space works

Less searching. More making.



Design System v2.0

Brand guidelines v2 · November 2026

Supersedes brand guidelines v1 wherever the two differ.

Ships alongside SpaceWorks 0.12.0
Light and dark · Motion · Product

Contents.

Everything from v1 that is still true, and everything that changed alongside SpaceWorks 0.12.0.

01 Brand idea and voice 04

02 Logo 07

03 Logo in motion and loader 12

04 Colour, status and charts 17

05 Typography and the font limitation 25

06 Light and dark theming 30

07 Motion 32

08 Graphics, icons and imagery 36

09 Mascot: Patch 39

10 Components, UX, rules and accessibility 41

11 Applications 45

12 Resources and colophon 49

HOW TO READ THE PAGES

Cream pages show rules and the light theme.

Black pages show the dark theme, as it ships.

Split pages put the same thing in light and dark, side by side.

Citron pages are principles; **Deep Ink** pages are brand and print.

What changed since v1.

Brand guidelines v2 follow the product as it ships in SpaceWorks 0.12.0. Where v1 and v2 differ, v2 wins.

AREA	V1 SAID	V2 SAYS	DECISION
Typography	Gilroy Regular to Bold for everything; Unbounded for accents.	**Only the free Gilroy weights ship**: ExtraBold 800 for display, Light 300 for light display text. Outfit (OFL) for body, labels and controls. Unbounded stays for one phrase.	299
Dark theme	Deep Ink and teal as dark surfaces.	**One solid black neutral family**: page #000000, layers 11, 20, 28. Teal, Citron and Orange are accents only.	225, 316
Logo	Static masters only.	Same masters. The mark now **folds shut and opens** on hover and keyboard focus (600 + 1600 ms). Tenant logos never animate.	362
Loading	Not covered.	**One loader everywhere**: the box that opens. Cold-start splash, page loader, inline spinner, mono in buttons.	313, 322
Motion	Not covered.	Three durations, three curves, distance tokens, a which-animation-where table and a reduced-motion floor.	323
Colour roles	Seven colours and four tested pairs.	Product tokens for both themes: fills vs inks, line vs outline, status softs, scrim, chart series and loader colours.	316, 363
Charts	Not covered.	Five bright brand colours as series, the **same hex in both themes**; a 1 px edge on fills and a 4 px casing under lines carry the contrast.	SW-380
Status	Add a word or icon.	The **word is mandatory**. Small marks are solid in both themes; large callouts go soft in dark.	D6
New sections	17 pages.	Logo in motion, theming, charts, mascot Patch, components, UX patterns, product rules, accessibility, ID cards, signage and social.	

Unchanged: the purpose and personality, the seven brand colours, the logo masters, clear space (H ÷ 4), minimum sizes and the voice.

Less searching. More making.

Free, open software for the people running makerspaces and tool libraries.

Find it.
Use it.
Make something.

OUR PURPOSE

Help teams keep shared parts, tools and materials organised, and prove every handover.

OUR PERSONALITY

Clear. Capable.
Curious. Playful.

Carried over from v1 unchanged. What grew is the product: loans, machines, events, bookings and membership now sit under the same name.

An open invitation.

A familiar box, built for a space full of possibilities. In v2 the box also moves.



Open

Four flaps invite the next project.

Organised

A clear structure gives every part a place.

Energetic

Teal grounds it. Orange gets it moving.

Alive NEW

The box opens when something loads, and when you point at it.

Sound like a helpful maker.

Clear, warm and specific. Make the next step easy.

SAY	SKIP
Find the right part.	Optimise your asset ecosystem.
No parts added yet. Add your first item.	Inventory database is empty.
Couldn't save. Try again.	Oops! Something went horribly wrong.
Filters, 3 active	Filters (3)
Areas and add-ons	Modules, capabilities, tenant settings
Partly returned · 2 left	partially_returned · 409

Whole sentences. Translate full sentences with real plurals, never fragments glued together.

No internal words. People never see “tenant”, “module key” or a raw status code.

Names. In copy: Space Works. Wordmark: space works. One name per thing.

One name. A flexible family.

Use the supplied masters in logo/. Keep the spelling and the lowercase wordmark intact.



PRIMARY / LOCKUP-STACKED



SYMBOL / RECOGNITION AT A GLANCE



HORIZONTAL / NARROW HEADERS



REVERSED / DARK THEME AND DEEP INK

Ten masters: symbol, stacked and horizontal lockups, each in full colour, reversed Cream and one-colour Deep Ink, plus the app icon. SVG with matching 4× PNG. Wordmarks are outlined, so no font is needed to draw the logo.

Room to breathe.

Keep the lockup together. Measure visible artwork.



H = symbol height. Scale the supplied master as one object.

1.25×

Symbol / stacked wordmark height

H ÷ 6

Gap between symbol and wordmark

H ÷ 4

Clear space on every side

The animated mark keeps this box. It opens inside the symbol's own frame and never changes size or shifts layout.

Keep it legible.

Minimums from v1, and where each master sits in the product today.



48 px

Symbol height



180 px

Stacked lockup width

IN PRINT

12 mm symbol / 40 mm lockup

Proof at actual size before production.

APP ICON



Symbol about 62 % of the tile on a Warm Cream field. Favicons and PWA icons are rasterised from app-icon.svg.

PLACEMENT	MASTER (LIGHT / DARK)	SIZE
Console sidebar, 1024 px and up	lockup-stacked / -reversed	180 px wide
Phone top bar	symbol / symbol-reversed	48 px
Public header, 768 px and up	lockup-horizontal / -reversed	symbol 48 px
Public header, phones	symbol / symbol-reversed	48 px
Sign-in brand panel	lockup-stacked on Cream	240–320 px
Control plane sidebar	lockup-horizontal / -reversed	288 px
Email header	lockup-stacked PNG @2×	180 px
Social card	lockup-stacked on Cream 1200 × 630	600 px
Touch icon / PWA	app-icon, maskable	180 · 192 · 512

Below 48 px (favicons at 16 and 32) test a dedicated small-size asset. The logo component clamps its size to these minimums and takes no colour or transform overrides.

Choose the right background.

Full colour on light grounds. Reversed Cream on dark grounds. One colour for single-colour print.



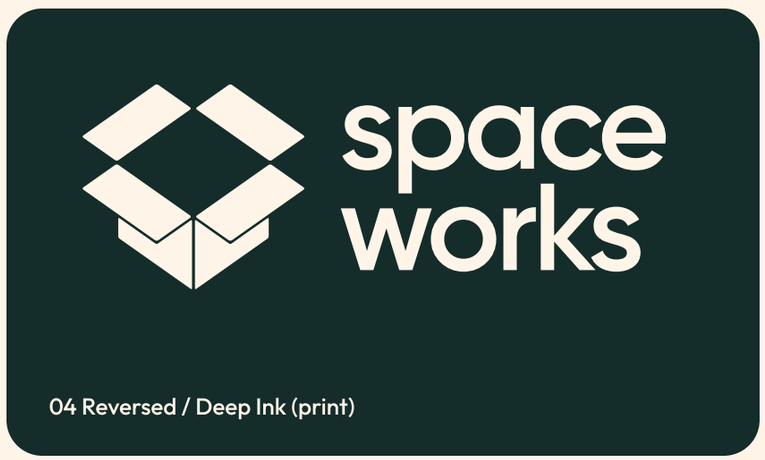
01 Full colour / Warm Cream



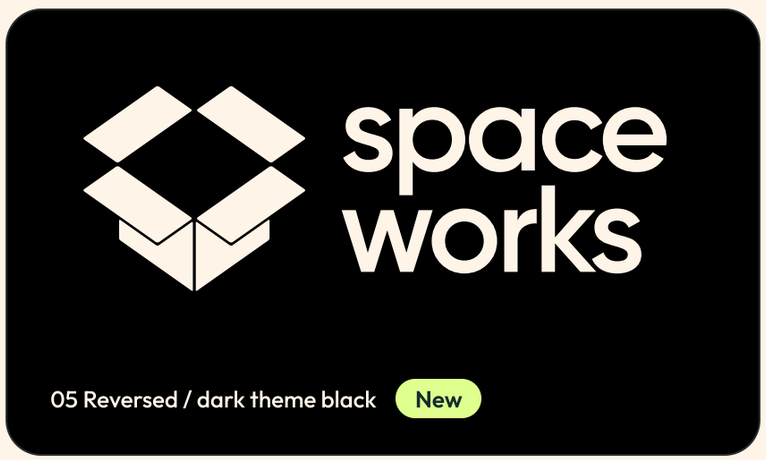
02 One colour / Deep Ink on white



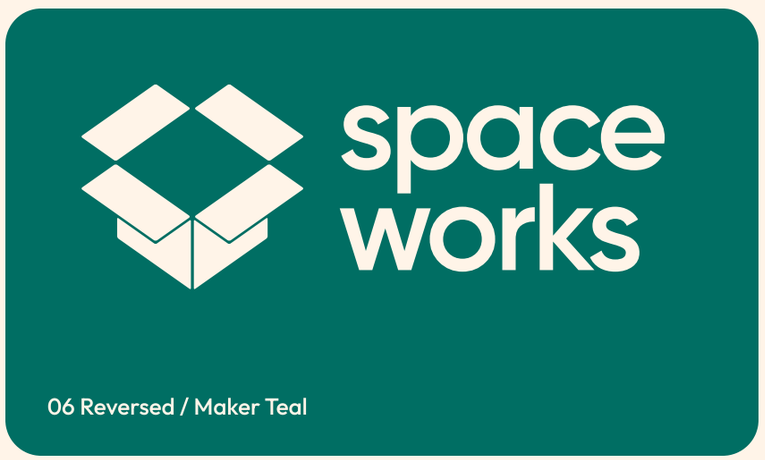
03 Full colour / Citron



04 Reversed / Deep Ink (print)



05 Reversed / dark theme black New



06 Reversed / Maker Teal

In the product the logo component picks the master from the painted theme, and takes a ground override for a surface that is always dark, such as an ink island in a light page.

Keep the system intact.

The box is a fixed piece of artwork. Treat it as one recognisable unit, in every theme.



01 Don't stretch



02 Don't rotate



03 Don't recolour panels



04 Don't lose dark panels



05 Don't add effects

SPACE
WORKS

06 Don't change the type



07 Don't put full colour on black



08 Don't crowd the clear space

Also never: fork the box geometry or keyframes, loop the mark outside the loader, or animate a tenant (makerspace) logo.

The box opens.

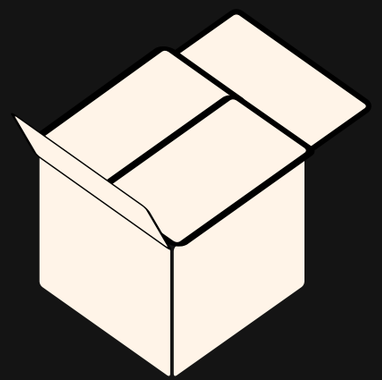
One piece of artwork, generated from the logo masters, plays three jobs. Nothing else in the brand moves like this.



SPLASH · ONCE PER COLD LOAD

1600 ms

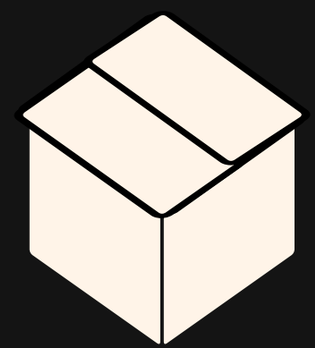
On a cold page load the box opens, then flies into the header logo. The first screen is never blank.



LOADER · LOOPS WHILE LOADING

4400 ms

Open, hold, fold shut, repeat. The only loading indicator in the product, from a page down to a button.



HOVER AND FOCUS · ONCE

600 + 1600 ms

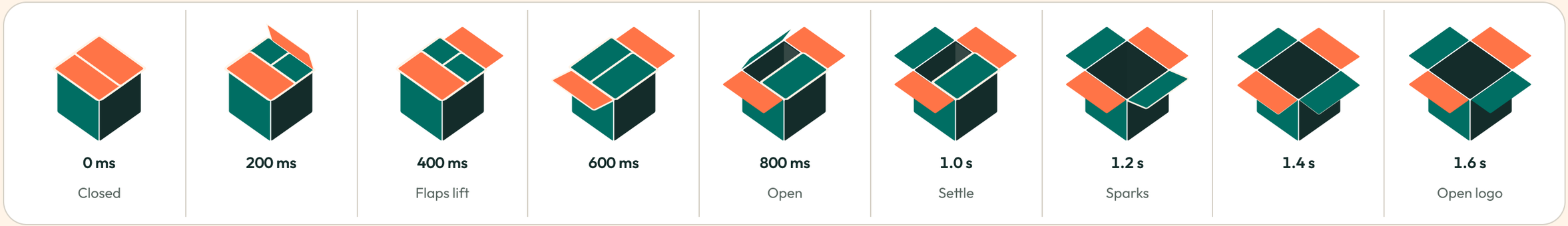
Point at the mark, or tab to it, and it folds shut and opens back. Every Space Works logo, never a tenant's.

See all three play: **spaceworks-labs.github.io/SpaceWorks-Design-System/motion/box-open/**
Frames on the following pages are frozen from the shipped CSS, motion/box-open/box-open.css, not redrawn.

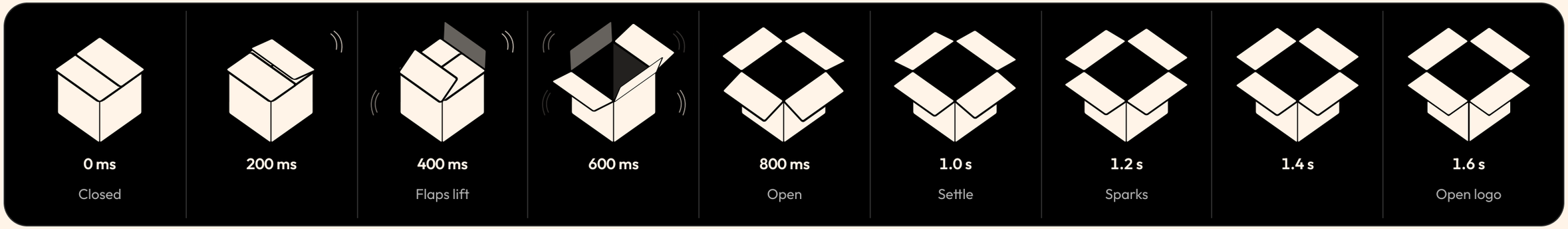
Splash: one opening.

Plays once on a cold load, before the app mounts. Flaps open bottom-left, top-left, bottom-right, top-right.

LIGHT · ON WARM CREAM



DARK · ON #000



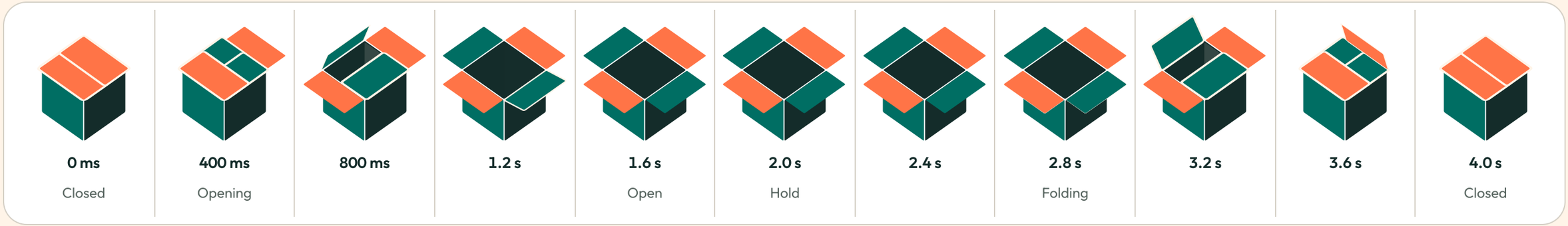
Inline, before the app. A generated block in index.html shows it, so a slow first load still shows the brand, then hands off to the header logo.

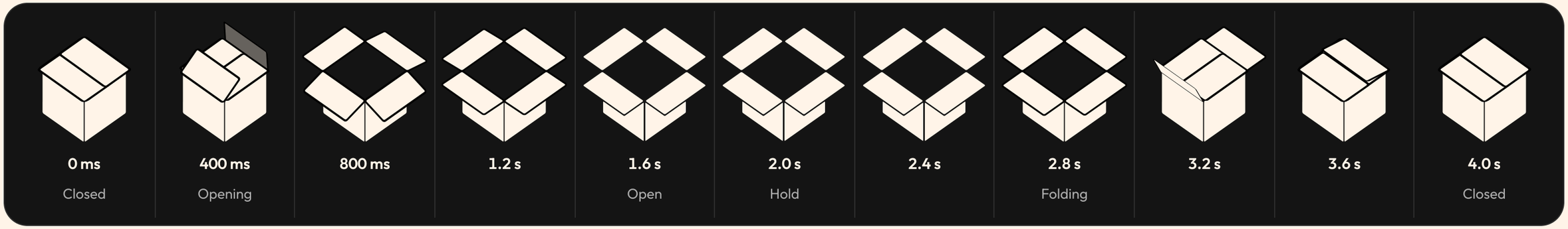
Background follows the theme. Warm Cream #FFF4E8 in light, #000000 in dark; the meta theme colour matches.

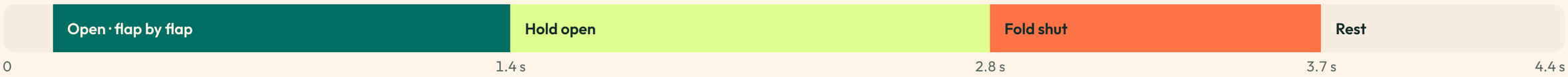
Reduced motion. The still, open logo shows at once. Total time on screen is about 1.2 to 1.6 s, never a wall.

Loader: open, hold, fold, repeat.

A 4400 ms cycle for anything that loads for an unknown time. It replaces ring spinners and skeleton shimmer.







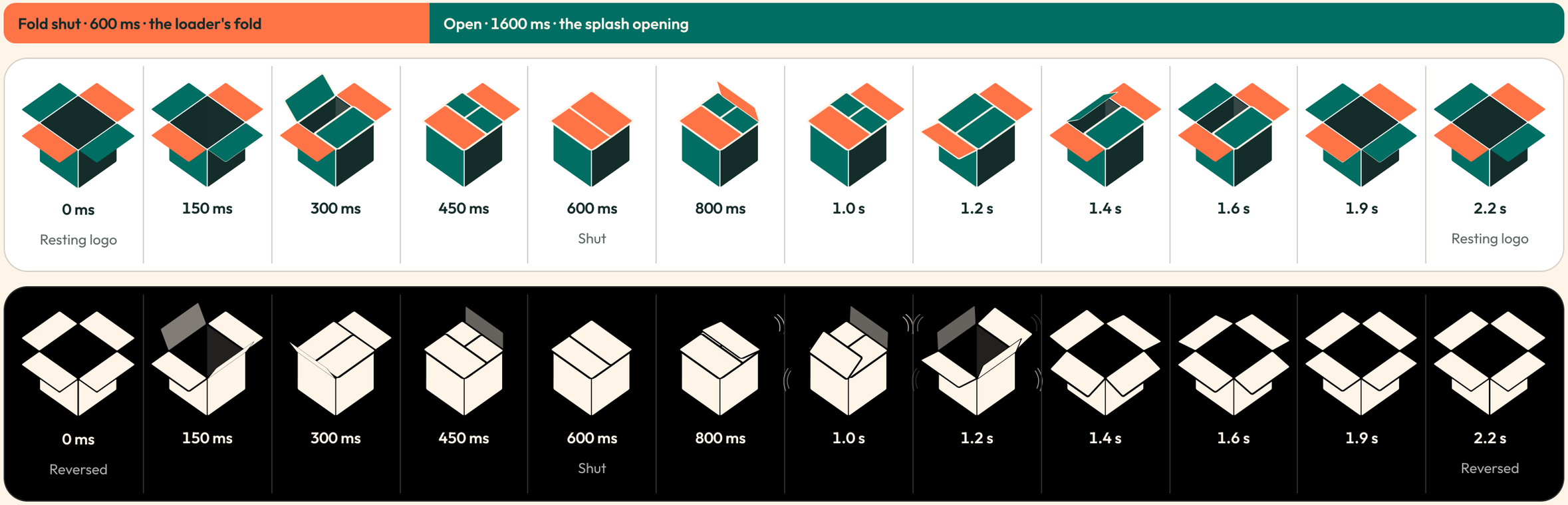
Flaps are stepped, never interpolated. Each flap's matrix() is sampled 160 times per cycle and played with steps(1, end). Browsers glitch when they blend two matrices near edge-on.

Colours per theme. Box faces are the masters' own colours. Under-face #354845 light, #66625D dark; spark #142C2A / #FFF4E8; the dark seam is the page colour so it vanishes on black.

Fixed aspect 136 : 126. Width = height × 136 ÷ 126. The box never changes size while it plays, so nothing around it moves.

Hover and focus: fold, then open.

From the resting logo the box folds shut in 600 ms and opens back in 1600 ms. No hold, no snap at either end.



Starts on pointer-enter of a mouse or pen, or on keyboard :focus-visible. Never on touch: gate on @media (hover: hover).

Always finishes. Leaving mid-way lets it finish; re-entering while it plays does not restart it. It never loops.

Reduced motion shows the still mark. The mark never takes focus itself and never changes size.

One component (AnimatedLogoMark) draws every placement; a guard test fails the build otherwise. Tenant logos never animate.

One loader, four sizes.

Use the box wherever something loads. Never a generic spinner.

LOGOLOADER · PAGE OR PANEL · 72 PX



Loading inventory…

role="status" with a polite label

SAME LOADER IN DARK



Loading inventory…

Reversed artwork, seam in the page colour

BOXSPINNER · ROWS AND FIELDS · 16–24 PX



Arduino Uno

Checking stock…

Search parts



BOXSPINNER MONO · INSIDE A BUTTON

Saving Paying Deleting Loading

Drawn in currentColor, at the label size. The button keeps its width and sets aria-busy="true".

● **DON'T** ring spinners, progress bars for unknown time, shimmer sweeps, a spinner on every row at once.

● **DO** pair a Skeleton shape with one box for lists; the still open logo under reduced motion.

Seven colours. One clear system.

Exact sRGB values, unchanged from v1. Three core colours, three accents and a warm canvas.

Deep Ink

#142C2A
RGB 20, 44, 42

Text · structure · depth · print dark

Maker Teal

#006E63
RGB 0, 110, 99

Primary brand · actions

Workshop Orange

#FF7447
RGB 255, 116, 71

Energy · one bold moment

Citron

#DFFF8F
RGB 223, 255, 143

Success · light sidebar · dark focus

Sky Blue

#B5CDFF
RGB 181, 205, 255

Info · supporting

Warm Yellow

#FFD447
RGB 255, 212, 71

Warn · small highlights

Warm Cream

#FFF4E8
RGB 255, 244, 232

Light canvas · dark-mode text

New in v2: each brand colour now has a named job in the product tokens (bottom line of each card). The palette has no red; danger is a sampled red used only for errors and destructive actions.

The product, in light.

Warm Cream page, white cards, a Citron sidebar. Every value is a token in tokens/tokens.json.

NEUTRALS · RATIO AGAINST THE PAGE

	bg	#FFF4E8	Page	
	surface	#F6ECE0	Layer 1 · sidebar in dark	
	panel	#FFFFFF	Cards, dialogs	
	hover	#EFE6DB	Hover fill	
	line	#D5D0C6	Divider, decorative	1.42 : 1
	outline	#828A83	Control edges, at least 3:1	3.27 : 1
	muted	#5B6863	Secondary text	5.37 : 1
	ink	#142C2A	Text	13.60 : 1
	focus	#006E63	Focus ring	5.68 : 1
	scrim	#142C2A	Dialog backdrop	

“Aa” on a fill is its fixed on-* label. “Aa” on white is the *-ink text colour. In light, accent-ink equals the fill; the status inks are darkened so they reach 4.5 : 1.

ACCENT AND STATUS FAMILIES · FILL, HOVER, ACTIVE, SOFT, INK

accent	Aa **fill** #006E63	Aa **hover** #02675D	Aa **active** #046158	**soft** #E0EEEC	Aa **ink** #006E63
emphasis	Aa **fill** #FF7447	Aa **hover** #FF8157	Aa **active** #FF8E67	**soft** #FFEEE9	
success	Aa **fill** #DFFF8F	Aa **hover** #CBEA85	Aa **active** #B6D57B	**soft** #FBFFF2	Aa **ink** #536D49
warn	Aa **fill** #FFD447	Aa **hover** #E8C344	Aa **active** #D0B241	**soft** #FFFAE9	Aa **ink** #696834
info	Aa **fill** #B5CDFF	Aa **hover** #A5BDEA	Aa **active** #95ADD4	**soft** #F6F9FF	Aa **ink** #51697B
danger	Aa **fill** #B91C1C	Aa **hover** #991B1B	Aa **active** #851E1D	**line** #FCA5A5	

The product, in dark.

One solid black neutral family. Page #000, layers step up 11, 20, 28. No green anywhere in a surface.

NEUTRALS · RATIO AGAINST THE PAGE

	bg	#000000	Page	
	surface	#0B0B0B	Layer 1 · sidebar in dark	
	panel	#141414	Cards, dialogs	
	hover	#1C1C1C	Hover fill	
	line	#2C2C2C	Divider, decorative	1.50 : 1
	outline	#787878	Control edges, at least 3:1	4.76 : 1
	muted	#ACACAC	Secondary text	9.25 : 1
	ink	#FFF4E8	Text	19.36 : 1
	focus	#DFFF8F	Focus ring	18.84 : 1
	scrim	#000000	Dialog backdrop	

Fills keep their light-theme hex, so a Citron pill is the same Citron in both themes. What changes is every colour that is read as text: inks lift (teal text becomes #80B1A6), danger flips to a soft red with a Deep Ink label, and focus becomes Citron.

ACCENT AND STATUS FAMILIES · FILL, HOVER, ACTIVE, SOFT, INK

accent	Aa **fill** #006E63	Aa **hover** #02675D	Aa **active** #046158	**soft** #121D1C	Aa **ink** #80B1A6
emphasis	Aa **fill** #FF7447	Aa **hover** #FF8157	Aa **active** #FF8E67	**soft** #221A17	
success	Aa **fill** #DFFF8F	Aa **hover** #CBEA85	Aa **active** #B6D57B	**soft** #20221B	Aa **ink** #E9FCAA
warn	Aa **fill** #FFD447	Aa **hover** #E8C344	Aa **active** #D0B241	**soft** #222017	Aa **ink** #FFDE77
info	Aa **fill** #B5CDFF	Aa **hover** #A5BDEA	Aa **active** #95ADD4	**soft** #1E1F22	Aa **ink** #CBD9F8
danger	Aa **fill** #FCA5A5	Aa **hover** #FDB9B6	Aa **active** #FDC9C3	**line** #7C6261	

From green-black to solid black.

Dark was redone three times in one month. Each step fixed a real problem and exposed the next.

TO 15 OCT

Grey-green, then teal-lit panels. Teal text measured about 1.76 : 1 on the lit panel.

10 NOV · DECISION 225

True black page for OLED, but the layers above it stayed teal-lit.

11 NOV AM · 275, 300

Black page with teal-tinted surfaces and borders. Surfaces seamed against the page.

11 NOV · DECISION 316 · SHIPS

One neutral black family. Brand colours become accents only.

TOKEN	BEFORE (TEAL-LIT)	AFTER (SOLID BLACK)	HEX
bg	20 44 42	0 0 0	#000000
surface	25 57 53	11 11 11	#0B0B0B
panel	31 67 63	20 20 20	#141414
line	77 109 103	44 44 44	#2C2C2C
outline	147 161 152	120 120 120	#787878
muted	199 196 186	172 172 172	#ACACAC
accent-ink	171 200 188	128 177 166	#80B1A6
accent-soft	26 74 69	18 29 28	#121D1C

WHY

01 **Two families on one screen fight.** Black beside dark green reads as a mistake.

02 **Tinted surfaces cost contrast.** Teal on a teal-lit panel is dim; on neutral black it reads.

03 **Brand colour works as an accent, not a floor.** Teal, Citron and Orange now stand out.

04 **True black is calmer and cheaper on OLED phones.**

Token names never changed, so no screen needed edits. Ink, focus, accent and status fills are unchanged.

Fills are not inks.

A fill is a background with its own label. An ink is a colour you read. Never use one for the other.

LIGHT

Issue item — on-accent on accent · **5.68**

View public page — accent-ink on panel · **6.16**

2 left — ink on Orange · **5.51**

Orange text — ● **NO** on cream · 2.47

DARK

Issue item — same fill, same label · **5.68**

View public page — accent-ink on panel · **7.68**

View public page — ● **NO** teal fill as text · 2.99

Delete — danger flips: Ink on soft red · **7.77**

TWO LABEL FAMILIES

on-* is fixed. Deep Ink on Citron, Yellow, Sky and Orange; Cream on teal and light danger. Only for text on that tone's solid fill.

***-ink follows the theme.** For standalone text and for text on a *-soft tint. Mixing the two made Citron pills unreadable in dark once.

ON BLACK

Teal as a fill is 3.41 : 1 on the page and 2.99 : 1 on a panel. A selected teal fill always carries a label or a second cue.

Text, icons and chart marks use accent-ink #80B1A6: teal mixed 50 % with Cream.

Status: a word first.

Colour helps you scan. The word carries the meaning. Never colour alone.

SMALL MARKS · SOLID IN BOTH THEMES

Returned · Pending approval · Accepted · Issued · 2 left · Closed with issue · Draft

LARGE CALLOUTS · SOLID FILL IN LIGHT

4 people are waiting for approval. 1 event is still a draft.

Returned. Photo and remark saved to the record.

TONE	MEANS
success	Done, available, paid, returned
warn	Waiting on someone, unpaid, maintenance
info	Accepted, reserved, waitlisted, completed
accent	In progress: issued, checked out, running
emphasis	Attention: low stock, counters. Never danger.

SMALL MARKS · IDENTICAL IN DARK

Returned · Pending approval · Accepted · Issued · 2 left · Closed with issue · Draft

LARGE CALLOUTS · SOFT FILL AND INK IN DARK

4 people are waiting for approval. 1 event is still a draft.

Returned. Photo and remark saved to the record.

Why the split? A soft pill in dark looked dim beside the same pill in light, so a table scanned differently per theme. But a full-width pastel slab glares on black.

Ratios: Citron 13.23, Yellow 10.37, Sky 9.23 with the Deep Ink label. Dark callouts: success 14.52, warn 12.41, info 11.63.

Danger is only for errors and destructive actions: a panel pill with a danger-line border and danger text.

Readable by design.

Every ratio below is computed from tokens.json with the WCAG 2.x formula. Text needs 4.5, large text and UI edges 3.

PAIR	LIGHT	DARK	NEEDS
ink on bg / panel	13.60 / 14.75	19.36 / 16.98	4.5
muted on bg / hover	5.37 / 4.72	9.25 / 7.51	4.5
accent-ink on panel	6.16	7.68	4.5
on-accent on accent	5.68	5.68	4.5
on-accent on accent-active	6.78	6.78	4.5
on-emphasis on emphasis	5.51	5.51	4.5
on-success · on-warn · on-info	13.23 · 10.37 · 9.23	same fills	4.5
success-ink on success-soft	5.67	14.52	4.5
warn-ink on warn-soft	5.54	12.41	4.5
info-ink on hover (worst light cell)	4.65	12.03	4.5
danger on panel	6.47	9.71	4.5
on-danger on danger	5.96	7.77	4.5
focus ring on bg	5.68	18.84	3
outline (control edge) on bg / panel	3.27 / 3.55	4.76 / 4.17	3
line, decorative only	1.42	1.50	none

BRAND PAIRS (FROM V1)

Aa Cream on teal · 5.68

Aa Ink on cream · 13.60

Aa Ink on orange · 5.51

Aa Ink on citron · 13.23

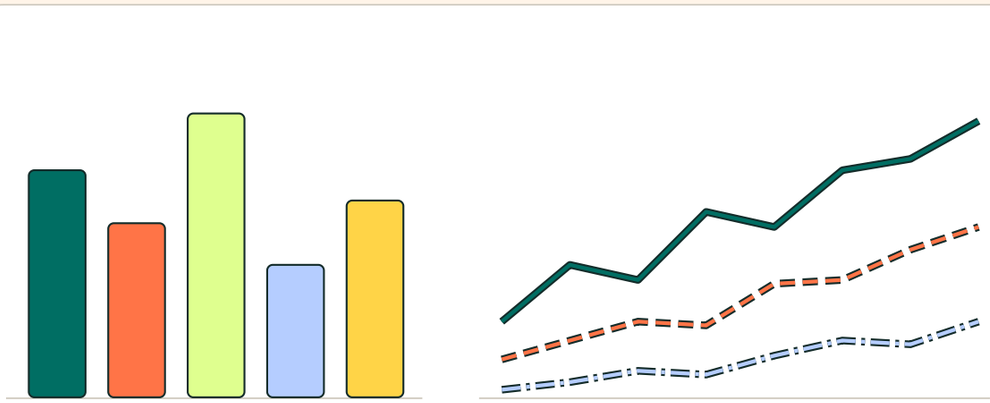
Aa Ink on sky · 9.23

Aa Ink on yellow · 10.37

● **NEVER** orange text on cream: 2.47 : 1. No translucent text, ever.

Chart colours.

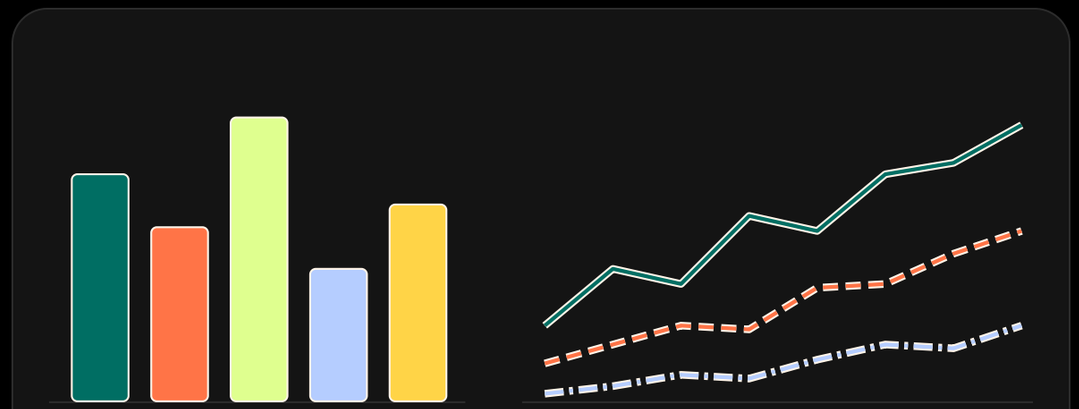
Five bright brand colours, the same in both themes. An edge carries the contrast, so no fill is ever dulled.



Bars: 1 px edge on every fill

Lines: 2 px over a 4 px casing

SERIES	HEX, BOTH THEMES	DASH	FILL ON PANEL
1 · teal	#006E63	solid	6.16
2 · orange	#FF7447	8 4	2.68
3 · citron	#DFFF8F	2 4	1.11
4 · sky	#B5CDFF	10 3 2 3	1.60
5 · yellow	#FFD447	solid	1.42
edge	#142C2A Deep Ink	1 px · 4 px	**14.75**



Bars: 1 px edge on every fill

Lines: 2 px over a 4 px casing

IN DARK	HEX	FILL ON PANEL
1 · teal	#006E63 same	2.99
3 · citron	#DFFF8F same	16.53
edge	#FFF4E8 Cream	**16.98**
danger	#FCA5A5 (light #B91C1C)	9.71

- **Edge:** 1 px on every filled mark (bars, dots, slices), a 4 px casing under every 2 px line.
- **Danger is not a series.** Use it on purpose for a bad or negative value.
- Colour follows the series identity (hashed), plus a dash per series, so it survives sorting and is never the only cue.

Two free weights. No exceptions.

Only the free Gilroy weights ship. Everything else is set in Outfit. This replaces the four-weight Gilroy of v1.

GILROY EXTRABOLD · 800 · FREE

Ready to make.

GILROY LIGHT · 300 · FREE

Everything in its place.

WITHDRAWN · PAID WEIGHTS, NO LICENCE HELD

~~Regular 400~~ ~~Medium 500~~ ~~SemiBold 600~~ ~~Bold 700~~

WHY

Gilroy is a commercial family. Its author releases Light and ExtraBold free, under an EULA that allows websites (@font-face), graphics, print and embedding in software. Regular to Bold are paid. The project does not hold that licence, so those files were removed from every repository (decision 299, 11 November 2026) and are never re-added.

WHAT FILLS THE GAP

Outfit (SIL OFL, variable 400–700) takes every role between the two Gilroy weights: body, labels, buttons, table text, numbers and IDs. **Unbounded** (OFL) keeps its one accent phrase.

NEVER

- Ask the browser for a Gilroy weight that does not ship. Set font-synthesis: none.
- Fake a middle weight with a stroke, a shadow or faux bold.
- Download a paid weight “just for a mock-up”.

Three families. Clear roles.

Gilroy for the big moment, Outfit for the work, Unbounded for one phrase.

DISPLAY · GILROY

Gilroy

Everything in its place.

Less searching, more making.

800 for display headings, landing heroes and section heads. **300** for light display text such as sub-lines on big pages. Never under 24 px.

var(--font-display) · fonts/Gilroy-ExtraBold.woff2, Gilroy-Light.woff2

INTERFACE · OUTFIT

Outfit

Regular 400 · body and inputs

Medium 500 · labels and nav

SemiBold 600 · titles, buttons

Bold 700 · inline strong

Every interface word. IDs and codes too: **ARD-001 · 0042** with tabular figures, never a monospace family.

var(--font-sans) · fonts/Outfit-Variable.woff2 · OFL

ACCENT · UNBOUNDED

Unbounded

Make room.

500–600, one short phrase per layout: the landing hero, the sign-in brand panel, an empty-state hero. Never in staff chrome, never a paragraph.

var(--font-accent) · fonts/Unbounded-Variable.woff2 · OFL

WEIGHT MAP · WHO COVERS WHICH WEIGHT

Aa 300 Gilroy Light	Aa 400 Outfit	Aa 500 Outfit	Aa 600 Outfit	Aa 700 Outfit	Aa 800 Gilroy ExtraBold

Fallbacks, per platform.

Same roles everywhere. Ship the files in fonts/, and know what shows when a face cannot load.

PLATFORM	HOW THE FACES SHIP	STACK / FALLBACK	WATCH FOR
Web	Self-hosted WOFF2 through tokens/tokens.css (@font-face, font-display: swap). Gilroy registered at 300 and 800 only.	"Gilroy", sans-serif "Outfit", sans-serif "Unbounded", "Outfit", sans-serif	font-synthesis: none so a 600 heading never fakes Gilroy; use Outfit 600 instead.
Android	Bundle Outfit and Unbounded (OFL) and the two free Gilroy files as font resources; map display 800 / 300, sans 400–700.	Missing face: the system sans (Roboto). Never let display fall to a serif.	Compose / XML weights must name 300 and 800 for Gilroy; anything else is Outfit.
iOS	Bundle the same files and register them in the app; Dynamic Type scales the roles, not the families.	Missing face: San Francisco (system).	Do not let the system substitute a Gilroy weight; request Outfit for 400–700.
PDF and print	Embed the free Gilroy files where the engine allows.	Where Gilroy cannot be embedded: Outfit for every role (lesson 22).	Card Studio and badges: proof the printed PDF, not the screen.
Email	Web fonts are unreliable in mail clients.	Outfit if it loads, else the system sans stack; logo always as a PNG @2×.	Never set the wordmark in live text.
Logo	Outlined vectors in logo/: no font needed anywhere.	n/a	Never retype “space works” in any font.

Licences live beside the files: fonts/LICENSES/Gilroy-Free-Font-EULA.txt, OFL-Outfit.txt, OFL-Unbounded.txt. Read the Gilroy EULA before using the face outside a Space Works product; Outfit and Unbounded are free to use anywhere under the OFL.

A lean type scale.

Desktop and phone sizes (size / line height in px). Under 640 px the display sizes drop.

ROLE	DESKTOP	PHONE	FACE	SAMPLE
Display	72 / 76	44 / 48	Gilroy 800	**Ready to make.**
Heading	48 / 52	34 / 40	Gilroy 800	**Everything in its place.**
Accent	48 / 56	32 / 40	Unbounded 500	**Make room.**
Display sub	32 / 38	24 / 30	Outfit 400	Find the right part.
Page title	32 / 38	26 / 32	Outfit 600	**Inventory**
Panel title	20 / 28	20 / 28	Outfit 600	**Recent handovers**
Body	16 / 24	16 / 24	Outfit 400	Manage the parts, tools and materials in your space.
Label · button	14 / 20	14 / 20	Outfit 500 · 600	Location **View inventory**
Caption · eyebrow	12 / 16	12 / 16	Outfit 500 · 600	Updated 2 min ago ELECTRONICS

Stat numbers use Outfit 600 with tabular figures (32 / 38, hero stats 48 / 52). Give phone headers enough height for a two-line title.

Type, done right.

The mistakes that came up most while moving off the paid weights.

DO

Book a laser slot.

Gilroy 800 for the one big heading.

Display role

DON'T

Gilroy Light as body text. At reading sizes the thin strokes fade on cream and vanish on black, and long paragraphs tire the eye quickly.

Light is for display sizes only (24 px and up)

DON'T

Inventory overview

Mixing 800 and 300 in one line to fake a hierarchy.

Use size and Outfit, not a weight clash

DO

ARD-001 · Shelf A-03

Qty 0012 · 0108 · 1440

IDs in Outfit with tabular figures.

No monospace family anywhere

DON'T

Make room. Book a bench.

Settings · Members

Unbounded twice, or in staff chrome

DON'T

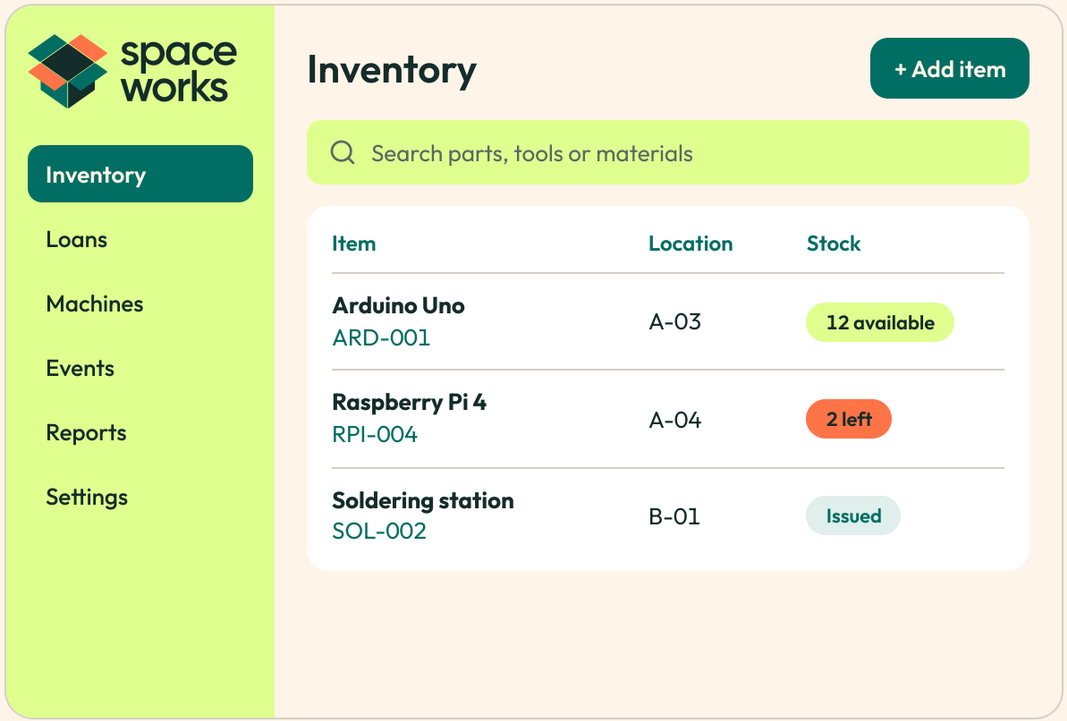
Couldn't save. Try again.

Translucent text. Its real colour depends on what is under it.

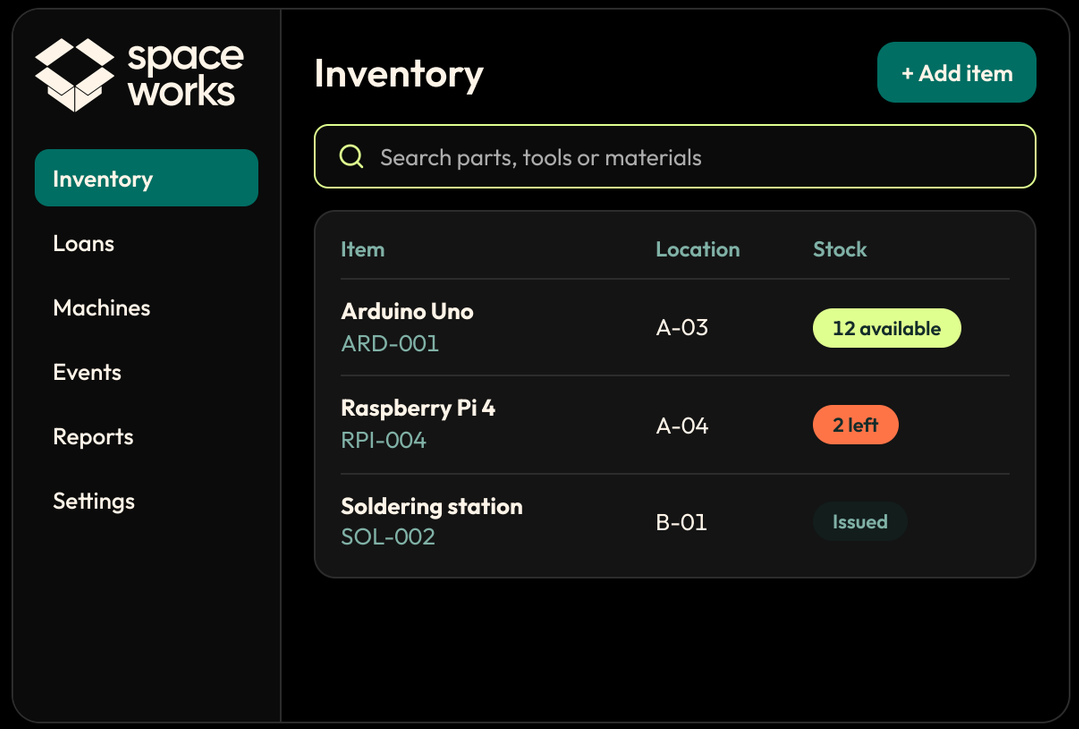
Use the opaque muted token

Both themes, always.

The same screen, one class apart. Light is the default; dark is a saved choice or the system setting.



- Citron sidebar, white cards on Warm Cream, no borders needed.
- Citron search field with a Deep Ink label.



- Sidebar is the surface layer with a 1 px line edge; cards get a border, never a shadow.
- Search becomes a surface field with a Citron edge, not a glaring slab.

Theming rules.

What changes between themes is values, artwork and edges. Names, layout and motion stay the same.

01 · ONE CLASS

Dark is html.dark. Every colour is a token redefined under :root.dark. Components read tokens, never hex.

02 · NO FLASH

A pre-paint script reads the saved choice before first paint. theme-color is #FFF4E8 light and #000000 dark.

03 · ARTWORK PER THEME

Logo: full colour on light, reversed Cream on dark. Patch: mascot/dark/. Box: the .dk drawing. Illustrations ship as twins.

04 · INKS, NOT FILLS

Coloured text and icons use *-ink. Teal as text on black is #80B1A6, never #006E63.

05 · EDGES ON BLACK

Cards and the sidebar get a 1 px line. Anything a person must find (inputs, segmented controls) uses outline, at least 3 : 1.

06 · LAYERS, NOT GLOW

Raise by one lightness step: 0, 11, 20, 28. Never skip a step to make something pop, and never add a custom “elevated” grey.

07 · ISLANDS REJOIN

A Deep Ink panel inside a light page (.sw-island-dark) becomes the black family when the page goes dark. No green fields on black.

08 · SCRIMS AND SHADOWS

Scrim is Deep Ink in light, black in dark. A dark dialog separates by being a raised panel with a line, not by its shadow.

LIGHT

Email address

outline 3.55 : 1 on panel

DARK

Email address

outline 4.17 : 1 on panel

DON'T

Email address

line 1.32 : 1, the field disappears

DON'T

Search

a full Citron slab glares on black

Checklist for every new page: tokens only · open it in light, dark and system with the OS flipped · themed logo and artwork · no flash on reload · charts use --chart-* · new motion checked in both themes and under reduced motion.

Motion shows what changed.

It never decorates. If removing an animation loses no information, keep it short or drop it.

01 **Animate content, not chrome.** On a page change only the main area moves; sidebar and top bar stay still.

02 **Transform and opacity only.** No layout properties. Collapses use grid rows 0fr to 1fr, never height.

03 **Enter decelerates, exit accelerates,** and exits are shorter than entrances.

04 **Nothing on an interaction path runs longer than 240 ms.** Longer motion is page- or brand-level and never blocks input.

05 **Hover is colour only**, 120 ms. No lift, scale or shadow. The Space Works mark is the single exception.

06 **One loader:** the box that opens. Never loop anything else, except two decorative touches that reduced motion switches off.

07 **Reduced motion is a floor, not a flag.** Every animation has a still version that carries the same information.

08 **No hover animation on touch.** Gate on @media (hover: hover); keyboard focus still plays.

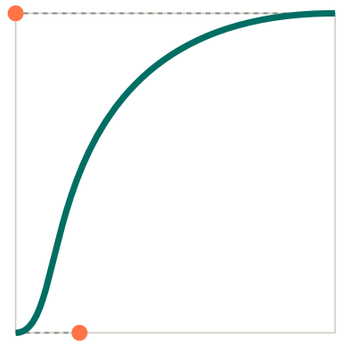
09 **Both themes, every time.** Motion is colour-neutral, so it behaves the same in light and dark.

10 **Never block navigation on an animation.** A slow page settles after 160 ms and the route goes on.

Three durations. Three curves.

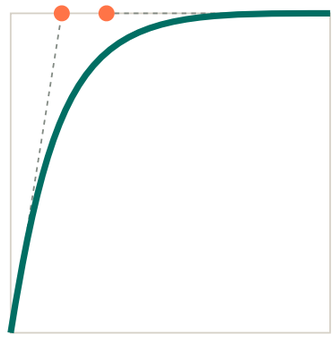
Tokens in tokens/tokens.css and under motion in tokens.json. Use names, not numbers.

--sw-ease-standard — most movement



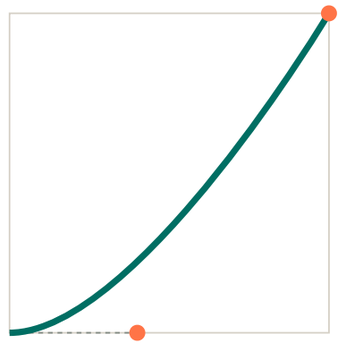
cubic-bezier(0.2, 0, 0, 1)

--sw-ease-enter — arrivals, decelerate



cubic-bezier(0.16, 1, 0.3, 1)

--sw-ease-exit — departures, accelerate



cubic-bezier(0.4, 0, 1, 1)

DURATIONS · INTERFACE

--sw-dur-fast	**120 ms**	press, hover, exits, menus
--sw-dur-base	**180 ms**	overlays, indicators
--sw-dur-slow	**240 ms**	route settle, drawers

DISTANCES · ZERO ON KIOSK, TV AND REDUCED MOTION

--sw-enter-y	8 px	arrival rise	--sw-pop-scale	0.98	dialog pop
--sw-pop-offset	4 px	menu drop	--sw-slide-x	100 %	drawer slide

Brand-level motion is longer on purpose and never on the input path: theme reveal 720 ms, splash 1600 ms, mark 2200 ms, loader 4400 ms.

ANATOMY OF A DIALOG · OPEN, THEN CLOSE

Scrim fade · 180 · standard

Pop in · 180 · enter

Open: focus inside, layer interactive

Scrim · 120

Out · 120 · exit

Arrives from 0.98 scale and 4 px; leaves faster than it came. While closing it stays mounted but inert, so nothing can focus it.

Which animation, where.

When the situation occurs, use the listed default. Don't invent a new animation for a situation that has one.

SITUATION	USE	TIMING	DON'T
Page or panel loading	LogoLoader, 72 px, centred, with a label	4400 ms loop	Generic spinner, progress bar
Button busy	BoxSpinner mono, aria-busy	16–24 px, currentColor	Change the button width
Route change	View Transition on the main area only	out 90 ms · in 240 ms + 8 px rise	Animate sidebar or top bar
Sidebar or tab switch	One sliding indicator box	180 ms · standard	Repaint each item
Dialog · drawer · menu · toast	pop · drawer · menu · toast, scrim fades	enter 120–240 ms · exit 120–180 ms	Unmount without the exit
Expand a group	Collapse (grid rows)	180 ms open · 120 ms close	Animate height
List first appears	Stagger rise, first eight items	200 ms, 30 ms apart, 6 px	Re-run on every refetch
Marketing scroll	Reveal once on entry	640 ms	Replay on scroll back up
Hover on anything	Colour only	120 ms	Translate, scale, lift
The Space Works logo	AnimatedLogoMark: fold, then open	600 + 1600 ms, once	Loop it, animate a tenant logo
Success	Status toast · verify stamp	180 ms in · stamp 420 ms	Confetti in staff or kiosk flows
Theme switch	Circle reveal from the toggle	720 ms; cross-fade fallback	Fade surfaces one by one
Kiosk and TV	Fades only; slide fade on displays	400 ms	Anything that repaints while idle

Never animated: layout properties, text swaps in forms, validation errors, focus rings, tables on sort or filter, anything while a person types.

Still is a design too.

Reduced motion, touch screens and shared displays each get their own, equally finished version.

REDUCED MOTION



Loader, splash and mark show the still, open logo.

- Durations drop to 0, distances to 0; only fades remain.
- Scroll is instant; View Transitions are skipped.
- The scroll story becomes a plain page, top to bottom.
- Patch shows frame one; the 404 “z” stops.

@media (prefers-reduced-motion: reduce)

TOUCH



A tap never starts the mark's hover opening.

- Hover effects stick on touch, so gate them on (hover: hover).
- Pointer-enter from pointerType "touch" is ignored.
- Keyboard :focus-visible still plays it.
- Phone sheets rise from the edge they dock to.

Applies to the web app on tablets and to the native apps.

KIOSK AND TV

400 ms fade

Shared screens never slide, scale or loop.

- .sw-kiosk and .sw-tv zero every distance token.
- Display slides cross-fade once, so a Raspberry Pi stays idle between slides.
- No confetti, no delight touches in kiosk flows.
- No mascot loops on shared screens.

Distances: 0 px, scale 1, slide 0 %.

Every animation in the product (where, why, tokens, trigger, reduced motion, dark): **spaceworks-labs.github.io/SpaceWorks-Design-System/motion/principles/** and docs/motion.md.

Built from the box.

Use flap shapes as quiet accents. Keep the logo itself intact.



01 Use one bold moment.

02 Align to a simple grid.

03 Let empty space do its job.

04 Flaps are flat shapes. No gradients, no shadows, no outlines.

05 In dark artwork the flaps sit on Deep Ink or black, never on a green-tinted grey.

COLOUR BALANCE · NEUTRAL FIRST, ACCENT SECOND



IN THE DARK THEME



Useful icons. Text-only nav.

A 24 px grid, 2 px stroke, round ends. Icons appear only where they earn it; the sidebar never has them.

Search Search fields	**Archive** Storage	**Cpu** Parts	**MapPin** Location	**Plus** “+ Add item”
ArrowLeft “← All items”	**ArrowUpRight** View public page	**ChevronsUpDown** Space switcher	**Info** Callouts	**TriangleAlert** Warnings
CircleCheck Success	**Ellipsis** Overflow menu	**Sun** Light theme	**Moon** Dark theme	**LogOut** Sign out

Lucide, pinned. The product draws icons with lucide, which already meets the v1 spec: 24 grid, 2 px stroke, round caps and joins. Render at 20 or 16 px.

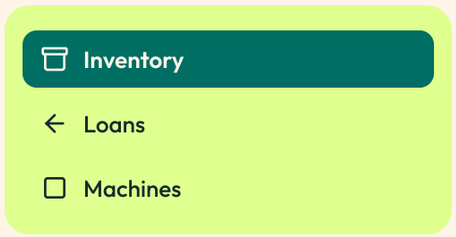
Label the unfamiliar. Icon-only buttons need an aria-label and a tooltip; the SVG is aria-hidden.

Colour follows text. Icons use currentColor, so they take ink, muted or an *-ink in both themes. Never a fill colour.

DO



DON'T



Neither the brand's own product mock nor the UX reference puts icons in the sidebar, and the phone tabs follow the same rule. Words are faster to scan than a column of look-alike glyphs, and they translate.

Show the real space.

Parts, hands and shared benches. Soft daylight. Honest materials. Never recoloured.

ILLUSTRATION TWINS · LIGHT



Plain artwork on light. A tenant logo shown as supplied.

PHOTOGRAPHY

- Real objects and real people at real benches; keep the work in focus.
- Soft daylight, honest materials. Avoid staged tech clichés and busy backdrops.
- Evidence photos are records, not imagery: never cropped for style, filtered or reused in marketing.

ILLUSTRATION TWINS · DARK



-dark artwork with the Cream sticker border. A tenant logo gets a line edge if it would merge with black.

ON BLACK

- Every illustration, empty-state glyph and landing graphic ships as a light and dark pair, picked by theme so only one downloads.
- Dark artwork keeps its Deep Ink content; it does not turn teal-tinted.
- Uploaded photos and tenant logos are never recoloured or inverted.

Meet Patch.

A painted wolf with a wrench: the friendly face for empty states and onboarding. The box stays the logo.



WHAT PAINTED WOLVES DO	WHAT IT SAYS ABOUT SPACE WORKS
No two coats are alike.	Very different makers, all one pack.
They vote by sneezing. Enough sneezes and the pack moves.	The community decides together. Everyone gets a voice.
They look after everyone. Pups eat first; food is brought back to the sick and old.	A commons: access for everyone, nobody left behind.
They succeed as a team.	Collaboration over lone genius.
They are endangered.	A real story and a cause worth telling.

Why “Patch”. The patchwork coat, patching things up, a software patch. Easy to say in any language.

Honest detail. Sneeze votes are not equal; say “everyone gets a voice”, not “one dog, one vote”.

Anatomy. Huge round ears, kind dark eyes, silver wrench, Maker Teal badge with a Warm Yellow orbit. Never fierce, never mirrored.

Patch on light and dark.

On dark surfaces use mascot/dark/: the same art with a thin Warm Cream sticker border.



PLAIN FILES · LIGHT SURFACES

Warm Cream, white and the light brand colours. Patch's dark outline reads at 6 to 14.5 : 1 on cream.

THE SNEEZE LOOP · 7 S · EIGHT FRAMES



0.0 s · 2.0 · 3.5 · 4.0 · 5.3 · **5.6** · 6.0 · 6.6

Idle, blink, left ear, right ear, sneeze prep, sneeze (the vote), recover, back to idle.

WHERE PATCH GOES

- Empty states, the 404 page, onboarding, a few still moments, merch.
- **Never in staff chrome**; never looping beside work or on shared screens.



MASCOT/DARK/ · DARK SURFACES ONLY

The outline alone measures about 1.0 to 2.3 : 1 on Deep Ink and vanishes. The Cream border (4 px per 256 px) is the one approved outline.

THE SAME FRAMES, DARK SET



0.0 s · 2.0 · 3.5 · 4.0 · 5.3 · **5.6** · 6.0 · 6.6

Same canvas as the light twin, so a dark file drops in and frames still line up.

RULES

- Pick the file from the page theme, so only one downloads.
- Reduced motion shows the idle frame only.
- Coat browns and the silver wrench belong to the art; never use them as UI colours.

Components, calm.

44 px controls, 10 px corners, 16 px cards, round pills. No shadows except on layers that float.

BUTTONS · REST

Save Cancel Edit Join now Delete Disabled

FIELDS

Item name | Arduino|

TABS · SEGMENTED · PILLS

Overview History Evidence | Week Month

Available Reserved Maintenance 3

CARD

Laser cutter Running

Booked until 16:30 · Bay 2

PRIMARY · REST, HOVER, ACTIVE

Save Save Save label 5.68 · 6.24 · 6.78

BUTTONS · REST

Save Cancel Edit Join now Delete Disabled

FIELDS

Item name | Arduino|

TABS · SEGMENTED · PILLS

Overview History Evidence | Week Month

Available Reserved Maintenance 3

CARD

Laser cutter Running

Booked until 16:30 · Bay 2

PRIMARY · REST, HOVER, ACTIVE

Save Save Save label 5.68 · 6.24 · 6.78

Patterns that carry over.

What SpaceWorks 0.12.0 settled. Every Space Works app copies these rather than reinventing them.

ASK AREAS, NOT MODULES

Setup asks which areas a space runs. What is off is hidden everywhere. Never show internal words.

SETTINGS BY INTENT

Seven groups (Space, People, Areas, Money, Communication, Integrations, Administration), search over all, one line of help per row.

VIEWS PER ROLE

Each area manager sees their whole area; the Space Manager sees it all, grouped by area with totals.

FIVE STATES, NOT ONE

Design loading, empty, no results, offline and error-with-retry for every list, in both themes.

SHARED PAGER AND CONFIRM

Every list uses the one pager; every destructive action a real confirm dialog with a close button.

DIALOGS THAT STAY PUT

Close on the backdrop only if press and release both land there, so a text selection dragged out never closes it.

SCROLL THAT REMEMBERS

Back restores the position; a new page starts at the top. Focus moves only on a real page change.

BULK ACTIONS

A sticky bar appears with the count and a “Clear selection” action.

SEARCH KNOWS SYNONYMS

The palette matches both names of a page: Home and dashboard, Notifications and Inbox.

COLOURS THAT FIX THEMSELVES

A space picks two colours; the product shows where they apply, checks both themes and offers a one-click fix instead of refusing.

SIMPLE AND ADVANCED

Card Studio offers Quick and Advanced modes on the same document, and shows the photo consent notice where the photo is taken.

MOTION WITH A FALLBACK

A scroll story always has a static version for reduced motion and phones.

Layouts, navigation and screen specs, with screenshots in light, dark and phone: **spaceworks-labs.github.io/SpaceWorks-Design-System/ux/patterns/**

Product rules, in short.

What every Space Works product follows, from the main app to the phone apps.

Areas

Everything optional is an area with one registry key. Off means gone everywhere. Switching off keeps data; purge is a separate, deliberate step.

Role views

Permissions are actions, not role names. Each person sees only what their role holds; the server refuses too.

One space, one scope

Every record belongs to one space and every query is scoped. Public pages never show locations, QR codes or evidence.

Audit trail

Every state change writes an append-only audit entry. Evidence is immutable. No issue without a scan and a photo.

Money

Record the debt first, add a payment rail second. Minor units with currency, never floats. Idempotent, and the ledger is permanent.

Analytics

Counts only: how many, by channel and day, never who. Web, iOS, Android and API clients are tagged.

API

Every endpoint in OpenAPI with typed errors. The same authority on web and native tokens; 429 with Retry-After.

Code size

About 200 lines per file, 300 at most. Split by responsibility behind a thin barrel; split first, then add.

Install in one line

One command asks every question first, changes nothing until you confirm, and runs again to update.

Hosted or hybrid

One space, many spaces, or a platform. The website can live here or elsewhere with this as the API.

Words

Every string translated as a whole sentence with real plurals. Error codes stay stable; messages translate.

Tests

Test what people can observe. The baseline is zero failures, and no test is ever deleted.

```
INSTALL  curl -fsSL https://github.com/SpaceWorks-Labs/SpaceWorks/releases/latest/download/install.sh | sh
```

The accessibility floor.

Not a target to aim at. The level nothing ships below, in light and dark, with no allow-list.

4.5 : 1

Text against every surface it can sit on, including hover and soft fills.

3 : 1

Icons, control edges (outline) and focus rings.

44 px

Every control's height. One checkbox and radio size.

2 + 2

Focus ring: 2 px wide, 2 px offset, opaque focus token.

- **A word for every status.** Colour is never the only cue; charts add a dash per series.
- **No translucent text**, and never focus:outline-none.
- **Everything works from the keyboard.** The skip link target always renders; collapsed content is unmounted.
- **Accessible names match the visible label.** Icon-only buttons are named.
- **Reduced motion is honoured** everywhere, with a still version that carries the same information.
- **Loaders speak:** role="status" with a polite label; busy buttons set aria-busy; error toasts are alerts.
- **Both themes are tested:** axe in component tests, and a browser suite (WCAG 2.1 AA, light and dark journeys) fails the build on any violation.
- **Tenant colours are proven** readable in both themes before they render.

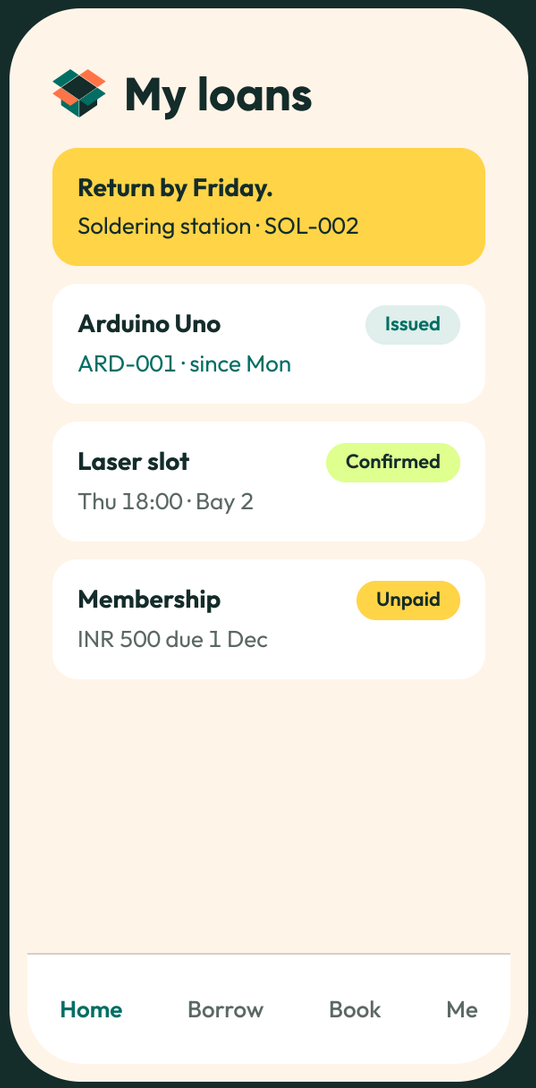
Focused button

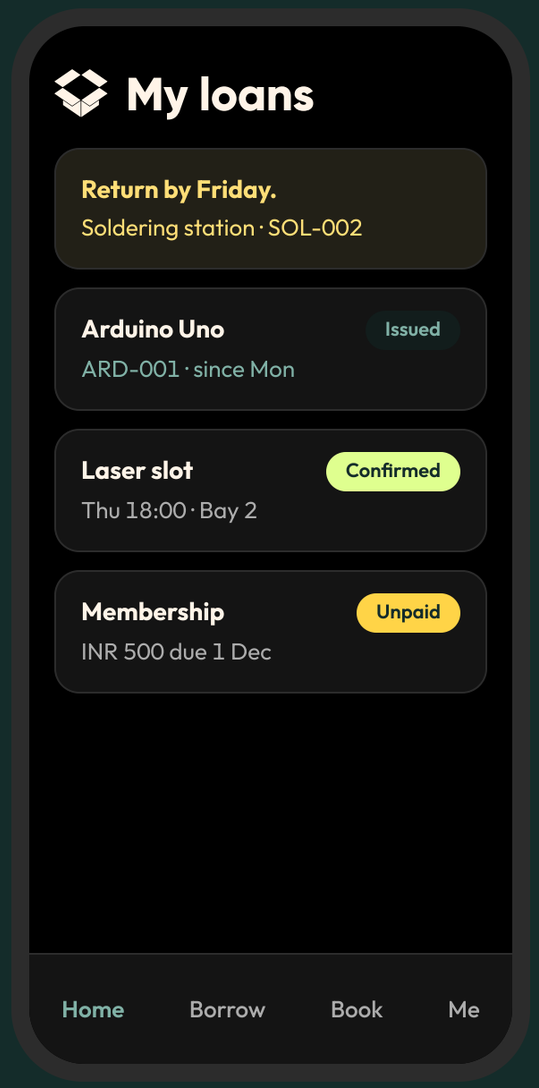
Focused in dark

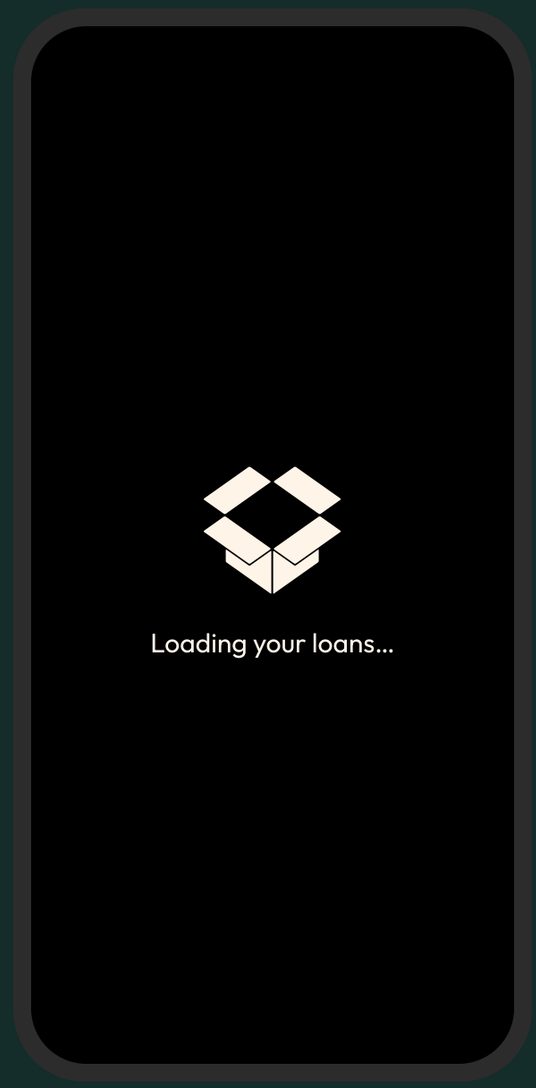
Teal ring on light (5.68 : 1), Citron ring on dark (18.84 : 1).

Calm where it counts.

In the product, the inventory takes the lead. Phones get the same palette, OLED black in dark.





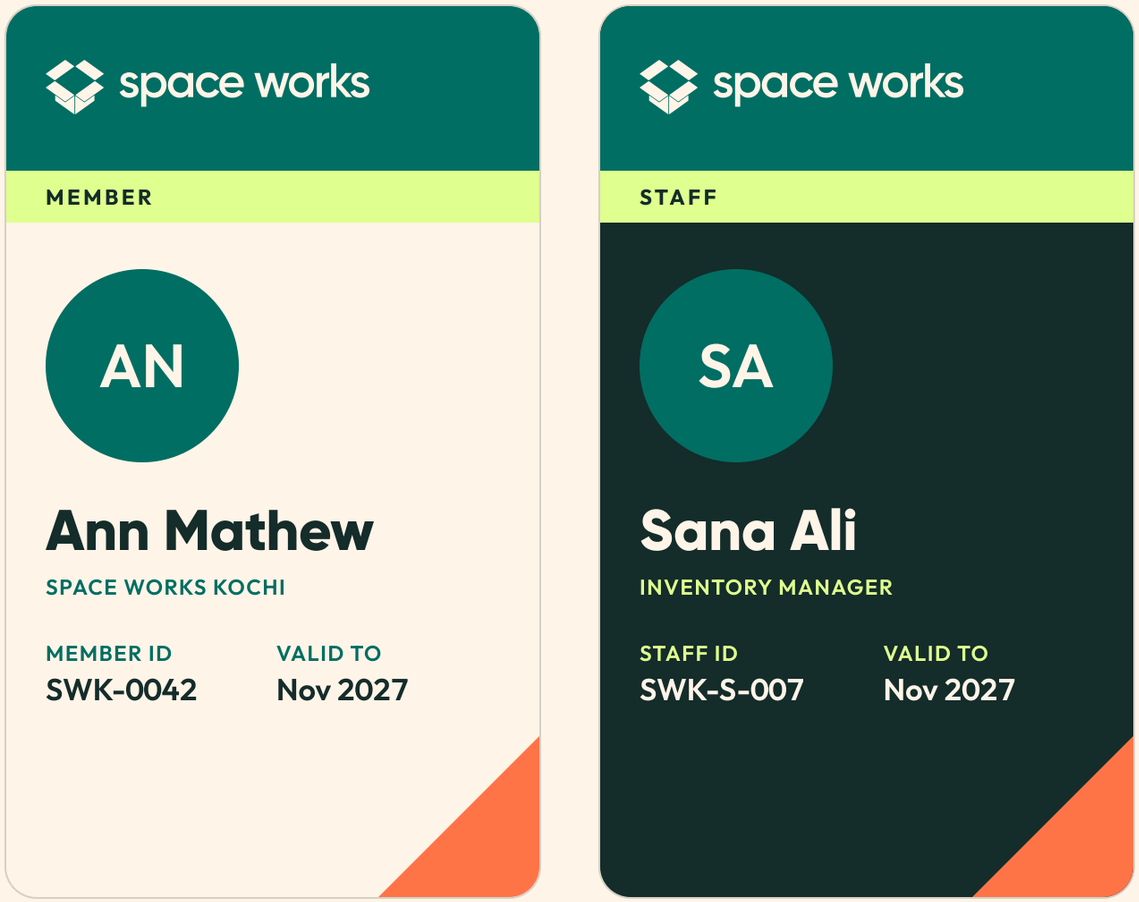


ON PHONES

- Display 44 / 48, heading 34 / 40, accent 32 / 40.
- Member tabs are text-only, like the console sidebar.
- Large callouts go soft in dark; pills stay solid.
- Sheets rise from the bottom edge.
- No hover animation. The loader is the same box.
- Use the platform's reduce-motion setting.
- Superadmin stays in the browser; the apps refuse it.
- Never the platform's automatic dark inversion: two colour sets with the same role names.

Cards and badges.

Member cards, staff IDs, event badges and tickets come from Card Studio. Built-in looks ship in light and dark.



AURORA LOOK · TOKENS cards.aurora

PART	LIGHT	DARK
Background	#FFF4E8	#142C2A
Text	#142C2A	#FFF4E8
Labels	#006E63	#DFFF8F
Header	#006E63 Maker Teal, both	
Ribbon · tail	#DFFF8F Citron · #FF7447 Workshop Orange	

- Printed cards keep Deep Ink as their dark ground: print artwork never uses the screen's black.
- In dark, only the text that sits on the card background is recoloured.
- Quick mode for a fast start, Advanced for a full canvas with bleed and safe zone; print-ready PDF out.
- Seven barcode types; the verify page stamps a valid card once (420 ms).
- Ask before removing a photo background, and show the opt-out where the photo is taken.

The two cards here show the palette; the layout is illustrative.

From the screen to the shelf.

Name first, details second. Test size and contrast at the real viewing distance.

space works

Arduino Uno

ARD-001 Shelf A-03

Electronics · scan to borrow or return

SHELF LABEL · 90 × 50 MM

BOX · BOX-0042

Soldering kit

Scan the box, take a photo, add a remark. Every handover leaves evidence.

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Return here.

Put it back where you found it. Staff will check it in.

A3 poster

space works TV · 18:02

Open now

3 machines free | Workshop 19:00

Slides fade once, 400 ms. Nothing moves while idle.

PRINT AND SIGNAGE

- Print keeps Deep Ink as the dark ground; screens use black.
- Proof at actual size: symbol at least 12 mm, lockup 40 mm.
- One accent phrase per poster, in Unbounded.
- Labels in Outfit with tabular figures for IDs.

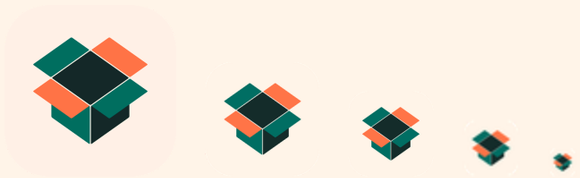
Social card and banners.

Derived from the masters. Light and dark twins wherever the reader's theme can change.

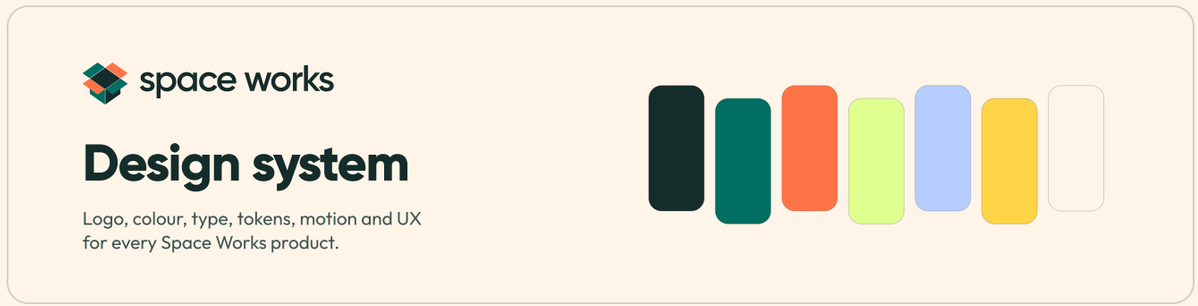


SOCIAL CARD · 1200 × 630 · ICONS/OG-1200X630.PNG

Warm Cream field, stacked lockup 600 px wide, centred, clear space H ÷ 4. Used for Open Graph and Twitter cards.



App and favicon sizes 512, 192, 180, 32, 16, from app-icon.svg.



README BANNER · LIGHT



README BANNER · DARK

Shown through a <picture> element that follows the reader's colour scheme. 1280 × 320, the lockup masters and the seven brand colours.

Everything, in one place.

The design system site and repository hold every file in this book, and the live versions of every animation.

HOSTED SITE

spaceworks-labs.github.io/SpaceWorks-Design-System/

REPOSITORY

github.com/SpaceWorks-Labs/SpaceWorks-Design-System

PATH	WHAT IT HOLDS
brand/	This PDF, brand guidelines v1, page renders, logo reference sheets, README banners
logo/	Ten masters (SVG and 4× PNG): symbol, stacked, horizontal × full colour, reversed, one colour; app icon
tokens/tokens.json · tokens.css	Every colour for light and dark, chart, loader, card and motion tokens; @font-face
fonts/	Gilroy Light and ExtraBold (free), Outfit and Unbounded (OFL), with licences
motion/box-open/	Loader CSS, SVG markup, demo page, React LogoLoader, BoxSpinner, AnimatedLogoMark
mascot/ · mascot/dark/	Patch: hero, sneeze loop, walk cycles; full, original and compressed; dark sticker set
icons/	favicon.svg, app icons 16 to 512, social card 1200 × 630
docs/ui-brand-spec.md	Token derivations, contrast matrices, states, status pills, type scale, logo use
docs/theming.md · motion.md	How to build the light/dark switch; every animation and the which-where table
docs/lessons-learned.md	38 lessons from light and dark, with the pairing table for mobile apps
docs/whats-new-v2.0.md	What's new in v2.0 and what each app must change
docs/product-rules.md · ux-spec.md	Product and engineering rules; UX patterns, layouts and screens

Add the repository to a project as a git submodule so every surface draws from one source. Tokens are the single source: generate from them, never retype a hex.

space works

Ready to make.

VERSION

Space Works Design System v2.0 · Brand guidelines v2, November 2026. Ships alongside SpaceWorks 0.12.0. Supersedes brand guidelines v1 wherever the two differ; everything v1 says that this book does not change still stands.

SOURCES

Colours, ratios and motion values are read from tokens/tokens.json when the book is built. Frames of the box are frozen from motion/box-open/box-open.css. Decisions cited: 225, 299, 313, 316, 322, 323, 362.

SET IN

Gilroy ExtraBold and Gilroy Light (free weights), Outfit and Unbounded (SIL OFL).

BUILT FROM

HTML and CSS in brand/guidelines-v2/src/, rendered with headless Microsoft Edge. Rebuild with node brand/guidelines-v2/build.mjs.

LICENCE

Space Works design assets: AGPL-3.0-or-later. Fonts keep their own licences.