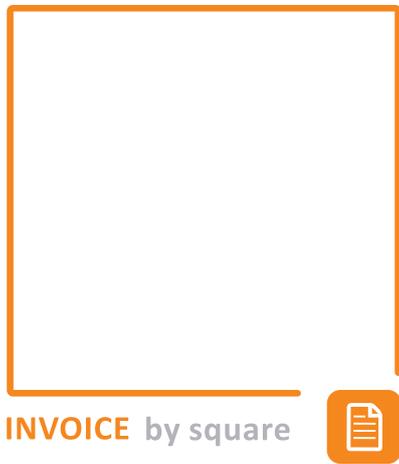


by square

by square
LOGO MANUAL
1.0.4

basic logo for print devices



permitted color variations

 # FAB65B
R:250 G:182 B:91
C:1 M:32 Y:74 K:0

 # F5871F
R:245 G:135 B:31
C:0 M:57 Y:100 K:0



INVOICE by square 



INVOICE by square 

 # 5F6062
R:95 G:96 B:98
C:0 M:0 Y:0 K:77

 # 000000
R:0 G:0 B:0
C:0 M:0 Y:0 K:100



INVOICE by square 



INVOICE by square 

permitted color variations



A1C7E9
R:161 G:199 B:233
C:35 M:12 Y:0 K:0



6FA4D7
R:111 G:164 B:215
C:56 M:25 Y:0 K:0



PAY by square 



PAY by square 



5F6062
R:95 G:96 B:98
C:0 M:0 Y:0 K:77



000000
R:0 G:0 B:0
C:0 M:0 Y:0 K:100



PAY by square 



PAY by square 

permitted vertical logo rotations



PAY by square 



PAY by square 



PAY by square 



PAY by square 



INVOICE by square 



INVOICE by square 



INVOICE by square 



INVOICE by square 



PAY by square 



PAY by square 



PAY by square 



PAY by square 



INVOICE by square 



INVOICE by square 



INVOICE by square 



INVOICE by square 

permitted horizontal logo rotations



basic logo for electronic devices

INVOICE by square



PAY by square



permitted color variations

 # FAB65B
R:250 G:182 B:91
C:1 M:32 Y:74 K:0

 # F5871F
R:245 G:135 B:31
C:0 M:57 Y:100 K:0



INVOICE by square 



INVOICE by square 

 # 5F6062
R:95 G:96 B:98
C:0 M:0 Y:0 K:77

 # 000000
R:0 G:0 B:0
C:0 M:0 Y:0 K:100



INVOICE by square 



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permitted color variations



A1C7E9
R:161 G:199 B:233
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R:111 G:164 B:215
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PAY by square 



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R:95 G:96 B:98
C:0 M:0 Y:0 K:77



000000
R:0 G:0 B:0
C:0 M:0 Y:0 K:100



PAY by square 



PAY by square 

permitted vertical logo rotations

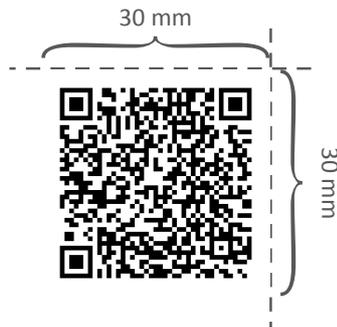


permitted horizontal logo rotations

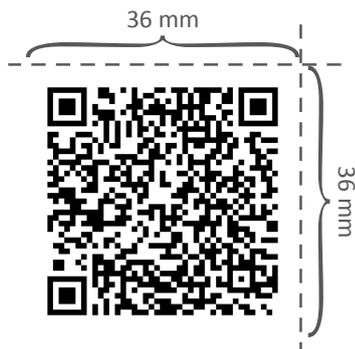


QR code size for print

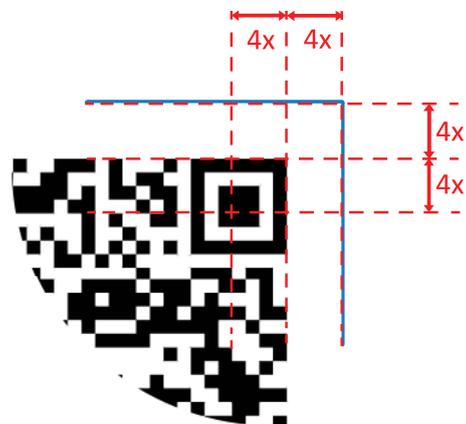
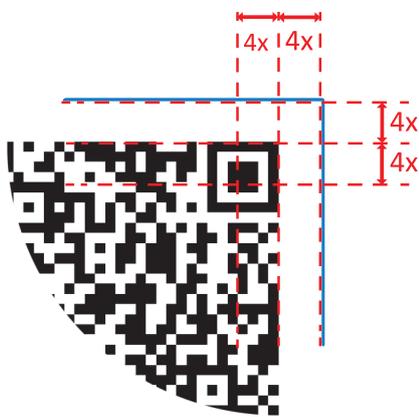
minimum size



recommended size



correct QR code position



quiet area = 4 basic squares

restricted use of logo

Changes in composition of logo, that is editing of shapes or colors, separations of individual elements, etc. are not permitted.

Deformations, e.g. horizontal or vertical skew, change of proportions, etc. are not permitted.

Application of software effects, e.g. shading, texture mapping, 3D simulation, blur, etc. are not permitted.