DESIGN SYSTEM / 2026

GOLD YELLOW

A refined, structured and production-ready visual language.

PRIMARY GOLD	CHARCOAL	WARM IVORY	SOFT SAND
#986A08	#1B1B18	#FAF9F6	#F2EEE2

BUILT FOR **Next.js · Tailwind CSS v4 · shadcn/ui**

DESIGN INTENT

A premium, minimalist interface system using deep antique gold for light-mode actions, brighter gold for dark mode, warm neutral surfaces, clear typography and a disciplined component language.

SYSTEM GUIDE

- Brand and semantic colour tokens
- Typography, spacing, grid and component standards
- Accessibility and contrast guidance
- Implementation conventions and theme behavior

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BRAND FRAMEWORK

01 / Design foundations

The Gold Yellow system is designed to feel premium, confident and contemporary without relying on excessive decoration. Gold provides the distinctive brand signal; charcoal and warm neutrals provide structure, readability and visual calm.

Core principles

Principle	Application
Gold as a signal	Reserve gold for primary actions, active states, key highlights and carefully selected decorative effects.
Readable by default	Use charcoal or warm off-white for text. Avoid using bright gold for long-form or small text.
Warm neutral foundations	Use ivory, white, sand and warm charcoal rather than stark white and blue-black surfaces.
One consistent system	Pages and components should share the same tokens, spacing scale, radii and interaction behavior.
Functional restraint	Use shadows, gradients, glows and glass effects sparingly. Hierarchy should come from layout and contrast first.

Brand anchor colours

Light primary gold #986A08 Light theme actions	**Dark primary gold** #E5B93F Dark theme actions	**Deep gold text** #805B0A Gold text on light surfaces
Charcoal #1B1B18 Primary dark surface	**Warm ivory** #FAF9F6 Light page canvas	**Soft sand** #F2EEE2 Secondary surface

Primary gold is intentionally theme-specific: #986A08 in light mode and #E5B93F in dark mode. This keeps buttons visible against both bright and dark surfaces while preserving a coherent brand identity.

BRAND PALETTE REFERENCE

Gold scale

The gold scale provides a controlled range from barely tinted backgrounds to deep gold text and decorative tones. Use the semantic primary token for actions; use the scale for supporting visual treatments.

Token	Value	Recommended use
Gold 50	#FFFCF2	Very subtle tinted surfaces
Gold 100	#FFF4D1	Highlighted backgrounds
Gold 200	#FBE7A6	Soft emphasis and hover treatments
Gold 300	#F2D36B	Decorative highlights
Gold 400	#E5BB3F	Light/dark gold scale step
Gold 500	#D6A51C	Bright brand / chart accent
Gold 600	#A97B0A	Intermediate gold accent
Gold 700	#805B09	Deep gold text on light surfaces
Gold 800	#5A410B	Deep decorative gold
Gold 900	#3B2C0B	Darkest gold tone

How to apply the gold scale

Application	Recommended token	Guidance
Primary actions	--primary	Use the theme-specific primary token, not a fixed scale step.
Gold text on light surfaces	Gold 700 / #805B09	Use the deeper shade for small text and labels.
Soft highlighted surfaces	Gold 50–200	Use pale tints behind selected or featured content.
Decorative accents	Gold 300–500	Use sparingly for charts, gradients and visual emphasis.
Deep decorative tones	Gold 800–900	Use for restrained background depth, not body copy.

BUTTON PAIRING

Light theme: #986A08 with white text. Dark theme: #E5B93F with #211D12 text. Keep text and background tokens paired; never put gold text on a gold button.

THEME TOKENS

02 / Semantic colour system

Use semantic variables instead of hard-coded colour values in application components. Components should reference tokens such as bg-background, text-foreground, bg-primary and border-border so that theme changes remain centralized.

Light theme

The light theme uses a warm ivory canvas, white content surfaces and dark ink for text. The primary gold is the deeper #986A08, paired with white button text.

Token	Role	Light value
background	Warm ivory page canvas	oklch(0.982 0.004 91.4)
foreground	Primary text	oklch(0.221 0.006 106.9)
card / card-foreground	White card and text	oklch(1 0 0) / oklch(0.221 0.006 106.9)
popover / popover-foreground	White floating surface and text	oklch(1 0 0) / oklch(0.221 0.006 106.9)
primary	Primary action gold · #986A08	oklch(0.558 0.114 78)
primary-foreground	White button label	oklch(1 0 0)
secondary	Soft warm neutral	oklch(0.949 0.016 91.6)
secondary-foreground	Secondary text	oklch(0.322 0.018 88.8)
muted	Muted surface	oklch(0.958 0.011 89.7)
muted-foreground	Secondary / helper text	oklch(0.509 0.014 96.6)
accent	Pale gold accent surface	oklch(0.940 0.051 92.6)
accent-foreground	Text on pale gold	oklch(0.339 0.062 85.9)

Light theme: borders and states

Token	Role	Light value
border	Subtle separators	oklch(0.914 0.016 86.4)
input	Input boundary	oklch(0.859 0.018 84.6)
ring	Gold focus ring	oklch(0.558 0.114 78)
destructive	Error / destructive action	oklch(0.500 0.182 29.5)
destructive-foreground	Text on destructive action	oklch(1 0 0)
sidebar	Warm sidebar surface	oklch(0.961 0.011 89.7)
sidebar-foreground	Sidebar text	oklch(0.263 0.011 99.3)
sidebar-primary	Sidebar active gold	oklch(0.558 0.114 78)
sidebar-accent	Sidebar active neutral	oklch(0.926 0.020 87.5)

THEME TOKENS

03 / Dark theme and supporting tokens

Dark theme

The dark theme uses warm near-black surfaces rather than pure black or navy. The primary becomes a brighter gold (#E5B93F) and uses dark text (#211D12) on buttons.

Token	Role	Dark value
background	Warm near-black canvas	oklch(0.193 0.006 122)
foreground	Warm off-white text	oklch(0.955 0.012 91.5)
card / card-foreground	Elevated dark card	oklch(0.228 0.010 116.3) / oklch(0.955 0.012 91.5)
popover / popover-foreground	Floating dark surface	oklch(0.245 0.011 114.9) / oklch(0.955 0.012 91.5)
primary	Primary gold · #E5B93F	oklch(0.804 0.143 88.3)
primary-foreground	Dark button label	oklch(0.232 0.021 90.4)
secondary	Elevated neutral	oklch(0.282 0.013 113.8)
secondary-foreground	Secondary text	oklch(0.922 0.019 90.5)
muted	Muted dark surface	oklch(0.261 0.011 114.8)
muted-foreground	Muted text	oklch(0.727 0.017 95.3)
accent	Subtle bronze-gold surface	oklch(0.315 0.034 90.9)
accent-foreground	Text on accent	oklch(0.889 0.100 92.1)

Dark theme: borders and states

Token	Role	Dark value
border	Dark separators	oklch(0.325 0.014 113)
input	Dark input boundary	oklch(0.356 0.015 112.3)
ring	Gold focus ring	oklch(0.804 0.143 88.3)
destructive	Error / destructive action	oklch(0.711 0.166 22.2)
destructive-foreground	Text on destructive action	oklch(0.195 0.046 22.3)
sidebar	Dark sidebar surface	oklch(0.215 0.010 116.4)
sidebar-foreground	Sidebar text	oklch(0.955 0.012 91.5)
sidebar-primary	Sidebar active gold	oklch(0.804 0.143 88.3)
sidebar-accent	Sidebar active neutral	oklch(0.265 0.013 113.9)

Theme rule: do not force the same primary value in both themes. Pair light-mode #986A08 with white text and dark-mode #E5B93F with dark ink.

SUPPORTING COLOUR

04 / Charts, status and visual effects

Chart palette

Use distinct, related hues for data series. Gold leads the palette; forest, olive, terracotta and clay provide differentiation without introducing the previous blue and violet theme. Legacy blue/cyan/indigo utility names are retained as aliases but now resolve to gold, amber and bronze.

Series	Colour family	Light theme	Dark theme
Chart 1	Gold primary	oklch(0.558 0.114 78)	oklch(0.804 0.143 88.3)
Chart 2	Forest / muted green	oklch(0.491 0.056 168.8)	oklch(0.795 0.037 162.1)
Chart 3	Olive	oklch(0.560 0.075 112)	oklch(0.750 0.080 112)
Chart 4	Terracotta	oklch(0.610 0.102 46.8)	oklch(0.741 0.084 47.2)
Chart 5	Clay	oklch(0.550 0.075 28)	oklch(0.740 0.085 28)

Gold	Forest	Olive	Terracotta	Clay
#986A08	#3F6B5B	#777B3C	#B56F4C	#96604A
Chart 1	Chart 2	Chart 3	Chart 4	Chart 5

Status colours

Status	Colour direction	Use
Success	Forest green	Positive completion and successful outcomes
Warning	Gold / amber	Caution, pending states and attention required
Information	Warm graphite / ivory	Neutral notices; intentionally not blue
Destructive	Red	Errors, destructive actions and failures

Status colours remain semantically distinct. Green should continue to mean success and red should continue to mean destructive/error; do not recolour every status as gold.

Decorative glow and surface tokens

Token	Light theme	Dark theme
Glow gold	Light #986A08	Dark #E5B93F
Glow amber	Light #C18B16	Dark #F2D36B
Glow bronze	Light #805B0A	Dark #B98722
Surface dark	Light #1B1B18	Dark #141512
Surface card	Light #25241F	Dark #1C1D18
Gold gradient	#805B0A → #B07D08 → #6F4B06	#F4D77A → #E5B93F → #B98722
Glass panel	rgba(27,27,24,.76) / rgba(128,91,10,.22)	rgba(28,29,24,.80) / rgba(242,211,107,.14)
Light glass panel	rgba(250,249,246,.86) / rgba(80,65,35,.12)	rgba(250,249,246,.88) / rgba(242,211,107,.20)
Hero glow	rgba(176,125,8,.16) + rgba(214,165,29,.11)	rgba(229,185,63,.22) + rgba(185,135,34,.16)

Elevation tokens: panels use 0 1px 2px rgba(24,22,16,.04) plus 0 8px 24px rgba(24,22,16,.05). Popovers use 0 8px 24px rgba(24,22,16,.10) plus 0 2px 6px rgba(24,22,16,.05). Keep these subtle; use borders and surface contrast first.

STRUCTURE

05 / Typography and layout

Typography

Use Geist for interface text and Geist Mono for code, identifiers and technical values. Geist provides a clean contemporary voice that suits dashboards, product interfaces and minimalist layouts.

Style	Size	Weight	Line height
Display	48–64 px	700	1.05
H1	36 px	700	1.15
H2	30 px	650	1.20
H3	24 px	600	1.30
H4	20 px	600	1.35
Body large	18 px	400	1.60
Body	16 px	400	1.55
Body small	14 px	400	1.50
Caption	12 px	500	1.40

Typography rules: use charcoal for primary light-mode text; warm off-white for primary dark-mode text; muted neutrals for secondary information. Avoid gold for long-form text, avoid excessive uppercase, and keep paragraph line lengths near 60–75 characters where practical.

Spacing scale

Token	Size	Typical use
1	4 px	Icon and micro spacing
2	8 px	Tight internal spacing
3	12 px	Compact component gaps
4	16 px	Standard component padding
6	24 px	Card spacing
8	32 px	Section spacing
12	48 px	Large section gaps
16	64 px	Page section separation
24	96 px	Major page separation

RESPONSIVE COMPOSITION

Layout standards

Element	Specification
Maximum content width	1280 px
Sidebar width	256 px
Collapsed sidebar	72 px
Navbar height	64–72 px
Desktop page padding	32 px
Tablet page padding	24 px
Mobile page padding	16 px
Standard card padding	24 px
Compact card padding	16 px
Standard grid gap	24 px

Responsive behavior

- Start with a single-column mobile layout; progressively introduce multi-column grids as screen width allows.
- Keep mobile page padding at 16 px, tablet padding at 24 px and desktop padding at 32 px.
- Allow tables and dense data views to scroll or transform appropriately on narrow screens; do not simply shrink text until it becomes unreadable.
- Keep content aligned to the same container and spacing scale across related pages.

Grid composition

Use a consistent 24 px desktop grid gap, 16 px compact gap where needed, and responsive columns that collapse cleanly. Avoid arbitrary per-page widths; use the 1280 px maximum content width as the primary alignment reference.

UI BEHAVIOR

06 / Component standards

Components should use semantic tokens and predictable dimensions. The goal is a neat, rigid interface with restrained rounding, accessible focus treatment and consistent spacing.

Component	Standard
Primary button	Gold surface; theme-appropriate foreground; 40–44 px height; 10 px radius.
Secondary button	Neutral surface or outlined treatment; clear hover and expanded states.
Accent button	Pale gold surface in light mode; bronze/gold surface in dark mode.
Inputs	Visible label, clear border, 40–44 px height and distinct focus ring.
Cards	White/elevated neutral surface, subtle border, 12 px radius and 16–24 px padding.
Dialogs	16 px radius; defined elevation; clear title, description and actions.
Dropdowns	Popover surface, clear shadow and visible selected/hover state.
Tabs	Gold underline or restrained active background; not both at once.
Tables	Consistent row padding, clear header hierarchy and subtle separators.
Badges	Compact status treatments; use semantic status colours.
Navigation	Neutral by default; gold active indicator or selection treatment.
Switches / checkboxes	Gold selected state with clear focus and disabled states.
Tooltips	Compact dark or theme-aware surface with readable text.

Radius scale

Use 6 px for small badges, 8 px for compact controls, 10 px for inputs and buttons, 12 px for cards, 16 px for dialogs, 20 px for large containers and 9999 px for pills. Set the base radius token to 12 px.

Elevation and motion

- Prefer borders and surface contrast over heavy drop shadows.
- Use subtle panel shadows for cards, stronger popover shadows for floating elements, and clear elevation for dialogs.
- Keep standard transitions around 150–200 ms and avoid dramatic movement.
- Respect prefers-reduced-motion and remove non-essential animation for users who request reduced motion.

QUALITY REQUIREMENTS

07 / Accessibility and contrast

Colour is part of the visual hierarchy, but it must never be the only way important information is communicated. Pair colour with labels, icons, shape or text.

Contrast targets

Content	Minimum ratio	Guideline
Normal text	4.5:1 minimum	WCAG AA target
Large text	3:1 minimum	WCAG AA target
Meaningful UI boundaries and graphical controls	3:1 minimum	Against adjacent colours

Verified brand combinations

Combination	Approx. ratio	Assessment
Light primary gold #986A08 + white button text	4.77:1	Passes normal-text AA
Light primary gold #986A08 + ivory #FAF9F6	4.53:1	Passes normal-text AA
Dark primary gold #E5B93F + ink #211D12	9.08:1	Strong contrast
Deep gold text #805B0A + ivory #FAF9F6	5.83:1	Passes normal-text AA

PRIMARY BUTTON RULE

Light mode: use #986A08 for the button background and white for the label. Dark mode: use #E5B93F for the button background and #211D12 for the label. Do not use gold text on a gold button.

Practical accessibility rules

- Use #805B0A for small gold text on light surfaces instead of the lighter brand gold.
- Do not rely on colour alone for success, warning, information or error states; add text or icons.
- Keep keyboard focus visible with the theme-aware gold ring token.
- Maintain readable text sizes; avoid using captions below 12 px for meaningful information.
- Provide visible labels and clear validation messages for all form controls.
- Respect reduced-motion preferences and ensure interactive controls have usable focus states.

NEXT.JS + TAILWIND + SHADCN/UI

08 / Implementation guide

The companion stylesheet is the implementation source of truth for the palette and utility classes. It uses Tailwind CSS v4 theme tokens, Shadcn semantic variables and light/dark overrides.

Theme token usage

Use semantic classes in components instead of hard-coded hex values. This keeps pages theme-aware and makes later palette adjustments predictable.

```
<div className="bg-background text-foreground">
  <Card className="border-border bg-card">
    <CardHeader>
      <CardTitle>Dashboard</CardTitle>
      <CardDescription>Application overview</CardDescription>
    </CardHeader>
    <CardContent>
      <Button className="bg-primary text-primary-foreground">
        Get Started
      </Button>
    </CardContent>
  </Card>
</div>
```

Primary brand tokens

```
/* Light theme */
:root {
  --primary: oklch(0.558 0.114 78); /* #986A08 */
  --primary-foreground: oklch(1 0 0); /* white */
  --ring: oklch(0.558 0.114 78);
}

/* Dark theme */
.dark {
  --primary: oklch(0.804 0.143 88.3); /* #E5B93F */
  --primary-foreground: oklch(0.232 0.021 90.4); /* dark ink */
  --ring: oklch(0.804 0.143 88.3);
}
```

Font setup

Load Geist and Geist Mono through next/font. The CSS theme references --font-geist-sans and --font-geist-mono, with sensible system fallbacks. For theme switching, use next-themes with attribute=class, defaultTheme=system and enableSystem; this toggles the .dark selector used by the stylesheet.

```
import { Geist, Geist_Mono } from "next/font/google";

const geistSans = Geist({
  variable: "--font-geist-sans",
  subsets: ["latin"],
  display: "swap",
});

const geistMono = Geist_Mono({
  variable: "--font-geist-mono",
  subsets: ["latin"],
  display: "swap",
});
```

KEEP THE SYSTEM CONSISTENT

09 / Design governance and quick reference

Rules for new components

1. Use semantic CSS variables for surfaces, text, borders, primary actions and focus rings.
2. Use the brand gold as an accent, not as a large page background or default body text colour.
3. Use the correct theme-specific primary/foreground pairing for buttons and active controls.
4. Use status colours only for their intended meaning: green for success, gold for warning, warm neutral for information and red for destructive/error states.
5. Prefer established spacing, radii and typography tokens over one-off values.
6. Keep decorative glow, gradient and glass effects subtle and theme-aware.
7. Check contrast and keyboard focus for every new interactive component.

Quick reference

Decision	Standard
Light primary button	#986A08 background / #FFFFFF text
Dark primary button	#E5B93F background / #211D12 text
Gold text on light surface	#805B0A
Light page background	#FAF9F6 (warm ivory)
Light content surface	#FFFFFF
Dark page background	#141512
Dark card surface	#1C1D18
Primary font	Geist
Monospace font	Geist Mono
Base radius	12 px
Standard button/input height	40–44 px
Standard card padding	24 px

SOURCE FILE

Use globals-gold-updated.css as the companion implementation stylesheet. It contains the complete Tailwind theme mapping, light/dark semantic tokens, charts, status colours, glow variables, legacy aliases, base styles and component utility classes.

GOLD YELLOW / DESIGN SYSTEM

Premium by restraint. Clear by design.