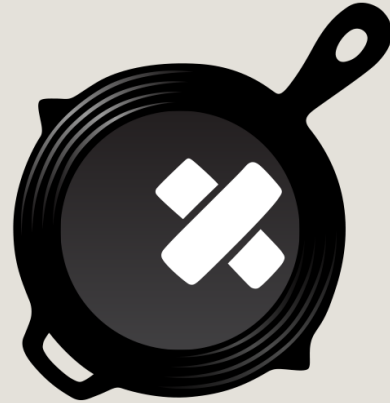


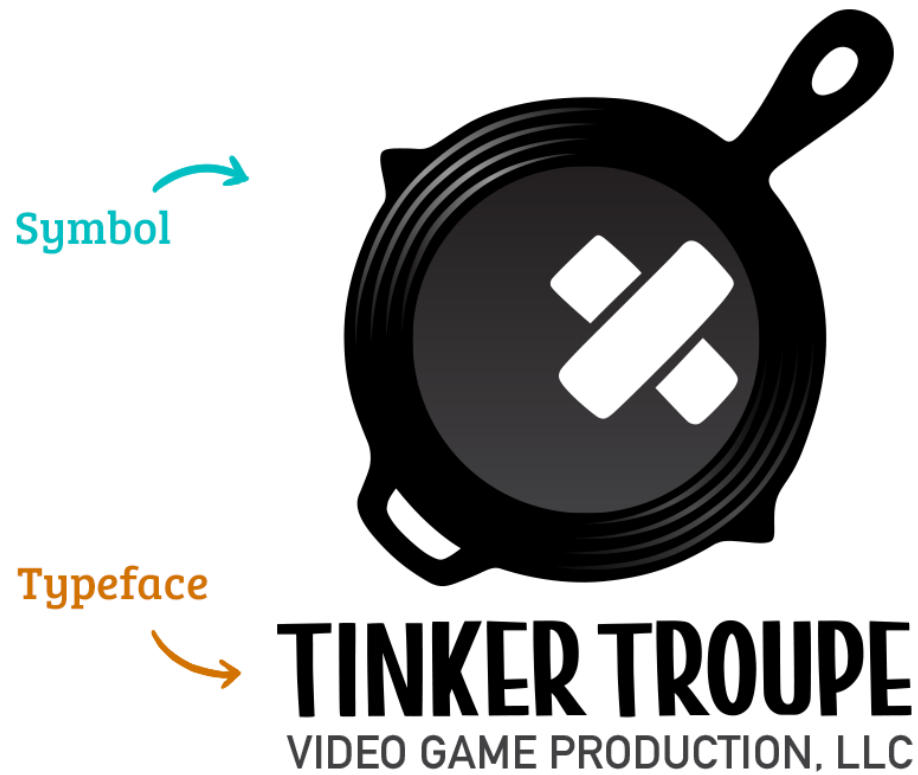
Brand Guideline



TINKER TROUPE
VIDEO GAME PRODUCTION, LLC

Definition

- Symbol is the image of the pan with a patch
- Typeface is the texts underneath the symbol
- There are two layouts of the logo available (Square & Rectangular)



Square layout



Rectangular layout

The basics

Here are some rules when using our logo.

- Don't change the color of the logo.
- Don't alter, rotate, or modify the logo.
- Don't animate the logo
- Don't surround the logo with other objects.
- Follow the guidances on the next pages of this document.

Here are additional guides when using our logo.

- We highly recommend using white background for the logo.
- We highly recommend using the symbol and the typeface together.
- We recommend using the square layout over the rectangular layout.
- Consider using BW version of the logo only when you have to.

Space guideline

Preserve some space for our logo to breathe, give at least the same height of the full typeface in every direction.



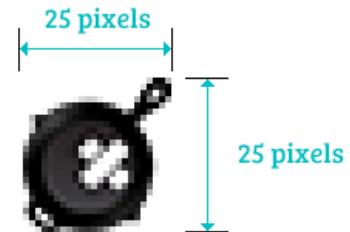
This blue area indicates the required empty space around the logo



Use the height of the full typeface to measure the least space necessary around the logo.

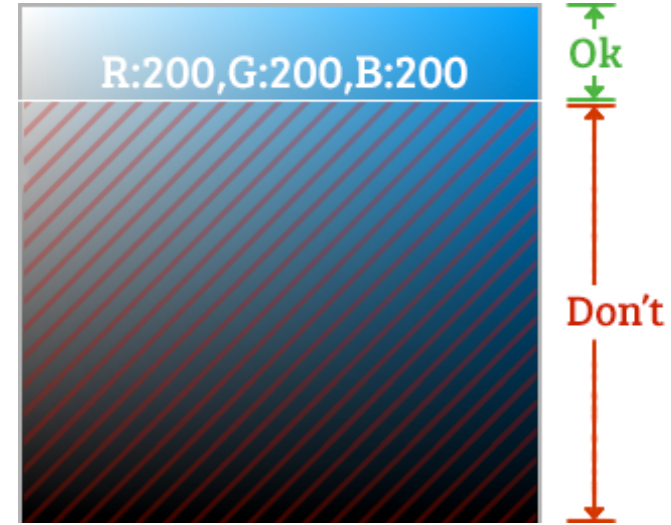
Size guideline

Minimum size of the symbol should not be smaller than 25x25 pixels



Background color guideline

We highly recommend using white background to place the logo on top.
If you need to use color other than white, you can use a color that is brighter than #c8c8c8 (R:200, G:200, B:200) of grey tone.
Otherwise use white box as background to frame the logo.



Examples

