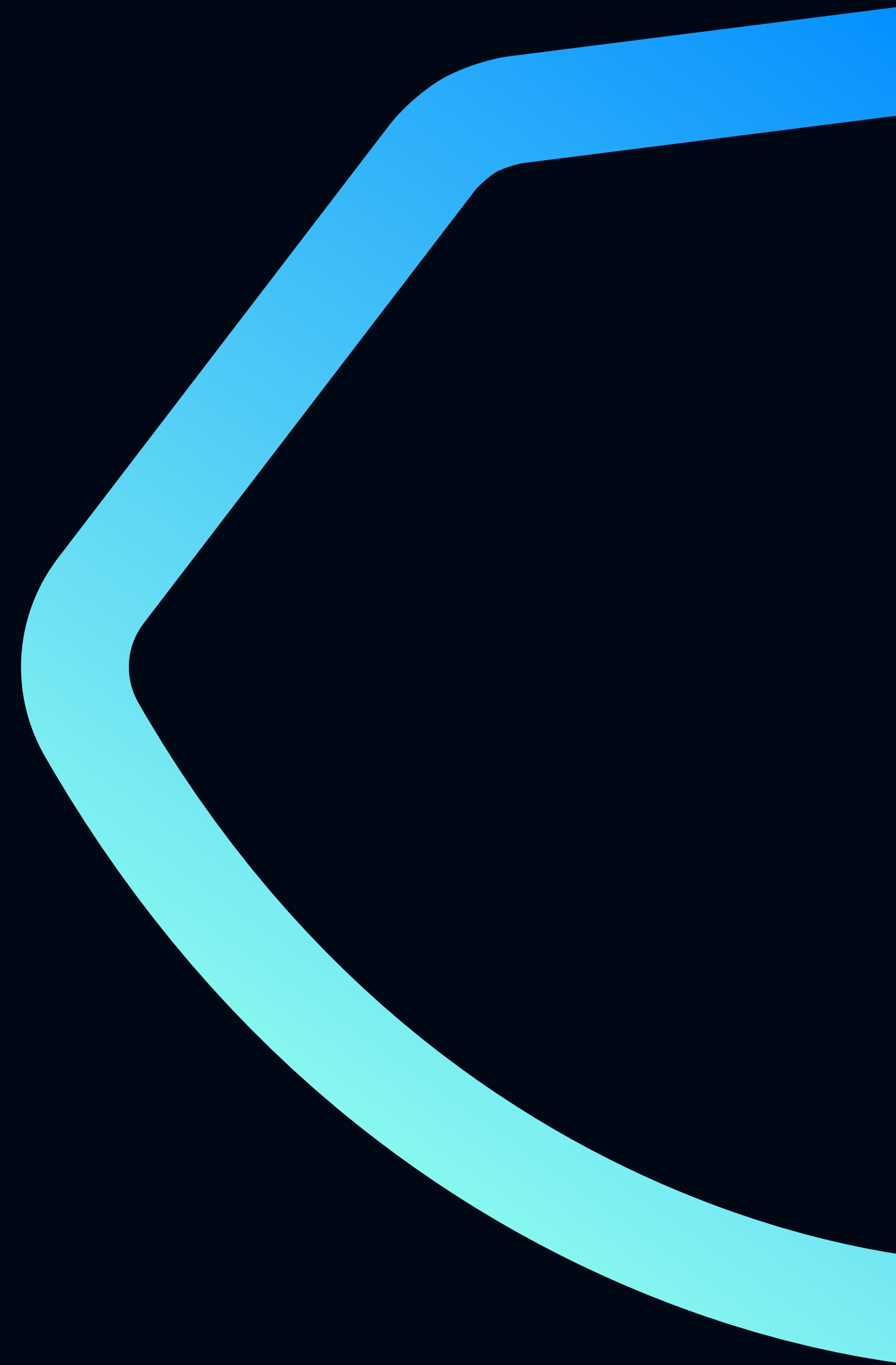


05.08.2022 – Version 1.0.0

# GuildSaber

Logo Design Concepts

Created by  
qlulezz – [www.qlulezz.de](http://www.qlulezz.de)



## Rules and Challenges

- Square format (1:1)
- Related to GuildSaber
- Minimalist and modern
- No letters (e.g. 'GS')
- Recognisable at small scale

# Logo



**GuildSaber** is a project which aims to replace the current Bot "Beat Saber Discord Rankings" (BSDR). It should get Discord Server Owners the ability to create and customize their own ranking system. This includes Website support to display players, points, maps, passes and categories, a Beat Saber Plugin for In-Game support as well as Discord Integration for commands via bot.

The Logo is based on the project's name – **GuildSaber**

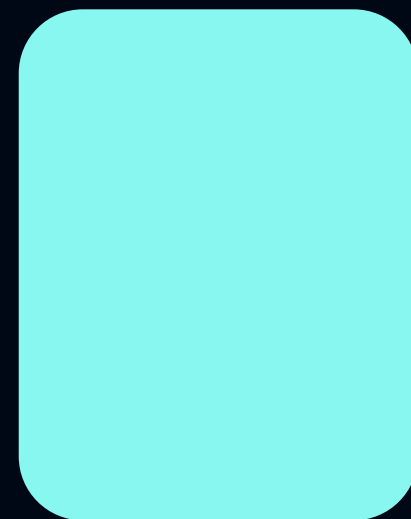
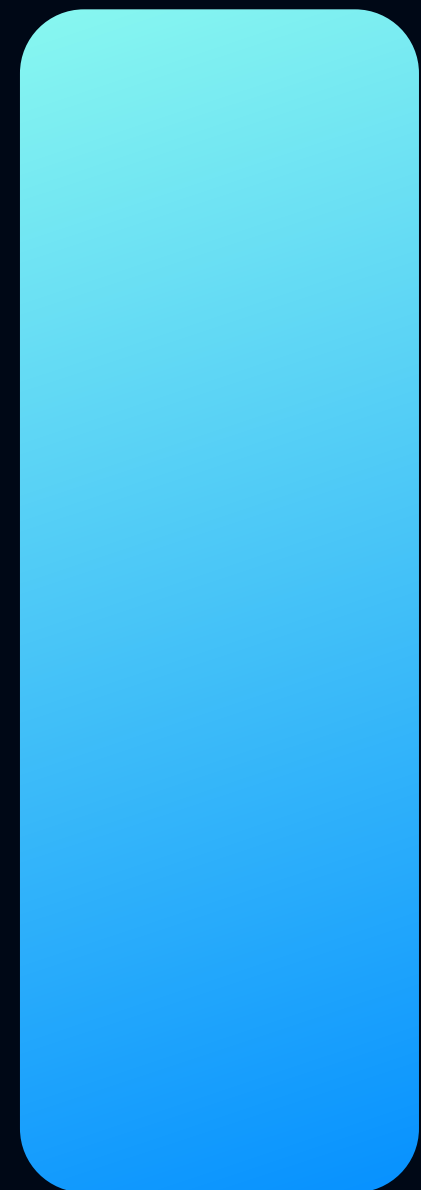
## Guild → Shield

The Guild part is represented by a Shield, which also acts as a border to the logo.

## Saber → Beat Saber Block Arrow

To build a connection to Beat Saber, like other services such as ScoreSaber or BeatLeader, I included a piece of the recognizable Beat Saber Block, specifically the arrow.

# Colors



## Electric Blue

**#88F7F0**

**RGB 136 247 240**



## Sky Blue

**#048FFF**

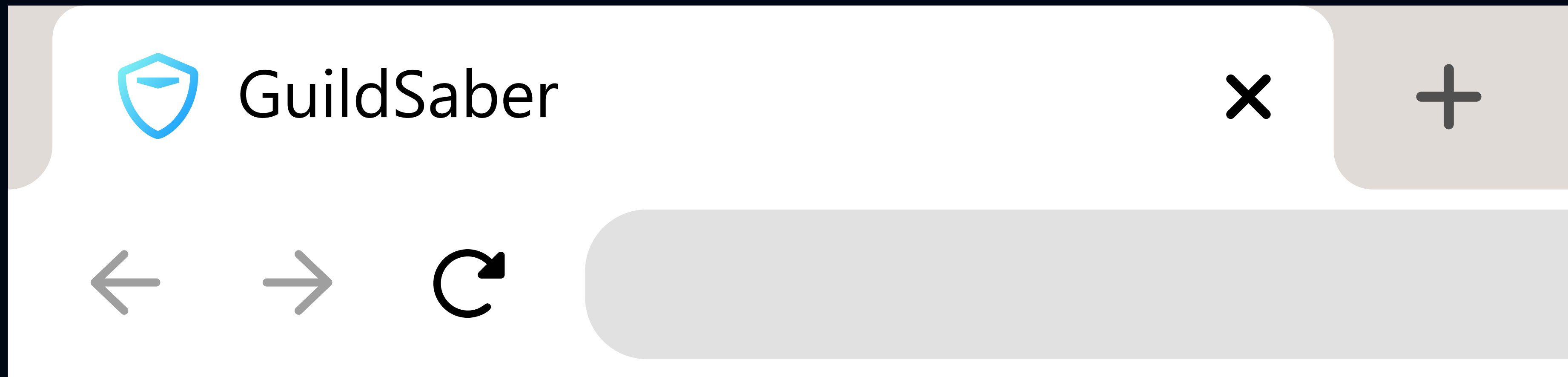
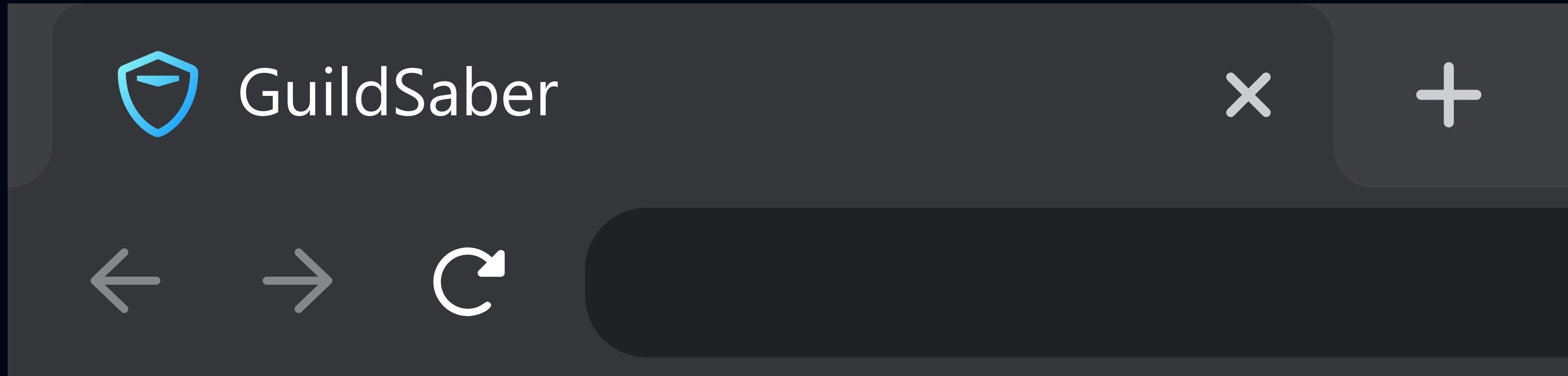
**RGB 4 143 255**

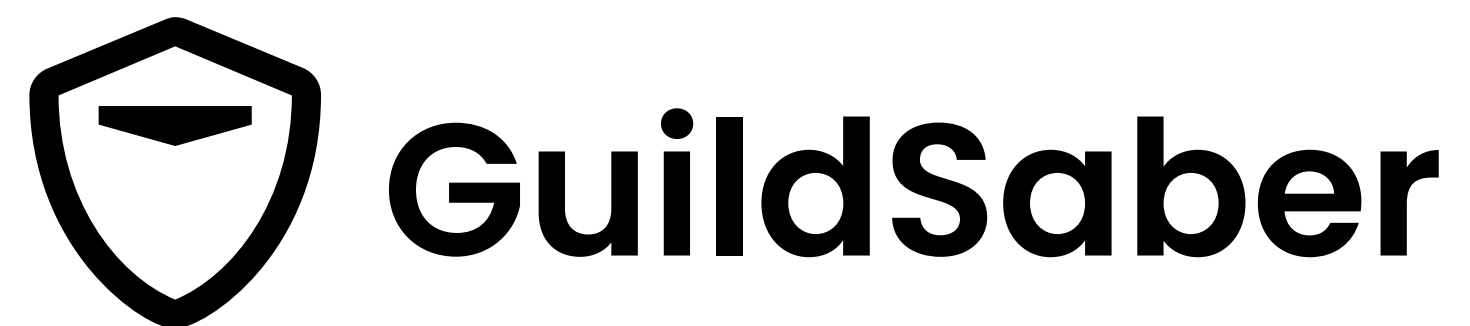
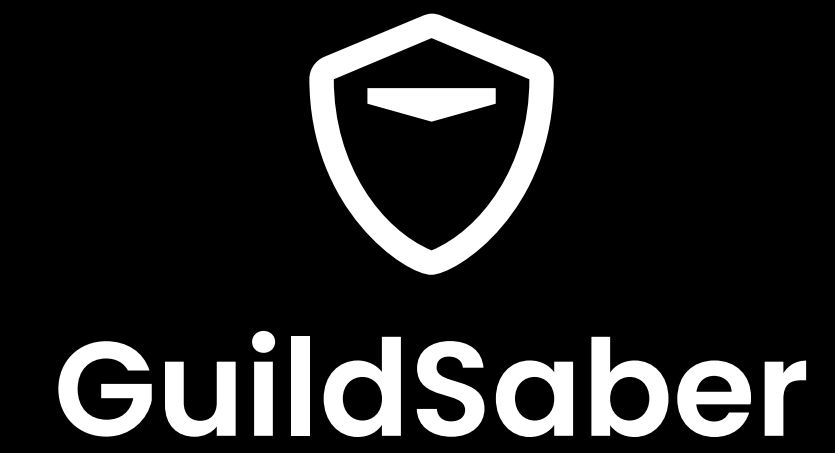
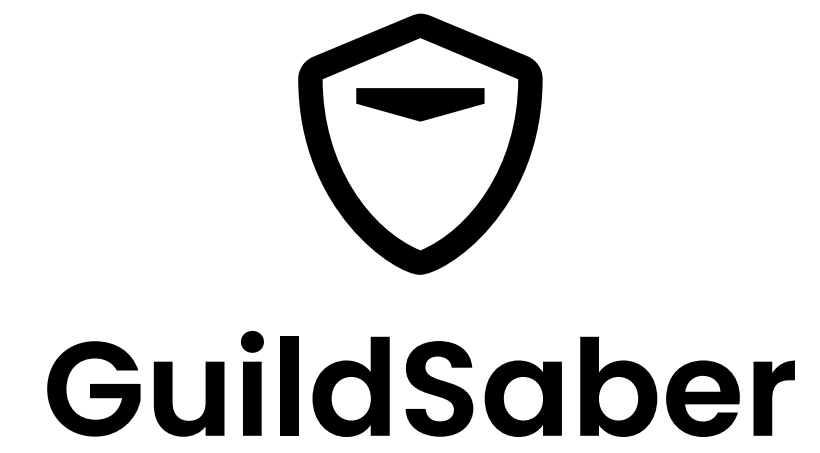
Color is very important when it comes to Logo design. Since GuildSaber has a strong relation to Beat Saber, a red and blue color scheme would seem obvious. The problem with that is that a lot of other Beat Saber projects such as Cube Community, BeatLeader, BSL, and others already use those colors. This makes it look more like a copy rather than a new design.

Also, since the colors used on the website depend on the logo, having a distinct color scheme is essential.

The choice was between a yellow and pink gradient and this blue gradient, but the choice ultimately fell on blue, since yellow didn't seem right.









# GuildSaber



# GuildSaber



Designed with love by

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