

VIVID GAMES BRAND AND VISUAL IDENTITY GUIDE 2022

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CHAPTER 1

BASE ELEMENTS VIVID GAMES

BASE ELEMENTS

Vivid Games S.A. is one of the most technologically advanced, independent development studios in Europe and the largest company producing mobile games in Poland.

The Vivid Games logo has been designed to visually encompass modernity, boldness, professionalism and transparency, while at the same time refer to the company's products and strategy. The Vivid Games logo functions in two variants - horizontal and vertical. It consists of a geometrically shaped sign and a logotype. The sign is based on a triangle with the letters V and G inscribed within its shape.

VERTICAL VARIANT:



HORIZONTAL VARIANT:



G

BASE ELEMENTS LOGO STRUCTURE

The Vivid Games logo is the visual representation of the studio's modern and bold approach it takes with its products, as well as professionalism and transparency of the company's strategy.

The sign is based on an equilateral triangle allowing the first letters of words forming the company's name - V and G - inscribed within its shape.

The sign consists of several equally angled triangles giving the the sign symmetry and readability.



V

BASE ELEMENTS USE

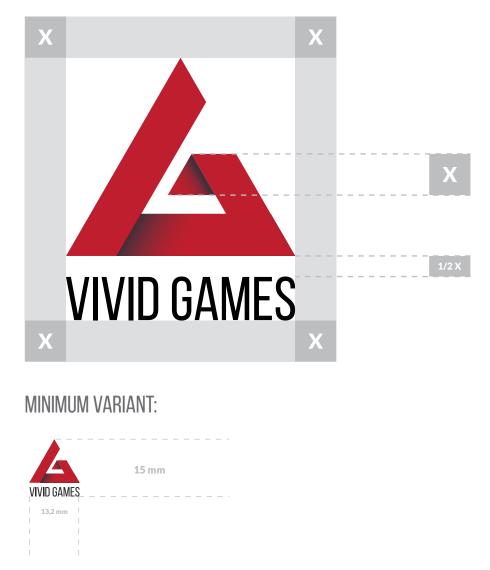
SAFETY AREA AND MINIMUM VARIANT - VERTICAL VARIANT

The safety area is an area around the sign that is free from other visual elements (pictures, logotypes, photos etc.).

In the vertical variant of the logo the safety area is a square with its side size equal to the height of the logo's smallest triangle. The distance between the font and sign is defined as half of the same square based on the sign's smallest triangle. The font's size must always match the sign's width. These are the smallest allowed values of the safety area that do not jeopardize the logo's readability.

The smallest size of the logo that ensures it remains fully readable is 15mm of height.

SAFETY AREA:



BASE ELEMENTS USE

SAFETY AREA AND MINIMUM VARIANT - HORIZONTAL VARIANT

The safety area is an area around the sign that is free from other visual elements (pictures, logotypes, photos etc.).

In the vertical variant of the logo the safety area is a square with its side size equal to the height of the logo's smallest triangle. The distance between the font and sign is defined as half of the same square based on the sign's smallest triangle. The font's size must always match the sign's width. These are the smallest allowed values of the safety area that do not jeopardize the logo's readability.

The smallest size of the logo that ensures it remains fully readable is 15mm of height.

SAFETY AREA:



BASE ELEMENTS USE COLOR VARIANTS - BASE LOGO

Vivid Games logo functions in 3 colors:

- basic red logos;
- supplementary logo in light tonation;
- supplementary logo in dark tonation.

There is also a monochrome version – flat – devoid of any effects.

The basic logo is dominated by red color with C15 M100 Y90 K10 values, with a tonal transition from color with C90 M100 Y90 K10 values, applied to two sign elements.



BASE ELEMENTS USE COLOR VARIANTS - SUPPLEMENTARY LOGOS

Supplementary logo in light tonation is dominated by white color with tonal transition from colour with C0 M0 Y0 K30 values, applied to two sign elements.

VIVID GAMES

C**o** M**o** y**o** ko

C**o** Mo yo k30

CO MO YO KO CO MO YO KO

BASE ELEMENTS USE COLOR VARIANTS - SUPPLEMENTARY LOGOS

Supplementary logo in dark tonation is dominated by gray color with CO MO YO K30 values, with a tonal transition from black color applied to two elements.



BASE ELEMENTS USE COLOR VARIANTS - MONOCHROME LOGOS

Monochrome logos are devoid of any tonal effects.

POSITIVE:





BASE ELEMENTS USE IMPREMISSIBLE ALTERATIONS

Adding and removing elements is prohibited

VIVID GAMES Changing colors is prohibited



Changing logo's proportions is prohibited

It is forbidden to tinker with proportion, shape, colors and composition to keep full readability of the logo regardless of the situation and application.

All changes that influence readability or recognizability can adversely affect perception and creation of company's image.

The limitations should be applied to all variations of Vivid Games logo – color, horizontal, vertical or flat.



Applying any kind of effects is prohibited



Changing logo's angle is prohibited





Interfering with logo's features - font, size, color, etc. - is prohibited



Changing logo's perspective is prohibited

BASE ELEMENTS COLORS

Color scheme in visual identification is based on all versions of the logo.

Red that is used in the logo is the main color. It breaks the black and white of visual identification. Because of the possible difficulties in adjusting the red colour, it is advised to use the light version on dark background and dark version on light background.



RED

C: 15% M: 100% Y: 90% K: 10% R: 190 G: 30 B: 45 #BE1E2D

WHITE

C: 0% M: 0% Y: 0% K: 0% R: 255 G: 255 B: 255 #FFFFFF

GREY

C: 0% M: 0% Y: 0% K: 90% R: 65 G: 65 B: 65 #414142

C: 0% M: R: 35 G: #231F20

BLACK C: 0% M: 0% Y: 0% K: 100% R: 35 G: 31 B: 32

BASE ELEMENTS Fonts Basic Style: Bebas Neue

Bebas Neue is the font used in the logo. It's going to be used for advertising, headlines and most of the promotional materials in order to distinguish key words.

If some technical issues are in the way of using Bebas Neue, Lato font should be used instead.

BEBAS NEUE BOOK 123456789 .,;;!@#\$%^&*()_+[{<?}] ABCDEFGHIJKLMNOPRSTUVWXYZ

BEBAS NEUE REGULAR 123456789 .,:;!@#\$%^&*()_+[{<?}] ABCDEFGHIJKLMNOPRSTUVWXYZ

BEBAS NEUE BOLD 123456789 .,:;!@#\$%^&*()_+[{<?}] ABCDEFGHIJKLMNOPRSTUVWXYZ

BASE ELEMENTS FONTS SUPPLEMENTARY STYLE: LATO

Lato is the font that would be used on the website, in ephemeral texts/commercial prints, in presentations and documentation.

If some technical issues are in the way of using Lato, Myriad Pro font should be used instead.

Lato Light

123456789 .,:;!@#\$%^&*()_+[{<?}] abcdefghijklmnoprstuvwxyz ABCDEFGHIJKLMNOPRSTUVWXYZ

Lato Regular

123456789.,:;!@#\$%^&*()_+[{<?}] abcdefghijklmnoprstuvwxyz ABCDEFGHIJKLMNOPRSTUVWXYZ

Lato Bold

123456789 .,:;!@#\$%^&*()_+[{<?}] abcdefghijklmnoprstuvwxyz ABCDEFGHIJKLMNOPRSTUVWXYZ

Lato Black

123456789 .,:;!@#\$%^&*()_+[{<?}] abcdefghijklmnoprstuvwxyz ABCDEFGHIJKLMNOPRSTUVWXYZ CHAPTER 3

COMMERCIAL PRINT

VIVID GAMES | VIVID GAMES PUBLISHING

BUSINESS CARDS
VIVID GAMES

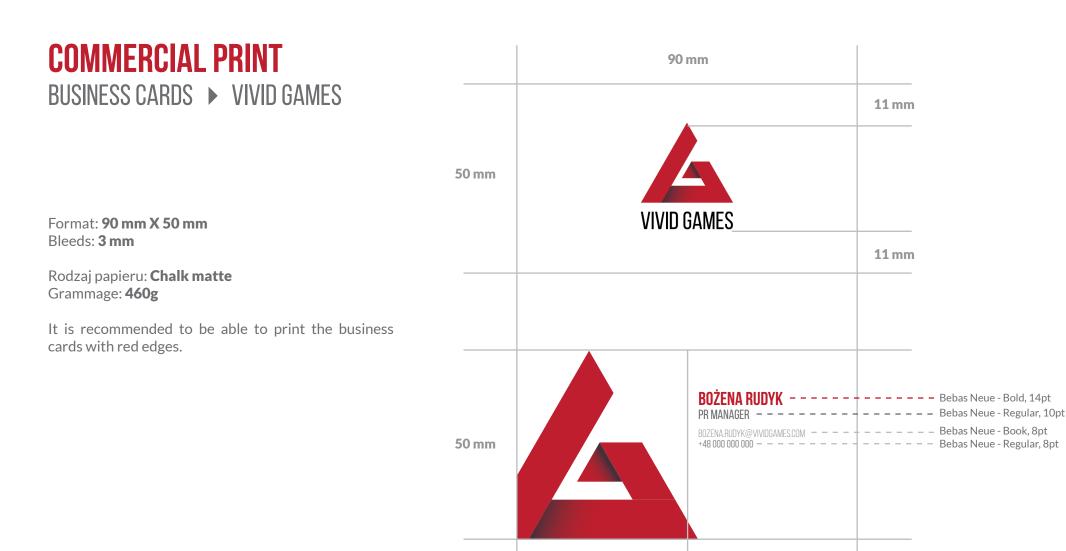


Format: **90 mm X 50 mm** Bleeds: **3 mm**

REVERSE:







45 mm

COMMERCIAL PRINT HEADED PAPER > VIVID GAMES

Format: 297 mm x 210 mm (A4)



Gdańska 160, 85-674 Bydgoszcz, Polska Nowogrodzka 50/54 lok. 428, 00-695 Warszawa, Polska info@vividgames.com www.vividgames.com

Dear John,

Lorem ipsum dolor sit amet magna. In hendrerit sed, vehicula libero et ultrices posuere eget, rutrum ligula, nonummy sodales dignissim vitae, mollis nunc semper tellus. Donec non neque vel hendrerit metus nisl in faucibus eu, aliquet eget, blandit justo, hendrerit purus. Integer faucibus orci vel bibendum eget, velit. Mauris auctor libero auctor libero vel quam. Pellentesque fringilla sed, rutrum ac, porta sapien vitae lacus. Phasellus vitae metus. Quisque in faucibus ligula. Sed posuere cubilia Curae, Mauris metus. Vestibulum ante imperdiet dignissim, nulla a leo sodales sapien.

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Regards, John Hol

Vivid Games S.A. z sledzibą w Bydgoszczy, ul. Gdańska 160, 85-674 Bydgoszcz, wpisana do rejestru przedsiębiorców Krajowego Rejestru Sądowego prowadzonego przez Sąd Rejonowy w Bydgoszczy, XIII Wydział Gospodarczy Krajowego Rejestru Sądowego, pod numerem KRS: 0000411156, NIP: 9671338848, o kapitale zakładowym 27945-56.02 W całości wpiszowym.

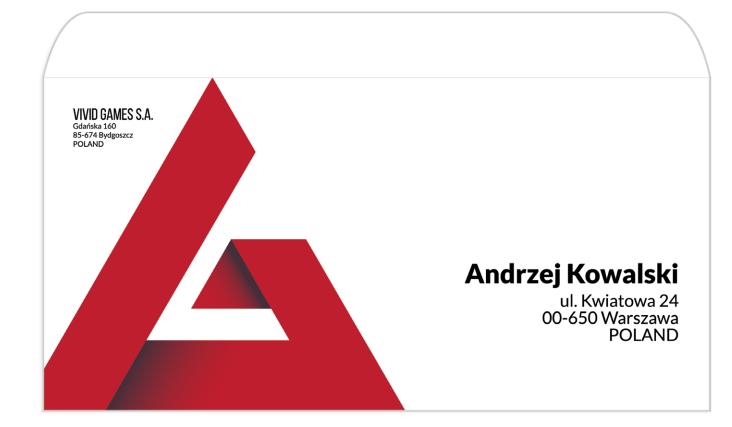
COMMERCIAL PRINT HEADED PAPER > VIVID GAMES

Format: **297 mm x 210 mm** (A4)

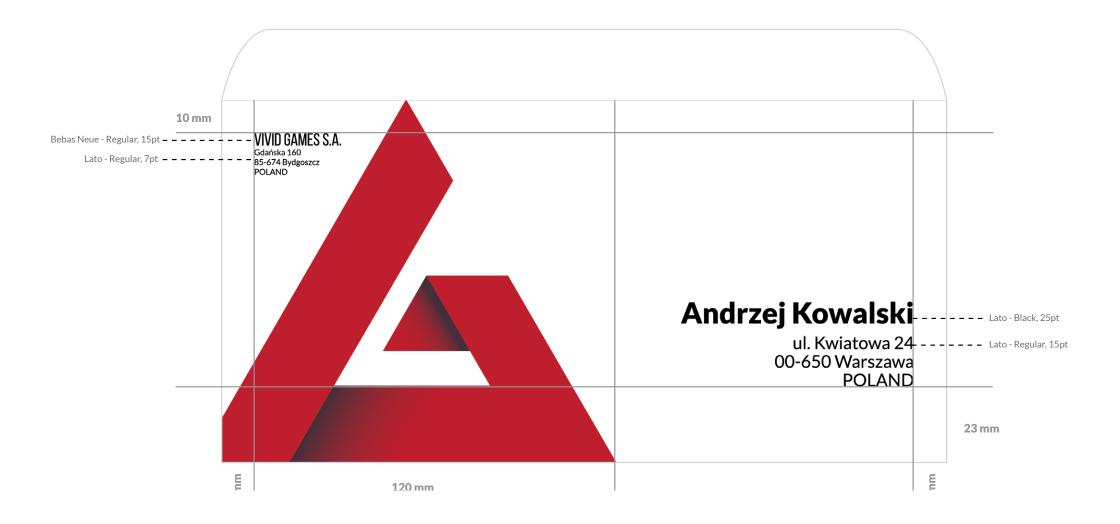
	15 mm				
10 mm 10 mm		VIVID GAMES	Gdańska 160, 85-674 Bydgoszcz, Polska Nowogrodzka 50/54 lok. 428, 00-695 Warszawa, Polska info⊜vividgames.com www.vividgames.com		 Lato - Regular, 8pt Lato - Bold, 8pt
		Dear John,			
		sodales dignissim vitae, mollis nunc semper tellus. Donec eget, blandit justo, hendrerit purus. Integer faucibus orci ve	ula libero et ultrices posuere eget, rutrum ligula, nonumny non neque vel hendrerit metus nisl in faucibus eu, aliquet I bibendum eget, velit. Mauris auctor libero auctor libero vel tae lacus. Phasellus vitae metus. Quisque in faucibus ligula. imperdiet dignissim, nulla a leo sodales sapien.		
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			^{Regards,} John DCC		
		/wid Games S.A.z.siedzibą w Bydgozczy, ul. Gdutska 160, 85-674 Bydgozcz, wpisar Rejnowy w Bydgozczy, XII Wydział Gospodarczy Krajowego Rejestiru Sąłow 2.794-546-50 zi w całości wpłaconym.	a do rejestru przedsiębiorców Krajowego Rejestru Sądowego prowadzonego przez Sąd jgo. pod numerem KRS: 0000411156. NIP: 9671338848. o kapitale zakładowym		 - Lato - Regular, 7pt
				15 mm	



Format: **110 mm X 220 mm**



COMMERCIAL PRINT ENVELOPE > VIVID GAMES



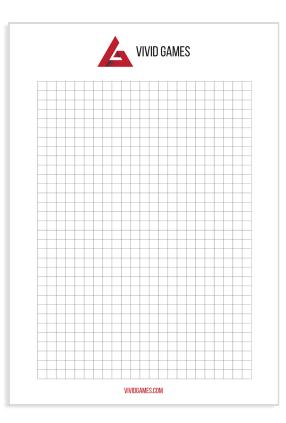


Format: **148 mm X 210 mm** (A5)

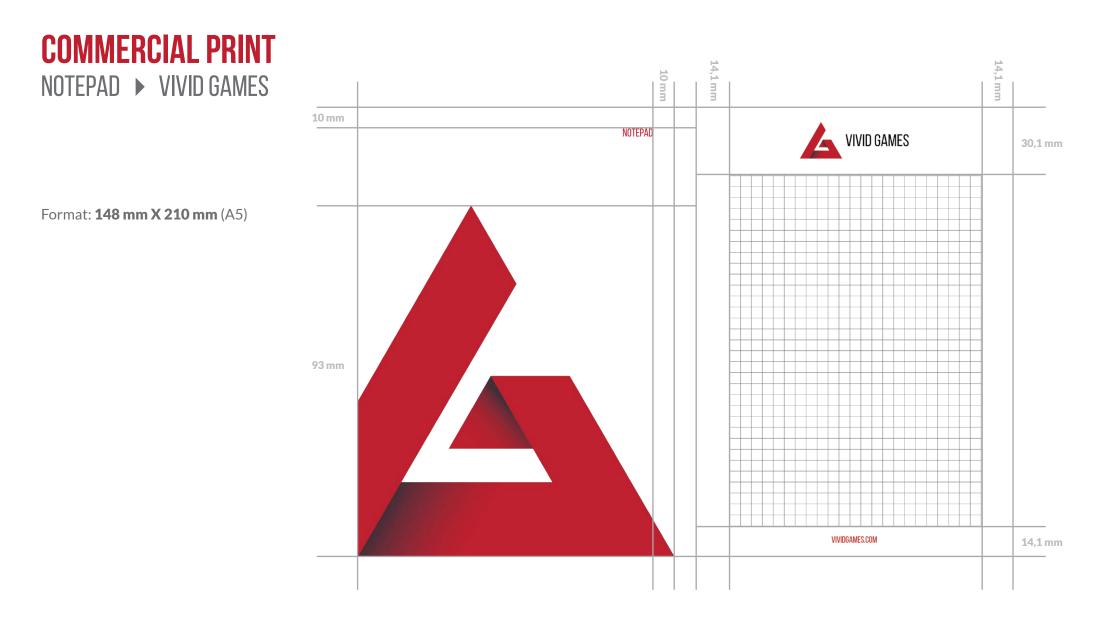
COVER:



PAGE:









PAGE 25

COMMERCIAL PRINT PRESENTATIONS > VIVID GAMES

Format: **16:9**

For multimedia presentations the base font is Lato. The title font is Bebas Neue.



SAMPLE:

<text><text><text><text><text><text>

VIVID GAMES



INTRO: