



Demo User Interface and Graphic Guidelines

Typography & Colours

Titillium Regular

Titillium Semibold

Titillium Bold



R=65 G=205 B=82
#41cd52



R=9 G=16 B=43
#09102b



R=157 G=159 B=170
#9d9faa



R=58 G=64 B=85
#3a4055

The font used in Qt Demos is the company font **Titillium**.

Fonts weights used: regular, semibold and bold.

The font sizes should be scaled according to the screen resolution that is being used. Please see the example layouts in this document for reference. Minimum recommended size is 14px.

Qt Demo User Interfaces should use a limited palette of company colors.

The company green is commonly used in buttons and other elements that need highlighting.

Company dark blue is the default background color of header, footer and side bars.

The lighter grey is used for buttons that are secondary in importance.

Darker grey is secondary grey.

White is used for icons and most of the text.

If a specific control example is not found in this document, try to design it with these colors.

Please use these numeric values. Do not take color values from the images.

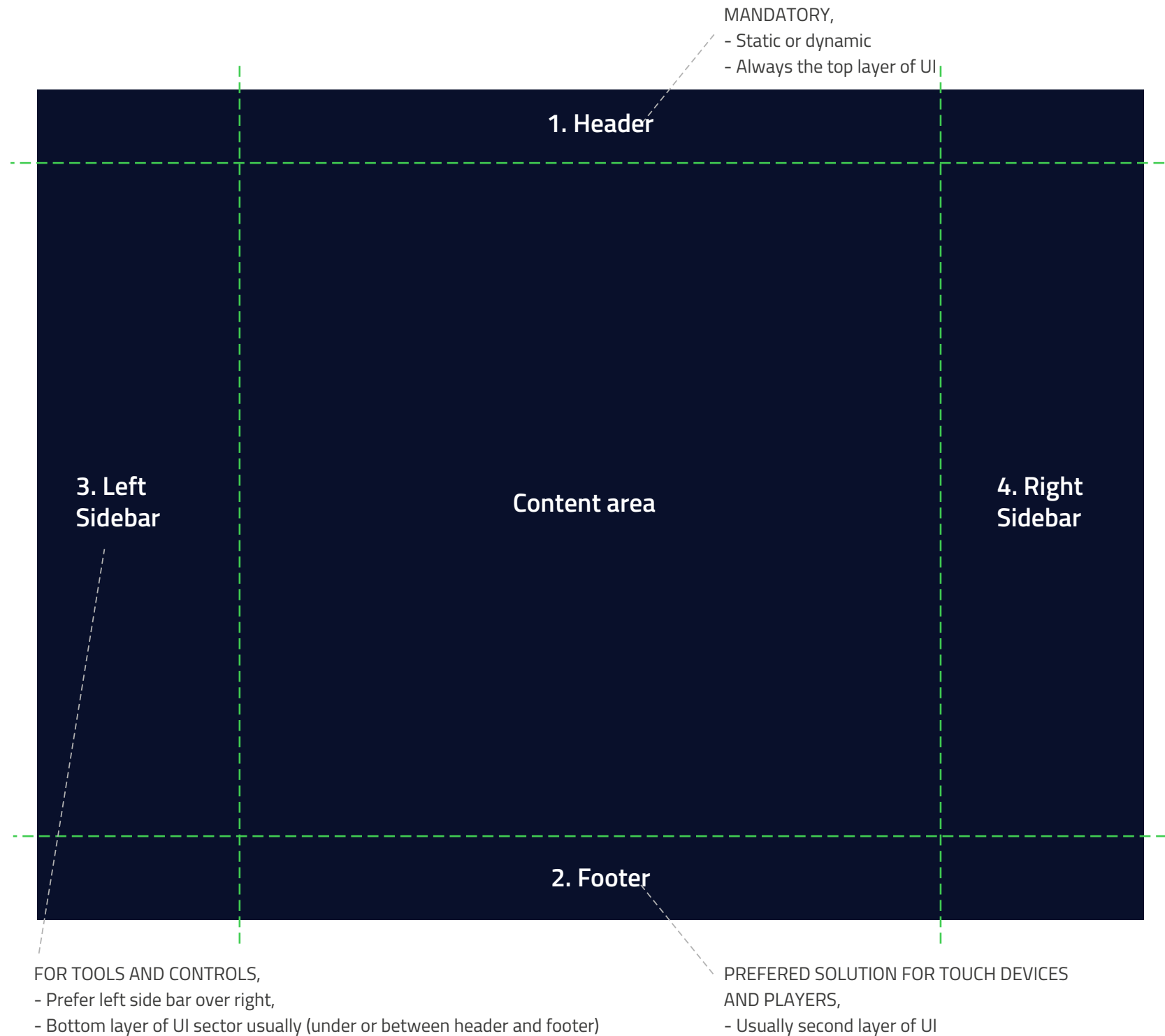
Modular Layout

The UI is divided into the following sectors. The header area is the only mandatory sector for each demo. Other sectors are used to provide meaningful controls and/or a set of tools for the Demo. Which sector to use is highly dependant on the content of the Demo in question.

For example a simple desktop app with a set of tools and actions should have only the header and one additional sector for providing the controls & tools.

For more complex demos, sectors can be added, but the addition needs to be meaningful.

Consider the use of these sectors in each case.



Resolutions -medium/HD

Pixel sizes in this document are presented in medium and hd resolution, for example: 44px/88px

For even higher resolutions triple etc. the sizes.

Always make sure touchable elements are over 7mm of physical size on your intended devices.

You can also construct a scalable/responsive UI as long as you make sure all touchable elements remain over 7mm of physical size and texts are readable (preferably 14 scale independent pixels) on every device and resolution.

>7mm
PHYSICAL SIZE!

The UI graphics have two main quality categories:
MEDIUM AND HIGH DEFINITION



44 x 44 px
medium resolution



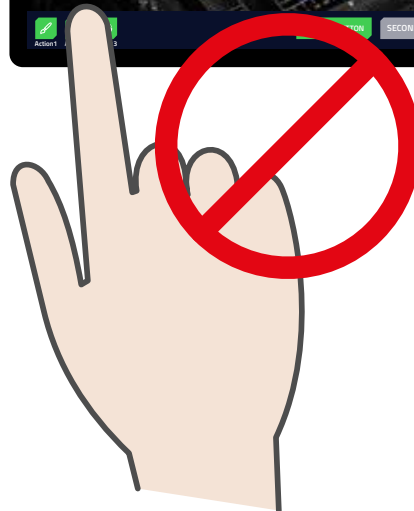
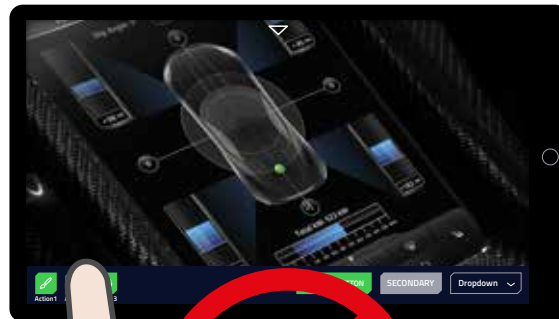
88 x 88 px
high resolution



In this document 44/88px means that **you should use first size (44px) elements for medium resolution devices / smaller desktop sizes** and **switch to 88px HD size after breaking points** (see next slide)

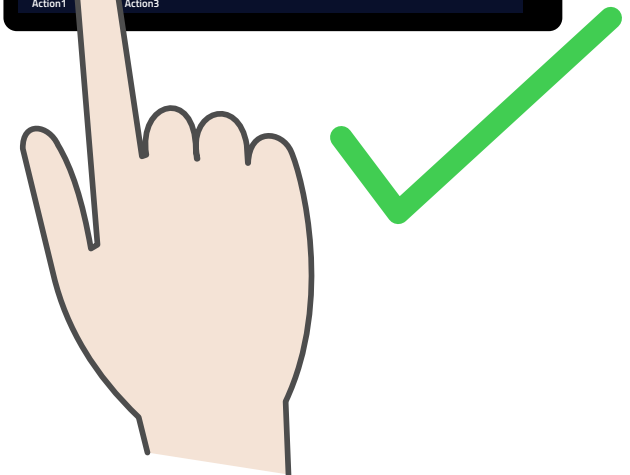
DON'T:

Medium graphics placed on small device with HD screen.
Touch areas are too small and its difficult to see or hit the objects



DO

HD graphics on small device with HD screen.
Touch areas are clickable size (>7mm) and text readable.



Resolutions -breaking points

In this guideline the examples have been optimized for the following resolutions:

Keyboard & mouse environments:

Medium size graphics up to 1920 px wide. After that hd sizes.

Touch devices:

From 1024 px wide up to 1300 px wide, after which it is recommended to use hd versions of the ui graphics as specified in this guideline.

Even tripled (or more) sizes may be necessary according to your intended end-device.

You should always test the look and feel of each demo on the end-device to make sure the layout is functional.

The UI graphics have two main quality categories: medium and high definition.

EXAMPLES:



MEDIUM RESOLUTION, BIG SIZE SCREEN, DESKTOP



HD RESOLUTION, SMALL PHYSICAL SIZE, TOUCH



MEDIUM RESOLUTION, MEDIUM /SMALL SIZE SCREEN, TOUCH

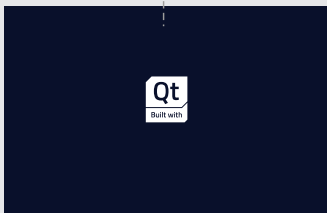
Loaders

The loader consists of the Built with Qt-logo, progress circle element, percentage and text.

Brand strategy is to use the loader to show the Built with Qt-logo.

The grey progress circle fills with green as the loading progresses. If it's not possible to accurately show the progress in the circle graphic, a looping animation will do.

If your demo doesn't need a loader, replace this with a logo on dark blue #09102b background splash screen.



Logo fades in and out

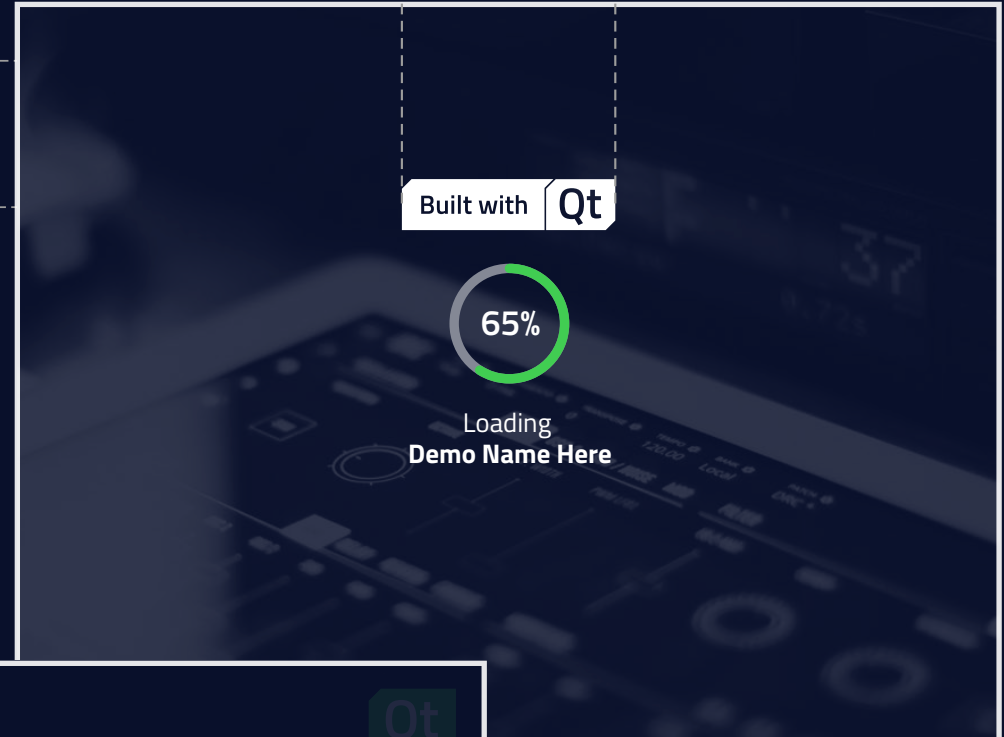
If your demo is performance demo, do not use any of these.

Individual Demo loader

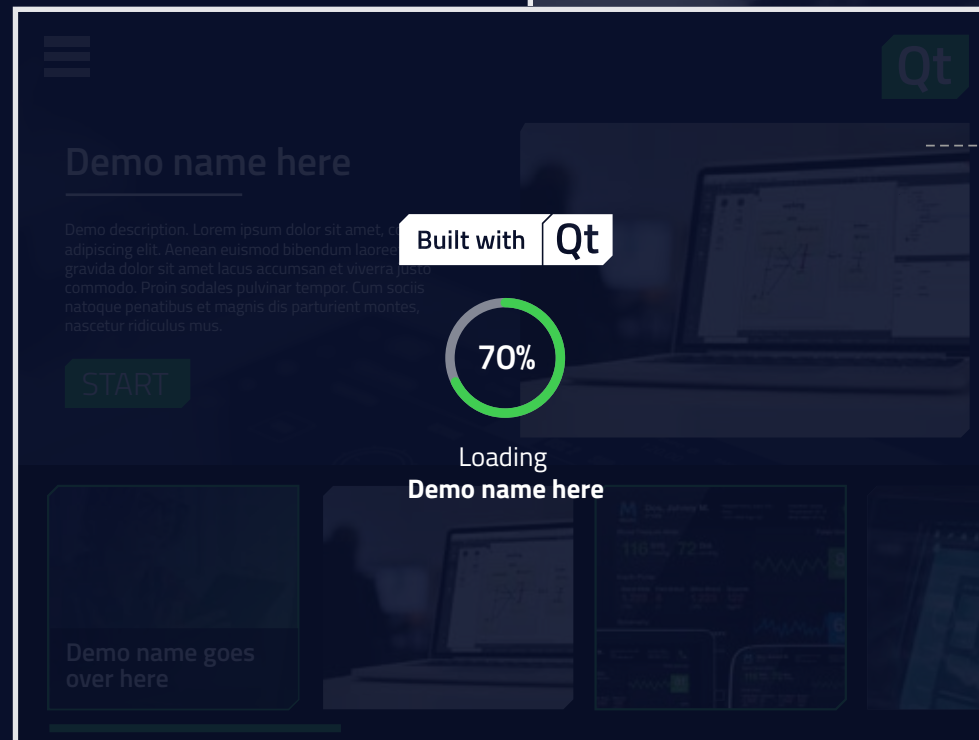
222/444 px

Solid dark blue color background
#09102b
or
Background image from the demo:

Add a greyscale image on
top of dark blue color.
Blending mode 'screen'
Opacity 10-20%



Loading demo from launcher



#09102b, 90% opacity

Line weight 10px
#848895

Line weight 10px
Rounded caps
#41cd52

Titillium
Semibold

65%

Titillium Regular
Titillium Bold

Header

The header is required in each demo and it should AT MINIMUM have the following content:

- The Qt Logo in the upper left
- The name of the demo
- An "Info" button to display relevant info about the demo in a popup window.
- An "X" button used for closing the demo, if the demo in question needs closing function. This action requires confirmation from the user.

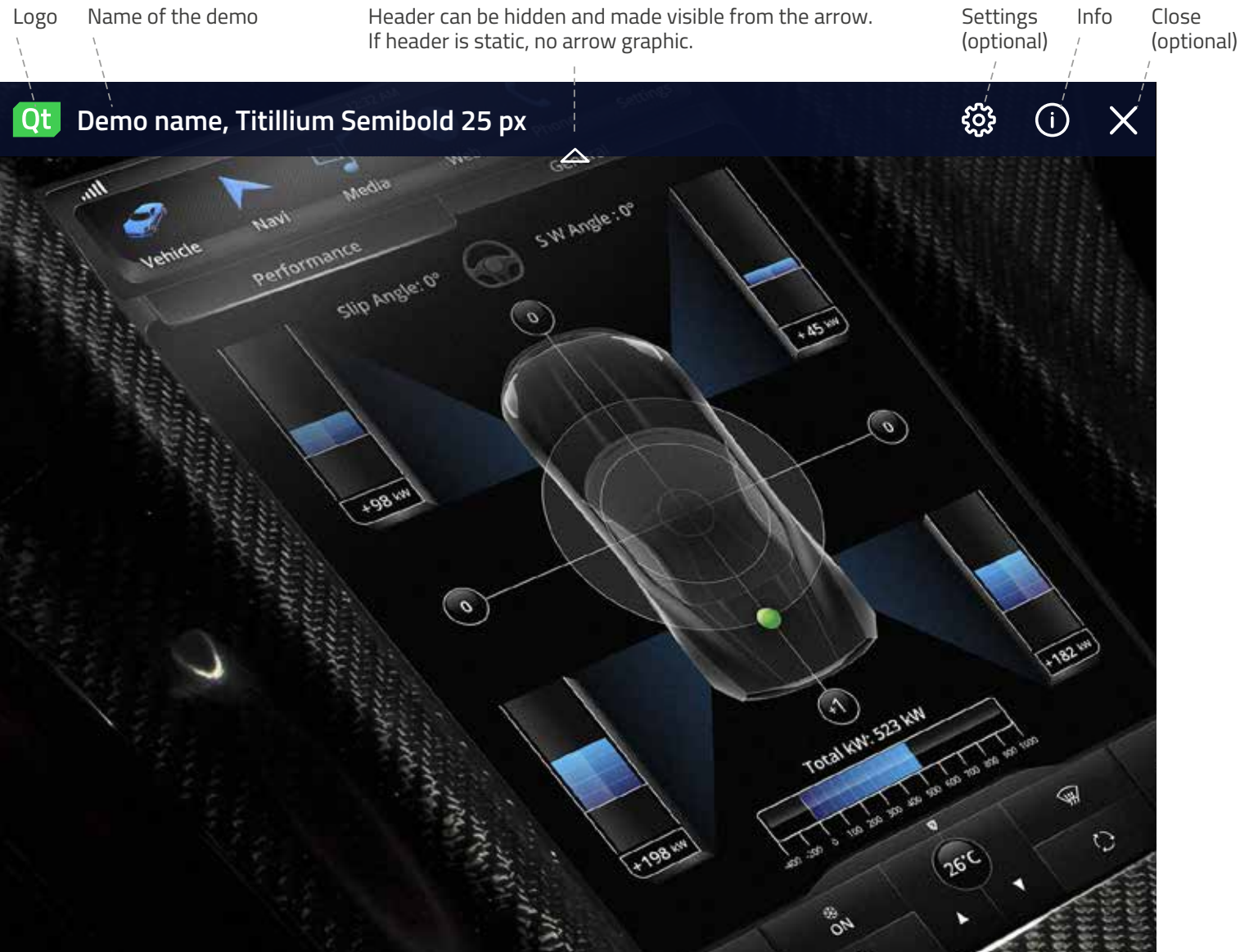
A settings button should be provided in cases that require setting changes. Keep in mind the optional nature. These settings are always presented via a popup window. More on settings later.

Align icons to right in this order, also if you don't use all of them.

The header can be static or dynamic. Static header always reserves the space on the screen while the dynamic can be shown and hidden with a toggle button.

It is important to think about the use case of the demo and add the toggle based on that.

[Header toggle video](#)

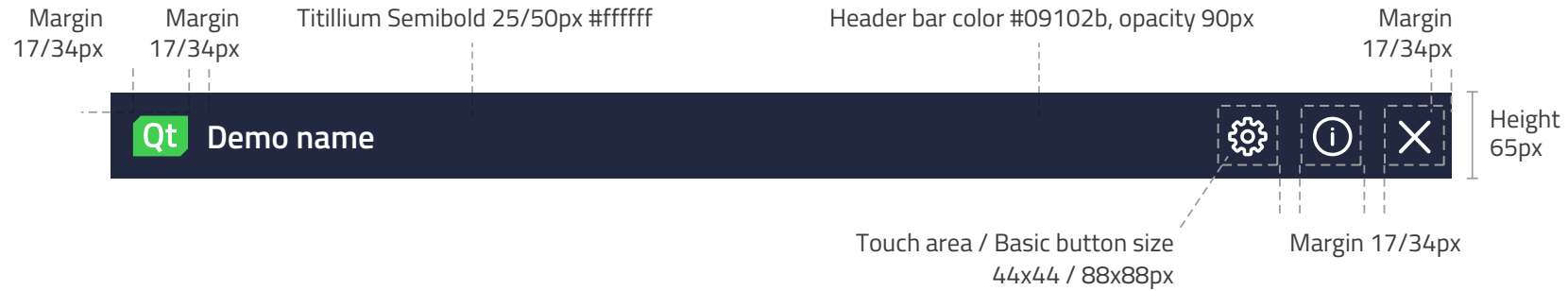


Hidden header.
Subtle graphic to give room to content. See video about the function.



Header specifications

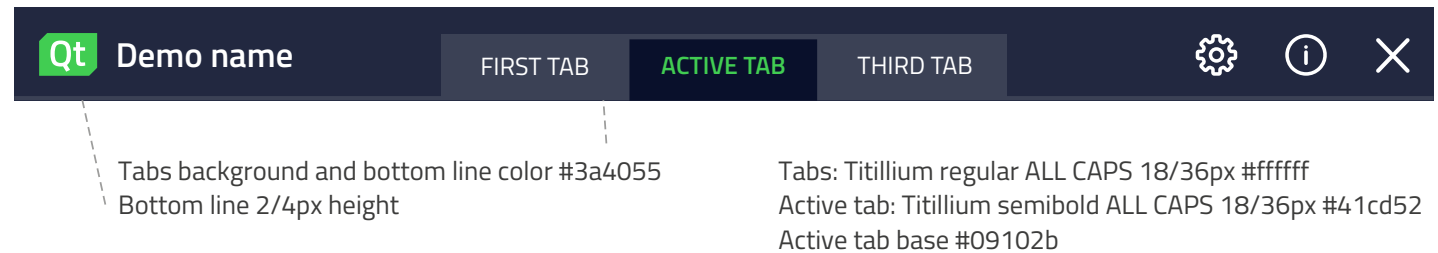
The header can contain also functions, tabs etc. depending on the demo.



FUNCTIONS IN HEADER EXAMPLE



TABS IN HEADER EXAMPLE



Sidebars

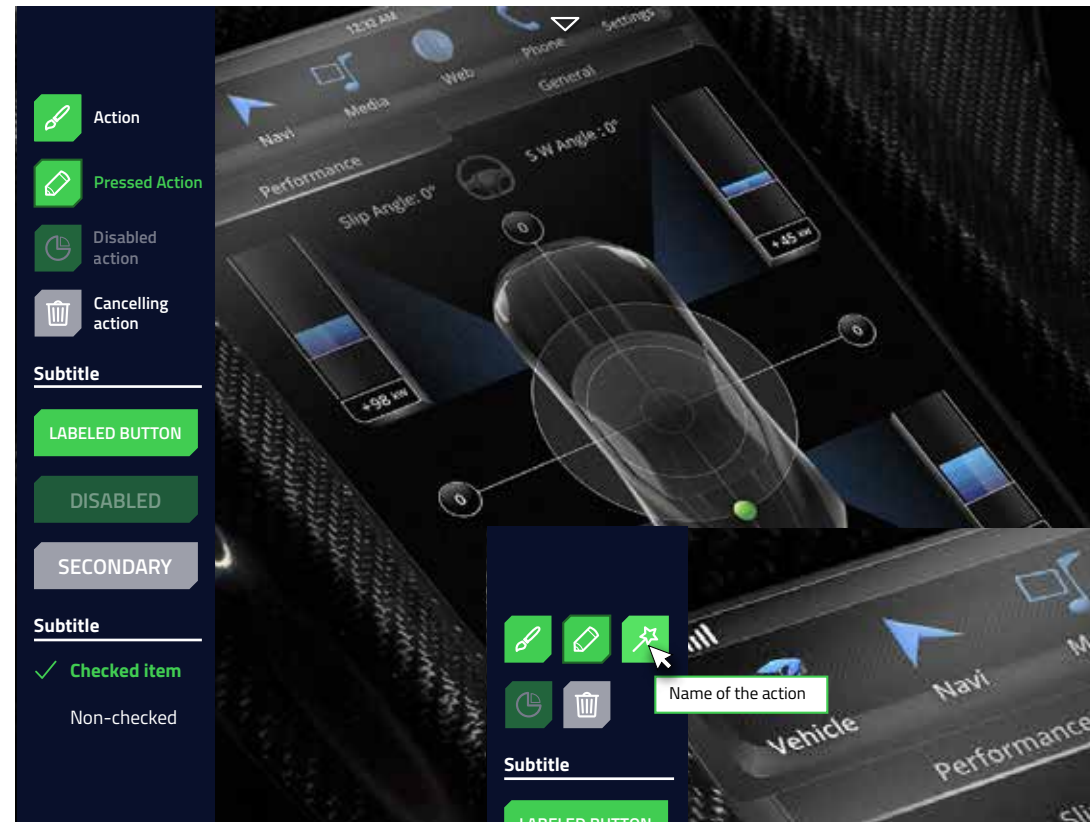
If the demo has a clear set of actions, selections or tools available, they should be placed in the sidebar sector. Use tooltips on hover for mouse to explain the action of the buttons, and clear label texts on mobile demos.

In case the demo is designed for touch devices, icons should always have descriptive label texts, as no hover tooltips are available.

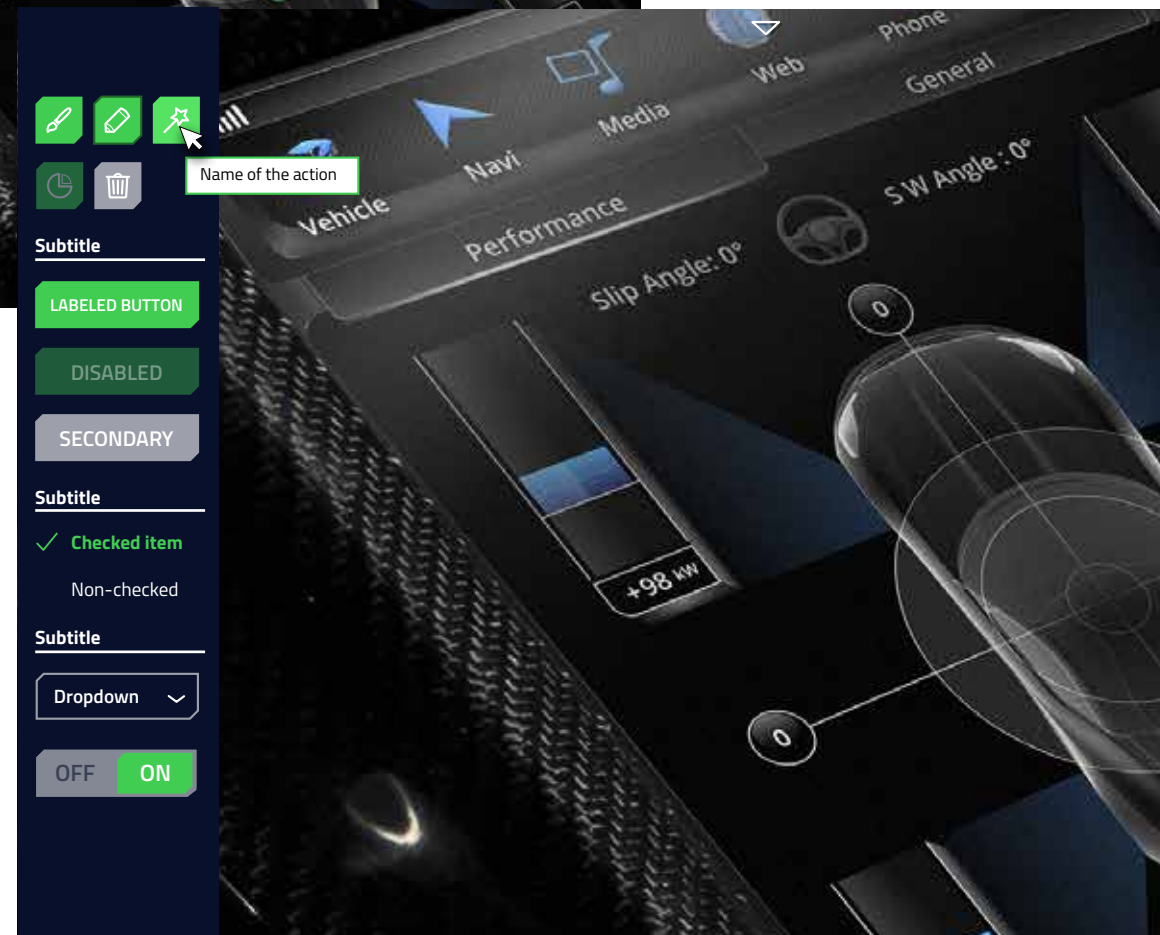
Touch screens should always have an interaction area of at least 7mm physical size for actions. If the graphic itself does not fit well to those values, at least the touch area has to.

Prefer controls in sidebars for keyboard and mouse and controls in the footer sector for mobile applications.

SIDEBAR EXAMPLE ON TOUCH DEVICE 1024 x 768 px



SIDEBAR EXAMPLE ON DESKTOP
1920 x 1080 px



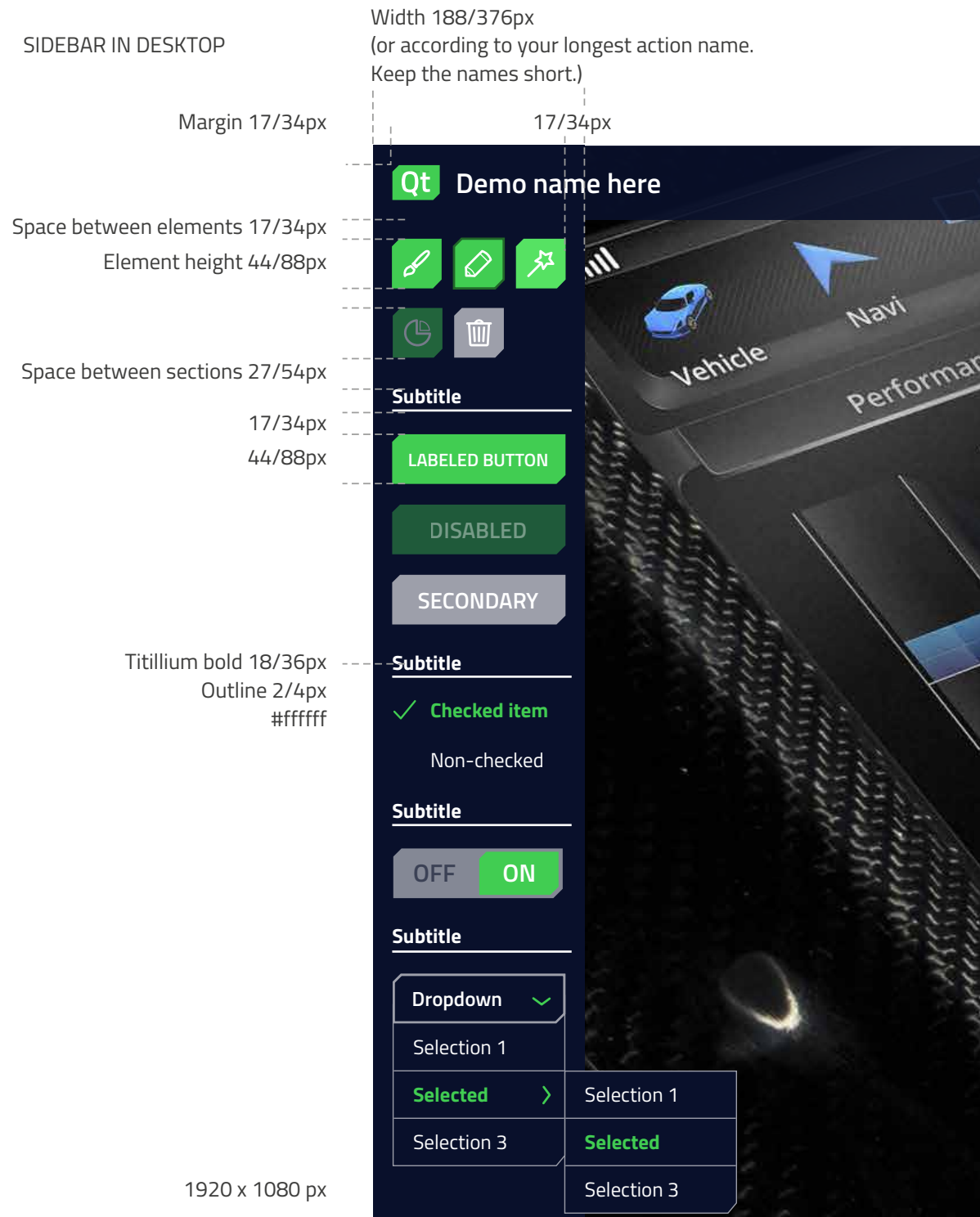
Notice that the buttons and other controls are still the same size. After this resolution on desktop, double the sizes of elements for hd quality (or start to scale up the size of elements responsively).

Sidebar specifications

Opacity of sidebars:
Sidebars are in principle solid color and the content area starts next to it, so that the sidebar doesn't cover up important content of the demo.

You can also make a sidebar with 90% opacity if you make sure sidebar doesn't cover up controls or important content inside your demo in any device and screen resolution.

SIDEBAR IN DESKTOP



Sidebar specifications -touch devices

- Fewer controls fit in
- Check that clickable size is over 7mm in physical size
- Action names next to buttons

SIDEBAR IN TOUCH DEVICES

Width 188/376px

or according to your longest action name. Keep the names short or use 2 lines to give space to content.

Room for header to appear 65/130px

Space between elements 17/34px

Element height 44/88px

You can use a little bit bigger space between elements. If you do, make sure, that proportions stay the same: less space between elements of same group and more between different sections



Action

---Titillium Semibold 16/32px



Pressed Action



Disabled action



Cancelling action

Subtitle

LABELED BUTTON

DISABLED

Subtitle



Checked item

Non-checked

---THE SIDEBAR:

Dark blue #09102b

Width 187px in medium resolution

100% opacity

no shadows

1024 x 768 px

Example layouts

TWO SIDEBARS

If the functions in your demo don't fit in the left sidebar, consider using the additional right sidebar instead of making the left sidebar scrollable.

Take care that the sidebars don't have a negative effect on the actual demo content.

Qt

Demo name here

Action

Pressed Action

Disabled action

Cancelling action

Subtitle

LABELLED BUTTON

DISABLED

SECONDARY

Subtitle

Checked item

Non-checked

Settings

Info

Close

Subtitle

LABELLED BUTTON

BUTTON

SECONDARY

Subtitle

Checked item

Non-checked

Non-checked

Subtitle

OFF

ON

OFF

ON

Dropdown

12:34 AM

Phone

Settings

Navi

Media

Web

General

Performance

SW Angle: 0°

Slip Angle: 0°

+98 kW

+45 kW

+198 kW

Total kW: 523 kW

0

0

0

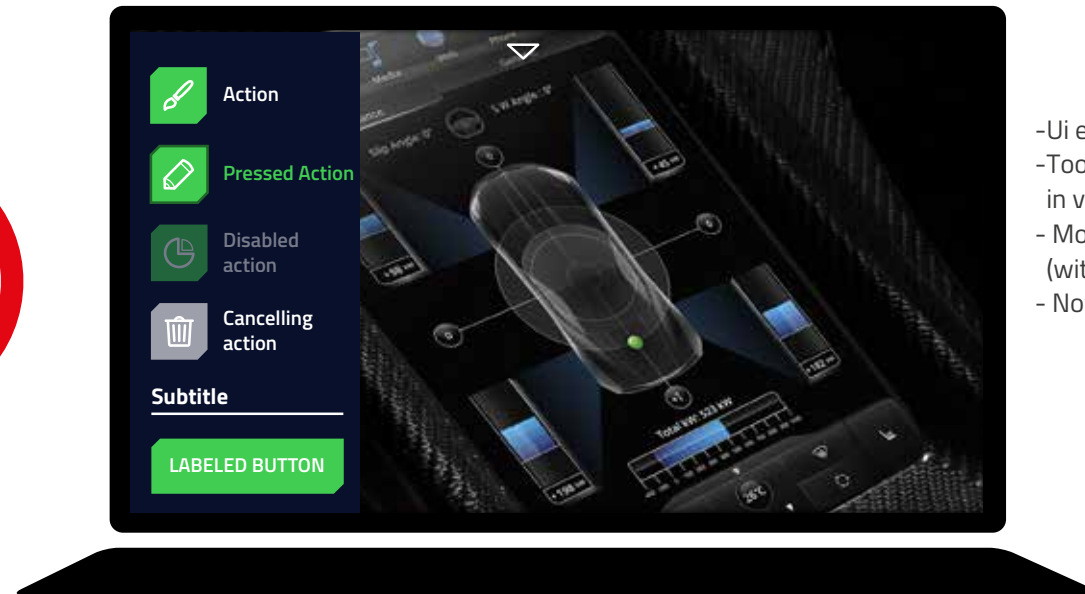
+1

ON

Do's & don'ts



HD GRAPHICS USED ALSO FOR DESKTOP 1360 X 768PX DISPLAY



- Ui elements are too big
- Tools and functions do not fit in view
- Mobile versions of tools used (with action names)
- Not room left for revealing header

MEDIUM GRAPHICS USED FOR DESKTOP 1360 X 768PX DISPLAY



- Ui elements are good clickable size for mouse use
- Many tools and functions fit in view
- Action names are not needed because of tooltip texts
- Room for header to appear

Footer

The footer is mainly reserved for actions, selections or tools that require vertical space, for example vertical sliders and timelines on a media player.

The footer is also the go-to area for buttons and other interactive elements in a landscape mobile environment, where horizontal space is often required for the actual content over vertical space. This again is something that needs to be considered on a case-by-case basis.

[Quick player -video](#)

[Player's volume animated](#)



USE FOR:

- Media players
- Tools that need vertical space: sliders, timelines etc.
- Touch devices as primary option

Footer specifications

Use short action names.

Dropdown opens upwards
(example in UI wireframes).

Decide maximum number of actions according your intended end-device:
On big desktop computer screen, you can have 20.
On small mobile device, 7-9 can be maximum.

You can increase the space between buttons for better touchability, but keep the tools in clear groups



UI elements 1/2

Font weight always regular or more.

Font size always 14 scale independent pixels or more.

Cut corners subtle and uniform.

Basic size of every element 44/88px.

Basic margin between elements at least 17/34px.

Make sure there is always padding around text or icon.

It is recommended to test on your end-device that your UI is in proper scale and all buttons clickable size (7mm physical size) and text readable.

44/
88px

BUTTON



BUTTON

Font Titillium Semibold, min. 16/32px #ffffff
Background color #41cd52

BUTTON



HOVER ON BUTTON

Background color #56e263

BUTTON



PRESSED OR ACTIVE BUTTON

Background color #41cd52
Outline 2/4px color #216729

DISABLED



DISABLED BUTTON

Normal button, opacity 45%

SECONDARY



SECONDARY BUTTON

Background color #9d9faa



44/88px

7/14px

BUTTON STYLE AND ICONS

Corners cut according to [brand guide](#), about 7/14px
More on icon size and placement in "Icons"-slide.



44/88px



DEFAULT DEMO BUTTONS

#ffffff Icons without background, same size invisible touch area
Pressed or active icon #41cd52

Subtitle

SUBTITLE

Titillium Bold 18/36px #ffffff,
Underline 2/4px #ffffff

OFF

ON

OFF

ON

SWITCH

Font Titillium Semibold 22/44px
Font active color #ffffff
Font disabled color #3a4055

Background color #848895
ON-position button color #41cd52
OFF-position button color #9d9faa

UI elements 2/2

Watch example videos:

Dropdown:

[Drop down animated video](#)

Tabs defined in "Header specifications" slide

If a specific control example is not found in this document, try to design it with similar style.

44/
88px

Search...



SEARCH BAR

Font Titillium Regular, #ffffff
Outline 2/4px / color #9d9faa

Button background color #41cd52
Icon color #ffffff

Dropdown



DROP DOWN MENU

Font Titillium Semibold min. 16/32px, #ffffff, arrow #ffffff
Outline 2/4px, color #9d9faa

Dropdown



OPENED DROP DOWN MENU

Font Titillium Semibold min. 16/32px, #ffffff, arrow #41cd52
Outline 2/4px, color #9d9faa

Selection 1

Selected



Selection 1

Selection 3

Selected



Selection 1

Selection 3

Selected

Selection 3

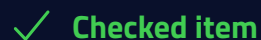
SELECTIONS ON LIST

Font Titillium Regular min. 16/32px, #ffffff
Selected item Bold #41cd52
Outline 1/2px, color #9d9faa



QUICK PLAY/PAUSE

Icons #ffffff
Round button base #41cd52



Checked item

Non-checked

CHECKLIST

Active icon & active font color #41cd52, Titillium Bold
Non-active font color #ffffff, Titillium Regular



SLIDER

Button color #41cd52
Line color #ffffff / #9d9faa
Line width 4/8 px, rounded caps

Can be also vertical (volume on player).
If disabled, opacity 45%

Icons

Icons are white.

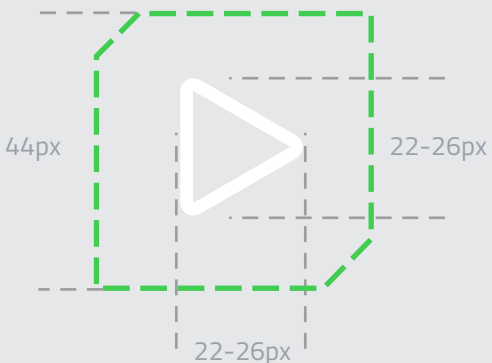
Icon corners are round.

Icons can be used individually (default header icons, close-buttons, in menus...) or on button bases.

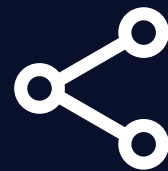
ICON FILES:

Icons are done in size 22-26px #ffffff to button sized (44x44px) .ai Illustrator-file and exported as .svg with export option "Styling=Inline style". Icons can be scaled to hd sizes (88px or anything) and padding and placement on button/row is always correct. Create new icons to library this way.

[Download icons](#)



Highlight color #41cd52



MOUSE



TOUCH

Popups

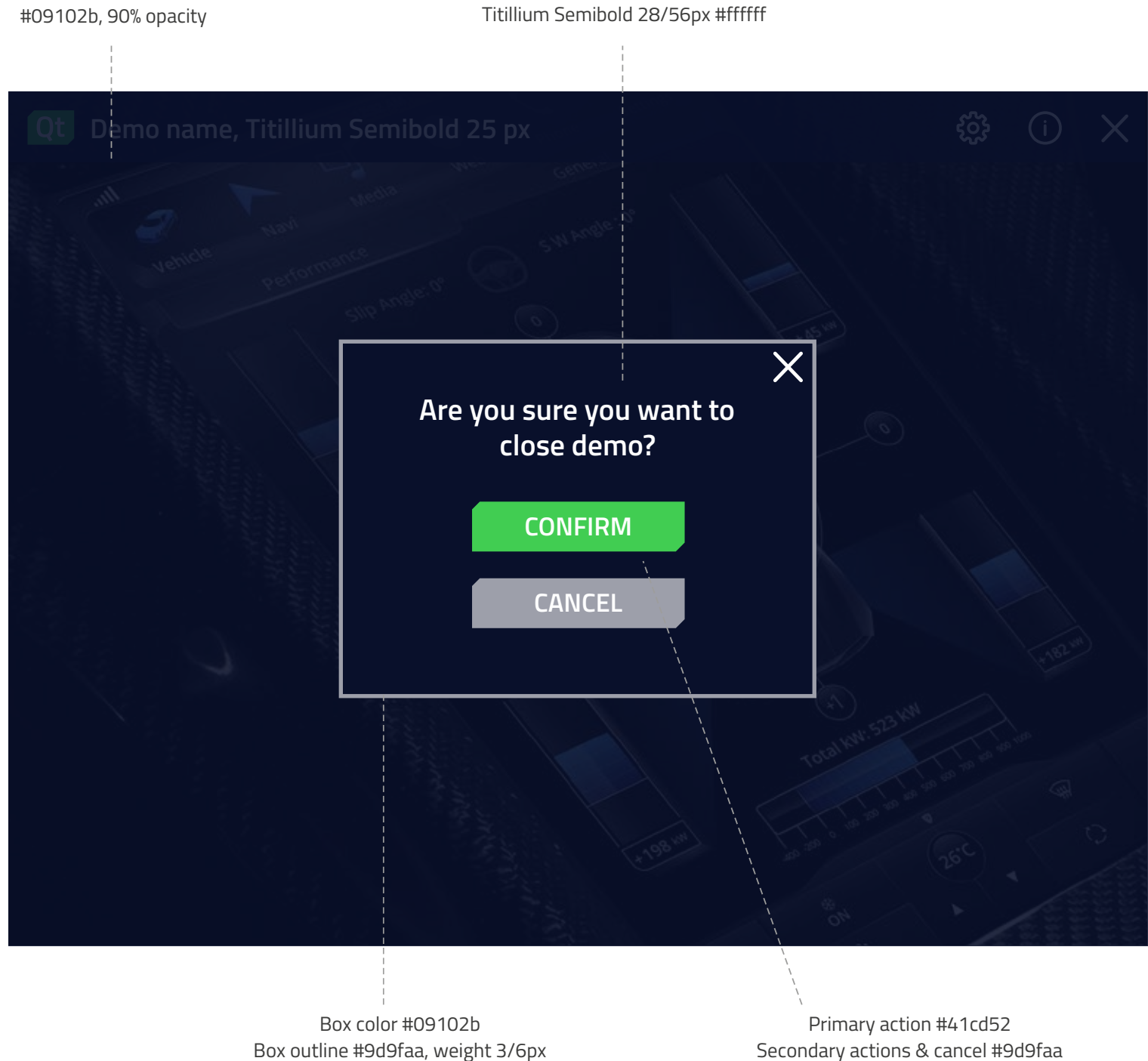
Settings, info and close-dialog are designed as popups.

Popups are animated to create wow-factor: Background darkens (color fade-in) and popup slides in to the center of content area from the bottom:

[Popup animation](#)

Destructive actions that cannot be undone (like closing a demo or deleting data) should always be confirmed by the user. A good way to do this is to use a popup dialog.

Otherwise try to avoid using popups.



MAIN PURPOSE: INSTRUCT THE PRESENTER WHAT TO DEMONSTRATE WITH THIS DEMO AND HOW TO DO IT

Info Popup

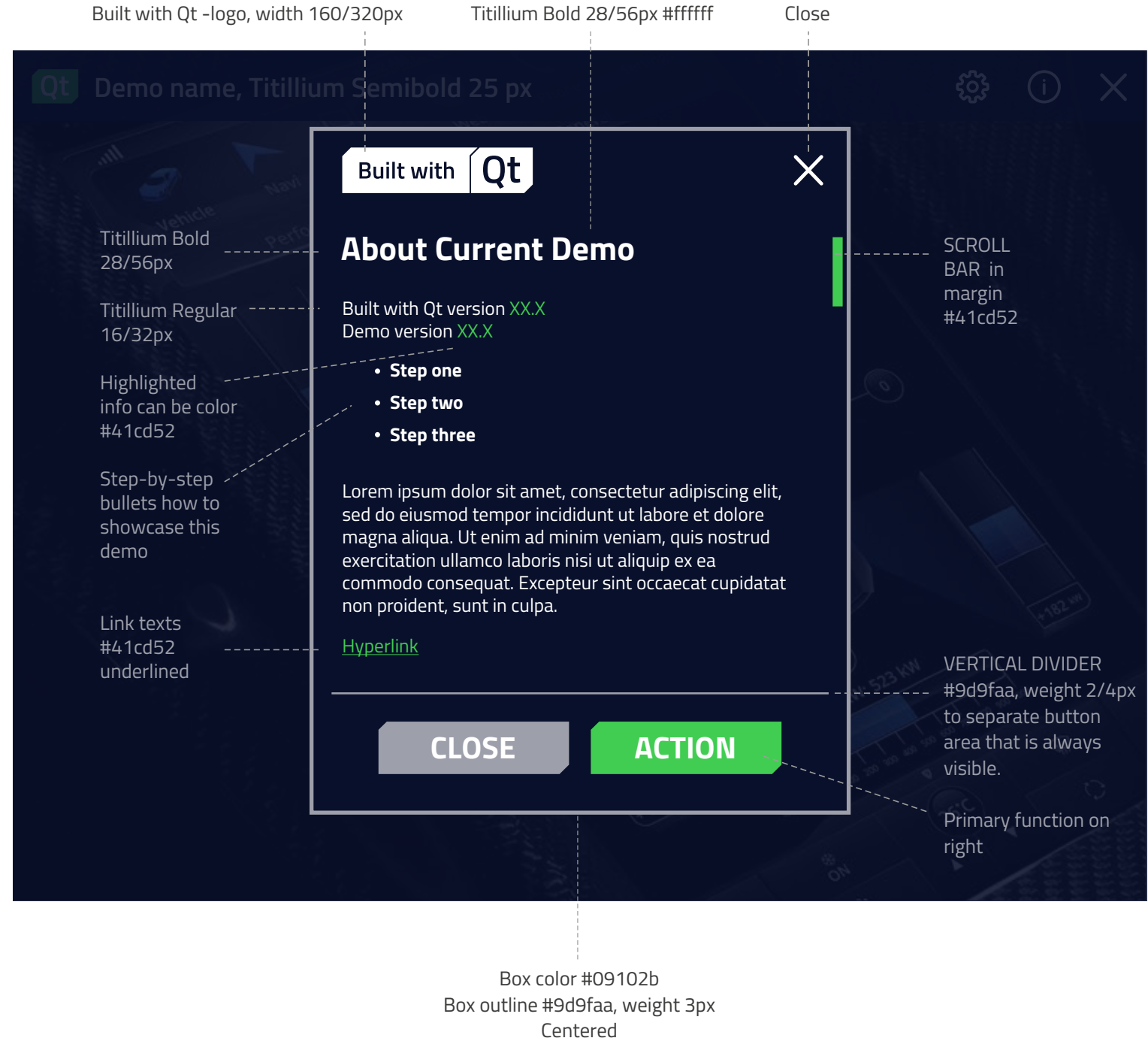
The "About Current Demo" window is accessed via the "Info" button. It should always have the "Built with Qt" -logo in the upper left corner.

The info window always shows the current version information and easy "step-by-step" guide about the demo content to instruct the current user.

Additional info and links are provided afterwards. Links should always have a highlight color and an underline, differentiating it from the main textual content.

For future: Possibility to update demos directly from this window? "Check for updates" etc

[Info demo video](#)



Settings

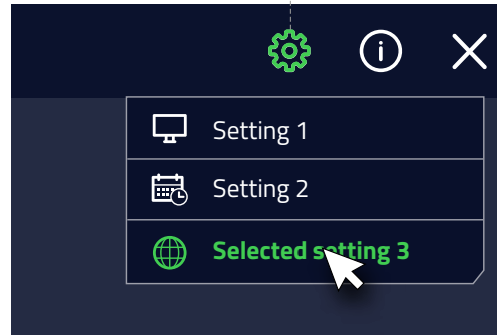
If the demo requires settings to be changed, they should be placed in a Settings Window (popup), accessed via a "cog" button in the header sector, in the upper right corner.

If the demo does not require settings to be changed, remove the button from header.

The settings should be clearly categorized, for example: Audio, Video, Network, Input etc. Different categories should be placed behind different tabs.

OPEN SETTINGS FROM ICON IN HEADER

Icon color changes to #41cd52



Titillium Regular 18/36px #ffffff

Titillium Bold 18/36px #41cd52

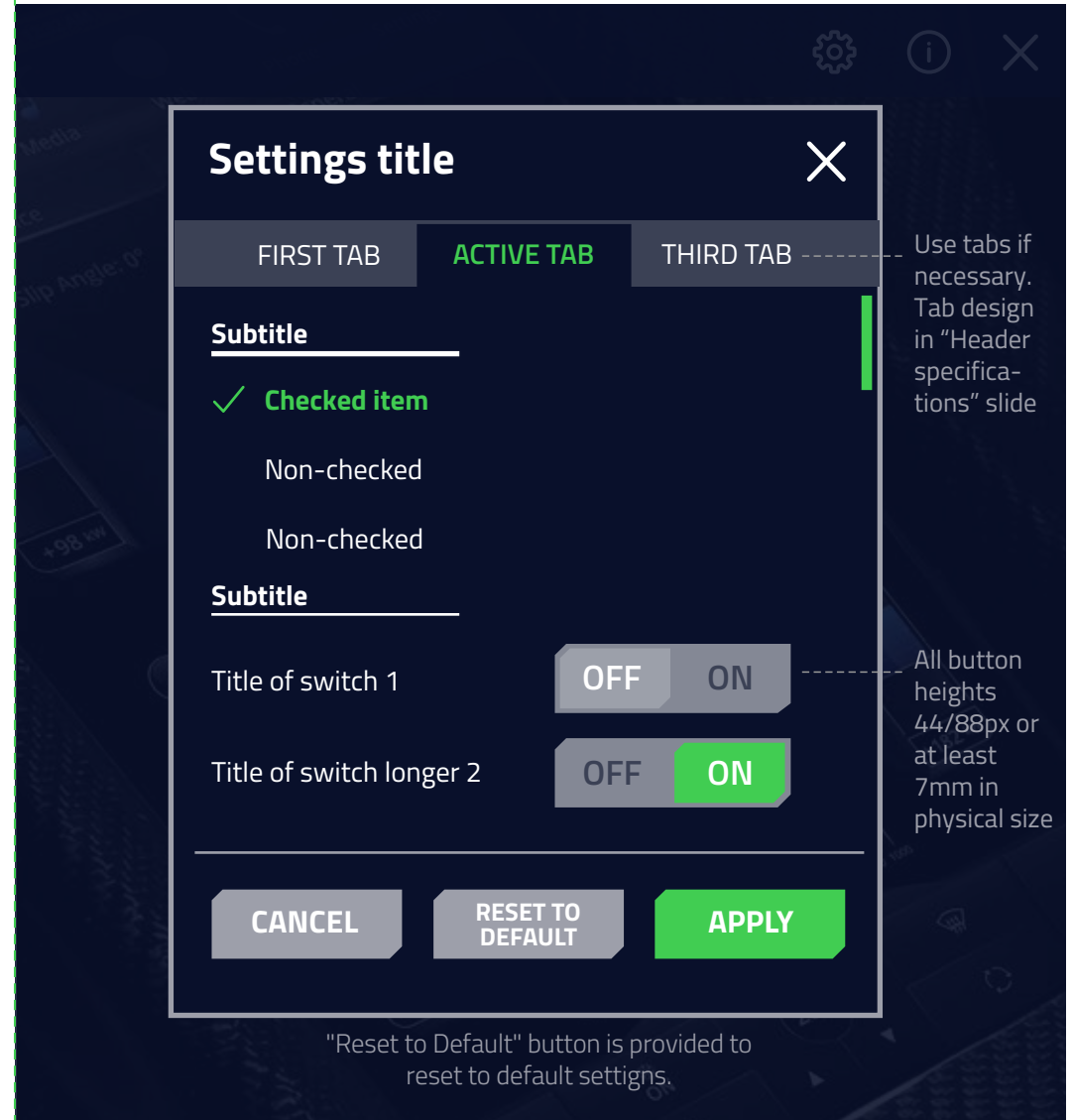
Menu fill color #09102b

Outlines 1/2px #9d9faa

Clickable row height 44/88px

SETTINGS POPUP

See previous slides for more design specifications of this popup.



View cut

Popup width approximately 1/3-1/2 of screen
450/900px in these design layouts

Augmented or Virtual Reality

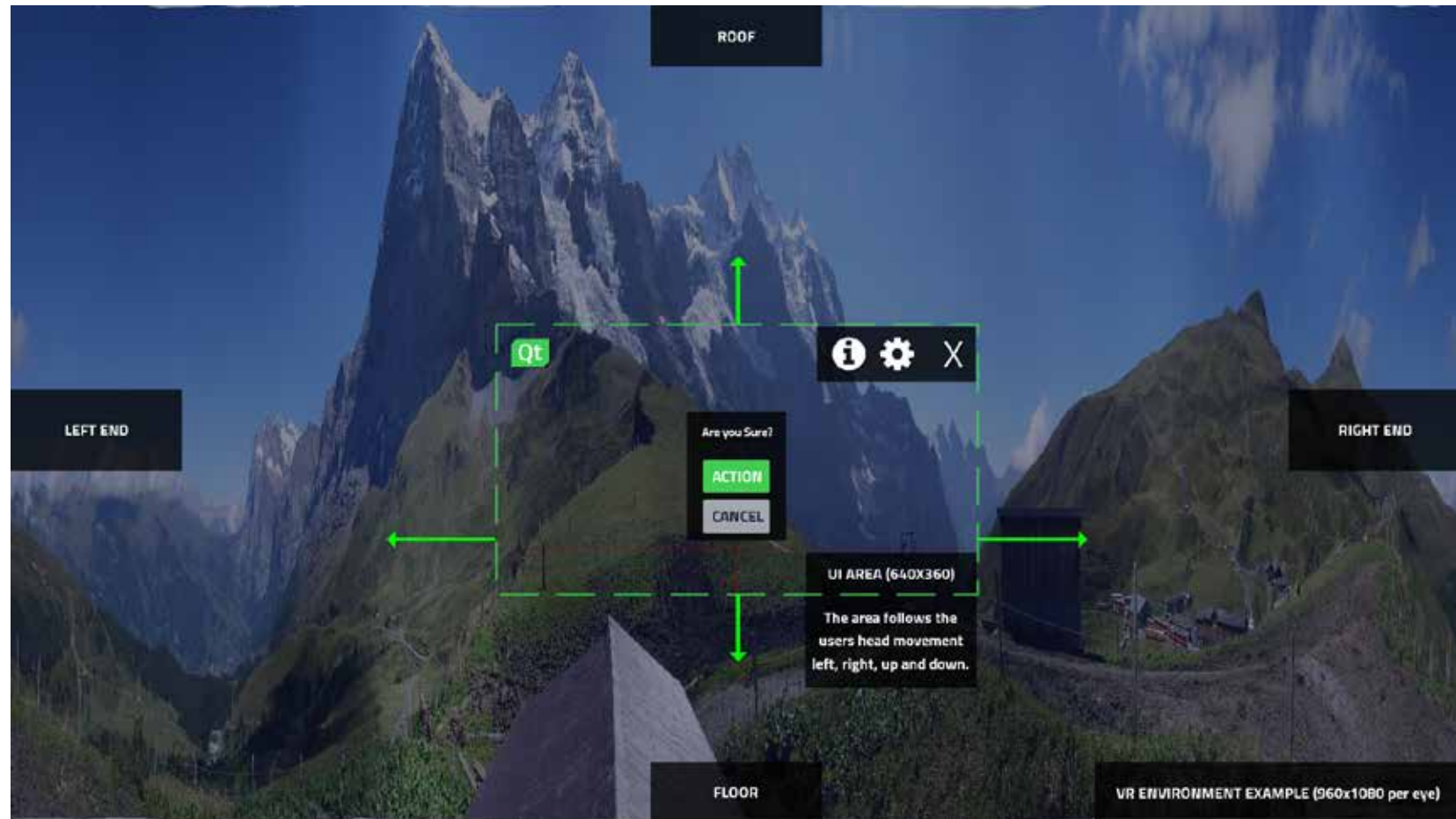
It is good to have the UI follow the users head movement, and that the important elements are placed in the center of the view.

Do not use highly detailed UI elements or thin lines, stick to basic shapes and clean readable text. Usually bolder text and thicker lines work better.

The UI should always be placed a good distance away from the user (an arms length), to enhance the feeling of dimension vital to the VR experience.

Testing the UI with the actual hardware is required in each case.

PLACE THE UI IN THE CENTER OF THE VIEW



UI wireframe.
Execute graphics according to this guide.

Final words

When designing and implementing an User Interface for a Qt demo it is important to always test it on your end-device or intended devices and resolutions.

Besides making sure your demo and all the functions work, make sure the UI is proper size and dimensions, looking stylish and according to Qt brand and this guide.

If you need further references and guidance, see also

[Graphic example layouts](#)

and

[UI wireframes](#)

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