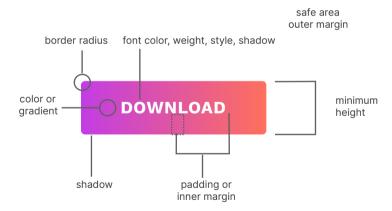


DESIGN & ART

Are UI Designers Artists?

There often is a perceived equal sign between UI designers and graphic designers. It's quite an oversimplification that needs clearing. A graphic designer is commonly associated with being an artist, while UI design is more of a craft, that adheres to a set of strict rules.

User interfaces are not "painted with pixels," as many people think about them. They're a precise, visual blueprint for a working product. They're not artworks on a gallery wall, but rather an architectural plan - accurate and with very little artistic chaos.



Great interface design is pretty rigid in terms of its rules, constraints, and regulations. Given too much artistic freedom, it can deviate highly from the functional specifications, making the resulting product very hard to use.

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UI is definitely NOT art.

While it may come in handy, being an illustrator or a painter is not necessary for UI design. The best interfaces are often a result of manually entering the right numbers into boxes, instead of artistic strokes on a graphic tablet. You can be a successful UI designer with just using a couple of basic, good practices without ever getting out of the comfort zone.

Readable, useful, and aesthetically pleasing result is the culmination of a successful UI design.







A few examples of us testing various visual styles, as seen on our Dribbble profile. Most of them require additional work to become a truly usable digital product.

Dribbble.com designs are probably the closest intersection of art and UI design. The main goal of posting a project to Dribbble is to achieve the highest possible aesthetic effect - often at the cost of functionality. Many of those designs are either impossible to code, unusable, or not accessible. Bringing them back towards something that works would often require a lot of changes. That's why it's good to use them as inspiration for visual ideas while being critical and judging the usability of everything you see.

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"Dribbble designs often have poor usability, but they are a great source of visual inspiration"