

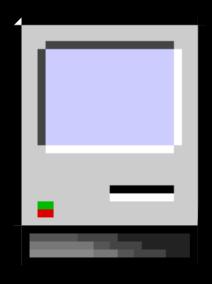
Paulien Strijland Macintosh Human Interface Human Interface Designer



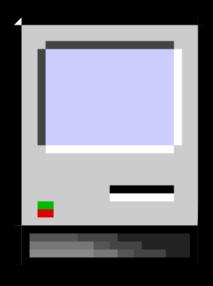
Human Interface Guidelines:

Color in the Macintosh Interface





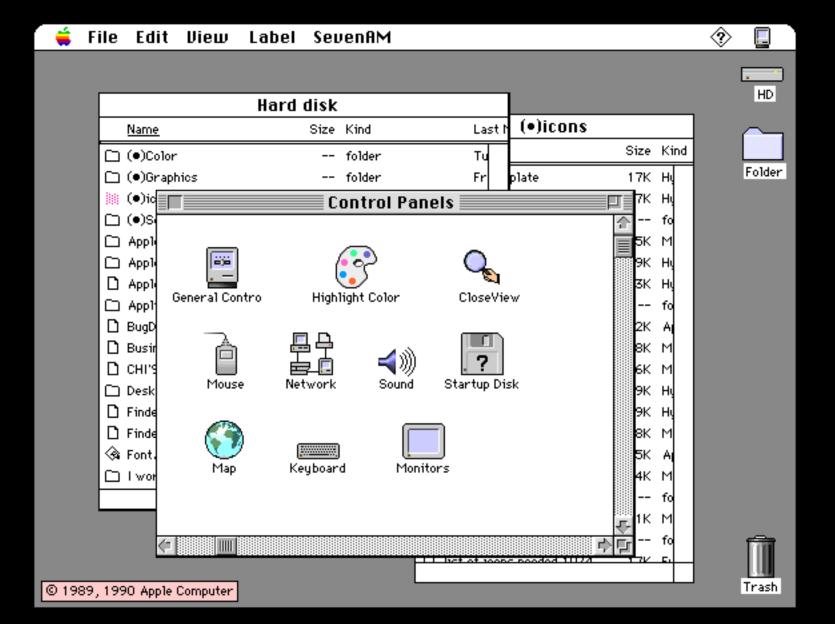
• Why?



- Why?
- What?



- Why?
- What?
- How?



Key Caps



• Design for the Macintosh

- Design for the Macintosh
- Be consistent

- Design for the Macintosh
- Be consistent
- Be subtle

- Design for the Macintosh
- Be consistent
- Be subtle
- Limit number of colors

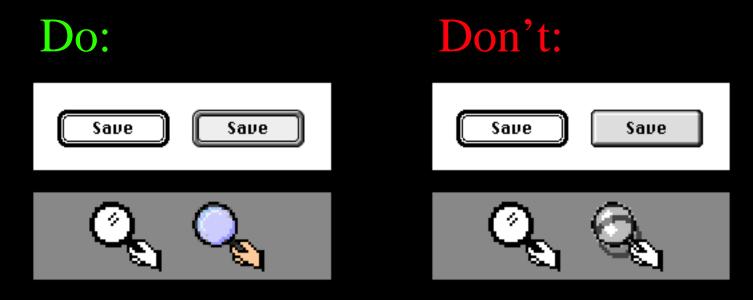
• Don't imitate other vendors

• Don't imitate other vendors

Do:



• Don't imitate other vendors



- Don't imitate other vendors
- Be compatible with black & white

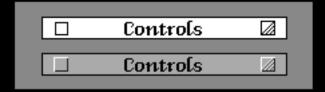
- Don't imitate other vendors
- Be compatible with black & white
 Do:



- Don't imitate other vendors
- Be compatible with black & white

Do: Don't:

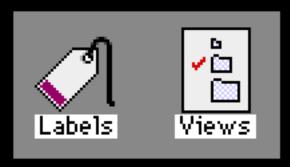




- Don't imitate other vendors
- Be compatible with black & white
- Avoid text in icons

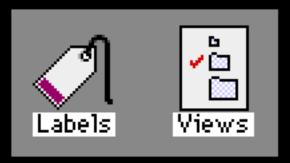
- Don't imitate other vendors
- Be compatible with black & white
- Avoid text in icons

Do:



- Don't imitate other vendors
- Be compatible with black & white
- Avoid text in icons

Do:



Don't:



• Use consistent colors

• Use consistent colors

Do:



• Use consistent colors

Do:



Don't:



- Use consistent colors
- Light source always at top left

- Use consistent colors
- Light source always at top left Do:



- Use consistent colors
- Light source always at top left

Do:



Don't:



- Use consistent colors
- Light source always at top left
- Use consistent icons

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- Light source always at top left
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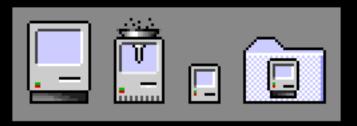


- Use consistent colors
- Light source always at top left
- Use consistent icons

Do:



Don't:



Be Subtle

Be Subtle

• Light colors for large areas

Be Subtle

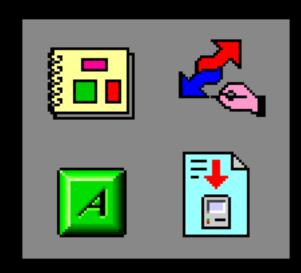
• Light colors for large areas Do:



• Light colors for large areas

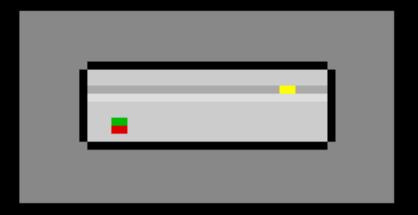
Do:





- Light colors for large areas
- Bright colors for small details only

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- Bright colors for small details only



- Light colors for large areas
- Bright colors for small details only
- Avoid heavy shadows

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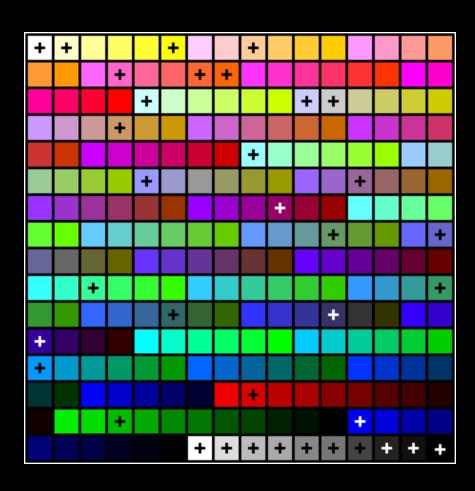
Do:





Limit Number of Colors

Limit Number of Colors



• ICN#



• ics#



• ICN#



• ics#



Mask



Mask



• ICN#



• icl4



• ics#



• ics4



• Mask



Mask



• ICN#



• icl4



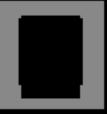
• ics#



• ics4



Mask



• icl8



Mask



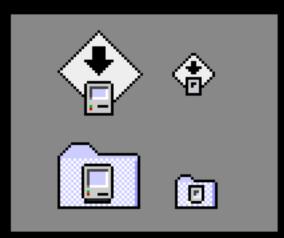
• ics8



• ics# resembles ICN#

• ics# resembles ICN#

Do:



• ics# resembles ICN#

Do:



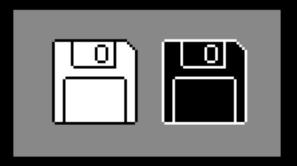


- ics# resembles ICN#
- Design for black and white

- ics# resembles ICN#
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- Think about selection

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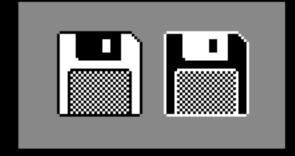
Do:



- ics# resembles ICN#
- Design for black and white
- Think about selection

Do:





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- Black outlines

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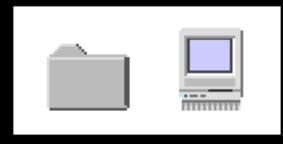
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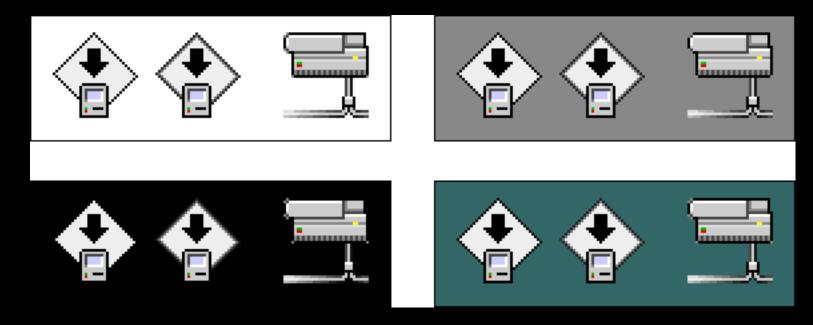
Do:





Anti-aliasing

Anti-aliasing



- Anti-aliasing
- One mask

- Anti-aliasing
- One mask

Do:



- Anti-aliasing
- One mask

Do:





The power to be your best