# LOGO DESIGN

#### INTRODUCTION

### ANDREW GLASSNER:LOGO DESIGN I, II SIGGRAPH 1998 course notes

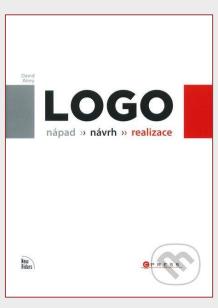
http://www.siggraph.org/education/materials/siggraph\_courses/S98/30/c30.pdf

#### DAVID AIREY: LOGO DESIGN LOVE

HTTP://LOGODESIGNLOVE.COM

#### MATTHEW HEALEY: DESIGN DNA: LOGOS





#### **LOGO HAS 5 FUNCTIONS**

IDENTIFY the product DIFFERENTIATE it from other products UNIFY all products in the same line **EXPLAIN** what the product is ANTHROPOMORPHISE the product and manufacturer

#### **FUNCTION 1: IDENTIFY**

THIS SYMBOL = THIS PRODUCT

OTHER SYMBOL != THIS PRODUCT
THIS SYMBOL != OTHER PRODUCT

ESTABLISH A LINK BETWEEN THE LOGO AND THE PRODUCT

LEAVE A SUBCONSCIOUS IMPRINT

Often in product placement (no matter what the logo looks like, the link is important)

#### **FUNCTION 2: DIFFERENTIATE**

STAND OUT FROM THE CROWD

ATTRACT ATTENTION

SOME PRODUCTS NEED IT, SOME DON'T Manager decides, not the designer

BEING DIFFERENT ALWAYS HAS RISKS. THE REWARDS MAY BE WORTH IT, BUT YOU NEED TO KNOW THE RISKS GOING IN.

#### **FUNCTION 3: UNIFY**

DIFFERENT PRODUCTS
IN THE SAME LINE

BRANCHES IN DIFFERENT COUNTRIES

CORPORATE LOYALTY & PRIDE

CORPORATE IDENTITY



#### UNIFYING + DIFFERENTIATING



































#### **FUNCTION 4: EXPLAIN**

# ENCODES INFORMATION ABOUT THE BRAND/PRODUCT

Who makes it Who is it for What is it for

. . .







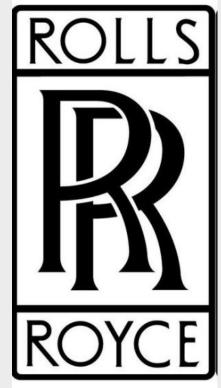
#### **FUNCTION 4: EXPLAIN**

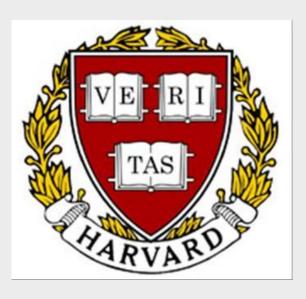
#### **ENCODE SECONDARY INFORMATION**

Quality, price, tradition...











#### **FUNCTION 5: ANTROPOMORPHIZE**

#### BACKDOOR TO OUR MIND REVOKE PLEASANT EXPERIENCES PERSONS OR FAMILIAR OBJECTS





#### **ANTHROPOMORPHISM: MASCOTS**

#### PEOPLE PAY ATTENTION TO LIVING THINGS

#### CONNECTION BETWEEN MASCOT AND BRAND HAS TO BE MADE:

- by colors
- incorporating into logo
- repeated use



FreeBSD =



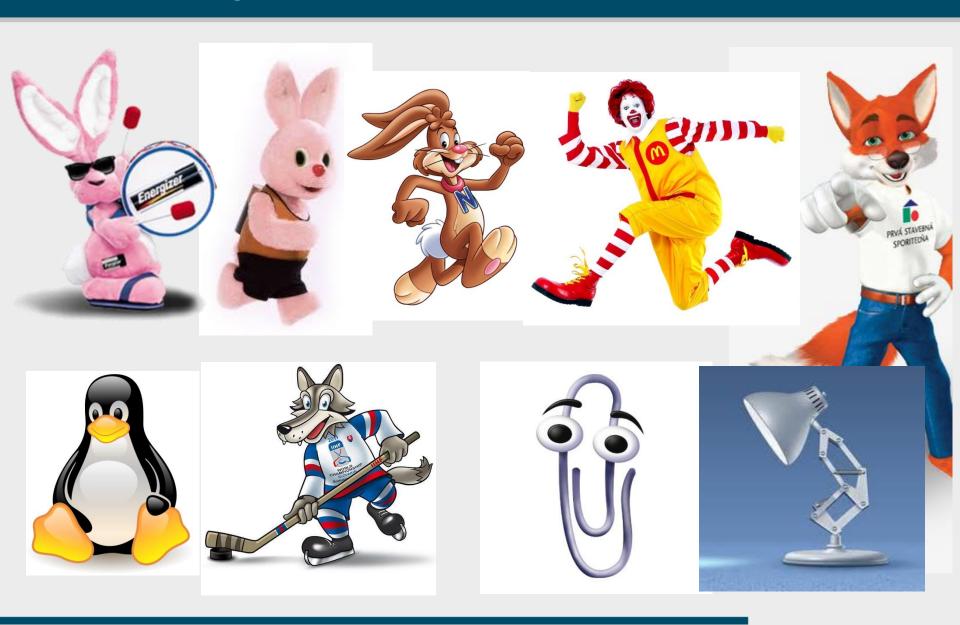


#### **ANTHROPOMORPHISM: MASCOTS**

# TANGIBLE LOGO REPRESENTATION PROMOTE BRAND IN REAL ENVIRONMENT

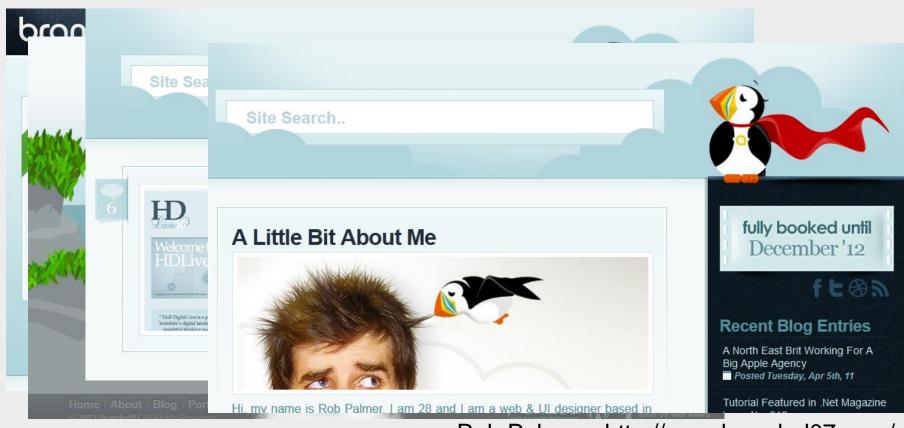


#### **EXAMPLES**



#### MASCOTS IN WEB DESIGN

# UNIFYING DESIGN ELEMENT CAN EXTEND TO BUSINESS CARDS, BANNERS...



Rob Palmer - http://www.branded07.com/

# TYPES OF LOGOS

#### 1. NAME ONLY

IDENTIFICATION BY NAME DIFFERENTIATION BY FONT, COLOR

Microsoft®





#### 2. INITIALS

#### FEW LETTERS OFFER LESS OPTIONS

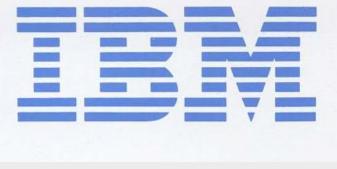
OFTEN VERY UNUSUAL FONTS

SOMETIMES ACCOMPANIED BY THE ACTUAL FULL TITLE









#### 3. NAME AND SYMBOL

CAN TELL MORE (VIA THE SYMBOL)
STILL CONTAINS THE NAME
EMPHASIZE THE MESSAGE BY A SYMBOL
ILLUSTRATE

INTRODUCE THE SYMBOL AND BIND IT TO THE LABEL. THEN THE SYMBOL CAN STAND ON ITS OWN







#### 4. PICTURE NAME

#### A WAY TO TRANSFORM TYPE INTO IMAGERY



SOMETIMES A BIT CRYPTIC



#### 5. ASSOCIATIVE IMAGE

SYMBOL WITH A CLEAR SEMANTIC LINK TO THE PRODUCT

AN ARTISTIC AND SIMPLIFIED REPRESENTATION OF A FAMILIAR OBJECT

NOT ALWAYS POSSIBLE



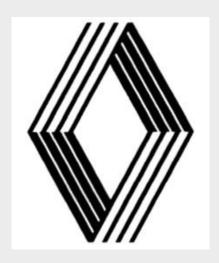


#### 6. ABSTRACT LOGOS

NO CLEAR MEANING OPTIONAL INTERPRETATION BY THE AUTHOR

IN THIS CASE: THE BRAND IS PROMOTING THE LOGO, NOT THE OTHER WAY ROUND LIKE IT SHOULD!







#### 7. LOGO WITH A STRAPLINE

#### IMPRINT AND PROMOTE THE CLAIM

EMPHASIZE COMPANY PHILOSOPHY

ATTACK SUBCONSCIOUS "connecting people" → nokia







#### **POPULAR CULTURE**



# LOGO DESIGN PROCESS

#### STEPS OF THE PROCESS

1. SPECIFY THE DESIRED TRADEMARK

2. RESEARCH THE CLIENT, THE MARKET, AND

THE AUDIENCE

3. DEVELOP SOME IDEAS

4. CHOOSE A FEW TO REFINE

5. *PRESENT* THE BEST

6. *REFINE* AS NEEDED, UNTIL THE CLIENT

**APPROVES** 

7. IMPLEMENT THE FINAL DESIGN

#### **SPECIFY**

# TALK TO THE CLIENT, FIND OUT ABOUT THEIR NEEDS, CLIENTS, VISION, GOALS...

#### WHAT'S THE DESIRED IMPRESSION

Comfort, Rebel, Breakthrough, Action, Stability...

#### WHAT ARE THE CONSTRAINTS

Trademark object (e.g. green cross)
Desired colors, desired aspect ratio

#### RESEARCH

#### COLLECT INFORMATION ABOUT THE PRODUCT

# RELATION TO THE BRAND OR OTHER PRODUCTS

Is it standalone, or is it part of a line

=> do we have some guidelines?

#### THE PLANNED LIFESPAN OF THE LOGO

Is it current with short lifetime, or long-lasting?

=> go with the fashion or be conventional?

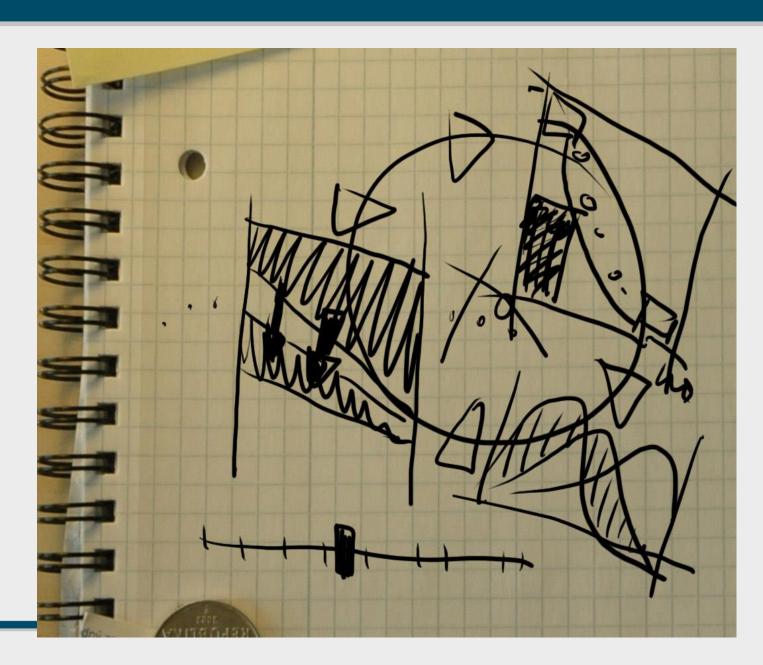
#### **DEVELOP**

**DRAW** 

**DRAW** 

**DRAW** 

ANY IDEA COUNTS



#### **CHOOSE AND PRESENT**

PICK A FEW IDEAS THAT WORK

DEFEND THEM USING THE GOALS SPECIFIED IN THE FIRST STAGE

EXPLAIN YOUR DECISIONS AND YOUR DESIGN TO THE CLIENT

COMMUNICATION IS NECESSARY NOW

#### REFINE AND REPRESENT

TAKE THE OUTPUT FROM THE PREVIOUS STAGE

CHANGE YOUR IDEAS AND PROPOSAL TO INCORPORATE THE CLIENT'S FEEDBACK

DON'T GET OFFENDED IF CLIENT DISAGREES

**COMMUNICATION IS VITAL NOW** 

#### **IMPLEMENT**

DIGITALIZE THE DESIGN

CREATE OPTIONAL VARIATIONS

CREATE MULTIPLE VERSIONS (B&W, GRAYSCALE, OUTLINES, INVERTED...)

FORMULATE DESIGN MANUAL AND USAGE GUIDELINES FOR THE LOGO

# LANGUAGE OF LOGOS

#### STABILITY VS. DYNAMICS

#### STABILITY, TRADITION

Horizontal orientation (energy minimization) Cubic (axis-aligned) shapes

#### **DYNAMICS**

Vertical orientation (unstable positions) Slanted orientation (motion impression) Ink, handwriting effects

#### **EXAMPLES - STABILITY**









**Deutsche Bank** 



#### **EXAMPLES - DYNAMICS**







#### PROSPERITY, VENTURE

GROWTH, INCREASE, BLOOMING NEW PROSPECTS VERTICAL MOVEMENT



CREDIT SUISSE



## MATURITY VS. CHILDHOOD

**FONT SELECTION** 

ANTROMOPORPHIC VS. ABSTRACT

SYMBOLS VS. ANIMALS



SHARP EDGES VS. PUFFY VOLUMES



## **USE WELL ESTABLISHED SYMBOLS**

SOMEBODY HAS ALREADY DONE THE WORK FOR YOU!

SIGNS COLORS



# TECHNICAL RISKS

## **BE CAREFUL ABOUT:**

### SMALL DETAILS OR SHARP SPIKES

Will get lost when logo is small

### **GRADIENTS**

Troubles with printing

### **OVERLAPPING OBJECTS**

Will get lost in B/W print

### COLORS

Remember gamut, CMYK, PANTONE

## SPECIAL EFFECTS

Lens flares, mirrors, glows, etc.

## DESIGN MANUAL AND CORPORATE IDENTITY

## LOGO DESIGN MANUAL

DEFINITION OF LOGO Variations, versions

DEFINITION OF COLORS (WEB & PRINT)

ALLOWED BACK-GROUNDS

**FONT** 

#### Correct Backgrounds



intel.

White on high contrast color

or darker)

(value equivalent to 50% black

Intel Blue on white



intel.

Black on low contrast color

or lighter)

(value equivalent to 40% black

White on black



White on 50% tint of black or darker



White on dark, neutral section of photo, illustration or graphic



Black on value of 40% black or lighter



Black on light, neutral section of photo, illustration or graphic

#### Incorrect Backgrounds



Don't put the logo on a patterned

intelintel intelintel intelintel

Don't use the logo to make a

pattern or background



Don't put logo on a busy



Don't put a black logo on an Intel Blue background









#### Skype Blue Pantone Pro. Cyan C

CMYK 100/0/0/0 RGB 0/175/240 HEX #00AFF0 100% General Use 50% Strapline 20% Boxes

#### Skype Text Cool Gray 9 C CMYK 0/0/0/60 RGB 130/130/130

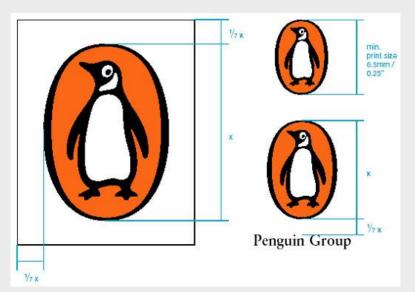
HEX #666666

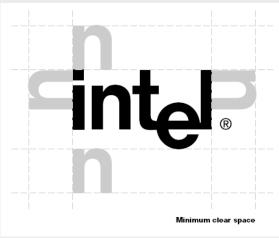
## LOGO DESIGN MANUAL

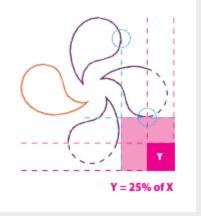
## LOGO POSITIONING

Minimum size Spacing (relative units) Alignment





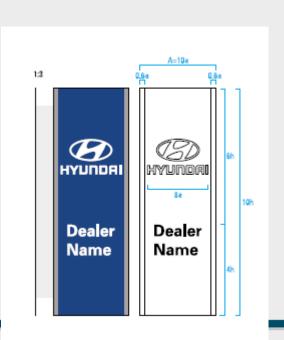




## STATIONARY AND BRANDING

GUIDELINES FOR USING THE LOGO ON OBJECTS LETTERS, BUSINESS CARDS, ENVELOPES, PPT CARS, BANNERS, SHOP SIGNS...

GIFTS, PENS, T-SHIRTS, HATS...









size 90 x 50(mm)



## **CORPORATE IDENTITY**

LOGO DESIGN MANUAL AND BRAND BOOK

CORPORATE COLORS, FONTS

**BRANDING RULES** 

PHILOSOPHY OF THE DESIGN DECISIONS

Overall purpose:

PROTECT THE DESIGN EVEN IF THE ORIGINAL DESIGNER IS OUT OF REACH

## BAD EXAMPLES

## **TELL ME WHAT'S WRONG HERE:**



## **AND HERE:**



## **AND HERE?**

## COMPANY SELLS HOLIDAY APARTMENTS DISCUSS THE LOGO

## VaseApartmany Osk





## MORE WRONG CHOICES



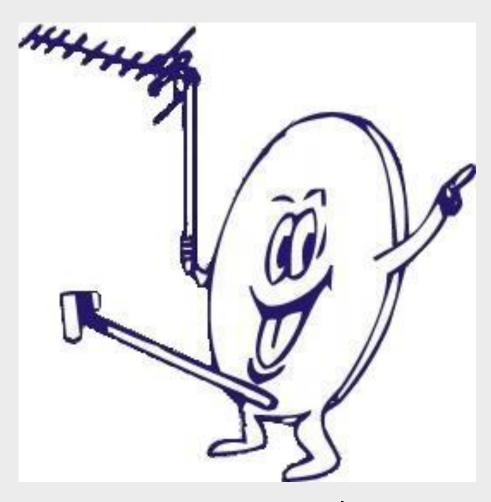


www.witourismfederation.org

www.kudawara.com

www.astyle.it

## **SEE YOU NEXT WEEK!**



www.mont-sat.pl