



# Cirro Design Guidelines

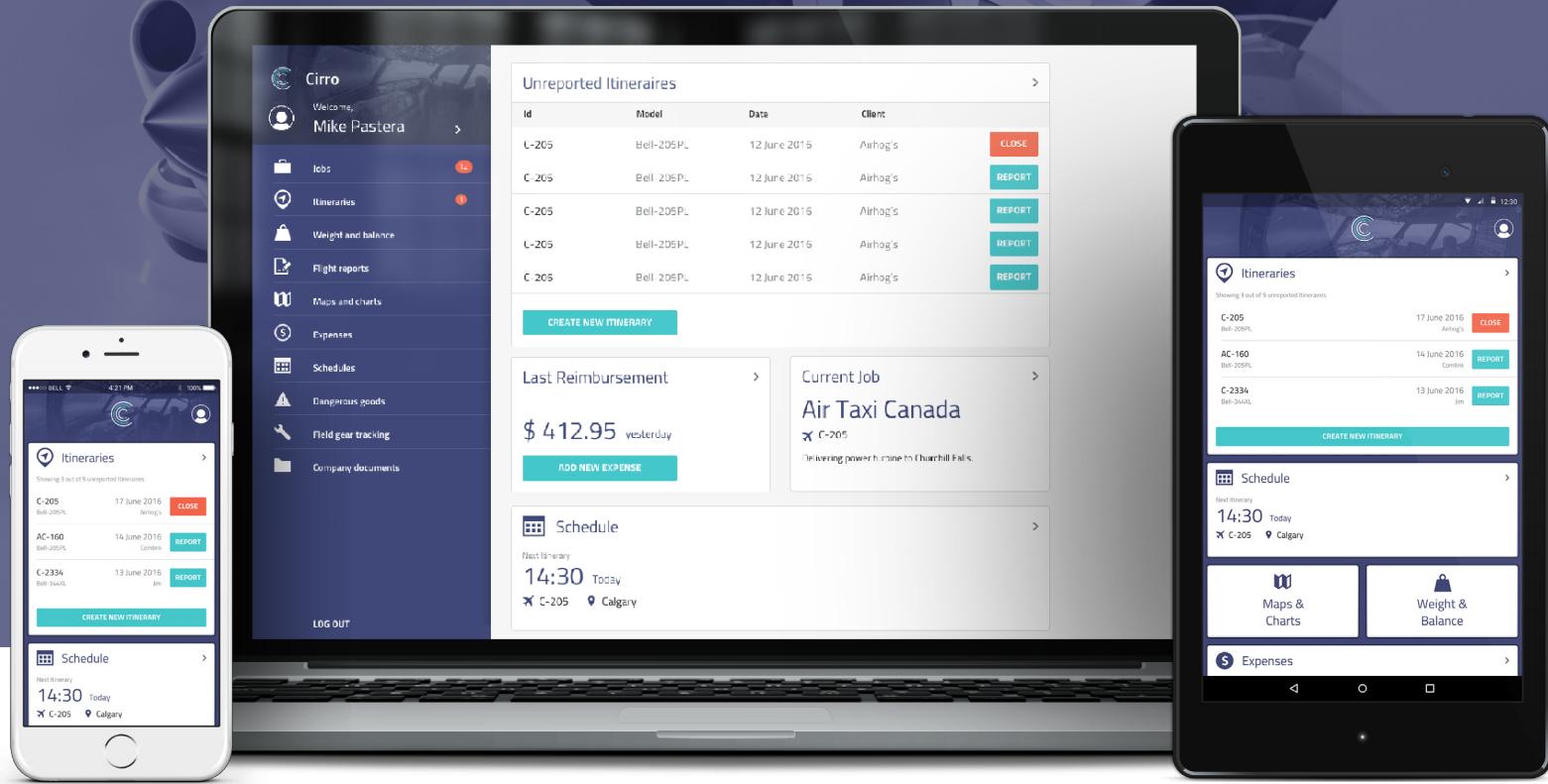
23rd August 2016

v.1



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## Designed for the Future

Cirro's vision is to provide small to medium aircraft operators the tools to manage their company digitally. This design guideline hopes to provide the required tools to build a future proof Cirro and make designing toward this vision more effective. This design for Cirro is deeply rooted in Google's Material Design guidelines but also has its own identity

and feel. Using this design guideline will help maintain consistency in the product but also leave room for creativity. The overall objective is to create a modern, recognisable and seamless Cirro experience.

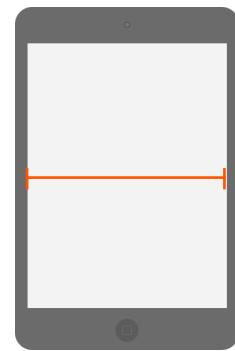
# Breakpoints



Mobile

Up to

600px



Tablet

600-1366px

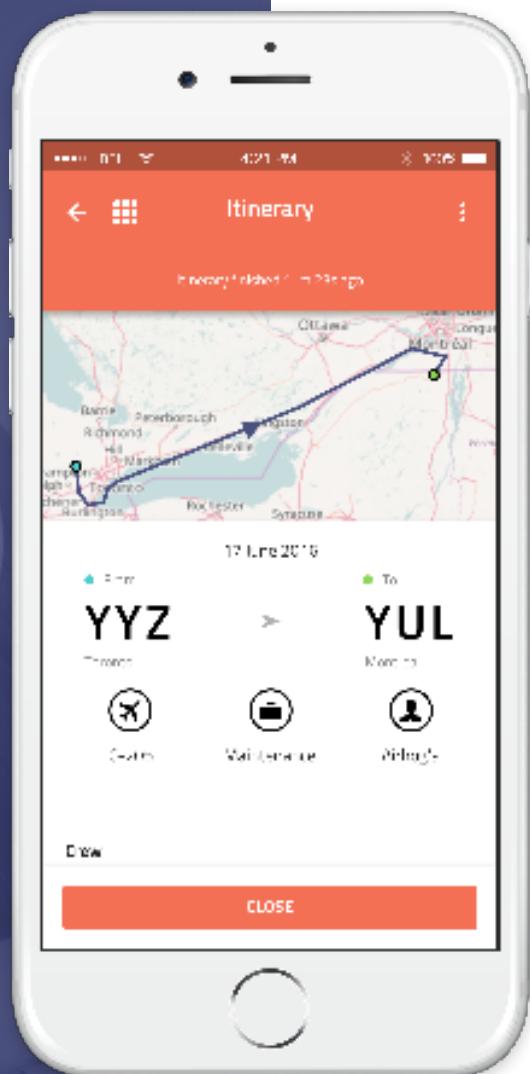


Desktop

More than

1366px

# COLOURS



## Colour Palette



The white and blue colour palette was based on the current colour palette of Airsuite and inspired from paint jobs on commercial aircraft with those highly dynamic colourful lines that run along the white fuselage. The colour palette above is a guide of how much of each colour should be used in the UI to build the experience of Cirro.

## Colour Opacities

**Primary**

100%

**Secondary**

58%

**Disabled**

34%

# COLOURS

## Indigos



Shadow  
#2C3050  
rgb(44,48,80)



Cover  
#404674  
rgb(64,70,116)

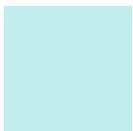
## Blues



Active  
#379FA1  
rgb(55,159,161)

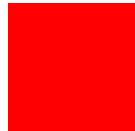


Passive  
#44C6C9  
rgb(68,198,201)

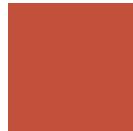


Disabled  
#C1EDEE  
rgb(193,237,238)

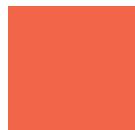
## Reds



Error  
#FF3D3D  
rgb(255,61,61)



Active  
#C2513B  
rgb(194,81,59)



Passive  
#F26549  
rgb(242,101,73)

## Yellows



Dark  
#D05621  
rgb(208,86,33)



Light  
#85D04C  
rgb(255,205,102)



Medium  
#E88224  
rgb(232,130,36)

## Greens



High Light  
#85D04C  
rgb(133,208,76)

# COLOURS

## Greys



Active  
#424242  
rgb(66,66,66)



Passive  
#5E5E5E  
rgb(94,94,94)



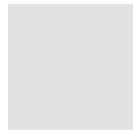
Secondary  
#A2A2A2  
rgb(162,162,162)



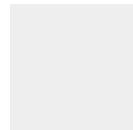
Disabled  
#C9C9C9  
rgb(201,201,201)



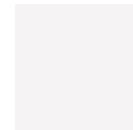
Division  
#000000 12%  
rgba(0,0,0,12)



Expand  
#F4F4F4  
rgb(226,226,226)

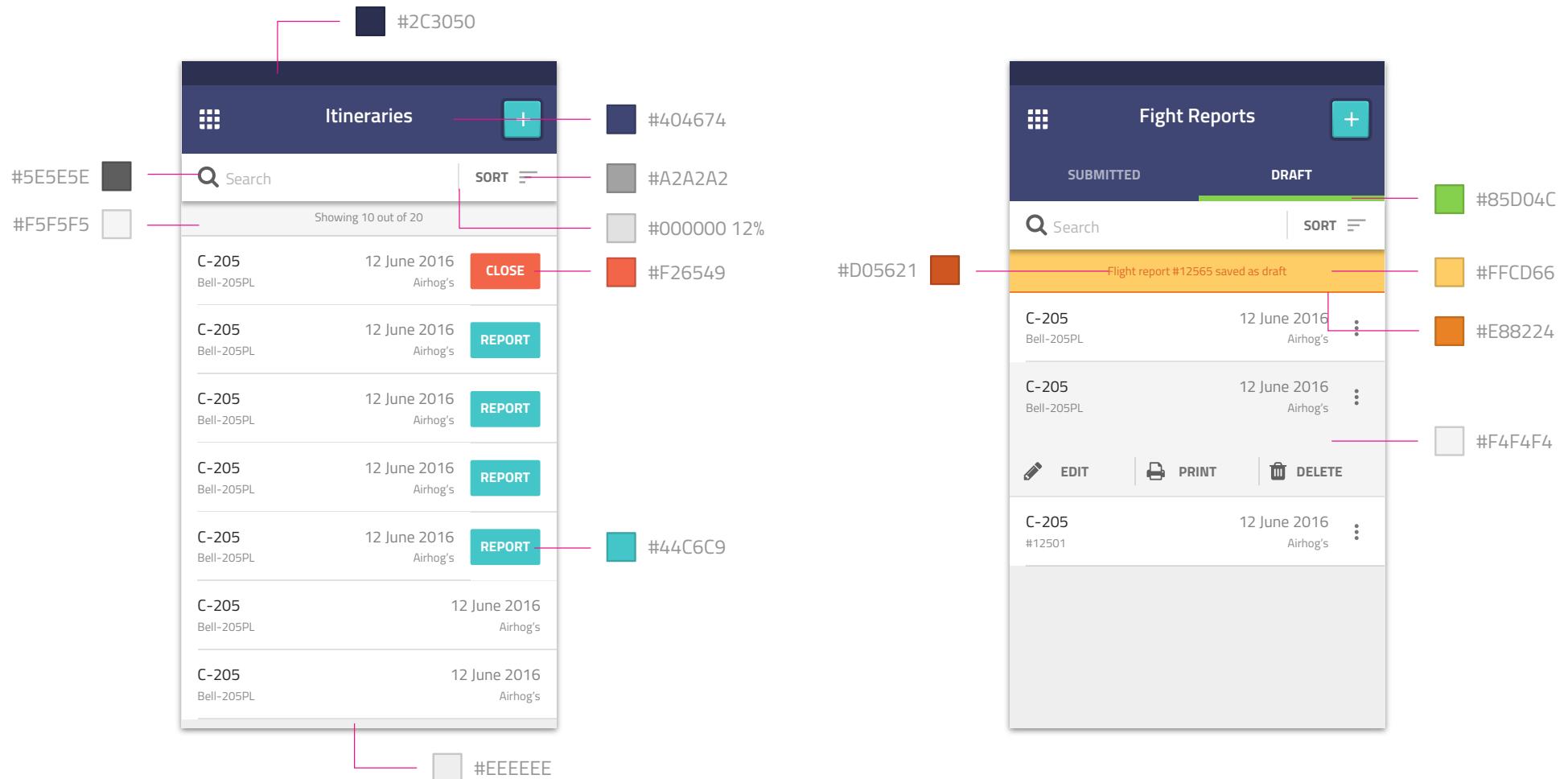


UI BG (background)  
#EEEEEE  
rgb(238,238,238)



Level 2  
#F3F3F3  
rgb(243,243,243)

# Usage



Colours should be used to help the user to identify the differences in the UI or support the meaning of the UI. But do not use just colour to communicate meaning. Colours are used here to guide the user's eyes through the UI.

For example here the prompt uses a bright yellow background to pop out, so that the user notices the message.

# TYPOGRAPHY

## Headline Light

a b c d e f g h i j k l m n o p q r s

t u v w x y z

A B C D E F G H I J K L M N O P

Q R S T U V W X Y Z

Titillium Web Regular 24px #FFFFFF

## Headline Dark

a b c d e f g h i j k l m n o p q r s

t u v w x y z

A B C D E F G H I J K L M N O P

Q R S T U V W X Y Z

Titillium Web Regular 24px #000000

## Usage

"Headline" is mainly used for the purpose of labelling any UI component very obviously and attracting the user's attention. It is not to be used for long text because it makes sentences highly unreadable.

In the example below, it is being used to label the tiles. Do not use it to label views inside headers because it consumes a lot of vertical space.



# TYPOGRAPHY

## Title Light

a b c d e f g h i j k l m n o p q r  
s t u v w x y z  
A B C D E F G H I J K L M N O P  
Q R S T U V W X Y Z

Titillium Web Semi Bold 20px #FFFFFF

## Title Dark

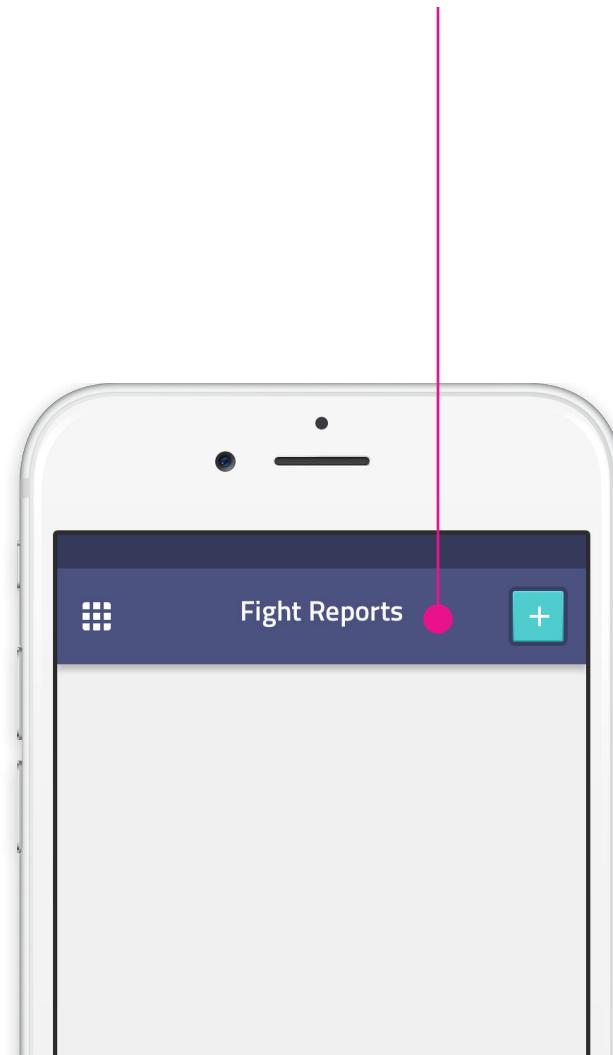
a b c d e f g h i j k l m n o p q r  
s t u v w x y z  
A B C D E F G H I J K L M N O P  
Q R S T U V W X Y Z

Titillium Web Semi Bold 20px #000000

## Usage

"Title" is used for specifically labelling modals or views.

In the example below you can see how "Title" has been used to label the flight report view in the header. Do not use it for long text.



# TYPOGRAPHY

## Subheader Light

a b c d e f g h i j k l m n o p q r  
s t u v w x y z

A B C D E F G H I J K L M N O P  
Q R S T U V W X Y Z

Titillium Web Regular 16px #FFFFFF

## Subheader Dark

a b c d e f g h i j k l m n o p q r  
s t u v w x y z

A B C D E F G H I J K L M N O P  
Q R S T U V W X Y Z

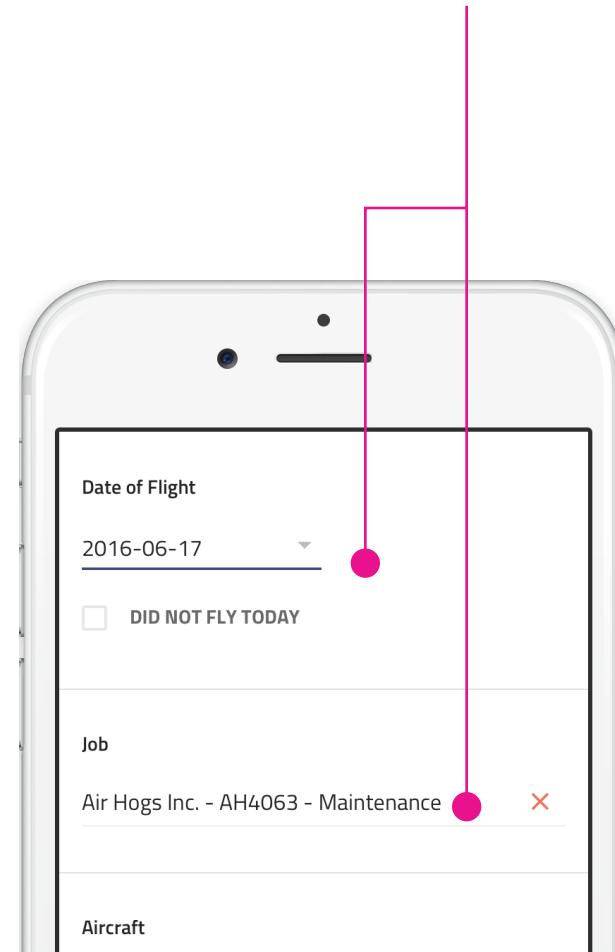
Titillium Web Regular 16px #000000

## Usage

"Subheader" is highly readable. It is the standard on text inside text boxes. It is used in medium length labels for components that are interactive.

In the example below you can see that it has been used in the date text box and the single picker.

Do not use it for long paragraphs that are read only.



## Menu Light

a b c d e f g h i j k l m n o p q r s

t u v w x y z

A B C D E F G H I J K L M N O P

Q R S T U V W X Y Z

Titillium Web Semi Bold 14px #FFFFFF

## Menu Dark

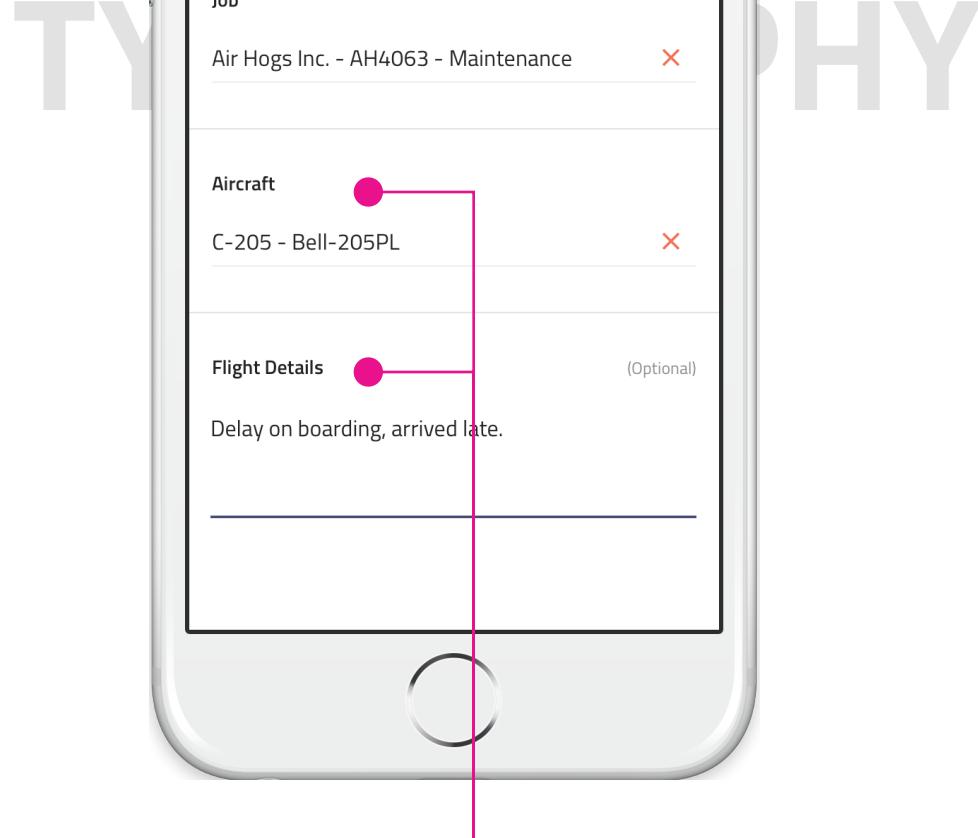
a b c d e f g h i j k l m n o p q r s

t u v w x y z

A B C D E F G H I J K L M N O P

Q R S T U V W X Y Z

Titillium Web Semi Bold 14px #000000



## Usage

"Menu" is to be used to label UI components inside a view. It is not as flashy as "Headline". So it can be used for UI components that are of lower hierarchy than "Headline". Here in the example above you can see that "Menu" has been used to label the text area below it.

Use it for labelling purposes only. Due to its thickness, it is not suitable to be used for long paragraphs.

# TYPOGRAPHY

## Body Light

a b c d e f g h i j k l m n o p q r

s t u v w x y z

A B C D E F G H I J K L M N O P

Q R S T U V W X Y Z

Titillium Web Regular 14px #FFFFFF

## Body Dark

a b c d e f g h i j k l m n o p q r

s t u v w x y z

A B C D E F G H I J K L M N O P

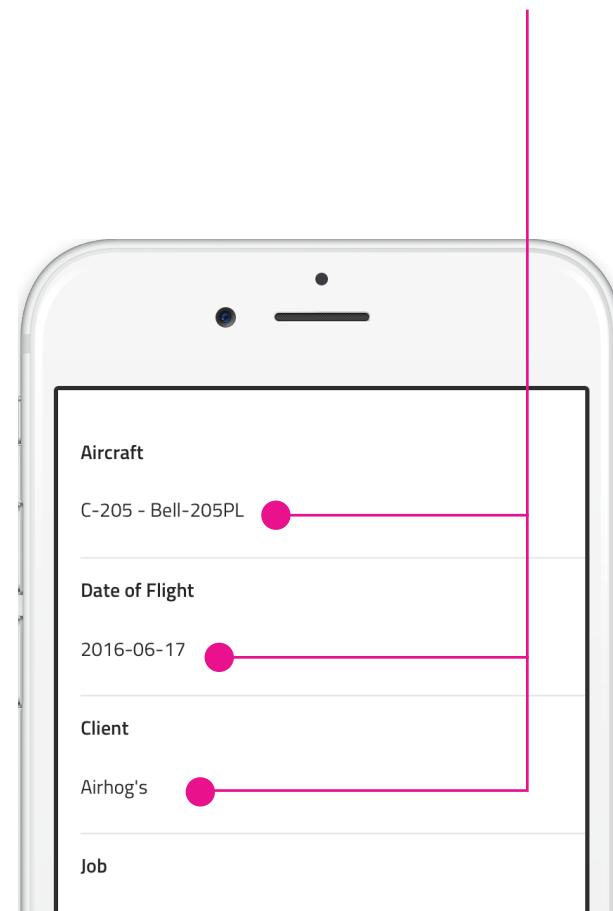
Q R S T U V W X Y Z

Titillium Web Regular 14px #000000

## Usage

"Body" was designed to be used for long text. It is highly space efficient and when used on plain white backgrounds is highly readable. It also indicates non-editable or non-interactive text in the UI.

In the example below it has been used to display the information of a flight report that has been submitted and is non-editable.



# TYPOGRAPHY

## Caption Light

a b c d e f g h i j k l m n o p q r s  
t u v w x y z

A B C D E F G H I J K L M N O P  
Q R S T U V W X Y Z

Titillium Web Regular 12px #FFFFFF 54%

## Caption Dark

a b c d e f g h i j k l m n o p q r s  
t u v w x y z

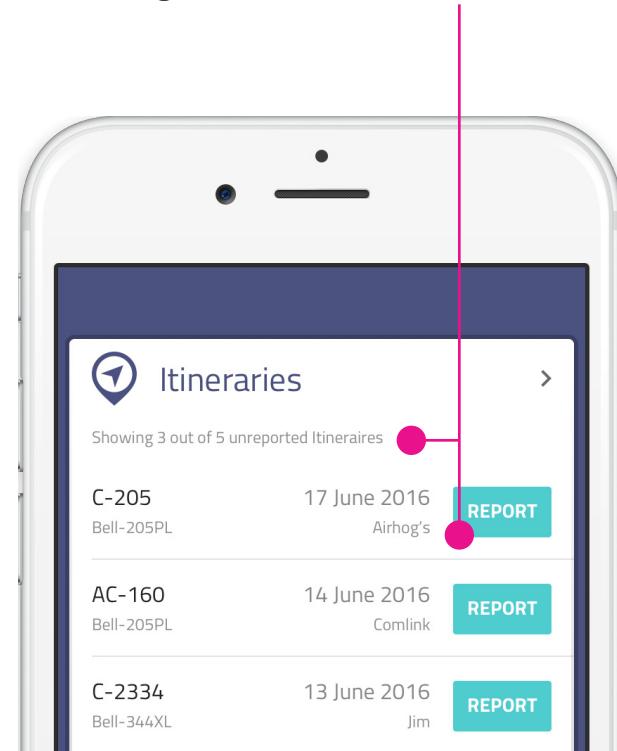
A B C D E F G H I J K L M N O P  
Q R S T U V W X Y Z

Titillium Web Regular 12px #1C1C1C 54%

## Usage

“Caption” is a very discrete text that is used to add context to UI components when needed without cluttering the already text heavy UI component. It is to be used with caution because is not highly visible due to low contrast. Do not use it if there is no main accompanying text or UI component that gives context. It is to be used only for supporting text.

In the example below it is used to provide more context to the “Itineraries” tile and describes the information the tile is showing.



# TYPOGRAPHY

## BUTTON LIGHT

A B C D E F G H I J K L M N O P  
Q R S T U V W X Y Z

Titillium Web Bold 14px #FFFFFF

## BUTTON DARK

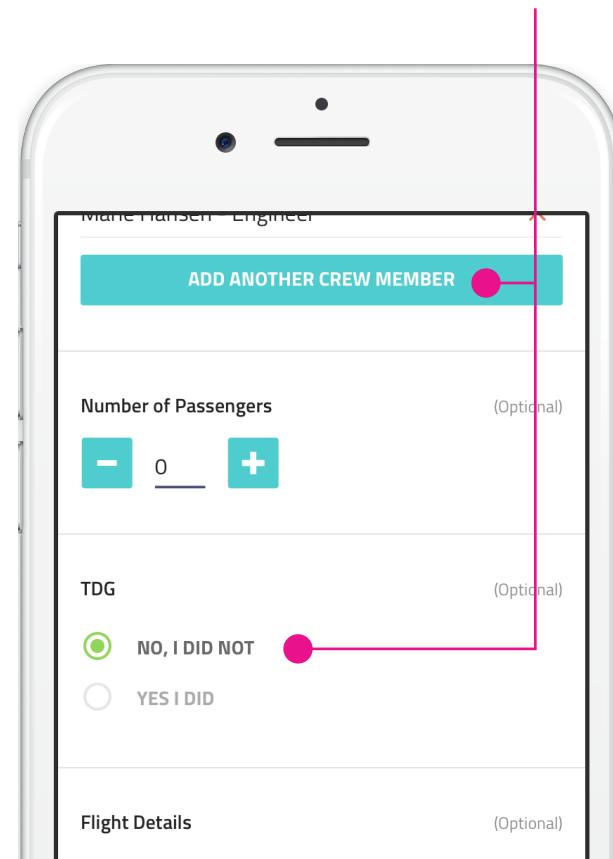
A B C D E F G H I J K L M N O P  
Q R S T U V W X Y Z

Titillium Web Bold 14px #5E5E5E

## Usage

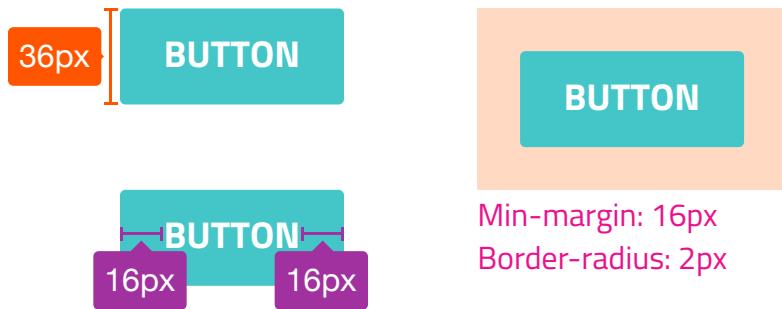
"Button" is to be used only on press-able text. It is always capitalised to highly contrast with other text. Though do not use it on every UI component that has text and is press-able. If the UI component is the text itself and has no other visual indicator that it is pressable or is a button, use "Button".

In the example below it is being used in the primary buttons.



# BUTTONS

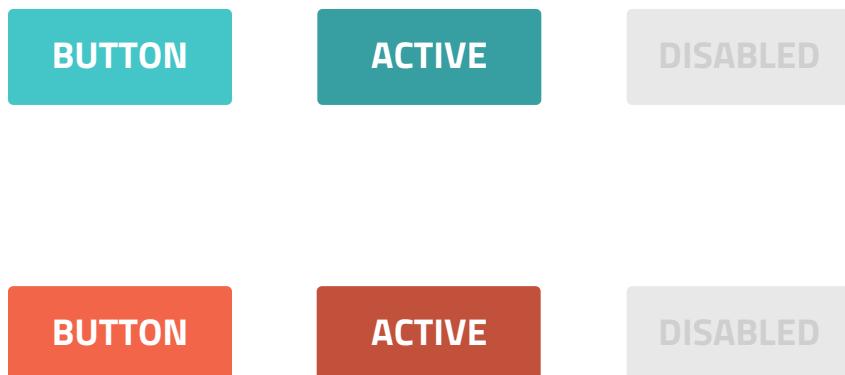
## Primary



## Usage

This button is highly visible. It is to be used where either the action is critical in completing a task or you need to attract the user's attention. It is visually very heavy, therefore provide enough spacing between primary buttons and other UI components. Make sure there is a margin between buttons that are side by side.

## Variants

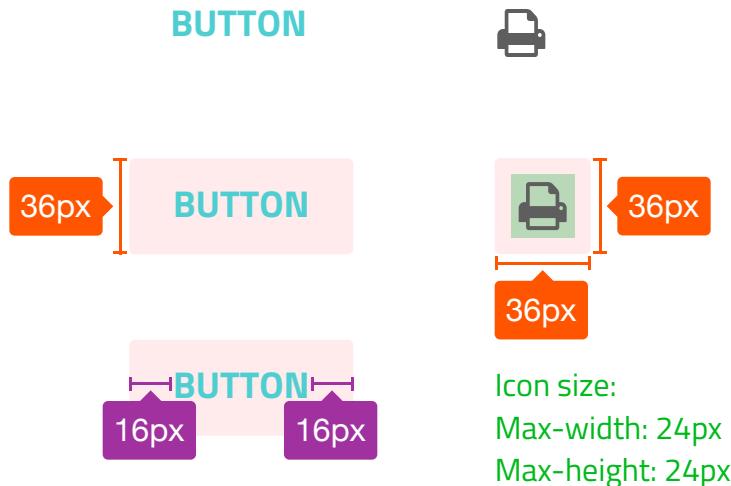


The blue primary button indicates a neutral outcome when pressed.

The red primary button is used to indicate that the outcome is destructive, irreversible or to make the users think twice before pressing it.

# BUTTONS

## Secondary



## Usage

Secondary buttons are to be used for either tight spaces or actions that are not critical in completing a task. Combined with the primary button, they can introduce hierarchy in the action the users can take. The button itself has the same touch area as a primary button but here it is transparent.

## Variants

BUTTON      ACTIVE      DISABLED



BUTTON      ACTIVE      DISABLED



BUTTON      ACTIVE      DISABLED



# BUTTONS

CLOSE      **New Flight Report**

Fill in flight details      NEXT >

Date of Flight  
2016-06-17 ▾

DID NOT FLY TODAY

Job  
Air Hogs Inc. - AH4063 - Maintenance ×

Aircraft  
C-205 - Bell-205PL ×

Crew      (Optional)  
Jeremy Lan - Pilot

Do.

Provide negative space for the users to breath and give hierarchy to the action to be completed.

CLOSE      **New Flight Report**

< PREV      Fill in flight details      NEXT >

Date of Flight  
2016-06-17 ▾

DID NOT FLY TODAY

Job  
Air Hogs Inc. - AH4063 - Maintenance ×

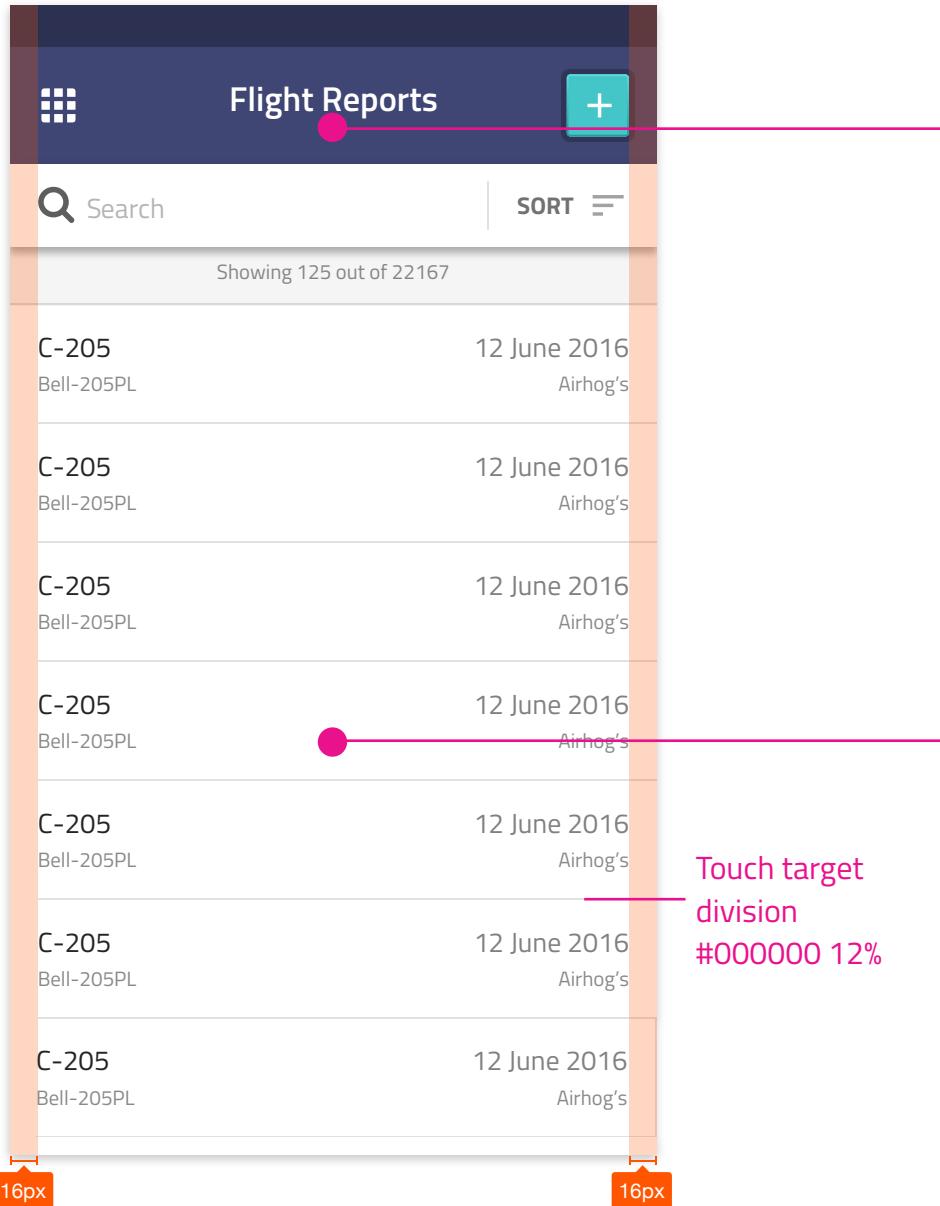
Aircraft  
C-205 - Bell-205PL ×

Crew      (Optional)  
Jeremy Lan - Pilot —

Don't.

Clutter the UI and confuse users about which button they need to press first.

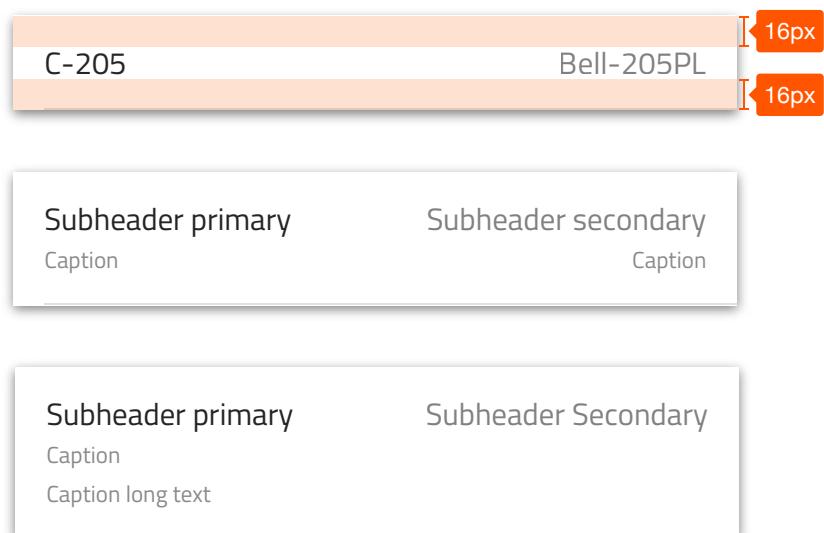
# Mobile and Tablets Layout



## Context

The header of the table view provides context to the entire view. It is to indicate the type of artefact in the list below. It also gives context to the “plus” button on its right, so users know that this button is used to add a new artefact to the list.

## Cell Layouts



# Cell Behaviour

## Variants

 Primary action

 Secondary action/button

C-205 Bell-205PL	12 June 2016 Airhog's
---------------------	--------------------------

C-205 Bell-205PL	12 June 2016 Airhog's	
---------------------	--------------------------	---

C-205 Bell-205PL	12 June 2016 Airhog's	
---------------------	--------------------------	---



C-205 Bell-205PL	12 June 2016 Airhog's	
<span> EDIT</span> <span> PRINT</span> <span> DELETE</span>		

Primary: It is used for navigation or selecting an artefact from a list.

Secondary: Users can perform a secondary action on an artefact.

Primary: It is used for navigation or selecting an artefact from a list.

Primary: It is used to select multiple artefacts from a list.

Secondary: Users can perform a secondary action on an artefact.

# Desktop Layout

No content here

Max-width: 960px

16px

View Title

Search

Showing 125 out of 22167

SORT

+ ADD

No content here

				View Title	Title	Title	Title	Title
C-205	Bell-205PL	12 June 2016	Airhog's	Value	Value	Value	Value	Value
C-205	Bell-205PL	12 June 2016	Airhog's	Value	Value	Value	Value	Value
C-205	Bell-205PL	12 June 2016	Airhog's	Value	Value	Value	Value	Value
C-205	Bell-205PL	12 June 2016	Airhog's	Value	Value	Value	Value	Value
C-205	Bell-205PL	12 June 2016	Airhog's	Value	Value	Value	Value	Value
C-205	Bell-205PL	12 June 2016	Airhog's	Value	Value	Value	Value	Value
C-205	Bell-205PL	12 June 2016	Airhog's	Value	Value	Value	Value	Value
C-205	Bell-205PL	12 June 2016	Airhog's	Value	Value	Value	Value	Value
C-205	Bell-205PL	12 June 2016	Airhog's	Value	Value	Value	Value	Value
C-205	Bell-205PL	12 June 2016	Airhog's	Value	Value	Value	Value	Value
C-205	Bell-205PL	12 June 2016	Airhog's	Value	Value	Value	Value	Value
C-205	Bell-205PL	12 June 2016	Airhog's	Value	Value	Value	Value	Value
C-205	Bell-205PL	12 June 2016	Airhog's	Value	Value	Value	Value	Value
C-205	Bell-205PL	12 June 2016	Airhog's	Value	Value	Value	Value	Value

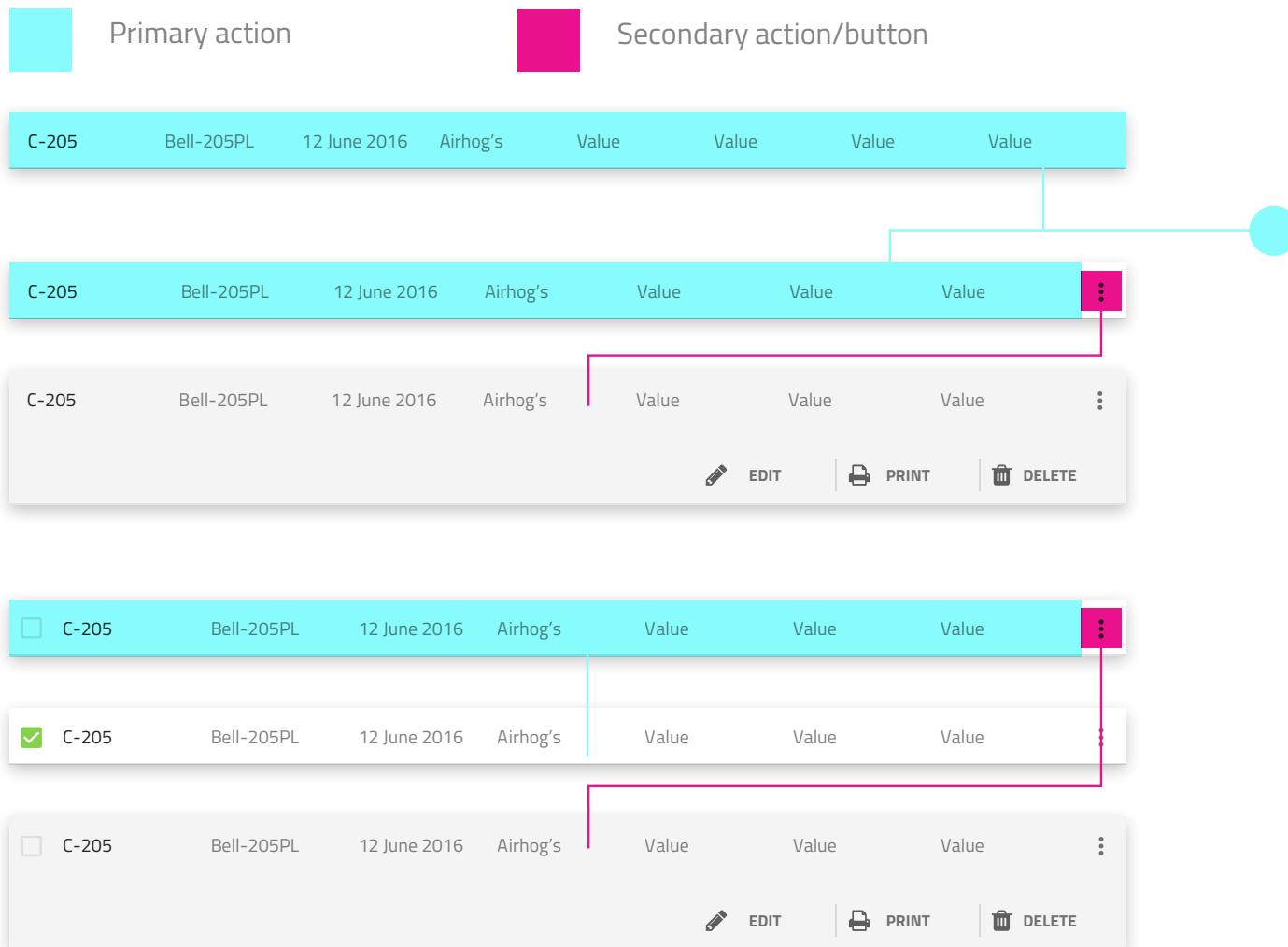
Desktop 1080px by 1920px

On desktops or screens with width larger than 1366px use tabular layout to display information because this

layout uses less vertical space and enable to display more information.

# Cell Behaviour

## Variants



Do.

Use Cellular lists to display lists of artefacts for large touch areas and higher readability on small screens.

Don't.

Use Tabular lists that are either truncated or scrollable horizontally.

Showing 125 out of 22167

ID	Model	Date	Client	Description	Title
C-205	Bell-205PL	12 June 2016	Airhog's	Late	Value
C-205	Bell-205PL	12 June 2016	Airhog's	Delay due to custom check.	Value
C-205	Bell-205PL	12 June 2016	Airhog's	There was turbulace at 9:43	Value
C-205	Bell-205PL	12 June 2016	Airhog's	Flew from Mississauga ...	Value
C-205	Bell-205PL	12 June 2016	Airhog's	N/A	Value

Do.

Use columns with different widths to display different amounts of information. Maintain constant row height.

Showing 125 out of 22167							
<b>ID</b>	<b>Model</b>	<b>Date</b>	<b>Client</b>	<b>Title</b>	<b>Title</b>	<b>Title</b>	<b>Title</b>
C-205	Bell-205PL	12 June 2016	Airhog's	Late	Value	Value	Value
C-205	Bell-205PL	12 June 2016	Airhog's	Delay due to custom check.	Value	Value	Value
C-205	Bell-205PL	12 June 2016	Airhog's	There was a lubrication problem.	Value	Value	Value

Don't.

Change the height of rows to fit more information.

Date of Flight  
2016-06-17

DID NOT FLY TODAY

Job  
Comlink. - CM4508 - Delivery X

Aircraft  
**SELECT AIRCRAFT**

Crew (Optional)  
Jeremy Lan - Pilot

**ADD ANOTHER CREW MEMBER**

Number of Passengers (Optional)  
0 - +

TDG  
 NO, I DID NOT  
 YES I DID

Flight Details (Optional)  
Enter details here

16px

UI BG  
#EEEEEE

# Vertical Spacing

64px

Cards

32px

Fields

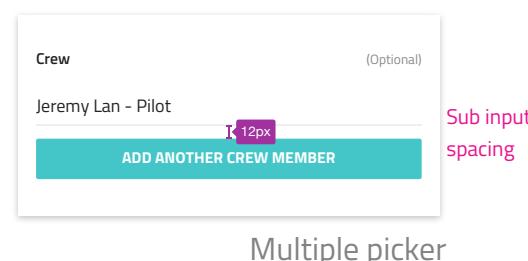
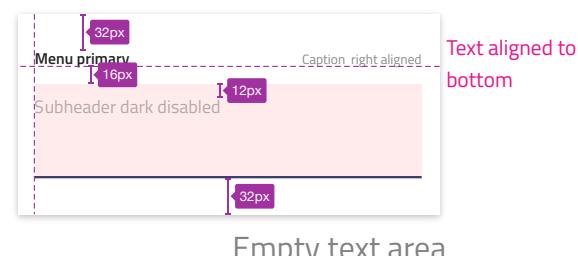
16px

Titles &amp; Input Elements

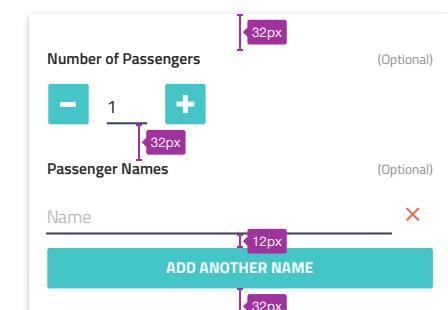
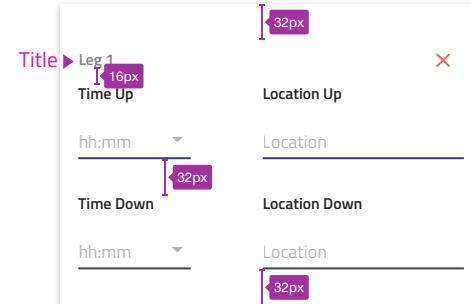
12px

Input Elements

## Single Field Card



## Grouped Fields Card



Use divisions to separate cards.  
If required to improve clarity, a title for this group can also be added.

# FORMS

Crew (Optional)

Jeremy Lan - Pilot  
Jimmy Testra - Pilot Max-width: 600px X

Marie Hansen - Engineer X

**ADD ANOTHER CREW MEMBER** 224px

Number of Passengers (Optional)

- + 16px

Passenger Names (Optional)

Name X

**ADD NAME** 224px

TDG

NO, I DID NOT Max-width: 960px

## Responsive Layout

All forms stretch to a maximum of 1366px and is left aligned on larger screens because it is easier for users to read.

# FORMS

Date of Flight (Optional)  
2016-06-17 ▾  
 DID NOT FLY TODAY

---

Job (Optional)  
Comlink. - CM4508 - Delivery ✕

---

Aircraft (Optional)  
**SELECT AIRCRAFT**

---

Crew (Optional)  
Jeremy Lan - Pilot  
**ADD ANOTHER CREW MEMBER**

---

Number of Passengers (Optional)



**Do.**

Left align form and keep all components in-line to make it easy for users to scan.

Date of Flight (Optional)  
2016-06-17 ▾  
 DID NOT FLY TODAY

---

Job (Optional)  
Comlink. - CM4508 - Delivery ✕

---

Aircraft (Optional)  
**SELECT AIRCRAFT**

---

Crew (Optional)  
Jeremy Lan - Pilot  
**ADD ANOTHER CREW MEMBER**

---

Number of Passengers (Optional)



**Don't.**

Indent fields inside cards.

Crew (Optional)  
Jeremy Lan - Pilot  
Jimmy Testra - Pilot ✕  
Marie Hansen - Engineer ✕  
**ADD ANOTHER CREW MEMBER**

---

Number of Passengers (Optional)  
- +

Passenger Names (Optional)  
Name   
**ADD NAME**

---

TDG



**Do.**

Left align form and keep all components in-line to make it easy for users to scan on desktop too.

Crew (Optional)  
Jeremy Lan - Pilot  
Jimmy Testra - Pilot ✕  
Marie Hansen - Engineer ✕  
**ADD ANOTHER CREW MEMBER**

---

Number of Passengers (Optional) Passenger Names (Optional)  
- + Name   
**ADD NAME**

---

TDG (Optional) Flight Details (Optional)  
NO, I DID NOT Enter details here  
YES I DID

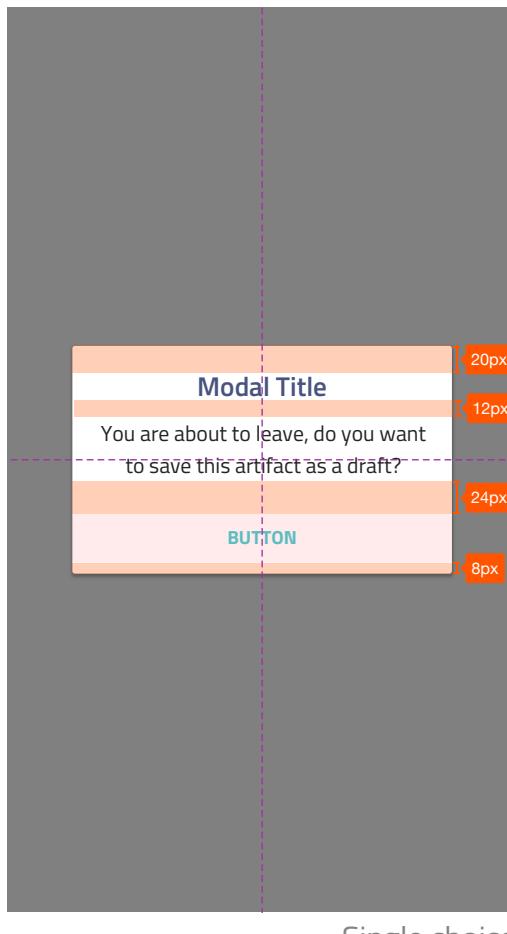


**Don't.**

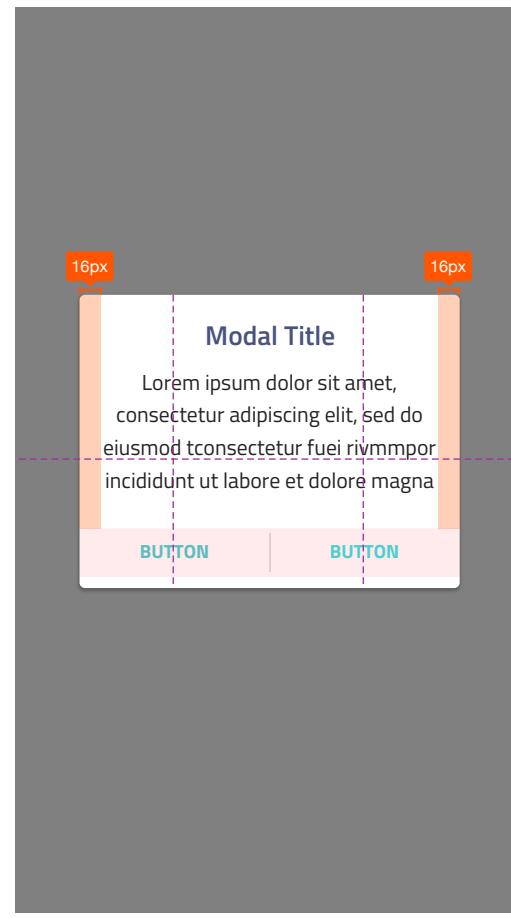
Distribute form horizontally, users may miss certain fields when scanning from top to bottom.

# MODALS

## Variants



Single choice



Dual choices



Multiple choices

Use for prompts.

Button is full width.

Use for situations with 2 options that have the same hierarchy.

Buttons are half width.

Use if the user has mutiple options.

Buttons are full width and seperated by a division.

# NAVIGATION

Level 3

Mini sub flow

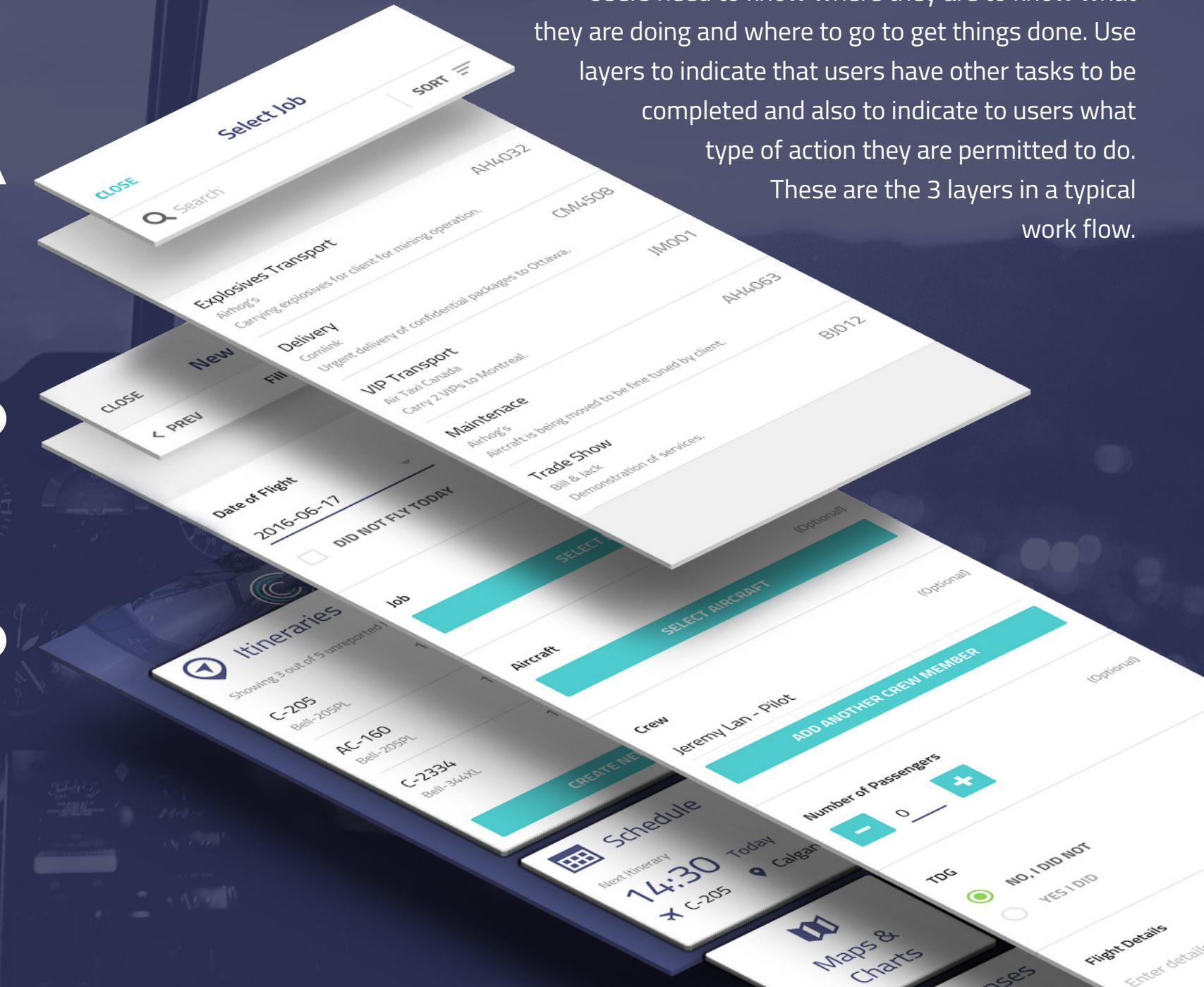
Level 2

Artifact creation

Level 1

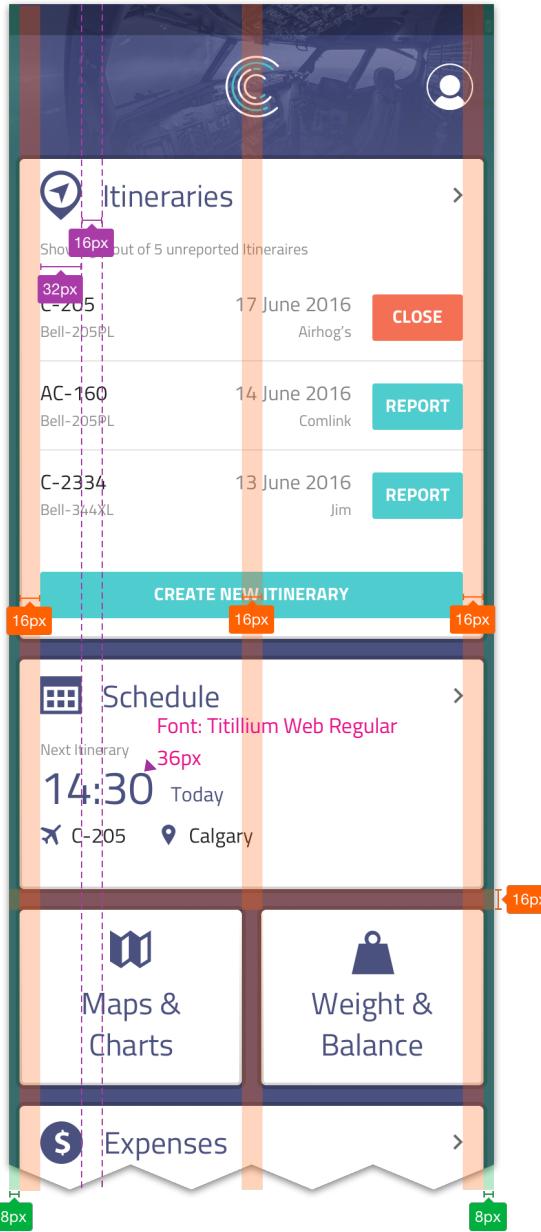
Viewing

Users need to know where they are to know what they are doing and where to go to get things done. Use layers to indicate that users have other tasks to be completed and also to indicate to users what type of action they are permitted to do. These are the 3 layers in a typical work flow.

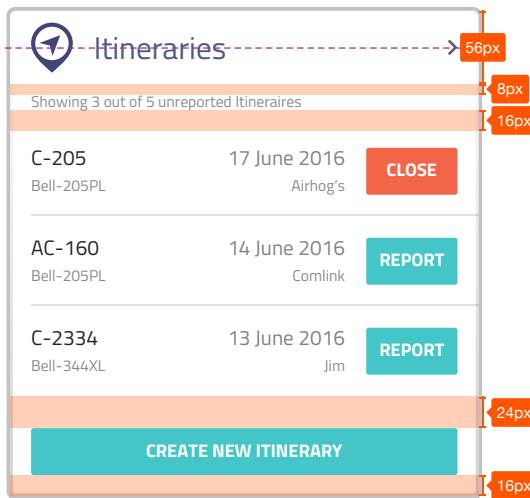


# NAVIGATION

## Mobile Hub

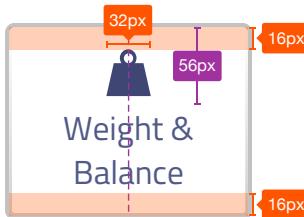


## Interactive Tile



This type of tile is used for navigation, to display contextual information and to interact with the user. It uses the full width of the view so that there is space for the information and actions inside.

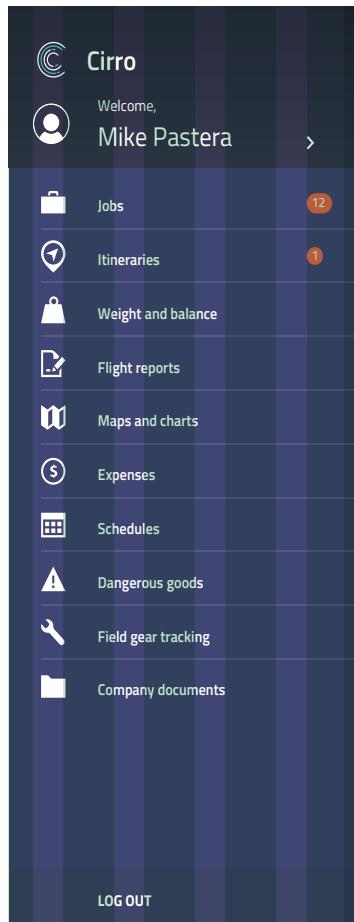
## Static Tile



This type of tile is used for navigation only and does not display any dynamically changing information.

# NAVIGATION

## Desktop Hub



The main dashboard features four interactive tiles:

- Unreported Itineraires:** A table showing five entries for flight C-205 on June 12, 2016, to Airhog's. Each entry has a 'REPORT' button. A 'CREATE NEW ITINERARY' button is at the bottom.
- Last Reimbursement:** Shows \$412.95 from yesterday with an 'ADD NEW EXPENSE' button.
- Current Job:** Details for Air Taxi Canada flight C-205, delivering a power turbine to Churchill Falls.
- Schedule:** Shows the next itinerary for flight C-205 at 14:30 today, departing from Calgary.

On desktop, align all the static tiles into a fixed menu on the left.

Interactive tiles are stacked in a scrollable list on the right. Maintain the ability to navigate to the related module by clicking on the header of the tile.

Use a chevron to indicate visually the navigational ability of the header. If there is no contextual information or shortcut in the interactive tile, do not show the tile.

# APPENDIX

For more details please look at the **Sketch Sticker Sheet**,  
the **Invision Prototype** or the **Properties File**.



## Sticker Sheet

`cirro_design_package/sticker_sheet.sketch`



## Prototype

<https://invis.io/E58869U39>

**HTML**



## Properties

`cirro_design_package/properties/properties.html`