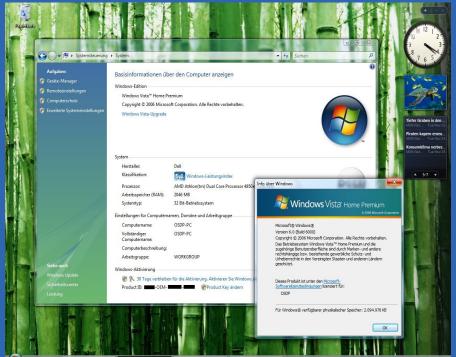


- This picture is just one of the many examples of fruitiger areo. A windows xp interface from 2007.



The artstlye itself was orgiginated during the late 2000's as a form of a futeristic, clean, minimalistic interface layout for the technology being used during the time starting with stokc images oncomputers and cellphones. - eighth-generation Nintendo " $Wii\ U$ " (2012) one of the very last fruitger areo interfaces weve seen since the integra-



Not too long after, other compaines started incorperated this new aesthetic into their own products.



- An Interface from the second console in the Xbox Series, The Xbox 360.You can see the inspration taken from the asthetic when you look at the glass like icons and gradients along the background



A large magority of this aesthetic is found thorough stock images and this is because its the easiest kind of graphic to use for companies with no actual brand identity. Both of these images were found on pintrest. Its very easy to find this kind of imagrey online.







the Frutiger Areo aes—
thetic has undoubtebly
left a strong impact on
the evolution of desgin
looking past the y2k era
. Some really easy ways of
identifying it is looking
for really light and open
spaces displaying bright
and colorful gradients
with a mixture of calming
landcapes.

