

# Color Specification

Ancillary graphics are primarily used as background patterns and textural elements. Their harmonious integration with the overall design must be considered during application.

## Surface Structure

Used in long-range, high-angle viewing scenarios that cover large areas.

For example: brand architecture, event backdrops, spatial design, etc.

When applied, overall harmony must be considered. Color adjustments should be made by varying the brightness and depth based on the material's native color.

## Line Structure

Used for close-range applications with a strong sense of visual consistency.

For example: employee badges, branded apparel, printed materials, product engravings, etc.

When applied, overall harmony must be considered. Color adjustments should be made by varying the brightness and depth based on the material's native color.

Colors may also be adapted from the brand's neutral palette. Detailed specifications are shown on the right.

## Background Color

<b>White</b>	HEX: #FFFFFF	RGB: R255 G255 B255	CMYK: C0 M0 Y0 K0	-
<b>Black</b>	HEX: #080A0F	RGB: R8 G10 B15	CMYK: C92 M87 Y81 K73	Pantone Black 6 C / Pantone Black 6 U

## Auxiliary Pattern Color

<b>Gray 3</b>	HEX: #BAC8DC	RGB: R186 G200 B220	CMYK: C33 M17 Y8 K0	Pantone 536 C / Pantone 536 U
<b>Gray 5</b>	HEX: #5E6879	RGB: R94 G104 B121	CMYK: C72 M59 Y45 K1	Pantone 4129 C / Pantone 4129 U

## Application Examples

