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.
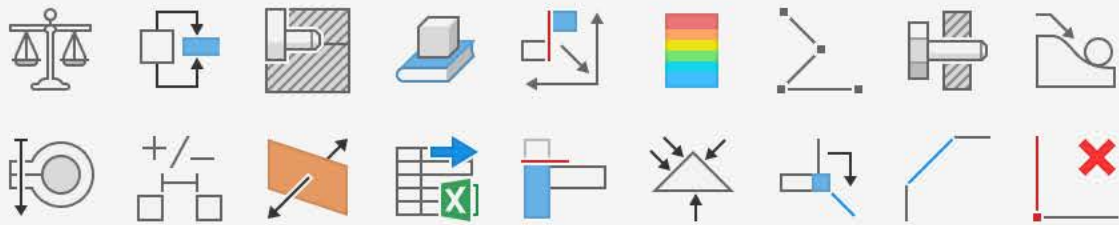

Cohesive
Many users use multiple Autodesk products in their daily work. It is important to make sure icons are cohesive across different products. Showing icons inconsistently across products can seriously damage the user experience.

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.

# Icon Specification: Size / Theme / Format / Multi-DPI
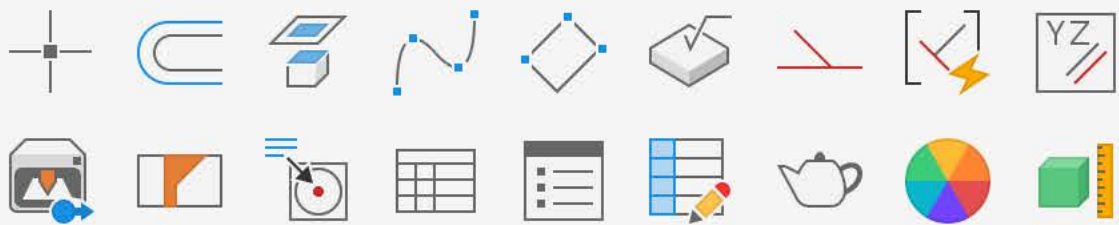
Size
(Most of) Autodesk desktop product icon sizes are 32*32 pixels and 16*16 pixels, and (most of) Autodesk web product icon sizes are 24*24 pixels or 16*16 pixels.
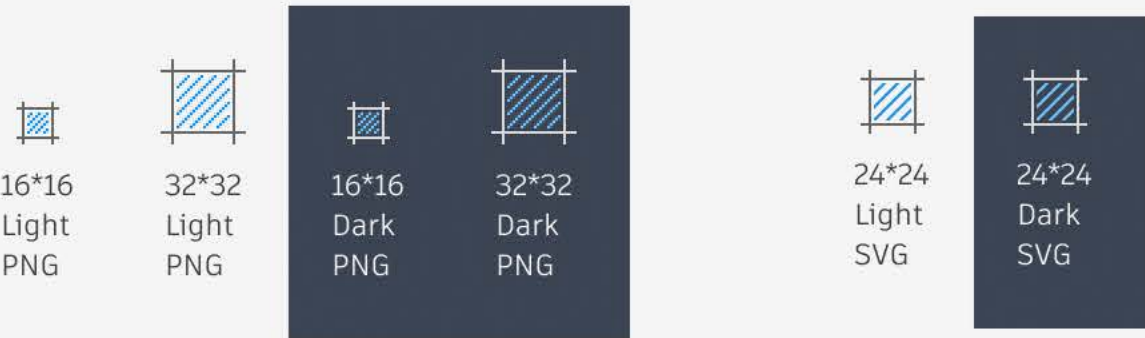
16*16   32*32   24*24

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

16*16 Light   32*32 Light   24*24 Light   16*16 Dark   32*32 Dark   24*24 Dark
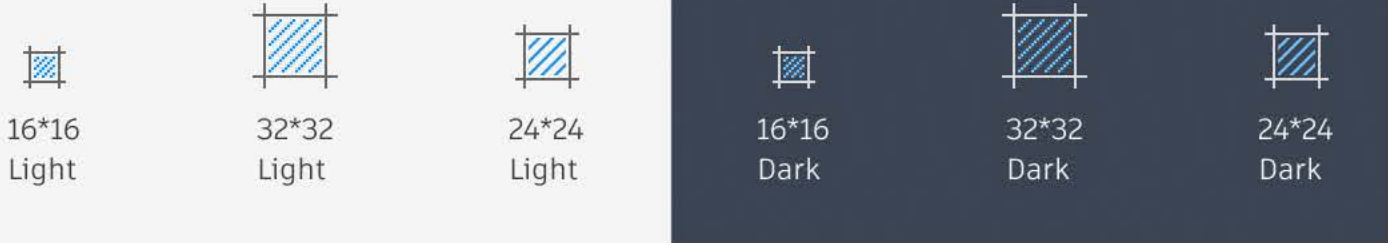
Format
(Most of) Autodesk desktop product icon format is PNG format, and (most of) Autodesk web product icon format is SVG format.

16*16 Light PNG   32*32 Light PNG   16*16 Dark PNG   32*32 Dark PNG   24*24 Light SVG   24*24 Dark SVG
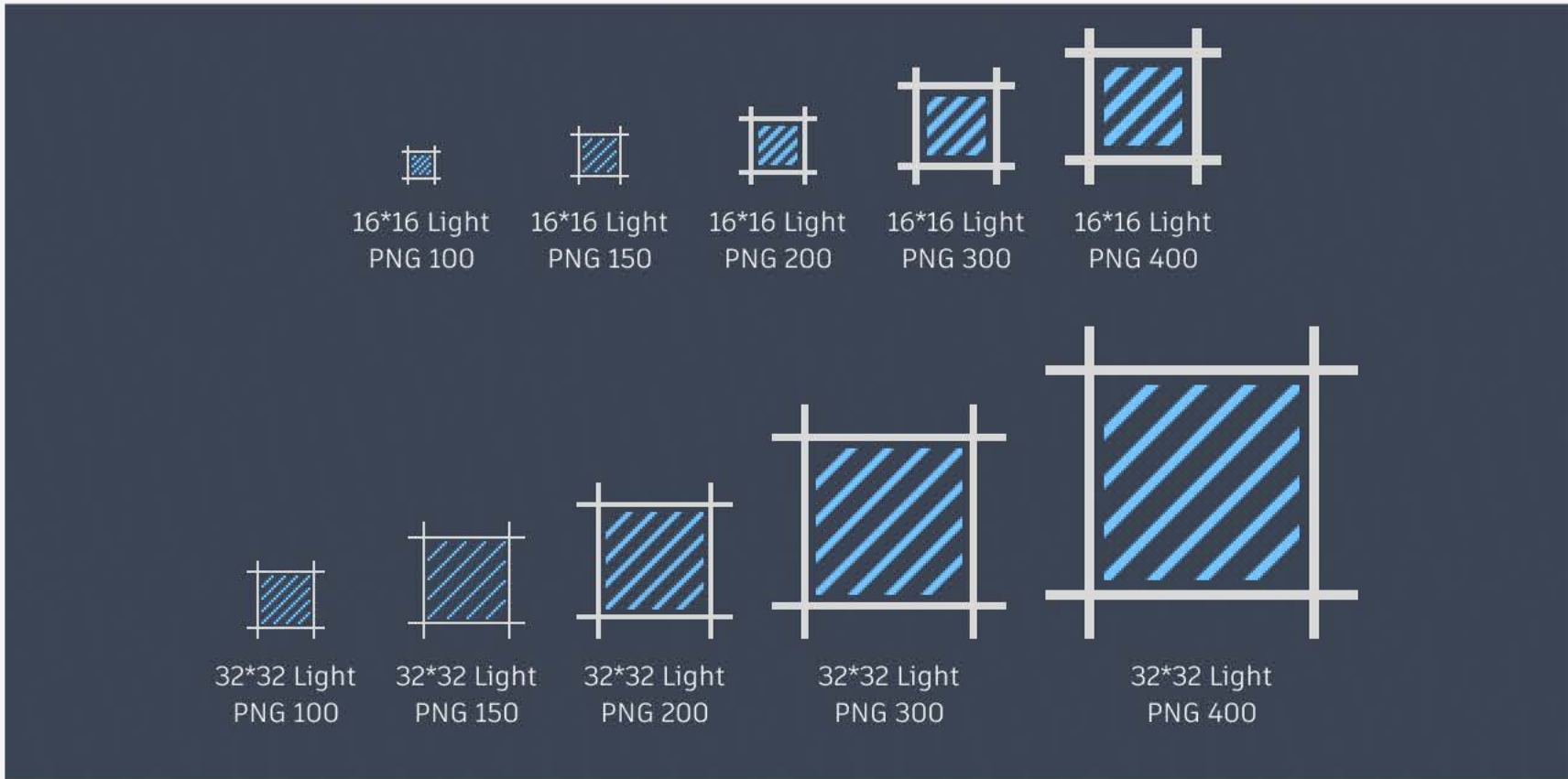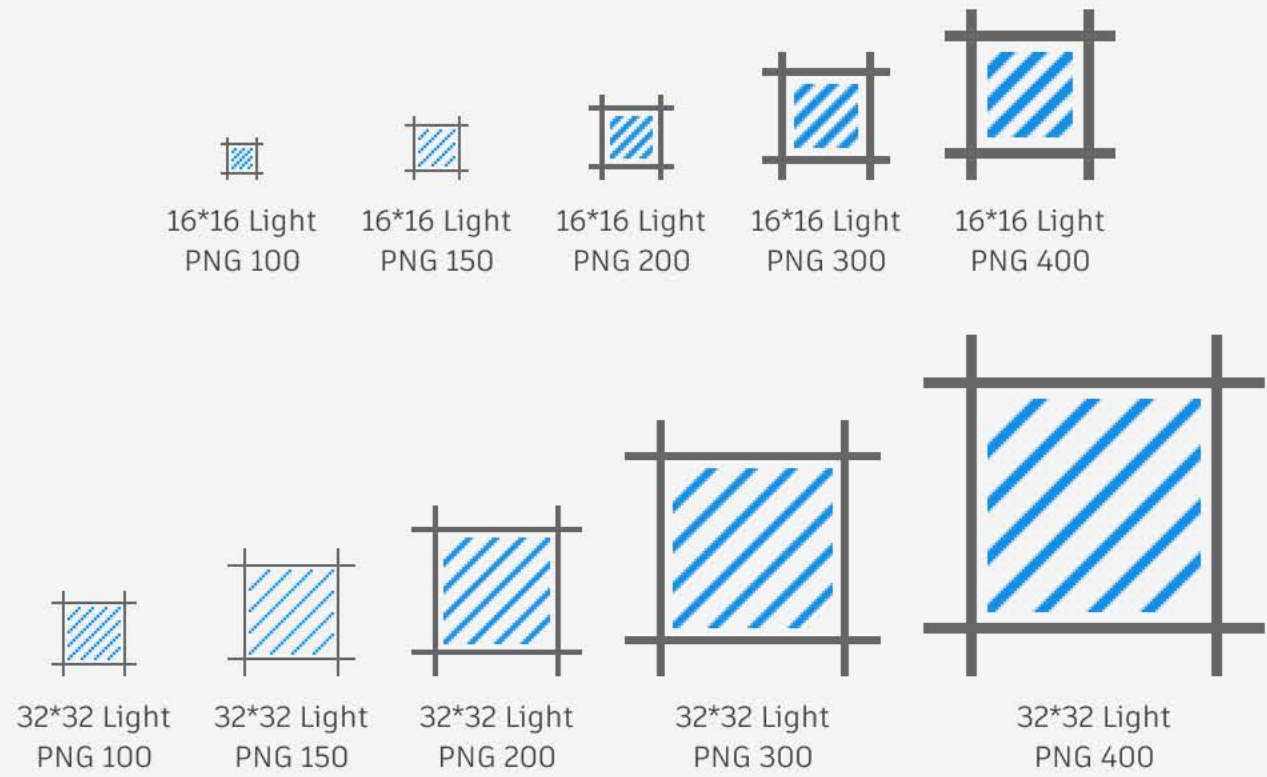
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Multi-DPI
To support high-resolution displays:

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.

16*16 Light PNG 100 | 16*16 Light PNG 150 | 16*16 Light PNG 200 | 16*16 Light PNG 300 | 16*16 Light PNG 400

32*32 Light PNG 100 | 32*32 Light PNG 150 | 32*32 Light PNG 200 | 32*32 Light PNG 300 | 32*32 Light PNG 400

16*16 Light PNG 100 | 16*16 Light PNG 150 | 16*16 Light PNG 200 | 16*16 Light PNG 300 | 16*16 Light PNG 400

32*32 Light PNG 100 | 32*32 Light PNG 150 | 32*32 Light PNG 200 | 32*32 Light PNG 300 | 32*32 Light PNG 400

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 | Main body + Accent | Main body + Badge | Main body + Accent + Badge (Arrow)
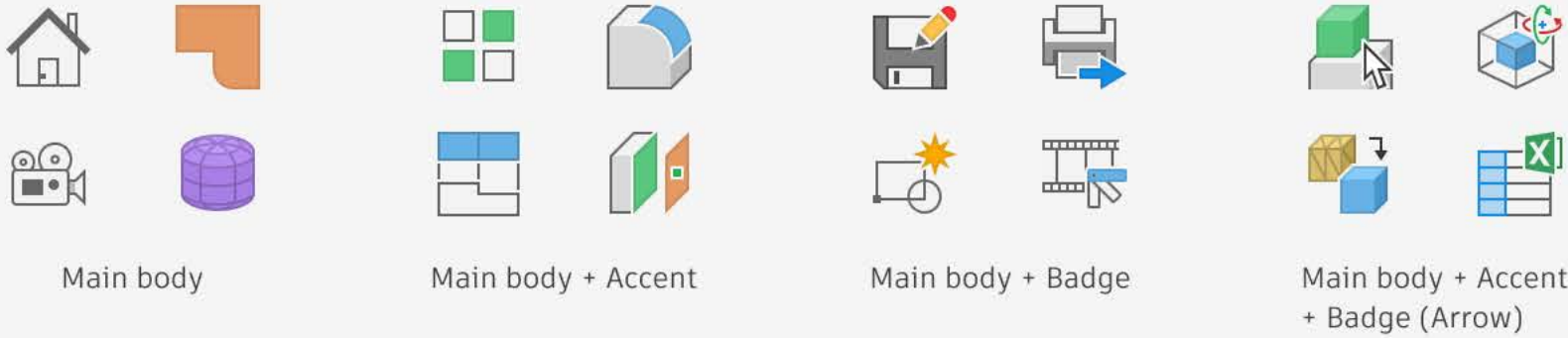
Main body
The main body is the basis of an icon. There are some rules for drawing different elements:

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.

Geometry main body in different dimensions | Geometry main body in different technologies | Real object main body in real shapes
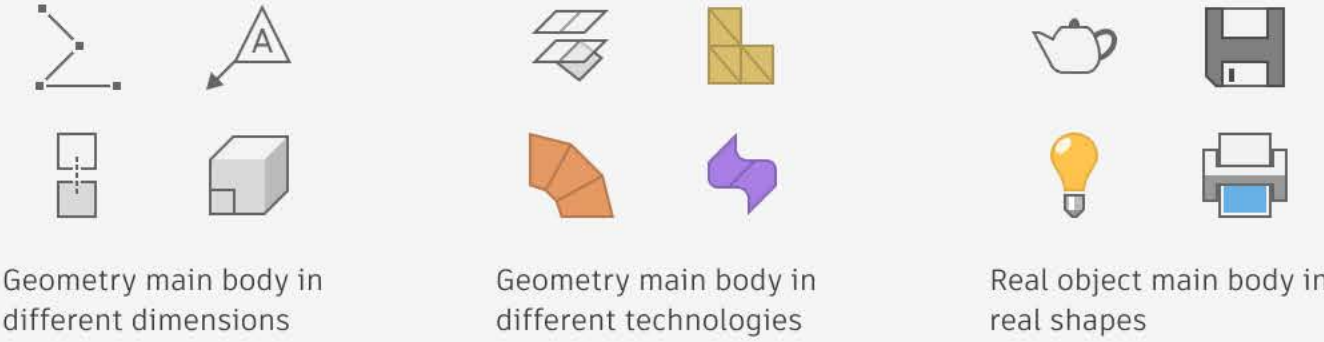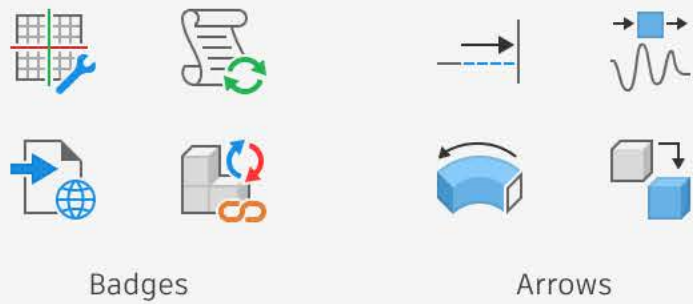
Accent part
Accents are spot colors or overlays applied to the main body to enhance meaning and communicate change. A small set of colors are reserved for presenting specific types of operations, like modification, selection, and status.

Modification accents | Selection accents | Status

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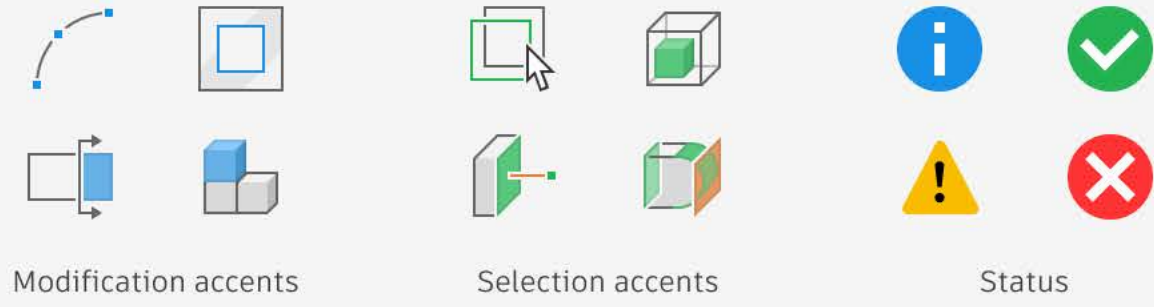
Badge & Arrow

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.

Badges

Arrows

Color Palette: Main body / Accent Colors

The main body / accent colors normally used for surface and solid 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

Color Palette: Primary Colors

The primary colors normally used for point and line / curve elements.

Grey Primary Light #666666   Red Primary Light #CC2929   Orange Primary Light #E67E35   Yellow Primary Light #B38D1B   Green Primary Light #24B353

Grey Primary Dark #D9D9D9   Red Primary Dark #FF8C8C   Orange Primary Dark #F7B688   Yellow Primary Dark #F2D16D   Green Primary Dark #62D987

Cyan Primary Light #00BFBF   Blue Primary Light #178FE6   Purple Primary Light #8E50E6   Pink Primary Light #CC297A   Brown Primary Light #996B2E

Cyan Primary Dark #73DCE6   Blue Primary Dark #73C5FF   Purple Primary Dark #BC8CFF   Pink Primary Dark #F285BC   Brown Primary Dark #D9AE77

Color Palette: Main body / Accent Colors

The main body / accent colors normally used for surface and solid 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

Color Palette: Badge / Arrow Colors

The badge / arrow colors normally used for elements in badges / 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

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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>;
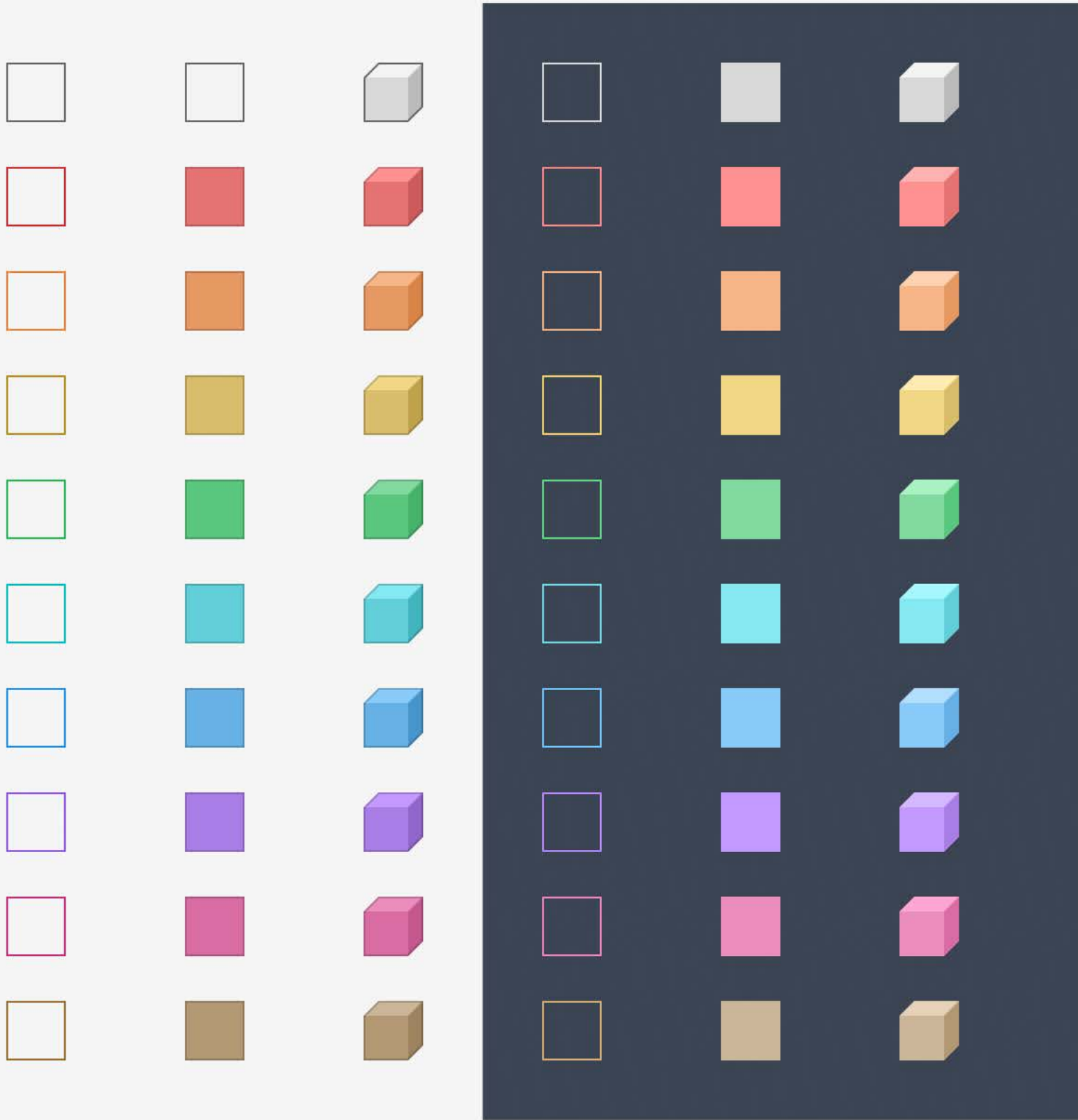
Color Palette: Badge / Arrow Colors

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.
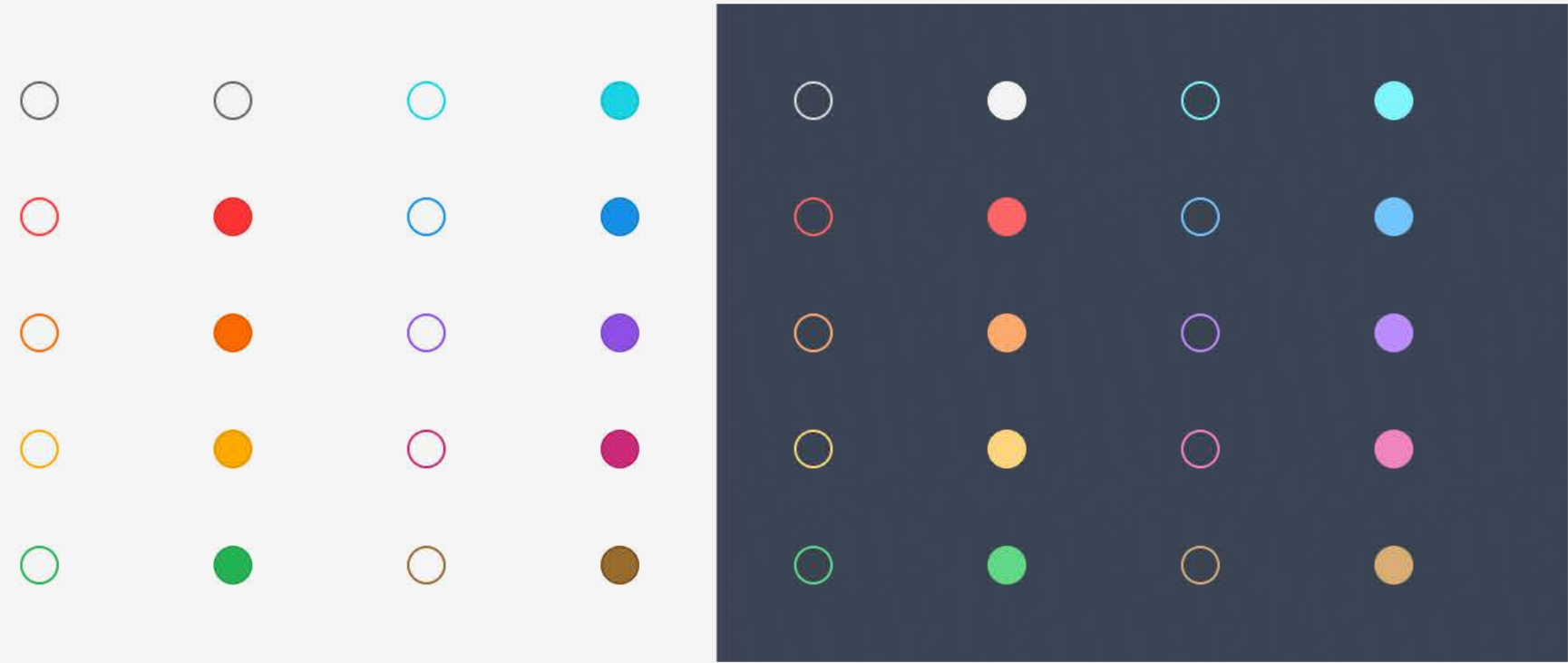
Badges: Predefined Badges

Reuse the predefined badges in the icon design when possible. Get all badge images in another file.

❖ Add & New & Author (Large)

❖ Attach

❖ Book & Translator (Blue)

❖ Add & New & Author (Small)

❖ Auto & Fast

❖ Book & Translator (Red)

❖ Adjust

❖ Base Point

❖ Calculator

Camera
Connect
Disconnect
Freeze & Cold
Link (Slant)
Next & Import & Export & Right

Check & Review & OK
Convert
Download & Down
Group
List
Note & Comment

Check in
Copy
Edit
Hide & Invisible (Large)
Lock (Yellow)
Open

Check out
Create & New
Email
Hide & Invisible (Small)
Lock (Cyan)
Option

Clean & Purge
Database
Environment (Inventor)
Information & About
Match
Paste & Clipboard

Close & Exit
Delete & Remove (Large)
Excel
Insert
Measure & Ruler (Vertical)
Pause

Cloud (Blue)
Delete & Remove (Small)
Explode
Invisible
Measure & Ruler (Horizontal)
Pin & Grounded

Cloud (Grey)
Detach
Filter (Grey)
Link (Large)
Minus & Remove
Play & Start

Color
Dialog & Manager
Filter (Blue)
Link (Small)
Move
Previous & Left

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❖ Prohibit & Ignore

❖ Save

❖ Show & Visible (Small)

❖ Property & Setting & Panel

❖ Save as

❖ Snap & Magnet

❖ Recover & Heal

❖ Scale

❖ Stop

❖ Redo

❖ Search & Zoom

❖ Style & Brush

❖ Refresh & Reload & Update

❖ Select & Cursor

❖ Styles (Inventor)

❖ Rename & Naming

❖ Settings (Spanner)

❖ Sun & Thaw & Warm

❖ Replace

❖ Settings (Gear)

❖ Time & History (Blue)

❖ Reset & Back

❖ Share

❖ Time & History (Grey)

❖ Rotate

❖ Show & Visible (Large)

❖ Transparency

❖ Unlink

❖ Undo

❖ User

❖ Unload

❖ Unlock (Yellow)

❖ Warning

❖ Update & Trigger

❖ Unlock (Cyan)

❖ Web & Internet & Geography

❖ Upload & Up

❖ Unresolved

❖ Viewed & Visible

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