

Brand manual

00

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01

Logo and Payoff

01.
Logo and Payoff

Brand + Logotype

The free space of the logo is given by the height of the ILVE brand (hexagon).

Use the free space in a way that the logo does not get squeezed from other graphic elements, consequently being incorrectly represented.

- [File](#)
- CMYK (vectorial)
- CMYK (bitmap)
- RGB (vectorial)
- RGB (bitmap)



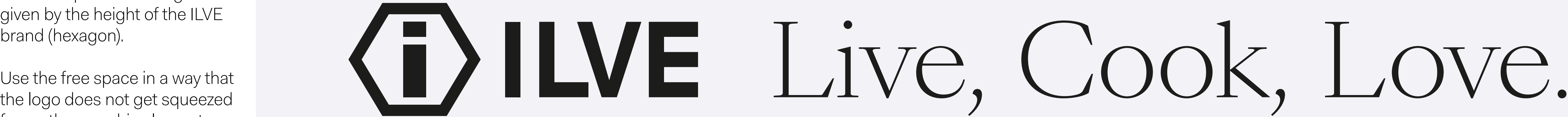
01.
Logo and Payoff

**Brand + logotype + payoff
single line version**

The free space of the logo is given by the height of the ILVE brand (hexagon).

Use the free space in a way that the logo does not get squeezed from other graphic elements, consequently being incorrectly represented.

File
CMYK (vectorial)
CMYK (bitmap)
RGB (vectorial)
RGB (bitmap)



01.
Logo and Payoff

**Brand + logotype + payoff
double line version**

The free space of the logo is given by the height of the ILVE brand (hexagon).

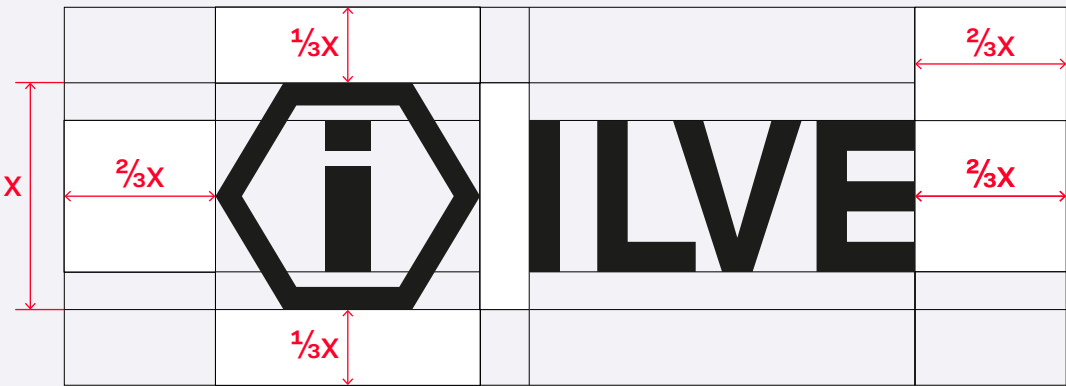
Use the free space in a way that the logo does not get squeezed from other graphic elements, consequently being incorrectly represented.

- [File](#)
- CMYK (vectorial)
- CMYK (bitmap)
- RGB (vectorial)
- RGB (bitmap)



01.
Logo and Payoff

Logo free space



The free space of the logo is given by the height of the ILVE brand (hexagon).

Use the free space in a way that the logo does not get squeezed from other graphic elements, consequently being incorrectly represented.



01.
Logo and Payoff

Incorrect use

- 01 - Do not change the colour of the brand or any of its elements
- 02 - Do not insert the logo in a box or in any shape
- 03 - Do not fill the logo or any of its elements
- 04 - Do not change or alter the logotype
- 05 - Do not add any effects to the logo
- 06 - Do not rotate the logo
- 07 - Do not tip the logo or alter its proportions
- 08 - Do not position the logo against low contrasting backgrounds
- 09 - Do not position the brand against complex/patterned backgrounds
- 10 - Do not add graphic elements to the logo



01



02



03



04



05



06



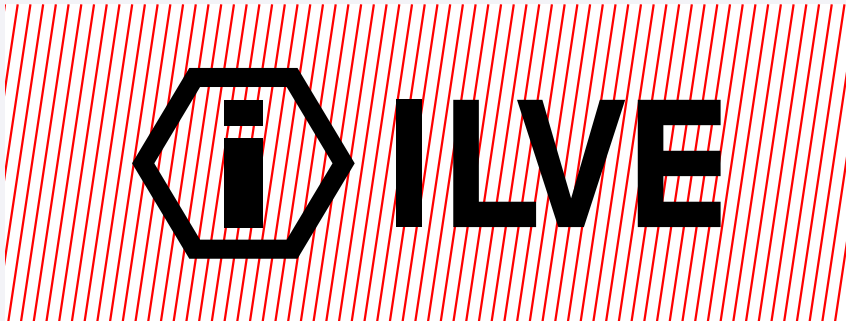
07



08



09



10



02

Brand colours

Main palette

The two main colours, white and black, make reference to the classic elegance.

Red is used for underlining or highlights of content, not to be used as a full colour background.

Light grey is used for backgrounds that give brightness and visual impact to the products.

File
Adobe swatch

White

RGB
255.255.255

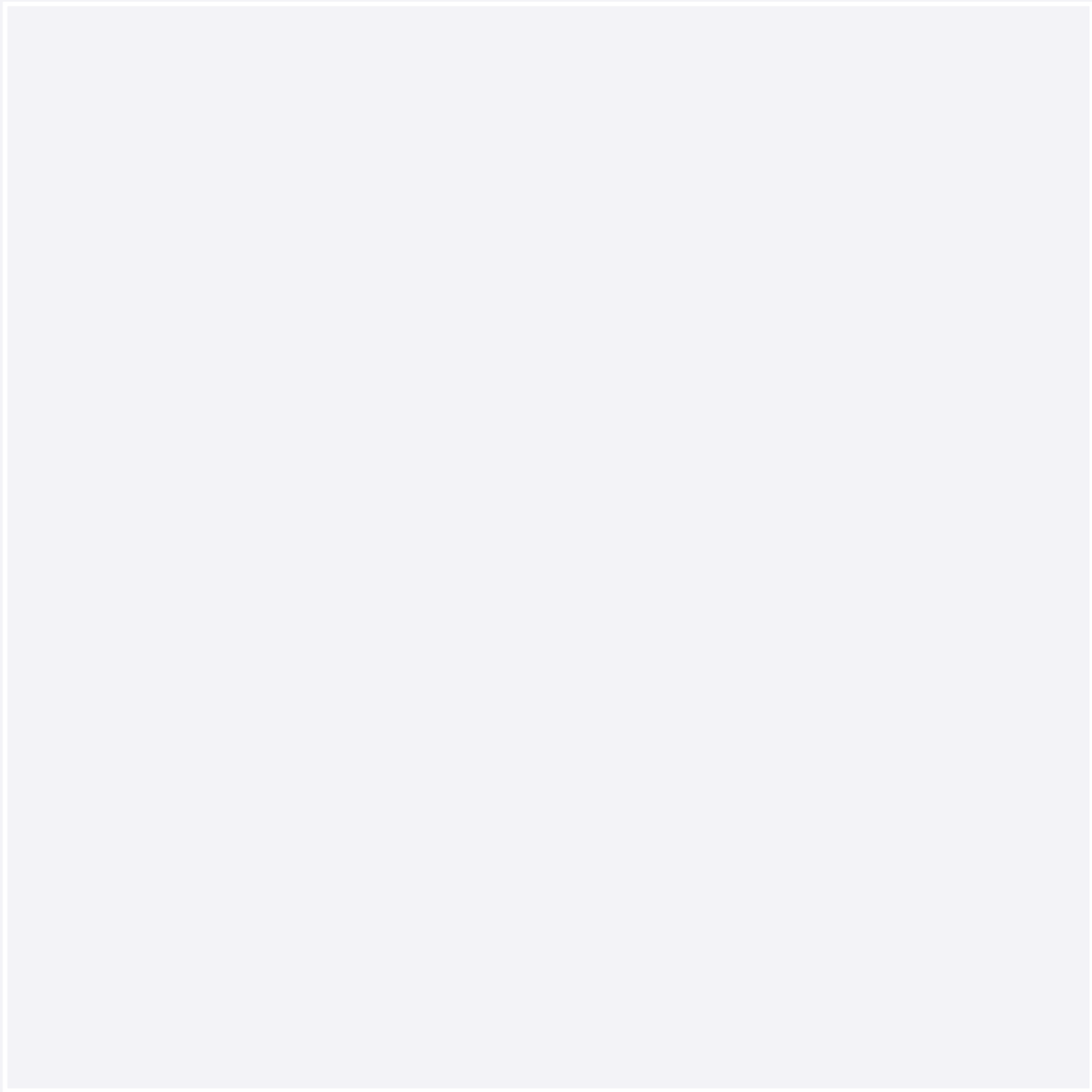
CMYK
0.0.0.0



Light grey

RGB
248.247.252

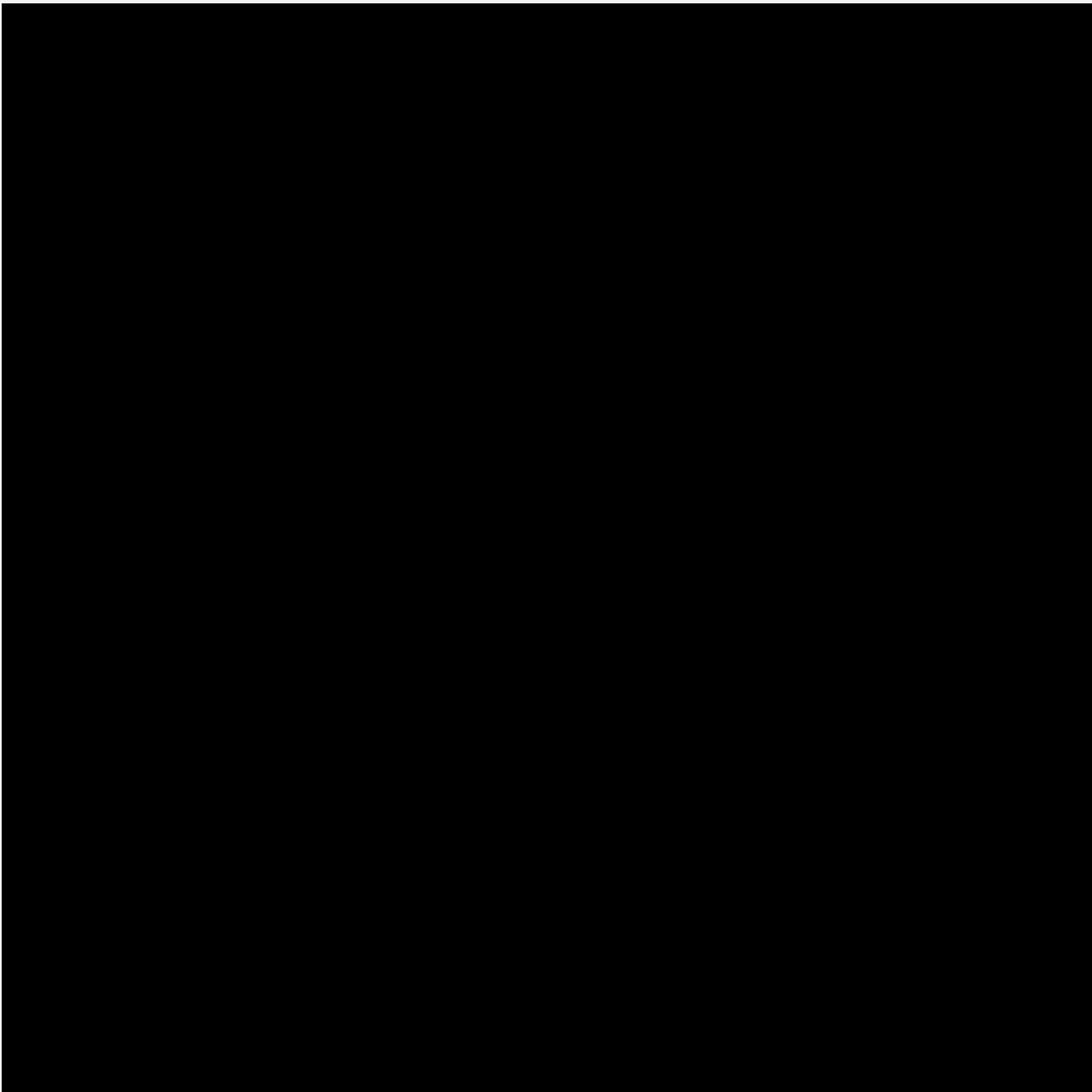
CMYK
3.3.0.0



Black

RGB
0.0.0

CMYK
0.0.0.100

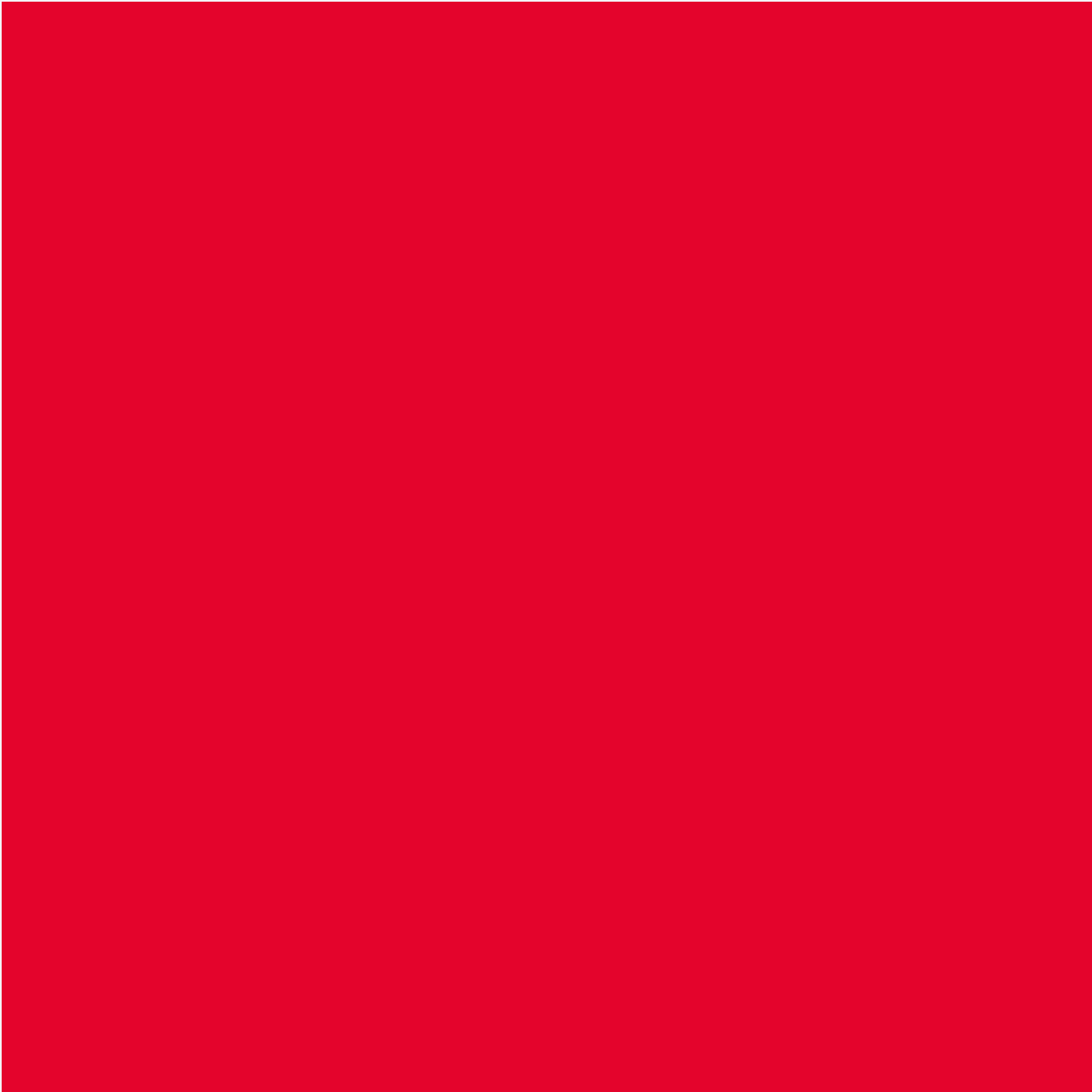


Red

RGB
228.0.43

CMYK
0.93.79.0

PANTONE
185C



03

Typography

San Bleu Kingdom

Used for titles, emotional
texts and notices.

San Bleu Kingdom – Light

0123456789
ABCDEFGHIJKLM-
NOPQRSTUVWXYZ
abcdefghijklmno
pqrstuvwxyz

Fakt

Used for texts, chats,
technical features.

Fakt – Light

0123456789
ABCDEFGHIJ
KLMNOPQRS
TUVWXYZ
abcdefghijklm-
nopqrstuvwxyz

Fakt – Normal

0123456789
ABCDEFGHIJ
KLMNOPQRS
TUVWXYZ
abcdefghijklm-
nopqrstuvwxyz

04

Pictures

04.
Pictures

**Still life on neutral
background**

Frontal view and light shadow
on the ground. On grey or white
background, to create a slight
contrast and detachment from
the color of the support.



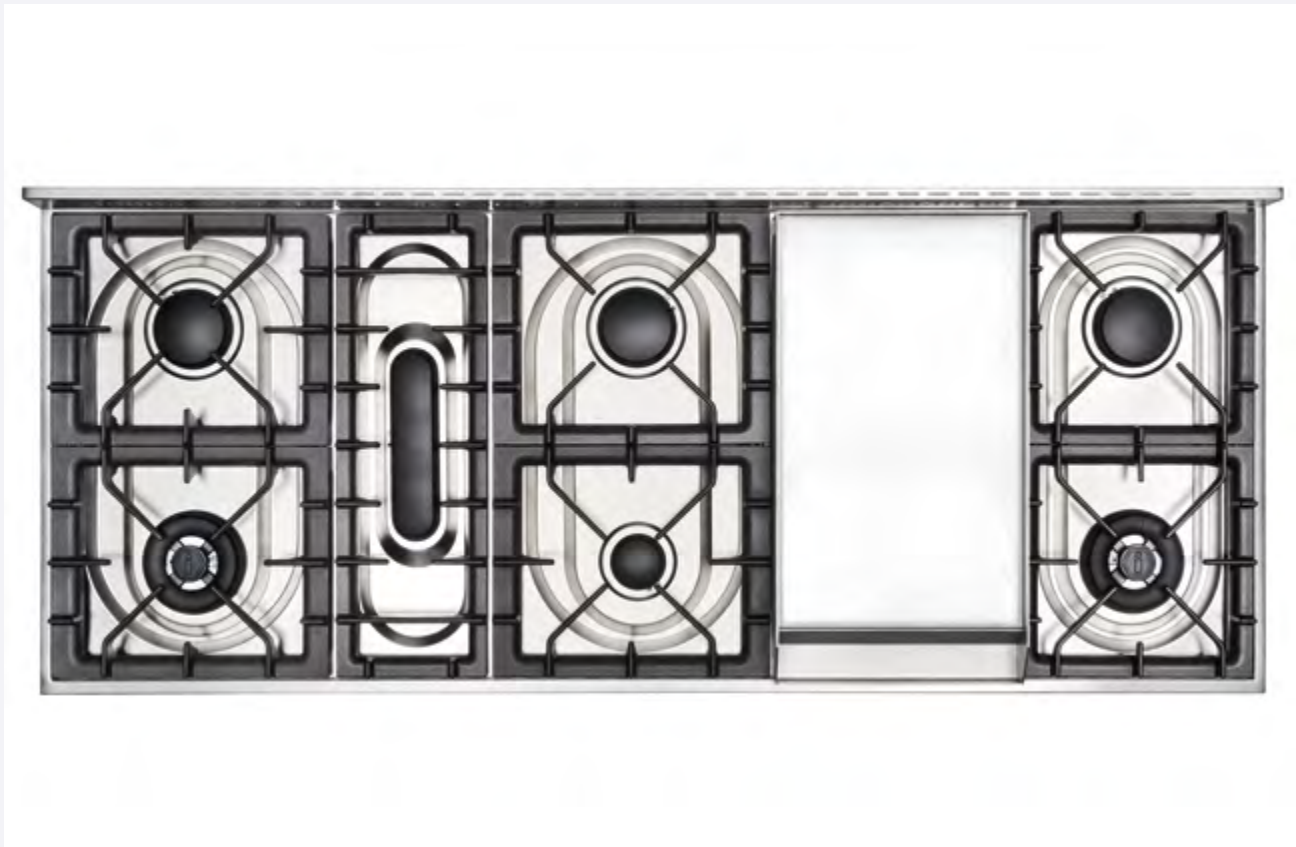
04.
Pictures

**Still life on neutral
background**

Frontal view and light shadow
on the ground. On grey or white
background, to create a slight
contrast and detachment from
the color of the support.



Ortogonal framings or simple perspectives with a single vanishing point are to be preferred. Vertical framings should be parallel.



04.
Pictures**Set photos
– General**

Products must be placed in elegant and refined environments, with a special attention to the international design trends, through a careful choice of the finishes, of the furniture and of the accessories.

The framings must prefer central perspectives, ortogonal views that enhance the product.



04.
Pictures

Set photos
– Details and views

Products must be placed in elegant and refined environments, with a special attention to the international design trends, through a careful choice of the finishes, of the furniture and of the accessories.

The framings must prefer central perspectives, ortogonal views that enhance the product.



Live, Cook, Love.