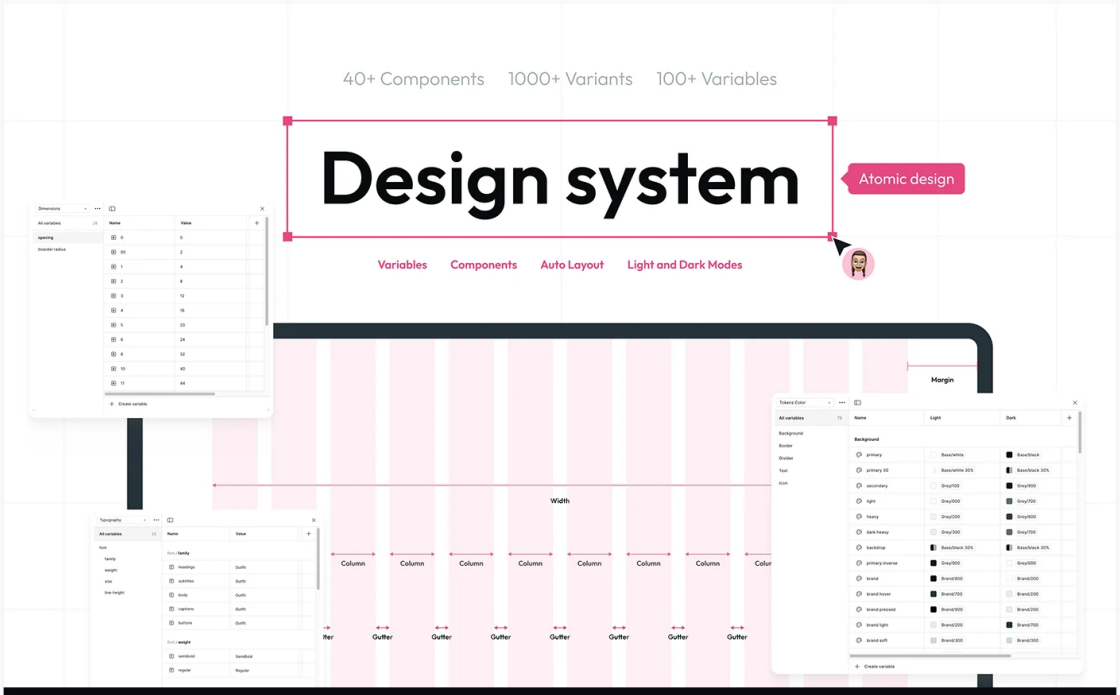
Design System | Atomic Design | Light&Dark Modes
Alina Markovich • Seguir

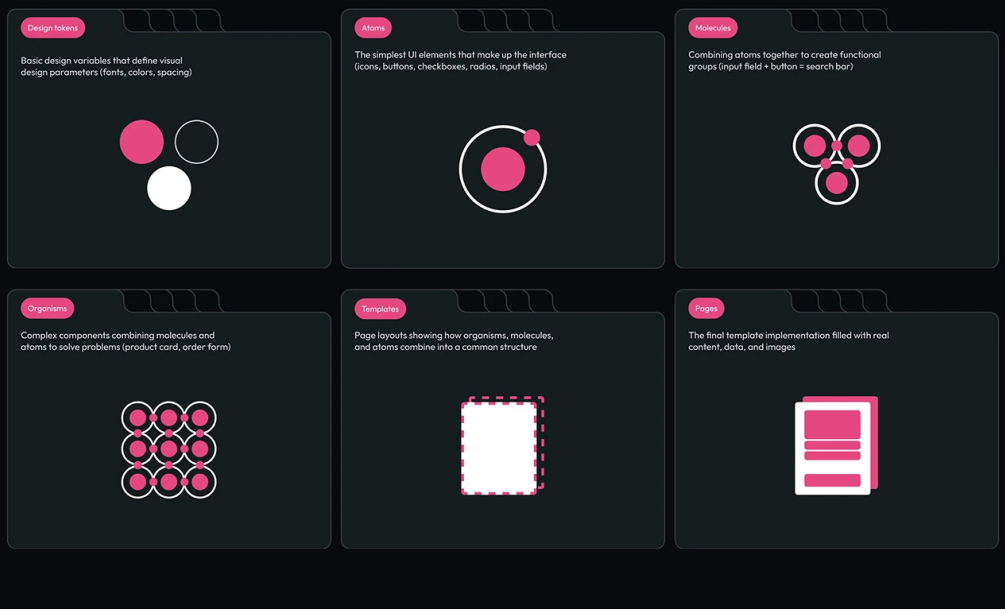
Seguir
Contratar
Ferramentas
Salvar
Compartilhar
Curtir



Atomic design

Design system | Grids | Tokens | Icons | Shadow | Components | Modes

Atomic design is a mental model for understanding how we break down interface design systems in a modular method. It helps you better see how things are connected, from the most abstract part of the design to the most concrete.



Typography

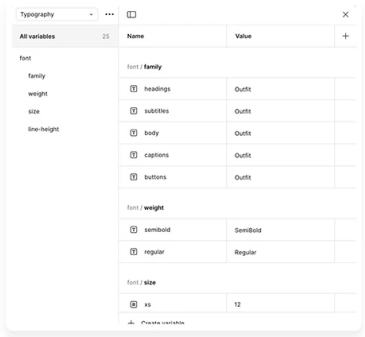
Tokens | Grids | Icons | Shadow | Components | Modes | Design system

In the typographic system, individual unique names have been specified as design tokens. The typographic system provides the title and text types and specifies their usage.



ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz



Headings

H1

Typography

Size: 96px / 6 rem Weight: 600 / semibold Line Height: 116px / 7.25 rem

H2

Typography

Size: 60px/ 3.75rem Weight: 600 / semibold Line Height: 60px/ 3.75rem

H3

Typography

Size: 48 px / 3 rem Weight: 600 / semibold Line Height: 48 px / 3 rem

H4

Typography

Size: 36 px / 2.25 rem Weight: 600 / semibold Line Height: 40 px / 2.5 rem

H5

Typography

Size: 24 px / 1.5 rem Weight: 600 / semibold Line Height: 28 px / 1.75 rem

H6

Typography

Size: 20 px / 1.25 rem Weight: 600 / semibold Line Height: 28 px / 1.75 rem

Buttons

Button 1

Typography

Size: 16 px / 1 rem Weight: 600 / semibold Line Height: 24 px / 1.5 rem

Button 2

Typography

Size: 14 px / 0.875 rem Weight: 600 / semibold Line Height: 20 px / 1.25 rem

Subtitles

Subtitle 1

Typography

Size: 16 px / 1 rem Weight: 600 / semibold Line Height: 24 px / 1.5 rem

Subtitle 2

Typography

Size: 14 px / 0.875 rem Weight: 600 / semibold Line Height: 20 px / 1.25 rem

Body

Body 1

Typography

Size: 16 px / 1 rem Weight: 400 / regular Line Height: 24 px / 1.5 rem

Body 2

Typography

Size: 14 px / 0.875 rem Weight: 400 / regular Line Height: 20 px / 1.25 rem

Captions

Caption 1

Typography

Size: 12 px / 0.75 rem Weight: 600 / semibold Line Height: 16 px / 1 rem

Caption 2

Typography

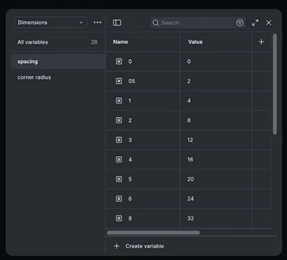
Size: 12 px / 0.75 rem Weight: 400 / regular Line Height: 16 px / 1 rem

Spacing

Tokens Grids Icons Shadow Components Modes Design system

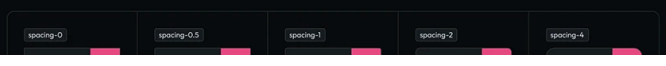
Spacing rules based on multiples of four are used. As an exception to rules based on the multiples of four, «2» is also provided as the minimum spacing size. The spacing rules must be applied to the spaces between components, and it is recommended to follow the spacing rules within components if possible.

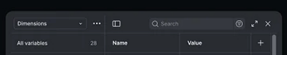


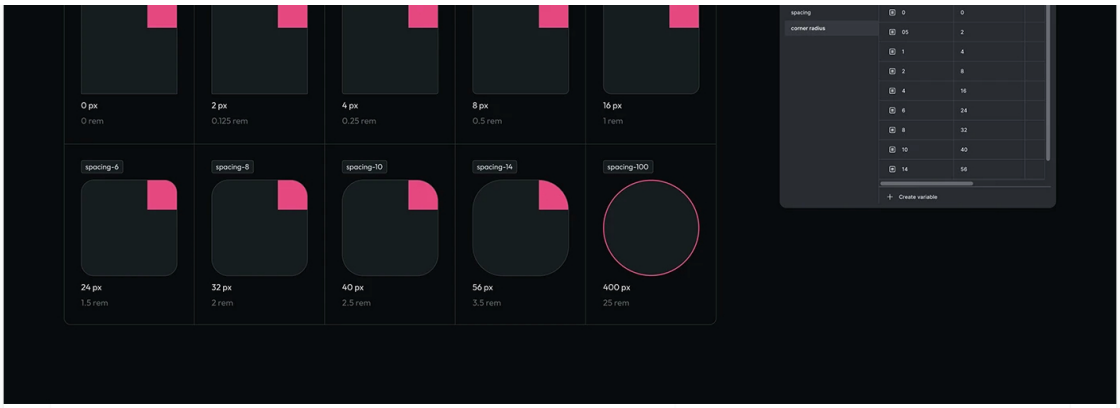


Corner radius

To ensure visual consistency and scalability across our UI, we use a modular corner radius system based on a 4-pixel step. This system helps maintain a cohesive look while allowing flexibility across components.







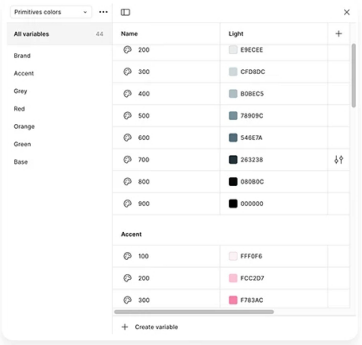
Colors

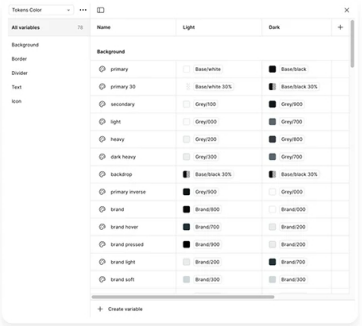
Our color system is built using variables and includes Primitive colors and Color tokens. It features black as the core brand color, pink as the accent, along with a system palette and gray palette. Both light and dark themes are supported.

Tokens | Grids | Icons | Shadow | Components | Modes | Design system

Primitive colors

AAA 17.93:1	AAA 16.44:1	AAA 15.11:1	AAA 12.39:1	AAA 9.41:1	AA 3.35:1
000 #FFFFFF	100 #F4F5F7	200 #E9ECEE	300 #CFD8DC	400 #B0BEC5	500 #78909C
AAA 16.26:1	AAA 11.81:1	AAA 7.53:1	AA 3.73:1	AA 4.62:1	
100 #FFF0F6	200 #FCC2D7	300 #F783AC	400 #E64980	500 #D6336C	
AA 5.27:1	AA 2.42:1	AA 3.77:1			
400 #C02831	400 #EC9215	400 #299363			





Color tokens

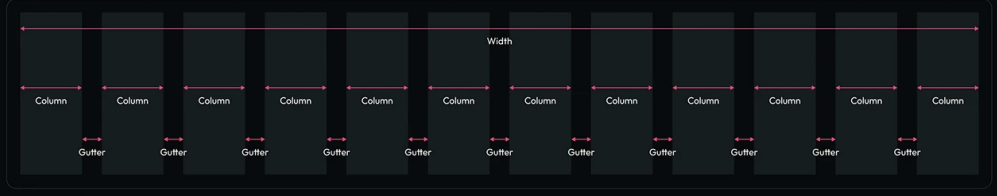
--color-background-light background color for hover states on UI elements	--color-border-primary default stroke color	--color-text-primary primary color for headings and subheadings (Heading group)
--color-background-brand primary brand color for UI backgrounds	--color-border-brand primary brand accent color for UI element strokes/outlines	--color-text-secondary secondary color for body text and captions (Body and Caption)
--color-background-brand-soft light brand background with minimal contrast (disabled state)	--color-border-error error state stroke color	--color-text-light color for body text and captions (Body and Caption) in disabled states
--color-background-accent primary accent color for UI element backgrounds	--color-border-warning warning state stroke color	--color-text-heavy tertiary color for less prominent body text and captions (Body and Caption)

Grids

Our layout grid system is responsive and adapts to different devices. For desktop, we use a 12-column grid; for tablet, 8 columns; and for mobile, 4 columns. All grids are based on an 4px spacing system, ensuring consistency and alignment across breakpoints.

Grids | Tokens | Icons | Shadow | Components | Modes | Design system

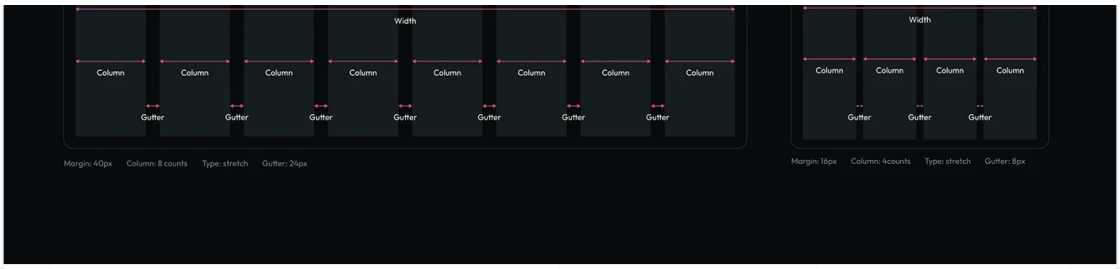
Web L ≥1200px container 1200



Margin: 96px Column: 12 counts Type: stretch Gutter: 20px

Tablet M ≥768px container 944

XS <576px container 375



Shadow

Shadow Grids Icons Tokens Components Modes Design system

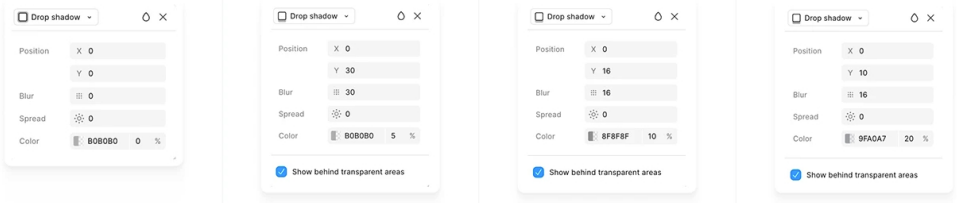
The shadow system helps create visual hierarchy and depth in the interface. It includes a set of consistent elevation levels used across components like cards, modals.

None

Small

Medium

Large



Mais como este Salvar Link permanente

Icons

Icons Grids Shadow Tokens Components Modes Design system

The icon pack is based on Material Design Icons — a comprehensive, open-source set developed by Google. They are scalable, easy to customize, and designed for clarity at all sizes.

Action

Navigation

Content

Social

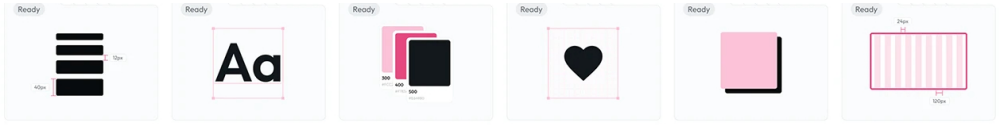
and 50+ icons

Table of Contents

Components Shadow Grids Icons Tokens Modes Design system

The Table of Contents serves as the main navigation for the components library. It provides a clear, structured overview of all design assets, including components, styles, and patterns. Organized into intuitive categories, it helps designers and developers quickly find what they need.

Foundation



Dimensions Tokens →
Radius and spacing

Typography →
Text variables

Colors →
Color palette: variable, light theme, dark theme

Icons →
Icon library

Shadow →
Shadows for elements

Grid System →
The main grids for the project and their structure

Components



Badge →
Badges are visual indicators that appear for new notifications, numeric counts, or statuses.

Progress →
Progress indicators express an unspecified wait time or display the length of a process.

Skeleton →
Display a placeholder preview of your content before the data gets loaded to reduce load-time frustration.

Tag →
A tag is a static and actionable component that displays an element's status, key properties, or categories.

Chip →
Chips are compact elements that represent an input, attribute, or action

Breadcrumbs →
The breadcrumb is a secondary navigation pattern that helps a user understand the hierarchy.



Avatar →
An avatar is a visual way to represent a person or business in a user interface.

Tooltip →
Tooltips display informative text when users hover over, focus on, or tap an element.

Tabs →
Tabs are used to organize related content.

Menu →
A menu is a list of interactive options that appears when users interact with an element or perform a specific action.

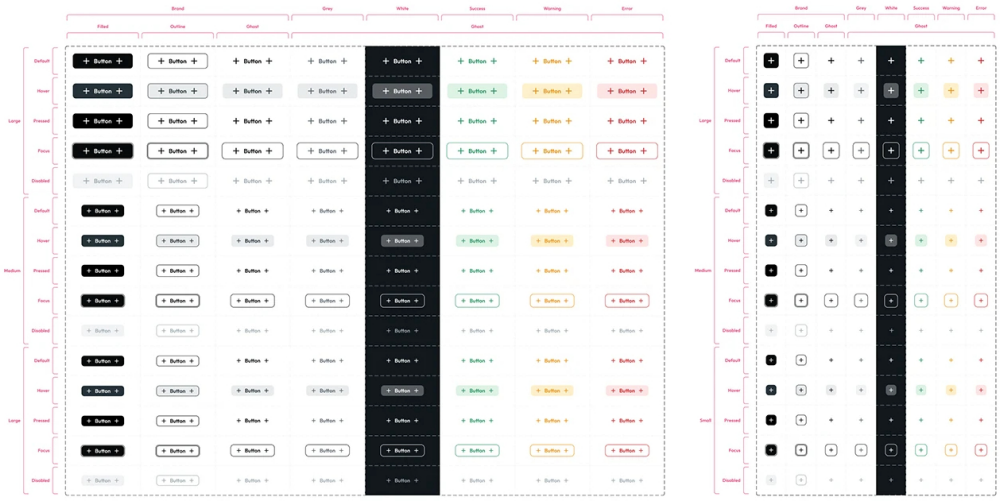
Breadcrumbs →
The breadcrumb is a secondary navigation pattern that helps a user understand the hierarchy.

and 30+ components

Button

Components | Shadow | Grids | Icons | Tokens | Modes | Design system

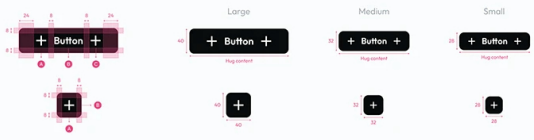
Button triggers a certain action. It can initiate an action, transition to a certain state or page. On a rare occasion it can open an external link, just like a link.



Documentation

Spacing and sizes

The most basic setup of a button includes only a single label or icon. Still, a button can also be customized to include a label with a leading icon and a trailing icon. For larger or smaller buttons, use the size prop.



Button

Properties

- Size · Large, Medium, Small
- Style · Filled, Outlined, Gh...
- State · Default, Hover, Pre...
- Color · Brand, Grey, White,...
- Label · Button
- Left icon · plus
- ↳Left icon · True
- Right icon · plus
- ↳Right icon · True

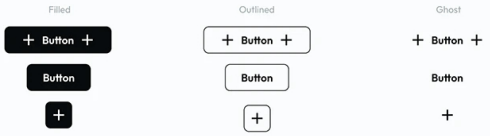
State

Five states are provided by default. The Hover and Focus state is used for PC web only.



Style

Button hierarchy emphasizes which button is more important in the context so the user can take action immediately. The basic button set includes a range of styles: brand-colored buttons for primary actions, gray buttons for secondary actions, white buttons for use on dark or flashlight backgrounds, and red, yellow, and green buttons for system states and switches.



Usage

Use buttons to let users take action, make choices, and move forward. Buttons can navigate to other pages while completing an action like purchasing or submitting a form.

Do



Use one primary button per context to highlight the action the user will most likely take.

Don't

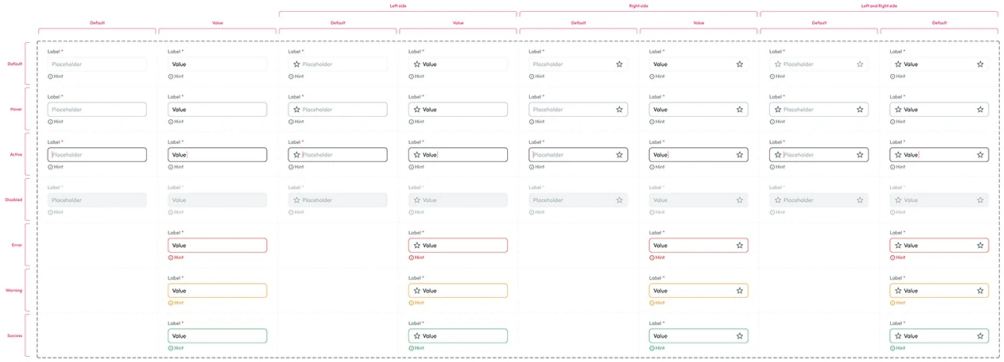


Avoid using multiple primary buttons on the one screen

Text Field

Components · Shadow · Grids · Icons · Tokens · Modes · Design system

A component for entering arbitrary text, numeric, and symbolic values into multiple rows. Most commonly used for description when creating entities or entering messages in forms and dialog boxes.



Documentation

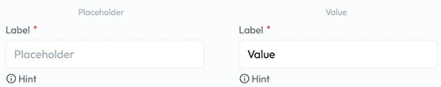
Spacing and sizes

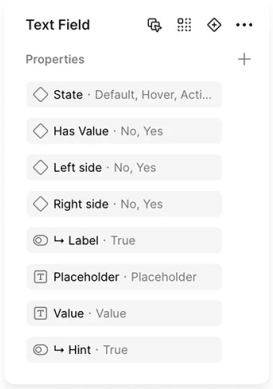
A text field, like most form controls, contains 3 main elements – a form label, Input control, form hint input and instance adorments.



Has/No value

Four input states are provided according to the input interactions. The Placeholder state indicates that no user actions have been made. When the text input is selected, the input container changes to the Active state.





Usage

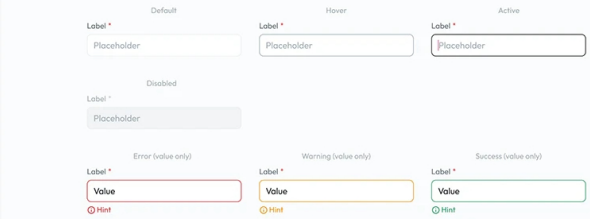
Text fields are the most complex components in the system, providing endless configurations to fit multiple use cases.

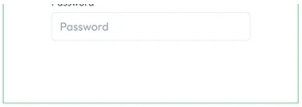
Do



State

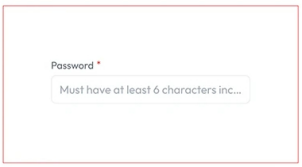
Seven states are provided: Default, Hover, Active, Disabled, Error (value only), Warning (value only), Success (value only)



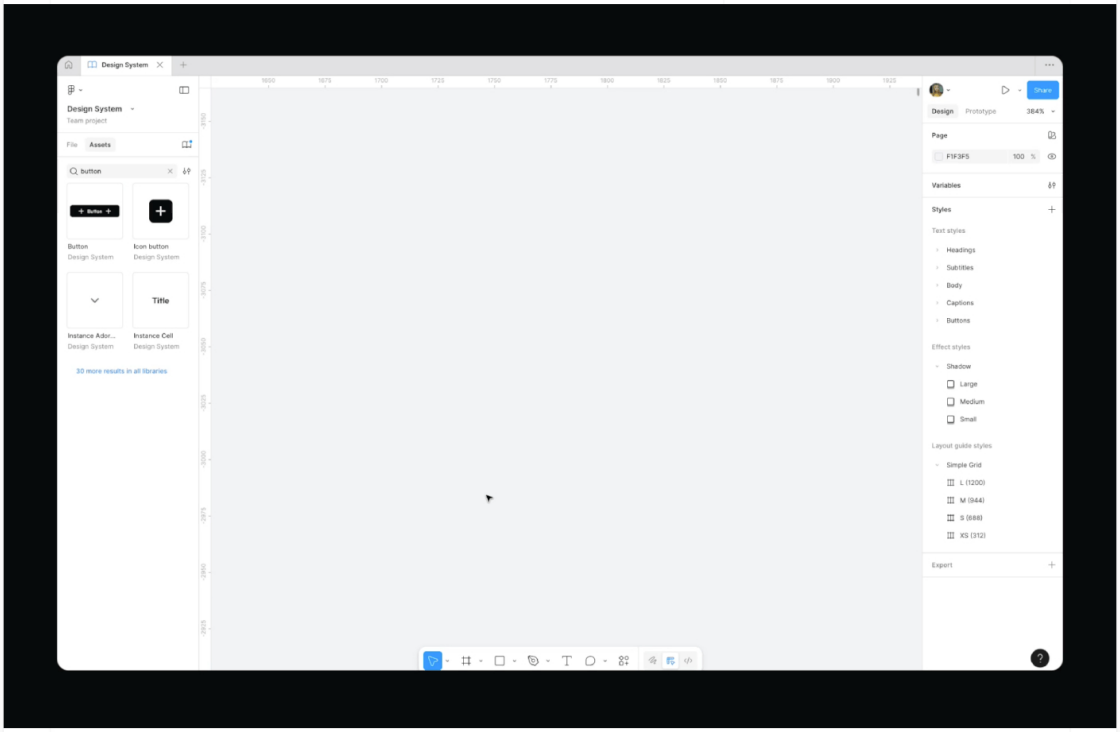


Provide information about the text input, such as the restrictions, through the help text.

✕ Don't



Do not provide information about the text input, such as the restrictions through placeholders.

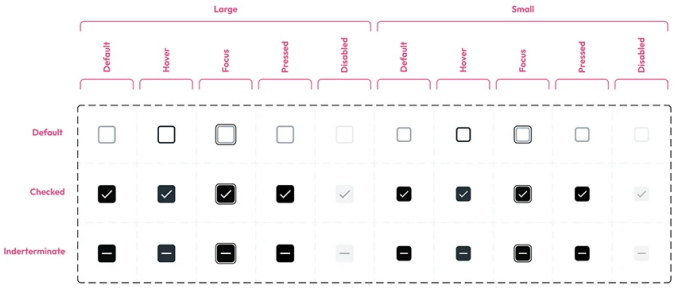


Checkbox

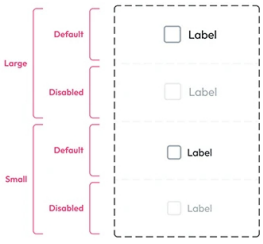
Components | Shadow | Grids | Icons | Tokens | Modes | Design system

A checkbox is a user interface element that allows users to select one or more options from those provided.

Checkbox



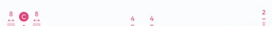
Checkbox Label

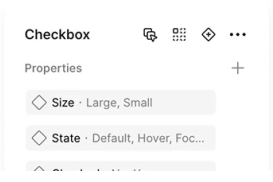


Documentation

Spacing

A checkbox is made up of a square container and a checkmark icon.







Checked · No, Yes

Indeterminate · No, Yes

Sizes

Checkbox and the checkbox label have two sizes: Large and Small



State

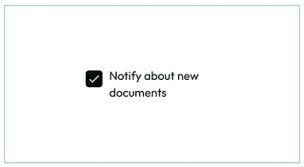
Five states are provided: Default, Hover, Pressed,Focus, Disabled. The checkbox input allows for a series of states: unselected, selected, and indeterminate. The default view of a set of checkboxes is having no option selected. Use the indeterminate state when the checkbox contains a sublist of selections, some of which are selected, and some unselected.



Usage

Users can tap or click a check to toggle between checked and unchecked. Tapping or clicking the label next to the check should activate the control.

✓ Do



Do let text wrap beneath the checkbox so the control and label are top aligned.

✕ Don't

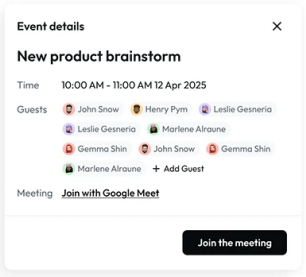


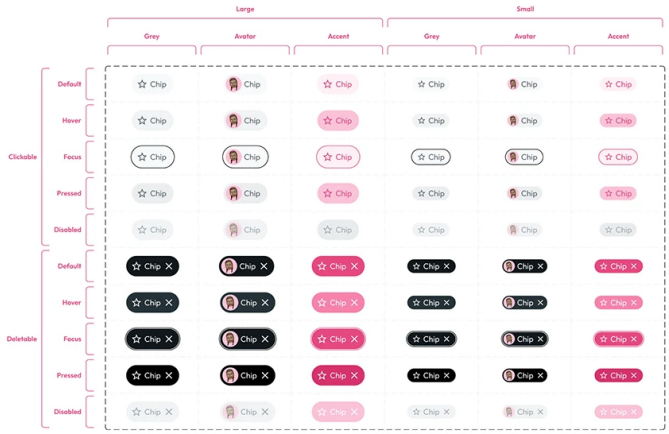
Do not vertically center wrapped text with the checkbox.

Chips

Components · Shadow · Grids · Icons · Tokens · Modes · Design system

Chips are components that allow users to make single or multiple selections from multiple items. Chips help people enter information, make selections, filter content, or trigger actions

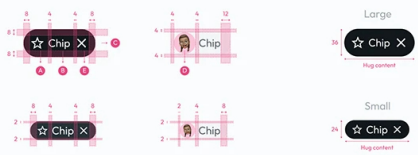




Documentation

Spacing and sizes

Chip padding measurements and items



Chip

Properties

Size · Large, Small

Color · Grey, Accent

State · Default, Hover, Foc...

Action · Clickable, Deletable

Avatar · No, Yes

Label · Chip

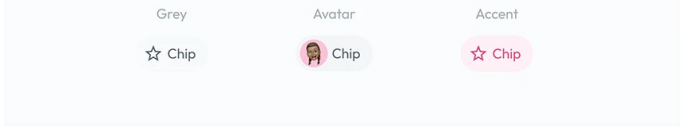
↳ Icon · True

Nested instances

Avatar

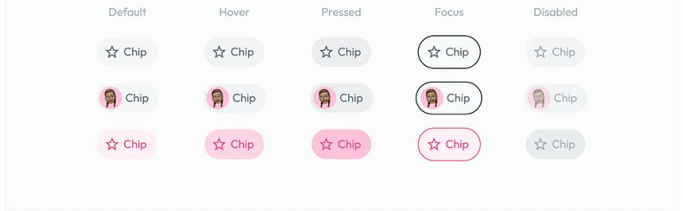
Style

Select «Grey» or «Accent» depending on the desired design styles and situations. The Accent type has a lower priority over the Grey type.



State

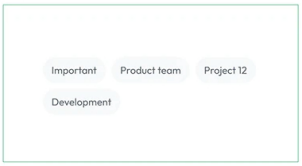
States are visual representations used to communicate the status of a component or interactive element.



Usage

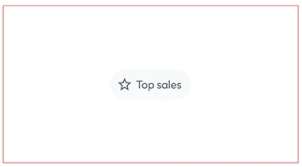
Chips help people enter information, make selections, filter content, or trigger actions. They're best used to help users accomplish their current task faster and easier.

✓ Do

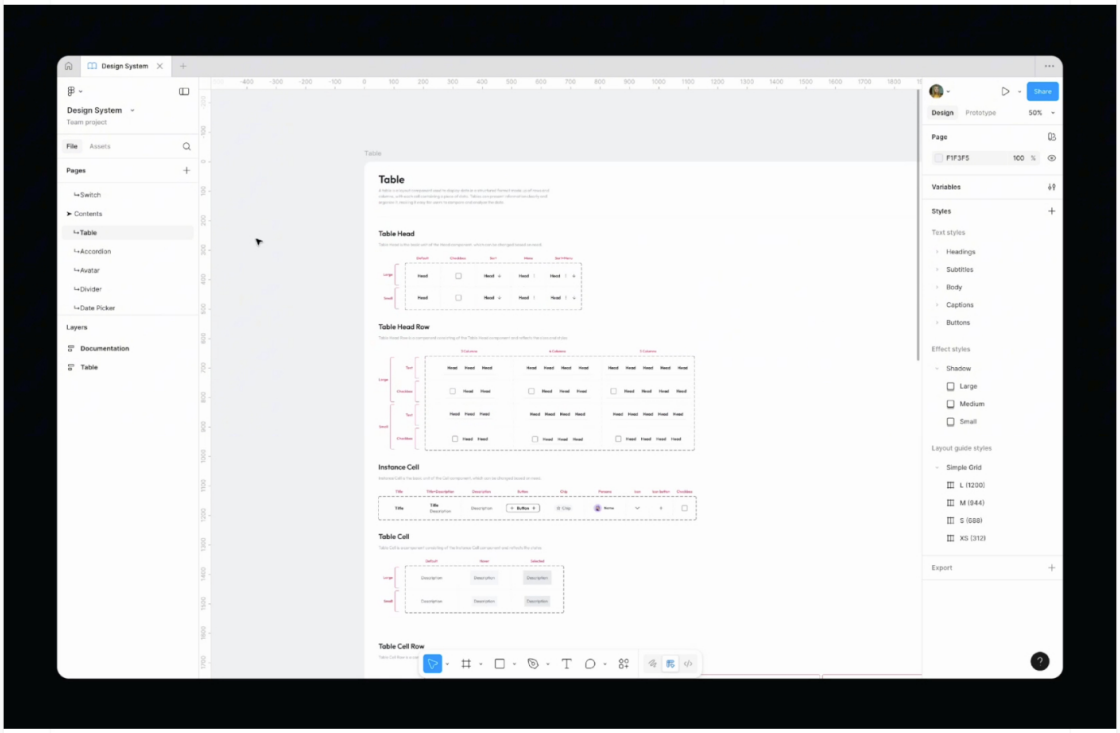


In a chip, the container width is automatically adjusted according to the content length. This option is available only when there are two are more items.

✕ Don't



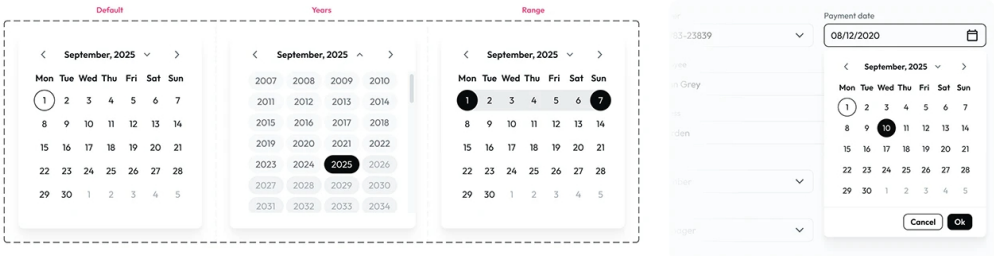
It cannot be used when there is only one chip that can be selected.



Date picker

Components · Shadow · Grids · Icons · Tokens · Modes · Design system

Date pickers let users select a date or range of dates. They should be suitable for the context in which they appear. Date pickers can display past, present, or future dates – as relevant to the task.

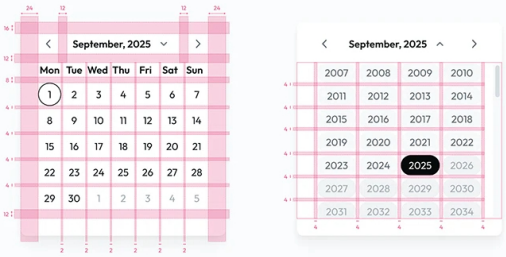


Documentation

DatePicker

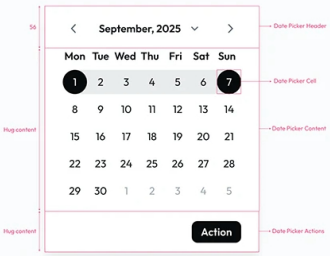
Spacing and padding

Calendar pickers default to showing today's date when opened and only one month is shown at a time. Calendar pickers allow users to navigate through months and years, however they work best when used for recent or near future dates.



Anatomy

The calendar is a layered component and consists of many secondary components.



Properties

Style · Default, Years, Ran...

Nested instances

DatePickerHeader

DatePickerContent

DatePickerActions

Usage

Date pickers let people select a date or range of dates. They should be suitable for the context in which they appear.

✓ Do



Use the default calendar sizes for interface layouts.

✕ Don't

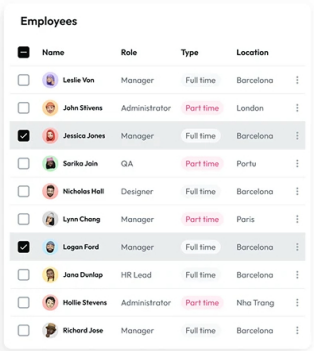


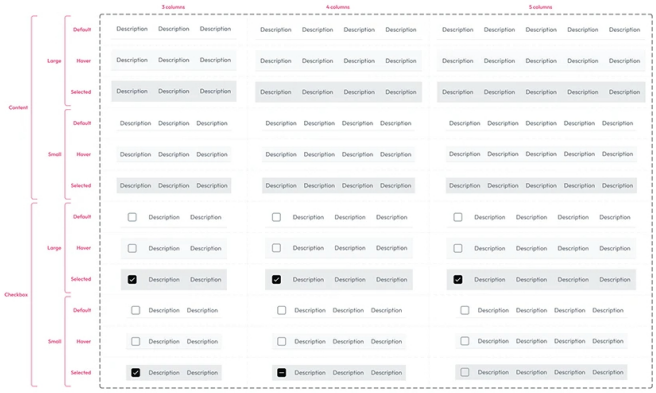
Don't scale the date picker responsively to a larger size.

Table

Components · Shadow · Grids · Icons · Tokens · Modes · Design system

Data tables display information in a grid-like format of rows and columns. They organize information in a way that's easy to scan so that users can look for patterns and develop insights from data.





Documentation

Anatomy

A data table usually contains a header row, rows, columns, and cells.



Table Cell Row

Properties

Size · Large, Small

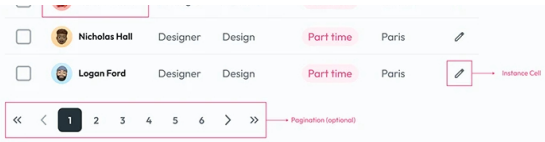
Style · Content, Checkbox

State · Default, Hover, Sel...

Column · 3, 4, 5

Divider · True

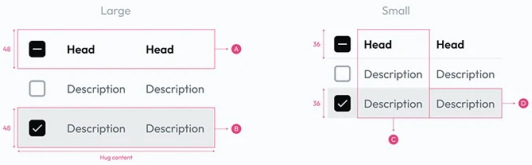
Usage



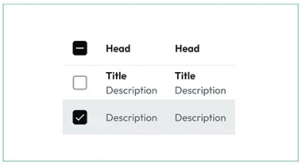
Use a table component when displaying a smaller number of rows or results that have pagination. It includes sorting and row selection features as well as accessibility.

Size

The design system includes two table cell sizes: Large and Small. Large cells are used for spacious layouts with more content or improved readability, while Small cells are suited for dense data tables where space efficiency is key.

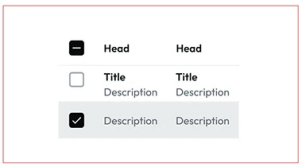


✓ Do



If the content in a cell is two rows, the checkbox will remain centered.

✕ Don't



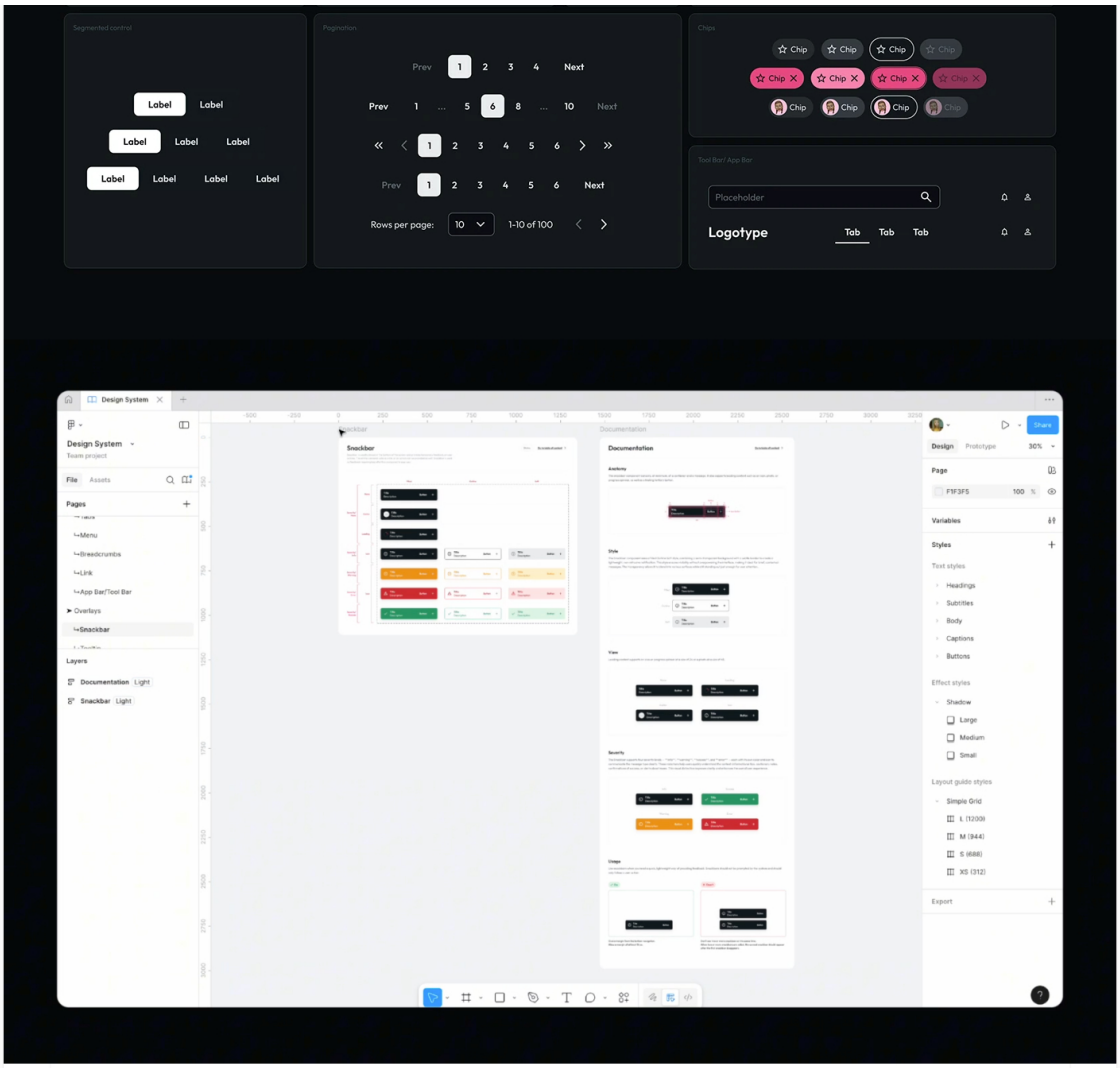
Do not move the checkbox position up or down relative to the content - this will make the table look curved.

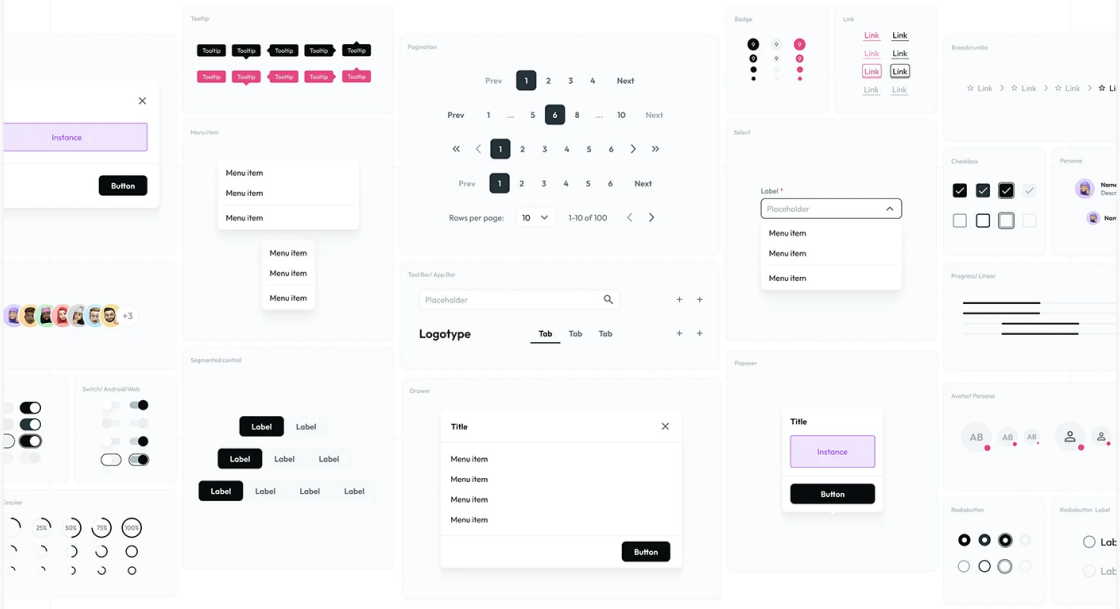
Dark mode

Modes | Icons | Grids | Shadow | Tokens | Components | Design system

Dark mode components are designed to ensure optimal readability, contrast, and accessibility in low-light environments. The dark theme adapts all interactive states and UI elements to maintain visual consistency and user comfort across both modes.



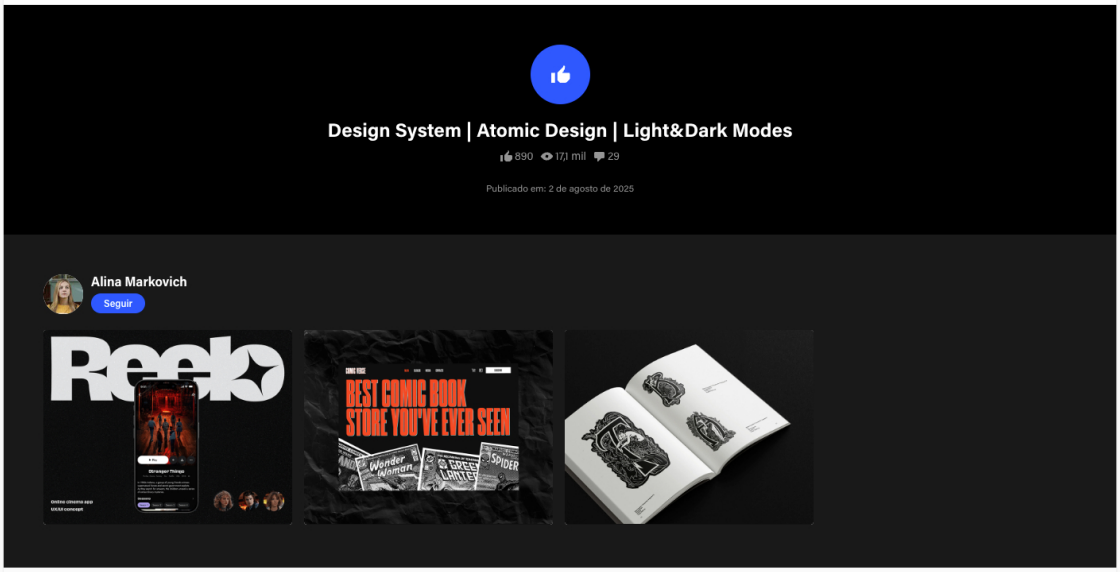




over 1000 components and variants

Th

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it's amazing work experience.

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Mind blowing!! So detailed work

Suganth N · 2 de abr. de 2026 · Responder
Great work

SHIRA SHEMESH · 3 de mar. de 2026 · Responder
ואוו עבודה טובה

Chris Plonski PRO · 21 de fev. de 2026 · Responder
Well presented! 🔥

Khaled Mamdouh PRO · 13 de fev. de 2026 · Responder
Great work,

Eghi Bonk · 27 de jan. de 2026 · Responder
amazing workk

Hassenaoui Ikram · 12 de jan. de 2026 · Responder
Amazing beautiful work !

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Alina Markovich
Vietnam

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Design System | Atomic Design | Light&...

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Publicado em: 2 de agosto de 2025

FERRAMENTAS

Figma

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Interface e exp. do usuário

Design de interações

ui kit · design system · UI/UX · Figma · user interface · product design · Atomic Design · components · user experience

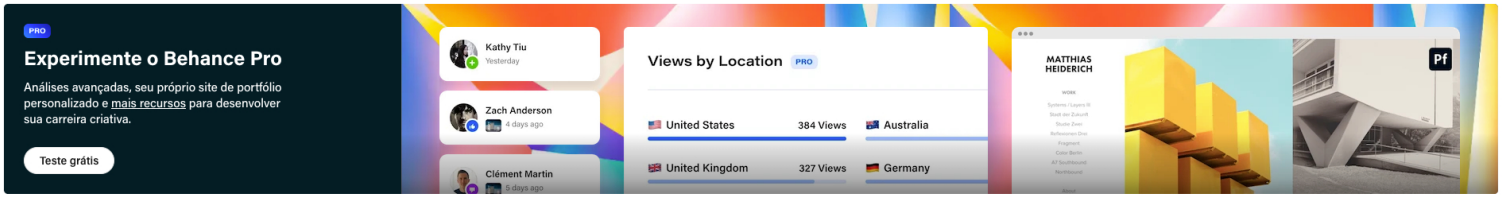
Hi quality product...

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its pretty!!!!!!

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