

BRAND GUIDELINES

USE + COLOR + TYPOGRAPHY
AS OF APRIL 2020



USE

CONSISTENT

Place the logo on a white background.

DO NOT adjust or remove any part of the logo.

DO NOT place on dark or patterned backgrounds or photos.



CLEAR

Make sure to leave space around the logo.

Use the 'E' as a measure of the space to leave. DO NOT place anything inside of the gray box.

DO NOT change the color of the logo. DO NOT add effects such as drop shadows to the logo.



CORRECT

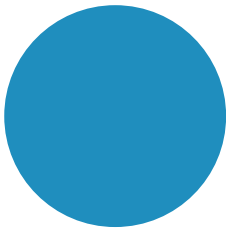
Use approved logo files as they are provided, do not alter them in any way.

DO NOT squish or stretch the logo.

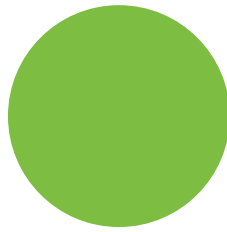
DO NOT rotate the logo.



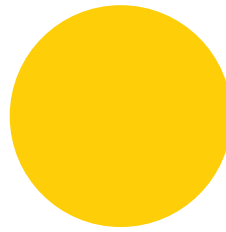
COLOR



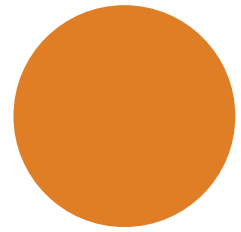
BLUE



GREEN



YELLOW



ORANGE

PANTONE

Pantone 313

Pantone 376

Pantone 116

Pantone 138

CMYK

100.23.19.0

56.3.100.0

0.18.100.0

10.59.100.1

RGB

0.143.190

56.3.100.0

255.205.0

224.124.0

HEX

#008fbe

#80bc00

#ffcd00

#e07c00

TYPOGRAPHY

Proxima Nova is the Official Font Family of Eco3

This includes the condensed and extra condensed version.

Proxima Nova, Proxima Nova Condensed & Extra Condensed are available on for sync on Adobe's Typekit.com. If you do not have typekit, we will provide a copy of Proxima Nova Alt upon request.

TYPOGRAPHY RULES

SHORT HEADLINES

Short headlines should be set to an Extra Bold version of Proxima Nova, Proxima Nova Condensed, or Proxima Nova Extra Condensed in uppercase.

Kerning should be set to "optical" and tracking should be set at 150

Long Headlines Long Headlines Long Headlines

Long headlines should be set to an Extra Bold version of Proxima Nova, Proxima Nova Condensed, or Proxima Nova Extra Condensed in title case.

Kerning should be set to "optical" and tracking should be set at 10

Body copy should not be set to anything heavier than Semi Bold.

Proxima Nova as an entire family is acceptable to use, but the primary styles that should be used are:

Proxima Nova Extra Bold
abcdefghijklmnopqrstuvxyz
1234567890

Proxima Nova Regular
abcdefghijklmnopqrstuvxyz
1234567890