

Iconography

Please read this document before creating an icon for Royal Canin Design Language. It will help you understand exactly when and how to raise an icon-related ticket on GitHub, create an icon in line with Royal Canin's guidelines, and supplying it back to GitHub for approval.

Check you've got the latest master icon document

The latest master icons can be downloaded from the developer.royalcanin.com

What to do if an icon doesn't exist yet?

Check the existing icons. Is there something similar that could be used?

If not, define a use case and log as a ticket on GitHub (if you are not a GitHub member you can get help signing up by emailing rcdesignlanguage@first10.co.uk). Be clear to supply where and how you want the icon to be used, consider projects outside of the one you are working on.

Different sizes and uses

Icons come in 3 sizes:

Default iconography is 32px - It is used for various interface elements and typically appears stand alone or within icon buttons. It is also used in combination with text labels but not in buttons with text.

Small iconography is 24px - It is a limited set of icons developed for specific use cases. The variant size helps to create visual balance where icons need to be clear but not dominate such as in the header.

Extra small iconography is 16px - It is used when real estate is at a premium and is typically used across the Design Language alongside text labels and buttons. 16px should always be customised to avoid losing detail.

Naming conventions

- What does this icon represent - it doesn't need to be literal but representative.
- Is the name or meaning similar to any pre-existing icons we've created?
- Does this icon action have any other synonyms (check, tick, approve)?
- How have other brands named a similar icon - is it a common name?

Creating a new icon and setting up artboards

Create icon to the correct pixel size following the design recommendations as found on the Royal Canin Developer Portal. 16, 24 or 32px. Make sure icon created in the recommended size template.



Default iconography is 32px. It is used for various interface elements and typically appears standalone or within icon buttons. It is also used in combination with text labels but not in buttons with text.

- Make sure all layers are named correctly as per the naming convention
- DO NOT outline the stroke incase you need to go back and edit.
- Label the icon as per others on the sheet.
- Enable pixel preview (View> Pixel Preview) and snap all elements to the pixel grid (View> Snap to pixel grid). This is to assist in creating pixel perfect icons which aren't blurred due to subpixel rendering and avoids blurring of iconography on resize.
- Review at 100% zoom to ensure quality compared to existing icons.
- Further guidelines around the icon styling can be found at <https://bit.ly/203CAXw>

Supplying a new icon

Once you have created a new icon, it should be supplied to us as an editable vector file via the GitHub ticket originally raised.