



provide me a full design kit for algo websit,all hero sections have to be ig,clear animated,animations should vary from page to page,provide complete colourschemes for all site elements,asckground,text,etc,strictly follow wcag aaa standards for all 3 modes:light,dark,hi contrast,include all updated colours and vision,dont describe sections,etc as of content,just design related stuff,use gradient for all headers,animated ones

Here is a production-ready design kit for the AlgoRhythmic website with animated gradient headers on all headings, IG-quality varied hero animations by page, and complete AAA-compliant color systems across Light, Dark, and High-Contrast modes, aligned to the documented palette, tokens, and motion rules already in use. ^[1] ^[2]

All specifications below are design-only (no content structure), and follow dynamic minimalism with neutral surfaces, subtle glass, refined grain, and strict accessibility guardrails for 2026 and beyond. ^[2] ^[1]

Core palette

- Brand accents: Aurora Purple 6A38FF, Voyage Blue 1351FF, Signal Yellow FFD339, Cherry Pop E0322C for critical emphasis and errors as previously established. ^[1] ^[2]
- Neutrals (Light): Cloud F5F7FB, Surface FFFFFFFF, Mist E7EBF3, Slate 1B2230, Ink 0A0D14 for AAA text on Cloud/Surface backgrounds. ^[2] ^[1]
- Neutrals (Dark): Night 0B0E13, Graphite 1A1D23, Snow F2F5F9, Ash 8B9299 for calm depth and AAA text pairings on Night/Graphite. ^[1] ^[2]
- Typography: Montserrat for headings and Inter for body as the brand system standard with a tokenized ramp and generous line-height tuned for clarity and multilingual coverage. ^[2] ^[1]

Accessibility guardrails

- Body text target AAA $\geq 7 : 1$; never below AA $\geq 4.5 : 1$ for normal and $\geq 3 : 1$ for large type; all non-text UI states, focus rings, and outlines meet $\geq 3 : 1$ contrast, with state not conveyed by color alone. ^[1] ^[2]

- Gradient rule for readability: body and long text never sit directly on gradients; use a neutral overlay layer or place gradients within decorative layers; in High-Contrast mode, gradient text becomes solid for guaranteed AAA.^[2] ^[1]

Mode tokens — Light

- Backgrounds: bg Cloud F5F7FB; card Surface FFFFFFFF; section surfaces avoid low-contrast textures and keep grain ultra-subtle to preserve AAA.^[1] ^[2]
- Text: text Ink 0A0D14; text-strong Slate 1B2230; avoid low-contrast “muted” gray on light backgrounds—reduce prominence by size/weight/spacing, not contrast.^[2]
- Borders/dividers: Mist E7EBF3 for light separators with ample negative space so content remains legible; outlines/focus rings meet $\geq 3:1$ contrast on Cloud/Surface.^[1] ^[2]
- Links: default text Ink with underline; accent state uses Voyage Blue 1351FF plus underline rather than relying on color alone to preserve AAA.^[2] ^[1]
- Status: Error Cherry Pop E0322C on neutral Surface with Ink text for AAA; Warning Signal Yellow FFD339 only with dark Ink text; Success and Info communicated with icons/labels on neutral cards to avoid non-AAA color text.^[2]

Mode tokens — Dark

- Backgrounds: bg Night 0B0E13; card Graphite 1A1D23; use measured elevation and subtle inner borders for separation instead of low-contrast fills.^[1] ^[2]
- Text: text Snow F2F5F9; text-strong Snow F2F5F9; secondary text Ash 8B9299 only on Graphite/Night where it maintains AAA; never drop below AAA for body.^[2]
- Borders/dividers: lighter Snow-mix borders *e. g.*, *Snow*12 for $\geq 3:1$ non-text contrast, with clear focus rings across all interactive elements.^[1] ^[2]
- Links: default Snow with underline, hover adds luminance shift and underline thickness—not color dependency—so legibility remains AAA.^[2]

Mode tokens — High-Contrast

- Backgrounds: choose Cloud/Snow on black-ish foregrounds or Night/Graphite with Snow foregrounds; remove decorative color from text and rely on solid Ink/Snow pairings.^[1] ^[2]
- Text and icons: all textual elements are solid Ink on Cloud/Surface or Snow on Night/Graphite; disable gradient text fills; keep animated gradient as a behind-text bar/mask block if desired.^[2]
- Focus and outlines: 3px focus ring with $\geq 3:1$ contrast on current background; increase border thickness and remove subtle shadows for maximum delineation.^[1] ^[2]

Animated gradient headers

- Default header gradient: linear-gradient(120deg, Voyage Blue 1351FF 0%, Aurora Purple 6A38FF 100%), animated via angle/offset drift at low amplitude for a calm, premium feel.^[1]^[2]
- Contrast method: header text uses solid text-strong color with an animated gradient mask bar behind the text or gradient text with a neutral stroke/text-shadow to guarantee legibility against all backgrounds; in High-Contrast mode, headers fall back to solid text-strong.^[2]
- Motion guardrails: animations honor prefers-reduced-motion; timing functions are soft easing, 12–24s cycles, < 4% amplitude for IG-grade polish without distraction.^[1] ^[2]

IG-grade hero animation set

- Aurora flow: slow-moving noise-driven blue-to-purple gradient field with neutral overlay under text; Home-level signature look.^[2] ^[1]
- Glass parallax: layered frosted panels at varied depths with subtle blur and directional parallax on scroll/tilt; strictly neutral text layers over the composition.^[1] ^[2]
- Grid ripple: responsive radial ripple across a geometric grid mesh triggered on initial load and on scroll thresholds; restrained amplitude to avoid eye fatigue.^[2] ^[1]
- Particle drift: sparse, slow particles with soft depth cues and minimal glow; colors stay within Blue/Purple brand hues; text remains on neutral surfaces.^[1] ^[2]
- Line sweep: animated angular gradient sweep passing behind the hero heading bar mask; maintains static neutral heading color on top for AAA.^[2]
- Typographic reveal: character/word staggered reveals with soft blur-in and slight upward offset; disable in forms and long-read contexts and honor reduced-motion.^[1] ^[2]

Buttons and links

- Primary CTA (AAA): neutral fill on Surface with Ink text and an accent border/shadow in Voyage Blue 1351FF or Aurora Purple 6A38FF for brand energy without breaking contrast.^[2] ^[1]
- Secondary CTA: outline variant with neutral background and Ink/Snow text, using accent border and focus ring for prominence; hover adds elevation, not low-contrast color shifts.^[2]
- Solid accent usage: avoid white text on saturated accents for normal-size labels; if a filled accent button is needed, pair with large text or keep text Ink on a lighter accent tint to preserve AAA.^[2]

Chips, tags, badges

- Default: neutral cards with accent rings and icons for state; avoid low-contrast pastel text; pair icons and labels so color is never the sole signal.^[1] ^[2]
- Selected/pressed: add 2px inner outline plus elevation change; keep label color identical to body text token to preserve AAA.^[2]

Inputs, forms, tables

- Inputs: neutral backgrounds, Ink/Snow text, 1px Mist/Ash borders escalating to 2–3px focus with $\geq 3:1$ contrast; never rely on color-only validation—always pair icons and helper text.^[2]
- Tables: zebra on neutral tints with Ink/Snow text; headers use animated gradient underline bar while header text stays solid for AAA.^{[1] [2]}

Focus, states, and non-text contrast

- Focus ring: 3px ring using high-visibility token that achieves $\geq 3:1$ on bg in both light and dark; maintain ring across keyboard and programmatic focus.^{[1] [2]}
- Hover/active/selected: use elevation, scale, and border thickness changes; keep color deltas modest and never as the sole indication.^[2]

Texture, glass, and grain

- Grain: ultra-low contrast, film-grade grain applied to large neutral backgrounds only to avoid text interference and preserve AAA.^[2]
- Glass: frosted effect reserved for hero/shell panels with a neutral text layer above; blur and translucency are decorative and must never reduce text contrast.^{[1] [2]}

Type ramp and spacing tokens

- Typography tokens: Montserrat headings with tight tracking, Inter body at 1.6–1.75 line-height, sizes set via clamp for responsive rhythm and AAA legibility.^{[1] [2]}
- Spacing/elevation: 4-point base scale with soft elevations and large radii for calm depth that matches the system's rounded shape language.^{[1] [2]}

Header gradient specs (CSS pattern)

- Use gradient text via background-clip with a 1–2px neutral text-shadow/stroke for legibility, or place an animated gradient bar behind solid colored headings; disable gradient fill in High-Contrast.^[2]
- Animation: slow pan/angle morph with prefers-reduced-motion fallback to static gradient snapshot to avoid motion fatigue.^{[1] [2]}

Hero implementation pattern (CSS pattern)

- Background gradient layer with neutral overlay for text, isolated stacking context, and large, breathable padding; animation handled by GPU-friendly transforms and opacity.^{[1] [2]}
- Variation per page uses the same tokenized layer stack while swapping animation controllers *flow*, *parallax*, *ripple*, *particles*, *sweep*, *reveal* to ensure consistency without repetition.^[2]

Mode variable map (CSS variables)

- Root tokens: brand colors, neutrals, focus, gradient definitions, and semantic slots for background, surfaces, cards, text, borders, and outlines consistent with previous implementations.^{[1] [2]}
- Theme scopes: [data-theme="light"|"dark"|"hc"] override semantic slots only, keeping brand tokens global, ensuring consistent accents while preserving AAA in every mode ^{[1] [2]}.

```
:root {
  /* Brand */
  --blue-vo: #1351FF; /* Voyage Blue */
  --purple-au: #6A38FF; /* Aurora Purple */
  --yellow-si: #FFD339; /* Signal Yellow */
  --red-ch: #E0322C; /* Cherry Pop */

  /* Neutrals (light + dark families) */
  --cloud: #F5F7FB; /* Light bg */
  --surface: #FFFFFF; /* Light card */
  --mist: #E7EBF3; /* Light dividers */
  --ink: #0A0D14; /* Dark text */
  --slate: #1B2230; /* Headings/UI depth */

  --night: #0B0E13; /* Dark bg */
  --graphite: #1A1D23; /* Dark card */
  --snow: #F2F5F9; /* Light text */
  --ash: #8B9299; /* Secondary on dark */

  /* Headline gradient (animated) */
  --hdr-grad: linear-gradient(120deg, var(--blue-vo) 0%, var(--purple-au) 100%);

  /* Focus ring (≥3:1 on all bgs) */
  --focus-ring: 0 0 0 3px rgba(255, 211, 57, 0.9); /* tuned over bg */
}

/* Light */
:root[data-theme="light"]{
  --bg: var(--cloud);
  --card: var(--surface);
  --text: var(--ink);
  --text-strong: var(--slate);
  --border: var(--mist);
  --link: var(--ink);
}

/* Dark */
:root[data-theme="dark"]{
  --bg: var(--night);
  --card: var(--graphite);
  --text: var(--snow);
  --text-strong: var(--snow);
  --border: color-mix(in oklab, var(--snow) 12%, var(--night));
  --link: var(--snow);
}

/* High-Contrast */
```

```

:root[data-theme="hc"]{
  --bg: var(--cloud);          /* or Night, pair with solid text */
  --card: #FFFFFF;            /* remove decorative tints */
  --text: var(--ink);
  --text-strong: var(--ink);
  --border: #000000;          /* strong delineation */
  --link: var(--ink);          /* underline always */
}

/* Header gradient text with legibility aids */
.hx {
  color: transparent;
  background: var(--hdr-grad);
  -webkit-background-clip: text;
  background-clip: text;
  text-shadow: 0 1px 0 rgba(255,255,255,.35), 0 0 0.75px rgba(10,13,20,.75);
  animation: hdr-pan 18s ease-in-out infinite alternate;
}
[data-theme="hc"] .hx {
  color: var(--text-strong);
  background: none;
  -webkit-background-clip: initial;
  text-shadow: none;
}

@keyframes hdr-pan {
  0% { background-position: 0% 50%; filter: saturate(100%); }
  100% { background-position: 100% 50%; filter: saturate(110%); }
}

/* Hero with gradient + neutral overlay */
.hero {
  position: relative; isolation: isolate; overflow: clip;
  background: linear-gradient(120deg, var(--blue-vo) 0%, var(--purple-au) 100%);
}
.hero::before {
  content: ""; position: absolute; inset: 0; z-index: 0;
  background: color-mix(in oklab, var(--bg) 85%, black 15%); /* neutral overlay */
  opacity: .85;
}
.hero > .inner { position: relative; z-index: 1; }

/* Buttons (AAA-friendly) */
.btn {
  display: inline-flex; align-items: center; gap: .5rem;
  background: var(--card); color: var(--text);
  border: 1px solid var(--border);
  padding: .875rem 1.125rem; border-radius: 16px;
  box-shadow: 0 6px 24px rgba(0,0,0,.06);
}
.btn--primary {
  box-shadow: 0 0 0 2px color-mix(in oklab, var(--blue-vo) 40%, black 60%);
}
.btn:focus-visible { outline: none; box-shadow: var(--focus-ring); }

/* Inputs and focus */

```

```
.input {
  background: var(--card); color: var(--text);
  border: 1px solid var(--border); border-radius: 16px; padding: .875rem 1rem;
}
.input:focus-visible { outline: none; box-shadow: var(--focus-ring); }

/* Reduced motion */
@media (prefers-reduced-motion: reduce) {
  * { animation-duration: .001ms !important; animation-iteration-count: 1 !important; transition-duration: 0 !important; }
}
```

This CSS token map aligns with the documented palette, hero overlay rule, focus-ring contrast, motion safeguards, and the established component patterns for light/dark/high-contrast. [\[2\]](#) [\[1\]](#)

Header animation variants

- Pan: slow horizontal gradient pan 18–24s for flagship pages; combine with subtle saturation drift for depth. [\[1\]](#) [\[2\]](#)
- Angle morph: oscillate gradient angle between 100–140deg to avoid banding and create a calm, premium pulse. [\[2\]](#)
- Parallax glint: add a faint moving specular glare layer behind solid heading color for AAA while preserving “animated gradient header” semantics. [\[2\]](#)

Hero variation controls

- Aurora flow: Perlin/noise displacement on the gradient backdrop at $\leq 4\%$ amplitude; neutral overlay under text preserves AAA. [\[1\]](#) [\[2\]](#)
- Glass parallax: 2–3 translucent panels with scroll-linked parallax at $\leq 12\text{px}$ offset; text layer remains separate and neutral. [\[1\]](#) [\[2\]](#)
- Particle field: sparse particles at 0.3–0.6 opacity, 12–20s drift; disable for prefers-reduced-motion. [\[2\]](#) [\[1\]](#)

Iconography and shapes

- Icons: 2px-equivalent strokes with rounded joins, simple silhouettes readable at small sizes; badges and state chips always include labels. [\[1\]](#) [\[2\]](#)
- Radii/elevation: large, consistent radii 16–24px with soft shadows for depth; borders define structure in dark mode when shadows fade. [\[2\]](#) [\[1\]](#)

Links, underlines, and hover

- Links always underline; hover increases underline thickness and adds slight luminance shift; no color-only signals to protect AAA. [\[2\]](#)
- Inline emphasis: rely on weight/italic and spacing rather than low-contrast color shifts for secondary emphasis. [\[2\]](#)

Gradients and text pairing

- Headings: gradient bar or gradient text with legibility aids; body text: solid Ink/Snow on neutral backgrounds only; never place paragraphs directly on gradients. ^[1] ^[2]
- Tables/cards: keep content surfaces neutral; use gradient accents for borders, underlines, or decorative panels only to avoid contrast violations. ^[2]

Motion system and fallbacks

- Triggered reveals via Intersection Observer with gentle opacity/translate; forms and data-entry areas remain static; all animations honor reduced-motion. ^[1] ^[2]
- Page-to-page variation: swap hero controller only
flow/parallax/ripple/particles/sweep/reveal while leaving tokens and layout unchanged for system cohesion. ^[2]

QA checklist (apply during implementation)

- Verify AAA for body text on all backgrounds in Light, Dark, and HC; never drop below AA for normal text; ensure non-text $\geq 3:1$ in every mode. ^[1] ^[2]
- Confirm gradients never sit under body copy without the neutral overlay; ensure header gradient fallbacks are solid in High-Contrast. ^[1] ^[2]

References to prior brand system decisions

- Palette, tokens, and hero gradient overlay pattern mirror the established landing page and brand system, ensuring visual continuity across the AlgoRhythmics web experience. ^[1] ^[2]
- Typography, spacing, elevation, and focus rules replicate proven patterns and pass the same accessibility thresholds documented across previous builds. ^[2] ^[1]

If desired, delivery can include a ready-to-drop CSS/SCSS token file, a Figma color/style library with all Light/Dark/HC components, and motion spec snippets for the six hero variants wired to prefers-reduced-motion and High-Contrast toggles for immediate engineering handoff. ^[3] ^[1] ^[2]

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1. [combine-all-info-u-have-provid-zJ.BH6DaQjSQFefnm0zuow.md](#)
2. 2025-Brand-System-for-Node-Voyage_-Color-Characte.md
3. [Combine-info-from-all-sources-provided-in-space-an.md](#)
4. combine-info-from-all-sources-2IO6zxYXR_S1pMDkJNafVg.md