



### Graphic design

### THE VERY FIRST ENCOUNTER WITH THE CUSTOMER

Graphics is a way of communication between the product and clients. It introduces app to users, tells what it is developed for, shows how to use it. Even if your product works properly client will not use it when he gets confused with its visual site.

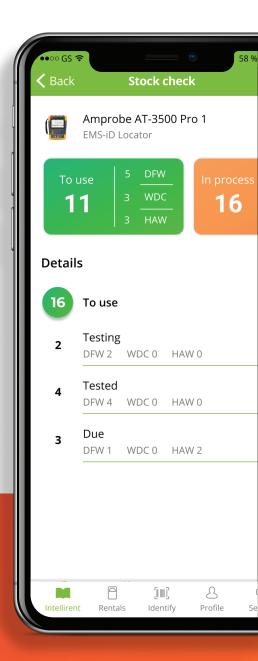
Graphical design is the first step in communication between users and your business.

Do not underestimate it.

# Why graphic design is so important in IT business?

User Experience and User Interface works together to prepare human-first and easy to be used interface. Graphical design is a strong tool.





It represents the brand

It tells client what the app is designed for

It navigates through process in the app

It draws the client's attention to specific content

It dedicates the app to particular group of users

### Web design



APP FOR MANAGING USAGE OF HEADPHONES



APP FOR FIRE ALERTS SYSTEM





### **Graphics outsourcing**

DO YOU DEVELOP IT PRODUCT WITHOUT YOUR OWN GRAPHICAL TEAM? WHY DON'T YOU TRY OUTSOURCING?

#### Don't spend time on building a team

Building team is expensive and tiresome.

#### Adjust graphics worktime to project's needs

First steps of creating a product requires a lot of graphics work. After the beginning of implementation graphical team only supports you.

# We are ready to work with managers and developers:

- to understand the needs of business and industry
- to prepare designs easy to be implemented

#### We use:







#### We design interface

#### FOR VARIOUS PLATFORMS

• web • tablet • mobile • handheld • kiosk

#### **FOR VARIOUS BUSINESS**

• industrial • business • commercial • marketing • social

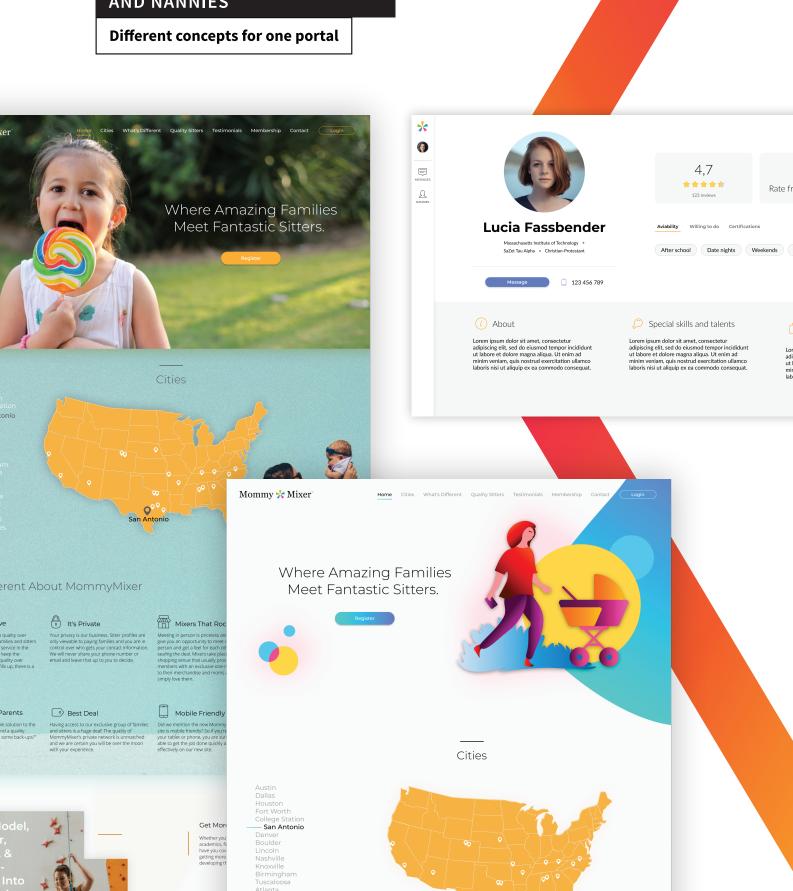


#### We don't design marketing materials

• brochures • folders • animated movies • websites • posters

### Web design

### PORTAL CONNECTING FAMILIES AND NANNIES







### Work schedule

WORKING PROCESS USUALLY PROCEEDS ACCORDING TO THE FOLLOWING ORDER

#### 1 — Meeting with the client

- discussion about business requirements and needs
- · becoming familiar with the brand
- getting to know technologies you use

#### 2 — Proof of concepts

 preparing three different designs of one or two pages

#### 3 — Choosing concepts

 client chooses one design or decides to bound elements from different concepts

#### 4— Preparing design

- it may be the whole application or just a part of it
- number of pages differs according to the client's needs

## 5 — Preparing documentation

#### 6 — Implementation

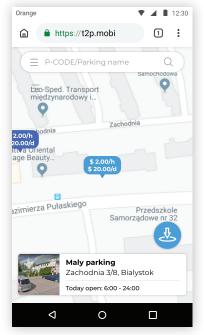
We do not abandon you after the end of the design. Did you forget about one or two icons? No problem, we will deliver them the next day.

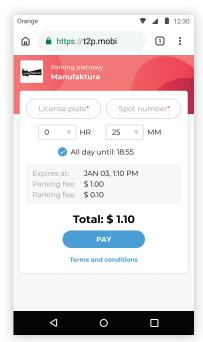


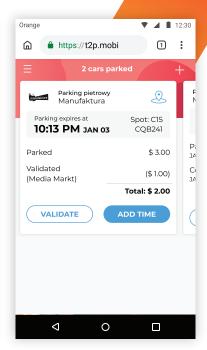
### Mobile design

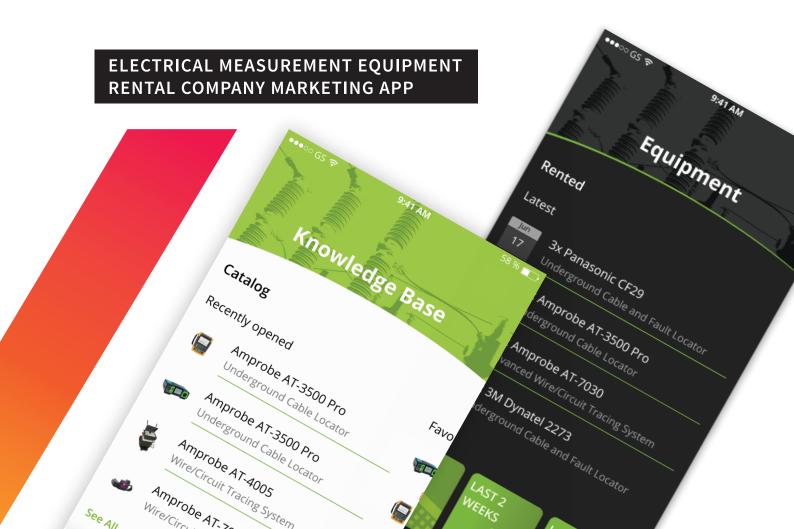
#### PARKING APP















### What we deliver

THE DESIGN IS COMPLETED. WHAT THE CLIENT GETS? THE DOCUMENTATION INCLUDES:

#### **Design**

All screens are presented on a diagram in Figma software. It explains the flow of selected actions.

# Mini printed folder with designs

It is not a marketing material. It just helps investor understand what he was delivered.

#### Style guide

It is a document which helps developers implement interface in a right way. It includes a list of fonts, colors, components.

#### Prototype (OPTIONAL)

Prototypes makes static images clickable. You may play prototype on both web or mobile screen and discover the application design as if it was already implemented.

It's not the end.
We will help you, your
managers and developers
as often as you need.

We can communicate directly with every team member.

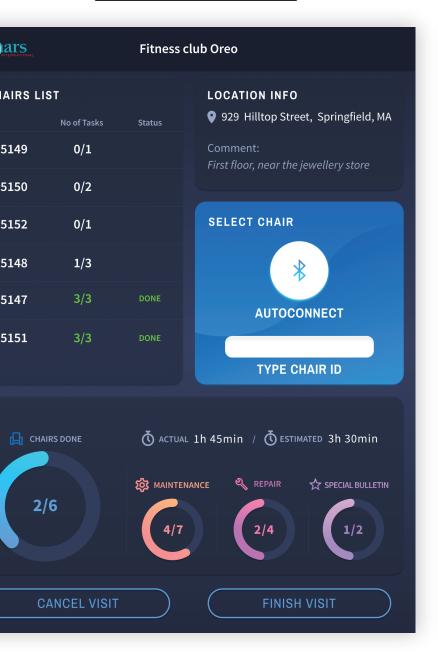


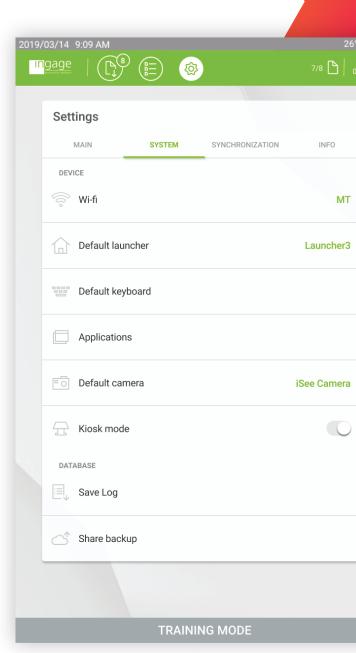
### Tablet design

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