Design Vocabulary
Rosetta Stone

Cross-Platform Design Token Reference

Tailwind CSS ● UnoCSS ● SwiftUI ● Jetpack Compose ● React/CSS

TW	Tailwind CSS
Uno	UnoCSS
Swift	SwiftUI / UIKit
Kt	Kotlin / Jetpack Compose
React	React / CSS-in-JS
CSS	Standard CSS

A unified vocabulary for human-AI design communication

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Contents

1 Spacing & Sizing

1.1 Spacing Scale

The universal spacing scale based on a 4px base unit. Most frameworks use multiples of 4px for consistent rhythm.

Value	Pixels	Tailwind	UnoCSS	SwiftUI	Compose	CSS
0	0px	p-0, m-0	p-0, m-0	.padding(0)	padding(0.dp)	padding: 0
0.5	2px	p-0.5	p-0.5	.padding(2)	padding(2.dp)	padding: 2px
1	4px	p-1	p-1	.padding(4)	padding(4.dp)	padding: 4px
1.5	6px	p-1.5	p-1.5	.padding(6)	padding(6.dp)	padding: 6px
2	8px	p-2	p-2	.padding(8)	padding(8.dp)	padding: 8px
3	12px	p-3	p-3	.padding(12)	padding(12.dp)	padding: 12px
4	16px	p-4	p-4	.padding(16)	padding(16.dp)	padding: 1rem
5	20px	p-5	p-5	.padding(20)	padding(20.dp)	padding: 20px
6	24px	p-6	p-6	.padding(24)	padding(24.dp)	padding: 24px
8	32px	p-8	p-8	.padding(32)	padding(32.dp)	padding: 32px
10	40px	p-10	p-10	.padding(40)	padding(40.dp)	padding: 40px
12	48px	p-12	p-12	.padding(48)	padding(48.dp)	padding: 48px
16	64px	p-16	p-16	.padding(64)	padding(64.dp)	padding: 64px
20	80px	p-20	p-20	.padding(80)	padding(80.dp)	padding: 80px
24	96px	p-24	p-24	.padding(96)	padding(96.dp)	padding: 96px
32	128px	p-32	p-32	.padding(128)	padding(128.dp)	padding: 128px

1.2 Directional Spacing

Direction	Tailwind	UnoCSS	SwiftUI	Compose	CSS
All sides	p-4	p-4	.padding(16)	padding(16.dp)	padding: 16px
Horizontal (X)	px-4	px-4	.padding(.horizontal, 16)	padding(horizontal=	padding: 0 16px
Vertical (Y)	py-4	py-4	.padding(.vertical, 16)	padding(vertical=16.dp)	padding: 16px 0
Top	pt-4	pt-4	.padding(.top, 16)	padding(top=16.dp)	padding-top: 16px
Right	pr-4	pr-4	.padding(.trailing, 16)	padding(end=16.dp)	padding-right: 16px

Bottom	`pb-4`	`pb-4`	`.padding(.bottom, 16)`	`padding(bottom=16.d`	`padding-bottom: 16px`
Left	`pl-4`	`pl-4`	`.padding(.leading, 16)`	`padding(start=16.dp)`	`padding-left: 16px`
Start (LTR-aware)	`ps-4`	`ps-4`	`.padding(.leading, 16)`	`padding(start=16.dp`	`padding-inline-start`
End (LTR-aware)	`pe-4`	`pe-4`	`.padding(.trailing, 16)`	`padding(end=16.dp)`	`padding-inline-end`

1.3 Semantic Spacing Names

Semantic Name	Value	Use Case	Description
`none`	0px	No spacing	Zero margin/padding
`hairline`	1px	Borders, dividers	Pixel-perfect details
`micro` / `3xs`	2px	Tight inline spacing	Icon-text gaps
`tiny` / `2xs`	4px	Compact elements	Dense UI, tags
`small` / `xs`	8px	Related items	List item padding
`compact` / `sm`	12px	Grouped content	Card internal spacing
`base` / `md`	16px	Default spacing	Standard padding
`medium` / `lg`	24px	Section spacing	Between components
`large` / `xl`	32px	Major sections	Page sections
`xlarge` / `2xl`	48px	Hero spacing	Above-fold content
`huge` / `3xl`	64px	Page margins	Outer boundaries
`massive` / `4xl`	96px	Dramatic spacing	Landing pages

2 Border Radius

2.1 Border Radius Scale

Semantic	Pixels	Tailwind	UnoCSS	SwiftUI	Compose	CSS
none	0px	`rounded-none`	`rd-none`	`.cornerRadius(0)`	`RoundedCorner-Shape(0.dp)`	`border-radius: 0`
sharp	2px	`rounded-sm`	`rd-sm`	`.cornerRadius(2)`	`RoundedCorner-Shape(2.dp)`	`border-radius: 2px`
subtle	4px	`rounded`	`rd`	`.cornerRadius(4)`	`RoundedCorner-Shape(4.dp)`	`border-radius: 4px`
soft	6px	`rounded-md`	`rd-md`	`.cornerRadius(6)`	`RoundedCorner-Shape(6.dp)`	`border-radius: 6px`
medium	8px	`rounded-lg`	`rd-lg`	`.cornerRadius(8)`	`RoundedCorner-Shape(8.dp)`	`border-radius: 8px`
generous	12px	`rounded-xl`	`rd-xl`	`.cornerRadius(12`	`RoundedCorner-Shape(12.dp)`	`border-radius: 12px`
large	16px	`rounded-2xl`	`rd-2xl`	`.cornerRadius(16)`	`RoundedCorner-Shape(16.dp)`	`border-radius: 16px`
extra-large	24px	`rounded-3xl`	`rd-3xl`	`.cornerRadius(24`	`RoundedCorner-Shape(24.dp)`	`border-radius: 24px`
pill / capsule	9999px	`rounded-full`	`rd-full`	`.clipShape(Capsule())`	`RoundedCorner-Shape(50)`	`border-radius: 9999px`
circle	50%	`rounded-full`	`rd-full`	`.clipShape(Circl`	`CircleShape`	`border-radius: 50%`

2.2 Corner-Specific Radius

Corner	Tailwind	UnoCSS	SwiftUI	Compose
Top-Left	`rounded-tl-lg`	`rd-tl-lg`	`UnevenRoundedRectangle`	`RoundedCornerShape(topStart=8.dp)`
Top-Right	`rounded-tr-lg`	`rd-tr-lg`	`topLeading:  0,` `topTrailing:  8`	`RoundedCornerShape(topEnd=8.dp)`
Bottom-Right	`rounded-br-lg`	`rd-br-lg`	`bottomTrailing:  8`	`RoundedCornerShape(bottomEnd=8.dp)`
Bottom-Left	`rounded-bl-lg`	`rd-bl-lg`	`bottomLeading:  8`	`RoundedCornerShape(bottomStart=8.dp)`
Top (both)	`rounded-t-lg`	`rd-t-lg`	top corners only	`topStart + topEnd`

Bottom (both)	`rounded-b-lg`	`rd-b-lg`	bottom corners only	`bottomStart + bottomEnd`
Left (both)	`rounded-l-lg`	`rd-l-lg`	leading corners	`topStart + bottomStart`
Right (both)	`rounded-r-lg`	`rd-r-lg`	trailing corners	`topEnd + bottomEnd`

2.3 Visual Descriptions for AI Communication

Term	Description	Use Case
`sharp` / `squared`	Completely square corners, no rounding	Data tables, code blocks, technical UI
`slightly-rounded`	Barely perceptible rounding (2-4px)	Buttons in dense UI, form inputs
`softened`	Noticeable but subtle (6-8px)	Cards, containers, modal dialogs
`rounded`	Clearly rounded (12-16px)	Friendly UI, cards, panels
`very-rounded`	Prominently rounded (20-24px)	Feature cards, hero sections
`pill` / `capsule`	Fully rounded ends on rectangles	Tags, badges, chips, buttons
`circular`	Perfect circle	Avatars, FABs, status indicators
`squircle`	Continuous curvature (iOS-style)	App icons, premium UI elements

3 Typography

3.1 Font Size Scale

Name	Size	Line	Tailwind	UnoCSS	SwiftUI	Compose	CSS
2xs	10px	14px	`text-2xs`	`text-2xs`	`.caption2`	`10.sp`	`font-size: 0.625rem`
xs	12px	16px	`text-xs`	`text-xs`	`.caption`	`12.sp`	`font-size: 0.75rem`
sm	14px	20px	`text-sm`	`text-sm`	`.subheadline`	`14.sp`	`font-size: 0.875rem`
base	16px	24px	`text-base`	`text-base`	`.body`	`16.sp`	`font-size: 1rem`
lg	18px	28px	`text-lg`	`text-lg`	`.body`	`18.sp`	`font-size: 1.125rem`
xl	20px	28px	`text-xl`	`text-xl`	`.title3`	`20.sp`	`font-size: 1.25rem`
2xl	24px	32px	`text-2xl`	`text-2xl`	`.title2`	`24.sp`	`font-size: 1.5rem`
3xl	30px	36px	`text-3xl`	`text-3xl`	`.title`	`30.sp`	`font-size: 1.875rem`
4xl	36px	40px	`text-4xl`	`text-4xl`	`.largeTitle`	`36.sp`	`font-size: 2.25rem`
5xl	48px	48px	`text-5xl`	`text-5xl`	—	`48.sp`	`font-size: 3rem`
6xl	60px	60px	`text-6xl`	`text-6xl`	—	`60.sp`	`font-size: 3.75rem`
7xl	72px	72px	`text-7xl`	`text-7xl`	—	`72.sp`	`font-size: 4.5rem`
8xl	96px	96px	`text-8xl`	`text-8xl`	—	`96.sp`	`font-size: 6rem`
9xl	128px	128px	`text-9xl`	`text-9xl`	—	`128.sp`	`font-size: 8rem`

3.2 Font Weight

Name	Value	Tailwind	UnoCSS	SwiftUI	Compose	CSS
thin	100	`font-thin`	`font-100`	`.ultraLight`	`FontWeight.Thin`	`font-weight: 100`
extralight	200	`font-extraligh`	`font-200`	`.thin`	`FontWeight.ExtraLig`	`font-weight: 200`
light	300	`font-light`	`font-300`	`.light`	`FontWeight.Light`	`font-weight: 300`
normal	400	`font-normal`	`font-400`	`.regular`	`FontWeight.Normal`	`font-weight: 400`
medium	500	`font-medium`	`font-500`	`.medium`	`FontWeight.Medium`	`font-weight: 500`
semibold	600	`font-semibold`	`font-600`	`.semibold`	`FontWeight.SemiBold`	`font-weight: 600`
bold	700	`font-bold`	`font-700`	`.bold`	`FontWeight.Bold`	`font-weight: 700`
extrabold	800	`font-extrabold`	`font-800`	`.heavy`	`FontWeight.ExtraBol`	`font-weight: 800`
black	900	`font-black`	`font-900`	`.black`	`FontWeight.Black`	`font-weight: 900`

3.3   Line Height / Leading

Name	Multiplier	Tailwind	UnoCSS	SwiftUI	Compose	CSS
none	1.0	`leading-none`	`leading-none`	`.lineSpacing(0)`	`lineHeight = 1.0.em`	`line-height: 1`
tight	1.25	`leading-tight`	`leading-tight`	`.lineSpacing(-4)`	`lineHeight = 1.25.em`	`line-height: 1.25`
snug	1.375	`leading-snug`	`leading-snug`	—	`lineHeight = 1.375.em`	`line-height: 1.375`
normal	1.5	`leading-normal`	`leading-normal`	default	`lineHeight = 1.5.em`	`line-height: 1.5`
relaxed	1.625	`leading-relaxed`	`leading-relaxed`	`.lineSpacing(4)`	`lineHeight = 1.625.em`	`line-height: 1.625`
loose	2.0	`leading-loose`	`leading-loose`	`.lineSpacing(8)`	`lineHeight = 2.0.em`	`line-height: 2`

3.4 Letter Spacing / Tracking

Name	Value	Tailwind	UnoCSS	SwiftUI	Compose	CSS
tighter	-0.05em	`tracking-tighter`	`tracking-tighter`	`tracking(-0.05)`	`letterSpacing = (-0.05).em`	`letter-spacing: -0.05em`
tight	-0.025em	`tracking-tight`	`tracking-tight`	`.tracking(-0.025)`	`letterSpacing = (-0.025).em`	`letter-spacing: -0.025em`
normal	0	`tracking-normal`	`tracking-normal`	default	`letterSpacing = 0.sp`	`letter-spacing: 0`
wide	0.025em	`tracking-wide`	`tracking-wide`	`.tracking(0.025)`	`letterSpacing = 0.025.em`	`letter-spacing: 0.025em`
wider	0.05em	`tracking-wider`	`tracking-wider`	`.tracking(0.05)`	`letterSpacing = 0.05.em`	`letter-spacing: 0.05em`
widest	0.1em	`tracking-widest`	`tracking-widest`	`.tracking(0.1)`	`letterSpacing = 0.1.em`	`letter-spacing: 0.1em`

3.5 Text Alignment

Alignment	Tailwind	UnoCSS	SwiftUI	Compose	CSS
left	`text-left`	`text-left`	`.multilineTextAlignment(.leading)`	`textAlign = TextAlign.Start`	`text-align: left`
center	`text-center`	`text-center`	`.multilineTextAlignment(.center)`	`textAlign = TextAlign.Center`	`text-align: center`
right	`text-right`	`text-right`	`.multilineTextAlignment(.trailing)`	`textAlign = TextAlign.End`	`text-align: right`
justify	`text-justify`	`text-justify`	—	`textAlign = TextAlign.Justify`	`text-align: justify`

4 Color System

4.1 Color Shade Scale

Standard shade notation from light (50) to dark (950).

Shade	Description	Tailwind	UnoCSS	SwiftUI	Compose
50	Lightest tint, near white	`blue-50`	`blue-50`	`Color.blue.opacity(0.1)`	`Blue50`
100	Very light tint	`blue-100`	`blue-100`	custom	`Blue100`
200	Light tint	`blue-200`	`blue-200`	custom	`Blue200`
300	Medium-light	`blue-300`	`blue-300`	custom	`Blue300`
400	Medium	`blue-400`	`blue-400`	custom	`Blue400`
500	Base color (default)	`blue-500`	`blue-500`	`Color.blue`	`Blue500`
600	Medium-dark	`blue-600`	`blue-600`	custom	`Blue600`
700	Dark	`blue-700`	`blue-700`	custom	`Blue700`
800	Very dark	`blue-800`	`blue-800`	custom	`Blue800`
900	Near black	`blue-900`	`blue-900`	custom	`Blue900`
950	Darkest shade	`blue-950`	`blue-950`	custom	`Blue950`

4.2 Semantic Color Names

Semantic	Purpose	Tailwind	UnoCSS	SwiftUI	Compose
primary	Main brand/action color	`custom / blue-600`	`c-primary`	`Color.accentColor`	`MaterialTheme.colors.primary`
secondary	Supporting actions	`custom`	`c-secondary`	`Color.secondary`	`MaterialTheme.colors.secondary`
accent	Highlights, emphasis	`custom`	`c-accent`	`Color.accentColor`	`MaterialTheme.colors.secondary`
success	Positive feedback	`green-500`	`c-success`	`Color.green`	`Color.Green`
warning	Caution states	`yellow-500`	`c-warning`	`Color.yellow`	`Color.Yellow`
error / danger	Errors, destructive	`red-500`	`c-error`	`Color.red`	`MaterialTheme.colors.error`
info	Informational	`blue-500`	`c-info`	`Color.blue`	`Color.Blue`
muted	De-emphasized	`gray-400`	`c-muted`	`Color.secondary`	`Color.Gray`

4.3 Neutral / Gray Scale Names

Name	Description	Tailwind	UnoCSS	SwiftUI	CSS

white	Pure white	`white`	`white`	`Color.white`	`#FFFFFF`
background	Page background	`gray-50`	`bg`	`Color(.systemBackgr`	`#F9FAFB`
surface	Card/component bg	`white`	`surface`	`Color(.secondarySystemBackground)`	`#FFFFFF`
border	Dividers, borders	`gray-200`	`border`	`Color.separator`	`#E5E7EB`
muted	Disabled, secondary	`gray-400`	`muted`	`Color.secondary`	`#9CA3AF`
foreground	Primary text	`gray-900`	`fg`	`Color.primary`	`#111827`
black	Pure black	`black`	`black`	`Color.black`	`#000000`

5 Shadows & Elevation

5.1 Shadow Scale

Name	Elevation	Tailwind	UnoCSS	SwiftUI	Compose	CSS
none	0dp	`shadow-none`	`shadow-none`	no shadow	`elevation(0.dp)`	`box-shadow: none`
xs / sm	1-2dp	`shadow-sm`	`shadow-sm`	`.shadow(radius: 1)`	`elevation(1.dp)`	`0 1px 2px`
default	2-4dp	`shadow`	`shadow`	`.shadow(radius: 3)`	`elevation(2.dp)`	`0 1px 3px`
md	4-6dp	`shadow-md`	`shadow-md`	`.shadow(radius: 5)`	`elevation(4.dp)`	`0 4px 6px`
lg	6-10dp	`shadow-lg`	`shadow-lg`	`.shadow(radius: 8)`	`elevation(6.dp)`	`0 10px 15px`
xl	12-16dp	`shadow-xl`	`shadow-xl`	`.shadow(radius: 12)`	`elevation(8.dp)`	`0 20px 25px`
2xl	20-24dp	`shadow-2xl`	`shadow-2xl`	`.shadow(radius: 20)`	`elevation(12.dp)`	`0 25px 50px`
inner	inset	`shadow-inner`	`shadow-inner`	custom	custom	`inset 0 2px 4px`

5.2 Material Design Elevation

dp	Use Case	Components
0	Flat surface	Background, disabled elements
1	Raised surface	Cards at rest, search bar
2	Slightly raised	Contained buttons, cards
3	Medium elevation	Refresh indicator, search bar (scrolled)
4	Higher surface	App bar, FAB at rest
6	Prominent surface	FAB (pressed), snackbar, bottom sheet
8	High surface	Bottom navigation, menu, side sheet
12	Modal surface	Floating action button (hovered)
16	Higher modal	Navigation drawer, modal side sheet
24	Highest surface	Dialog, picker

6 Opacity

Name	Value	Tailwind	UnoCSS	SwiftUI	Compose	CSS
transparent	0%	`opacity-0`	`op-0`	`.opacity(0)`	`alpha = 0f`	`opacity:  0`
barely visible	5%	`opacity-5`	`op-5`	`.opacity(0.05)`	`alpha = 0.05f`	`opacity: 0.05`
ghost	10%	`opacity-10`	`op-10`	`.opacity(0.1)`	`alpha = 0.1f`	`opacity: 0.1`
faint	20%	`opacity-20`	`op-20`	`.opacity(0.2)`	`alpha = 0.2f`	`opacity: 0.2`
light	25%	`opacity-25`	`op-25`	`.opacity(0.25)`	`alpha = 0.25f`	`opacity: 0.25`
medium-light	30%	`opacity-30`	`op-30`	`.opacity(0.3)`	`alpha = 0.3f`	`opacity: 0.3`
medium	50%	`opacity-50`	`op-50`	`.opacity(0.5)`	`alpha = 0.5f`	`opacity: 0.5`
medium-heavy	70%	`opacity-70`	`op-70`	`.opacity(0.7)`	`alpha = 0.7f`	`opacity: 0.7`
heavy	75%	`opacity-75`	`op-75`	`.opacity(0.75)`	`alpha = 0.75f`	`opacity: 0.75`
subtle	90%	`opacity-90`	`op-90`	`.opacity(0.9)`	`alpha = 0.9f`	`opacity: 0.9`
nearly-opaque	95%	`opacity-95`	`op-95`	`.opacity(0.95)`	`alpha = 0.95f`	`opacity: 0.95`
opaque	100%	`opacity-100`	`op-100`	`.opacity(1)`	`alpha = 1f`	`opacity:  1`

7 Borders

7.1 Border Width

Name	Width	Tailwind	UnoCSS	SwiftUI	Compose	CSS
none	0px	`border-0`	`b-0`	no border	`border(0.dp)`	`border: none`
hairline	1px	`border`	`b-1`	`.border(width: 1)`	`border(1.dp)`	`border: 1px`
thin	2px	`border-2`	`b-2`	`.border(width: 2)`	`border(2.dp)`	`border: 2px`
medium	4px	`border-4`	`b-4`	`.border(width: 4)`	`border(4.dp)`	`border: 4px`
thick	8px	`border-8`	`b-8`	`.border(width: 8)`	`border(8.dp)`	`border: 8px`

7.2 Border Style

Style	Tailwind	UnoCSS	SwiftUI	Compose	CSS
solid	`border-solid`	`b-solid`	default	`SolidColor`	`solid`
dashed	`border-dashed`	`b-dashed`	`StrokeStyle(dash: [5, 3])`	`PathEffect.dashPathEf`	`dashed`
dotted	`border-dotted`	`b-dotted`	`StrokeStyle(dash: [2, 2])`	`PathEffect.dashPathEffect`	`dotted`
double	`border-double`	`b-double`	custom	custom	`double`
none	`border-none`	`b-none`	no stroke	no border	`none`

8 Layout

8.1 Display / Layout Mode

Mode	Tailwind	UnoCSS	SwiftUI	Compose	CSS
block	`block`	`block`	implicit	`Column`	`display: block`
inline	`inline`	`inline`	—	—	`display: inline`
inline-block	`inline-block`	`inline-block`	—	—	`display: inline-block`
flex	`flex`	`flex`	`HStack/VStack`	`Row/Column`	`display: flex`
inline-flex	`inline-flex`	`inline-flex`	—	—	`display: inline-flex`
grid	`grid`	`grid`	`LazyVGrid/LazyHGrid`	`LazyVerticalGrid`	`display: grid`
hidden	`hidden`	`hidden`	`.hidden()`	`Modifier.alpha(0f)`	`display: none`

8.2 Flex Direction

Direction	Tailwind	UnoCSS	SwiftUI	Compose	CSS
row	`flex-row`	`flex-row`	`HStack`	`Row`	`flex-direction: row`
row-reverse	`flex-row-rever`	`flex-row-rever`	`HStack` + flip	`Row` + rtl	`flex-direction: row-reverse`
column	`flex-col`	`flex-col`	`VStack`	`Column`	`flex-direction: column`
column-reverse	`flex-col-rever`	`flex-col-rever`	`VStack` + flip	`Column` reversed	`flex-direction: column-reverse`

8.3 Positioning

Position	Tailwind	UnoCSS	SwiftUI	Compose	CSS

static	`static`	`static`	default	default	`position: static`
relative	`relative`	`relative`	`.offset()`	`Modifier.offset()`	`position: relative`
absolute	`absolute`	`absolute`	`.position()`	Box with alignment	`position: absolute`
fixed	`fixed`	`fixed`	—	—	`position: fixed`
sticky	`sticky`	`sticky`	`.sticky()`	`stickyHeader`	`position: sticky`

9 Alignment & Distribution

9.1 Justify Content (Main Axis)

Value	Tailwind	UnoCSS	SwiftUI	Compose	CSS
start	`justify-start`	`justify-start`	implicit / leading	`Arrangement.Start`	`justify-content: flex-start`
center	`justify-center`	`justify-center`	Spacer() around	`Arrangement.Center`	`justify-content: center`
end	`justify-end`	`justify-end`	trailing	`Arrangement.End`	`justify-content: flex-end`
space-between	`justify-between`	`justify-between`	Spacer() between	`Arrangement.SpaceBetw`	`justify-content: space-between`
space-around	`justify-around`	`justify-around`	custom	`Arrangement.SpaceAround`	`justify-content: space-around`
space-evenly	`justify-evenly`	`justify-evenly`	custom	`Arrangement.SpaceEven`	`justify-content: space-evenly`

9.2 Align Items (Cross Axis)

Value	Tailwind	UnoCSS	SwiftUI	Compose	CSS
start	`items-start`	`items-start`	`alignment: .top`	`Alignment.Top`	`align-items: flex-start`
center	`items-center`	`items-center`	`alignment: .center`	`Alignment.CenterVerti`	`align-items: center`
end	`items-end`	`items-end`	`alignment: .bottom`	`Alignment.Bottom`	`align-items: flex-end`
stretch	`items-stretch`	`items-stretch`	`.frame(maxHeight: .infinity)`	`Modifier.fillMaxHeigh`	`align-items: stretch`
baseline	`items-baseline`	`items-baseline`	`alignment: .firstTextBaseline`	—	`align-items: baseline`

9.3 Gap / Spacing Between

Size	Tailwind	UnoCSS	SwiftUI	Compose	CSS

0	`gap-0`	`gap-0`	`spacing:  0`	`spacedBy(0.dp)`	`gap:  0`
4px	`gap-1`	`gap-1`	`spacing:  4`	`spacedBy(4.dp)`	`gap:  4px`
8px	`gap-2`	`gap-2`	`spacing:  8`	`spacedBy(8.dp)`	`gap:  8px`
16px	`gap-4`	`gap-4`	`spacing:  16`	`spacedBy(16.dp)`	`gap:  16px`
24px	`gap-6`	`gap-6`	`spacing:  24`	`spacedBy(24.dp)`	`gap:  24px`
32px	`gap-8`	`gap-8`	`spacing:  32`	`spacedBy(32.dp)`	`gap:  32px`

10   Animation & Motion

10.1   Duration

Name	ms	Tailwind	UnoCSS	SwiftUI	Compose	CSS
instant	0	`duration-0`	`duration-0`	—	`0`	`0ms`
fastest	75	`duration-75`	`duration-75`	`.animation(.linear(` `0.075))`	`75`	`75ms`
fast	150	`duration-150`	`duration-150`	`.animation(.linear(` `0.15))`	`duration:` `150`	`150ms`
normal	200	`duration-200`	`duration-200`	`.animation(.default`	`200`	`200ms`
moderate	300	`duration-300`	`duration-300`	`.animation(.easeInOut(` `0.3))`	`duration:` `300`	`300ms`
slow	500	`duration-500`	`duration-500`	`.animation(.easeIn(` `0.5))`	`500`	`500ms`
slower	700	`duration-700`	`duration-700`	`.animation(.easeInOut(` `0.7))`	`duration:` `700`	`700ms`
slowest	1000	`duration-1000`	`duration-1000`	`.animation(.easeIn(` `1))`	`1000`	`1000ms`

10.2   Easing / Timing Functions

Name	Tailwind	UnoCSS	SwiftUI	Compose	CSS
linear	`ease-linear`	`ease-linear`	`.linear`	`LinearEasing`	linear
ease	`ease`	`ease`	`.easeInOut`	`FastOutSlowInEasing`	ease
ease-in	`ease-in`	`ease-in`	`.easeIn`	`LinearOutSlowInEasing`	ease-in
ease-out	`ease-out`	`ease-out`	`.easeOut`	`FastOutLinearInEasi`	ease-out
ease-in-out	`ease-in-out`	`ease-in-out`	`.easeInOut`	`FastOutSlowInEasing`	ease-in-out
spring	—	—	`.spring()`	`Spring`	cubic-bezier custom
bounce	—	—	`.bouncy`	`BounceInterpolator`	cubic-bezier custom

11 Visual Effects

11.1 Blur

Name	Radius	Tailwind	UnoCSS	SwiftUI	Compose	CSS
none	0	`blur-none`	`blur-none`	`.blur(radius:  0)`	—	`blur(0)`
sm	4px	`blur-sm`	`blur-sm`	`.blur(radius:  4)`	`blur(4.dp)`	`blur(4px)`
default	8px	`blur`	`blur`	`.blur(radius:  8)`	`blur(8.dp)`	`blur(8px)`
md	12px	`blur-md`	`blur-md`	`.blur(radius: 12)`	`blur(12.dp)`	`blur(12px)`
lg	16px	`blur-lg`	`blur-lg`	`.blur(radius: 16)`	`blur(16.dp)`	`blur(16px)`
xl	24px	`blur-xl`	`blur-xl`	`.blur(radius: 24)`	`blur(24.dp)`	`blur(24px)`
2xl	40px	`blur-2xl`	`blur-2xl`	`.blur(radius: 40)`	`blur(40.dp)`	`blur(40px)`
3xl	64px	`blur-3xl`	`blur-3xl`	`.blur(radius: 64)`	`blur(64.dp)`	`blur(64px)`

11.2 Blend Modes

Mode	Tailwind	UnoCSS	SwiftUI	Compose	CSS
normal	`mix-blend-normal`	`blend-normal`	`.blendMode(.normal)`	`BlendMode.SrcOver`	`mix-blend-mode: normal`
multiply	`mix-blend-mult`	`blend-multiply`	`.blendMode(.multipl`	`BlendMode.Multiply`	`mix-blend-mode: multiply`
screen	`mix-blend-screen`	`blend-screen`	`.blendMode(.screen)`	`BlendMode.Screen`	`mix-blend-mode: screen`
overlay	`mix-blend-over`	`blend-overlay`	`.blendMode(.overlay`	`BlendMode.Overlay`	`mix-blend-mode: overlay`
darken	`mix-blend-darken`	`blend-darken`	`.blendMode(.darken)`	`BlendMode.Darken`	`mix-blend-mode: darken`
lighten	`mix-blend-ligh`	`blend-lighten`	`.blendMode(.lighter`	`BlendMode.Lighten`	`mix-blend-mode: lighten`
color-dodge	`mix-blend-color-dodge`	`blend-color-dodge`	`.blendMode(.colorDodge)`	`BlendMode.ColorDodge`	`mix-blend-mode: color-dodge`

color-burn	mix-blend-colo	blend-color-bu	.blendMode(.colorBu	BlendMode.ColorBurn	mix-blend-mode: color-burn
hard-light	mix-blend-hard-light	blend-hard-light	blendMode(.hardLight)	BlendMode.Hardlight	mix-blend-mode: hard-light
soft-light	mix-blend-soft	blend-soft-lig	.blendMode(.softLig	BlendMode.Softlight	mix-blend-mode: soft-light
difference	mix-blend-difference	blend-difference	blendMode(.differenc)	BlendMode.Difference	mix-blend-mode: difference
exclusion	mix-blend-excl	blend-exclusic	.blendMode(.exclusi	BlendMode.Exclusion	mix-blend-mode: exclusion

12 Responsive Breakpoints

Name	Width	Tailwind	UnoCSS	SwiftUI	CSS Media Query
xs	320px	—	`xs:`	—	`@media (min-width: 320px)`
sm	640px	`sm:`	`sm:`	`.compact`	`@media (min-width: 640px)`
md	768px	`md:`	`md:`	—	`@media (min-width: 768px)`
lg	1024px	`lg:`	`lg:`	`.regular`	`@media (min-width: 1024px)`
xl	1280px	`xl:`	`xl:`	—	`@media (min-width: 1280px)`
2xl	1536px	`2xl:`	`2xl:`	—	`@media (min-width: 1536px)`

12.1 Device Categories

Category	Width Range	Description	Examples
mobile-sm	320-374px	Small phones	iPhone SE, older Androids
mobile	375-424px	Standard phones	iPhone 12/13/14, Pixel
mobile-lg	425-639px	Large phones, small phablets	iPhone Plus/Max, Galaxy Note
tablet-sm	640-767px	Small tablets, portrait	iPad Mini portrait
tablet	768-1023px	Tablets	iPad portrait, Android tablets
laptop	1024-1279px	Small laptops	MacBook Air, 13" laptops
desktop	1280-1535px	Standard desktop	1080p monitors
desktop-lg	1536px+	Large screens	1440p, 4K monitors

13 Interaction States

State	Tailwind	UnoCSS	SwiftUI	Compose	CSS
hover	`hover:`	`hover:`	`.onHover {}`	`Modifier.hoverable()`	`:hover`
focus	`focus:`	`focus:`	`.focused()`	`Modifier.focusable()`	`:focus`
focus-visible	`focus-visible:`	`focus-visible:`	—	—	`:focus-visible`
focus-within	`focus-within:`	`focus-within:`	—	—	`:focus-within`
active / pressed	`active:`	`active:`	`.pressAction {}`	`Interaction.Pressed`	`:active`
disabled	`disabled:`	`disabled:`	`.disabled(true)`	`enabled = false`	`:disabled`
selected	`aria-selected:`	—	`.selected`	`selected = true`	`[aria-selected="true"]`
checked	`checked:`	`checked:`	`isOn`	`checked = true`	`:checked`
invalid	`invalid:`	`invalid:`	—	`isError = true`	`:invalid`
required	`required:`	`required:`	—	—	`:required`
placeholder	`placeholder:`	`placeholder:`	`.prompt {}`	`placeholder`	`::placeholder`
loading	custom	custom	`.redacted(reason: .placeholder)`	`CircularProgressIndic`	custom
dragging	custom	custom	`.onDrag {}`	`Modifier.draggable()`	custom

14 Semantic Size Names

Universal semantic names for component sizing across all frameworks.

Name	Use Case	Typical Dimensions
2xs	Micro elements	16-20px height, tiny icons, indicator dots
xs	Extra small	24-28px height, small badges, compact buttons
sm	Small	32-36px height, secondary buttons, small inputs
md	Medium (default)	40-44px height, standard buttons and inputs
lg	Large	48-52px height, primary CTAs, prominent inputs
xl	Extra large	56-64px height, hero buttons, large touch targets
2xl	Double extra large	72-80px height, feature cards, large avatars
3xl	Triple extra large	96px+ height, hero elements, full-width banners

15 Quick Reference Card

AI-Human Communication Guidelines

When describing design changes, use these conventions:

- **Spacing**: Use semantic names (`sm`, `md`, `lg`) or explicit values ("16px", "1rem")

- **Border radius**: Describe intent ("pill-shaped", "softened corners") or use scale (`rounded-lg`)

- **Colors**: Use semantic names (`primary`, `muted`) or specific shades (`blue-600`)

- **Typography**: Reference scale levels (`text-lg`, `font-semibold`) or descriptive terms ("headline", "body text")

- **Layout**: Use flexbox/grid terminology ("centered", "space-between", "2-column grid")

- **Effects**: Describe elevation ("subtle shadow", "elevated card") or blur level ("frosted glass")

Examples of clear communication:

- "Increase padding from `sm` (8px) to `md` (16px)"

- "Soften corners from `rounded-none` to `rounded-lg` (8px)"

- "Add `shadow-md` elevation for card depth"

- "Use `space-between` to push items to edges"

- "Apply `opacity-50` for disabled state"

This vocabulary enables precise, unambiguous design communication
between humans and AI across all major UI frameworks.