

Instructions

Hello and thank you for using Savory. Here you will learn how to use it, in order to design & create beautiful food apps. If you want to enjoy the full version of it you can purchase it from: <https://premiumuikits.com/products/savory-food-ui-kit/>

Artboards

The product is made up with these artboards:

1. Light Theme (68 Screens)
2. Dark Theme (68 Screens)
3. Symbols
4. Typography Styles

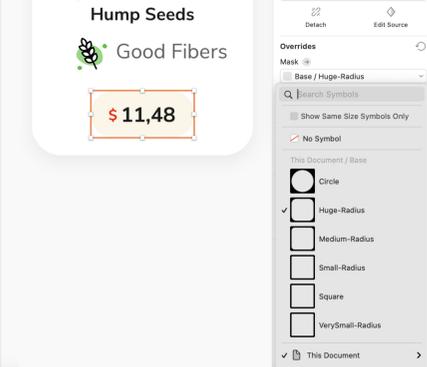
Symbols

The root of every component is build with the help of the Base element, that allows you to switch easily between the radius of the corners:

1. Base

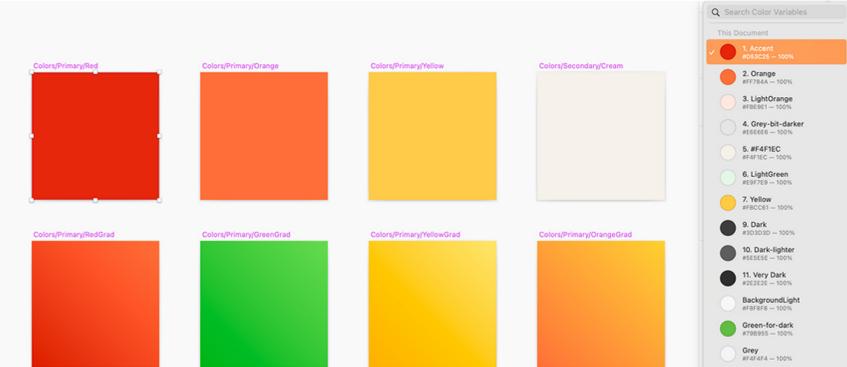


If you want to change the corner radius of an element you can click on it and on the right side you can see Base / Huge-Radius. Click on it and select the desired value from the dropdown.



2. Colors

I turned these into symbols, so you can choose any color you like. I have used a food color scheme for this ui kit. Each color has the element Base on it, and a mask with a color. Every color has a variable. If you want to switch between colors you can click on one and select the Fills section on the right.



If you want to change the color of the red for instance, proceed like this. Go to the Components field, click on colors, and then on the red color and change its value from the color panel on the right. It will update on the entire document.

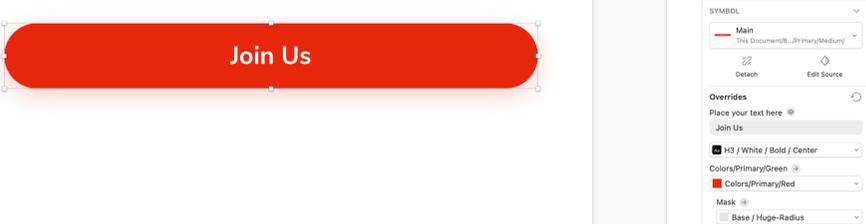


3. Buttons

I've created buttons for light and dark theme on small and medium sizes. A button has multiple elements inside. This is a modular approach that helps you to go deep and change every element beneath it.

Let's take a look at this primary button for light theme. If you want another one, just click on the Main dropdown, to switch between them. If it seems to you that the font-size is too big, just click on the font selector from the right, and choose a smaller one. If you want another color just click on the color dropdown. To recap a button has these elements inside:

1. Font
2. Color
3. Corner-radius
4. Shadow



Constraints

If you want to change the width of a symbol, without stretching its content I have used constraints. In this example if I drag the button, the mitten still remains on the left, nice & smooth



I want to avoid this:



4. Inputs

Each input has 4 states: Normal, Focus, Error, Success. I could use a color for each one of it, save it to styles, and then past it where I want, but if I want another value for radius then my style will change and finally I will end up with many styles, but I chose to have symbols instead.

1. UI State & Radius
2. Colors Fill & Radius of it
3. Shadow



5. Typography

I have used typography for both light & dark theme. The main font family is Nunito Sans. You can go to fonts.google.com and search for it and download it.

You can go to Typography section and see all that is needed. There are two major parts for each theme:

1. Titles

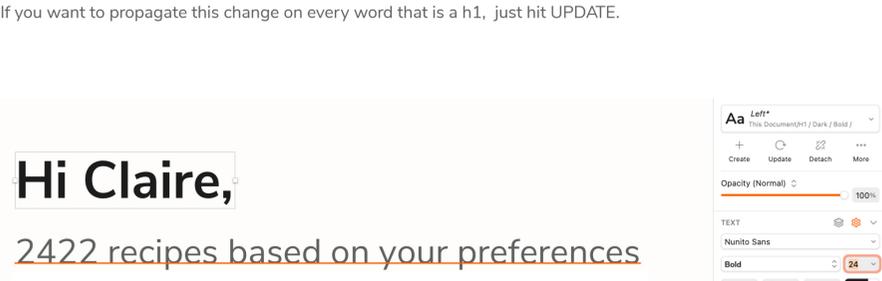
- Bold
- Regular

2. Paragraphs

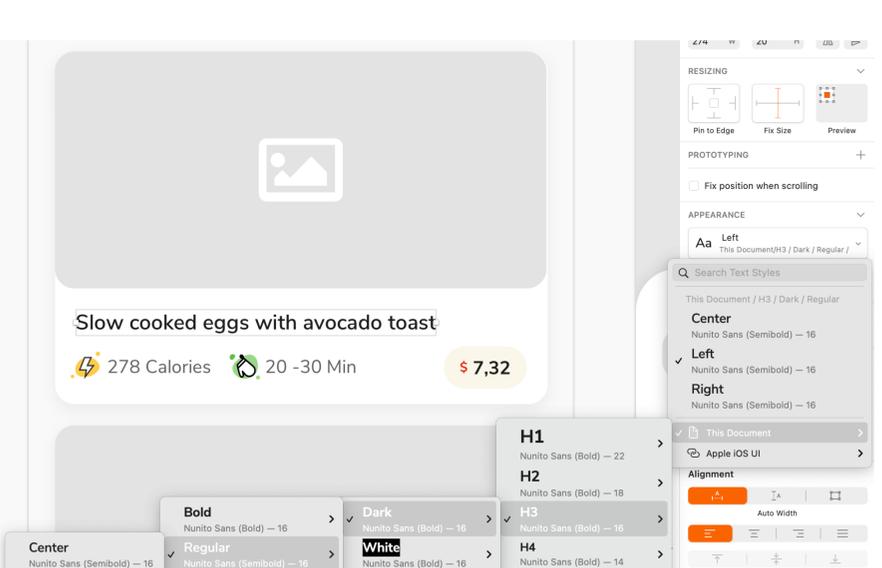
- Big (16px)
- Regular (14px)
- Small (12px)

Each one is saved within a style so you can reuse it all over the document. Let's say you want to change the size of the H1 for light theme for example. It has 22px, all over the document. Select the title that is a h1 as you can see it on the right, Once you change its value, a little * appears on the left word. This means you altered the style.

If you want to propagate this change on every word that is a h1, just hit UPDATE.



If you want to change a h3 to h4, just select the element and apply a new style like on this example. I also categorised them on the alignment, left, center & right, on both Dark & Light. Regular & Bold



Thank you for your time!

If you have any question, please don't hesitate to write me at hello@premiumuikits.com and if you want to purchase the full version of Savory you can from here: <https://premiumuikits.com/products/savory-food-ui-kit/>