



LOGO IDENTITY GUIDE

THIS GUIDE PROVIDES A FRAMEWORK FOR USING THE QUAKECON BRANDING.
FOR DESIGN APPROVAL, OR ANY OTHER QUESTIONS, PLEASE CONTACT IDENTITY@QUAKECON.ORG



QUAKECON®

QUAKECON®

IF GRAYSCALE

QUAKECON®

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IF GRAYSCALE

OTHER COLOR COMBINATIONS REQUIRE DESIGN APPROVAL



IF GRAYSCALE



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OTHER COLOR COMBINATIONS REQUIRE DESIGN APPROVAL

“BLACK”

HEX: 231f20

CMYK: 0%, 0%, 0%, 100%

RGB: 35, 31, 32

“WHITE”

HEX: FFFFFFFF

CMYK: 0%, 0%, 0%, 0%

RGB: 255, 255, 255

“QUAKECON ORANGE”

HEX: f26531

CMYK: 0%, 75%, 90%, 0%

RGB: 242, 101, 49

REPLACE “QUAKECON ORANGE” WITH
“50% BLACK” IF GRAYSCALE

“50% BLACK”

HEX: 939598

CMYK: 0%, 0%, 0%, 50%

RGB: 147, 149, 152

A “safety zone” must be maintained around the logo elements to sufficiently separate the logo from other elements.

CONSTRUCTING A SAFETY ZONE



1. Trace the internal diameter of the **Circle and Spike** after the logo is scaled as desired.



2. Apply the diameter to the left, right, top, and bottom of the lettering.



3. Form a rectangle around the outer edges



4. Safety zone complete.

A “safety zone” must be maintained around the logo elements to sufficiently separate the logo from other elements.

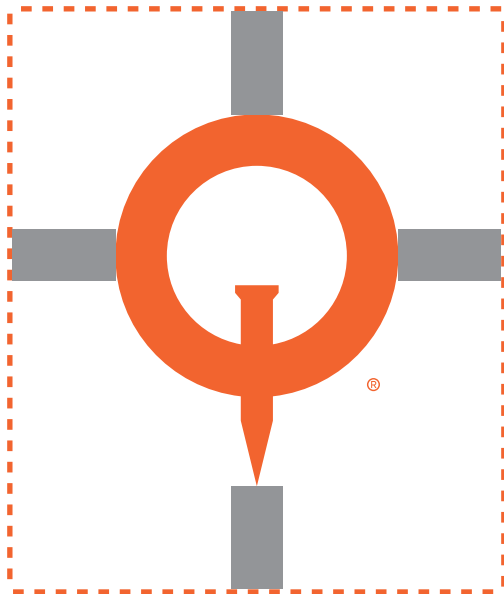
CONSTRUCTING A SAFETY ZONE FOR THE CIRCLE & SPIKE LOGO



1. Trace the width of the **Circle** after the logo is scaled as desired and **double it**.



2. Apply that width to the left, right, and top of the circle and the bottom of the spike.



3. Form a rectangle around the outer edges.



4. Safety zone complete.

The logos must not be deformed and should not be altered or composed.

RESIZING

Logos from a vector source (e.g., .ai files, .svg files) may be scaled to be smaller or larger. Logos from a raster source (e.g., .jpg files, .png files) may only be scaled smaller. Raster images or art featuring the logos may not be scaled larger than their original source. The logos should never appear blurry or pixelated.

EXAMPLES OF DEFORMATIONS:

Changing letter spacing



Bleed



Not honoring the Safety Zone



Rotation



Non-uniform resizing



Stretching



EXAMPLES OF ALTERATIONS:

Visual effects, like textures



Stroke



Highlighting, depth, or gradients



Shadowing



Motion or animation



Blur



EXAMPLES OF COMPOSITIONS INCLUDE:

Applying another font



Treating the logo as a letter or symbol



Color combinations



As part of another logo



Decoration



Obscuring



The QuakeCon logos are registered trademarks.

The registered trademark symbol (®) must be present and visible with every use of the logo. **Do not remove, obscure, or hide the symbol.**



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