

Technological University of the Shannon: Midlands Midwest

Brand Guidelines

1a. Water

1b. Bridge

1c. Story

1d. Students

1e. Values

1f. Tone of Voice

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

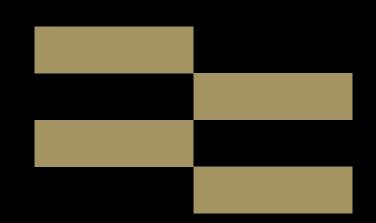
08. Photography

09. Motion

10. Application

The Water – The Shannon has always been a vital resource for the Midlands and the Midwest region. In Irish mythology, Connla's well, the mythical source of the River Shannon is referred to as the "The Well of Knowledge" and the river serves as an ancient route for knowledge sharing.

The Shannon as a resource has allowed communities to develop, flourish and connect. Just as the waters flow freely through our communities, The Technological University serves as a resource for the people living in these regions and beyond.



1a. Water

1b. Bridge

1c. Story

1d. Students

1e. Values

1f. Tone of Voice

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

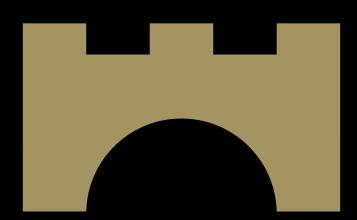
08. Photography

09. Motion

10. Application

The Bridge – Bridges connect, they connect communities on both sides of a river to each other, they connect regions to the rest of the country and the world. Education as a bridge provides learners with opportunities for self-development, to succeed, to drive change.

Bridges are a symbol of accessibility and inclusion, they show what's possible when we work together.



1a. Water

1b. Bridge

1c. Story

1d. Students

1e. Values

1f. Tone of Voice

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

The TUS Story

The Technological University of the Shannon is home to over 14,000 students across six campuses in Athlone, Moylish, Limerick School of Art and Design, Thurles, Clonmel, and Ennis. At the heart of each of those campuses is a dynamic, close-knit community of learners.

Transcending geography, TUS is Ireland's first cross-regional university. The new networked university is linked by the River Shannon and borders almost half of Ireland's 26 counties, providing unprecedented levels of access to higher education. This is a transformative change for accessibility and one that we are proud to lead.

1a. Water

1b. Bridge

1c. Story

1d. Students

1e. Values

1f. Tone of Voice

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

Students at TUS

Students of TUS, will gain invaluable knowledge and expertise through industry-relevant placements and live projects, ensuring their qualification is relevant now and into the future. This emphasis on applied learning, a key characteristic of TUS and means that learners will be career ready.

TUS is also a member of the RUN-EU network, which provides students with opportunities to study abroad at partner universities across Europe and provides researchers with opportunities to collaborate at a European scale.

- 1a. Water
- 1b. Bridge
- 1c. Story
- 1d. Students

1e. Values

- 1f. Tone of Voice
- 02. Logo
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Our Values

1. Inclusive

We embrace diversity as a key strength where everyone is included and has an equal opportunity to progress and achieve.

2. Supportive

We care about our people and their well-being, and we maintain a student-centred ethos in all we do.

3. Ambitious

We set high standards and are courageous in our actions to deliver impact and achieve our potential.

4. Innovative

We are forward-looking and encourage creativity and exploration that fosters unique ideas and inspires transformative change.

5. Sustainable

We are thought leaders and adopt a whole of institution approach to the challenges of sustainable development.

6. Collaborative

We are open, connected and engaged in bringing people together to develop, co-create and share knowledge for the benefit of our region and beyond.

1a. Water

1b. Bridge

1c. Story

1d. Students

1e. Values

1f. Tone of Voice

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

Tone of Voice - Overview

The way we speak, our voice, covers the entire remit of our communications; from emails to social media posts and editorial publications to national campaigns, our voice should be unified. The tone we use will vary depending on the medium used, the audience in mind, and the purpose of the message, though our communications should always be informed by our values.

These guidelines can be used to align and inform the manner in which we communicate with our audience.

- 1a. Water
- 1b. Bridge
- 1c. Story
- 1d. Students
- 1e. Values

1f. Tone of Voice

- 02. Logo
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Tone of Voice - Characteristics

This Characteristics guide is for anyone that represents TUS. The intention of the guide is to foster a consistent tone in order to bring cohesiveness to how TUS is represented across all channels, physical and digital. It's our operational etiquette.

1. Conscientious

We are responsible, considered and engaged. We understand there are many challenges in our region and the wider world from inequality to the climate crisis.

We understand that these challenges have impacts on our learners, our partners and our community.

We also understand our responsibility in facing up to and providing solutions to these challenges. As a Technological University, we are well-positioned to provide solutions to many of these challenges.

When talking on serious topics, be empathic and human, be considerate and share your informed understanding of the issue.

2. Passionate

We are passionate, committed and hardworking. We understand that new knowledge and innovation can only be created in an environment where dedication and passion are fostered.

Engage your audiences by showing them behind the scenes, Share your progress of work, and its potential impact, Share your passion for what you are doing.

When speaking to specific audiences, get into the details! Use your shared language (the lingo) to connect. When speaking to general audiences, share stories of the hard work, participation, effort and results.

Be confident, share your enthusiasm, share your excitement for what you do.

Passion is infectious.

- 1a. Water
- 1b. Bridge
- 1c. Story
- 1d. Students
- 1e. Values

1f. Tone of Voice

- 02. Logo
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Tone of Voice - Characteristics

3. Playful

We are playful, explorative and inquisitive. We understand that creativity, innovation and learning thrive in playful environments. We foster playfulness in our teaching and learning, and we want to express this in our communications.

Play with words, play with imagery, play with vernacular to build a kinship with the audience. In less formal situations it's okay to be casual.

But remember, we are always polite and respectful.

4. Knowledgeable

We are experts at what we do. We are informed.

Use your expert knowledge in various subjects to creatively reframe subject matters to provide insight and demonstrate our questioning approach. Engage audiences and explore imaginative ways to deliver your message and draw your audience into your topic. Avoid clichéd representations of topics.

To be knowledgeable is to be informed, engaged and proficient. We welcome conversation, interactions and discussion.

1a. Water

1b. Bridge

1c. Story

1d. Students

1e. Values

1f. Tone of Voice

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

Tone of Voice - Characteristics

1. Conscientious

People will hear:

Purposeful, considered and transparent language.

People will feel:

Clarity, confident and informed.

2. Passionate

People will hear:

Human stories, community engagement and pride in our people and our work.

People will feel:

Excited, engaged and inspired.

3. Playful

People will hear:

Bold, unexpected and innovative perspectives that embrace experimentation and play in the process of work.

People will feel:

Empowered and thoughtful.

4. Knowledgeable

People will hear:

Insightful, approachable and inclusive space for discussion.

People will feel:

Authentic space to engage, learn and contribute.

- 1a. Water
- 1b. Bridge
- 1c. Story
- 1d. Students
- 1e. Values

1f. Tone of Voice

- 02. Logo
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography

When we need to

and precision it is

our language.

communicate specific

messages with clarity

important that our tone

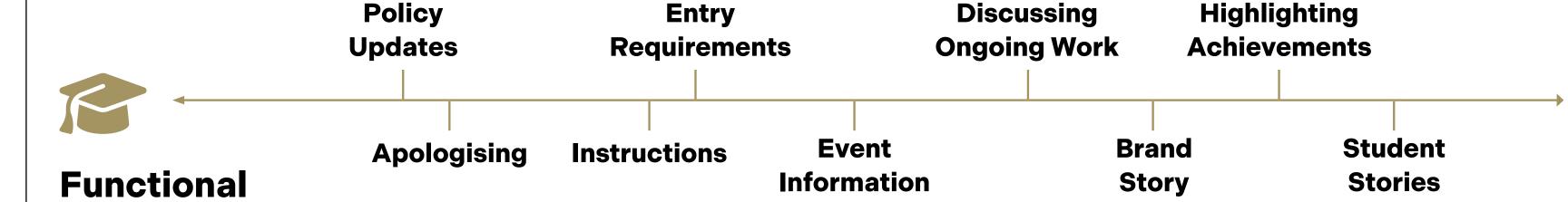
is guided by a functional

purpose, in which we are

direct and appropriate in

- 08. Photography
- 09. Motion
- 10. Application

Tone of Voice - Tonal Range





Emotional

It is important to be able to communicate with emotion and passion where appropriate. We should be encouraging and celebrating our communities in order to demonstrate that they are an important part of the TUS story.

- 1a. Water
- 1b. Bridge
- 1c. Story
- 1d. Students
- 1e. Values

1f. Tone of Voice

- 02. Logo
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Tone of Voice - Dos and Don'ts



Use language that is inclusive and encompasses the TUS Community.

Our Engineering department have been selected to display their groundbreaking work as part of a prestigious European Conference. We wish them luck and we will be cheering them on over the course of the event!

Keep sentence structure clear and concise with emphasis on impactful messaging.

All are invited TUS Thurles Open Day, to explore groundbreaking developments happening at our state-of-the-art campus.

Use active language and take ownership of your messaging.

We have decided to close all TUS campuses tomorrow due to severe weather conditions predicted for the remainder of this week. We have made this decision for the safety of our students and staff and we will notify everyone, via email, when campuses will reopen.



Avoid speaking in technical terms or jargon that our target audience will not understand.

Students from TUS have successfully submitted their research on Digital Audio Source Localisation to the RMTTI Conference in Hamburg. They will be exhibiting poster research throughout the weekend.

Avoid using overly playful language, excessive descriptors, forced humour, hyperbole or grammatically incorrect punctuation.

Open your mind to TUS Thurles Open Day, where unexpectedly mind-bending work can be found in every corner of our gigantic facility. This is shaping up to be a day you will never forget!!!

Avoid using passive language and vague promises.

A decision has been made to close all TUS campuses tomorrow due to severe weather conditions predicted for the following few days. This decision has been made for the safety of students and staff. A notification will be sent when campuses will reopen.

- 1a. Water
- 1b. Bridge
- 1c. Story
- 1d. Students
- 1e. Values

1f. Tone of Voice

- 02. Logo
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Tone of Voice - Grammar Guide



Use sentence-case, with the exception of short headlines, where title-case can be used.

Short Headline: Building a Sustainable Future

Long Headline: How Ireland can lead the way in developing a more

sustainable future

Use emojis should be used to support messaging and create emphasis.

We love to see the exciting work on display at TUS Limerick School of Art and Design

Use European/UK English spelling.

We are delighted to announce that design researchers at TUS have published a catalogue of The History of Colour in Fashion Design.

Use TUS when speaking of our institution in informal messaging.

The sun is out and we are delighted to welcome students back to TUS campuses across the country.



Avoid using all-caps in any headlines and title-case in long headlines.

Short Headline: **BUILDING A SUSTAINABLE FUTURE**

Long Headline: How Ireland can Lead the way in Developing a More

Sustainable Future

Do not use emojis in lieu of messaging, this may compromise accessibility.

to see the exciting work on display at TUS Limerick School of Art and Design

Avoid using American English spelling, or regional colloquialisms.

Howarya, design researchers has published a catalog of The History of Color in Fashion Design.

Avoid using the full name of our institution in informal messaging. Reserve the full title for formal announcements.

The sun is out and we are delighted to welcome students back to the Technological University of the Shannon campuses across the country.

02. Logo

- 2a. Primary
- 2b. Alternative
- 2c. Stacked
- 2d. Formal
- 2e. Emblem
- 2f. Faculty
- 2g. Reverse
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

02. Logo

02. Logo

2a. Primary

2b. Alternative

2c. Stacked

2d. Formal

2e. Emblem

2f. Faculty

2g. Reverse

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

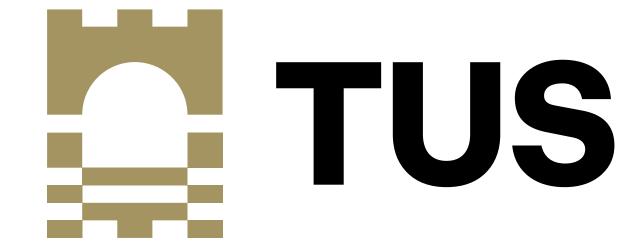
10. Application

Logo

Primary

This is our Primary logo. This should be used in casual and everyday communication.

There is an English language and Irish language version available for use.



02. Logo

2a. Primary**2b. Alternative**

2c. Stacked

2d. Formal

2e. Emblem

2f. Faculty

2g. Reverse

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

Logo

Alternative

This is our secondary logo.
This should be used when
our region and placemaking
need to be highlighted.



02. Logo

- 2a. Primary
- 2b. Alternative

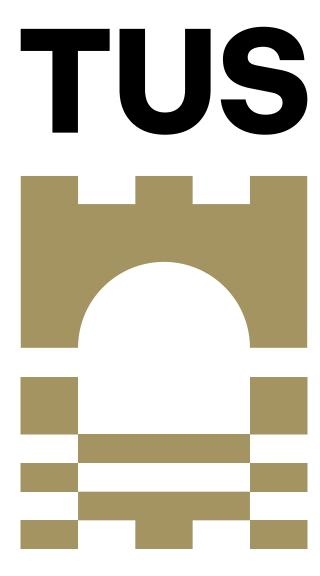
2c. Stacked

- 2d. Formal
- 2e. Emblem
- 2f. Faculty
- 2g. Reverse
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Logo

Stacked

This is our stacked logo, to be used when horizontal space is limited.



02. Logo

- 2a. Primary
- 2b. Alternative
- 2c. Stacked

2d. Formal

- 2e. Emblem
- 2f. Faculty
- 2g. Reverse03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Logo

Formal

This is the version of our logo for use in formal settings. It includes the full title in English and Irish.



TUS

Ollscoil Teicneolaíochta na Sionainne: Lár Tíre, An tlarthar Láir

Technological University of the Shannon: Midlands Midwest

02. Logo

- 2a. Primary
- 2b. Alternative
- 2c. Stacked
- 2d. Formal
- 2e. Emblem
- 2f. Faculty
- 03. Typography

2g. Reverse

- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Logo Emblem

This is our emblem. This can be used in a context in which the brand is already implied.



02. Logo

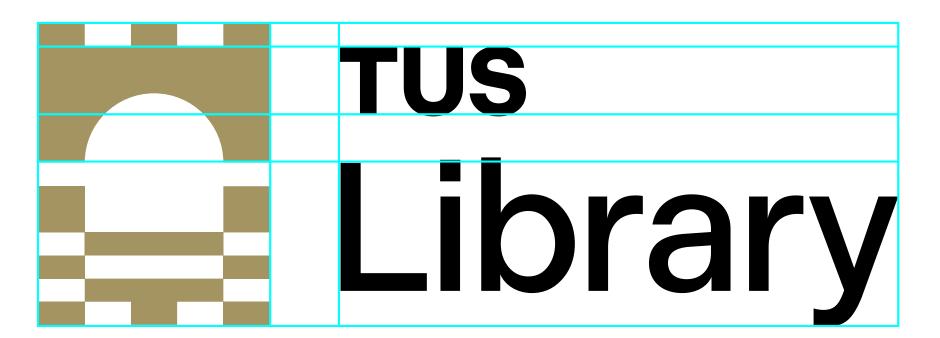
2a. Primary

- 2b. Alternative
- 2c. Stacked
- 2d. Formal
- 2e. Emblem

2f. Faculty

- 2g. Reverse
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

LogoFaculty - One Line





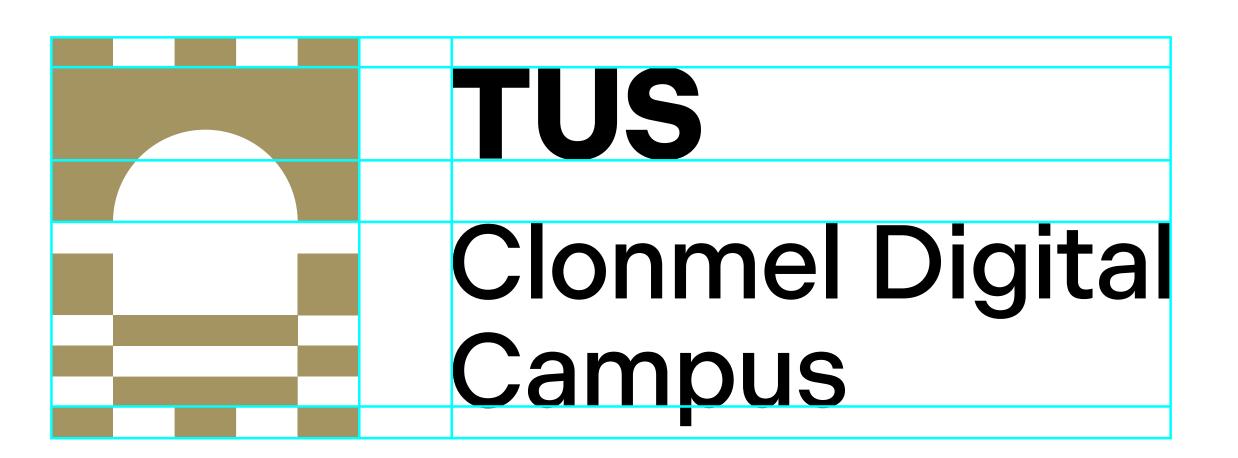
02. Logo

- 2a. Primary
- 2b. Alternative
- 2c. Stacked
- 2d. Formal
- 2e. Emblem
- 2f. Faculty
- 2g. Reverse

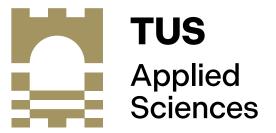
03. Typography

- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

LogoFaculty - Two Lines







02. Logo

- 2a. Primary
- 2b. Alternative
- 2c. Stacked
- 2d. Formal
- 2e. Emblem

2f. Faculty

- 2g. Reverse
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Logo

Faculty - Three Lines +

*Department titles will emerge from a strategic plan that will be developed post commencement.

These logos are for illustrative purposes only. Department logos will be released after the strategic plan has been finalised.







02. Logo

- 2a. Primary2b. Alternative
- 2c. Stacked
- 2d. Formal
- 2e. Emblem
- 2f. Faculty
- 2g. Reverse
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

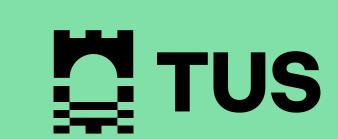
Logo

Reverse

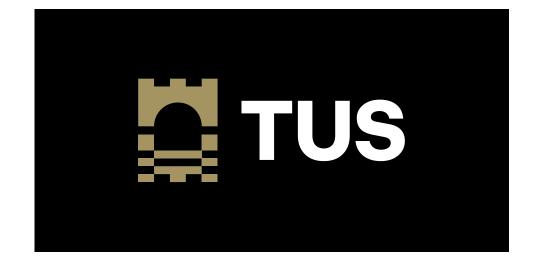
When using a primary colour background, a two tone version of our logo can be used.

When using a secondary colour background, revert to a monotone version of the logo to preserve legibility and visual impact.



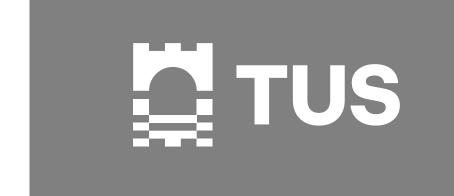






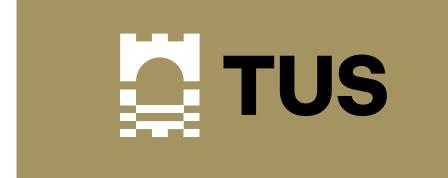




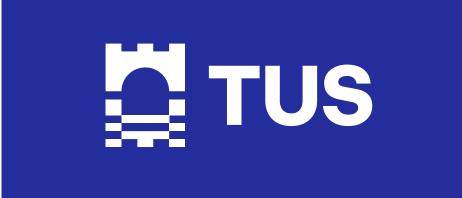












- 01. Introduction
- 02. Logo

03. Typography

- 3a. Primary
- 3b. Secondary
- 3c. Campaign
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

03. Typography

02. Logo

03. Typography

3a. Primary

3b. Secondary 3c. Campaign

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

Typography

Primary

Public Sans is our primary opensource typeface.

This can be used for impactful headlines and still retain legibility at smaller sizes.

Public Sans is available to download at **fonts.google.com**

Public Sans

AaBbCc

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 0123456789

AaBbCc

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 0123456789

AaBbCc

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 0123456789

AaBbCc

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 0123456789

AaBbCc

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 0123456789

02. Logo

03. Typography

3a. Primary3b. Secondary3c. Campaign

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

Typography

Secondary

Newsreader is our secondary typeface. It is an open source, serif typeface with a large font family. It is most suited to long-form body copy, where readability and legibility at smaller scales is imperative.

Newsreader is available to download at **fonts.google.com**

Newsreader

AaBbCc

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 0123456789

AaBbCc

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 0123456789

AaBbCc

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 0123456789

AaBbCc

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 0123456789

02. Logo

03. Typography

3a. Primary3b. Secondary3c. Campaign

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

Typography

Campaign

Indivisible is our campaign brand typeface for official communications. It is a sans-serif typeface with a large font family.

This can be used for impactful headlines and still retain legibility at smaller sizes.

It is a licensed font available to buy from processtypefoundry.com/ fonts/indivisible/

Indivisible

AaBbCc

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 0123456789

- 01. Introduction
- 02. Logo
- 03. Typography

04. Colour

- 4a. Gold
- 4b. Primary
- 4c. Secondary
- 4d. Hierarchy
- 4e. Rules
- 4f. Examples
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

04. Colour

02. Logo

03. Typography

04. Colour

4a. Gold

4b. Primary4c. Secondary

4d. Hierarchy

4e. Rules

4f. Examples

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

Colour

Gold as punctuation

Gold is a core brand colour, chosen to be a distinct differentiator from other educational institutions and as a signifier of excellence.

Gold appears and behaves in a multitude of ways depending on the printing/manufacturing methodology and even the type of paper or material used.

When handling our brand, gold should be utilised as a punctuation colour, as a standout element on any piece of communication.
Gold should not be over-used and respect should be paid to the method of printing or manufacturing used.



Metal environmental display



Foil leaf



Metallic ink CMYK print



02. Logo

03. Typography

04. Colour

4a. Gold

4b. Primary

4c. Secondary 4d. Hierarchy

4e. Rules

4f. Examples

Colour

Lead

This is our lead palette. These colours are core to developing our brand recognition.

Gold	Black	80%	60%	40%	20%	10%	White
Pantone 871 (Metallic Ink)	Pantone Black						Pantone 000
R:163 G:148 B:97	R:0 G:0 B:0						R:255 G:255 B:255
#a39461	#00000						#ffffff
C:13 M:19 Y:62 K:28 (Pantone 4515CP)	C:0 M:0 Y:0 K:100						C:0 M:0 Y:0 K:0

02. Logo

03. Typography

04. Colour

4a. Gold 4b. Primary

4c. Secondary

4d. Hierarchy

4e. Rules

4f. Examples

Colour

Support

This is our support palette, to be used in conjunction with our lead palette.

Sky Blue	Salmon Pink	Electric Yellow	Sea Foam Green	Moss Green	Estuary Red	Pier Purple	River Blue
Pantone 277	Pantone 2365	Pantone 379	Pantone 353	Pantone 561	Pantone 1805	Pantone 526	Pantone 2736
R:175 G:210 B:240	R:240 G:190 B:230	R:225 G:235 B:115	R:128 G:224 B:167	R:13 G:110 B:82	R:175 G:39 B:47	R:112 G:47 B:138	R:35 G:45 B:155
#AFD2F0	#F0BEE6	#E1EB73	#80E0A7	#00594C	#AF272F	#702F8A	#232D9B
C:32 M:8 Y:0 K:0	C:3 M:29 Y:0 K:0	C:18 M:0 Y:65 K:0	C:42 M:0 Y:44 K:0	C:91 M:13 Y:60 K:53	C:0 M:97 Y:78 K:22	C:66 M:100 Y:0 K:0	C:100 M:90 Y:0 K:2

02. Logo

03. Typography

04. Colour

4a. Gold

4b. Primary

4c. Secondary
4d. Hierarchy

4e. Rules

4f. Examples

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

Colour

Hierarchy

This colour wheel demonstrates how our colour should be used. Emphasis should be placed on the use of primary colours.

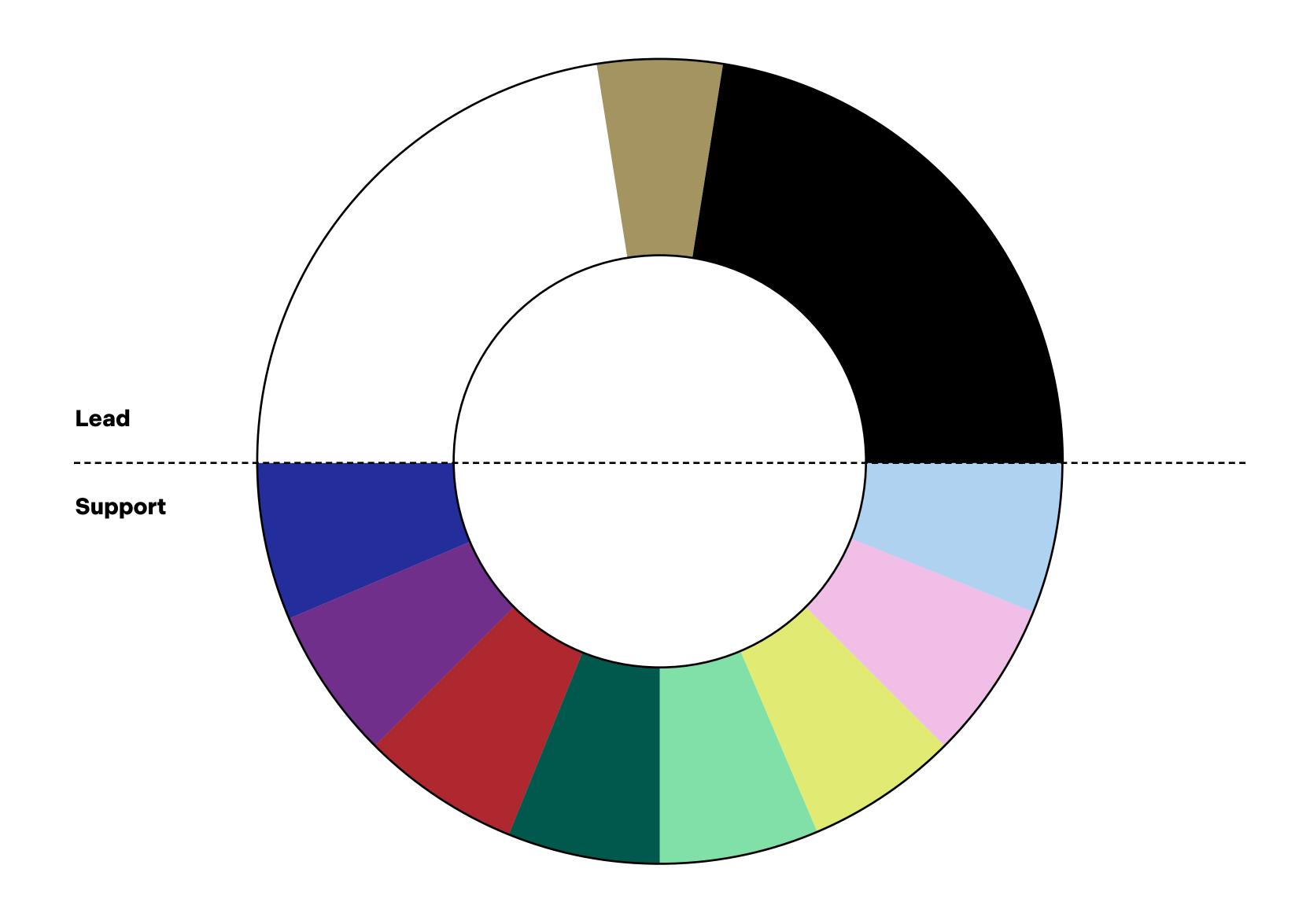
Gold is our punctuation colour and should be used with consideration.

Lead Colours

Instances where audiences will first interact with our brand should use our primary colours. This includes signage, editorial covers, OOH, in print, digital adverts and website landing pages.

Support Colours

Once our brand has been communicated to audiences we may use our secondary colour palette to allow for variety and flexibility in our communications. This includes internal editorial pages, internal website pages, motion graphics and animated digital adverts.



02. Logo

03. Typography

04. Colour

4a. Gold

4b. Primary

4c. Secondary

4d. Hierarchy 4e. Rules

4f. Examples

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

Colour

Hierarchy









Signage Outdoor Flags Out of Home

Editorial Covers

Lead

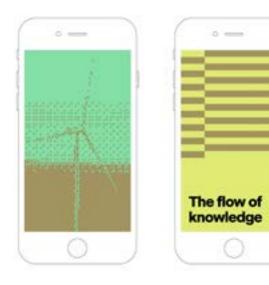
Support







Internal Editorial Pages



Motion Design



Social Media

02. Logo

03. Typography

04. Colour

4a. Gold

4b. Primary

4c. Secondary

4d. Hierarchy

4e. Rules

4f. Examples

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

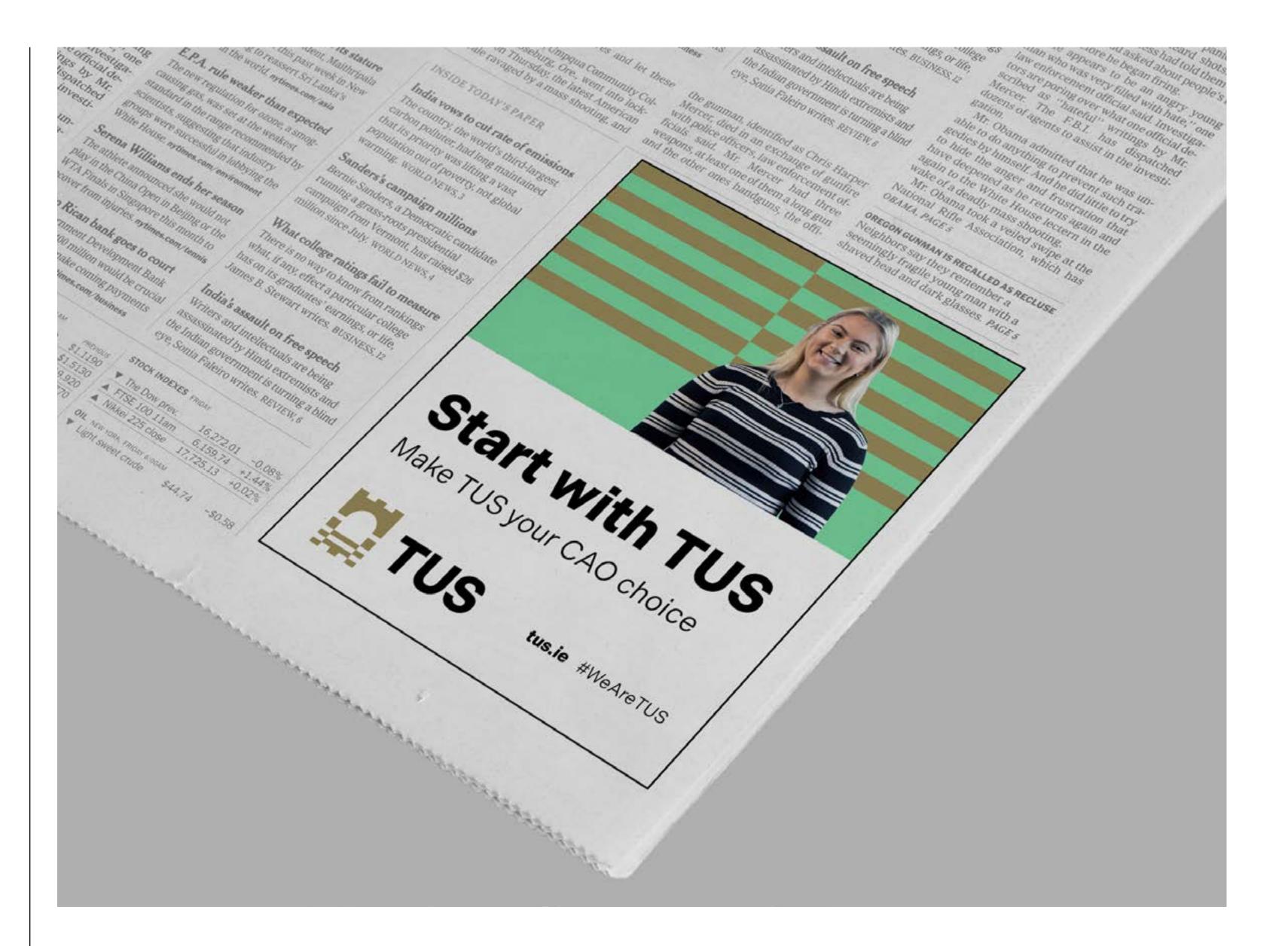
Colour

Hierarchy

In lead communications, black or white should be the preferred colour to use in our designs.

Exceptions can be made where this is not practical, such as on newspaper adverts, where heavy black coverage is discouraged due to the lightweight nature of the paper and where white could be confused as editorial content.

In these highly specific instances we can prominently use our secondary colours.
Our logo must always be used against black or white for lead communications like these.

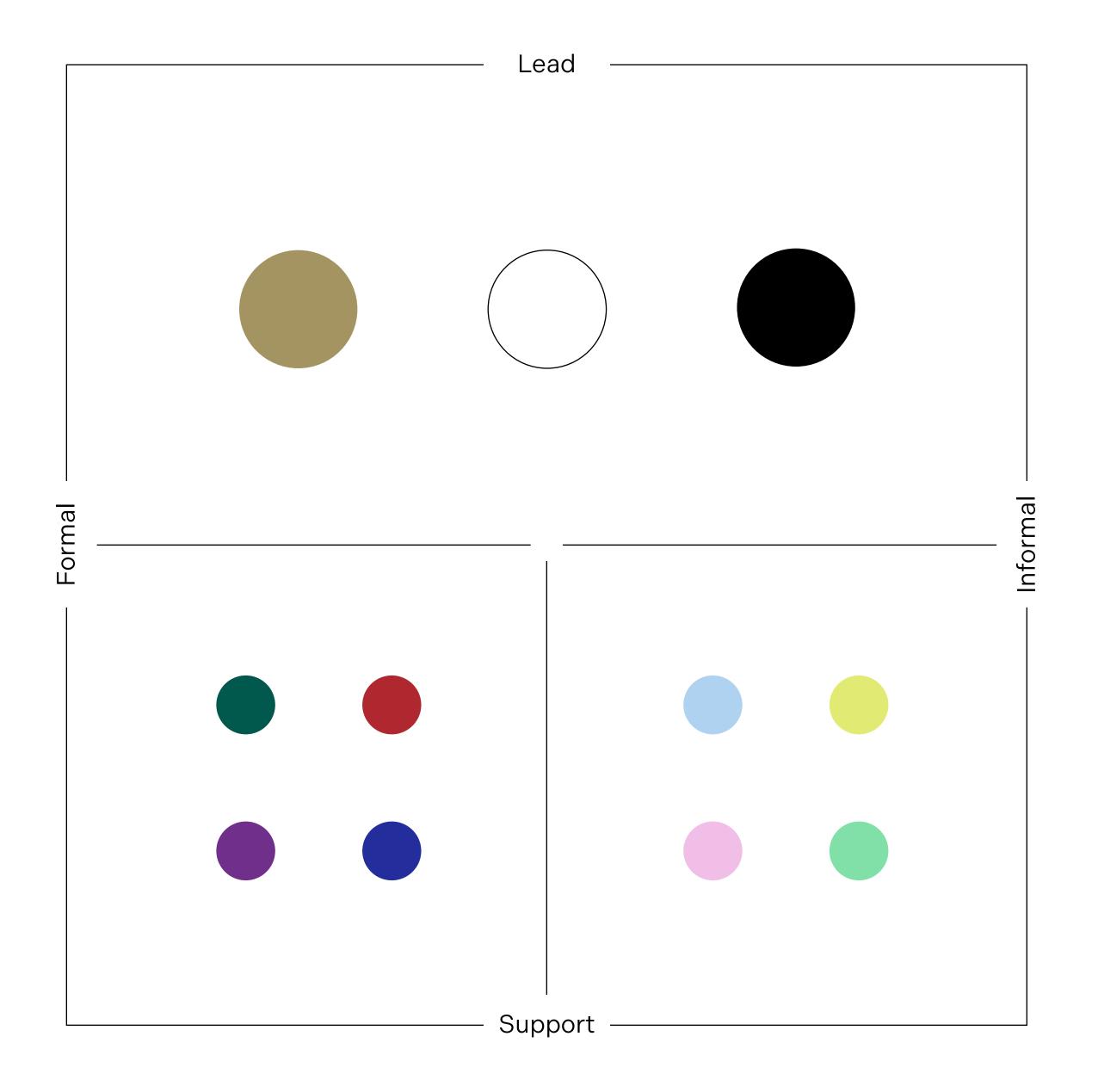


- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour
- 4a. Gold
- 4b. Primary
- 4c. Secondary
- 4d. Hierarchy
- 4e. Rules
- 4f. Examples
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Colour

Hierarchy

This chart can be used to quickly understand how and where our lead and support colours can be used in application.



02. Logo

03. Typography

04. Colour

4a. Gold

4b. Primary

4c. Secondary

4d. Hierarchy

4e. Rules

4f. Examples

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

Colour

Rules

Colour Combinations - When determining colours for use, the three primary colours should be the most frequent in use.

Additionally, a single colour from the secondary palette can be used in conjunction with the primary palette.

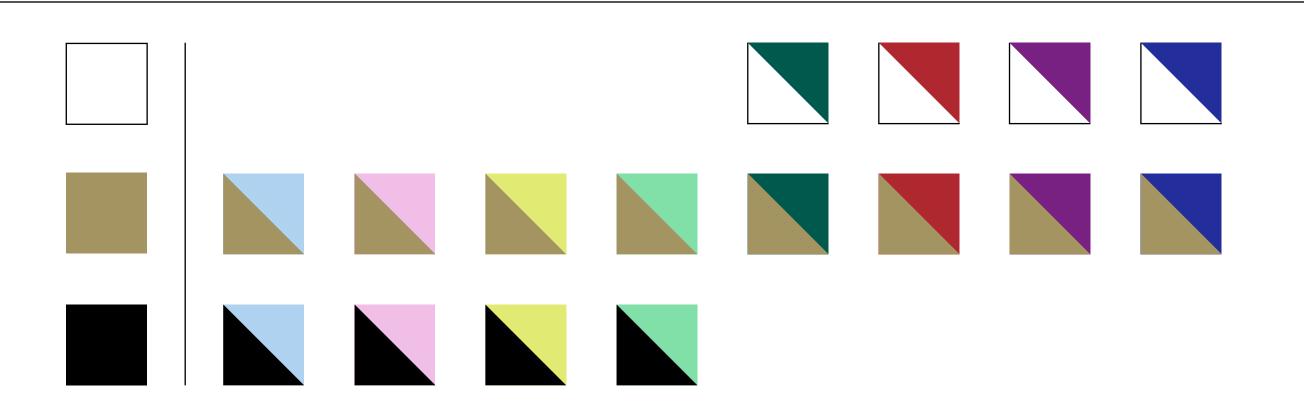
Multiple secondary colours should never be used together in any piece of communication.

Three primary colours + one secondary colour





Contrast - When combining our primary and secondary colour palette, high contrast colour combinations should be used to preserve legibility.



- 01. Introduction
- 02. Logo
- 03. Typography

04. Colour

- 4a. Gold
- 4b. Primary
- 4c. Secondary
- 4d. Hierarchy
- 4e. Rules
- 4f. Examples
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Colour

Rules

Typography - Typography can be displayed using our primary and secondary colours.

Multiple secondary colours should not be combined and low contrast colour combinations should not be used as this can negatively impact readability and legibility.

















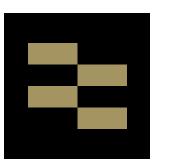


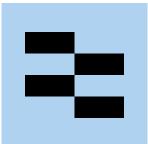


Pattern - Our pattern should only be displayed using our primary palette, with preference for gold.

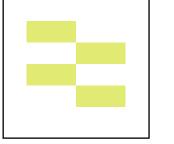
Our pattern should not be displayed using our secondary palette.



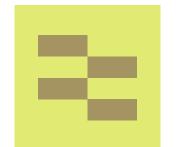




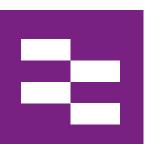




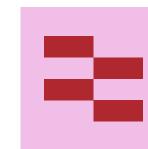












- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour
- 4a. Gold
- 4b. Primary
- 4c. Secondary
- 4d. Hierarchy
- 4e. Rules
- 4f. Examples
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

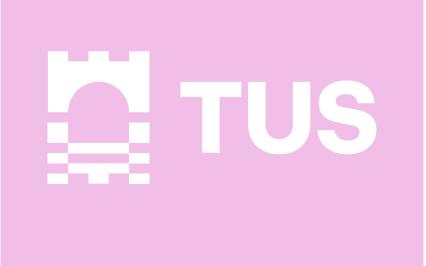
Colour

Rules

Colour misuse can negatively affect our brand, so due care should be taken when handling our colours. Here are a few examples of how our colours should not be used.

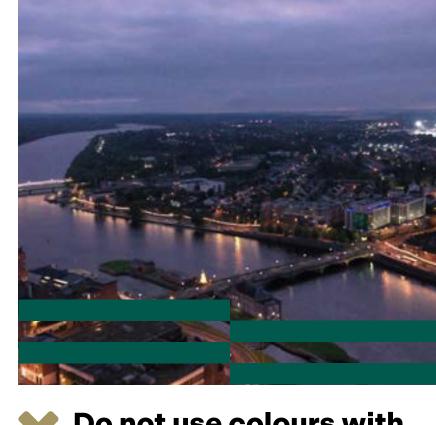


Do not use multiple secondary colours together



Do not use low contrast colour combinations

- Faculty of Sciences and Technology
- Faculty of Business and Humanities
- Faculty of Engineering and Built Environment
- Do not use secondary colours to differentiate departments

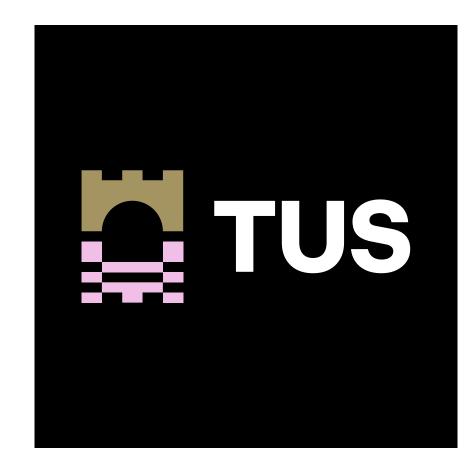


Do not use colours with imagery that cause legibility issues



Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos

Do not overuse gold in any communications



Do not use multiple colours in our logo

02. Logo

03. Typography

04. Colour

4a. Gold

4b. Primary

4c. Secondary

4d. Hierarchy

4e. Rules

4f. Examples

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

Colour

Example Use

Vendendusam aut dolo max men delluptatia

Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos

Vendendusam aut dolo max men delluptatia

Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos

Vendendusam aut dolo max men delluptatia

Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos

Vendendusam aut dolo max men delluptatia

Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos

Vendendusam aut dolo max men delluptatia

Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos

Vendendusam aut dolo max men delluptatia

Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos

Vendendusam aut dolo max men delluptatia

Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos

Vendendusam aut dolo max men delluptatia

Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos

- 01. Introduction
- 02. Logo
- 03. Typography

04. Colour

- 4a. Gold
- 4b. Primary
- 4c. Secondary
- 4d. Hierarchy
- 4e. Rules

4f. Examples

- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Colour

Example Use

Venden dusam aut dolo max



Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos

Venden dusam aut dolo max

__

Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos

Venden dusam aut dolo max



Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos

Venden dusam aut dolo max



Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos

Venden dusam aut dolo max



Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos

Venden dusam aut dolo max



Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos

Venden dusam aut dolo max



Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos

Venden dusam aut dolo max



Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos

- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour
- 4a. Gold
- 4b. Primary
- 4c. Secondary
- 4d. Hierarchy
- 4e. Rules
- 4f. Examples
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Colour

Example Use



Venden dusam aut dolo max

Venden dusam aut dolo max

Venden dusam aut dolo max

- 01. Introduction
- 02. Logo
- 03. Typography

04. Colour

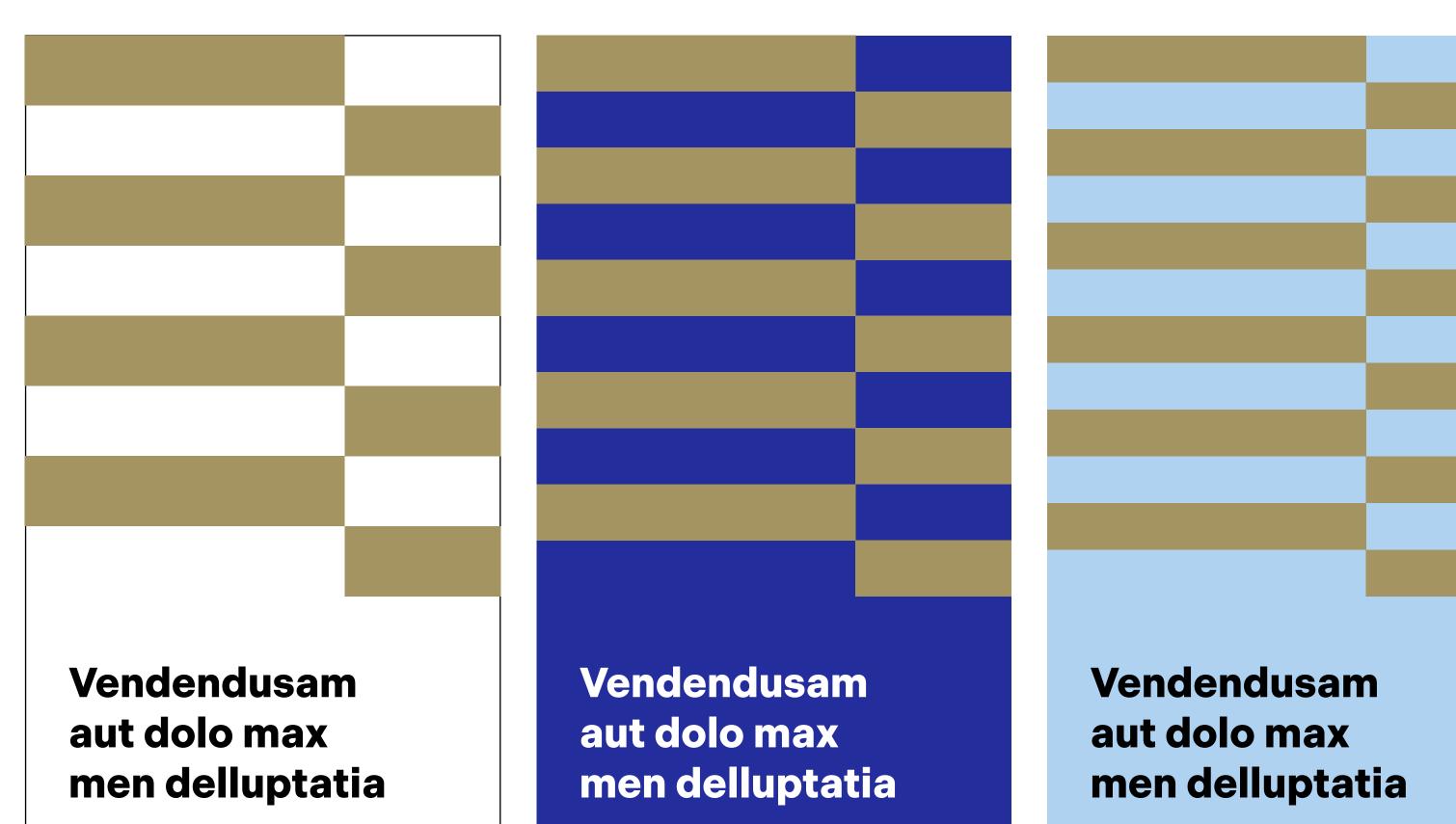
- 4a. Gold
- 4b. Primary
- 4c. Secondary
- 4d. Hierarchy
- 4e. Rules

4f. Examples

- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Colour

Example Use



dendusam
dolo max
n delluptatia

Vendendusam
aut dolo max
men delluptatia

- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour
- 4a. Gold
- 4b. Primary
- 4c. Secondary
- 4d. Hierarchy
- 4e. Rules
- 4f. Examples
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Colour

Example Use









Technological University of the Shannon Brand Guidelines

- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour
- 4a. Gold
- 4b. Primary
- 4c. Secondary
- 4d. Hierarchy
- 4e. Rules
- 4f. Examples
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Colour

Example Use



Vendendusam aut dolo max men delluptatia



Vendendusam aut dolo max men delluptatia



Vendendusam aut dolo max men delluptatia



- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour

05. Pattern

- 5a. Pattern
- 5b. Structure
- 5c. Rules
- 5d. Divider
- 5e. Prominence
- 5f. Photography
- 5g. Modulation
- 5h. Examples
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

05. Pattern

- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour

05. Pattern

5a. Pattern

- 5b. Structure
- 5c. Rules
- 5d. Divider
- 5e. Prominence
- 5f. Photography
- 5g. Modulation
- 5h. Examples
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Pattern

Our pattern is representative of the flow of the Shannon, and the flow of information at the Technological University.

02. Logo

03. Typography

04. Colour

05. Pattern

5a. Pattern5b. Structure

5c. Rules

5d. Divider

5e. Prominence5f. Photography

5g. Modulation

5h. Examples

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

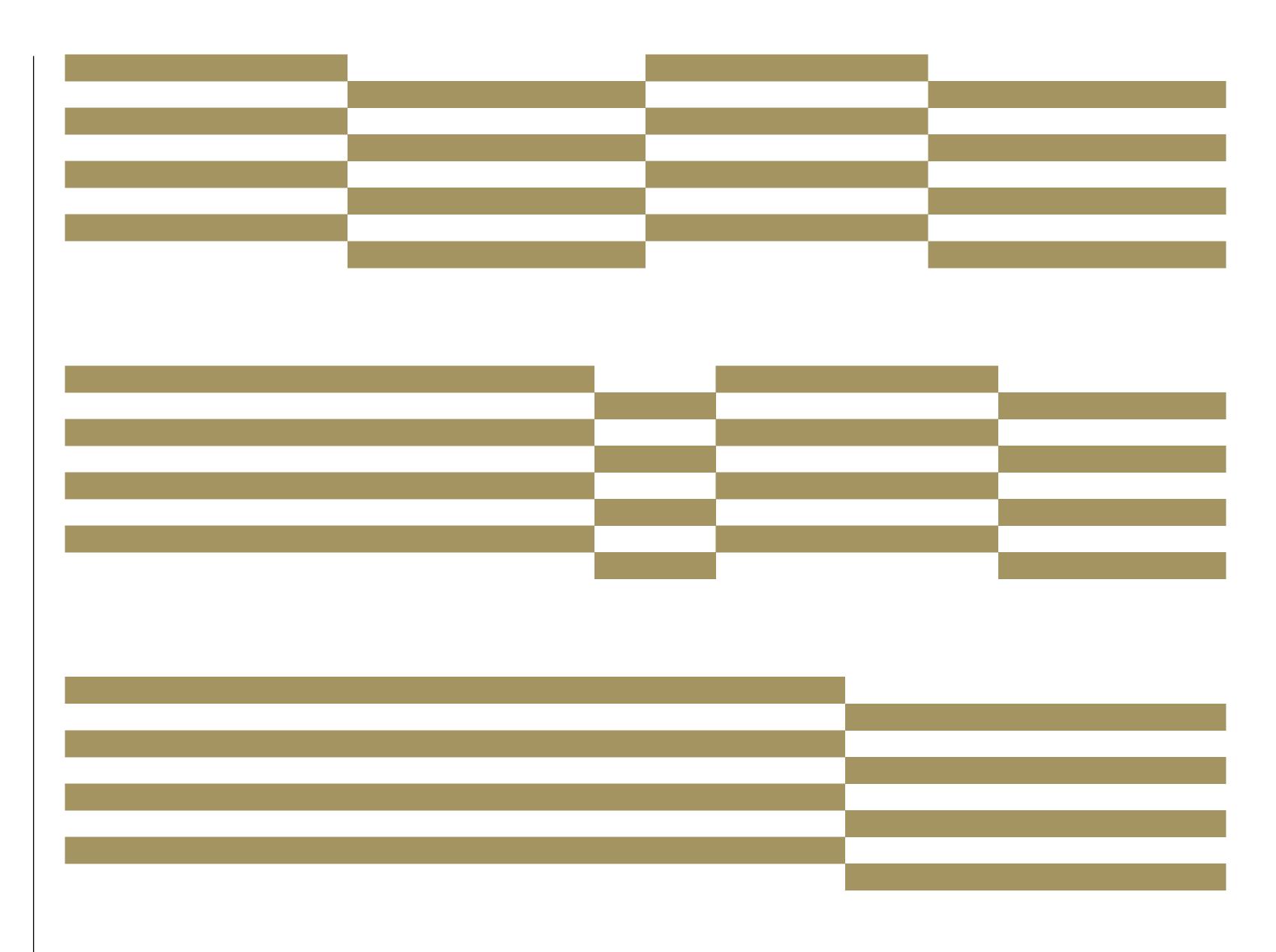
Pattern

Structure

The pattern consists of horizontal lines, offset at points in a binary structure.

The horizontal sections can be stretched and contracted to add or remove degrees of complexity to the pattern.

Template files are available upon request.



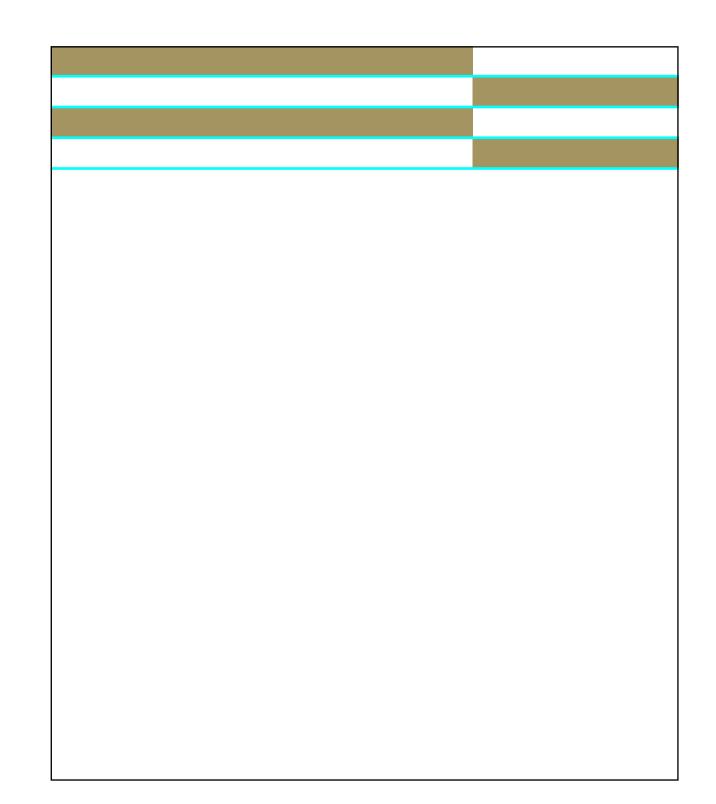
- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour

05. Pattern

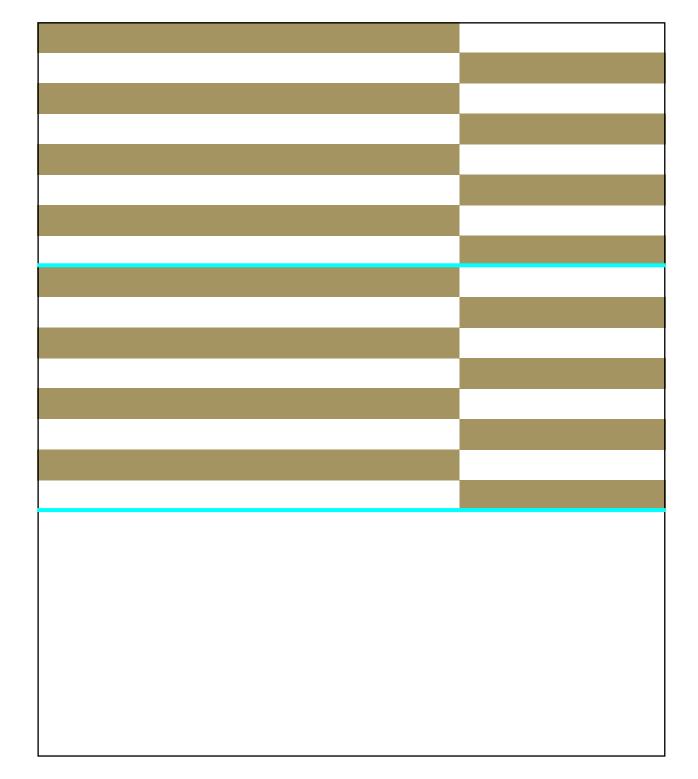
- 5a. Pattern
- 5b. Structure
- 5c. Rules
- 5d. Divider
- 5e. Prominence
- 5f. Photography
- 5g. Modulation
- 5h. Examples
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Pattern

Rules

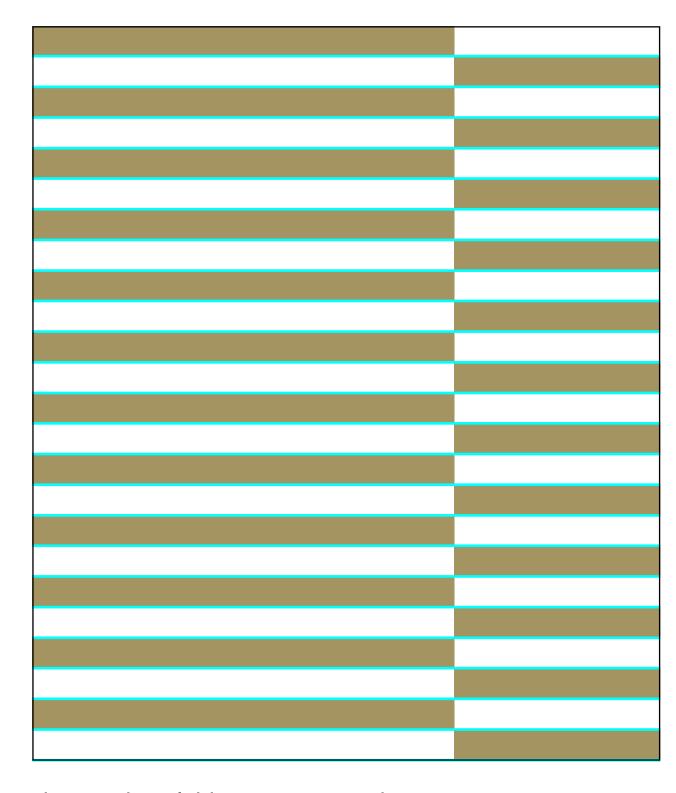


There should be no less than 4 horizontal lines.



When determining space dedicated to the pattern, the pattern is displayed in factors of thirds.

E.g. 1/3, 2/3 or 3/3 of a page or screen.



There should be no more than 24 horizontal lines.

Small designs may require fewer lines to preserve legibility.

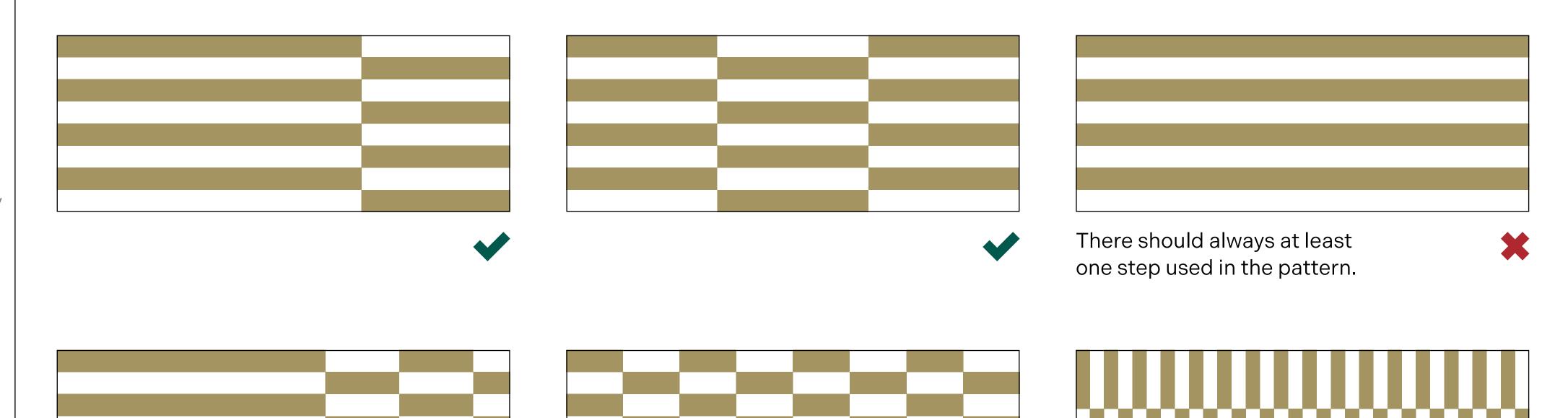
- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour

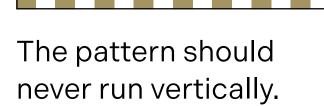
05. Pattern

- 5a. Pattern
- 5b. Structure
- 5c. Rules
- 5d. Divider
- 5e. Prominence
- 5f. Photography
- 5g. Modulation
- 5h. Examples
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Pattern

Rules







02. Logo

03. Typography

04. Colour

05. Pattern

5a. Pattern

5b. Structure

5c. Rules

5d. Divider

5e. Prominence

5f. Photography

5g. Modulation

5h. Examples

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

Pattern

Divider

A simplified version of the pattern, with only two lines, can be used as a divider.

This should be used to separate bodies of text.

Venden dusam aut dolo max



Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos



Vendendusam aut dolo max men delluptatia



Venden dusam aut dolo max



Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos

02. Logo

03. Typography

04. Colour

05. Pattern

5a. Pattern

5b. Structure

5c. Rules

5d. Divider

5e. Prominence

5f. Photography

5g. Modulation 5h. Examples

06. Texture

07. Iconography

08. Photography

09. Motion

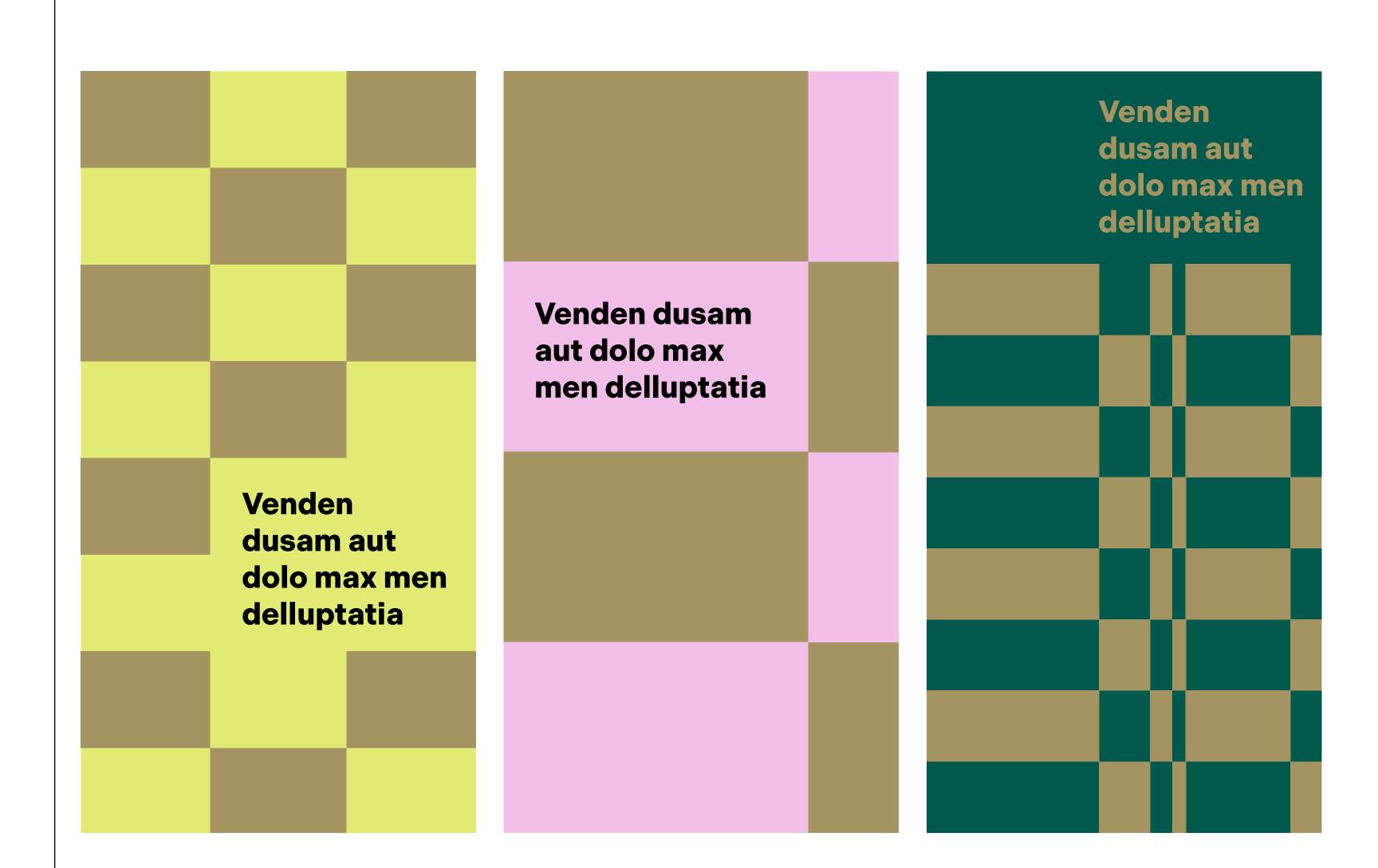
10. Application

Pattern

Prominence

Our pattern can be used in a flexible manner and as such it can be used for maximum prominence or as a subtle detail to elevate the brand prominence.

With maximum prominence messaging should be short and impactful to avoid cluttered layouts.



02. Logo

03. Typography

04. Colour

05. Pattern

5a. Pattern

5b. Structure

5c. Rules

5d. Divider

5e. Prominence

5f. Photography

5g. Modulation 5h. Examples

.

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

Pattern

Prominence

Our pattern can be used in a flexible manner and as such it can be used for maximum prominence or as a subtle detail to elevate the brand prominence.

With maximum prominence messaging should be short and impactful to avoid cluttered layouts.

Venden dusam aut dolo max men delluptatia

Ullecti recustinis erum quidundipit latus, cupicipsam veria quassit, simolor erciet aut et doluptat eos.



Venden dusam aut dolo max men delluptatia



02. Logo

03. Typography

04. Colour

05. Pattern

5a. Pattern

5b. Structure

5c. Rules

5d. Divider

5e. Prominence

5f. Photography

5g. Modulation

5h. Examples

06. Texture

07. Iconography

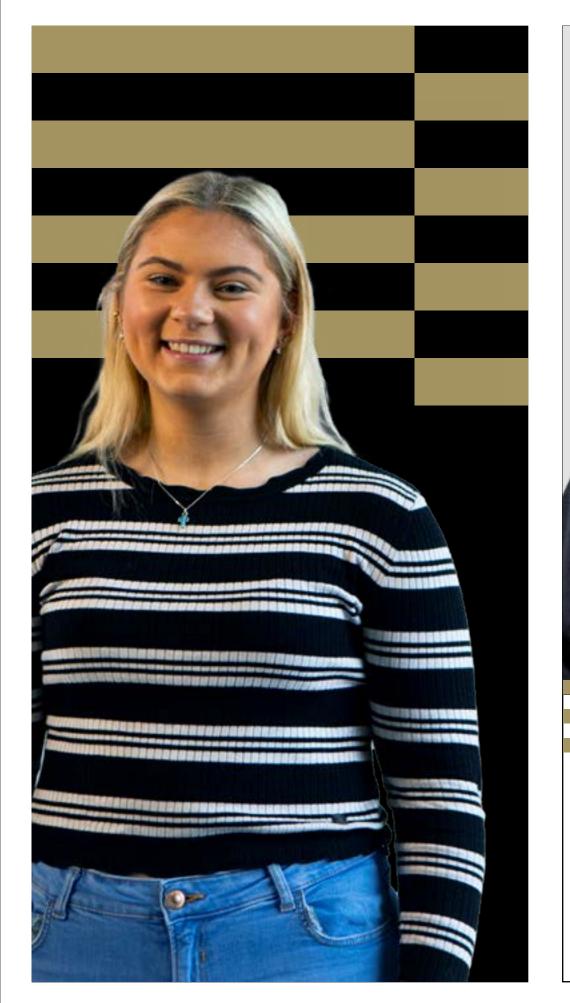
08. Photography

09. Motion

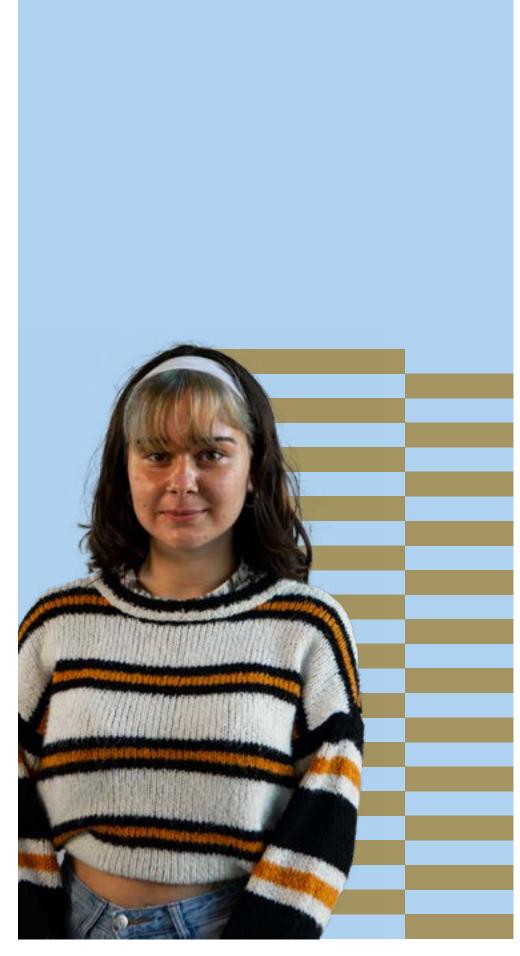
10. Application

Pattern Photography

Our brand pattern can be used alongside photography in a number of different ways. It can be used as a background or divider to compliment an image in a layout.







02. Logo

03. Typography

04. Colour

05. Pattern

5a. Pattern

5b. Structure

5c. Rules

5d. Divider

5e. Prominence

5f. Photography

5g. Modulation

5h. Examples

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

PatternModulation

Our brand pattern can be used alongside photography in a number of different ways. It can be used as a background, as a divider or even as a silhouette to compliment an image in a layout.



- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour

05. Pattern

- 5a. Pattern
- 5b. Structure
- 5c. Rules
- 5d. Divider
- 5e. Prominence
- 5f. Photography

5g. Modulation

- 5h. Examples
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Pattern

Example Usage

ipsam veria quassit, sim

olor erciet aut.



Ve

Vendendusam aut dolo max men delluptatia

- Ullecti recustinis erum.
- Quidundipit latus, cupicipsam veria quassit.
- Simolor erciet aut et doluptat.

Vendendusam aut dolo max men delluptatia

02. Logo

03. Typography

04. Colour

05. Pattern

5a. Pattern

5b. Structure

5c. Rules

5d. Divider

5e. Prominence

5f. Photography

5g. Modulation5h. Examples

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

Pattern

Example Usage











- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour
- 05. Pattern

06. Texture

- 6a. Texture
- 6b. Usage
- 6c. Modulation
- 6d. Rules
- 6e. Guide
- 6f. Examples
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

06. Texture

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

6a. Texture

6b. Usage

6c. Modulation

6d. Rules

6e. Guide

6f. Examples

07. Iconography

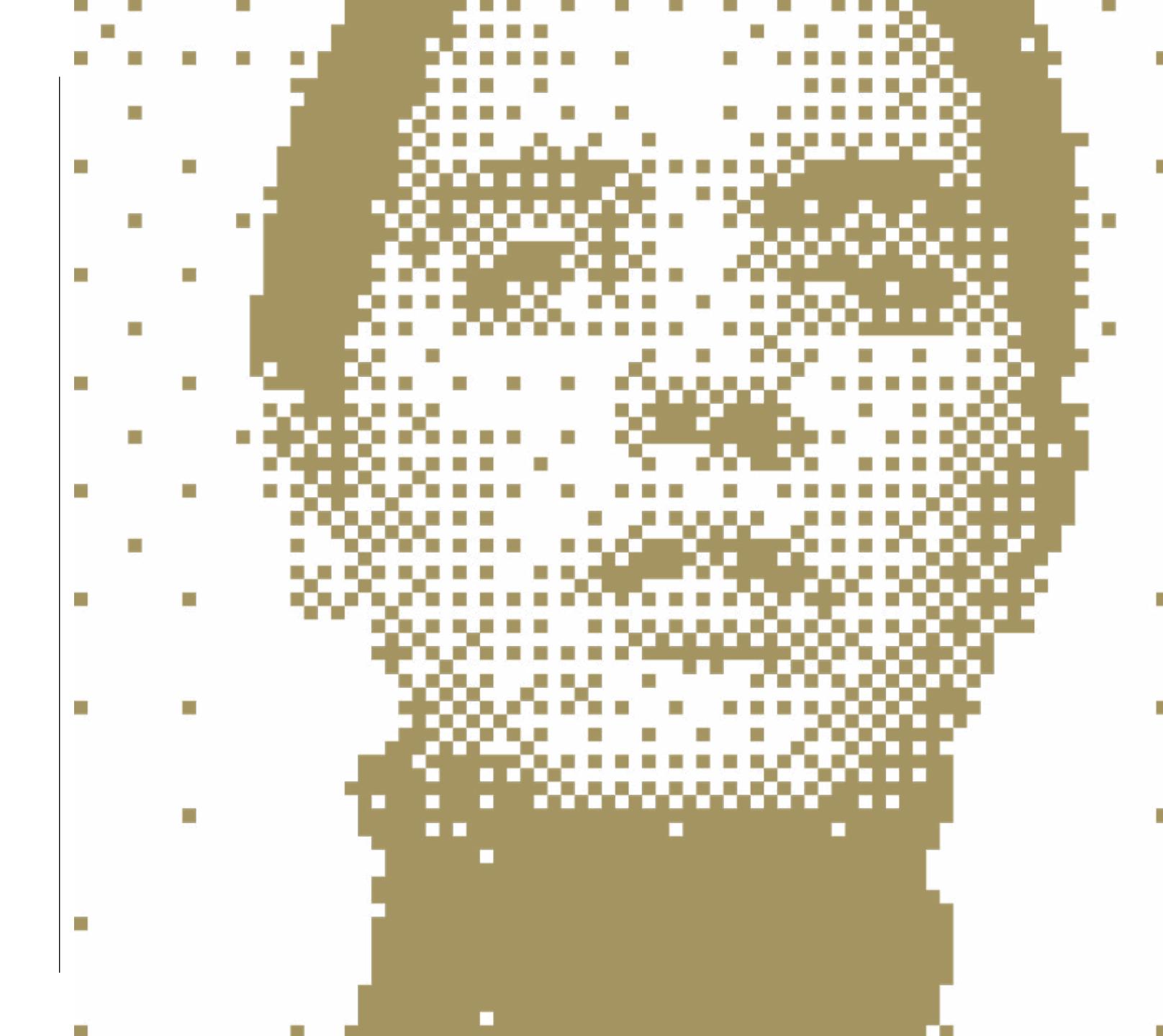
08. Photography

09. Motion

10. Application

Texture

This is our brand texture. A dither texture applied to an image, reflecting the binary architecture of our brand pattern and logo.



02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

6a. Texture

6b. Usage

6c. Modulation

6d. Rules

6e. Guide

6f. Examples

07. Iconography

08. Photography

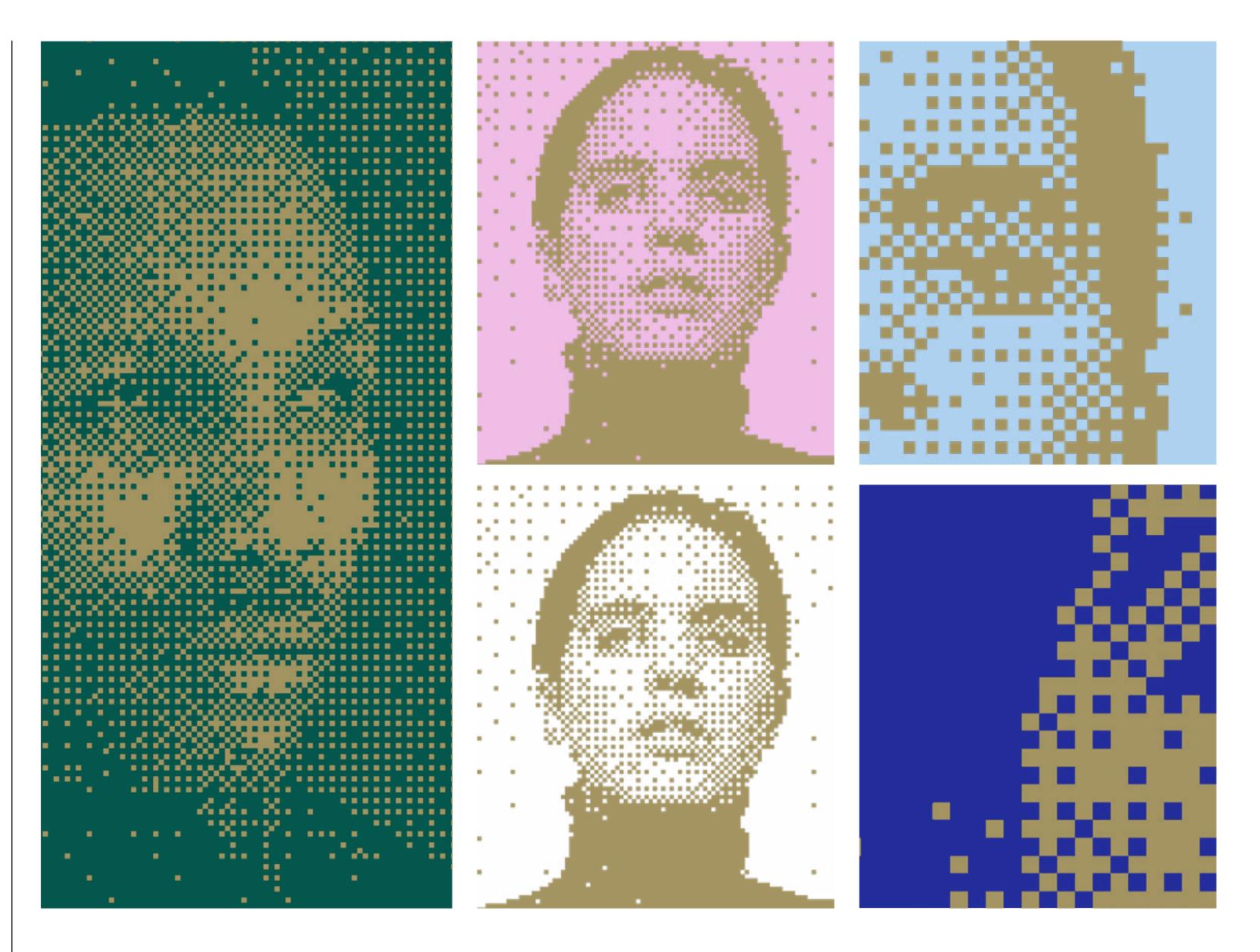
09. Motion

10. Application

TextureAbstract or Pictorial

The texture can be used to stylise an image, or enlarged to create an abstract texture.

Template files are available upon request.



02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

6a. Texture6b. Usage

6c. Modulation

6d. Rules

6e. Guide

6f. Examples

07. Iconography

08. Photography

09. Motion

10. Application

TextureModulation

In certain instances the texture can be used with a modulated scale, where certain areas of the texture are smaller than others. This will allow for greater flexibility and variety in our communications.



02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

6a. Texture

6b. Usage

6c. Modulation

6d. Rules

6e. Guide

6f. Examples

07. Iconography

08. Photography

09. Motion

10. Application

Texture

Rules

The intensity of the texture can be scaled up or down depending on the intended effect, whether that is a pictorial depiction or complete abstraction.







02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

6a. Texture

6b. Usage

6c. Modulation

6d. Rules

6e. Guide

6f. Examples

07. Iconography

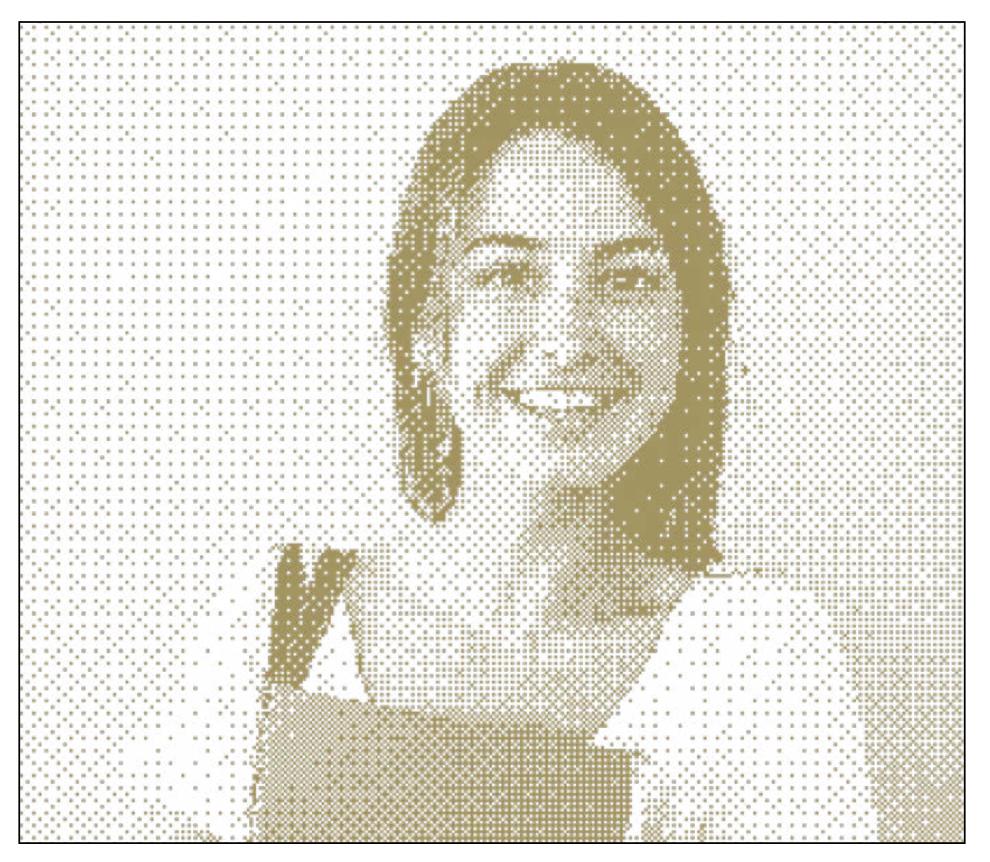
08. Photography

09. Motion

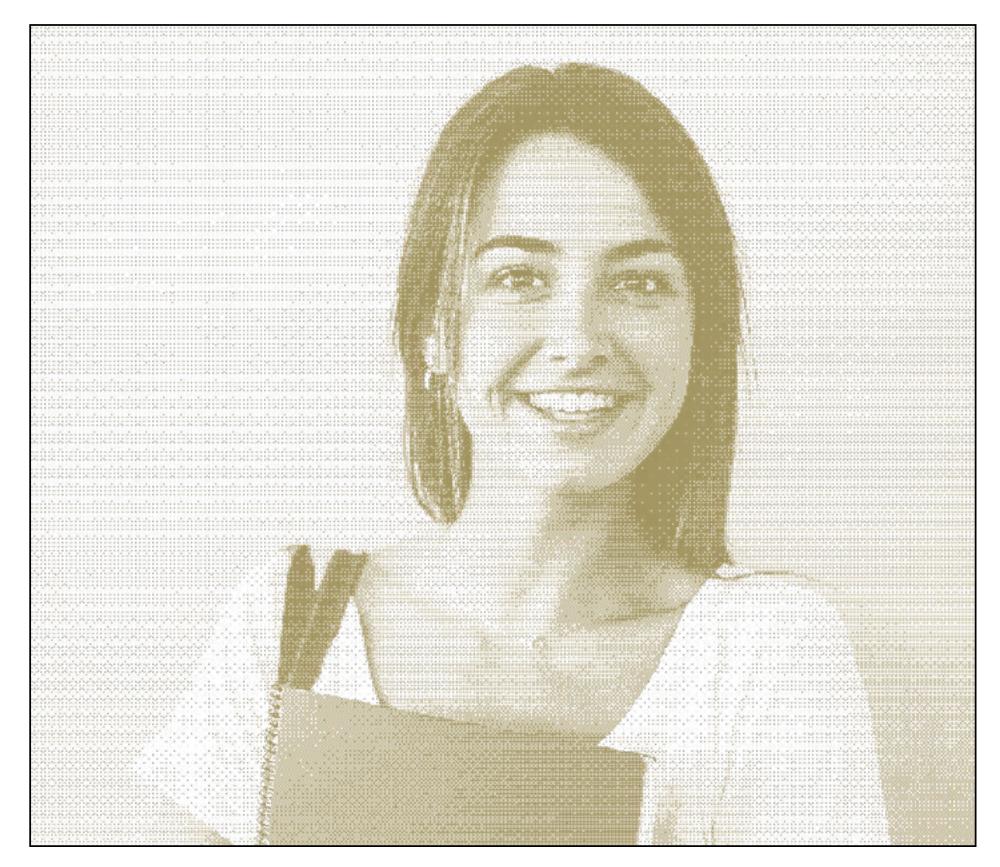
10. Application

Texture

Rules



The texture and individual pixels should be visible and distinct.



The scale of the texture should not be reduced to the point when it becomes difficult to see.



02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

6a. Texture

6b. Usage

6c. Modulation

6d. Rules

6e. Guide

6f. Examples

07. Iconography

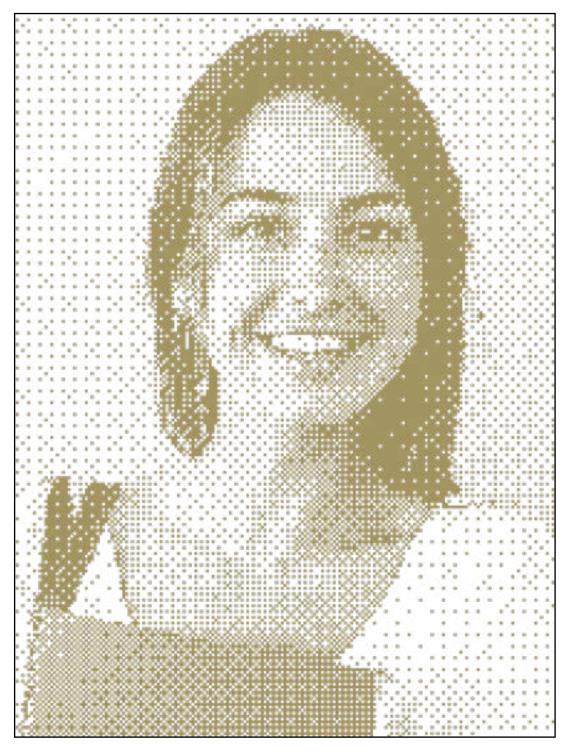
08. Photography

09. Motion

10. Application

Texture

Rules



Use images without clutter and a clear separation of the foreground and background.



.









- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour
- 05. Pattern

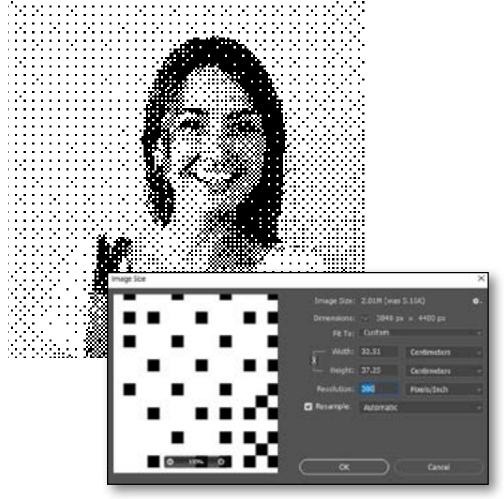
06. Texture

- 6a. Texture
- 6b. Usage
- 6c. Modulation
- 6d. Rules
- 6e. Guide
- 6f. Examples
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

TexturePhotoshop Guide

- 1. Choose a suitable image.
- 1. Change the image mode to Grayscale and adjust the contrast accordingly.
- 1. Change image mode to
 Bitmap, using the Halftone
 Screen method. Adjust the
 Output and Frequency to
 alter the scale of the texture.
- 1. Increase the resolution (PPI) of the image to counteract the decrease in scale caused by the process. Change image mode to Grayscale, using Size Ratio: 1. Then change image mode to RGB.
- 1. Open Layer Style and adjust the Blending Mode to remove opacity of the white areas.
- In the Adjustments tab, add a
 Gradient Map as a new layer.
 Change the colour of the far
 left stop to gold.

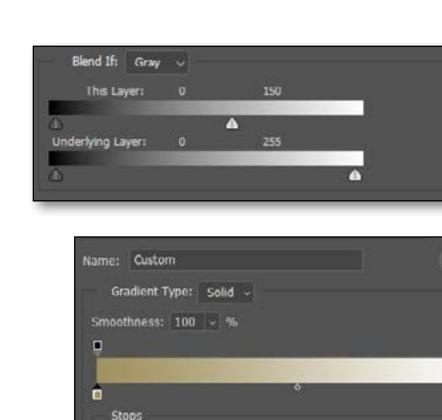




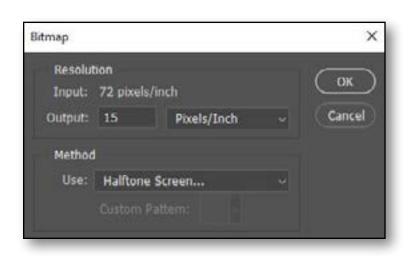
4.

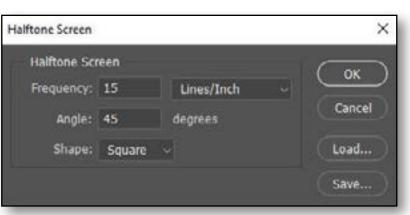


•

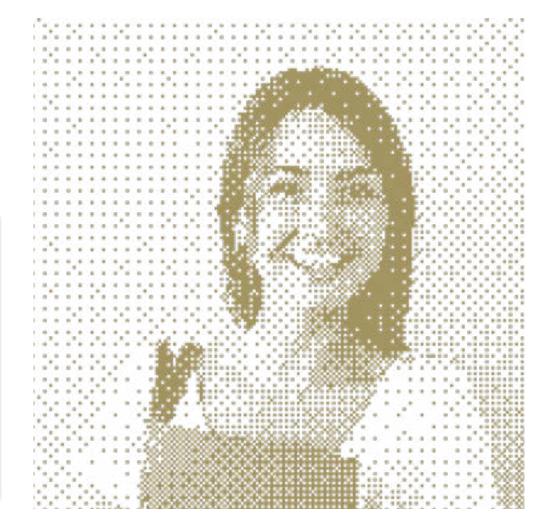


5.





3.



6.

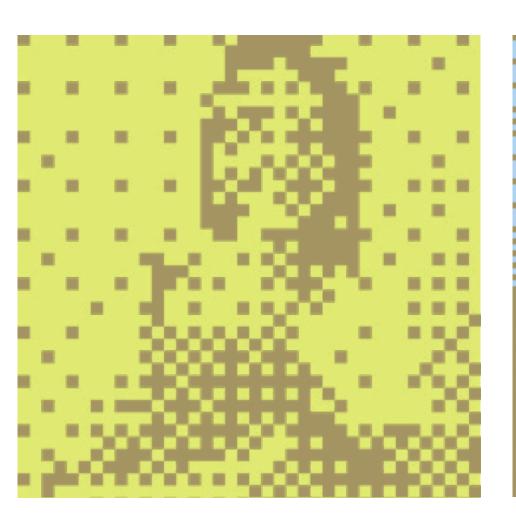
- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour
- 05. Pattern

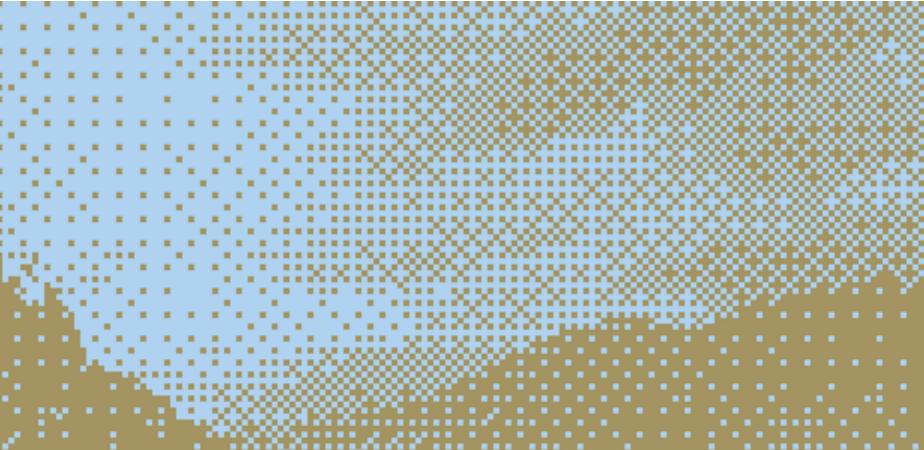
06. Texture

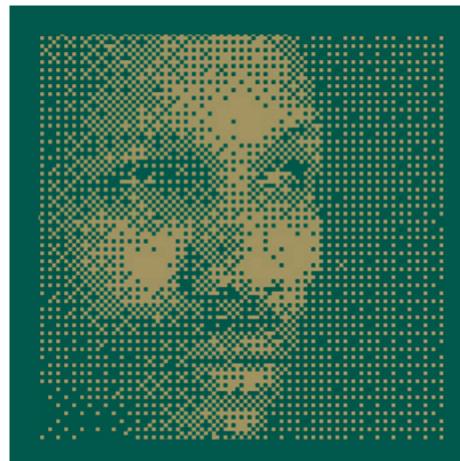
- 6a. Texture
- 6b. Usage
- 6c. Modulation
- 6d. Rules
- 6e. Guide
- **6f. Examples**
- 07. Iconography
- 08. Photography
- 09. Motion
- 10. Application

Pattern

Example Usage



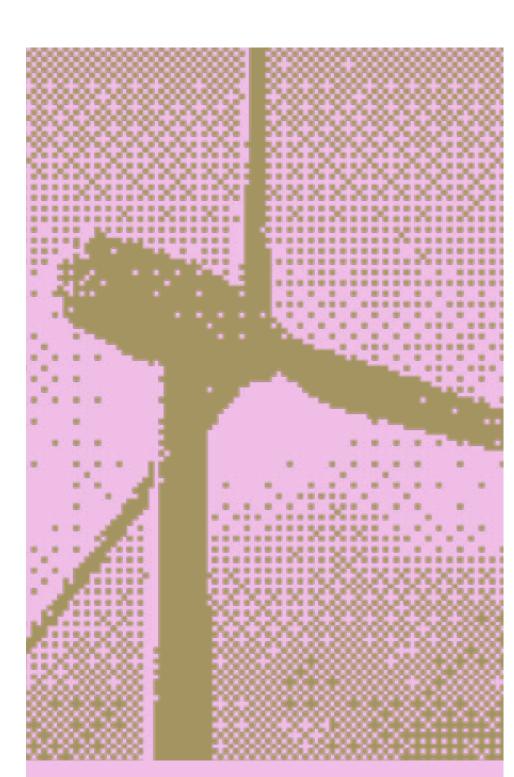








Simolor erciet aut et doluptat.



Vendendusam aut dolo max men delluptatia

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

6a. Texture

6b. Usage

6c. Modulation

6d. Rules

6e. Guide

6f. Examples

07. Iconography

08. Photography

09. Motion

10. Application

Pattern Example Usage Modulation



- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture

07. Iconography

- 7a. Bespoke
- 7b. Open
- 7c. Examples
- 08. Photography
- 09. Motion
- 10. Application

07. Iconography

- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture

07. Iconography

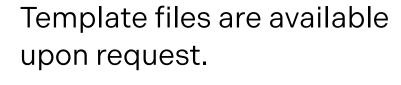
7a. Bespoke

- 7b. Open
- 7c. Examples
- 08. Photography
- 09. Motion
- 10. Application

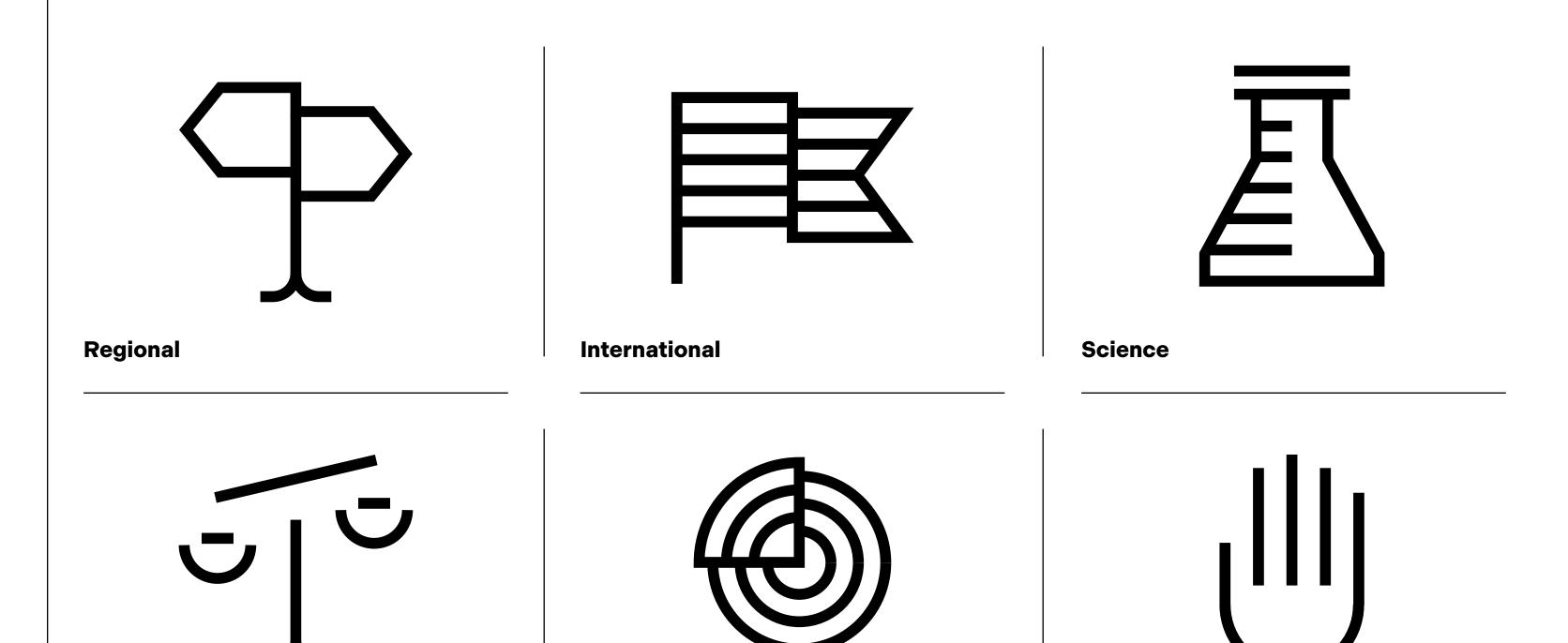
Iconography

Bespoke

Bespoke iconography can be used in communications to compliment relevant topics or themes.



Law/Legal



Research

Individual

)1. Introduction)2. Logo	Iconography Open Source		QO	•	ı			3	@			8 3	ļ
03. Typography	A large resource of simple icons can be accessed at https://fonts.google.com/icons		6	д	ps:		+			10			
04. Colour			- 1		-			•			•	<u>—</u>	
05. Pattern						A		0	•	•	Ö		
06. Texture							0-0				O	- U	
07. Iconography	Over 900 are available and can be accessed as pngs, svgs and as a font file. For consistency, only use Material Icons Sharp.		*	∇	0		\$	+	41	•		7 à	I
7a. Bespoke 7b. Open 7c. Examples			⊝				<u>₹</u>	*	111	2	Â	ê	
08. Photography			*			_		•	00		_		
09. Motion		Δ					5	کے	~	*	lacksquare	tian cal	
10. Application								*		-	_	•	
		7 9	.■.	픨	*1	36				=	0	7/4	
			••••	PDF		•		•		↓	" ₩		

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

7a. Bespoke

7b. Open 7c. Examples

08. Photography

09. Motion

10. Application

Iconography

Example Usage



1.5 Campus **Outdoor Facilities**

Qui consegu iberum sint lat rate inusandipsa dolum et vollabo. Inctio voluptatem ipsant. Alia si bearum repelliquam eat utemporro blatati busdam nus aut aute lam, none dolupti andusan dignimo digenit autem conet magnimporrum rem ditemqui omnihil liquatquo bereicium aut ut ium nit quatis doloriatia que as ea seque deriatur aut quae seguo quam, sitatatusa custis doloremporem faccae niam is si beaturit ommolestia core num autem et fuga.

Catur aut esero tem quo et ra conetur, utatem eos ne niscitatem alique sit rerias volorerit es peliati con rem nus, volesequas dolorehento doluptas aut omniatum, con commodi dignam doluptatur, ut ex enist, ullorro beat quibusaperio officimus.

Ignitios rest, santo qui to molla venda coreror esseriant aut escil in repro molupta temolorest, apelibus eius ea sit, iducia volor magnis mostemquia volupta audis sinverferit lam invelessin plic to eum am id ut officiamet, quatet faccate vent ea qui tempos qui culpa doluptur sus abo. Ipiet utenihil invelec aeperion cus del eium verunt la de lia pos ipsaecepudis corum, si dit odit, offic tempel imoluptas iur? Quibus de dolenem poresti ossequia experibusam, ut ut odiciet unt quidusdam nullacea denis conseque nonemodit facestrum dunt ommolecte mos essi rest, tem nimil ius

Qui consequ iberum sint lat rate inusandipsa dolum et vollabo. Inctio voluptatem ipsant. Alia si bearum repelliquam eat utemporro blatati busdam nus aut aute lam, none dolupti andusan dignimo digenit autem conet magnimporrum rem ditemqui omnihil liquatquo bereicium aut ut ium nit quatis doloriatia que as ea.

Seque deriatur aut quae sequo quam, sitata-

tusa custis doloremporem faccae niam is si beaturit ommolestia core num autem et fuga. Catur aut esero tem quo et ra conetur, utatem eos ne niscitatem alique sit rerias volorerit es peliati con rem nus, volesequas dolorehento doluptas aut omniatum, con commodi dignam doluptatur, ut ex enist, ullorro beat quibusaperio officimus, Ignitios rest, santo qui to molla venda coreror esseriant aut escil in repro molupta temolorest, apelibus eius ea sit, iducia volor magnis mostemquia volupta audis sinverferit lam invelessin plic to eum am id ut officiamet, quatet faccate vent ea qui tempos qui culpa doluptur sus abo. Ipiet utenihil invelec aeperion cus del eium verunt la de lia pos ipsaecepudis corum, si dit odit, offic tempel imoluptas iur?

Quibus de dolenem poresti ossequia experibusam, ut ut odiciet unt quidusdam nullacea denis conseque nonemodit facestrum dunt ommolecte mos essi rest, tem nimil ius.

TUS Environmental Policy

How we are persuing sustainability on our campuses

Qui consequ iberum sint lat rate inusandipsa dolum et vollabo. Inctio voluptatem ipsant. Alia si bearum repelliquam eat utemporro blatati busdam nus aut aute lam, none dolupti andusan dignimo digenit autem conet magnimporrum rem ditemqui omnihil liquatquo bereicium aut ut ium nit quatis doloriatia que as ea seque deriatur aut quae sequo quam, sitatatusa custis doloremporem faccae niam is si beaturit ommolestia core num autem et fuga.



Active Transport Solutions

Qui consequ iberum sint lat rate inusandipsa dolum et vollabo. Inctio voluptatem ipsant. Alia si bearum repelliquam eat utemporro blatati busdam nus aut aute lam.



Increased Biodiversity

Qui consegu iberum sint lat rate inusandipsa dolum et vollabo. Inctio voluptatem ipsant. Alia si bearum repelliquam eat utemporro blatati busdam nus aut



Net-Zero Infrastructure



Qui consequ iberum sint lat rate inusandipsa dolum et vollabo. Inctio voluptatem ipsant. Alia si bearum repelliquam eat utemporro blatati busdam nus aut aute lam.



Plastic-Free Campus

Qui consequ iberum sint lat rate inusandipsa dolum et vollabo. Inctio voluptatem ipsant. Alia si bearum repelliquam eat utemporro blatati busdam nus aut aute lam.

TUS Environmental Policy

- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography

08. Photography

- 8a. Overview
- 8b. Narrative
- 8c. Journey
- 8d. Active
- 8e. Campuses
- 8f. Textures
- 8g. Portraits
- 8h. Pairings
- 8i. Dont's
- 09. Motion
- 10. Application

08. Photography

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

8a. Overview

8b. Narrative 8c. Journey

8d. Active

8e. Campuses

8f. Textures

8g. Portraits

8h. Pairings

8i. Dont's

09. Motion

10. Application

Photography

Overview

We are what we celebrate.
Photography is an extremely effective medium to showcase our people, our questioning approach, the work that we do and its impact in our wider community and the world.

When representing TUS through imagery it is important we are authentic, relatable and real.

Our photography should be;

Authentic, Insightful, Energetic Relatable

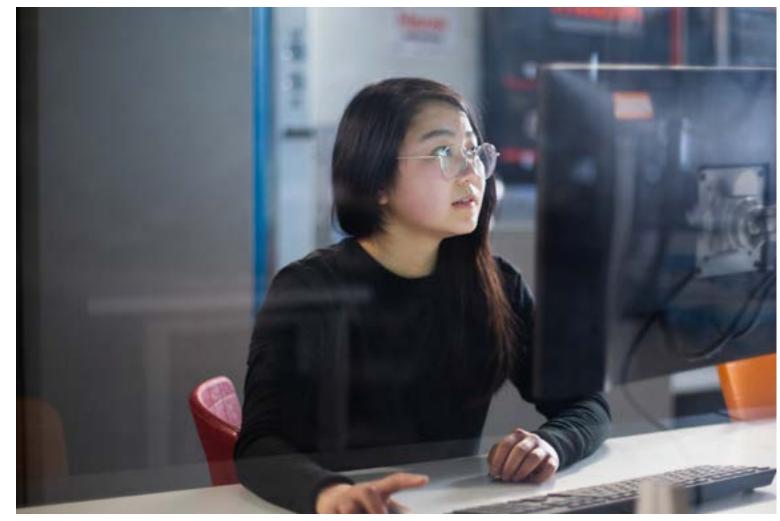
Our photography should not be;

Generic, Forced, Unconsidered Clichéd









- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography

08. Photography

- 8a. Overview
- **8b.** Narrative
- 8c. Journey
- 8d. Active
- 8e. Campuses
- 8f. Textures
- 8g. Portraits
- 8h. Pairings
- 8i. Dont's
- 09. Motion
- 10. Application

Photography

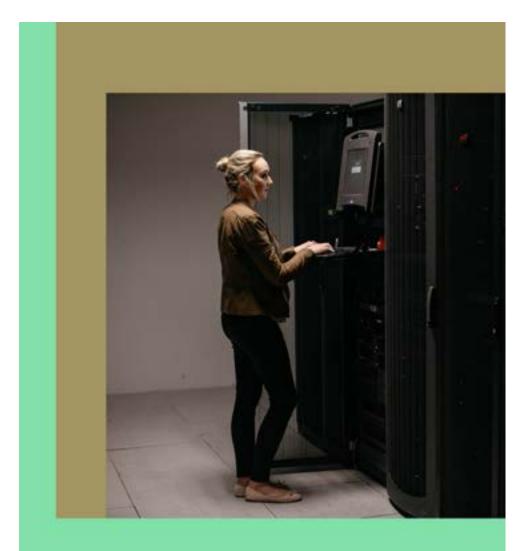
Narrative

When creating photography consider narrative and how the imagery relates to accompanying copy to create meaning. Consider how subject choice, location, framing can create intrigue and add to the story.









A skilled, flexible and adaptive labour force is now the defining factor in attracting foreign direct investment to Ireland and the region.

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

8a. Overview 8b. Narrative

8c. Journey

8d. Active

8e. Campuses

8f. Textures

8g. Portraits

8h. Pairings

8i. Dont's

09. Motion

10. Application

PhotographyThe Education Journey

As educators, innovators, facilitators and learners we create, share, explore and do. We are all on individual and shared journeys.

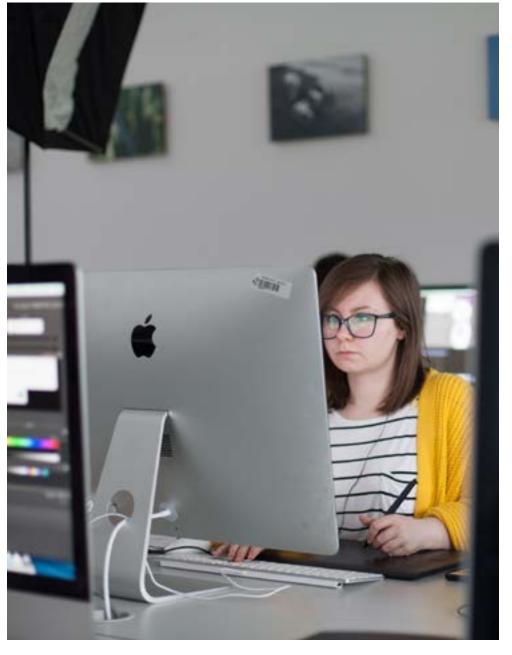
It's important that our photography reflects these diverse journeys of educational attainment, the moments along the way, the successes and the impact.











Technological University of the Shannon Brand Guidelines

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

8a. Overview 8b. Narrative

8c. Journey

8d. Active

8e. Campuses

8f. Textures

8g. Portraits

8h. Pairings

8i. Dont's

09. Motion

10. Application

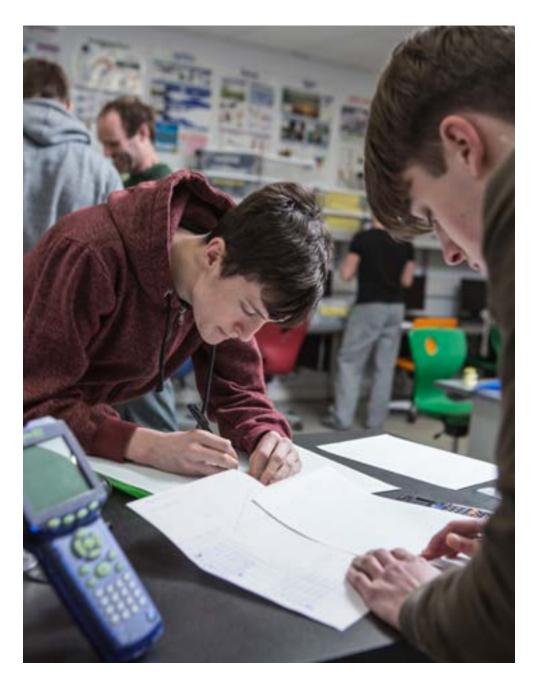
Photography Active Learning

We are passionate about how we learn as well as what we learn.

Our Imagery should showcase our inclusive and active learning environments, It should celebrate the excitement of shared discovery.











Technological University of the Shannon Brand Guidelines

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

8a. Overview

8b. Narrative 8c. Journey

8d. Active

8e. Campuses

8f. Textures

8g. Portraits

8h. Pairings

8i. Dont's

09. Motion

10. Application

Photography

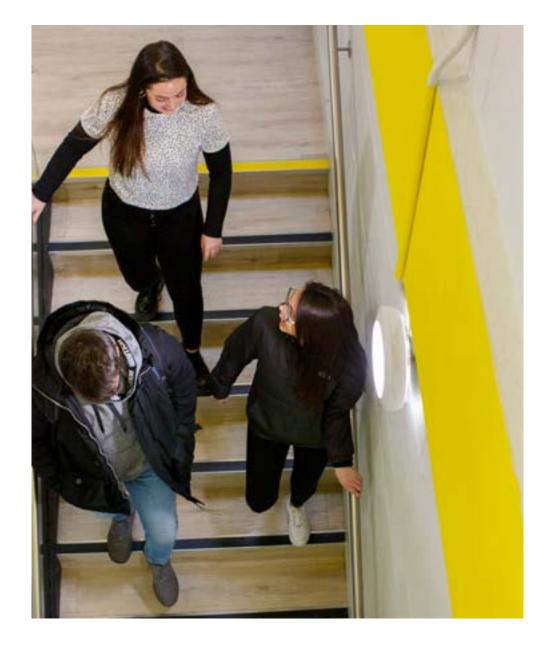
Our Campuses

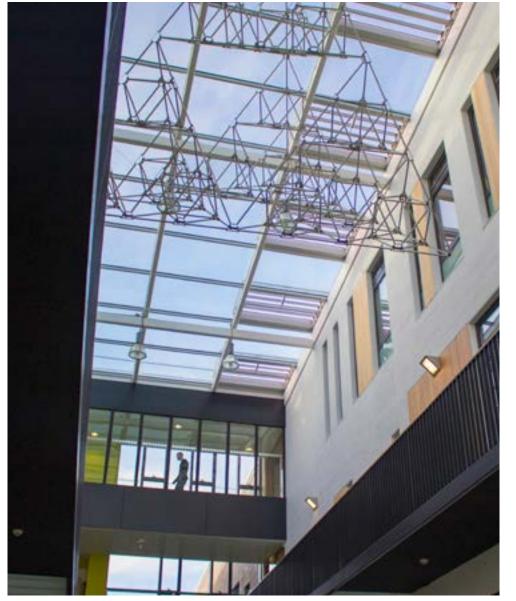
Our campuses are alive with activity. Photography can serve a window into campus life for our audiences.

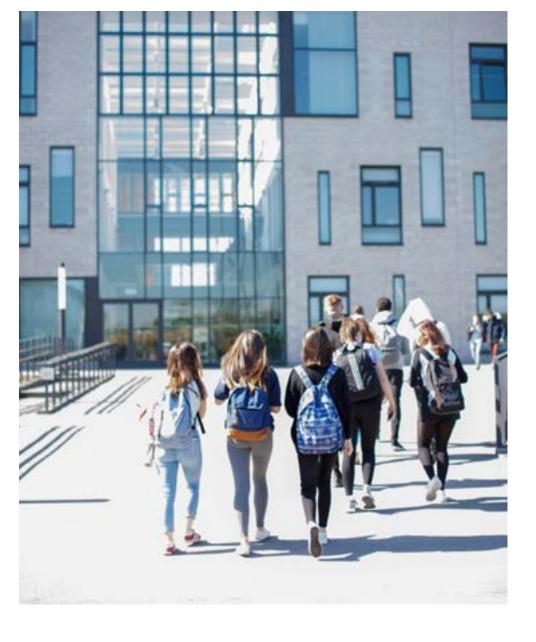
Photography can be used to showcase our facilities, our technology and buildings along with the experiences and relationships that are created and grow within the buildings.











02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

8a. Overview

8b. Narrative

8c. Journey 8d. Active

8e. Campuses

8f. Textures

8g. Portraits

8h. Pairings

8i. Dont's

09. Motion

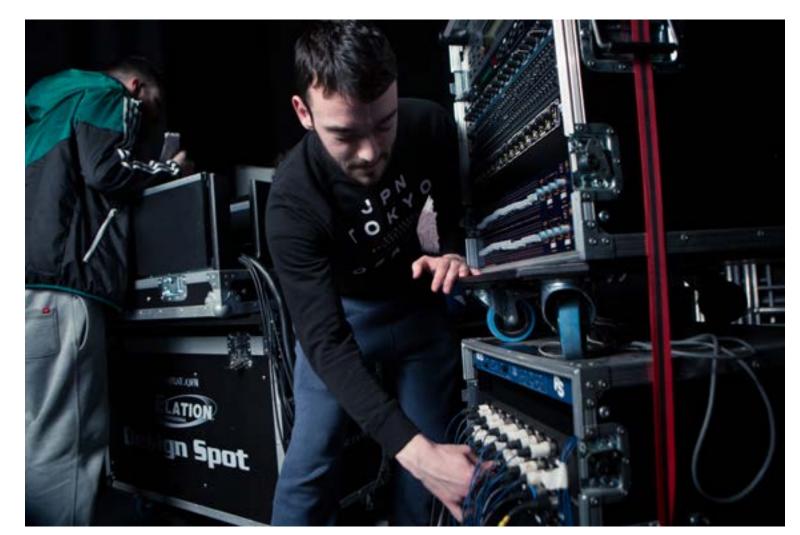
10. Application

Photography

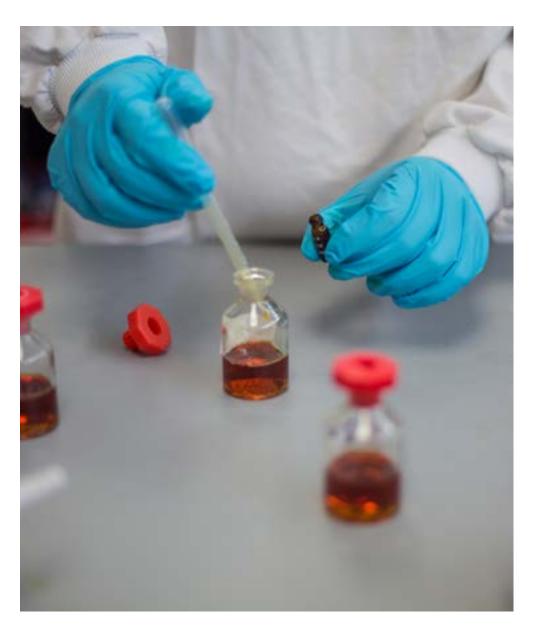
Our Textures

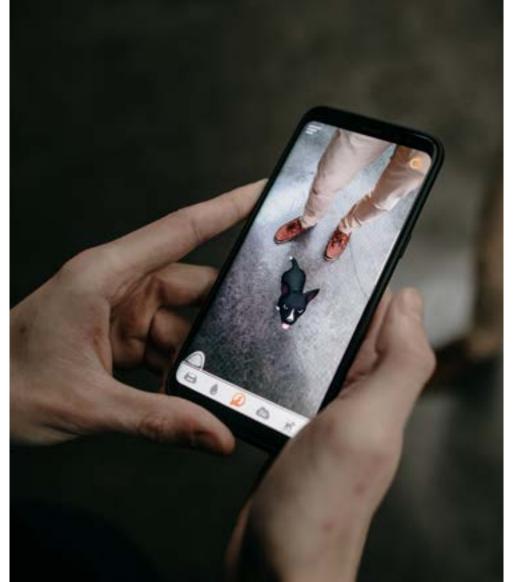
The process matters, The texture of what we do has relevance with our audience.

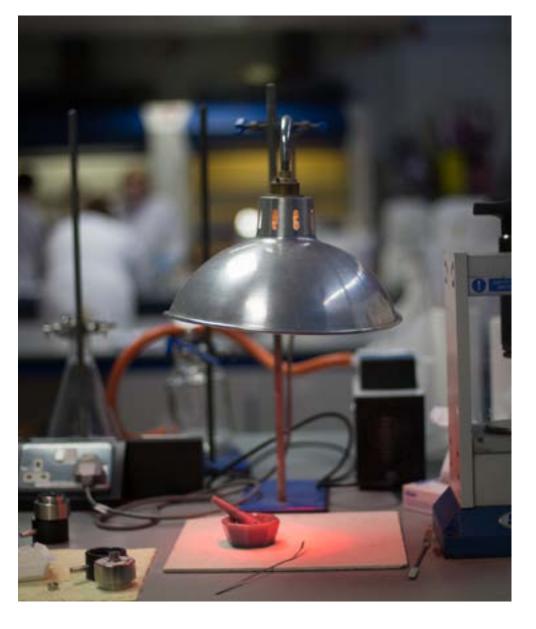
Utilise photography to document the fabric of the disciplines we specialise in. Share behind the scenes imagery, the tools, the craft and the environments that we love.











02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

8a. Overview

8b. Narrative

8c. Journey

8d. Active

8e. Campuses

8f. Textures

8g. Portraits

8h. Pairings 8i. Dont's

09. Motion

10. Application

PhotographyPortraits

Portraits of our people should be natural, confident and relaxed. The subject should always be in control and at ease. Avoid overtly staged and over produced portraits.

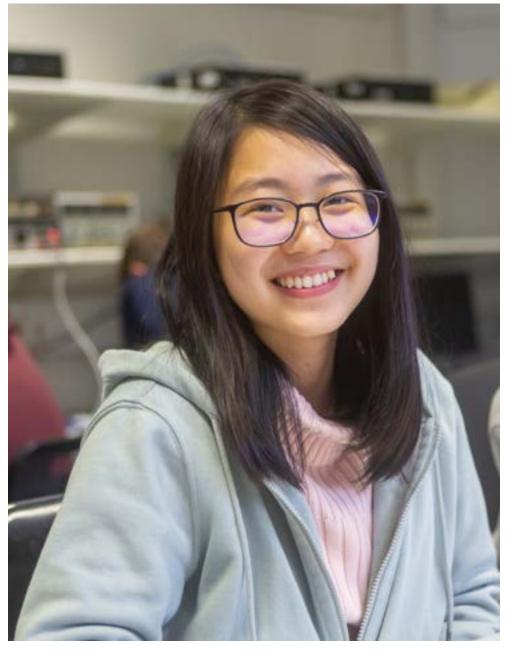
Environmental portraits are a great way to provide additional context to the viewer. Consider locations that showcase our campuses and facilities.











Technological University of the Shannon Brand Guidelines

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

8a. Overview

8b. Narrative

8c. Journey

8d. Active

8e. Campuses

8f. Textures

8g. Portraits

8h. Pairings

8i. Dont's

09. Motion

10. Application

Photography

Pairing

When creating photography for TUS, consider how the photography can deliver as a collection. Consider how it will be used in editorial layouts or on social media as part of a carousel.

It can be useful to have a checklist for each shoot.

Wide - Location, Setting, Atmosphere.

Mid - Portraits, Documentation

Close - Texture, Fabric, Detail, Pattern.





02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

8a. Overview8b. Narrative

8c. Journey

8d. Active

8e. Campuses

8f. Textures

8g. Portraits

8h. Pairings

8i. Dont's

09. Motion

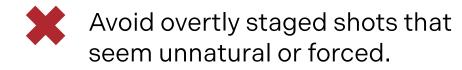
10. Application

PhotographyDont's

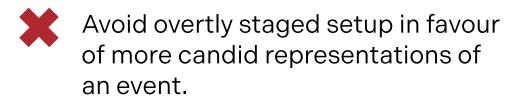
We should avoid stereotype or clichéd representations of education, learning and the subjects we teach. Clichés undermine our expertise and our lived experience.

Avoid imagery without focal point or flow. Imagery should have a dynamism that reflects life at TUS





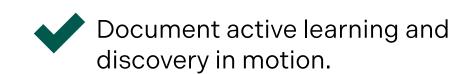






Avoid clichéd representations of the subjects we teach.







Portraits should be natural and relaxed.



Create opportunities to showcase our subjects in active environments.

- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography

09. Motion

- 9a. Logo
- 9b. Pattern
- 9c. Texture
- 9d. Type
- 9e. Transition
- 9f. 3D
- 10. Application

09. Motion

- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion

9a. Logo

- 9b. Pattern
- 9c. Texture
- 9d. Type
- 9e. Transition
- 9f. 3D
- 10. Application

Motion

Logo

The primary motion style for our pattern should be a rightward transition with suitable easing-in and easing-out.

This movement should echo that of waves and water.





















01. Introduction 02. Logo 03. Typography 04. Colour 05. Pattern 06. Texture 09. Motion 9a. Logo 9b. Pattern 9c. Texture 9d. Type 9f. 3D 10. Application

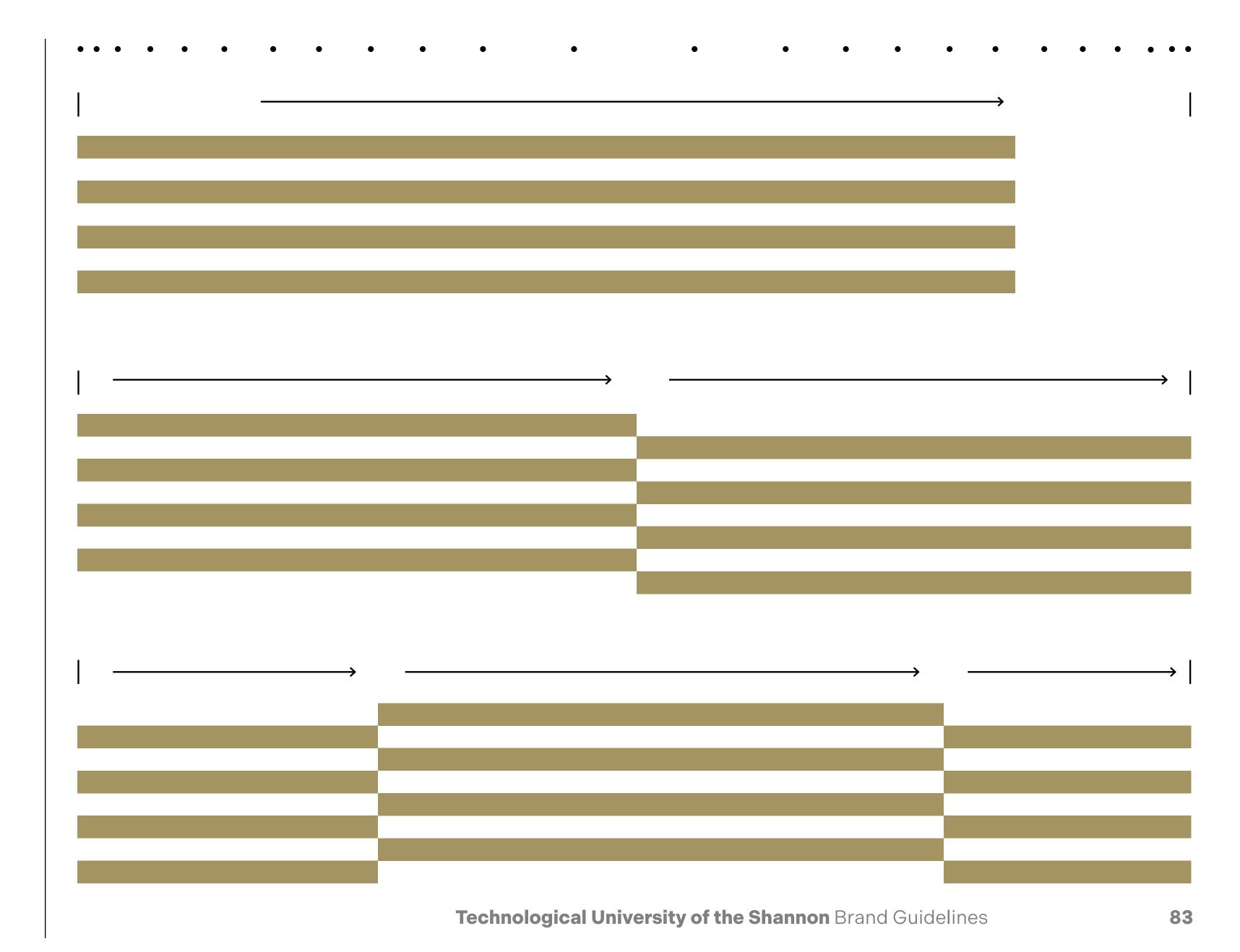
Motion easing-out. 07. Iconography 08. Photography

9e. Transition

Pattern Wave

The primary motion style for our pattern should be a rightward transition with suitable easing-in and

This movement should echo that of waves and water.



02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

9a. Logo

9b. Pattern

9c. Texture

9d. Type

9e. Transition

9f. 3D

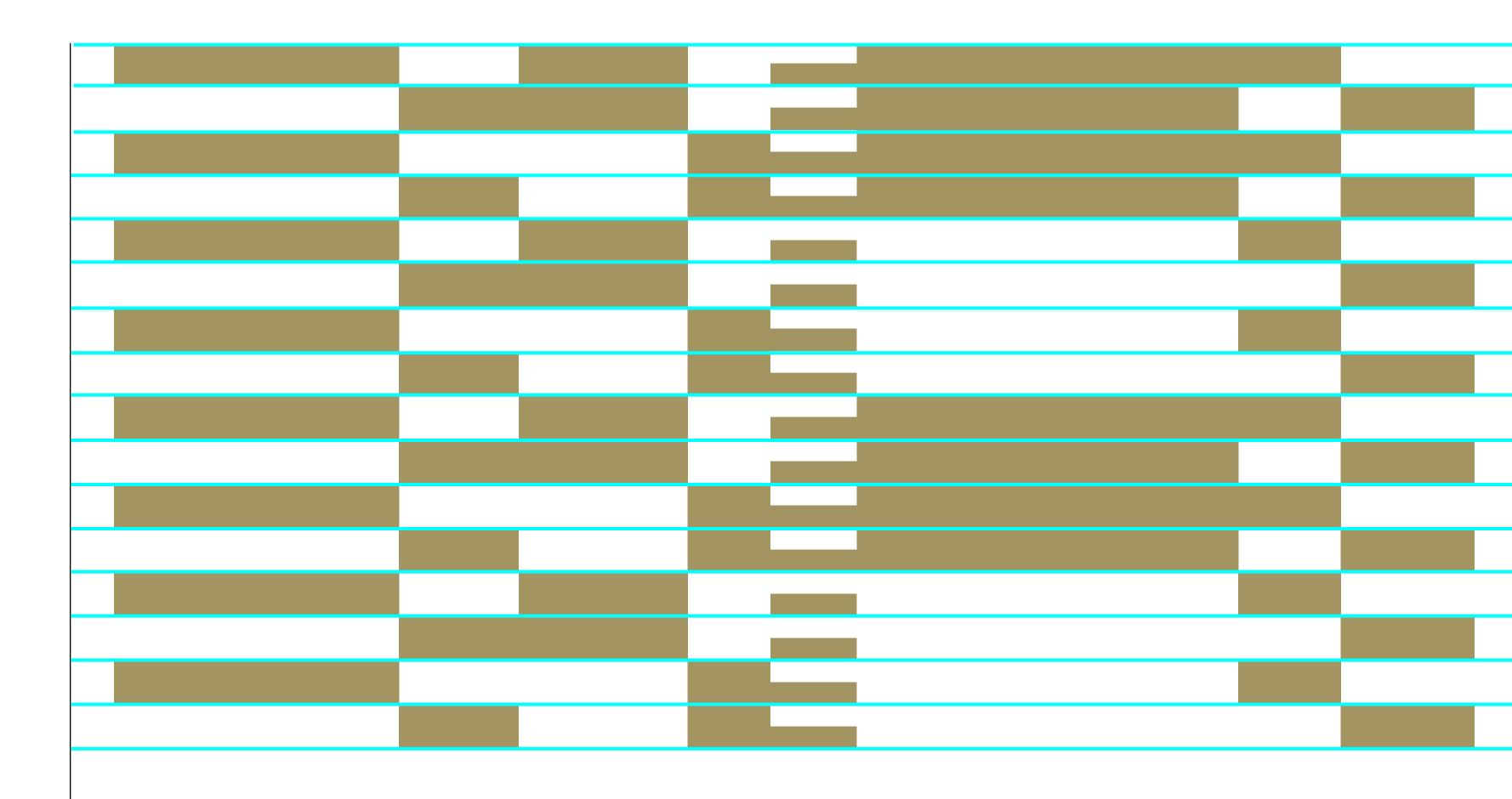
10. Application

Motion

Pattern Fractal

This is another motion style to create a sense of disruption.

This can be achieved by augmenting the height of sections of the pattern.
This adjustment should be proportional to the rest of the pattern on display.



02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

9a. Logo

9b. Pattern9c. Texture

9d. Type

9e. Transition

9f. 3D

10. Application

Motion

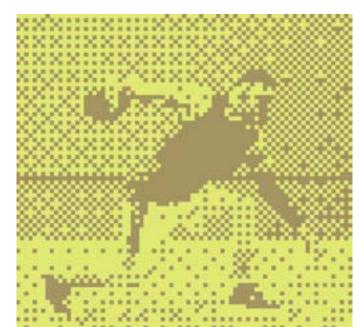
Texture -Static Image

A motion graphics using still images as simple looping animations can be achieved by adjust the pixel density of the image and creating various versions of the graphic to be inserted in differing frames to create a jittery effect.









02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

9a. Logo

9b. Pattern

9c. Texture

9d. Type

9e. Transition

9f. 3D

10. Application

Motion

Texture -Video

The texture can be applied to short video sequences to create a dither animation.



02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

9a. Logo

9b. Pattern

9c. Texture

9d. Type

9e. Transition

9f. 3D

10. Application

Motion

Typography

Animate by character

Large Header

Animate by word

Medium Sub-Header Ti aut ium reperch ilibea veli conem Set atmolo porstis

Template files are available upon request.

Animate by line

Small Text

Endam fugia aectam quo moluptasimil eos exeribus Odit tissus aliquia natiunto de pelis aut re laborep

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

9a. Logo

9b. Pattern

9c. Texture

9d. Type

9e. Transition

9f. 3D

10. Application

Motion

Large Header

When animating short, large text, characters can be moved independently, entering or exiting a mask.

Template files are available upon request.

F.

E_{Xn}

Expi

Explora

Explore

O1. Introduction
O2. Logo
N
O3. Typography
W

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

9a. Logo9b. Pattern9c. Texture

9d. Type

9e. Transition 9f. 3D

10. Application

Motion

Medium Sub-Header

When animating short, medium-sized text, individual words can be animated.

Template files are available upon request.

1//_

Weamawar

We emnower

We empower Our radion

We empower our region

O1. IntroductionO2. LogoO3. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

9a. Logo9b. Pattern9c. Texture9d. Type

9e. Transition 9f. 3D

10. Application

Motion

Small Text

To quickly animate smaller text, animate by line.

Template files are available upon request.

Walaama ta Iralanda

Welcome to Ireland's

Welcome to Ireland's

New Technological

University

Welcome to Ireland's
New Technological
University

Welcome to Ireland's New Technological University

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

9a. Logo

9b. Pattern

9c. Texture

9d. Type

9e. Transition

9f. 3D

10. Application

Motion

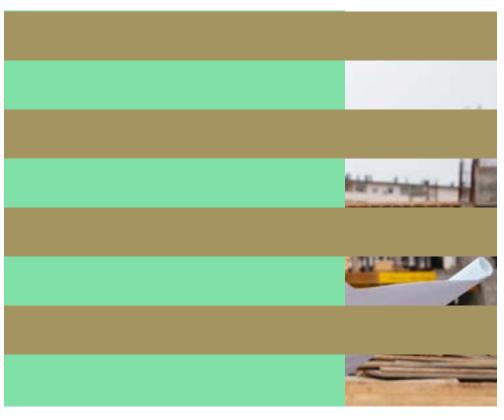
Transition - Pattern

Our pattern can be used to create a transition from image to solid colour or visa-versa.

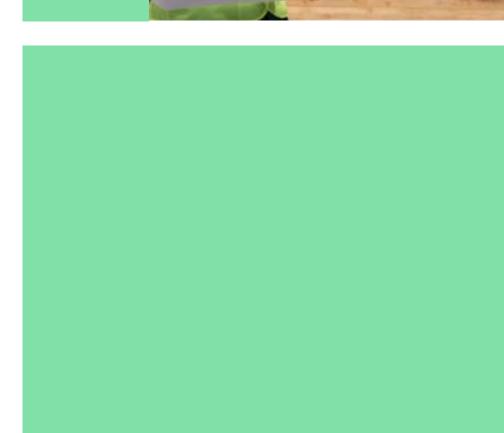












02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

9a. Logo

9b. Pattern

9c. Texture

9d. Type

9e. Transition

9f. 3D

10. Application

Motion

Transition - Dither

Using a simple grid, a transition from image to solid colour, or visa-versa if using masks, can be achieved that reflects the structure of our dither texture.









02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

9a. Logo

9b. Pattern

9c. Texture

9d. Type

9e. Transition

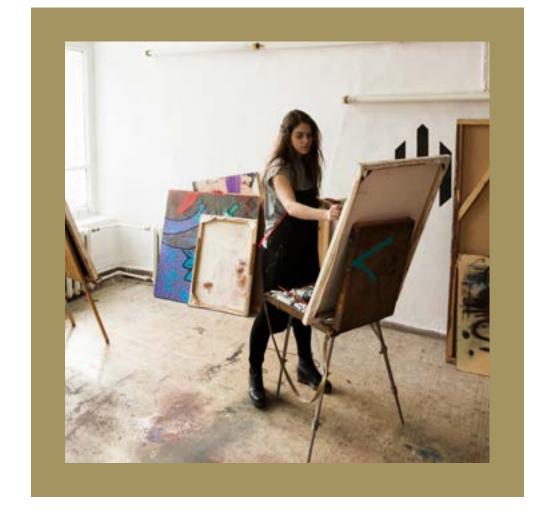
9f. 3D

10. Application

Motion

Transition - Mask

A simple and quick transition can be achieved by moving a mask object, rather than the masked image.













02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

9a. Logo

9b. Pattern

9c. Texture

9d. Type

9e. Transition

9f. 3D

10. Application

Motion

3D

Our brand assets can be rendered using 3D software and composited into liveaction footage for campaign specific communications.



- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion

10. Application

- 10a. Tone
- 10b. Campaign
- 10c. Social
- 10d. Stationery
- 10e. Editorial
- 10f. Environ 10g. Email
- 10h. Apparel

10. Application

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone

10b. Campaign 10c. Social 10d. Stationery 10e. Editorial 10f. Environ 10g. Email 10h. Apparel

Application

Tonal Range

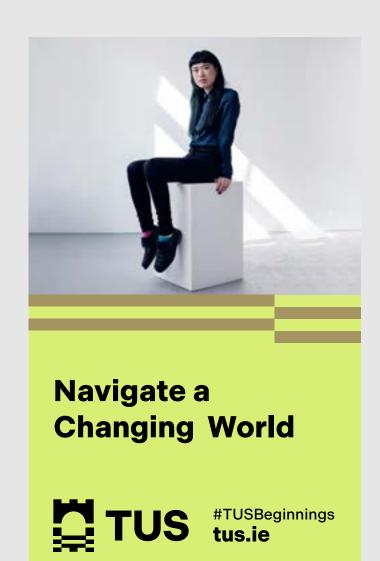
It is important to maintain a clear tonal range, when representing this brand.

Our primary colours and brand assets should be used for high level, formal, and official communications.

In targeted communications, we can utilise our secondary colours and expressive brand elements in order to create dramatic and eye-catching design.









02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone
10b. Campaign
10c. Social
10d. Stationery
10e. Editorial
10f. Environ

10g. Email

10h. Apparel

Campaign

Generic



02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone10b. Campaign10c. Social

10d. Stationery

10e. Editorial 10f. Environ

10g. Email

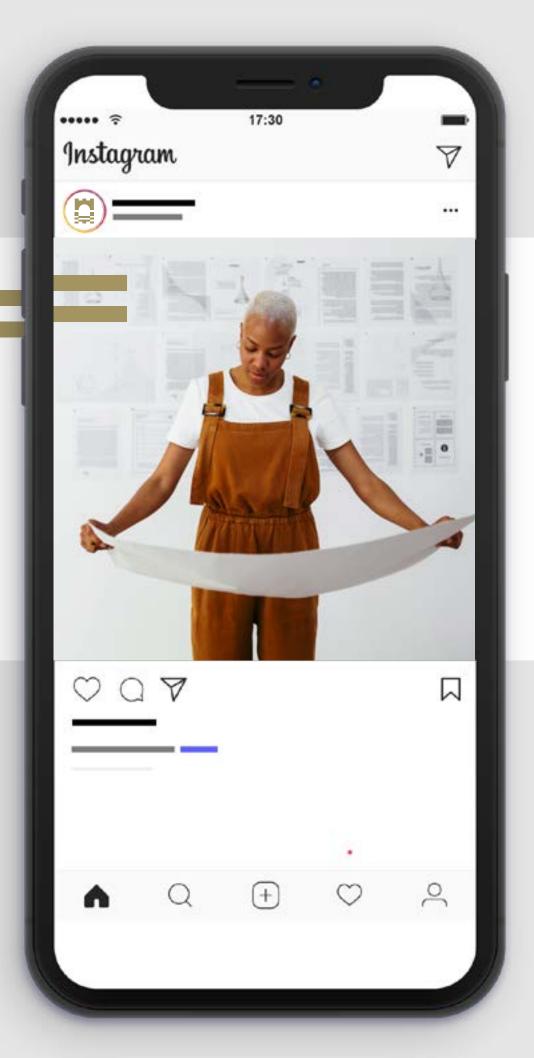
10h. Apparel

Campaign

Generic

Welcome to Ireland's new TU

Technological University of the Shannon Midlands Midwest





tus.ie

#TUSBeginnings

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone
10b. Campaign
10c. Social
10d. Stationery
10e. Editorial
10f. Environ
10g. Email
10h. Apparel



02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

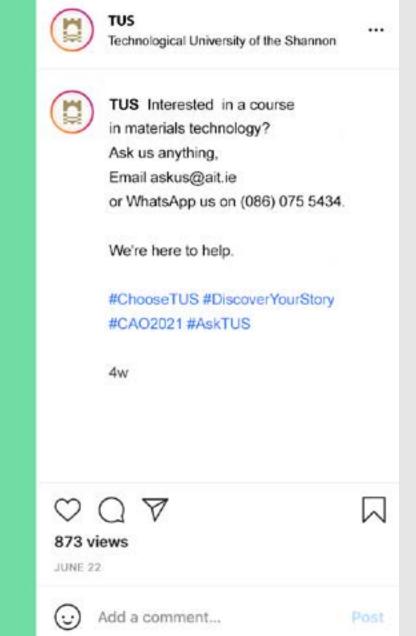
09. Motion

10. Application

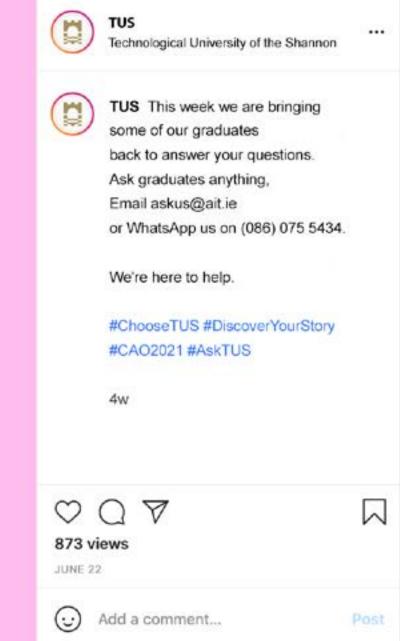
10a. Tone
10b. Campaign
10c. Social
10d. Stationery
10e. Editorial
10f. Environ
10g. Email
10h. Apparel

ApplicationSocial Media









02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

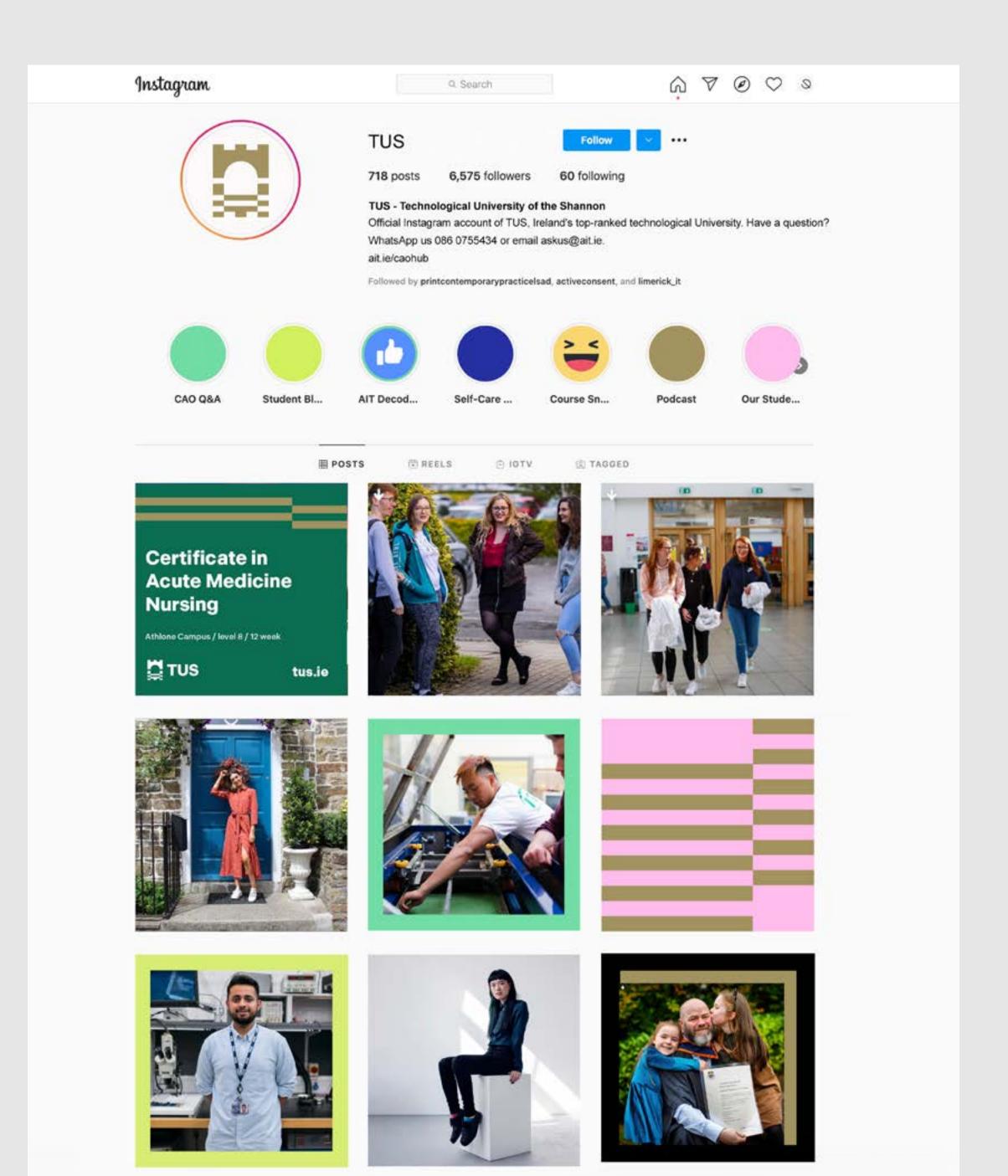
08. Photography

09. Motion

10. Application

10a. Tone
10b. Campaign
10c. Social
10d. Stationery
10e. Editorial
10f. Environ
10g. Email
10h. Apparel

ApplicationSocial Media



02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

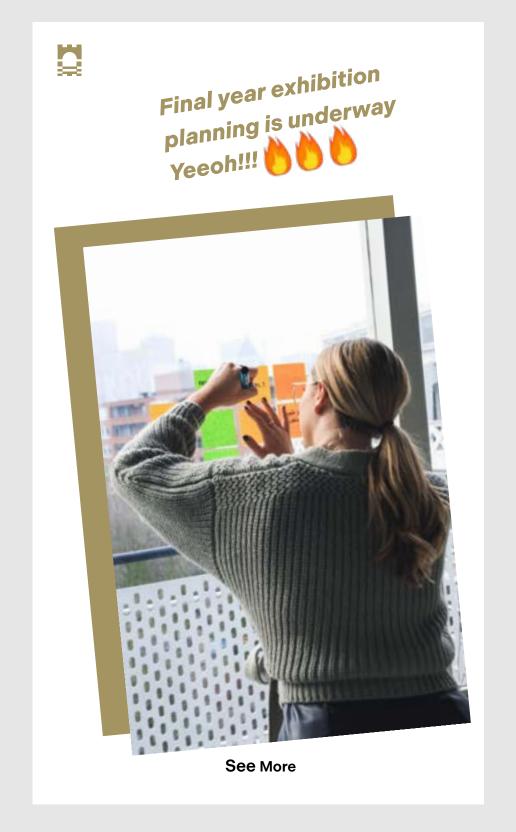
09. Motion

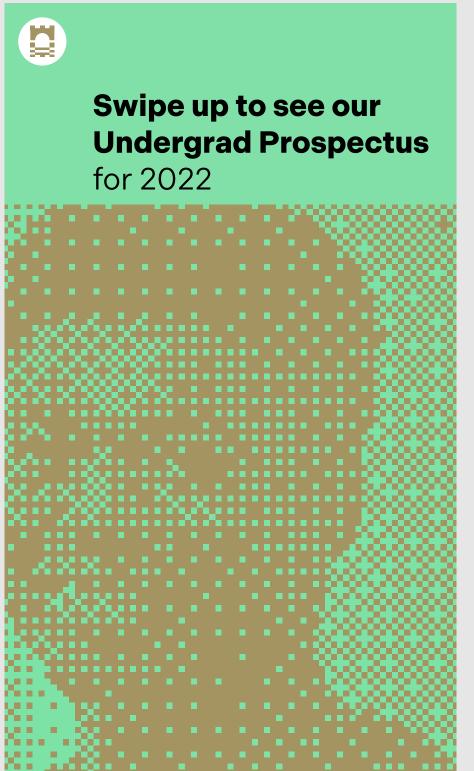
10. Application

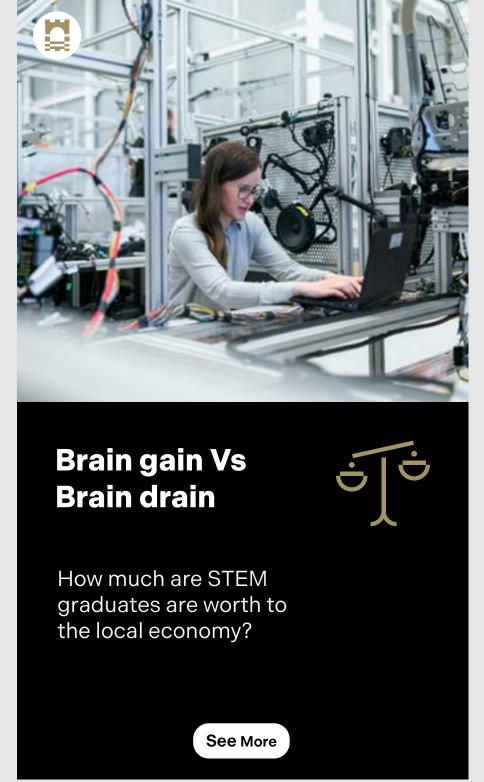
10a. Tone
10b. Campaign
10c. Social
10d. Stationery
10e. Editorial
10f. Environ
10g. Email

10h. Apparel

ApplicationSocial Media Casual









02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone
10b. Campaign
10c. Social
10d. Stationery
10e. Editorial
10f. Environ
10g. Email
10h. Apparel

Application

Social Media In-App









02. Logo

03. Typography

- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion

10. Application

10a. Tone

10b. Campaign 10c. Social

10d. Stationery

10e. Editorial 10f. Environ

10g. Email

10h. Apparel

ApplicationStationery



02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone

10b. Campaign

10c. Social

10d. Stationery

10e. Editorial

10f. Environ

10g. Email

10h. Apparel

Application Editorial





02. Logo

03. Typography

- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion

10. Application

10a. Tone

10b. Campaign

10c. Social

10d. Stationery

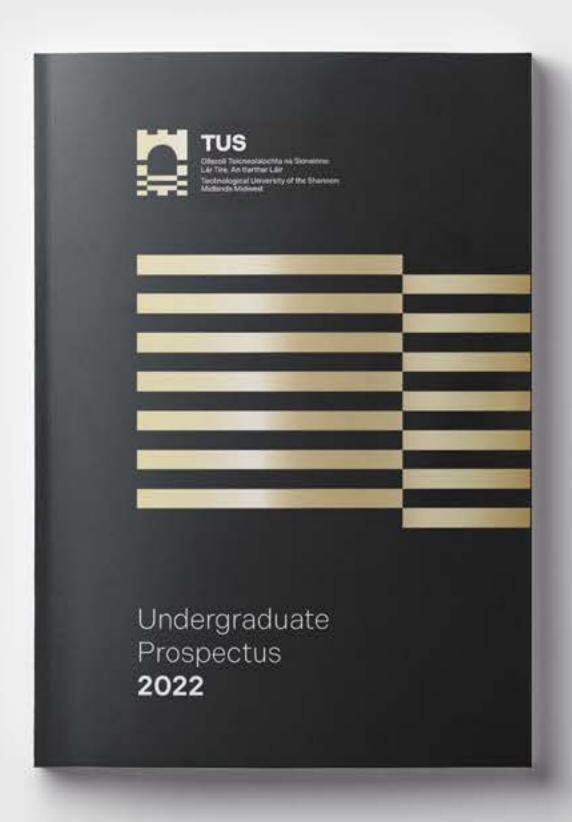
10e. Editorial

10f. Environ

10g. Email

10h. Apparel

Application Editorial





- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion

10. Application

10a. Tone

10b. Campaign

10c. Social

10d. Stationery

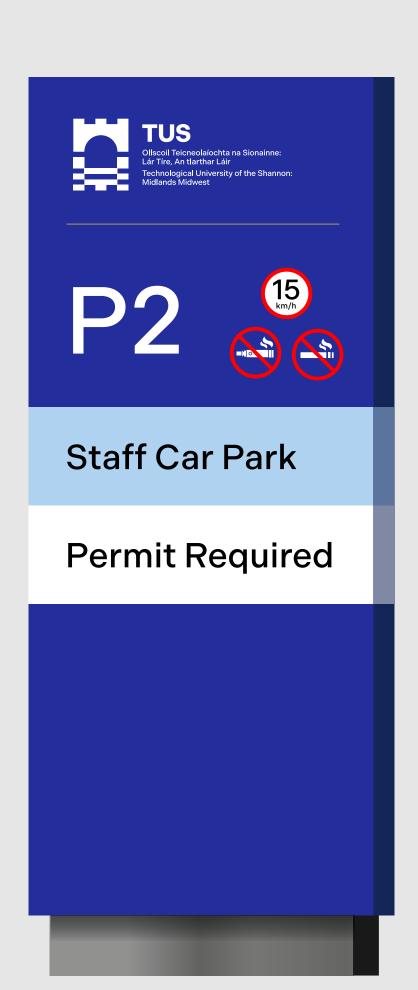
10e. Editorial

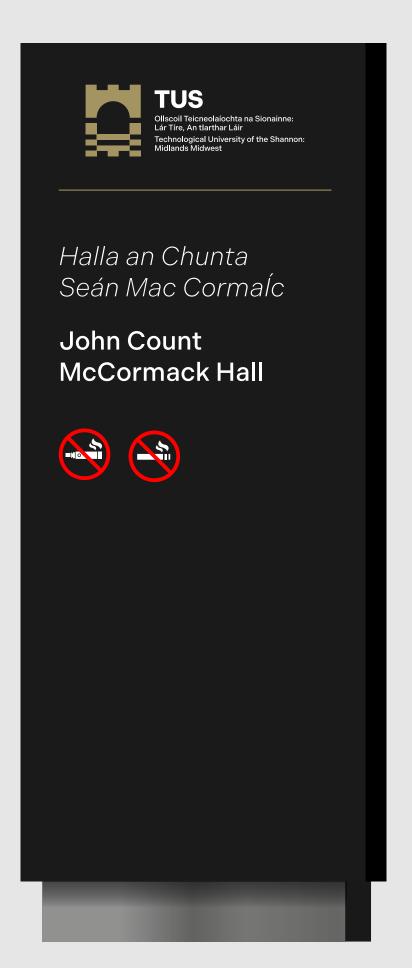
10f. Environ

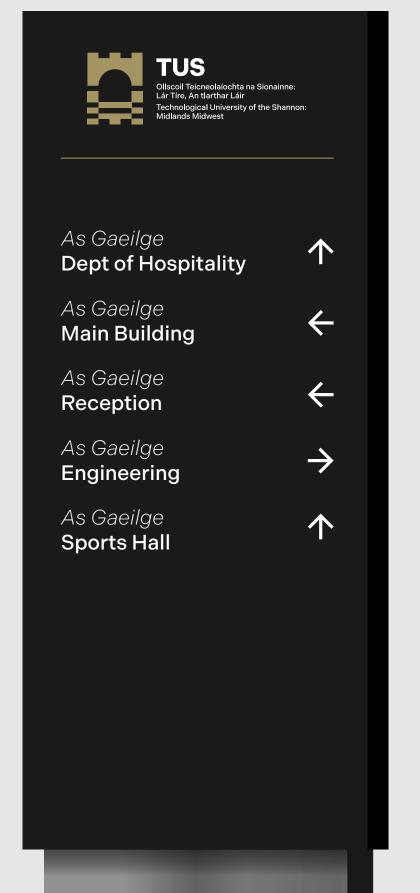
10g. Email

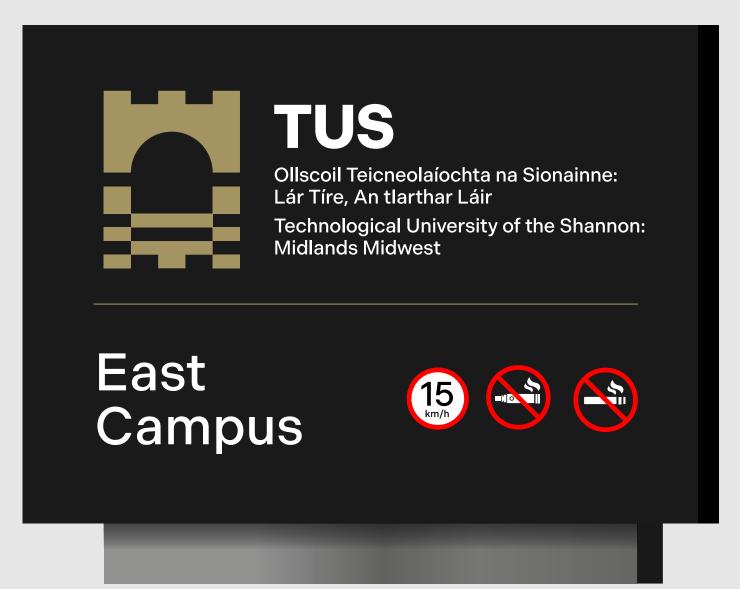
10h. Apparel

ApplicationEnvironmental









02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone

10b. Campaign

10c. Social

10d. Stationery

10e. Editorial

10f. Environ

10g. Email

10h. Apparel



02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone

10b. Campaign

10c. Social

10d. Stationery

10e. Editorial

10f. Environ

10g. Email

10h. Apparel

Application

Environmental - Bench



02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone

10b. Campaign

10c. Social

10d. Stationery

10e. Editorial

10f. Environ

10g. Email

10h. Apparel

Application

Environmental - Wall Detail



- 01. Introduction
- 02. Logo
- 03. Typography
- 04. Colour
- 05. Pattern
- 06. Texture
- 07. Iconography
- 08. Photography
- 09. Motion

10. Application

- 10a. Tone
- 10b. Campaign
- 10c. Social
- 10d. Stationery
- 10e. Editorial
- 10f. Environ
- **10g. Email** 10h. Apparel

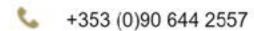
Application

E-Mail Signature



John Ryan

Student Recruitment
Technological University of the Shannon:
Midlands Midwest



- John.Ryan@tus.ie
- www.tus.ie
- Moylish Park, Limerick, V94 EC5T



Name Surname

Position

Technological University of the Shannon: Midlands Midwest

- +353 (0)90 644 2557
- Mame.Surname@tus.ie
- www.tus.ie
- Nenagh Road, Thurles, Co.
 Tipperary, E41 PC92

02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone
10b. Campaign
10c. Social
10d. Stationery
10e. Editorial
10f. Environ
10g. Email
10h. Apparel

Application

T-Shirts



02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone10b. Campaign10c. Social10d. Stationery10e. Editorial10f. Environ10g. Email10h. Apparel

Application

Sports Jersey



02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone
10b. Campaign
10c. Social
10d. Stationery
10e. Editorial
10f. Environ
10g. Email

10h. Apparel

Application Hoodie





02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone
10b. Campaign
10c. Social
10d. Stationery
10e. Editorial
10f. Environ

10g. Email

10h. Apparel

Application

Hat



02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone 10b. Campaign

10c. Social

10d. Stationery 10e. Editorial

10f. Environ

10g. Email

10h. Apparel

Application Scarf



02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone
10b. Campaign
10c. Social
10d. Stationery
10e. Editorial
10f. Environ
10g. Email

10h. Apparel

ApplicationTraining Kit





02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone
10b. Campaign
10c. Social
10d. Stationery
10e. Editorial
10f. Environ
10g. Email
10h. Apparel

Application

Sweater





02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone
10b. Campaign
10c. Social
10d. Stationery
10e. Editorial
10f. Environ
10g. Email
10h. Apparel





02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone
10b. Campaign
10c. Social
10d. Stationery
10e. Editorial
10f. Environ
10g. Email
10h. Apparel







02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone
10b. Campaign
10c. Social
10d. Stationery
10e. Editorial
10f. Environ
10g. Email
10h. Apparel







02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone
10b. Campaign
10c. Social
10d. Stationery
10e. Editorial
10f. Environ
10g. Email

10h. Apparel



02. Logo

03. Typography

04. Colour

05. Pattern

06. Texture

07. Iconography

08. Photography

09. Motion

10. Application

10a. Tone
10b. Campaign
10c. Social
10d. Stationery
10e. Editorial
10f. Environ
10g. Email
10h. Apparel

Application

Tote Bags







One Colour Screen Print

Two Colour Screen Print

One Colour Screen Print



Thank You

Brand Guidelines version 2.0

This brand guidelines document is subject to change.

Please contact the communications department for most recent version.

Orla Thornton orla.thornton@tus.ie

Shane Malone

shane.malone@tus.ie