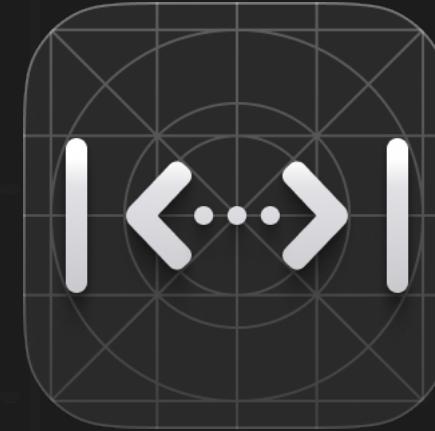




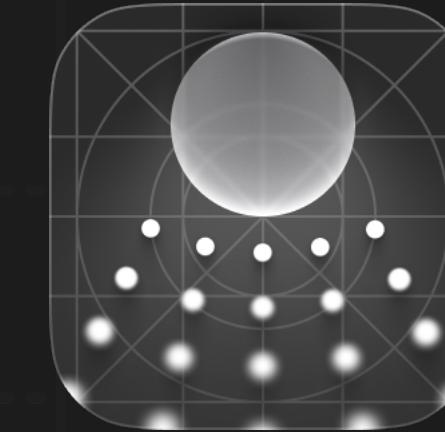
# Roundings



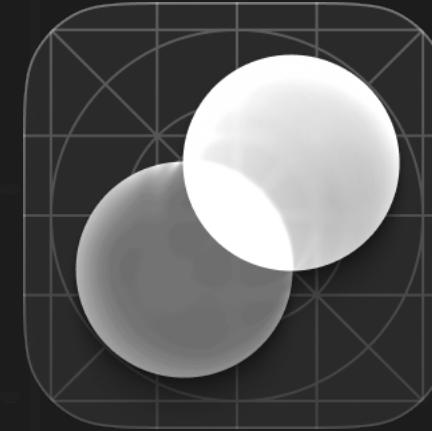
# Spacings



# Element size



# Effect dimensions



# Opacity

# Roundings /Radius

Roundings are corner-radius tokens used to establish visual hierarchy and simplify interface perception.

- Small (XXS–L) are for small elements like buttons, inputs, and badges.
- Medium (XL–3XL) work well for cards and modal dialogs.
- Large (3XL–5XL) are applied to containers and large blocks.
- Full is reserved for avatars, icons, or circular elements.

Roundings are calculated as:

$$\# \text{ XL Radius} = 16 - \# \text{ M Padding} = 8 = \# \text{ M Radius} = 8$$

# None

# XXS

# XS

# S

# M

# L

# XL

# 2XL

# 3XL

# 4XL

# 5XL

# Full

# Spacings /Spacing

Spacings are tokens for managing element gaps through Padding (inner space) and Margin (outer space).

- Padding is applied only inside a container to define internal spacing.
- Margin is used only for external spacing between elements.

Do not use padding instead of margin (and vice versa) —  
this breaks semantics and leads to unpredictable responsive behavior.

## Paddings /Padding

# None   # XXS   # XS   # S   # M   # L   # XL   # 2XL   # 3XL   # 4XL   # 5XL   # 6XL   # 7XL

## Margins /Margin

# None   # XXS   # XS   # S   # M   # L   # XL   # 2XL   # 3XL   # 4XL   # 5XL   # 6XL   # 7XL

# negXXS   # negXS   # negS   # negM   # negL

# Element size /Size

Element size defines tokens for icons, controls, and fixed containers.

- They act as constraints for components, ensuring visual hierarchy and consistent rhythm.
- Sizes range from XXS to 6XL, making it easy to adapt the interface for different contexts — from compact forms to large interactive elements.
- Use tokens instead of custom values to keep layouts consistent and predictable.

---

# XXS

# XS

# S

# M

# L

# XL

# 2XL

# 3XL

# 4XL

# 5XL

# 6XL

# Effects /FX

Effect tokens define the parameters of visual effects: blur, shift, and spread.

- Blur controls the degree of blur (from XS to 7XL), applied to shadows, backgrounds, and overlays.
- Shift sets the offset of the effect (positive or negative), used for shadows and highlights.
- Spread defines the radius of expansion, impacting the shadow's intensity.

These tokens bring consistency to visual effects, allowing designers and developers to work with a unified scale and avoid arbitrary values.

---

## Effect blur /Blur

# None   # XXS   # XS   # S   # M   # L   # XL   # 2XL   # 3XL   # 4XL   # 5XL   # 6XL   # 7XL

## Effect shift /Shift

# None   # XXS   # XS   # S   # M   # L   # XL   # 2XL   # 3XL   # 4XL  
# negXXS   # negXS   # negS   # negM   # negL

## Effect spread /Spread

# None   # XXS   # XS   # S   # M

# Opacity tokens /Opacity

Opacity tokens are used to control transparency in the interface.

They should be applied to colors and layers where opacity may vary depending on theme, state, or context — such as backgrounds, overlays, or shadows. This ensures flexibility and consistency in the visual system.

It's not required to use opacity tokens when transparency is fixed and will never change (e.g., an icon that is always solid).

---

# @0	# @1	# @2	# @4	# @8	# @12	# @16	# @20	# @24	# @28	# @32	# @36
# @40	# @44	# @48	# @52	# @56	# @60	# @64	# @68	# @68	# @72	# @76	
# @80	# @84	# @88	# @92	# @96	# @98	# @99					