The *Play Out Loud* graphics package is comprised of three visual treatments.







Play Out Loud treatment 2 and 3 layouts maintain a consistent "feel" through a visual checklist that has less to do with to-the-pixel placement rules and more with visual priority, the perceived weight of objects and emotionally intense imagery.











The POL/QSC logos' visual priorities can be defined as roughly 70/30 percent.

The actual pixel dimensions of logo and type elements cannot be quantified as the weight of an object is relative to its immediate background, it's color and proximity to other objects and the canvas boundaries. Instead, place and size the elements based on the 70/30 ratio.

The POL horizontal logotype

is run edge-to-edge; bleeding off the canvas.

When executing POL visual treatments 2 and 3 consider that placement and size of the logo and type elements is determined by the imagery rather than some pre-defined pixel dimensions.



Clearly, the placement of logo and type elements is not consistently to-the-pixel. Yet the layouts have an unmistakably consistent feel. At first glance, *Play Out Loud* layouts have instant brand identity.

Approvals

size in relation to each other.

