



Perseids Guidelines

FONTS

Roboto

Roboto Thin

Roboto Light

Roboto Regular

Roboto Medium

Roboto Bold

Roboto Black

Roboto Thin Italic

Roboto Light Italic

Roboto Italic

Roboto Medium Italic

Roboto Bold Italic

Roboto Black Italic

Titles

Roboto Light, 45 sp

BUTTON (all caps)

Roboto Medium, 20 sp

SubHeading

Roboto Medium, 15 sp

Body Copy

Roboto Regular, 15 sp

Links

Roboto Regular, 15 sp

COLOR

Two main colors

Those color have been chosen to be easy to watch. The color saturation is low and it can be very useful since the website is full of information. This way users eyes are less tired.



The blue is easy to watch. It represents security and confidence, it's peaceful and responsible. We will use it for bringing more colors to the website without being aggressive.



Complementary color of the blue. Orange gives punch where we need users to have some interest.

COLOR

LAYOUT

More for identification

Perseids have a lot of informations to deal with. Colors can helps us creating an identity for them, to be seen more easily.



Passage Text



Text Alignment



Commentary



Annotations



Transcription



Translation



Treebank



Text Annotations

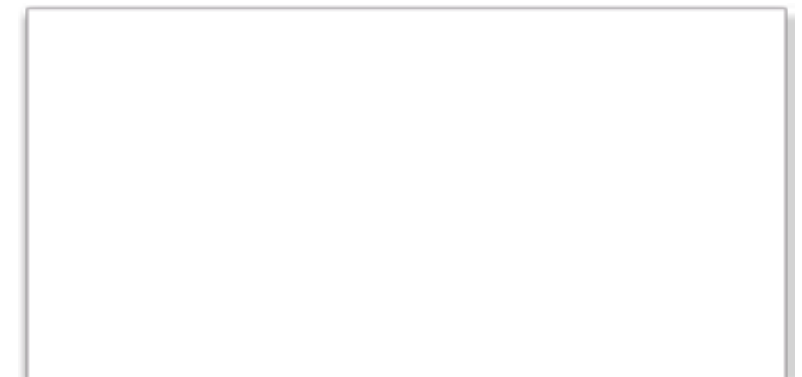


SHADOWS

Shadow helps us understand what's on what and things with interactions. Don't use a shadow if the not meant to be on the top of another object.

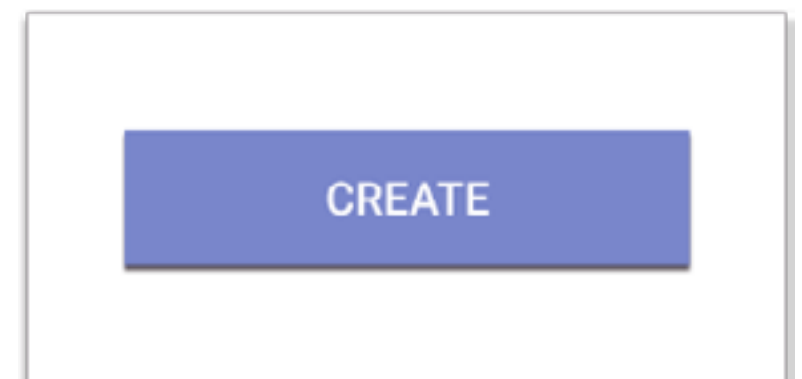
When an object is on top of the background :

- Opacity: 75%
- Angle: 90°
- Distance: 2
- Spread: 0
- Size: 5



When an object is on top of another object with shadow :

- Opacity: 75%
- Angle: 90°
- Distance: 2
- Spread: 0
- Size: 2



LAYOUT

BUTTONS

We have three types of buttons on Perseids.

Without shadows or outline, when it's a simple button.

EMEND

With an outline when there is other buttons on every sides. They come with a color notification to know wich one is active. Outline is 1 px thick

HOME

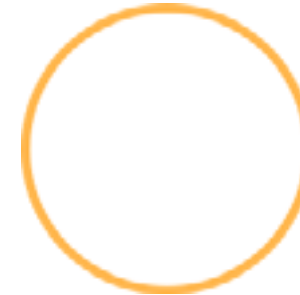
With shadows when they do more than simply being pressed. Like a drop down or a pushbutton.

FINISHED

CREATE

LAYOUT

Outline



Outline is always at 5 px thick

Margin

Perseids Logo is always one P (from the logo) away from the edges



Margins between two objects : 5 px



Margins between and object (other than the logo) and the edges : 20 px

