[Advanced users] Customize the player UI with CSS

Content updated: 10/20/2026

> **This article is designated for advanced users.**

About

The v7 player's controls, such as the play button, seek bar, and volume slider, are built with HTML and CSS. This means you can change how they look by adding your own CSS rules.

This article shows how to add CSS to the player, lists the classes you can target, and gives examples you can copy.

The classes in this article apply to the v7 player only.

Before you start

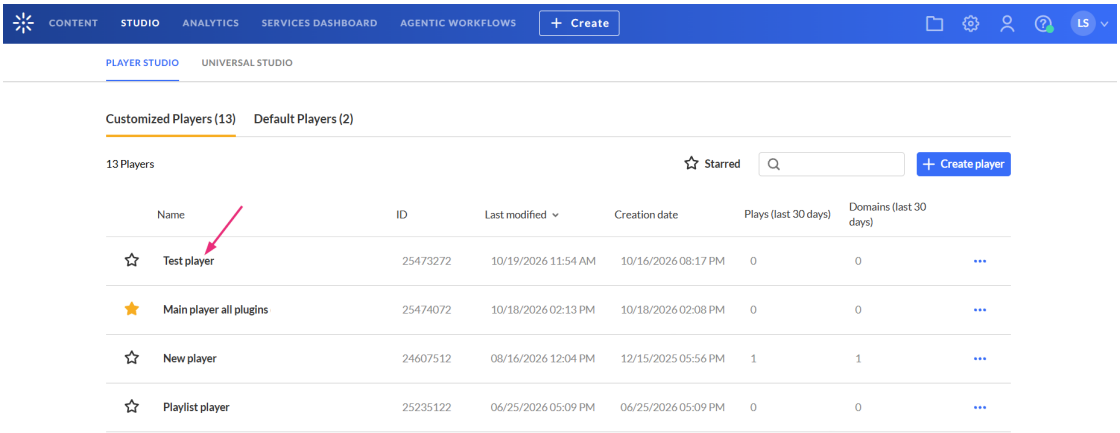
Create a CSS file with the rules you want, and host it at a URL the player can access. You can start from the examples below.

Add CSS to the player

You can add CSS to the player in three ways. Player Studio works for most cases, and the other two are for developers who embed the player with code.

Add a CSS file in Player Studio

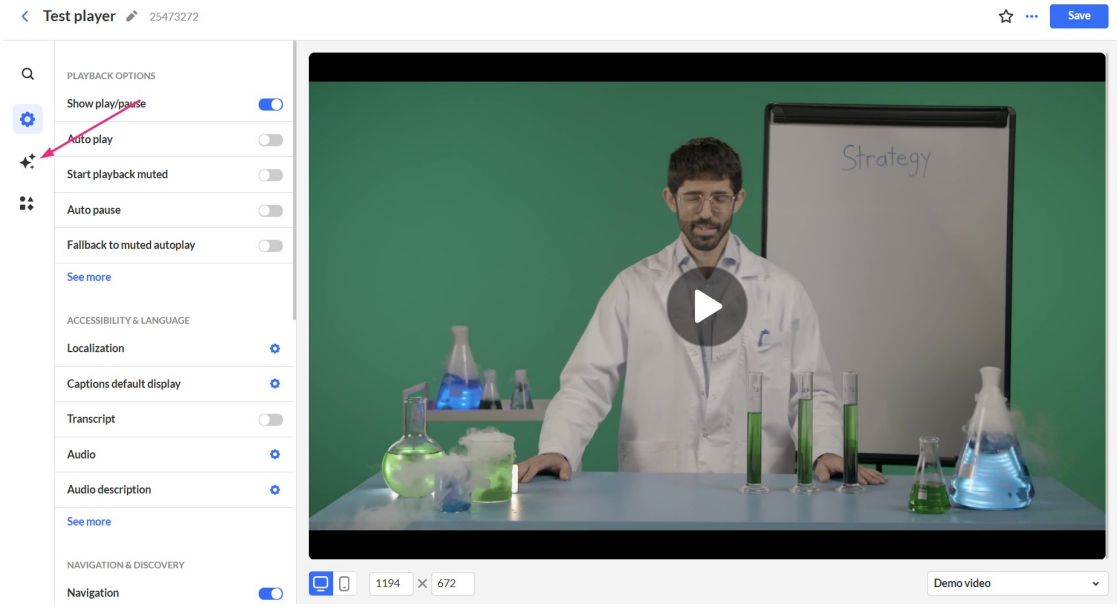
1. In Player Studio, select the player you want to customize.



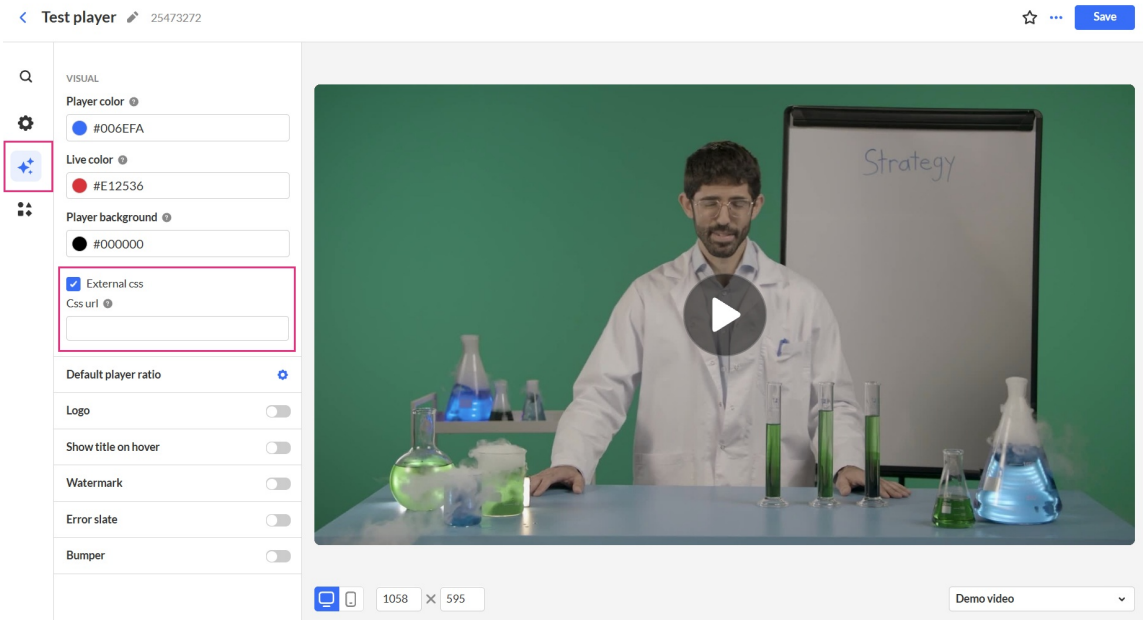
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The player settings open.

2. In the left panel, select the **Visual settings** (stars) icon.



3. Select the **External CSS** checkbox, and enter the file URL in the **CSS URL** field.



4. Select **Save**.

Add a CSS file in the embed code

If you set up the player with code, add your CSS file URL to the `ui` section of the player configuration.

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```
const config = {
  targetId: 'player-placeholder',
  provider: { partnerId: 123456 },
  ui: {
    css: 'https://path-to-your-custom-stylesheet.css'
  }
};
const player = KalturaPlayer.setup(config);
```

The `css` option takes one URL. To use more than one stylesheet, combine them into one file, or add `@import url(...)` rules to that file.

Add CSS to the page that hosts the player

If you embed the player with a dynamic embed, the player loads directly in a `div` on your page. In this case, you can add the player rules to your page's own stylesheet. This doesn't work for iframe embeds, because the page's CSS can't reach inside the iframe.

How the player classes work

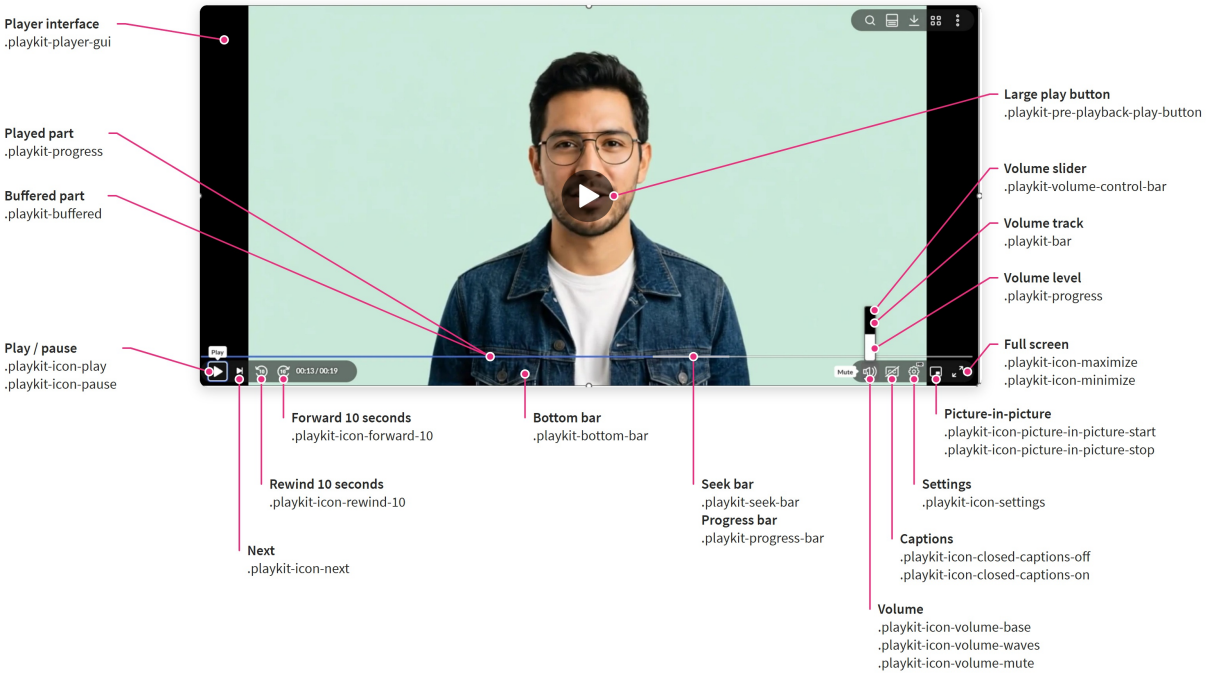
All player classes start with `playkit-`, and they all sit inside the root class `.playkit-player-gui`. Start each rule with `.playkit-player-gui` so it only applies to the player, as in the examples below.

The player uses the same font in all its parts. To change the font everywhere, set it on `.playkit-player-gui`. To change it in one part only, set it on that part's class.

Player classes

This image shows the main parts of the player and their classes.

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Buttons

Class	What it changes
`.playkit-control-button`	All buttons in the control bar. A change here affects every button.
`.playkit-pre-playback-play-button`	Background of the large play button that shows before playback starts
`.playkit-icon-play`	Play icon, in the control bar and on the player
`.playkit-icon-pause`	Pause icon
`.playkit-icon-start-over`	Start over icon, shown at the end of the video
`.playkit-icon-rewind-10`	Rewind icon
`.playkit-icon-forward-10`	Forward icon, which skips forward 10 seconds. If the player is set to skip 5 seconds, the icon uses `.playkit-icon-forward-5`. For any other skip amount, it uses `.playkit-icon-forward`.
`.playkit-icon-next`	Next icon, which skips to the next video in a playlist or during continuous playback

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Class	What it changes
.playkit-icon-prev	Previous icon, which goes back to the previous video in a playlist or during continuous playback
.playkit-icon-volume-base	Left side of the volume icon
.playkit-icon-volume-waves	Sound waves in the volume icon, shown when the player isn't muted
.playkit-icon-volume-mute	Mute icon, shown when the player is muted
.playkit-icon-closed-captions-off	Captions icon in the control bar, shown when captions are off
.playkit-icon-closed-captions-on	Captions icon in the control bar, shown when captions are on
.playkit-icon-captions	Captions icon in the Settings menu
.playkit-icon-advanced-audio-description	Audio description icon in the control bar, shown when audio description is off
.playkit-icon-advanced-audio-description-active	Audio description icon in the control bar, shown when audio description is on
.playkit-icon-advanced-audio-description-disabled	Audio description icon in the control bar, shown when audio description isn't available
.playkit-icon-settings	Settings icon
.playkit-icon-audio	Audio icon in the Settings menu, for choosing the audio language
.playkit-icon-picture-in-picture-start	Picture-in-picture icon, which opens the video in a small floating window
.playkit-icon-picture-in-picture-stop	Exit picture-in-picture icon
.playkit-icon-maximize	Full screen icon
.playkit-icon-minimize	Exit full screen icon

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Seek bar

Class	What it changes
`.playkit-seek-bar`	Area that holds the seek bar
`.playkit-seek-bar` `.playkit-progress-bar`	The bar itself

`.playkit-seek-bar`
`.playkit-progress-bar`
`.playkit-progress`
	The played part of the bar

`.playkit-seek-bar`
`.playkit-progress-bar`
`.playkit-buffered`
	The loaded part of the bar that hasn't played yet

`.playkit-seek-bar`
`.playkit-progress-bar`
`.playkit-progress`
`.playkit-scrubber`
	The handle at the end of the played part. When you hover over the seek bar, it shows the pointer position.

`.playkit-seek-bar`
`.playkit-progress-bar`
`.playkit-virtual-progress`
	Preview of the progress up to the pointer, when you hover over a later part of the media

`.playkit-seek-bar`
`.playkit-progress-bar`
`.playkit-time-preview`
	Time at the pointer position, when you hover over the seek bar

Volume control

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Class	What it changes
`.playkit-volume-control-bar`	Area that holds the volume level. To show a horizontal volume bar, add `transform: rotate(90deg);`.
`.playkit-volume-control-bar` `.playkit-bar`	Background of the volume level
`.playkit-volume-control-bar` `.playkit-progress`	The current volume level

Bottom bar and overlays

Class	What it changes
`.playkit-bottom-bar`	Area that holds all the bottom controls
`.playkit-overlay` `.playkit-overlay-contents`	Overlays that open on the player, such as advanced caption settings
`.playkit-overlay` `.playkit-error-overlay`	Overlay that shows when there's a playback error

Loading spinner

Class	What it changes
`.playkit-spinner`	The loading spinner. It's made of several `span` elements, which you can hide with `.playkit-spinner span { display: none; }`.

Examples

The images show the player before and after custom CSS is applied.

Before: v7 player with its default styling.

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After: The same player with custom CSS applied to the control bar, seek bar, scrubber, and buttons.



Change the seek bar color

This rule makes the played part of the seek bar orange, with a white handle.

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```
.playkit-player-gui .playkit-seek-bar .playkit-progress {
  background-color: #ff5500;
}
.playkit-player-gui .playkit-seek-bar .playkit-scrubber {
  background-color: #ffffff;
  border: 2px solid #ff5500;
}
```

Change the bottom bar background

This rule adds a dark gradient behind the bottom controls.

```
.playkit-player-gui .playkit-bottom-bar {
  background: linear-gradient(0deg, rgba(0,0,0,0.8) 0%, transparent 100%);
}
```

Change the font

This rule changes the font in all parts of the player.

```
.playkit-player-gui {
  font-family: Arial, sans-serif;
}
```

Replace the loading spinner with your logo

These rules hide the default spinner and show your own image instead.

```
/* Hide the default spinner */
.playkit-player-gui .playkit-spinner span {
  display: none;
}
/* Show your own image or animation */
.playkit-player-gui .playkit-spinner {
  background: url('https://example.com/custom-spinner.svg') center center no-repeat;
  background-size: contain;
}
```

Change the player colors in the embed code

If you set up the player with code, you can also change its main colors in the `ui` section of the player configuration, without a CSS file. For basic branding, start with these three colors in HEX format:

- `primary`
- `live`
- `playerBackground`

The player works out the lighter and darker shades from the colors you set.

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```
const config = {
  targetId: 'player-placeholder',
  provider: { partnerId: 123456 },
  ui: {
    userTheme: {
      colors: {
        primary: '#da3633',
        live: '#ffff00',
        playerBackground: '#ffa500'
      }
    }
  }
};
const player = KalturaPlayer.setup(config);
```

Player Studio exposes controls for `primary`, `live`, and `playerBackground`. The embed configuration also supports other colors, such as `tone1` (white) and `paperSurface` (the dark gray menu background). Changing these colors can make text in menus and tooltips hard to read, so test the player carefully if you use them.

- To change the player colors in Player Studio, see Customize player colors.
- To change the look of player plugins, such as Interactive Video Quiz (IVQ), Transcript, Navigation, and Live Q&A, see Customize player plugins with CSS.
- For the developer documentation on these classes, see Customizing the player CSS on GitHub.

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