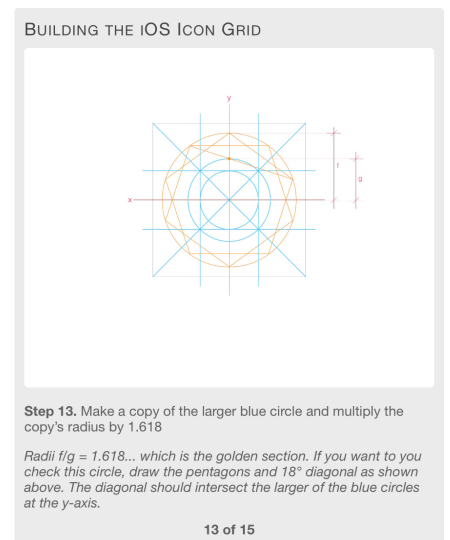
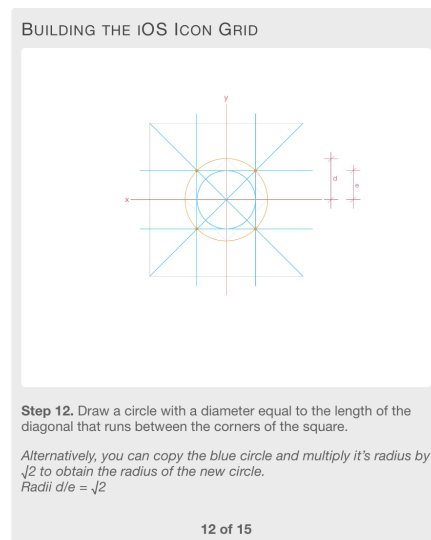
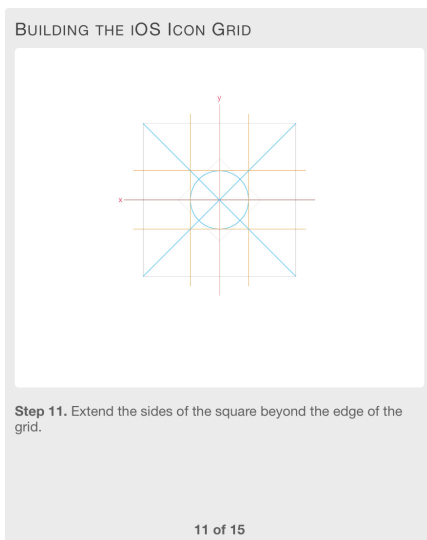
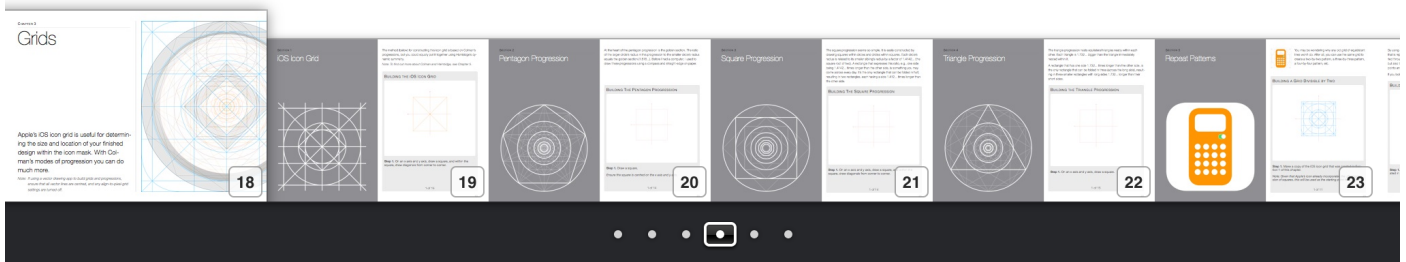


CHAPTER 3

Grids

3.1	iOS Icon Grid	19
3.2	Pentagon Progression	20
3.3	Square Progression	21
3.4	Triangle Progression	22
3.5	Repeat Patterns	23



Excerpt from
Chapter 3
Grids

Apple's iOS icon grid is useful for determining the size and location of your finished design within the icon mask. With Colman's modes of progression you can do much more.

The method (above) for constructing this iOS icon grid is based on Colman's progressions, but you could equally put it together using Hambidge's dynamic symmetry.

Note: To find out more about Colman and Hambidge, see Chapter 5.

In Chapter three, I'll show you how to create a number of related grids using simple geometry. Together with the iOS icon grid, you will be able to harmonise your icons with Apples icons.