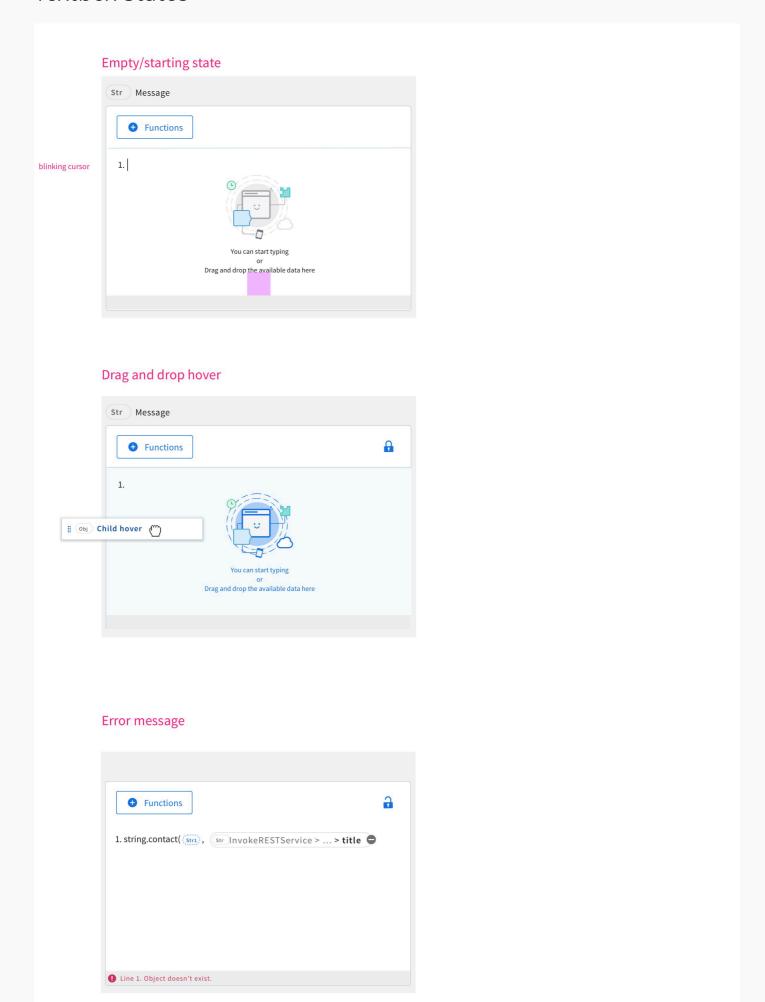
Textbox States



· Kept the visual treatment minimal so it stays clean, but still noticeable · Made sure the styles could be reused across tools like the logic builder and other

Default

(Str

No.

Number

Spec Approach:

input-heavy areas

· Created clear, consistent states for text boxes — including empty, hover, and error · Focused on making feedback feel intuitive and easy to understand at a glance

Other icons

3

Flogo Mapper Datatype Icons

Unlock

Lock

Error

(Bool) (Bool) Boolean Boolean

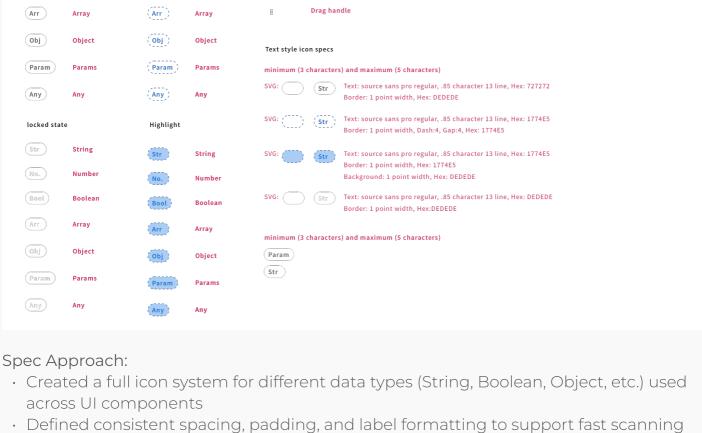
(Str)

(No.)

drag and dropable state

String

Number



· Built out character count rules for icon labels (min 3 / max 5 characters) to ensure text always fit visually

Component index

Getting started Usage guide

Sketch UI kit

Animation in UX

Color palette

Conversational UX

Updates and migration

and alignment

support different UI interactions

· Included all design specs — typeface, border width, hex values — directly in the system for easy dev handoff

· Designed multiple states (default, drag-and-drop, locked, highlight) for each type to

- · Delivered exportable SVGs with consistent sizing and style for engineering use
- TIBC User Experience Pattern library User research

Code

 $Loading\ indicators\ are\ animations\ showing\ that\ the\ system\ is\ loading\ content\ or\ completing\ an\ action.\ When\ using\ these\ components, follow\ the\ components are animations\ showing\ that\ the\ system\ is\ loading\ content\ or\ completing\ an\ action.\ When\ using\ these\ components\ described by the action of the components\ follow\ the\ components\ described by\ content\ or\ completing\ an\ action\ described\ by\ components\ described\ de$

Motion System - Components & Loading States

Components

recommendations and implement the animations consistently within your product.

A spinner is a looping animation that suggests something in progress.

When to use: Use a spinner when an action lasts more than a second or two. For example, when a file is uploading, an action is processing, or a

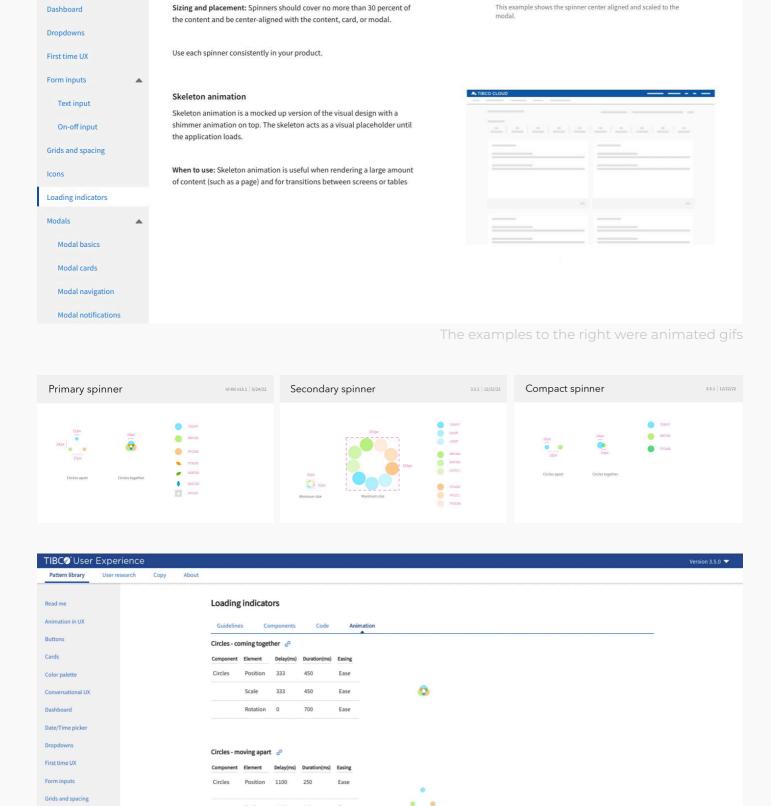
Loading indicators

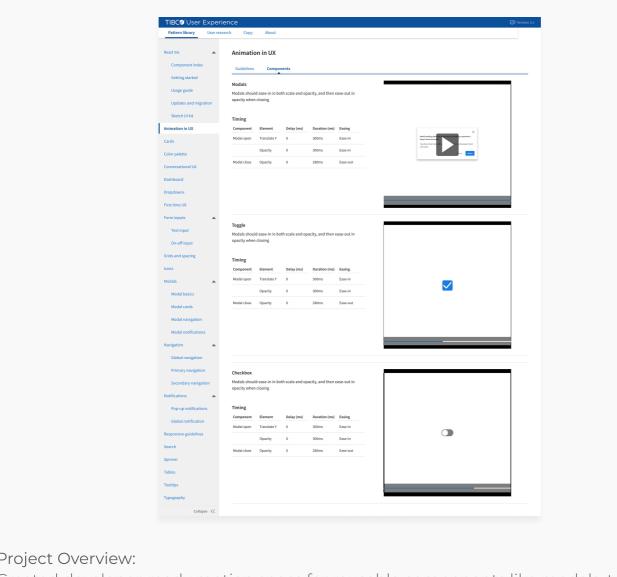
Animation

Guidelines

Spinner animation

card or modal is loading.





Project Overview: Created developer-ready motion specs for reusable components like modals, toggles, checkboxes, and spinners. Focused on making animations easy to implement by

defining clear timing, easing, and behavior patterns—all built for direct hand-off and use

· Used 60fps to align with web performance standards

Spec Approach:

in code

- · Documented easing, delay, and duration for all animation states
- · Created reusable patterns for open/close transitions across components
- · Added visual timelines to help developers understand animation offsets · Converted animation frames to milliseconds for dev readability

· Delivered MP4 references and detailed timing tables per component

· Ensured motion felt intuitive and matched brand interaction principles · Worked closely with developers to confirm spec usefulness for implementation