

Frames

240x320

Remove the device bar when not needed or space is restricted.

Centering okay for short items.

Things that truncate can generally be left that way, as long as they are reasonably readable.

Else, show the entire line again after the break.

Use this for overflow. Anything that exceeds the main frame will go down here.

No content between the bottom of the white space on the main frame, and this point below the blue arrow.

320x240

Remove SKs when not relevant (stylus & touch).

Use this to show very long pages where content is not being designed by you. Just crop the middle, around the jag marks, and show the bottom of the screen instead.

Smaller (128 wide)

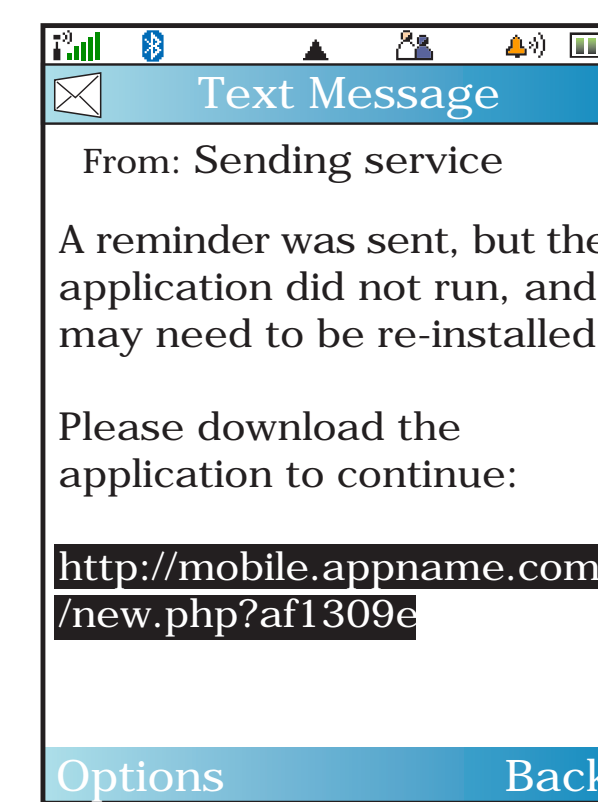
Typically shown without device status bar due to space.

Crop Top
Note, hidden white mask!

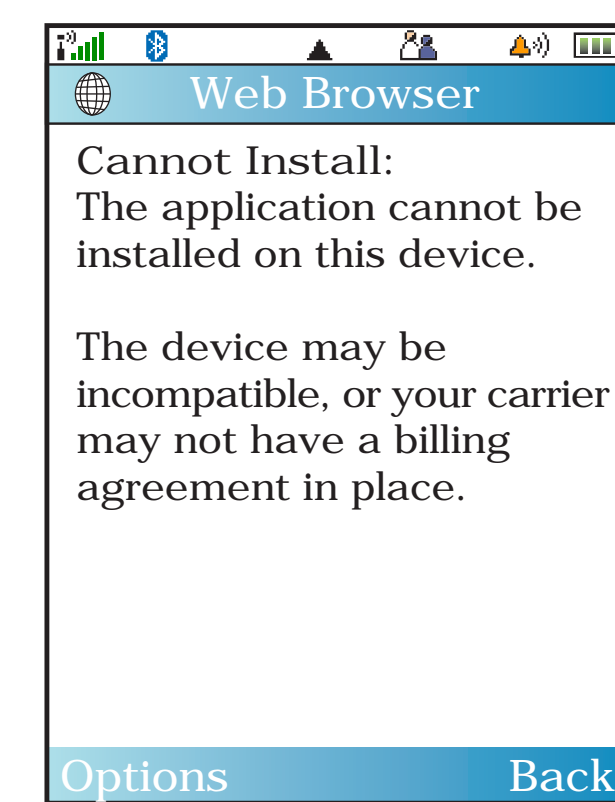
Crop Bottom
Note, hidden white mask!

320x480

Text message (320x240)



Web browser (320x240)



RAZRv3 Idle Screen (320x240 v3 GSM)

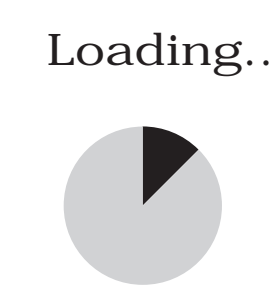


Popups & Layers

Cancelguard

Welcome/ok

Loading



Links, forms, buttons

Links

- Highlighted link → E3
- Non-highlighted link → E3
- Clickable link → E3

Form fields

- 1 | 20
- Select one...
- Pulldown labels can b...
- Enter information
- User info ent
- User info ent
- Pick one of these: Select one...
- Choose: Two (2)
- Choose item one
- Disregard everything else
- Tuesday
- Tuesday
- Tuesday
- Tuesday
- once a month
- once a week
- every day
- on days:
- capsule
- round tablet
- oval tablet
- gel-tab
- Use camera
- Get file

Buttons

- Picked up → F2
- I'm done → F2
- Save changes → F2
- Save changes

Fisheyes & Linelets

- My Reminders 8 → C4
- Recent searches 19 → C4
- System sounds → D2
- Readability → D3

Scroll & select, when hovered

Scroll & select, not hovered

Stylus or touch

Very short forms (use care with more than one item per line)

Pulldown, typical default selection

Long labels will run under the indicator

If the label is in the field, differentiate it

Show a cursor when demonstrating user input

Label above

Label to the side (only if room allows!)

Use radio buttons for single selections. Labels can wrap as shown. Be sure to only have ONE selected in the drawing

Use checks for multi-selections or some single item indicators

An open pulldown selector (we prefer to stay on page!)

An image/color selector (pretty special use)

Mini button - for inline effects, etc.

In-focus or hover state

Blur or default state

Unavailable (insufficient conditions met above)

Some items may be containerized to indicate that iconic or text data is related

In-focus or hover state

Blur or default state

On hover, some elements may expose additional information. This may be done in pure text, or as shown, with expanding/collapsing containers.

In-focus or hover state

Blur or default state

Other screen elements

Accesskeys

Progress Bars

Ratings

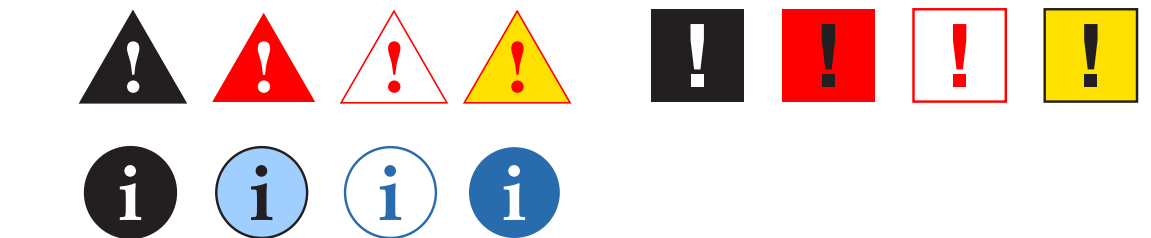
Weather



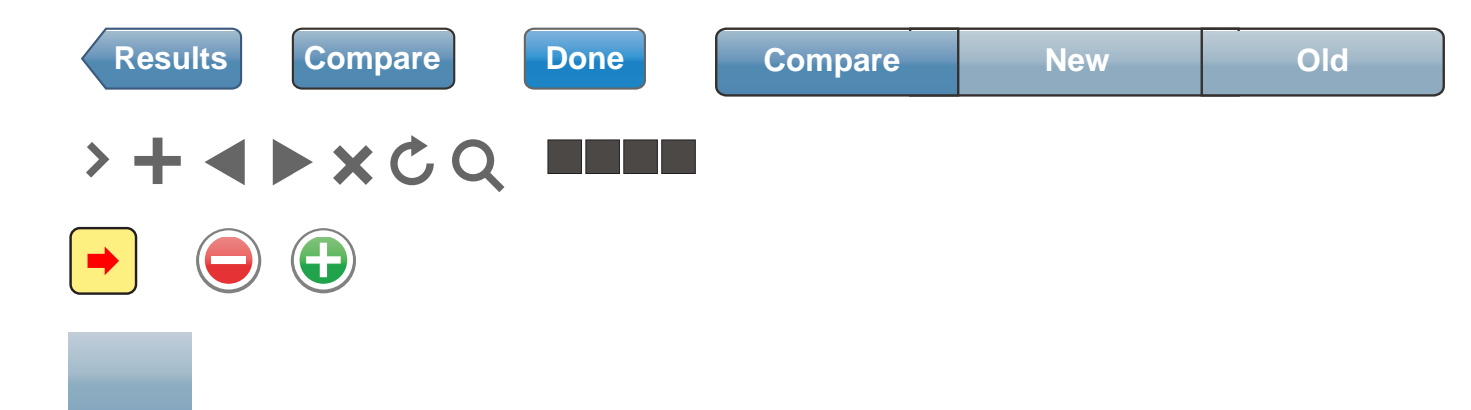
Pointers



Alerts & Information

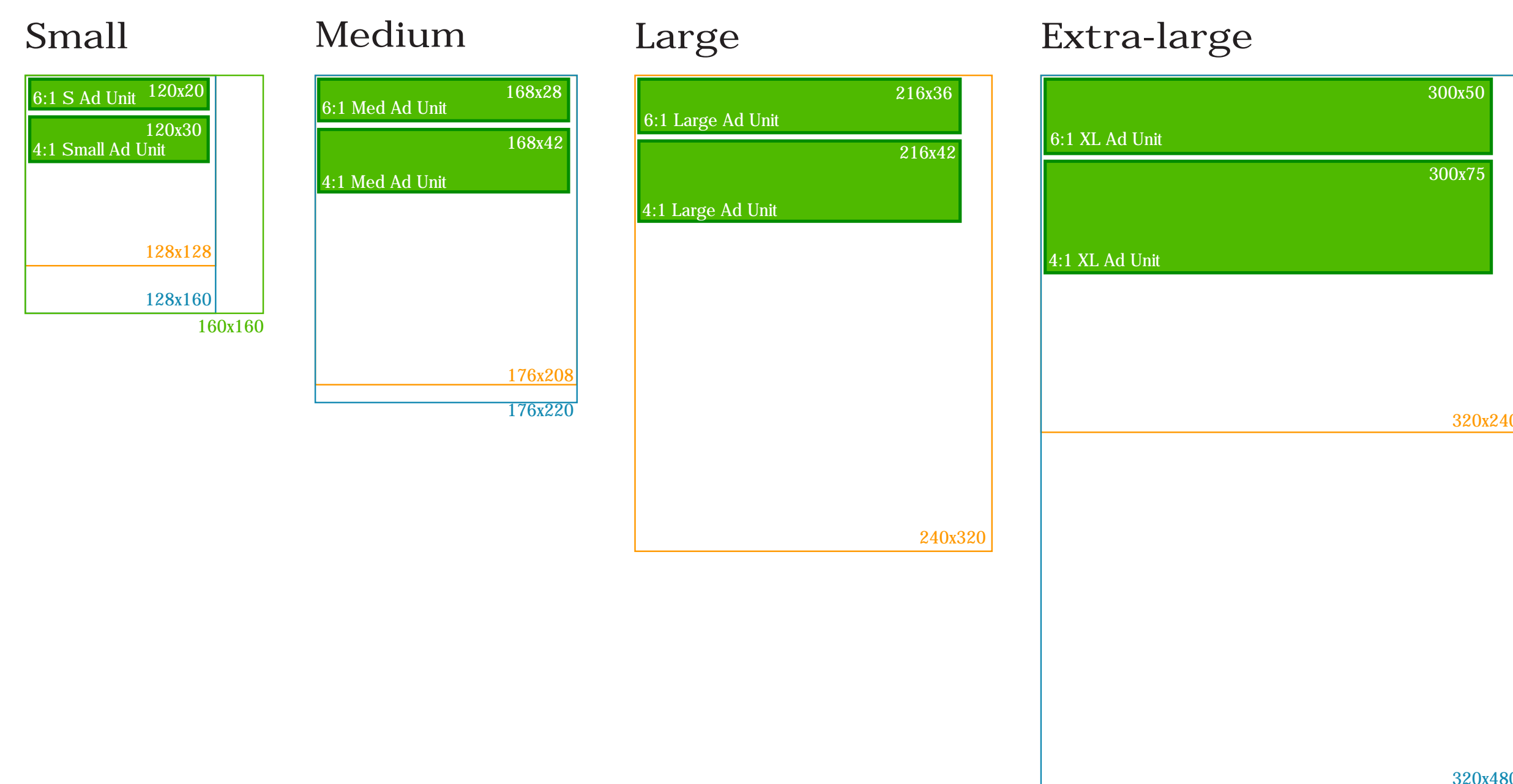


iPhone Specific Elements



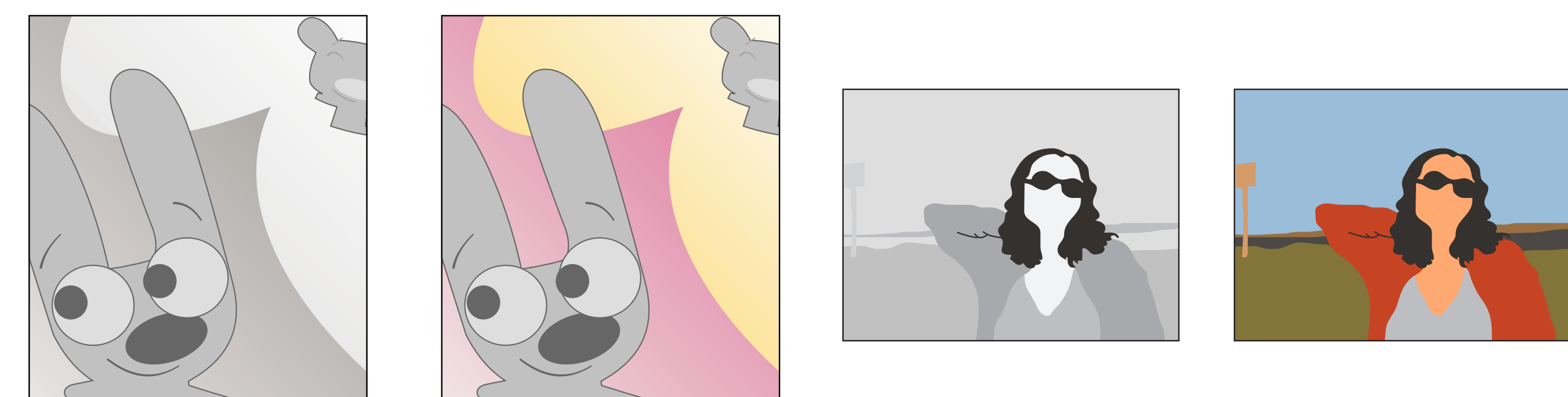
Advertising

MMA standard ad unit sizes

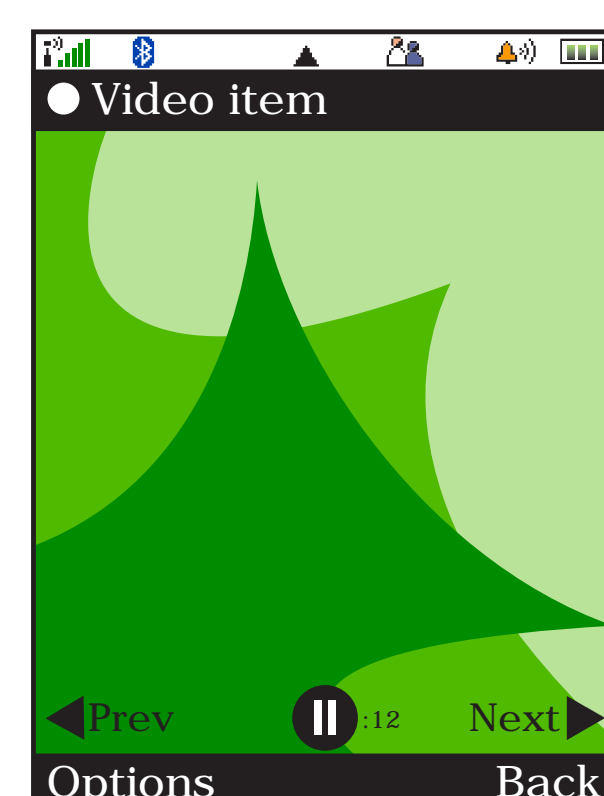
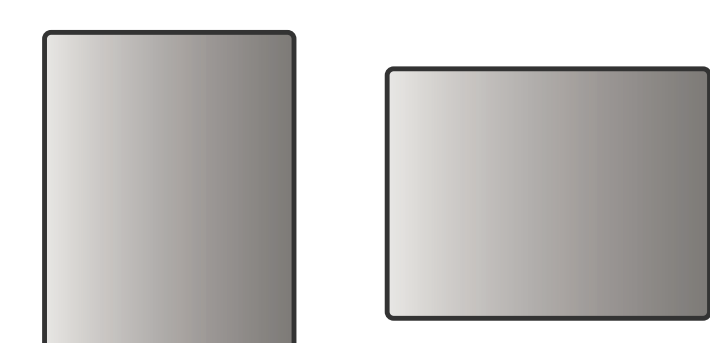
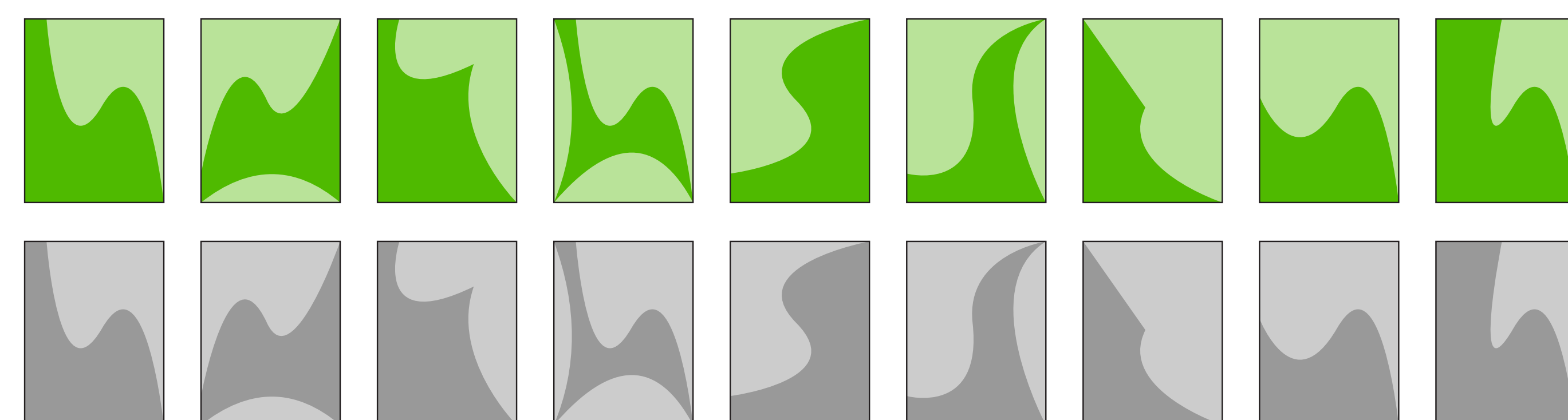


Images and Video

Resize and crop as needed.



Above two are Derived from some Hallmark characters. All other items created by Little Springs.

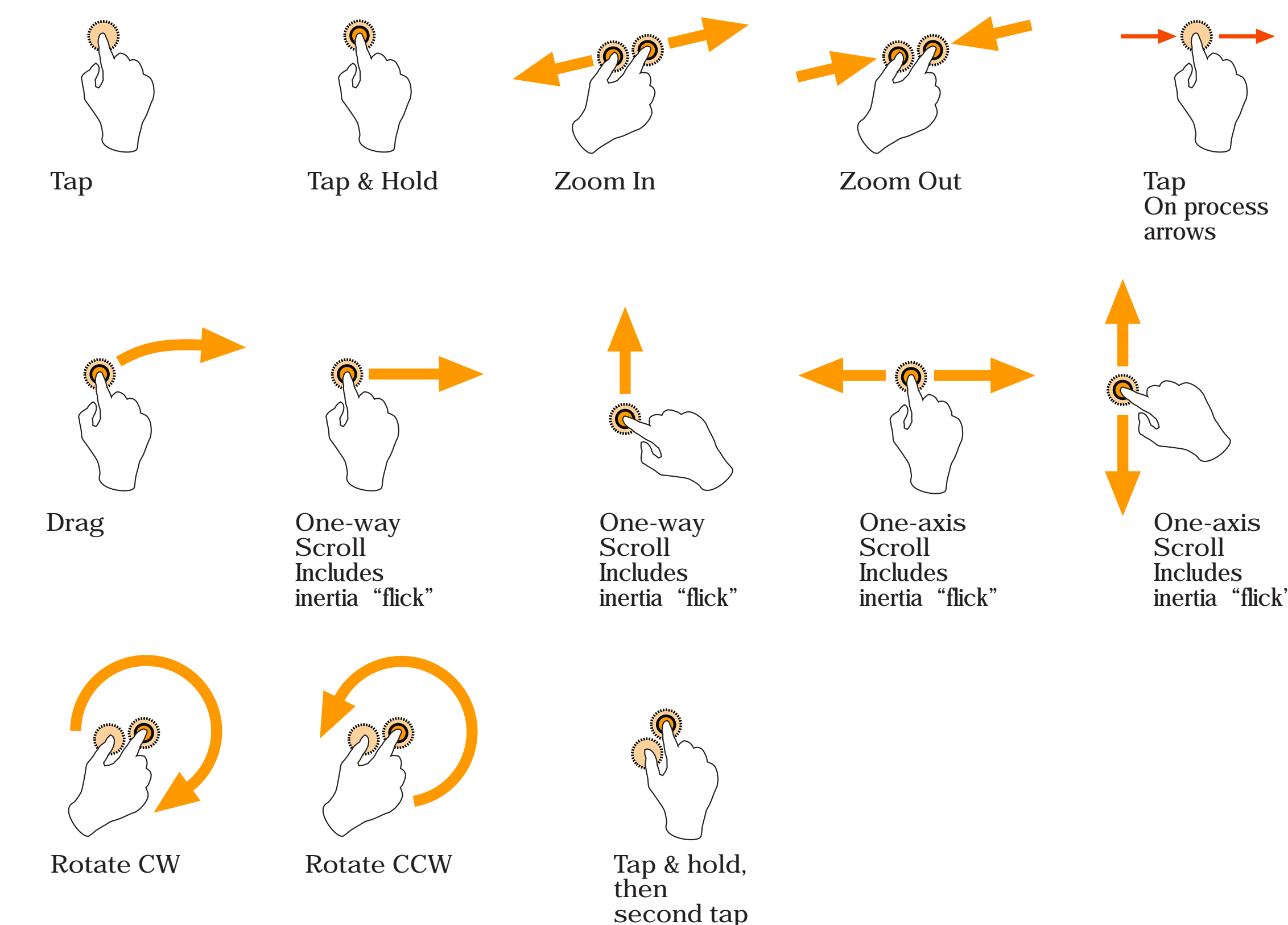


Actions and Gestures

Used on a wireframe or between frames of a flow-charted UI diagram (with the darker arrows as in the one example) to indicate the action undertaken. Action labels are often examples of the most common state. Clearly, pinch can perform actions other than zoom. Label appropriately.

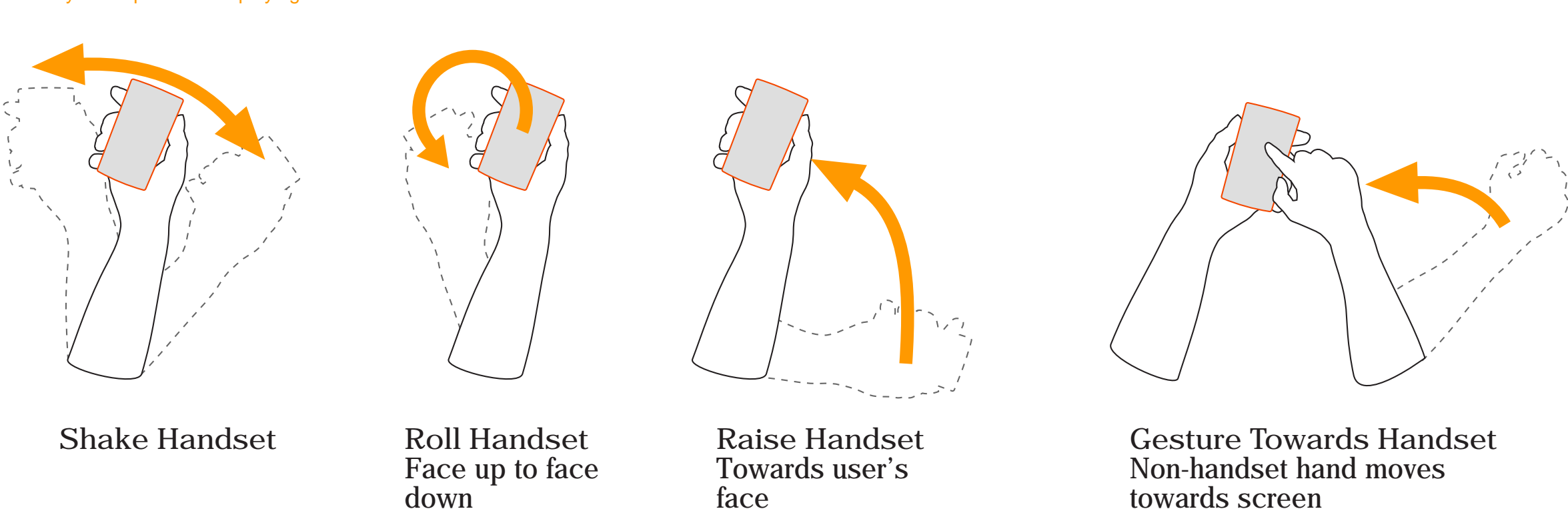
Finger (on-screen) Gestures

Inspired by Kicker Studio, drawn by Little Springs Design. When overlaid on a design, make sure the outer dot size corresponds to a 90th percentile user finger-tip size.



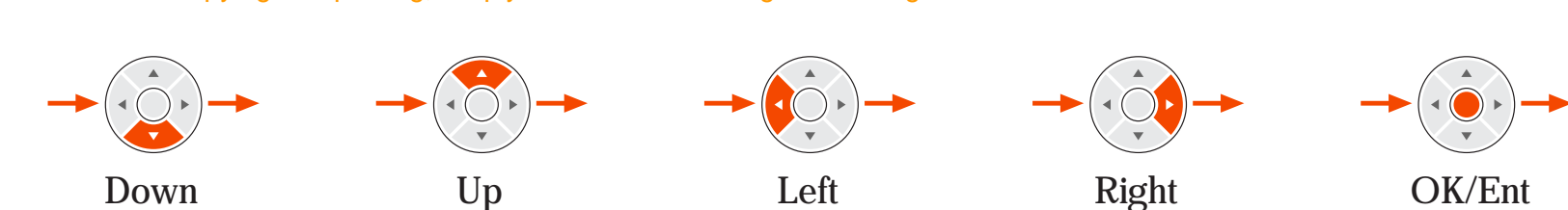
Hand, Arm or Device Gestures

Not yet completed. Just playing with them now.



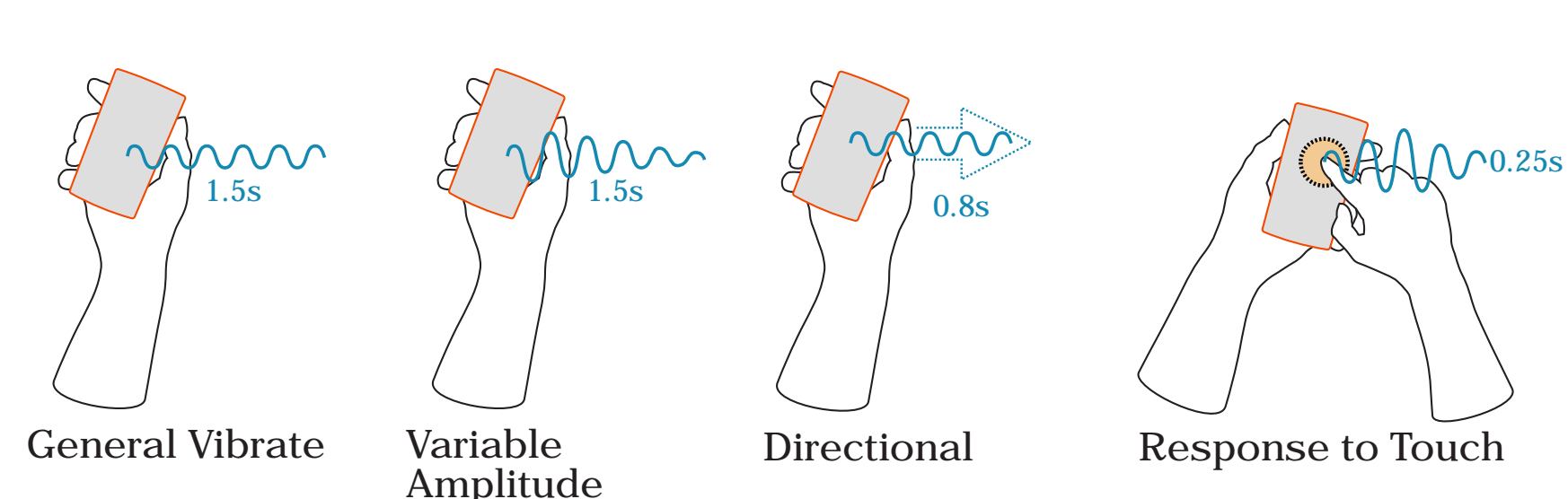
Key Actions

Instead of copying and pasting, simply take one and change the background color for each instance.

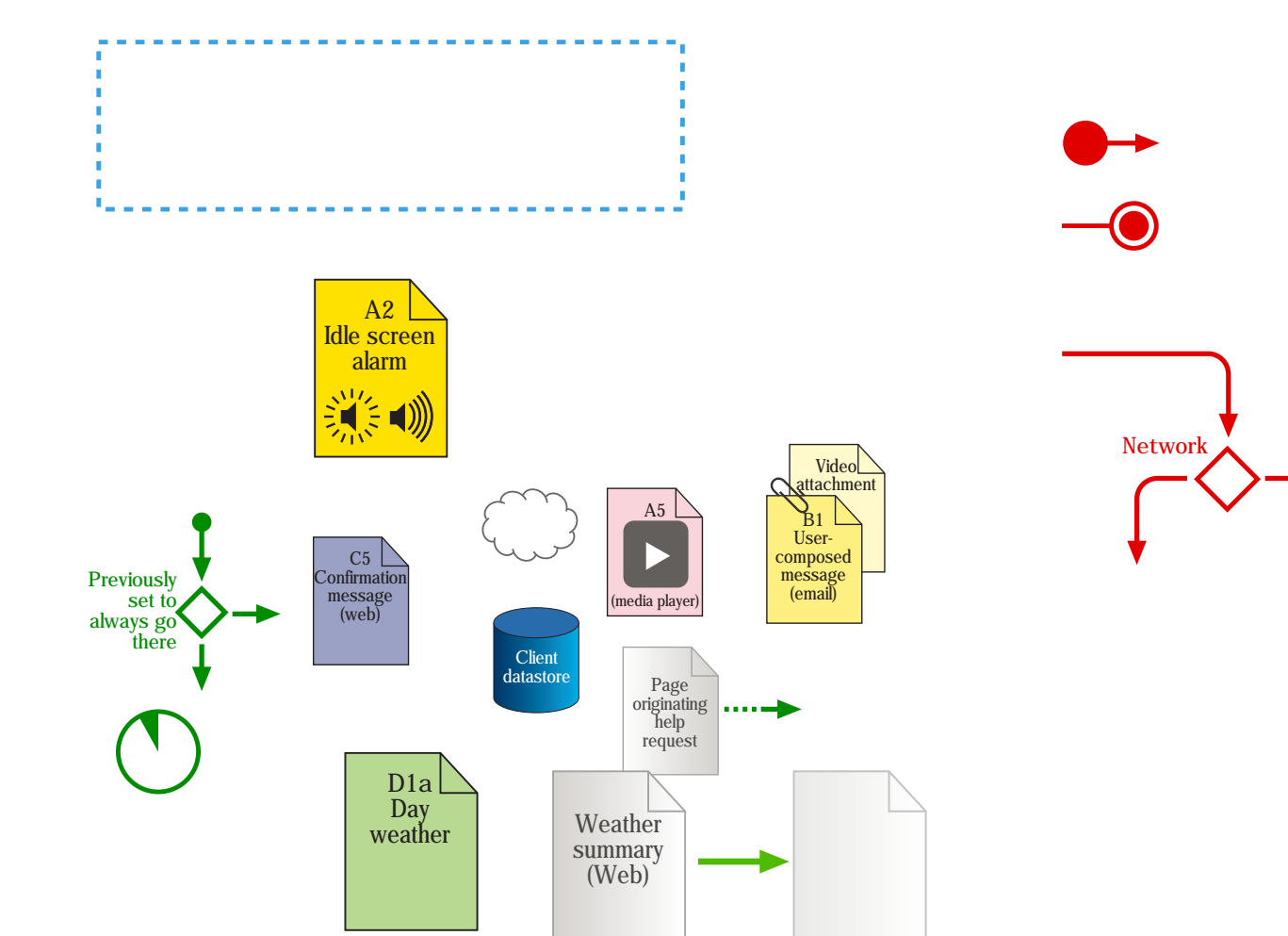
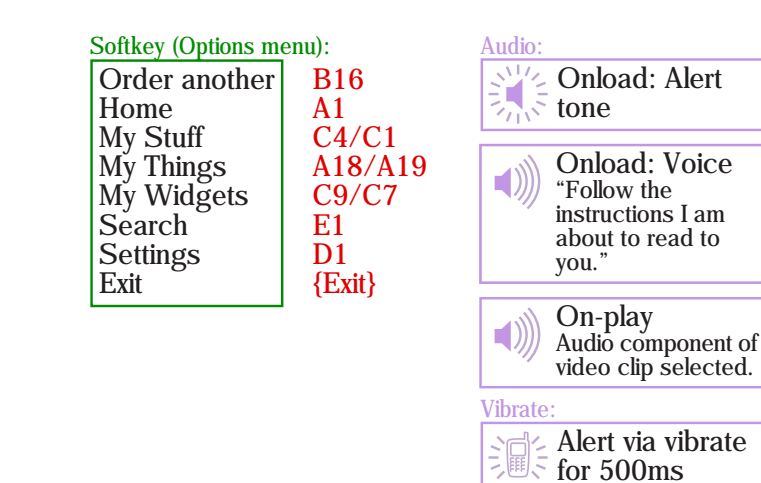
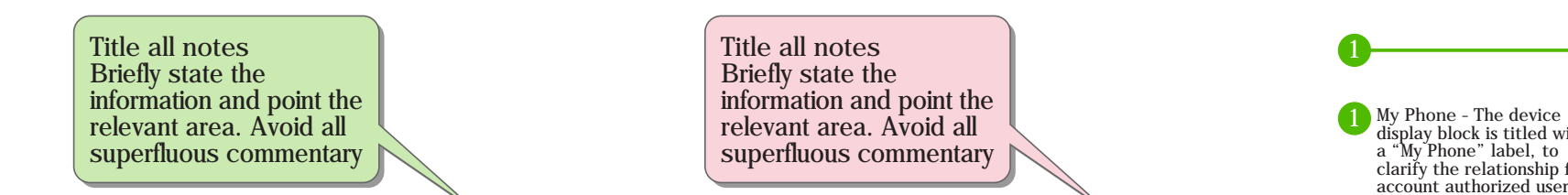


Haptic Response

Inspired by recent work at Nearfield.org and modified to fit into the diagramming style. Still early. Likely to change. Uses implied timeline, so starts at device or contact, and moves right.



Annotation & Flow Charting

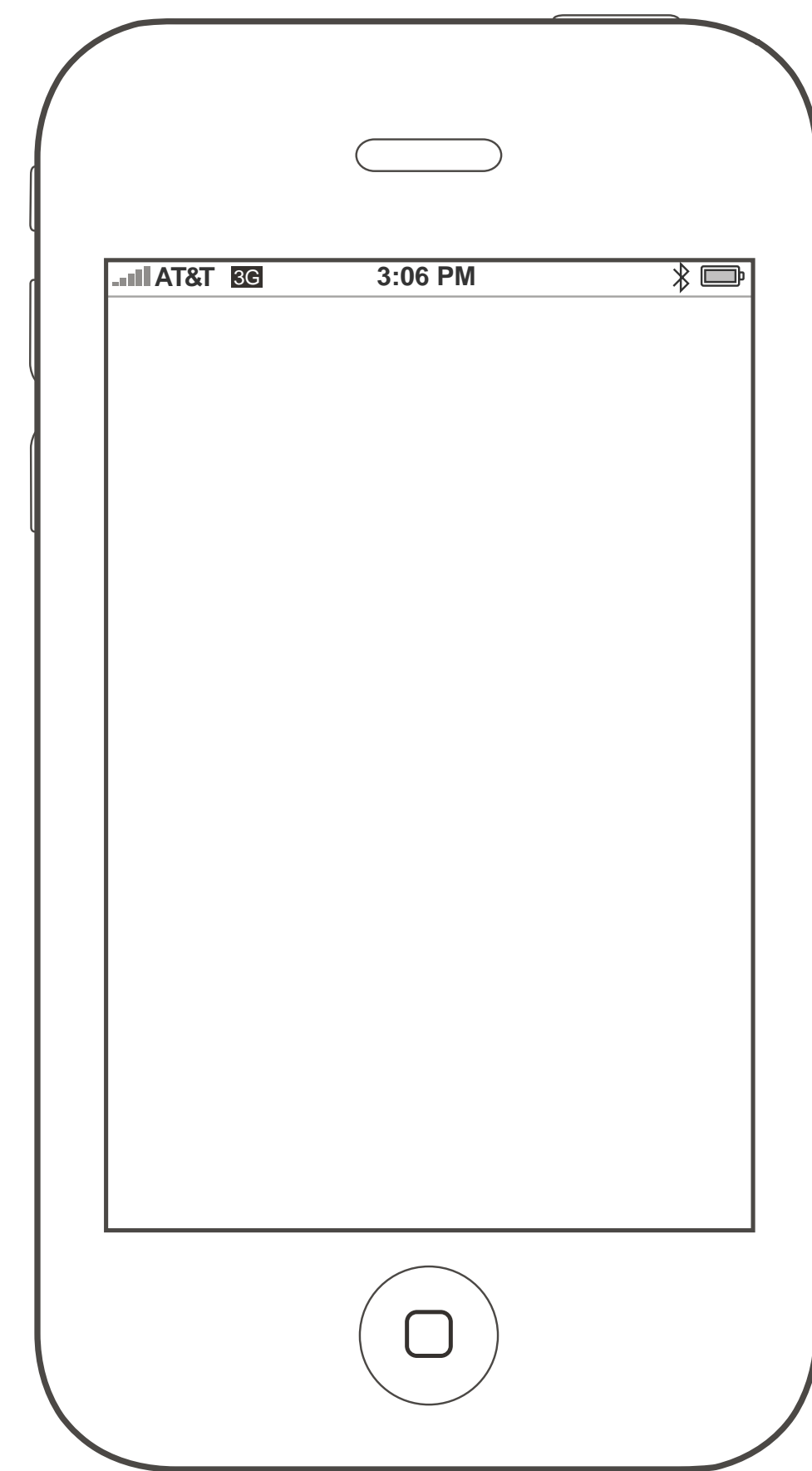


Square-on Handsets

Already scaled for typical screen sizes



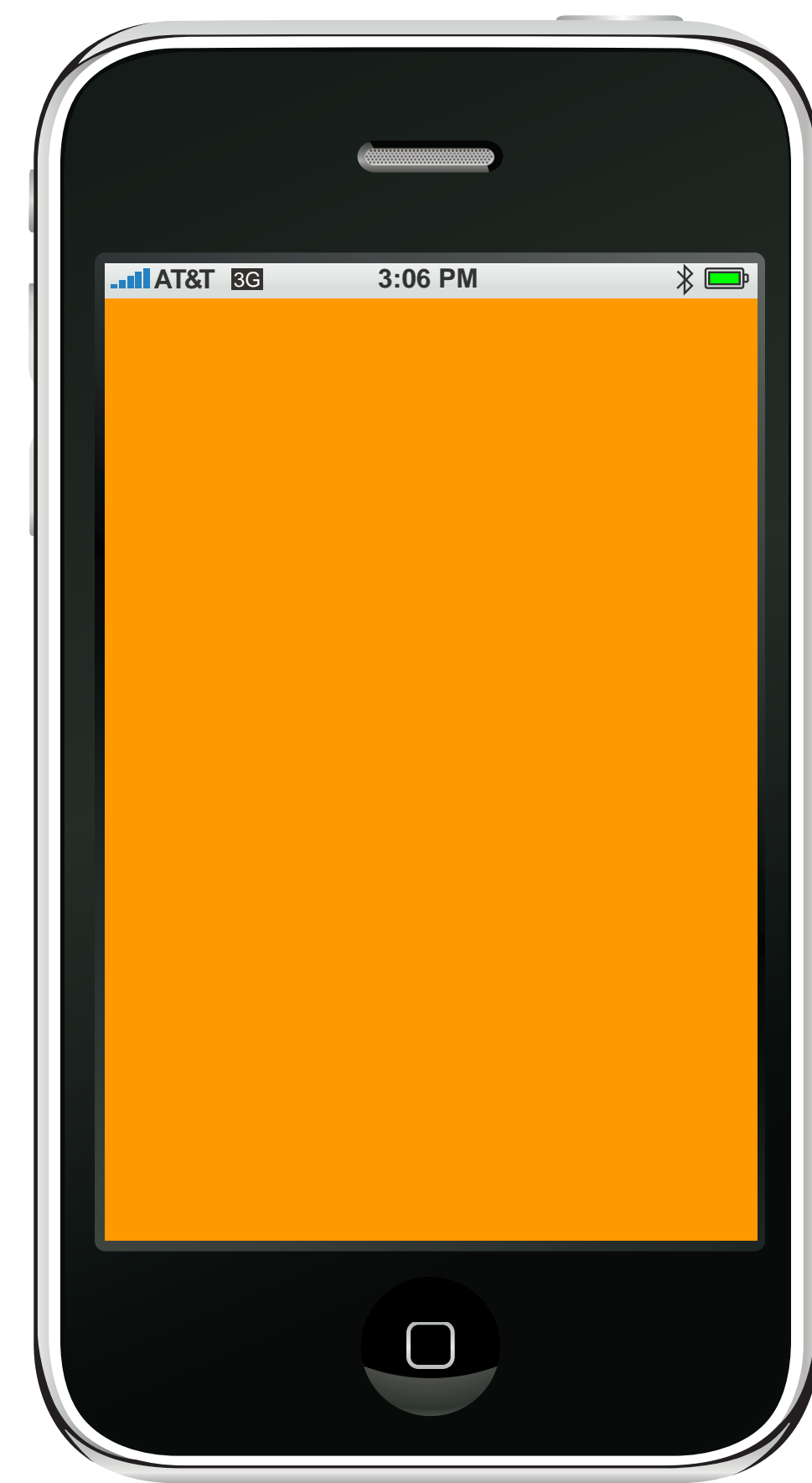
Derived from Motorola documents, highly modified by Little Springs.



Created by Little Springs Design.



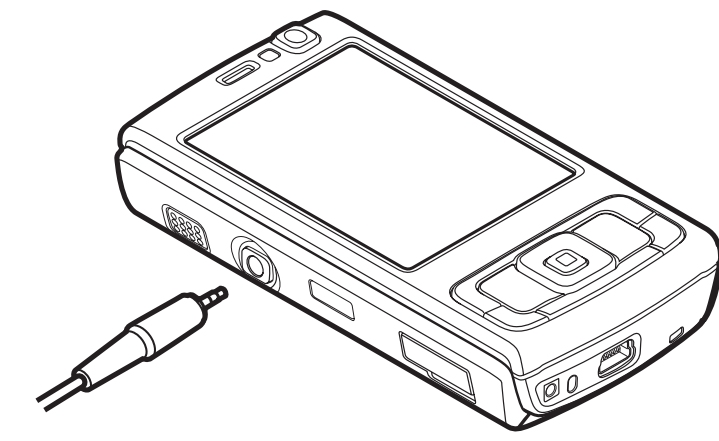
Derived from Apple manual. Modified by Little Springs.



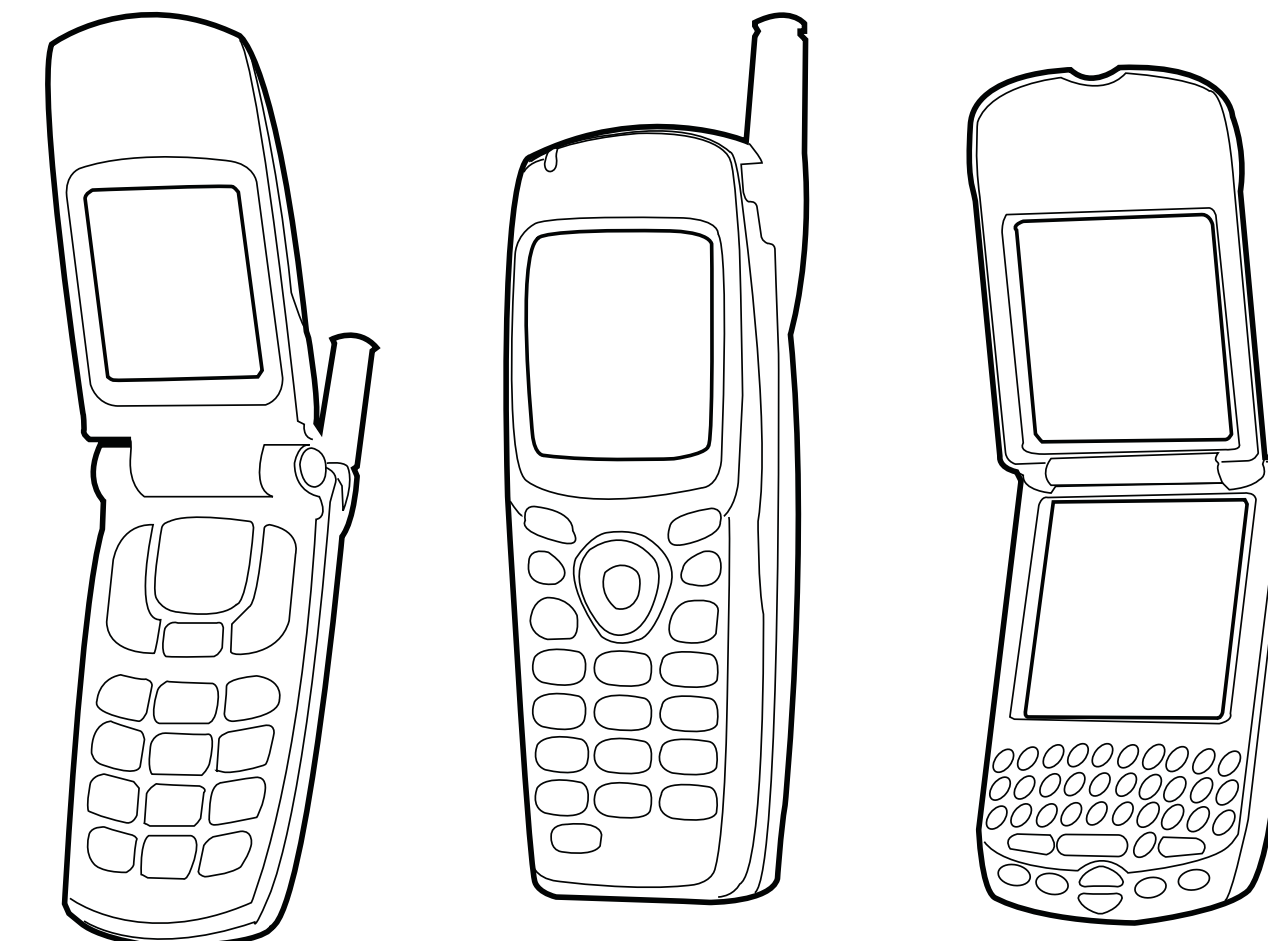
Created by Little Springs Design.

Other Handset Views

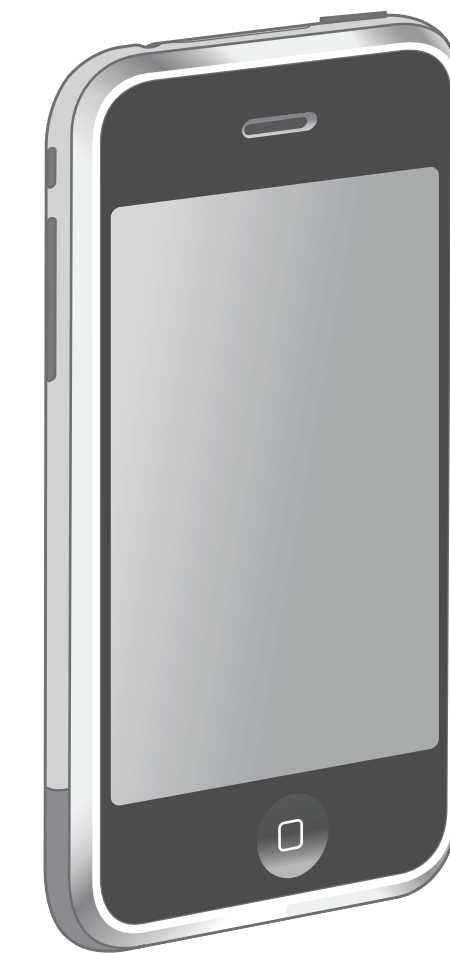
Not to any particular scale. Some are sorta old.



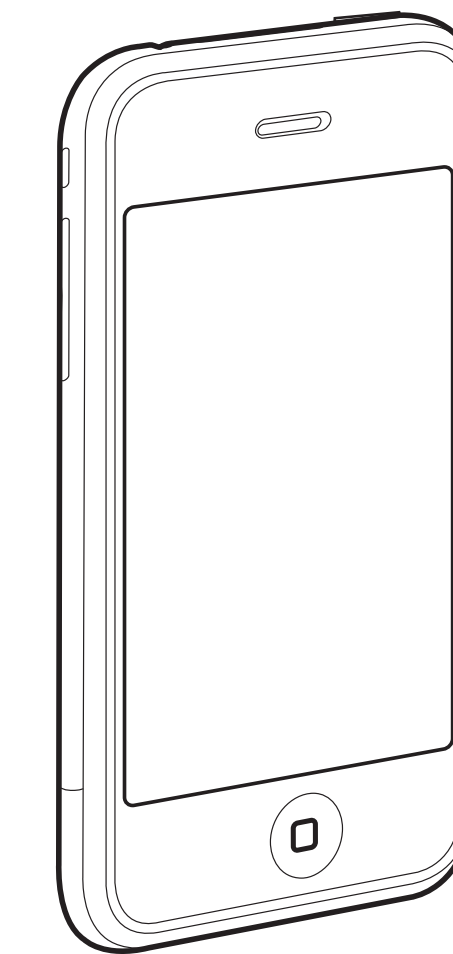
Derived from Nokia manual, modified by Little Springs.



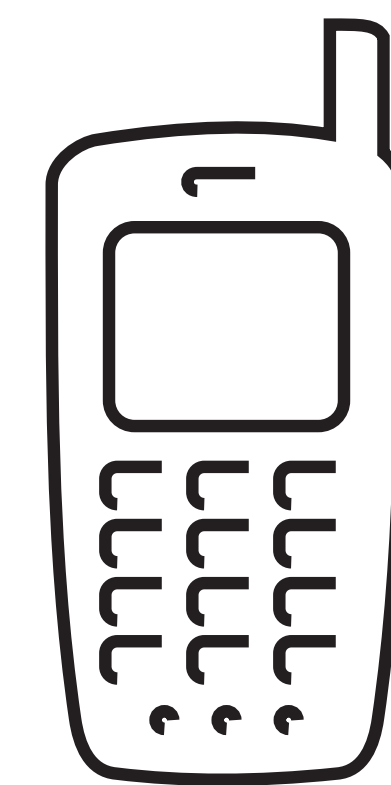
From Sprint in the distant past, but heavily modified since.



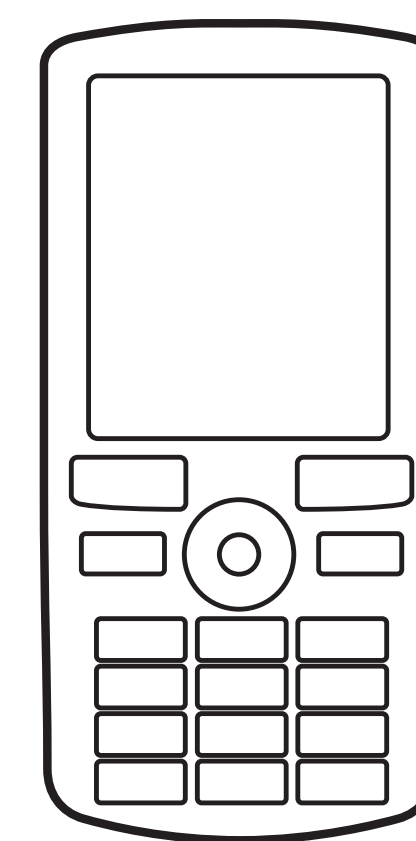
Derived from Apple manual, modified by Little Springs.



Derived from Apple manual, modified by Little Springs.



Created by Little Springs Design.

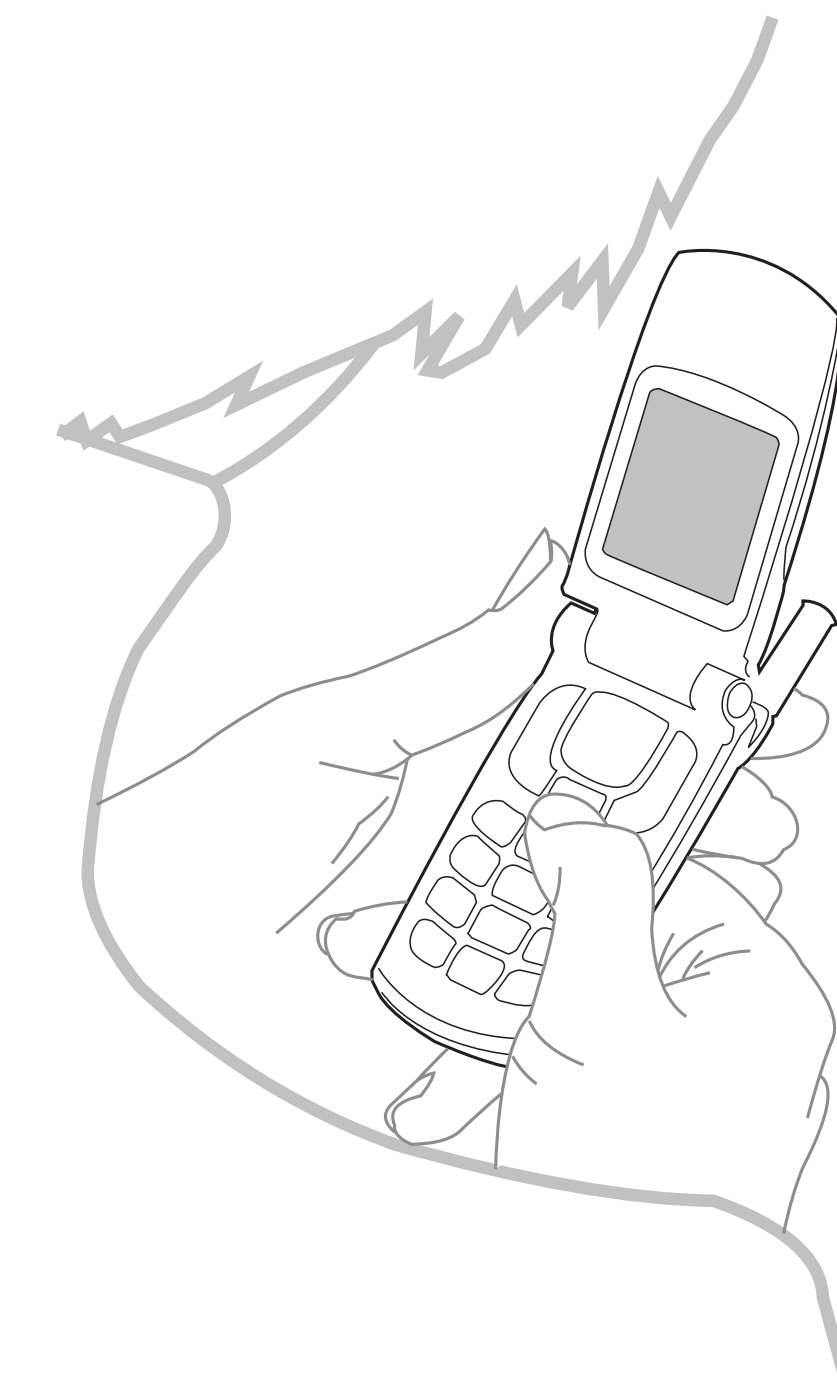


Created by Little Springs Design.

Handsets in Use



Created by Little Springs Design.



Created by Little Springs Design.



Created by Little Springs Design.

Typography in Design Templates

For most handset design, type in these templates is Bitstream Vera Sans. This is reasonably heavily used, but is mostly free and similar in size, tracking (etc.) to others used on most handsets.

Note how it reads at various weights, and always use the largest size that will work in the design. The three sizes shown are standard/typical sizes for phones today.

- Bitstream Vera Sans 18
- Bitstream Vera Sans 16
- Bitstream Vera Sans 14
- Bitstream Vera Sans Bold 18
- Bitstream Vera Sans Bold 16
- Bitstream Vera Sans Bold 14

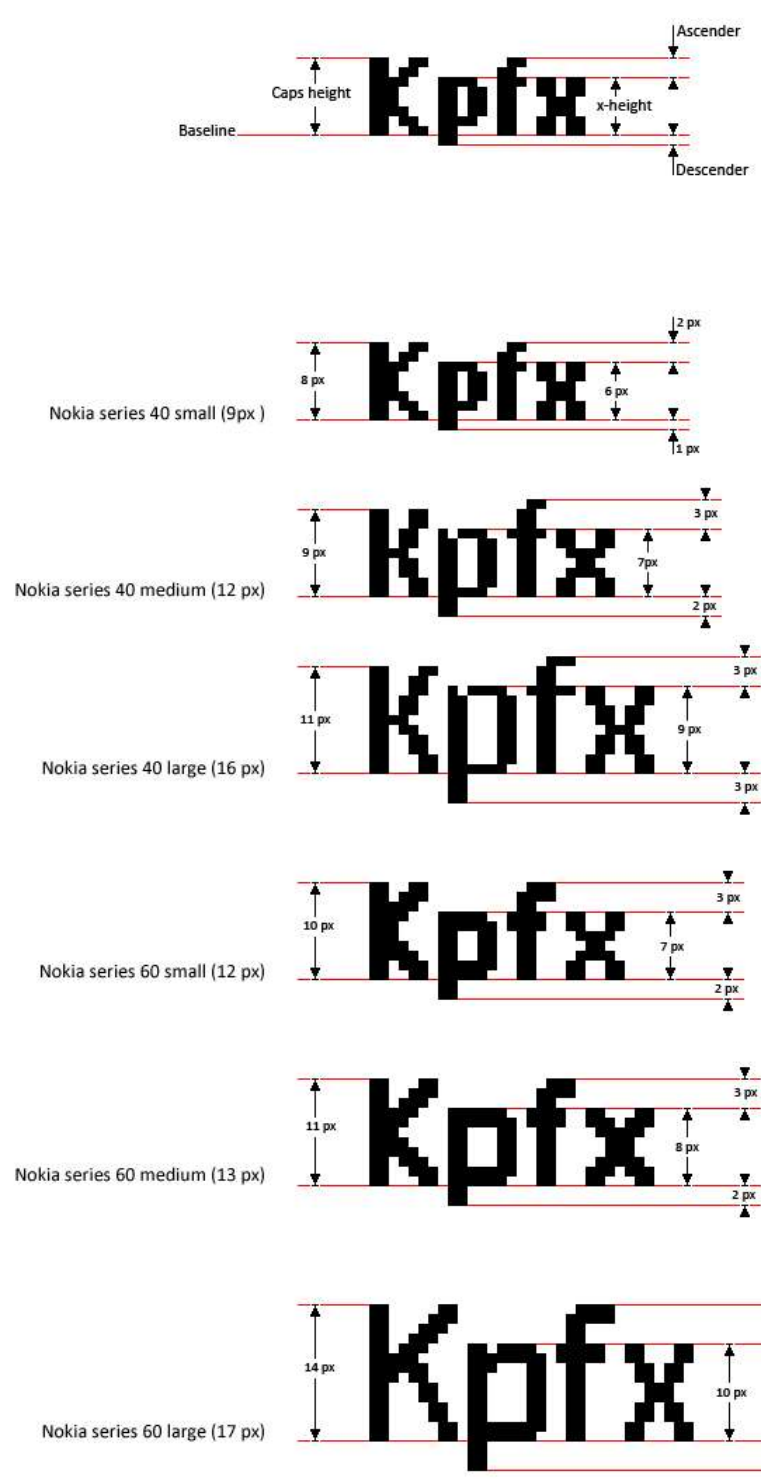
Whenever possible, use the actual bold face. Avoid simply applying styling to the roman weight.

Do not use italics (oblique) faces as they do not consistently display with that styling (will just revert to roman) and of course have legibility issues.

Highly optional, for platforms that support many faces (not J2ME), Bitstream Vera Serif will be better for long chunks of body copy.

- Bitstream Vera Serif 18
- Bitstream Vera Serif 16
- Bitstream Vera Serif 14
- Bitstream Vera Serif 18 Bold
- Bitstream Vera Serif 16
- Bitstream Vera Serif 14

Old Nokia fontset



Some current mobile fonts, 16pt size:

Series 60 Sans - Nokia

The quick brown fox. **The quick brown fox.**

San-Serif - Sony Ericsson

The quick brown fox. **The quick brown fox.**

Segoe Condensed - WM 6

The quick brown fox. **The quick brown fox.**

SynergyBasic - Motorola

The quick brown fox. The quick brown fox.

Droid - Google Android

The quick brown fox. **The quick brown fox.**

The quick brown fox. The quick brown fox.

The quick brown. The quick brown fox.

“Fonts for Prototyping Mobile UIs”

Morten Hjerde
20 January 2008

<http://sender11.typepad.com/sender11/2008/01/prototyping-mob.html>

This is the best summary yet, so I am just reproducing it word for word here. For examples of each (of you have installed the type located in the "LSD Basics" folder on the share drive) look to the right. Those in gray are not actually shown, and sometime we need to find a sample, or substitute for them.

I've seen many prototypes of mobile UIs that can't be built and if they could, would not be legible on a small LCD screen. So I thought I'd provide some pointers that might help those of you that is starting out. Often, people starting out prototyping mobile phone UIs get the size of the display right but the size of the font wrong. They try to stuff way too much in there, and they use a font size and font family that is not available in the phone.

If you design applications, you can make pixel perfect designs. If you design mobile web pages, you go for a rough estimate. Having the correct font is important if you design applications, less important if you make mobile websites.

Most current phones use anti-aliased fonts and many of these are available in TrueType versions that you can use on your PC. I've provided links to "official" sources, you may find more if you search the web, but quality may vary.

Nokia Series 40 and S60
* Nokia BW fonts
* S60 Sans (Monotype Inc.)

You can get a TrueType version of the S60 Sans font by downloading and installing one of the Nokia S60 SDKs. The fonts currently used in Series 40 devices are the same (or close enough). Note that Series 40 and S60 does not use the same font size for the same screen size however.

Prior to 3rd edition, Nokia used BW fonts, one font for S60 and one font for Series 40. I handmade TrueType versions of these fonts 3 or 4 years ago. If you need them for the purpose of mobile UI prototyping, send me an email.

Sony Ericsson OSE and UIQ
* Sans-Serif (Monotype Inc.)

You can get a TrueType version of this font by downloading and installing the UIQ 3.0 SDK from the UIQ website.

Motorola (various proprietary OSEs)
* SynergyBasic (Bitstream Inc.)

I have a Bold only version that I once found somewhere on the intertubes, but I can't locate it anymore. The font is similar to Univers and you might get by with that.

Samsung and LG (proprietary OSEs)
I don't have information on what fonts their feature phones uses. If you know, leave a comment or send me an email and I'll update it here.

The Symbian versions uses the S60 Sans font, the WM versions uses Segoe Condensed orTahoma.

HTC, Motorola, Samsung, etc running Windows Mobile 6
* Segoe Condensed (Monotype Inc.)
* Microsoft Nina for East Asian

Available in Regular, Bold, Italic and Bold Italic.

TrueType versions of Segoe and Nina are installed with Vista and Office 2007. If you don't have the Condensed version of Segoe, you can get it by downloading the Windows Mobile 6 Standard SDK.

(Windows Mobile 6 Professional or Classic includes Tahoma and Courier.)

Google Android
* Droid (Ascender Corp.)

The Droid font family has a sans, a serif and a monospace version. Strangely, the sans version does not have italics.

Sans (Regular, Bold)
Serif (Regular, Bold, Italic, Bold Italic)
Mono (Regular)
Sans Asian (This is also the fallback font. Meaning it includes a glyph for all Unicode characters.)

You can extract the fonts from the Android SDK.

LiMO and other Linux variants
* Vera (Bitstream Inc.) and DejaVu

Bitstream gave the Vera font to the open source community. Vera has been modified and evolved into DejaVu. You can find these fonts a number of places, just google them.

RIM Blackberry
Did you know that Blackberry typography is the universally accepted definition of the word "awful"? I would prefer to just put my head in the sand and pretend it didn't exist - or at least looked better. But let's put the pixel policing aside, here are the fonts you have access to from Java:

- * Millbank
- * Millbank Tall
- * System

All are available in Regular, Bold, Italic and Bold Italic, AFAIK. I have not found TrueType versions of these fonts anywhere.

iPhone
According to John Gruber, these fonts are included in the iPhone OS X:

- * American Typewriter
- * American Typewriter Condensed
- * Arial
- * Arial Rounded MT Bold
- * Courier New
- * Georgia
- * Helvetica
- * Marker Felt
- * Times New Roman
- * Trebuchet MS
- * Verdana
- * Zapfino

Since there is no official iPhone SDK available yet, you can only use these fonts in the browser. The way to get these fonts is of course to own a Mac. (Btw, I have a really, really nasty case of MacBook Air lust and I'm trying to convince my wife that we need yet another computer in the house.)

Font sizes
In Java ME you have 9 set font sizes Small, Medium and Large. With the new anti-aliased fonts, you have to measure what font size matches what phone screen size for the different manufacturers.

Get some screen dumps from the phone, open them in Photoshop and Visio (or whatever software you prefer) and measure what point size equals the font size on the phone. For example: a 240x320 screen Series 40 phone uses font heights of 16, 20 and 24 pixels. This equals a point size of 16, 21 and 25 in Photoshop.

In a phone web browser you can specify the font size, but how its rendered is dependent on the capabilities of both the phone and the browser. It ranges from a single font size for all text to continuously variable size. I don't think it makes sense to spend a lot of time in Photoshop designing mobile web pages.

The entire mobile font size/screen size issue is somewhat complex and I'll try to cover it in a future blog post.

Please note: Since TrueType is resolution independent, but the fonts themselves are originally "bitmap fonts", there is a separate font file for each size (small, medium and large). To display the fonts correctly you MUST always specify 10px size and set anti-aliasing method to "none" in Photoshop. The Small, Medium and Large versions are actually separate typefaces, just remember to always specify 10px regardless of the font you use.

Good fake 1-line and AMPS faces

- Synchro LET
- Nokian
- Mobil e Man
- v5 Prophit cell dot fading
- Nokia Cellphone™FC Small
- Cellpic ASFR T K* &*

Nokia Series 40 and S60 (Home made copies)

Ememess S60 Small Bold Oblique

Ememess S60 Medium Bold Oblique

Ememess S60 Large Bold

Ememess Mobile 9 Bold Oblique

Ememess Mobile 12 Bold Oblique

Ememess Mobile 16 Bold Oblique
S60 Sans (Monotype Inc.) - from Nokia S60 SDK...

Sony Ericsson OSE and UIQ

Sans-Serif (Monotype Inc.) - from UIQ 3.0 SDK (UIQ website) - which monotype sans????
Xerox Sans??? from desktop

Motorola (various proprietary OSEs)

SynergyBasic (Bitstream Inc.) - has been distributed, so look for it. Similar to Univers

Windows Mobile 6 (HTC, Motorola, Samsung, LG, etc.)

Segoe Condensed (Monotype Inc.)
Tahoma Bold
Microsoft Nina for East Asian

Google Android

Droid Sans Bold
Droid Serif Bold Italic Bold Italic
Droi d Mono

LiMO and other Linux variants

Vera (Bitstream) Sans Bold Oblique B-O
Vera (Bitstream) Sans Mono
Bol d Obl i que B-O
Vera (Bitstream) Serif Bold
DejaVu Sans Extra Light
DejaVu Sans Bold Condensed C-Bold
DejaVu Sans Bold Condensed C-Bold
Dejavu Sans Mono Bol d Obl i que Bol d
DejaVu Serif Bold Condensed C-Bold
DejaVu Serif Bold Condensed C-Bold

Bitstream, but open-sourced (with limits, I think). Get it here:
<http://ftp.gnome.org/pub/GNOME/sources/ttf-bitstream-vera/1.10/>

DejaVu is derived from Vera, mostly for the purpose of being totally and completely free (libre) and having support for every language you can think of.

DejaVu LGC is a limited set of Latin, Greek & Cyrillic only, to avoid incompatibility with the weird sets.

RIM Blackberry

Millbank
Millbank Tall
System

iPhone

American Typewriter
American Typewriter Condensed
Arial
Arial Rounded MT Bold
Courier New
Georgia
Helvetica
Marker Felt
Times New Roman
Trebuchet MS
Verdana
Z apfino