1. **UL Branding Colors**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| UL Red (Light)  R192 G32 B50  HEX C02032 | UL Orange (Light)  R241 G138 B33  HEX F18A21 | UL Yellow (Light)  R255 G198 B47  HEX FFC62F | UL Green (Light)  R146 G200 B62  HEX 92C83E | UL Teal (Light)  R89 G183 B179  HEX 59B7B3 | UL Blue (Light)  R103 G177 B226  HEX 67B1E2 | UL Brown (Light)  R196 G184 B170  HEX C4B8AA | UL White  R255 G255 B255  HEX FFFFFF |
| UL Red (Medium)  R137 G36 B51  HEX 892433 | UL Orange (Medium)  R207 G95 B40  HEX CF5F28 | UL Yellow (Medium)  R208 G146 B42  HEX D0922A | UL Green (Medium)  R76 G158 B69  HEX 4C9E45 | UL Teal (Medium)  R0 G117 B132  HEX 007584 | UL Blue (Medium)  R0 G81 B138  HEX 00518A | UL Brown (Medium)  R163 G147 B130  HEX A39382 | UL Gray  R147 G149 B152  HEX 939598 |
| UL Red (Dark)  R102 G26 B41  HEX 661A29 | UL Orange (Dark)  R141 G73 B33  HEX 8D4921 | UL Yellow (Dark)  R169 G109 B41  HEX A96D29 | UL Green (Dark)  R30 G86 B50  HEX 1E5632 | UL Teal (Dark)  R32 G75 B90  HEX 204B5A | UL Blue (Dark)  R11 G60 B97  HEX 0B3C61 | UL Brown (Dark)  R101 G80 B62  HEX 65503E | UL Black  R0 G0 B0  HEX 000000 |

1. **GUI** size 1280\*720 modern player black color.
2. **Layout:** Use UL layouts according to departments (Use from old sample course)

|  |  |  |  |
| --- | --- | --- | --- |
| **HBSE (GUI\_1)** | **Wireless (GUI\_2)** | **Code authorities and codes (GUI\_3)** | **UL Programs (GUI\_4)** |
| Font – Arial **(Bold)** Color-Black (00/00/00) Font size - 18 Position - H-32,V-87  **Onscreen text:** Font - Arial  Color - Black (00/00/00) Font size – 14 or 16 based on screen content. Position - H-32,V-133  **Instruction text:** Font - Arial *(Italic)* Color - White (00/00/00) Font size – 14  **Click Next continue text:** Font - Arial *(Italic)*  Color - Black (00/00/00) Font size - 12 | Font – Arial **(Bold)** Color-Black (00/00/00) Font size - 16 Position - H-45,V-111  **Onscreen text:** Font - Arial  Color - Black (00/00/00) Font size – 14 Position - H-45,V-156  **Instruction text:** Font - Arial *(Italic)* Color - White (00/00/00) Font size – 12  **Click Next continue text:** Font - Arial *(Italic)*  Color - Black (00/00/00) Font size - 12 | Font – Arial **(Bold)** Color-Black (00/00/00) Font size - 16 Position - H-45,V-111  **Onscreen text:** Font - Arial  Color - Black (00/00/00) Font size – 14 Position - H-45,V-156  **Instruction text:** Font - Arial *(Italic)* Color - White (00/00/00) Font size – 12  **Click Next continue text:** Font - Arial *(Italic)*  Color - black (00/00/00) Font size - 12 | Font – Arial **(Bold)** Color-Black (00/00/00) Font size - 18 Position - H-32,V-87  **Onscreen text:** Font - Arial  Color - Black (00/00/00) Font size – 14 or 16 based on screen content. Position - H-32,V-133  **Instruction text:** Font - Arial *(Italic)* Color - White (00/00/00) Font size – 14  **Click Next continue text:** Font - Arial *(Italic)*  Color - Black (00/00/00) Font size - 12 |

**Note**: Instruction should be changed to “*Click Next to continue.*” after visiting all the tabs in interactive and assessments slides. When revisit the slide click next to continue(instruction) should be there from start.

1. Page number font 12
2. **Disable Next**One time disable for interactive/questions slides until slides completed. Using variables.
3. **Slide functionality**:

**Next**: Mention the slide number

**Previous**: Mention the slide number

1. **Zoom:** Use default zoom for image zooming**.**
2. **Bullets:** Blue(#01528A) Square box   
   Indentation: before:0.20 hanging:0.20  
   Spacing: After: 5
3. **Sub Bullets:** Blue Triangle

Symbol: Wingdings 3 Triangle (F07D)

Indentation: before:0.4 hanging:0.2  
Spacing: after: 5

1. **Shadow:**

* **Effect:** Offset effect
* **Size:** 100%
* **Blur:** 5px

1. **Player:**

* **Modern player (black)**
* **Player text size:** 100%
* **Player font:** Arial
* **Caption font:** Arial
* **Navigation:** Icon and text

1. **Publish settings**

* SCORM 1.2
* If Final quiz: Passed / Failed (mention result slide)

1. No special characters in course title
2. Script - Add CC with sync
3. Audio: Record audio in storyline 360 narrator, will integrate original voice in gold version.