Components

#### The PlayAsiavv logo is composed of 3 graphic elements

- Icon
- Logotype
- Trademark ®



Note: This logo is not registered yet. Therefore we won't use the trademark symbol for now.

Minimum Clearspace

#### **Clearspace around logo**



Add a minimum of 25% of clearspace to height and width of icon. Add the same clearspace to he end of the wordmark on the right.



Always use correct logo proportions



If in doupt whether logo has right proportions: If logo width is 100, then height will be 17.83 (mm, pixels, % etc) Standard Colours

#### **Primary and Secondary Colours**

primary colour	
	PANTONE 288C
	HEX #002D72
	R0 R45 B114
	C100 M80 Y6 K32
secondary colour	
·	PANTONE 288C - 30%
	HEX #B5B8D3
	R 181 G 184 B 211
	C28 M23 Y5 K0

The secondary colour may be used for logo background, or graphic elements and text.

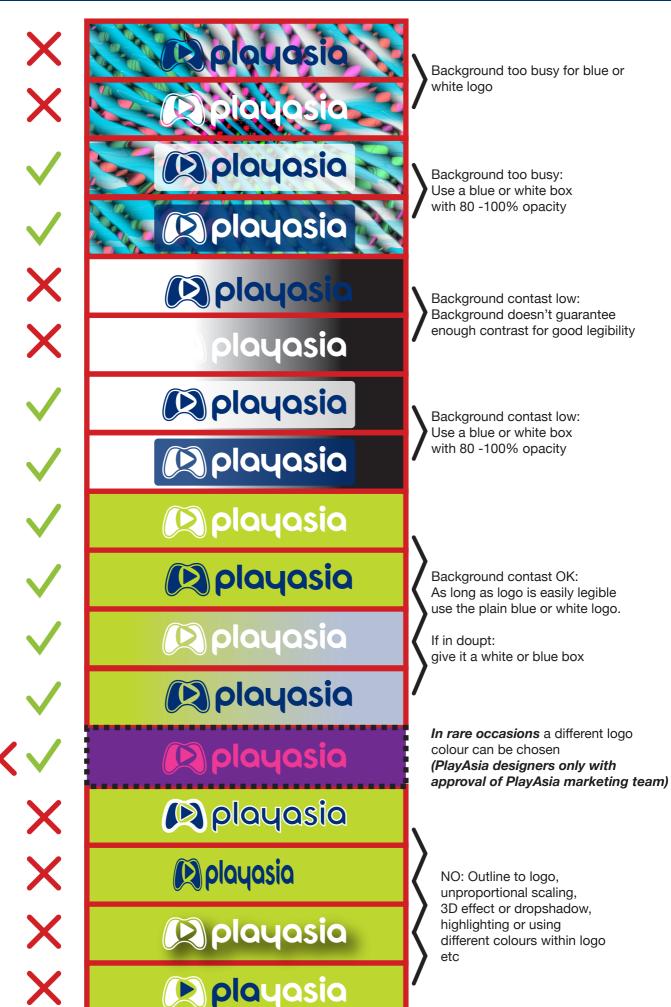
## Standard Logos



Logo should usually be displayed in Pantone 288C or WHITE colour, depending on background. In certain occasions any other solid colour may be used. Logo must be monochromatic at all times. Logo must be clearly legible.

Black colour is to be used for the logo, if colour is not applicable (embossing, engraving etc).

# Use of Logo - DO's & DON'Ts Examples



# Support Logos

#### Slogan

For marketing purposes PlayAsia features a support chop. Use of the chop lies with the discretion of PlayAsia's designers and marketing department.



## Social Media

Icon



file



# **Corporate Font**

## **Helvetica Neue Font Family**

Helvetica Neue Family is to be used for all text, except for titles or catch phrases, where any font may be used.

#### Backgrounds

The use of the logo is determined by the background it lays upon. Legibility and clarity of the logo is of utmost importance.

On backgrounds with little contrast or where logo is difficult to read:

- use a white box (min 80% opacity) for the blue logo, or
- $\cdot$  use a blue (288C) box (min 80% opacity) for the white logo

## Use of Logo - DON'Ts

#### **Change logo**

No other alteration to the logo is permitted.

- unproportional scaling
- outlining
- dropshadow
- highlights
- embossing
- 3D effect
- bad resolution / dpi
- etc

Please refer to page 5 for examples of correct and incorrect logo use.