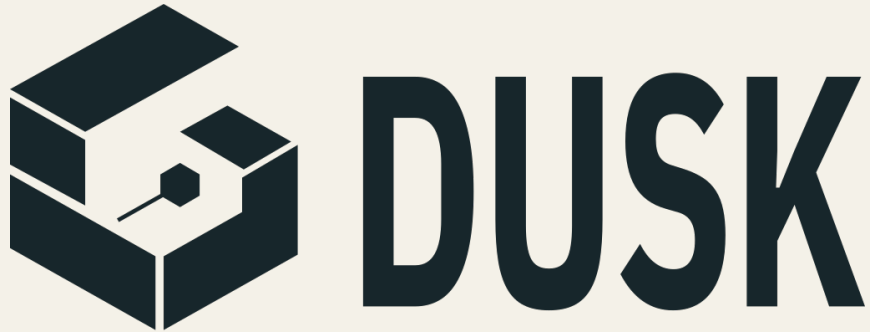


A field guide to living worlds.

Dusk is the engine. World Survey is its visual identity: precise, exploratory and made for builders.



Worlds worth sharing.

Build a place. Give it atmosphere and behavior.
Open it in a browser and share it with someone else.



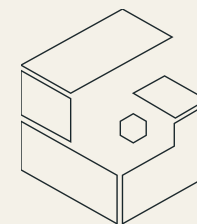
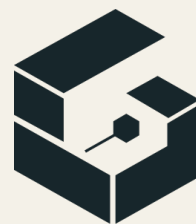
INK / MINT / SIGNAL / CHALK / FIELD

LOGO + TYPE + COLOR + ART + INTERFACE + APPLICATIONS



One identity. A complete logo family.

Primary use: ink artwork on chalk. Use the reversed chalk or mint artwork on a quiet ink surface.



SVG and vector PDF masters are fully outlined. Transparent PNGs are supplied separately. Ink, chalk, mint, black and white versions share identical geometry. The signal-node version is a secondary accent.

Protect the shape and the space.

The symbol is a precision reconstruction of the chosen concept. Its negative-space path ends in one central node.



Horizontal	160px wide
Signature + tagline	240px wide
Stacked / wordmark	96px wide
Product lockup	240px wide
Built with Dusk	140px wide

CLEARSPACE

Reserve 0.5H around the complete lockup; H is the symbol height. Master files are tightly cropped. Add the clearspace in layout. App-icon padding is a separate fixed composition.

SMALL SIZES

Use the standard symbol at 32px high or larger. Below 32px, use the micro symbol, which removes the connector and enlarges the node. Keep the outline study at least 96px high.

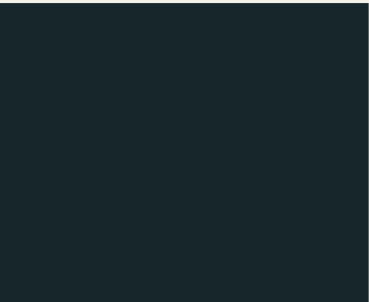
BRAND ARCHITECTURE

Dusk is the master brand. World Atelier, Observatory and Physics Lab are named tools. Darkwind retains its own game identity with a smaller Built with Dusk endorsement.

Use the supplied artwork. Do not stretch, rotate, add effects, redraw the seams, use a busy background or type a replacement wordmark. The outlined wordmark is a fixed condensed composition derived from IBM Plex Sans Condensed Bold.

Chalk first. Mint for action.

Core colors are sRGB masters. Signal orange is a focused indicator and illustration accent; it is not the default small-text color.



Ink

#17262B

RGB 23 / 38 / 43

CMYK* 47 / 12 / 0 / 83

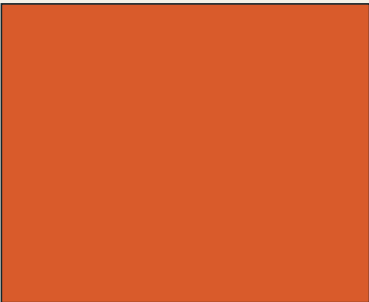


Mint

#BFE6D1

RGB 191 / 230 / 209

CMYK* 17 / 0 / 9 / 10

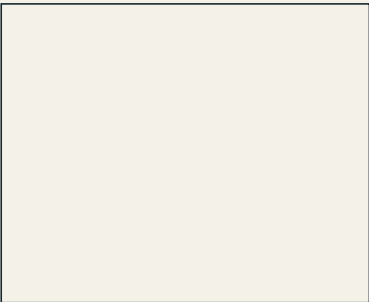


Signal

#D95B2B

RGB 217 / 91 / 43

CMYK* 0 / 58 / 80 / 15



Chalk

#F4F1E8

RGB 244 / 241 / 232

CMYK* 0 / 1 / 5 / 4



Field

#68837C

RGB 104 / 131 / 124

CMYK* 21 / 0 / 5 / 49

70% CHALK / 20% INK + FIELD / 8% MINT / 2% SIGNAL

Light theme

Ink / chalk: 13.79:1

Ink / mint: 11.46:1

Dark theme

Chalk / ink: 13.79:1

Ink / mint: 11.46:1

For small muted text use #47615B on chalk, or #B2C8BD on ink. Field is a diagram color. Functional success, warning, error and focus colors are separate semantic tokens; feedback also needs words or icons.

* CMYK values are approximate, unprofiled starting points. Convert the sRGB master through the printer profile.

Precise type. Human language.

Three IBM Plex families cover expressive headings, readable interfaces and measurable data. All font files and OFL licenses are included.

Worlds worth sharing.

IBM PLEX SANS CONDENSED / 600

Build a place. Invite someone in.

IBM PLEX SANS / 400, 500, 600 + 400 ITALIC

terrain.height = 128.0

IBM PLEX MONO / 400, 500

Hero	72 / 78px
Page title	48 / 52px
Section	32 / 38px
Reading	16 / 25px
Controls	14 / 20px
Metadata	12 / 18px

GRID

Use 4px spacing increments; 24px grid gutters; a 1200px maximum content area; a 65-character reading measure; and square corners.

RULES AND PATTERNS

Use 1px rules for screens. Registration ticks, contour lines and isometric grids add structure in margins. Keep them away from small text and controls.

ICONS

12 separate icons use a 24-unit grid with 1.5-unit square-ended strokes. Use `currentColor` and a visible label when meaning is ambiguous.

VOICE / SPECIFIC, CURIOUS, CAPABLE

Say what a builder can do: "Inspect the world. Change what happens." Use active verbs and concrete nouns. Avoid grand claims, fantasy jargon and vague capability lists.

Illustration as a world specimen.

Use careful pen linework, mint washes, contour layers and a restrained orange point of attention. The logo and copy stay separate.



WIDE HERO

An exploded terrain specimen: upper land, moving water, lower rock. Use the full silhouette; reserve the quiet paper area for separately set copy.

Brand concepts, not engine captures. Use actual in-engine screenshots when demonstrating product output. Do not imply that the reference game owns all Dusk visual directions. Keep characters small; shared activity and place are the focus.



EDITORIAL VIGNETTE

A compact island, bridge and shared meeting point. The RGBA file has soft-edge transparency and is intended for chalk surfaces; keep it out of dense data panels.

A working visual language for tools.

Use the supplied CSS for light and dark surfaces. These are component specimens; the live gallery contains the actual HTML and CSS.

World Atelier

A shared place starts with a draft.

Lantern House

Create a world

Draft saved

World Atelier

A shared place starts with a draft.

Lantern House

Create a world

Draft saved



Worlds worth sharing.



DUSK / WORLD SURVEY



INTERFACE RULES

44px interactive targets. 140ms feedback transitions. Clear keyboard focus. State labels in addition to color. Honor reduced motion. Keep illustrations outside precise editor work.

Everything has its own file.

Start with brand-guide.html for the asset gallery, or choose an asset directly. All supplied production logo lettering is outlined.

logos/svg + logos/pdf

Vector masters: primary, stacked, symbol, wordmark, signature and five single-color versions.

logos/png + logos/micro

Transparent exports at named widths; micro symbol at 16, 24, 32 and 48px.

logos/lockups

Separate World Atelier, Observatory, Physics Lab and endorsement assets.

styles + tokens + colors

Scoped CSS, light/dark themes, JSON tokens, HEX/RGB/CMYK CSV and GIMP palette.

fonts + icons + patterns

Eight self-hosted fonts in TTF/WOFF2, licenses, UI icons, favicons and three SVG patterns.

illustrations + templates

Separate hero/vignette PNGs; standalone social, repository, release, avatar and letterhead designs.

source + references

Rebuild scripts, logo geometry, live-type source, prompts and the approved selection.

USE THE STYLE SHEET

Load styles/brand.css. Add class="dusk-brand" to the content root. Set data-dusk-theme="dark" where needed. Relative font paths resolve from the styles folder.

A GAME MADE WITH DUSK

Use the small Built with Dusk badge in credits or a game footer. Do not replace Darkwind's own title, character art or interface identity with engine branding.

REBUILD AND VERIFY

Install source/requirements.txt and libsvg. Run build_assets.py, build_guide.py and validate_package.py from source/. Assets rebuild locally; only prepare_fonts.py needs network access.