# GameArt

LOGO DESIGN
PRESENTATION

Dalaal
& y Group

DESIGNED BY
MORTEZA ZAFARY

## WHAT YOU WANTED

THE MOST IMPORTANT PARTS OF **THE BRIEF**

.CONCEPTUAL RELATIONSHIP
.BRELLIANT
.GAMING MEDIC
.MODERN BASE

## OUR SOLUTION

WHAT WE THINK IS THE BEST

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## HOW DID WE GET IT?

WHAT IS ANY PARTS OF THE LOGO?

LET'S EXPLAIN

.WHAT IS A GAME?
.WHAT IS THE ART OF GAMING?

THE GAME IS A FUN PROCESS
THAT THE MORE SUCCESSFUL THE GAME,
**THE MORE REPETITION IT PLAYS**
IT CAN EVEN BE AN **ADDICTIVE** PROCESS

SO WE HAVE OUR BRAND WITH THE COCEPT:

**GAME ART**
(THE ART OF GAMING

***The Art Can be to Immerse You In It***

## LIKE A BLACK HOLE

THAT PULLING EVERYTHING
TOWARDS ITSELF

## NOW OUR LOGO

WHAT DO WE HAVE IN IT?

ITS MISSION IS
TO TELL **THE CONCEPT OF COMPANY**
**ATTRACT OTHERS**
**DROWNING OTHERS IN ONESELF**
**.LIKE A BLACK HOLE**

## .THE LOGO CONCEPT

TECHNOLOGY

BEING ATTRACTIVE

## .GEOMETRIC LOGO

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## .COLOR PALETTE

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#0120AE #0054DC #FF5400

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## .OUR LOGO IN USE

.THANKS
FOR WATCHING
.HOPE YOU ENJOY




.DALOOT GROUP
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