voger design

QUALITY GUI CHECKLIST

1 - THE FEELING

Focus on the main feel

Answer this question in the specification:

“What do I want the user to feel after contact with my product?”

Desired Feel helper

Stick to 2 – 3 key feelings the product should evoke:

Entity Type

Tangible object
Material
Place
Abstract idea

Color & Temperature

Transparency / opacity
Temperature feel: warm / cold / neutral
Color (e.g. red, blue)

Cultural & Social Impression

Expensive
Ethnic
Regal / royal
Chic
Ordinary

Temporal & Spatial Context

Time: Past / Present / Future
Space: Earth-bound / Other-worldly / Specific place

Emotional Associations

Sadness
Joy
Fear
Anger
Aggression
Calm
Contemplation

Character Identification

Specific known character (fictional or real)
Creature (animal or mythical)
Object personified (inanimate object as “character”)

”FEEL” NEED DIRECTION

Collect design examples that convey the feel you want:

https://www.pureref.com

2 - UX LAYOUT

This stage focuses on building a layout
guided by visual hierarchy and interaction flow —
including font choices and their positioning

Wireframe UX

(Attention to good layout, controls and typefaces)

Once the layout is functional and intuitive,
we begin exploring how visual direction can support
clarity and emotion — without yet finalizing the full look.

Early Visual Layer

(Attention to contrast, grouping, and early styling cues)

Well-structured UX layout sets the foundation —
the final design simply adds visual clarity and tone on top.

UI Design Stage

(Attention to style and polish proportions)

To improve proportions, use the grid types
described in the next section.

Make an accurate sketch off all interactions:
https://www.figma.com

3 - MODULAR GRID

- Organize the controls
- Make better user experience

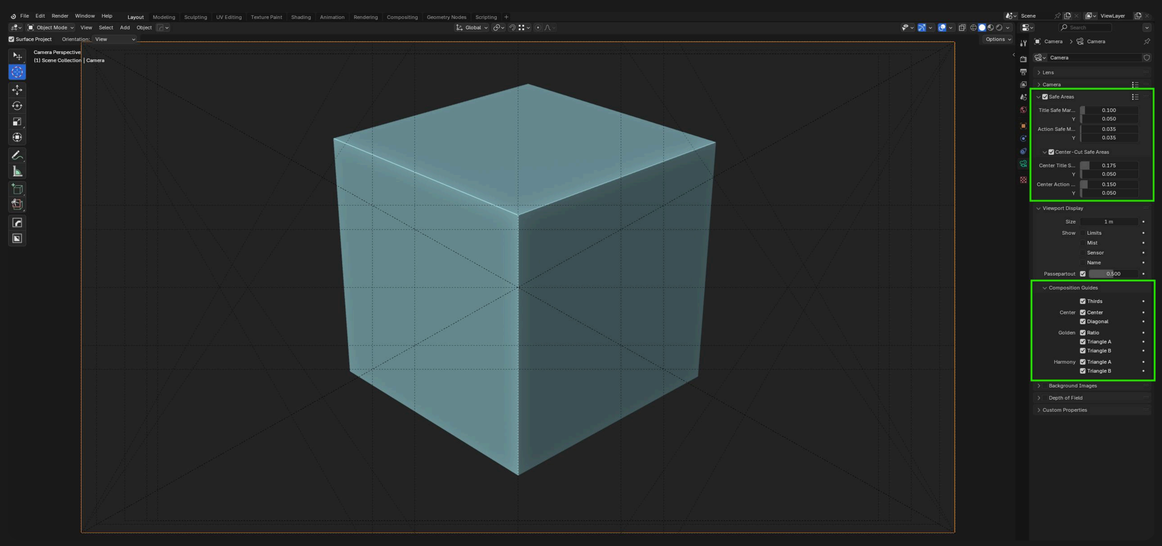
Try to stick to one hierarchy, top-to-bottom or right-to-left and place controls proporcion-wise.

Use the markup for a competent and aligned arrangement of elements:

https://atrise.com/golden-section

Figma -
Golden Ratio Grid

Blender -
Properties→Camera→Viewport Display→Composition Guides



Interfaces feel clean, balanced, and intuitive when built on an invisible structure that guides both layout and user interaction.

4 - TYPOGRAPHY

Use just 2 or 3 fonts and 3 sizes only:

- Heading
- Label
- Body text

TOP PRIORITY IS LOGIBILITY

Stick to our list of preferred UI typeface pairs:

Montserrat+BebasNeue
ProximaNova+Roboto
Helvetica+OpenSans
Oxygen+Oswald

Minimum font size for the Kontakt UI – 12px,forVST–25px

Use existing work as qualitative examples:

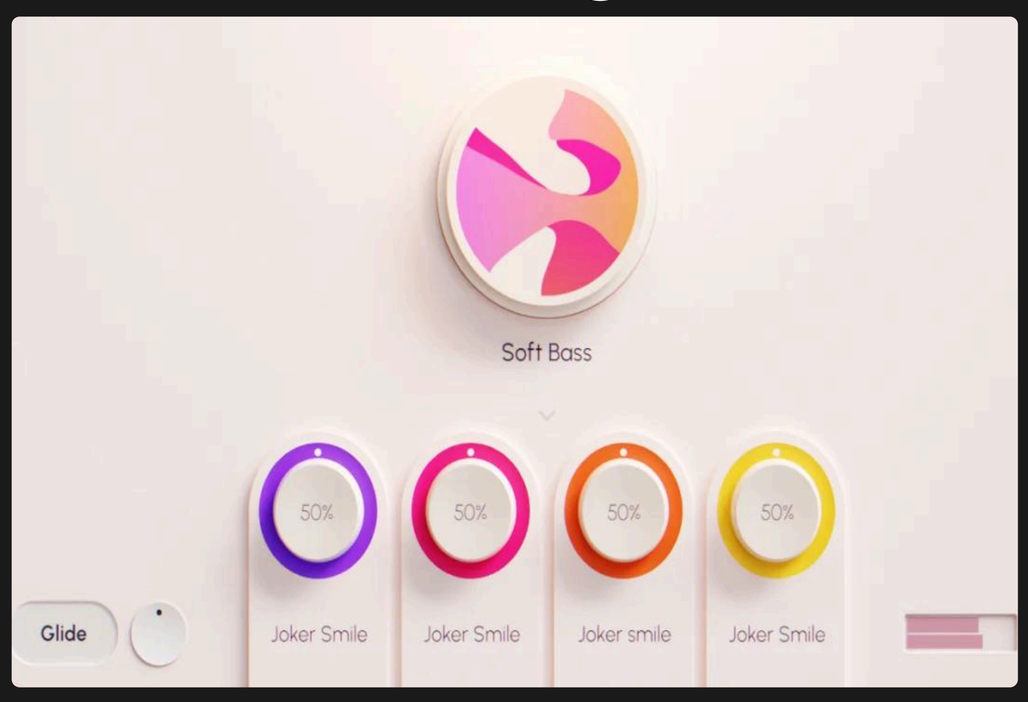
https://uimother.com

5 - LIGHT

Avoid black and white.
Better take their shades.

Types of light:

Soft Light



Hard Light

Inverted Light

Colourful Light

Across different styles, light has the power to define the entire mood of a UI —
soft light creates warmth and clarity,
while harsh or inconsistent lighting can instantly cheapen the feel.

Use existing works as qualitative examples:

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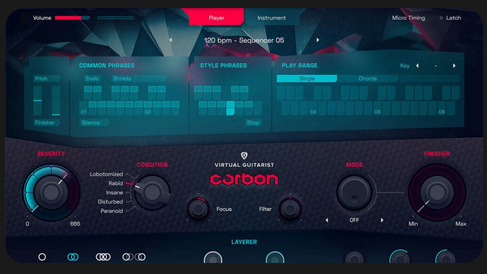
6 - MATERIALS

Choose materials that complement the atmosphere of the design and help convey the right feel.

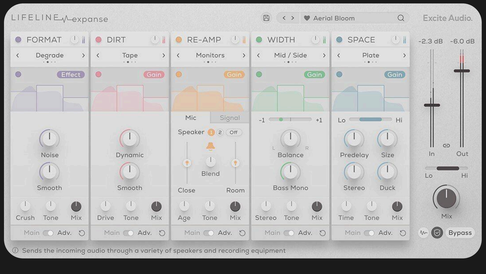
Plastic

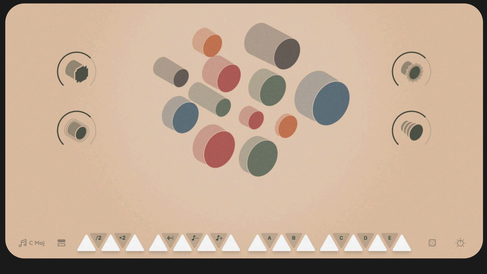
Metal

Glass



Paper





IT NEED TO BE TOUCHABLE

Use existing works as qualitative examples:
https://vogerdesign.com/gallery

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