Our logo
Lockups, clearspace, and minimum size requirements.

Our logo has perfect mathematical proportions, where X is the radius of the circles that make up the Skycoin cloud. There are three logo lockups and a minimum size for each.

**Cloud Only**

- Minimum Size: 24px x 20px

**Vertical**

- Minimum Size: 60px x 38px

**Horizontal**

- Minimum Size: 90px x 30px
**Color variations**

Our logo has three color variations.

**Blue & Black:** Use when on a light background colors.

**White & White:** Use when on our primary blue background color or image.

**Blue & White:** Use when on dark background colors.
It’s important that our logo only be used in the correct way as to keep a consistent brand identity.

- Don’t use the cloud with a solid fill.
- Don’t put a drop shadow on the logo.
- Don’t use the color version of the logo on color backgrounds.
- Don’t put the logo on a slant.
- Don’t put the color version of our logo on an image.
- Don’t use alternative lockups of our logo.
- Don’t use any color other than our primary blue or white as the color of the cloud.
- Don’t use a black version of our logo, though there are a few exceptions (ie: packaging).
- Don’t mess with the logotype.
Our colors
**Color variations**

These are our colors. There may be other colors we discover use cases for in the future, but for now, this is it.

**Primary colors**

- **Primary Blue**
  - #0072FF

- **Light Blue**
  - #00C3FF

- **Gold (Accents)**
  - #FFC125

**Primary Gradient**

- #0072FF to #00C3FF

**Validation colors**

- **Green (Success)**
  - #00DF80

- **Red (Error)**
  - #FF004C

**Black, grays, and whites**

- **Our Black**
  - #1E2227

- **Our White**
  - #FBFBFB

- **True White**
  - #FFF
Our fonts
Our font family

We only have two fonts.

Our general purpose font is Skycoin Sans, which is a modified version of Brown.

Our second font is a monospaced font for use in code examples.
All together

Here’s an example layout of our fonts working together.

This is an H1 headline

This is an H2 headline


// SnapshotHash returns hash of UxBody + UxHead
func (uo *UxOut) SnapshotHash() cipher.SHA256 {
    b1 := encoder.Serialize(uo.Body) //body
    b2 := encoder.Serialize(uo.Head) //time, bkseq
    b3 := append(b1, b2...)  
    return cipher.SumSHA256(b3)
}
Thanks!