

# DES 420 / Week 9 / Content

1.00-2.30 - LunAR Park by Brenda Lopez Silva – guest lecture

2.30-2.45 - Break (15 min)

2.45-3.45 –Icons presentation

3.45-6.40 - Lab

# iOS7 UIO Guidelines

Minimum target size

44 pixels width by 44 pixels height

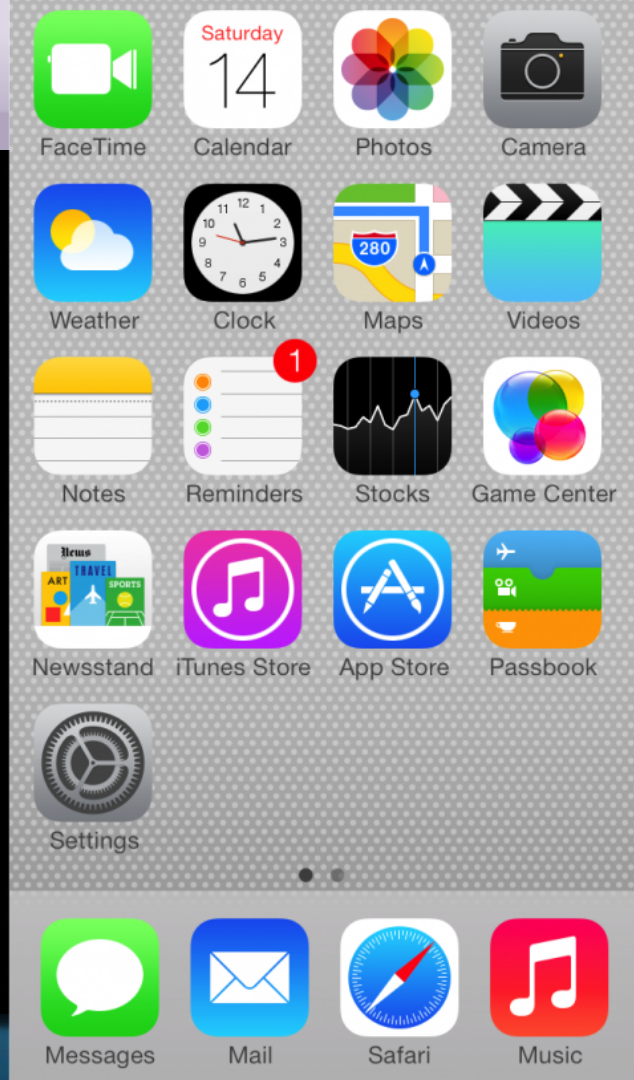
Pixel width of the average adult index finger

1.6 to 2 cm (16 – 20 mm) = ~ 45 – 57 pixels

Pixel width of the average thumb

1 inch (2.5 cm) = ~72 pixels

(An MIT Touch Lab study of Human Fingertips to investigate the Mechanics of Tactile Sense)



# iOS 6 and 7 icons

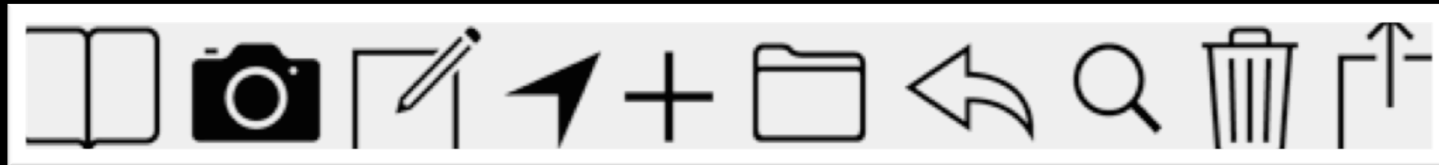


# Icons

App icon - launch icon



Bar icons - menu icons



# Icon Requirements for iOS

Icon Requirements and Tips for Apple Devices

iOS Human Interface Guidelines (full version)

<https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/MobileHIG/MobileHIG.pdf>

p. 192 - Icon and Image Design

p. 193 – Icon and Image Sizes

p.195 – App Icon

# Icon Requirements for iOS – App Icon

iPhone /iPod          60 x 60, 120 x120 pixels

iPad                    76 x76, 152 x 152 pixels

120 x 120 px icon without the mask



with the mask



# Icon Requirements for iOS – App Icon

App Icon submitted  
120 x 120 px



iOS 7 display of an app  
icon on the Home screen



iOS 6 display of an app  
icon on the Home screen





# App Icon for Display in the App Store

All devices

512 x 512, 1024 x1024 pixels

# Icon Design

Royalty free vector shapes at all-silhouettes.com

<http://www.all-silhouettes.com>



# Icon Design

1. Artboard 120x120



2. Gradient Rectangle



3. Vector Shape



4. Color Guide - 3 X



5. Off White highlight



6. Gradient Shape

