

Design UX / UI

Version: GeneXus 18

Additional materials on UX/UI Design

Below is a list of some materials to develop competencies in UX/UI Design (including Design Systems, Design Import, and Patterns, among others).

General knowledge

- [Design Systems](#)
- [DesignOps Strategies: From Design to Code the GeneXus Way](#)
- [DesignOps and GeneXus](#)

Videos and courses

- [UX Design - Introduction](#) (Unanimo)
- [UI customization - Introduction](#) (Unanimo)
- [Tutorial: How to model and use a Design System in GeneXus](#) (Multiexperience)
- [Total Experience with GeneXus 18](#)
- [Unanimo Design System: Vision, Capabilities & Customization](#)
- [How to integrate a Design Team with GeneXus 18 \(Import\)](#)

Technical knowledge

- Previous knowledge of CSS ([CSS Introduction](#) and/or [this digital book](#))
- [Design System Object \(DSO\)](#)
- [DSO Styles](#)
- [DSO Tokens](#)
- [Rendering precedences for controls with DSO](#)
- [Design Import](#)
- MasterPage: [Web](#) and [SD](#)
- [Stencil Object](#)
- [Patterns](#)
- [Live Editing: in Native Mobile Applications](#) and [in Web Applications](#)

Extra materials

- [DesignOps - Guide for developers](#)
- [DesignOps - Export design \(Sketch\)](#)
- [DesignOps - Sketch Sample: Travel Agency](#)
- [DesignOps - Figma Sample: Home Decor](#)
- [DesignOps - Troubleshooting](#)
- [Design System Samples](#)
- [DSO - Developing an application](#)
- [GXML](#)