# LG Wonderbox Showcase 2025

# Technical Brief & Workflow

#### Logo Introduction

The LG Electronics Logo is a face that represents our brand.

Therefore, all LG Electronics members must accurately use The Logo across various environments to establish a consistent brand identity.

By adhering to the specific details outlined in this brand guide and applying them accurately and consistently to content, we can enhance LG Electronics' brand value even further.

#### Note:

We will no longer use the 3D Logo and will use the 2D Logo. We will refrain from using the previous combination of The Logo and Slogan together.





#### Logo Symbol Mark

The Symbol Mark is an embodiment of these five concepts: a global mindset, a future-oriented vision, youth, people, and technology.

The letters L and G are placed within a circle, symbolizing that people remain at the center of LG's corporate philosophy.

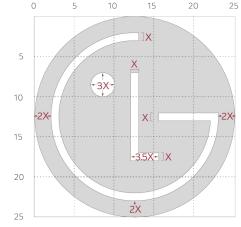
The Symbol Mark also represents the determination and unvielding effort of LGE employees across the globe to build strong connections with customers and bring them maximum satisfaction.

The round smiling-face Symbol Mark is a highly recognizable icon of the LGE Brand.

#### Note:

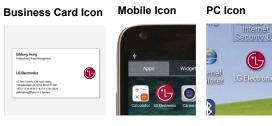
symbol mark must not be used alone.





#### Note: Exceptions

The symbol mark may be displayed without The Logotype only when applied to business cards and badges, when used as an icon on websites and mobile apps or PC.



Website Icon 01	Website Icon 02		
중 ♥ ♥ http://www. 파일(E) 편집(E) 보기(V)	v with participating NanoCell TVs. slicious meals more efficiently, clean your dishes fa s of both worlds. Designed to give you crystal-clea		
☆ 즐겨찾기 │ 🚕 🚺 추천 사	ost of life in every way. oble devices, appliances and home entertainment s		
LG Electronics			

Badge



#### **Use Electronics**

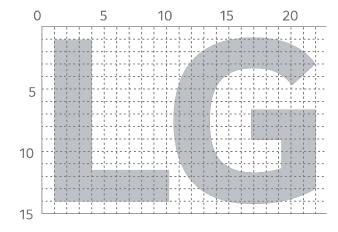
#### Logo Logotype

The Logotype is the primary written identifier for the LGE Brand.

Above all other elements, The Logotype conveys the corporate image with the most linguistic prominence.

The Logotype must always be LG Gray (C0, M0, Y0, K70), Black or White.





#### **Use Electronics**

#### Logo

Clear Space and Minimum Size

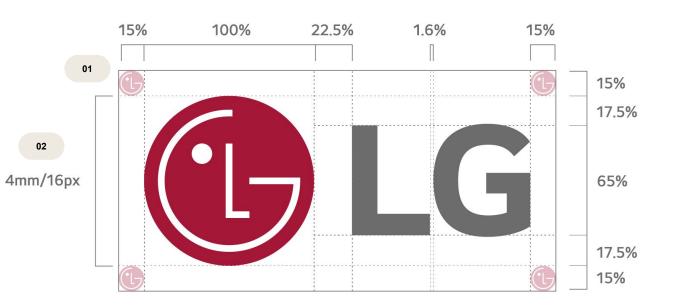
We allow our Logo a good amount of clear space so it can speak for itself and retain legibility.

#### 01 Clear Space

Our fixed clear space is 0.15X of the Symbol size.

This clear space rule is to be observed at all times to ensure that our Logo is always visible and appears with impact.

**02 Minimum Size** The Logo must always be at least 4mm/16px tall.



#### Vertical Logo Clear Space and Minimum Size

The Logo must be used while adhering to appropriate clear space Guidelines to ensure readability and visibility.

#### 01 Clear Space

Clear space is 15% of The Logo size. Other elements cannot be placed around The Logo.

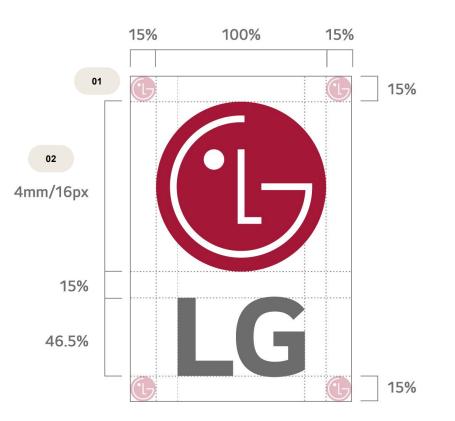
The clear space rule should always be observed to ensure The Logo is always visible and impactful.

#### 02 Minimum Size

The Logo must always be at least 4mm/16px tall.

#### Note:

It is important to be cautious about the different ratios between symbol mark and The Logotype, in the vertical Logo and the horizontal Logo.



#### **Use Electronics**

#### Logo Color Variation

The LGE Logo is a highly recognizable asset. As shown to the right, The Logo may be placed on a black-and-white background or backgrounds of diverse colors, and The Logo color may vary depending on the background color, to ansure sufficient contract and

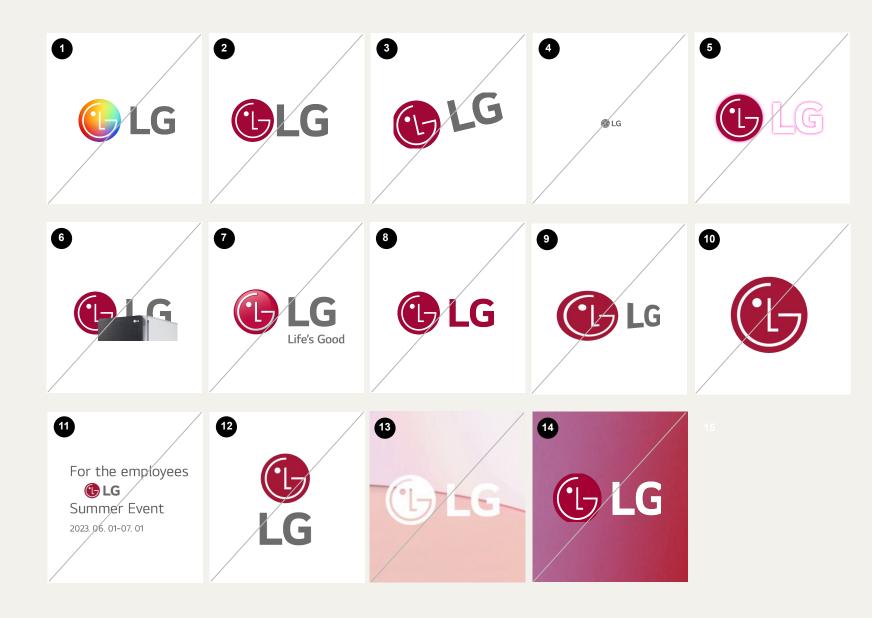
to ensure sufficient contrast and legibility.



#### Logo

Don'ts

- 1. Don't recolor our Logo.
- 2. Don't change the relationship between the symbol mark and the logo.
- 3. Don't rotate, stretch, squash or crop out the Logo.
- 4. Don't use our logo smaller than specified.
- 5. Don't use shadows or effects.
- 6. Don't obscure our logo.
- 7. Don't use previous 3D Slogan combination.
- 8. Don't create your own logos.
- 9. Don't apply perspective to the logo.
- 10. Don't use symbol mark without the logotype.
- 11. Don't use The Logo in the sentences.
- 12. Don't use the wrong ratio between the Symbol and the logo.
- 13. Don't use a logo color that is difficult to read on a bright background color.
- 14. Don't use the color Red for the symbol mark
- 8 I-02. Logored background.



Internal Use only

## 05. Color

### Color Core and supporting palette

We can express a vibrant and modern image by utilizing the newly introduced Active Red in addition to our existing brand color, LG Red.

The Gray palette, used as a secondary color, adds warmth to our communication. It can be applied to all content and complements the primary color palette.

By adjusting the composition or proportion of colors according to the context, we can create a range of atmospheres, from comfortable and soothing, to impactful and bold.

For further reference, please refer the recommended colors and gradients on the following example pages.

#### Note:

If additional accent colors are needed, a wide range of colors can be used. However, it is important to avoid using colors that evoke images of competitors or competitors' products.



## 06. Gradients

#### Gradients Introduction

Gradients are very expressive elements in our El system that adds depth, warmth, and richness to our experience.

They feel ambient and abstract, sitting behind or interacting with other design elements.

**Note:** They cannot be modified or further created.

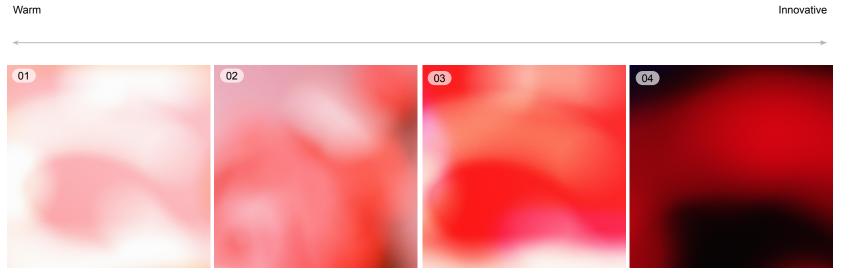


#### Gradients

Master Suite

When static, we have four gradient assets going from light to dark.

Each has a unique look and feel, which can be selected depending on the context or tone.



#### Gradients 01 Cropping

We crop our master gradients for layouts. Here are some suggestions for how we might crop them in predefined formats

To convey richness, at least two or more colors should be visible when cropping. They can also be rotated.

To ensure consistency across all communications, choose one of the five cropped forms that best suit the medium.

#### 1 Extreme Portrait

For use in extra tall assets e.g. web banners

#### 2 Portrait

For use in portrait mobile formats, 6-sheet ads and common print formats

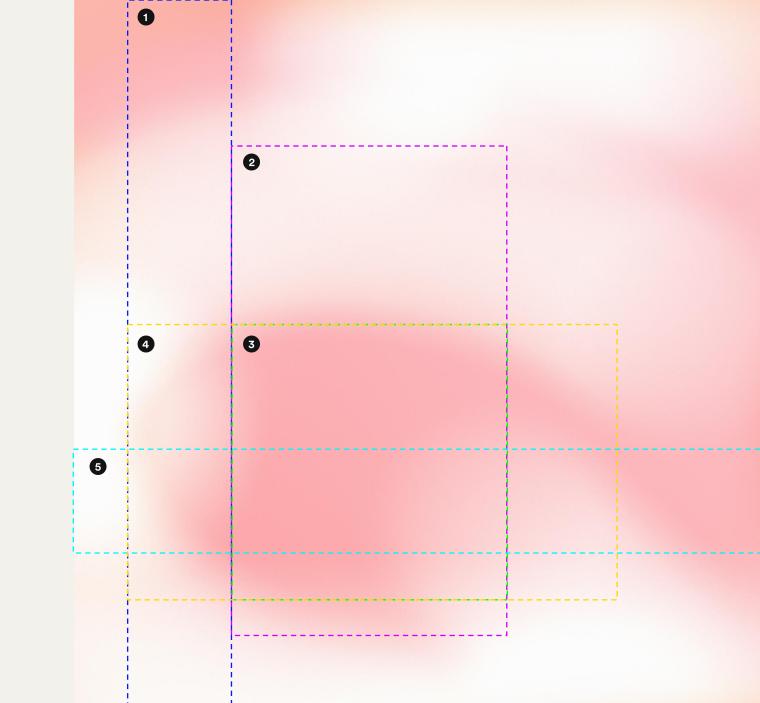
#### 3 Square

For most social post formats

#### 4 Landscape

Useful for common digital and video formats, and 48-sheet advertising

#### 5 Extreme Landscape



#### Gradients 02 Cropping

We crop our master gradients for layouts. Here are some suggestions for how we might crop them in predefined formats

To convey richness, at least two or more colors should be visible when cropping. They can also be rotated.

To ensure consistency across all communications, choose one of the five cropped forms that best suit the execution medium.

#### **1** Extreme Portrait

For use in extra tall assets e.g. web banners

#### 2 Portrait

For use in portrait mobile formats, 6-sheet ads and common print formats

#### 3 Square

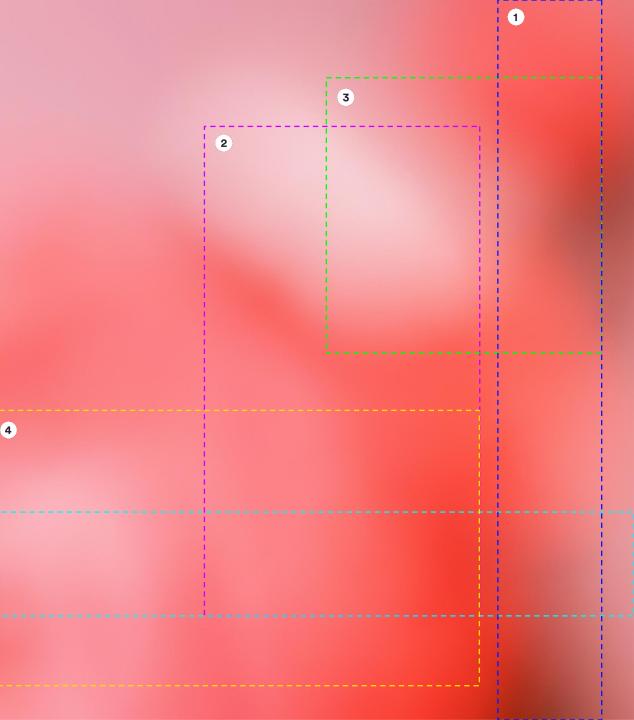
For most social post formats

#### 4 Landscape

Useful for common digital and video formats, and 48-sheet advertising

5

#### 5 Extreme Landscape



#### Gradients 03 Cropping

We crop our master gradients for layouts. Here are some suggestions for how we might crop them in predefined formats

To convey richness, at least two or more colors should be visible when cropping. They can also be rotated.

To ensure consistency across all communications, choose one of the five cropped forms that best suit the execution medium.

#### 1 Extreme Portrait

For use in extra tall assets e.g. web banners

#### 2 Portrait

For use in portrait mobile formats, 6-sheet ads and common print formats

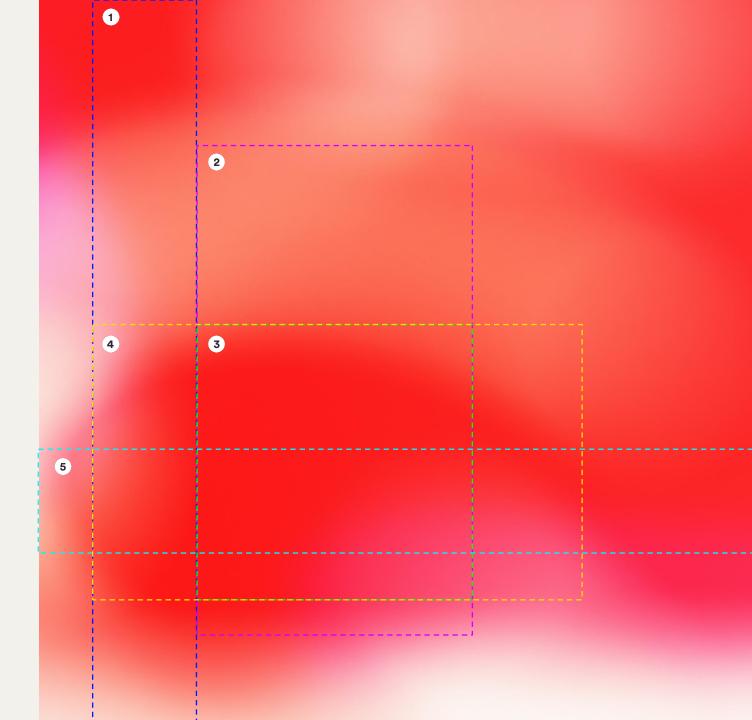
#### 3 Square

For most social post formats

#### 4 Landscape

Useful for common digital and video formats, and 48-sheet advertising

#### 5 Extreme Landscape



#### Gradients 04 Cropping

We crop our master gradients for layouts. Here are some suggestions for how we might crop them in predefined formats

To convey richness, at least two or more colors should be visible when cropping. They can also be rotated.

To ensure consistency across all communications, choose one of the five cropped forms that best suit the execution medium.

#### 1 Extreme Portrait

For use in extra tall assets e.g. web banners

#### 2 Portrait

For use in portrait mobile formats, 6-sheet ads and common print formats

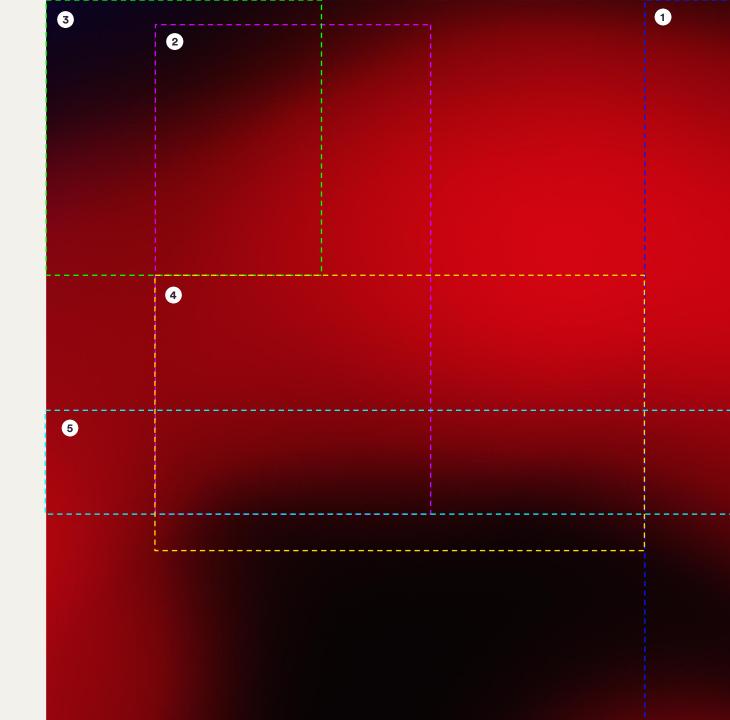
#### 3 Square

For most social post formats

#### 4 Landscape

Useful for common digital and video formats, and 48-sheet advertising

#### 5 Extreme Landscape



# 07. Typography

#### Typography Application

For all brand key messages, we use LG EI Headline font.

#### Note:

We do not use the existing LG Smart font.

- \* For special events, campaigns, or seasonal creative work, additional
- fonts may be combined with existing brand typefaces. However, avoid using fonts that are similar in style to the EI font.

# LG EI Headline

AC

# 0123456789

Thin Light Regular SemiBold Bold

\*EI: Emotionally Intelligent Design II - 07. Typography

#### Typography Application

For the body copy, we use LG EI Text font.

#### Note:

We do not use the existing LG Smart font.

- \* For special events, campaigns, or seasonal creative work, additional
- fonts may be combined with existing brand typefaces. However, avoid using fonts that are similar in style to the EI font.

LG El Text

AА

# 0123456789

Light Regular SemiBold Bold

\*EI: Emotionally Intelligent Design II - 07. Typography



#### Typography System

For marketing materials, there are no specific regulations regarding font thickness.

#### Note:

Using LG EI Headline below 18pt may result in reduced readability and is not recommended.

# Title / Head copy

LG El Headline + 1% tracking

Body copy

LG EI Text

\*EI: Emotionally Intelligent Design II - 07. Typography

#### Typography System

For marketing materials, there are no specific regulations regarding font thickness

However, when placing the font close to the "Life's Good" Slogan, using the Regular font is recommended.

Recommende d

LG EI Regular

## Unbelievably Thin, Uncompromisingly Light Life's Good.

Not recommended

LG EI Semibold

Unbelievably Thin, Uncompromisingly Light Life's Good.

\*EI: Emotionally Intelligent Design II - 07. Typography

# 08. Slogan

"Life's Good" is a clear statement of LG's brand identity that represents our mission to make life better for our customers.

We designed a typeface specifically for our slogan to visually convey our message with more clarity. Ultimately, we seek to solidify LG Electronics' unique brand image.

Our Slogan has purpose, scale, and emotion. We use it in memorable ways in our communications as a lead or sign-off. It reminds us that life's not perfect, but small things make it good.

**Note:** The font used in the Slogan cannot be applied in other texts. It must only be used for the "Life's Good" brand asset.



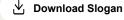
Internal Use only

#### Slogan Colorways

The Slogan may be placed on diverse background colors, and the Slogan color may vary accordingly, to ensure sufficient contrast and legibility.

#### Note:

The Slogan's color cannot be further altered and must only use the given colors (i.e. Active Red, White, and Black).



White

# Life's Good. Life's Good.

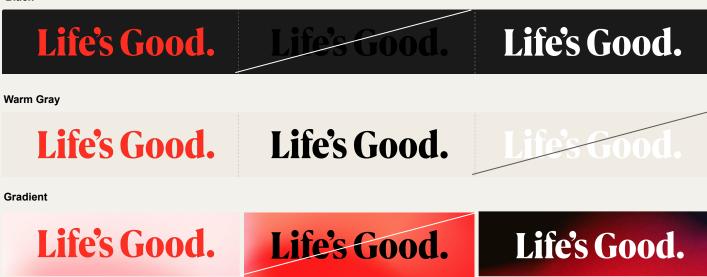




#### LG Red



#### Black



Slogan Versions Our Slogan can be used as a lead message or a sign-off, depending on the	Horizontal Slogan	Horizontal Slogan Applicable when used with images.	Vertical Slogan	Stacked Slogan Separately applied when used with images.
communication direction. However, it cannot be used simultaneously as both a lead message and a sign-off. Also, it cannot be used independently without the Logo in any application. <b>Clear Space</b>	Life's Good.	Life's Good.	es Good Life's Good	Life's Good.
Keep an area the size of the period in the Slogan around the asset. This ensures clarity and legibility at all times.	clear Space	clear Space	Clear Space Pood Sayin	clear Space

#### **Use Electronics**

#### Slogan Usage and Positioning

Our Slogan helps people recognize that our brand is warm and present, even in the smallest moments.

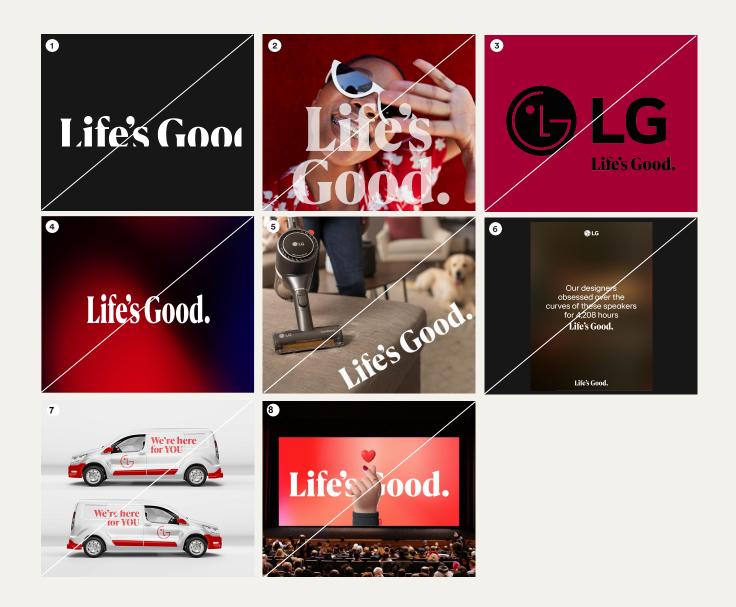
To become distinctive, we need to use it in unique ways so it doesn't blend in.

01 Lead message	02 Sign-off
Life's Good.	Life's Good.

#### Slogan

Don'ts

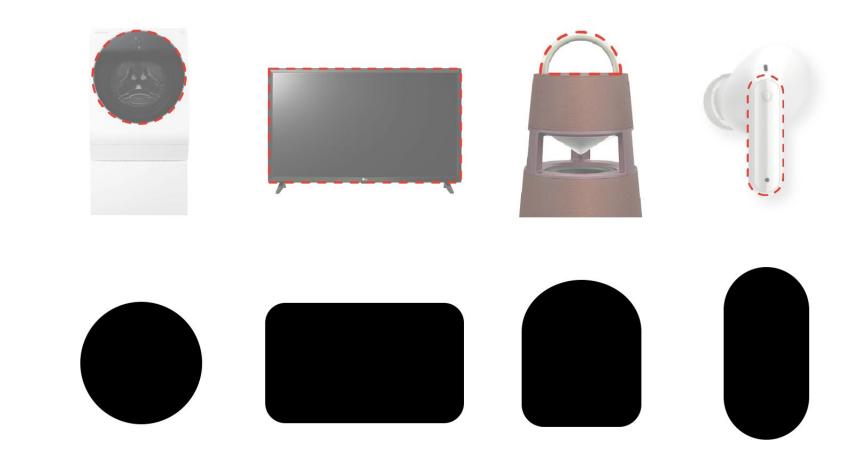
- 1. Don't crop or obstruct the legibility of the Slogan.
- 2. Don't add effects to our Slogan. (this includes outlines or transparencies)
- 3. Don't use the Logo with the Slogan together.
- 4. Don't rotate or skew the Slogan.
- 5. Don't position the Slogan randomly, please follow our layout system.
- 6. Don't use the Slogan more than once in an application.
- 7. Don't use the Slogan as font.
- 8. Don't use images that cover the Slogan in a way that makes it difficult to see.



## The El Forms

#### Design System El Forms

The EI Forms are designs inspired by LG products.



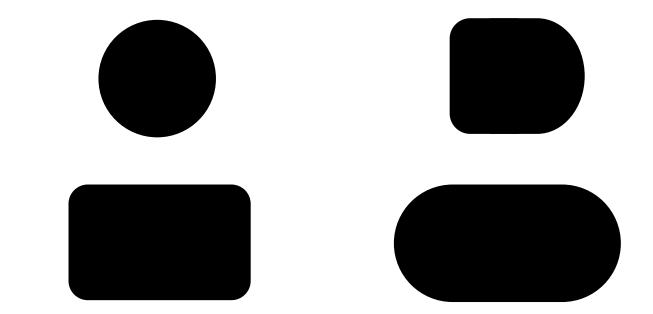
#### Core State

#### Design System Core vs Connected

#### **Core State**

In their core state, the shapes are simple. Rounded edges give them a warm softness.

Shapes in the core state should only be used alone, and never in combination with one another.



#### **Connected State**

#### **Connected State**

The connected state is ideal for digital use, allowing multiple shapes or elements to connect and respond interactively through motion.

#### Note:

When cropping with El forms, make sure the image inside stays recognizable. Avoid excessive cropping.

\*EI: Emotionally Intelligent Design II - 09. Design System



# LG Wonderbox Showcase 2025

# Technical Brief & Workflow

### Technical Specifications

Final Export Resolution: 2412(w)x1404(h) Frame rate: 30 Codec: h.264 Minimum length 30 seconds

Required to include phrase **Life's Good** within the work

#### **CONTENT SPECIFICATIONS**

Color Mode	RGB
Resolution	72 dpi
Static File Formats	PNG, BMP, GIF, JPG or TIF
Animated File Formats	MP4 with H.264 Codec
Pixel Aspect Ratio	Square Pixels
Frame Rate	30 fps (frames per second)
Audio	MP4 Files = AAC Audio

**Overall Sq. Footage** 80.45' (w) x 46.80'(h) = ~3,765.06 sq. ft.

"Bezel" Size 10 7/8"

Height from Ground 70'

Dimension

Resolution

80' 5 7/16"(w) x 46' 9 5/8"(h) OVERALL DISPLAY SIZE 2412(w) x 1404(h) 26' 4 13/16"(w) x 46' 9 5/8"(h) WEST 45TH STREET FACE (SHORT SIDE) 792(w) x 1404(h)

9' 7 13/16"(w) x 46' 9 5/8"(h) BULLNOSE CORNER 288(w) x 1404(h)

44' 4 13/16"(w) x 46' 9 5/8"(h) BROADWAY FACE (LONG SIDE) 1332(w) x 1404(h) pline Mesh Volume MoGraph Character Animate Simulate Tracker Render Extensions Redshift Window Hel

Cam 01

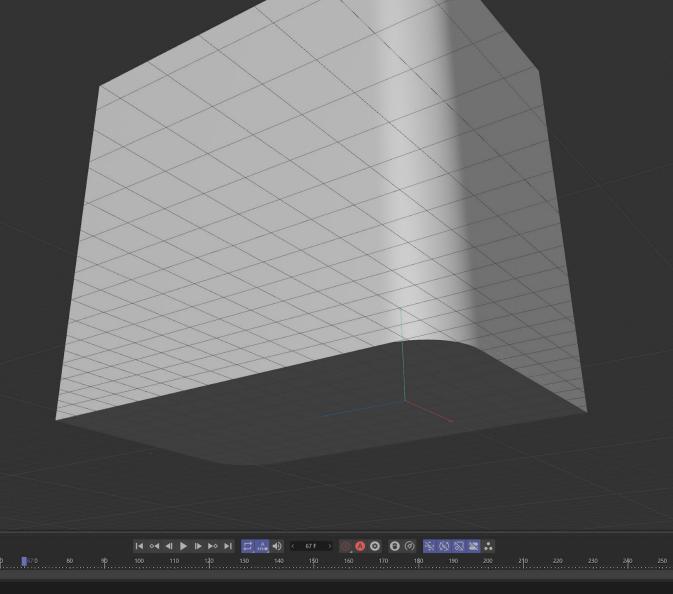
Filter Panel Redshift

## Camera Angle

Firstly, the screen must be created according to the final export aspect ratio and modelled with the actual screen as reference.

We then need to determine the camera angle and position of where the static 'sweet spot' will be.

The sweet spot is where the anamorphic effect is achieved, making the video look undistorted.



# Camera & Render Settings

The resolution for the initial export can be adjusted as long as the camera is able to view the entire screen within this resolution.

The resolution must also be higher than the final export of 2414x1404 as we will lose a lot of the resolution during the final baking process.

A recommended resolution would be 4880(w)x2745(h), almost double the final export to prevent any quality loss during baking.

itput							
Custom Settings							
Width		4880		Pixels	~		
Height		2745					
Lock Ratio	~						
Adapt Data Rate							
Resolution		72		Pixels/Inch (DPI)	~		
mage Resolution:	4880	x 2745 P	ixel				
Render Region							
Film Aspect		1.778		HDTV (16:9)	~		
Pixel Aspect		1		Square	~		
Frame Rate		30					
Frame Range	All	Frames			~		
From		0 F					
То		400 F					
Frame Step		1					
Fields	No	ne			~		
Frames:	401 (	from 0 to	o 40	0)			
Appotations							

	🗟 🕻 Camera (	Object [Cam_01]	[Cam_01]						`
	Basic	Coord.	(	Object	Р	hysical	Details		
	Stereoscopic	Composition	Sp	oherical	ΩP	rotection			
	Object Prope	rties							
	Projection	n Perspective	~						
	Focal Len	gth		30		Custom (	(mm)	~	
	Sensor Size	ze (Film Gate)		36		35 mm P	hoto (36.0 mm)	~	
	35mm Equiv	35mm Equiv. Focal Length:		) mm					
	♦ Field of View (Horizontal)			61.928 °					
	Field of V	'iew (Vertical)		37.299 °					
	<ul> <li>Zoom</li> <li>Film Offset X</li> </ul>								
				0 %					
	Film Offset Y			0 %					
	Focus Dis	tance		298.742 c	ar>]	P			
		et Object							
	Focus Ob	ject							
	White Bal	lance (K)		6500		Daylight	(6500 K)	~	
	Affect Lig	hts Only							

♦ Export to Compositing

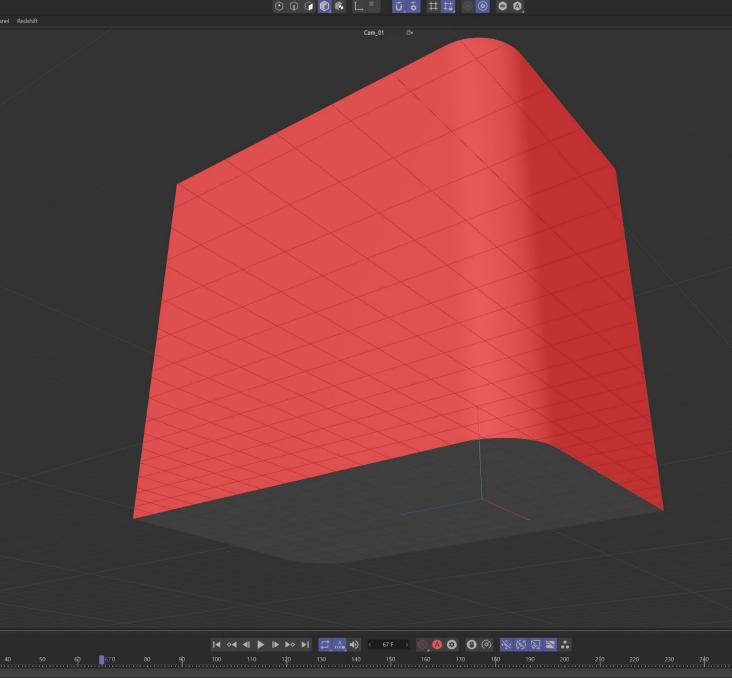
Spline Mesh Volume MoGraph Character Animate Simulate Tracker Render Extensions Redshift

Filter Panel Redshift

### Content

Once the camera is set, we can start working on the main content.

While producing the content, do keep in mind that the spectators will only see the portion marked in red.



## **Initial Export**

After working on the content, we can render out the camera from the sweet spot.

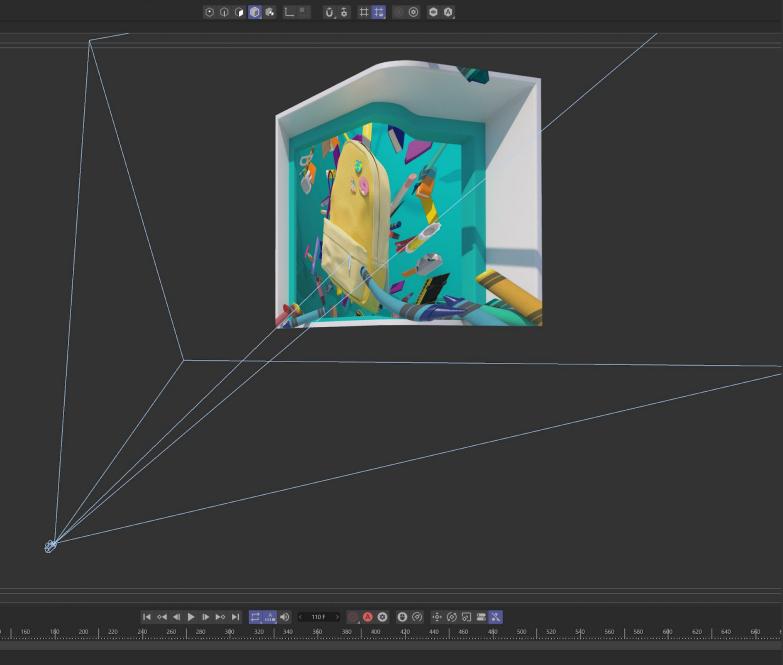
This export can be further refined and polished in other compositing software before the final output.

This provides us with a great gauge of what the audience will see.



### Projection/ Camera Mapping

Once the Initial Export is done, we will return to the 3D project and apply this export as a texture on the screen using camera or projection mapping.



### **Texture Baking**

After the texture has been applied, we can finally bake the texture as the final output (2412(w)x1404(h)).

The final export should look warped and distorted. A final check can be done by applying this export as a texture back onto the screen but this time as a UV Map projection/texture.



