Apps
icon
story
Let’s make some Apps icons. Piece of cake.

First, we need a base shape as background.

Having just one base shape makes life hard. One shape won't fit all icons. Too often it ends up with a compromise. It may even draw attention away from the icon's visual metaphor.

Let’s try a system with multiple base shapes. This provides consistency and supports cues tailored to each icon's purpose.
Let’s pick the most popular shape: a rectangle.

But we all love... a circle.

Easy: we'll merge them.

to create...
... a new shape.

when rotated, it will produce another one..

two...

and three more variants.
Mix them again like these..
or these..
and these..
Now we have a set of 16 unique base shapes to start with.
Let there be color..
Inset base shape outline for guiding icon metaphors inside.
An icon size of 86 pixels is best serving for Jolla devices.

There should be no padding inside, except for a 0.3-pixel-gap on each side to be set for inner vector visual boundaries. This is for layout control as well as for smoothness and continuous anti-aliased outline.
Add metaphor visuals to the mix...

Notice, these are just illustrations! May not match with actual proportion of App launcher exactly.
There.

Unlike