

Actions

Common Buttons

Filled. Primary



Background

SW.sys.light.primary-variant

Text

SW.sys.light.on-primary-variant



Hover -> State-layer

SW.states-layers.light.on-primary.opacity-0.16



Pressed -> State-layer

SW.states-layers.light.on-primary.opacity-0.12



Background

SW.states-layers.light.on-surface.opacity-0.12

Text

SW.sys.light.on-surface



Background

SW.sys.light.inverse-primary

Text

SW.sys.light.on-secondary-container

Hover -> State-layer

SW.states-layers.light.on-primary.opacity-0.16

Pressed -> State-layer

SW.states-layers.light.on-primary.opacity-0.12

Background

SW.states-layers.light.inverse-on-surface.opacity-0.12

Text

SW.sys.light.inverse-on-surface

Actions

Common Buttons

Elevated



Background

SW-surfaces.light.surface1

Text

SW-sys.light.primary



Hover -> State-layer

SW-states-layers.light.primary.opacity-0.16



Pressed -> State-layer

SW-states-layers.light.primary.opacity-0.12



Background

SW-states-layers.light.on-surface.opacity-0.12

Text

SW-sys.light.on-surface



Background

SW-surfaces.light.surface1

Text

SW-sys.light.primary

Hover -> State-layer

SW-states-layers.light.primary.opacity-0.16

Pressed -> State-layer

SW-states-layers.light.primary.opacity-0.12

Background

SW-states-layers.light.inverse-on-surface.opacity-0.12

Text

SW-sys.light.inverse-on-surface

Actions

Common Buttons

Outlined. Primary



Stroke

SW.sys.light.primary

Text

SW.sys.light.primary



Hover -> State-layer

SW.states-layers.light.primary.opacity-0.16



Pressed -> State-layer

SW.states-layers.light.primary.opacity-0.12



stroke

SW.states-layers.light.on-surface.opacity-0.12

Text

SW.sys.light.on-surface



Stroke

SW.sys.light.inverse-primary

Text

SW.sys.light.inverse-primary

Hover -> State-layer

SW.states-layers.light.inverse-primary.opacity-0.16

Pressed -> State-layer

SW.states-layers.light.inverse-primary.opacity-0.12

Stroke

SW.states-layers.light.inverse-on-surface.opacity-0.12

Text

SW.sys.light.inverse-on-surface

Actions

Common Buttons

Outlined. Secondary



Stroke

SW.sys.light.secondary

Text

SW.sys.light.secondary



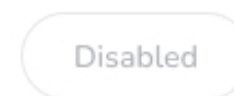
Hover -> State-layer

SW.states-
layers.light.secondary.o
pacity-0.16



**Pressed -> State-
layer**

SW.states-
layers.light.primary.op
acity-0.12



stroke

SW.states-
layers.light.on-
surface.opacity-0.12

Text

SW.sys.light.on-surface



Stroke

SW.sys.light.inverse-
secondary

Text

SW.sys.light.inverse-
secondary

Hover -> State-layer

SW.states-
layers.light.secondary-
container.opacity-0.16

Pressed -> State-layer

SW.states-
layers.light.secondary-
container.opacity-0.12

Stroke

SW.states-
layers.light.inverse-on-
surface.opacity-0.12

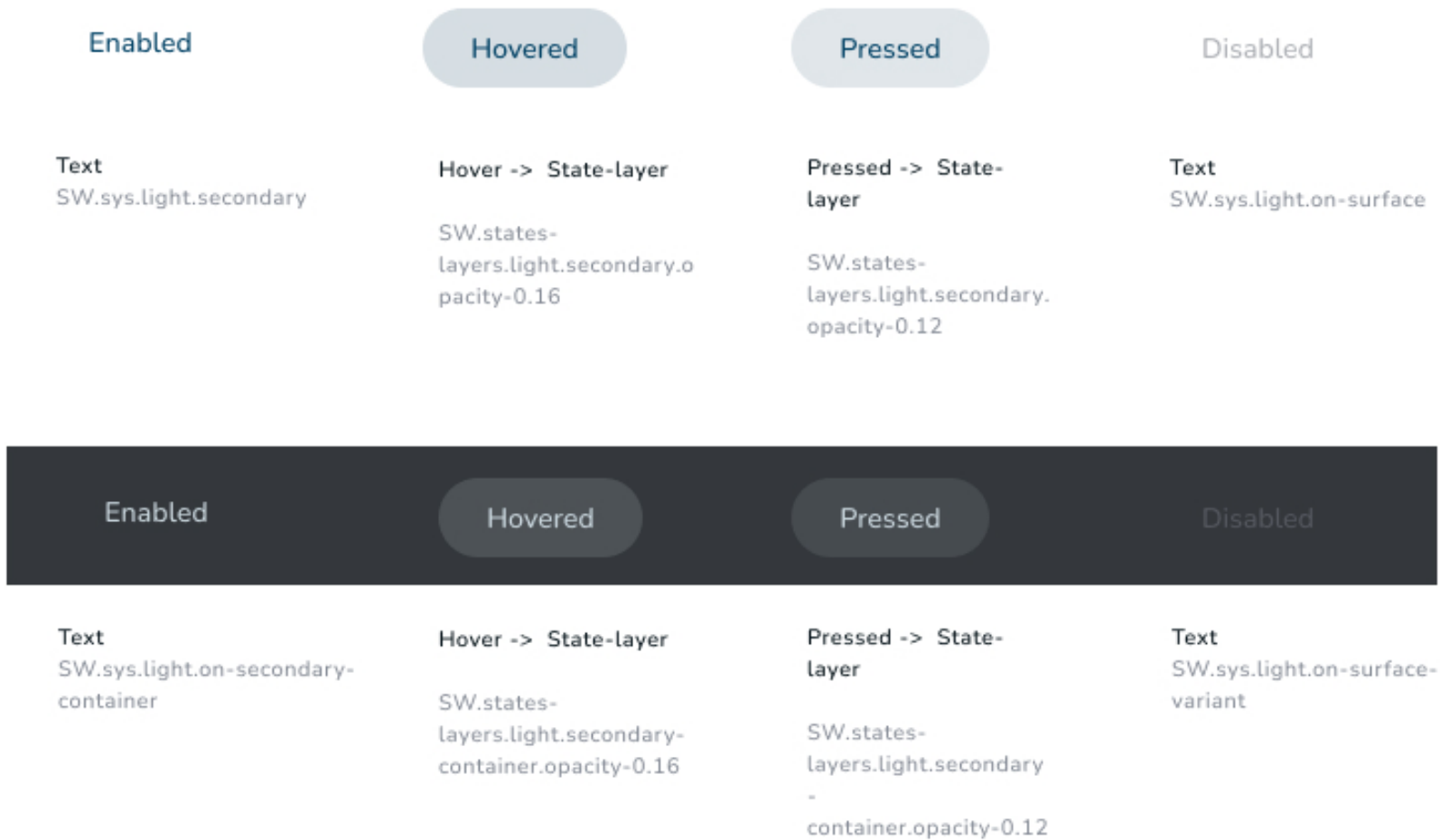
Text

SW.sys.light.inverse-on-
surface

Actions

Common Buttons

Text. Secondary



Actions

Common Buttons

Text. Delete

Enabled

Text
SW.sys.light.error

Hovered

Hover -> State-layer
SW.states-
layers.light.error.opacit
y-0.16

Pressed

Pressed -> State-
layer
SW.states-
layers.light.error.opaci
ty-0.12

Disabled

Text
SW.sys.light.on-surface

Enabled

Text
SW.sys.light.error-container

Hovered

Hover -> State-layer
SW.states-
layers.light.error-
container.opacity-0.16

Pressed

Pressed -> State-layer
SW.states-
layers.light.error-
container.opacity-0.12

Disabled

Text
SW.sys.light.on-surface-
variant

Actions

Common Buttons

Filled. Delete



Background

SW.sys.light.error

Text

SW.sys.light.on-error



Hover -> State-layer

SW.states-
layers.light.on-
error.opacity-0.16



**Pressed -> State-
layer**

SW.states-
layers.light.on-
error.opacity-0.12

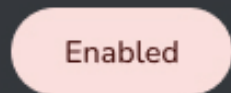


Background

SW.states-
layers.light.on-
surface.opacity-0.12

Text

SW.sys.light.on-surface

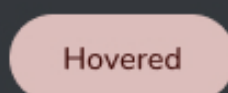


Background

SW.sys.light.error-container

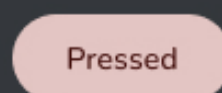
Text

SW.sys.light.on-error-
container



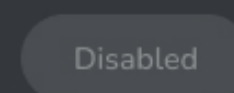
Hover -> State-layer

SW.states-
layers.light.on-error-
container.opacity-0.16



**Pressed -> State-
layer**

SW.states-
layers.light.on-error-
container.opacity-0.12



Background

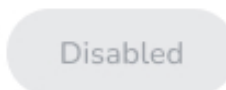
SW.states-
layers.light.inverse-on-
surface.opacity-0.12

Text

SW.sys.light.inverse-on-
surface

Actions

Common Buttons



Background

SW.sys.light.secondary

Text

SW.sys.light.on-secondary

Hover -> State-layer

SW.states-layers.light.on-secondary.opacity-0.16

Pressed -> State-layer

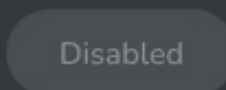
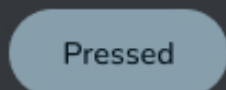
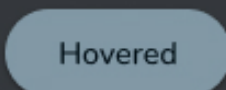
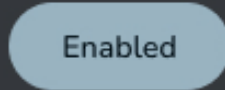
SW.states-layers.light.on-secondary.opacity-0.12

Background

SW.states-layers.light.on-surface.opacity-0.12

Text

SW.sys.light.on-surface



Background

SW.sys.light.inverse-secondary

Text

SW.sys.light.on-secondary-container

Hover -> State-layer

SW.states-layers.light.on-secondary-container.opacity-0.16

Pressed -> State-layer

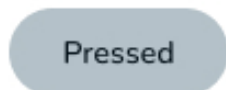
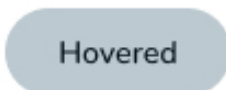
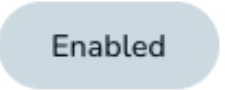
SW.states-layers.light.on-secondary-container.opacity-0.12

Background

SW.states-layers.light.inverse-on-surface.opacity-0.12

Text

SW.sys.light.inverse-on-surface



Background

SW.sys.light.secondary-container

Text

SW.sys.light.on-secondary-container

Hover -> State-layer

SW.states-layers.light.on-secondary-container.opacity-0.16

Pressed -> State-layer

SW.states-layers.light.on-secondary-container.opacity-0.12

Background

SW.states-layers.light.on-surface.opacity-0.12

Text

SW.sys.light.on-surface

Actions

Common Buttons

Primary variant

Enabled



Background

M3.sys.sw.primary

Text

M3.sys.sw.on-primary

Box Shadow

M3.Elevation.3

Hovered



Background -> State-layer

M3.states-layers.sw.on-primary-
container.opacity-0.08

Focused



Background -> State-layer

M3.states-layers.sw.on-primary-container.opacity-0.12

Pressed



Actions

Common Buttons

Surface

Enabled



Background

M3-surfaces.sw.surface3

Icon

M3-sys.sw.primary

Box Shadow

M3-Elevation.3

Focused



Background -> State-layer

M3-states-layers.sw.primary.opacity-0.12

Pressed



Hovered



Background

M3-surfaces.sw.surface4

Icon

M3-sys.sw.primary

Box Shadow

M3-Elevation.4

Background -> State-layer

M3-states-layers.sw.primary.opacity-0.08

Actions

Common Buttons

Surface

Enabled



Background

M3.sys.sw.primary-container

Icon

M3.sys.sw.on-primary-container

Box Shadow

M3.Elevation.3

Focused



Background -> State-layer

M3.states-layers.sw.on-primary-container.opacity-0.12

Pressed



Hovered



Background -> State-layer

M3.states-layers.sw.on-primary-container.opacity-0.08

Box Shadow

M3.Elevation.4

Actions

Common Buttons

Secondary

Enabled



Background

M3.sys.sw.secondary-container

Icon

M3.sys.sw.on-secondary-container

Box Shadow

M3.Elevation.3

Focused



Background -> State-layer

M3.states-layers.sw.on-secondary-container.opacity-0.12

Pressed



Hovered



Background -> State-layer

M3.states-layers.sw.on-secondary-container.opacity-0.08

Box Shadow

M3.Elevation.4

Actions

Common Buttons

Secondary

Enabled



Background

M3.sys.sw.terciary-container

Icon

M3.sys.sw.on-terciary-container

Box Shadow

M3.Elevation.3

Focused



Background -> State-layer

M3.states-layers.sw.on-terciary-
container.opacity-0.12

Pressed



Hovered



Background -> State-layer

M3.states-layers.sw.on-terciary-
container.opacity-0.08

Box Shadow

M3.Elevation.4

Actions

Common Buttons

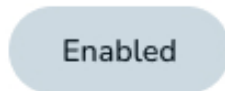
Outlined button

Outlined buttons are medium-emphasis buttons. They contain actions that are important, but aren't the primary action in an app. Outlined buttons pair well with filled buttons to indicate an alternative, secondary action.



Tonal button

A filled tonal button is an alternative middle ground between filled and outlined buttons. They're useful in contexts where a lower-priority button requires slightly more emphasis than an outline would give, such as "Next" in an onboarding flow. Tonal buttons use the secondary color mapping.



Elevated button

Elevated buttons are essentially filled tonal buttons with a shadow. To prevent shadow creep, only use them when absolutely necessary, such as when the button requires visual separation from a patterned background.



Text button

The link button is mainly used for Cancel actions.

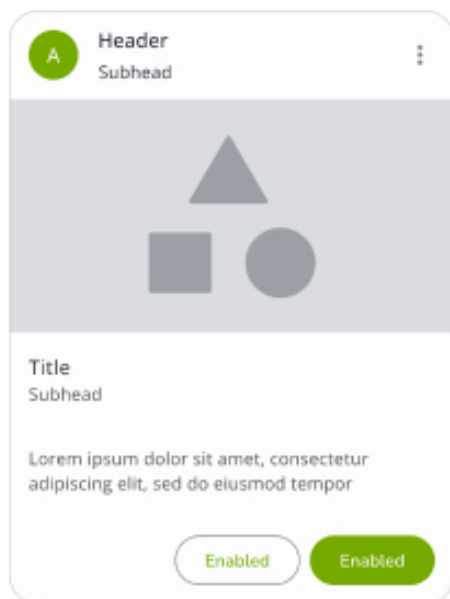
Enabled

Containment

Cards

Use a card to display content and actions on a single topic. Cards should be easy to scan for relevant and actionable information. Elements like text and images should be placed on cards in a way that clearly indicates hierarchy.

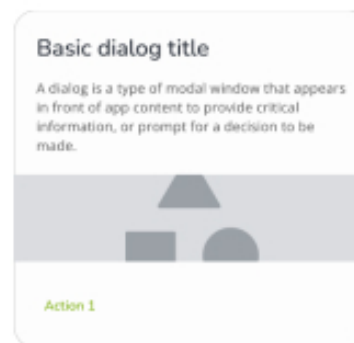
Stracked-card



Horizontal-card



Card-CTA



Containment

Size

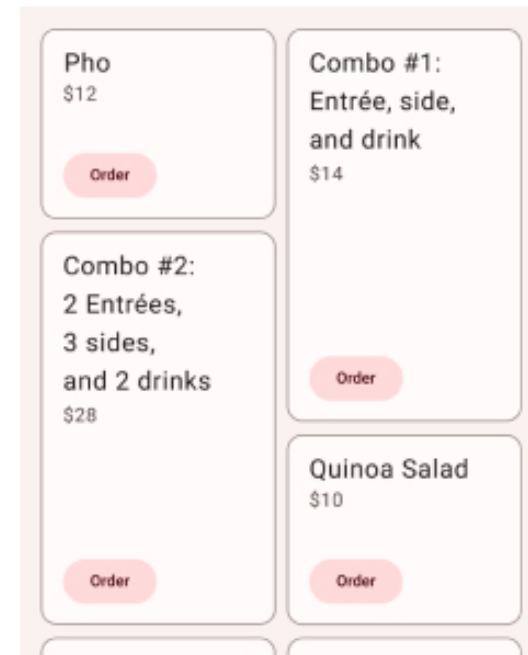
Card containers hold all card elements. Their size is determined by the space those elements occupy.

Card elevation is expressed by the container.

The card container is the only required element of a card. All other elements are optional.

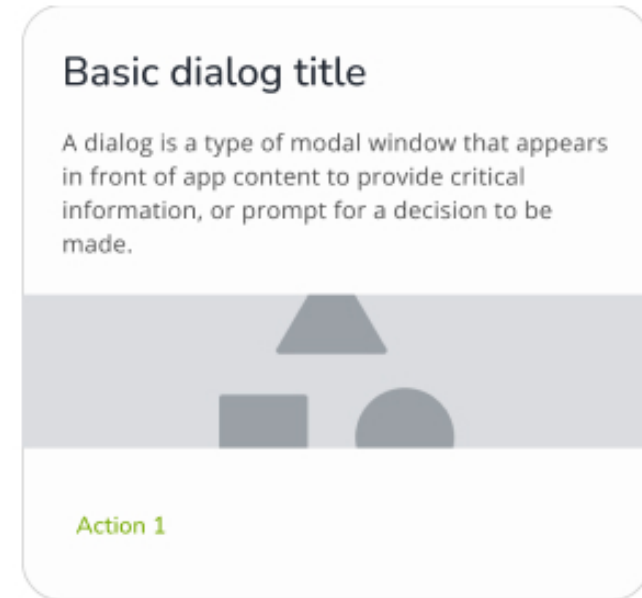
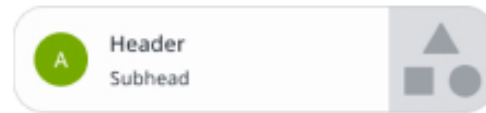
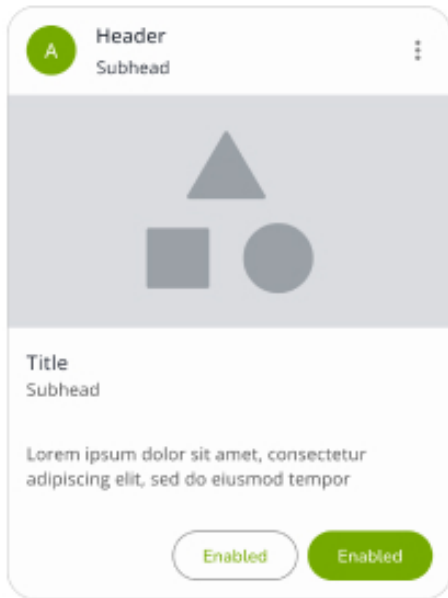
Multiple cards can be grouped together into collections displayed in a grid, list, or carousel. By default, cards in a collection are coplanar, sharing the same resting elevation unless they are picked up or dragged.

Organize card collections so that they are easy to use. Their layout affects how they are perceived. The default grid can be customized in code to show cards in staggered or mosaic grids.



Containment

Tokens



Border radius

`borderRadius-sys.stacked-card = {borderRadius-ref.X Large}`

Border radius

`borderRadius-sys.Card-Dialogs = {borderRadius-ref.XX Large}`

Containment

Tokens - Outlined

Enabled



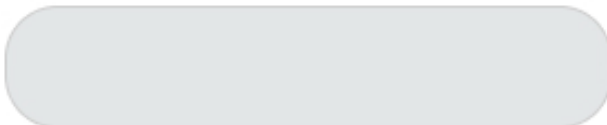
Background

M3.sys.sw.surface

Stroke

M3.sys.sw.outline-variant

Focused



Background

M3.sys.sw.surface

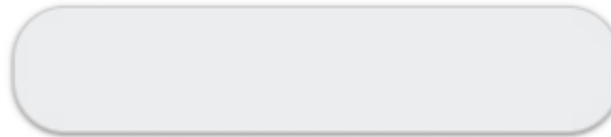
Background -> State-layer

M3.states-layers.sw.on-surface.opacity-0.12

Stroke

M3.sys.sw.outline-variant

Hovered



Background

M3.sys.sw.surface

Background -> State-layer

M3.states-layers.sw.on-surface.opacity-0.08

Stroke

M3.sys.sw.outline-variant

Box Shadow

M3.Elevation.1

Pressed



Background

M3.sys.sw.surface

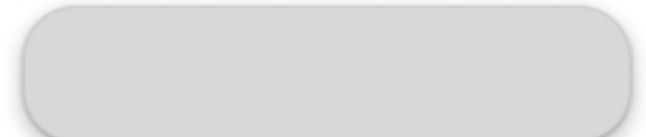
Background -> State-layer

M3.states-layers.sw.on-surface.opacity-0.12

Stroke

M3.sys.sw.outline-variant

Dragged



Background

M3.sys.sw.surface

Background -> State-layer

M3.states-layers.sw.on-surface.opacity-0.16

Stroke

M3.sys.sw.outline-variant

Box Shadow

M3.Elevation.3

Containment

Tokens - Elevated

Enabled



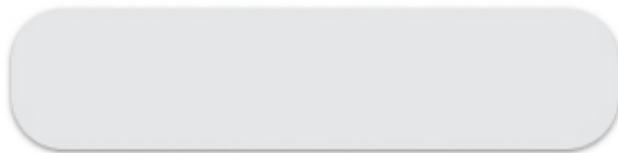
Background

M3-surfaces.sw.surface1

Box Shadow

M3.Elevation.2

Focused



Background

M3-surfaces.sw.surface1

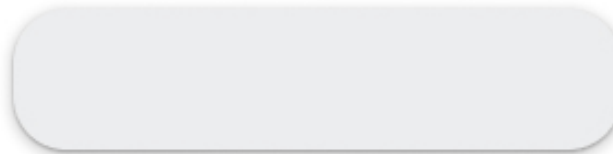
Background -> State-layer

M3-states-layers.sw.on-surface.opacity-0.12

Box Shadow

M3.Elevation.1

Hovered



Background

M3-surfaces.sw.surface1

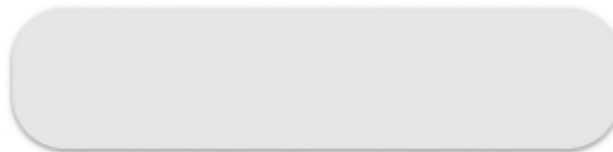
Background -> State-layer

M3-states-layers.sw.on-surface.opacity-0.08

Box Shadow

M3.Elevation.2

Pressed



Background

M3-surfaces.sw.surface1

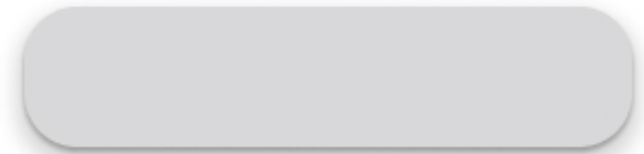
Background -> State-layer

M3-states-layers.sw.on-surface.opacity-0.12

Box Shadow

M3.Elevation.1

Dragged



Background

M3-surfaces.sw.surface1

Background -> State-layer

M3-states-layers.sw.on-surface.opacity-0.16

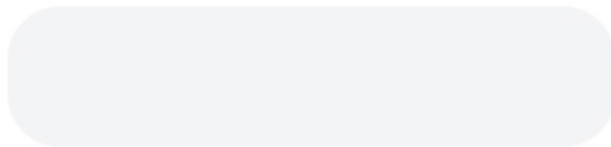
Box Shadow

M3.Elevation.3

Containment

Tokens - Elevated

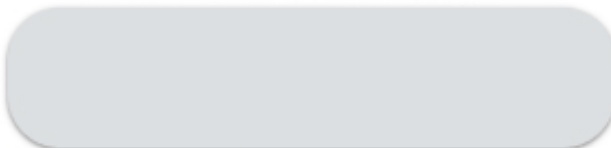
Enabled



Background

M3.sys.sw.surface-variant

Focused



Background

M3.sys.sw.surface-variant

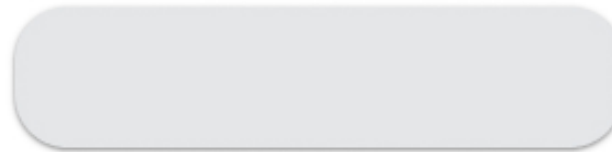
Background -> State-layer

M3.states-layers.sw.on-surface.opacity-0.12

Box Shadow

M3.Elevation.1

Hovered



Background

M3.sys.sw.surface-variant

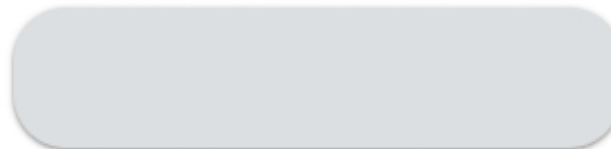
Background -> State-layer

M3.states-layers.sw.on-surface.opacity-0.08

Box Shadow

M3.Elevation.1

Pressed



Background

M3.sys.sw.surface-variant

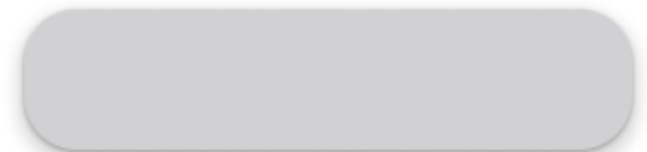
Background -> State-layer

M3.states-layers.sw.on-surface.opacity-0.12

Box Shadow

M3.Elevation.1

Dragged



Background

M3.sys.sw.surface-variant

Background -> State-layer

M3.states-layers.sw.on-surface.opacity-0.16

Box Shadow

M3.Elevation.3

Actions

Icon Buttons

State

Enabled



Hovered



Focused



Pressed



Disabled



Components

The Avatar component is used to display user profile images, visually they are circular images. This component has the following variability:

- Content: image or user initials.
- Size: 40 x 40
- With badge: notification at the bottom of the component.



An avatar can simply contain `characters` that are associated with a user's initials.



Avatars generator

Avatars Generator creates unique, AI-g... [Run](#)

By Kir Fesenko · Used by 36.7k people

To use an image, we can use the Avatar Generator plugin. It creates images of random faces to use as avatar. Note that it is necessary to detach the instance.



Navigation

Navigation bar

Navigation bars offer a persistent and convenient way to switch between primary destinations in an app.

Navigation bars should be used for:

- Top-level destinations that need to be accessible from anywhere in the app
- Three to five destinations
- Mobile or tablet only

Navigation bars shouldn't be used for:

- Single tasks, such as viewing a single email
- User preferences or settings

[See all](#)

Transactions

A dialog is a type of modal window that appears in front of app content to provide critical information, or prompt for a decision to be made.

A	Giana Donin	100 EUR
A	Cheyenne Korsgaard	600 EUR

[See all](#)[+ Send money](#)

Calculator



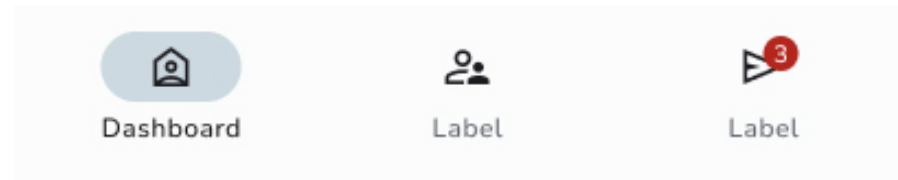
Navigation

Navigation bar

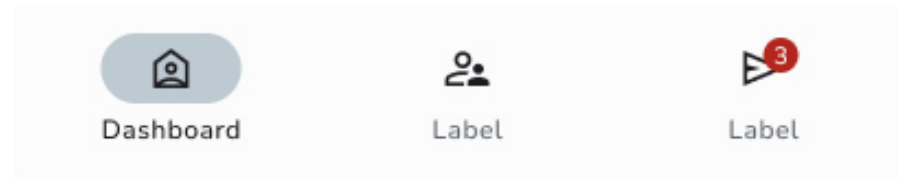
State

The active indicator is a background shape communicating which destination of the navigation bar is currently being displayed.

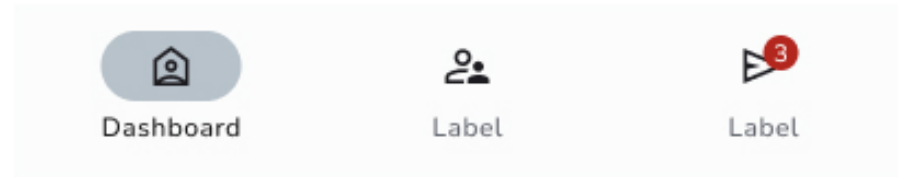
Enabled



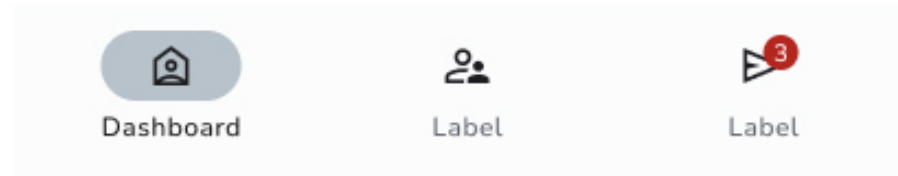
Hovered



Focused



Pressed

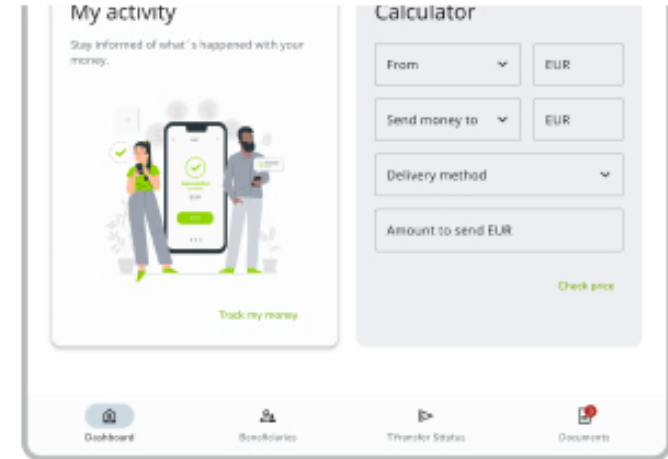
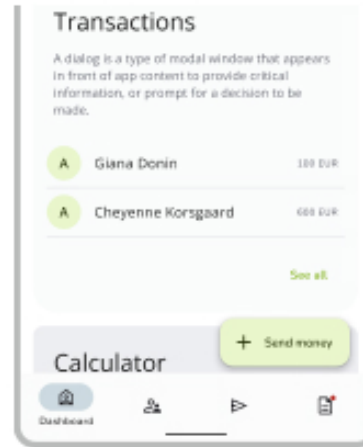


Navigation

Navigation bar

The navigation bar container uses 100% of the screen width on mobile and tablet breakpoints.

On tablet- and landscape-oriented mobile screens, navigation bar destinations can retain the same spacing used in portrait mode, or be equally distributed across the container.



Border radius

`borderRadius-sys.Icon-container = {borderRadius-ref.Large}`

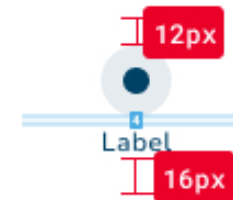
Spacing

`spacing-sys.Icon-container.Right Left = {spacing-ref.3X Small}`
`spacing-sys.Icon-container.Top Bottom = {spacing-ref.3X Small}`



Spacing

`spacing-sys.Building Blocks.no label.Top = {spacing-ref.Large}`
`spacing-sys.Building Blocks.no label.Bottom = {spacing-ref.X Large}`



Spacing

`spacing-sys.Building Blocks.label.Top = {spacing-ref.Small}`
`spacing-sys.Building Blocks.label.Bottom = {spacing-ref.Medium}`
`spacing-sys.Building Blocks.label.Gap = {spacing-ref.3X Small}`

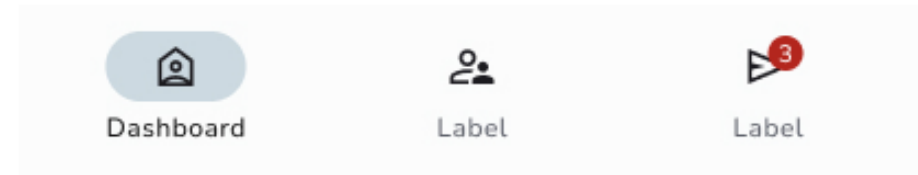
Navigation

Navigation bar

Label text provides short, meaningful descriptions of navigation bar destinations. It's possible to show only the label of the active destination.

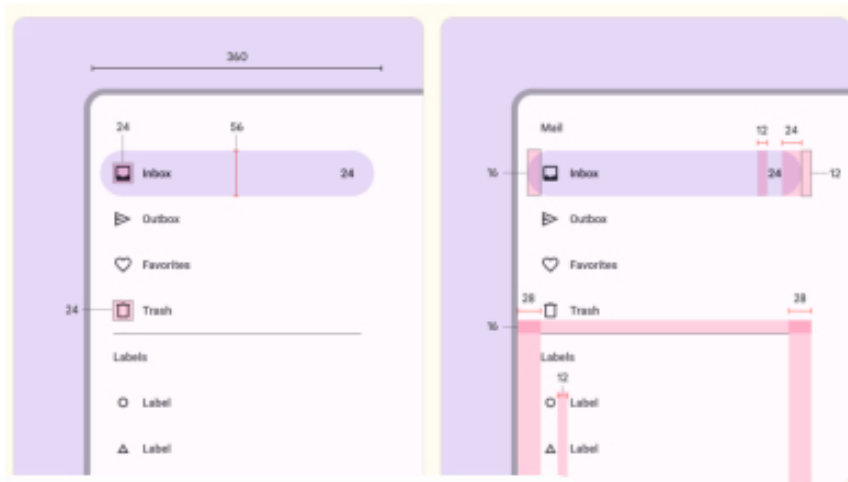
The active destination icon and label are centered while the inactive destinations have a centered icon

Label text in navigation bars uses the overline style. Label text should have sufficient contrast with the container.



Navigation

Navigation drawer



Header (optional)

The header area of a navigation drawer is a flexible space that can be used for brand expression (such as an app title or logo), an account switcher, and more.

Divider (optional)

Dividers can be used to separate groups of destinations within the navigation drawer.

Title

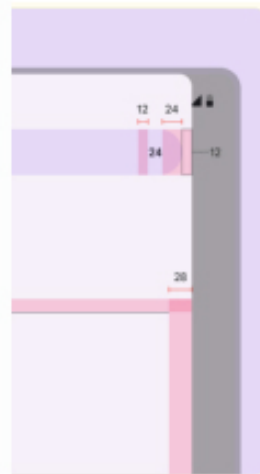
Section Header

● Label

🏠 Label

Section Header

Label



Navigation

Navigation drawer

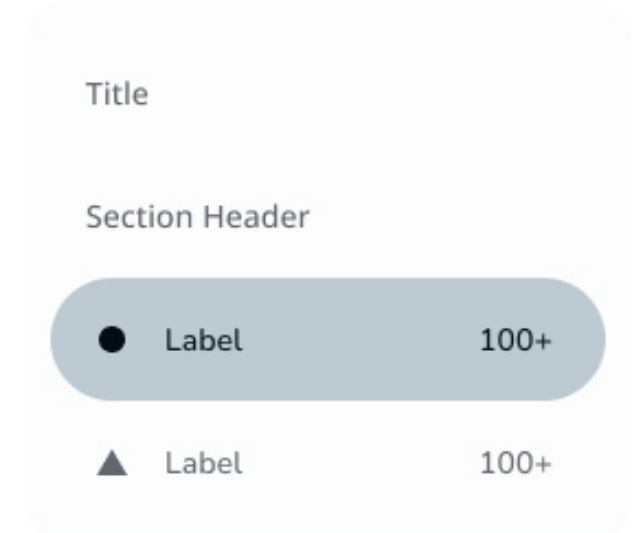
State

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

Enabled



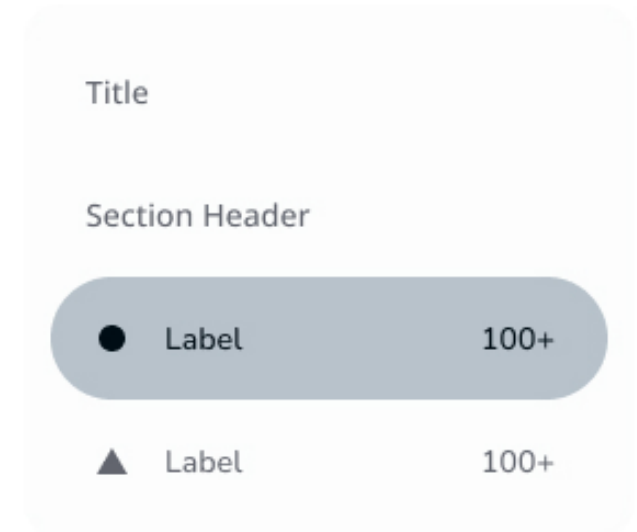
Hovered



Focused



Pressed



Navigation

Navigation drawer

TOKENS



Spacing

spacing-sys.Navigation Drawer = {spacing-ref.Small}

Border radius

borderRadius-sys.Section Header = {borderRadius-ref.Small}



Spacing

spacing-sys.Section Header.Top Bottom = {spacing-ref.Medium}
spacing-sys.Section Header.Right = {spacing-ref.X Large}
spacing-sys.Section Header.icon.Left = {spacing-ref.Medium}
spacing-sys.Section Header.GAP = {spacing-ref.Small}



Spacing

spacing-sys.Section Header.no icon.Left = {spacing-ref.X Large}

Navigation

Navigation drawer

Navigation drawers provide ergonomic access to destinations in an app.

Navigation drawers provide access to destinations and app functionality, such as switching accounts. They can either be permanently on-screen or opened and closed by a navigation menu icon. Navigation drawers are recommended for:

- Apps with 5 or more top-level destinations
- Apps with 2 or more levels of navigation hierarchy
- Quick navigation between unrelated destinations
- Replacing the navigation rail or navigation bar on large screens



Dashboard



Beneficiaries



Transfer Status



Documents

3

Transactions

Send money
now

Send money

Beneficiaries

Add new beneficiary

