## Corporate Design Guidelines



## Basics



**Basics** This chapter contains the basic elements and principles of EPOS' corporate design. They include the logo, layout principle, color system and typography as well as graphics, and icons.

Logo The EPOS logo, along with additional design elements, creates a consistent and unmistakable brand identity that is used across all media.

Introduction Basics Application Photography Style Digital

## EPJS

## EPJS

#### 12

#### Logo Use

Logo should be white on darker backgrounds and black on lighter backgrounds.

The logo should only be used in black or white - not in colours



#### Logo Measurement

The logo takes up 2 units vertically and 7 units horizontally.

Introduction Basics Application Photography Style Digital



#### Clearspace

The clearspace around the word mark is defined by the height and width of the first letter in the logo.



# **EPJS**

EPJS

EPJS

Above H: 3mm / h: 4px



Below **H: 3mm / h: 4px** 

EPJS

#### Logo Size

The logo may be enlarged or reduced down to the minimum size defined for print and digital use.

When to use the small logo: When the logo go beneath h: 3 mm in for print and h: 40 px for digital the logo made for for small sizes should be taken in to use.

### Typography The EPOS Font Family has been designed to create a structured, shapely, easy to read, and highly recognizable typography that works well across all media.

## $\mathbb{A}$

**EPOS** Font Light

AaBbCcDdEeFfGgHhliJjKkLlMm NnOoPpQqRrSsTtUuVvWwXxYyZz,.?

**EPOS** Font Regular

AaBbCcDdEeFfGgHhliJjKkLlMm NnOoPpQqRrSsTtUuVvWwXxYyZz,.?

**EPOS** Font AaBbCcDdEeFfGgHhliJjKkLlMm Medium NnOoPpQqRrSsTtUuVvWwXxYyZz,,?|!

#### The EPOS Font

The font family is an important part of the brand identity. It consists of three styles:

-Light -Regular -Medium

The new brand identity requires the consistent use of fonts across all media and platforms.

#### Capitalization

The EPOS font is never used capitalized

#### **Fallback Font**

Arial

#### CJK

For CJK we use the open source font NOTO

Download the EPOS Font

Headlines / Subheadline

## Crafted to last. Designed to excite.

Bodytext

Lorem ipsum dolor sit amet, co nsectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad mcormcorper suscipit lobortis nisl ut aliquip ex ea per suscipit lobortis nisl ut aliquip ex ea Ut wisi enim ad mcor UseLorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliveniam, quis nostrud exerci tation ullamcorper mod tincidunt ut laoreet dolore magna ali suscipit lobortis nisl ut aliquip.

Medium Size

Best in Class Frequency



Low impedance

28 Ω

Crafted to last. Designed to excite.

Read More

Regular & Light

Regular

Regular

#### Weights

Use Regular and Light for headline.

Use Regular for body copy.

Use Regular for medium-sized text snippets.

Download the EPOS Font

## Crafted to last. 96 Crafted to last. 80 Crafted to last. 62

### Crafted to last. 48

Crafted to last. 32

Crafted to last. 28

Crafted to last. 24

Crafted to last. 19

Crafted to last. 16

Crafted to last. 10

Ke 0

Kerning **-5** 

Kerning

Download the EPOS Font

**Colors** The primary colors consist of black, white and the established EPOS petrol and mint colors. The complementary secondary colors, burgundy and coral, complete the EPOS color palette and provide for a consistent, yet lively corporate identity.

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#### Black

RGB	RGB	RGB	RGB
255/255/255	83/83/83	139/139/139	197/197/197
100%	75%	50%	25%

### 100%

White

#### Petrol

RGB	RGB	RGB	RGB
0/53/61	64/104/110	127/154/158	191/204/206
100%	75%	50%	25%

#### Burgundy

RGB	RGB	RGB	RGB
63/30/49	87/58/75	135/114/126	207/199/203
100%	75%	50%	

#### Mint



Coral



RGB	RGB	RGB	
255/85/73	255/106/96	255/149/141	
100%	75%	50%	



Primary Colors

#### **Primary Colors**

Black, white, petrol, and mint are the primary corporate colors of EPOS.

Burgundy and coral are used as an emphasis or accent color (e.g. in typography).

White is an important part of the corporate identity that we use to create white space.

On darker backgrounds, the brighter colors can be used as a font color or as complementary colors for graphics.

#### Hues

The hues (75%, 50%, 25%) are only used in combination with their primary color.

Black	White	Petrol	Mint	Burgundy
Pantone Black C   HKS 88   CMYK 79   69   61   88   RGB 19   19   19   HEX # 131313   RAL 9011	Pantone -   HKS -   CMYK 0   0   0   0   RGB 255   255   255   HEX # FFFFFF   RAL 9003	Pantone 316 C   HKS 56   CMYK 95   58   53   58   RGB 0   53   61   HEX # 00353d   RAL 5020	Pantone 3252 C   HKS 51/60%   CMYK 58   0   29   0   RGB 68   234   214   HEX # 44ead6   RAL -	Pantone 7643 C   HKS 18   CMYK 64   86   45   64   RGB 63   30   49   HEX # 3f1e31   RAL 3005

Colors

	-		_	
	O	r.	21	
-	~		-	

Pantone HKS CMYK RGB HEX RAL

22 0 | 78 | 65 | 0 255 | 85 | 73 # ff5549

Download Colors (import it in Illustrator from the libraries panel) Two Color Gradient



Three Color Gradient



#### **Color Gradient**

The gradient consists of either 2, 3 or 4 colors from the EPOS color scheme.

The gradient can be static or in motion. It is build with the Adobe Illustrator "Freeform Gradient" Tool. Make sure to add a grain effect on top of the gradient.

C.01: #44ead6 C.02: #00353d

C.01: #ff5a5a C.02: #44ead6 C.03: #3f1e31

Colors

**Motion** Example made with the Adobe Illustrator "Freeform Gradient" Tool.

### Supporting Graphic The 'E' is inspired by the form language of an equalizer. It's a complimentary graphic element that may be used to enhance the branded experience.

Introduction Basics Application Photography Style Digital



#### Symbolism

The 'E' uses an equalizer metaphor to transform an E to a particular shape.





#### Structure of the 'E'

The dimensions of the 'E' are always 5 units – horizontally and vertically.







The grid is based on the shape and structure of the 'E'.

Download the 'E' Pattern



#### The 'E' Pattern

Vertically, the mark is repeated with a distance of one unit. The horizontal repetition has no distance but is moved vertical by two units.

The pattern can be used as a background pattern in small and big scale. It can be applied in physical spaces, like on walls or printed on the back of a folder.

Download the 'E' Pattern

Color Combinations



Gradient Use



Pattern Use







3D | loa









#### 'E' Treatments

Vertically, the mark is repeated with a distance of one unit. The horizontal repetition has no distance but is moved vertical by two units.

The pattern can be used as a background pattern in small and big scale. It can be applied in physical spaces, like on walls or printed on the back of a folder.

#### Dos

-Be creative! -Make sure that every application is premium -Wrap it around other elements in a 3-dimensional space -If you animate it in 2D or 3D, have sound in mind

#### Don'ts

-In full color, do not usenon-EPOS colors-Use it in black on white unless itfeels premium

Download the 3D files



Steel









#### Treatment of the 'E'

Each new product is unique. If there is an obvious place to put the 'E', find the treatment that works best for that specific product and material.

The keyword is premium.

### Iconography & Illustration Our iconography and illustrations are connected to the form language of the corporate identity at a fundamental level to make it recognizable and ownable.







Headphone ANC





Headphone TalkThrough



Speakerphone



Battery Life





High quality streaming

Reduced Noise from Wind





Headphones 2



Bluetooth



Weight

Easy gesture



Low Latency



Contact Center



Freq. Response

אן

Charger

Compatible with...







Website icons (18x18): Profile, Notification, email, Download, Share, Home, Search, Basket, Phone, Location,

Microphone



ActiveGard



#### Icons

There are two icon groups. The first group is constructed on a 24x24 pixel grid, the second group is 18 x 18 pixel in size.

The first group can be used as a supporting element in print, as well as in digital. The smaller icons are functional icons that are only used on the website.

If none of the icons that have already been developed meet a specific requirement, a graphic designer will need to develop new icons based on the guidelines.

The Brand Design Management Department assumes a supervisory role in this process, assesses the newly developed icons, approves them and arranges for the catalog to be updated.

**Download Icons** 





24 px

fir





Microphone: Icons are made mostly with 2 px stroke.

Charger: 1 px stroke is used to create a more detailed element in the icon



1pt

There are two icon groups. The first group is constructed on a 24x24 pixel grid, the second group is 18 x 18 pixel in size.

The first group can be used as a supporting element in print, as well as in digital. The smaller icons are functional icons that are only used on the website.

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Illustration



**9** 

Active Noise Cancellation

Cancellation





Sound can be illustrated by using blurred and grainy gray. The shapes are organic on a dark background.

The shapes can be static or in motion.



Microphone

Description



#### **ANC Illustration**

Static version (dark background)



Speech Intelligibility Illustration



### AI/Machine Learning Illustration

#### Product Exploded View



#### Highlight parts of the product



Interactive

#### **Technical illustrations**

These illustrations are used for manuals and other cases that need to simplify a product interaction in few illustrations. Made with one line stroke thickness.



#### **Character Illustrations**

This type of illustrations can be used for showing characters in different situations. For instance a meeting room situation for EXPAND.

Character illustrations should not be used for campaigns.



#### **Branded illustrations**

This type of illustrations can be used as a replacement for lifestyle imagery to convey a more iconic product feel.

While we always recommend an actual photoshoot, Branded Illustrations are a nice backup to have if there's not enough time.

Layout Principle EPOS' layout principle is a fundamental component of its corporate identity and is used across all media.

## Application


**Application** This chapter focuses on applications of the basic elements and principles of the EPOS corporate design. This includes logo animation, business and marketing collateral, product applications, and packaging.

Logo Animation EPOS is a dynamic brand. While the logo is mostly used in a static version, we use an animated version when it makes sense – for instance for a video intro and outro.

# Business Collateral The following pages show media and applications for internal and external business communication. This includes business stationary, presentation templates, and e-mail signature.



Bilingual Business Card



Max Mustermann Head of Marketing Second Line for additional infos

$=$ $\cdot$ $\cdot$ $\cdot$
-----------------------------

EPOS GmbH & Co.. KG Industriparken 27, 2750 Ballerup M +45 56 18 00 01 musterman@epos.audio

### **Business Cards**

The 'E' appears on the back of the EPOS business card.

On the front, the picture mark appears in the upper left corner. On the back, the word mark lives in the lower left corner. Textblock A is leftalinged with the logo. Textblock B is leftalinged to the center of the card.

A bilingual version is also available. In this case the logo line is used on both sides.

### EPJS

XXXX GmbH & Co., KG Am Labor 1, 30900 Wedma

Mustermann GmbH Max Mustermann Senckenberganlage 10 60456 Frankfurt am Main

### XXXX GmbH & Co.. KG Am Labor 1, 30900 Wedmark

T +49 5130 600 000 M +49 1720 000 021 musterman@epos.audio

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Consect iberum que plis sequi Ipsam faceriasit

Business Manager

plis Sequi ipsam faceriasit, sin et alist Explace ritaerum

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Page 1 of 2

### EPJS

XXXX GmbH & Co. KG Am Labor 1, 30900 Wedmark Mustermann GmbH Max Mustermann Senckenberganlage 10 60456 Frankfurt am Main

### XXXX GmbH & Co.. KG Am Labor 1, 30900 Wedmark T +49 5130 600 000

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Business Manager Fere consect iberum que plis Sequi ipsam faceriasit,

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### Dear Ladies and Gentlemen,

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Page 1 of 2

### Letterhead

On the cover page, left side of the letterhead contains all the important information such as the address line, recipient field, and sender field. This information is omitted on the following pages along with the logo. • • •

To: Subject:

Best regards,

Max Mustermann Head of Marketing Industriparken 27, 2750 Ballerup T +45 56 18 00 00 M +45 56 18 00 01



### Mail Signature

The Mail Signature is constructed by the same elements as the business card. It contains name, title, logo, address, contact info, and url.

Font: Arial Font Size: 17pt **Products** The logo is always visible on products. The graphic element, the 'E', is only used if the shape of the product allows for an obvious placement of the 'E', ideally with a subtle treatment that feels premium.



### Product Example 1



### Product Example 3



### Product Example 5

# Packaging EPOS products are the premium and so is our packaging. This is how we tweak the identity to fit our various audiences and packaging options.



## Enterprise – Sticker on Cardboard Box

There are two color options for stickers.

να. |**|||||||**||



UPC

EAN

Set Serial No.



Use a sticker if a product does not have official packaging.

EXPA Spea	ND 20™ kerphone		Made in China
Production Coo Rev. 01780432	de <b>506050</b> 123		
Device ID: CTRL 5698110 1200221	Device ID: H8 666810 1200221	UPC	

EXPAND 20™ Speakerphone	Made in China
Production Code <b>506050</b> Rev. 01780432123 Device ID:	UPC EAN
Beento Essento	

### EPJS

### Enterprise – Sticker on Plastic Bag

Use a sticker if a product does not have official packaging. The bag should (if possible) have a matt finish.



Reference



### EPJS

## EXPAND 20™ Speakerphone





## EPJS

Plastic bag with coral sticker

Alternative Option (Print on bag)

Enterprise – Sticker on Plastic Bag

Option 1 White with studio shot

GSP670™ Gaming Series

16 Hours

389 g

Bluetooth

PC (Computer) PlayStation 4

Wireless Range Reichweite Battery Life Akhulaufzeit Low Latency Geringe Ladozeit Weight Gewicht Frequency Response Uebertragung reichweite Bluetooth



GSP670™ Gaming Series



GSP670™ Gaming Series



Option 2 Dark grey with studio shot



Freedom of movement, state of the art low latency technology, superior EPOS sound performance for gaming headset. Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam ipsum dolor

Freedom of movement, state of the art low latency technology, superior EPOS sound performance for gaming headset. Lorem ipsum dolor sit amet, consectetuer adipisc ing elit, sed diam ipsum dolor



### Product packaging layout

The front features a branded image (product on a model or in an environment)

Typography is white on light or dark grey background.

The back features either an additional product image or a branded image (product on a model or in an environment).

Important All images of the person are test shot images. See Photography Style for examples and inspiration for future photo shoots. The goal is to create images with character, and images that don't feel too corporate.

Option 1 Light grey with studio shot



Option 2 Dark grey with studio shot



### Product packaging layout

The front features a branded image (product on a model or in an environment)

Typography is white on light or dark grey background.

The back features either an additional product image or a branded image (product on a model or in an environment).





Option4 Dark grey with 3D Render





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eposaudio

### Product packaging layout

The front features a 3D Model of the product (no angle).

Typography is white on light or dark grey background.

The back features either an additional product image or a branded image (product on a model or in an environment).

Option 3 Light grey with 3D Render



Option4 Dark grey with 3D Render



### Product-centric packaging -Mockup

The front features a 3D Model of the product (no angle).

Typography is white on light or dark grey background.

The back features either an additional product image or a branded image (product on a model or in an environment).



# Marketing Collateral From posters to pens, the EPOS corporate visual identity lives across various touchpoints. Here are some of them.

85



Poster A2/A3 - Image grid

### Posters – Example 1

Enterprise on the left.

Gaming on the right.

Same layout, but different image style.

Download Layout (Poster)



Poster A2/A3 - Image grid

### Posters – Example 2

Enterprise on the left.

Gaming on the right.

Same layout, but different use of colors.

# MB660<sup>™</sup> Headset Series

**EP**3S



EPJS

GSP600<sup>™</sup> Gaming Series

### **Posters – Example 3**

Enterprise on the left.

Gaming on the right.

Same layout, but different use background and typography colors.

88



### Posters – Example 4

Enterprise on the left.

Gaming on the right.

Similar layout, but different use of background and typography colors.

# GSP670<sup>TM</sup> Gaming Series

Wireless Gaming Readset

Line and the second se second seco



### **Posters – Example 4**

Gaming background video example.

Similar layout, using a video as a background.

# Photography Style



Photography Style Our visual imagery inspires our audience of business professionals and gamers alike – two domains where sound excellence enables maximum performance. It's aspirational without feeling unachievable.

# **Product Shots** should portrait the beauty of the materials and highlight the features of the products while supporting the overall branding.













### Packshots

Shot in straight angles. Two-three angles per product: Front, side, top etc.

### Concept:

To show the product materials and tactility as authentic as possible.



### Product Shots - Gaming

### Concept:

In order to get natural angles on the products, they will be leaning up against solid blocks. The blocks are made of logo elements to give an abstract relation to the 'E'.



### Product Shots - Gaming

### Concept:

In order to get natural angles on the products, they will be leaning up against solid blocks. The blocks are made of logo elements to give an abstract relation to the 'E'.



### **Product Shots - Enterprise**

### Concept:

In order to get natural angles on the products, they will be leaning up against solid blocks. The blocks are made of logo elements to give an abstract relation to the 'E'.

For Enterprise we use subtle and light colors



### Alternative direction

### **Product Shots**

In order to get natural angles on the products, they will be leaning up against solid blocks. The blocks are made of logo elements to give an abstract relation to the 'E'.



### Studio Shots – Gaming

Products on people - subtle colors.

### Concept:

Use of light, colored backgrounds and the gradients from the EPOS brands colors represent the screen light which is the entrance to the virtual world of gaming.

(Models can be real models or pro gamers)



### Studio Shots – Gaming

### Concept:

Use of light, colored backgrounds and the gradients from the EPOS brands colors represent the screen light which is the entrance to the virtual world of gaming.

(Models can be real models or pro gamers)



### Studio Shots – Enterprise

Products on people - subtle colors.

### Concept:

As a natural extension of the products shot on blocks, the products on people are also shot in a clean studio environment where colored lighting creates a subtle reference to the brand color palette.


#### Studio Shots – Enterprise

Products on people - subtle colors.

#### Concept:

As a natural extension of the products shot on blocks, the products on people are also shot in a clean studio environment where colored lighting creates the reference to the brand color palette.



#### Studio Shots – Enterprise

#### Concept:

As a natural extension of the products shot on blocks, the products on people are also shot in a clean studio environment where colored lighting creates the reference to the brand color palette.



### Studio Shots – Enterprise

### Concept:

As a natural extension of the products shot on blocks, the products on people are also shot in a clean studio environment where colored lighting creates the reference to the brand color palette.





**EPOS** – Craftsmanship/Technology

## Concept:

Show materials and technology up close









#### Alternative direction in colors

#### **Product Shots**

In order to get natural angles on the products, they will be leaning up against solid blocks. The blocks are made of logo elements to give an abstract relation to the 'E'.

# Lifestyle Images are used to show the EPOS products in context. Locations and models should always feel real and authentic with a high-end, international vibe.



### Lifestyle Photography

### Gaming:

Use documentary style photo shoots at pro gaming events to tell real stories of real gamers.

Use the "natural" colorful lighting at the event as highlights to create the branded feel.







## Lifestyle Photography

#### Enterprise:

Images shot in a real office environment portraying real work situations in a documentary/behind the scenes style - yet clean and staged.

The look of the office location is corporate, high-end and international.

Brand colors are added through props and clothing.

The lighting is natural and warm.

# Digital



**Digital** This chapter define the most important framework conditions and global principles for applications in the digital sphere. They include use of typography and colors, basic UI elements, iconography, grid system and basic motion.



## Modules and site structure The EPOS website is created as a modular system that allows for great flexibility.





The overall design principle for the EPOS website is to create a sense of dynamic and elegance within the modular and systematic structure.

The balance between light and dark sections, the use of animation and movement and the balance between dynamic and more calm modules create a site that feels alive, elegant and premium and showcases both products, company values, and technology.







The best of three worlds



## Designed for professionals on

MB 660

till HC is a series, iC setted, sig HC reacted despect to trouble enter denesting burnes goes consultation and pre-start terms used gamp for reacting policities gam affan.

#### Modules

All pages are built from a set of modules that allow great flexibility for the editor to create new pages that tell the right story every time.

Some modules are more dynamic consisting of several blocks, while others are more "calm" and simple.

To create a good and interesting page flow, especially on landing pages, try to create a good mix of dynamic and more calm modules, by always making sure to have a least one of the more simple ones after a dynamic module.

Download the full set of modules below to create new page designs:

Download module file (Sketch) Please note that all images in this file are placeholders and can not be used.

# **Typography** These are the rules for the EPOS font in the digital space.

119

Regular

# SDW 5000 Series

Regular	Medium
Wireless DECT (12)	→ Primary CTA
Desk phone (8)	
Wired (23)	→ Primary CTA
Bluetooth (15)	

<sub>Regular</sub> Perfect audio for professionals.	Medium	Regular	
Perfect audio for professionals.	Quick view   Buy now	Single sided ×	
More enterprise			

#### Regular

By constantly monitoring your background environment for noise, Sennheiser's NoiseGard™ hybrid adaptive ANC technology seamlessly adjusts the level of noise reduction in your headset.

#### Regular

EPOS' NoiseGard<sup>™</sup> hybrid adaptive active noise cancellation technology constantly monitors the background environment for ambient noises and adjusts the level of noise reduction in your headset. This unique technology enables you to take control of your sound environment so you can have a productive, disruption-free workspace.

#### Typography

In general we mostly use the "Regular" weight in the digital space.

"Light" is only used for very large headlines, while "Medium" is only used for button text links.

Never use "Medium" in headlines.

Desktop		Mobile	
Font size/ line height in Sketch	Percentage (correct line height)	Font size/ line height in Sketch	Percentage (correct line hei
90/90 60/72	100% (90) 120% (72)	24/29	120% (28,8)
45/54	120% (54)		
34/41 26/32	120% (40,8) 120% (31,2)	20/26	130% (26)
22/31 17/24	140% (30,8) 140% (23,8)	16/22	140% (22,4)
14/20	140% (19,6)	13/18	140% (18,2)



### Typography

These are the defined font sizes and line heights for the EPOS website. Try to stick to these to keep a text hierarchy.

Whenever possible the line-height should be defined by a percentage, but in design programmes like Sketch for instance where this is not possible, use the value closest to what the percentage would give you.

## Color System For the EPOS website we're adding colors by using a theming system that allow the editor to work with colors in a controlled space.

#### Coral/Burgundy Color Scheme

HEX	# ff5549
HEX	# 3f1e31
HEX	# 131313

#### Mint/Patrol Color Scheme

HEX	# 44ead6
HEX	# 00353d
HEX	# 131313









Pages will always have an overall color theme of either "Coral" or "Mint" – basically these are defining the CTA colors as a minimum.

In general, if nothing else is selected, "Coral" will be the default color for all gaming related pages and "Mint" will be the default color for all Enterprise and Corporate related pages.

Within the selected color theme it is possible to scale up on branded color by changing the blacks to either "Burgundy" or "Petrol" based on the overall color scheme.

Note that text colors will always stay black or white.

#### Module Light Theme



Module Dark Theme





The default theme will always start with the light version, so if dark sections are needed, these will be selected individually per module.

In the light version the text will always be black and grey (created by opacity to blend better on color).

On the dark version the text will always the white and grey (created by opacity to blend better on color)

**Icon Usage** There are two types of icons used on the EPOS site. The bigger ones are used as a visual element to support features or highlights while the smaller ones are used to help navigation on the site.







#### 24x24 px – feature icons:

These icons are used as a visual element to support features or benefits of a product or in an article. They are mostly used inside a 40x40 px circle in which they are centered optically.

### 18x18 px:

These smaller icons are the more basic, navigational icons. They are used as "signage" in navigation or as elements to help the user navigate.

Download icon file (Sketch)

Color Combinations Circle 40 x 40 px



Color Combinations 18 x 18 px



#### **Icons colors**

#### 24x24 px – feature icons:

The feature icons are most often used inside a circle with an exception of the specs module.

The color combinations will follow the theming. On dark and colored backgrounds, use the icons in white, except for the turquoise background which will have the icon in petrol.

#### 18x18 px:

The smaller icons are always used in black or white, depending if the backgrounds color is light or dark.

For grey-tones use opacity to make sure it also looks good on colored backgrounds.



# Basic UI elements CTAs, sliders, forms and lists. These are the basic UI elements of the site.



#### Double sided $\, imes\,$

- Engineered for professional gaming - Exceptional wearing comfort

- Crystal clear communication
- German engineered technology

#### **Basic UI Elements**

Below you can download a basic component sheet for the website. It contains some of the basic building blocks suchs as buttons, input fields, dropdowns, links styling etc.

Download Component file (Sketch)

Grids, and spacing To ensure consistency in the layouts, make sure to use the same grids and spacing throughout all pages on the site.



Max. Width (1680px) 12 Columns

#### Grid system

The website grid i based on 12 columns. The column and gutters are fluid and column and gutter width will always scale proportionally to be the same for desktop and tablet layouts.

When the browser size exceeds the maximum width of 1680px the grid will no longer scale up but stay the same and center the site and leave bigger page margins.

For mobile the grid will change to a 6-column grid.

	Module X	
Module Spacing		
12002	Module X	Module
		Group
	Module X	
Group Spacing 180px		
	Module X	
		Group
	Module X (dark section)	
		Module
	Module X (dark section)	Circup
	Module X (dark section)	

Module Spacing (desktop) When putting together a new page, make sure to use the correct spacing between modules.

A page can consist of different sections. Each section can hold either one or more modules.

To help the user understand this division, the spacing between sections is larger than the spacing between individual modules.

If there's a change in background color when moving into a new section or module, it will have twice the spacing.

## Motion adds "the extra touch". It is used to create ease of use and should be there to help the user navigate and to help support the experience of a premium feel.



## Motion principles – hover and interaction

Motion should be lightweight, snappy, smooth and helpful to the user – it should support navigation and enhance the experience of a premium brand.

#### Don'ts

If it feels like we are slowing you down, we're doing it wrong.

# Epic neadsets & innovative technologies for <u>Enterprise</u> & <u>Gaming</u> professionals.

Perfect audio for professionals. More Enterprise Feel the game, not the headset. More Gaming







#### **Transition principles**

The basic principles for transitions are the same as for the smaller hover states and interactions.

It should be lightweight, snappy and smooth. It should support navigation and enhance the experience of a premium brand.

#### Don'ts

If it feels like we are slowing you down, we're doing it wrong.

# Thank you!