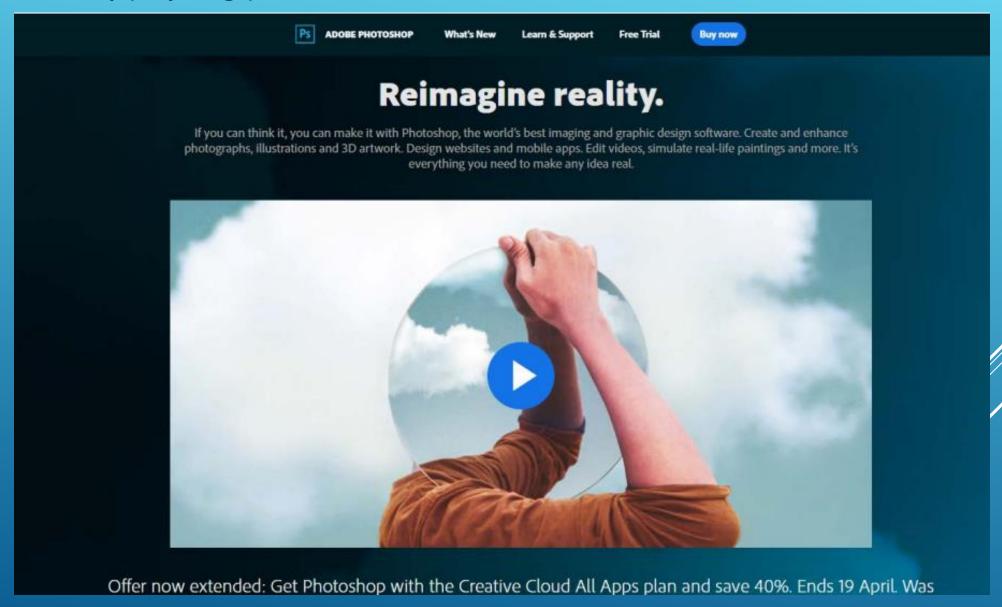
II. Adobe XD (Design + Prototyping



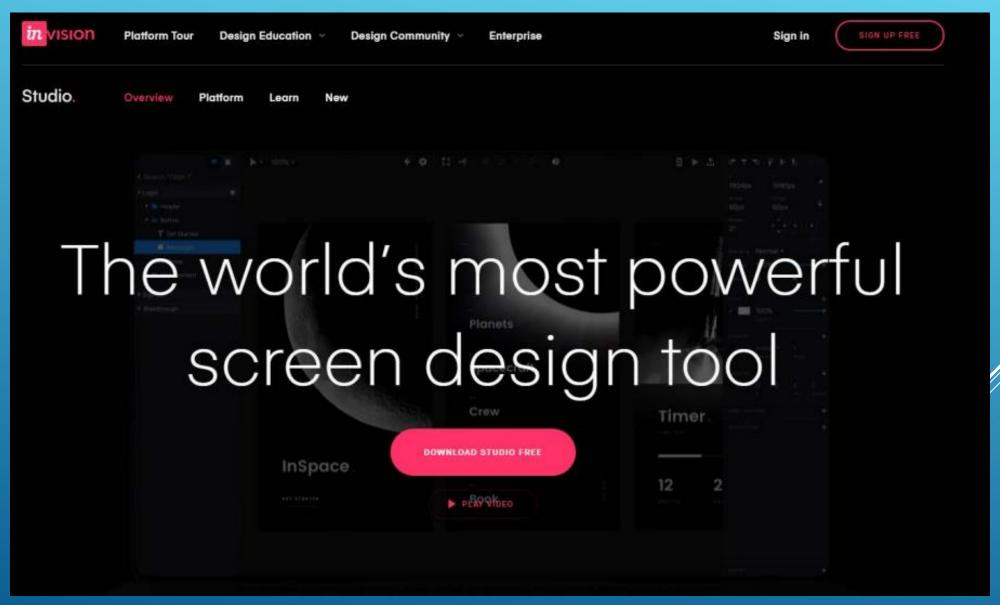
III. Figma (Design + Prototyping



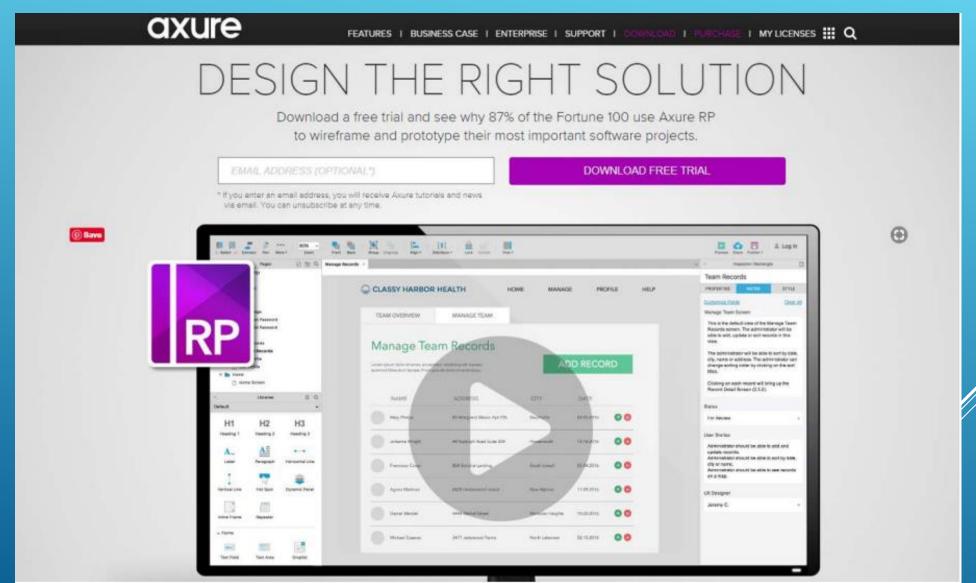
IV. Adobe Photoshop (only design)



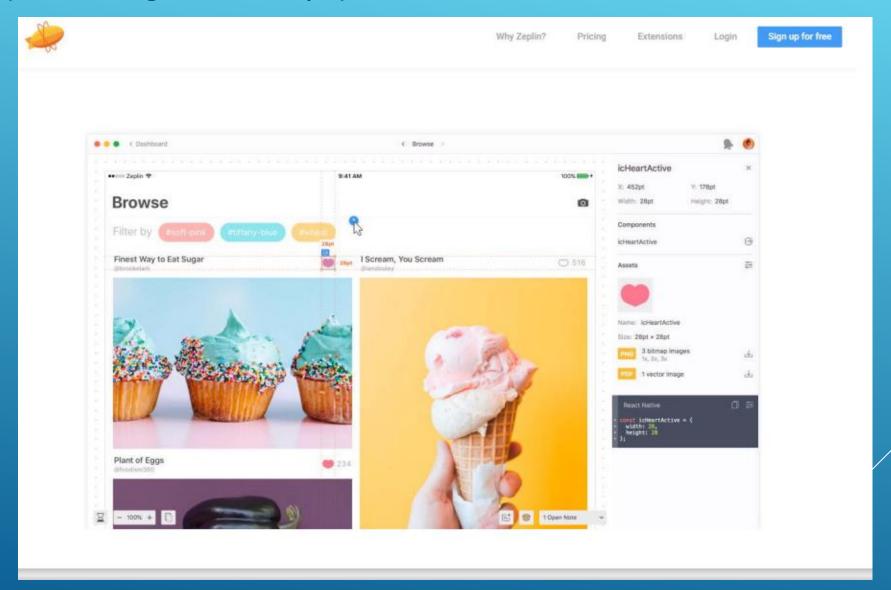
V. InVision Studio (only prototyping)



VI. Axure (Design + Prototyping)



VII. Zeplin (between designer and developer)



Branding

Βασίζομαι στο brand manual και επιφέρω τις απαραίτητες προσαρμογές για σχεδιαμό σε οθόνη σε επίπεδο λογότυπου, χρωμάτων και τυπογραφίας.



HOUSE+ HANGER 淡

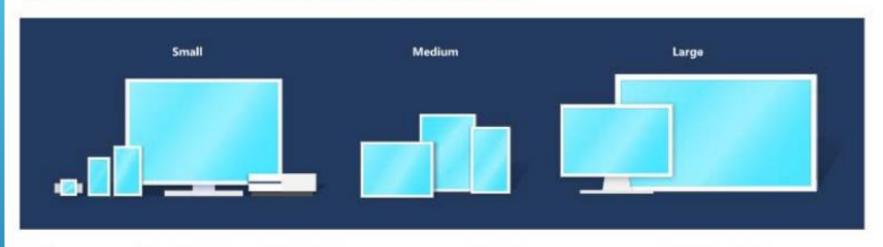
HOUSE + HANGER

3. Responsive Design



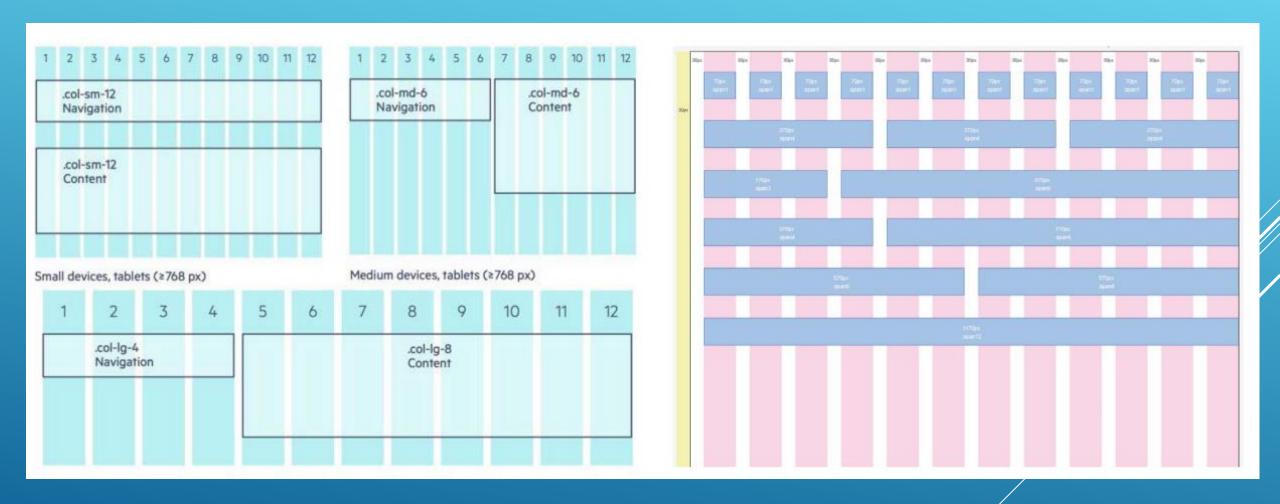
4. Breakpoints

This table describes the different size classes and breakpoints.

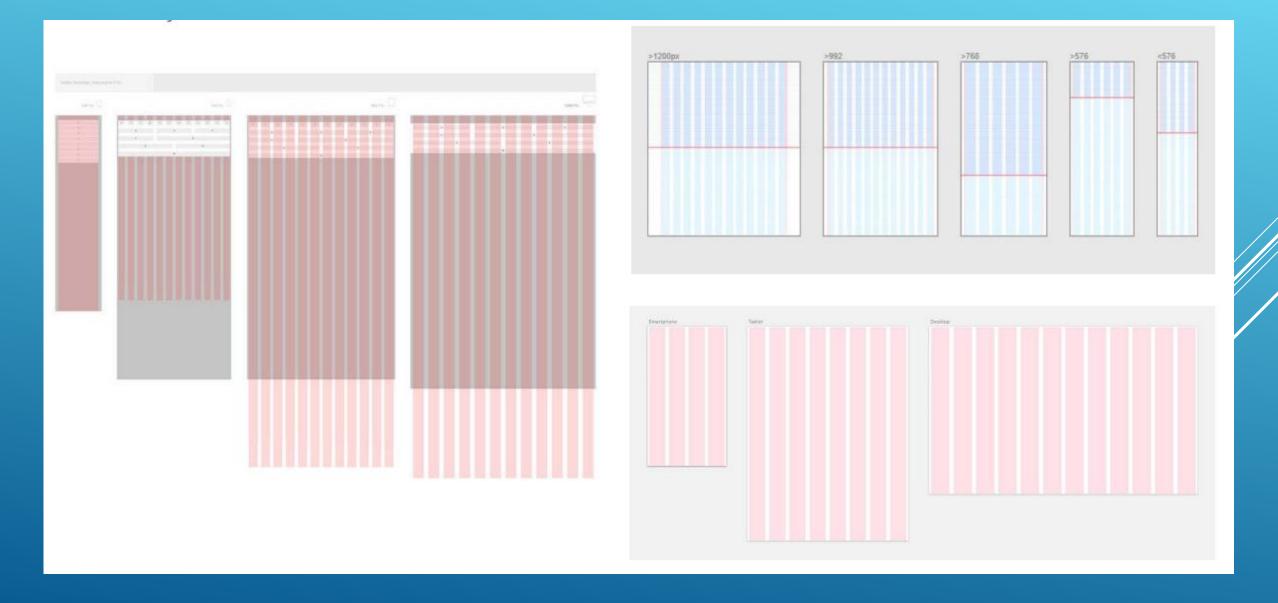


Size class	Breakpoints	Typical screen size (diagonal)	Devices	Window sizes
Small	640px or less	4" to 6"; 20" to 65"	Phones, TVs	320x569, 360x640,
				480x854
Medium	641px to	7" to 12"	Phablets, tablets	960x540
	1007px			
Large	1008px or	13" and larger	PCs, laptops,	1024x640, 1366x768,
	greater		Surface Hubs	1920x1080

5. Σύστημα κανάβου (Grid system)



5. Σύστημα κανάβου (Grid system)



5. Σύστημα κανάβου (Grid system)

