



Hi, I'm Daniel Chang

I am an architecture student at UC Berkeley, and design is my passion...
jk I'm just trying to find a field that can actually pay rent.

MATERIAL DESIGN NOTES

1. Material design envisions everything in an application as some a physical material to the point that some app icons are prototyped using actual paper cutouts
2. The appearance of shadows are determined by a material's "elevation"
3. Drop shadows in material design are casted by a key light as well as an ambient light so are actually combined from 2 sources

APPLICATION

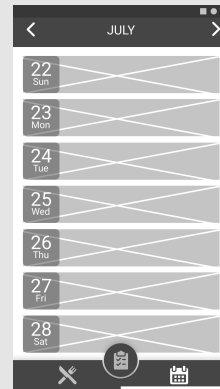
[THE FOOD APP] is a meal planning app for people that want to cook more but have a limited breadth of recipes or difficulty managing and efficiently utilizing their ingredients. [THE FOOD APP] provides an aid for young adults inexperienced with preparing regular meals and home cooks seeking to find new dishes and reduce food waste.

Meal prep can often lead to repetitive meals throughout the week - a large batch of the same dish is easiest to prepare. This app is composed of smart feed of dishes that can be added to a calendar as well as a shopping list that aggregates ingredients necessary for these dishes. Each time a dish is added to the calendar, the feed updates and offers new suggestions which attempt to maximize usage of a similar set of ingredients to assuage concerns of wasting unused food.

1.0 Recipe Feed



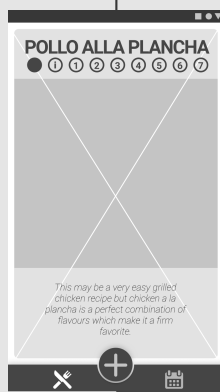
2.0 Weekly Calendar



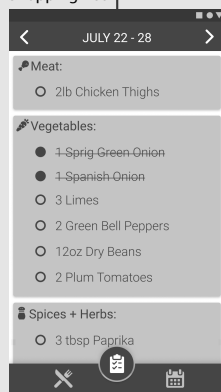
1.1 Search Results



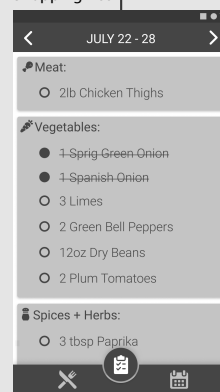
1.2 Recipe Page



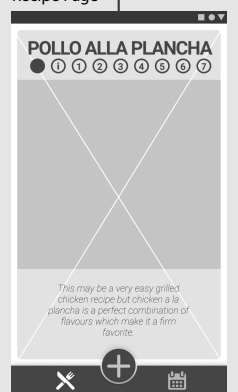
2.1 Weekly Shopping List



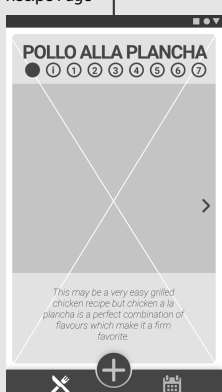
2.1 Weekly Shopping List



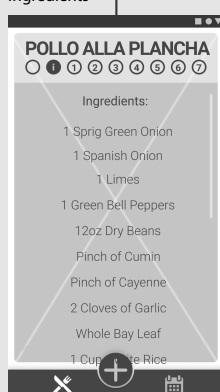
1.2 Recipe Page



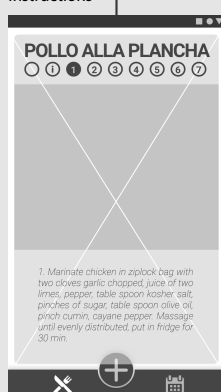
1.2 Recipe Page



1.2.1 Ingredients



1.2.2 Recipe Instructions



1.2.3 Add to Calendar

