

# Frontend Design Skill

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Use this skill when creating UI components, landing pages, dashboards, or any frontend design work.

## Design Workflow

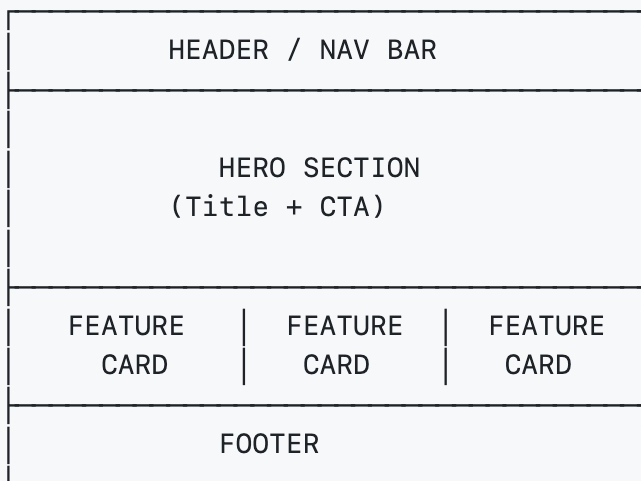
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Follow this structured approach for UI design:

1. **Layout Design** — Think through component structure, create ASCII wireframes
2. **Theme Design** — Define colors, fonts, spacing, shadows
3. **Animation Design** — Plan micro-interactions and transitions
4. **Implementation** — Generate the actual code

### 1. Layout Design

Before coding, sketch the layout in ASCII format:



### 2. Theme Guidelines

#### Color Rules:

- NEVER use generic bootstrap-style blue (#007bff) — it looks dated
- Prefer `oklch()` for modern color definitions
- Use semantic color variables (`--primary`, `--secondary`, `--muted`, etc.)
- Consider both light and dark mode from the start

#### Font Selection (Google Fonts):

Sans-serif: Inter, Roboto, Poppins, Montserrat, Outfit, Plus Jakarta Sans, DM Sans  
Monospace: JetBrains Mono, Fira Code, Source Code Pro, IBM Plex Mono, Space Mono  
Serif: Merriweather, Playfair Display, Lora, Source Serif Pro, Libre Baskerville  
Display: Architects Daughter, Oxanium

### Spacing & Shadows:

- Use consistent spacing scale (0.25rem base)
- Shadows should be subtle — avoid heavy drop shadows
- Consider using `oklch()` for shadow colors too

## 3. Theme Patterns

### Modern Dark Mode (Vercel/Linear style):

```
:root {
  --background: oklch(1 0 0);
  --foreground: oklch(0.145 0 0);
  --primary: oklch(0.205 0 0);
  --primary-foreground: oklch(0.985 0 0);
  --secondary: oklch(0.970 0 0);
  --muted: oklch(0.970 0 0);
  --muted-foreground: oklch(0.556 0 0);
  --border: oklch(0.922 0 0);
  --radius: 0.625rem;
  --font-sans: Inter, system-ui, sans-serif;
}
```

### Neo-Brutalism (90s web revival):

```
:root {
  --background: oklch(1 0 0);
  --foreground: oklch(0 0 0);
  --primary: oklch(0.649 0.237 26.97);
  --secondary: oklch(0.968 0.211 109.77);
  --accent: oklch(0.564 0.241 260.82);
  --border: oklch(0 0 0);
  --radius: 0px;
  --shadow: 4px 4px 0px 0px hsl(0 0% 0%);
  --font-sans: DM Sans, sans-serif;
  --font-mono: Space Mono, monospace;
}
```

### Glassmorphism:

```
.glass {
  background: rgba(255, 255, 255, 0.1);
```

```
backdrop-filter: blur(10px);
border: 1px solid rgba(255, 255, 255, 0.2);
border-radius: 1rem;
}
```

## 4. Animation Guidelines

### Micro-syntax for planning:

```
button: 150ms [S1→0.95→1] press
hover: 200ms [Y0→-2, shadow^]
fadeIn: 400ms ease-out [Y+20→0, α0→1]
slideIn: 350ms ease-out [X-100→0, α0→1]
bounce: 600ms [S0.95→1.05→1]
```

### Common patterns:

- Entry animations: 300-500ms, ease-out
- Hover states: 150-200ms
- Button press: 100-150ms
- Page transitions: 300-400ms

## 5. Implementation Rules

### Tailwind CSS:

```
<!-- Import via CDN for prototypes -->
<script src="https://cdn.tailwindcss.com"></script>
```

### Flowbite (component library):

```
<link href="https://cdn.jsdelivr.net/npm/flowbite@2.0.0/dist/flowbite.min.css" r
<script src="https://cdn.jsdelivr.net/npm/flowbite@2.0.0/dist/flowbite.min.js"><
```

### Icons (Lucide):

```
<script src="https://unpkg.com/lucide@latest/dist/umd/lucide.min.js"></script>
<script>lucide.createIcons();</script>
```

### Images:

- Use real placeholder services: Unsplash, placeholder.co
- Never make up image URLs
- Example: `https://images.unsplash.com/photo-xxx?w=800&h=600`

• Example: <https://images.unsplash.com/photo-xxx:ww-00000-000>

## 6. Responsive Design

Always design mobile-first and responsive:

```
/* Mobile first */
.container { padding: 1rem; }

/* Tablet */
@media (min-width: 768px) {
  .container { padding: 2rem; }
}

/* Desktop */
@media (min-width: 1024px) {
  .container { max-width: 1200px; margin: 0 auto; }
}
```

## 7. Accessibility

- Use semantic HTML (header, main, nav, section, article)
- Include proper heading hierarchy (h1 → h2 → h3)
- Add aria-labels to interactive elements
- Ensure sufficient color contrast (4.5:1 minimum)
- Support keyboard navigation

## 8. Component Design Tips

### Cards:

- Subtle shadows, not heavy drop shadows
- Consistent padding (p-4 to p-6)
- Hover state: slight lift + shadow increase

### Buttons:

- Clear visual hierarchy (primary, secondary, ghost)
- Adequate touch targets (min 44x44px)
- Loading and disabled states

### Forms:

- Clear labels above inputs
- Visible focus states
- Inline validation feedback

- Adequate spacing between fields

### Navigation:

- Sticky header for long pages
- Clear active state indication
- Mobile-friendly hamburger menu

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## Quick Reference

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Element	Recommendation
Primary font	Inter, Outfit, DM Sans
Code font	JetBrains Mono, Fira Code
Border radius	0.5rem - 1 rem (modern), 0 (brutalist)
Shadow	Subtle, 1- 2 layers max
Spacing	4px base unit (0.25rem)
Animation	150-400ms, ease-out
Colors	oklch() for modern, avoid generic blue

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*Based on SuperDesign patterns — <https://superdesign.dev>*