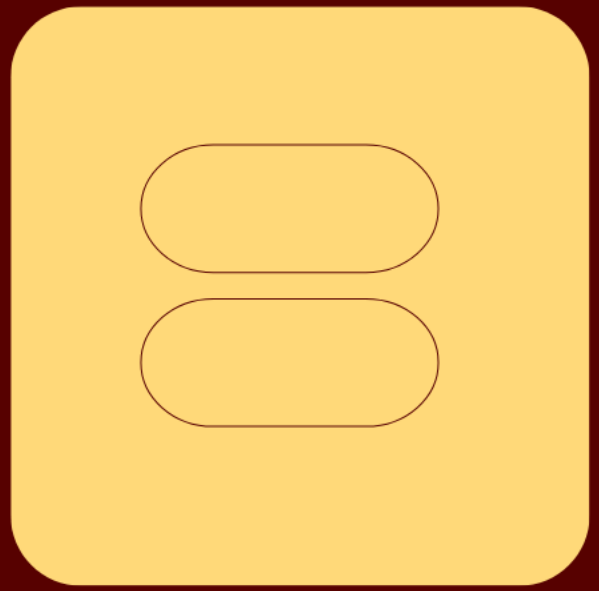
Making Desktops Expressive

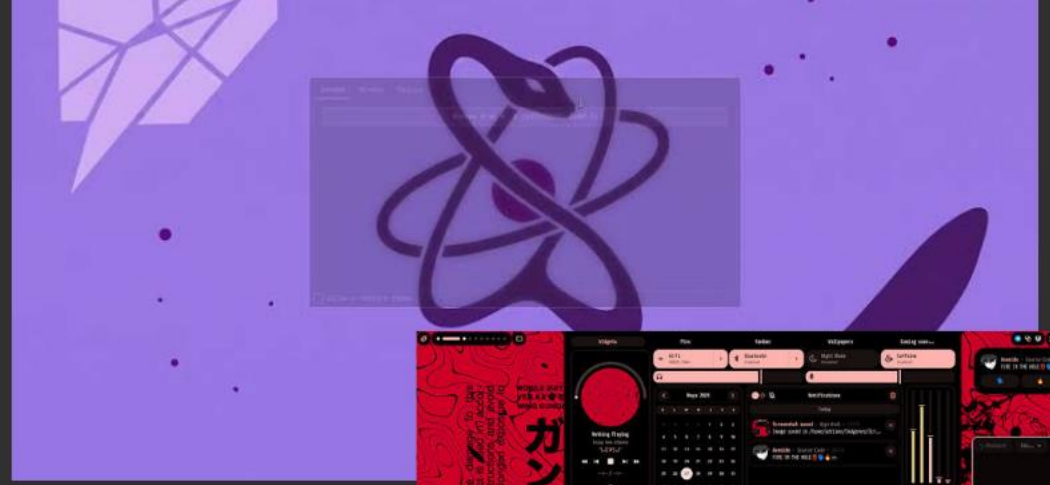




by Aman Valiyakath

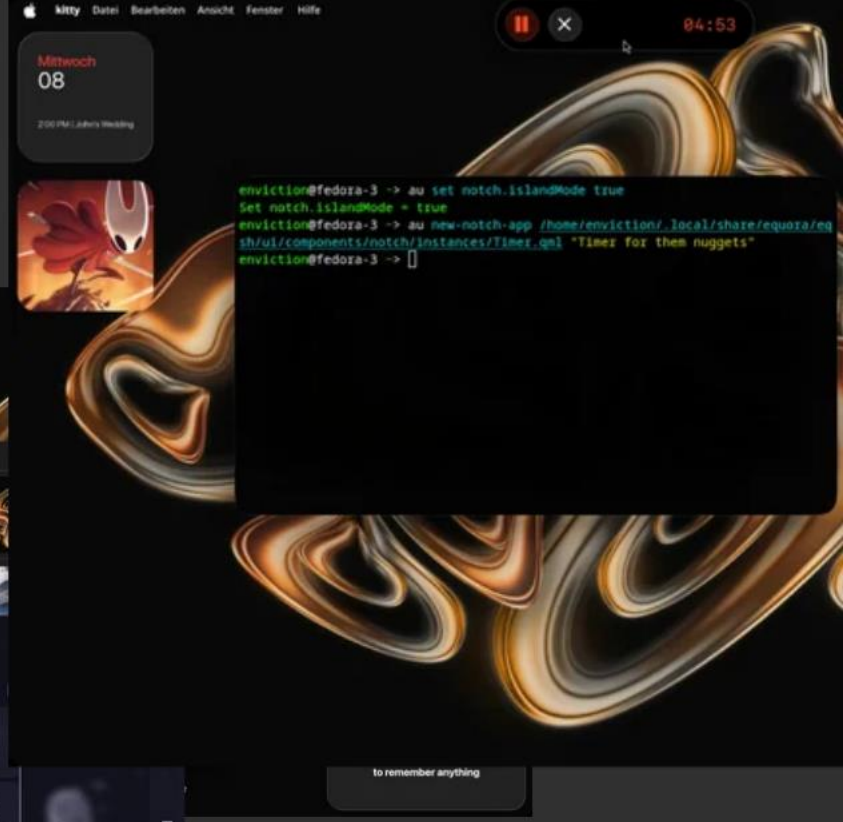
Material 3

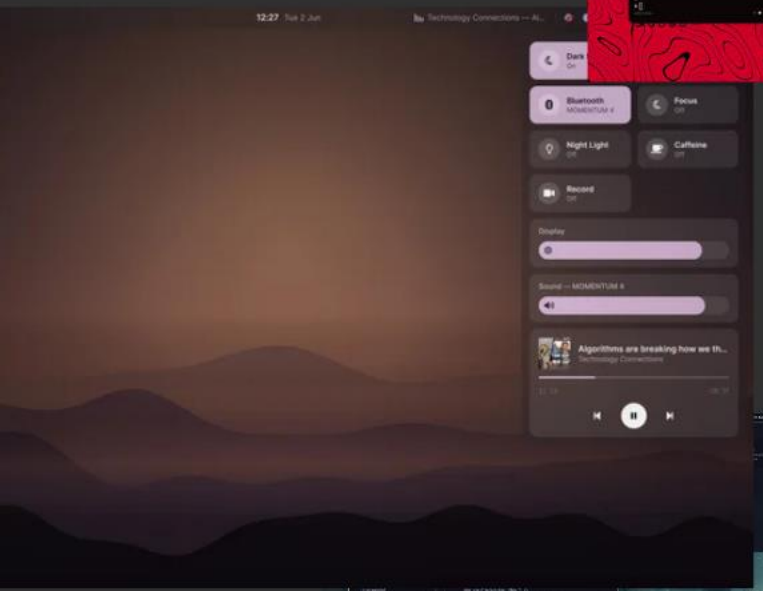
Source: Google Design (YouTube) – "Introducing: Material 3 Expressive"

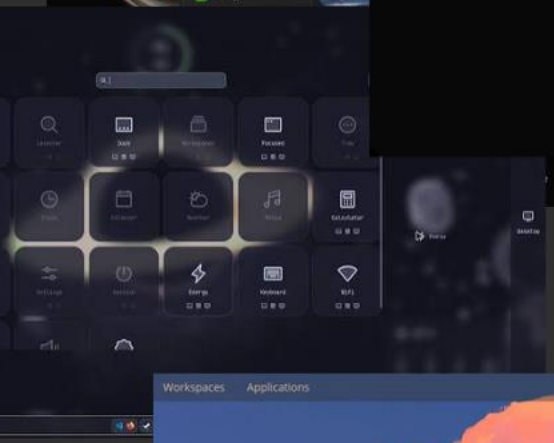







kitty Datei Bearbeiten Ansicht Fenster Hilfe
04:53
Mittwoch
08
enviction@fedora-3 -> au set notch.islandMode true
Set notch.islandMode = true
enviction@fedora-3 -> au new-notch-app /home/enviction/.local/share/equora/eqsh/ui/components/notch/instances/Timer.qml "Timer for them nuggets"
enviction@fedora-3 ->
to remember anything

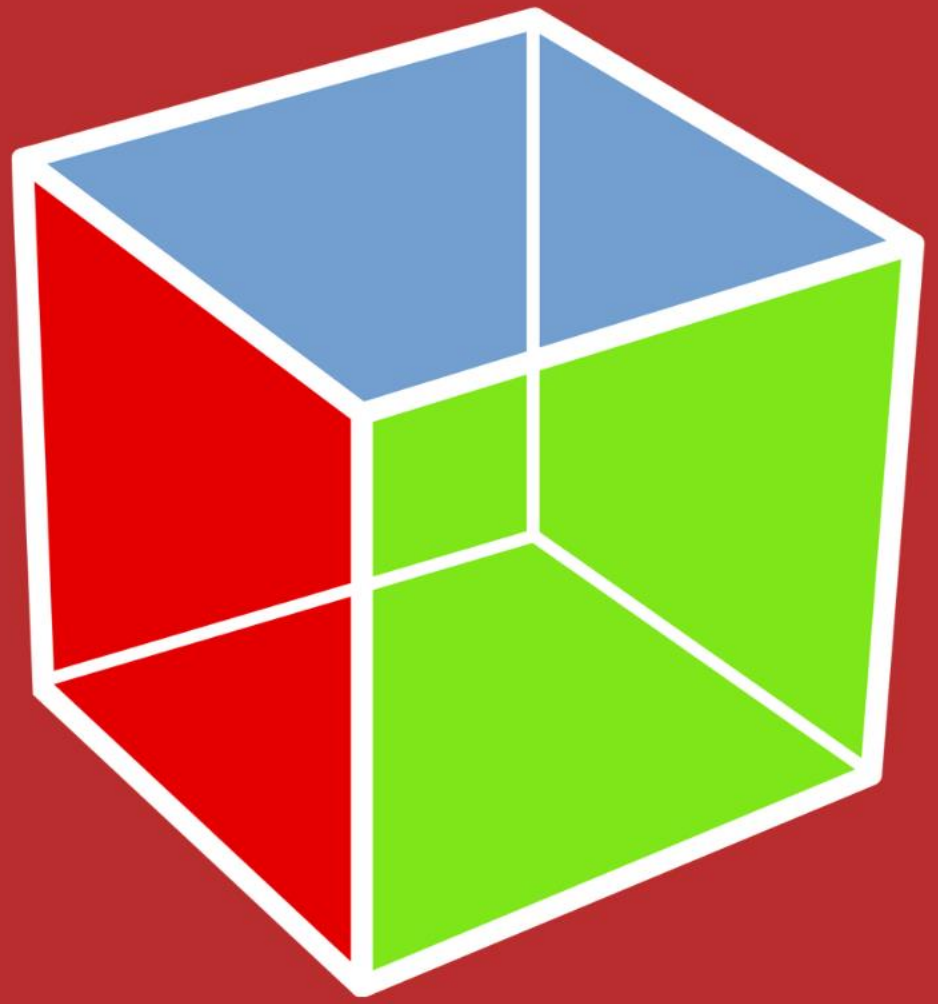





20:48


Workspaces
Applications
18:07
19 April 2026
Controls
Datei Bearbeiten Ansicht
mil0@pop-os: ~
mil0@pop-os:~$ neofetch
mil0@pop-os
OS: Pop!_OS 24.04 LTS x86_64
Host: HP Pavilion Notebook
Kernel: 6.18.7-76061807-generic
Uptime: 1 min
Packages: 1913 (dpkg), 14 (flatpak
Shell: bash 5.2.21
Resolution: 1920x1080
DE: COSMIC

GTK









Source: amansxcalibur (Github)

Overriding Time
The Animator



Source: amansxcalibur (Github)

Linear VS Beziers



Linear





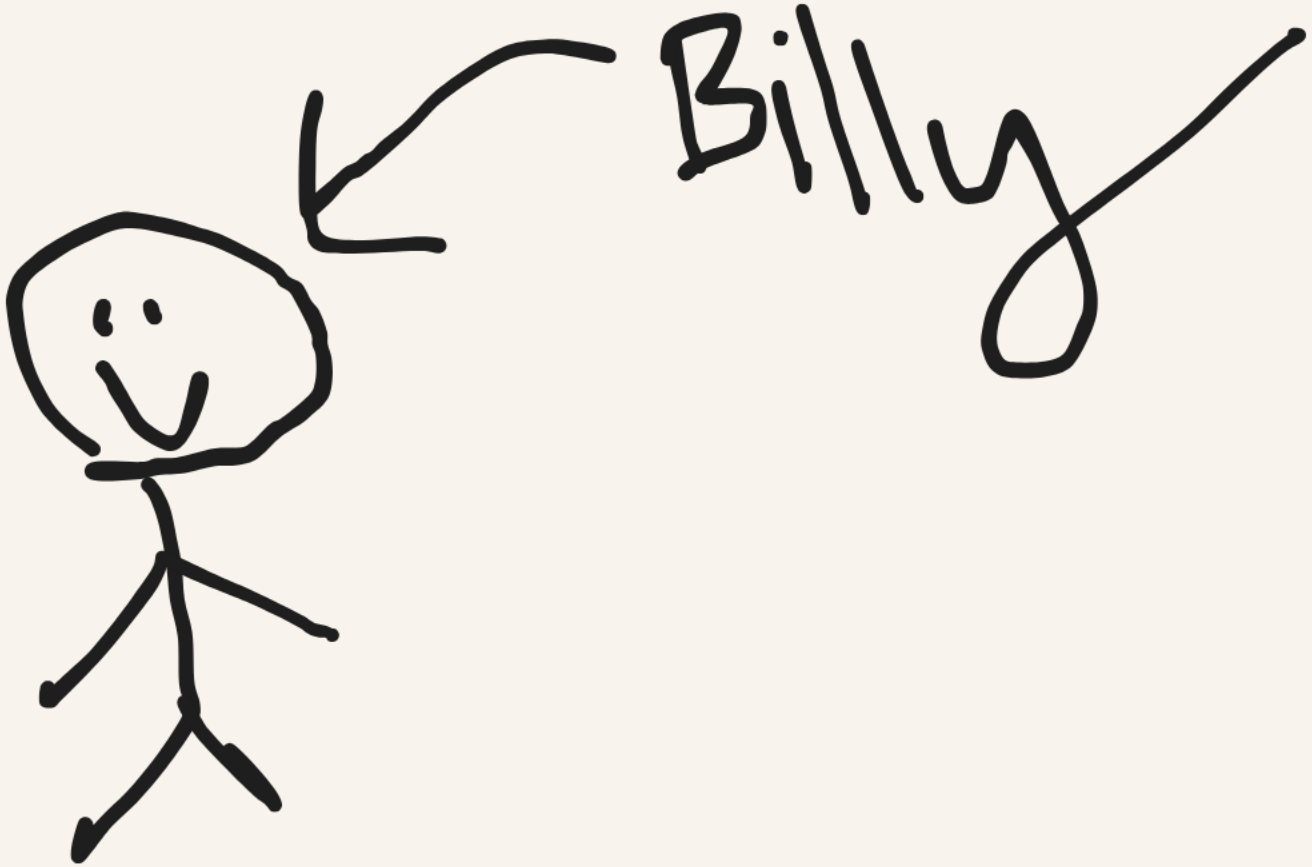
Overshoot

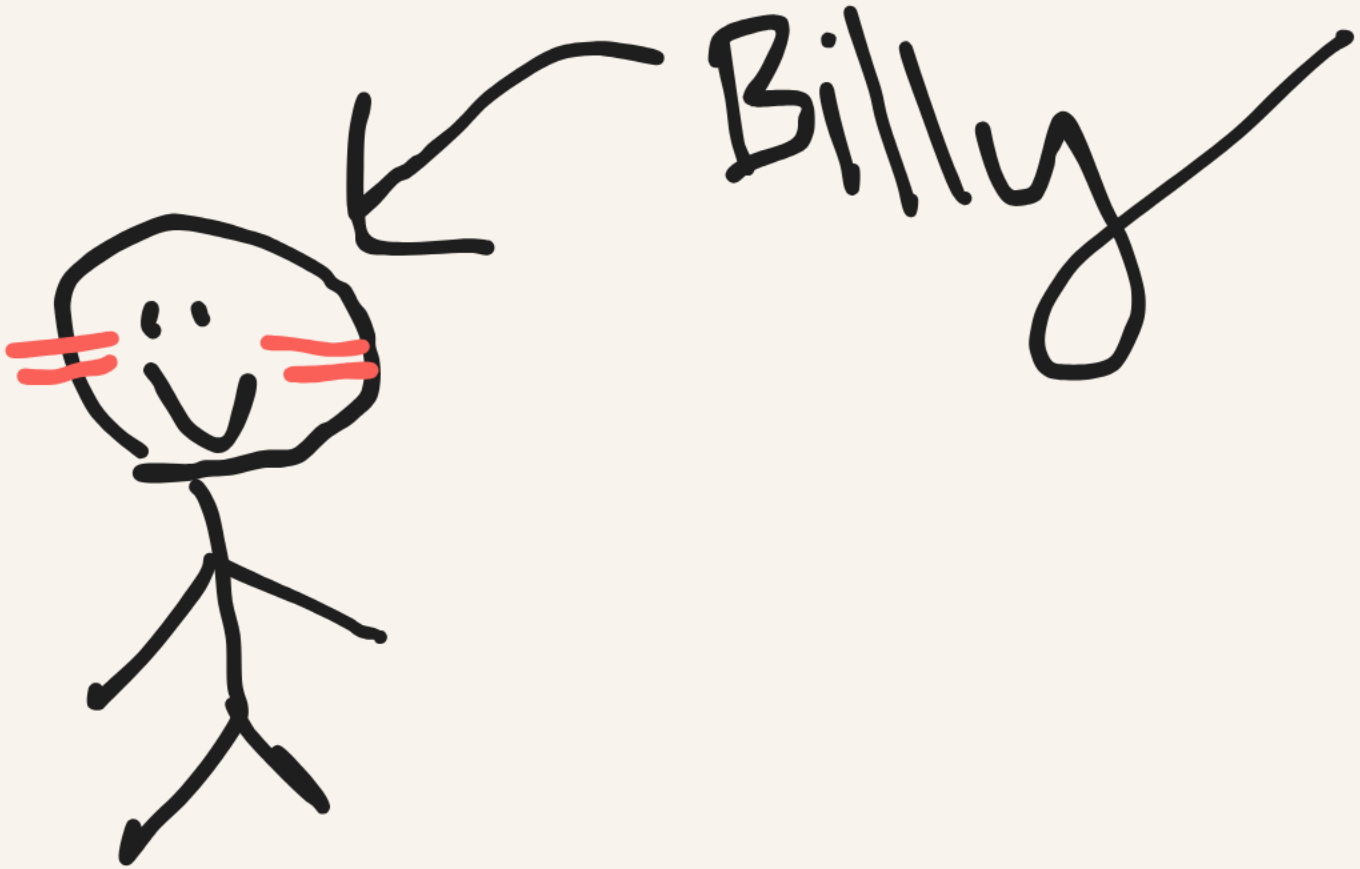


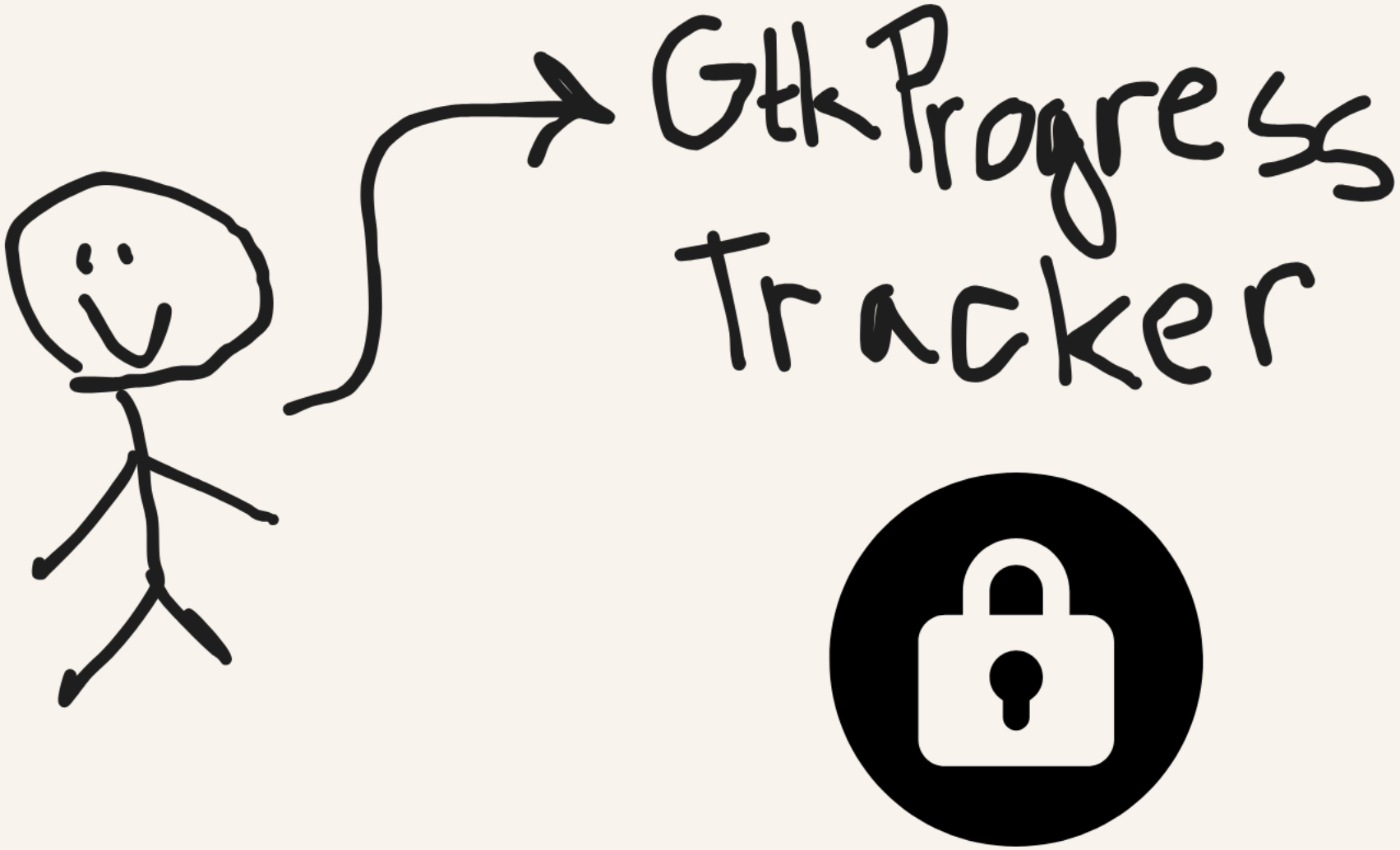


Ease-In-Out Extreme




Billy


Billy


GtkProgress
Tracker

```c
typedef struct {
    gboolean is_running;
    guint32  _pad;
    guint64  last_frame_time;
    guint64  duration;
    gdouble  iteration;
    gdouble  iteration_count;
} GtkProgressTracker;

typedef struct _GtkCssGadget GtkCssGadget;
struct _GtkCssGadget { GObject parent; };

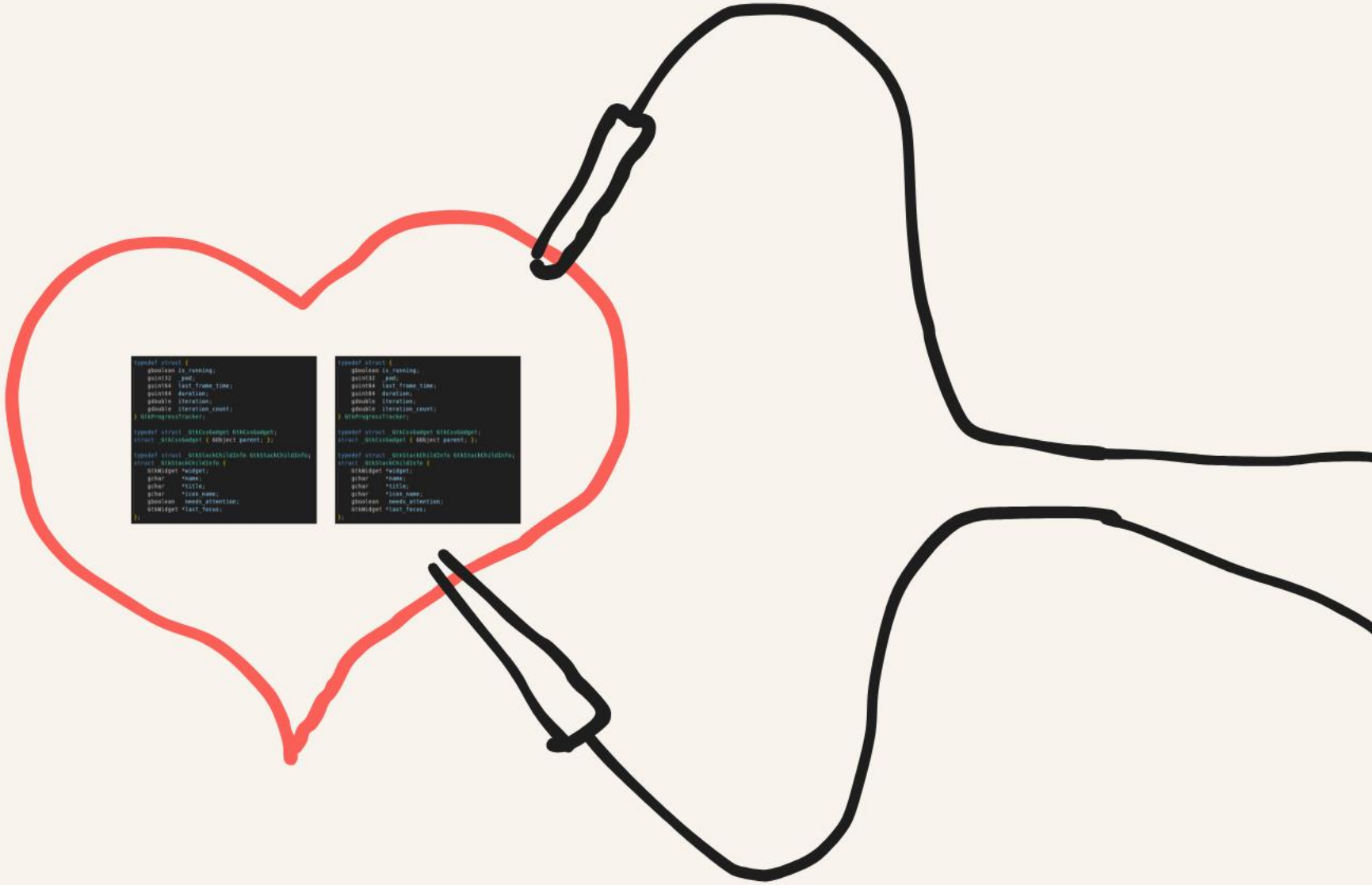
typedef struct _GtkStackChildInfo GtkStackChildInfo;
struct _GtkStackChildInfo {
    GtkWidget *widget;
    gchar     *name;
    gchar     *title;
    gchar     *icon_name;
    gboolean   needs_attention;
    GtkWidget *last_focus;
};
```


```c
typedef struct {
    gboolean is_running;
    guint32  _pad;
    guint64  last_frame_time;
    guint64  duration;
    gdouble  iteration;
    gdouble  iteration_count;
} GtkProgressTracker;

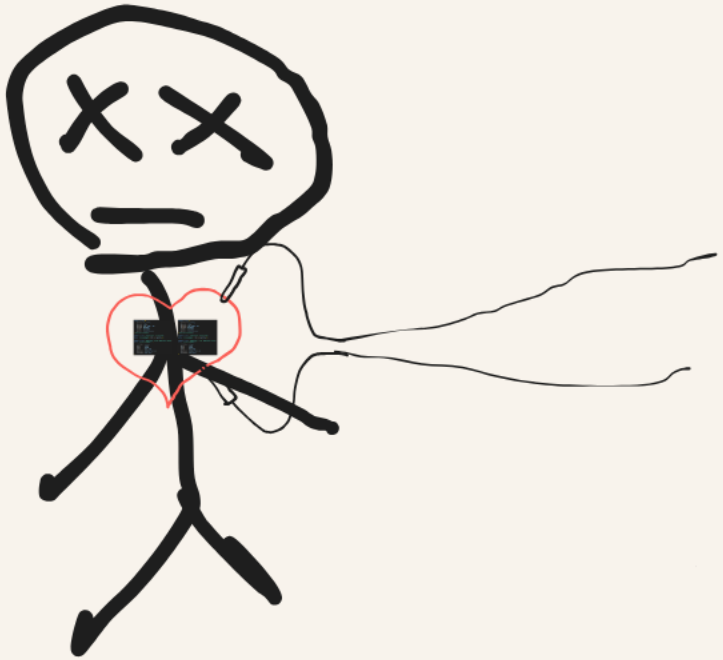
typedef struct _GtkCssGadget GtkCssGadget;
struct _GtkCssGadget { GObject parent; };

typedef struct _GtkStackChildInfo GtkStackChildInfo;
struct _GtkStackChildInfo {
    GtkWidget *widget;
    gchar     *name;
    gchar     *title;
    gchar     *icon_name;
    gboolean   needs_attention;
    GtkWidget *last_focus;
};
```

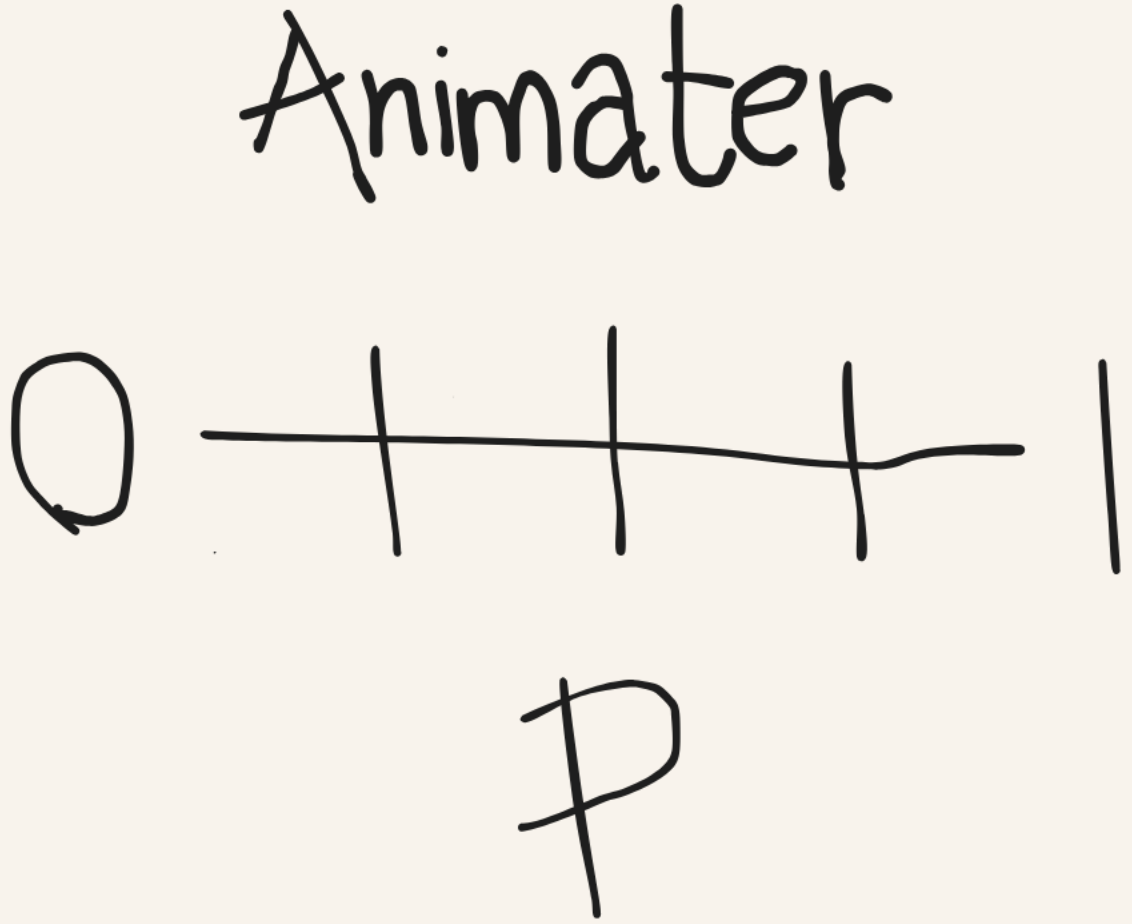




typedef struct {
gboolean is_running;
guint32 _pad;
guint64 last_frame_time;
guint64 duration;
gdouble iteration;
gdouble iteration_count;
} GtkProgressTracker;
typedef struct GtkCssGadget GtkCssGadget;
struct GtkCssGadget { GObject parent; };
typedef struct GtkStackChildInfo GtkStackChildInfo;
struct GtkStackChildInfo {
GtkWidget *widget;
gchar *name;
gchar *title;
gchar *icon_name;
gboolean needs_attention;
GtkWidget *last_focus;
};

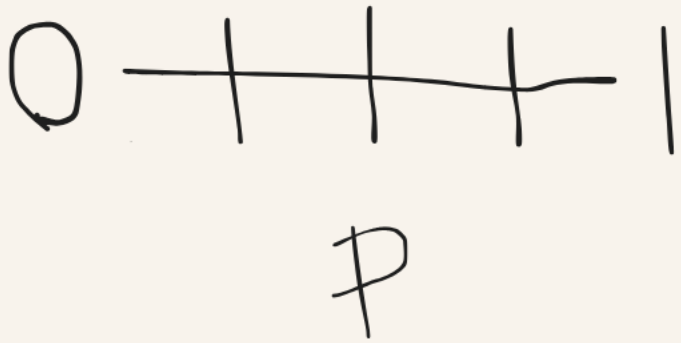




Animater


Animater
0
1
P

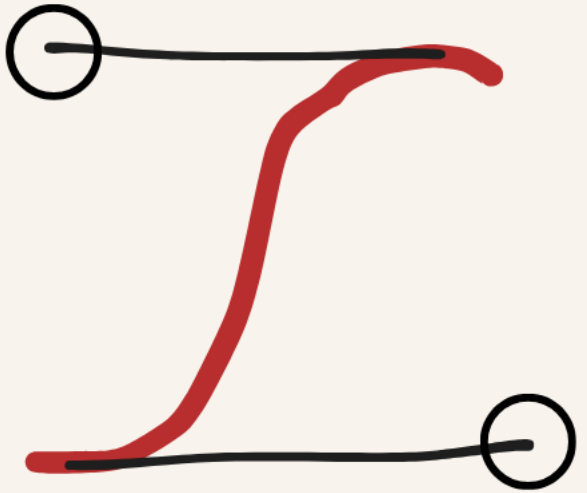
Animater



1.

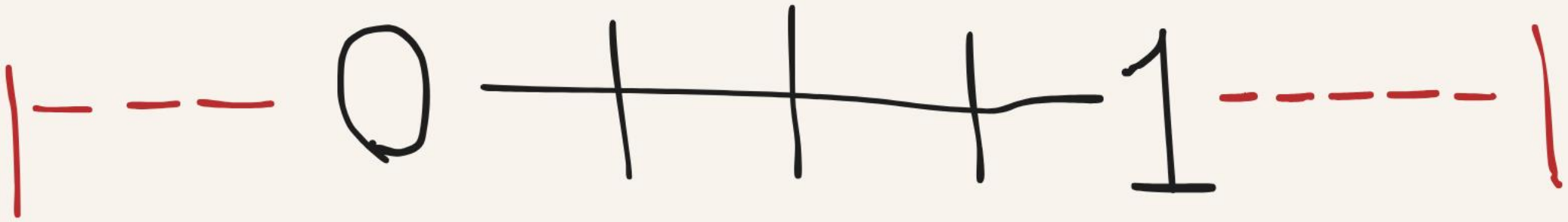


2.



Animater

(0.42, 1.67, 0.21, 1.0)







Source: amansxcalibur (Github)

Linear VS Beziers



Linear





Overshoot





Ease-In-Out Extreme



Overriding Form Expressive-Shapes



Source: amansxcalibur (Github)

Expressive Shapes



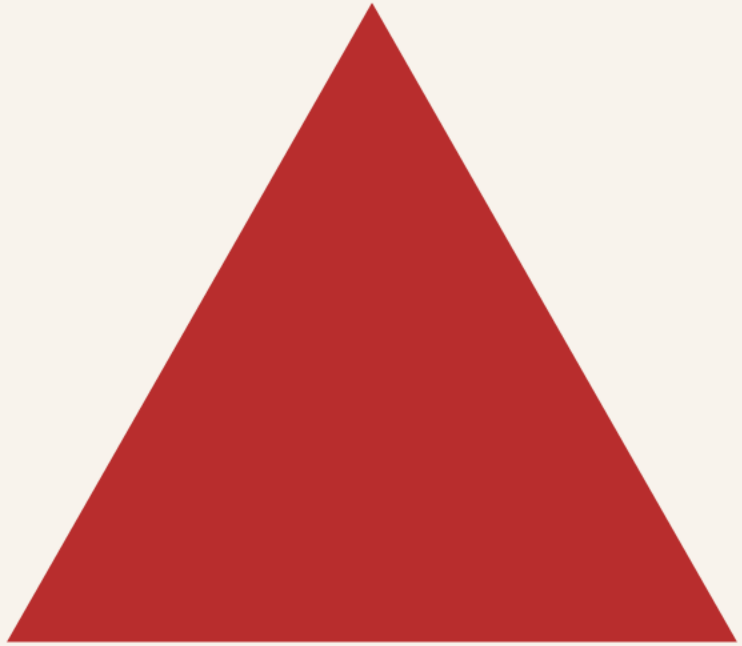
expressive-shapes

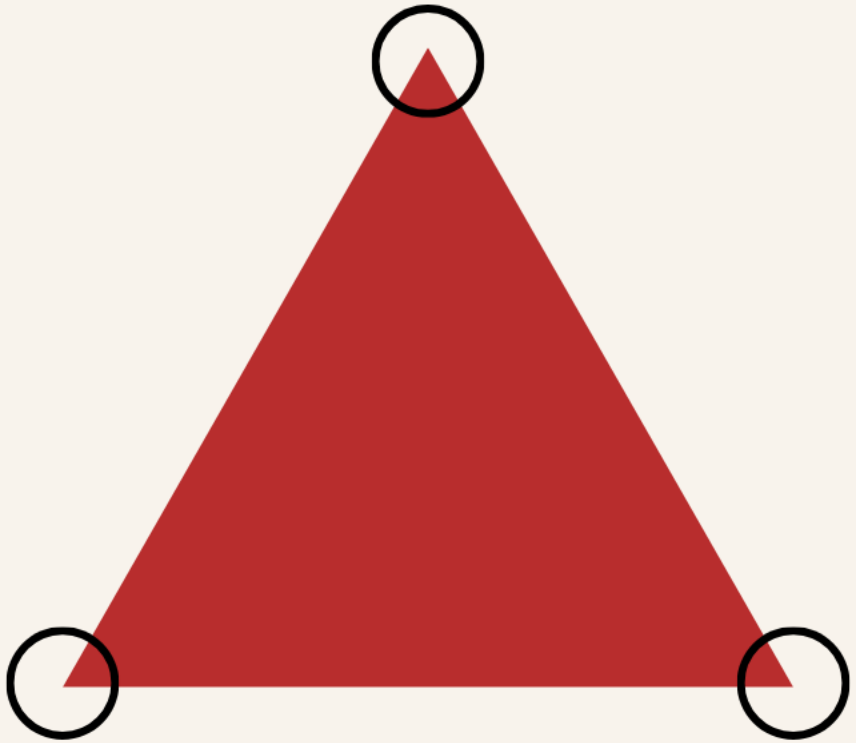


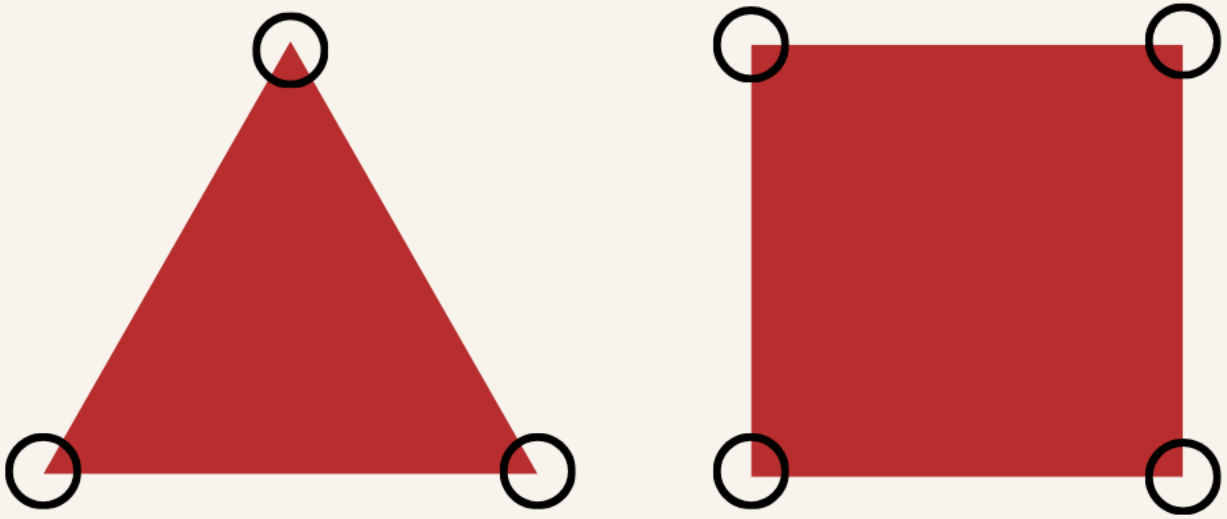
M3 style **Circular Scale**

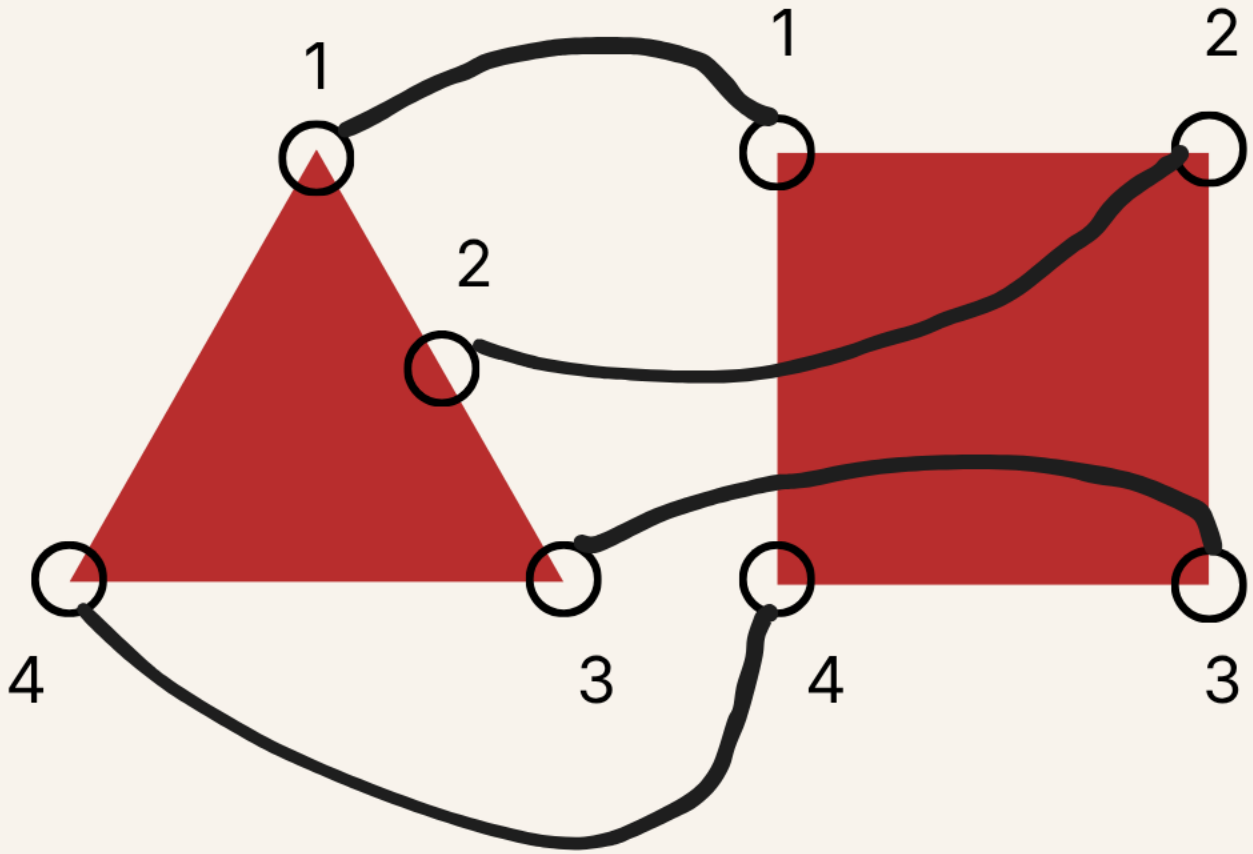


M3 **Loaders**

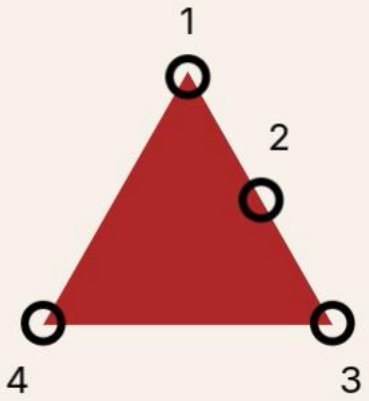


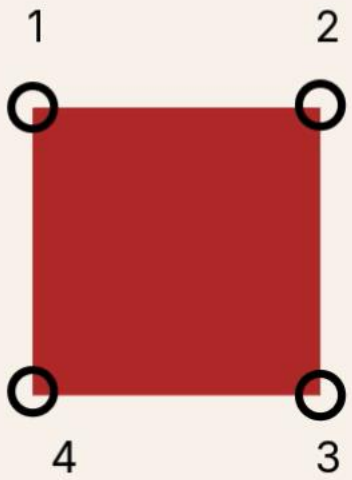


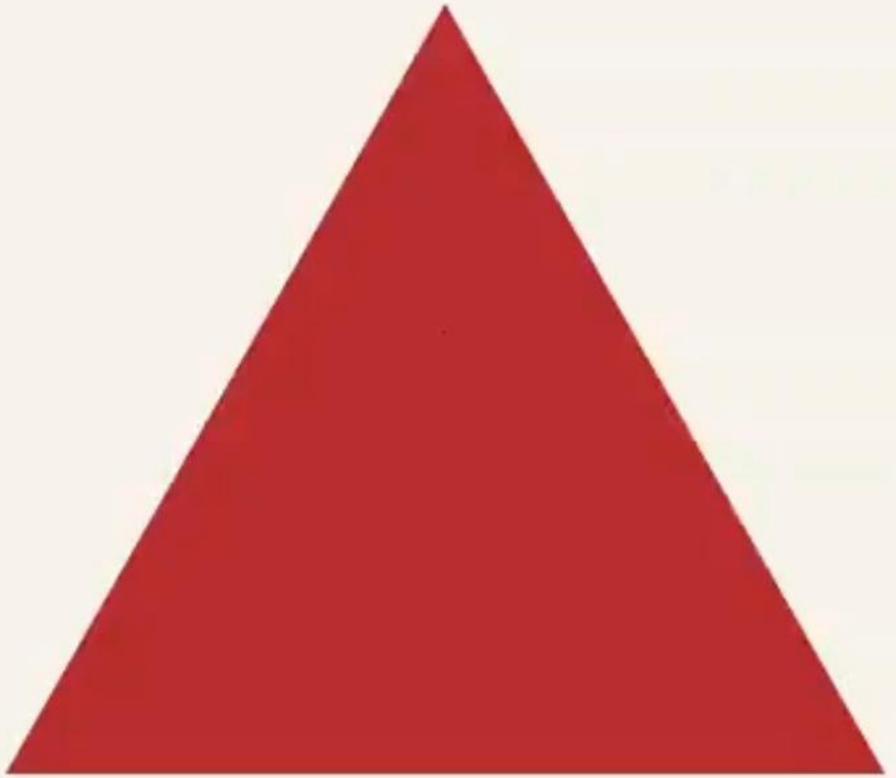


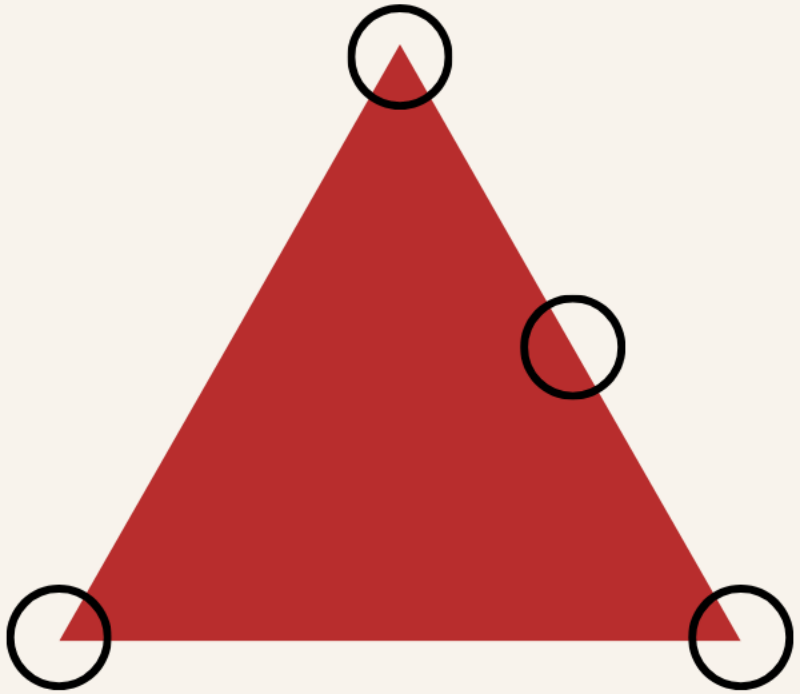

1
1
2
2
4
3
4
3

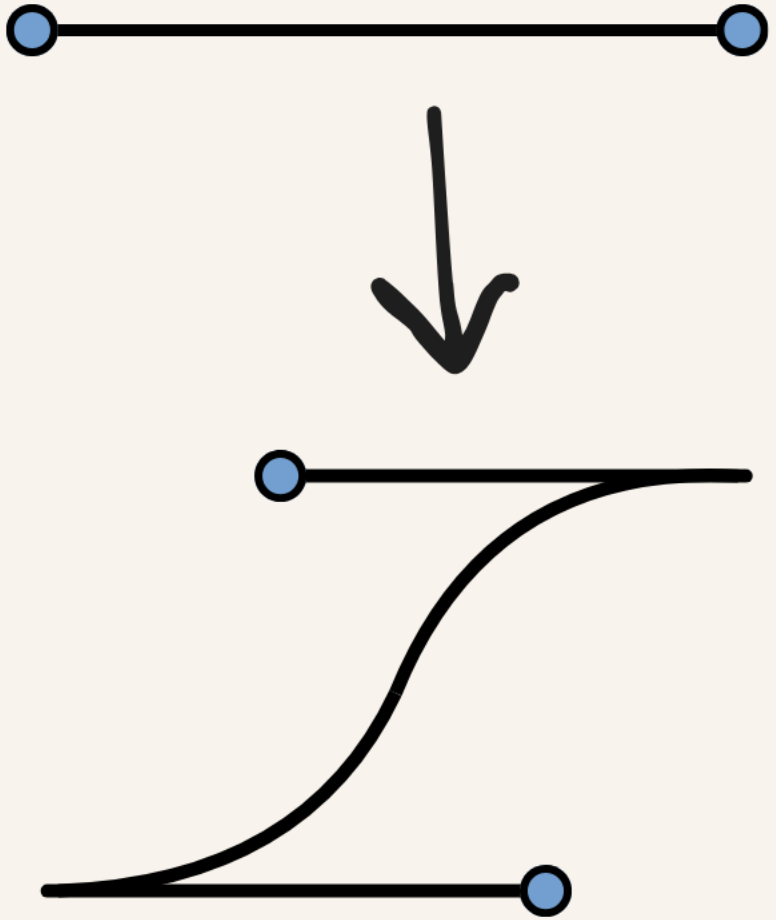
Source: amansxcalibur (Github)

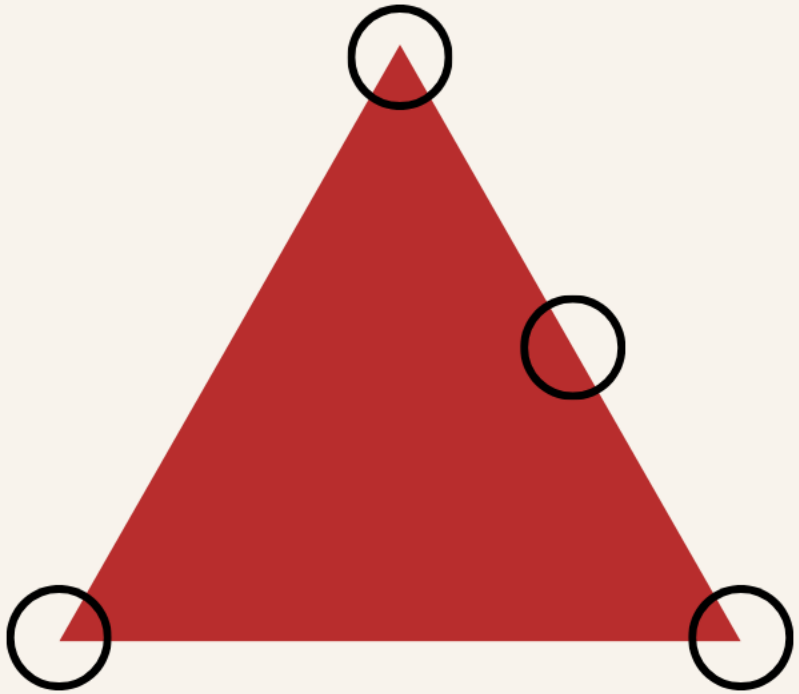


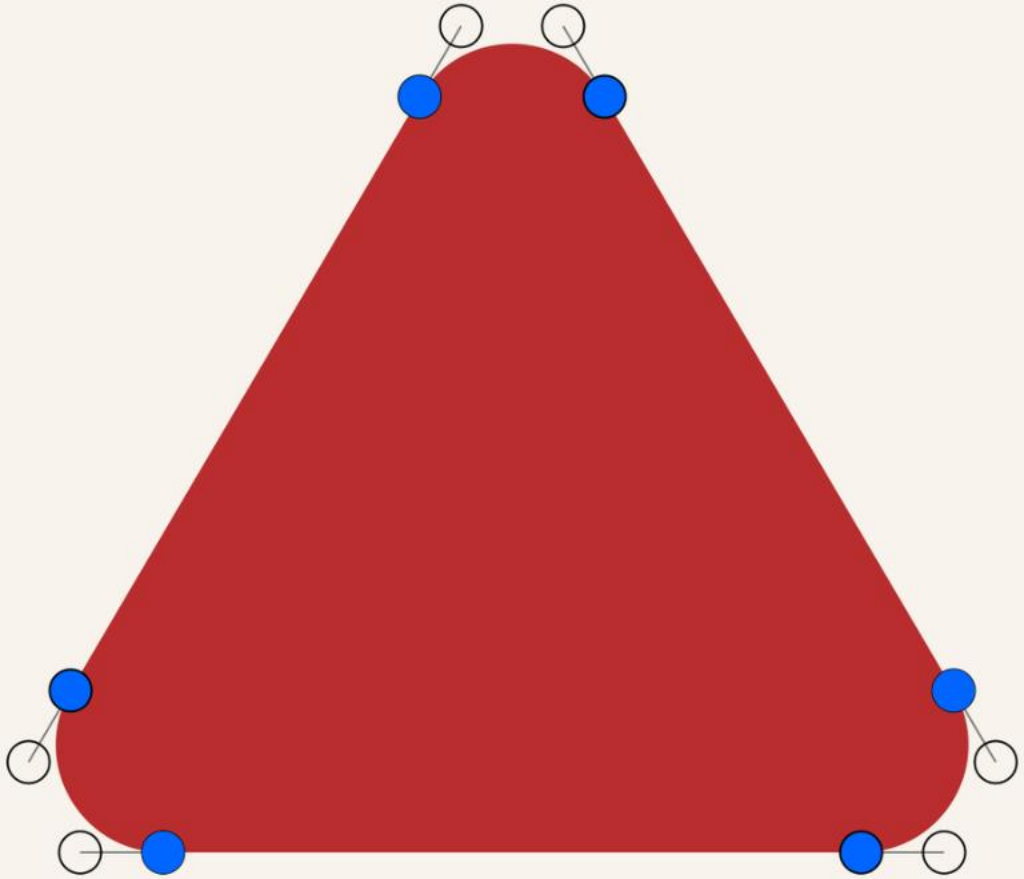


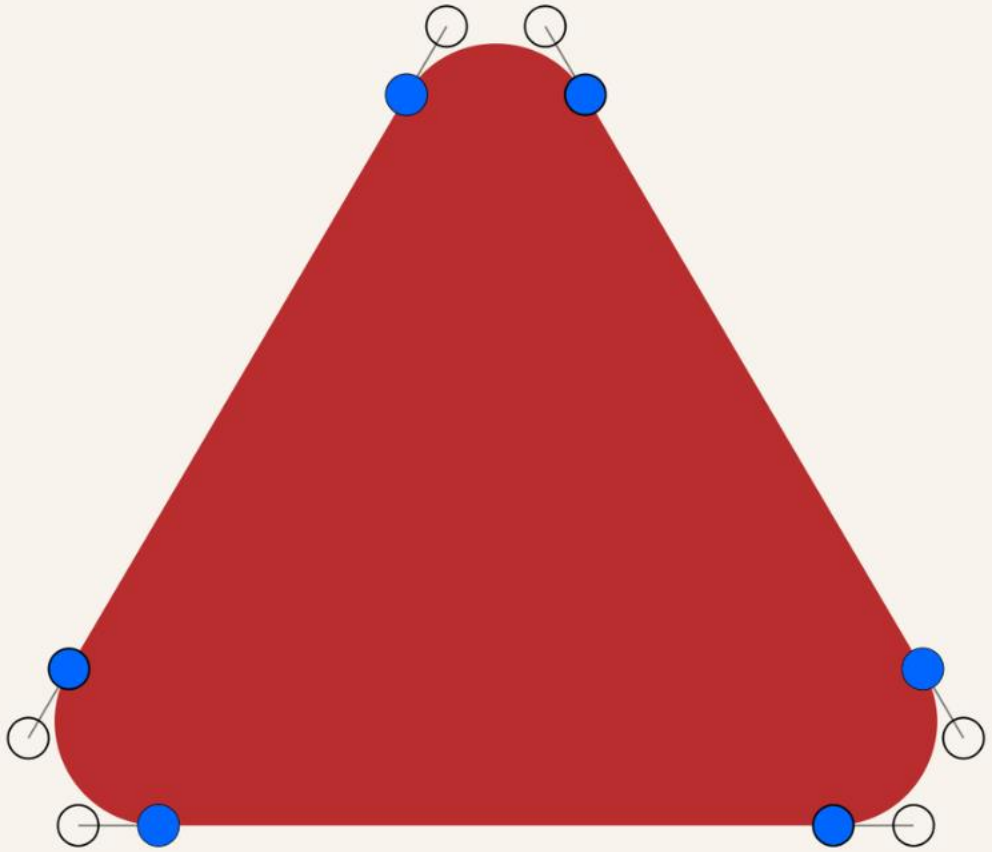


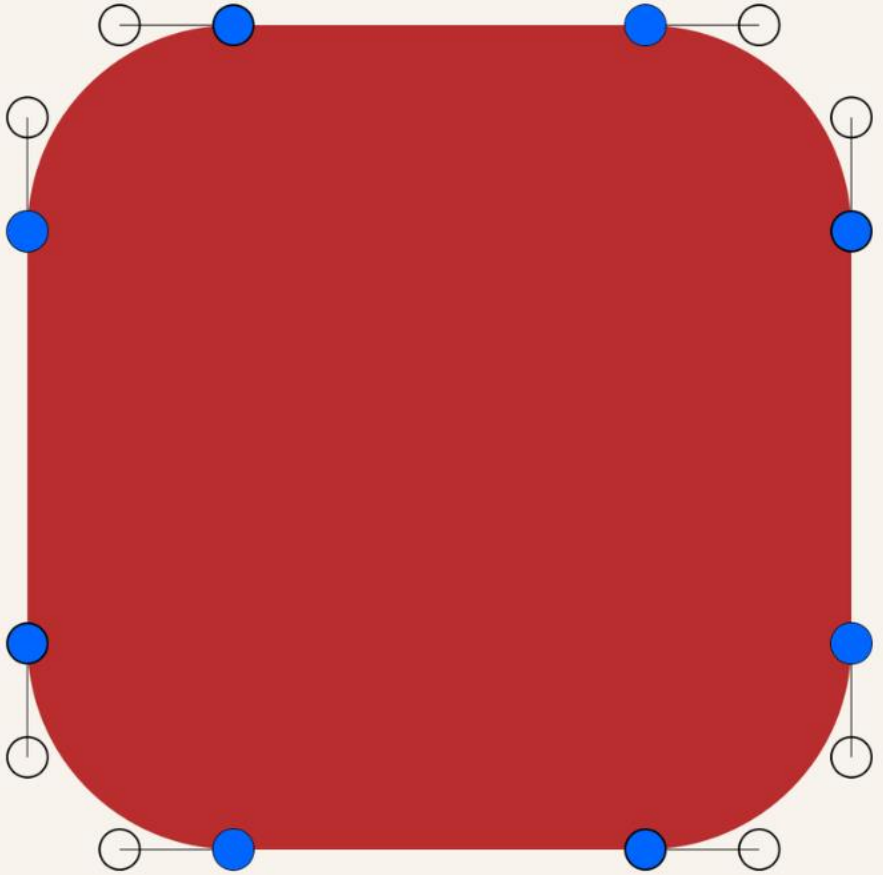




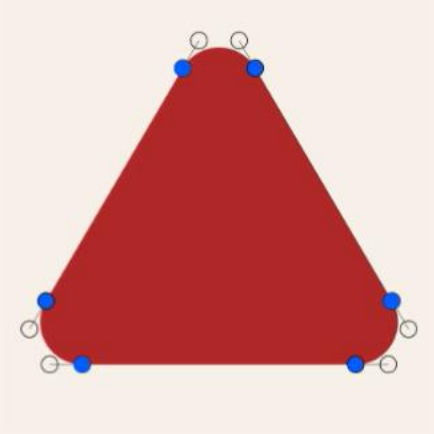


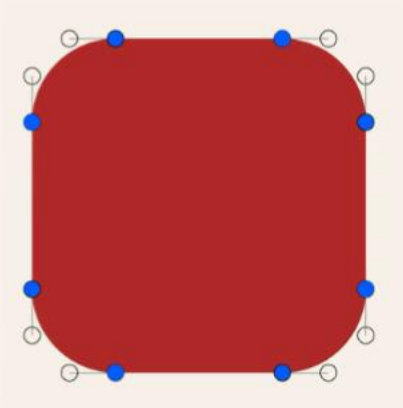


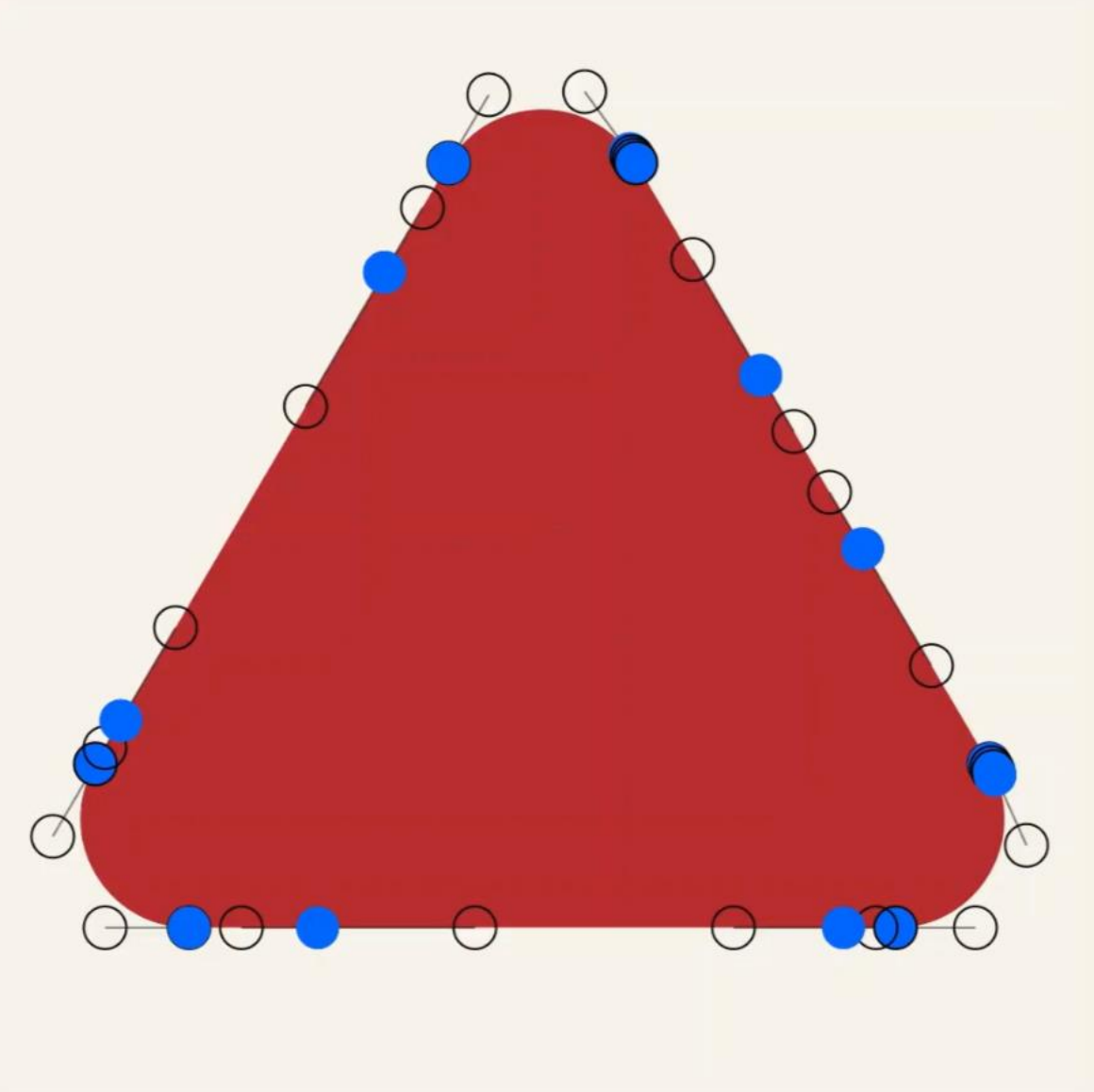


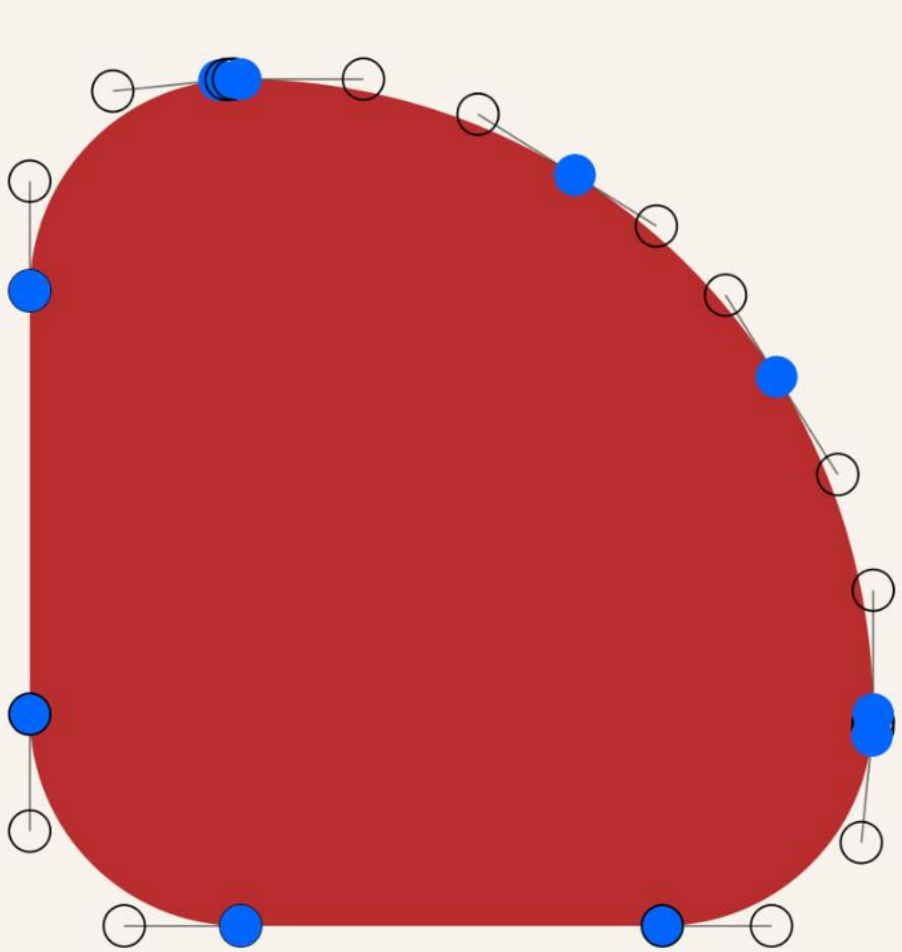


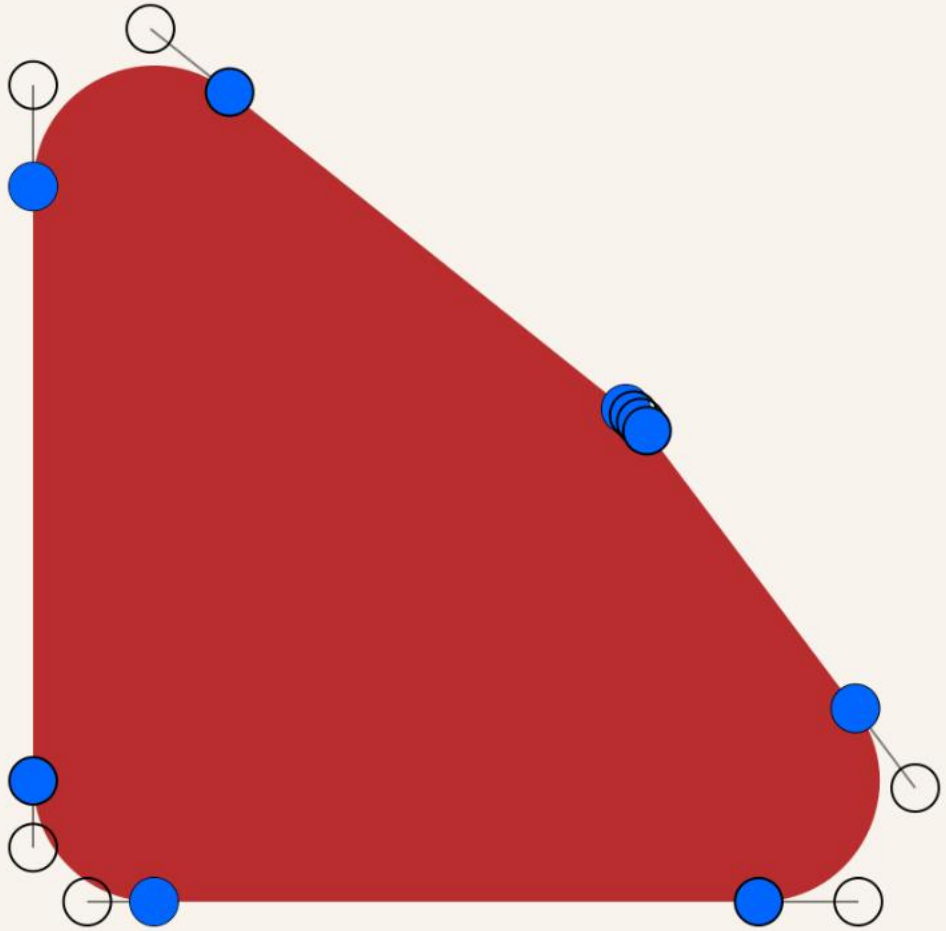
Source: amansxcalibur (Github)



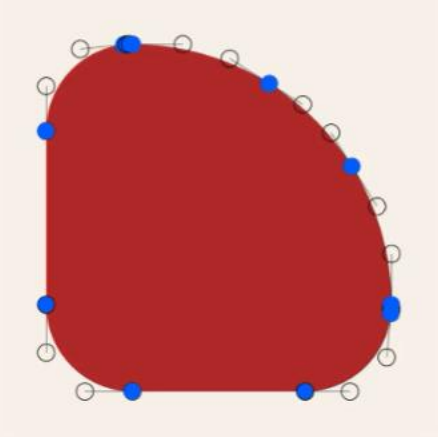


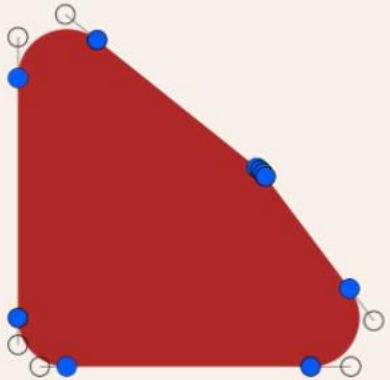


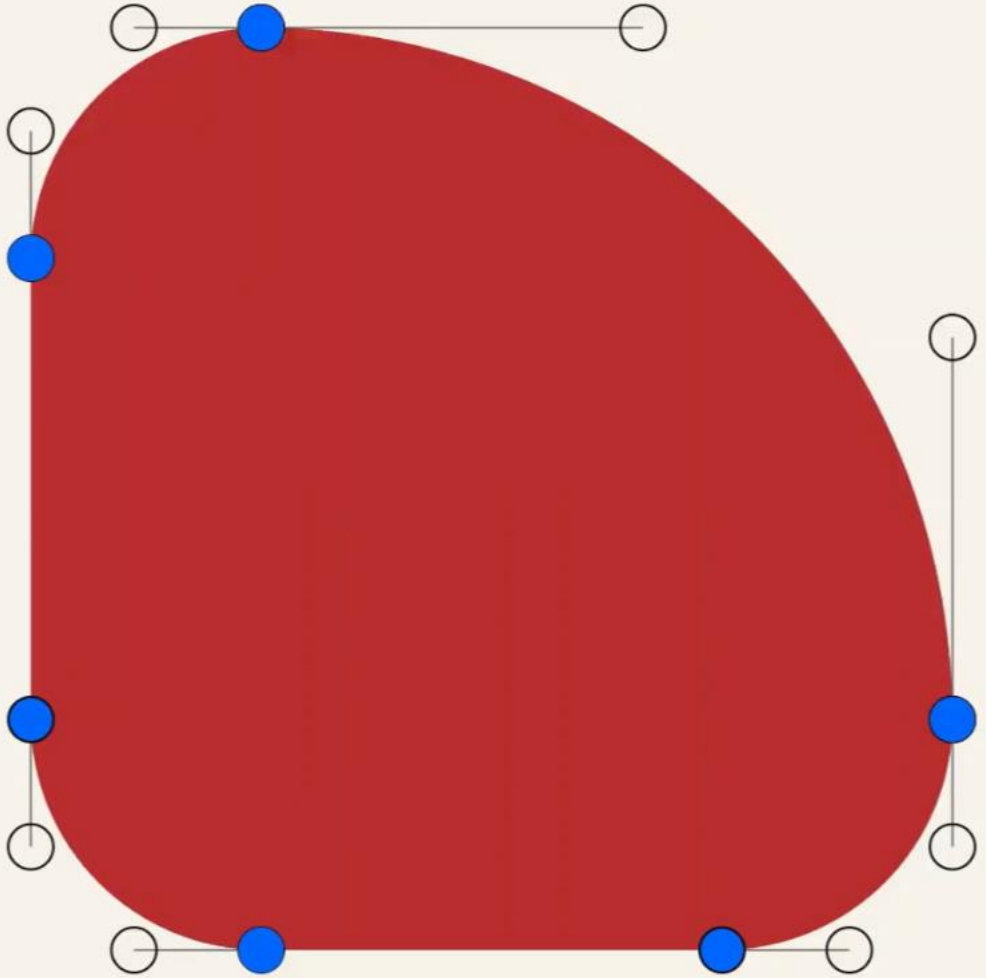


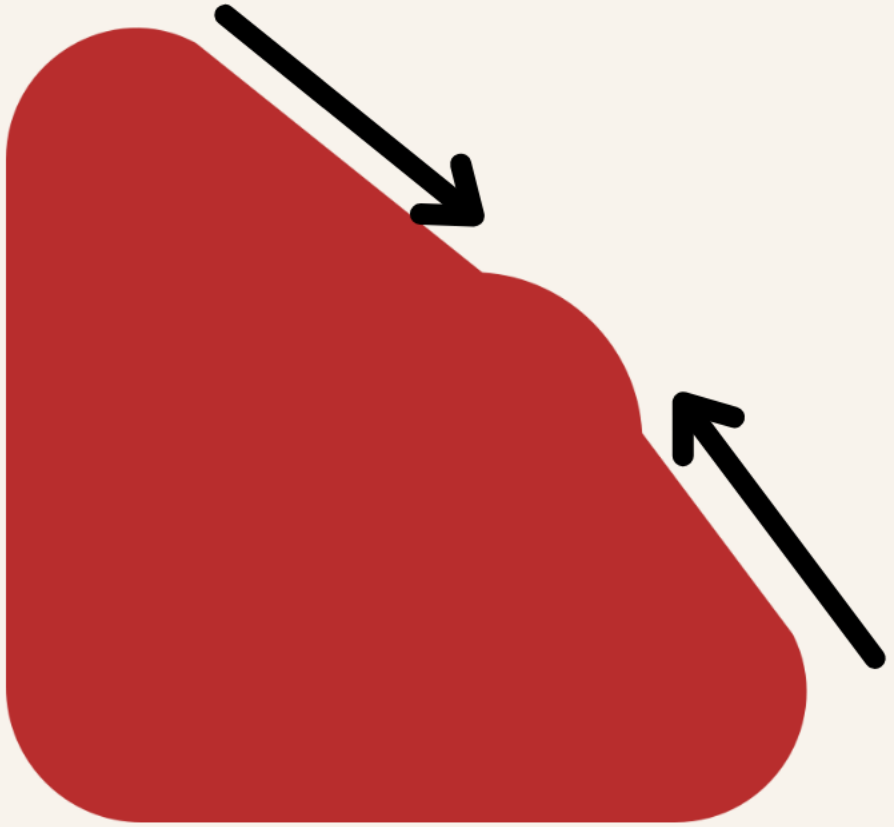


Source: amansxcalibur (Github)

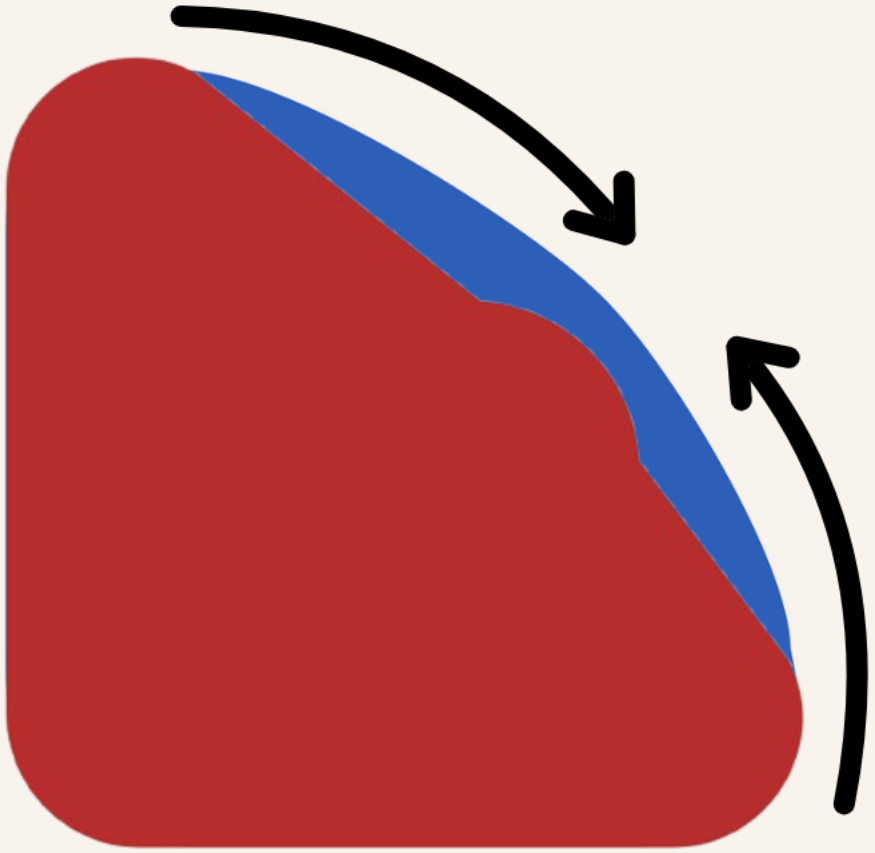




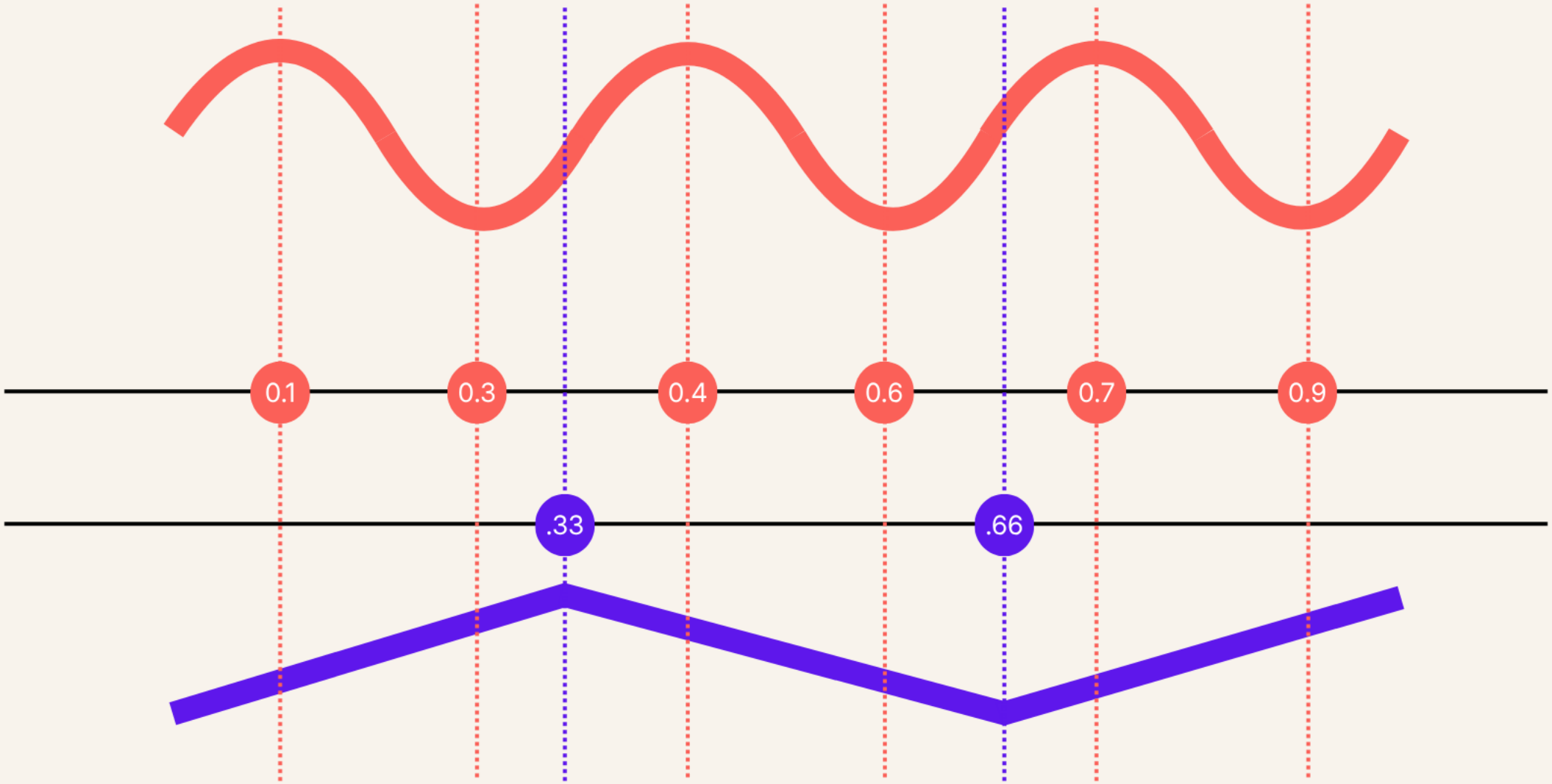




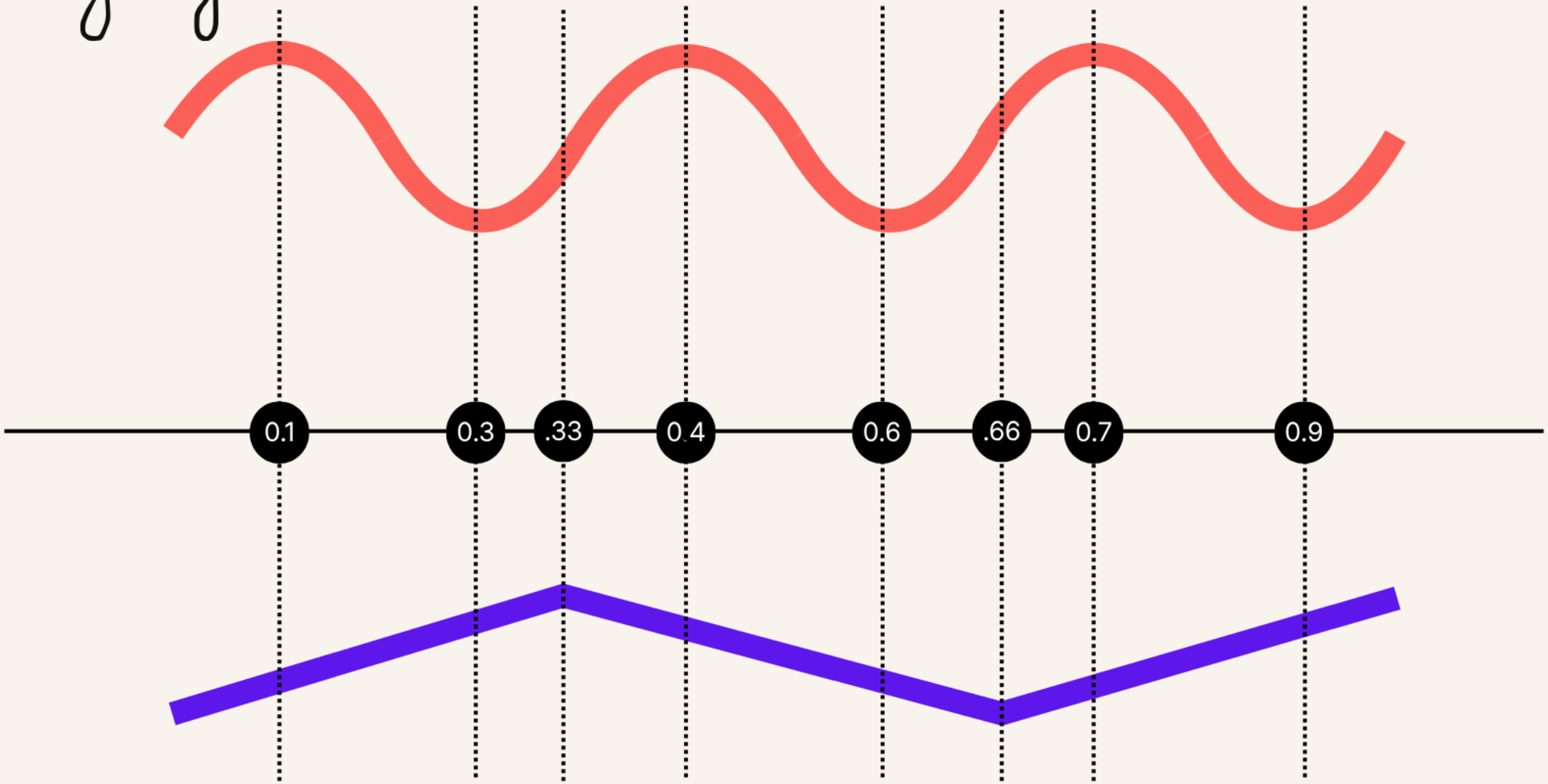
Linear



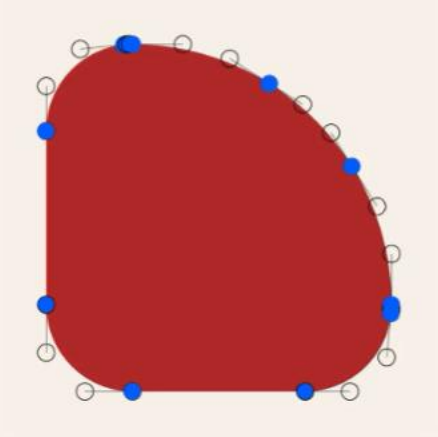
Curved

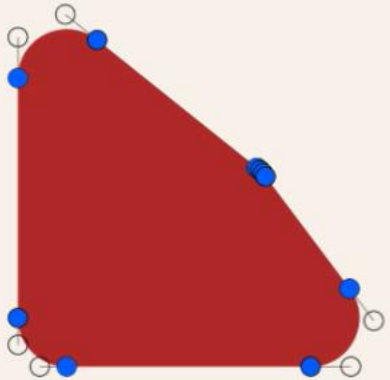

0.1
0.3
0.4
0.6
0.7
0.9
.33
.66

WalkingAlgorithm



Source: amansxcalibur (Github)





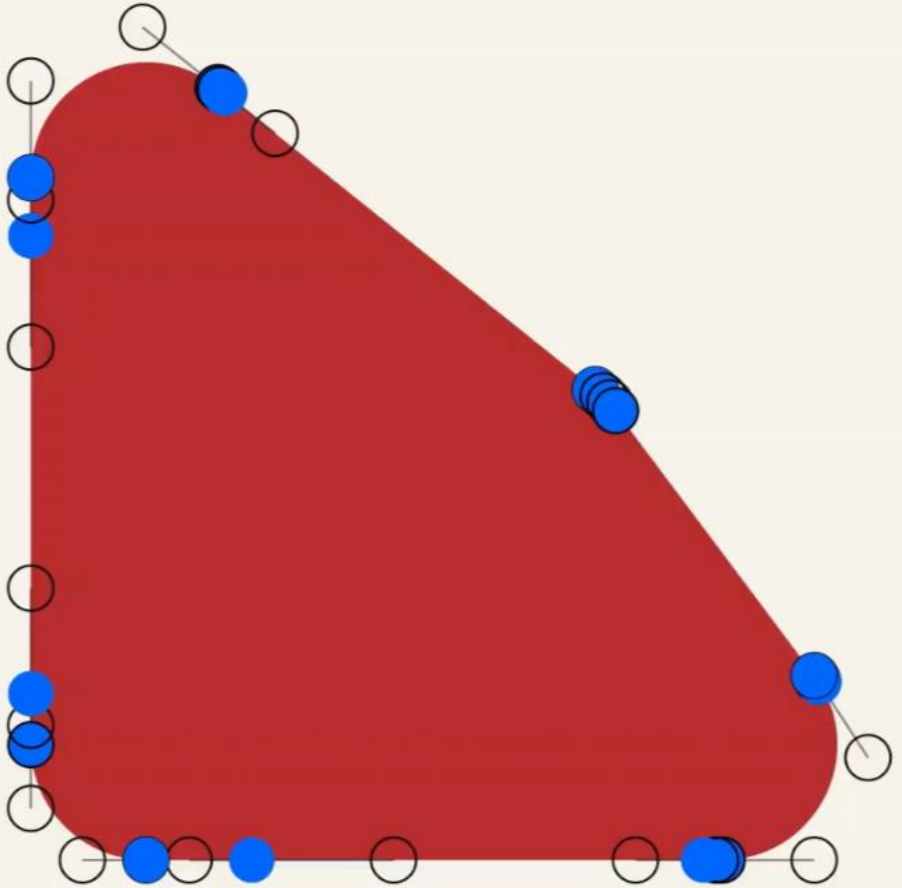
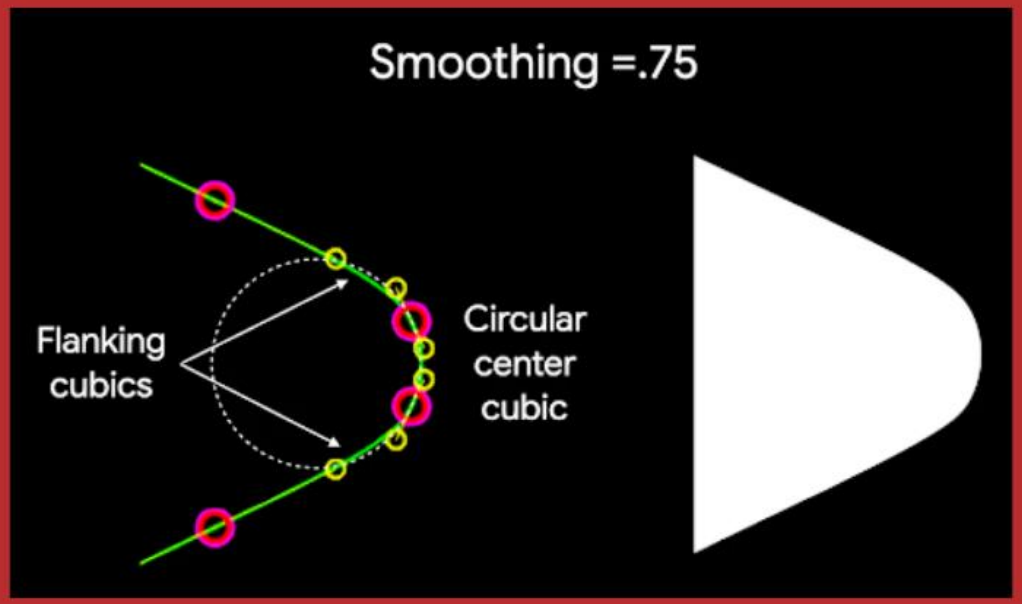
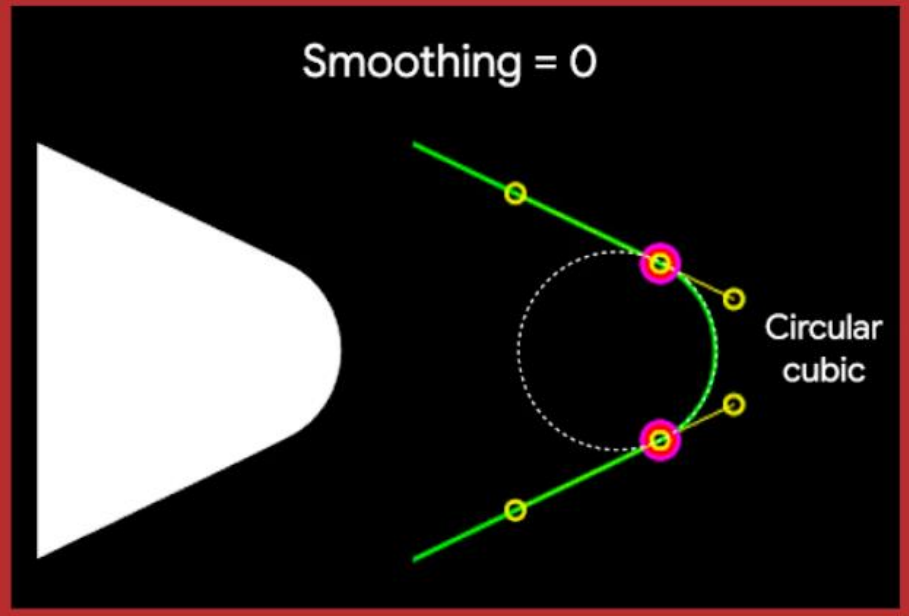
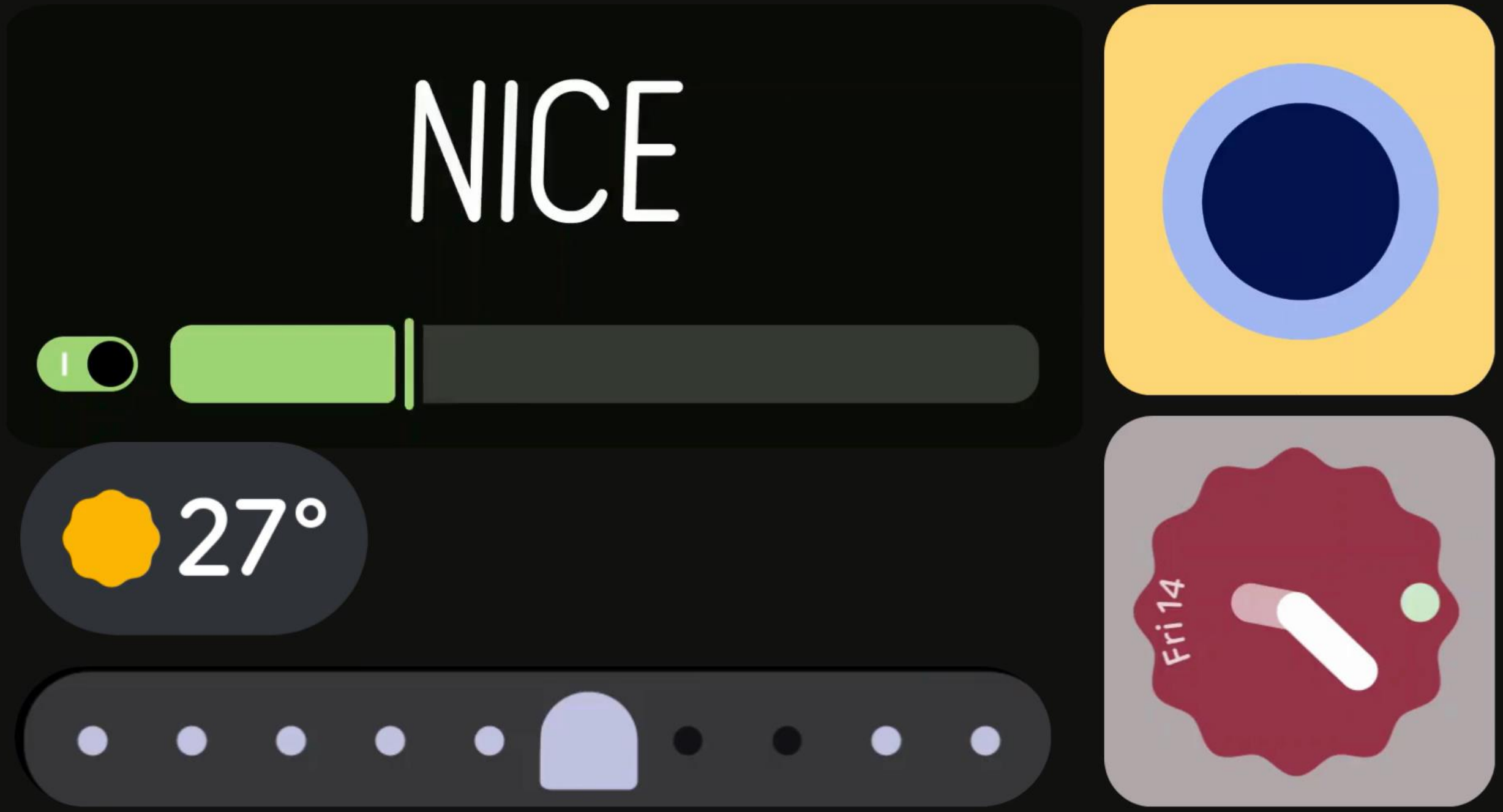


Image source: Shapes in Compose - Android Developers (Google)





Source: amansxcalibur (Github)



Thank you!







zenith-shell



expressive-shapes