

# Material Design

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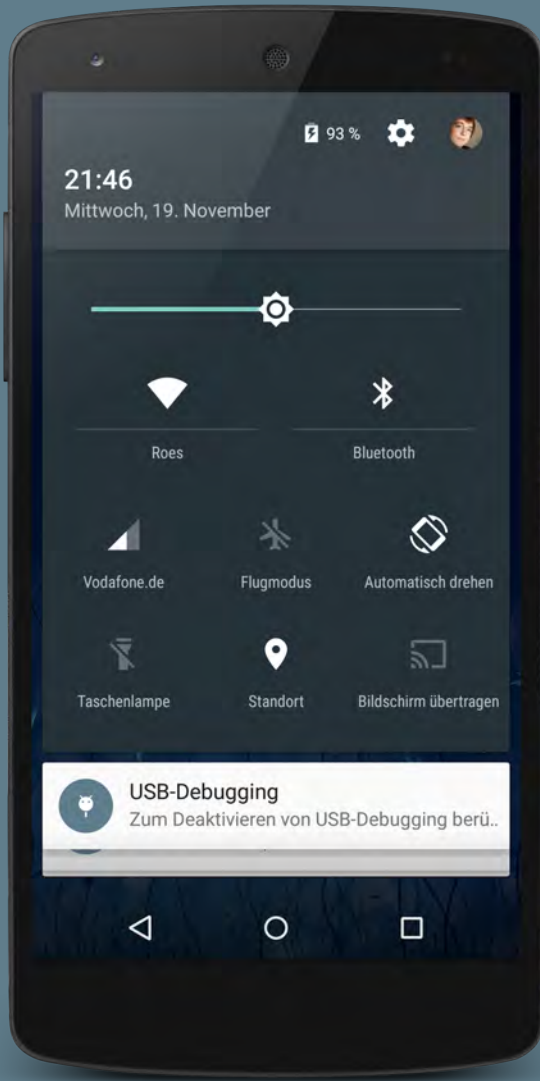
GDG Karlsruhe Co-Organizer



[www.timroes.de/+](http://www.timroes.de/+)





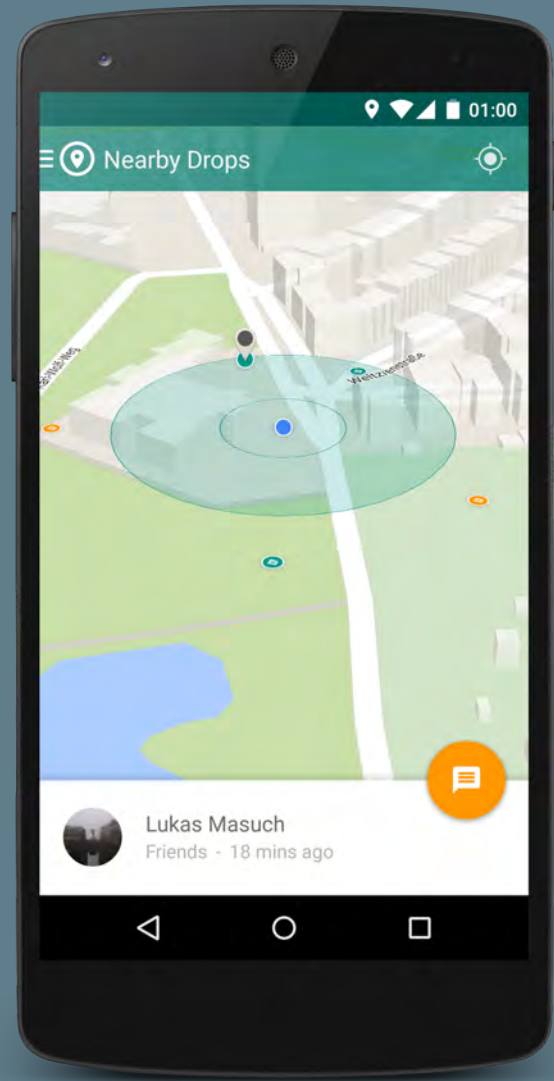


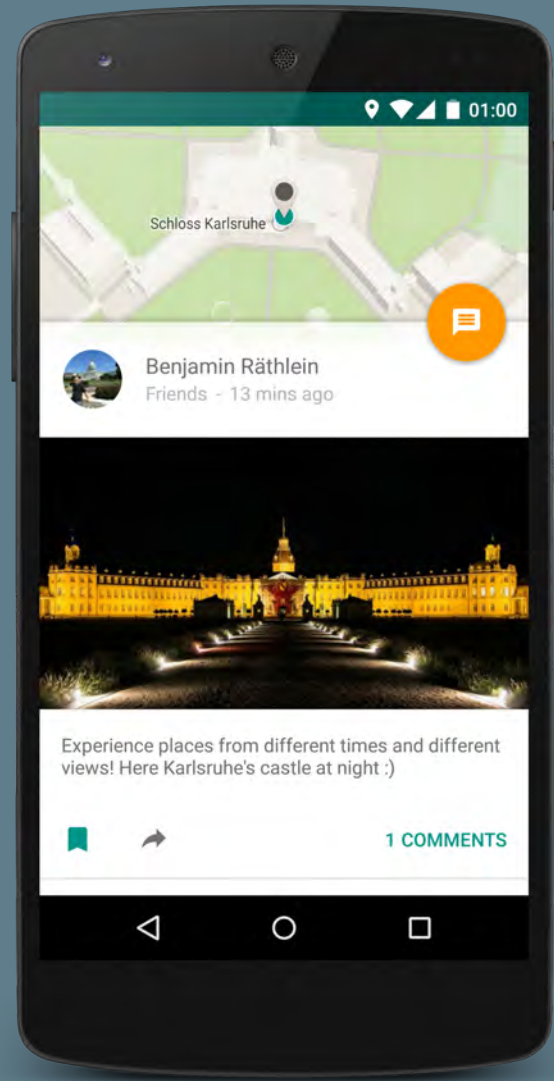
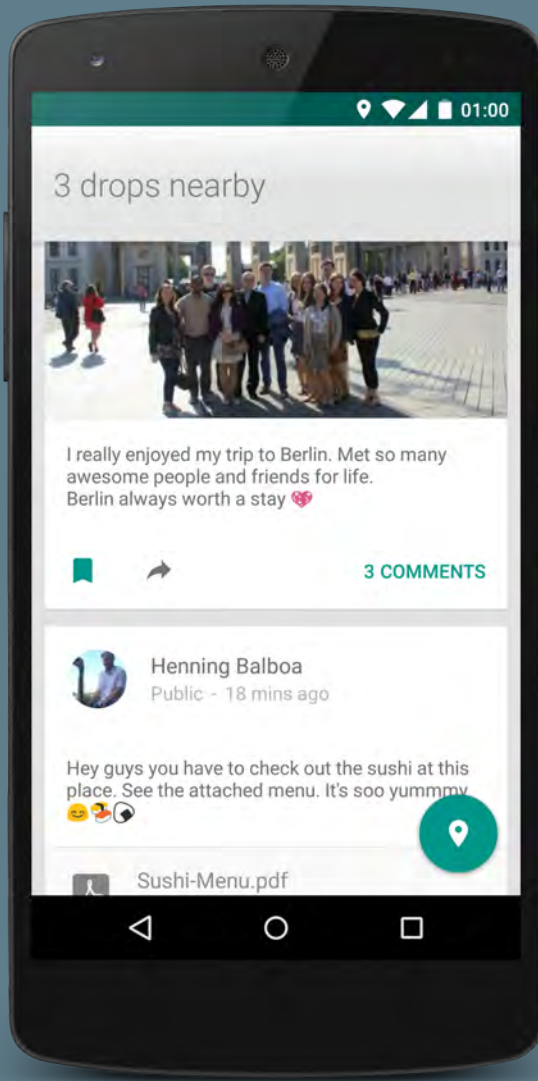


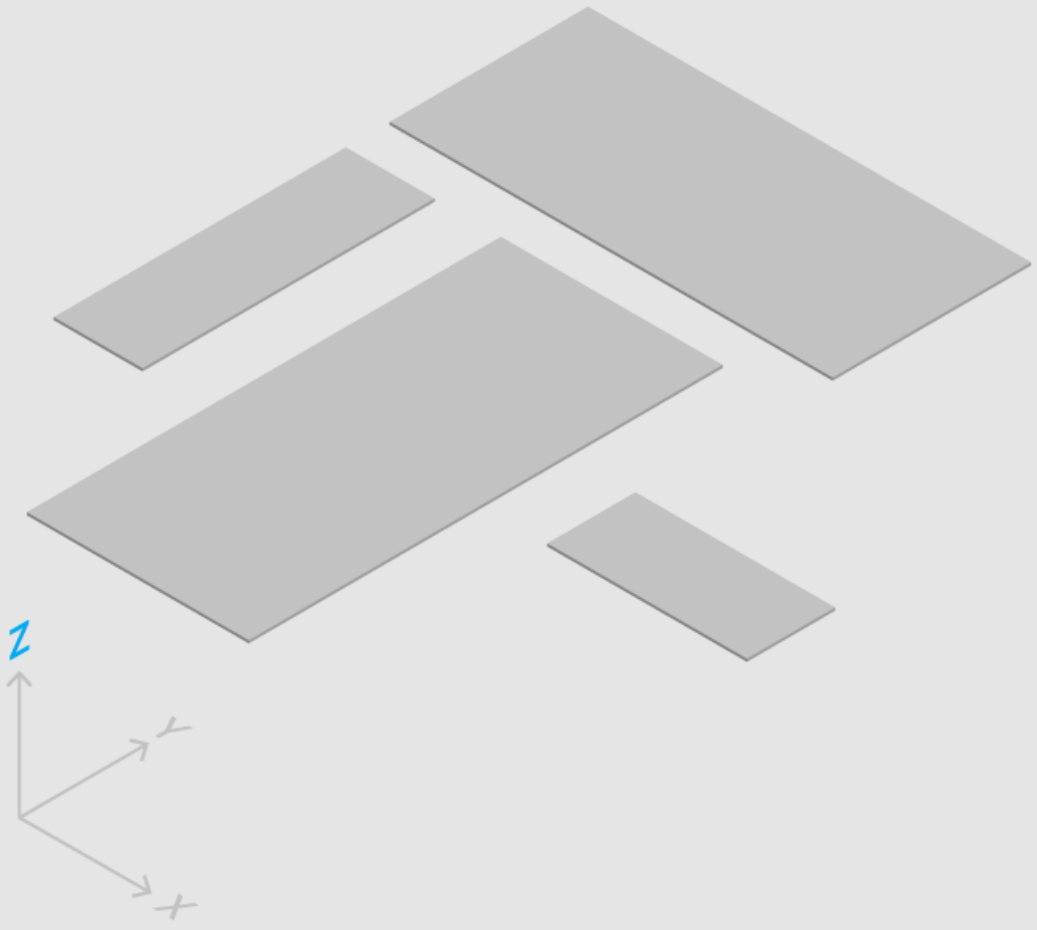
Drop

[bit.ly/12PX9ih](https://bit.ly/12PX9ih)

Invite Code:  
INOVEX

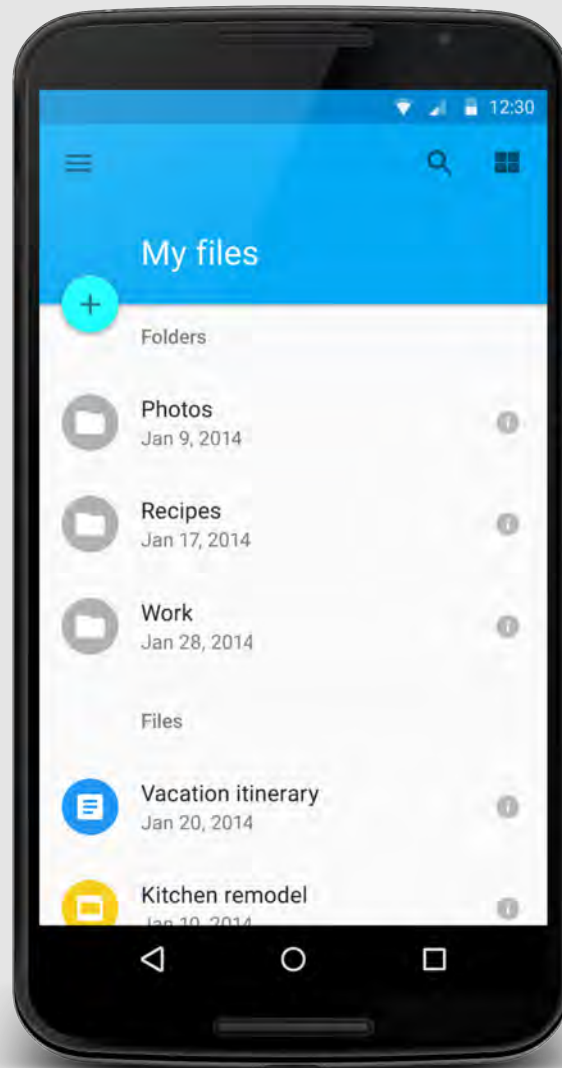




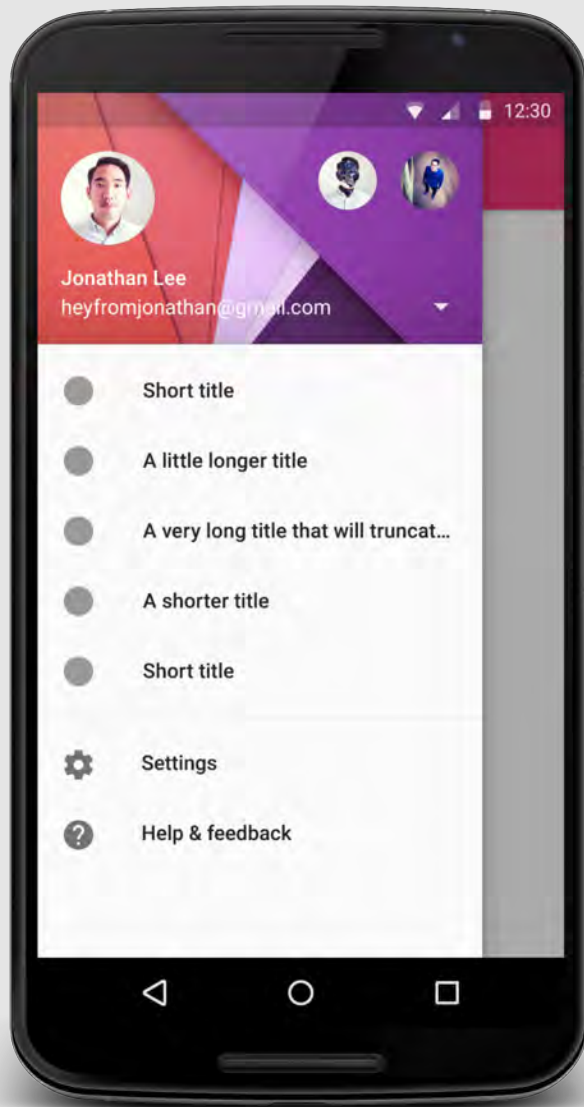


Paper





Ink



*Settings, Help & Feedback*

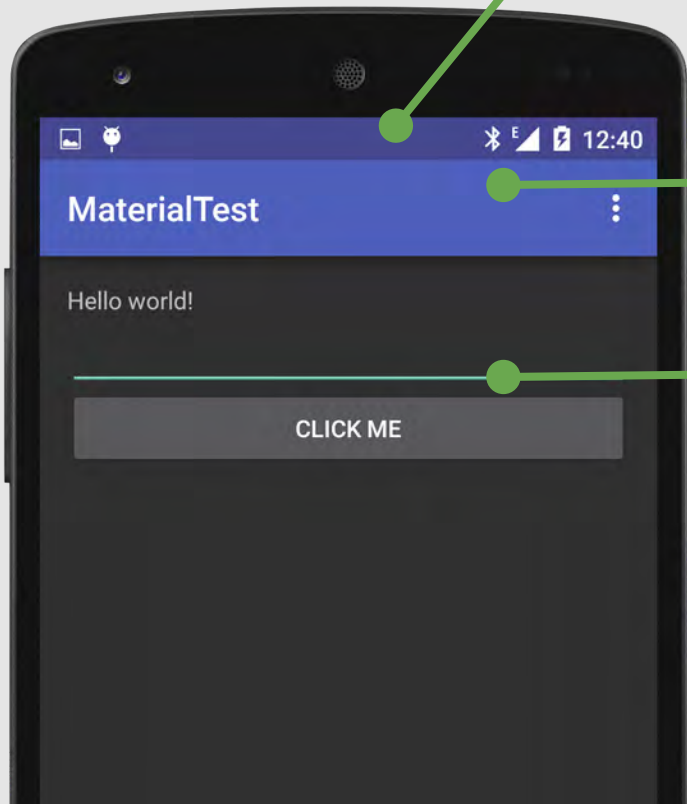
now in the Navigation Drawer

# Theme.Material.Light

```
<style name="MyTheme" parent="android:Theme.Material">  
    <item name="android:colorPrimary">...</item>  
    <item name="android:colorPrimaryDark">...</item>  
    <item name="android:colorAccent">...</item>  
  
</style>
```

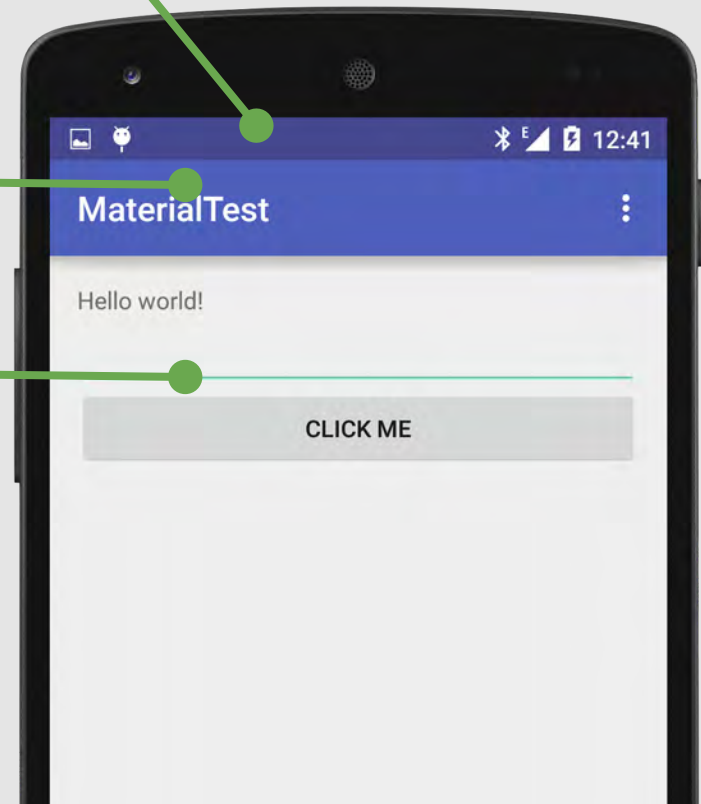
\* Compatibility with AppCompatActivity v7

colorPrimaryDark



colorPrimary

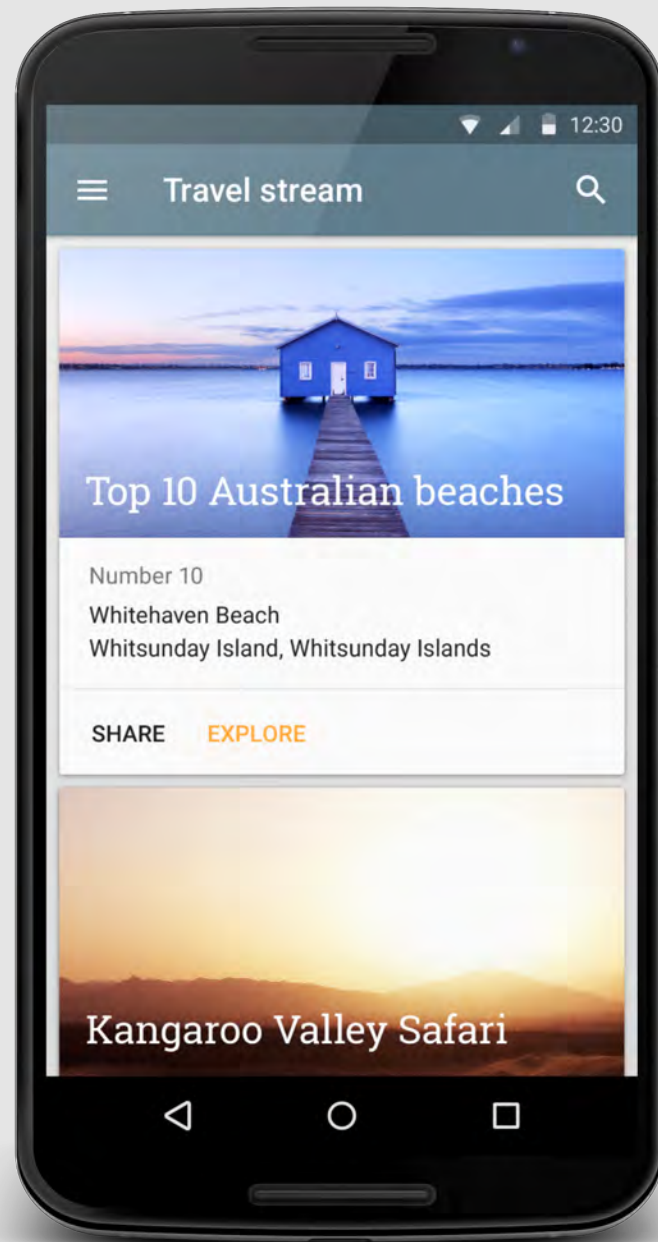
colorAccent



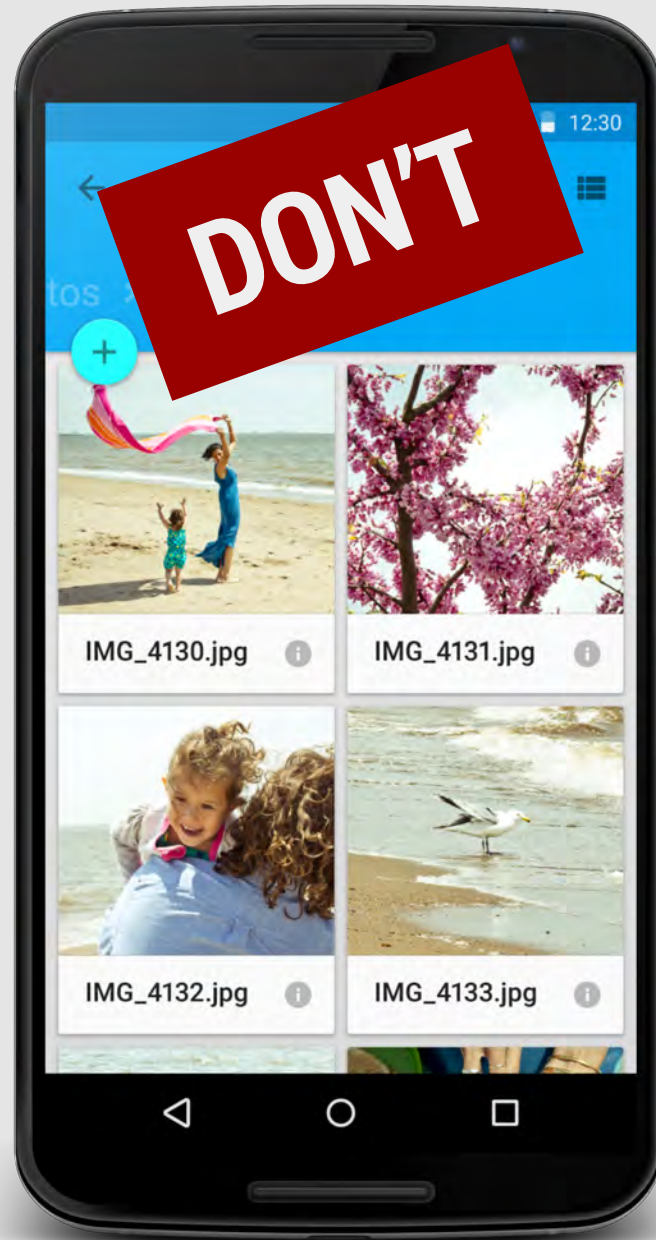
CLICK ME

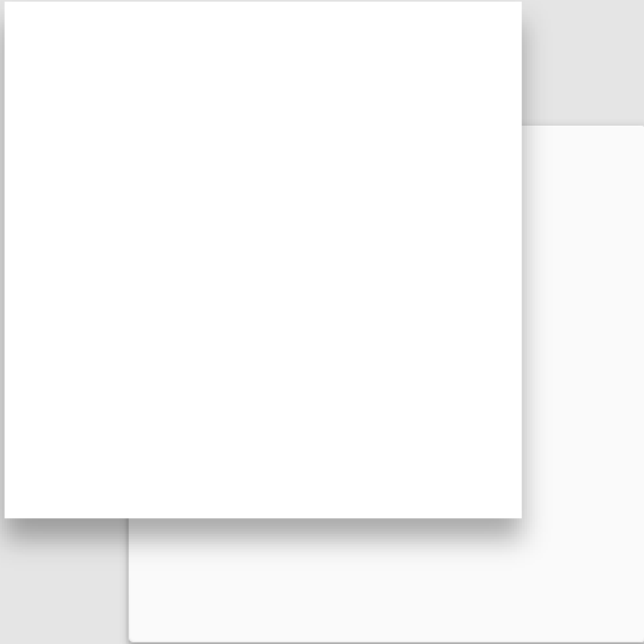
android:TextAppearance.Material. Display4  
Display3  
Display2  
Display1  
Headline  
Title  
Subhead  
Body2  
Body1  
Caption  
Menu  
Button

# Cards



# Cards





## Shadows

```
android:elevation="4dp"
```

```
View.setElevation(float);
```

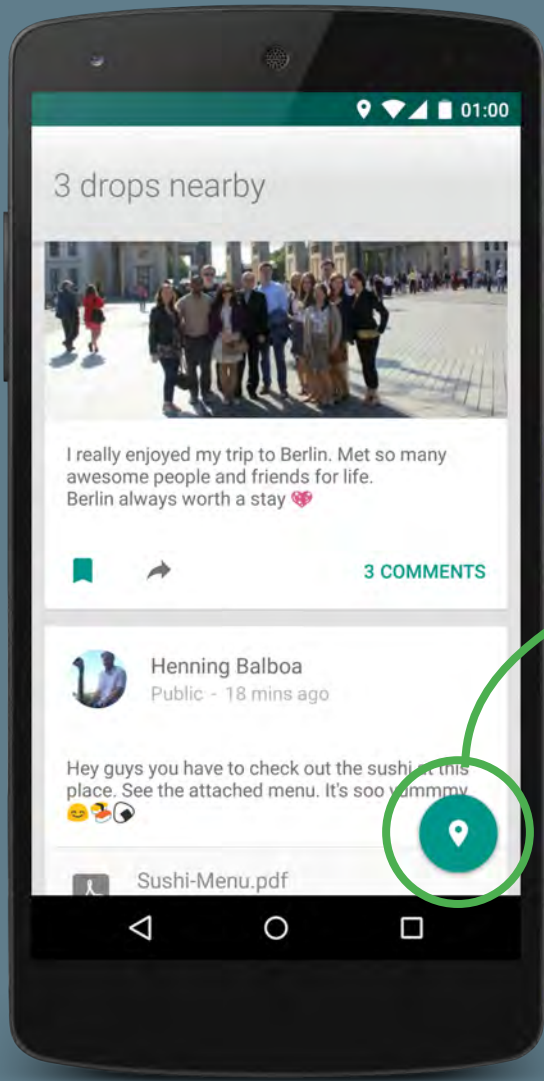


# Ripples and Translation



```
view.animate()  
    .translationZ(float)  
    .start();
```

```
<selector>  
    ...  
    <objectAnimator  
        android:property="translationZ"  
        android:valueTo="8dp"  
        android:valueType="floatType"/>  
    ...  
</selector>
```



# Floating action button

## drawable/fab\_bg.xml

```
<?xml version="1.0" encoding="utf-8"?>
<ripple android:color="?android:colorControlHighlight"
        xmlns:android="...">
    <item>
        <shape android:shape="oval">
            <solid android:color="?android:colorAccent"/>
        </shape>
    </item>
</ripple>
```

# Activity Transitions

## 1) Enable content transitions

```
<style name="MyTheme" parent="android:Theme.Material">  
    <item name="android:windowContentTransitions">true</item>  
</style>
```

## 2) Specify transition element in target activity

```
<ImageView  
    ...  
    android:transitionName="someId"/>
```

## 3) Start transition (with a single element)

```
Intent in = new Intent(this, Activity2.class);  
ActivityOptions opts =  
    ActivityOptions.makeSceneTransitionAnimation(  
        this,      /* start activity */,  
        someView, /* the view in the start activity */,  
        "someId"  /* the string as specified above */  
    );  
startActivity(in, opts);
```

## 1) Enable content transitions

```
<style name="MyTheme" parent="android:Theme.Material">
    <item name="android:windowContentTransitions">true</item>
</style>
```

## 2) Specify transition element in target activity

```
<ImageView
    ...
    android:transitionName="someId"/>
```

## 3) Start transition (with mutiple shared elements)

```
Intent in = new Intent(this, Activity2.class);
ActivityOptions opts =
    ActivityOptions.makeSceneTransitionAnimation(
        this, /* start activity */,
        Pair.create(view1, "id1"),
        Pair.create(view2, "id2")
    );
startActivity(in, opts);
```

# Palette

```
Palette palette = Palette.generate(bitmap);
```

```
palette.getVibrantSwatch();  
palette.getMutedSwatch();
```

```
palette.getLightVibrantSwatch();  
palette.getLightMutedSwatch();
```

```
palette.getDarkVibrantSwatch();  
palette.getDarkMutedSwatch();
```

\* **Attention:** swatches can be null

# Swatches

```
Swatch swatch = palette.get...Swatch();
```

```
swatch.getRgb();
```

```
swatch.getTitleTextColor();
```

```
swatch.getBodyTextColor();
```

```
swatch.getPopulation();
```

```
swatch.getHsl();
```

\* **Attention:** `IllegalArgumentException` can be thrown



Vibrant

light style

Vibrant

normal style

Vibrant

dark style



Muted

light style

Muted

normal style

Muted

dark style



Palette Viewer

# Links:

- [www.google.com/design](http://www.google.com/design)
- [d.android.com/training/material](http://d.android.com/training/material)
  
- [material.angularjs.org](http://material.angularjs.org)
- [polymer-project.org/components/paper-elements](http://polymer-project.org/components/paper-elements)