APP DESIGN GUIDE V. 1.9

## 1. The color mode

Create your graphics and publications in **RGB color mode** (light colors). Another color mode, such as CMYK or Pantone, can cause digital color variations.



2.





## The kiosk logo

The logo in your app kiosk must be embedded as an **vectorized SVG** so that it can scale without any loss of quality.

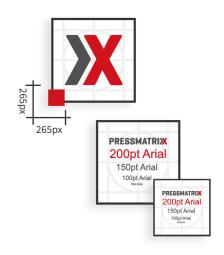
A converted JPG or PNG can not be used!

In the header section of the app there is a space measuring **30x248px** to which the logo is proportionally adjusted. Avoid multiple lines of text (Logo + Claim), a vertical alignment or an additional figurative trade mark. The file should be exported with a **transparent background** so that it can be better integrated into the app.

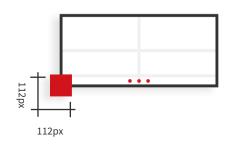
## 3. The app icon

For the app icon we need a **PNG** in the format **1024x1024px in 72dpi**, if possible in the sRGB color mode. It is important that the graphic background covers the complete surface area.

If you use transparencies or colour gradients in the graphic, these should not be set via the alpha values. The displayed app icon is quite small, so avoid detailed illustrations and text. On some mobile devices, the app icon is displayed with rounded corners. For this, a **safety distance of 265x265px** should be set.



4.



## The promotion banner (optional)

The promotion banners are required as JPG or PNG in two sizes: 600x1536px in 72dpi (portrait) 600x2048px in 72dpi (landscape)

We recommend a safety margin of 100px from the bottom, as the progress bar is displayed in the banner. The files should be named without umlauts and special characters.