BRAND & DESIGN SYSTEM



ESOWeave

Brand system by ShruggieTech · Version 1.1.1 · Canon 2.1.0 · github.com/h8rt3rmin8r/eso-weave

BRAND ESSENTIALS

ESO Weave

APPROVED NAME ESO Weave

Relationship: Brand system by ShruggieTech

REGISTER precise-procedural

VISUAL SIGNATURES

Use the exact delivered masters described on the Logo system sheet. Formal colors and their measured uses are on the Color sheet. Display Inter, body Inter, and mono Geist Mono are the declared type families.

Where each asset belongs: The Asset catalog lists verified marks, lockups, icons, and platform deliveries by intended surface and size.

USAGE LIMITS

Keep delivered artwork geometry unchanged. The Usage limits sheet lists every source rule.

Do not edit, normalize, trace, simplify, or replace the authoritative source paths.

Mark: The badge-less woven carets identify dark lockups. The existing self-contained badge protects reduced and light-surface uses. Single-ink reproduction uses uninterrupted source centerlines without an artificial crossing segment.

Color: Teal identifies active state and emphasis. Accessible gold identifies actions on light surfaces. Dark ink surfaces keep game and application status primary.



LOGO SYSTEM

Marks and lockups

The badge-less woven carets identify dark lockups. The existing self-contained badge protects reduced and light-surface uses. Single-ink reproduction uses uninterrupted source centerlines without an artificial crossing segment. Mark means symbol; wide and stacked lockups are separate. Clear means transparent; light and dark name the viewing surface. See Asset Language in the main manual.



Clear space

One clear-space unit on every side: 8 units on the 100 × 100 canvas, 12.7 percent of artwork width. No text, border, icon or crop enters that band.

MINIMUM SIZE

mark	32 px
horizontal	160 px
stacked	144 px
wordmark	120 px

Below 32 px the reduced master takes over. It ships as its own file. Do not rasterize the full mark down at runtime.

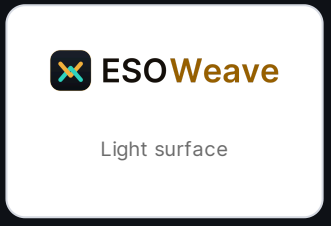
Fixed lockup proportions

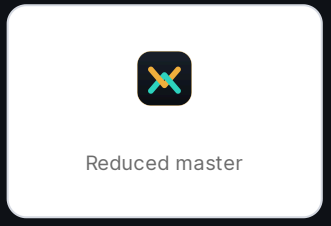
LOCKUP	MARK HEIGHT	GAP	ALIGNMENT
Horizontal	160 units	34 units	Optical center
Stacked	1.70C	0.45C	Centered on wordmark ink width

The horizontal row records its approved master composition. C is the outlined wordmark cap height used by the stacked lockup. X is the clear-space unit declared above. Keep one X clear around every master and never resize the mark and wordmark independently.









LOGO SYSTEM

Usage limits

These are the exact source usage rules for this identity. The preceding Logo system sheet gives measured sizes and clear space.

1. Do not edit, normalize, trace, simplify, or replace the authoritative source paths.
2. Do not add a crossing overlay, knockout, outline, or substrate separator to the single-ink mark.
3. Do not use the badge-less glyph directly on light surfaces.
4. Do not combine the ESO Weave and ShruggieTech marks into one lockup.
5. Do not imply official game-vendor status or account safety.



Delivered horizontal lockup



Delivered reduced mark

COLOR

Palette

Teal identifies active state and emphasis. Accessible gold identifies actions on light surfaces. Dark ink surfaces keep game and application status primary.

Role colors on dark surfaces

primary
#2DD4BF

brand-accent-deep
#F2B03C

brand-emphasis
#2DD4BF

destructive
#E9505F

Neutrals, dark surfaces

background
#0E1116

card
#171C24

secondary
#1D2430

border
#262626

LIGHT READING SURFACE

primary
#986000

background
#F8F8F6

muted
#F0EFED

muted-foreground
#6B6B6B

LIGHT SURFACES

The bright accent #2DD4BF measures **1.75:1** on the light reading surface and is never text there. The light token block substitutes #986000 at 4.93:1 automatically. The legal foreground on an accent fill is #000000 at 11.28:1. Every fill token in brand.json carries its measured foreground.

SEMANTIC USE

COLOR	MEANS
Accent	Primary value, selection, links, focus
Emphasis	Needs attention, threshold exceeded
Destructive	Failed or timed out. Always with text.

COLOR VISION

The emphasis and failure colors may not be reliably separable under deuteranopia. That is acceptable only because state is never carried by color alone: every state ships a written label.

COLOR

Chart colors

Chart colors serve data visualization. Brand applications use the identity accent and the neutral surfaces. Each chart color is derived from the identity accent and measured against its surface so every entry clears 4.5:1.



chart-1 #00B09E

chart-2 #7FA752

chart-3 #38A4D8

chart-4 #C18E33

chart-5 #928CE0

CONTRAST CHECKS

Lightness is calculated separately for dark and light surfaces. Data charts also use labels or shapes; hue alone does not carry meaning.

THE SAME PALETTE ON THE LIGHT READING SURFACE

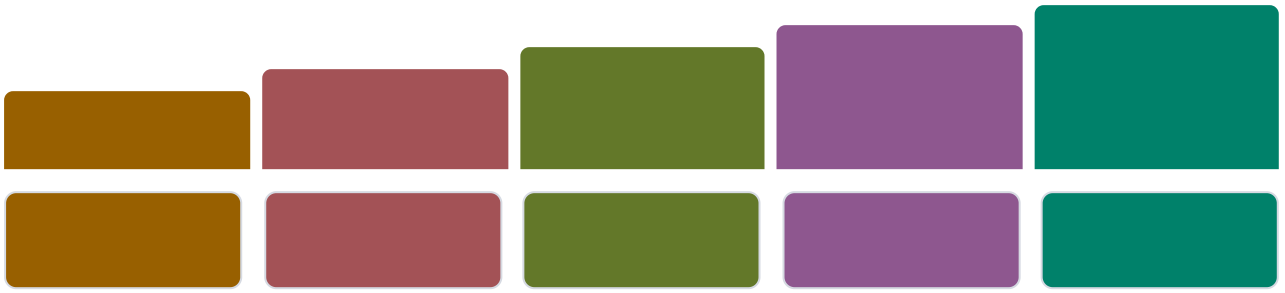


chart-1 #986000

chart-2 #A35256

chart-3 #637829

chart-4 #8E578F

chart-5 #00816A

DERIVED VALUES

SERIES	DARK	LIGHT
chart-1	#00B09E	#986000
chart-2	#7FA752	#A35256
chart-3	#38A4D8	#637829
chart-4	#C18E33	#8E578F
chart-5	#928CE0	#00816A

RULES OF USE

Series order is fixed: chart-1 is always the primary measurement. Never reorder to make a chart look better. Never introduce a sixth color; past five series, switch to a form that does not depend on hue. A series never uses the semantic emphasis or failure colors, because those carry state.

TYPOGRAPHY

Display, interface, code

ESO Weave uses three approved type families. Inter handles display text, Inter handles interface and reading text, and Geist Mono is reserved for literal command blocks.

ESO Weave

ROLES

FUNCTION	TYPEFACE	WEIGHTS
Display, headings	Inter	500, 600
Body, interface	Inter	400, 500
Literal code blocks	Geist Mono	400

GEOMETRY

AXIS	VALUE
Radii	6 / 8 / 12 / 16 / pill
Spacing	4 8 12 16 24 32 48 64 96 120
Focus	2px ring at 2px offset

AVAILABLE WEIGHTS

Only the listed local faces are approved. Any other weight makes the renderer synthesize a faux bold, which prints badly and forces outlined glyphs into exported PDFs. Courier Prime is used only for literal command blocks.

SCALE, DISPLAY

TOKEN	SIZE	TRACKING
display-xl	72	-0.030em
display-lg	56	-0.025em
display-md	40	-0.020em
display-sm	28	-0.015em
display-xs	20	-0.010em

SCALE, READING

TOKEN	SIZE	LEADING
body-lg	18.4	1.6
body-md	16	1.7
body-sm	14	1.6
body-xs	12	1.5
eyebrow	12	0.12em caps

AFFILIATION

Independent identity

This brand has no ShruggieTech parent or ownership endorsement.

BRAND SYSTEM BY SHRUGGIETECH

VENDOR AND TRADEMARK BOUNDARY

ESO Weave is an independent third-party project and is not affiliated with, endorsed by, maintained by, or supported by ZeniMax Online Studios, ZeniMax Media Inc., Bethesda Softworks, or Microsoft. The Elder Scrolls and related marks are property of ZeniMax Media Inc. Users are responsible for applicable terms and consequences.

Load the system

```
npx shadcn@4.21.0 registry add @eso-weave=https://brand.shruggie.tech/eso-weave/brand/r/{name}.json
npx shadcn@4.21.0 add @eso-weave/theme
npm i next-themes
```

The catalog lists installable theme and component items. For offline fonts, copy nextjs/fonts.ts and fonts/ together from the kit.

What ships in the kit

PATH	CONTENTS	N
logos/svg/	Vector masters, every lockup and colorway	22
icons/	Web, Android, Apple, macOS, and Windows application suites	124
favicons/	Compatibility aliases for the authoritative web suite	20
tokens/	CSS and JSON with measured contrast	6

PATH	CONTENTS	N
nextjs/	globals.css, shadcn registry, fonts, provider	13
enforcement/	AGENTS.md, ESLint, stylelint	21
qc/	Contact sheets. Proof somebody looked.	2
guidelines/	The system rendered from itself	2

Independent decisions

DECISION	DECLARATION
OWNERSHIP	Third party
PARENT	None
PALETTE	Brand-specific emphasis and action
TYPOGRAPHY	Declared local faces

COLOR ROLES

Interface color cues

Colors for actions and states are distinct from formal identity artwork. A shared HEX is a deliberate choice; meaning also uses words, icons, outlines, or state attributes.

Formal identity colors

COLOR	HEX	SOURCE	USE
ESO WEAVE ACCENT	#2DD4BF	brand.accent.bright	Primary identity accent
WORDMARK ACCENT	#F2B03C	brand.logo.role_colors.color.wordmark_accent	Approved wordmark accent

Approved combinations and artwork

APPLICATION	COLORS AND ARTWORK	USE
ESO WEAVE IDENTITY	primary, wordmark-accent in logo.full	Approved identity accent with its separate wordmark accent

Correct: use ESO Weave accent (#2DD4BF) in approved identity work; pair the Warning cue (#2DD4BF) with warning text and icon. Misuse: a lone identity swatch as the only warning signal.

CUE	PURPOSE	DARK AND LIGHT PAIRING	ADDITIONAL CUE
Action	Primary interactive action	Dark: #986000, #FFFFFF text 5.24:1; surface 3.61:1 Light: #986000, #FFFFFF text 5.24:1; surface 4.93:1 Source: semantic.action / semantic.action	A descriptive button or link label
Warning	Attention or recoverable risk	Dark: #2DD4BF, #000000 text 11.28:1; surface 10.16:1 Light: #986000, #FFFFFF text 5.24:1; surface 4.93:1 Source: semantic.emphasis / semantic.action	Warning text and icon
Error	Failure or destructive action	Dark: #E9505F, #000000 text 5.78:1; surface 5.20:1 Light: #C0293A, #FFFFFF text 5.80:1; surface 5.46:1 Source: canon.color.immutable.fault.hex / canon.color.immutable.fault-deep.hex	Error text and icon
Success	Completed operation	Dark: #2DD4BF, #000000 text 11.28:1; surface 10.16:1 Light: #986000, #FFFFFF text 5.24:1; surface 4.93:1 Source: brand.accent.bright / brand.accent.accessible	Success text and icon
Information	Neutral information or help	Dark: #F2B03C, #000000 text 11.05:1; surface 9.95:1 Light: #986000, #FFFFFF text 5.24:1; surface 4.93:1 Source: brand.accent.deep / brand.accent.accessible	Information label and icon
Focus	Keyboard focus ring	Dark: #2DD4BF, #000000 text 11.28:1; surface 10.16:1 Light: #986000, #FFFFFF text 5.24:1; surface 4.93:1 Source: brand.accent.bright / brand.accent.accessible	Visible outline and keyboard focus order
Selection	Selected control or item	Dark: #2DD4BF, #000000 text 11.28:1; surface 10.16:1 Light: #986000, #FFFFFF text 5.24:1; surface 4.93:1 Source: brand.accent.bright / brand.accent.accessible	Selected label or checked state
Disabled	Unavailable control	Dark: #87909E, #000000 text 6.51:1; surface 5.87:1 Light: #87909E, #000000 text 6.51:1; surface 3.03:1 Source: brand.accent.dim / brand.accent.dim	Disabled attribute and text