

OVER HEAR

Design Guidance.

The aim of this guidance is to make OverHear appear as a bullshit free, visually intuitive interface. This does not mean we should obsess over aesthetic simplicity. Users should be able to know what to do without reading any text.

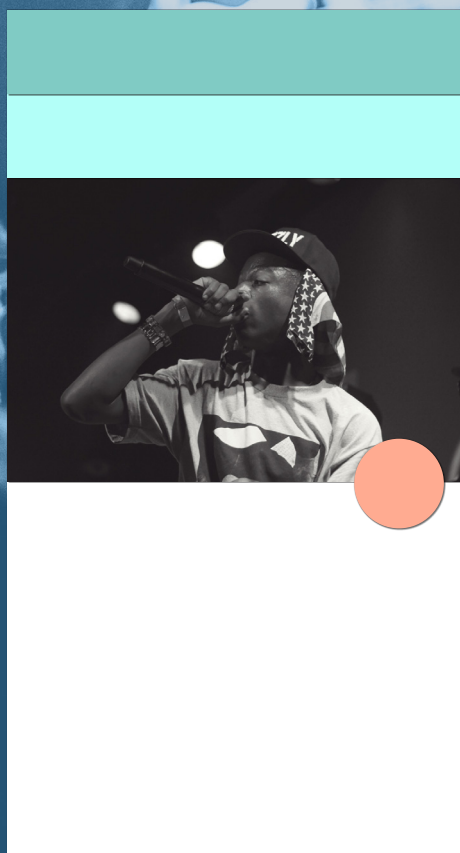
OverHear's User Interface design will use existing conventions from life and web design from the use and cultural meaning of colour and of images which inform a user experience.

Core Principals_

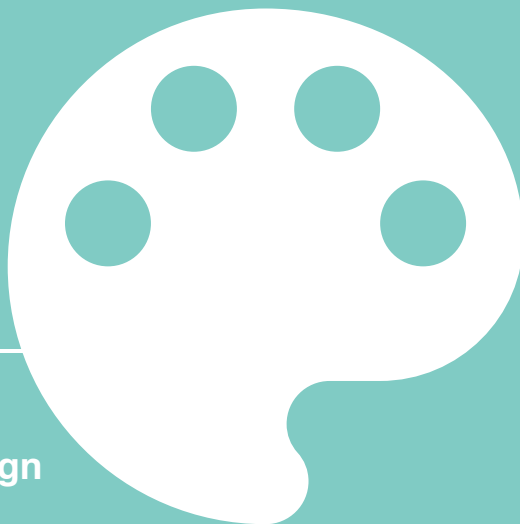
Material design

Overhear's graphic style is based on Google's material design principles:

<https://material.io/>



Colour_



Material design

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LIGHTER

MAIN

DARKER

#b2fef7

CMYK: 30, 0, 3, 0
RGB: 178, 254, 247

#80cbc4

CMYK: 37, 0, 3, 20
RGB: 128, 203, 196

#4f9a94

CMYK: 49, 0, 4, 40
RGB: 79, 154, 148

Primary_

#ffddc1

cmyk: 0, 13, 24, 0
rgb: 255, 221, 193

#ffab91

cmyk: 0, 40, 38, 0
rgb: 225, 171, 145

#c97b63

cmyk: 0, 39, 51, 21
rgb: 201, 123, 99

Secondary_

#5d89ac

cmyk: 46, 20, 0, 33
rgb: 93, 137, 172

#2d5c7d

cmyk: 64, 26, 0, 51
rgb: 45, 92, 125

#003341

cmyk: 100, 22, 0, 75
rgb: 0, 51, 65

Tertiary_

Font_

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

0123456789

!"#\$%&'()*+,-./:;<=>?@

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

0123456789

!"#\$%&'()*+,-./:;<=>?@

Images_

