Design Basics (BA)

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Teil 1. / seminaristischer Unterricht

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Teil 2. / Praktikum

1. Recap

- Wireframing
- UX/UI Design

2. Animationsprinzipien

- Squash and Stretch
- Anticipation
- Staging
- Straight Ahead Action and Pose to Pose
- Follow Through and Overlapping Action
- Slow In and Slow Out
- Arc
- Secondary Action
- Timing
- Exaggeration
- Solid Drawing
- Appeal

3. Einführung in Figma

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