

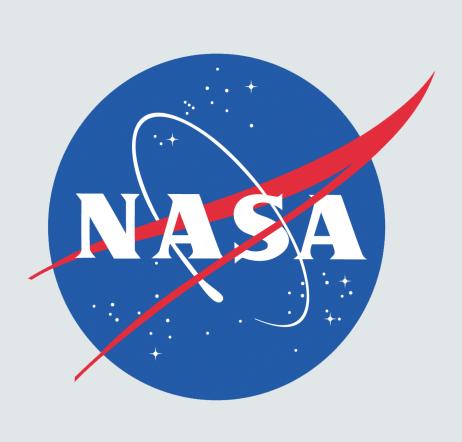
Earthdata User Interface (EUI) Library

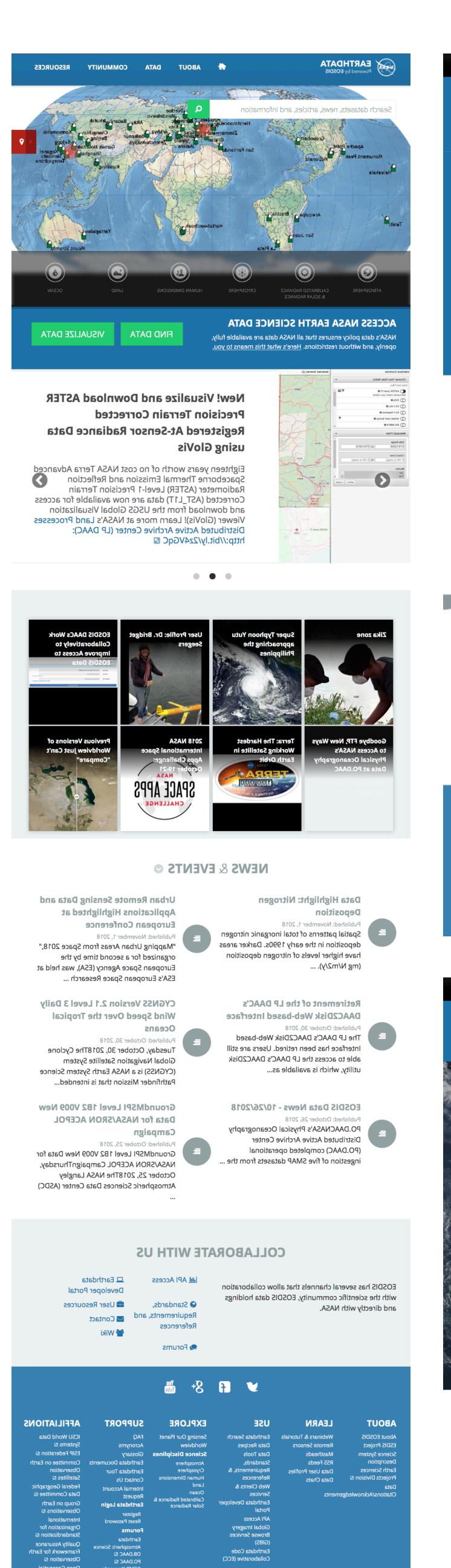
Rapid Prototyping Earth Science Dashboards and Visualizations using NASA Earth Observation Data and the Earthdata User Interface Library

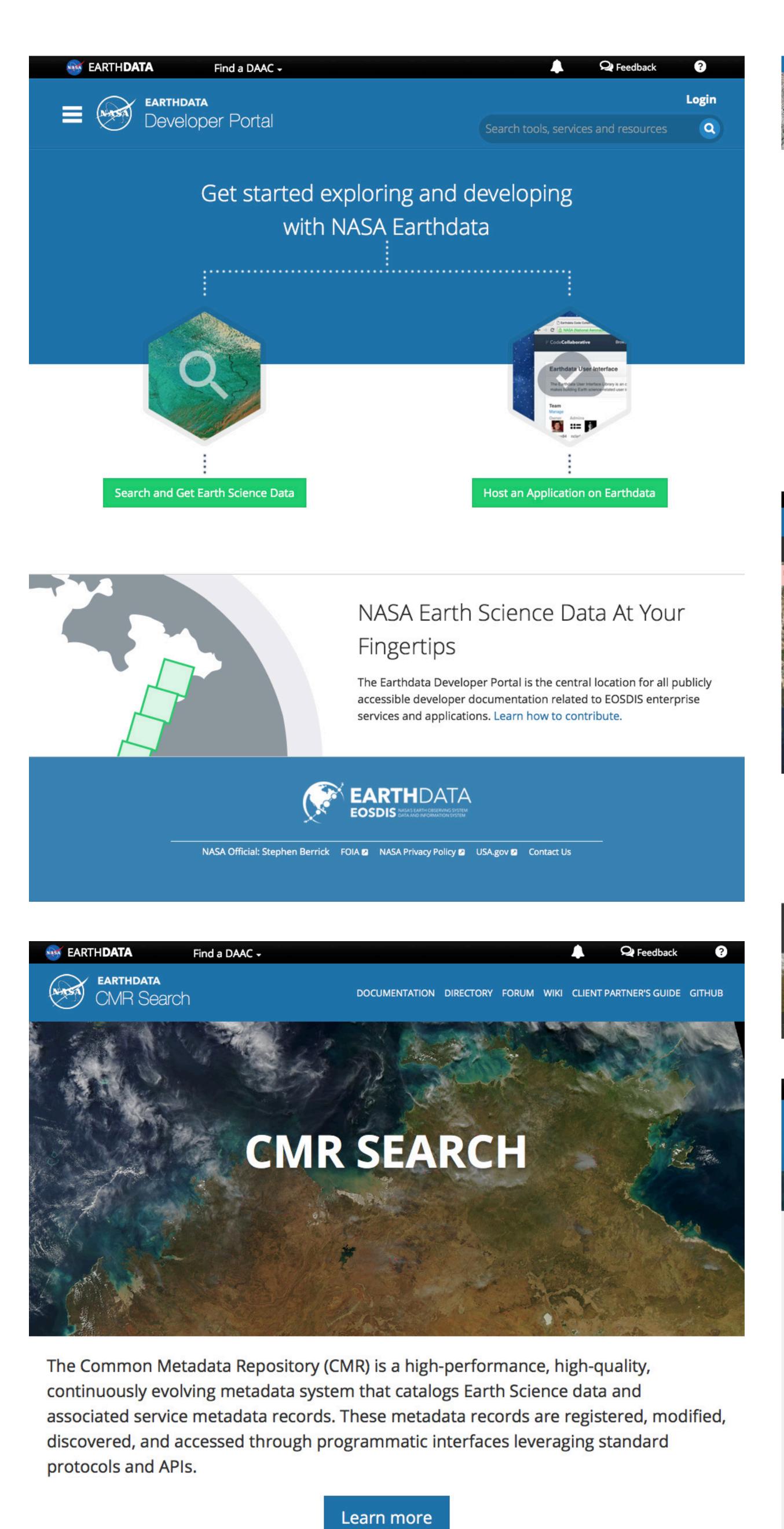
Jeff Siarto NASA/EED-2/ELEMENT 84

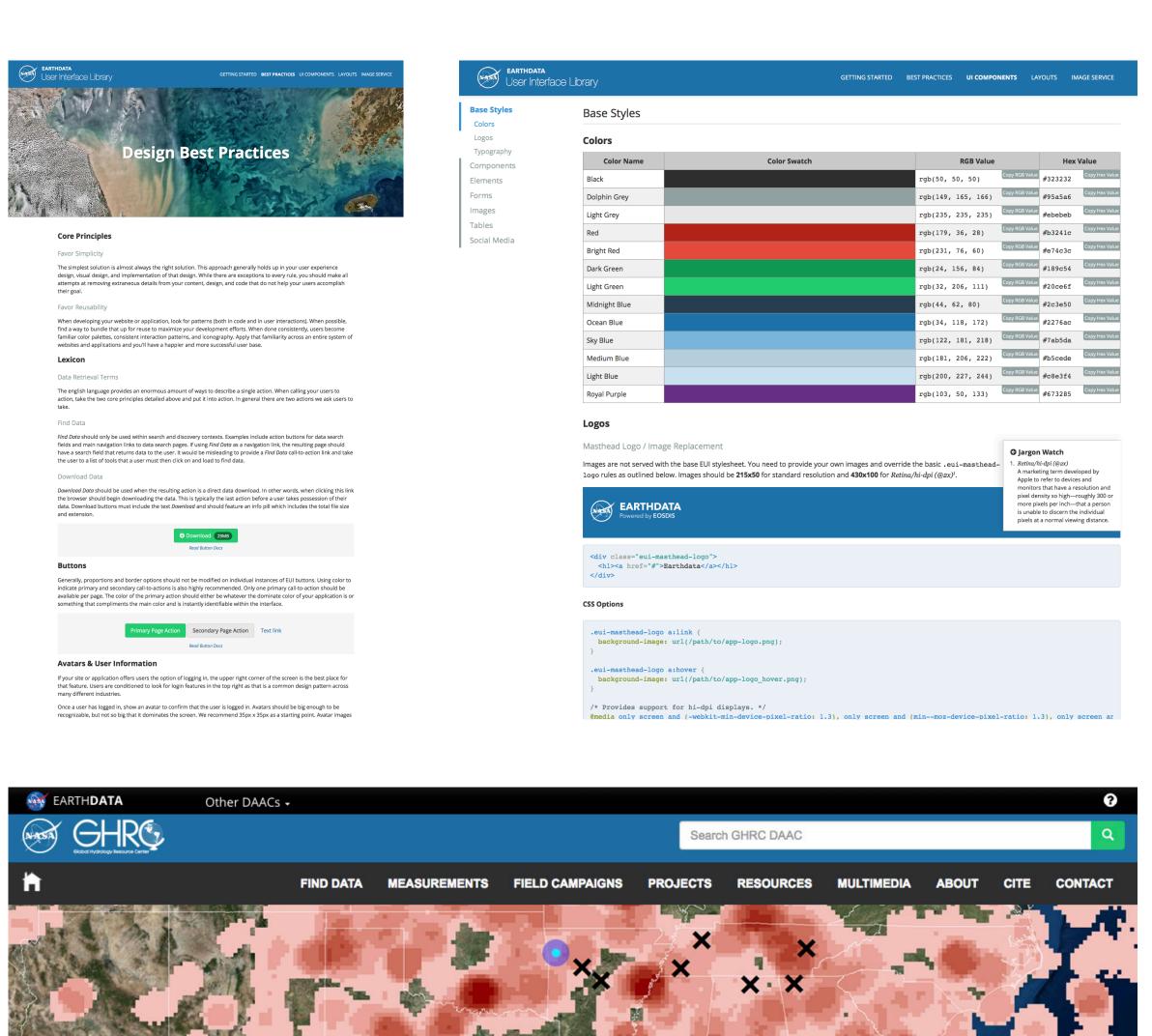
□ jeff@element84.com

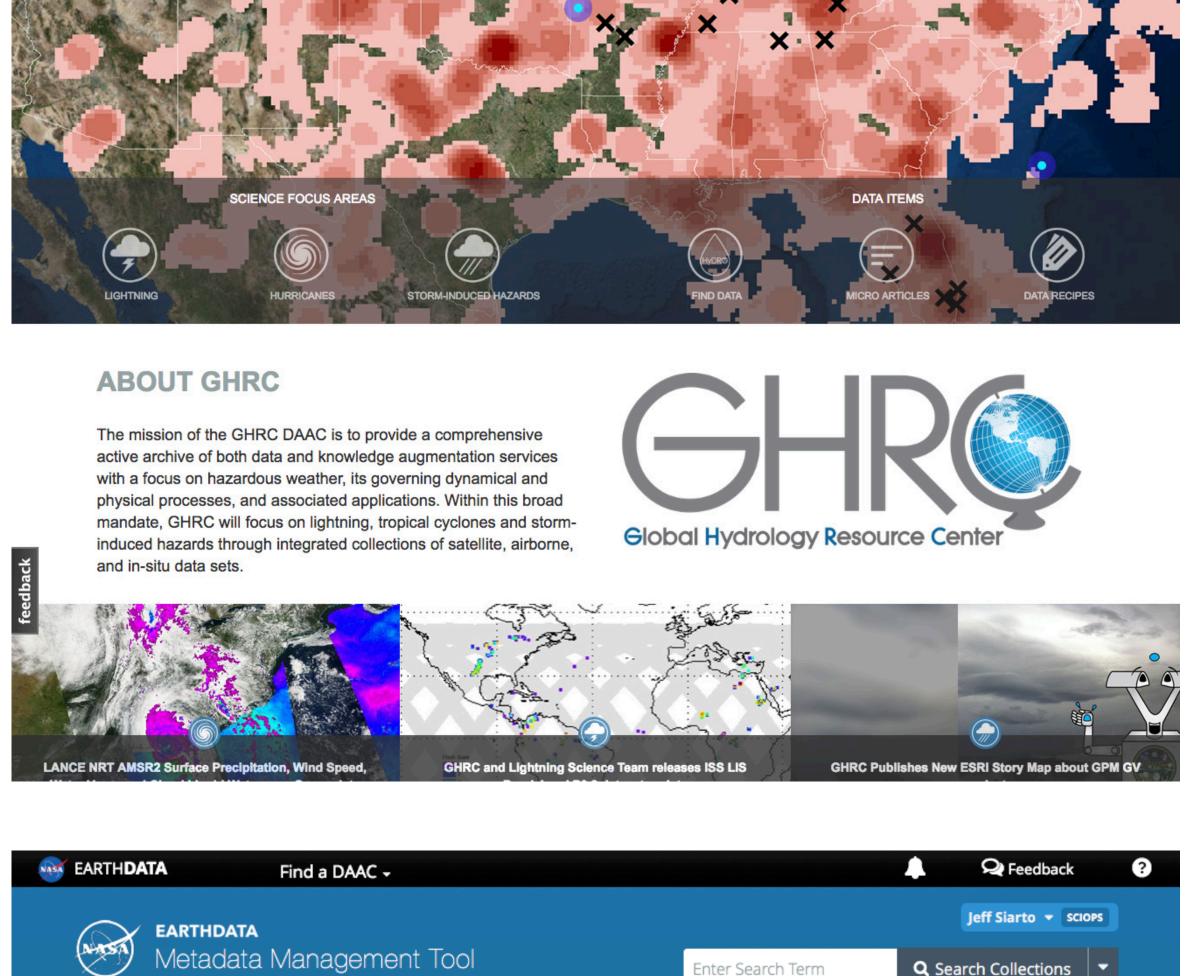
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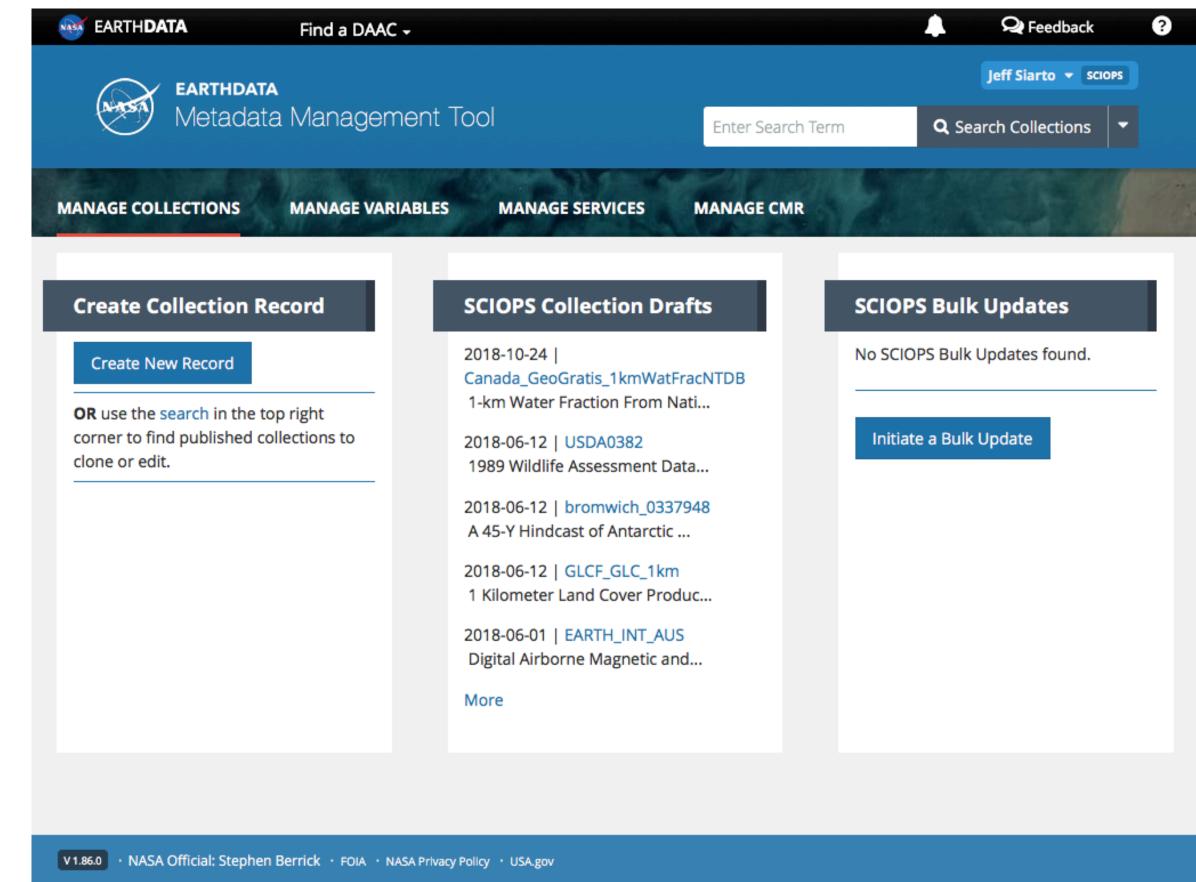












Launced in 2014, the EUI has become the design standard for sites and services built within NASA's Earthdata ecosystem. The EUI got its start as the code documentation for a redesign effort of the main Earthdata site. The component library and documentation proved to be useful internally and the team decided to release it as a standalone library in an effort to standardize design efforts within the Earthdata/EED-2 program. The result has been the gradual adoption of an "Earthdata" look and feel--the iconic blue header--across internall and partner sites. Not every site uses the EUI directly, but they do reference the *style* and often use the design documentation as a starting point for their own projects.

CORE FEATURES

- Full docs and design guide
- Standardized Earthdata logos, headers and design components
- Icon and Image Library
- Mobile-firendly components
- Lock versions from our CDN--no forced upgrades
- Basic JavaScript Library

EUI 2.0

Planning has begun on the next iteration of the EUI to make it more useful for teams and individuals building applications and visualizations using Earthdata tools and datasets. Features include: 1) Framework agnostic implementation-EUI 2.0 will play nice with modern web frameworks like Bootstrap and Foundation. 2) Expanded documentation and design best practices guide. 3) Custom downloads so you only load what you need. 4) Expanded icon and image library.

USEAGE



Drop and Go

The EUI works like any other front-end web framework. Simply drop in the required CSS and JavaScript tags in the header of your HTML (you can even use our CDN so you don't have to download the files). After you add the CDN links, you're good to start adding EUI components to your project.



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