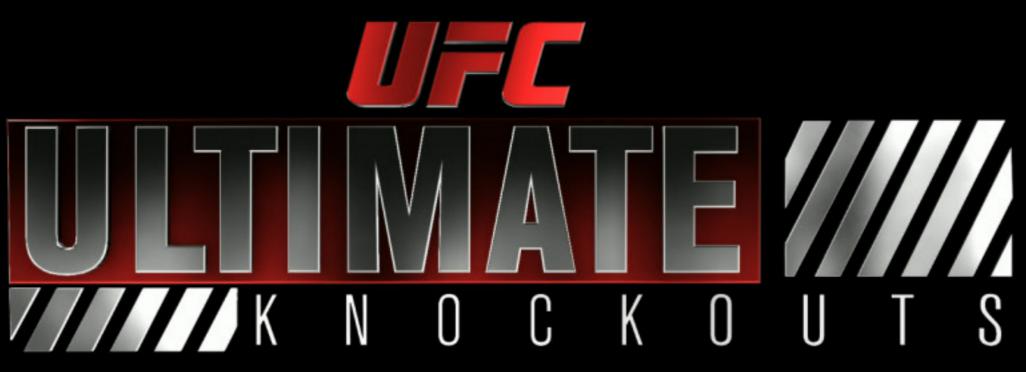


#### PRODUCTION REBRAND BOOK

BY RICHIE VERNILLO



#### PRODUCTION REBRAND BOOK

TABLE OF CONTENTS

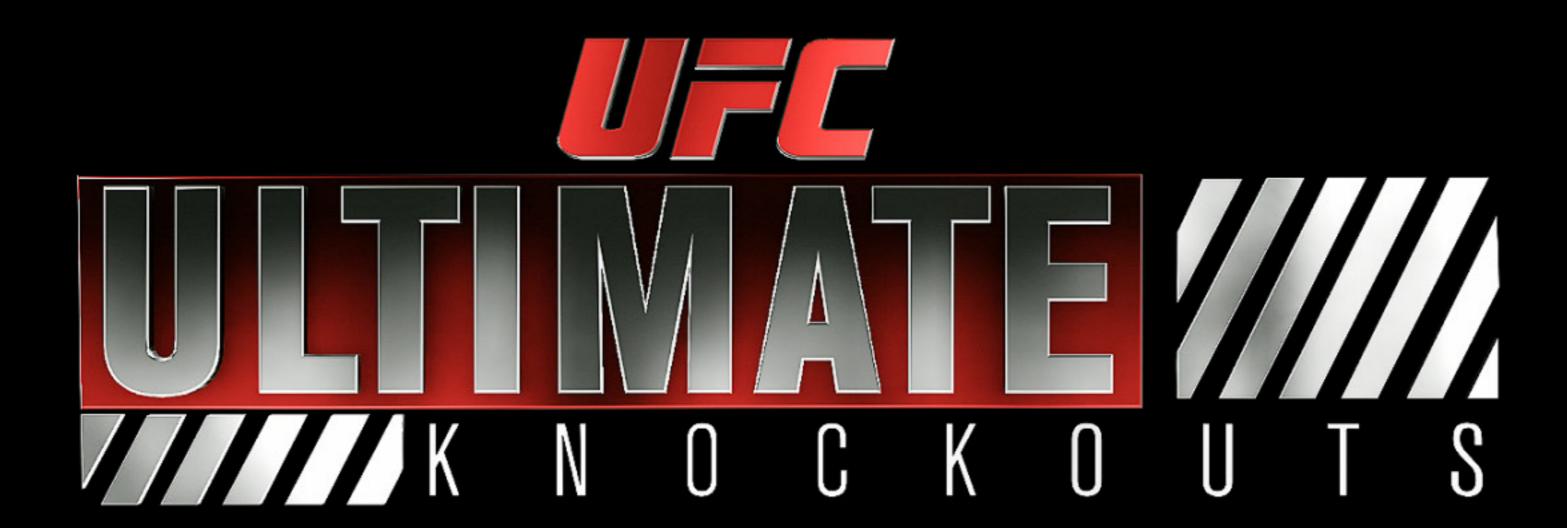
**PROJECT** GOALS

**SHOW** OPEN

**SHOW** TRANSITIONS

**SHOW BUGS** & LOWER 3RDS

**SHOW** TITLE DESIGN



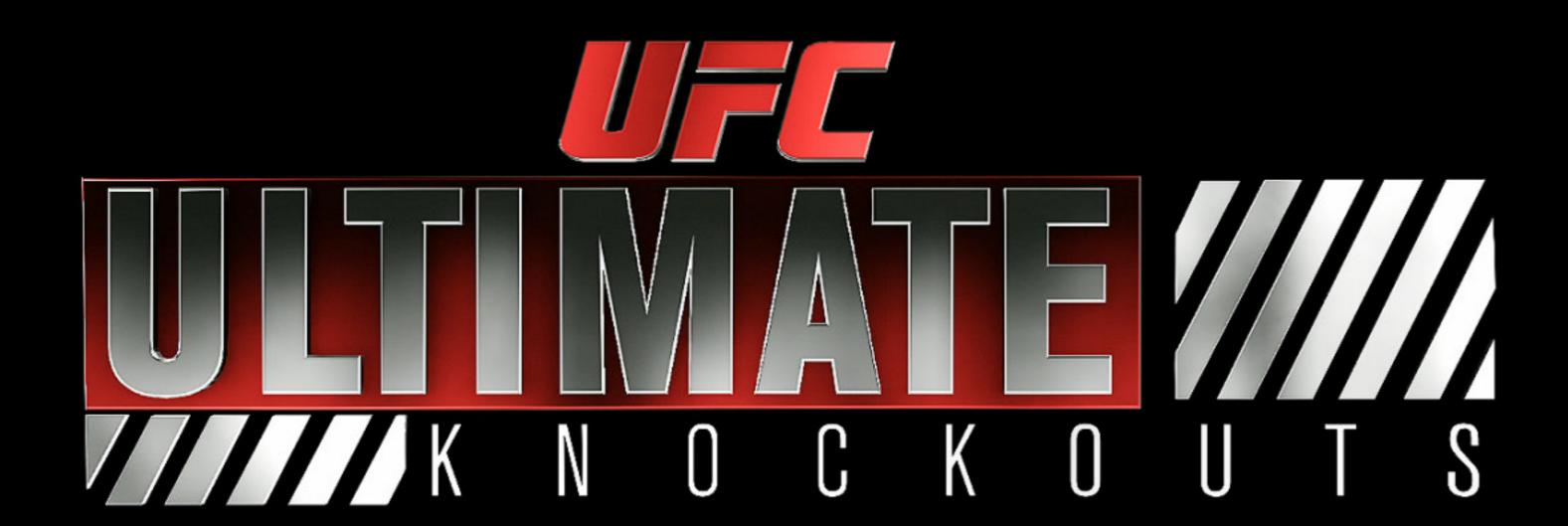
PROJECT GOALS

#### PROJECT GOALS

# TO ENHANCE OVERALL VISUAL-DESIGN QUALITY BY REFRESHING THE SHOW'S VISUAL BRAND IDENTITY TO THE CORE UFC AUDIENCE.

INSPIRED BY COMIC BOOKS & STREET FIGHTER.





SHOW OPEN

### SHOW OPEN

REBRAND FEATURES:

## A KINETIC, DIVERSELY COLORFUL "PAINT AND FLASH" LOOK

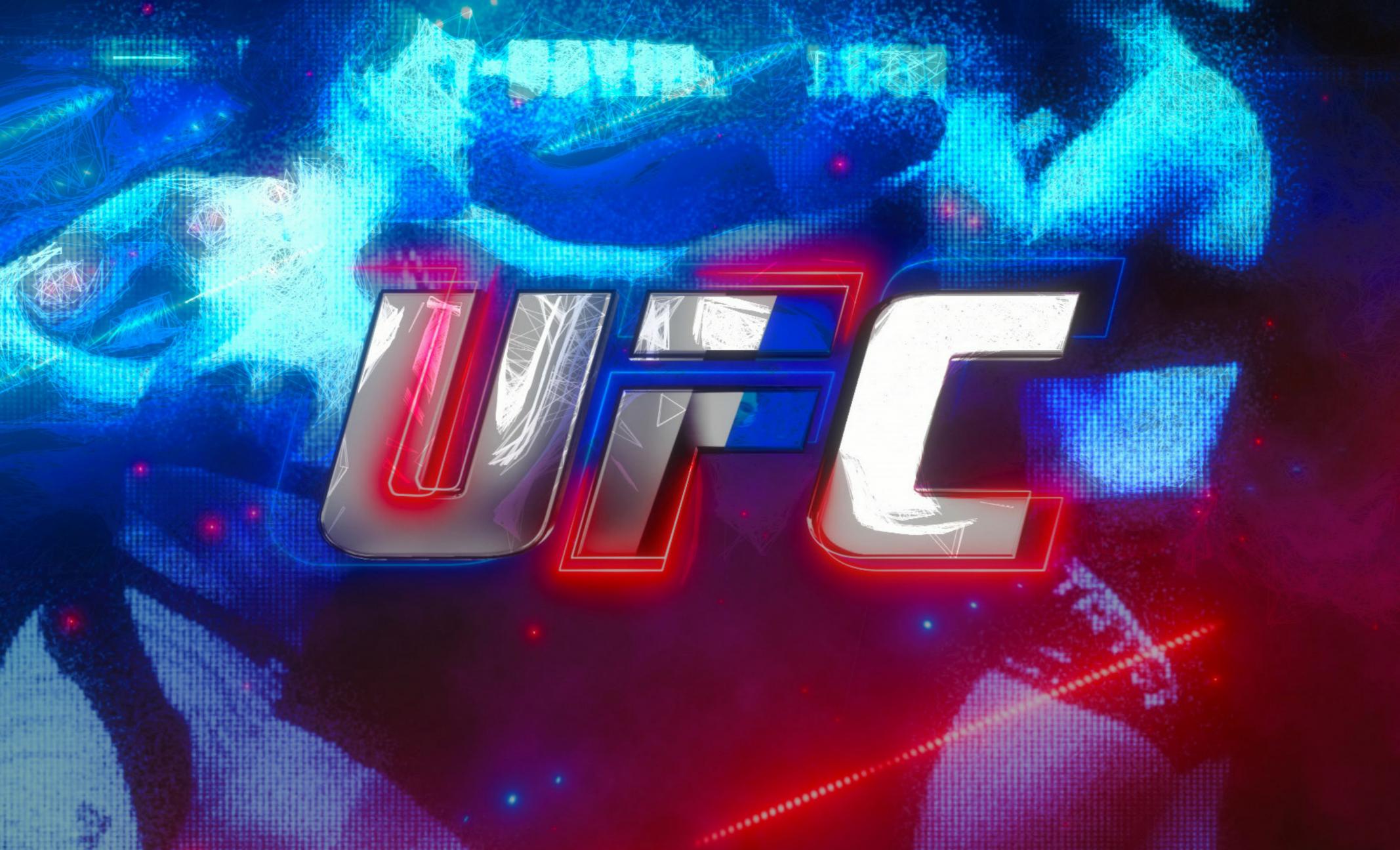
TO MODERNIZE THE **OVERALL DESIGN ASTHETIC**, USING UFC OCTAGON **AS PRIMARY COLORS** (BLUE AND RED).



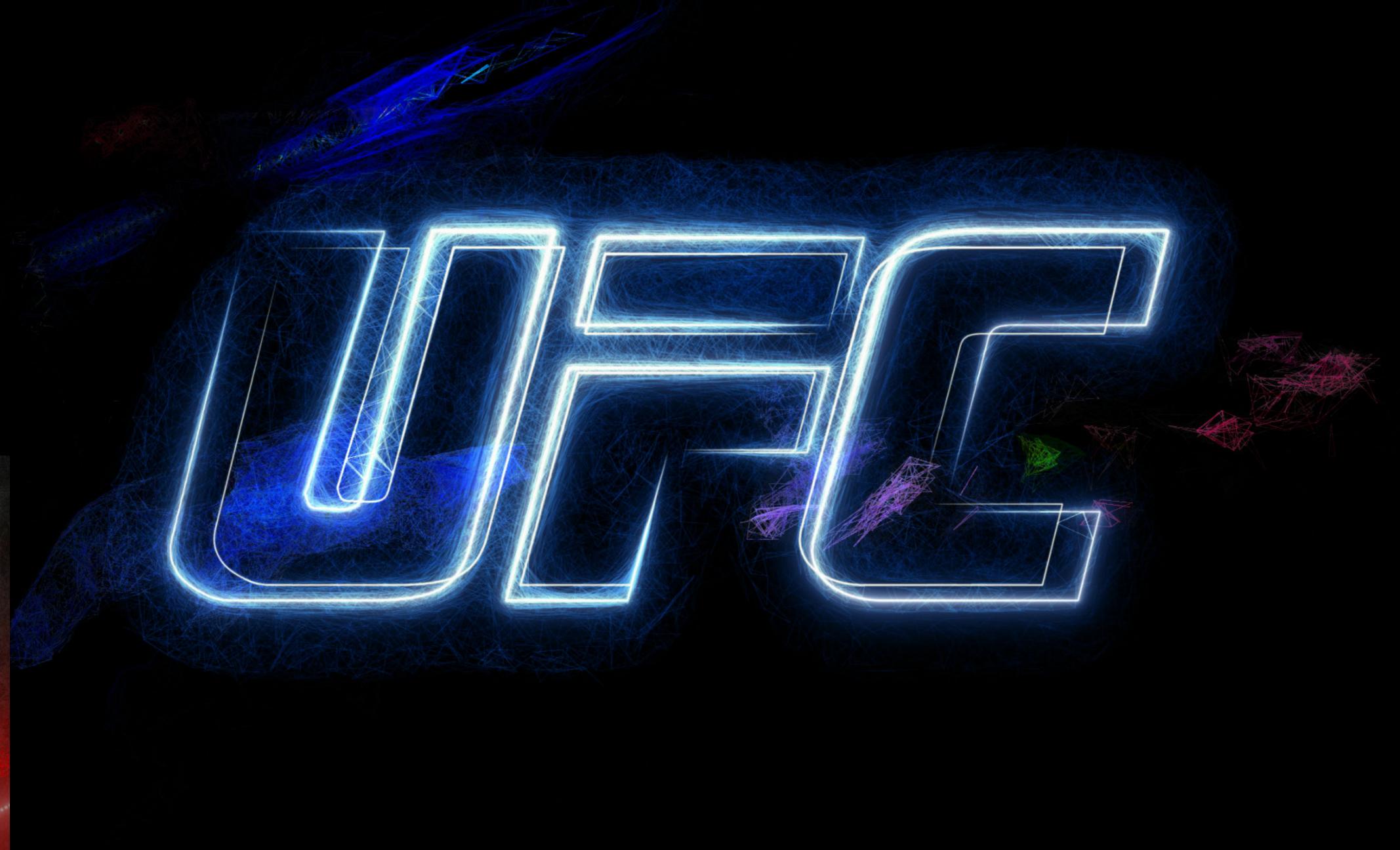






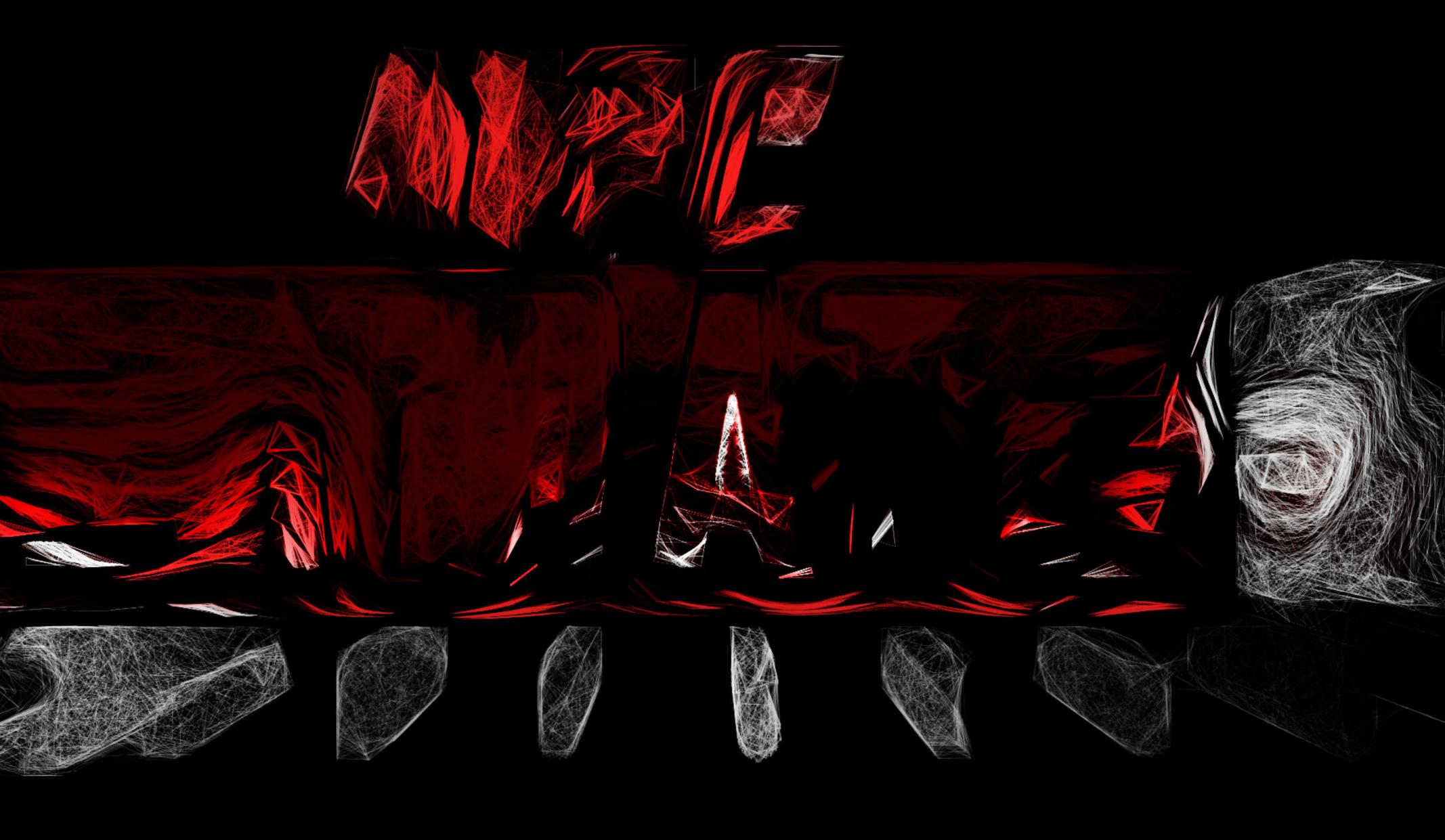


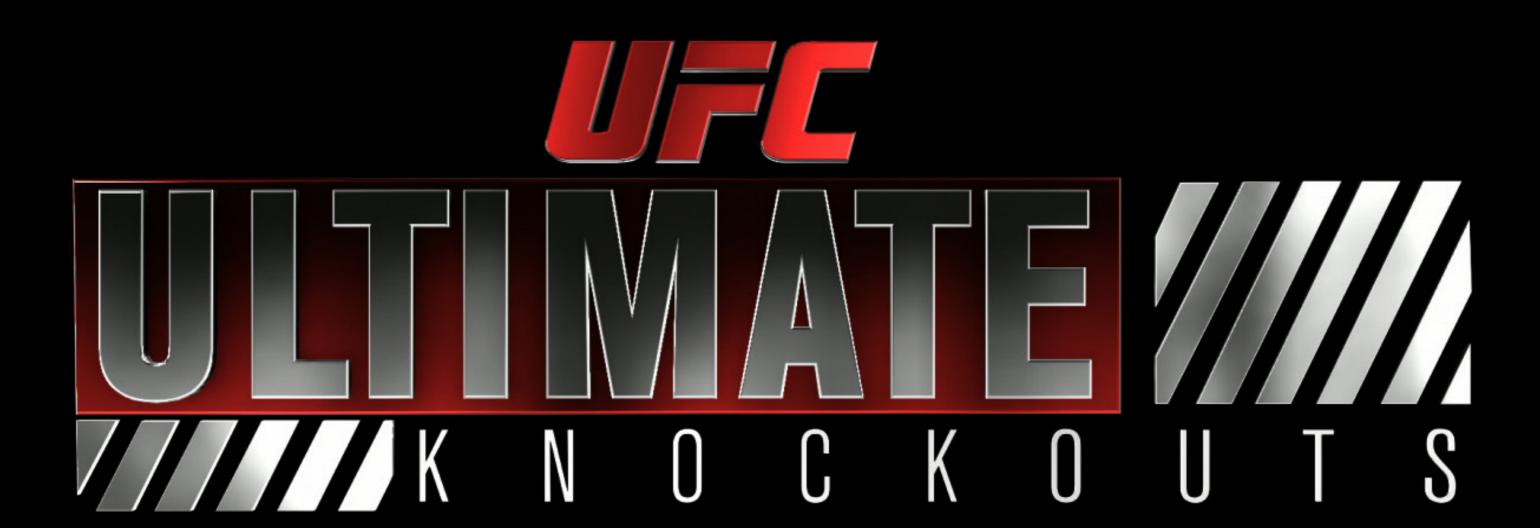


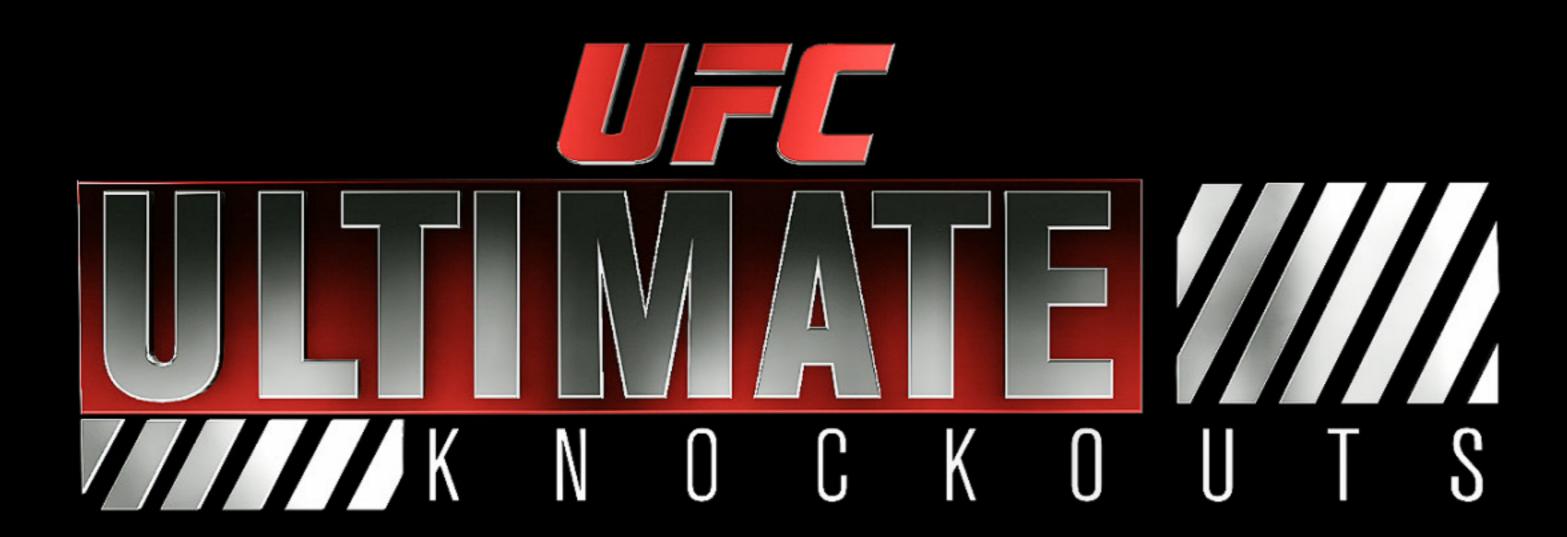












SHOW TRANSITIONS

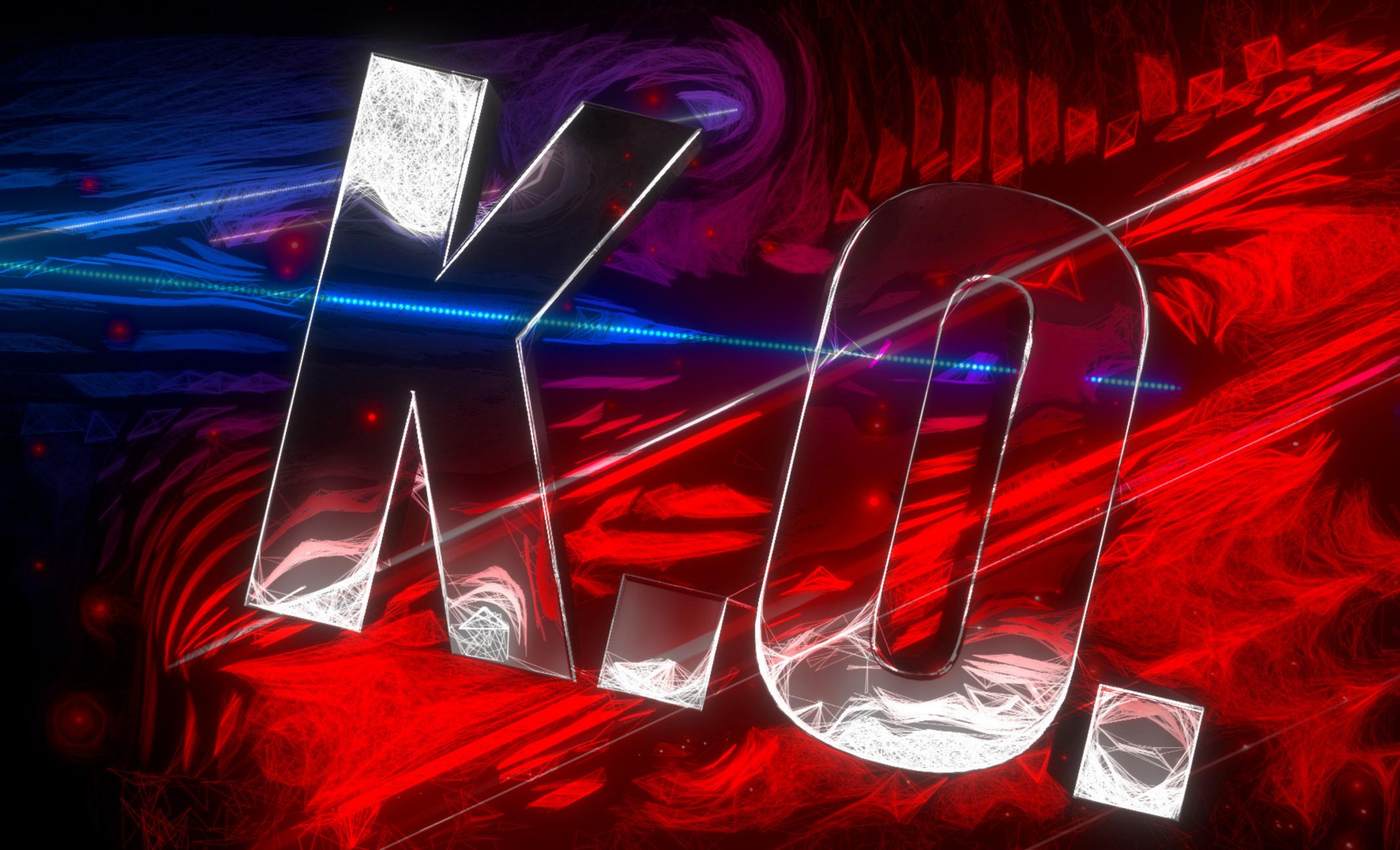
#### SHOW TRANSITIONS

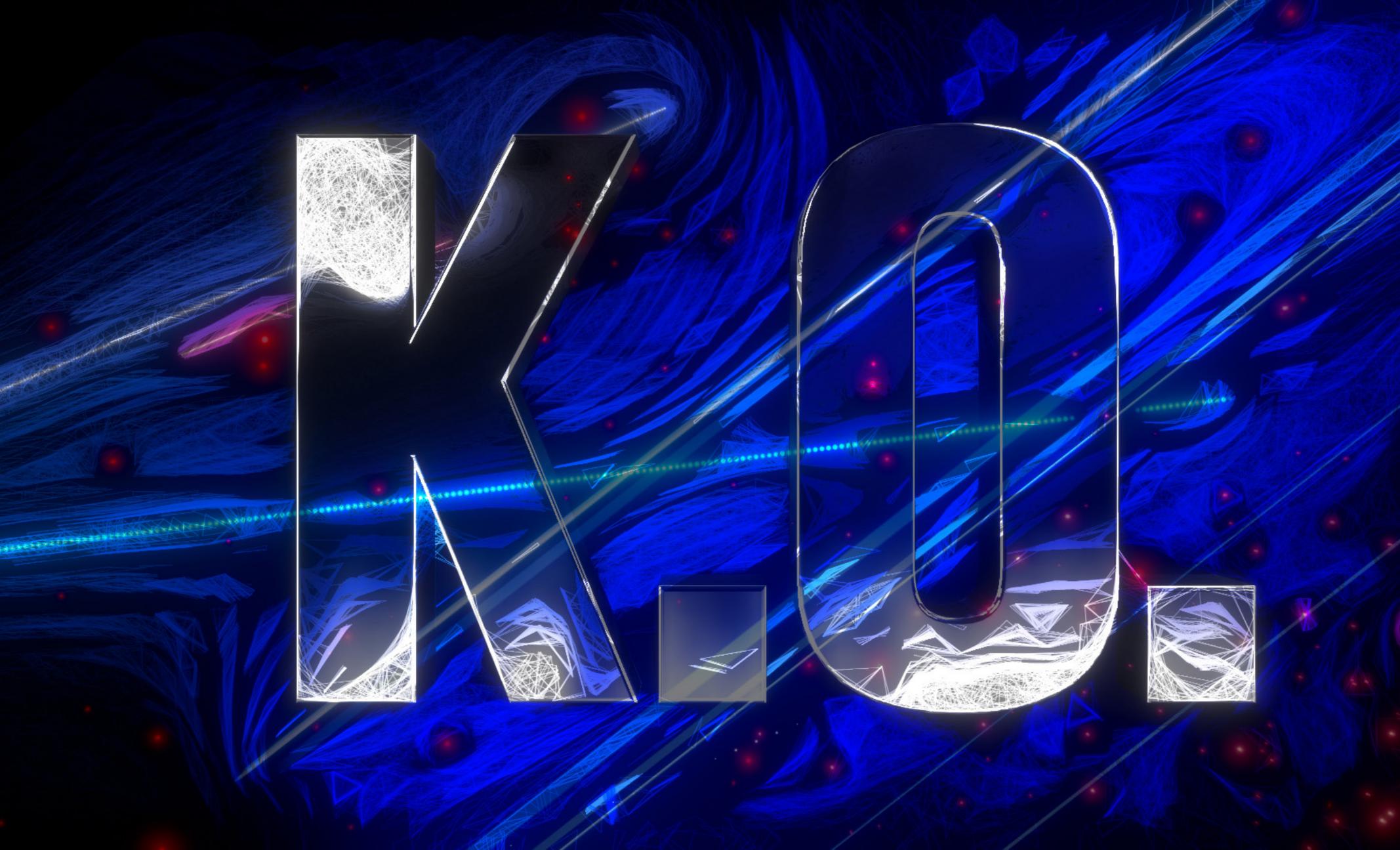
### CUSTOM BRANDED SHOW TRANSITIONS HAVE BEEN DESIGNED TO ADD TO THE TOOLKIT OF ULTIMATE KNOCKOUTS.

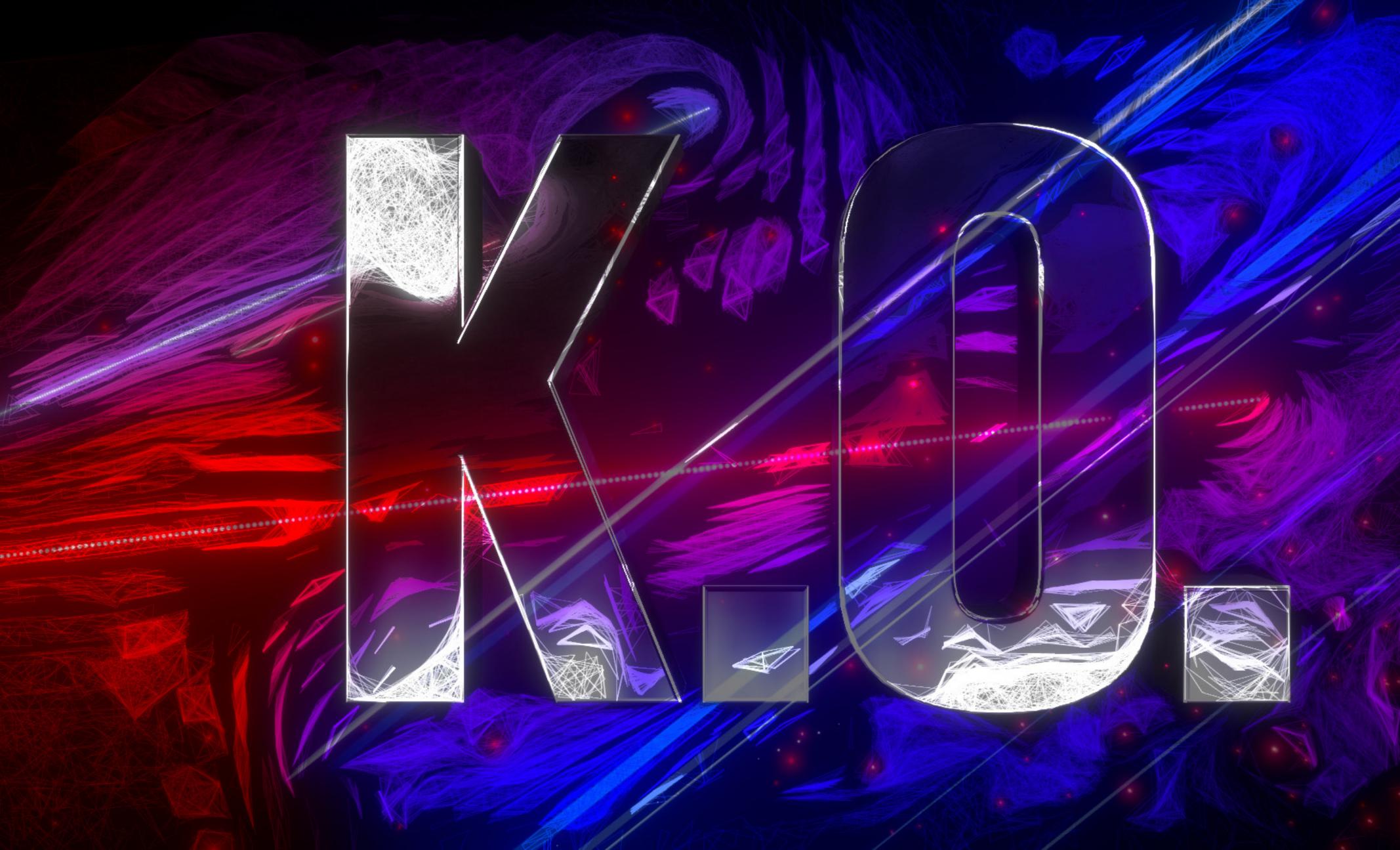
### ASSETS PROVIDE A FULLY ESTABLISHED BRAND LOOK AND FEEL ACROSS THE ENTIRE SHOW.





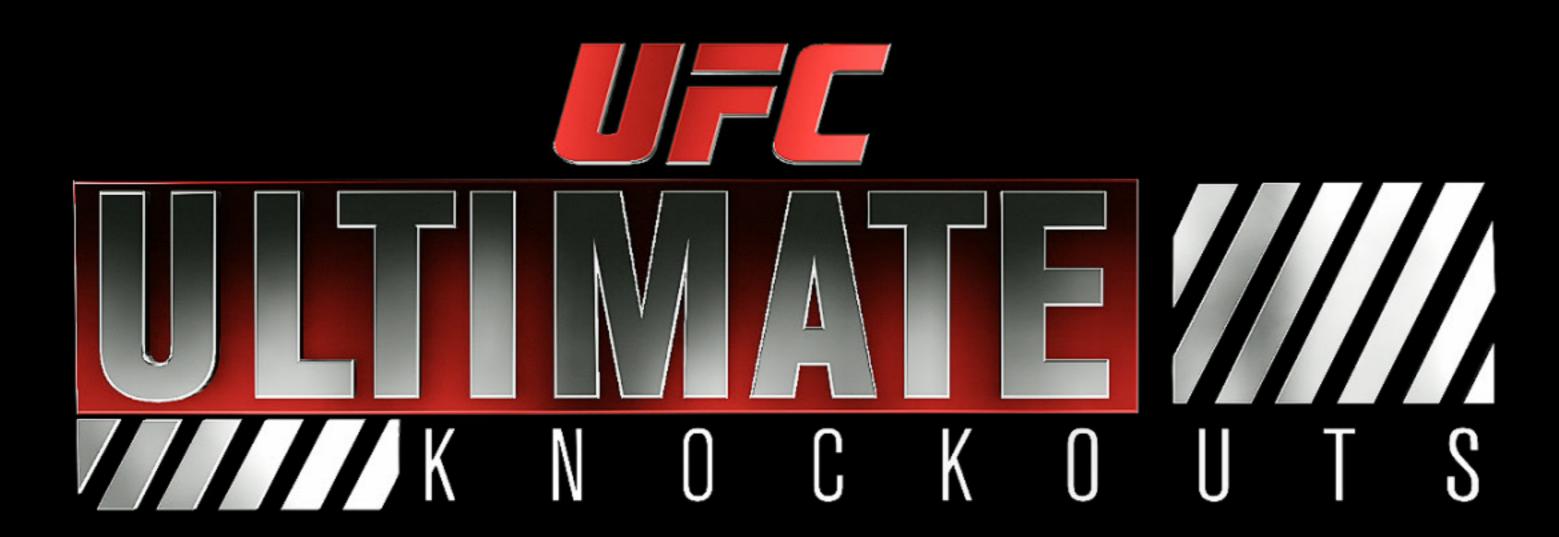












SHOW BUGS & LOWER 3RDS

### SHOW BUGS & LOWER 3RDS

### NEW LOWER 3RD'S HAVE BEEN DESIGNED TO MATCH THE ULTIMATE KNOCKOUTS REBRAND.

AN ABSTRACT DESIGN LAYOUT IS USED TO MATCH THE ENERGY, AND IDENTITY OF THE SHOWS CORE DESIGN ATTRIBUTES.

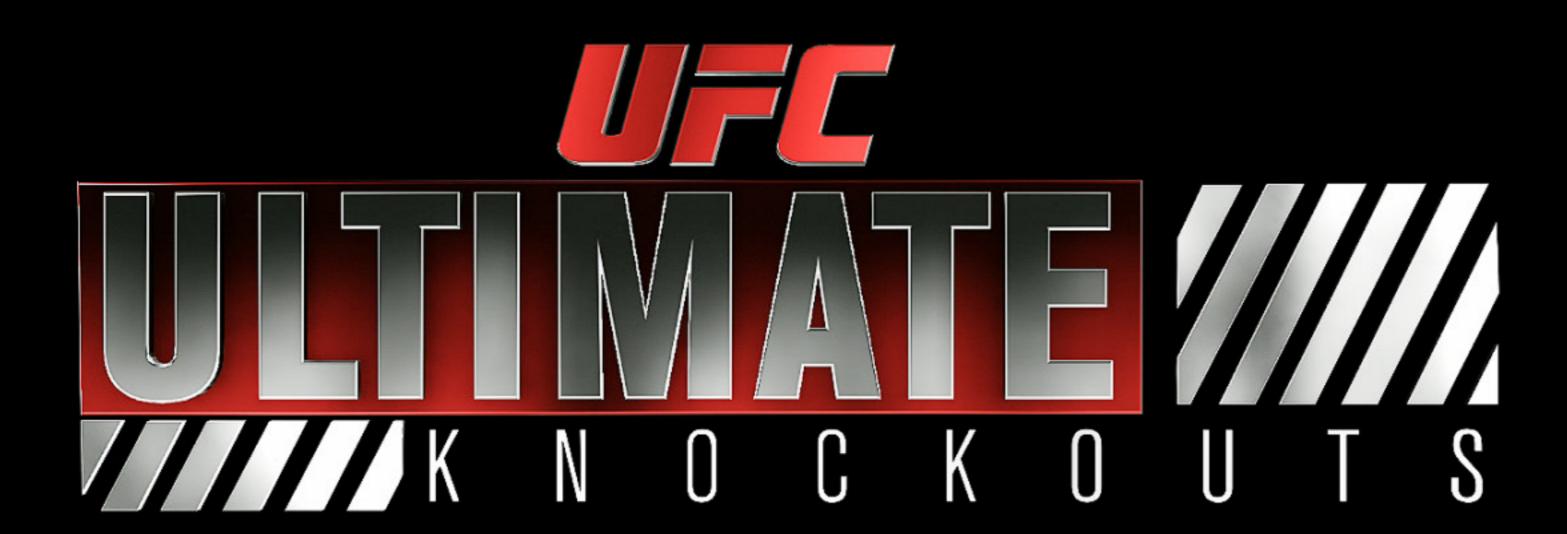












SHOW TITLE DESIGN

### SHOW TITLE DESIGN

# SHOW TITLES HAVE **BEEN REDESIGNED AND REIMAGINED**, FOR EXTENDED **SHOW ENHANCEMENT** AND **UNIQUE USE**THROUGHOUT THE SHOW.

ALL FULLSCREENS ARE NOW FULL FRAME, AND USE THE 16:9 SPACE, COMPARED TO THE ORIGINAL DESIGN.



### SHOW TITLE DESIGN

### THE PRODUCTION ASSETS ARE "TEMPLATABLE"

## TO QUICKLY MODIFY KEY TEXT AND PHOTO ELEMENTS WHILE MAINTAINING A HIGH QUALITY PRODUCTION BRAND LOOK.





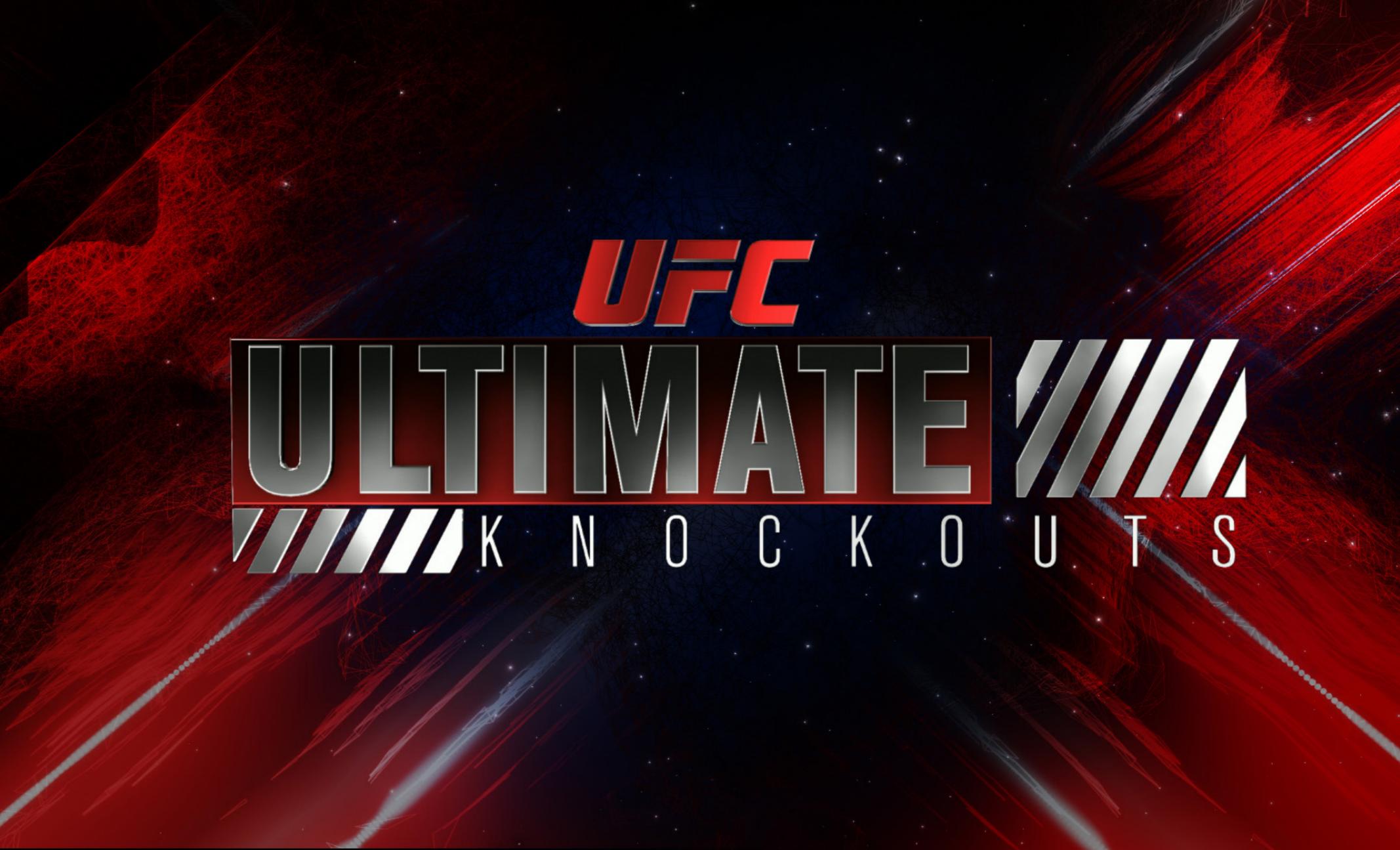


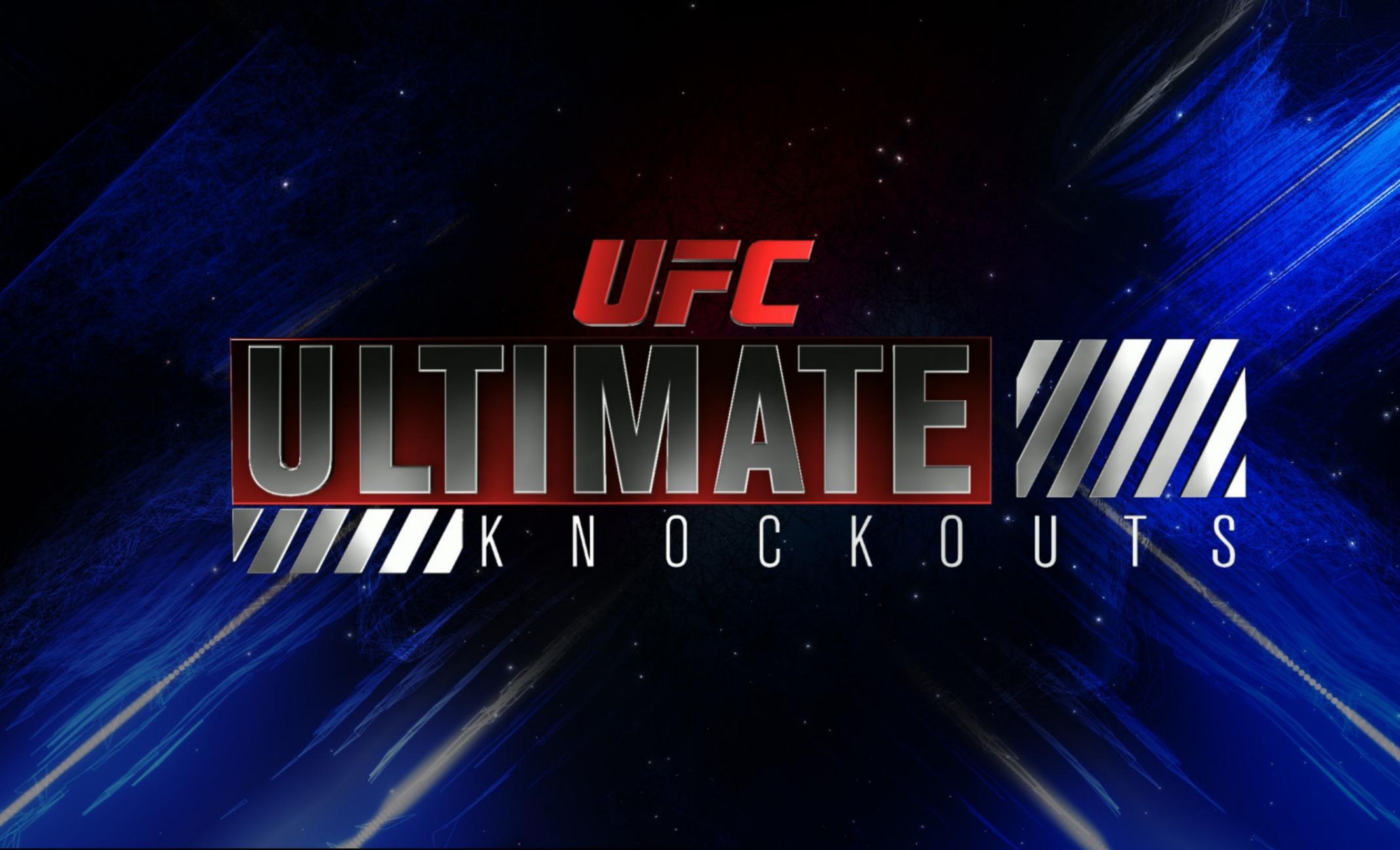


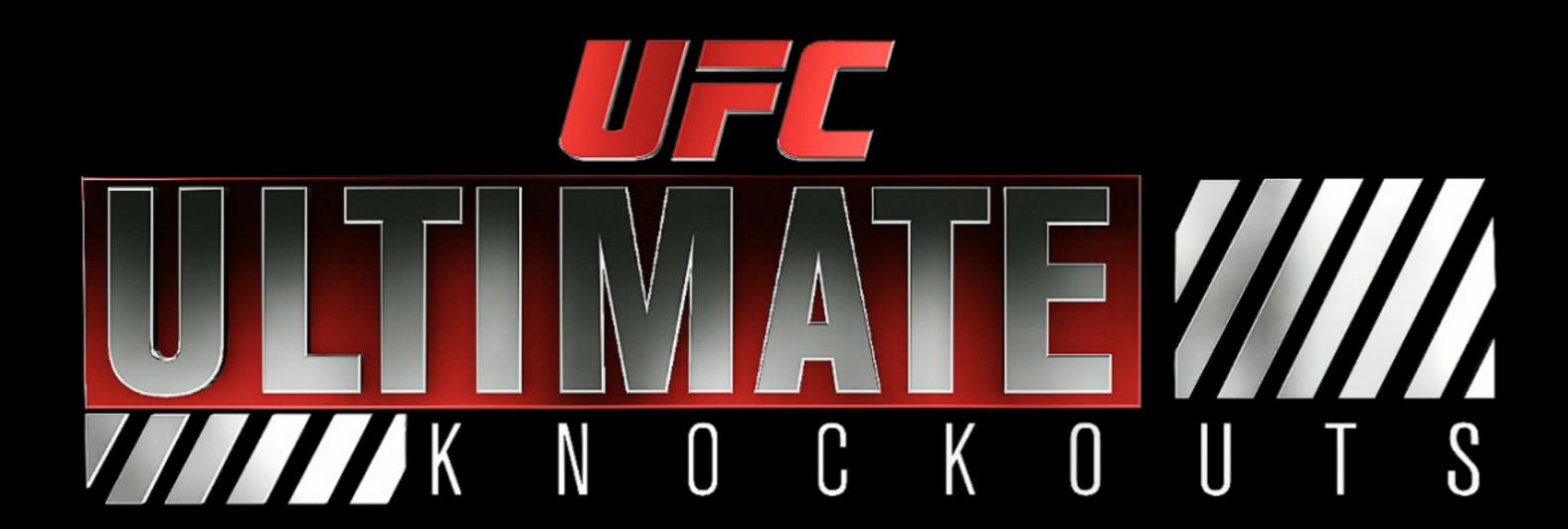












THANK YOU.