

Responsive Design

Principles and Techniques

Paving the way for a more flexible web

Introduction

- Dedicated sites require more maintenance
- A design that responds
- Single design, optimized for many outcomes
- Unified experience

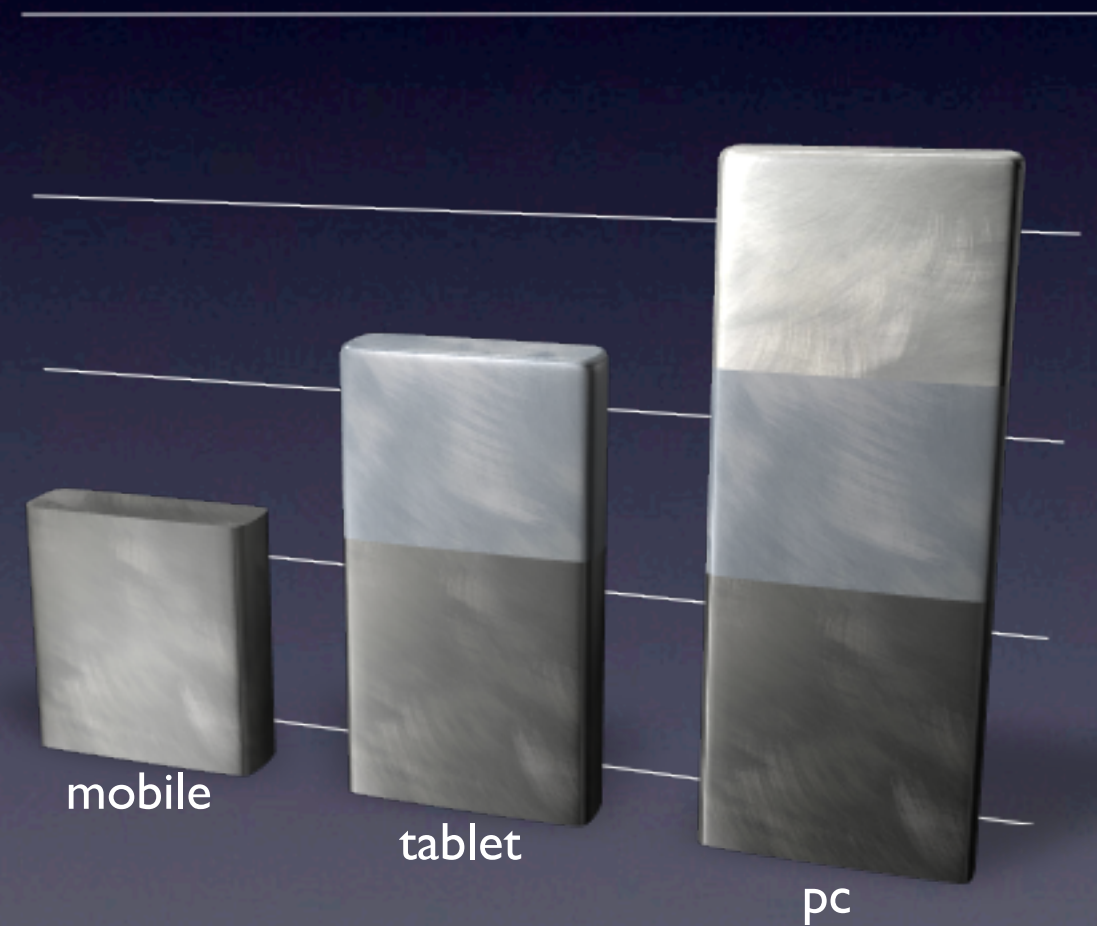


Basic principles

- Mobile First
- “Desktop First”
- Looking at the foundation

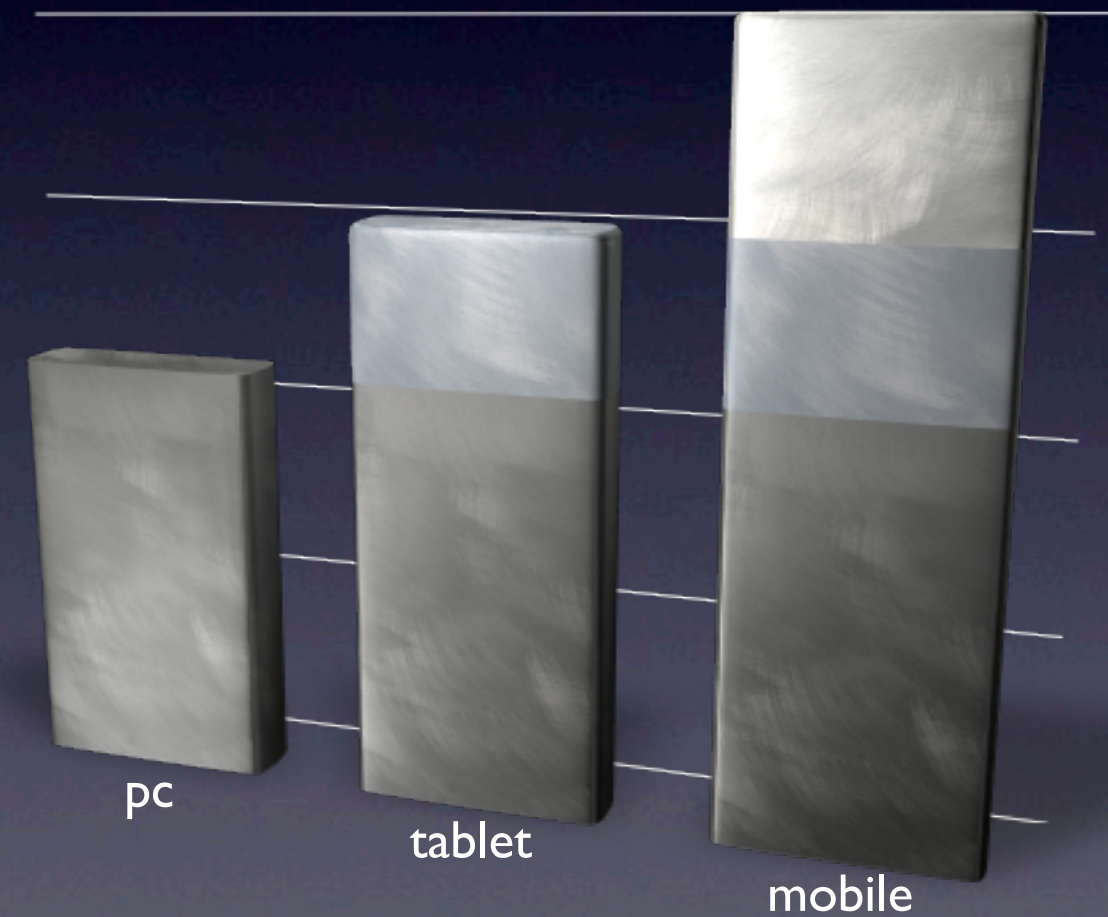
Mobile First

- Mobile at the core
- + Tablet styles
- + Laptop / PC styles
- Bigger screen = More rules



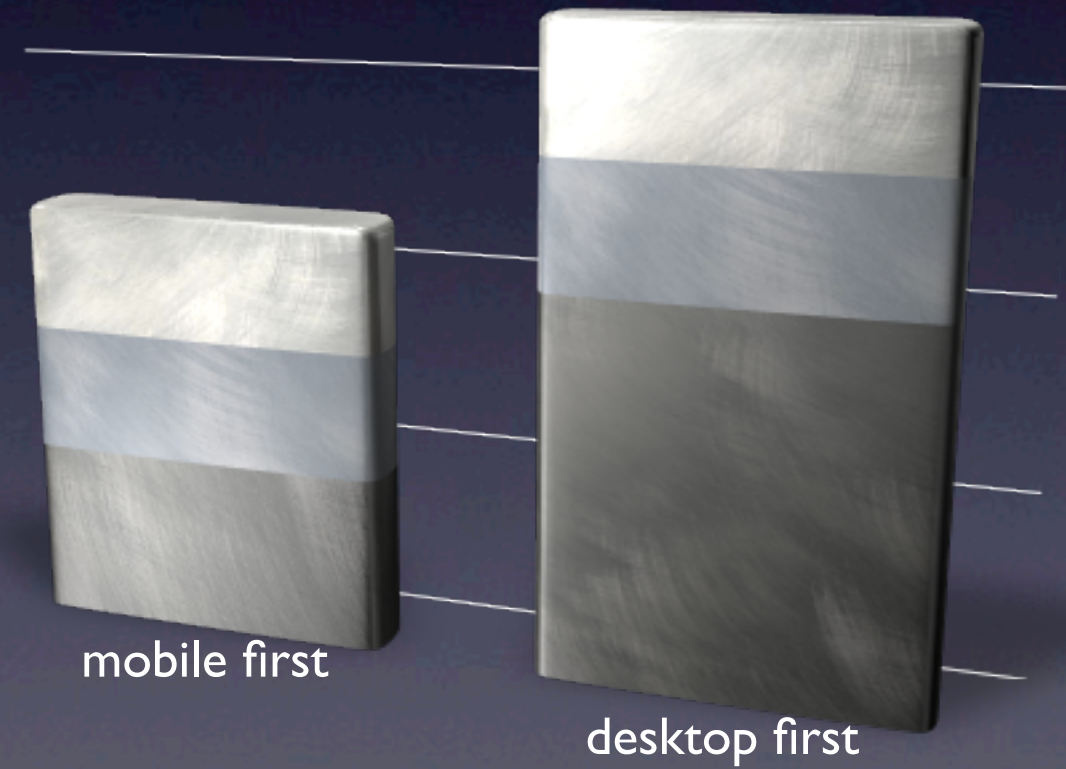
“Desktop First”

- Desktop design at the core
- + Rewrite styles for tablet
- + Rewrite styles for mobile
- Smallest screen gets most rules



Who cares?

- Smaller devices = less performance
- Less complicated for mobile
- Mobile design is simpler
- Rewriting styles takes more space
- Not always an option



How Responsive Design works

- Two main methods:
 - Fluid design
 - Breakpoints
 - Adapts to specific widths
- Hybrid - best of both worlds

Demo time

Basic examples and code

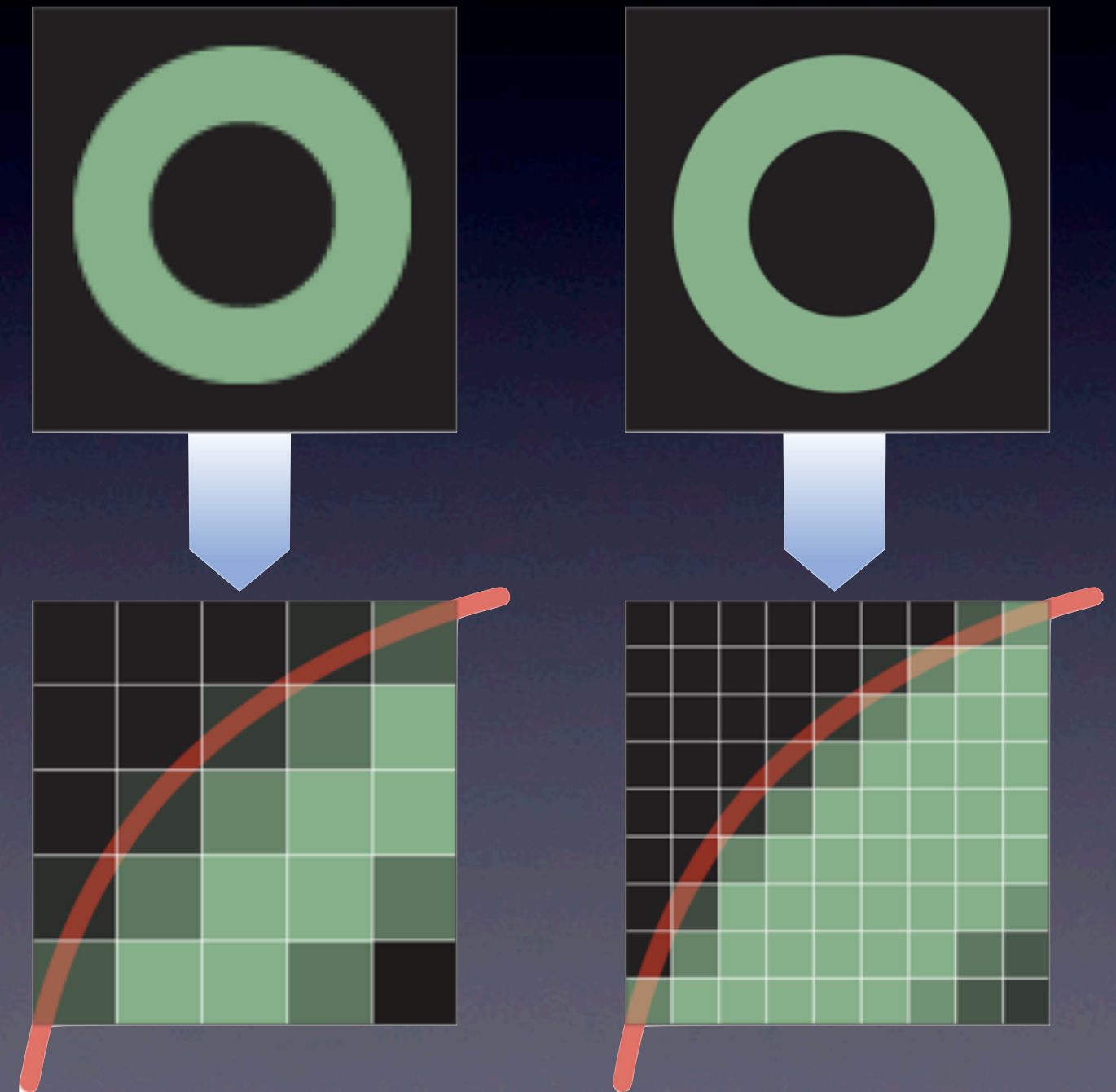
- Images
- Breakpoints
- Fluid
- Specific examples
 - Embedded YouTube / Vimeo videos

From resolution to pixel density

Preparing for the HiDPI web

An introduction to HiDPI

- Mainly for text
- One “display point” vs. “one pixel”
- OS requirements
- Non-mainstream usage for many years



HiDPI devices



2010



Early 2012



Mid 2012

Browser support



since Chrome 21



since Firefox 18



since Opera 12.10



since Safari 6

What do we get for free?

- Fonts - also includes web-fonts
- CSS Styles - gradients, shadows, borders
- Vector graphics
- Basically everything except....

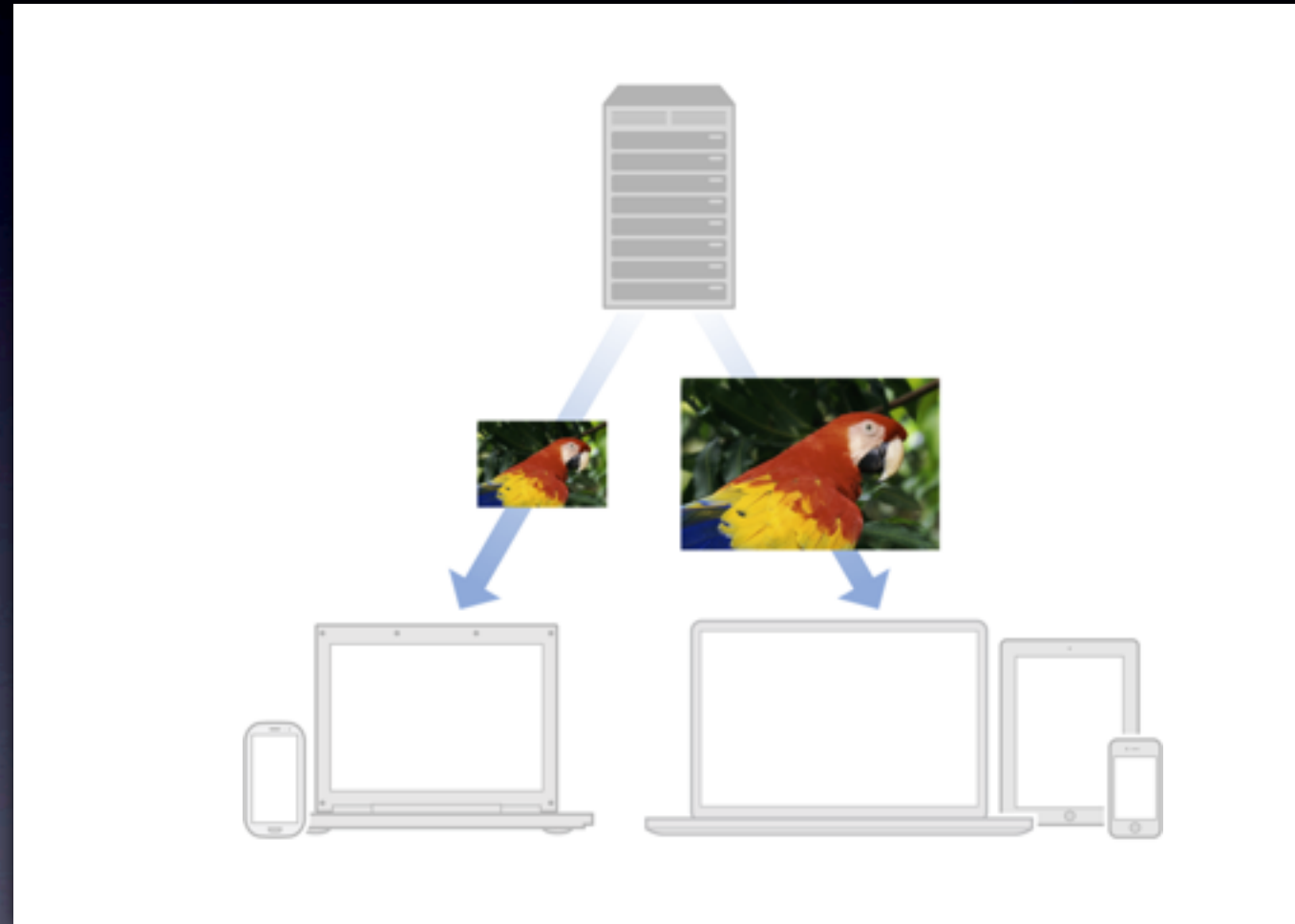
Static graphical elements

- Images
 - Logos
 - In content
 - Backgrounds
- Video

What is the problem?

- The server doesn't know
- The browser knows, but doesn't have a standard to handle it
- Responsive design
- All HiDPI screens are not equal

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Static graphical elements

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How do the others do it?

- Most simply don't.
- CSS methods
- JavaScript method - reactive
- JavaScript method - proactive
- Alternative solutions

CSS3

- Media queries
 - Conditional background image
 - Background size
- CSS3 hacks
 - Set image content

```
@media only screen and (min-device-pixel-ratio: 2) {  
  .replace-2x {  
    background-image: url(....);  
    background-size: 100px 100px;  
  }  
}
```


JavaScript - reactive

- Load site with normal images
- Replace images after page-load if retina display

- Problems:
 - Uses more bandwidth

```
if(window.devicePixelRatio > 1) {  
    var els = jQuery(".replace-2x").get();  
    for(var i = 0; i < els.length; i++) {  
        var src = els[i].src  
        var j = src.lastIndexOf(".");  
        src = src.substr(0,j) + "@2x" + src.substr(j);  
        els[i].src = src;  
    }  
}
```

JavaScript - proactive

- Offer two images
- Check the pixel density of the browser
- Show the correct image

```
document.write(
  retina_post_image(
    '/wp-content/uploads/2012/08/youtube-ios6-640x400.jpg',
    '/wp-content/uploads/2012/08/youtube-ios6.jpg',
    'YouTube appen fjernet i iOS 6',
    400,
    640
  )
);
```


Alternative solution

- JPEG with 2x the pixel size, but same file size?
- Compression and downscaling
- Compression and retina display
- JPEG only!

[*http://blog.netvlies.nl/design-interactie/retina-revolution/](http://blog.netvlies.nl/design-interactie/retina-revolution/)

JPEG compression

Base resolution
(300 x 200 px)



Jpg compression 80 / 21 kb

Retina resolution
(600 x 400 px)



Jpg compression 31 / 16 kb (**75%** of base)

srcset

- Addition to the img tag
- W3C Draft and Living Standard
- Ignored by old browsers
- Supports viewport width, height and density

```

```

Solution for WordPress

- Theme
 - CSS media queries for logos
 - Don't use images for text
- Content
 - Plugins

More resources

- Hammy plugin for WordPress
- Smashing magazine - “Towards A Retina Web”

@thomasmb - on twitter

@thomasmb - on App.net