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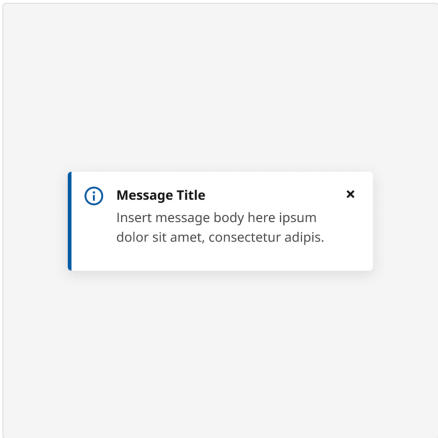
Last updated: 2025-05-13

Elevation

Elevation separates layers of our user interface. We generally only sparingly use elevation.

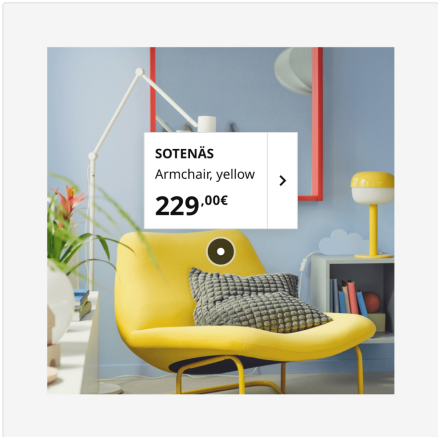
Usage

We use elevation to increase contrast and add a sense of depth. Items that are elevated above the rest of the UI feel (temporarily) more important, and can be used when overlapping other UI elements that are not the main focus at the moment. We also use elevation to provide contrast when surfaces overlap images.



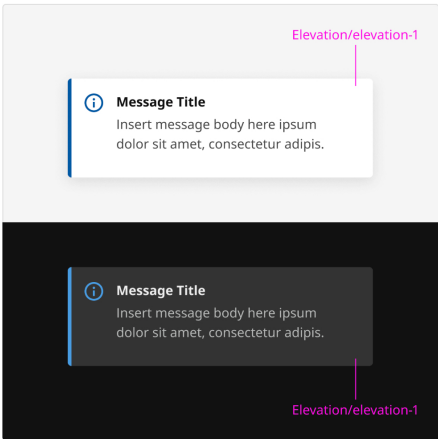
Elevate temporary additions

Surfaces that temporarily appear above the rest of the interface will be elevated to give them a sense of importance. The user would for example be required to continue that part of the task in a Sheet component, or an important question in a Modal has to be answered first.



Elevate surfaces that overlap images

When a surface containing interactive elements overlaps an image, we apply a shadow to elevate it from the background and make it stand out more. An example of this behaviour is the Shoppable Image component.



Elevation in dark mode

We do not use shadows in Dark Mode since they would either be invisible, or show up as a white glow. Instead, our colour system caters for these situations by providing Elevation tokens. By applying these to the background of elevated surfaces, we ensure that even in Dark mode we create the necessary contrast between background and foreground.

Shadow size token

We have 1 token defined for elevation.

Example	Token	Role	Value
	shadow-size-default	Shadow size for elevated UI	X: 0px Y: 4px Blur: 16px

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Spacing



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