

Launcher icons guidelines 1.1

This document is a gathering of thoughts and suggestions for the creation of consistent and balanced Toolbar MeeGo icons. The key objective of this document is to guide and assist, not to tell and demand.

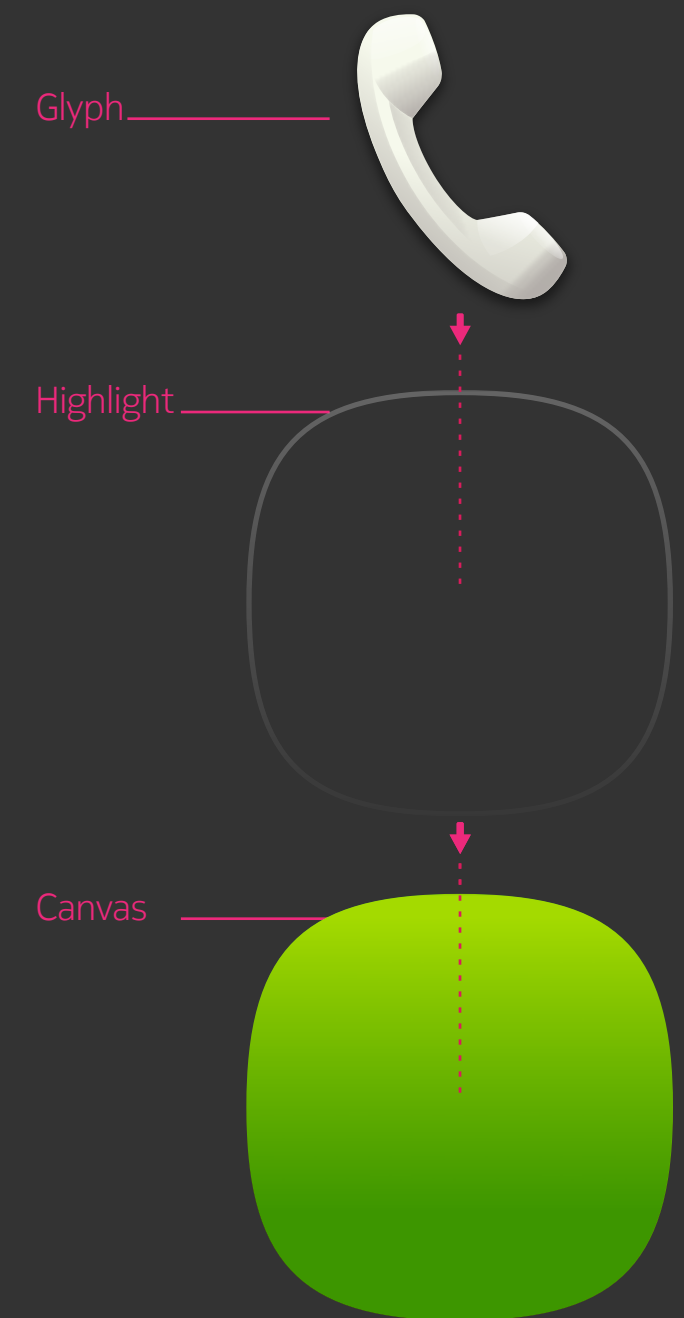
Please use this guide as a starting point, but feel free to try something different to get the right results.

June 2011

Launcher icons

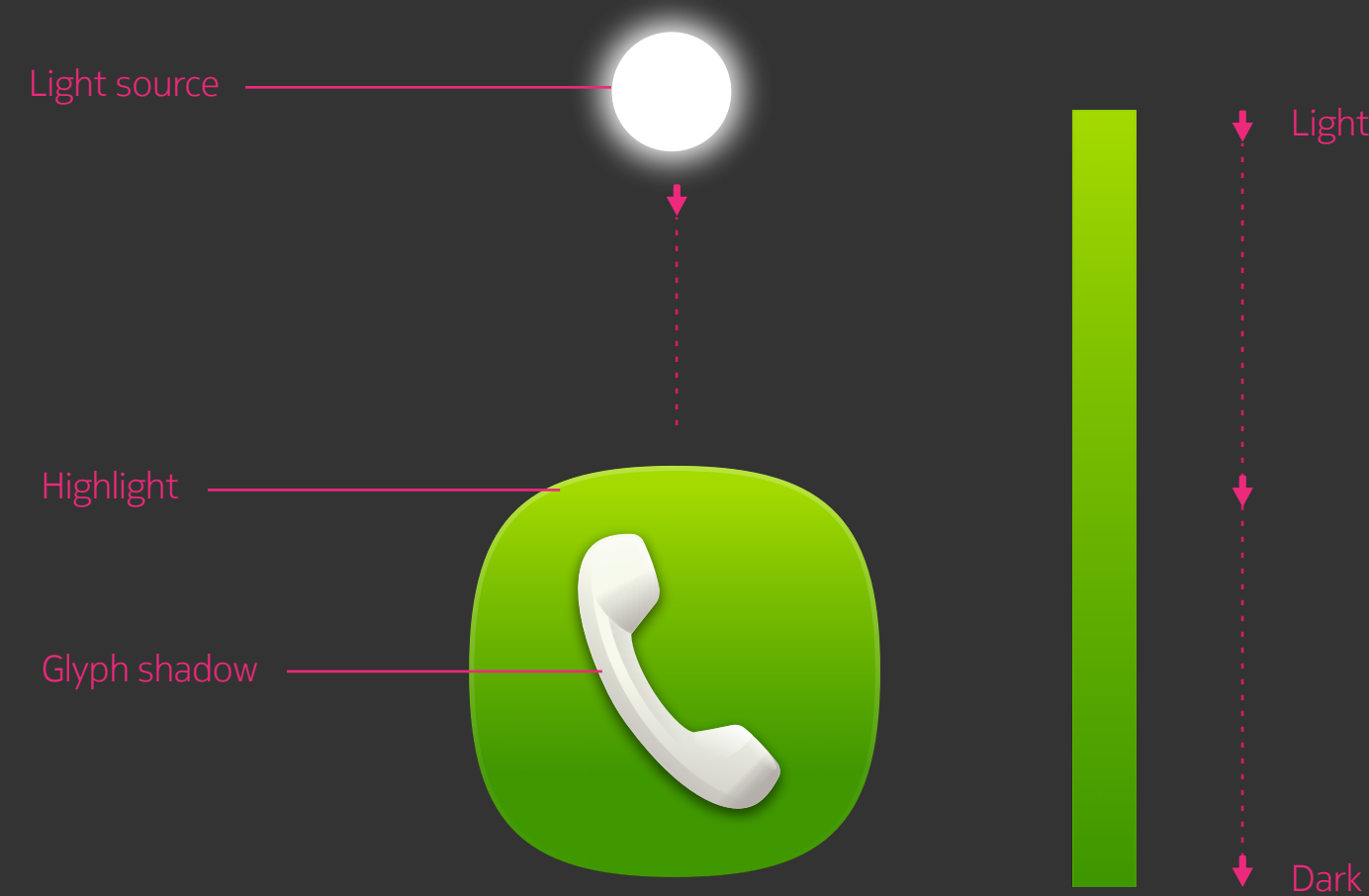
Quick overview

Icon shape = 78x78px
Bounding box = 80x80px



Launcher icons

One light source, One focal zone



Icon size = 78x78px
Bounding box = 80x80px



Focal zone 54x54px

Icon size = 78x78px
Bounding box = 80x80px



Focal zone 54x54px

Launcher icons

Example sheet



In-App Icons

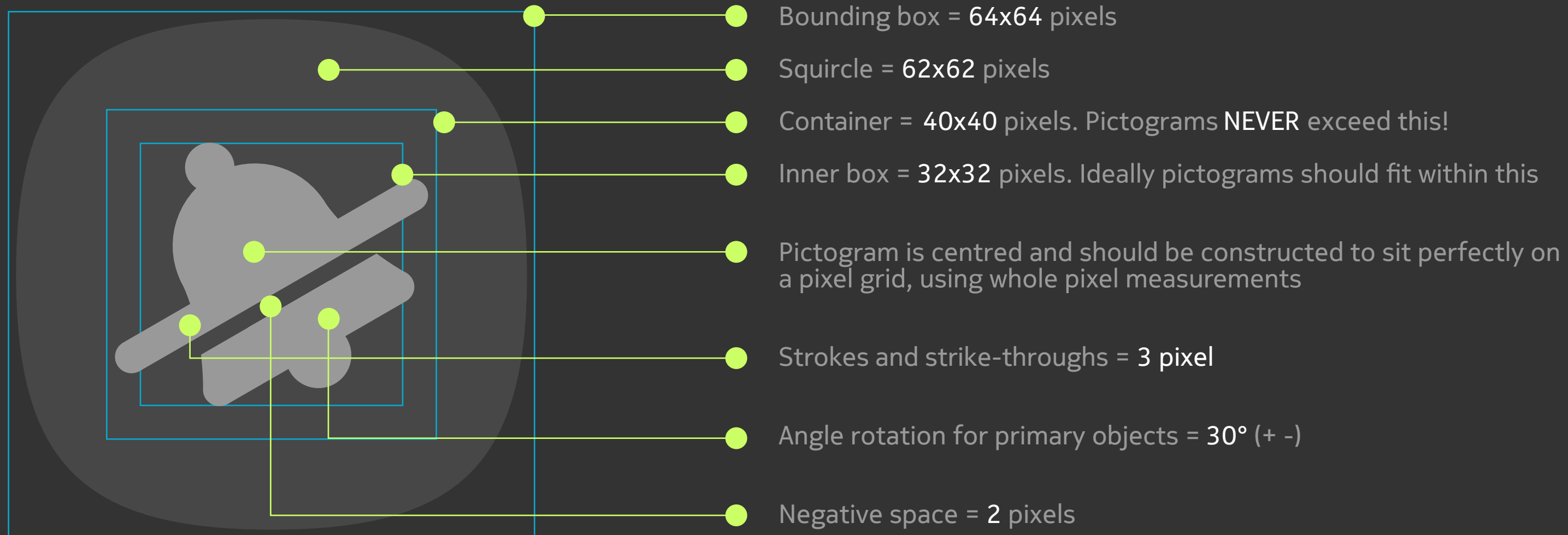
This document is a gathering of thoughts and suggestions for the creation of consistent and balanced In-App MeeGo icons. The key objective of this document is to guide and assist, not to tell and demand.

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June 2011

In-app icons

List icons: overview



In-app icons

List icons: suggestions



Object rotation and angles

Primary object rotated 30° (+ -)



Secondary, angled objects should be aligned with a whole number angle if 30° does not work.



Negative space

2 pixels



Rounded corners

2 pixels for regular outer shapes



1 pixel for smaller object

4 pixels for irregular shapes



Stroke width

Pictograms made from strokes or containing strokes should follow the 3 pixel rule (sometimes 4 pixels)



Stroke ends are fully circular



Strike-throughs

3 pixels thick

Rotated 30° from top-right to bottom-left

Shadow is 2 pixels and appears below



Arrows

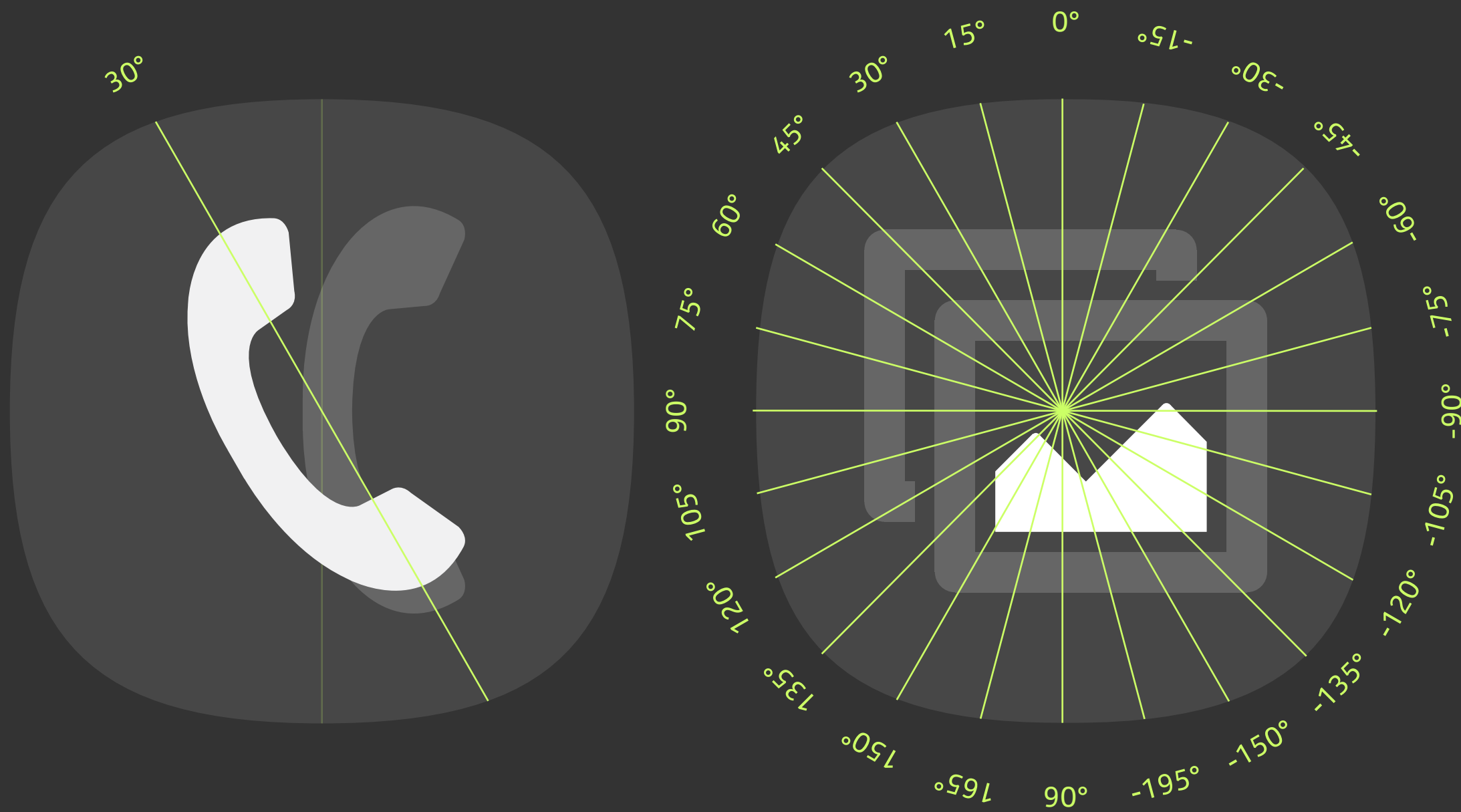
All arrows are formed from 4 pixel thick strokes

Arrow ends are fully circular.

The outer shape of the arrow should be snapped-to' grid, not the points it has been constructed with

In-app icons

List icons: angles and rotation



For pictograms that are to be rotated, we recommend using an angle of 30°.

Although we would encourage this to be followed strictly with strike-throughs, we appreciate that some pictograms simply look better rotated at another value. The magnifying glass for Search is a good example of this.

For extra precision, we could also consider aligning all “secondary” angled objects to a pre-defined angle outwith our 30° standard angle. The angle of the mountain tops (left) work better at 45°.



30°



45°

In-app icons

List icons: pixel perfection



The pictogram is centred and should be constructed to sit perfectly on a pixel grid, using **whole pixel measurements**. This also includes negative spaces.

In some cases, pixel perfection is simply not possible. This is especially true of pictograms that are rotated. Please follow the guidelines as much as possible and at least use whole pixel measurements with the components used to build the pictogram, like circles and strokes.



Toolbar guidelines 1.1

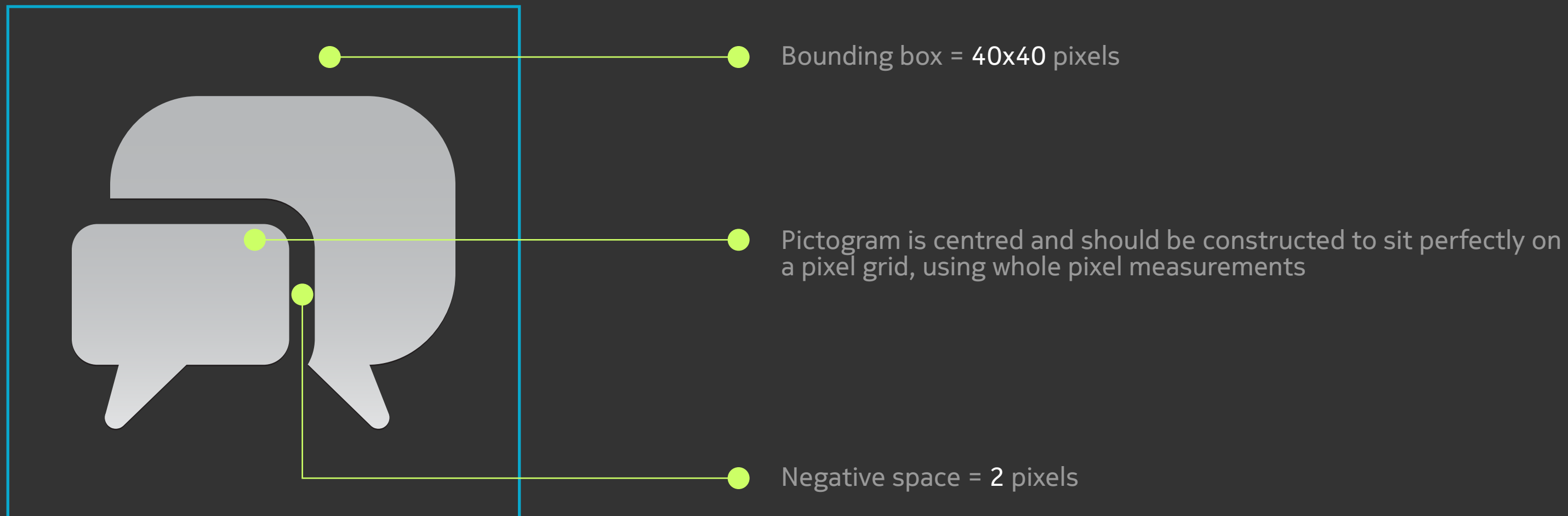
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June 2011

Toolbar icons

Quick overview



Toolbar icons

The basics



Object rotation and angles

Primary objects rotated 30° (+ -)

Secondary, angled objects should be aligned with a whole number angle if 30° does not work.



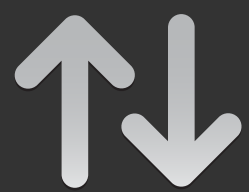
Negative space

2 pixels



Rounded corners

3 pixels for regular shapes



Arrows

All arrows are made from strokes with fully rounded corners

We recommend strokes to be 4 pixels thick



Most Toolbar icons are needed for both light and dark backgrounds and have different states for Normal, Selected and Dimmed.

Styles for these states can be found in the file:
meego-icons-master-doc.ai



Drop your icons into a layout similar to the one above, allowing you to see if your icons look visually balanced.

Toolbar

Example Sheet

  	  	  	  	  	  
  	  	  	  	  	  
  	  	  	  	  	  
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