



ZENETIC ESPORTS

RISE ABOVE - RISE TOGETHER

DESIGN GUIDELINES V 1.6

1. INTRODUCTION

OF THE GUIDEBOOK

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This book details a series of guidelines that must be strictly followed by any **Zenetic Esports** related visual assets.

It is dedicated to protecting **Zenetic Esports**'s branding properties including brand **name**, brand **logo** and **icon**, brand **font** and **any other assets** that may be affiliated with Zenetic Esports.

*The guidebook is applicable for both internal and external parties.



LOGO



2. BRAND LOGO

ZENETIC ESPORTS NAME

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In written form, Free Fire should always be written either with all letters capitalized (**ZENETIC ESPORTS**) or with the first letter of each word capitalized (**Zenetic Esports**).

There should always be a space in between the two words. The **only exception** is in a **hashtag** where the empty space needs to be omitted.

The written short form, “ZenES” or “ZEN”, **should not be** used in any external communications **except for special terms** approved by our branding department.



ZENETIC ESPORTS



ZENETICESPORTS



Zenetic Esports



ZeneticEsports



#ZeneticEsports



zenetic esports



#ZENETICESPORTS



zenetic esports



ZenES

2. BRAND LOGO

MAIN LOGO

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These are the basic versions of Zenetic Esports logos, in eerie blue and white.

Note that the dark and white **backgrounds** is for illustration only. They **are not part of the logo**. The background should be transparent.

This is the **only standard** Zenetic Esports logo. Please obtain the high-resolution PNG file from our Branding Team.



2. BRAND LOGO

MINIMUM SIZE

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While you can enlarge the logo infinitely, you **must use the vector** logo for doing.



2. BRAND LOGO

CLEAR SPACE

There **should not be** any design elements intruding into the clear space.

When scaling the logo, the clear space should be scaled proportionally.

100% clear space is preferable for optimal effect. In special cases, 50% is acceptable.



2. BRAND LOGO

PARTNER LOCKUP

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Ensure the relationship feels balanced also adhere to our [clear space guidelines](#).



2. BRAND LOGO

COLOR

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You can use other colors for the logo but **ensure it's legibility and contrast** with the background.

If possible get the color scheme approved by our branding team.



2.BRAND LOGO FAVICON & APP ICON

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In small formats when our logo lockup can't perform well, use our icon by itself to ensure the best legibility and recognition. **Examples:**

Within layouts as a graphic element



As a browser favicon



Within mobile application / website



MENU
HOME PAGE
ABOUT US

App Icons



2. BRAND LOGO MISUSES

It is important that the appearance of the logo remains consistent. Our icon and logo **should not be modified** in any way. Its orientation, composition should remain as indicated in this document and it should also be legible.



Don't stretch or compress the logo



Don't rotate the logo.



Don't apply effect on the logo (Bevel, outer glow etc)



Don't outline the logo



Don't add reflection to the logo (may have exceptions approved by our branding team)



Don't use low resolution logo and don't blur the logo.



Don't use different colors inside the logo lockup.



Don't place the logo on a color without sufficient contrast and ensure legibility.



Don't place the logo on a busy background.



Don't modify the logo or change any element including spacing and size inside the logo.

COLORS



3.BRAND COLORS

COLOR PALETTE 1

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Our palette is intended to work across a multitude of different touch-points. It can be professional, contrasting and memorable. **Note** that this palette is only for Zenetic Esports visuals **not tournament visuals**.

PURE WHITE

HEX : #ffffff

RGB : 255, 255, 255

CMYK : 0, 0, 0, 0

PANTONE : 000 C

LIGHT SILVER

HEX : #d1d7e0

RGB : 209, 215, 224

CMYK : 17, 10, 6, 0

PANTONE : 538 U

APPLE GREEN

HEX : #75b943

RGB : 117, 185, 67

CMYK : 59, 3, 100, 0

PANTONE : 368 C

DRESS BLUE

HEX : #272e3f

RGB : 39, 46, 63

CMYK : 84, 74, 50, 51

PANTONE : 19-4024 TCX

EERIE DARK BLUE

HEX : #111626

RGB : 17, 22, 38

CMYK : 86, 78, 54, 71

PANTONE : 7547 C



3.BRAND COLORS

COLOR PALETTE 2

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Our palette is intended to work across a multitude of different touch-points. It can be professional, contrasting and memorable. **Note** that this palette is only for Zenetic Esports visuals **not tournament visuals**.

PURE WHITE

HEX : #ffffff

RGB : 255, 255, 255

CMYK : 0, 0, 0, 0

PANTONE : 000 C

DAWN BLUE

HEX : #d1d7e0

RGB : 209, 215, 224

CMYK : 17, 10, 6, 0

PANTONE : 13-4303 TCX

APPLE GREEN

HEX : #75b943

RGB : 117, 185, 67

CMYK : 59, 3, 100, 0

PANTONE : 368 C

DRESS BLUE

HEX : #1e1e1e

RGB : 30, 30, 30

CMYK : 72, 66, 65, 75

PANTONE : 19-4024 TCX

EERIE BLACK

HEX : #141414

RGB : 20, 20, 20

CMYK : 73, 67, 65, 81

PANTONE : Neutral Black C



3. BRAND COLORS

COLOR FOR TYPE

Note that these are just examples, you may change the color combinations as need but make sure it has sufficient contrast, is legible and follows brand color palette. Furthermore, you may use the color #ff5252 in certain cases such as warning text.

#RISEABOVE #RISETOGETHER	#RISEABOVE #RISETOGETHER	#RISEABOVE #RISETOGETHER	#RISEABOVE #RISETOGETHER
#RISEABOVE #RISETOGETHER	#RISEABOVE #RISETOGETHER	#RISEABOVE #RISETOGETHER	#RISEABOVE #RISETOGETHER
#RISEABOVE #RISETOGETHER	#RISEABOVE #RISETOGETHER	#RISEABOVE #RISETOGETHER	#RISEABOVE #RISETOGETHER

TYPOGRAPHY



Our typography is designed to be professional and impactful. The following guidelines allows for clear and confident messaging across all our communications.

We have to main brand typefaces. Both of the typefaces have their own purpose in a visual design. **Note** that typefaces are only for Zenetic Esports visuals **not tournament visuals**.

Montserrat is bold, energetic and eye catching and professional at the same time. Hence it should be used in **headlines**.

Nunito Sans is our secondary typeface nicely complimenting the bold and energetic montserrat font. This font **should be used in paragraph** and any large amount of text.

TYPEFACE 1

Montserrat

TYPEFACE 2

Nunito Sans

Montserrat

*Variable fonts must be used to maintain hierarchy.

The quick brown fox jumps over the lazy dog. 1234567890

The quick brown fox jumps over the lazy dog. 1234567890

The quick brown fox jumps over the lazy dog. 1234567890

The quick brown fox jumps over the lazy dog. 1234567890

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Nunito Sans

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The quick brown fox jumps over the lazy dog. 1234567890

LAYOUT



5.LAYOUT

BRAND LOGO PLACEMENT

Placement in square visuals



Placement in portrait visuals



Note that these are the optimal places to use our logo in a visual however you can use it in other places but please **consult with our branding team** before doing so.

5.LAYOUT

BRAND LOGO PLACEMENT

[Introduction](#)

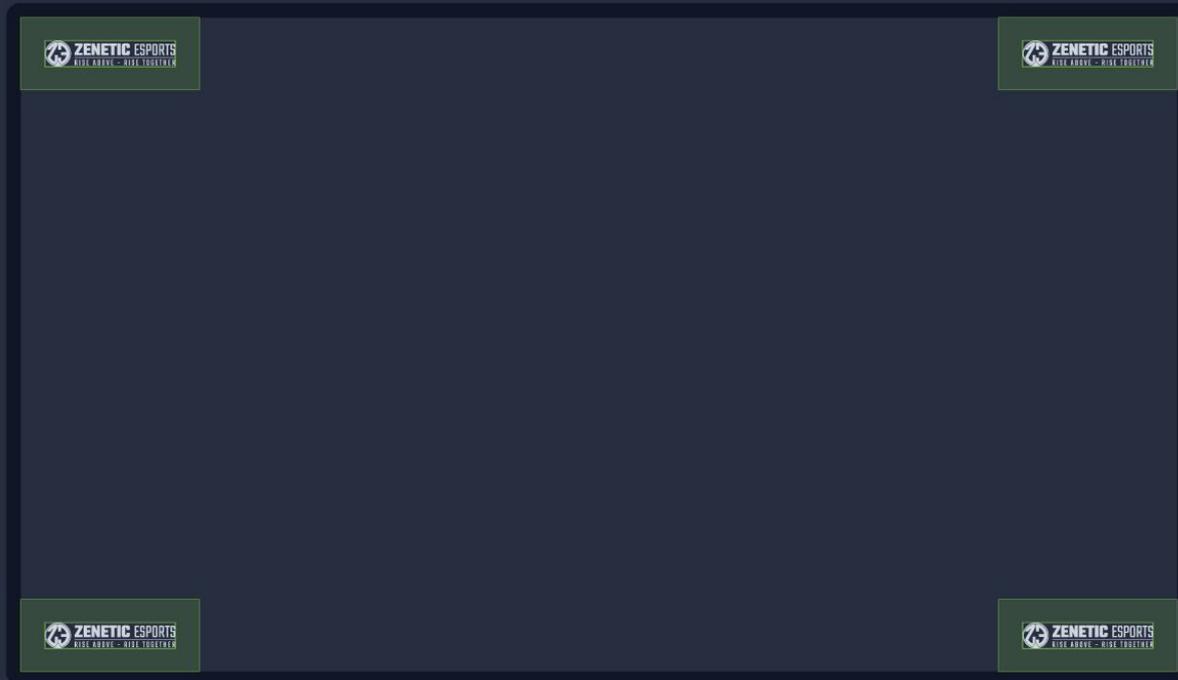
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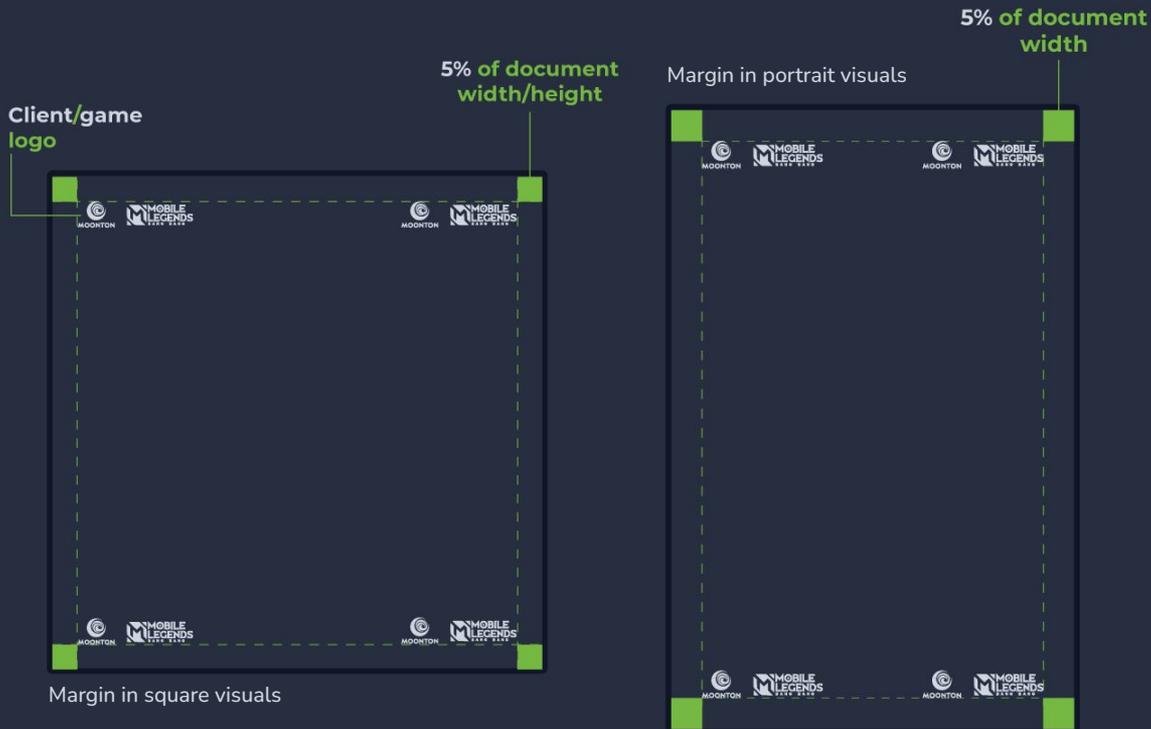
Placement in landscape visuals



5.LAYOUT

MARGINE AND CLIENT LOGO

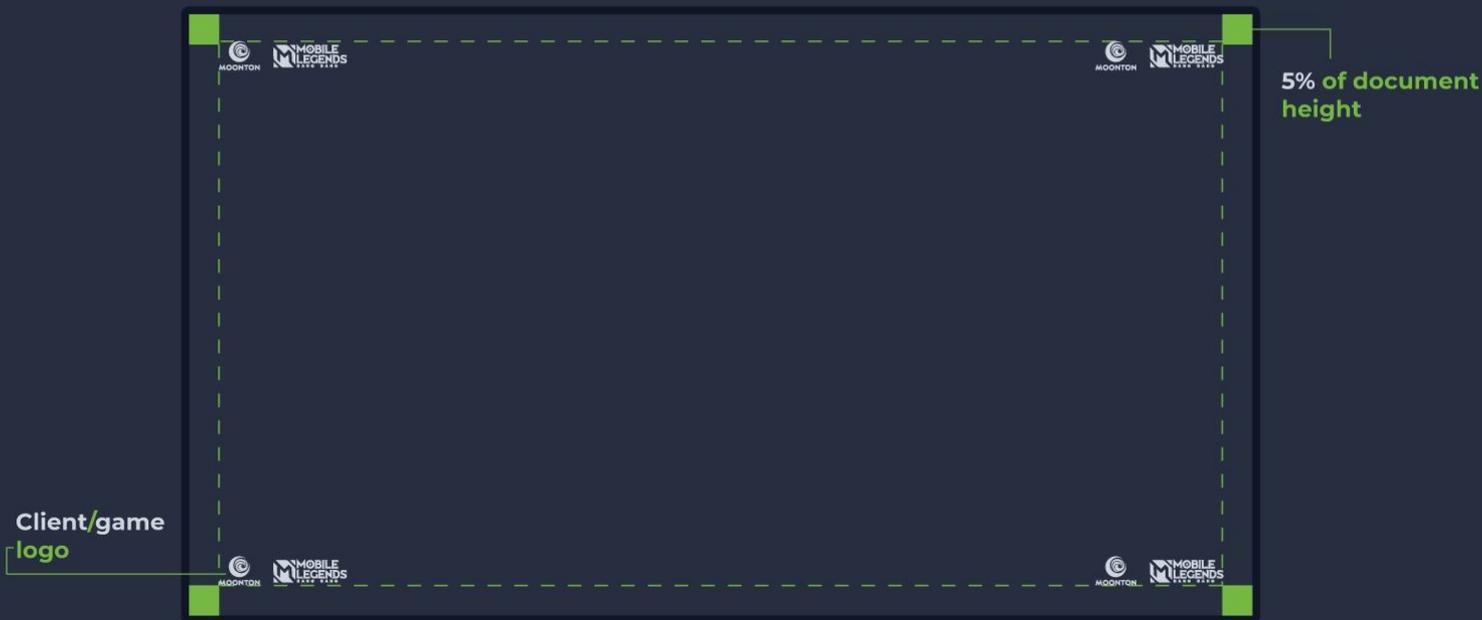
Note that our clients and games often have their own set of design guidelines which we **must adhere** to when designing any tournament/client related visuals. Hence **these may change** depending on the guidelines provided by the client/game dev.



5.LAYOUT

MARGIN AND CLIENT LOGO

Margin in landscape visuals



THANK YOU

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