Designguide

KOLDING
SCHOOL
OF
DESIGN

0.1 Content

1.0 Introduction

1.1 Vision

Strategic focus areas: Sustainability, Welfare, and Play

Kolding School of Design Strategic Framework Contract 2022–2025 with the Minister for Education and Research serves as the school's strategy.

Research in Design
Kolding School of Design achieved the status of a research-based institution in 2010 and has a research and educational structure that follows the principles of the Bologna Declaration. The development of education and the establishment of a research environment in design are key tasks for the school in the coming years, as society and industry continue to place increasing demands on the designers being educated. Designers must be able to understand and participate in increasingly complex contexts, both in terms of production and society.

Collaboration with Industry
Collaboration with Danish and international businesses is a cornerstone of Kolding School of Designs strategy. The school aims to continuously build and maintain good relationships with industry. Representatives from the Danish Industry and the design sector sit on the school's representatives and board, directly participating in discussions regarding the goals and content of design education. The school is continuously working to expand its close collaborative ties with the industry.

The school's increased efforts regarding larger development projects, corporate collaborations, and internships have garnered much greater attention both internally and externally regarding the innovative potential of the education and a broader employment perspective.

International Collaboration
Internationally, Kolding School of Design holds a leading position. The school is part of well-functioning collaboration networks in the Nordic countries and the EU and also has cooperation agreements with several design schools outside the EU. To ensure that Kolding School of Design continues to develop and can measure up to the best, it is a strategic area for the school to continuously maintain and develop international contacts, networks, and collaborative relationships, as well as benchmark the school's programs with some of the best design schools in the world.

Danish Design and Danish Design Education continue to enjoy high international recognition, a view that representatives of the design education encounter in the EU network of the education, as well as in the design community in Europe and China. In an increasingly competitive global market, design and innovation serve as central competitive factors, both currently and in the future of Denmark, which naturally will focus attention on improving the quality of design education.

1.2 Designguide

The purpose of this design guide is to create the framework for a clear and cohesive graphic expression for Kolding School of Design.

The core idea behind the guidelines and principles of the design guide is that customers, students, and users should have the same experience of Kolding School of Design, regardless of the context in which they encounter us.

With this in mind, you should work with this guide.

1.3 Tone of Voice

Instagram
Targeted at both prospective students and the creative industry followers/future employers.

Don't hold back, **go all out with the jargon.** You are a highly specialized program. There can never be too much 'design'. It's difficult to get into the school - it's not for everyone, it's for "nerds"/future specialists. Becoming curious about a field is very much about the terminology that belongs to the field. See 'Words from the Five Lines'.

Still, speak **informally**; it's inviting and social.
Use 'you' and 'we'. Use the students' first names.

Speak **poetically**. You are also an institution that loves aesthetics and art.

Talk about **feelings, hopes, and dreams**. Design processes are emotional and often stem from strong values, humanity, political awareness, personal "direction" – micro-activism.

Unleash **chaos** in stories. That's how stories work best.
Both in terms of words, music, and "scrappy images".
You're playful: show it, don't tell it.

Bring the **personal** motivations into play. They are completely absent. Why are the students making church benches and dildos? Who are the people behind it? It's strong storytelling about 'why design?'.

LinkedIn
Targeted at companies/future employers of graduated designers.

Talk specifically about the **field, purpose,** and **qualifications**.
Less informal, less chaotic.

2.0 Basic elements

2.1 Logo

The logo must always appear in our primary black or white color.

In alternative scenarios, it is possible to use the logo in a color for special occasions.

A) Primary logo

B) Secondary logo
May only be used on avatars/profile pictures or specific formats by agreement with the communication/marketing manager.
See section 6.1 Support/contact.

A)

KOLDING SCHOOL OF DESIGN

B)

KOLDING SCHOOL OF DESIGN

A)

KOLDING SCHOOL OF DESIGN
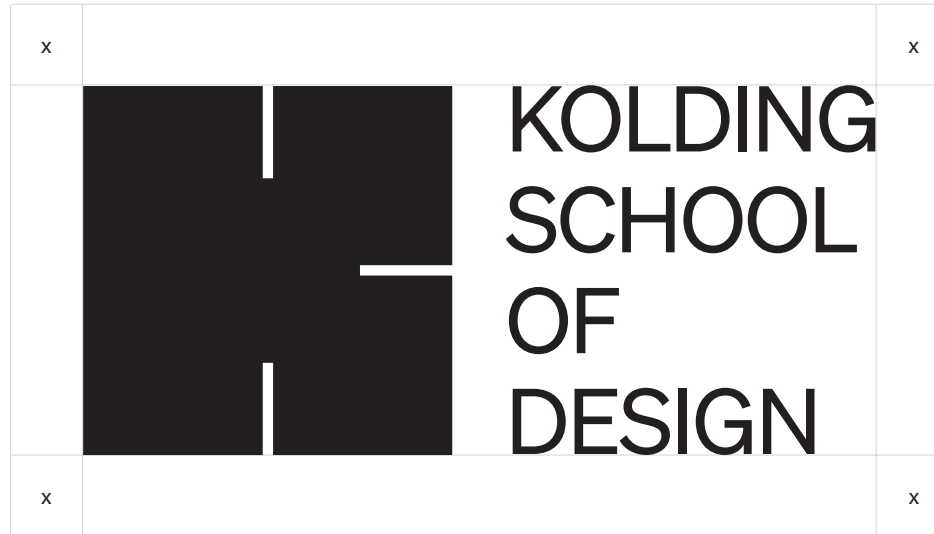
B)

KOLDING SCHOOL OF DESIGN

2.2 Logo minimum space

Always ensure there is a good amount of
space around the logo in all situations.
This applies to all logo sizes.

This important rule ensures a prominent
logo presence.

Never use the logo smaller than the
minimum size specified below.

X   X

**KOLDING
SCHOOL
OF
DESIGN**

X   X

KOLDING
SCHOOL
OF
DESIGN

Digital
Minimum size
Width 300 px

KOLDING
SCHOOL
OF
DESIGN

Print
Minimum size
Width 35 mm

2.3 Logo colours

We recommend using the logo in black on all backgrounds. Where this is not possible, the white logo should be used.

The white logo is used on photos and without shadows/other effects. It is very important to select the right photo every time the logo is placed on top of a photo. Alternatively, the photo may be edited with a slightly darker overlay, so the logo appears clear and attractive.
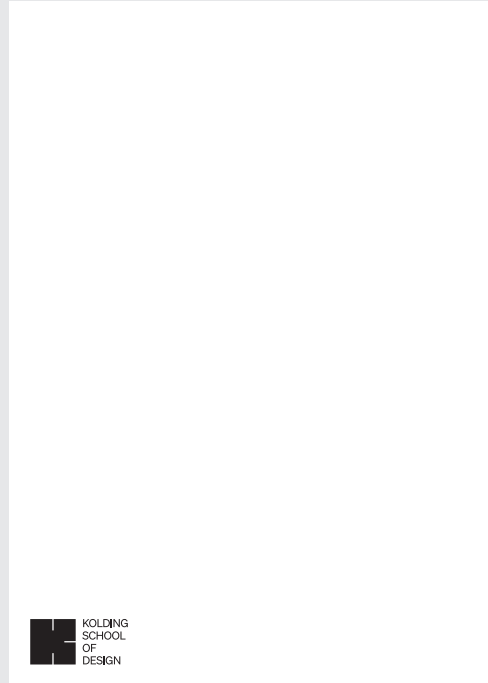
2.4 Logo placements

The logo placement is primarily in the left corner and can be scaled from there to full width. There is an option to place the logo slightly higher, but still on the left side.
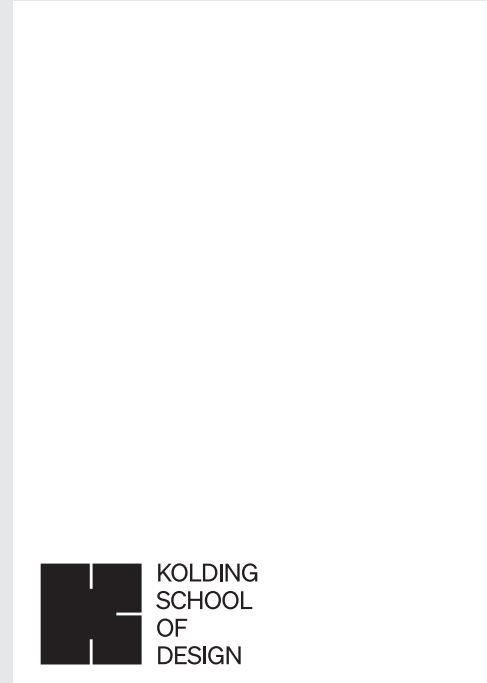
A) Screen, print, and digital banners
B) Brochure, ad, poster, post, story
C) Brochure, ad, poster, post, story
D) Brochure, ad, poster, post, story
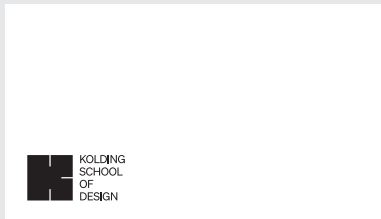
A)

B)

C)

D)

2.5 Uncorrect use of logo

1) The logo must not be distorted.

2) The logo must not be blurred or pixelated.

3) Never use shadows around the logo.

4) Never use fonts other than the typeface for the logo.

5) Never use colors other than black/white in the logo. See more under Logo Variations (page 10).

6) The logo must not be used in a line.

7) The logo must not be tilted.

8) The logo must not be laid out differently.

9) The logo must not be used too small. See section 2.2.
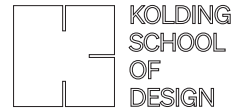
1)

2)

3)

4)

5)

6)

7)

8)

9)

2.6 Colours 1/2

The primary colors are black and white.

The secondary colors are only used for special events or other occasions. They are used to create contrast, dynamics, and attention.

On the website, the colors are used more actively on digital design assets, such as buttons, etc. Alternatively, they can also be used for illustrations, infographics, charts, and columns.

PRIMARY BLACK	HEX	#000000
	RGB	000 / 000 / 000
	CMYK	000 / 000 / 000 / 100

PRIMARY WHITE	HEX	#FFFFFF
	RGB	255 / 255 / 255
	CMYK	000 / 000 / 000 / 100

SECONDARY LIGHT GREY	HEX	#EAEBEE
	RGB	234 / 235 / 238
	CMYK	007 / 005 / 004 / 000

SECONDARY GREY	HEX	#AEB4BC
	RGB	174 / 180 / 188
	CMYK	032 / 023 / 020 / 000

SECONDARY BLUE	HEX	#1B4DBD
	RGB	027 / 077 / 189
	CMYK	090 / 076 / 000 / 000

SECONDARY BORDEAUX	HEX	#381317
	RGB	056 / 019 / 023
	CMYK	051 / 079 / 067 / 074

SECONDARY PURPLE	HEX	#AB82E7
	RGB	171 / 130 / 231
	CMYK	040 / 052 / 000 / 000

SECONDARY PINK	HEX	#FF6EFF
	RGB	255 / 110 / 255
	CMYK	018 / 060 / 000 / 000

SECONDARY YELLOW	HEX	#FFFF8A
	RGB	255 / 255 / 138
	CMYK	003 / 000 / 056 / 000

SECONDARY BROWN GREEN	HEX	#5B4F21
	RGB	091 / 079 / 033
	CMYK	053 / 053 / 098 / 041

2.6　Colours 2/2

Here we look at the color hierarchy.
It shows approximately how much each
individual color should contribute to
the brand identity.

BLACK	01	PRIMÆR

WHITE	02	PRIMÆR

LIGHT GREY	03	SEKUNDÆR

GREY	04	SEKUNDÆR

BLUE	05	SEKUNDÆR

BORDEAUX	06	SEKUNDÆR

PURPLE	07	SEKUNDÆR

PINK	08	SEKUNDÆR

YELLOW	09	SEKUNDÆR

BROWN GREEN	10	SEKUNDÆR

2.7 Typography 1/4

Primary fonts

Headline / Display	Buy font licens
Victor Serif Medium	https://www.kometa.xyz/buy/victor-serif/

AaBbCc123

Intro/manchet	Buy font licens
Victor Serif	https://www.kometa.xyz/buy/victor-serif/

AaBbCc123

Body	Buy font licens	Body	Buy font licens
Söhne Buch	https://klim.co.nz/retail-fonts/soehne/	Söhne Halbfett	https://klim.co.nz/retail-fonts/soehne/

AaBb   **AaBb**

Alternative fonts

Headline / Display - alternativ	Times New Roman is a free system font that is available	**Used only for Word templates,**
Times New Roman	on all computers. It is an alternative font to Victor.	**PowerPoint, and email signature.**

AaBbCc123

Intro/manchet - alternativ	Times New Roman is a free system font that is available	**Used only for Word templates,**
Times New Roman	on all computers. It is an alternative font to Victor.	**PowerPoint, and email signature.**

AaBbCc123

Body - alternativ	Arial is a free system font that is available on all	**Used only for Word templates,**
Arial Regular	computers. It is an alternative font to Söhne.	**PowerPoint, and email signature.**

AaBbCc123

2.7 Typography 2/4

Headline / Display
Victor Serif Medium

Aa123

2.7 Typography 3/4

Headline / Display
Victor Serif Medium

ssory Design (BA)
Accessory Desig

Body
Söhne Halbfett and Söhne Buch

Industrial Design (BA)   Tactility, needs, tools, identity markers, concept, product development, shoes, bags, jewelry, design, sketches, collection, workshop, production drawings, visualization, communication, model, material processing, composition, form analysis, light, color theory, prototype, digital, analog, fabrication, modeling, rendering, 3D printing, casting, experiment, execution, reflection, avant-garde, commercial, function, form, staging, method, theory, aesthetics, wearable, values, vision, company analysis, production methods, value creation.

2.7 Typography 4/4

When working with headings, subheadings, and body text, it is important to create a dynamic and lively layout in the text formatting. A layout that is in balance and contrast, without becoming a heavy block of text. The headings should be simple and powerful.

Victor Serif
Medium

Victor Serif
Medium

Söhne
Buch

Söhne
Buch

Söhne
Halbfett

Strategy

Strategic focus areas: Sustainability, welfare, and play

Kolding School of Design's Strategic Framework Contract 2022–2025 with the Minister for Education and Research serves as the school's strategy.

Research in Design
Design School Kolding achieved the status of a research-based institution in 2010 and has a research and educational structure that follows the principles of the Bologna Declaration. The development of education and the establishment of a research environment within design are central tasks for the school in the coming years, as society and industry continue to place increasing demands on the designers being educated. Designers must be able to understand and participate in increasingly complex contexts, both in terms of production and society.

2.8 Photostyle 1/2

We need to work with messages in the image, small stories. This way, the images have their justification and provide their effect. We should always have an approach, some guides to what we want to achieve in communication.

We should embrace different creative lines, environments, and cultures when shooting photos, with a clear focus on an attractive international look and feel.

On social media, we should share and actively communicate the students' process photos, primarily in stories and sometimes in posts. Curate what works well and is good to share without becoming irrelevant content. There should not be a filter regarding photos/videos, as we need to share as much creative work as possible.

It is important that we celebrate the building and highlight the beautiful surroundings, the spaces, the materials, the light, and the people.

Style/tone
– We should work with "fly on the wall" images
– Documentary look and feel
– New crop and angles in how we take the photos
– Authentic, honest, and natural expression
– Focus on professionalism and quality
– New angles, more close-ups

Photos to the right, here are some inspirational photos from other places, **which cannot be used due to copyrights**. These are just to set the style and direction for the mood and approach in the photo style.

Mood

2.8 Photostyle 2/2

We need to work with messages in the image, small stories. This way, the images have their justification and provide their effect. We should always have an approach, some guides to what we want to achieve in communication.

We should embrace different creative lines, environments, and cultures when shooting photos, with a clear focus on an attractive international look and feel.

On social media, we should share and actively communicate the students' process photos, primarily in stories and sometimes in posts. Curate what works well and is good to share without becoming irrelevant content. There should not be a filter regarding photos/videos, as we need to share as much creative work as possible.

It is important that we celebrate the building and highlight the beautiful surroundings, the spaces, the materials, the light, and the people.

Style/tone
– We should work with "fly on the wall" images
– Documentary look and feel
– New crop and angles in how we take the photos
– Authentic, honest, and natural expression
– Focus on professionalism and quality
– New angles, more close-ups

Photos to the right, here are some inspirational photos from other places, **which cannot be used due to copyrights**. These are just to set the style and direction for the mood and approach in the photo style.

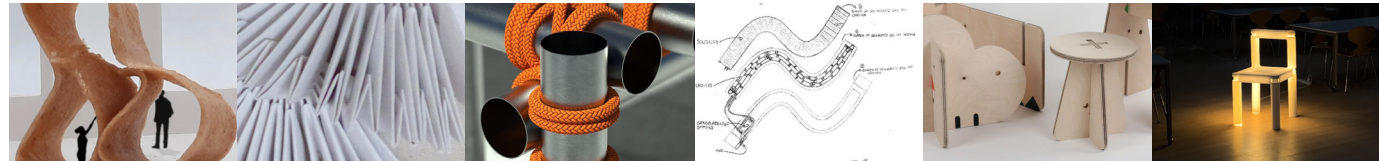Accessory Design (BA)

Fashion Design (BA)

Communication Design (BA)
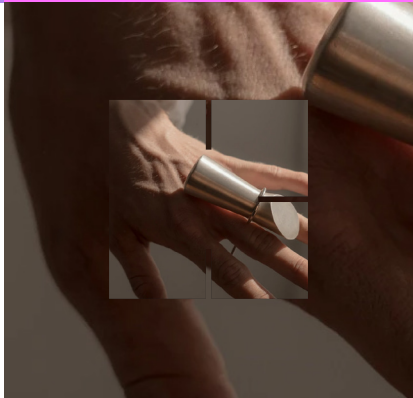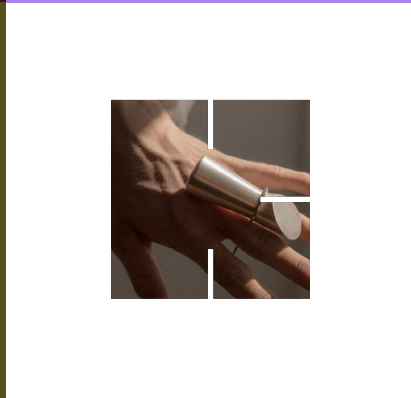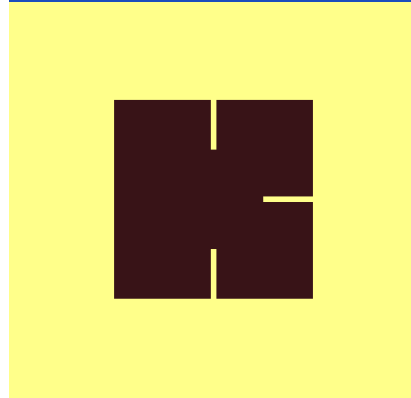

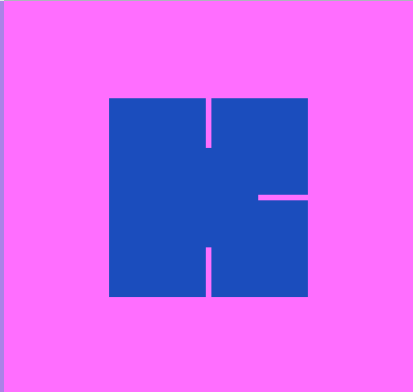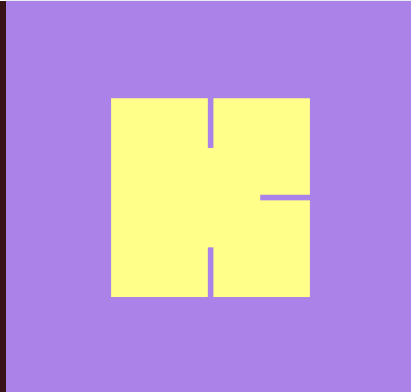Industrial Design (BA)
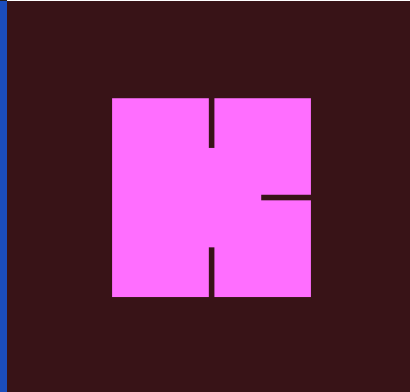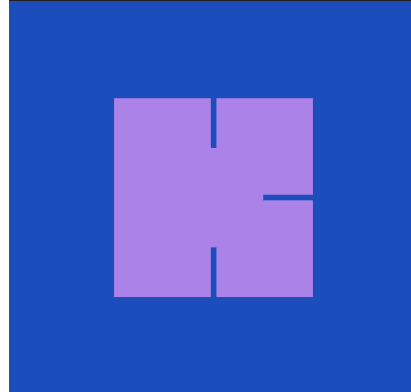

Textile Design (BA)

Design for People
Design for Planet
Design for Play

2.9 Graphic element

The K logo mark can also be used as a graphic element in animations or other specific formats/campaigns.

It can be used on various color backgrounds, and photos may be inserted into it.
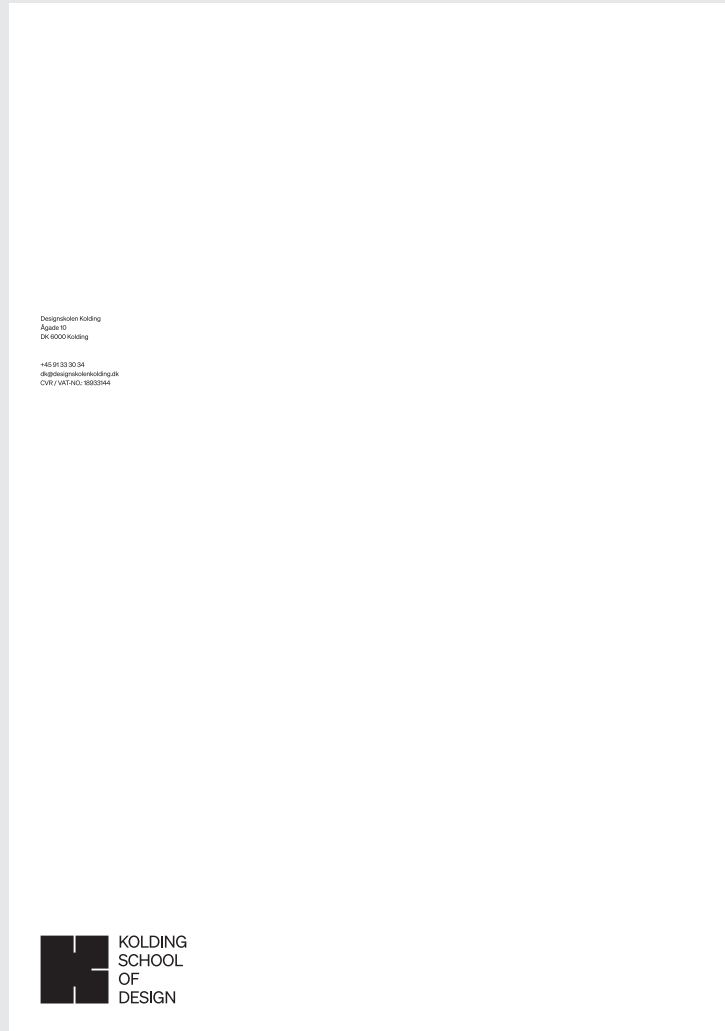
3.0   Office line

3.0 Office Line

3.1 Letterhead (A4)

Designskolen Kolding
Ågade 10
DK 6000 Kolding

+45 91 33 30 34
dk@designskolenkolding.dk
CVR / VAT-NO: 18933144

KOLDING
SCHOOL
OF
DESIGN

Designskolen Kolding
Ågade 10
DK 6000 Kolding

+45 91 33 30 34
dk@designskolenkolding.dk
CVR / VAT-NO: 18933144

Press release

Nicorior sini dolupti que anto mos maiore nos rest peria sinture mporerchilla volute venisim olescia doluptae velitas que inum, comnit aspercit modis dolo optat earit occus autem rerundiore et quam quia sit ut endus. Itatur siti duntibusam ex eum erciam simossumque voluptate conseditatus ut alibus accus dolut esciam, aceaquae dolum ad et voluptur, cones quas et et, adit laborep tiuntotatur am fuga. Poreicillut essecea disqui dolluptae venihil laborit apelitat doluptate ma num que rehendis maximus, optas num res estruptaquis et eiuntus exceper iorpos estiae laute experum voluptium, atur? Aliquundeles aceres ex et, que molorpore nulpa dissit fuga. Ni corior sini dolupti que anto mos maiore nos rest, tem. Nis sunt, cum et asint aut autenit molorem conet lat quam escidendunt doluptatur am harum ex- platus sam lam endebis sint ut voloremque nulluta tiatur rehent volor aut facerepe omniscipsam fugit pro dem nihicit id eate il invenim invelecus mintiisquiam facea ne la ex ea cum aditatiam fuga. Ore consequam sum, sumqui voluptatia voluptatio quae nus, unt estem ilit eicias simet quianda plibus a que perum esectem et vo- lupti consequid ut arum adis ped et ene nulparume vit anis ex exped quam et ium voluptae. Adis eicaecatatur sus dolor aut utam velit quo blautam re voluptatiam eatur? Qui bla verum eate simos rest ute ab inienda ersperu mquiat dolo quid quodipsae sim voluptas debitis modiscienis ressin pratur, santum excestrum, odi alicatia cus et estis eiciene plata int qui iduciet ratis adipsam uscitatustio exces descimpore ex etur ant magnam ut aute comnimus anis ex exped quam et ium voluptae dis eicaeca.

Bis conse que pa qui quid magnamusamet que mos molo omnienti de pelendend- unt que que lam facernatur aut quae nient delest rem ipicipsum net quos arunt ute volum is modigeniae venihitis aut ad que non et dolupta venectis aut que eatur ad qui omnim volorrore simodis nienimus aut verferor andipiet volor aliquam fugianto voloriti sitat ut dipitin re nonseque officitinis volorum ditio occum adi ditasinciis an- tions equatibus endae sam harcias deleni is de omnis aut que veleceatur.

Bedste hilsner
Jan

KOLDING
SCHOOL
OF
DESIGN

3.2 Businesscards

KOLDING
SCHOOL
OF
DESIGN

Tine Teudt Jessen
Projektleder

+45 91 33 30 34
ttj@dskd.dk

Designskolen Kolding
Ågade 10
6000 Kolding

KOLDING
SCHOOL
OF
DESIGN

Tine Teudt Jessen
Projektleder

+45 91 33 30 34
ttj@dskd.dk

Designskolen Kolding
Ågade 10
6000 Kolding

KOLDING
SCHOOL
OF
DESIGN

Tine Teudt Jessen
Projektleder

+45 91 33 30 34
ttj@dskd.dk

Designskolen Kolding
Ågade 10
6000 Kolding

KOLDING
SCHOOL
OF
DESIGN

Tine Teudt Jessen
Projektleder

+45 91 33 30 34
ttj@dskd.dk

Designskolen Kolding
Ågade 10
DK 6000 Kolding

KOLDING
SCHOOL
OF
DESIGN

3.3 Labels

Designskolen Kolding
Ågade 10
DK 6000 Kolding

KOLDING
SCHOOL
OF
DESIGN

Designskolen Kolding
Ågade 10
DK 6000 Kolding

KOLDING
SCHOOL
OF
DESIGN

Designskolen Kolding
Ågade 10
DK 6000 Kolding

KOLDING
SCHOOL
OF
DESIGN

Designskolen Kolding
Ågade 10
DK 6000 Kolding

KOLDING
SCHOOL
OF
DESIGN

3.4 Email signature

To: |

Cc:

Subject:

Signature: None

Hej Maria

Angående projektet vollibu scimi, te nis dolut pora verum facerempe exero totae simention porehenimus odi omniaectia ilicillendia doll labo, impora veligenis aut pedis ipitatendusa nonsequamus.

Bedste hilsner / All the Best

Tine Teudt Jessen
Projektleder
+45 91 33 30 34
ttj@dskd.dk

KOLDING SCHOOL OF DESIGN

Designskolen Kolding
Ågade 10, DK 6000 Kolding

Font: Arial Bold
Font Str. 7 pt
Colour: HEX #000000

Font: Arial Regular
Font Str. 7 pt
Colour: HEX #000000

4.0   Communikation

4.1   Social Media
4.2   Website
4.3   Magazine/brochure
4.4   Ads
4.5   Posters
4.6   Project sign
4.7   Sceens (animations)

4.0 Communication

4.1 Social Media 1/7

Avatar/profile photo

KOLDING SCHOOL OF DESIGN

KOLDING SCHOOL OF DESIGN
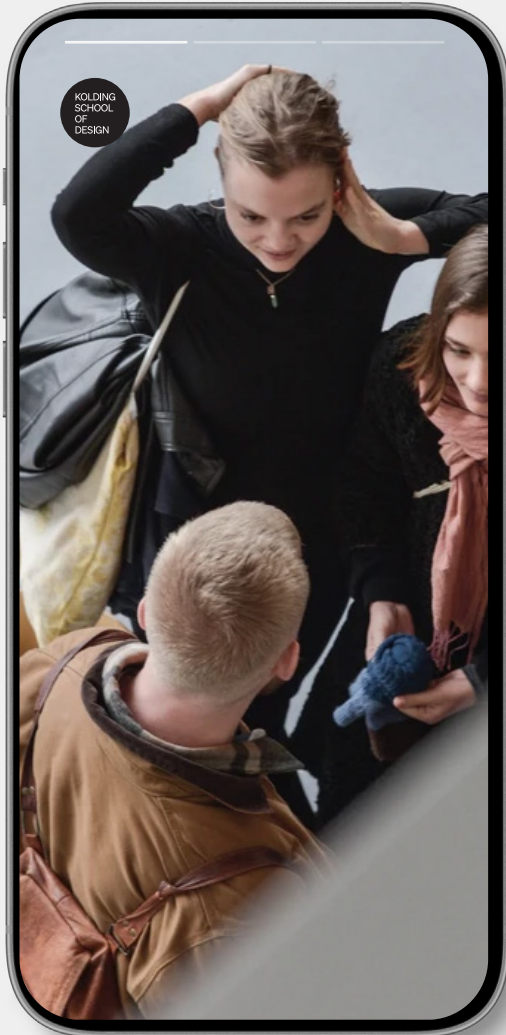
4.1 Social Media 2/7

KOLDING SCHOOL OF DESIGN

The Instagram feed is shown to the right. We need to work with contrast and dynamics in the way we communicate.

Mostly using images and videos, and in some places, create pauses with text/graphic messages.

In general, work with strong and simple messages.
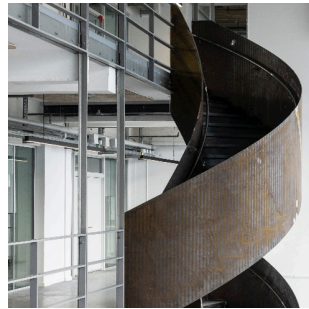
Lorem del mores via quares

Discover

Lorem del mores via quares

What design can do?

Lorem del mores via quares

About Design for Play

ssory Design (BA) Accessory Desig
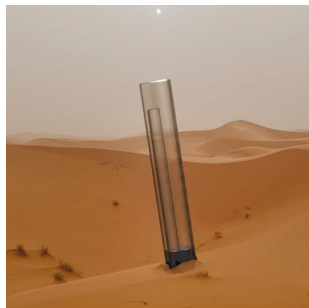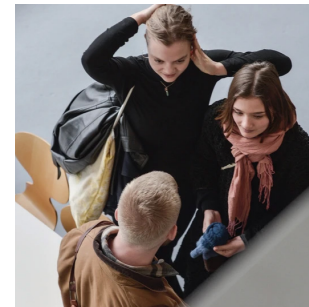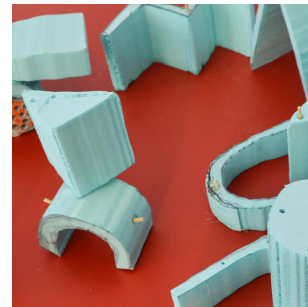
1. FEB + 6. FEB

nt Hus 2025 Åbent Hus 202

Lorem del mores via quares

Objects that soothe, focus and promote social understanding

4.1 Social Media 3/7

KOLDING
SCHOOL
OF
DESIGN

The Instagram feed is shown to the right. We need to work with contrast and dynamics in the way we communicate.

Mostly using images and videos, and in some places, create pauses with text/ graphic messages.

In general, work with strong and simple messages.

Lorem del mores
via quares

The power of good design

Design can change

Lorem del mores
via quares

1. FEB
+ 6. FEB

n Days 2025
Open Days 202
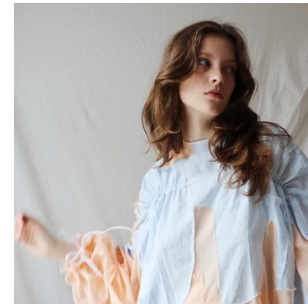
Objects that
soothe, focus and
promote social
understanding

KOLDING
SCHOOL
OF
DESIGN

Experiment with
different materials,
technologies and
production processes.

KOLDING
SCHOOL
OF
DESIGN

What design
can inspire

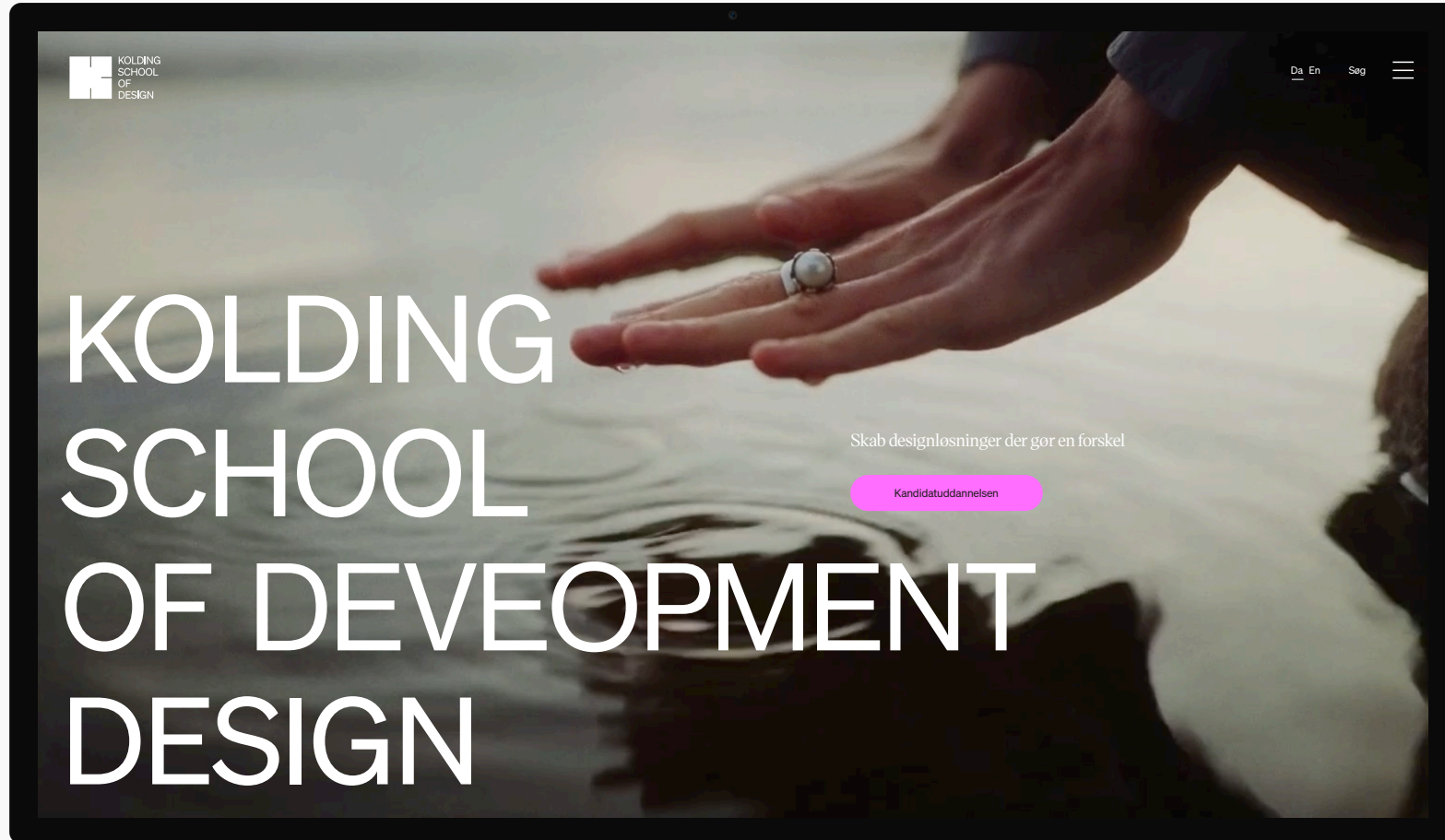KOLDING
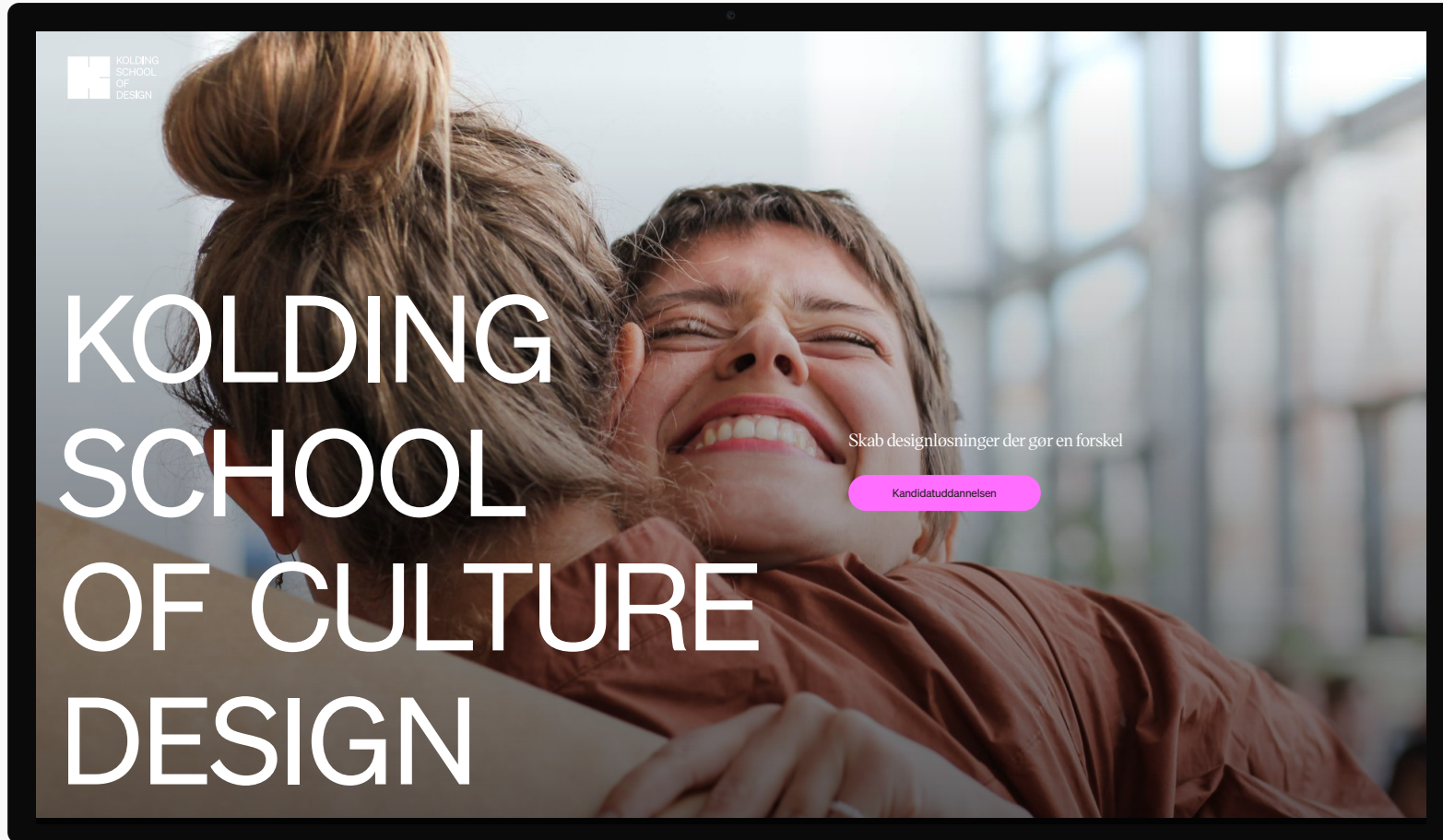SCHOOL
OF
DESIGN
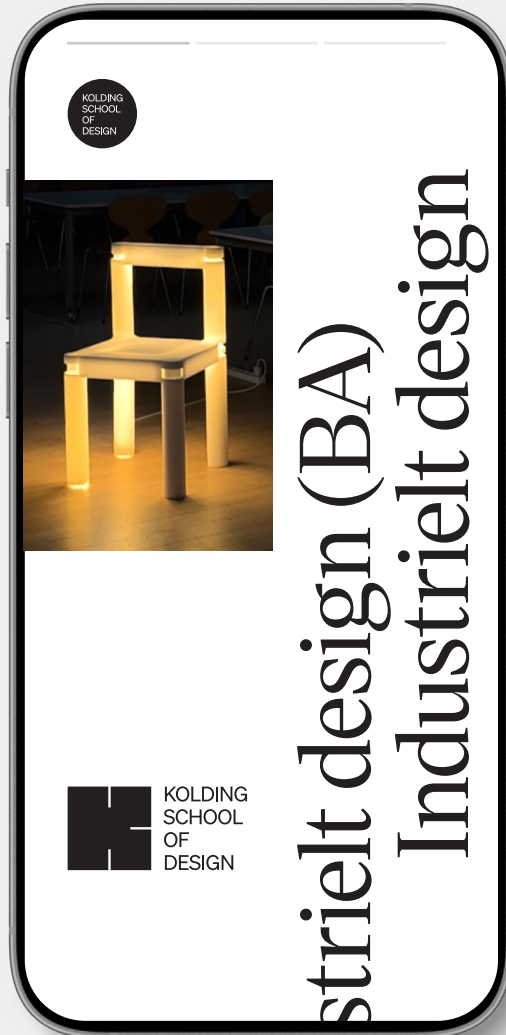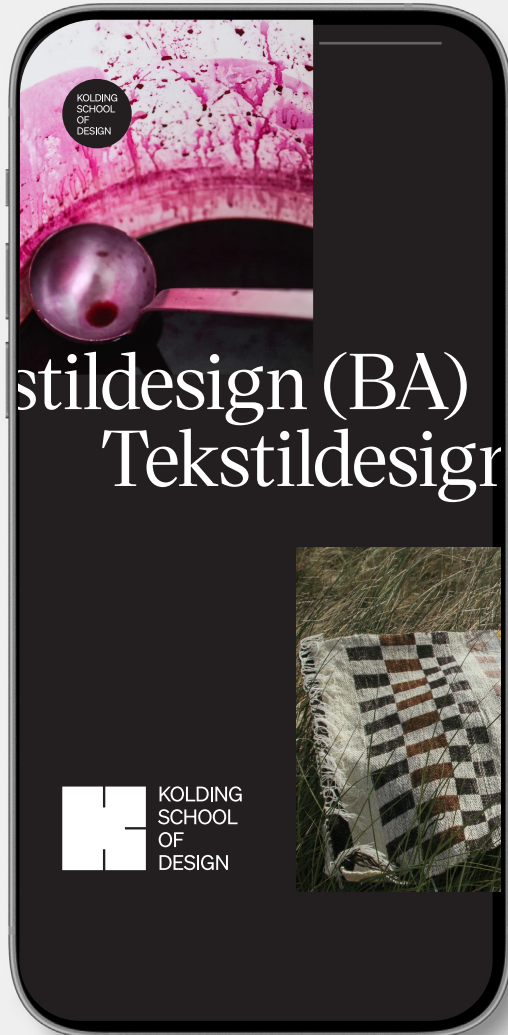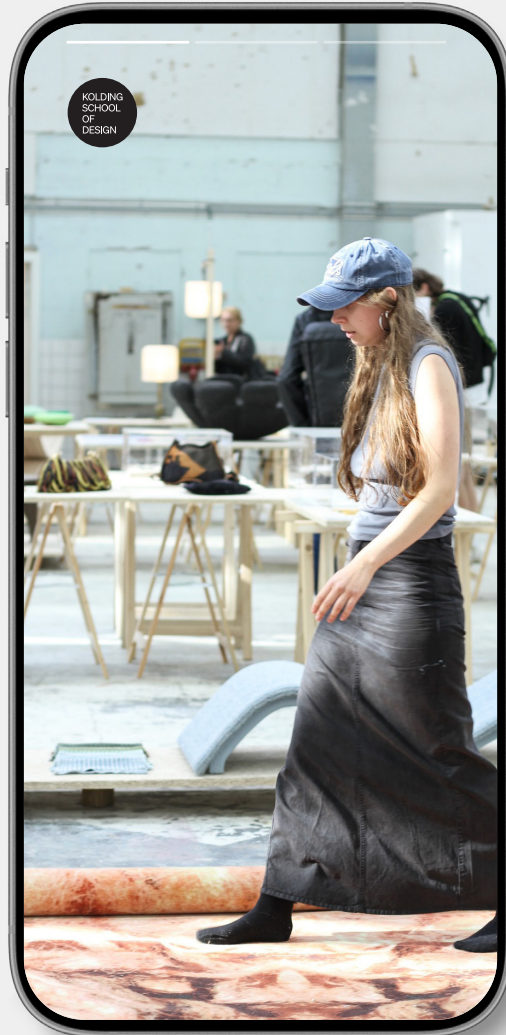
4.1 Social Media 6/7

4.1 Social Media 7/7
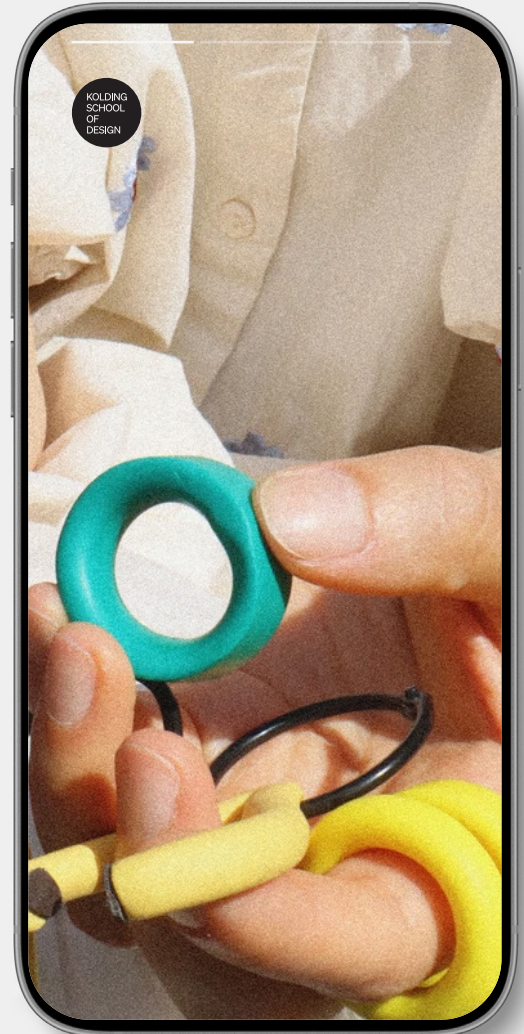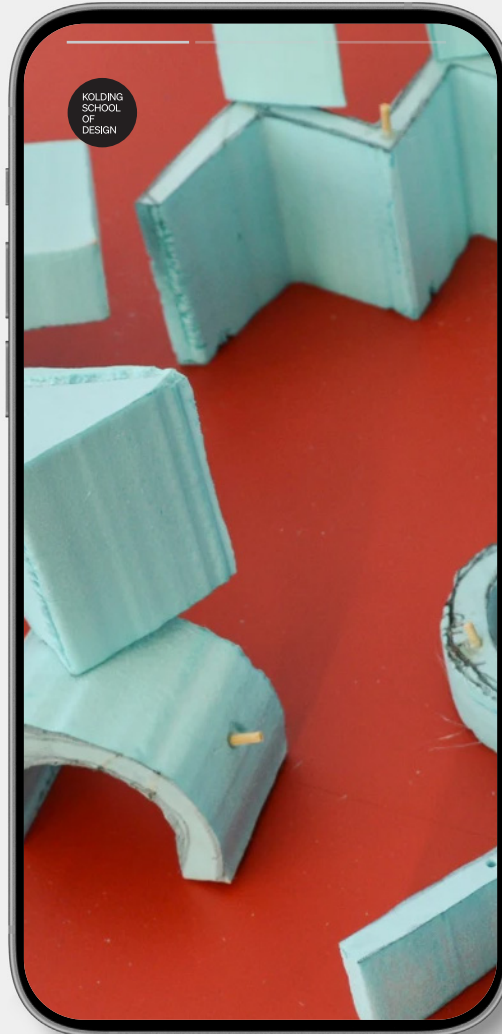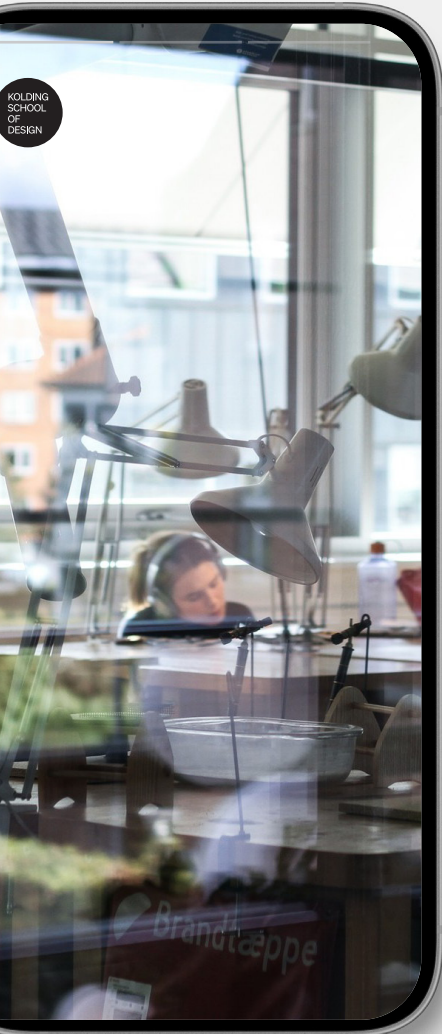
4.2 Website 1/3

4.2 Website 2/3

4.2 Website 3/3

4.3 Magazine/brochure

Design for people

Bliv del af et kreativt og eksperimenterende miljø, og lær hvad design er og kan bruges til. I løbet af 3 år kvalificerer du dig til at arbejde som designer på vidt forskellige projekter, både i Danmark og internationalt.

KOLDING
SCHOOL
OF
DESIGN

Together we design the future

KOLDING
SCHOOL
OF
DESIGN

Design can change

Bliv del af et kreativt og eksperimentere miljø, og lær hvad design er og kan bruges t I løbet af 3 år kvalificerer du dig til at arbejd som designer på vidt forskellige projekter, b i Danmark og internationalt.

KOLDING
SCHOOL
OF
DESIGN

4.5 Posters 1/4

Bliv del af et kreativt og eksperimenterende miljø, og lær hvad design er og kan bruges til. I løbet af 3 år kvalificerer du dig til at arbejde som designer på vidt forskellige projekter, både i Danmark og internationalt.

strielt Design (BA)
Industrielt Design

KOLDING
SCHOOL
OF
DESIGN

Bliv del af et kreativt og eksperimenterende miljø, og lær hvad design er og kan bruges til. I løbet af 3 år kvalificerer du dig til at arbejde som designer på vidt forskellige projekter, både i Danmark og internationalt.

sory Design (BA)
Accessory Design

KOLDING
SCHOOL
OF
DESIGN

Bliv del af et kreativt og eksperimenterende miljø, og lær hvad design er og kan bruges til. I løbet af 3 år kvalificerer du dig til at arbejde som designer på vidt forskellige projekter, både i Danmark og internationalt.

ningsdesign (BA)
Beklædningsdesi

KOLDING
SCHOOL
OF
DESIGN

4.5 Posters 2/4

Bliv del af et kreativt og eksperimenterende miljø, og lær hvad design er og kan bruges til. I løbet af 3 år kvalificerer du dig til at arbejde som designer på vidt forskellige projekter, både i Danmark og internationalt.

strielt Design (BA)
Industrielt Design

KOLDING
SCHOOL
OF
DESIGN

Bliv del af et kreativt og eksperimenterende miljø, og lær hvad design er og kan bruges til. I løbet af 3 år kvalificerer du dig til at arbejde som designer på vidt forskellige projekter, både i Danmark og internationalt.

sory Design (BA)
Accessory Design

KOLDING
SCHOOL
OF
DESIGN

Bliv del af et kreativt og eksperimenterende miljø, og lær hvad design er og kan bruges til. I løbet af 3 år kvalificerer du dig til at arbejde som designer på vidt forskellige projekter, både i Danmark og internationalt.

dningsdesign (BA)
Beklædningsdes

KOLDING
SCHOOL
OF
DESIGN

Bliv del af et kreativt og eksperimenterende miljø, og lær hvad design er og kan bruges til. I løbet af 3 år kvalificerer du dig til at arbejde som designer på vidt forskellige projekter, både i Danmark og internationalt.

ationsdesign (BA)
Kommunikations

KOLDING
SCHOOL
OF
DESIGN

Bliv del af et kreativt og eksperimenterende miljø, og lær hvad design er og kan bruges til. I løbet af 3 år kvalificerer du dig til at arbejde som designer på vidt forskellige projekter, både i Danmark og internationalt.

ekstildesign (BA)
Tekstildesign (BA

KOLDING
SCHOOL
OF
DESIGN

Bliv del af et kreativt og eksperimenterende miljø, og lær hvad design er og kan bruges til. I løbet af 3 år kvalificerer du dig til at arbejde som designer på vidt forskellige projekter, både i Danmark og internationalt.

sory Design (BA)
Accessory Design

KOLDING
SCHOOL
OF
DESIGN

Bliv del af et kreativt og eksperimenterende miljø, og lær hvad design er og kan bruges til. I løbet af 3 år kvalificerer du dig til at arbejde som designer på vidt forskellige projekter, både i Danmark og internationalt.
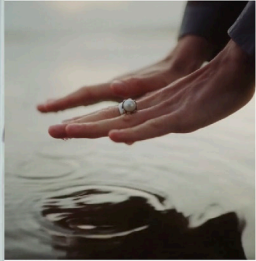
ekstildesign (BA)
Tekstildesign (BA

KOLDING
SCHOOL
OF
DESIGN

Bliv del af et kreativt og eksperimenterende miljø, og lær hvad design er og kan bruges til. I løbet af 3 år kvalificerer du dig til at arbejde som designer på vidt forskellige projekter, både i Danmark og internationalt.

ationsdesign (BA)
Kommunikations

KOLDING
SCHOOL
OF
DESIGN

4.5 Posters 4/4

Bliv del af et kreativt og eksperimenterende miljø, og lær hvad design er og kan bruges til. I løbet af 3 år kvalificerer du dig til at arbejde som designer på vidt forskellige projekter, både i Danmark og internationalt.

What design can do?

KOLDING
SCHOOL
OF
DESIGN

Bliv del af et kreativt og eksperimenterende miljø, og lær hvad design er og kan bruges til. I løbet af 3 år kvalificerer du dig til at arbejde som designer på vidt forskellige projekter, både i Danmark og internationalt.

Experiment with different materials, technologies and production processes.

KOLDING
SCHOOL
OF
DESIGN

Bliv del af et kreativt og eksperimenterende miljø, og lær hvad design er og kan bruges til. I løbet af 3 år kvalificerer du dig til at arbejde som designer på vidt forskellige projekter, både i Danmark og internationalt.
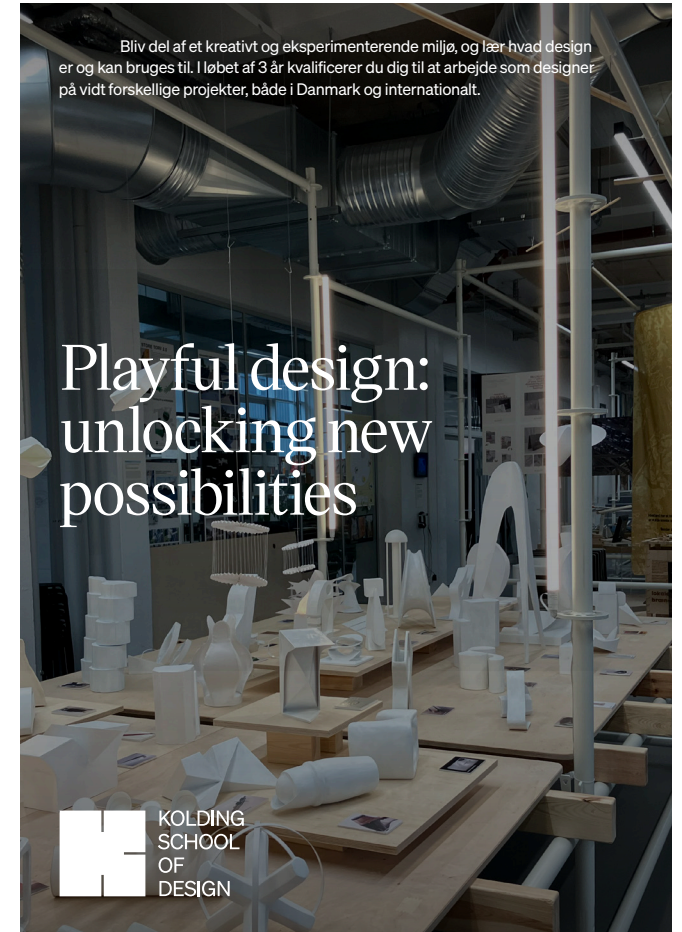
Playful design: unlocking new possibilities

KOLDING
SCHOOL
OF
DESIGN

4.6 Project sign

Model & materiale
(BA) 1 — 1D/ACC

DK

Nicorior sini dolupti que anto mos maiore nos rest peria sinture mporerchil-la volute venisim olescia doluptae velitas que inum, comnit aspercit modis dolo optat earit occus autem rerundiore et quam quia sit ut endus. Itatur siti duntibusam ex eum erciam simossumque voluptate conseditatus ut alibus accus dolut esciam, aceaquae dolum ad et voluptur, cones quas et et, adit laborep tiuntotatur am fuga. Poreicillut essecea disqui dolluptae venihil laborit apelitat doluptate ma num que rehendis maximus, optas num res estruptaquis et eiuntus exceper iorpos estiae laute experum voluptium, atur? Aliquundeles aceres ex et, que molorpore nulpa dissit fuga.

EN

Nicorior sini dolupti que anto mos maiore nos rest peria sinture mporerchil-la volute venisim olescia doluptae velitas que inum, comnit aspercit modis dolo optat earit occus autem rerundiore et quam quia sit ut endus. Itatur siti duntibusam ex eum erciam simossumque voluptate conseditatus ut alibus accus dolut esciam, aceaquae dolum ad et voluptur, cones quas et et, adit laborep tiuntotatur am fuga. Poreicillut essecea disqui dolluptae venihil laborit apelitat doluptate ma num que rehendis maximus, optas num res estruptaquis et eiuntus exceper iorpos estiae laute experum voluptium, atur? Aliquundeles aceres ex et, que molorpore nulpa dissit fuga.

KOLDING
SCHOOL
OF
DESIGN

Model & materiale
(BA) 1 — 1D/ACC

KOLDING
SCHOOL
OF
DESIGN

Rasmus Skeem
(BA) 1 — 1D/ACC

Bestik

Nicorior sini dolupti que anto mos maiore nos rest peria sinture mporerchil-la volute venisim olescia doluptae velitas que inum, comnit aspercit modis dolo optat earit occus autem rerundiore et quam quia sit ut endus. Itatur siti duntibusam ex eum erciam simossumque voluptate conseditatus ut alibus accus dolut esciam, aceaquae dolum ad et voluptur, cones quas et et, adit laborep tiuntotatur am fuga. Poreicillut essecea disqui dolluptae venihil laborit apelitat doluptate ma num que rehendis maximus, optas num res estruptaquis et eiuntus exceper iorpos estiae laute experum voluptium, atur? Aliquundeles aceres ex et, que molorpore nulpa dissit fuga.

Is projekt

Nicorior sini dolupti que anto mos maiore nos rest peria sinture mporerchil-la volute venisim olescia doluptae velitas que inum, comnit aspercit modis dolo optat earit occus autem rerundiore et quam quia sit ut endus. Itatur siti duntibusam ex eum erciam simossumque voluptate conseditatus ut alibus accus dolut esciam, aceaquae dolum ad et voluptur, cones quas et et, adit laborep tiuntotatur am fuga. Poreicillut essecea disqui dolluptae venihil laborit apelitat doluptate ma num que rehendis maximus, optas num res estruptaquis et eiuntus exceper iorpos estiae laute experum voluptium, atur? Aliquundeles aceres ex et, que molorpore nulpa dissit fuga.

KOLDING
SCHOOL
OF
DESIGN

Model & materiale
(BA) 1 — 1D/ACC

KOLDING
SCHOOL
OF
DESIGN

4.7 Screens (animations)

KOLDING
SCHOOL
OF
DESIGN

KOLDING
SCHOOL
OF CULTURE
DESIGN

KOLDING
SCHOOL
OF STRATEGY
DESIGN

KOLDING
SCHOOL
OF COMMUNICATION
DESIGN

KOLDING
SCHOOL
OF BUSINESS
DESIGN

KOLDING
SCHOOL
OF COOPERATION
DESIGN

5.0 Inspiration

KOLDING
SCHOOL
OF
DESIGN

6.0 Support

6.0 Support

How to get help
If you are unsure about how to understand or apply the guidelines in the design guide, please contact Kolding School of Design, who can put you in touch with a communication manager.

Kolding School of Design
+45 76 30 11 00
dk@designskolenkolding.dk

KOLDING
SCHOOL
OF
DESIGN