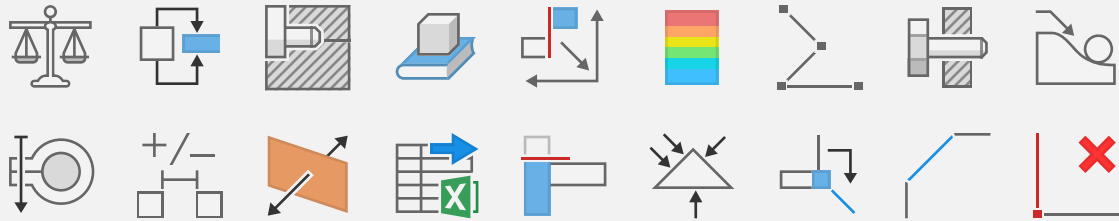


1. Design Principles: Familiar / Cohesive / Modern

Familiar

New icons accompany new features. Our users are already very familiar with our existing icon styles. To reduce the learning curve, we need to ensure that the new icons have the same style as the existing icons, including but not limited to: the composition of icons, the inherent elements of the icons, the perspective of the icons, the color palette of the icons, etc.



Cohesive

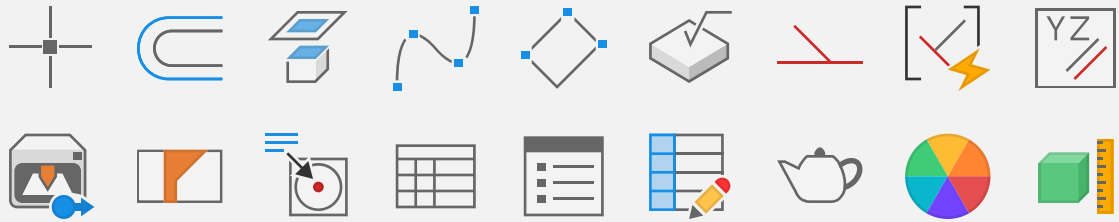
Many users use multiple Autodesk products in their daily work. It is important to make sure icons are cohesive across different products. Showing icons inconsistently across products can seriously damage the user experience.



Modern

Icons are not seen as their own but should match the style of the product interface. Our opinion on modern is:

Semantic: Icons should be self-explanatory and meaningful graphics.
Simplified: Simplify the color and structure of the icon, so users won't be attracted by the redundant icon details but will focus on their works.



2.1 Icon Specification: Size / Theme / Format / Multi-DPI

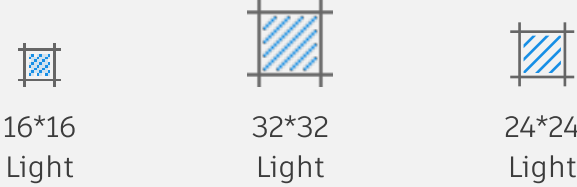
Size

(Most of) Autodesk desktop product icon sizes are 32*32 pixels and 16*16 pixels, and (most of) Autodesk web product icon sizes are 24*24 pixels or 16*16 pixels.



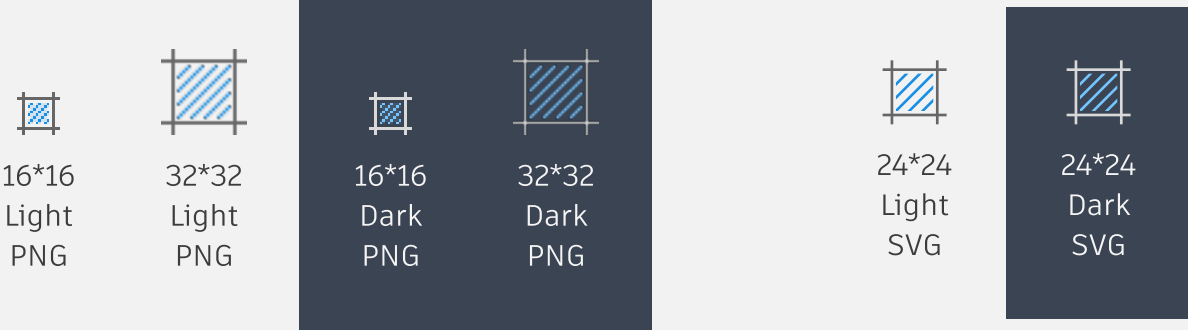
Theme

(Most of) Autodesk products support both dark and light themes. Dark theme icons can be applied to dark blue or dark gray themes.



Format

(Most of) Autodesk desktop product icon format is PNG format, and (most of) Autodesk web product icon format is SVG format.

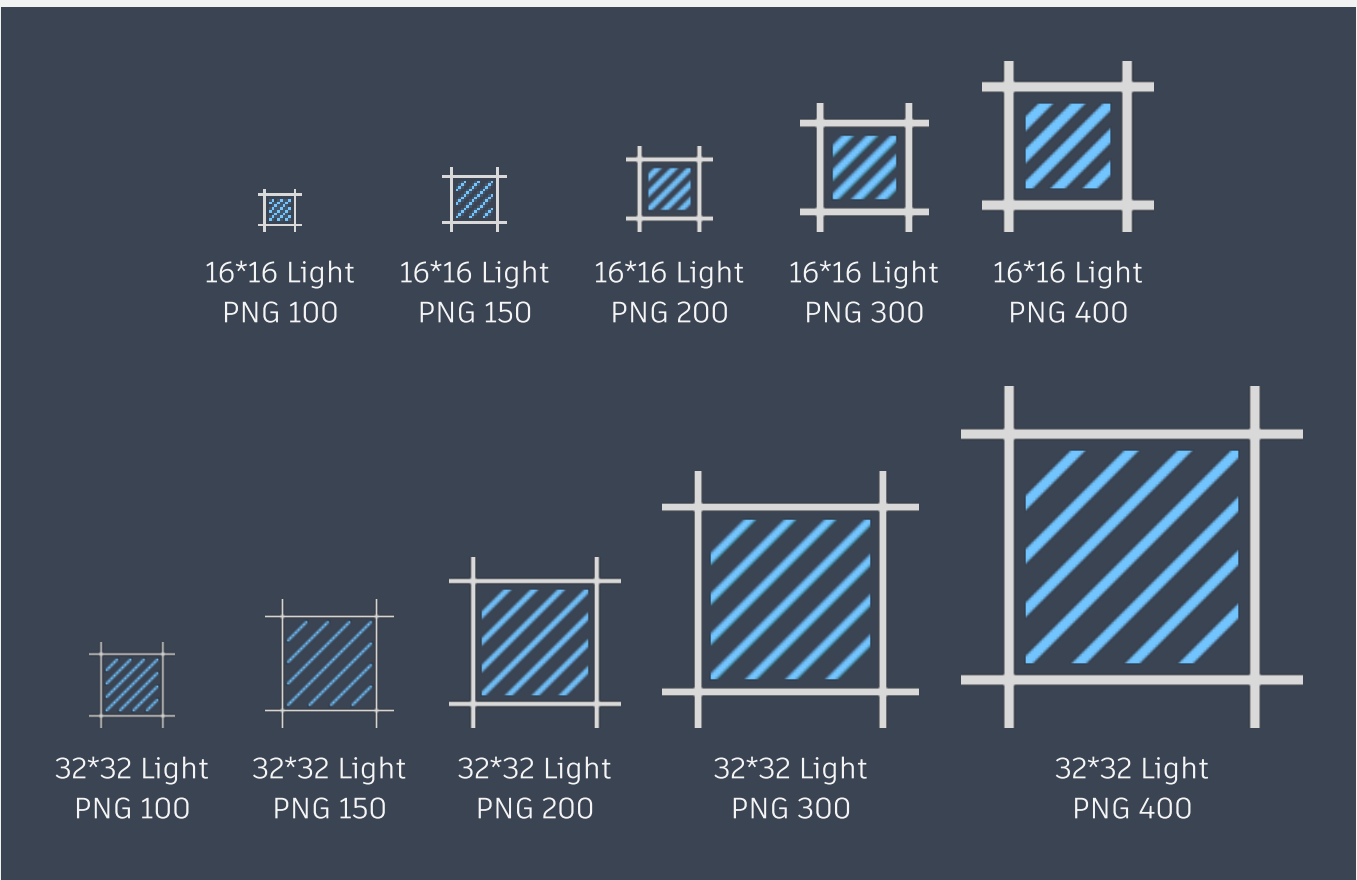
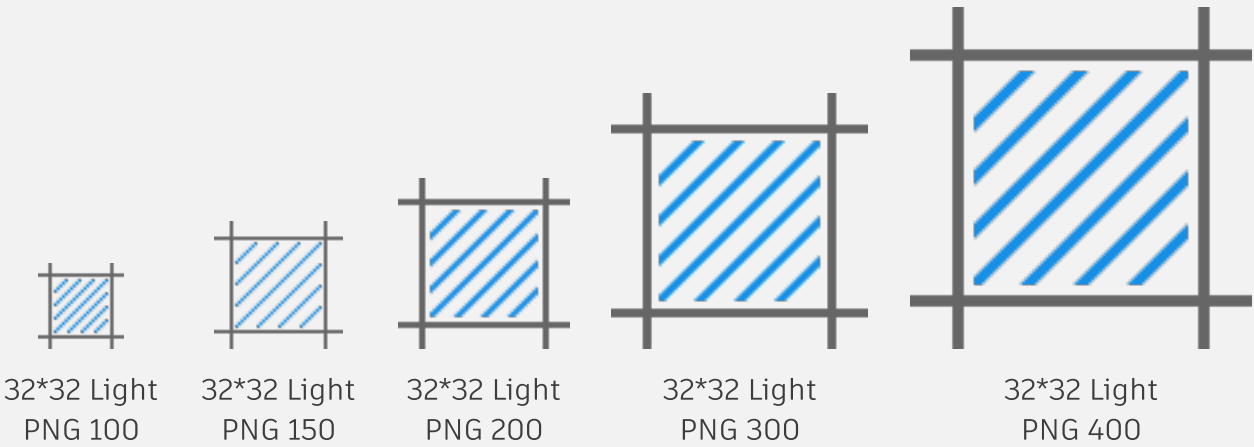
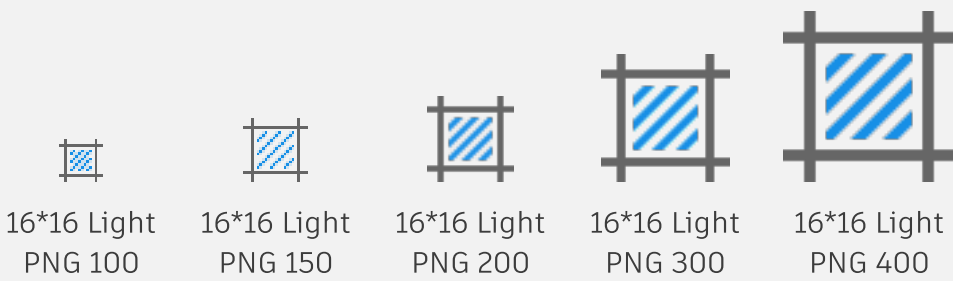


Multi-DPI

To support high-resolution displays:

PNG icons: PNG is a raster-based graphic. We need 5 DPI PNG graphics (100%, 150%, 200%, 300%, and 400%) to support clear displays on high-resolution monitors. Then the product will show a particular PNG file in a particular DPI.

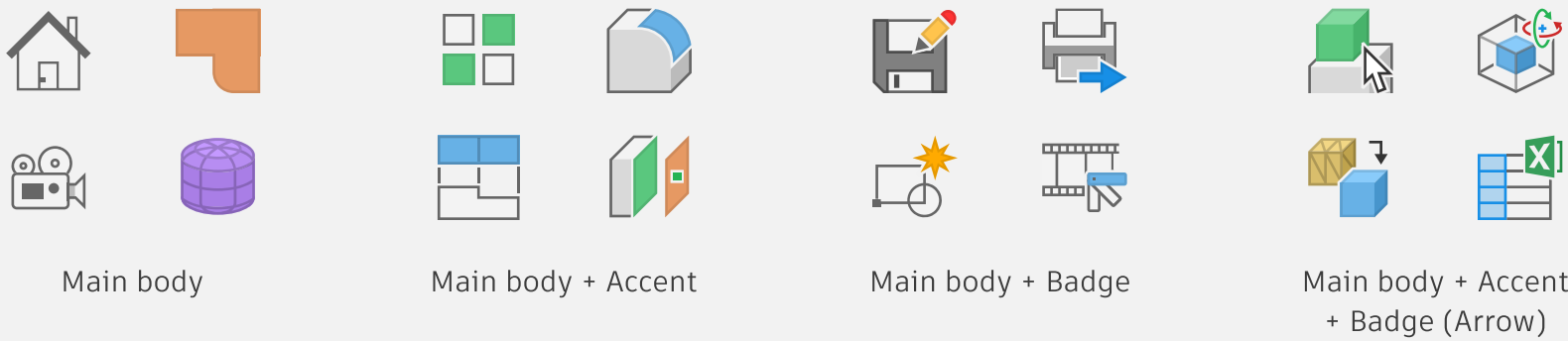
SVG icons: SVG is a vector-based graphic. So we needn't provide multiple DPI icons.



2.2 Icon Pattern: Composition / Main body / Accent part / Badge & Arrow

Composition

A typic icon can be composited by main body, accent part and badge (or arrow).



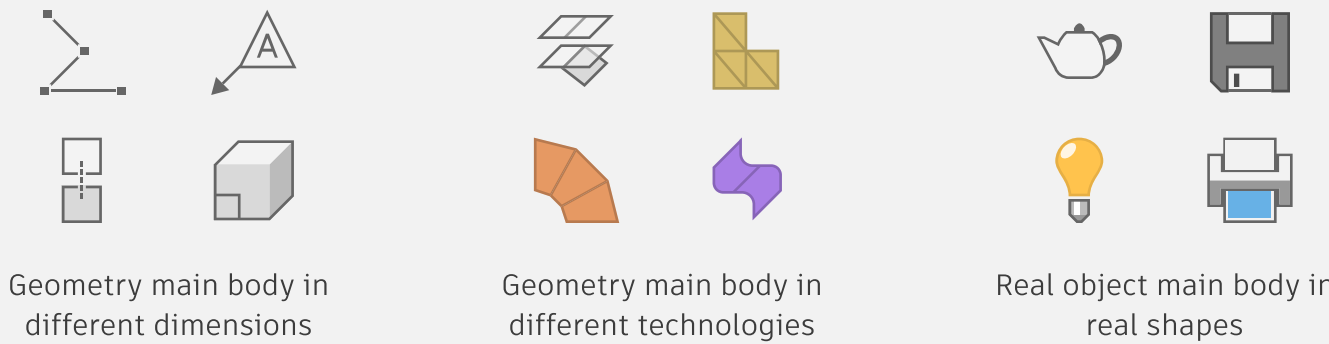
Main body

The main body is the basis of an icon. There are some rules for drawing different elements:

Geometry models in different **dimensions**: like point, line & curve, surface & sheet, solid & body.

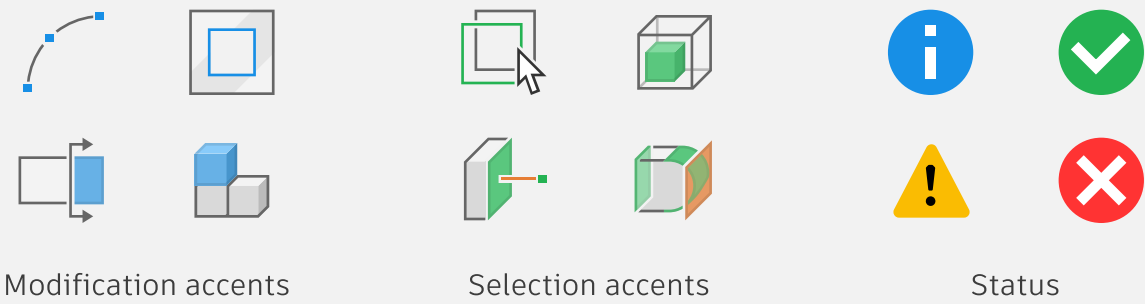
Geometry models in different **technologies**: like B-rep, Mesh, T-spline, NURBS.

Real object: draw the object shape but match guile styles.



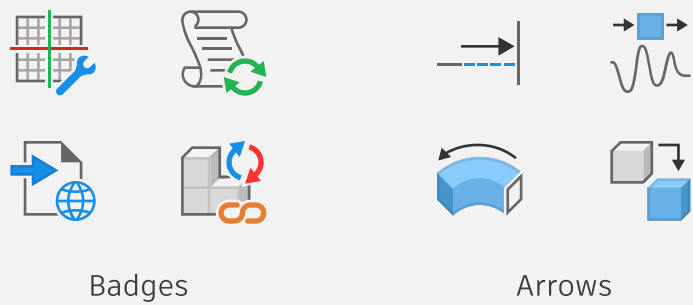
Accent part

Accents are spot colors or overlays applied to the main body to enhance meaning and communicate change. A small set of colors are reserved for presenting specific types of operations, like modification, selection, and status.











Badge & Arrow

Badges are predefined graphics that have a specific meaning. Reuse the badges from the library as possible. Arrows usually represent actions in an icon. The relationship between the main body and badge (or arrow) is like a verb-noun pair command.



3.1 Color Palette: Primary Colors

The primary colors normally used for point and line / curve (1D) elements. Please refer the representations for each colors.

 Grey Primary Light #666666 For General	 Red Primary Light #CC2929 For Constraint	 Orange Primary Light #E67E35 For Surface, Weld	 Yellow Primary Light #B38D1B For Mesh	 Green Primary Light #24B353 For Selection
 Grey Primary Dark #D9D9D9 For General	 Red Primary Dark #FF8C8C For Constraint	 Orange Primary Dark #F7B688 For Surface, Weld	 Yellow Primary Dark #F2D16D For Mesh	 Green Primary Dark #62D987 For Selection
 Cyan Primary Light #00BFBF For Lock, Invisible	 Blue Primary Light #178FE6 For Modification	 Purple Primary Light #8E50E6 For T-Spline	 Pink Primary Light #CC297A For Pink color items	 Brown Primary Light #996B2E For Brown color items
 Cyan Primary Dark #73DCE6 For Lock, Invisible	 Blue Primary Dark #73C5FF For Modification	 Purple Primary Dark #BC8CFF For T-Spline	 Pink Primary Dark #F285BC For Pink color items	 Brown Primary Dark #D9AE77 For Brown color items
































3.2 Color Palette: Main body / Accent Colors

The main body / accent colors normally used for surface and solid (2D/3D) elements.

 Grey 100 #F3F3F3	 Red 100 #FFD9D9	 Orange 100 #FFE9D9	 Yellow 100 #FFF5D9	 Green 100 #D1FFE0
 Grey 200 #D9D9D9	 Red 200 #FFB2B2	 Orange 200 #FFD2B2	 Yellow 200 #FFECB2	 Green 200 #AAF2C2
 Grey 300 #BBBBBB	 Red 300 #FF9191	 Orange 300 #F7B688	 Yellow 300 #F2D785	 Green 300 #82D99F
 Grey 400 #999999	 Red 400 #82D99F	 Orange 400 #E69963	 Yellow 400 #D9BE6C	 Green 400 #5AC77E
 Grey 500 #808080	 Red 500 #CC5C5C	 Orange 500 #D98448	 Yellow 500 #BFA34D	 Green 500 #47B36B
 Grey 600 #666666	 Red 600 #BA4A4A	 Orange 600 #CC702F	 Yellow 600 #A68932	 Green 600 #379E5A
 Grey 700 #4D4D4D	 Red 700 #AB3C3C	 Orange 700 #BF6626	 Yellow 700 #997A1F	 Green 700 3238C46
 Grey 800 #333333				
 Grey 900 #000000				

























3.3 Color Palette: Main body / Accent Colors

The main body / accent colors normally used for surface and solid (2D/3D) elements.

				
Cyan 100 #D9FCFF	Blue 100 #D9EFFF	Purple 100 #E9D9FF	Pink 100 #FFD9EC	Brown 100 FFEED9
				
Cyan 200 #A6F8FF	Blue 200 #B2DFFF	Purple 200 #D5B8FF	Pink 200 #B2DFFF	Brown 200 #E6D2B8
				
Cyan 300 #85E9F2	Blue 300 89CBFA	Purple 300 #C499FF	Pink 300 #EB8DBC	Brown 300 #CCB699
				
Cyan 400 #62CFD9	Blue 400 #67B1E6	Purple 400 #A97EE6	Pink 400 #D96CA3	Brown 400 #B39874
				
Cyan 500 #43B5BF	Blue 500 #4795CC	Purple 500 #9166CC	Pink 500 #C4588E	Brown 500 #9E835F
				
Cyan 600 #299BA6	Blue 600 #2D7BB3	Purple 600 #8256BF	Pink 600 #AD4E7E	Brown 600 #8C714D
				
Cyan 700 #15828C	Blue 700 #196BA6	Purple 700 #7447B3	Pink 700 #99436E	Brown 700 #7D623E

3.4 Color Palette: Badge / Arrow Colors

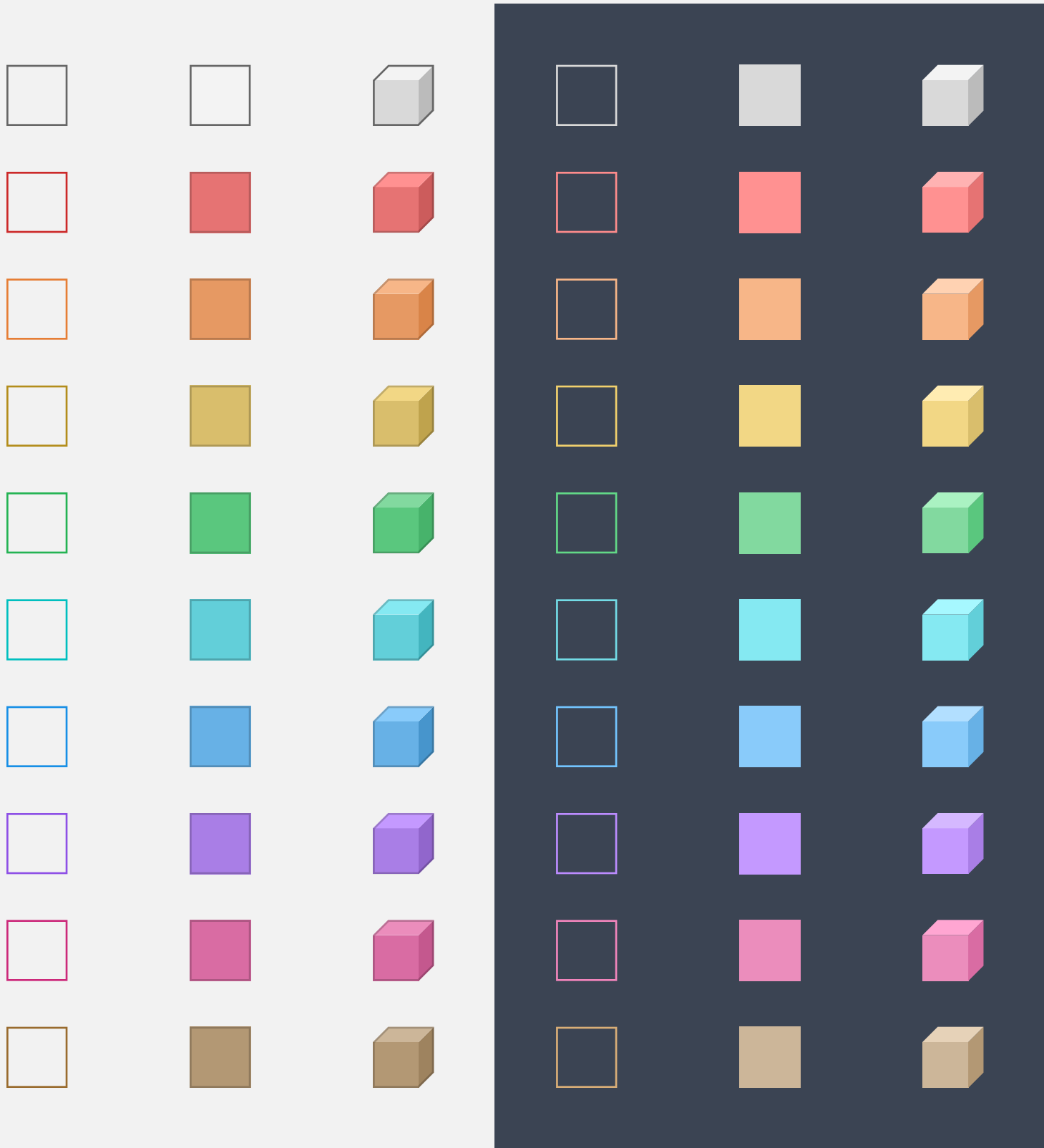
The badge / arrow colors normally used for elements in badges or arrows.

					
Grey Badge Primary Light #666666	Grey Badge Light (fill) #F3F3F3	Red Badge Light #FF3333	Orange Badge Light #FF6900	Yellow Badge Light #FFAA00	Green Badge Light #24B353
					
Grey Badge Primary Dark #D9D9D9	Grey Badge Dark (fill) #F3F3F3	Red Badge Dark #FF6666	Orange Badge Dark #FFAA6F	Yellow Badge Dark #FFD580	Green Badge Dark #362D987
					
Cyan Badge Light #17D4E6	Blue Badge Light #178FE6	Purple Badge Light #8E50E6	Pink Badge Light #CC297A	Brown Badge Light #996B2E	Accent Grey Light (Arrow) #333333
					
Cyan Badge Dark #80F4FF	Blue Badge Dark #73C5FF	Purple Badge Dark #BC8CFF	Pink Badge Dark #F285BC	Brown Badge Dark #D9AE77	Accent Grey Dark (Arrow) #FFFFFF

3.5 Color Palette: Geometry Main Body Examples

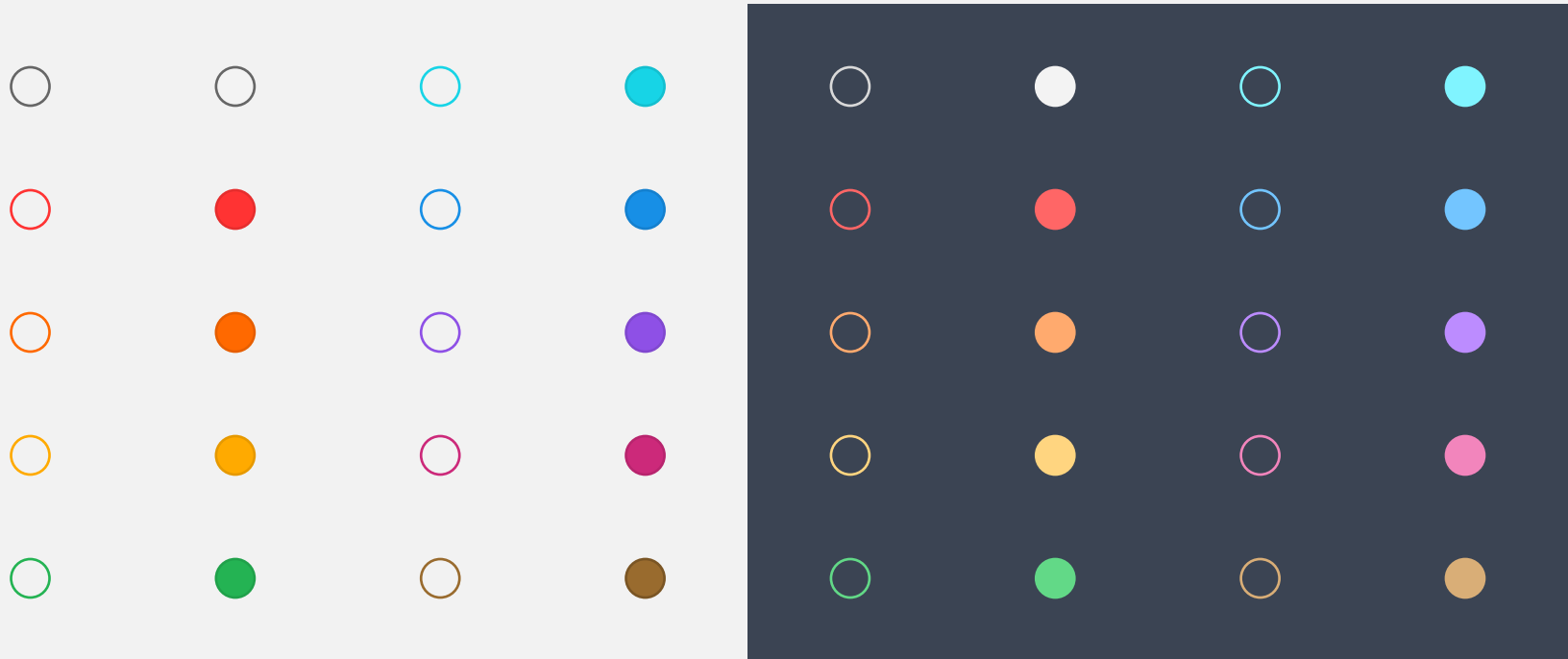
The border of light 2D & 3D colorful elements are #FFFFFF, opacity 20%. No border for dark 2D & 3D elements.

Grey element light-2d-fill color is <Grey 100>, Grey element light-3d-fill colors are <Grey 100/200/300>, Grey element dark-2d-fill color is <Grey 200>, Grey element dark-3d-fill colors are <Grey 100/200/300>; Colorful element light-2d-fill color is <Colorful 400>, Colorful element light-3d-fill colors are <Colorful 300/400/500>, Colorful element dark-2d-fill color is <Grey 300>, Colorful element dark-3d-fill colors are <Grey 200/400/400>;



3.6 Color Palette: Badge / Arrow Colors

The border of light 2D & 3D colorful elements in badges are #FFFFFF, opacity 10%. No border for dark 2D & 3D elements in badges as well.



4. Badges: Predefined Badges

Reuse the predefined badges in the icon design when possible. Please get all badge files from the link:

<https://d95xa459ljwvg.cloudfront.net/third-party/IconDesignGuidelinesfor3rdparty.zip>



