A Research and Visual Analysis for the Icon of the iPhone Application
-Choosing the United States Top 50 as Research Objects

1. Introduction

Icons are one of the most important ways to communicate with users and are one of the basis of a good user interface. A launch icon is a graph that represents your application on the device's Home screen and is the launch window. Today, iPhone application, since iPhone, grew are entered in the market, have been the issue which the US and UI design professionals are interested in. One aspect of iPhone application design is not enough to be considered more than one million a day. However, what really appeals to users is not only the content of the application, but also the design and style they are presented with. In the increasingly competitive market, different design styles of icons can have the same function of application develop useful as a visual impression image and sharing similar or same design elements. In this course, the research methods of this study should be detailed. In this research, the visual impression, the design trend and the style expressed with the design trend constitute the main contents of this research.

2. Research Methods and Purpose

In this paper, we collect and analyze the basic design principles of icons. On this basis, the United States Top 50 of iPhone application (0.9 on Sep 23rd, 2012) for references are selected and applied to make a visual analysis of icon in content, style, composition, color, etc. In this way, we summarize the representative styles of the popular icons, which will provide an important reference for future design trend and, especially, provide reference images of iPhone application developers and designers.

3. The Icon of the iPhone Application

Android is designed to run on a variety of devices that offer a range of screen sizes and resolutions. Since the design icons for your application, it's important for you to consider the size of your device in mind that your application may be installed on any of those devices. This document provides information to help you create icons for various parts of your application, user interface that match the guidelines. Icon Design Guidelines. Android V.2.

3.1 Content, Style and Composition

3.2 Materials and Color

Launch icons should make use of both, top-level, touchable materials. Even if your logo is just a simple shape, you should try to render in a way that makes it look like it comes from some real-world object. Harmony, contrast, and other design principles are key to creating good icons. Icons can use these materials or you can create new materials.

United States Top 50 Overall Apps(2012-09-23)
4. Visual analysis

To have a full knowledge of the design styles of the Top10 icons, this research makes a visual analysis of their contents, styles, compositions and colors.