

11. OKABE-ITO v2 - Gold Standard

$$PV = NkT$$

Pressure \times volume = particles \times Boltzmann constant \times temperature

- P = pressure (Pa)
- V = volume (m^3)
- N = number of particles
- k = Boltzmann constant
- T = absolute temperature (K)

13. GRUVBOX LIGHT - Retro Earth

$$PV = NkT$$

Pressure × volume = particles × Boltzmann constant × temperature

- P = pressure (Pa)
- V = volume (m^3)
- N = number of particles
- k = Boltzmann constant
- T = absolute temperature (K)

14. IBM DESIGN - Data Engineer

$$PV = NkT$$

Pressure \times volume = particles \times Boltzmann constant \times temperature

- P = pressure (Pa)
- V = volume (m^3)
- N = number of particles
- k = Boltzmann constant
- T = absolute temperature (K)

15. PAUL TOL - Vibrant Art

$$PV = NkT$$

Pressure \times volume = particles \times Boltzmann constant \times temperature

- P = pressure (Pa)
- V = volume (m^3)
- N = number of particles
- k = Boltzmann constant
- T = absolute temperature (K)

16. IBM DESIGN v2 - High Contrast

$$PV = NkT$$

Pressure \times volume = particles \times Boltzmann constant \times temperature

- P = pressure (Pa)
- V = volume (m^3)
- N = number of particles
- k = Boltzmann constant
- T = absolute temperature (K)

17. PAUL TOL VIBRANT - Punchy

$$PV = NkT$$

Pressure × volume = particles × Boltzmann constant × temperature

- P = pressure (Pa)
- V = volume (m^3)
- N = number of particles
- k = Boltzmann constant
- T = absolute temperature (K)

18. PAUL TOL MUTED - Academic

$$PV = NkT$$

Pressure \times volume = particles \times Boltzmann constant \times temperature

- P = pressure (Pa)
- V = volume (m^3)
- N = number of particles
- k = Boltzmann constant
- T = absolute temperature (K)