Refactoring UI)

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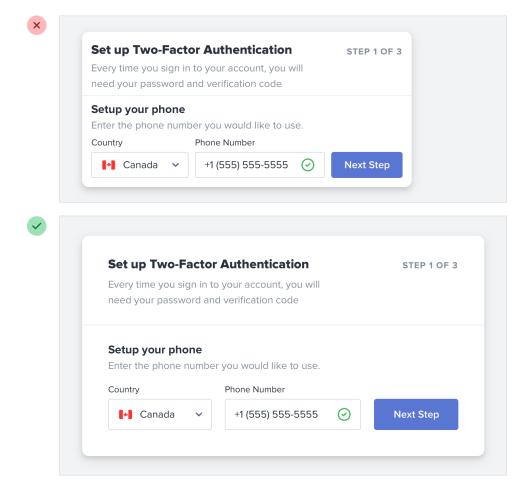
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Layout and Spacing

Start with too much white space

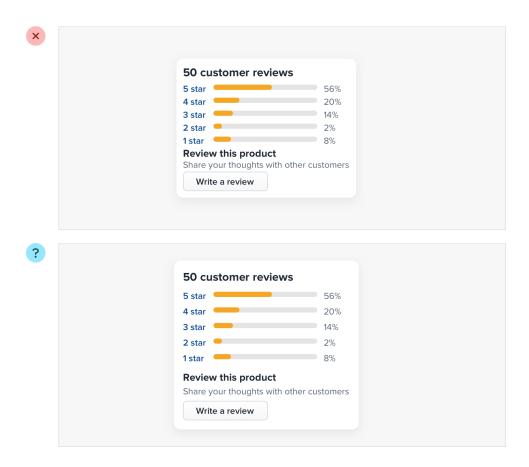
One of the easiest ways to clean up a design is to simply give every element a little more room to breathe.



Sounds simple enough, right? So how come we don't usually do it?

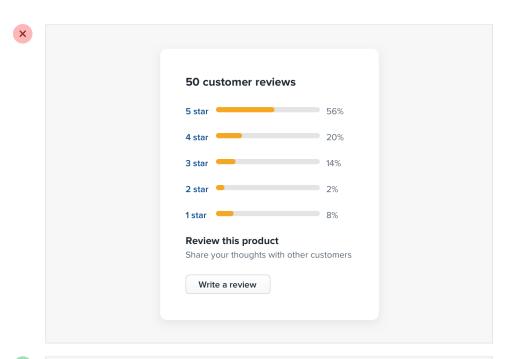
White space should be removed, not added

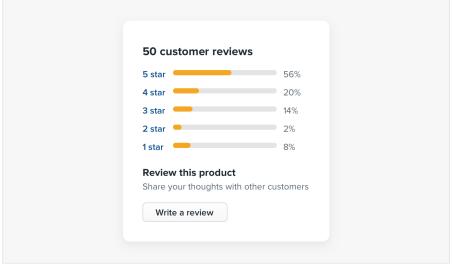
When designing for the web, white space is almost always *added* to a design — if something looks little too cramped, you add a bit of margin or padding until things look better.



The problem with this approach is that elements are only given the minimum amount of breathing room necessary to not look *actively bad*. To make something actually look *great*, you usually need more white space.

A better approach is to start by giving something way too much space, then remove it until you're happy with the result.



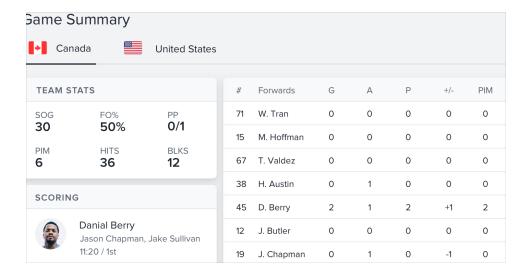


You might think you'd end up with too much white space this way, but in practice, what might seem like "a little too much" when focused on an individual element ends up being closer to "just enough" in the context of a complete UI.

Dense UIs have their place

While interfaces with a lot of breathing room almost always feel cleaner and simpler, there are certainly situations where it makes sense for a design to be much more compact.

For example, if you're designing some sort of dashboard where a lot of information needs to be visible at once, packing that information together so it all fits on one screen might be worth making the design feel more busy.



The important thing is to make this a deliberate decision instead of just being the default. It's a lot more obvious when you need to remove white space than it is when you need to add it.