i.aligned

UI STYLE GUIDE

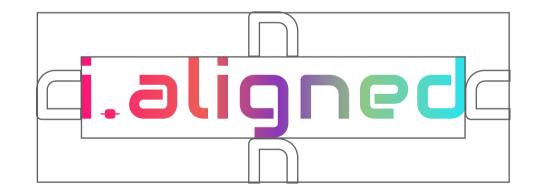
Overview

- O1. Logo
- 02. Colors
- 03. Typography
- 04. Icons
- 05. Buttons
- 06. Cards
- 07. Imagery
- **08.** Grid
- 09. Elements



Minimus size

The digital smallest version of the logo for web



i.aligned

i.aligned

O1.1 Logo versions



Full version

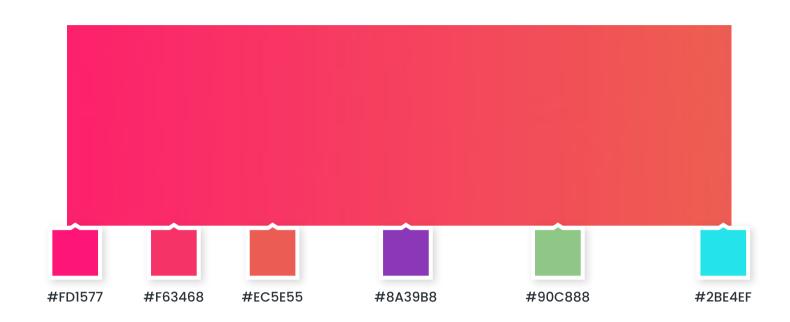
Isotype



App icon

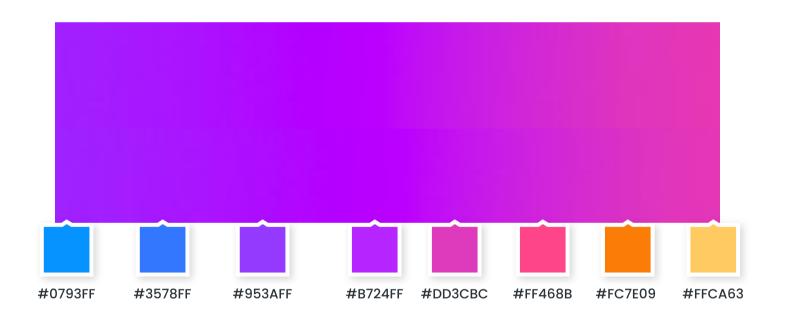
o2.1 Gradients

Gradient "Full Rainbow"



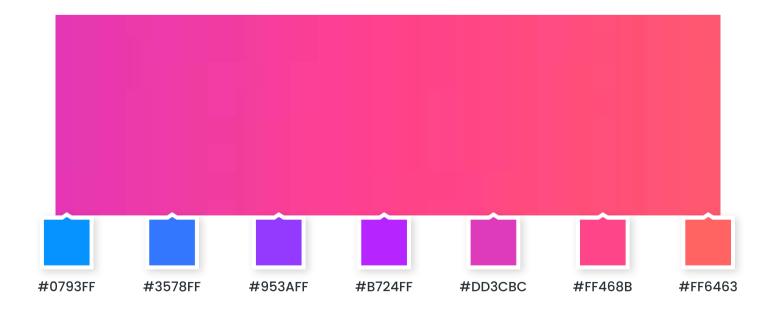
Logo • Isotype • Low lines

Gradient "Rainbow in four"



Stand out all kind of workouts

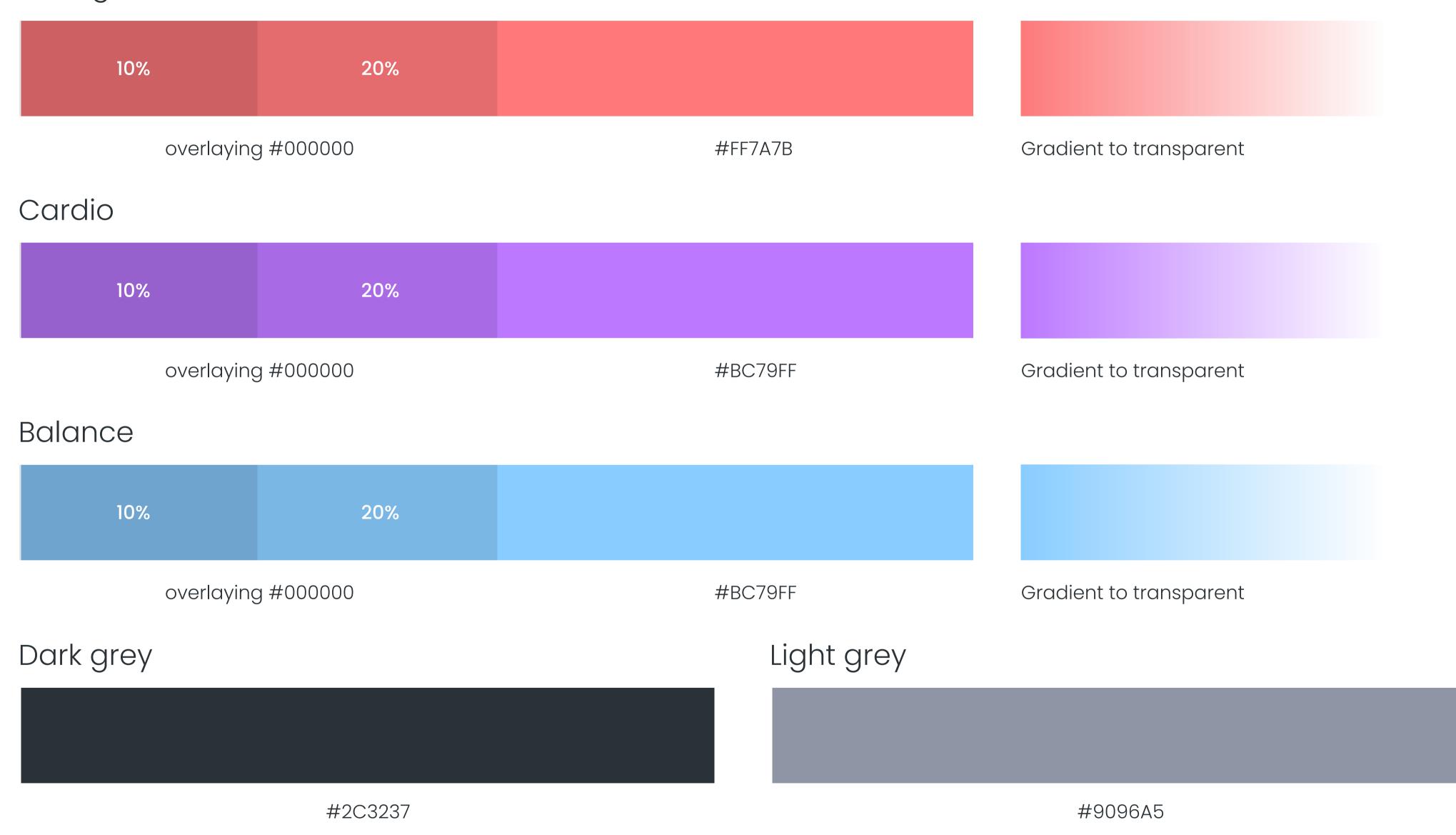
Gradient "Rainbow in three"



Bg Buttons • Text buttons • Icons

02.2 Colors

Strength



Typography



Titles & Headings

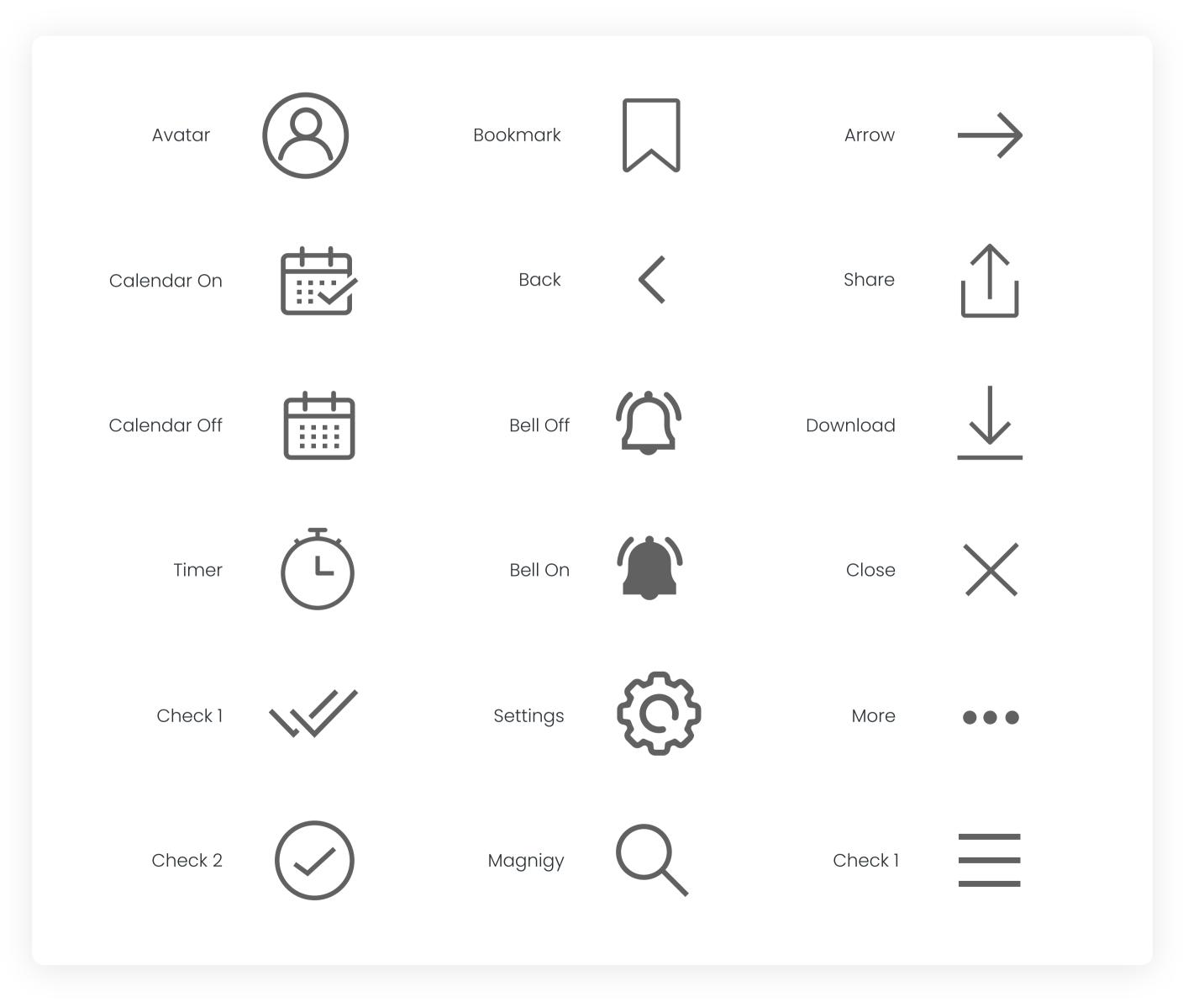
Name	Font-Family	Font-Weight	Font-Size	€	Kearnir	ng	High-Line
Heading 1	Saira	Bold	40		0%		46 px
Heading 2	Saira	Medium	35		0%		43 px
Heading 3	Saira	Medium	22		0%		33 px
Heading 4	Raleway	Medium	14		3%		26 px

Paragraphs

Name	Font-Family	Font-Weight	Font-Size	Kearning	High-Line
Paragraph 1	Raleway	Medium	16	0%	26 px
Paragraph 2	Raleway	Medium	12	0%	22 px

04. | CONS

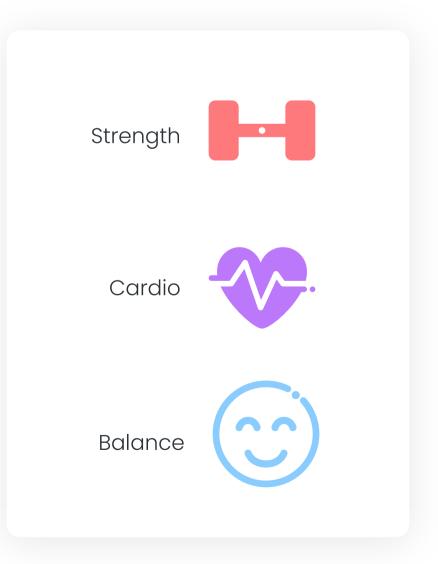
General



Level



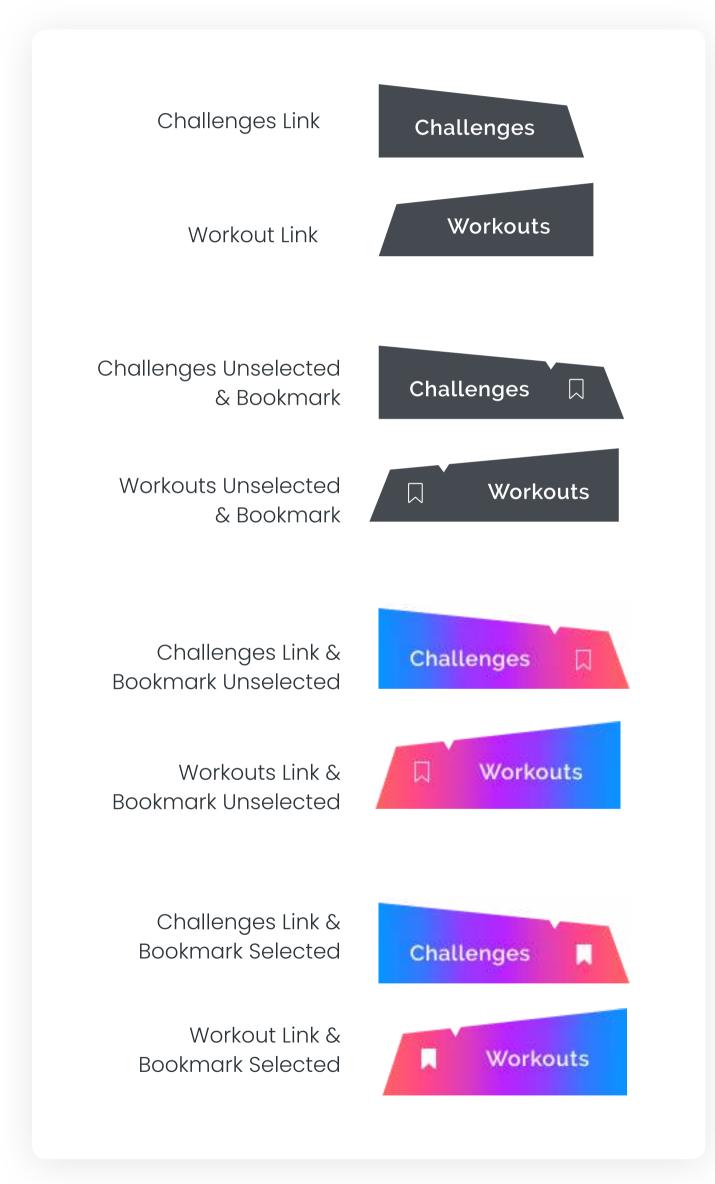
Workouts &
Challenges
Categories



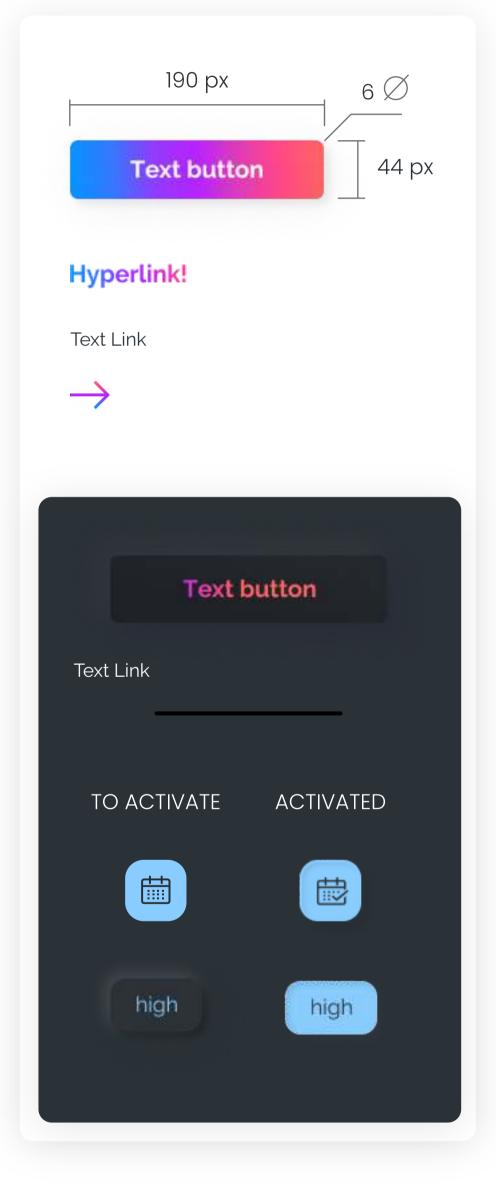
.

os. Buttons

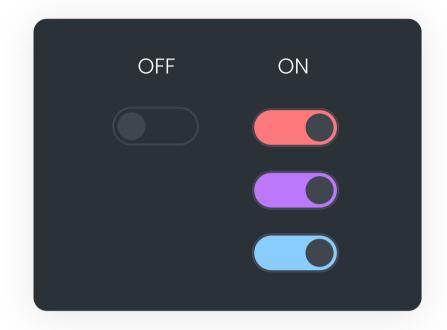
Dashboard



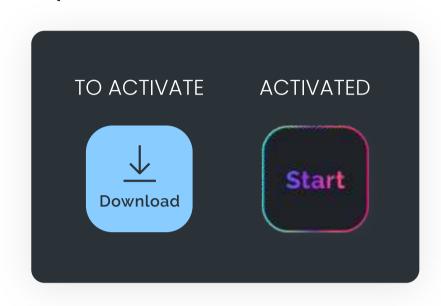
Buttons



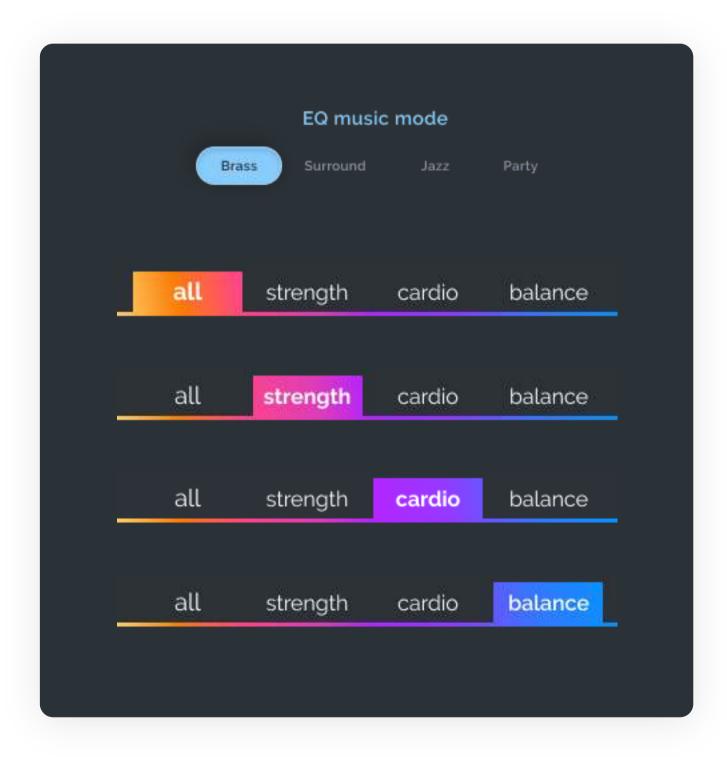
Toogle Buttons



Special Buttons



Tabs



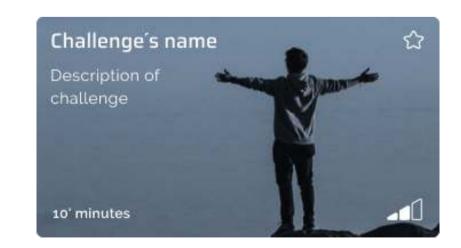
.

of Cards Challenges

LAYER 2 Colored Multiply Blend Mode IMAGE Background

Appropriate Imagery Treated

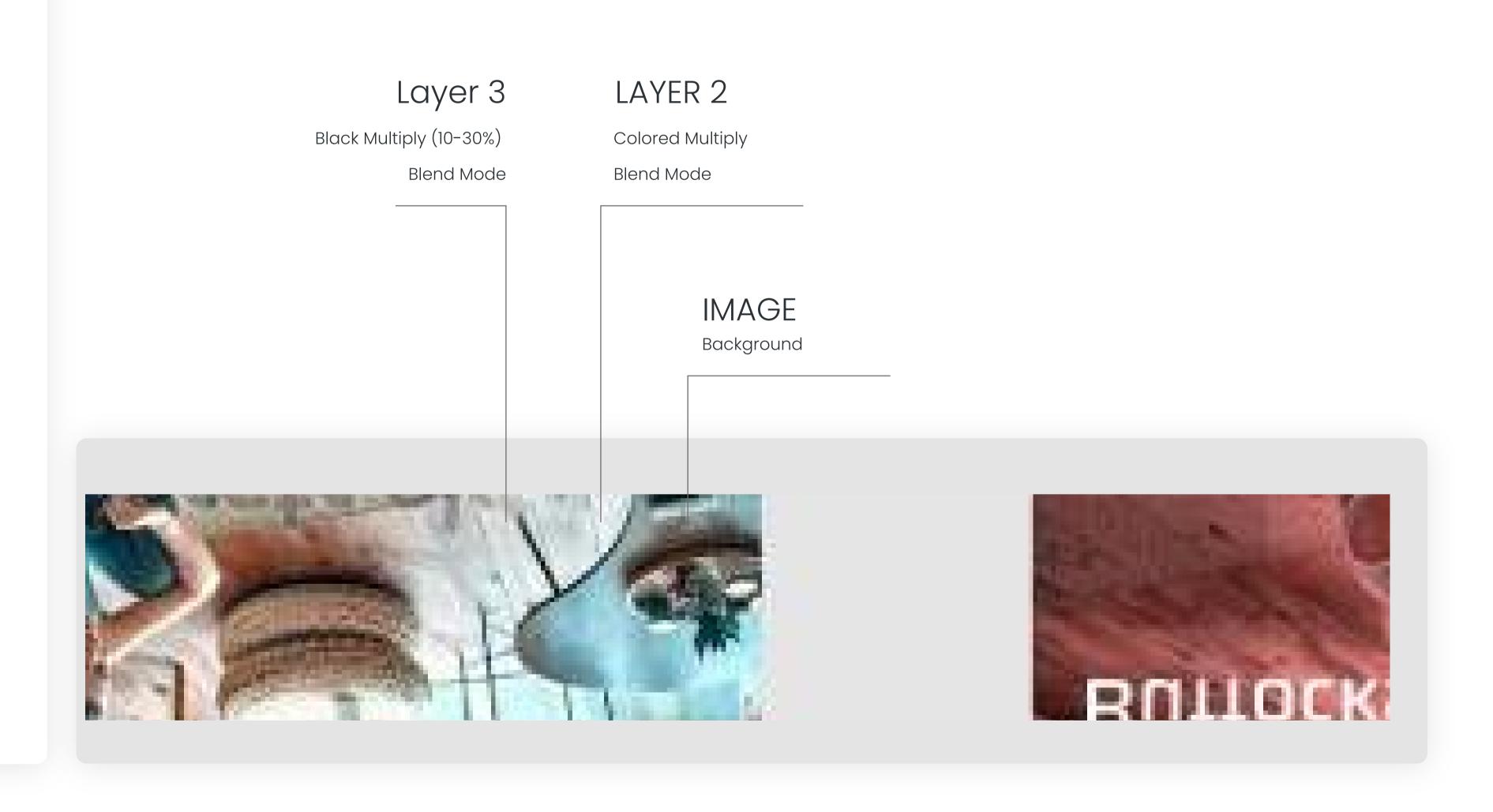
- Challenges imagery objective, relevant| that user could follow their inner aim "looking for emotions" because emotions is the only truly thing and unique the user could experiment.
- Image as background with low saturation (10-30%). image supporting what we want to convey to the user and adding visual interest. i will test the text to make sure it is readable.
- There is a colored layer according to ui palette to ensure consistency
- Images that the focal point would be on the emotion
- According to the quantity theory, the image will not cover more that 33% of the layout as it is supporting but it is not the main content we want the user to consume
- Subject | we want to engage the user to reflect their emotions so for the case of challenges, we look for pictures that could make your think of that feeling such a freedom, resistance, adrenaline and so on



oe. Cards Workouts

Appropriate Imagery Treated

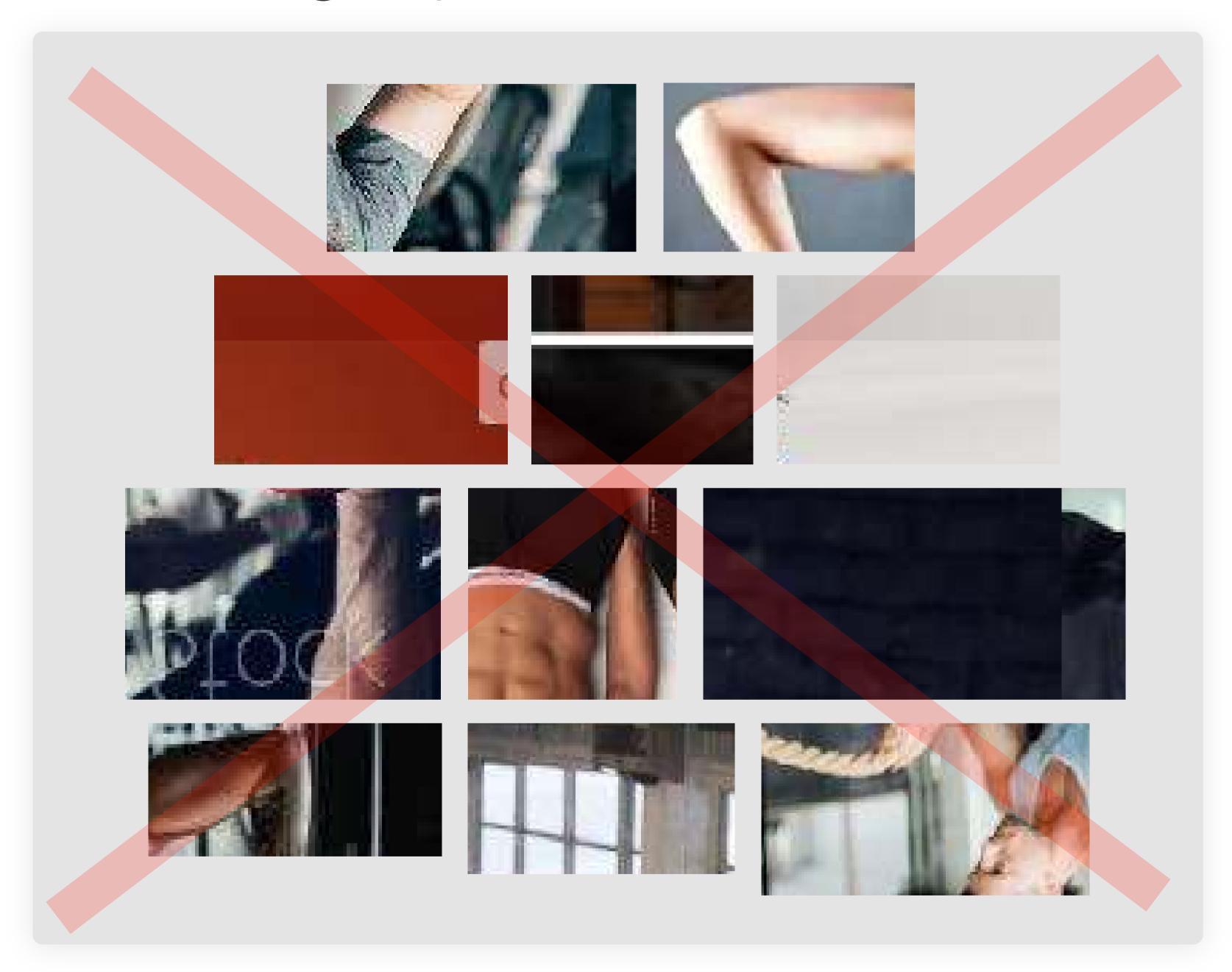
- Challenges Imagery Objective, Relevant | That User Imaging Themselves In The Situation Of Working Out. Never To Idealize A Situation But To Inspire Them.
- -Image As Background With Low Saturation (10-30%). Image Supporting What We Want To Convey To The User And Adding Visual Interest. I Will Test The Text To Make Sure It Is Readable.
- -There Is A Colored Layer According
 To Ui Palette To Ensure Consistency
- Images That The Focal Point Would Be On The Action
- According To The Quantity Theory,
 The Image Will Not Cover More That
 33% Of The Layout As It Is Supporting
 But It Is Not The Main Content We
 Want The User To Consume
- Subject | A Regular Person Will Be Doing The Workouts Either In Action Or Preparing The Environment.



or. Inappropriate Imagery

Guiding Text

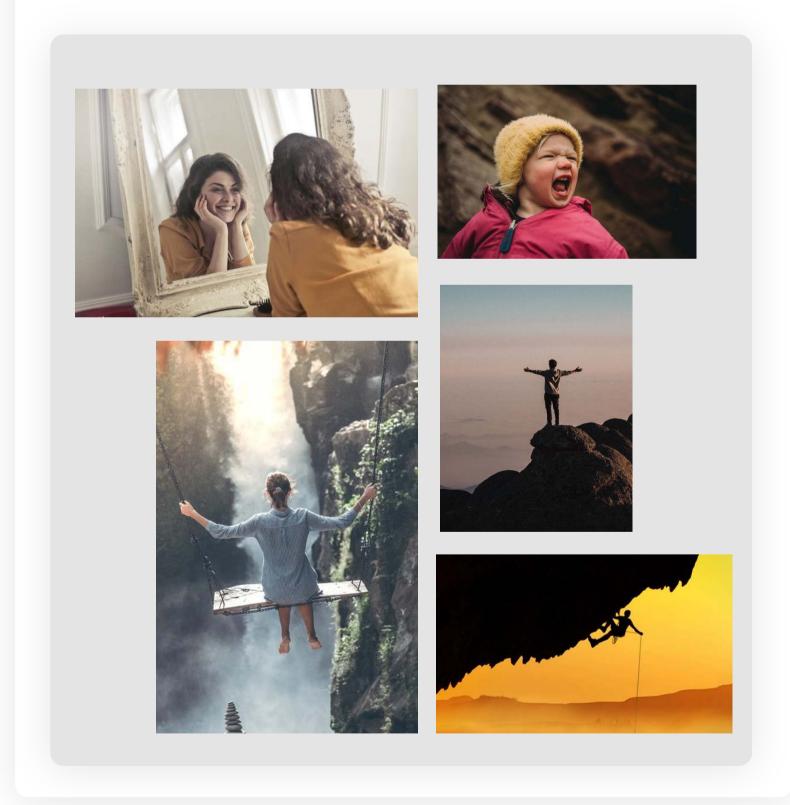
- No with material that people can not use at their installations
- No people boasting of their muscles
- No sad/tired people or sad/tired moments
- No images without the specific treatment.
- No focus on the body but on the achievement
- No body cult images
- No images from gyms
- No unrealistic images



<u>Appropiate Imagery</u>

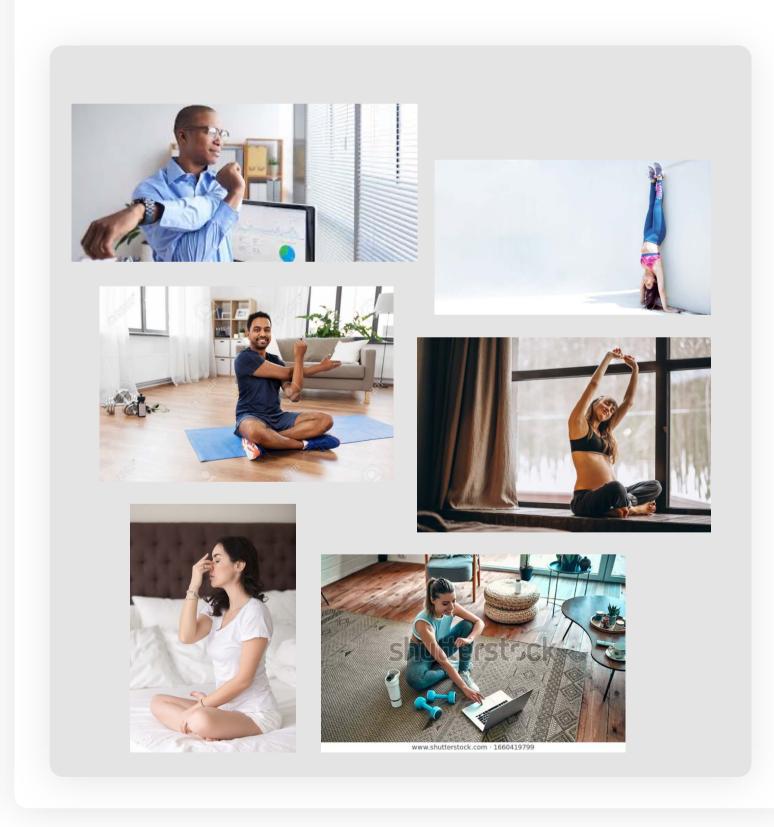
Challenges | Guiding Text

- **What** | Pictures based on feelings that the user will achieved going through the challenge.
- **Treatment** | Low saturation of color with a colored layer on top.



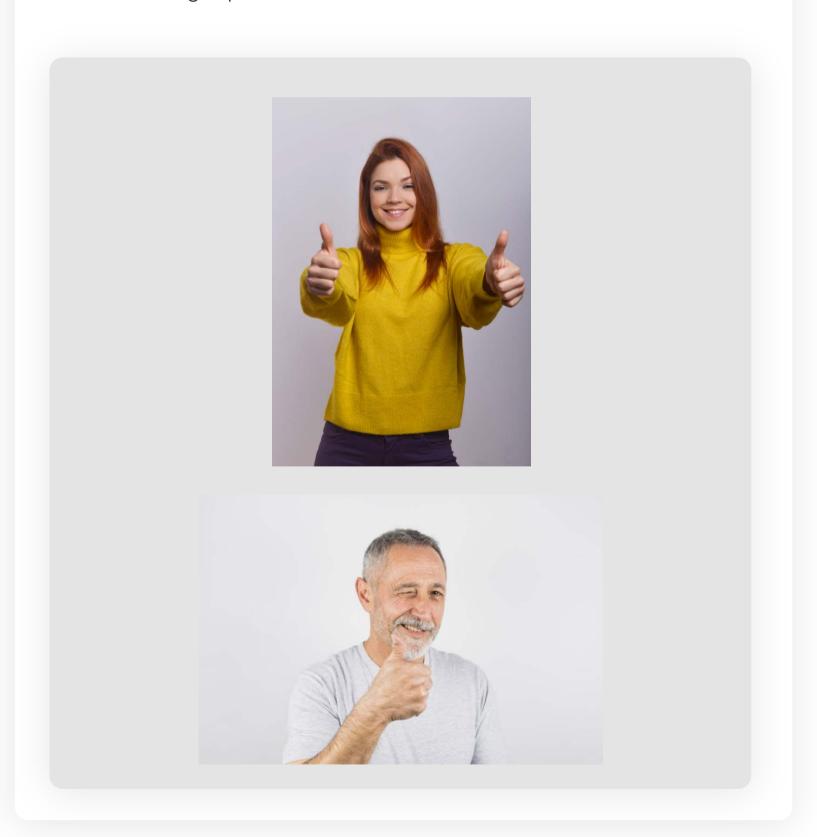
Workouts | Guiding Text

- **What** | Pictures based on people doing a similar workout on their space of doing like home or work.
- **Treatment** | Low saturation of color with a colored layer on top.

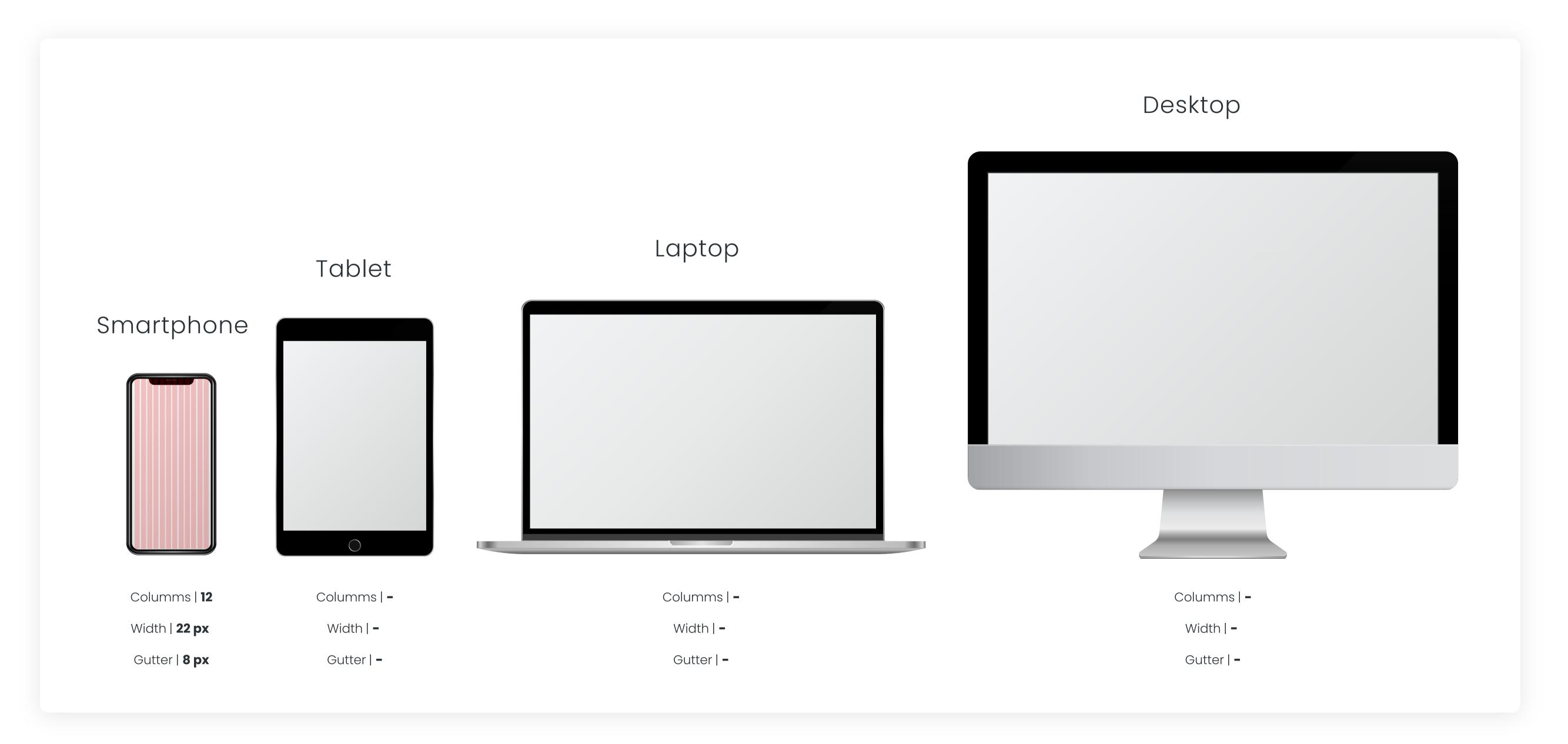


Testimonials | Guiding Text

- **What** | Picture of real people smiling, looking at the camera with thumb up.
- **Treatment** | Natural picture based on the personality of the user. light picture.



08. Grid



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