

A Component Taste Library with Muse

WHY THIS EXISTS

Designers and builders make hundreds of small interface decisions. Without a written taste layer, every project starts from zero and every AI-assisted build drifts toward generic defaults. This workflow builds a personal component library: over 100 real, working interface examples to click, rate, and learn from, plus a written taste file capturing what you like and why. Muse interviews you in small batches, records your verdicts, and turns them into reusable rules your future builds can follow.

GETTING STARTED

1. **Get Muse.** Sign up at muse.ai or download the Muse app for iPhone or Android.
2. **Hand this guide to your Muse.** Attach this PDF and paste the start-here prompt.
3. **Answer the setup interview** about the library's purpose and contents.
4. **Review components in small batches.** Say keep or cut and why.
5. **Approve your taste file** and browse your My Picks.

Use my Muse referral code

L G P A K O

Enter it during your first 48 hours. In the app, go to Settings, then Redeem token. On muse.ai, go to Settings, General, Usage, then Redeem invite code.

MADE FOR

Designers, builders, and anyone who wants AI to design in their style.

VERSION

1.0
September 2026

Hand this guide to your Muse

You do not need to design the library alone. Attach this PDF to a Muse conversation, paste the prompt below, and let Muse walk you through the setup in plain language.

There is a technical appendix at the back written for your Muse. You can skip it unless you want to see the detailed working rules.

Copy and paste this prompt

I want to build a Component Taste Library using the attached guide. Please walk me through it in plain language. Before you build anything, interview me about what the library is for (my own work, client work, showing clients options, or a mix), which component categories I want, and my visual defaults such as light or dark surfaces and any brand tokens. Then research real component patterns, build me an interactive gallery, and interview me in small batches where I say keep or cut and why. Record my verdicts in a taste file that separates universal UX principles from my personal taste. Do not publish or share the gallery without my explicit approval.

The important distinction: Your personal preferences should guide your future work, but they should never be presented as universal rules for what counts as good design.

You choose the taste. Muse builds the system.

What you do

1. Attach this PDF.
2. Paste the prompt.
3. Answer a short interview.
4. Review batches, keep or cut.
5. Approve the taste file.

What Muse does

1. Learns what the library is for.
2. Researches real component patterns.
3. Builds the interactive gallery.
4. Records verdicts in a taste file.
5. Refines examples from your notes.

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Use this as a starting point, not a test. There is no correct number of components to keep. The goal is to make your patterns and reasons visible enough that future design work starts closer to your own judgment.

Choose the components worth studying

These categories give the library a practical range. Keep the ones that help, rename them, add your own, or remove anything you will not use.

Buttons	Cards	Accordions
Toggles	Loaders	Form Inputs
Tabs	Tooltips	Badges
Steppers	Modals	Navigation
Tables	Empty States	Toasts
Date Pickers	Uploads	Sliders
Ratings	Your own category	Client-only options

For your own work

Focus on patterns you expect to build often. Fewer, well-understood choices are more useful than a large catalog you never revisit.

For client work

Keep useful options even when they are not your personal favorite. Label them clearly so your taste does not narrow a client's choices.

A note becomes a reusable rule

During review, a small reaction can reveal a principle worth carrying into future work. Muse records both the decision and the reason behind it.

Rule 1: recovery should feel safe

"Recovery actions are never red. A Retry button inside an error banner stays neutral: red warns the user away from an action, and retry is the safe path."

This belongs in the universal UX guidance layer. It explains how color can change the meaning of an action and gives a clear reason for keeping recovery neutral.

Rule 2: place feedback near attention

"Toast and popup placement: near the center of the screen or near where the action took place."

This belongs in the personal taste layer. It captures a placement preference that can guide future designs without claiming that every other placement is wrong.

The reason matters. "Keep" records a choice. "Keep because the feedback appears where I am already looking" gives Muse a pattern it can apply in a different interface later.

Keep guidance and taste in separate layers

The library becomes more trustworthy when it distinguishes established usability guidance from the reader's own preferences.

LAYER 1

Universal UX guidance

Good practice supported by accessibility, clarity, error prevention, understandable feedback, or common interaction needs.

Write it without personal attribution.

Include the reason and the context where it applies.

LAYER 2

Personal taste

Subjective choices about mood, placement, density, color use, motion, shape, or visual emphasis.

Label it as a preference. Keep it useful without turning it into a universal rule.

The test Muse should use

- **Would ignoring this create a usability or accessibility problem?** It may belong in universal guidance.
- **Could another well-designed product reasonably make the opposite choice?** It likely belongs in personal taste.
- **Does the answer depend on audience, context, or brand?** Record that condition instead of forcing one answer everywhere.

Different does not mean bad. Many good products will make choices that differ from your personal taste. The library helps Muse design like you when appropriate. It does not redefine good design around your preferences.

Muse asks before it builds

Muse should ask these questions first, in one conversation or a few small groups. It should repeat back what it heard before starting the gallery.

1. What is the library for?

Your own work, client work, showing clients visual options, or a mix?

2. Which categories do you want?

Which starter categories should stay? Are there any to add or skip?

3. What are your visual defaults?

Light or dark surfaces? Any brand colors, fonts, spacing, or other tokens to reference?

4. How large should each batch be?

Choose a batch size that lets you explain your reactions without making the review tiring.

5. What should be recorded?

Just keep or cut, or keep or cut plus the reason why?

6. What happens to disliked components?

Should they stay as options for client work, or be removed entirely?

Recommended default: Record the reason why. It gives Muse enough context to apply your judgment beyond the exact component you reviewed.

Ask a follow-up when the answer changes the build. Muse should not silently decide whether a preference applies to the reader's brand, every client, or only one project.

Muse repeats the choices before building

The interview ends with a short plan you can check. The gallery stays unbuilt until the scope, privacy, and approval language match what you want.

Your plan should clearly name

- ☐ The categories and the order in which they will be reviewed.
- ☐ The visual defaults and any brand references.
- ☐ The number of examples in each review batch.
- ☐ Whether Muse records only the verdict or the verdict plus the reason.
- ☐ Whether disliked examples stay available for client work.
- ☐ That the gallery remains private.
- ☐ The words that count as explicit approval.

A useful confirmation from Muse sounds like this

Here is the plan I heard:

- I will build the gallery for <your purpose>.
- I will begin with <your chosen categories> in that order.
- I will use <your visual defaults and brand references>.
- We will review <batch size> examples at a time.
- I will record keep or cut plus your reason why.
- Disliked examples will <stay available for client work / be removed>.
- The gallery will remain private.
- I will not publish, share, or use the taste file until you say "Approved" or "I approve this version."

Does this match what you want?

Do not treat setup as approval. The request to begin the process authorizes the interview, not publication or sharing.

Six steps turn examples into design memory

The process moves from broad research to your own reusable collection. Each step produces something the next step can use.

1

Research

Muse researches real, working component patterns for each approved category.

2

Build

Muse creates an interactive gallery where each example is live, with a code view and Like / No thanks rating.

3

Interview

You review small batches and say keep or cut and why.

4

Record

Muse turns verdicts into a taste file with universal guidance and personal taste kept separate.

5

Refine

Muse runs one improvement pass over everything you flagged, then asks you to verify the changes.

6

My Picks

The gallery gathers every liked example into one focused summary view.

The repeating review loop

See it live

Use the component, not only a screenshot.

Name your reaction

Keep or cut, then explain the reason.

Record the pattern

Save the verdict in the correct taste layer.

Batch the fixes. Finish a useful stretch of review, then make one focused improvement pass. This keeps the conversation moving without losing the details you noticed.

See every liked component in one place

My Picks is the practical payoff. Instead of searching the full gallery again, you can browse only the examples you chose to keep.

Illustrative My Picks view		
	Primary button	Liked
	Sortable table	Liked
	No search results	Liked
	Upload with progress	Liked

Filter without losing context

Open a pick in its original category when you need to compare it with nearby options or read the reason behind the verdict.

Carry picks between copies

Download your picks as a file and import them later so a browser change or a fresh gallery does not erase your review work.

What My Picks does not decide

A liked component is a useful option, not an instruction to use it everywhere. Muse should still consider the audience, task, accessibility needs, brand, and surrounding interface before applying it.

Your picks are evidence of preference, not a universal score. “No thanks” can mean “not for me,” not “bad design.” A client-facing library may keep both.

You stay in control

The gallery stays private

Nothing is published or shared without your explicit approval. Building and reviewing the gallery does not authorize publication.

Your ratings stay with you

Like / No thanks selections live in your own browser. Download them when you want a portable backup.

Personal taste stays personal

Your preferences are labeled as subjective. They are not presented as universal rules or used to judge every design.

The taste file needs approval

You review the written rules before Muse uses them. Correct, remove, or narrow anything that does not sound like you.

You can change direction at any point

- Pause the review and return later.
- Change the category order or batch size.
- Move a note from universal guidance to personal taste.
- Keep a disliked example for client conversations.
- Redo a category after your needs or brand changes.

You are not being graded. The goal is not to find the single best component. The goal is to make your own reasoning clear enough to reuse while keeping broader design guidance intact.

Interview and recording protocol

This section carries the detailed working rules into a new Muse instance. The reader can skip it.

Review one category at a time. Describe each example briefly, then ask: keep, cut, and why? Do not ask for a universal judgment when the reader is expressing personal taste.

For every verdict, record

Field	What to capture
Component	Category, example name, and a stable identifier.
Verdict	Keep, cut, or keep for client options.
Reason	The reader's explanation in plain language, without strengthening or universalizing it.
Layer	Universal UX guidance or personal taste.
Conditions	Audience, device, brand, interaction, or context that limits where the rule applies.
Follow-up	Any implementation fix or open question raised during review.

Layering rules

- Use the universal layer for accessibility, error prevention, clarity, readable feedback, and interaction needs that generalize beyond one person's taste.
- Use the personal layer for preferred mood, visual weight, placement, density, color, shape, motion, and other subjective choices.
- If classification is uncertain, label the note as personal taste and ask a follow-up rather than overstating it.
- When a direction conflicts with accessibility or universal UX guidance, say so plainly before proceeding.

Gallery requirements and completion checks

Every example must be usable

- Render each example live and interactive rather than as a static image.
- Include a copy-ready code view that matches the visible implementation.
- Add Like / No thanks controls to every example.
- Persist ratings in **localStorage** so they survive a refresh in the same browser.
- Add category filters and an All view.
- Add a My Picks view containing every liked example.
- Provide Download and Import controls for portable picks.
- Make all controls keyboard usable, visible on focus, and large enough to operate comfortably.

Improvement passes

- Capture flagged fixes while the reader reviews. Do not interrupt every batch with a rebuild.
- Batch related fixes into one focused improvement pass.
- Verify the repaired behaviors in the same environment the reader uses.
- If the reader's result conflicts with an automated check, treat the reader's rendered view as the ground truth and investigate before claiming a fix.
- Ask for a screen recording when a control appears to respond but its intended action does not happen.

Publication and copy rules

- Do not publish or share the gallery without explicit approval.
- Do not use em dashes in any copy.
- Keep personal taste labeled as personal taste. Never convert it into a universal quality score.

Complete only when

- ☐ Every approved category is present and filterable.
- ☐ Every example is interactive and has working rating controls.
- ☐ Ratings persist and appear correctly in My Picks.
- ☐ Download and Import work with the saved picks.
- ☐ The taste file has both layers and the reader approved it.