

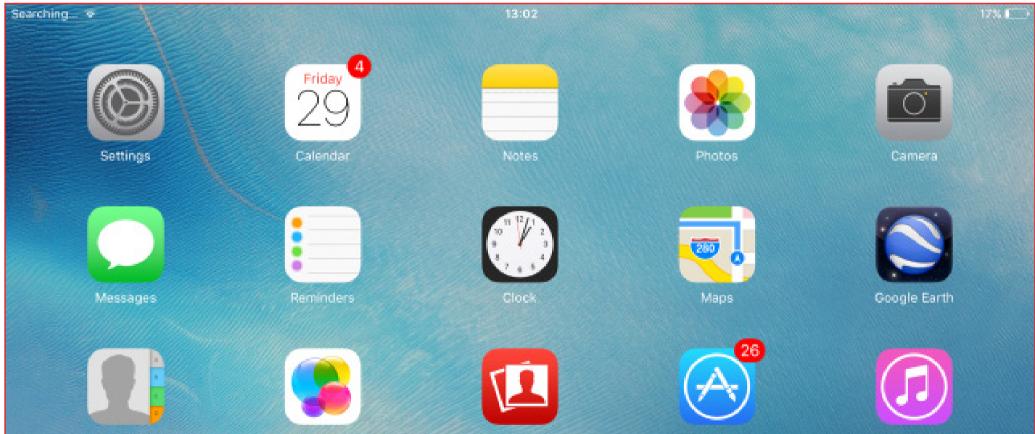




### **NEW TEMPLATE** (examples to illustrate structure and are not live tiles)



#### Placed on a iPad homescreen

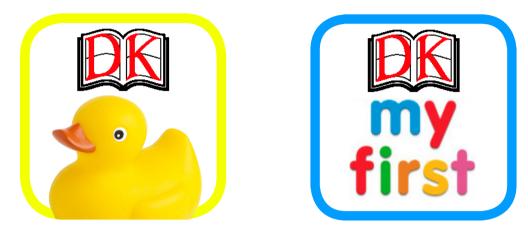


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# **NEW TILE TEMPLATE** (examples to illustrate structure and are not live tiles)

# Simple cut-outs / images / logotypes

- > DK Logo size / position is consistent
- > Use simple, graphic, clear images with shadows as appropriate
- > Images can bleed-off to sides and bottom
- > Any logo / image overlap needs careful consideration





### 'Full-bleed' images or squared-up backgrounds

- > DK Logo size / position is consistent
- > Images may breakout into the border area

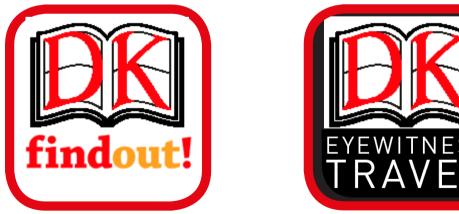


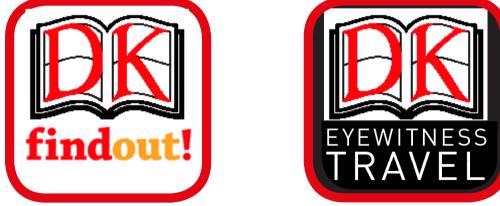




### 'Sub brands' using an existing logo lock-up

> DK logo may be used bigger if part of an existing lock-up and sub-brand





### **DK red in RGB**

Always specify anything in DK red using the correct RGB values. These are:

- R 227
- G 6
- B 19

#### NOTE: It is generally preferable to avoid text inside tile itself as labels always appear beneath on-screen.

# **NEW TEMPLATE APPLICATIONS**

Use the Photoshop template **DK\_app\_tile\_template.psd**, available on **www.dkhandbook.com**, to create versions for different uses. Final processing of your app tile psd to generate PNG assets should be carried out by your digital producer using the relevant photoshop action.

# iOS tile

 Tile supplied as a square and outer rounded mask is applied by Apple



## Android tile

 DK applies a rounded mask (unlike Apple, Google does not do this)



### Marketing tile

> Drop shadow is applied by template

