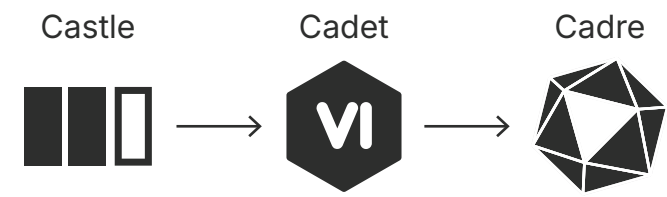


LZX Cadre Series

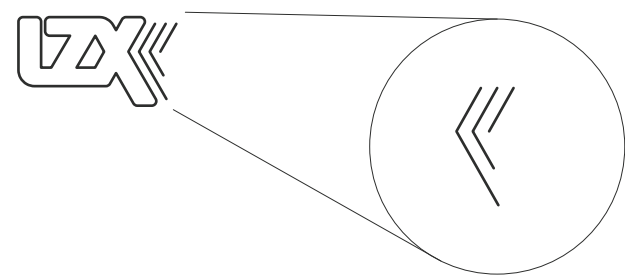
As a name, “Cadre” would follow the Castle and Cadet series both thematically and alliteratively. Given these modules’ discrete, specialized functions, this aligns well with a cadre as *a small group ... specially trained for a particular purpose*. The etymology of cadre—*from French, literally "a frame of a picture"*—also fits nicely with their video synthesis functions.



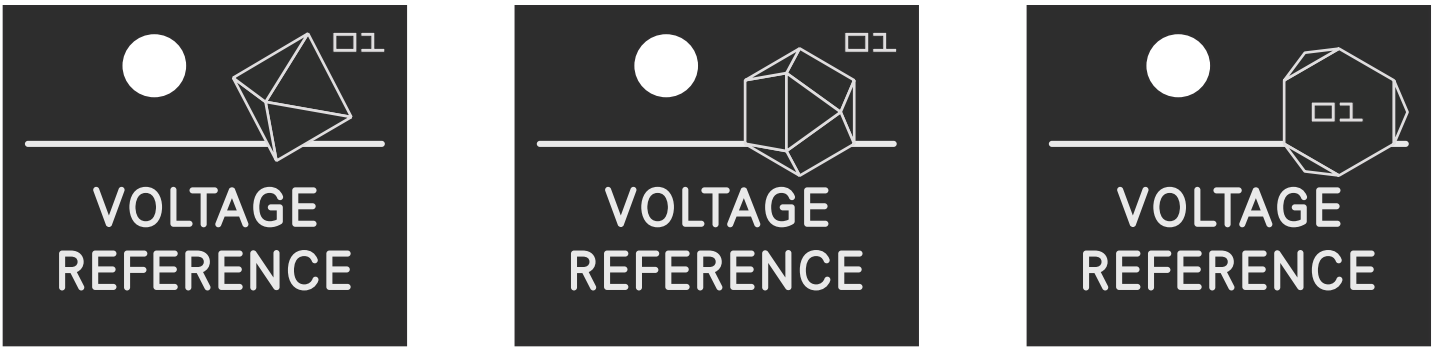
Since they’re a spiritual successor to the Cadet series, the Cadet hexagon could return as a visual element, but with an eye toward the future—the hexagon now an outline of an icosahedron, giving it more depth. The icosahedron sitting slightly above the header border could further sell the illusion. The Castle “numbering” approach could be revisited as well by uniquely filling in one or more of each face of the icosahedron for each module. With a single face filled in per module, this would allow up to 10 possibilities, but a greater number of possibilities could be accomodated by filling in more than one face (e.g. module 11 could have the 1 and 10 faces filled, etc).



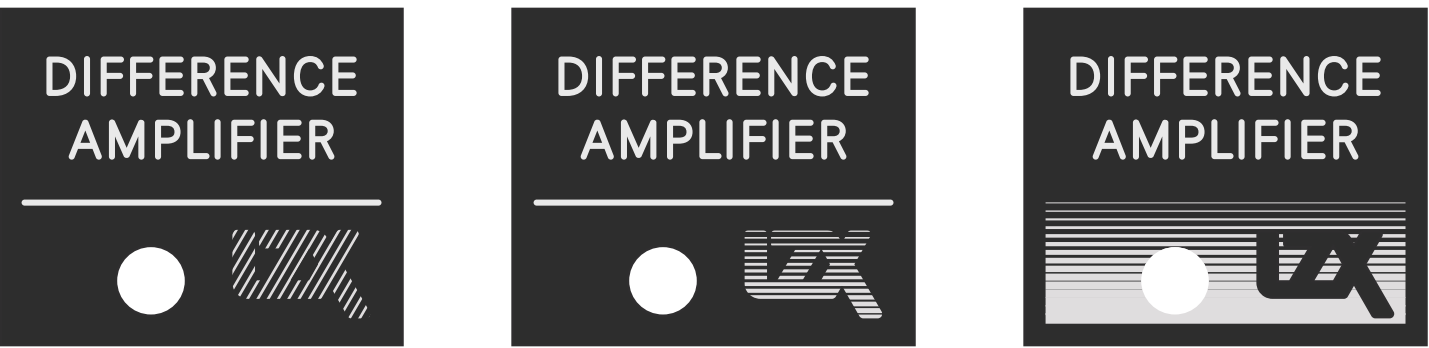
The LZX logo in the footer could appear in outline form with a series of shortening lines emanating off the X—evoking the mission patches / insignia of the Cadet / Castle series while embodying the single stroke design of the new front panels.



Alternative Header Logos



Alternative Footer LZX Logo Variants



Alternative Name: Operator Series

“Operator” follows the spirit of “Cadet” in implying the video artist / DIY builder is the operator or cadet in question. Also alludes to the fact that each module performs specific operations.

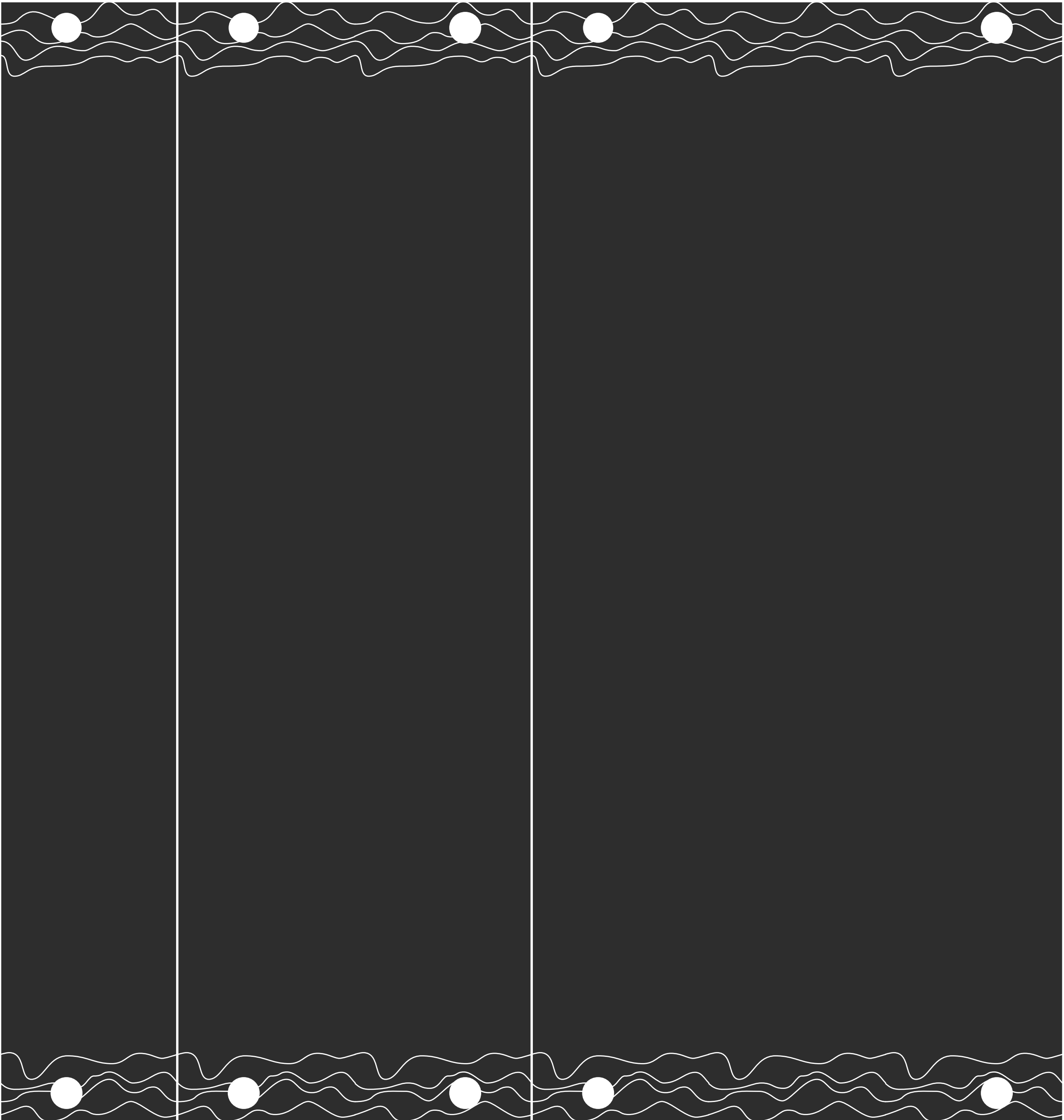


Header / Footer Variants if Keeping “P-Series” Name

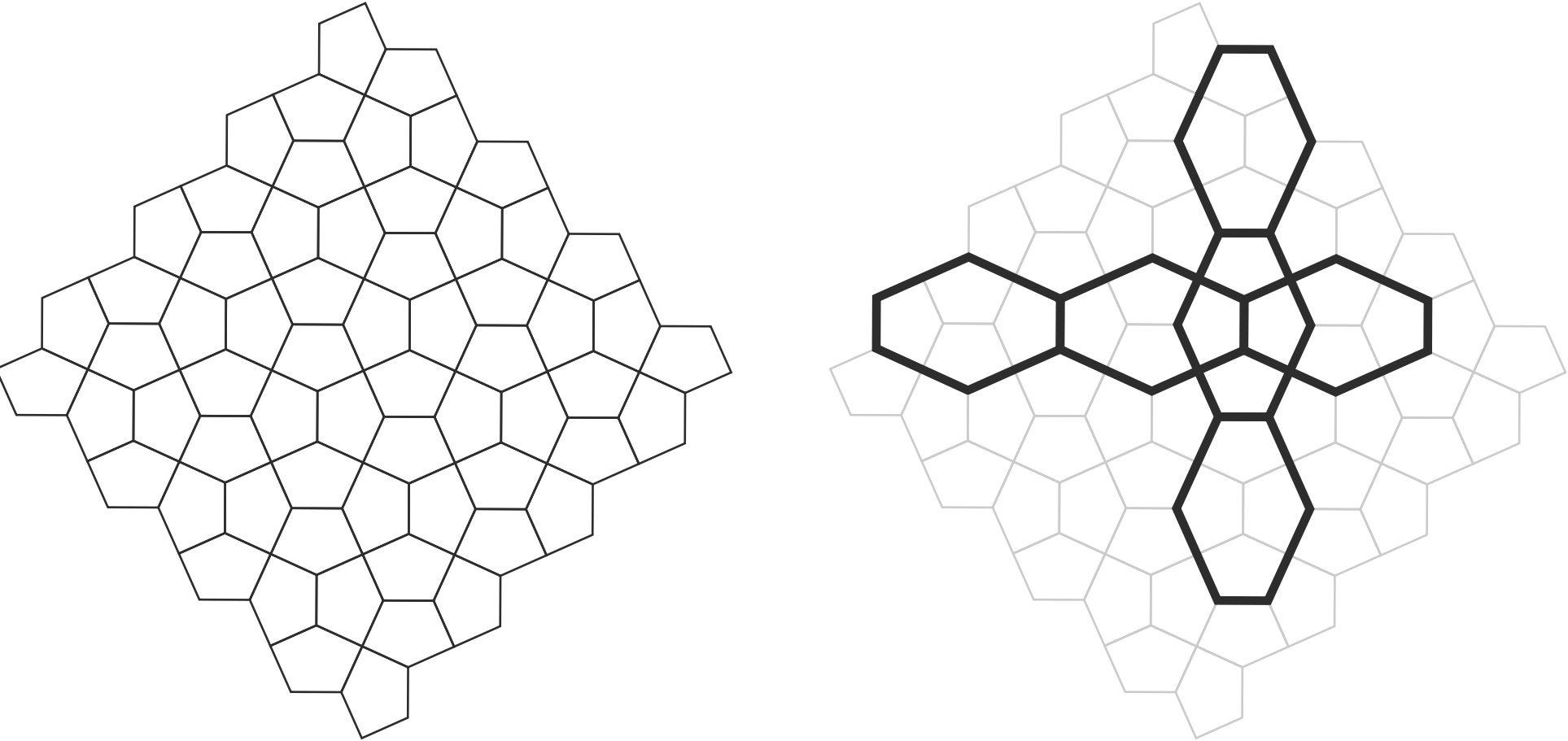


Tesselation

Tesselation could be another way to tie the various modules in this series together while differentiating them from one another. This is a more organic / oscillator-style example but it could be something more geometric / angular instead. This particular pattern works in clean multiples of 4 HP, but could come up with something that would work with e.g. 6 or 10 HP modules as well.



Here is a more geometric tessellation option ("Cairo pentagonal tiling") that could play off the Cadet hexagon motif if a selection of these hexagons were shown rather than the whole thing.



Odds and Ends

Here are a few other areas I was playing around with.

