Fusion Design System

Fusion Design System - V2023.1.0

Geofusion

fusion

PREFACE

Fusion Design System

This design system guide is a valuable resource for designers and developers who want to create cohesive, scalable, and consistent digital products. In it, you'll find detailed information on how to establish a solid visual and interaction language, define component standards, and structure the architecture of an effective design system. With this guide, you will be able to speed up the process of creating digital products, increase the efficiency and quality of your work, and deliver exceptional experiences to your users.

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CHAPTER I

Concept

by **Samuel Bember Simeão**

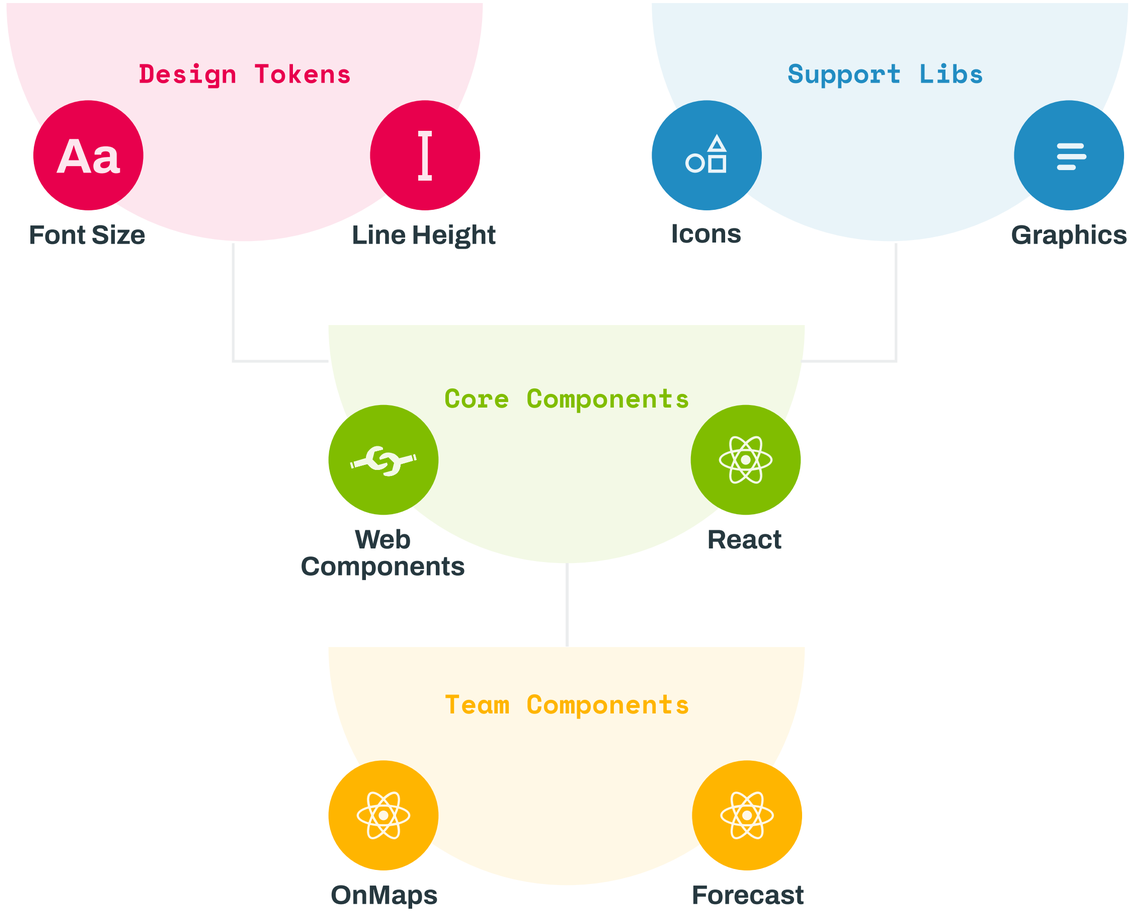
The design system is a set of design guidelines, components, and patterns that help ensure consistency in appearance and user experience across all company products and platforms. It was created with the aim of making the work of designers and developers easier, promoting efficiency and speed in the process of creating user interfaces and brand experiences. Furthermore, the design system also helps to establish a strong and cohesive visual identity for our company, ensuring that all of our communications are consistently recognized by our customers.

Introduction

Library ecosystem

A design system's library ecosystem is made up of a set of code libraries that contain components, styles, and interaction logic that allow design and development teams to work more efficiently and consistently.

These libraries are created to ensure that components and styles defined in the design system are easily accessible and reusable in future projects. Libraries also enable development teams to create new components and designs more quickly and consistently by ensuring that all components created fall within defined design guidelines.

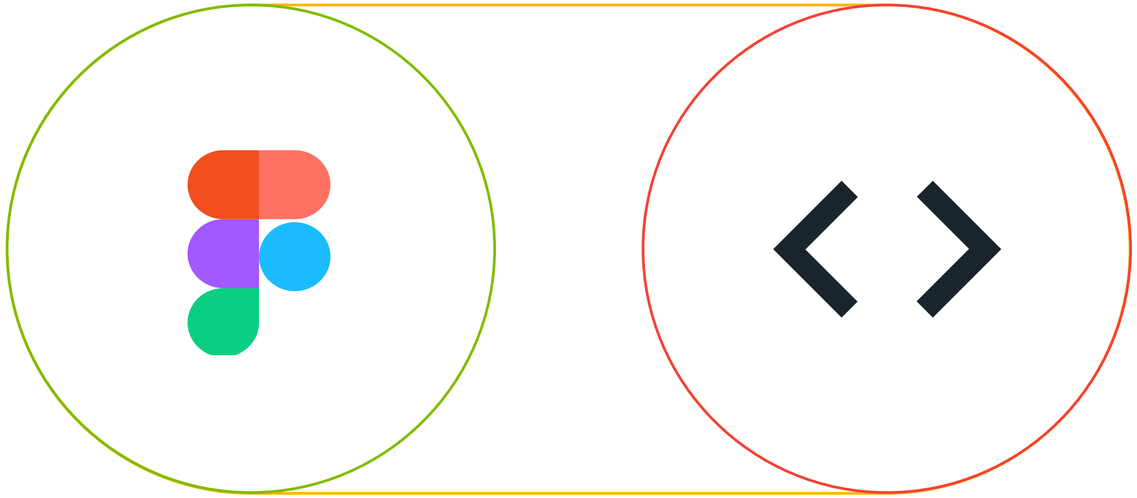


Code vs Design

What's in code is in design

We seek to mirror as much as possible what is in code and what is in design, only in this way will we achieve the standardization and scalability between Geofusion products that we so desire.

Our design files in Figma must be the faithful copy of our products in production, in addition, they must be an objective and intuitive guide so that our interfaces and components as well as their behaviors are developed by our development team without any noise.

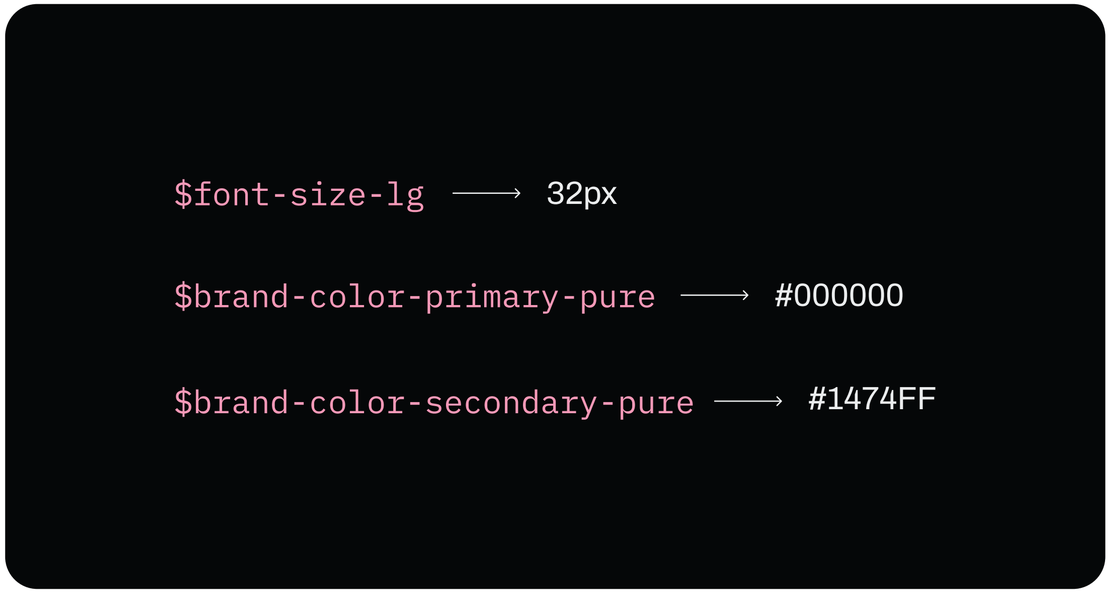


Design Tokens

The first pieces of the Design System

Design tokens are individual values that represent design properties in a design system, such as colors, font sizes, and spacing. They are defined once and can be reused across multiple components and projects, ensuring visual consistency across the platform.

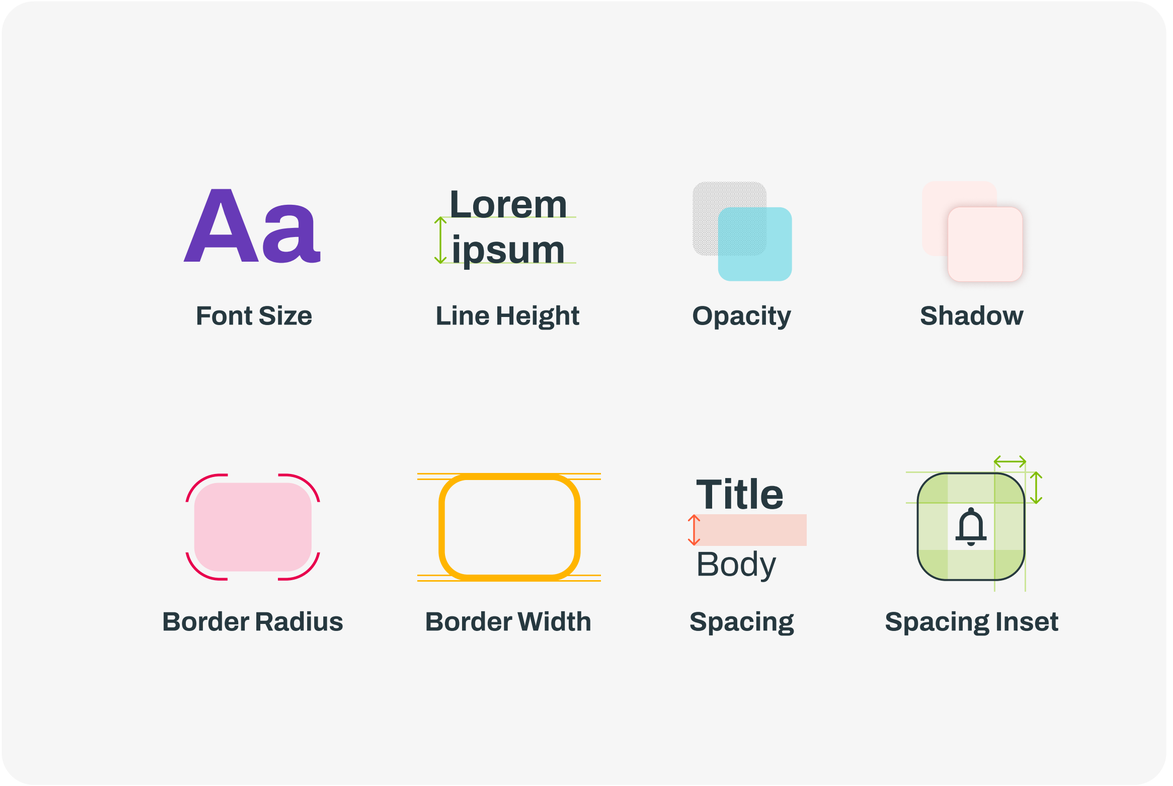
By using design tokens, our developers and designers can work together more efficiently and consistently, reducing the need to constantly redefine design properties.



Global Tokens

Used in all Geofusion products

Global Tokens serve as universal building blocks within our design ecosystem. They encapsulate essential elements such as colors, typography, spacing, and more, establishing a unified language that resonates throughout all Geofusion products. These tokens aren't just static values; they represent dynamic variables that can adapt to different contexts and interfaces while maintaining coherence.



Brand Tokens

What changes between products

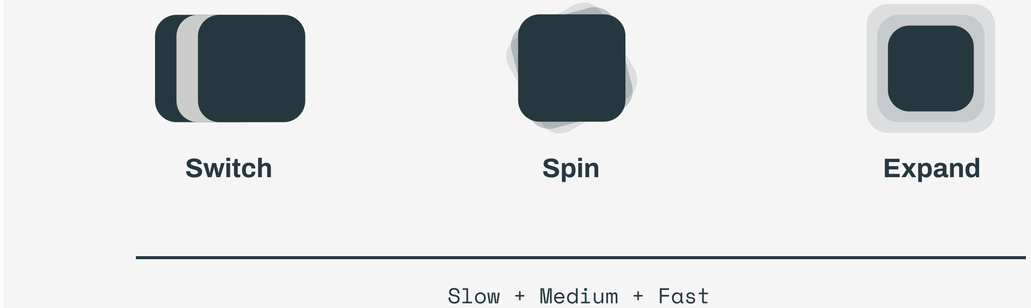
Brand Tokens encapsulate key brand attributes, such as colors and typography, providing a cohesive framework that guides the visual representation of our products. By embedding Brand Tokens within the broader Global Tokens ecosystem, we establish a unified brand language that permeates every aspect of the user experience.

	Secondary Colors	Font Family
OnMaps		Aa
Calculadora de Previsão de Vendas		Aa
OnMaps Saúde		Aa
OnMaps Alimentação		Aa

Motion Tokens

Standardizing and scaling microinteractions

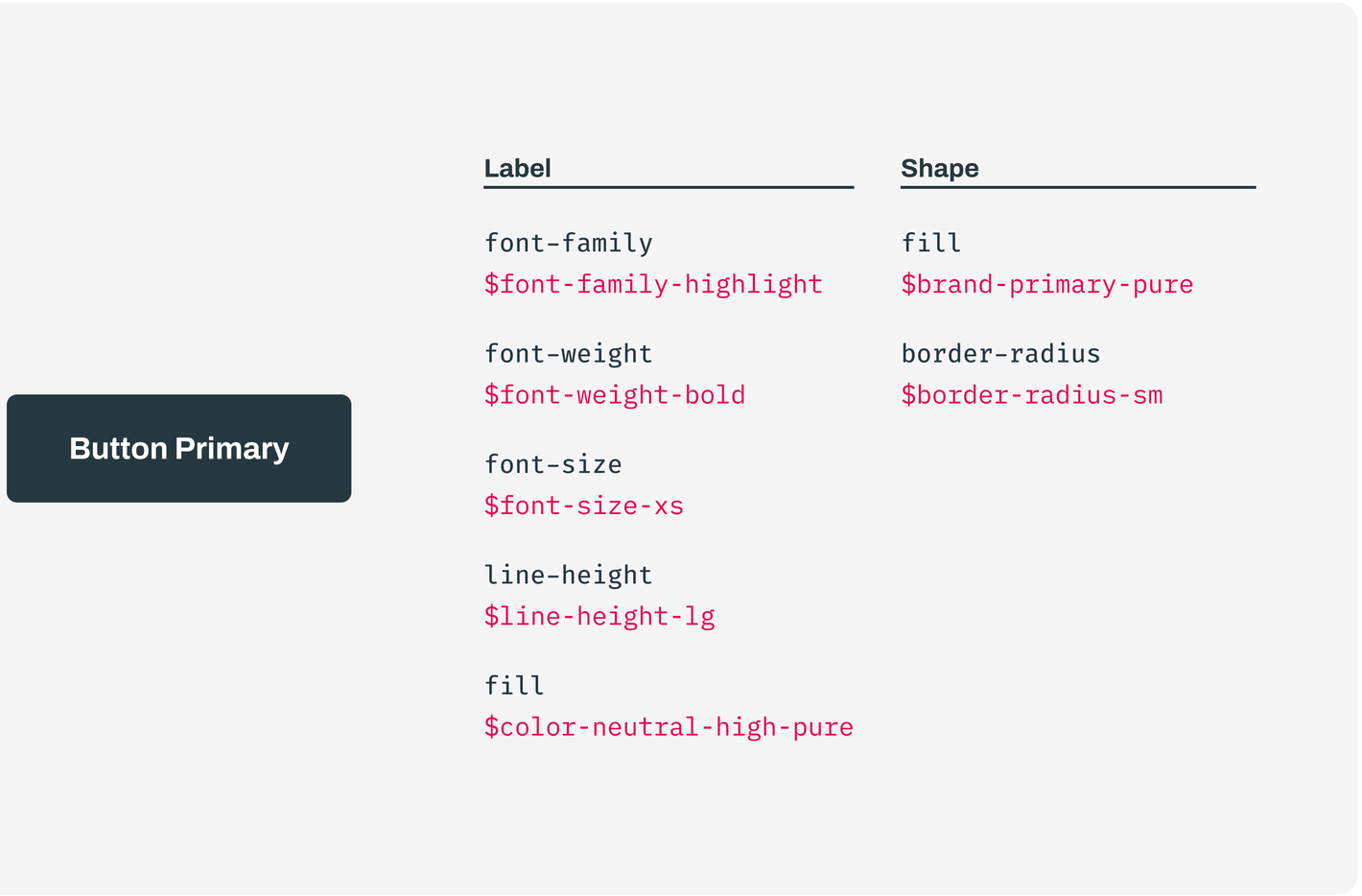
We currently establish some movement types and speed options to create Motion Tokens, which are applied to transitions in our components, in a hover for example.



Components

How Tokens Create Components

Components are the elements that are repeated in our interfaces and that were created from our Design Tokens. They can be Base Components or Components and can be part of a Core or Team library.



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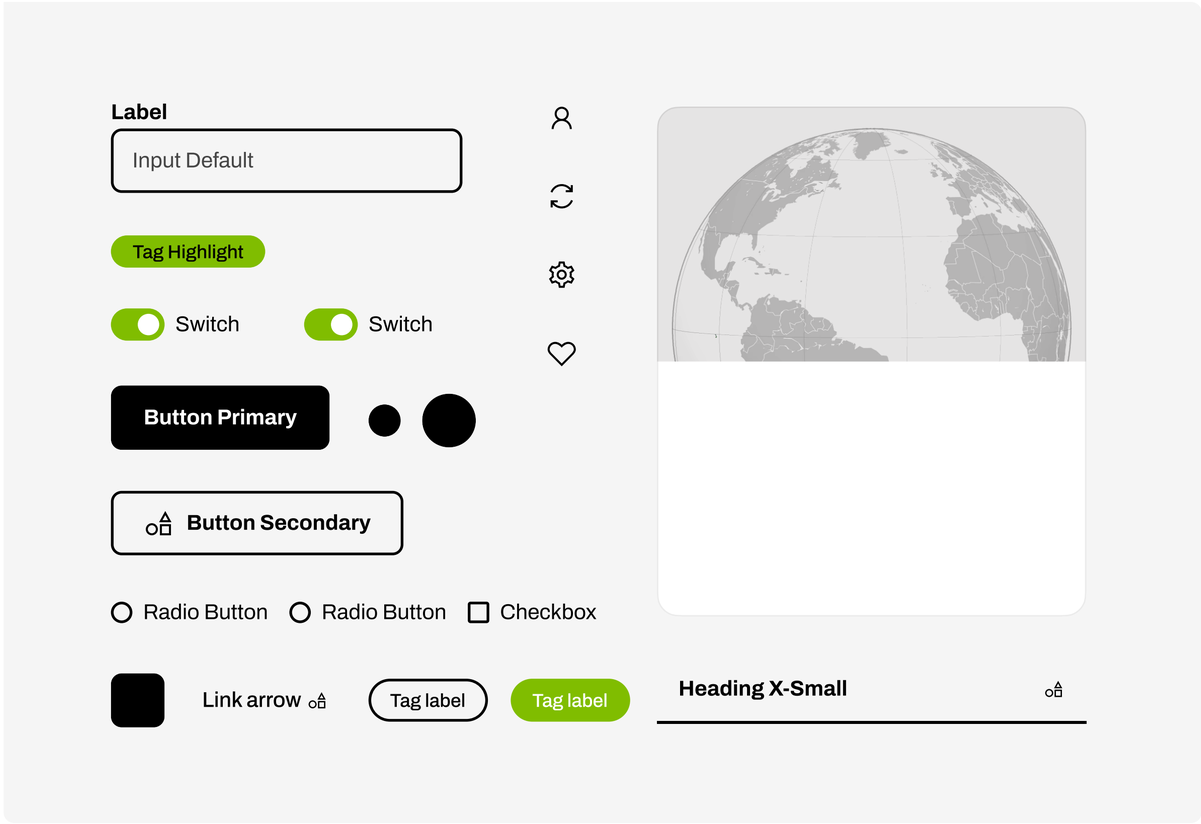
Base Components

Those who are indivisible

They are the smallest parts of our interfaces like a button, a checkbox or a title. They are strongly present in our Core libraries, but nothing prevents a Base Component from also appearing in a team library.



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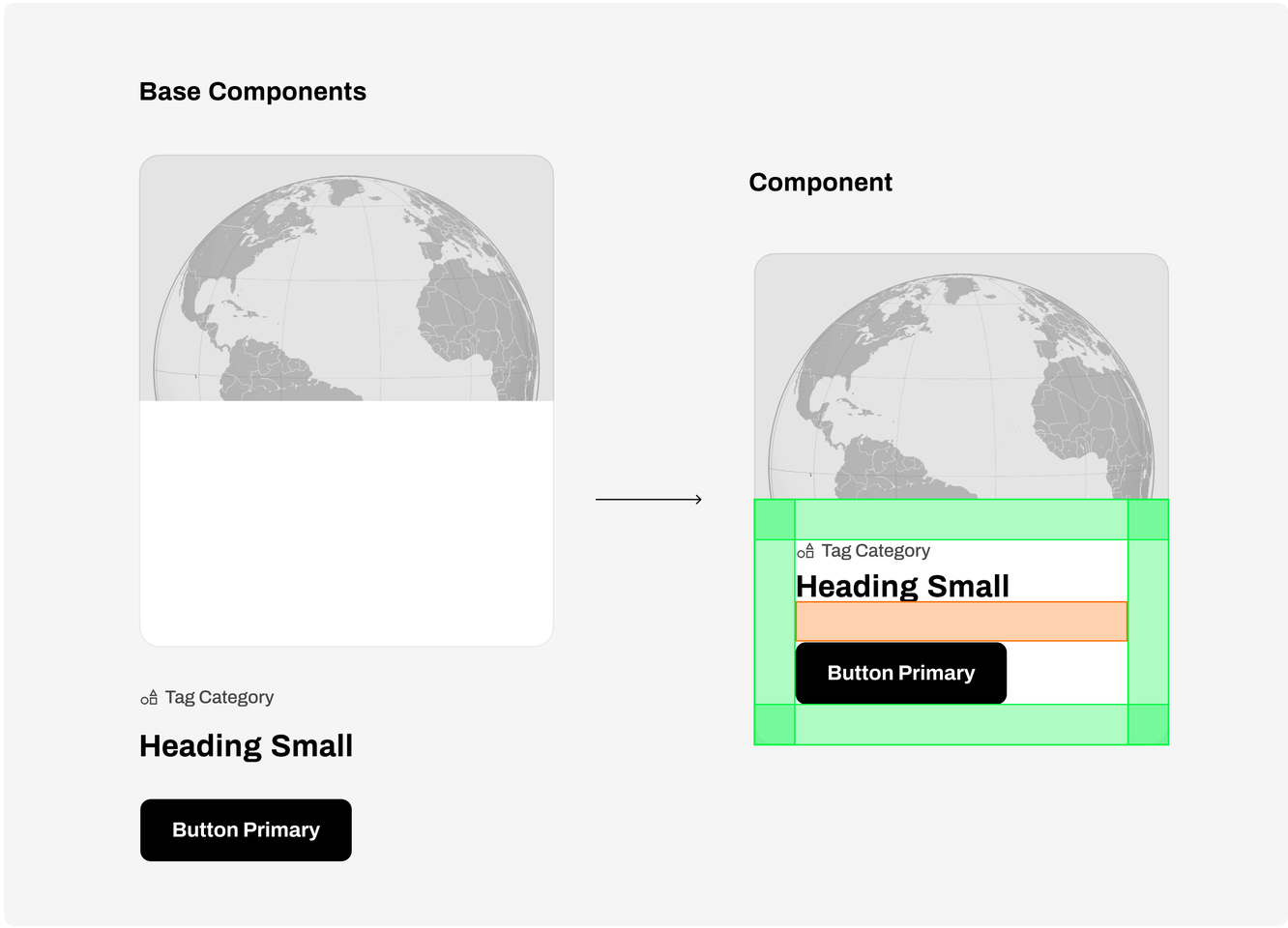
Components

Composites from a Base Component

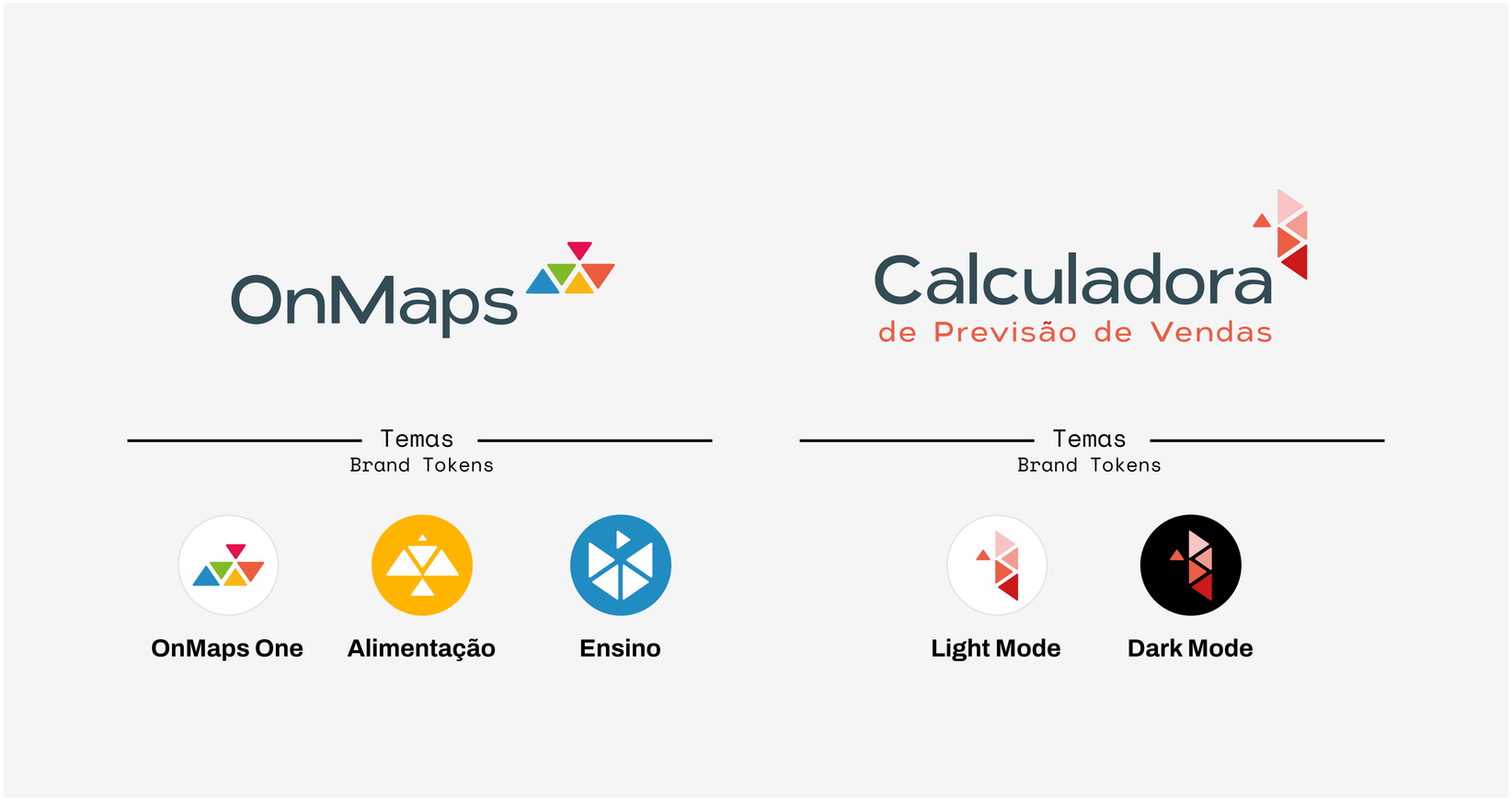
We bring together Base Components to create Components, both in our Core libraries and in our Team libraries. It's worth remembering that we use spacing DesignTokens to support this composition.



Components

Multi-brand logic

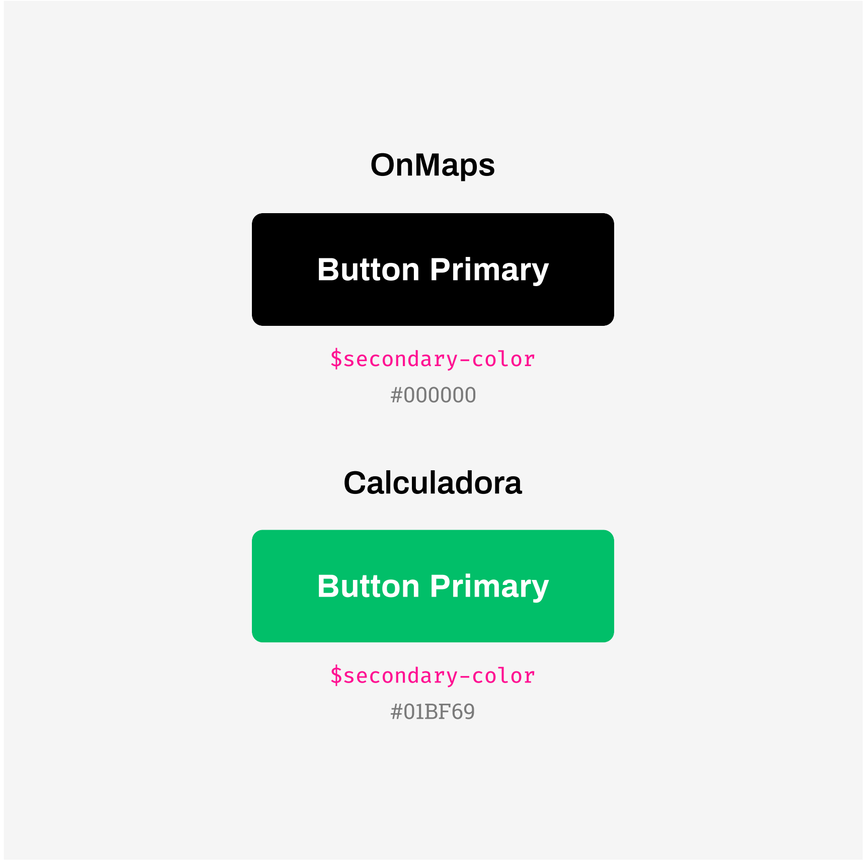
Multi-Brand Logic are the adaptive elements within our design system that dynamically respond to different brand identities across Geofusion's portfolio. These components encapsulate logic and rules that govern visual variations, allowing us to seamlessly integrate multiple brands into our products without compromising consistency or scalability.



Variables only

When we change only Brand Tokens

In these cases, we only switch the Brand Tokens that are pointing to our library as a dependency and thus change the colors and/or typographic family from one brand or theme to another.



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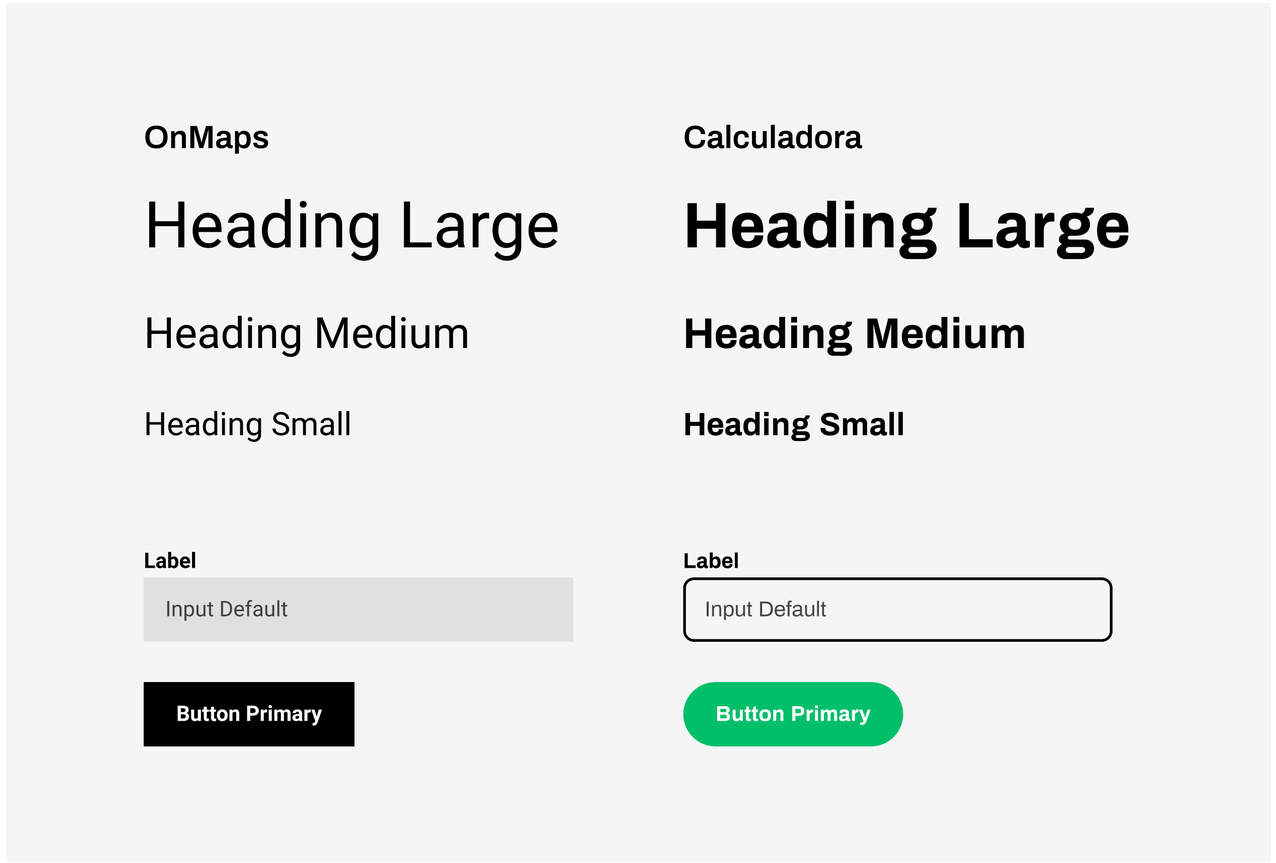
Different styles

When brands can have different style types

When building the themes for each brand, in addition to the different variables that we brought from our Brand Tokens, we can change the Design Tokens that we apply to each component.



Naming Logic

Good naming practices

Here we do not use Atomic Design as a basis, we create a simpler separation: basically we understand that there are Design Tokens, Base Components and Components, but regardless of what they are, we use the same naming structure.

What + **Semantics** + **Variable**

Is it a tag, a button, a modal or a card?

Is it primary, secondary, standard, inverse? What is the reason for each one to exist?

Is there variation in size, tone, position, etc.?

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	What	+	Semantics	+	Variable
Button Primary	Button		Primary		Default
Button Secondary	Button		Secondary		Default
Button Secondary	Button		Secondary		With Icon
●	Avatar		Small		
●	Avatar		Large		

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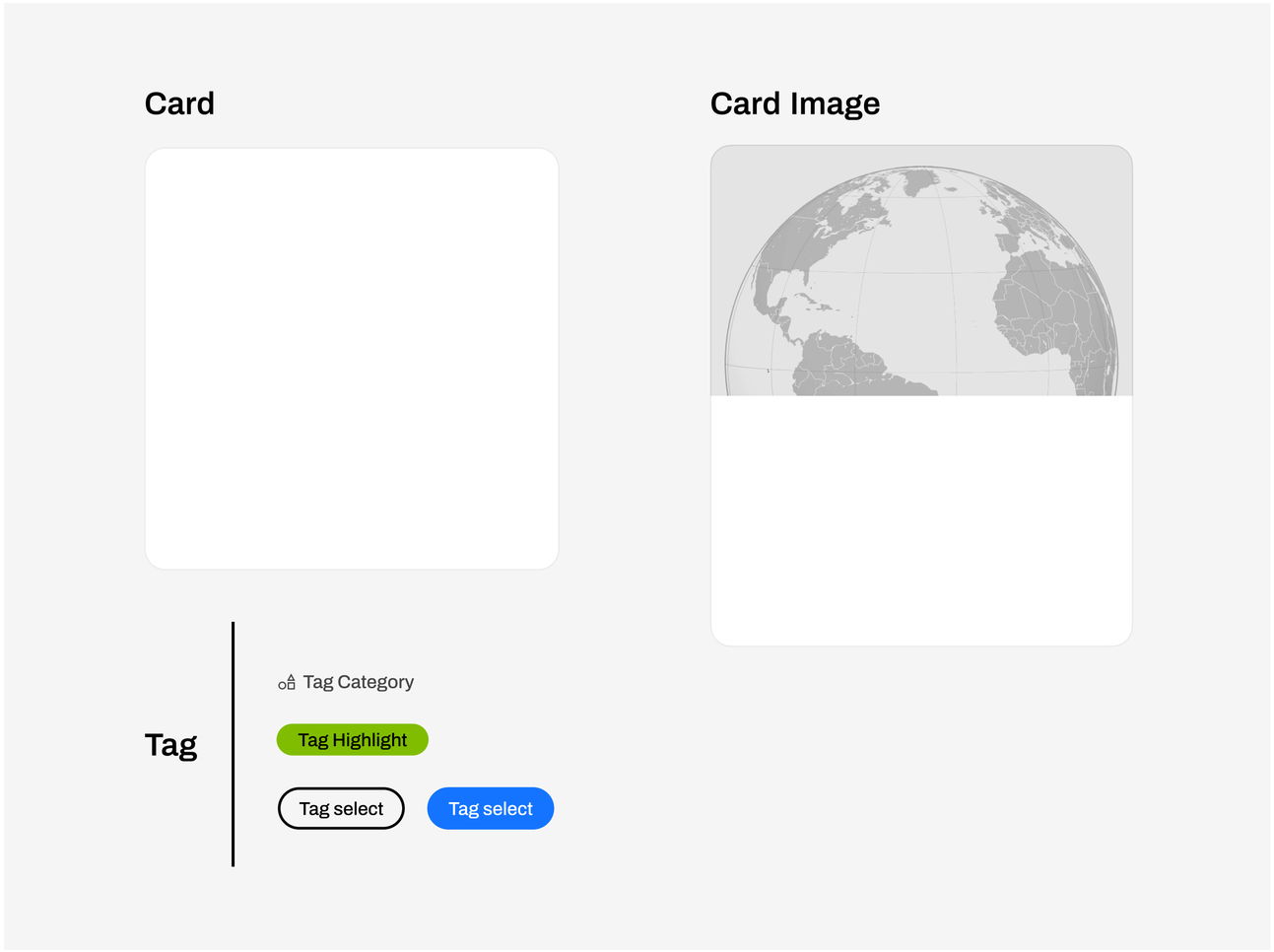
Base Components

We look for semantics in anatomy

We use the difference in anatomy, whether it is big or small, horizontal or vertical, has an image or not to create differentiation between our components. Also remember to consult already consolidated references so as not to waste energy reinventing the names of very basic components.



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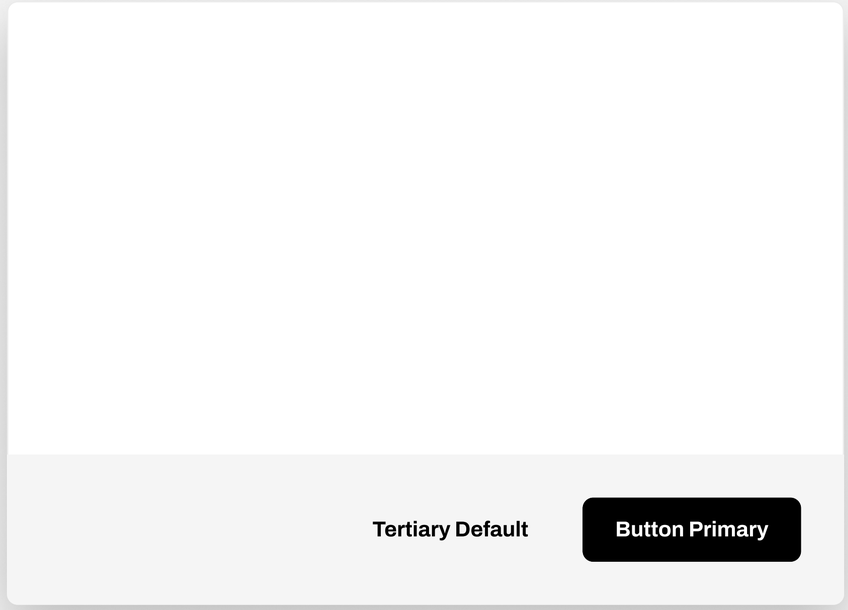
As for the more complex ones, we differentiate them according to the context

Modal



Modal Login

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Design Tokens

The same logic applies to our Design Tokens

What they are (color, border, etc.), their semantics (what differentiates within the same type) and, in this case, the variables become their scale.

What	+	Semantics	+	Variable
Color		Brand		Light
Color		Neutral		Dark
Border		Radius		Pill
Border		Widht		Thin

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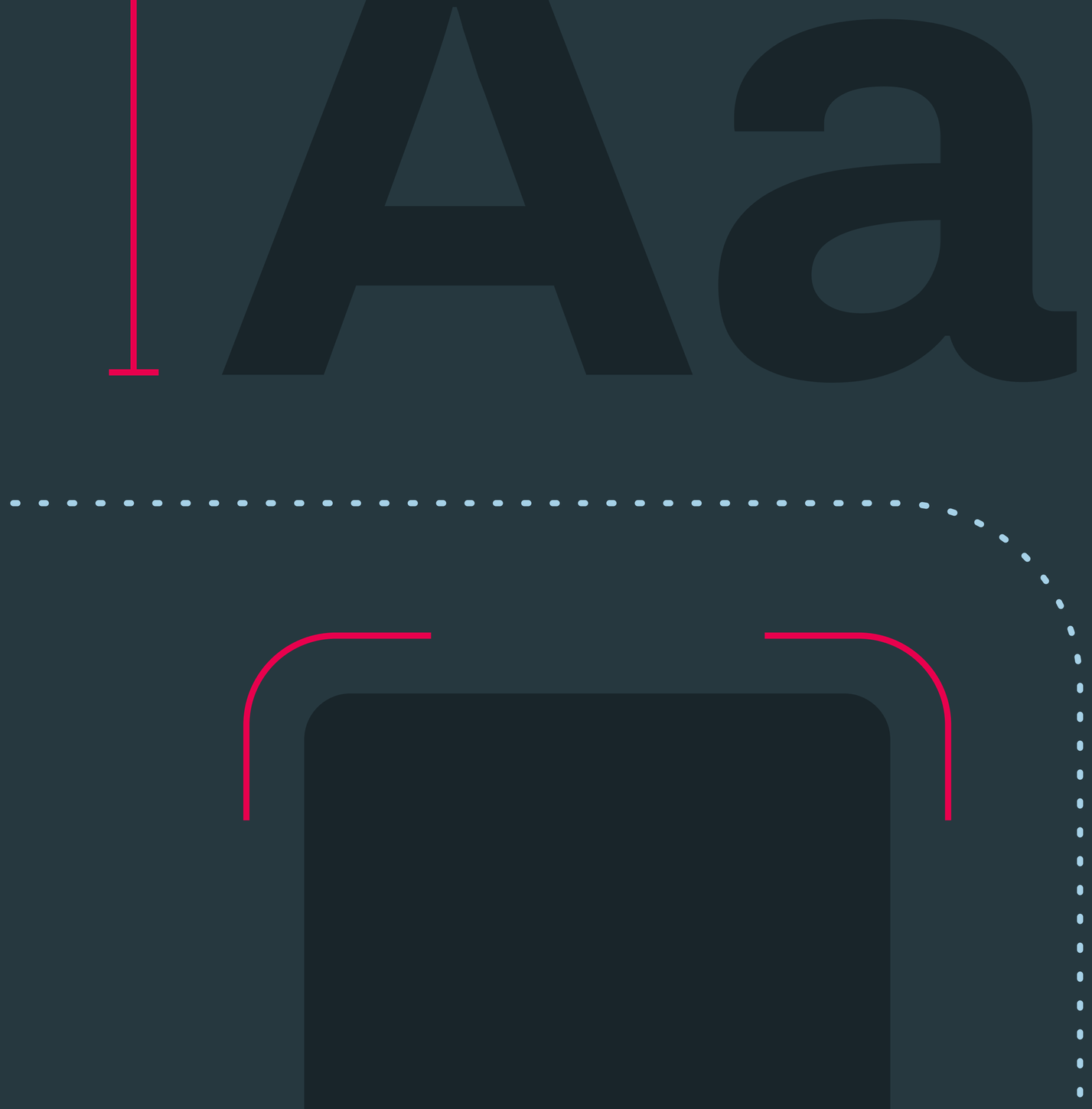
CHAPTER II

Global Tokens

by **Diogo Cassio Pereira**

Global Tokens are like the visual design atoms of the Design System (the smallest part of the design) specifically, they are named entities that store visual design attributes. We use them in place of hard-coded values (such as hex values for colors or pixel values for spacing) in order to maintain a scalable and consistent visual system for UI development. So we can say that Design Tokens are variables that carry certain information that is not dependent on a specific technology and that will serve as the basis for creating all components.



Line Height

Line Height is the vertical distance between two lines of text, measured between the baselines of two consecutive lines. Remembering that the baseline is the horizontal line that passes under the letters that do not extend downwards. Although 100% is the standard, we have other options to increase this spacing for aesthetic and accessibility purposes.

`$line-height-default`

Default

100%

`$line-height-xs`

XS

115%

`$line-height-sm`

SM

120%

`$line-height-md`

MD

133%

`$line-height-lg`

LG

150%

`$line-height-xl`

XL

170%

Font Size

It is a value that represents the size of the font in points (pixel), that is, how many points there are in its height. This value must be considered carefully to avoid reading difficulties, as well as to create hierarchy between bodies of text. Conventionally, the REM value corresponding to 16px is used, therefore, a good practice in typographic scaling is to use values that are multiples of 8. We have a wide variety to diversify sizes for different situations and devices.

Aa
`$font-size-xxxs`
XXXS
12px

Aa
`$font-size-xxs`
XXS
14px

Aa
`$font-size-xs`
XS
16px

Aa
`$font-size-sm`
SM
20px

Aa
`$font-size-md`
MD
24px

Aa
`$font-size-lg`
LG
28px

Aa
`$font-size-xl`
XL
32px

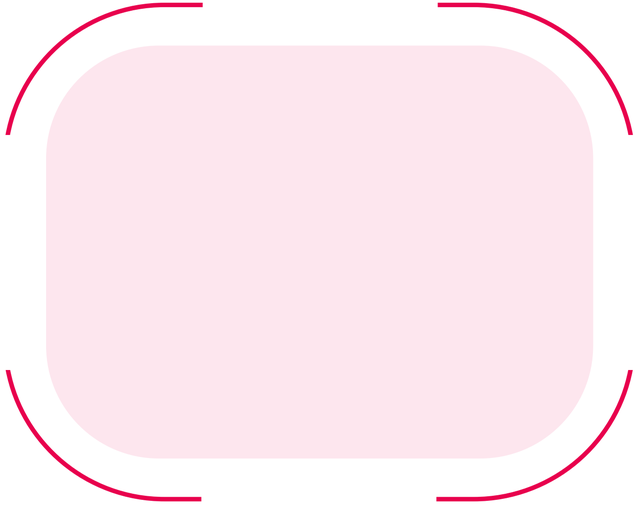
Aa
`$font-size-xxl`
XXL
36px

Aa
`$font-size-xxxl`
XXXL
48px

Aa
`$font-size-display`
Display
56px

Border Radius

It is a property that defines the radius of the corners of an element. That is, how rounded they will be. This value can be individual, for each corner, or global. We will prefer to apply value in points (pixel), but in the case of “Circular” it should only be applied in percentage and on all edges.



`$border-radius-none`

None

0px

`$border-radius-xs`

XS

4px

`$border-radius-sm`

SM

8px

`$border-radius-md`

MD

16px

`$border-radius-lg`

Large

24px

`$border-radius-pill`

Pill

≥ 500px

`$border-radius-circular`

Circular

50%

Border Width

It is the value in points (pixel) for the edges of an element. This property can receive different values on its four edges. Practically speaking, the value indicates how thick the element's edges will be. The value 0px means that the element has no borders. The little variation serves to maintain a good standard of the components without making them too rigid.

`$border-radius-none`

None

0px

`$border-width-hairline`

Hairline

1px

`$border-width-thin`

Thin

2px

`$border-width-thick`

Thick

4px

`$border-width-heavy`

Heavy

8px

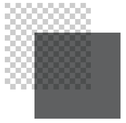
Opacity

Opacity indicates the transparency of an element, that is, how visible the surface it overlaps is. 100% opacity indicates that the element is completely opaque (has no transparency), while 0% opacity means that the element is completely transparent, therefore, it appears to be invisible. This token is very useful for variations of component actions, such as hover, click, etc.

`$opacity-level-semiopaque`

Semi Opaque

0.80



`$opacity-level-intense`

Intense

0.64

`$opacity-level-medium`

Medium

0.32

`$opacity-level-light`

Light

0.16

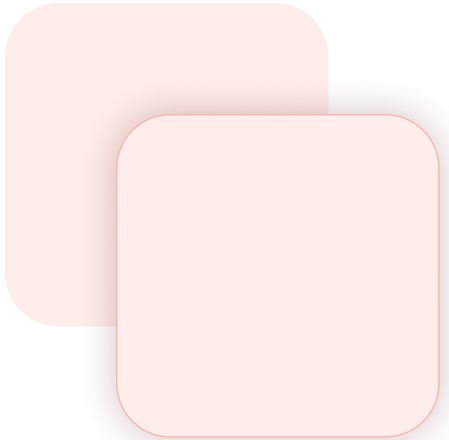
`$opacity-level-semitransparent`

Semi Transparent

0.08

Shadow

Property that allows you to add shadow to texts or elements. This property receives 4 values, the value of the X axis, Y axis, blur (blur) and alpha (opacity). We prefer to keep only shadows external to the element and little variation, precisely to maintain a good standard of the components.



`$shadow-level-1`

Level 1

X: 0px
Y: 4px
B: 8px
α: 8%

`$shadow-level-2`

Level 2

X: 0px
Y: 8px
B: 24px
α: 16%

`$shadow-level-3`

Level 3

X: 0px
Y: 16px
B: 32px
α: 16%

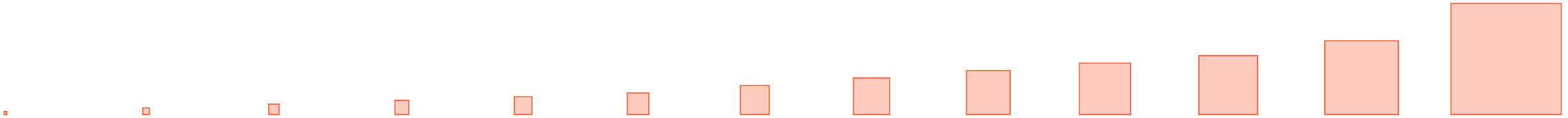
`$shadow-level-4`

Level 4

X: 0px
Y: 16px
B: 48px
α: 24%

Spacing

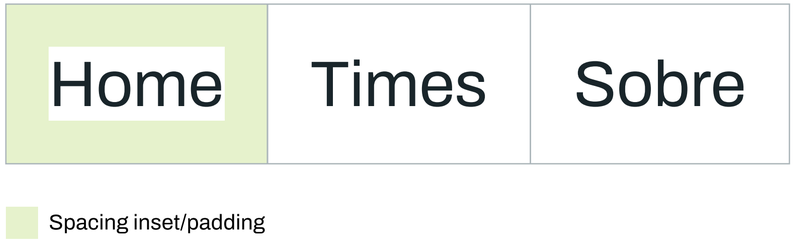
Spacing indicates the distance between two or more elements. The spacing property is divided into two types, external spacing, which indicates the distance from a block of elements to another block, and internal spacing, which indicates the distance between the elements of a given block. As a universal measure of good practice, the spacing scale values are made in multiples of 8, but we added some spacing between smaller ones to give more design freedom.



Token	Name	Value
$spacing-quarck	Quarck	4px
$spacing-nano	Nano	8px
$spacing-xxxs	XXXS	12px
$spacing-xxs	XXS	16px
$spacing-xs	XS	20px
$spacing-sm	SM	24px
$spacing-md	MD	32px
$spacing-lg	LG	40px
$spacing-xl	XL	48px
$spacing-xxl	XXL	56px
$spacing-xxxl	XXXL	64px
$spacing-huge	Huge	80px
$spacing-giant	Giant	120px

Spacing Inset

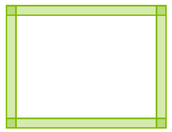
Also known as padding, internal spacing is the value that represents the distance from an element to its edge. For example, a button usually has text inside a box, the internal spacing indicates the distance from the text to the edge of the box. In some cases we can use padding only vertically so that the components vary without depending on the size of the internal writing.



`$spacing_inset-quarck`

Quarck

V: 4
H: 4



`$spacing_inset-nano`

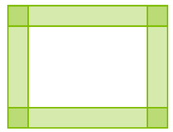
Nano

V: 8
H: 8

`$spacing_inset-xs`

XS

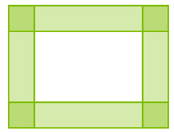
V: 12
H: 12



`$spacing_inset-sm`

SM

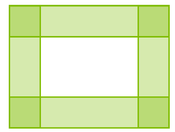
V: 16
H: 16



`$spacing_inset-md`

MD

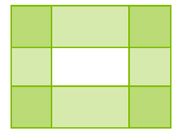
V: 20
H: 20



`$spacing_inset-lg`

LG

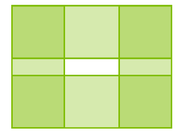
V: 24
H: 24



`$spacing_inset-huge`

Huge

V: 32
H: 32



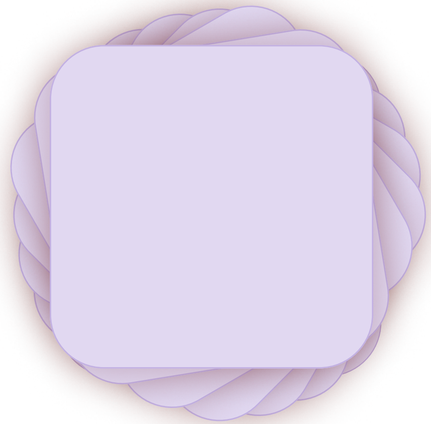
`$spacing_inset-giant`

Giant

V: 40
H: 40

Motion Tokens

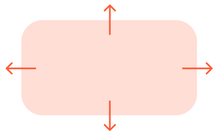
Motion design refers to the application of animations and transitions to interface elements such as buttons, menus, icons and images. These animations are designed to create a more engaging and intuitive user experience by guiding the user through interacting with the interface. It also helps provide visual feedback for user actions. These Motion Tokens elements can be used independently or all in one component to generate a complete effect, selecting one of each of the 4 elements below.



`$type-transformation`
`$type-fade`
`$type-transition`
`$type-hover`

Type

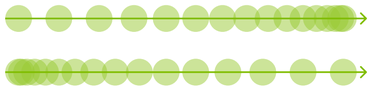
Tipo de movimento



`$direction-top-down`
`$direction-down-top`
`$direction-left-right`
`$direction-right-left`

Direction

Direção da animação



`$ease-linear`
`$ease-in`
`$ease-out`
`$ease-in-out`

Easing

Como uma animação inicia e finaliza em termos de aceleração

`$trigger-on-click`
`$trigger-on-drag`
`$trigger-while-hovering`
`$trigger-while-pressing`
`$trigger-gamepad`

`$delay-instant`
`$delay-200ms`
`$delay-400ms`
`$delay-800ms`
`$delay-1500ms`

Trigger e Delay

Como é acionada e quanto tempo após ser acionada a animação se inicia

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CHAPTER III

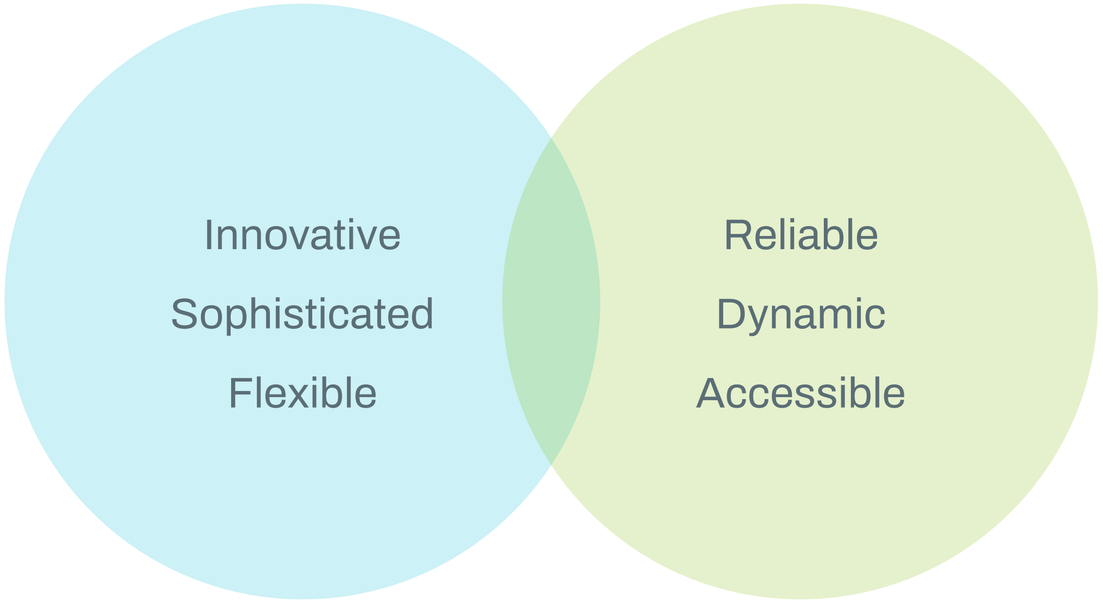
Global Colors

by **Igor Passos**

Global colors strengthen brand colors within Geofusion products and harmoniously standardize the use of colors between applications.

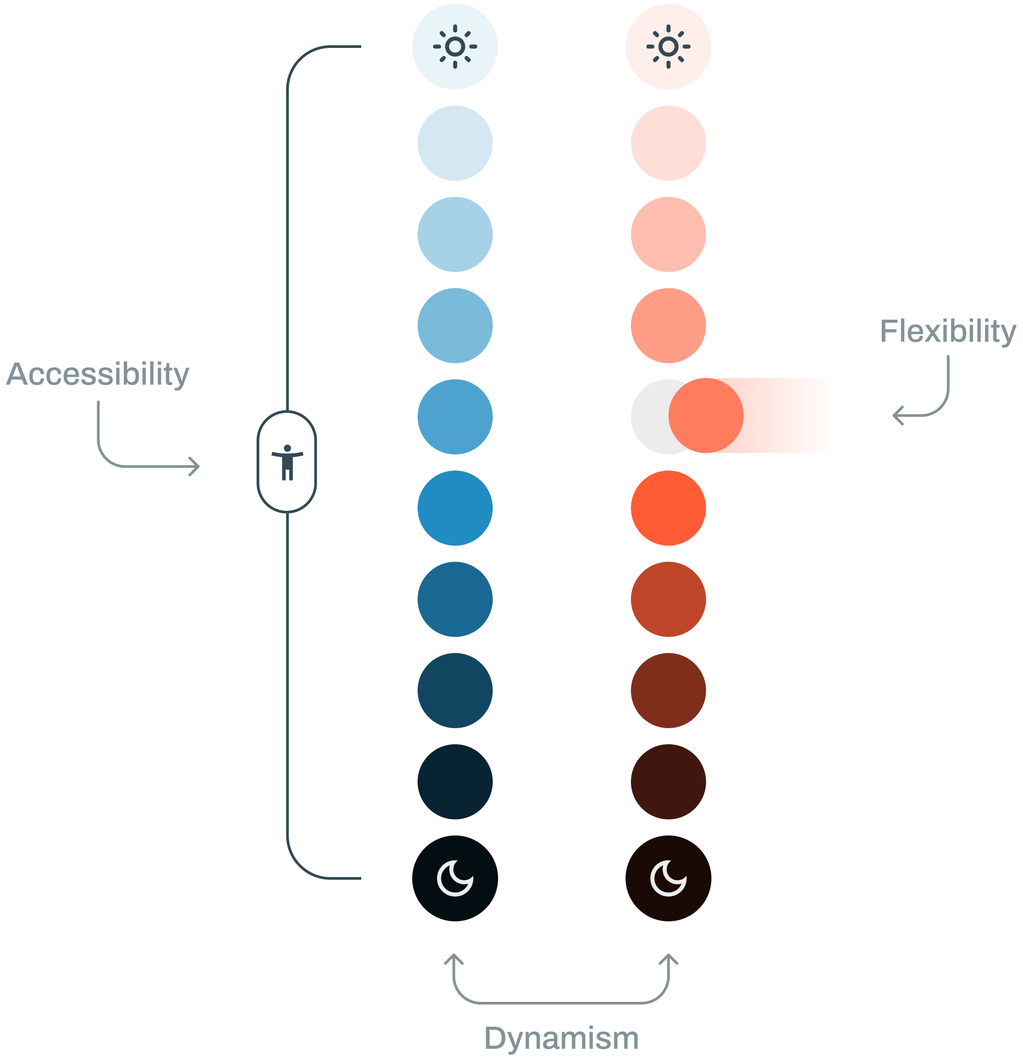
Color palette

Global colors are grouped into color palettes. To create the palettes, colors were selected that speak to Geofusion's visual identity. They start from 11 main colors that vary in their gradations from the lightest to the darkest spectrum, allowing adaptability, scalability and diversity in the application and creation of new themes.



Construction

Following the representations and meanings of the "Geofusion" brand, the creation of the color palette was supported by 3 main pillars: Flexibility, Dynamism and Accessibility. Pillars that allow freedom in the creation of new components.



I. Accessibility

Dynamic Color is designed to meet accessibility standards for color contrast. The tonal palette system is key to making any color scheme accessible by default.

II. Dynamism

The diversity of colors within the 11 families allows representations of different brands or segments in the creation of components or system feedback signs in Geofusion products.

III. Flexibility

Within these color families, it is possible to add new colors, which also allows for even more scalability and versatility in the Geofusion product universe.

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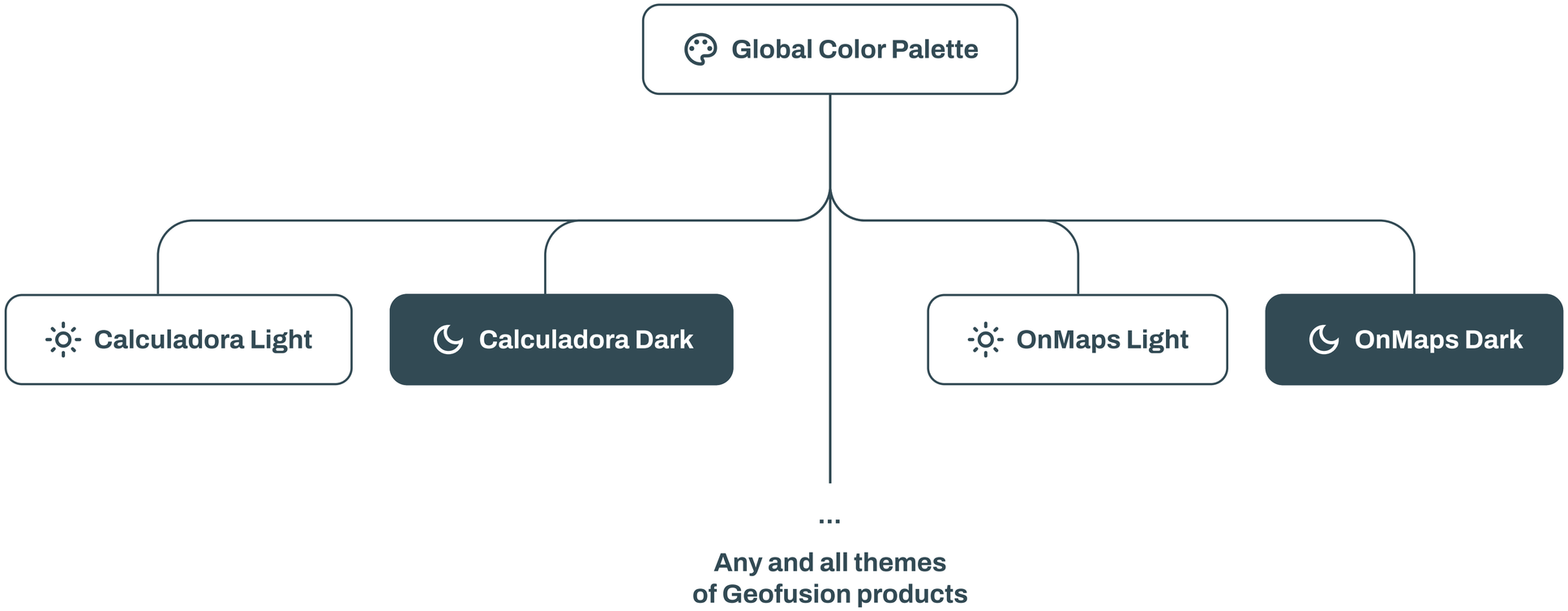
In practice

The Global Color Palette is responsible for fueling all themes of Geofusion's independent products and components.



Feeding Themes

Themes are groupings of colors fed by tokens that must be used following the rules proposed for creating product components.

Global Color Palette

red50 # FEEDEB	red100 # FDD9D7	red200 # FBB4AF	red300 # F88E86	red400 # F6695E	red500 # F44336	red600 # B73229	red700 # 7A221B	red800 # 3D110E	red900 # 180705
pink50 # FDE6EE	pink100 # FACCDB	pink200 # F699B8	pink300 # F1669	pink400 # ED3371	pink500 # E8004D	pink600 # AE003A	pink700 # 740027	pink800 # 3A0013	pink900 # 170008
purple50 # F0ECF8	purple100 # E1D8F1	purple200 # C2B0E2	purple300 # A489D4	purple400 # 8561C5	purple500 # 673AB7	purple600 # 4D2C89	purple700 # 341D5C	purple800 # 1A0F2E	purple900 # 0A0612
blue50 # E9F4F9	blue100 # D3E8F3	blue200 # A6D1E7	blue300 # 7ABADA	blue400 # 4DA3CE	blue500 # 218CC2	blue600 # 196992	blue700 # 114661	blue800 # 082331	blue900 # 030E13
cyan50 # E6F9FB	cyan100 # CCF2F6	cyan200 # 99E4EE	cyan300 # 66D7E5	cyan400 # 33C9DD	cyan500 # 00BCD4	cyan600 # 008D9F	cyan700 # 005E6A	cyan800 # 002F35	cyan50 # 001315
green50 # F3F9E6	green100 # E6F2CC	green200 # CCE599	green300 # B3D766	green400 # 99CA33	green500 # 80BD00	green600 # 608E00	green700 # 405F00	green800 # 202F00	green900 # 0D1300
yellow50 # FFF8E6	yellow100 # FFF0CC	yellow200 # FFE199	yellow300 # FFD366	yellow400 # FFC433	yellow500 # FFB500	yellow600 # BF8800	yellow700 # 805B00	yellow800 # 402D00	yellow900 # 1A1200
orange50 # FFEFEB	orange100 # FFDED7	orange200 # FFBEAF	orange300 # FF9D86	orange400 # FF7D5E	orange500 # FF5C36	orange600 # BF4529	orange700 # 802E1B	orange800 # 40170E	orange900 # 1A0905
brown50 # F2EFED	brown100 # E4DDDA	brown200 # C9BBB6	brown300 # AF9991	brown400 # 94776D	brown500 # 795548	brown600 # 5B4036	brown700 # 3D2B24	brown800 # 1E1512	brown900 # 0C0907
grey50 # F6F6F6	grey100 # ECECEC	grey200 # D8D8D8	grey300 # C5C5C5	grey400 # B1B1B1	grey500 # 9E9E9E	grey600 # 777777	grey700 # 4F4F4F	grey800 # 282828	grey900 # 101010
blue-grey50 # EBEDEE	blue-grey100 # D6DBDD	blue-grey200 # ADB7BB	blue-grey300 # 849298	blue-grey400 # 5B6E76	blue-grey500 # 324A54	blue-grey600 # 26383F	blue-grey700 # 19252A	blue-grey800 # 0D1315	blue-grey900 # 050708
black # 000000	white # FFFFFF								

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CHAPTER IV

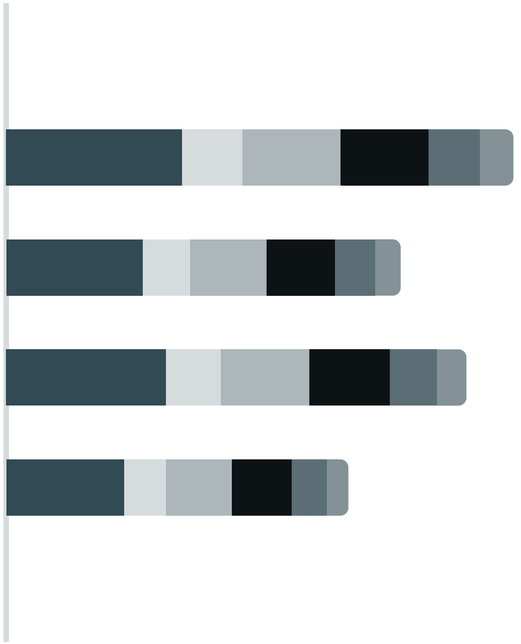
Colors in Data

by **Samuel Bember**

Colors can be a powerful tool for representing data visually, as they can help highlight patterns and relationships in data and make it easier for people to understand.

Categorical

Categorical colors help users map non-numeric meanings to objects in a visualization. These are designed to be visually distinct from each other. Spectrum's 6-color categorical palette has been optimized to be distinguishable for users with color vision deficiencies.



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6 color pallete

category-1	category-2	category-3	category-4	category-5	category-6
cyan500	purple500	orange400	green500	purple300	pink500

12 color pallete

category-1	category-2	category-3	category-4	category-5	category-6	category-7	category-8	category-9	category-10	category-11	category-12
cyan500	purple500	orange400	green500	purple300	pink500	blue500	bluegrey500	brown400	yellow500	red600	blue300

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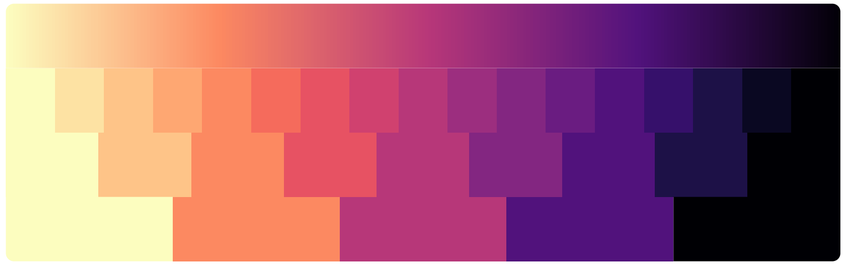
Sequential

Categorical colors help users map non-numeric meanings to objects in a visualization. These are designed to be visually distinct from each other. Spectrum's 6-color categorical palette has been optimized to be distinguishable for users with color vision deficiencies.

Sequential Viridis

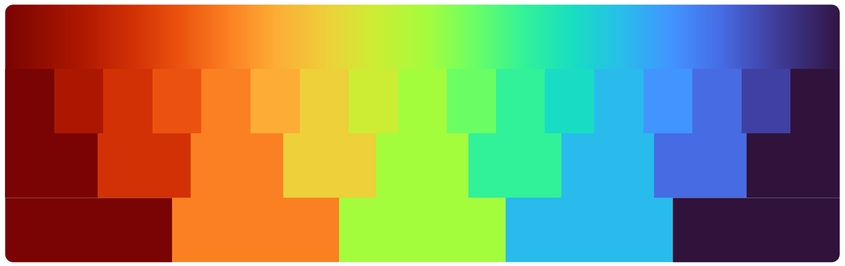
Sequential Magma



The matplotlib colormaps introduced in 2015 are widely popular, with implementations of the palettes in R, D3js, and others. Popular for good reason, the palettes are colorblind friendly, retain grayscale representational clarity, and are generally aesthetically pleasing.

https://waldyrious.net/viridis-palette-generator/

Sequential Turbo



We tested Turbo using a color blindness simulator and found that for all conditions except Achromatopsia (total color blindness), the map remains distinguishable and smooth. In the case of Achromatopsia, the lower and upper extremes are ambiguous. As the condition affects 1 in 30,000 individuals (or 0.00003%), Turbo should be used by 99.997% of the population.

Source: https://ai.googleblog.com/2019/08/turbo-improved-rainbow-colormap-for.html

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Sequential Purple

Sequential Red

Sequential Green

Sequential Cyan

https://r-charts.com/color-palette-generator/

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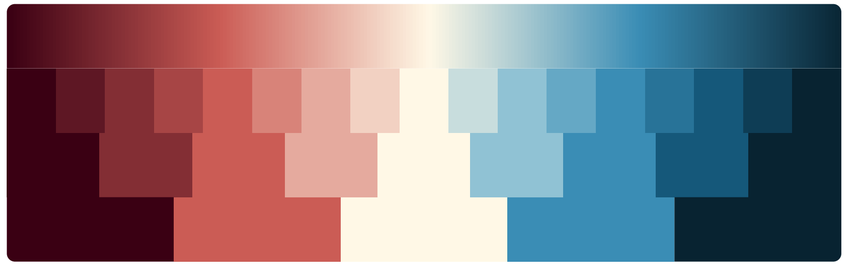
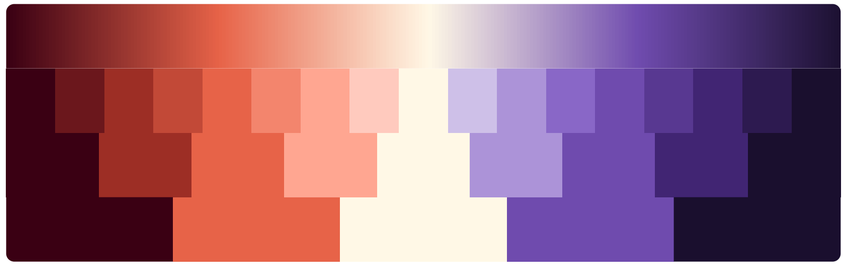
Divergent

Divergent colors also have numerical meaning. They are useful when dealing with negative values or ranges that have two extremes with a baseline in the middle. Divergent palettes are a pair of 2 color gradations that meet in the center.

Diverging Red-Yellow-Blue



Diverging Orange-Yellow-Purple



Diverging Yellow-Green

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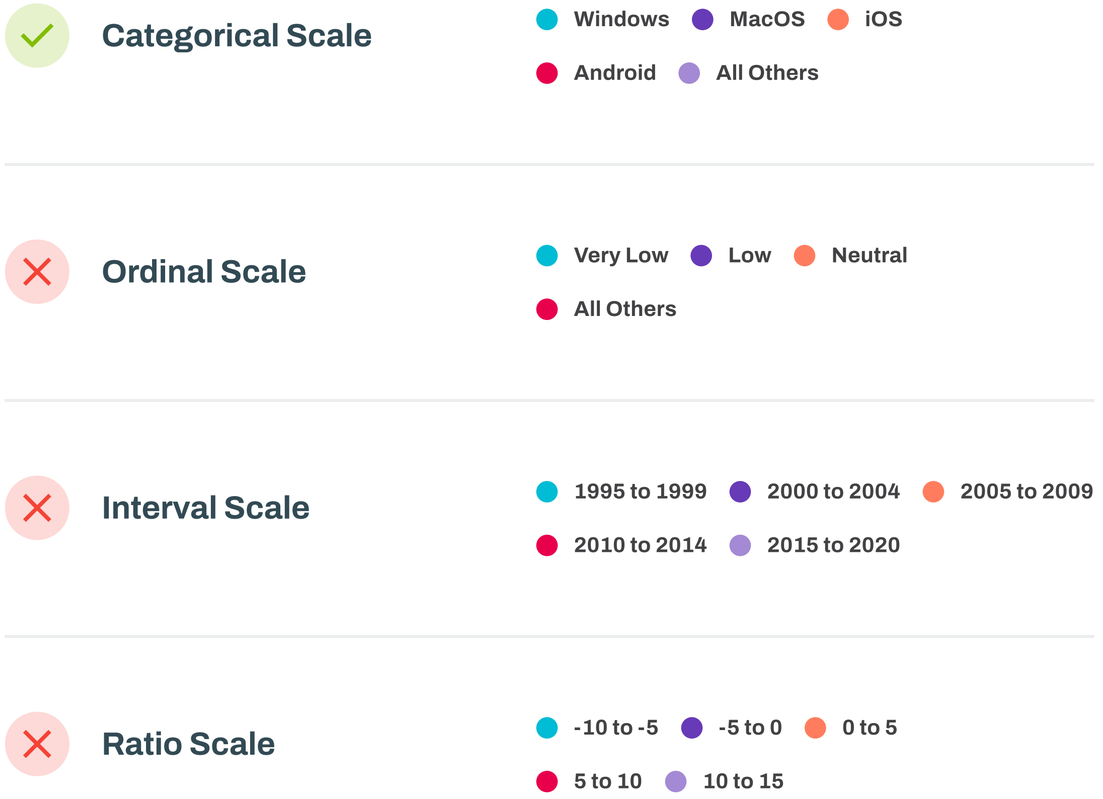
When to use Categorical Colors

Categorical colors are not ordered. Use them for categorical scales. Do not use them for ordinal, interval, or ratio scales.



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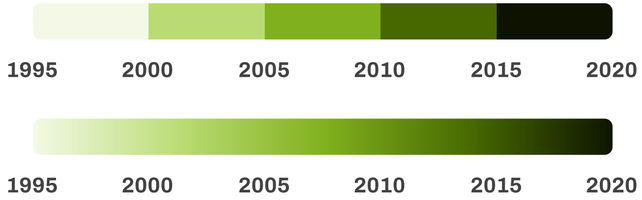
When use Sequential Colors

Sequential colors are ordered. Use them for ordinal and interval scales. It is also acceptable to use them for ratio scales. Don't use them for categorical scales.

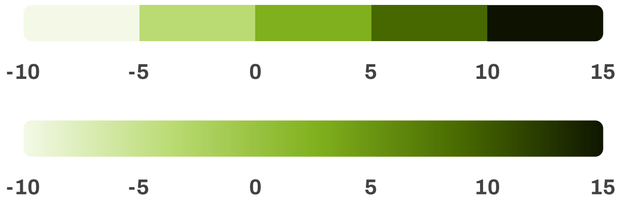
Categorical Scale

Ordinal Scale

Interval Scale



Ratio Scale



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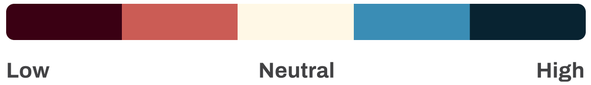
When to use Diverging Colors

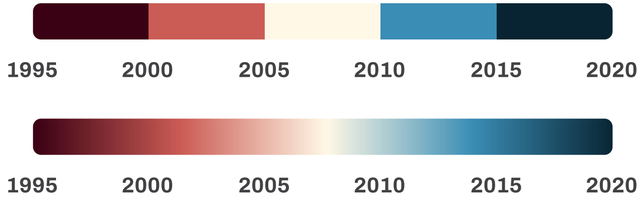
Divergent colors are ordered. Use them for ordinal and ratio scales, especially when there is a significant average value. These can also be used for interval scales. Don't use them for categorical scales.

✕ **Categorical Scale**

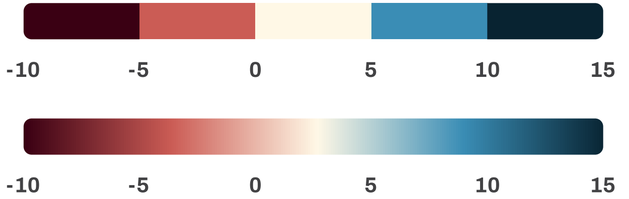
✓ **Ordinal Scale**



OK **Interval Scale**



✓ **Ratio Scale**



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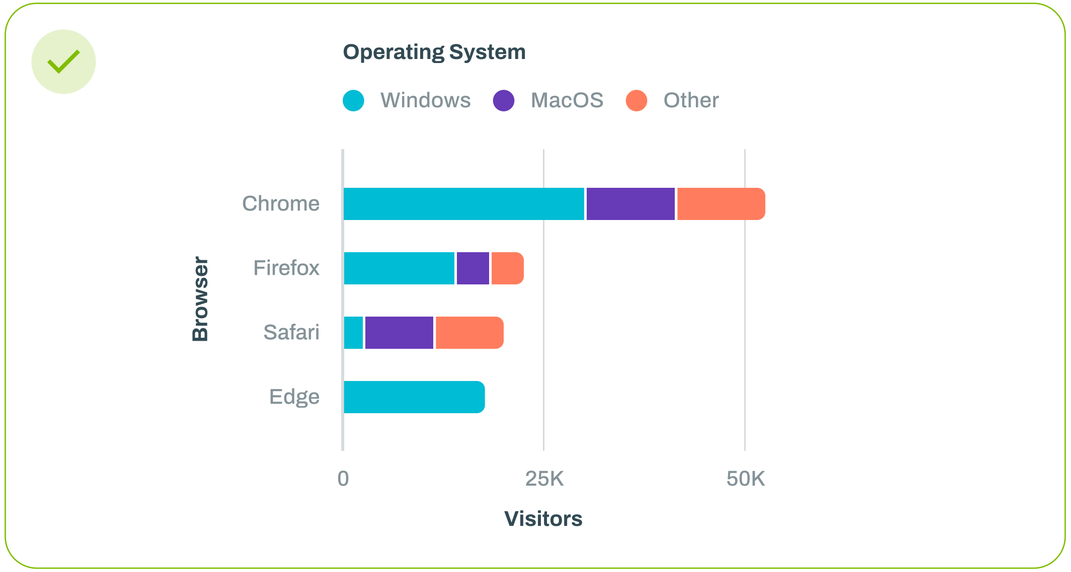
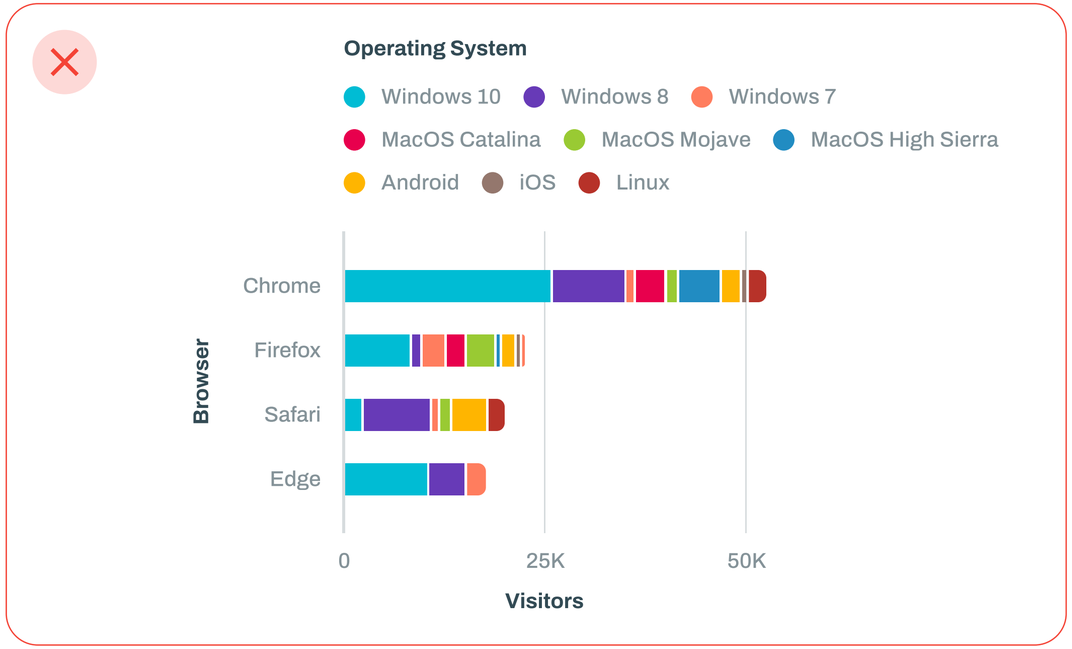
Use categorical colors only in certain cases

Instead of giving each item a categorical color, code them with a secondary dimension — ideally, one with few values. An exception is when the chart is paired with other charts that use colors for the same categories.

Use up to 6 categorical colors

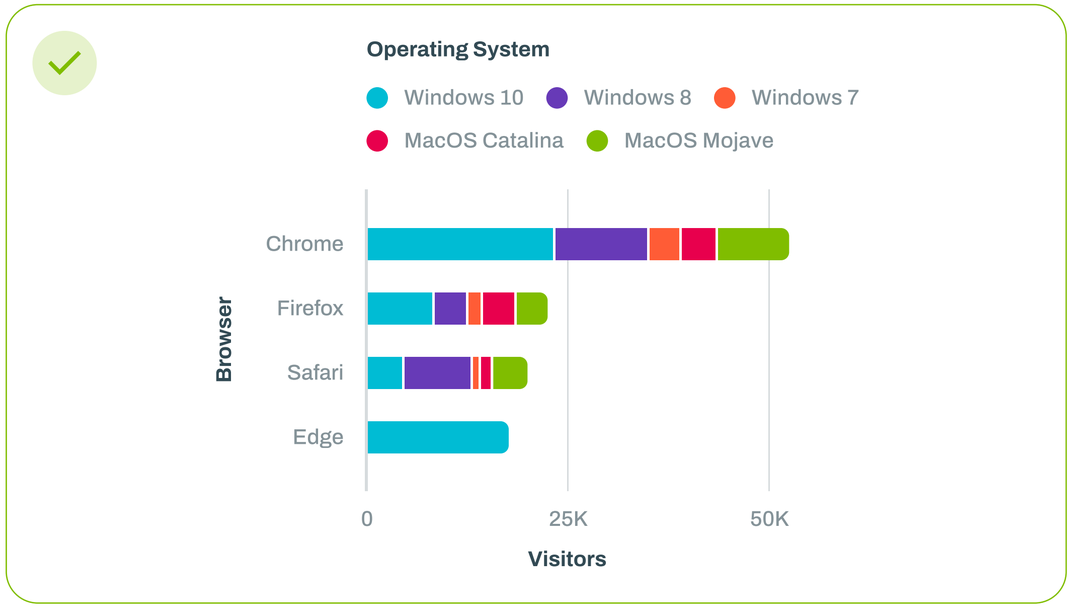
It's best to use fewer than 6 colors in the Spectrum categorical color palette. Categorical colors become more difficult to understand at 6 colors and extremely difficult to understand at 12. If you need more than 6 colors, try alternative visual encoding, such as position, which may be easier to read and scale better.

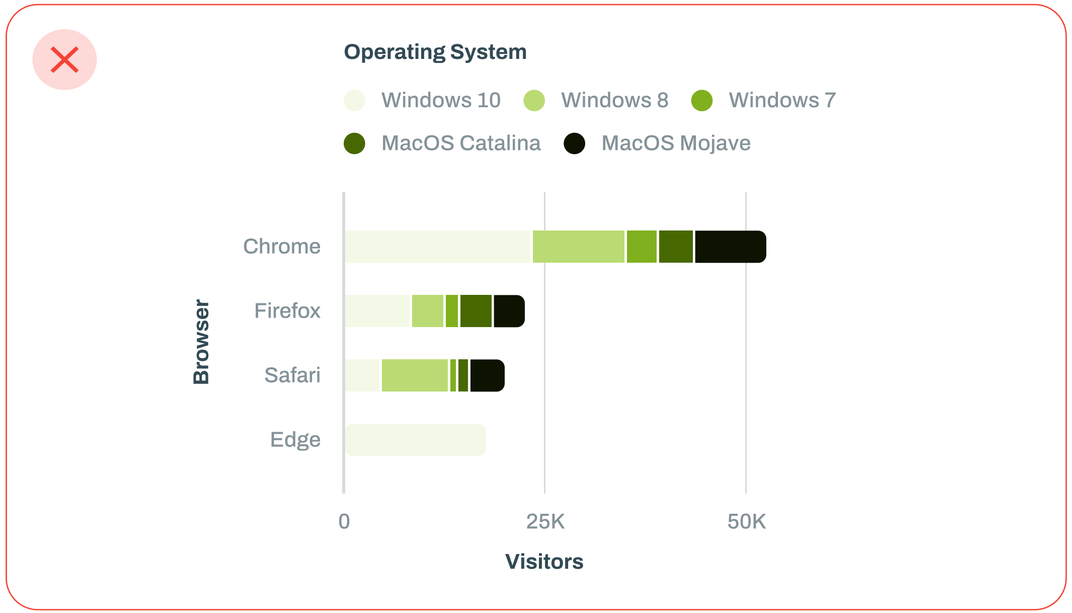




Do not use categorical or divergent colors with sequential data

Categorical colors are optimized for maximum differentiation. Using them for sequences (ordinal, interval or proportion scales), even when organized by hue, makes it difficult for users to understand.





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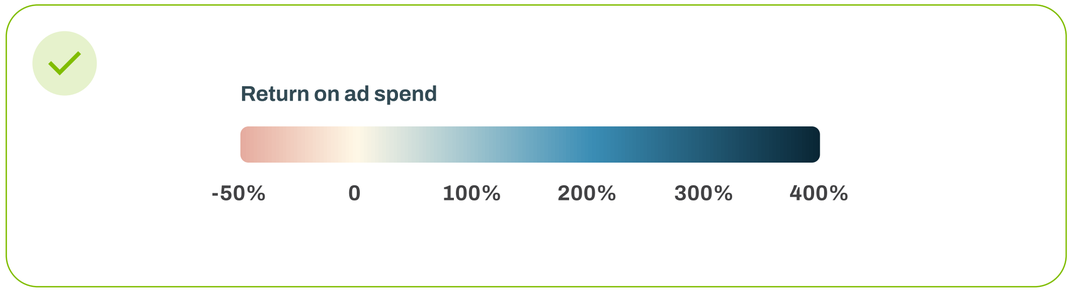
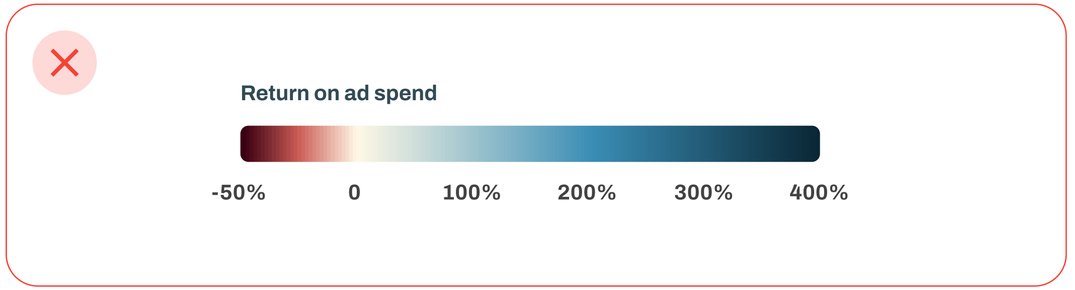
Cut divergent colors

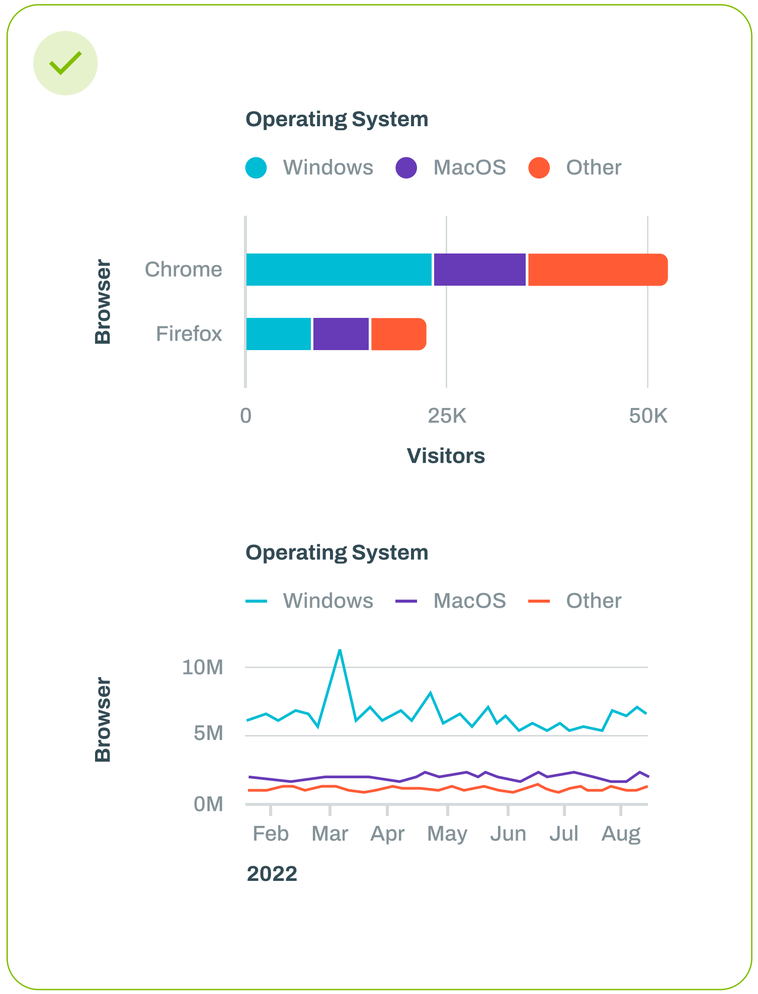
Divergent colors are designed to be balanced from a central midpoint. When the maximum value in your data is not the same distance from the center as your minimum value, change the palette to reflect those values. It is better to cut unnecessary colors; do not distort the palette to adjust them.

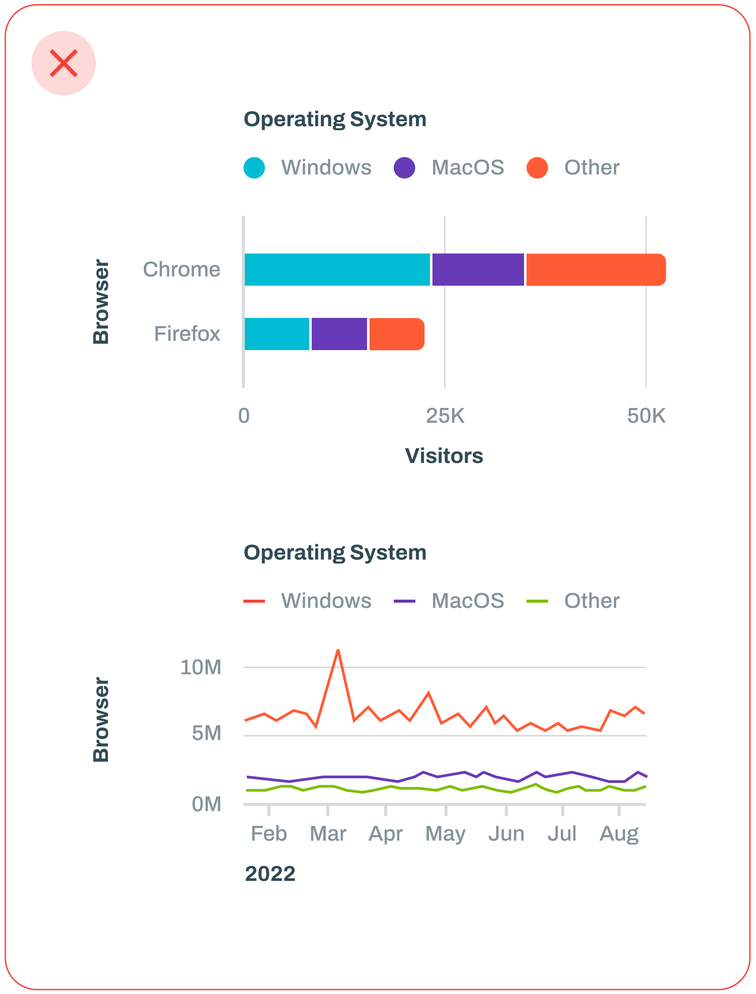




Be consistent with colors in charts

It's important to be consistent with color when there are multiple charts in the same view. If a color is used to represent something in a chart, all other charts must reflect that relationship.





Geofusion

CHAPTER IV

Temas

by **Eliza Mizziara**

Theme colors are the mandatory structure that all Geofusion products must follow in order to standardize color tokens and allow for theme variability within products. All components must follow this color logic.

Theme Structure

Library ecosystem

A Design System can be composed of multiple libraries and dependencies, this changes radically from company to company. Geofusion's growth strategy is the platform concept, that is, several products within the same environment. To achieve this, the Design System needs to allow scalability of libraries. When it comes to colors, there is a global palette with all pre-defined colors and their nuances, each library will have a theme color (secondary), allowing differentiation between products but ensuring visual integrity.

Primary Key Color - Global

primary blueGrey700	on-primary white	primary-container blueGrey50	on-primary-container blueGrey800

Secondary Color - Score de Sucesso

secondary orange500	on-secondary white	secondary-container orange100	on-secondary-container orange800

Feedback Colors

success green500	on-success white	success-container green100	on-success-container green800
warning yellow500	on-error white	warning-container yellow100	on-warning-container yellow800
error red500	on-error white	error-container red100	on-error-container red800

Neutral Colors

background grey50	on-background blueGrey700	surface grey50	on-surface blueGray700
surface-variant grey50	on-surface-variant blueGrey300	outline blueGrey50	outline variant blueGrey200

Variações do Tema

Library ecosystem

Using the color variations of the global palette as much as possible, after the product's primary colors have been defined, the theme must receive its dark variation.

Primary Key Color - Global - Dark Mode

primary	on-primary	primary-container	on-primary-container
blueGrey50	blueGrey700	blueGrey700	blueGrey100

Secondary Color - Score de Sucesso - Dark Mode

secondary	on-secondary	secondary-container	on-secondary-container
orange200	orange900	orange800	orange100

Feedback Colors

success	on-success	success-container	on-success-container
green200	green900	green800	green100
warning	on-error	warning-container	on-warning-container
yellow200	yellow900	yellow800	yellow100
error	on-error	error-container	on-error-container
red200	red900	red800	red100

Neutral Colors

background	on-background	surface	on-surface
blueGrey900	blueGrey100	blueGrey800	blueGray100
surface-variant	on-surface-variant	outline	outline variant
blueGrey700	blueGrey100	blueGrey700	blueGrey600

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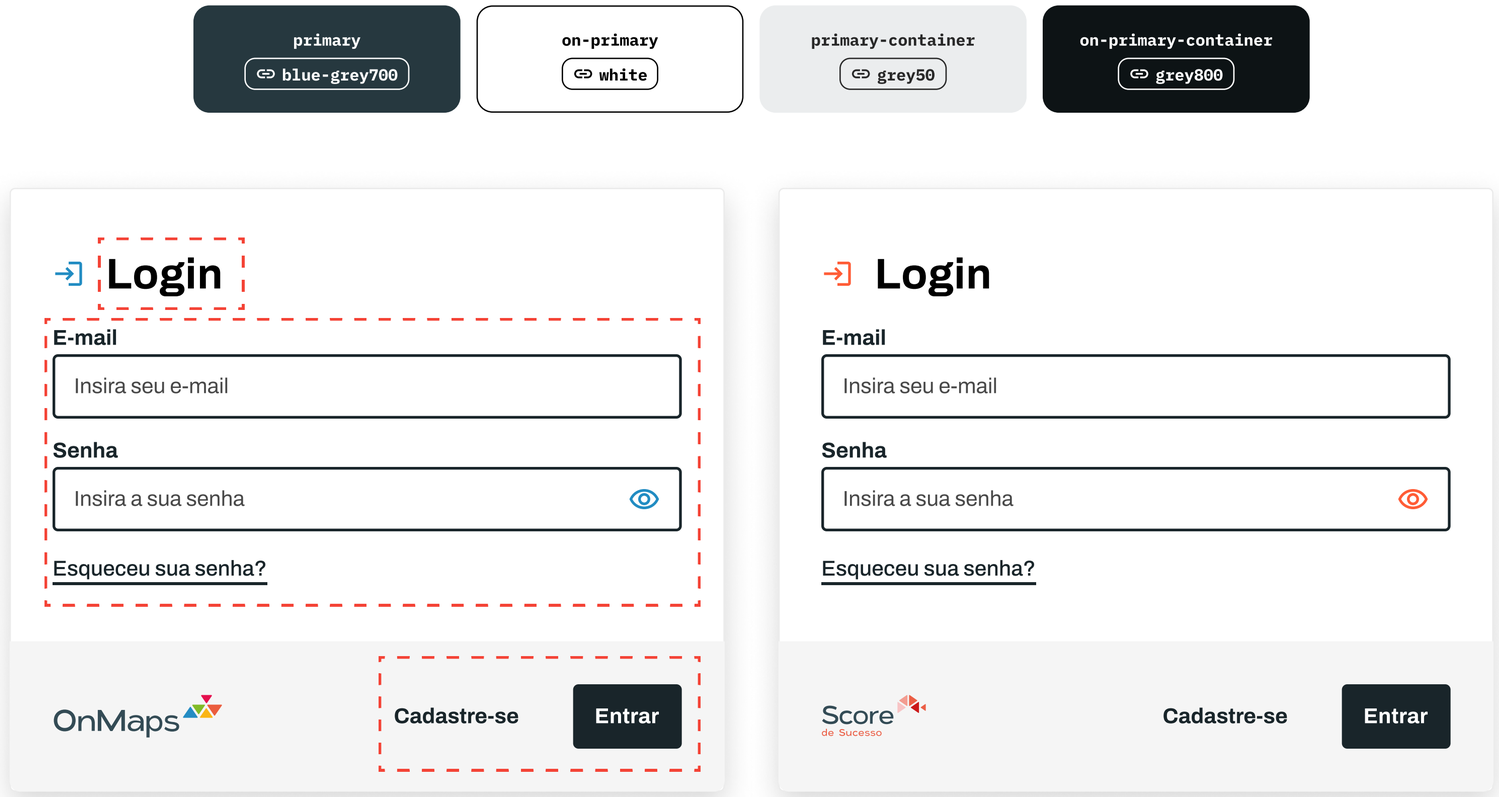
Primary Key Color

Primary functions are used for key UI components such as FAB, prominent buttons, active states, as well as the tint of raised surfaces. In order to maintain visual consistency, the primary colors will not be changed between Geofusion products. In the example below, we see the application of primary colors in different products.

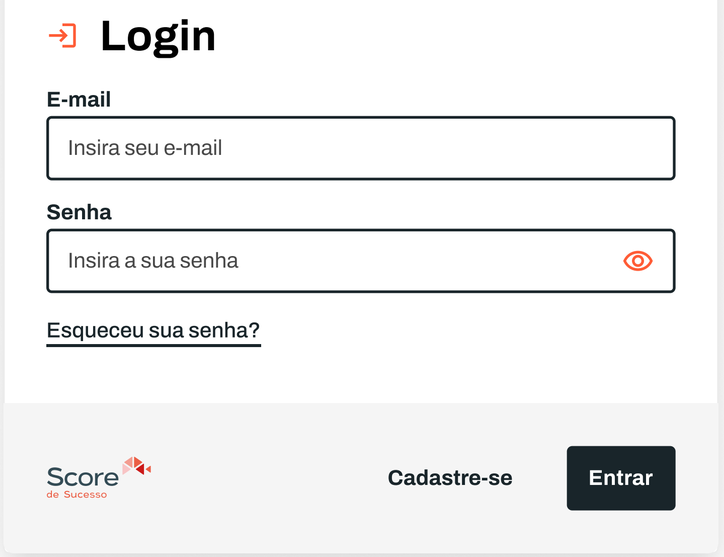


Secondary Key Color

Secondary functions are used for less prominent components in the user interface, such as filter chips, while expanding the opportunity for color expression. Note that in the examples below, the primary colors do not change between products, but the secondary colors do.

OnMaps

secondary	on-secondary	secondary-container	on-secondary-container
blue500	white	blue100	blue900



Score de Sucesso

secondary	on-secondary	secondary-container	on-secondary-container
orange500	white	orange100	orange800

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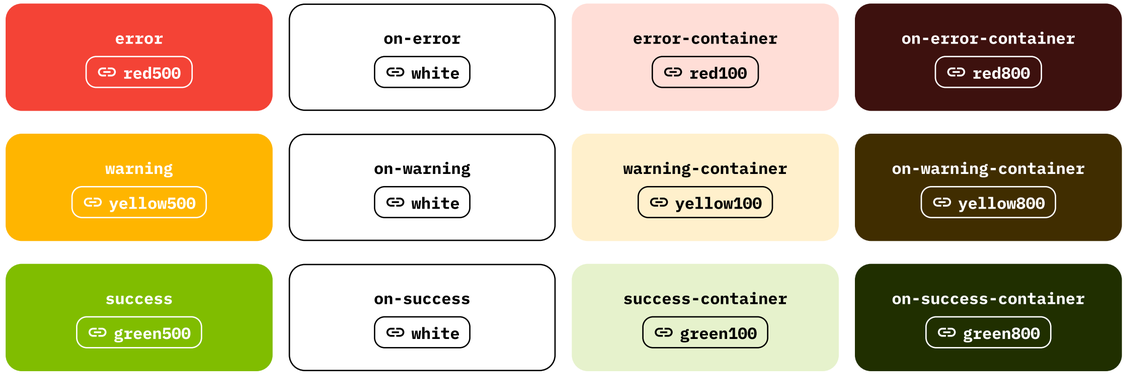
Feedback Colors

Feedback interactions are extremely important within a system, they serve to inform the user whether their actions were processed correctly or whether they need to be careful and/or careful before executing something. To support these interactions, colors are used, which follow an international convention, the same used in traffic lights. In the example below we see the feedback colors and an example of application.



Exemplo de aplicação de feedbacks c

Neutral Colors

Neutral colors are used in the background, surfaces, typography, shadows, etc. They act as the foundation of the system, allowing primary, secondary, feedback, and data colors to stand out appropriately. Neutral colors are also global elements of Geofusion products.

In the example below we see the application of neutral colors to various elements on the screen, such as background, cards, surfaces, typography, shadows, etc. This wide use of neutral colors in Geofusion platform products increases quality, scalability and visual cohesion.