



- All about PIE
- Designers
- Engineers
- Foundations
 - Design Tokens
 - Colour
 - Elevation
 - Iconography
 - Radius
 - Spacing
 - Typography
- Support









Elevation

Shadows are used to give the impression of distance or elevation between surfaces, which adds depth to our designs.

- Overview
- Global tokens
- Alias tokens
- Android specific

Global elevation tokens

Our global elevation tokens are created using multiple shadows to give elevated elements a more natural appearance.

Example	Description	Token name
	Box shadow 00 0,0,0,0 rgba(0,0,0,0) 0,0,0,0 rgba(0,0,0,0) 0,0,0,0 rgba(0,0,0,0)	Selevation-box-shadow-00
	Box shadow 01 0,2,2,0 rgba(0,0,0,.03) 0,3,1,-2 rgba(0,0,0,.07) 0,1,5,0 rgba(0,0,0,.06)	Selevation-box-shadow-01
	Box shadow 02 0,4,6,0 rgba(0,0,0,.02) 0,2,12,-2 rgba(0,0,0,.08) 0,3,6,0 rgba(0,0,0,.06)	Selevation-box-shadow-02
	Box shadow 03 0,2,6,0 rgba(0,0,0,.04) 0,8,12,-2 rgba(0,0,0,.06) 0,4,6,0 rgba(0,0,0,.04)	Selevation-box-shadow-03
	Box shadow 04 0,8,8,0 rgba(0,0,0,.04) 0,8,20,-3 rgba(0,0,0,.10) 0,4,8,-2 rgba(0,0,0,.06)	Selevation-box-shadow-04
	Box shadow 05 0,-4,6,0 rgba(0,0,0,.02) 0,-2,12,-2 rgba(0,0,0,.08) 0,-3,6,0 rgba(0,0,0,.06)	Selevation-box-shadow-05
	Box shadow 06 0,2,2,0 rgba(0,0,0,.12) 0,3,1,-2 rgba(0,0,0,.28) 0,1,5,0 rgba(0,0,0,.24)	Selevation-box-shadow-06
	Box shadow 07 0,4,6,0 rgba(0,0,0,.08) 0,2,12,-2 rgba(0,0,0,.32) 0,3,6,0 rgba(0,0,0,.24)	Selevation-box-shadow-07



Box shadow 08

0,2,6,0 rgba(0,0,0,.12)
0,8,12,-2 rgba(0,0,0,.24)
0,4,6,0 rgba(0,0,0,.16)

Selevation-box-shadow-08



Box shadow 09

0,8,8,0 rgba(0,0,0,.16)
0,3,20,-3 rgba(0,0,0,.40)
0,4,8,-2 rgba(0,0,0,.24)

Selevation-box-shadow-09



Box shadow 10

0,-4,6,0 rgba(0,0,0,.08)
0,-2,12,-2 rgba(0,0,0,.32)
0,-3,6,0 rgba(0,0,0,.24)

Selevation-box-shadow-10



All About PIE

What is PIE?
Our vision
Roadmap

Designers

Getting started
Contributing
How we support you

Engineers

Getting started
Guidelines
Contributing

Support

FAQ
Contact us