

iOS7 UIO Guidelines

Minimum target size

44 pixels width by 44 pixels height

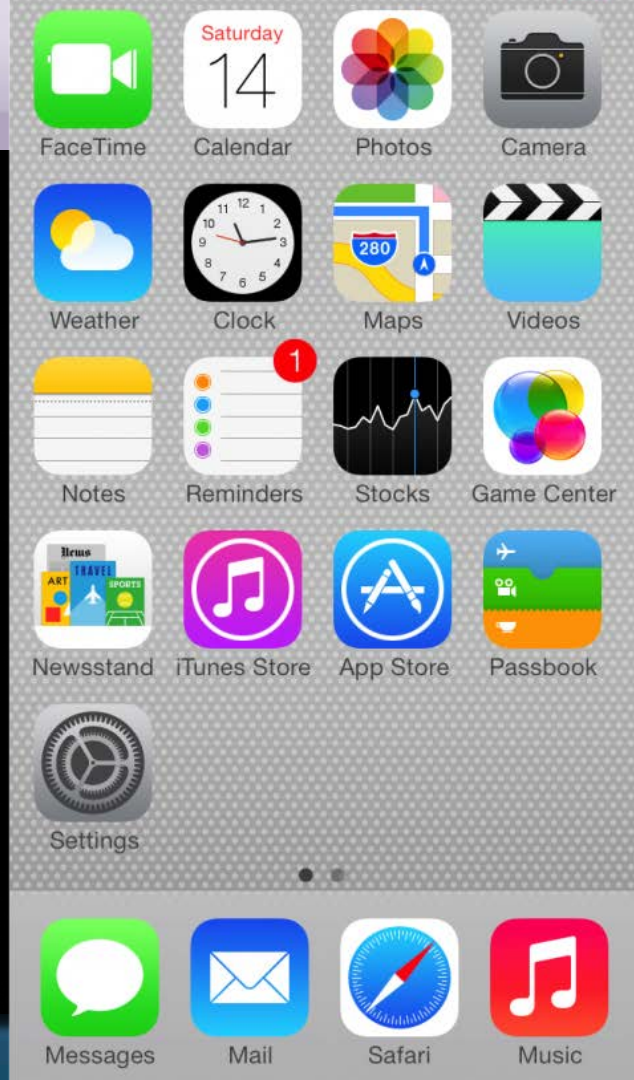
Pixel width of the average adult index finger

1.6 to 2 cm (16 – 20 mm) = ~ 45 – 57 pixels

Pixel width of the average thumb

1 inch (2.5 cm) = ~72 pixels

(An MIT Touch Lab study of Human Fingertips to investigate the Mechanics of Tactile Sense)



iOS 6 and 7 icons

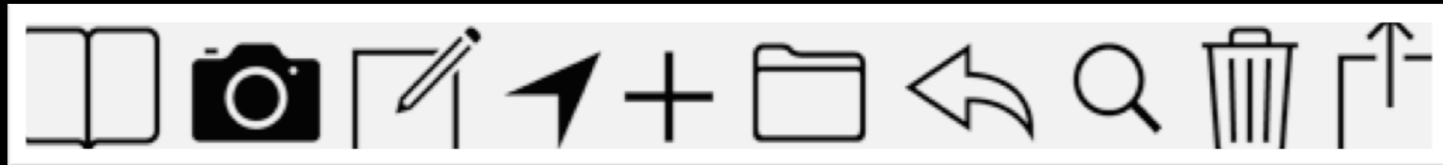


Icons

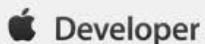
App icon - launch icon



Bar icons - menu icons



iOS Developer



iOS Dev Center

iOS Dev Center

Mac Dev Center

Safari Dev Center

Hi, Guest | [Register](#) | [Log In](#)

Access additional resources in the iOS Dev Center. [Sign In](#)

Sign in with the Apple ID you used to register as an Apple Developer, or [register for free](#) today.

Development Resources

Documentation and Videos



iOS Developer Library

View the latest documentation and sample code for iOS 7.

- [Getting Started](#)
- [Guides](#)
- [Reference](#)
- [Release Notes](#)
- [Sample Code](#)
- [Technical Notes](#)
- [Technical Q&As](#)



Development Videos

- [iOS 7 Tech Talks](#)
- [WWDC 2014](#)

Featured Content

- [Create Apps for iOS 7](#)
- [iOS 7 Design Resources](#)
- [iOS 7 UI Transition Guide](#)
- [Xcode Continuous Integration Guide](#)
- [Start Developing iOS Apps Today](#)
- [App Distribution Guide](#)
- [Developing Apps for iPad](#)
- [iOS App Programming Guide](#)
- [iOS Human Interface Guidelines](#)
- [Programming with Objective-C](#)

iOS Developer Program

App Review

Prepare your apps for the review process.

[Learn more](#) ▶

App Store Resource Center

Get information on distributing your app on the App Store. [Sign in](#) ▶



News and Updates

Stay up-to-date with the latest Apple developer news and updates. [Learn more](#) ▶



iOS Human Interface Guidelines

Developer

iOS Developer Library

Search iOS Developer Library

iOS Developer Library

Resource Types

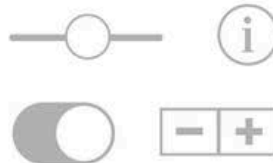
- Getting Started
- Guides
- Reference
- Release Notes
- Sample Code
- Technical Notes
- Technical Q&As
- Video
- Xcode Tasks

Topics

- Audio & Video
- Data Management
- General
- Graphics & Animation
- Languages & Utilities
- Mathematical Computation
- Networking & Internet
- Performance
- Security
- User Experience

iOS 7 Design Resources

Learn how to transition your app's user interface.



Documents



2041 of 2041

Title	Resource Type	Topic	Framework	Date
▶ Resolving App ID Prefix Mismatching	Technical Q&As	Languages & Utilities Distribution Tools	Security	2014-09-10 First Version
▶ Resolving the Invalid Signature binary rejection	Technical Q&As	Languages & Utilities Distribution Tools	Security	2014-09-10 First Version
▶ Resolving the Potential Loss of Keychain Access warning	Technical Q&As	Languages & Utilities Distribution Tools	Security	2014-09-10 First Version
▶ How iOS Determines the Language For Your App	Technical Q&As	User Experience	UIKit	2014-09-10 First Version
▶ Reducing Download Size for iOS App Updates	Technical Q&As	Data Management		2014-09-10 Content

iOS Human Interface Guidelines

[Previous](#) [Next](#)

Creating Compatible Web Content

This chapter covers best practices in creating web content that is compatible with Safari on the desktop and Safari on iOS. Many of these guidelines simply improve the reliability, performance, look, and user experience of your webpages on both platforms. If your target is iOS, the first step is to get your web content working well on the desktop. If your target is the desktop, with minimal modifications, you can get your web content to look good and perform well on iOS too.

For example, you need to pay attention to the layout of your content and execution limits on iOS. If you use conditional CSS, as recommended in "[Optimizing Web Content](#)," your webpages optimized for iOS still work in other browsers. Read the rest of this document for how to optimize your web content for Safari.

iOS Note: When designing your webpages, be aware of how Safari on iOS presents webpages to the user and how the user interacts with your webpages using gestures to zoom, pan, and double-tap. Read [iOS Human Interface Guidelines](#) for metrics and tips on designing user interfaces for iOS.

Use Standards

The first design rule is to use web standards. Standards-based web development techniques ensure the most consistent presentation and functionality across all modern browsers, including Safari. A well-designed website probably requires just a few refinements to look good and work well on Safari.

The WebKit engine, shared by Safari on the desktop and Safari on iOS, supports all the latest modern web standards, including:

- HTML5
- XHTML 1.1
- CSS3
- ECMAScript 3 (JavaScript)
- DOM Level 2
- AJAX technologies, including XMLHttpRequest

Icon Requirements for iOS

Icon Requirements and Tips for Apple Devices

iOS Human Interface Guidelines (full version PDF)

p. 56 – Icons and Graphics

p. 207 – Icon Design

Icon and Image Design

- [“Icon and Image Sizes”](#) (page 207)
- [“App Icon”](#) (page 209)
- [“Launch Images”](#) (page 215)
- [“Bar Button Icons”](#) (page 218)
- [“Newsstand Icons”](#) (page 221)
- [“Web Clip Icons”](#) (page 224)
- [“Creating Resizable Images”](#) (page 225)

Icon Requirements for iOS – App Icon

iPhone /iPod 60 x 60, 120 x120 pixels

iPad 76 x76, 152 x 152 pixels

120 x 120 px icon without the mask



with the mask



Icon Requirements for iOS – App Icon

App Icon submitted
120 x 120 px



iOS 7 display of an app
icon on the Home screen



iOS 6 display of an app
icon on the Home screen



Icon Design

Royalty free vector shapes at all-silhouettes.com

<http://www.all-silhouettes.com>



Icon Design Lab

1. Artboard 120x120



2. Gradient Rectangle



3. Vector Shape



4. Color Guide - 3 X



5. Off White highlight



6. Gradient Shape

