

FOSS Clubs Design Library

Guidelines to use FOSS Clubs branding across digital assets for your Club.

[\(Design Link \)](#)

Curated by 



FOSS Clubs Design Library

Why a Design Library?

This Design Library serves as a cornerstone for creative expression while maintaining a visual identity. By providing a structured yet flexible set of design elements, it ensures that while individuality thrives, the overall branding remains consistent and recognizable. This aids in strengthening the identity of FOSS Clubs, making your projects and initiatives more visible and impactful in the larger FOSS community.

What's Inside the Library?

1. **Logo Specifications:** Detailed guidelines for the use of the FOSS Clubs logo, ensuring it is displayed correctly across various applications.
2. **Color Palette:** A primary color scheme that defines the visual identity of FOSS Clubs, along with some secondary colors for needed usage.
3. **Typography Guidelines:** Information on typefaces, including how and where to use them to maintain a consistent and readable aesthetic.
4. **Pixelated Icons:** Pixel art form the fundamental aspect of our design system. A collection of unique, pixelated icons that resonate with the FOSS ethos, offering a distinctive visual language for digital and print media.

Important Points to Note

- **Balancing Uniformity and Flexibility:** While we encourage adherence to the brand guidelines to maintain uniformity, we also understand the importance of flexibility. The Design Library is a framework to guide your creativity, not restrict it.
- **A Resource, Not a Rule book:** Think of this library as a resource that enriches your design process. It's not a set of strict rules, but rather a collection of elements that you can use to effectively communicate the spirit of FOSS Clubs.
- **Experiment with Colors:** Feel free to experiment with the primary colors by adjusting opacity and other parameters to create variants that suit your specific design needs. This flexibility allows you to maintain brand identity while also being innovative.
- **Secondary Colors for Branding:** Secondary colors are available for use when necessary. These should be chosen and applied in a way that complements the primary palette and reinforces the FOSS Clubs branding.
- Our styles mostly include **abstract shapes and pixel art**, and doesn't essentially include curve patterns except in minor usage - buttons, tags etc.
- **We do not encourage the use of colors and styles that are away in a long way from the branding colors and style.**

Remember, this Design Library is a living document, evolving as the FOSS Clubs community grows and changes. Your feedback and contributions are valuable in shaping its future. Let's create, innovate, and inspire together!

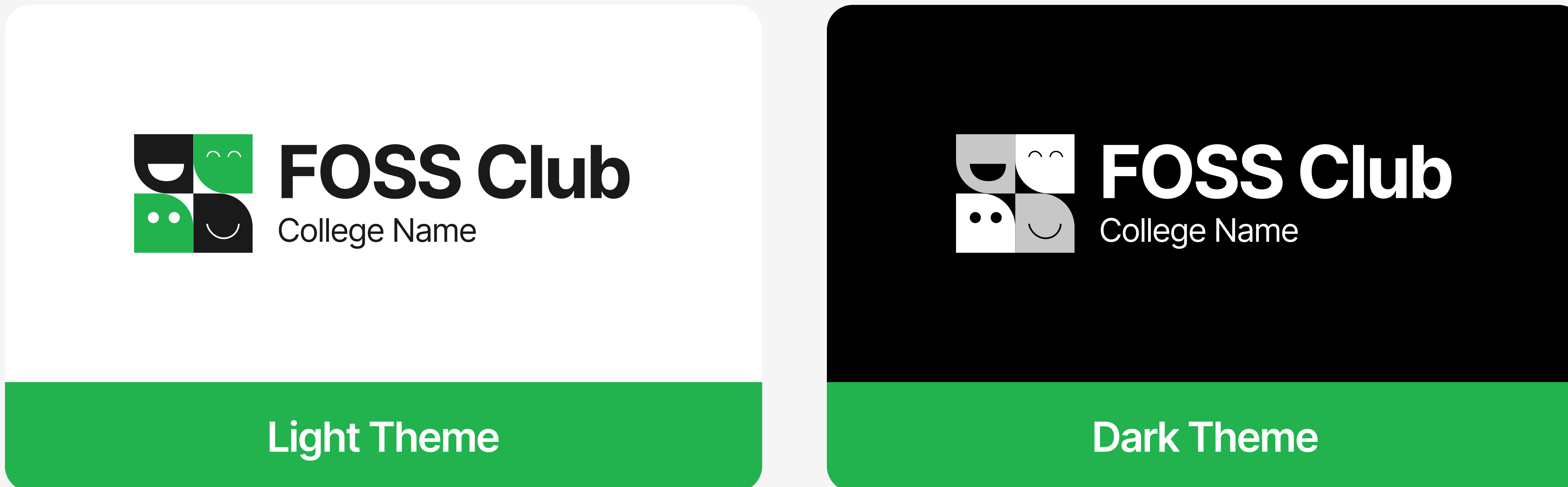


Logo Usage [\(Download Link\)](#)

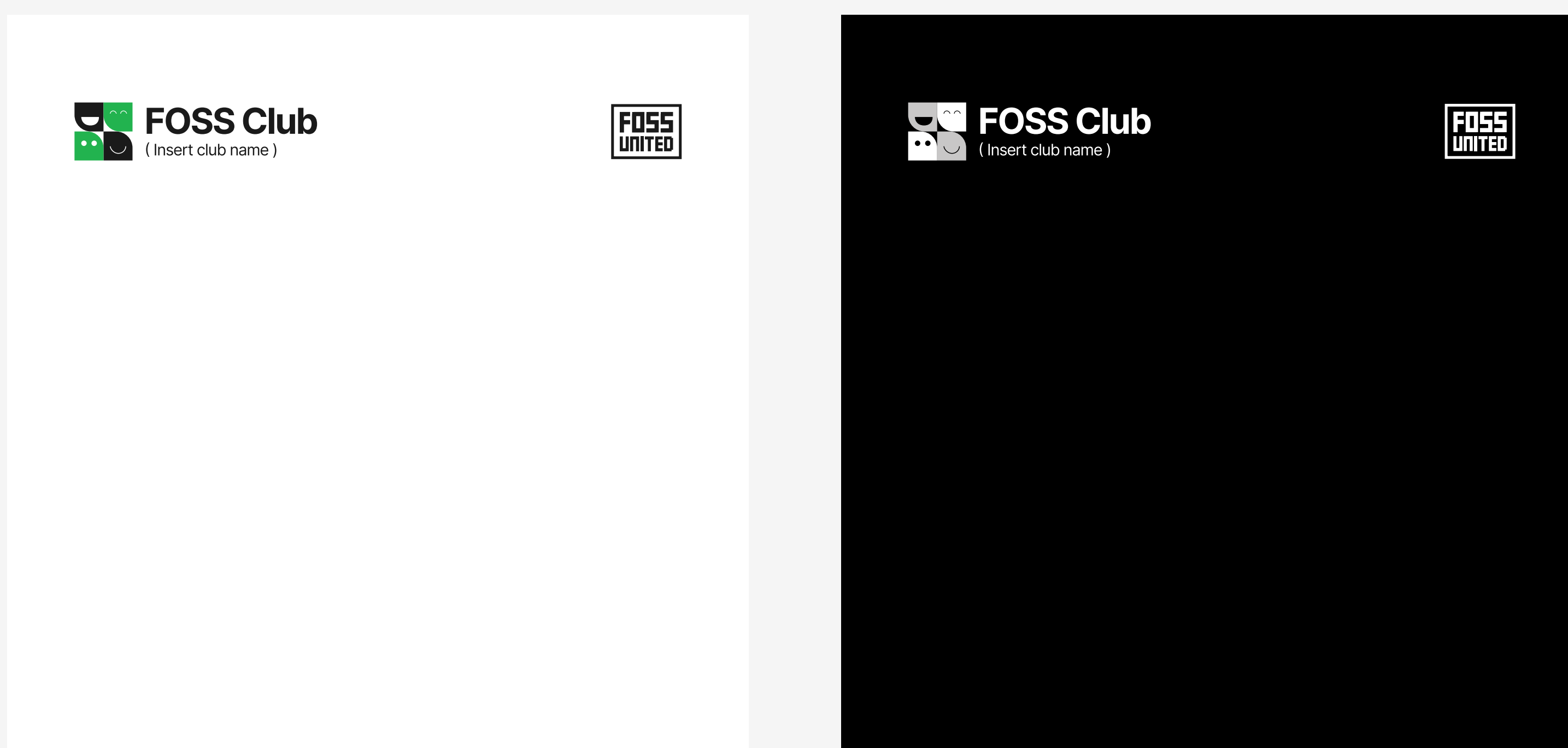
There are different versions of the logo, based on positioning of the elements and theme.

The Horizontal Version

The horizontal version comes ideal for logo mentions in a poster, website etc.,

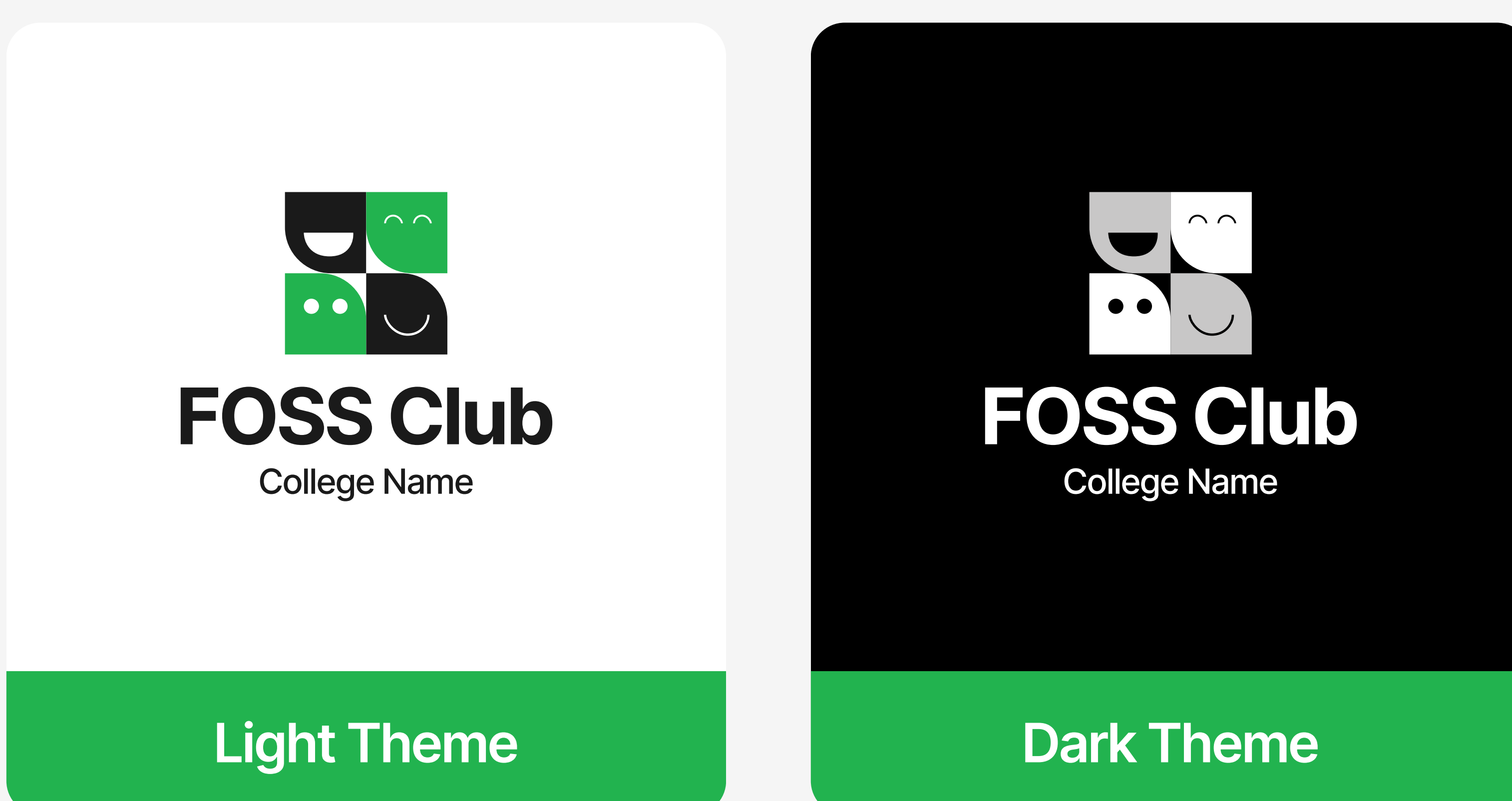


Example usage

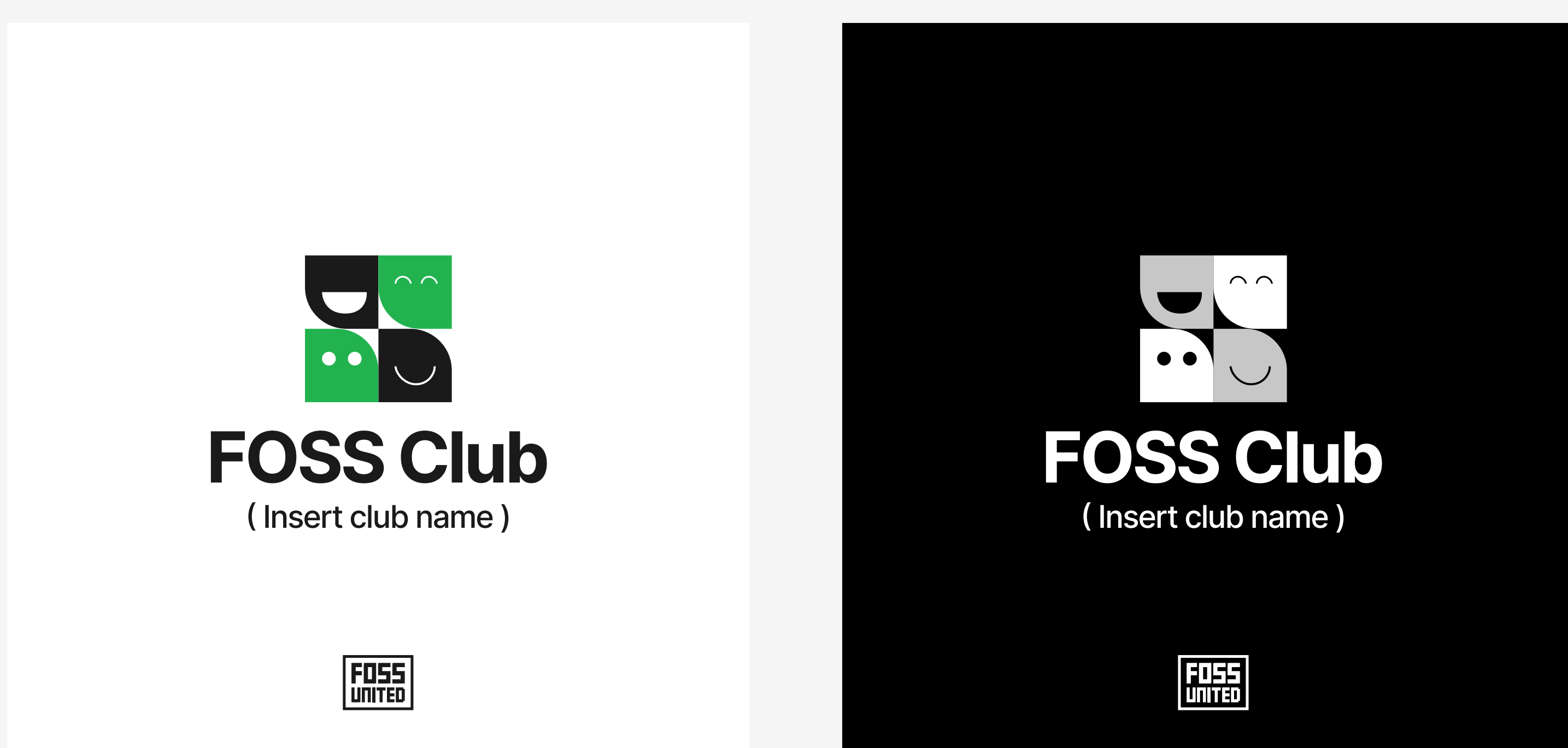


The Stacked Version

The stacked version can ideally be used when the logo should acquire the center-stage in a collateral - could be physical banners or even social media posts.



Example usage

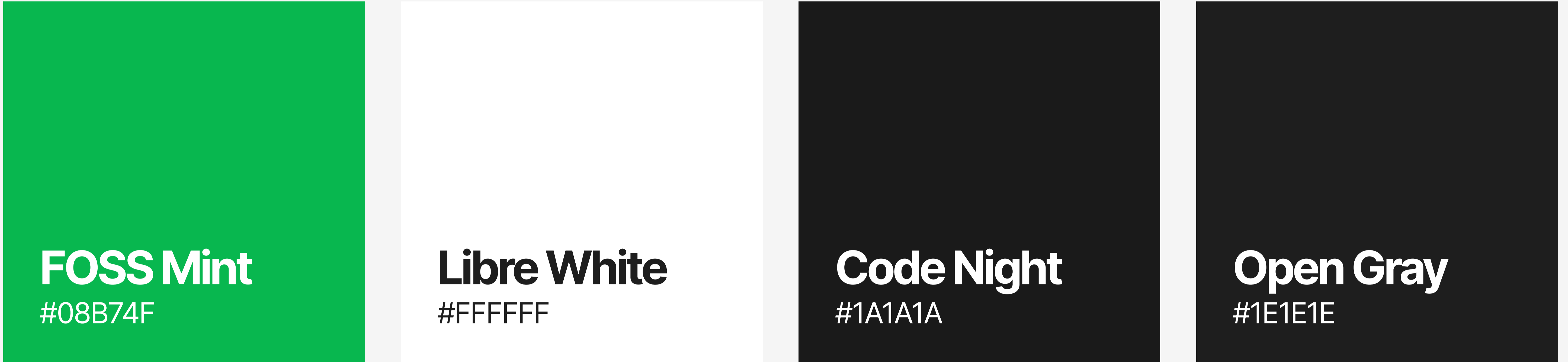


Logo Assets [\(Download Link\)](#)

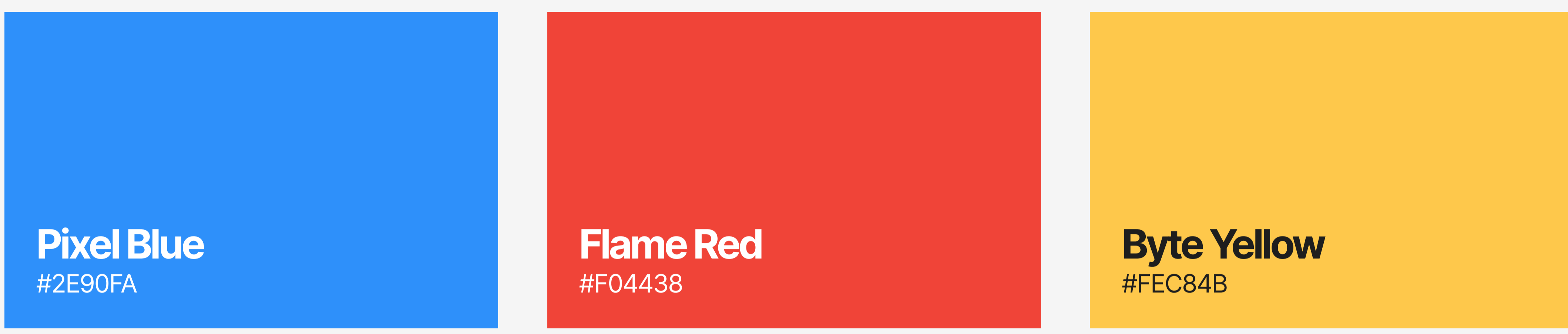


Colors

Primary Colors



Secondary Colors



Typography

Font Family : **Inter** [\(Download Link\)](#)

This is a Heading

Inter Bold

Kerning/Tracking: -6%

Line Height: 100%

This is a Sub Heading

Inter Semi Bold

Kerning/Tracking: -6%

Line Height: 100%

This is a Section Heading

Inter Medium

Kerning/Tracking: -4%

Line Height: 100%

This is the body

Inter Regular

Kerning/Tracking: -4%

Line Height: 120%

Pixel Icons

