

Theming

Last updated by | Erik Ralston | Aug 27, 2021 at 7:09 AM PDT

This document represents the complete capabilities for customizing the look and feel for Soundbite through our Theming system. This enables each organization to make its own choices about the colors, font families, and logos of its user experience.

Background

When an organization deploys Soundbite, they can use a combination of our [standalone web app](#) or [embedded widgets](#) to provide their user experience. In either case, organizations often require the need to control the look and feel of their user experience. This leads to a higher level of continuity in the workday for employees and has been proven to reduce cognitive load when implemented properly. To this end, Soundbite has implemented a branding system to allow for each organization to determine its own colors, fonts, and logos.

While not necessary for understanding how branding is presented in the user interface components, it may be helpful to know a few aspects of Soundbite's web app and widget components under the hood:

Bootstrap CSS

Soundbite's front-end built with a customized version of [Bootstrap v4.6.0](#) [↗](#) applied via the [Emotion JavaScript library, which applies styles via code](#) [↗](#), which allows for parameterized colors and fonts. Some of the terminologies for colors below in particular will look familiar to developers and designers who have used Bootstrap in the past.

Argon Dashboard

Soundbite also makes use of the open-source edition of a third-party React UI framework called [Argon Dashboard](#) [↗](#), also applied via the Emotion JavaScript library. This modifies some of the default presentation elements of Bootstrap (EG, padding, margin), plus adds a few new UI elements (toggle switches, etc) that enhance the user experience.

Fonts

Most users can't tell you when an interface's fonts are correct, but they can almost always feel when they're wrong. Soundbite enables organizations to set two different font families (AKA "Fonts" or "Typefaces") in the configuration of a theme. One for the main content - usually a sans-serif style, but it is completely customizable - and one for the very rarely used monospace content in the interface.

Each is in the style of a CSS `font-family` declaration. Keep in mind that this merely selects from available font families in the browser, so system fonts must be installed on all machines (EG, Segoe UI - the default M365 font - is available on all Windows machines) and custom fonts must be imported via CSS or JavaScript added per the situation.

Here is an example of the default settings for these fields in the Soundbite default "light" theme:

Typography

Font Family

"Nunito Sans", sans-serif

Mono Font Family

SFMono-Regular, Menlo, Monaco,
Consolas, "Liberation Mono", "Courier
New", monospace

Logos

Soundbite makes use of two logos in the user interface. As of this writing, they are only used in the [standalone web app](#) offered by Soundbite as a comprehensive tool for power users and admins. They are placed on the welcome screen (right) for the app along with the left-nav of the main view (left).



Feed Calendar



A Better Way to Communicate

DISCOVERY

House Stark Feed

House Stark Calendar

TEAMS

Heirs

Hello

Leaders

Mr. & Mrs.

Undead

House Stark Feed

NAME

Example Backdated

Example Series I Own

Epic Speech at Winterfel

Welcome, Erik

Erik Ralston



House Lannister



House Stark



Soundbite

System Test

Invite

Two logos are presented due to the fact that they are presented over different offsetting backgrounds in the UI.

Colors

The most obvious change organizations can make in Soundbite is changing the colors in the system. This can immediately change the entire look of the software. For example, it's possible to not only use the default "light" theme for Soundbite (above), one could make a custom "dark" theme (below):



Feed Calendar



DISCOVERY

House Stark Feed

House Stark Calendar

TEAMS

Heirs

Hello

Leaders

House Stark Feed

+ Create Soundbite

NAME	REMINDER	PUBLISH	
Example Backdated	06/09/2021	06/10/2021	Record
Example Series I Own	05/23/2021	05/24/2021	Play
Epic Speech at Winterfell	None	04/19/2021	Play

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Feed Calendar



DISCOVERY

House Stark Feed

House Stark Calendar

TEAMS

Heirs

Hello

Leaders

House Stark Feed

+ Create Soundbite

NAME	REMINDER	PUBLISH	
Example Backdated	06/09/2021	06/10/2021	Record
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Epic Speech at Winterfell	None	04/19/2021	Play

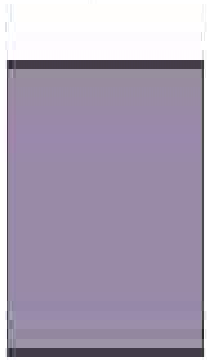
Soundbite.AI Support About Terms of Service

To perform these changes, one simply needs to load a different set of core colors for their organization. The colors are broken up into groupings based on purpose.

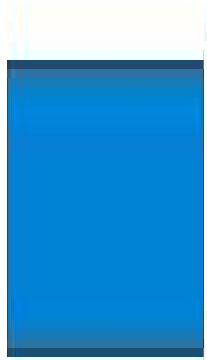
Bootstrap

The following colors are the "Bootstrap" colors that provide a semantic-driven means of applying colors. These primarily determine the color behavior for more interactive elements (EG, buttons).

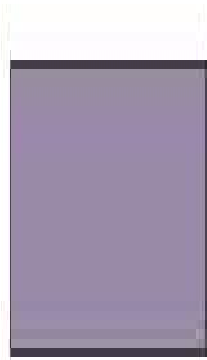
Bootstrap



Default #9B89A9

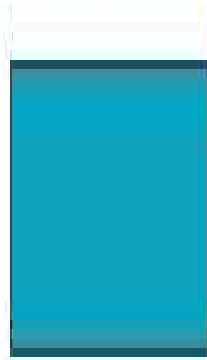


Primary #0081C4



Secondary

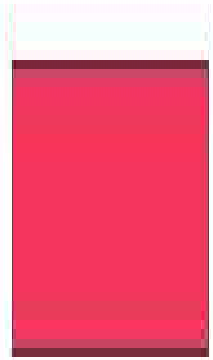
#9B89A9



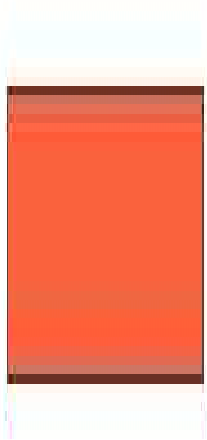
Info #00A3BE



Success #25A870



Danger #F5365C



Warning #F56934

Contrasting Bootstrap Colors

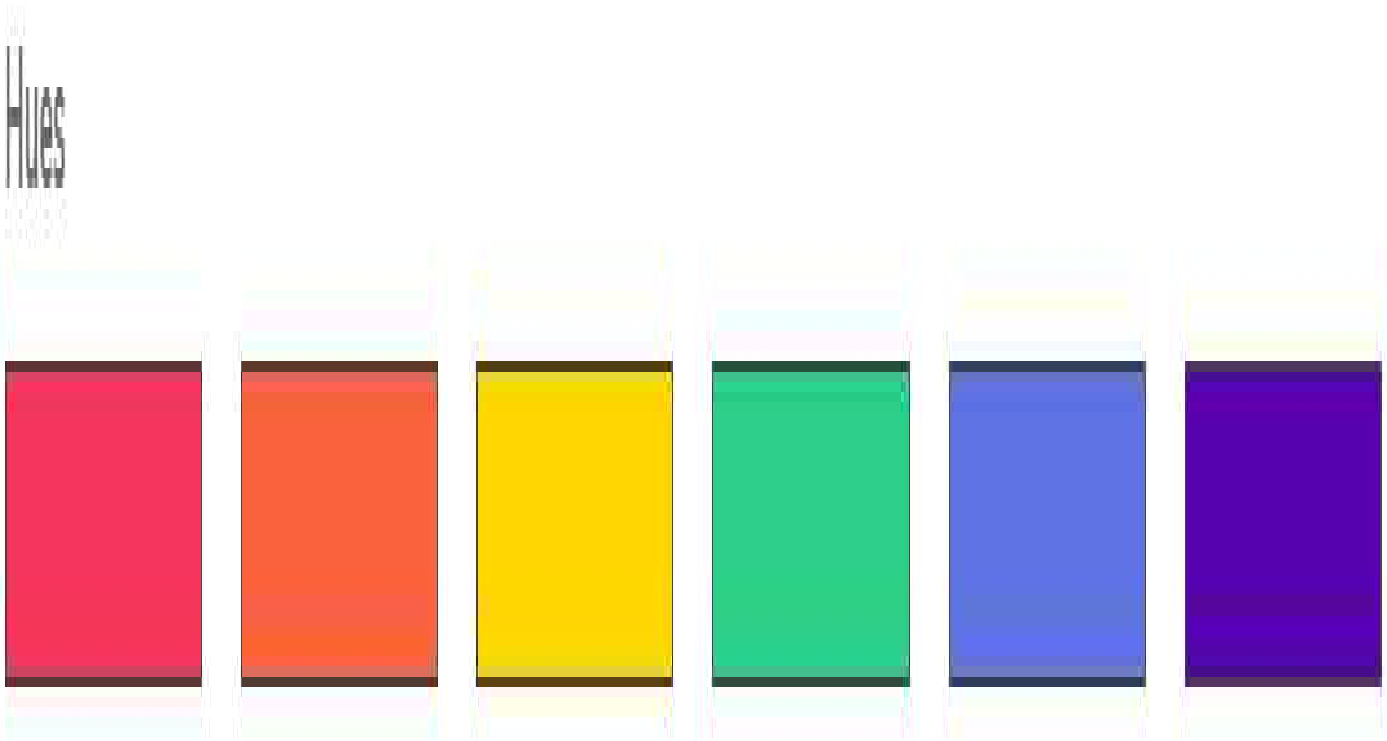
In addition to the core Bootstrap colors (shown above), each also has a "higher" and "lower" contrast color. For instance, in a "light" color scheme, the "Primary Higher Contrast" color would be darker than the "Primary" color, the "Primary Lower Contrast" color would be lighter than the "Primary" color. In situations where an interactive element changes state, these colors are used to indicate that potential change. They are also used to generate gradients for certain colors.

These can be declared explicitly or Soundbite's UI will auto-generate them as 10% lighter/darker than their base color. This behavior is clearly visible if you look at a "Primary" style button (shown below). The "Normal" state for the button (when it is available to click) is the "Primary" color as in the color palette above. The "Hover" state uses the "Primary Higher Contrast" color and the "Disabled" state uses the "Primary Lower Contrast" color.

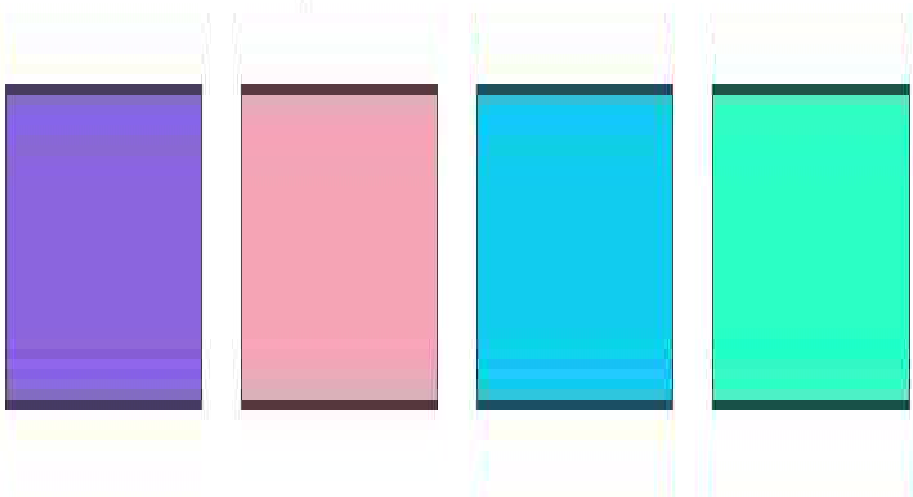


Hues

The hues determine the core colors of the UI when a pure color choice is made. These appear rarely since most of the system relies upon a more meaning-driven definition of its colors using the "Bootstrap" color group above.



Red #f5305c Orange #f06340 Yellow #ff0000 Green #2dee89 Blue #5e72e4 Indigo #5003ad



Violet #9065e0 Pink #f3a4b5 Teal #1cdede Cyan #20bfff

Brand

There are two special colors in the palette that serve to represent the key branding colors of the organization. As of this writing, they are used as the basis for the background gradients at the top of the welcome screen and main view.



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Providing two identical colors will flatten this area into a solid color.

Neutrals

The "neutrals" group makes up the various layers of the application (EG, background content vs color for card-based widget content), plus most of the typography in the user interface.

Neutrals



Background #F0EEF0



Midground #FFFFFF



Foreground #FFFFFF

Min #FFFFFF

100 #F8F8F8

200 #E6E6E6

300 #D4D4D4

400 #C2C2C2

500 #B1B1B1

600 #949494

700 #8D8D8D

800 #6A6A6A

900 #484848

max #424242

The neutrals have two main purposes:

- Establish the background, midground, and foreground "layers" in the user interface that provide variable visual depths between the body, nav, and card/modal elements of the user interface
- Provide a variable palette from light-to-dark (or dark-to-light depending on the desired mode) in the user interface. These are commonly the stand-in values for black and white but could be other more artistically chosen colors.

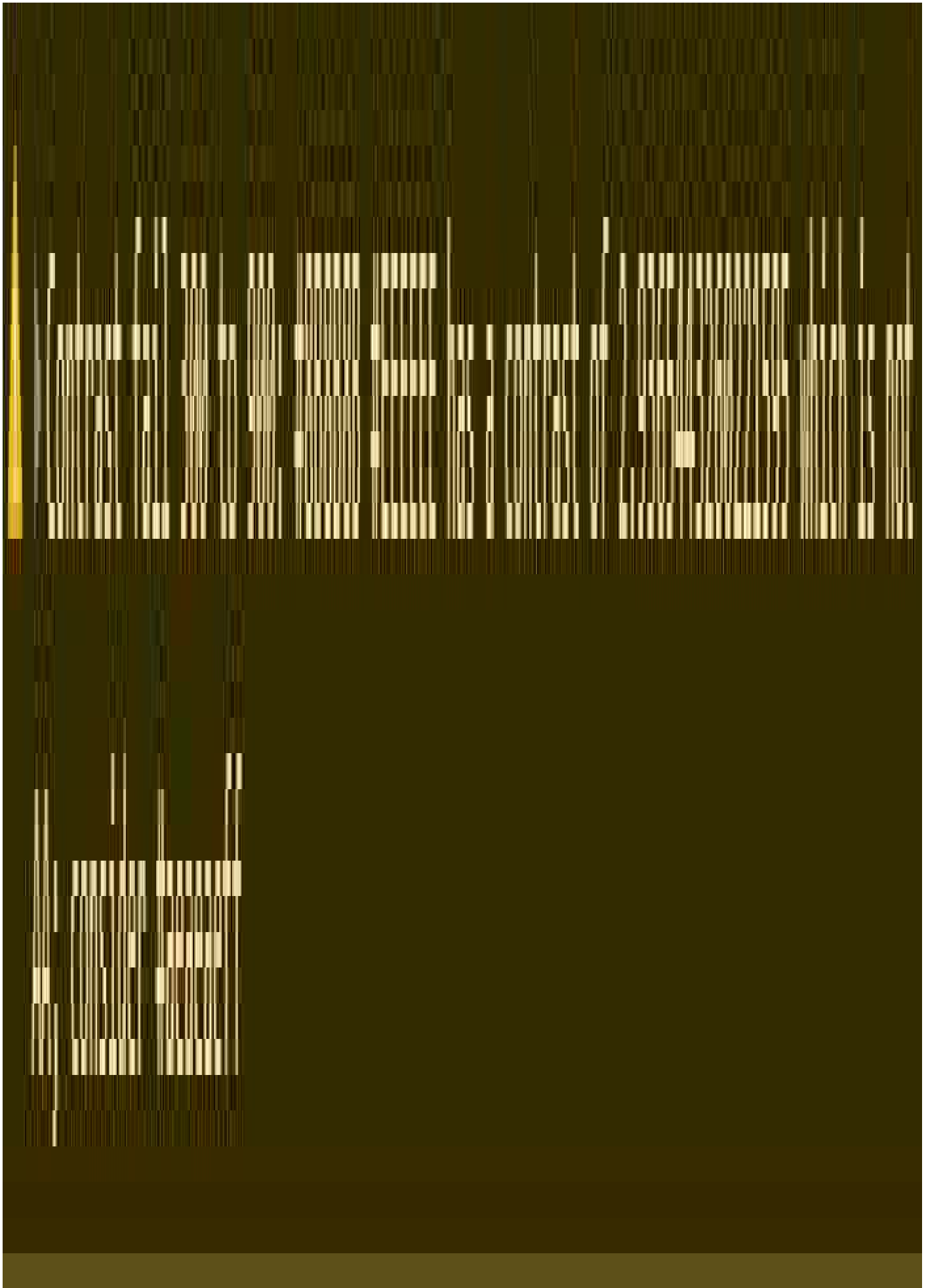
The range of light-to-dark colors is an 11 step scale starting at the "minimum" or "min" neutral, then proceeding to a "maximum" or "max" color. This high number of neutrals allows for a very fluid interface experience across the borders, controls, and typography of the system.

Contrast Checking

It's important to select colors that not only look appealing but have sufficient difference to allow for good usability and deliver on [Web Accessibility](#) 🔗. This enables everyone in an organization to use Soundbite and may be legally required in a given territory and/or situation due to law - such as [Section 508 in the United States](#) 🔗 that guarantees software used in federal agencies must have sufficient accessibility.

To analyze the contrast between two colors, consider using the [WebAIM Contrast Checker](#) 🔗 which takes two colors (in hex) and determines the contrast ratio, analyzing them versus basic text sizes to describe the level of accessibility. Keep in mind that compliance with AA or AAA depends not only on the contrast but the text size.

To this end - and given that manually checking the intricate relationships in Soundbite's user interface would be tedious and error-prone, there is an automatic color audit in the system. It evaluates different aspects of the current color scheme, then emits warning messages into the browser console when a potential for insufficient color contrast is found. It recommends an alternative color that would provide the desired contrast, though it always does so by making a naive darkening or lightening of one of your input colors - which may not be visually appealing even if it's technically better contrast.



Most of these checks are about determining a AA or AAA minimum contrast between colors. Some simply ensure one color is higher/lower contrast than the other. All themes must provide a light/dark flag that indicates if elements should be checked assuming darker or lighter being the basis for contrast checking.

As of this writing, the contrast criteria for AA is 3:1 while AAA is 7:1. These are somewhat lax given the default text sizes in the widgets, but given that users have control over their text size, they are good minimums to ensure good accessibility while ensuring the system doesn't complain about the subtlety of many professionally chosen color palettes.

It performs the following types of checks:

Neutrals

The most useful check provided by the system is definitely the scanning of the neutral palette. It performs the following checks:

- Ensures that the Minimum and Maximum colors vary by at least a AAA contrast, which indicates they will minimally stand out during the most contrasting parts of the user interface.
- Ensure that every neutral that is 6 steps away has at least AA contrast. For instance, the Minimum neutral and the 500 neutral must be at least AA contrast away from each other. This ensures situations where text is on a neutral-on-neutral background (EG, when a control is disabled)
- Ensure that the Background, Midground, and Foreground neutrals contrast have AA contrast with the 900 neutral, representing the minimum typographic contrast when displaying content text.

Bootstrap Colors

The Bootstrap colors, given their vital use in portraying interaction, have the following checks:

- Ensure AA contrast between each Bootstrap color and the Minimum neutral, indicating the color is optimistically determined to be suitable to show interactions in the user interface.
- A check between the Primary Bootstrap color and all other Bootstrap colors to ensure Primary has the highest contrast with the minimum neutral. This does not analyze AA or AAA accessibility, it simply checks if the Primary color is the highest contrast color amongst all other Bootstrap colors (EG, Secondary, Info, etc).