



# System Icons Guidelines

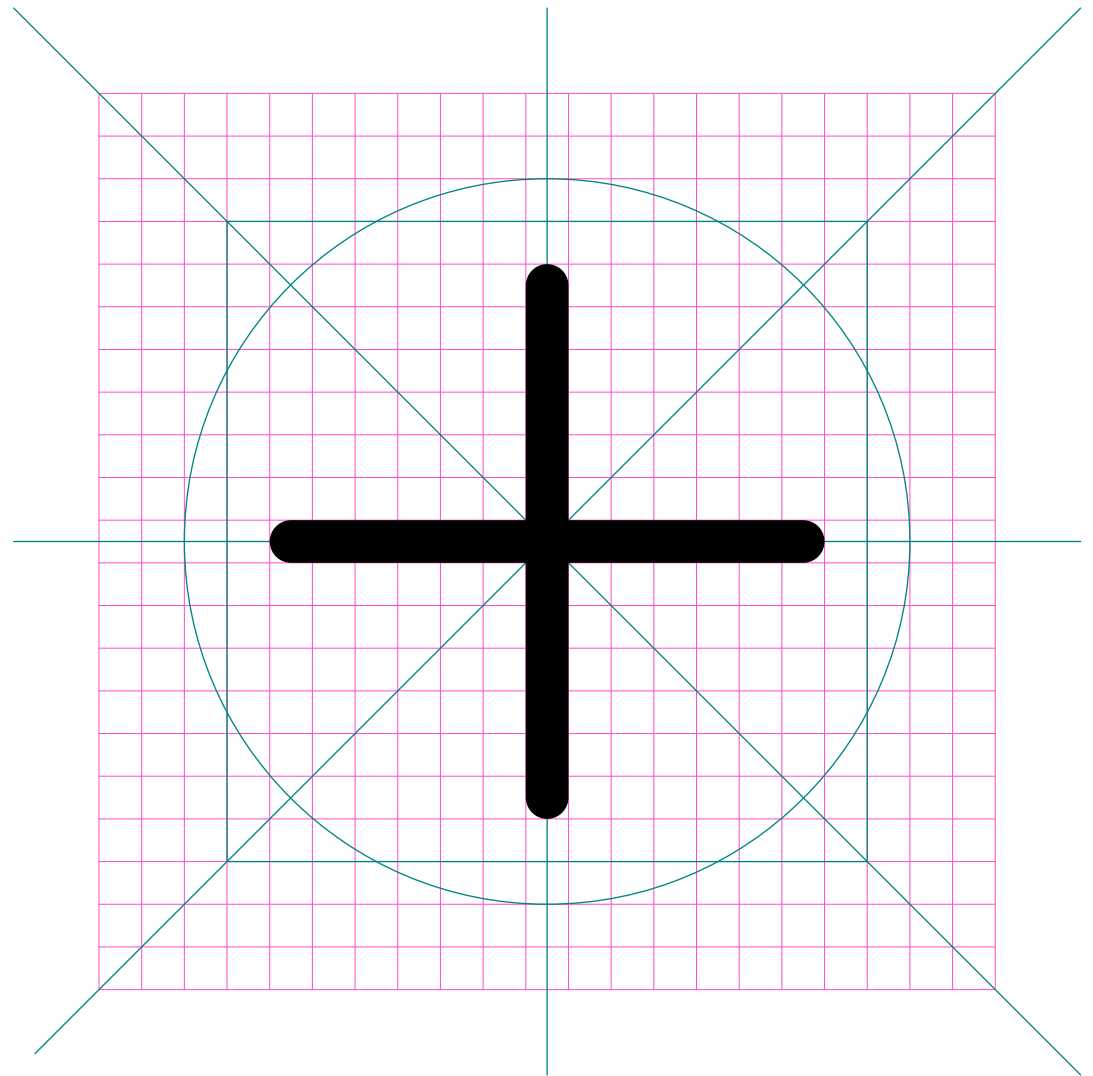


Version 1 — October 2019

# Mind the pixel grid

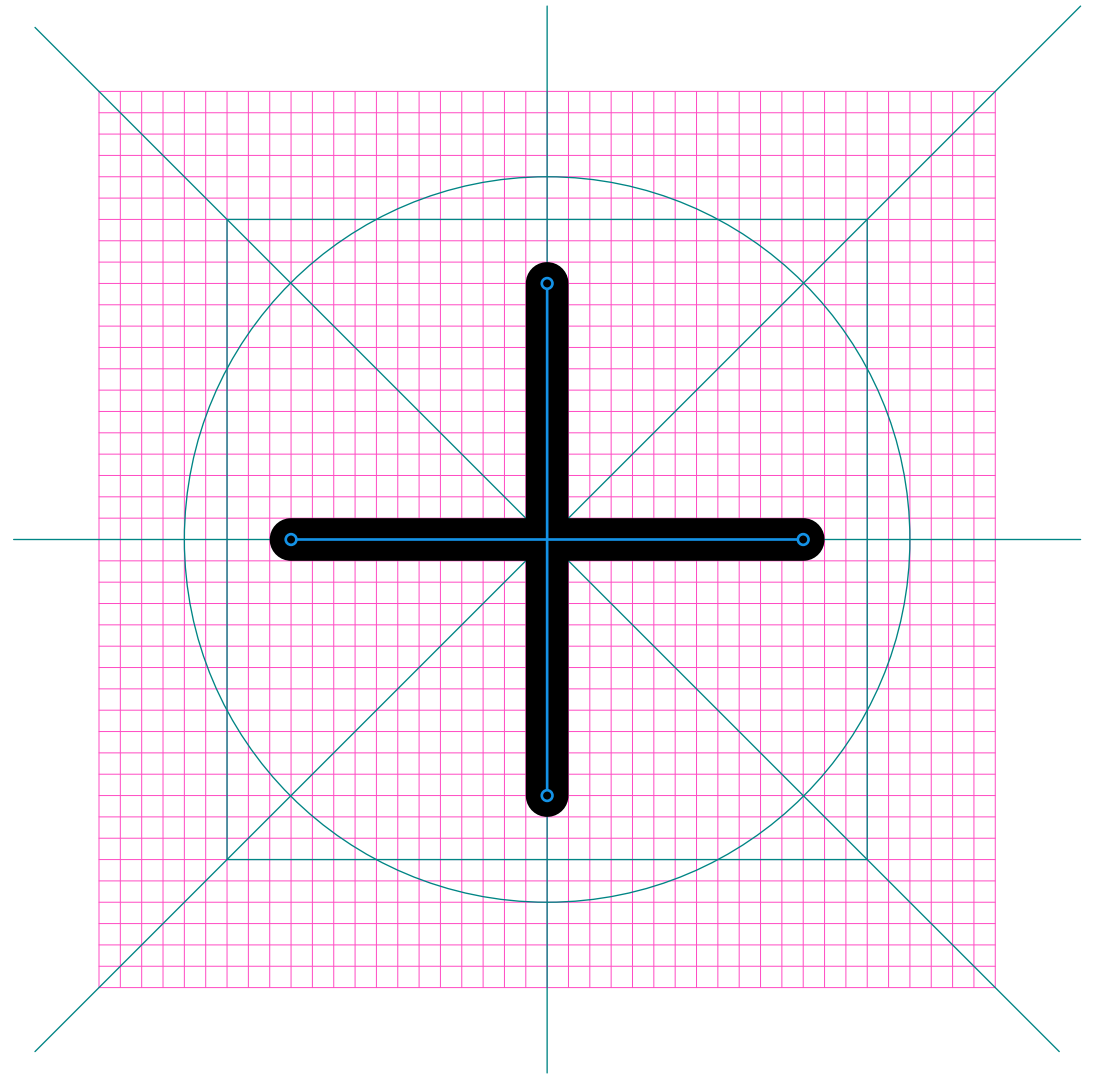
An H4 system icon is based on a 21×21px bounding box, is line-based and uses a 1px line weight.

The uneven grid allows the lines in the middle to fall exactly in the centre of the canvas, both vertically and horizontally.



# Design at double the original size

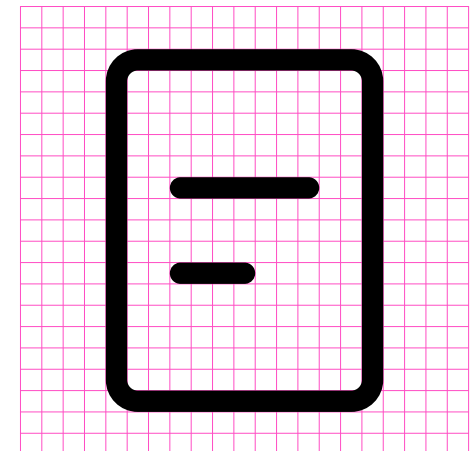
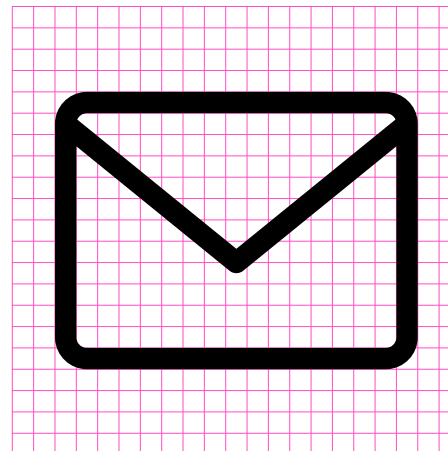
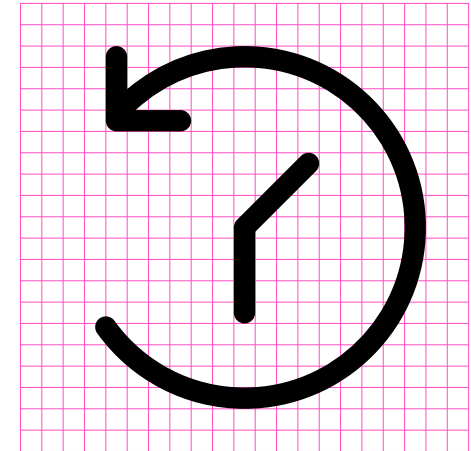
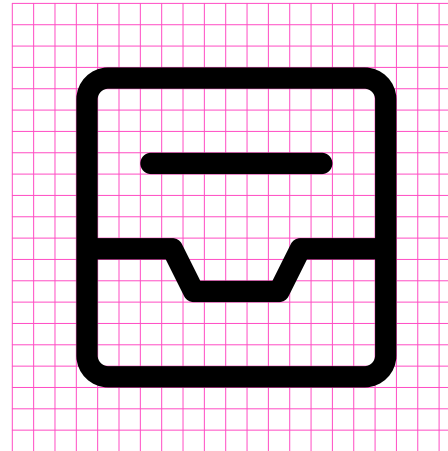
For better control over the design, craft additional icons at double the size, so 42×42px. This is highly advisable due to the unique canvas based on an uneven number of pixels.



# Use basic shapes

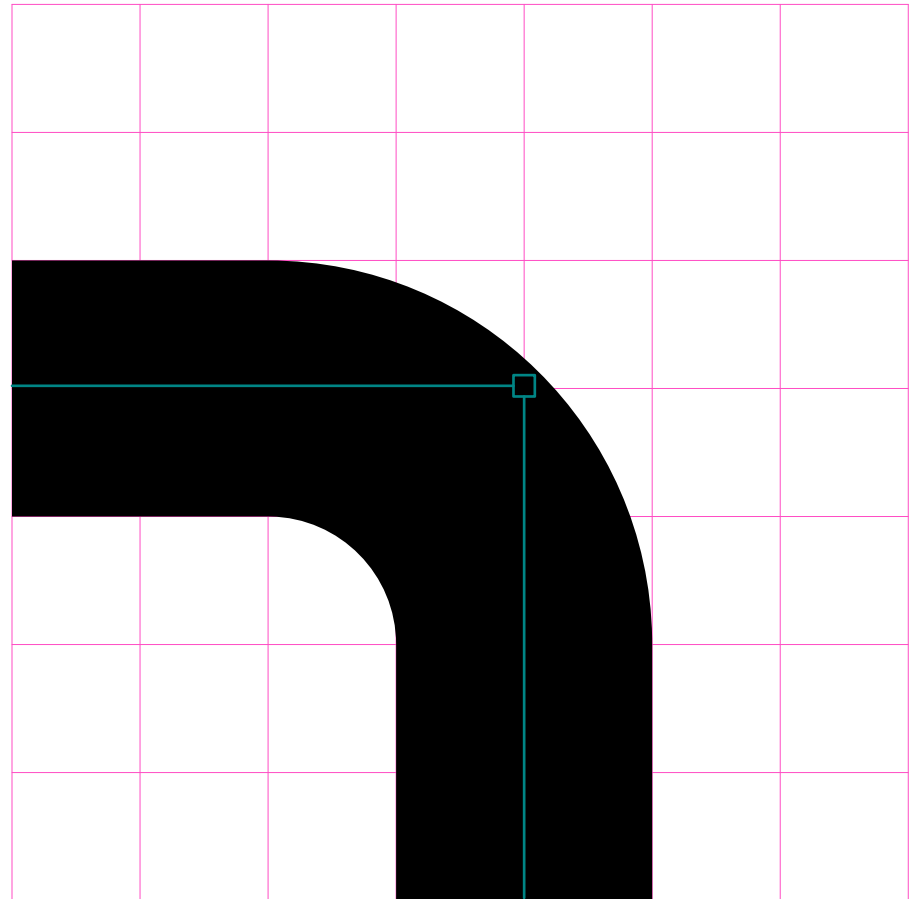
Whenever possible, as a starting point, use basic geometrical shapes such as square, circle or rectangle.

Break this principle when the icon shape needs to be an elongated shape, such as a pencil or other tools.



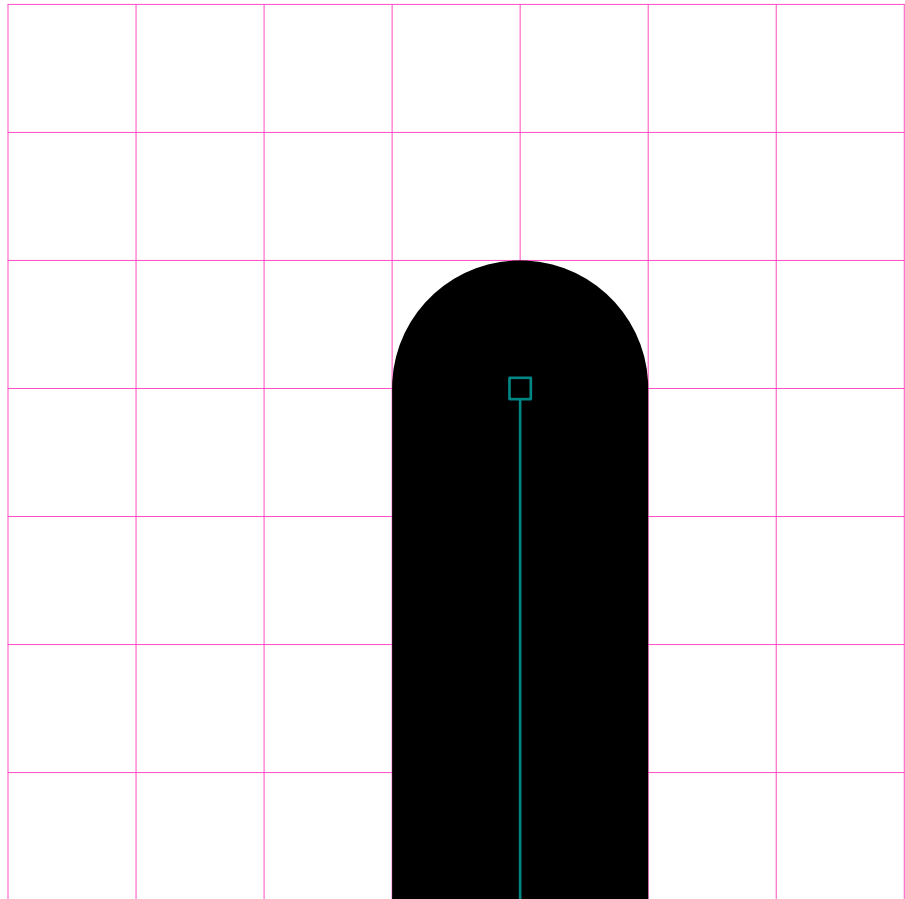
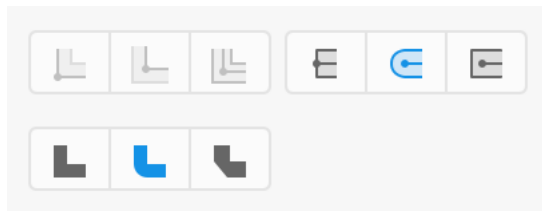
# Round corners

For angles at 90 degrees, use a rounded corner of 2px (assuming you design at 2X the original size.) Break this principle whenever the visual metaphor asks for it.



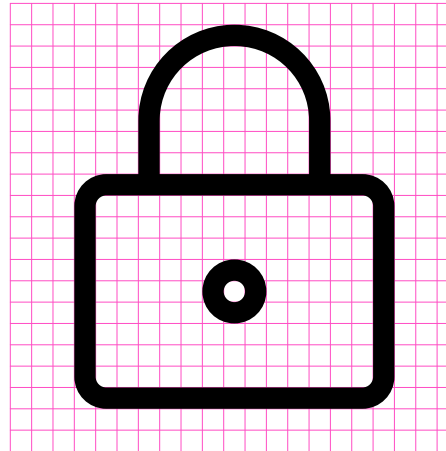
# Stroke style

The stroke border of an icon is set to middle and the end type of a point is always rounded.

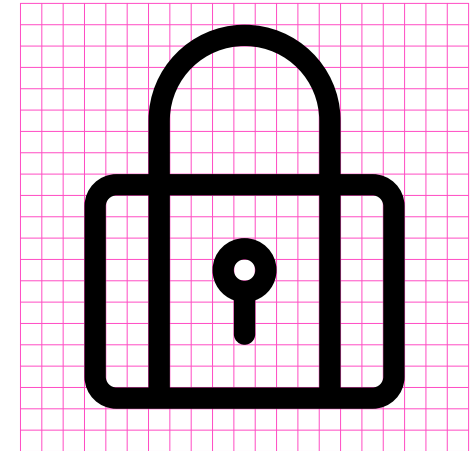


# Keep it simple

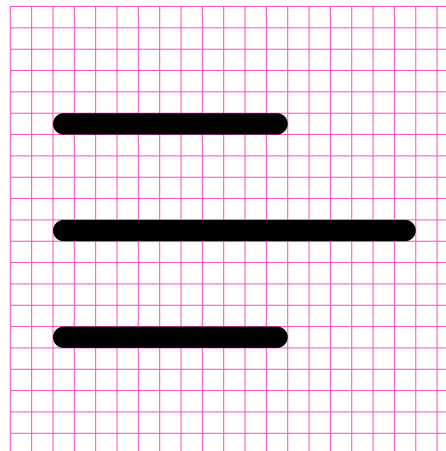
Design the icon with as less amount of details as possible and strip down unnecessary ornaments that don't add more meaning to the visual metaphor.



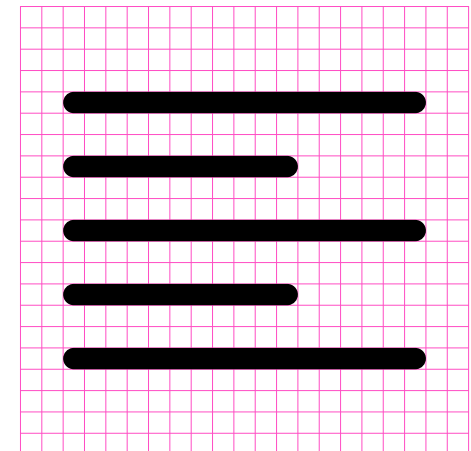
GOOD



BAD



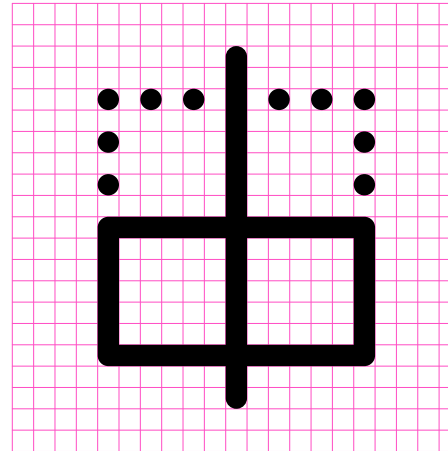
GOOD



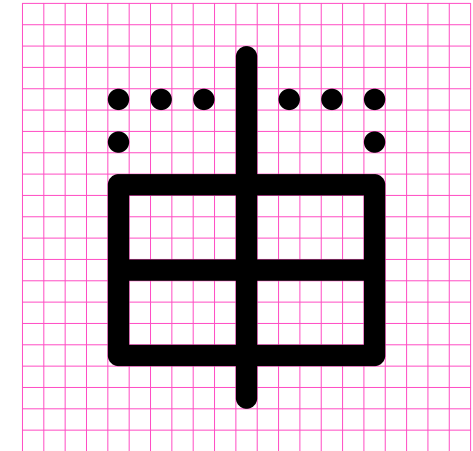
BAD

# Remove repeating parts

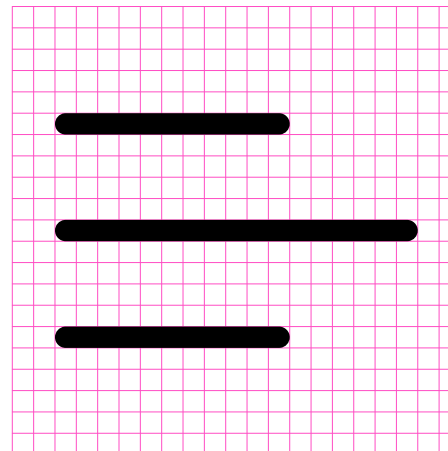
In some icons, you might have repeating details. Get rid of them to focus the viewer's attention on what is different.



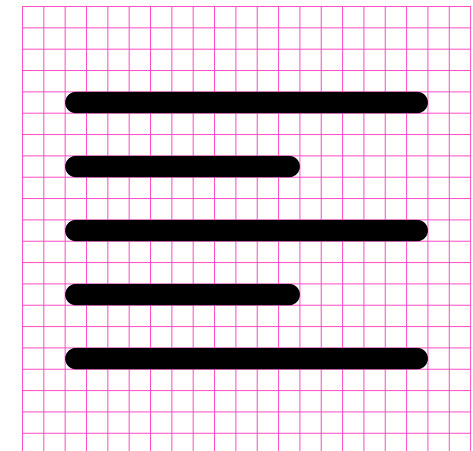
GOOD



BAD



GOOD

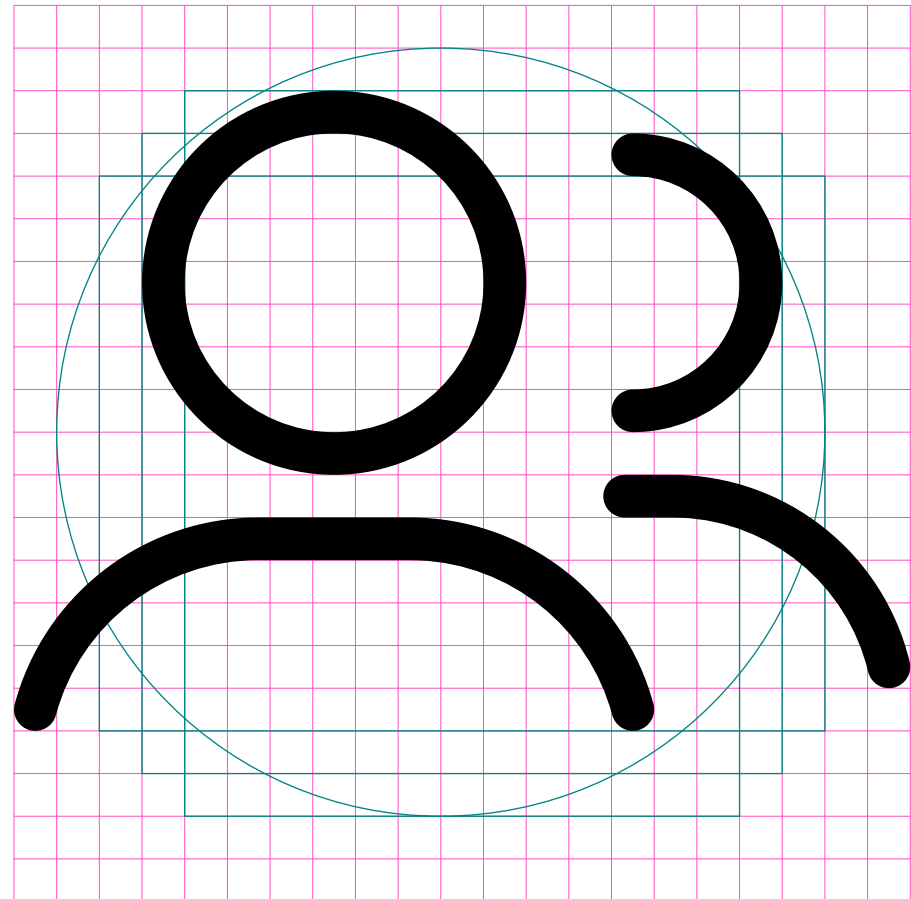


BAD



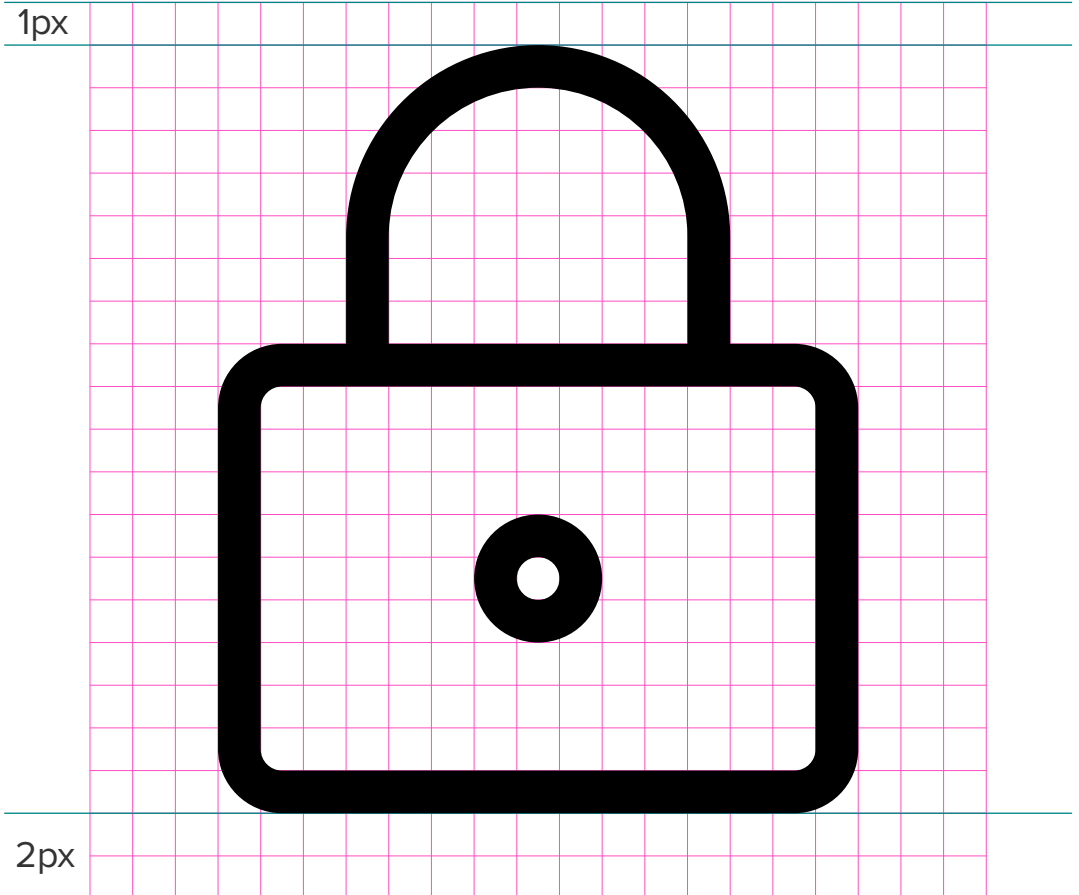
# Use space wisely

While the bounding box is 21×21px, most of the icons fit within a 17×17px area. The reason the box is bigger is for rare cases where a visual metaphor asks for more space. Use that extra space only if you must.



# Make optical corrections

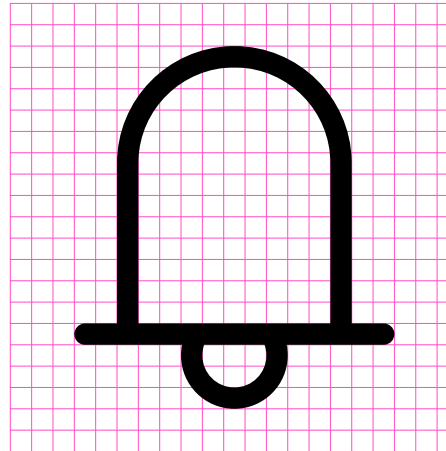
Not all icons need to align to the centre, both horizontally and vertically. Sometimes an icon can have more visual weight on one side than the other. To balance that, nudge the icon a bit off-centre to make the necessary optical correction.



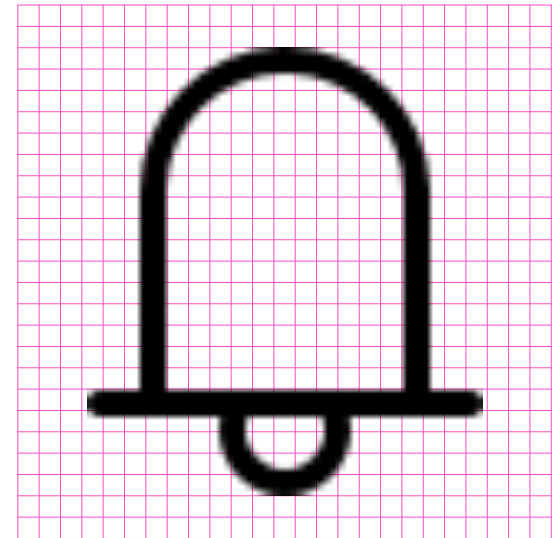
# Usage dimensions

Use the icons either in their original size or one that multiplies with 21. For instance 42, 63, 84 and so on.

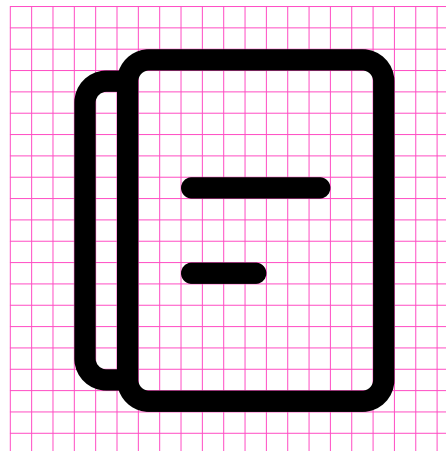
Don't arbitrarily resize the icons. Otherwise, you'll get sub-pixel rendering and the icons won't look crisp.



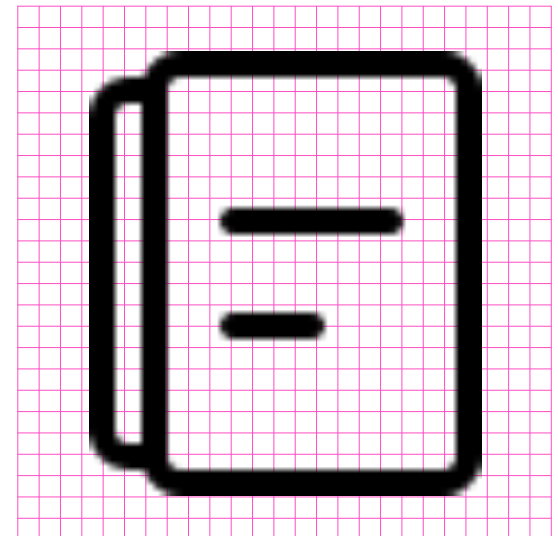
**GOOD**



**BAD**



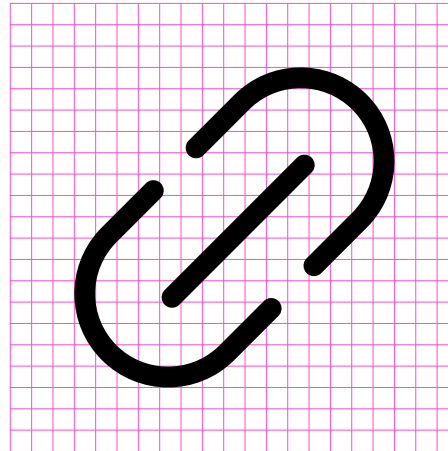
**GOOD**



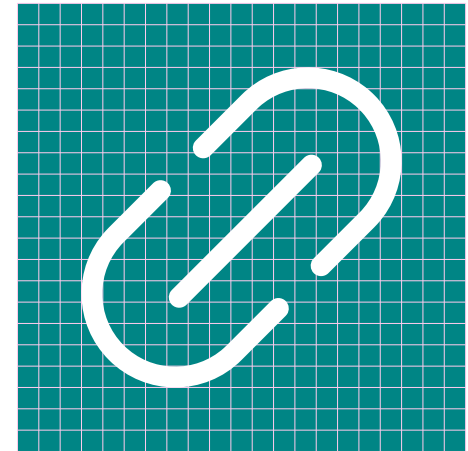
**BAD**

# Usage style

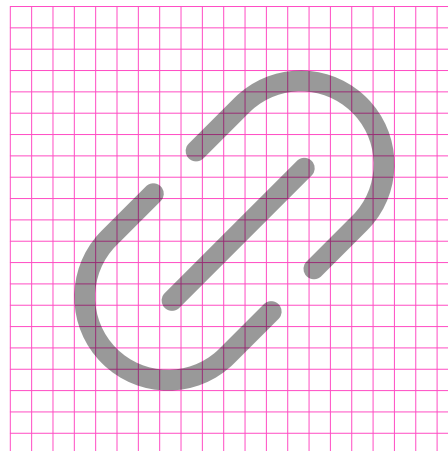
Use the icons in solid colours only or with a degree of transparency applied. Don't add effects such as shadows or other 3D effects.



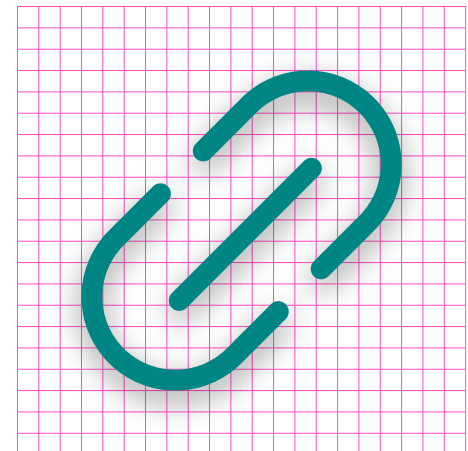
**GOOD**



**GOOD**



**GOOD**



**BAD**



Happy designing!