

BRAND PLAYBOOK

O 1 0 o U **'**@, "O, **'** a tool for compuational artists **'**0, that is easy to set up and use out of the box. "₀, "**@**, **' '**©' ©

terraPen's name is a subtle nod to turtle graphics part of the original logo programming language, designed to introduce people to coding and the origins of computational art.

©

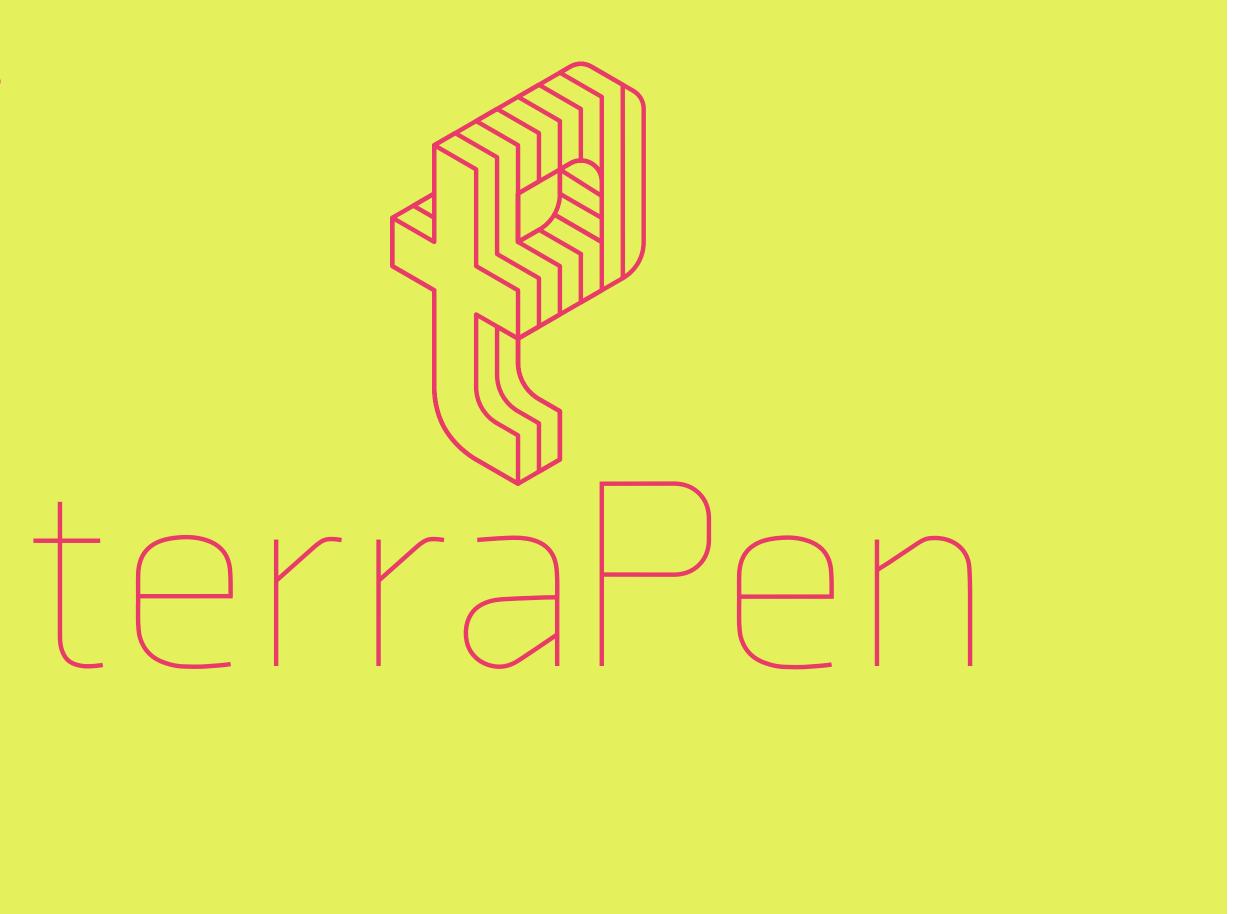
this provides us with not only a strong visual aesthetic to hang off, but it also connects with the nostalgia of the community in which we are communicating to.

©

PRIMARY LOGO

The primary logo has been designed to reflect the pen drawing capabilities of the machine.

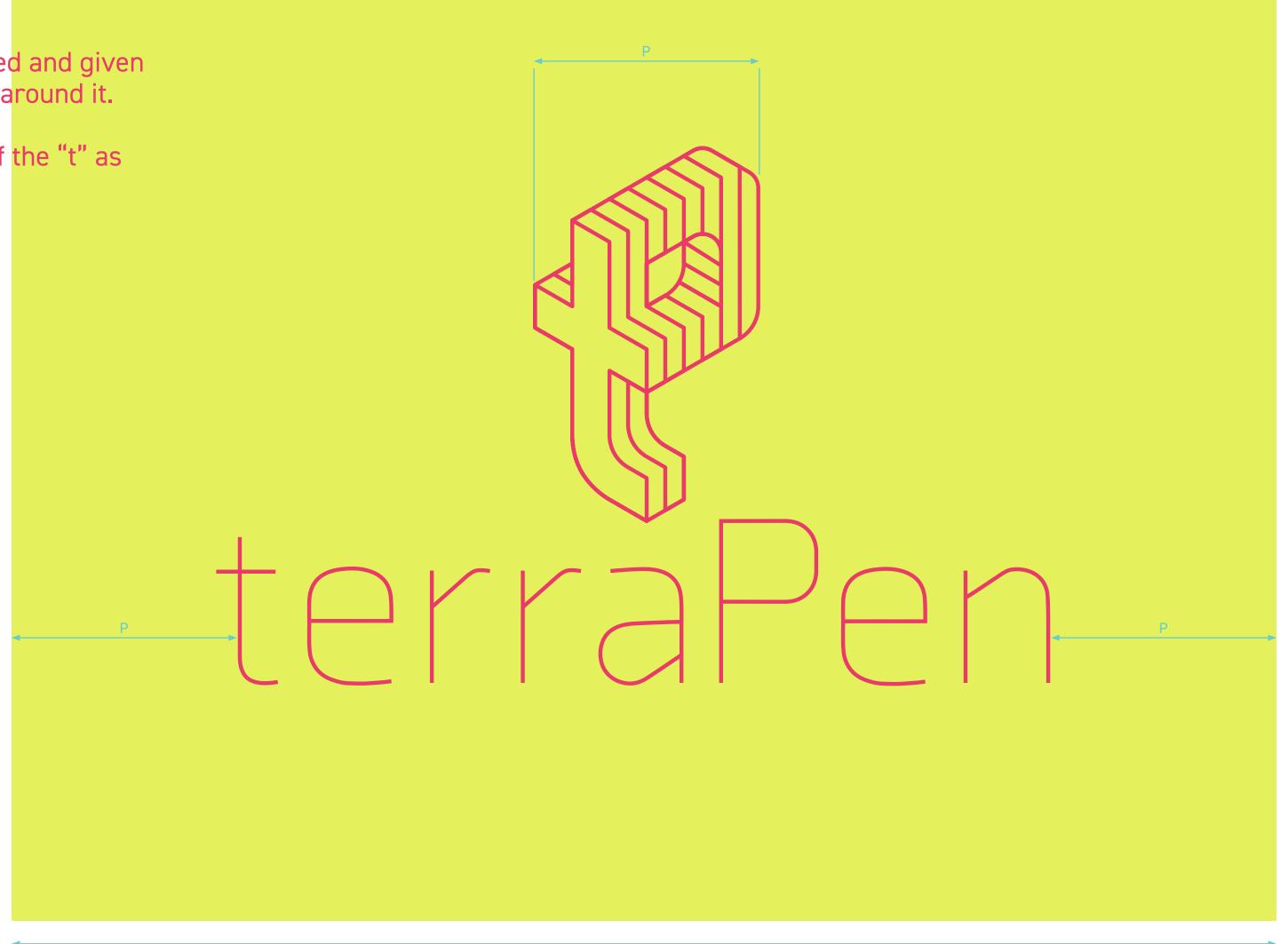
It consists of the logo mark and a custom logotype.

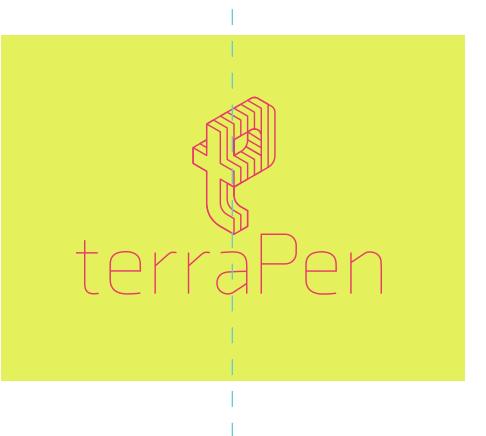


PRIMARY LOGO

The primary logo should be centered and given the appropriate amount of spacing around it.

The center is defined by the edge of the "t" as indicated in diagram b.





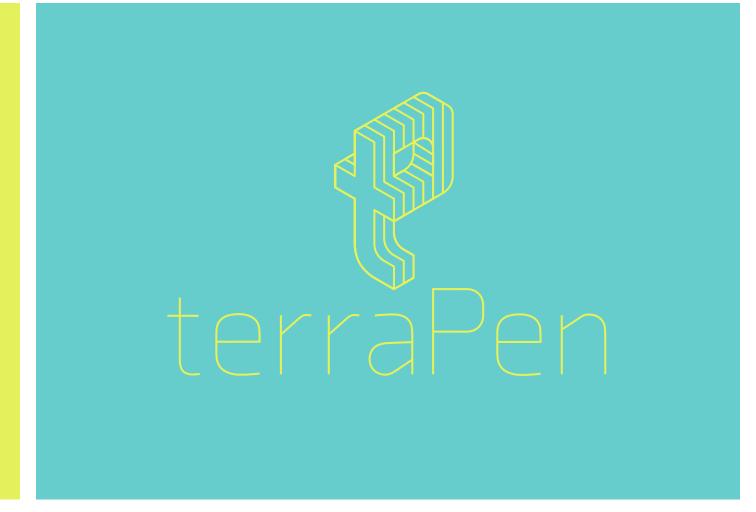
PRIMARY LOGO

VARIATIONS

The primary logo comes in 4 colour variations.

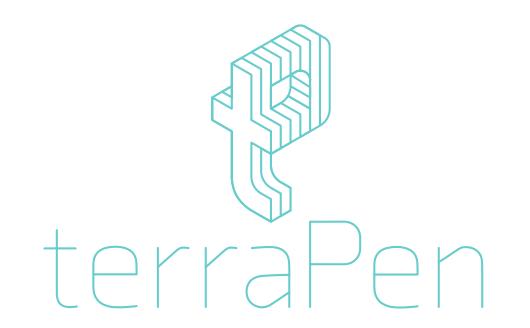
These variations allow for flexibility and reflect the wide range of materials and media the machine is capable of working with.





coral / lime

lime / teal

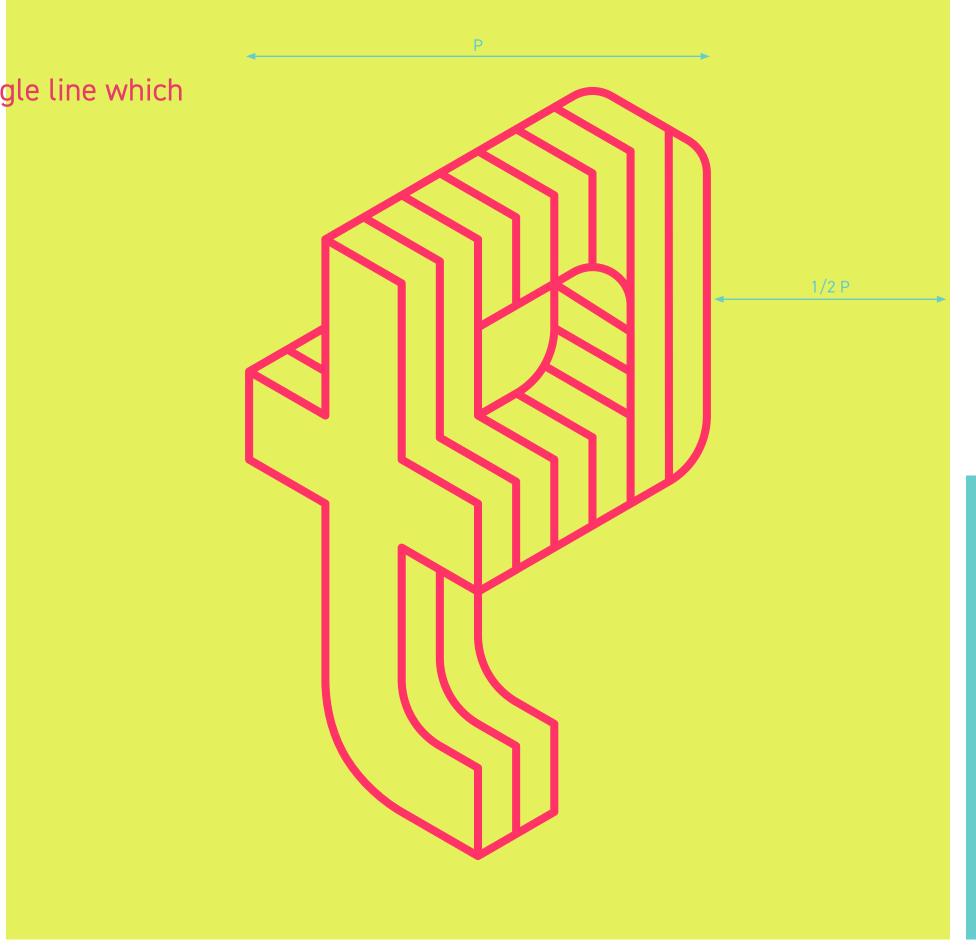


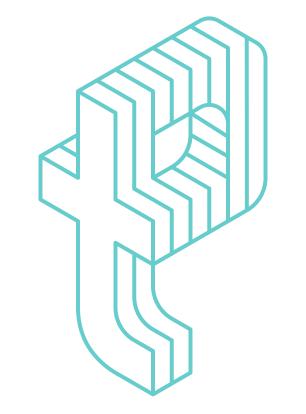


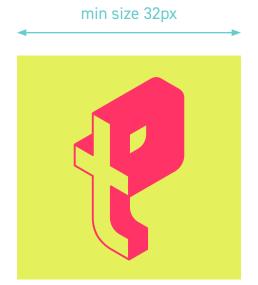
teal / white lime / shell green

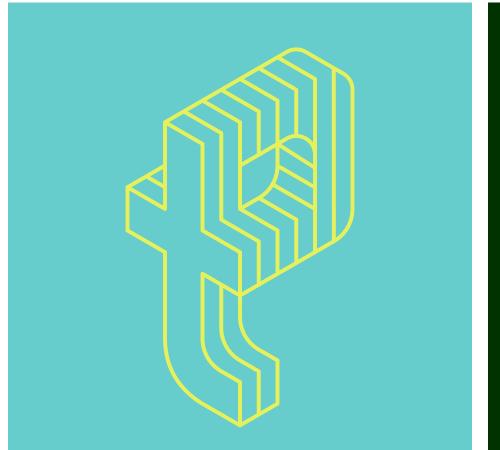
LOGO MARK

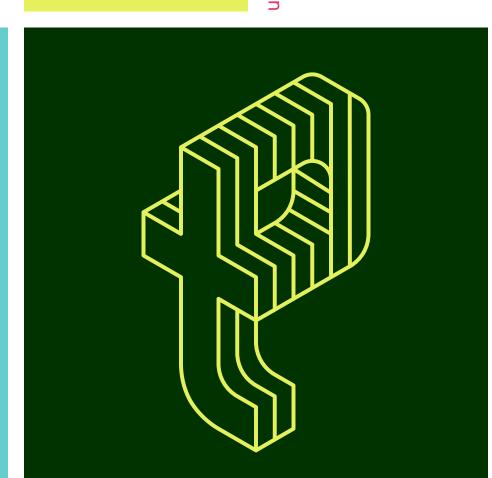
The logo mark is created from a single line which can be drawn by the machine.











LOGO MARK

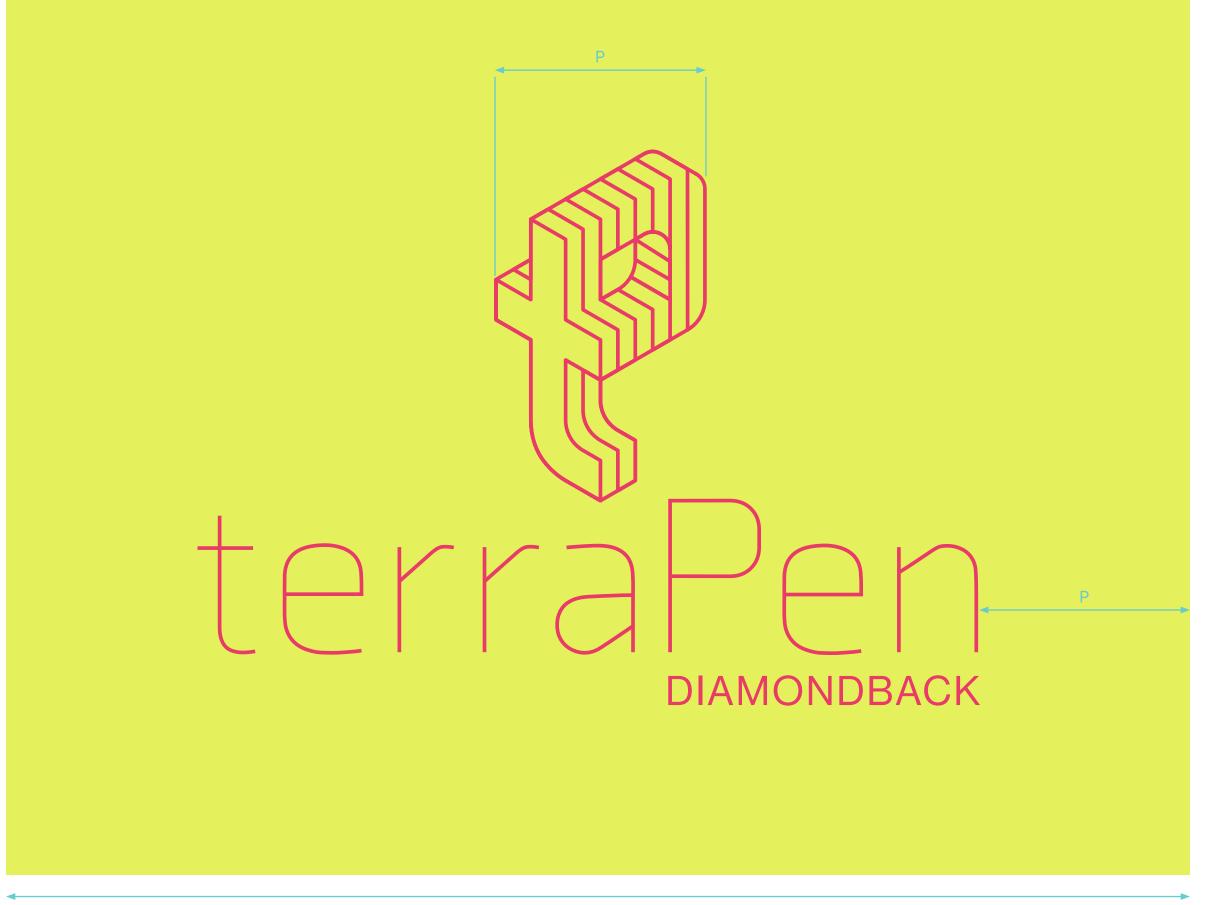
min size 80px / 15mm

The logotype has been modified to be a single line typeface which can also be drawn by the machine.



MODEL NAMES

The model names are derived from terrapin breeds. These three variations of the logo can be used depending on the avaialable space and scaling needs.





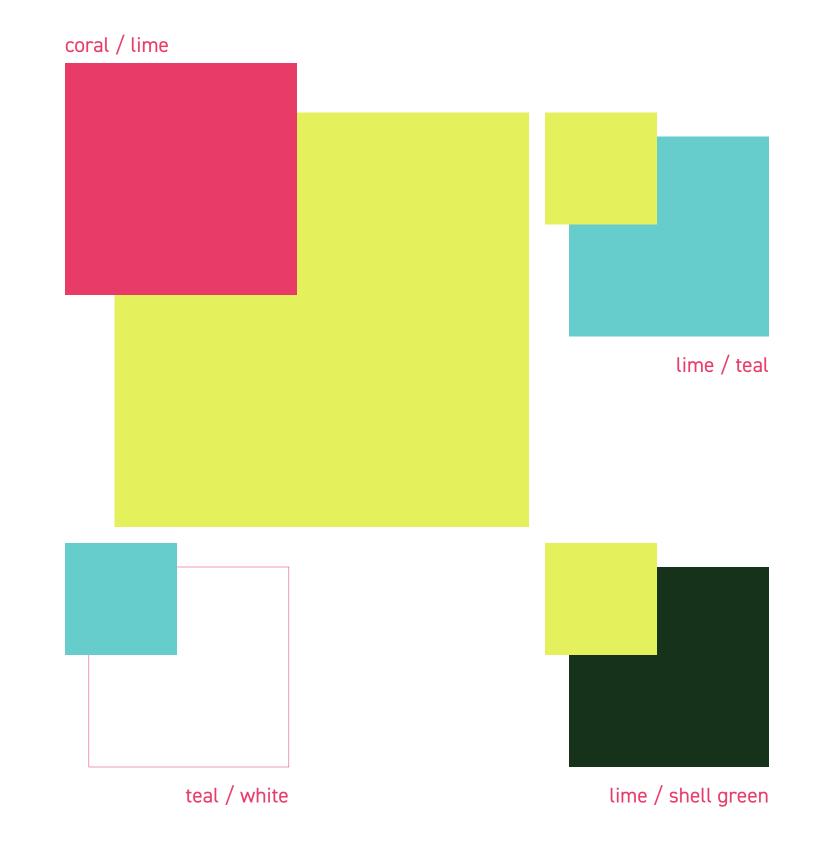


COLOURS



COMBOS

Only two colours should be used in a single piece of communication, excluding the use of white, shell green or black for copy.



TYPOGRAPHY

The weight and stroke of typography should always feel equally balanced therefore has been developed to mittor eachother using ratios.

35:23 | H1/H2: B<mark>ODY</mark>

The ratio can be applied by either multiplying your header size by 1.52 or your body copy by 0.65.

Η1

DIN2014 LIGHT - UPPERCASE

า2 วin 2017, Tic

Din2014 light - lowercase

Bodycopy

Din2014 Regular - Title Case

 $35/_{23}$

It reflects the voronoi pattern of a terrapin's shell.

You can use many shapes or just one, but the line weights should always align to the lines within your typography and logo mark.

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