

Iconography Guidelines

Design Principles

The icon set is simple, modern, friendly, and intuitive. Each icon is reduced to its minimal form, with every idea edited to its essence. The design ensures readability and clarity even at small sizes.

Symmetry and consistency of geometric shapes give the icons a unique quality, while keeping them simple and bold. These simple elements has been developed to unify icons and systemize their placement on the grid. The icons must be clearly differentiated among themselves.



The 24x24 icon grid has been developed to facilitate consistency and establish a clear set of rules for the positioning of graphic elements. This standardization results in a flexible but coherent system.

Corners and Stroke Caps

Consistent corner radiuses are key to unifying the overall icon family. A 0.5 Unit grid corner radius is used on the corners and caps of the strokes.

Strokes

Consistent stroke weights are key to unifying the overall icon family. Maintain a 1 Unit grid width for all stroke instances.

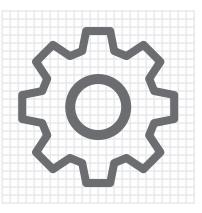
Optical Corrections

Some scenarios when an icon becomes less recognizable, such as when an icon is filled-in, would call for subtle tweaks to add legibility to the icon. A preferable solution is to use a slight heavier stroke.





0.5 Unit grid corner radius and caps



Inner circle's stroke is 1.25x thick

Variations

If you're designing two versions of a same icon—one for default and one for active, the active appearance is often filled-in, but some designs might call for variations on this approach.

Not all actions need an icon. Instead you can also use text to represent items in the application. To help you decide whether to use text or icons, consider how many icons are visible on the screen at once. Too many icons on a screen can make the application seem difficult to use.

☐ Default

Active

(+) Default

Active

Final Note

Remember, this is just a guideline and not a set of strict rules to follow. Always use your best judgement.

Icons

☑ Media ② Options ☐ Copy

■ Logs □ Page ○ Save