

LOGO GRID

USING CUSTOM GRID



RVB : 0.131.187
CMJN : 82.36.8.0
HEX : 0083bb



RVB : 12.23.30
CMJN : 94.76.57.79
HEX : 0c171e



RVB : 239.239.239
CMJN : 0.0.0.7
HEX : efefef

These colors are available in
RGB and CMJN.
They are **printables**.

COLORS USED

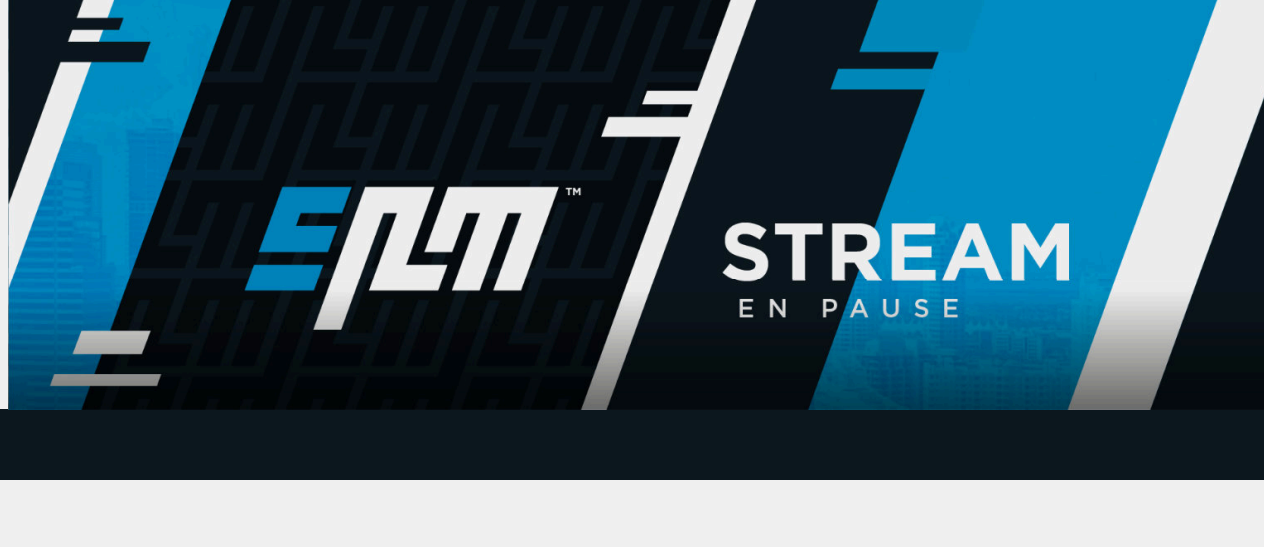
RVB AND CMJN



This SNM logo was made in a custom grid with a 30° tilt landmarks.
It looks very **sporty and gaming**.
Colors used are dark blue and electrical blue. These 2 colors are **modern and flats**.

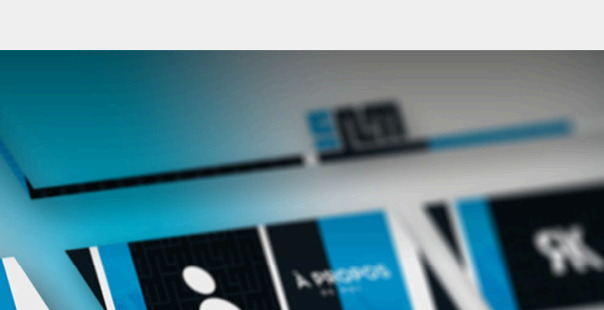
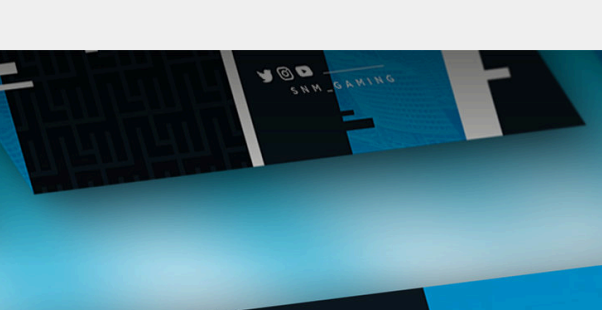
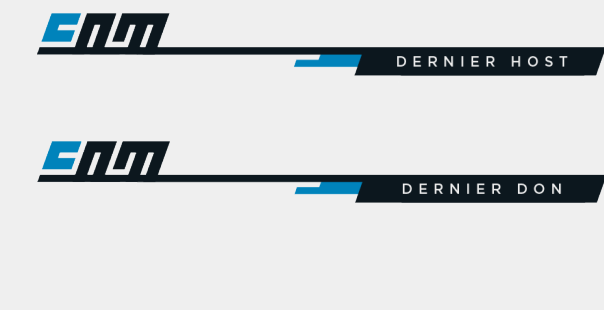
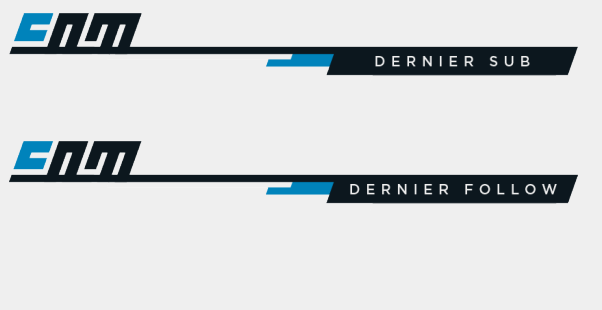
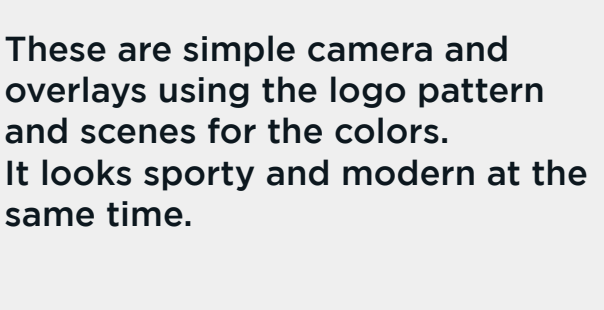
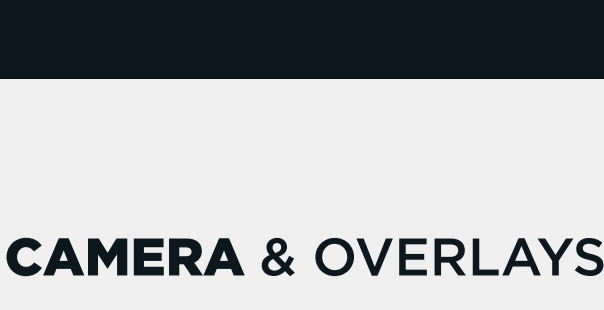
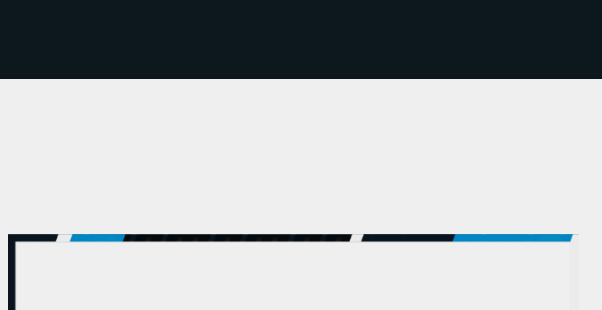
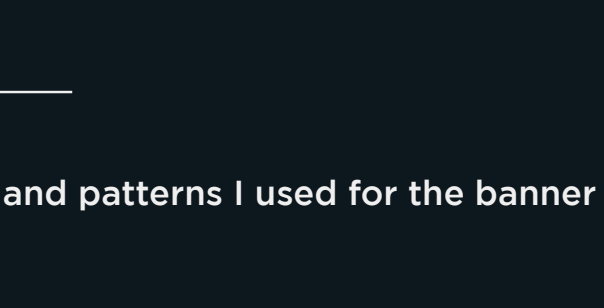
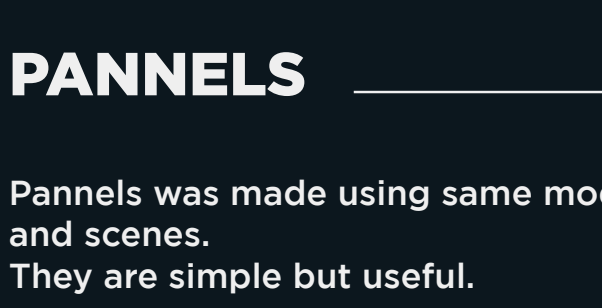
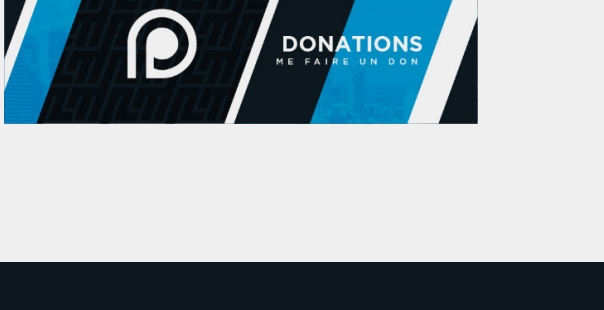
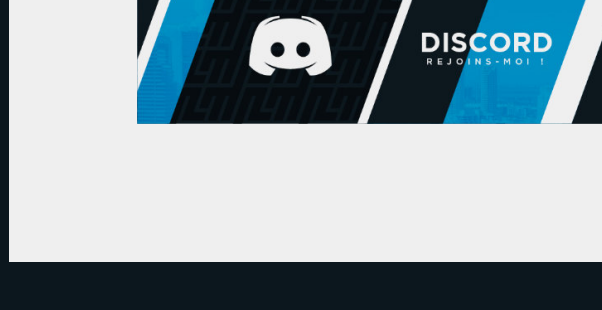
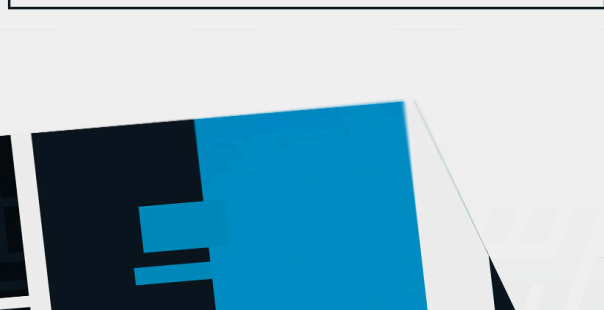
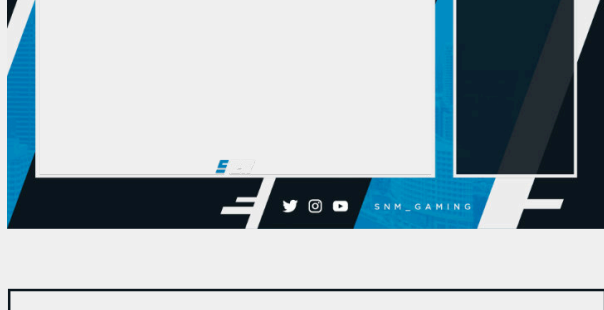
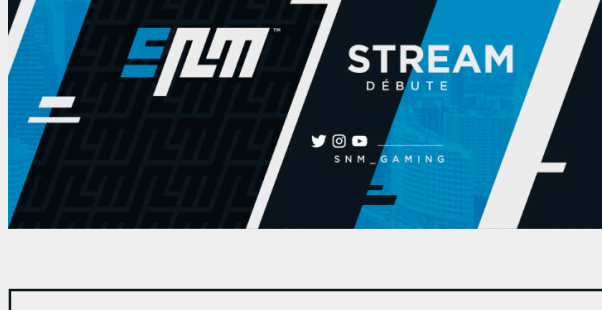
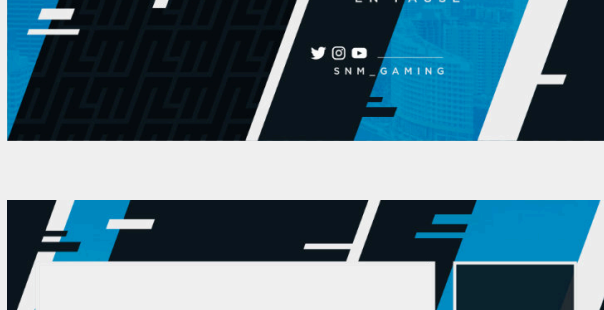
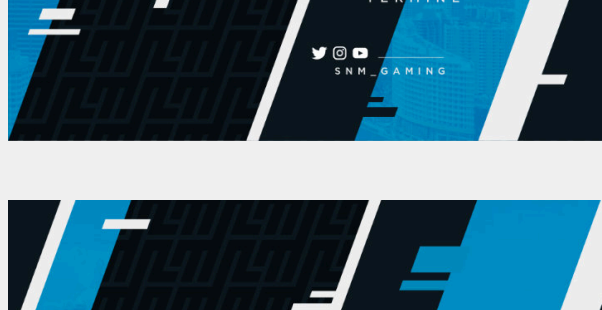
LOGO EXPLANATION

HOW I MADE THE LOGO



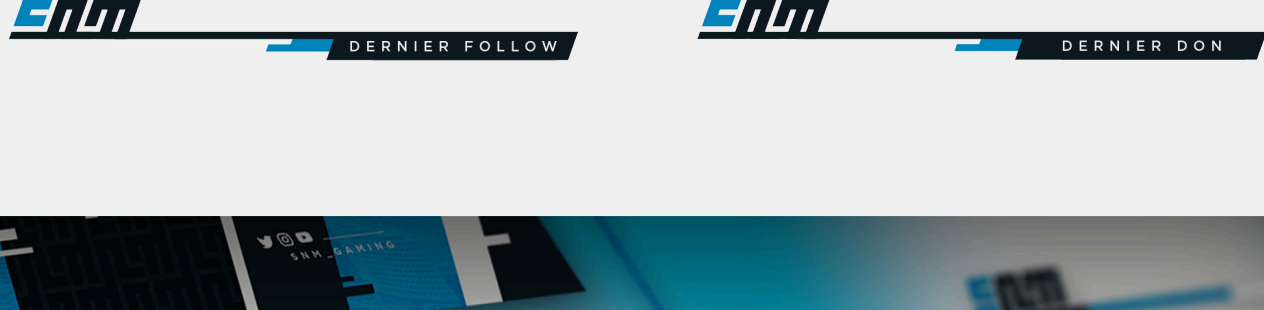
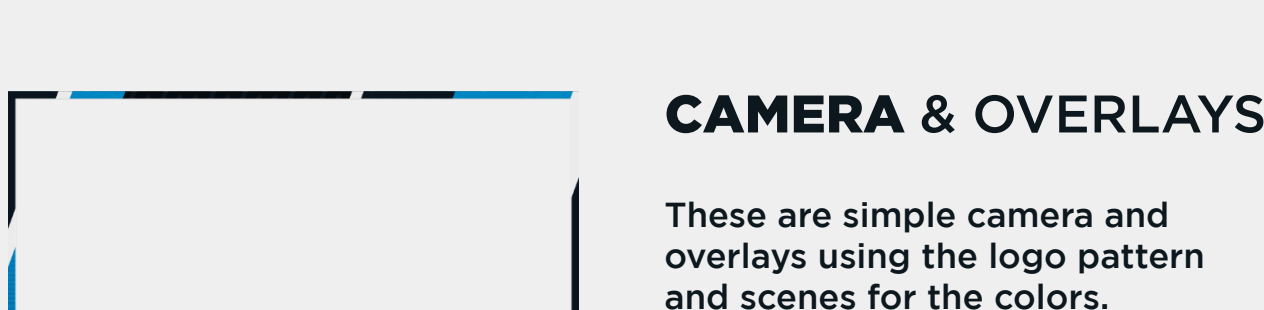
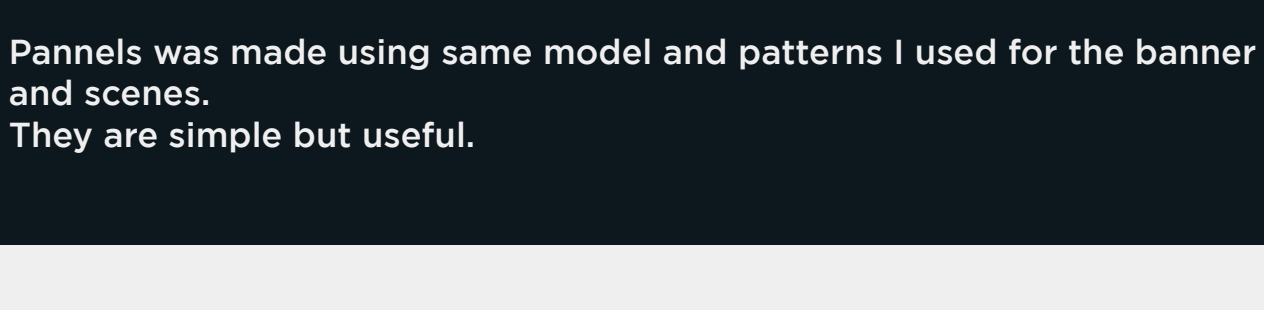
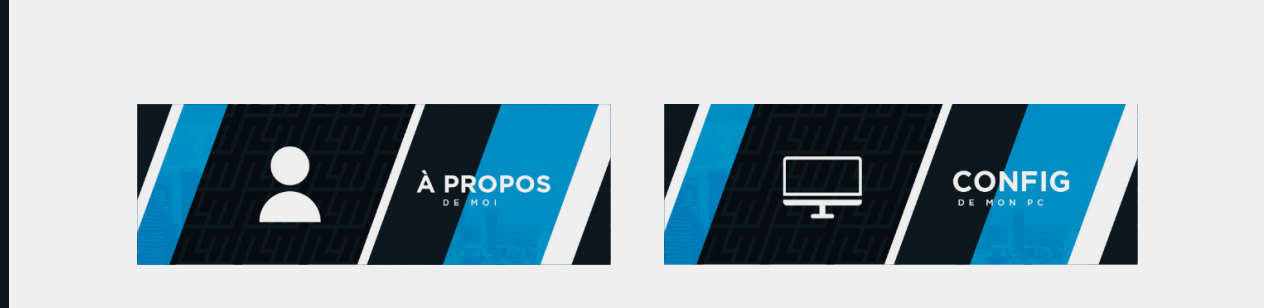
SCENES

PREMADE SCENES



BANNER

SIMILAR AS SCENES



PANNELS

Pannels was made using same model and patterns I used for the banner and scenes.
They are simple but useful.

