

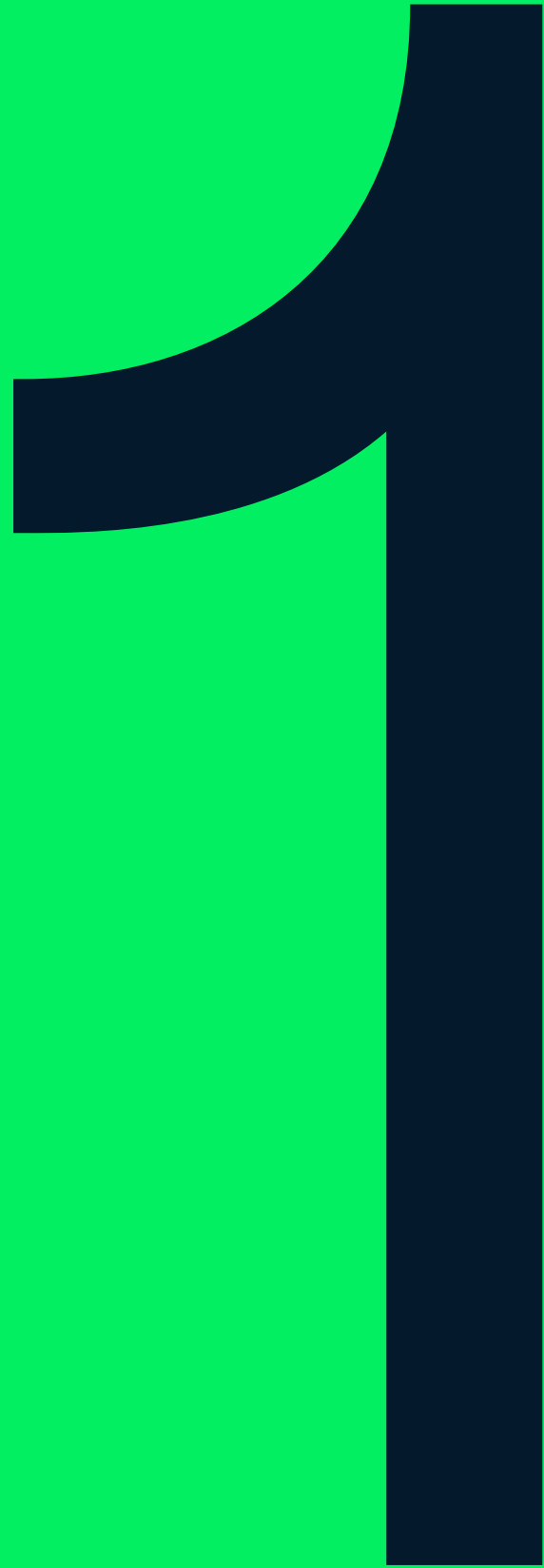




Brand Identity Guidelines

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- 2.0 Logomark & Logotype
- 3.0 Color Palette
- 4.0 Typography
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Introduction

1.0

Brand Guidelines

Brand guidelines are there to teach, lead, and illuminate Datacamp as a brand. They provide its **substance and structure**: what the brand means and how it should be expressed, both visually and verbally.

Without guidelines a brand has the potential to collapse under the weight of contradictory typographies, color palettes, styles and tones of voice.

Use these guidelines whenever you need them; they're at your disposal!

1.1

Brand platform

A brand platform is the overarching idea that forms both visual and verbal associations of the brand. We build our brand around its framework, the foundation for our internal communications.

Our brand platform is:
Veracity

Veracity is inspired by **truth in science** and the **certainty that comes with knowledge**. This platform captures our bias towards action. Go faster, farther, with clarity. We allow people to search for real answers, **reveal insights that matter**, and take action based on substance.

How to apply veracity

✓ Do:

- Do know this is an internal idea
- Do think of it like a guiding light
- Do find ways to be creative

✗ Don't:

- Don't force "veracity" into copywriting
- Don't be limited by strict boundaries
- Don't be stringent or limiting

1.2 Brand Line

Our brand line is our rallying cry. It speaks to how we act, what we believe, and our vision for the future. It's a short, catchy slogan that's internal and external.

It's meant to be repeated often; used in headlines, written copy, graphics, and more.

Our brand line is: Clear as data

Why we like it:

- Short and catchy (we can remember it)
- Simple words (translation is easy)
- Internal and external (applies to anyone)
- Connects to veracity (relates to platform)

1.3

Brand Voice

Brand voice refers to how a brand speaks, the words it uses, the tone of voice. It reveals its personality. The brand voice should always be consistent. Consistency breeds trust, and that's always a good thing.

Our voice is best described as:
Truth and Action

Our brand's voice is a combination of **truth and action**. We speak plainly and directly, making sure we're understood (even when English is a second language). We add action to this truth, in order to **animate with energy and momentum**.

How to apply truth and action

Truth:

- Honest and clear
- Sense of certainty
- Speaking with candor
- Simple and honest

Action:

- Dynamic and active
- Moving towards future
- Ambitious and achieving
- Energetic and animated

Do's and don't's for voice

✓ Do:

- Be short
- Be clever
- Be animated

✗ Don't:

- Don't say too much or run on
- Don't go overboard on fancy artfulness
- Don't be boring or motionless

1.4

Brand Filters

We use conceptual filters to help guide decision-making. This can apply these to future marketing campaigns, design decisions, how we write, and beyond. These are true statements that we have agreed upon as a company.

1. We're Active

Aligning with our interactive, hands-on approach.



2. We're Colorful

Aligning with the joyful aspect of learning and skill development.



3. We're Smart

Aligning with having a bit of play, we're smart in a clever way. learning and skill development.



4. We're Adult

The brand has maturity that appeals to decision-makers.



5. We're (All) Thinkers

We assume intelligence from our highly educated audience.



1.5 Brand Formula

Activating our brand’s “veracious” voice is simple when broken down into its two essential parts: truth and action. Whenever we speak and write, we want both. This is applied in many ways, with words, tone, and length. It’s a style.

Truth	Action	=
Basics	Activated	Put it together
Essentials	Ahead	The essentials of getting ahead
Clear	Future	The future is looking very clear
Clear	Progress	See clear paths to progress
Align	Move	Move ahead and get aligned
Every day	Faster	Go farther, faster, every day
Clarity	Energy	Learning with energetic clarity
Do	Aspire	Aspire, and then get to doing
Insight	Reveal	Reveal insights that matter
Answer	Search	Search for (and find) the answers
Practice	Bringing	We bring practice into focus
Certain	Outlook	A certain outlook is looking bright
Place	Fast Track	Fast track to new places



Logomark & Logotype

2.0

Logomark & Logotype

Our logos helps communicate **who we are**, everywhere that we appear. In using them correctly, we create a system that effectively communicates the Datacamp brand.

The logomark visualizes a pathway through its sense of dimension but importantly it doesn't add any visual complexity.

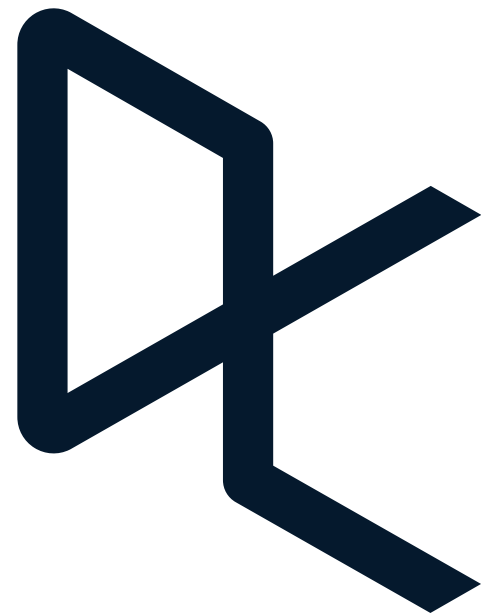
The logotype to complements the logomark it is approachable and distinct.

2.1
LOGOMARK



2.1
LOGOMARK
CLEARSPACE

This example demonstrates the logomark scaled 50% to define the minimum safety area. This area must not be imposed upon by other graphics.

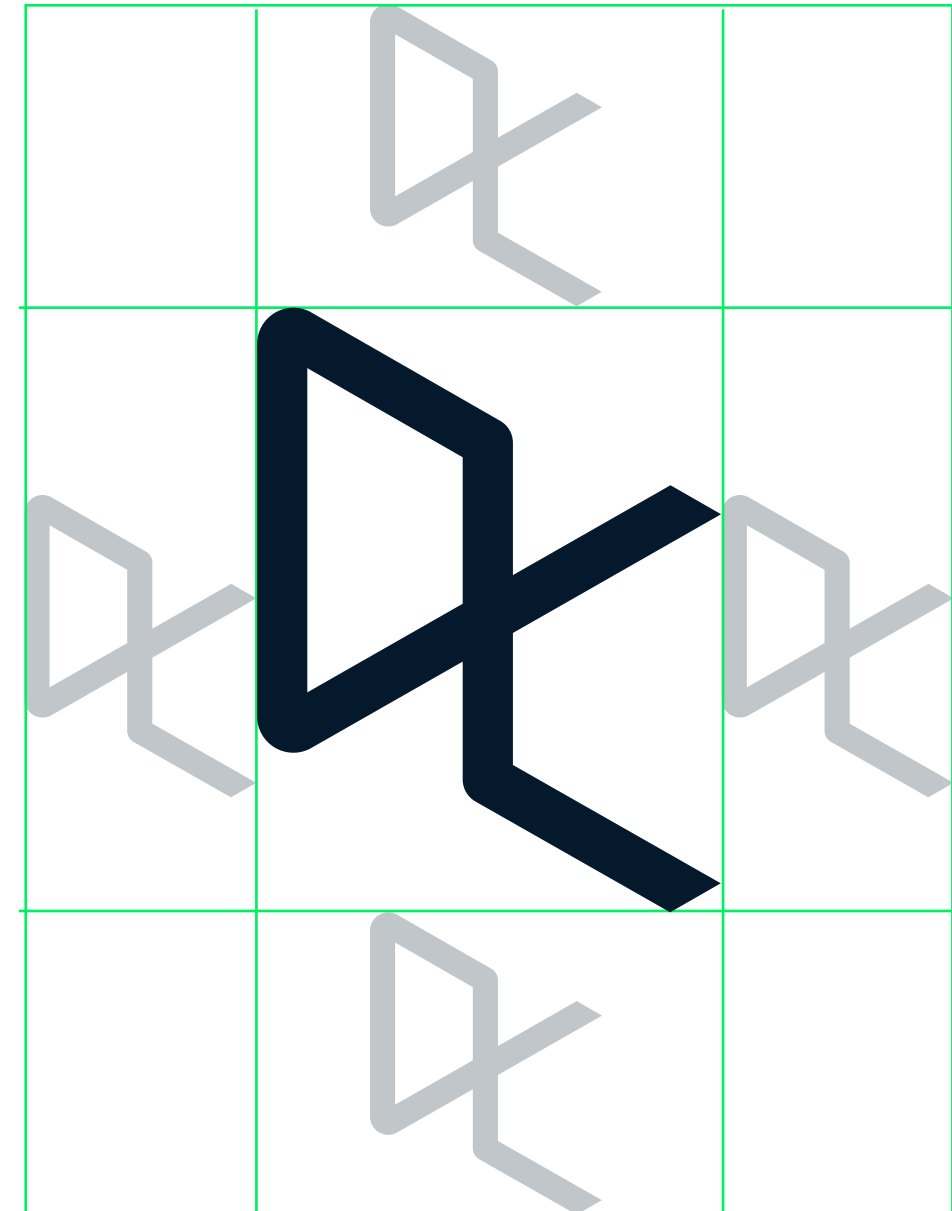


Logomark at 100%



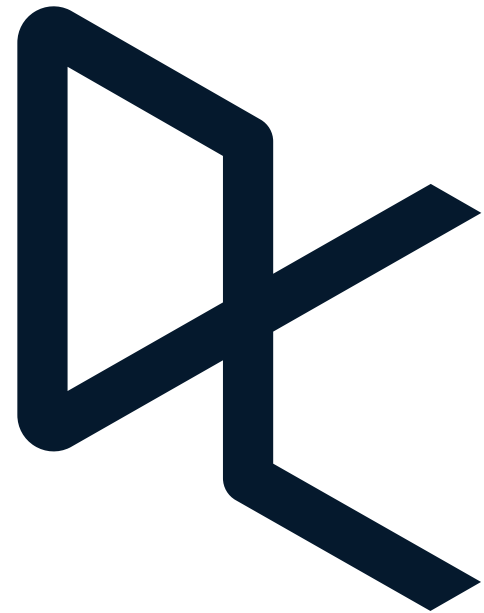
Logomark scaled 50% to
define safety margin

2.1
LOGOMARK
CLEARSPACE



2.1
LOGOMARK
CLEARSPACE

In very small areas ensure that the clearspace around the logomark is at least 25% the width of the logomark.

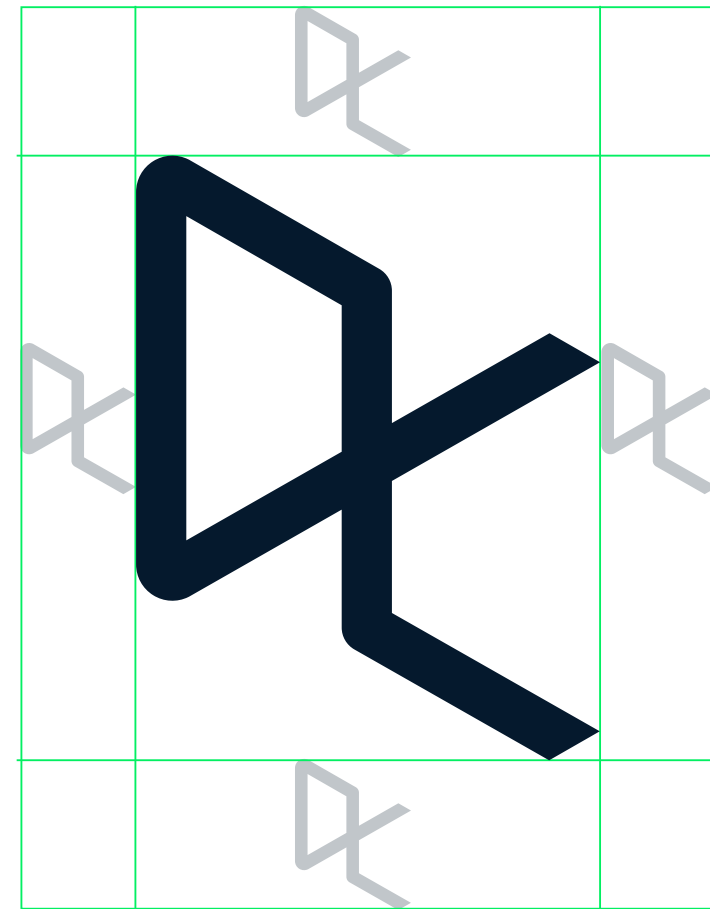


Logomark at 100%



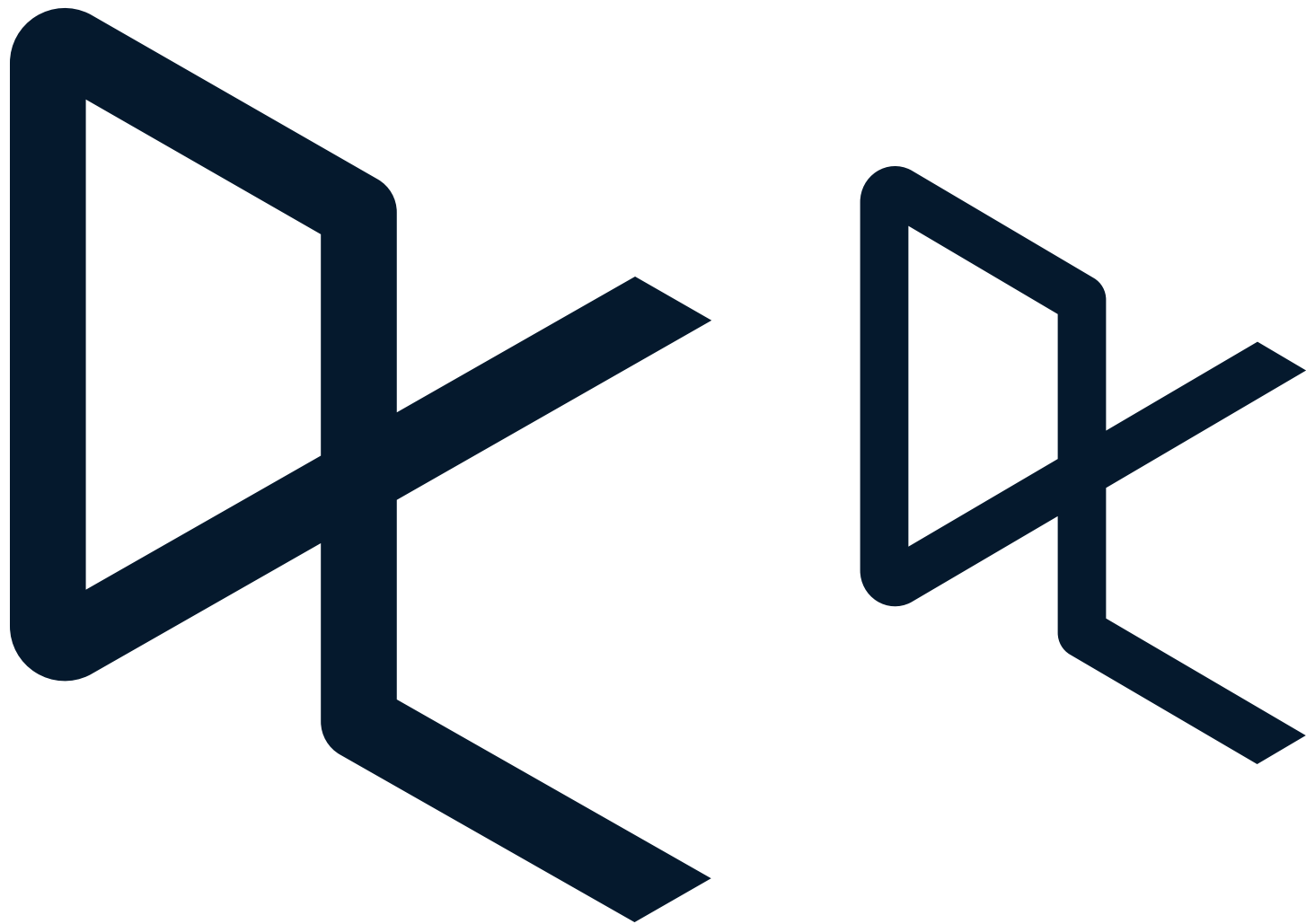
Logomark at 25%

2.1
LOGOMARK
CLEARSPACE



2.2
LOGOMARK
SCALE

The primary logomark should always be scaled while maintaining its original proportions.



2.2
LOGOMARK
SCALE

Please be advised that in all media the logomark should not be scaled below 0.3" in height for print, and below 64 px in height for on-screen. This is to avoid any degradation of the mark.

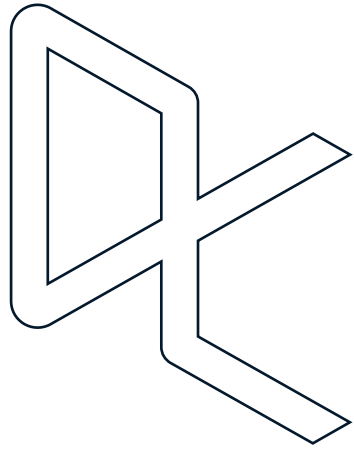


Minimum Scale
Digital – 64 px height

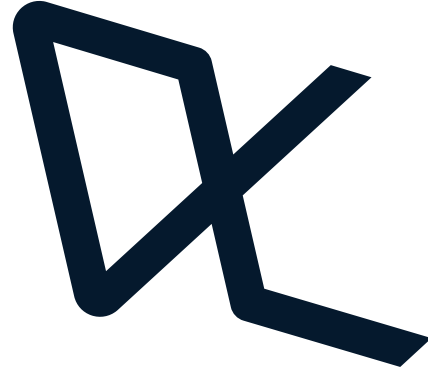
Minimum Scale
Print – 0.3 in height

2.2
LOGOMARK
DONTs

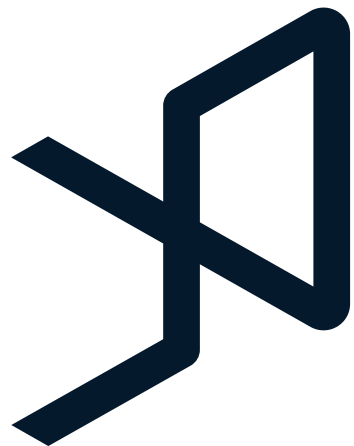
Don't outline the logomark



Don't rotate the logomark



Don't flip the logomark

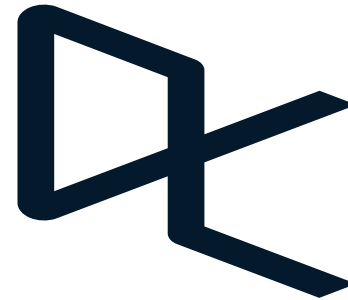


Don't crop the logomark

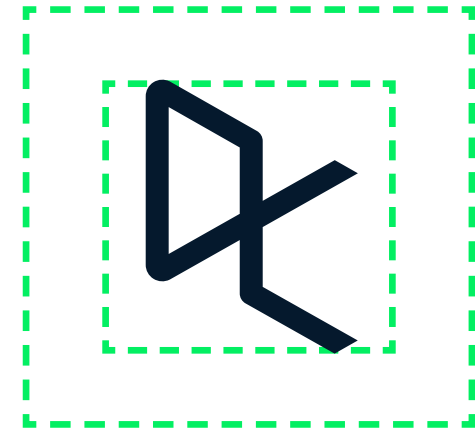


2.2
LOGOMARK
DONTs

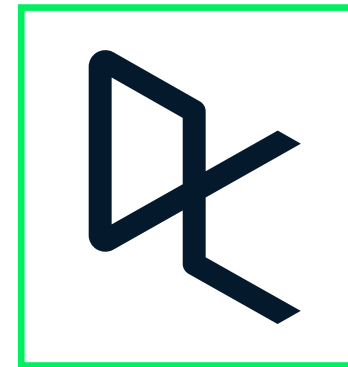
Don't stretch or squeeze the logomark



Don't place the logomark in a box on top of a solid background or photograph. The logomark should sit directly on the background



Don't use a container around the logomark



2.3
WORDMARK

datacamp

datacamp

2.3
WORDMARK
CLEARSPACE

This example demonstrates how the 'm' from the logotype defines the minimum safety area. This area must not be imposed upon by other graphics.



2.3
WORDMARK
CLEARSPACE



2.3
WORDMARK
SCALE

The primary logotype should always be scaled while maintaining its original proportions. Please be advised that in all media the logotype should not be scaled below 0.13” in height for print, and below 22 px in height for on-screen. This is to avoid any degradation of the mark.

Minimum Scale
Print – 0.13 in height
Digital – 22 px height

*When using the logotype below 22 px on screen, an optimized logotype with adjusted spacing for this scale must be used.

datacamp

datacamp

datacamp

datacamp

datacamp

datacamp

datacamp

datacamp

datacamp

2.3
LOGOMARK
DONTs

✗ Don't

Don't outline the logotype



Don't rotate the logotype



Don't flip the logotype



Don't decrease spacing in the logotype



2.3
LOGOMARK
DONTs

Don't stretch or squeeze the logotype



Don't crop the logotype



Don't increase spacing in the logotype



Don't put the logotype in unofficial colors



2.4
LOCK-UP



2.4
LOCK-UP
SPACING ELEMENTS



Logomark at 100%



Logomark at 25%

2.4
LOCK-UP



2.4
LOCK-UP
CLEARSPACE



Logomark at 100%



Logomark scaled 50% to
define safety margin

2.4
LOCK-UP
CLEARSPACE



2.4
LOCK-UP
SCALE

The primary lock-up should always be scaled while maintaining its original proportions. Please be advised that in all media the lock-up should not be scaled below 0.3" in height for print, and 64 px in height for on-screen. This is to avoid any degradation of the mark.

Minimum Scale
Print – 0.3" height
Digital – 64 px height



2.4
LOCK-UP

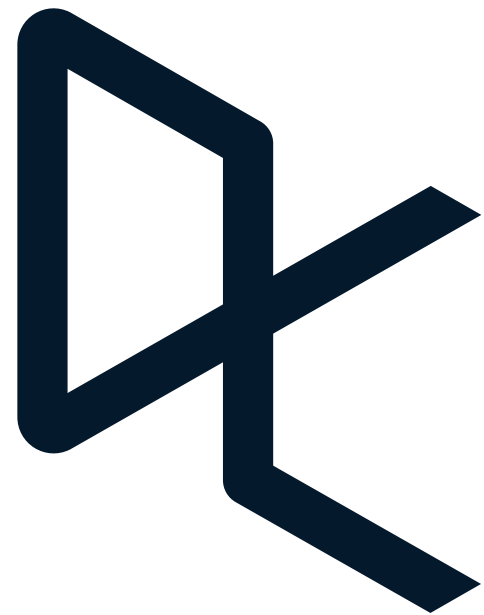


datacamp
clear
as
data



datacamp
clear
as
data

2.4
LOCK-UP
CLEARSPACE



Logomark at 100%



Logomark scaled 50% to
define safety margin

2.4
LOCK-UP
CLEARSPACE



2.4
LOCK-UP
SCALE

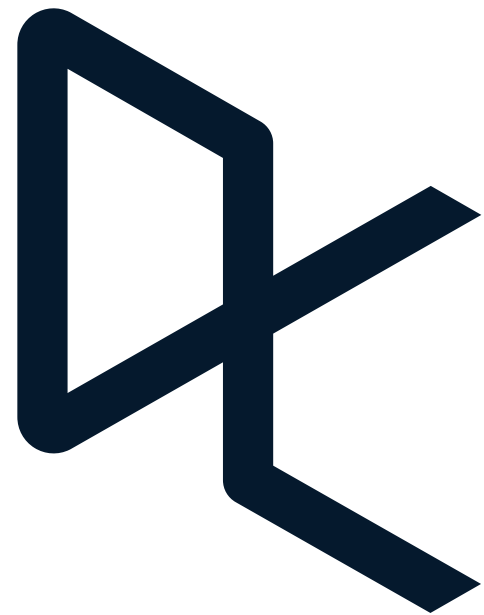


Minimum Scale
Print – 1.0" height
Digital – 400 px height

2.4
LOCK-UP



2.4
LOCK-UP
CLEARSPACE



Logomark at 100%



Logomark scaled 33% to
define safety margin

2.4
LOCK-UP
CLEARSPACE



2.4
LOCK-UP
SCALE



Minimum Scale
Print – 1.0" height
Digital – 400 px height

2.4
LOCK-UP
DONTs

✗ Don't

Don't outline the lock-up



Don't rotate the lock-up



Don't flip the lock-up



Don't crop the lock-up



2.4
LOCK-UP
DONTs

Don't stretch or squeeze the lock-up



Don't adjust spacing in the lock-up



Don't increase spacing in the lock-up



Don't put the lock-up in unofficial colors



2.5

Logo Usage

2.5
LOGOTYPE & LOGOMARK
USAGE

Datacamp uses 3 types of logos—the logomark, wordmark and lock-up. See below for guidelines on when best to use each version.

Logomark



The logomark should be used most. Our logomark is simple, strong, and recognizable. It can be used anywhere that a user is already familiar with Datacamp.

Wordmark



The wordmark should be used whenever the brand name needs to be present but can also live separate from the logomark.

2.5
LOGOTYPE & LOGOMARK
USAGE

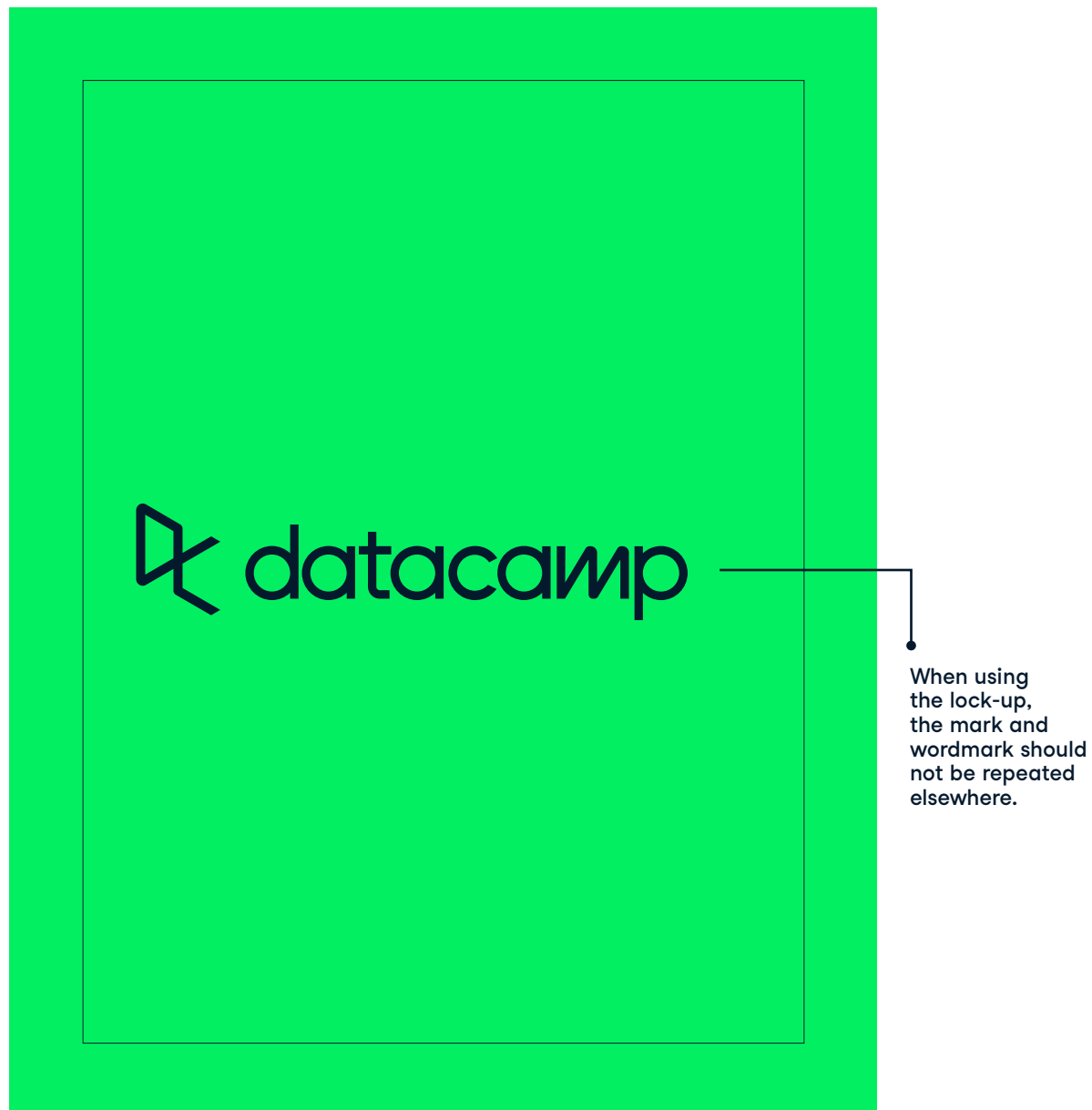
Lock-up



The Datacamp lock-up should be used whenever the brand needs to be fully represented alone. A use case would be on new collateral where someone might be seeing Datacamp for the very first time, or if Datacamp is a sponsor.

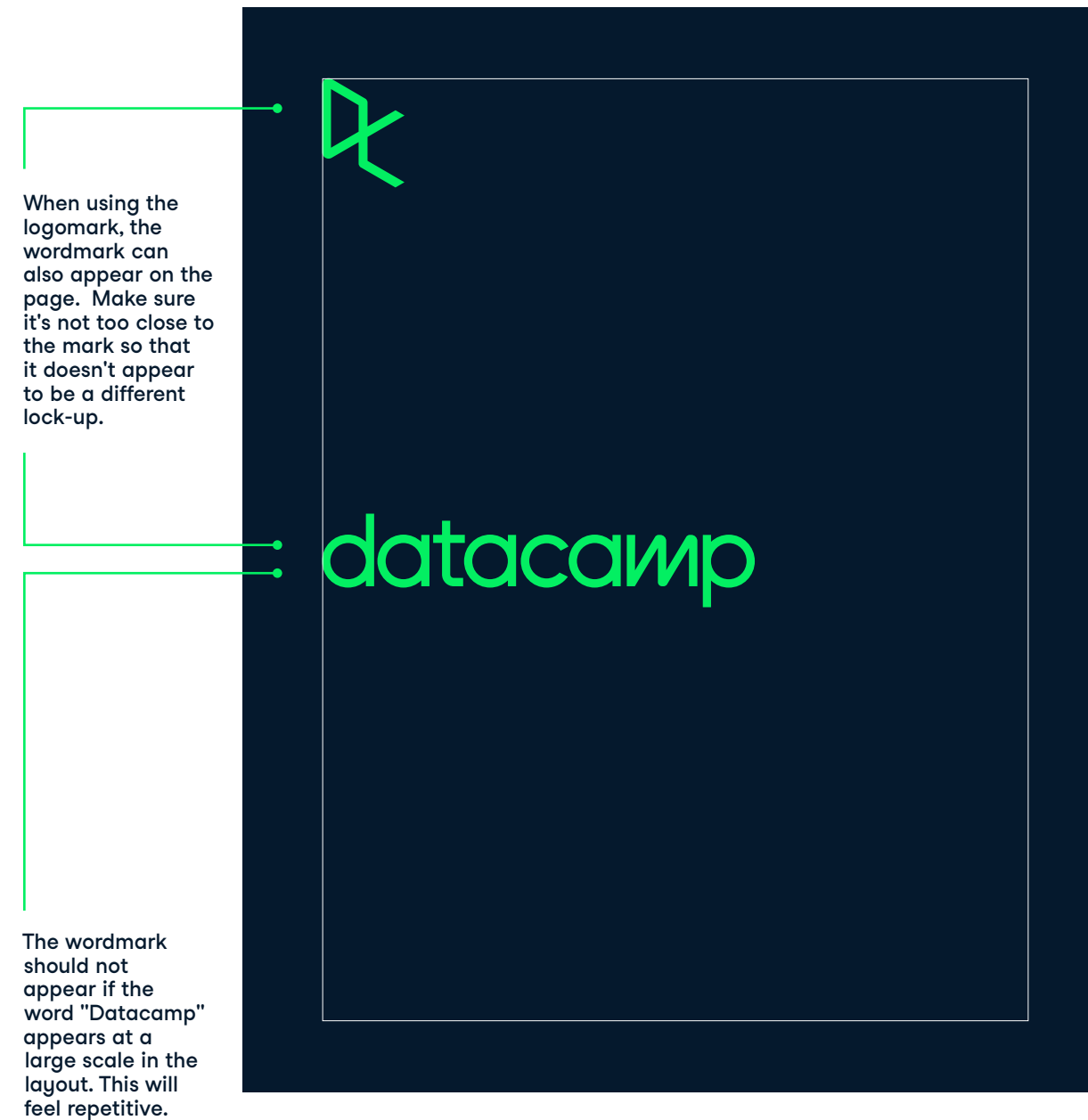
2.5
LOGOTYPE & LOGOMARK
USAGE

Example of lock-up usage. The lock-up should appear more frequently in the early stages of the new brand reveal so that people associate the name with the mark.



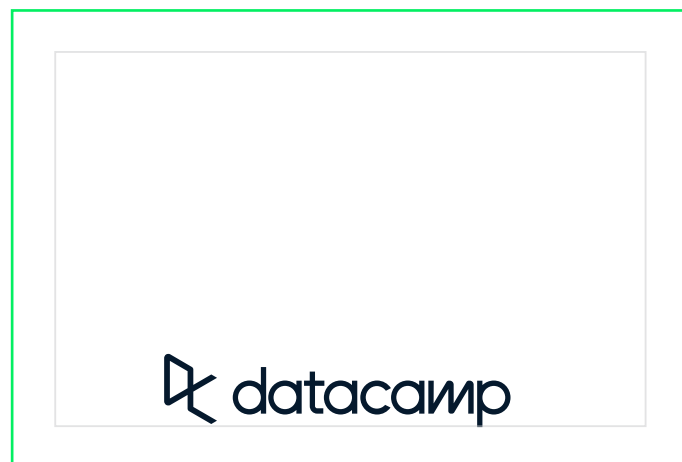
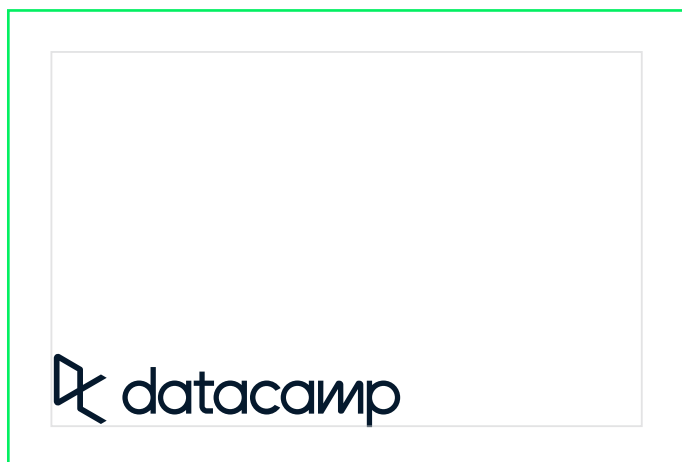
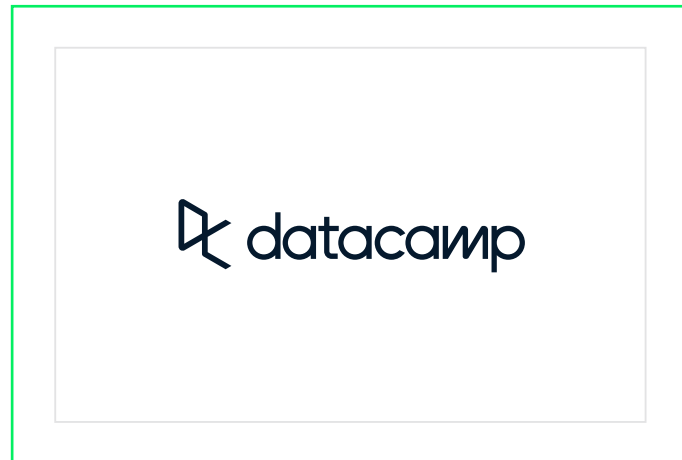
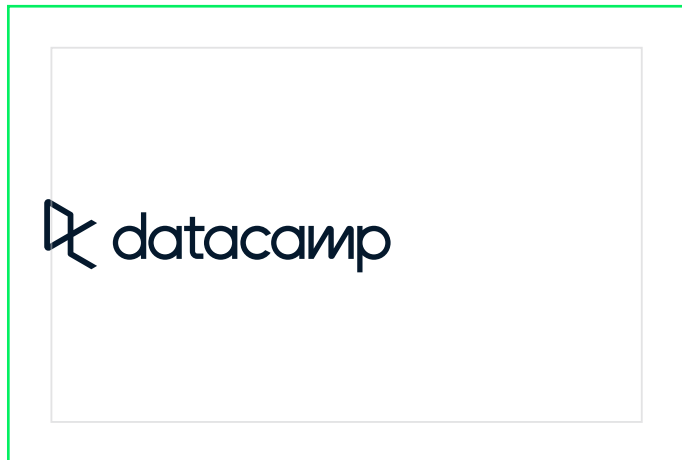
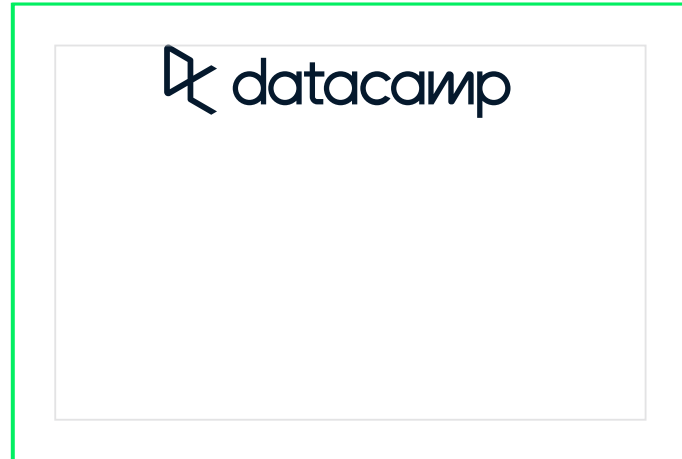
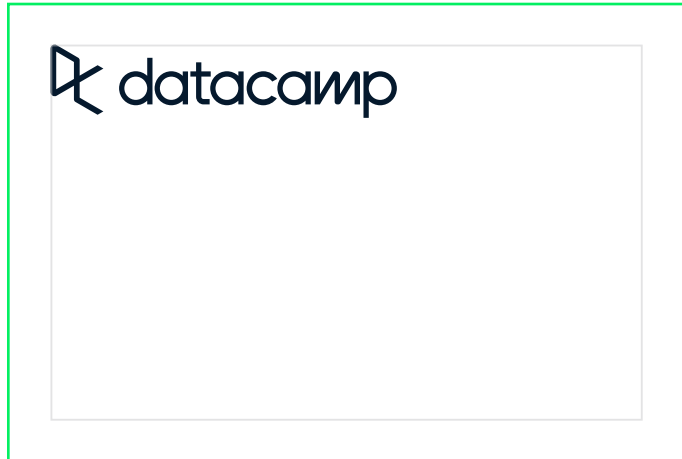
2.5
LOGOTYPE & LOGOMARK
USAGE

Example of logomark usage with wordmark. If the logomark can appear alone, it should. However the wordmark can support the logomark if in context it helps clarify the brand presence. It can also act as a grounding element if there is too much negative space in a layout.



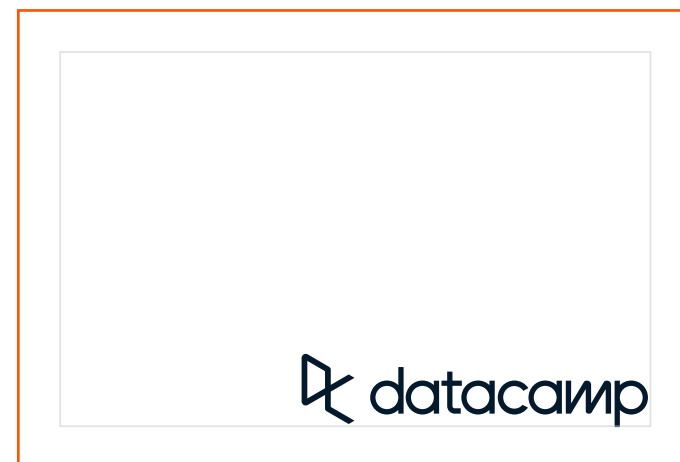
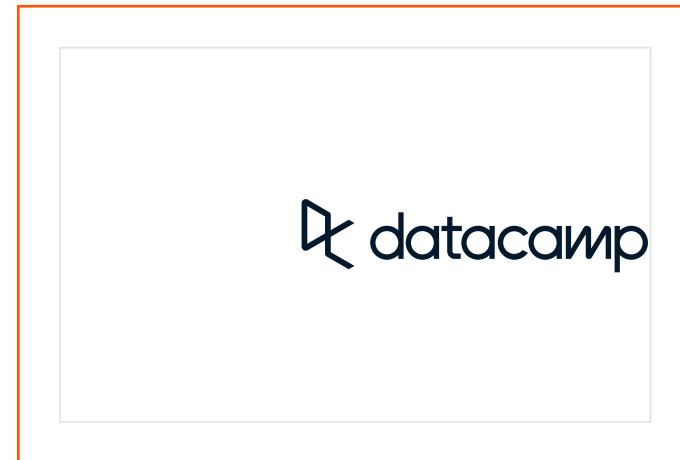
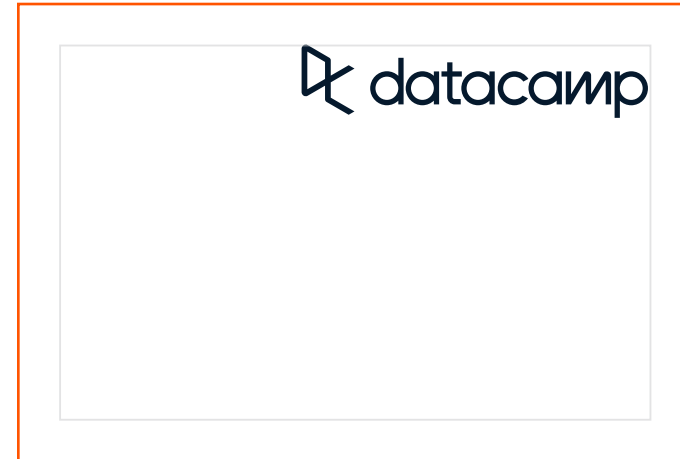
2.5
LOGOTYPE & LOGOMARK
USAGE

✓ Do



2.5
LOGOTYPE & LOGOMARK
USAGE

✗ Don't





Color Palette



3.0

Color Palette

Datacamp's color palette is vibrant and energetic. The use of balance and structure with color is crucial to the brand as a whole.

3.0
COLOR
COLOR PALETTE OVERVIEW

Green

C 63 R 3 PMS
M 0 G 239 7488 C
Y 90 B 98 7488 U
K 0
#03EF62

Navy

C 95 R 5 PMS
M 79 G 25 533 C
Y 53 B 45 289 U
K 66
#05192D

Red-orange

C 0 R 255 PMS
M 81 G 84 WARM RED C
Y 100 B 0 WARM RED U
K 0
#FF5400

Orange

C 0 R 255 PMS
M 51 G 147 130 C
Y 96 B 30 129 U
K 0
#FF931E

Yellow

C 2 R 252 PMS
M 17 G 206 115 C
Y 99 B 13 115 U
K 0
#FCCE0D

Blue

C 64 R 6 PMS
M 7 G 189 306 C
Y 0 B 252 306 U
K 0
#06BDFC

Dark purple

C 79 R 86 PMS
M 84 G 70 2738 C
Y 0 B 165 2738 U
K 0
#5646A5

Purple

C 69 R 121 PMS
M 76 G 51 2725 C
Y 0 B 255 2124 U
K 0
#7933FF

Pink

C 0 R 255 PMS
M 72 G 110 231 C
Y 2 B 169 231 U
K 0
#FF6EA9

Neutrals

C 2 R 247 PMS
M 2 G 247 COOL GRAY 1 C
Y 0 B 252 COOL GRAY 1 U
K 0
#F7F7FC

C 5 R 239 PMS
M 3 G 239 434 C
Y 3 B 239 434 U
K 0
#EFEFEF

C 8 R 232 PMS
M 6 G 232 COOL GRAY 3 C
Y 5 B 234 COOL GRAY 3 U
K 0
#E8E8EA

C 13 R 217 PMS
M 11 G 217 COOL GRAY 4 C
Y 5 B 226 COOL GRAY 4 U
K 0
#D9D9E2

C 0 R 255 PMS
M 1 G 251 WARM GRAY 1 C
Y 4 B 243 WARM GRAY 1 U
K 0
#FFFBF3

C 2 R 247 PMS
M 3 G 243 WARM GRAY 2 C
Y 6 B 235 WARM GRAY 2 U
K 0
#F7F3EB

C 5 R 239 PMS
M 5 G 235 WARM GRAY 3 C
Y 9 B 228 WARM GRAY 3 U
K 0
#EFEBE4

C 9 R 229 PMS
M 8 G 225 WARM GRAY 4 C
Y 12 B 218 WARM GRAY 4 U
K 0
#E5E1DA

3.1

Color Usage

Finding the right balance of color is important to maintaining brand clarity and consistency. Use these guidelines to help find the perfect ratio.

3.2
COLOR USAGE
HIERARCHY

Core

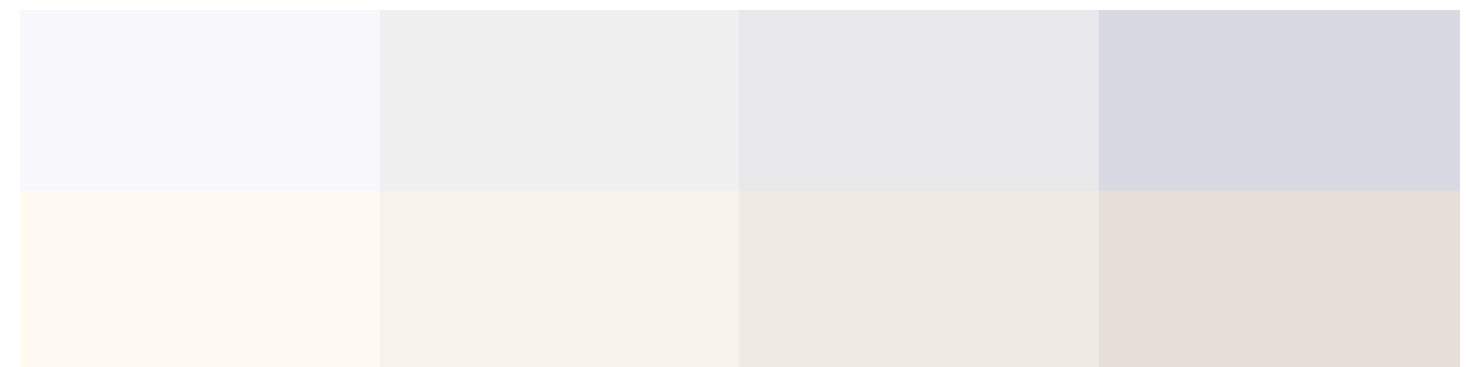


3.2
COLOR USAGE
HIERARCHY

Secondary



Neutrals



3.2
COLOR USAGE
HIERARCHY

Red-orange should be used prominently in B2B communication. In B2B communication the red-orange color becomes the core color in call to action items and headers.

Red-orange = B2B



3.2
COLOR USAGE
HIERARCHY

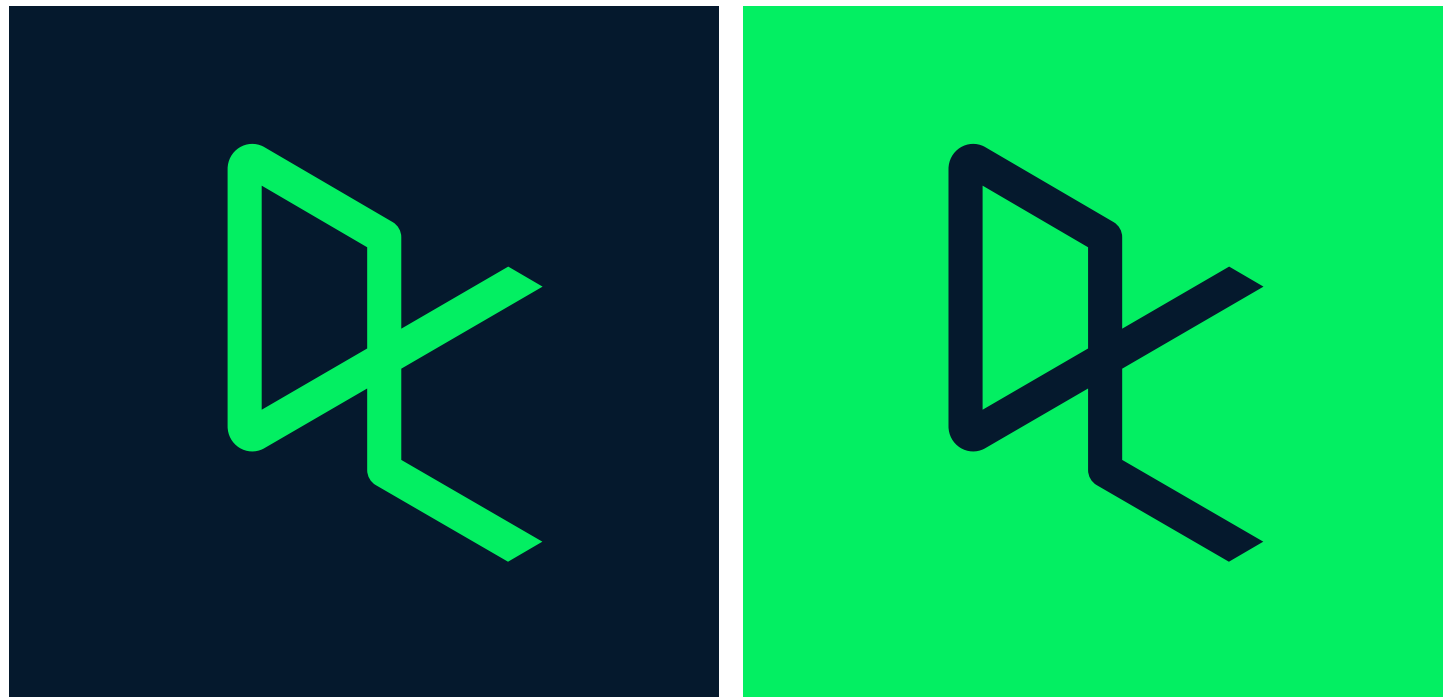
An example of using red-orange in B2B communication can be seen below.



3.3
COLOR USAGE
PAIRINGS

The color pairings examples seen below, count for all of Datacamp's logo versions.

Core



3.3
COLOR USAGE
PAIRINGS

AAA Color
WCAG 2.0 level AA requires a contrast ratio of at least 4.5:1 for normal text and 3:1 for large text. WCAG 2.1 requires a contrast ratio of at least 3:1 for graphics and user interface components (such as form input borders). WCAG Level AAA requires a contrast ratio of at least 7:1 for normal text and 4.5:1 for large text. Large text is defined as 14 point (typically 18.66px) and bold or larger, or 18 point (typically 24px) or larger. When used in combination the primary colors create a Contrast Ratio: 11.43:1.

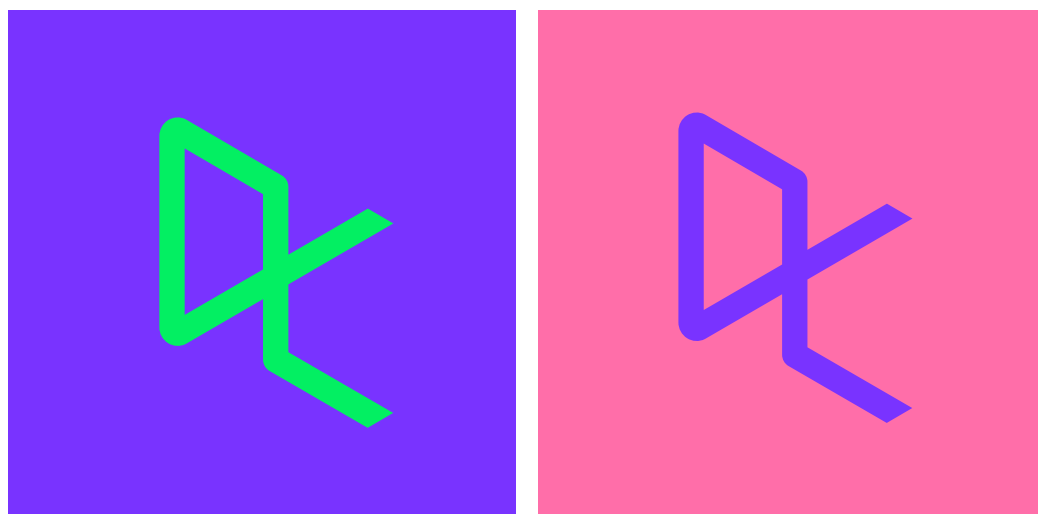
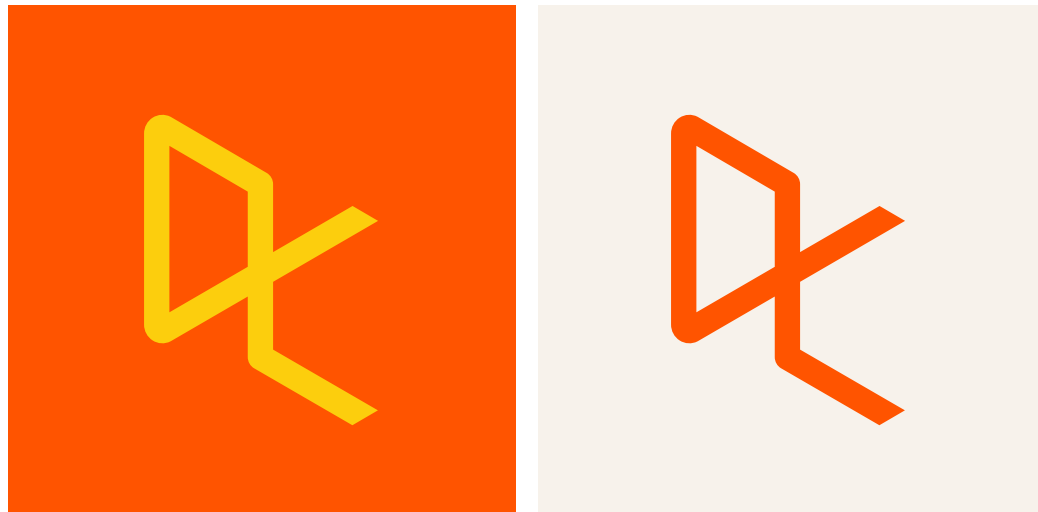


The dark blue logomark can be applied on all neutral colors in the color palette.

3.3
COLOR USAGE
PAIRINGS

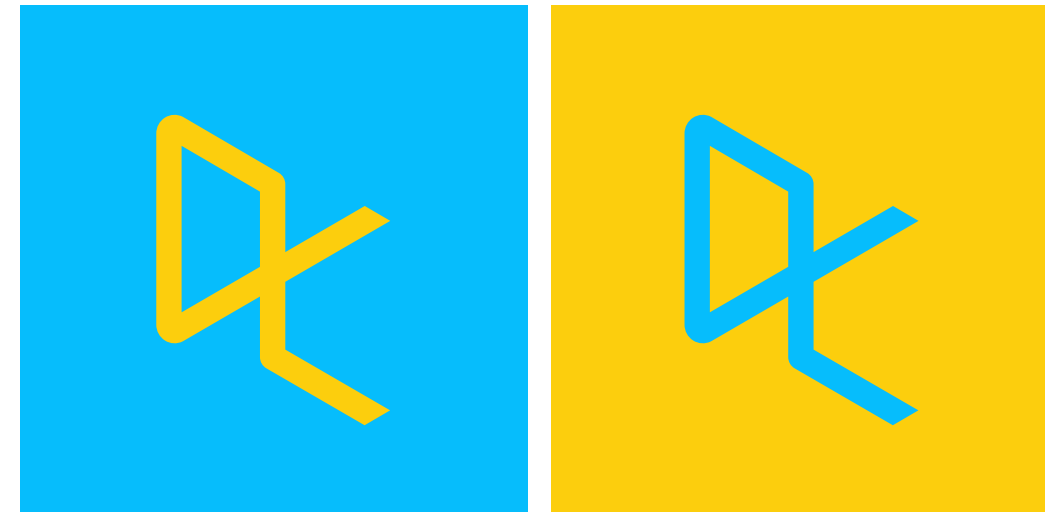
These color pairings are to be used for special occasions like marketing and campaign related communication.

Secondary



3.3
COLOR USAGE
PAIRINGS

The color pairings examples seen below, count for all of Datacamp's logo versions.



Black + White
Use black and white only when color is not a possibility.

3.3
COLOR USAGE
PAIRINGS

The color pairings examples seen below, count for all of Datacamp's logo versions.

✗ Don't



Don't use navy on any secondary color

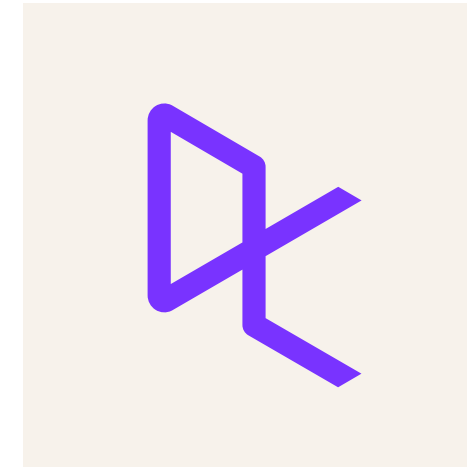


Don't use white on any secondary color

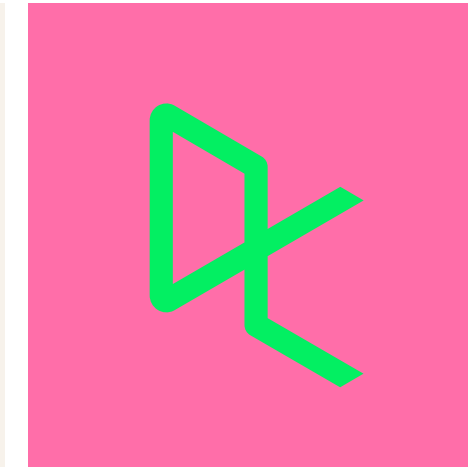


Don't use any secondary color on navy

3.3
COLOR USAGE
PAIRINGS



Don't use any color other than navy and red on neutrals.



Don't use any other color combination than shown in the previous two pages.

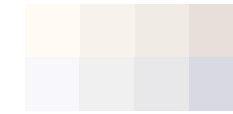
3.3
COLOR USAGE
PAIRINGS

Below are special color combinations for logo lockups with the brand line.

Logo color specials



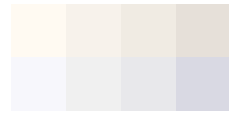
3.3
COLOR USAGE
PAIRINGS



These color pairings may be used on any neutral background color.

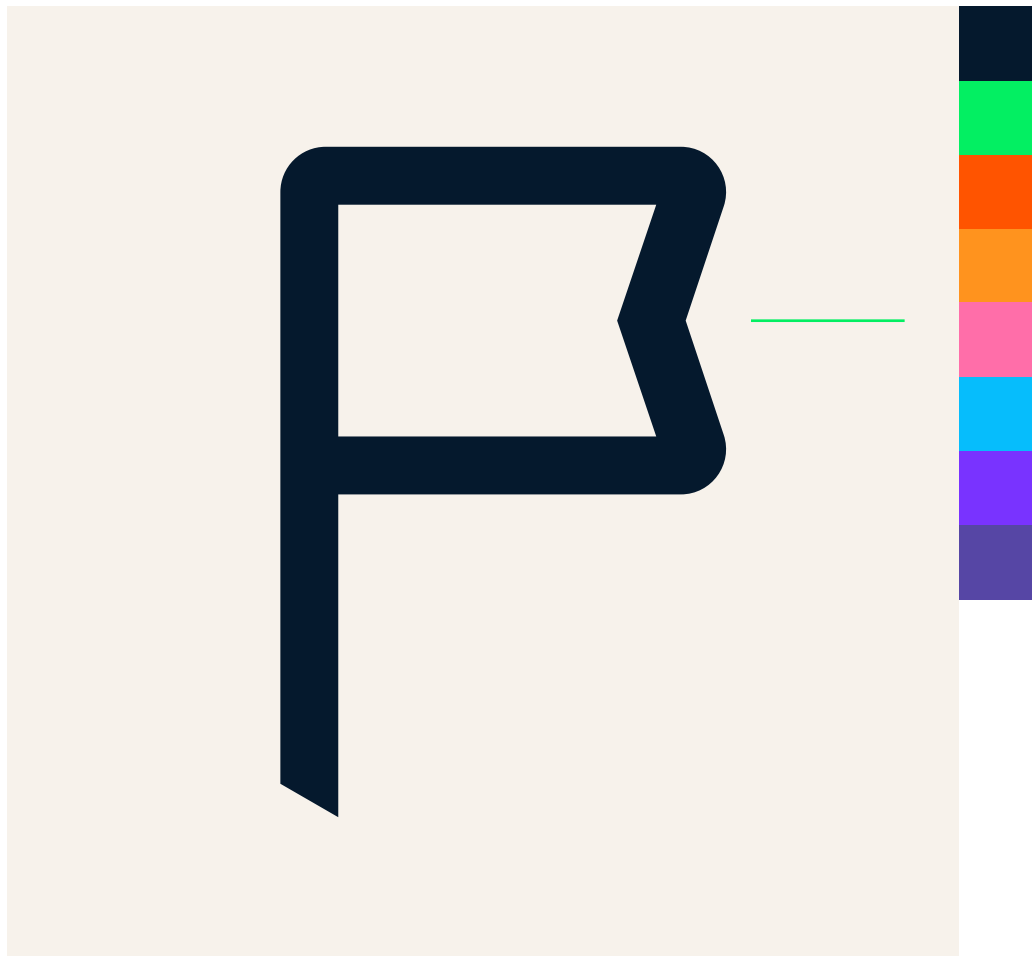


3.3
COLOR USAGE
PAIRINGS



The beige background may be replaced with any of the other neutral colors

Icon colors on neutral backgrounds



3.3
COLOR USAGE
PAIRINGS

Icon colors on a navy background

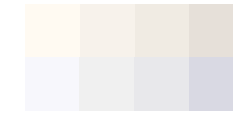


3.3
COLOR USAGE
PAIRINGS

Background color for white icons

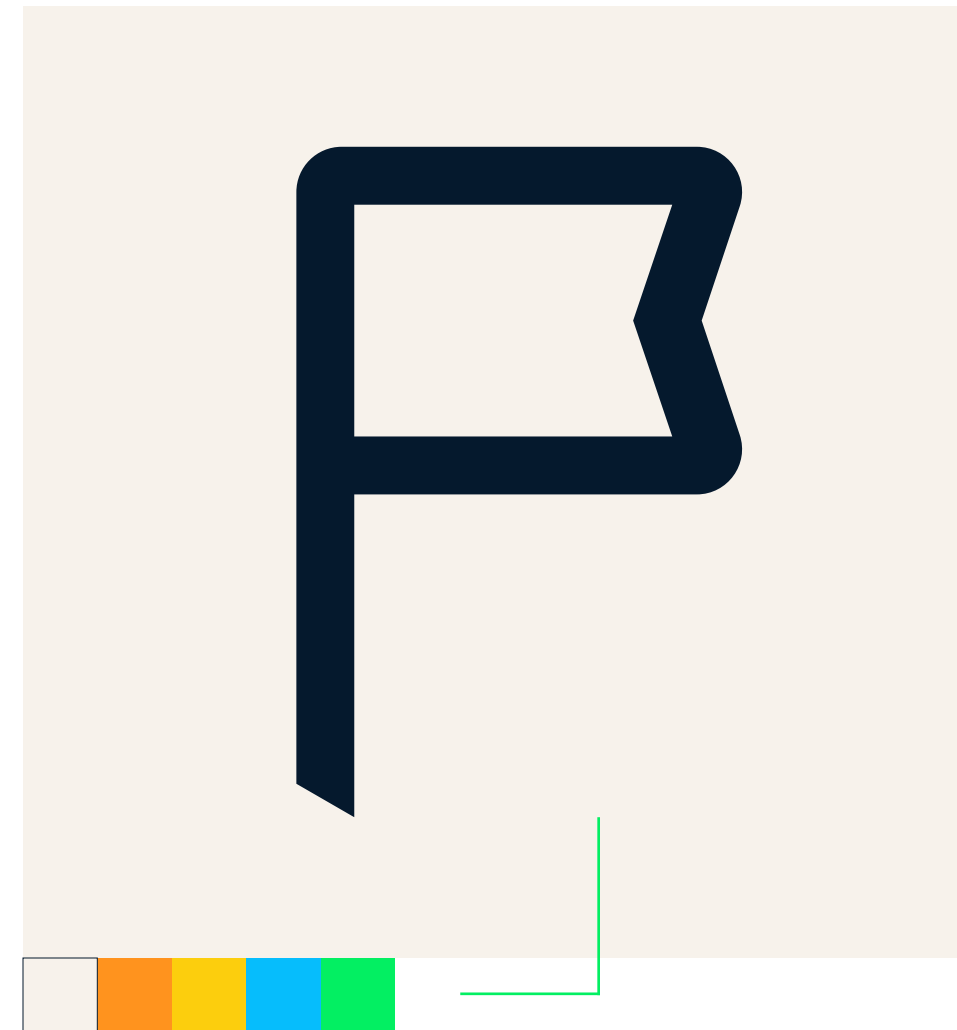


3.3
COLOR USAGE
PAIRINGS



The beige background may be replaced with any of the other neutral colors

Background color for navy icons



3.3
COLOR USAGE
PAIRINGS

✗ Don't



Don't use yellow icons on neutral colors.



Non-core colors should not be layered with typography. Don't use any other combination than stated here.

3.3
COLOR USAGE
PAIRINGS

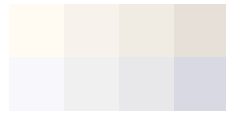


Don't use white icons on light colors.



Don't use dark blue icons on dark colors.

3.3
COLOR USAGE
PAIRINGS



The beige background may be replaced with any of the other neutral colors

Headers

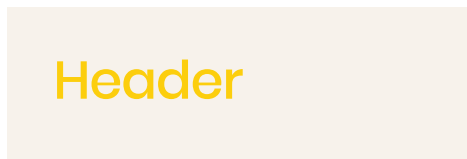
Header	Header	Header
Header	Header	Header
Header	Header	Header
Header	Header	Header
Header	Header	Header
Header	Header	Header
Header	Header	

3.3
COLOR USAGE
PAIRINGS

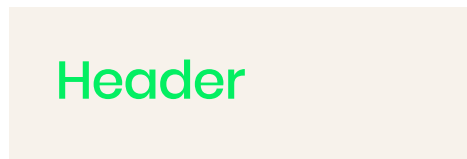
Learn Data Science Online	Learn Data Science Online	Learn Data Science Online
Learn Data Science Online	Learn Data Science Online	Learn Data Science Online
Learn Data Science Online	Learn Data Science Online	Learn Data Science Online
Learn Data Science Online	Learn Data Science Online	Learn Data Science Online

3.3
COLOR USAGE
PAIRINGS

✗ Don't



Don't use yellow typography on neutral colors.

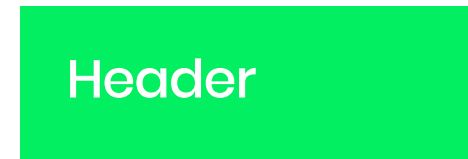
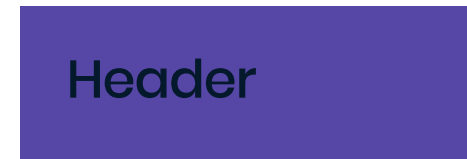
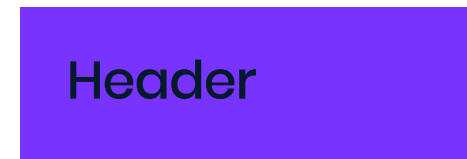


Don't use green typography on neutral colors.



Non-core colors should not be layered with typography. Don't use any other combination than stated here.

3.3
COLOR USAGE
PAIRINGS



Don't use black typography on dark colors.

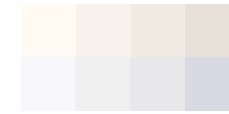
Don't use white typography on light colors.

3.3
COLOR USAGE
PAIRINGS

Body text - white

<p>Datacamp's lessons are bite-sized so you can learn in a way that fits your schedule, on any device.</p>	<p>Datacamp's lessons are bite-sized so you can learn in a way that fits your schedule, on any device.</p>	<p>Datacamp's lessons are bite-sized so you can learn in a way that fits your schedule, on any device.</p>
<p>Datacamp's lessons are bite-sized so you can learn in a way that fits your schedule, on any device.</p>	<p>Datacamp's lessons are bite-sized so you can learn in a way that fits your schedule, on any device.</p>	

3.3
COLOR USAGE
PAIRINGS



The beige background may be replaced with any of the other neutral colors

Body text - dark blue

<p>Datacamp's lessons are bite-sized so you can learn in a way that fits your schedule, on any device.</p>	<p>Datacamp's lessons are bite-sized so you can learn in a way that fits your schedule, on any device.</p>	<p>Datacamp's lessons are bite-sized so you can learn in a way that fits your schedule, on any device.</p>
<p>Datacamp's lessons are bite-sized so you can learn in a way that fits your schedule, on any device.</p>	<p>Datacamp's lessons are bite-sized so you can learn in a way that fits your schedule, on any device.</p>	<p>Datacamp's lessons are bite-sized so you can learn in a way that fits your schedule, on any device.</p>

3.3
COLOR USAGE
PAIRINGS

✗ Don't

Datacamp's lessons are bite-sized so you can learn in a way that fits your schedule, on any device.

Don't use white text on neutral colors.

Datacamp's lessons are bite-sized so you can learn in a way that fits your schedule, on any device.

Don't use white text on light colors.

Datacamp's lessons are bite-sized so you can learn in a way that fits your schedule, on any device.

Don't use green or yellow text on a neutral background.

3.3
COLOR USAGE
PAIRINGS

Datacamp's lessons are bite-sized so you can learn in a way that fits your schedule, on any device.

Don't use blue text on dark colors.

Datacamp's lessons are bite-sized so you can learn in a way that fits your schedule, on any device.

Don't use any other body text color than dark blue or white.

3.4
COLOR USAGE
USAGE BREAKDOWN



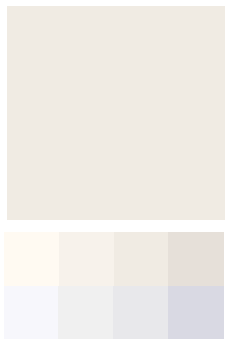
Usage Breakdown—Dark



Usage Breakdown—Light



Background color



The beige tint should be used as a core background. To create contrast between sections, the use of other neutral tints will come into play.

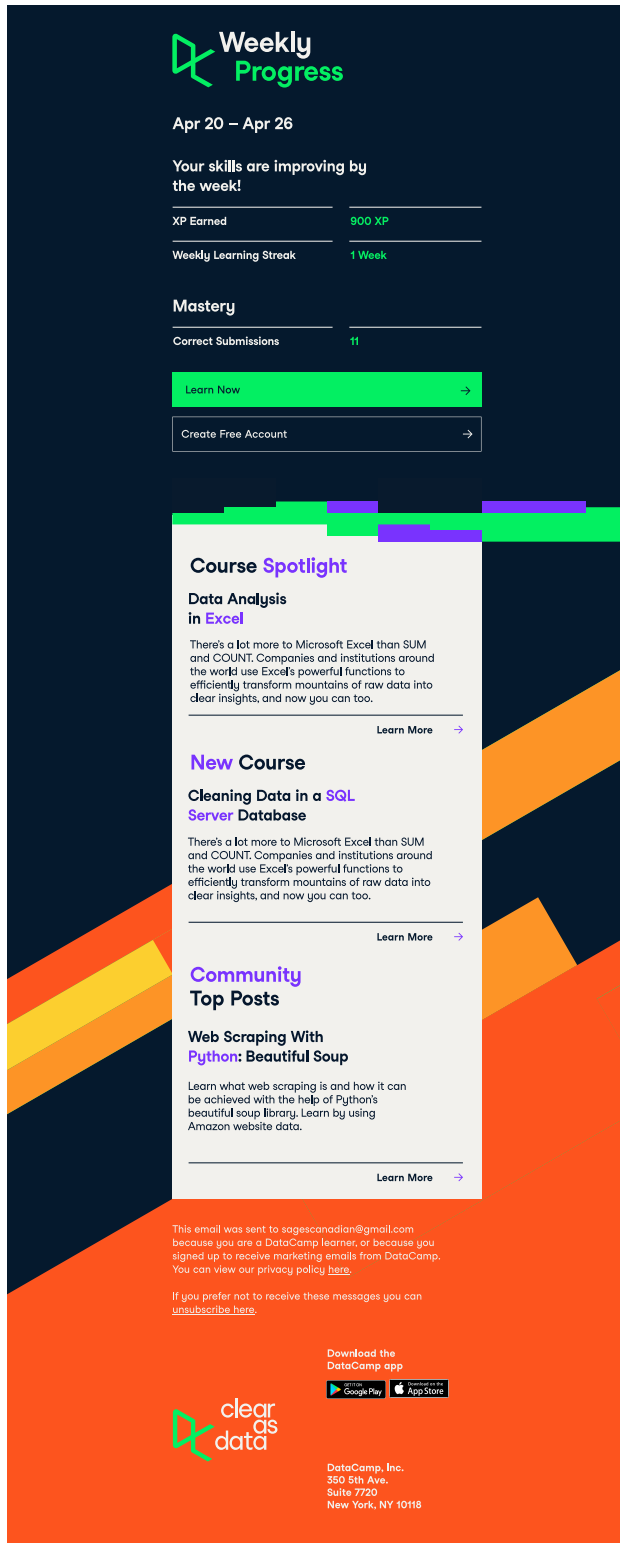
3.4
COLOR USAGE
USAGE BREAKDOWN

Core colors & neutrals

Secondary color

Highlights

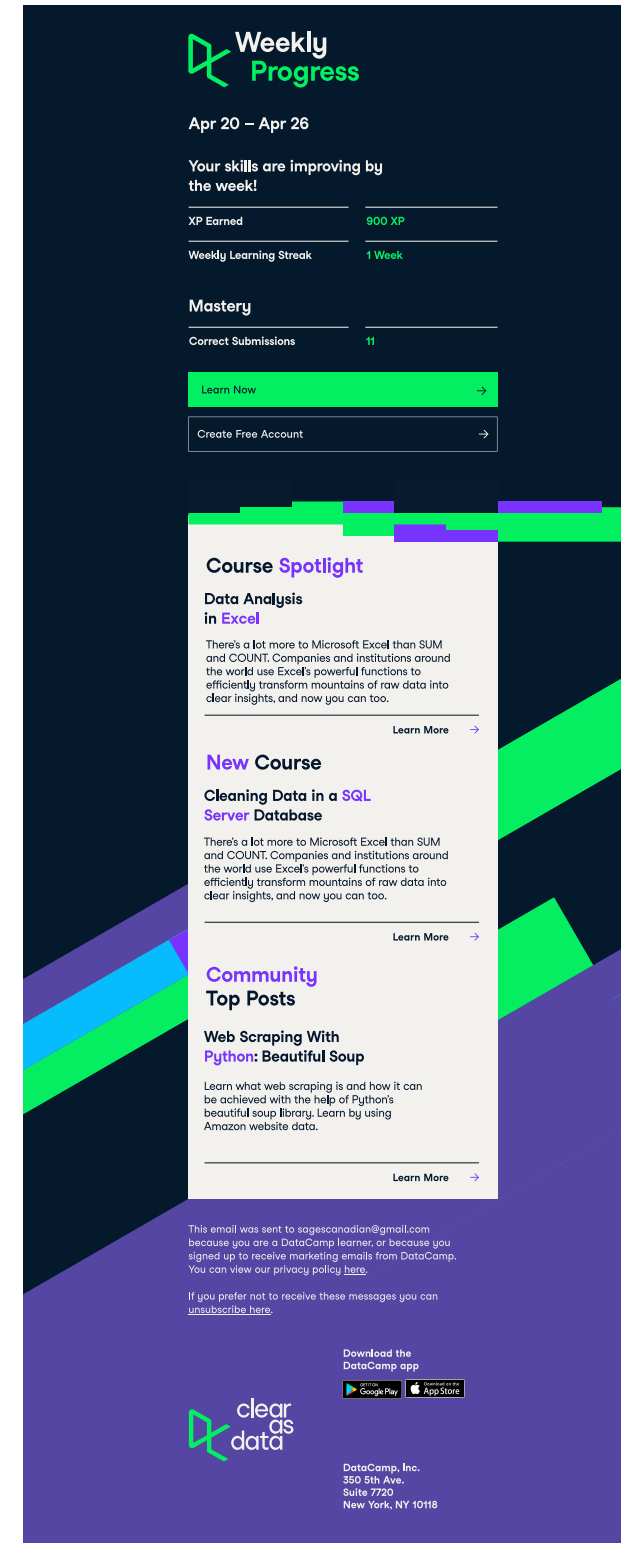
3.4
COLOR USAGE
USAGE BREAKDOWN



Color proportion



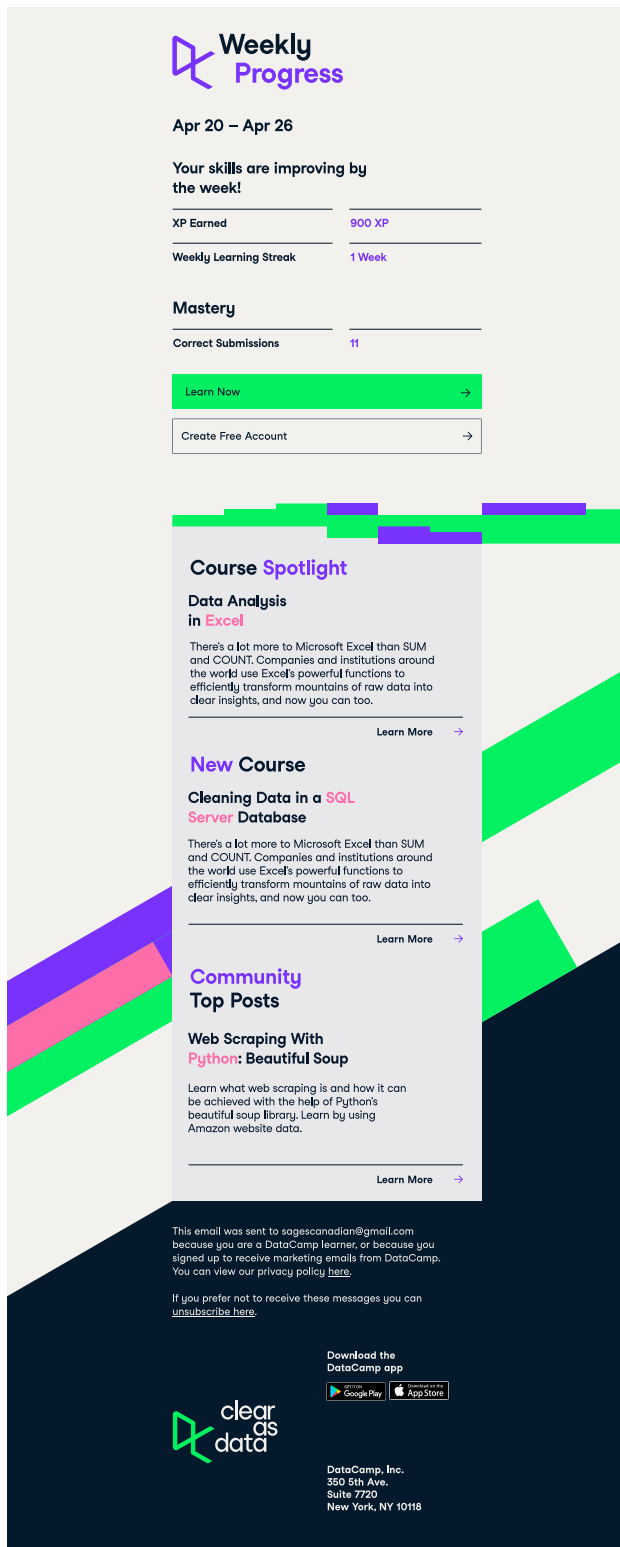
3.4
COLOR USAGE
USAGE BREAKDOWN



Color proportion



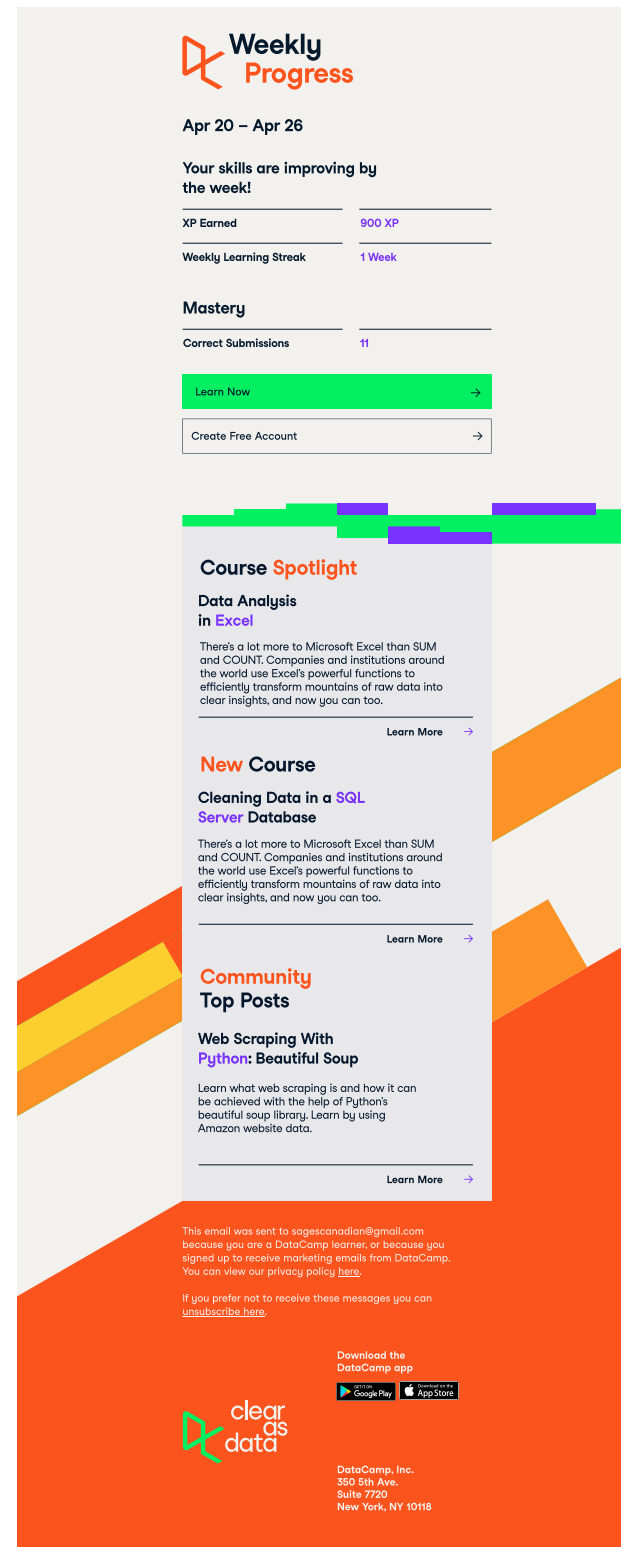
3.4 COLOR USAGE USAGE BREAKDOWN



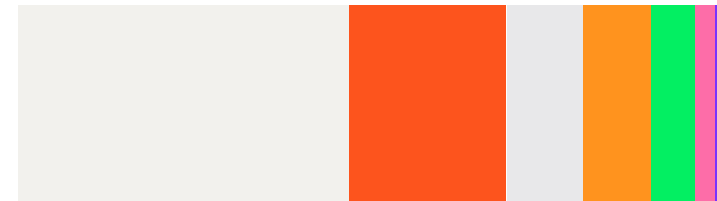
Color proportion



3.4 COLOR USAGE USAGE BREAKDOWN



Color proportion



4

Typography

4.0

Typography

Using typography with thought and intention is key to all aspects of the Datacamp brand. Consistency makes both ourselves and our words confident and unified.

Our primary typeface, **Studio Feixen Sans**, was chosen for its unique friendliness and warmth. It holds as much value as any other component in our guidelines as it is seen across all textual language.

4.0
STUDIO FEIXEN SANS

Studio Feixen Sans

A Q

4.0
STUDIO FEIXEN SANS
WEIGHTS

Book

Regular

Medium

Bold

Writer

Regular

4.1
STUDIO FEIXEN SANS
CHARACTER SETS

Below are the character sets for Studio Feixen Sans

Book

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890

Regular

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890

Medium

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890

4.1
STUDIO FEIXEN SANS
CHARACTER SETS

Below are the character sets for Studio Feixen Sans

Bold

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890

Writer Regular

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890

Writer offers great legibility in code.

4.2
Studio Feixen Sans
UPPERCASE Leading

Below are the typesetting rules for line-height for upper case Studio Feixen Sans.

IF THE FONT SIZE IS ABOVE 60PX, THE LINE-HEIGHT SHOULD BE THE SAME AS FONT SIZE.*

Studio Feixen Sans
60px / 60px
46pt / 46pt
-20 letter-spacing
ALL CAPS

*For type sizes over 50pt, line-height should be considered based on column width, length, weight, and most importantly, context.

If the font size is between 40px and 70px, multiply it by 1.05 To get the line-height.

Studio Feixen Sans
40px / 42px
30pt / 31.5pt
-10 letter-spacing
ALL CAPS

When the font size is between 26px and 40px, multiply it by 1.2 To get the line-height.

Studio Feixen Sans
26px / 32px
20pt / 24pt
-5 letter-spacing
ALL CAPS

When the font size is below 26px, the line-height should be considered based on column width, length, weight, and most importantly, context.

Studio Feixen Sans
16px / 21px
12pt / 16pt
0 letter-spacing
ALL CAPS

4.2
STUDIO FEIXEN SANS
UPPERCASE TRACKING

Below are the typesetting rules for letter-spacing for upper case Studio Feixen Sans.

IF THE FONT SIZE IS ABOVE 66PX, THE LETTER-SPACING SHOULD BE -20.*

Studio Feixen Sans
68px / 65px
51pt / 49pt

-20 letter-spacing

ALL CAPS

*For type sizes over 68px, line-height should be considered based on column width, length, weight, and most importantly, context.

If the font size is between 40px and 66px, THE letter-spacing SHOULD BE -10.

Studio Feixen Sans
40px / 42px
30pt / 31.5pt
-10 letter-spacing
ALL CAPS

When the font size is between 26px and 38px, THE TRACKING SHOULD BE -5.

Studio Feixen Sans
26px / 32px
20pt / 24pt
-5 letter-spacing
ALL CAPS

When the font size is below 26px, the TRACKING should be considered based on column width, length, weight, and most importantly, context.

Studio Feixen Sans
16px / 21px
12pt / 16pt
0 letter-spacing
ALL CAPS

4.3
STUDIO FEIXEN SANS
SENTENCE CASE LEADING

Below are the typesetting rules for line-height for mixed case Studio Feixen Sans.

If the font size is above 66px, the line-height should be the same as font size.*

Studio Feixen Sans
66px / 66px
50pt / 50pt
-20 letter-spacing

*For type sizes over 66px, line-height should be considered based on column width, length, weight, and most importantly, context.

If the font size is between 40px and 66px, multiply it by 1.05 To get the line-height.

Studio Feixen Sans
40px / 42px
30pt / 31.5pt
-10 letter-spacing

When the font size is between 26px and 39px, multiply it by 1.2 To get the line-height.

Studio Feixen Sans
26px / 32px
20pt / 24pt
-5 letter-spacing

When the font size is below 26px, the line-height should be considered based on column width, length, weight, and most importantly, context.

Studio Feixen Sans
16px / 21px
12pt / 16pt
0 letter-spacing

4.3
STUDIO FEIXEN SANS
SENTENCE CASE TRACKING

Below are the typesetting rules for letter-spacing for mixed case Studio Feixen Sans.

If the font size is above 66px, the letter-spacing should be -20.*

Studio Feixen Sans
66px / 66px
50pt / 50pt
-20 letter-spacing
ALL CAPS

*For type sizes over 66px, line-height should be considered based on column width, length, weight, and most importantly, context.

If the font size is between 40px and 66px, the letter-spacing should be -10.

Studio Feixen Sans
40px / 42px
30pt / 31.5t
-10 letter-spacing

When the font size is between 26px and 39px, the letter-spacing should be -5.

Studio Feixen Sans
26px / 32px
20pt / 24pt
-5 letter-spacing

When the font size is below 26px, the letter-spacing should be considered based on column width, length, weight, and most importantly, context.

Studio Feixen Sans
16 / 21px
12pt / 16pt
0 letter-spacing

4.4
STUDIO FEIXEN SANS
TYPESETTING

Use lower case bold in marketing headlines.

Studio Feixen Sans
Bold
40px / 42px
30pt / 31.5pt
-10 letter-spacing

Use Studio Feixen Sans Regular, Medium and Bold as digital header and sub-head faces. These three weights should be selected based on the desired impact.

Studio Feixen Sans
Regular
33px / 40px
25pt / 30pt
-10 letter-spacing

Studio Feixen Sans Bold has more impact and is ideal for digital headers and smaller sub-heads.

Studio Feixen Sans
Bold
33px / 40px
25pt / 30pt
-10 letter-spacing

Studio Feixen Sans Regular and Medium are ideal for sub-heads that appear at a large scale as they add a nice contrast to the uppercase bold headlines.

Studio Feixen Sans
Medium
33px / 40px
25pt / 30pt
-10 letter-spacing

4.4
STUDIO FEIXEN SANS
TYPESETTING

Studio Feixen Sans book is rarely used—only when absolutely necessary.

Studio Feixen Sans
Book
33px / 40px
25pt / 30pt
-10 letter-spacing

Studio Feixen Sans Regular is the go-to weight for body copy in print. It is readable, sturdy. Make sure your line-length does not exceed an average of 10 words per line. This will keep the text from feeling too lengthy and will help with overall legibility.

Studio Feixen Sans
Regular
16px / 21
12pt / 16pt
0 letter-spacing

The type styles used in these pages are a good starting point, but factors like column width, length and type of copy, text color, and more can affect what works best in any given scenario.

Studio Feixen Sans Medium is suitable when a text block is being highlighted, or when size goes below 9pt, as in captions.

Studio Feixen Sans
Medium
12px / 16px
9pt / 12pt
0 letter-spacing

Studio Feixen Sans Regular is slightly lighter in appearance, a difference that is still apparent at text size.

Studio Feixen Sans
Regular
12px / 16px
9pt / 12pt
0 letter-spacing

Other very small text should use looser line-height than large text, or easy readability at small sizes. Type size to line-height ratios used for captions should never be applied to larger text, as it will look too spaced out.

Studio Feixen Sans
Regular
9px / 15px
7pt / 11pt
0 letter-spacing

4.4
STUDIO FEIXEN SANS
TYPESETTING

Avoid hyphens in display type, and try to keep lines of text relatively even.

Studio Feixen Sans
Bold
40pt / 42pt
-10 letter-spacing
Lower Case

When using multiple type sizes, they must be noticeably different from each other. Controlled variation in type size, weight, and so on creates a sense of hierarchy and balance, which is essential to successful layout.

Communication with copy writers is key when the copy provided does not allow the designer to follow these guidelines. Titles of collateral may need to be tweaked if descenders and ascenders are colliding.

When line-spacing and type size differ in side-by-side columns, try to use line-height values that share a common denominator.

(Right Column)
Studio Feixen Sans
Regular
20pt / 24pt
0 letter-spacing

(Left Column)
Studio Feixen Sans
Medium
12pt / 16pt
-10 letter-spacing

✗ Don't

Don't align text to center



Don't align text to the right



This is a dumb quote. don't use it.

Always set quotations in smart or curly quotes, not dumb or straight quotes.



Iconography

5.0

Iconography

Icons are one of the most important parts of Datacamp. Our icons are used at a small scale in our interface and at large scales in our communication materials. They are designed with a **specificity** and visual language that give them a character that is uniquely Datacamp.



5.0
ICONOGRAPHY
STEPS

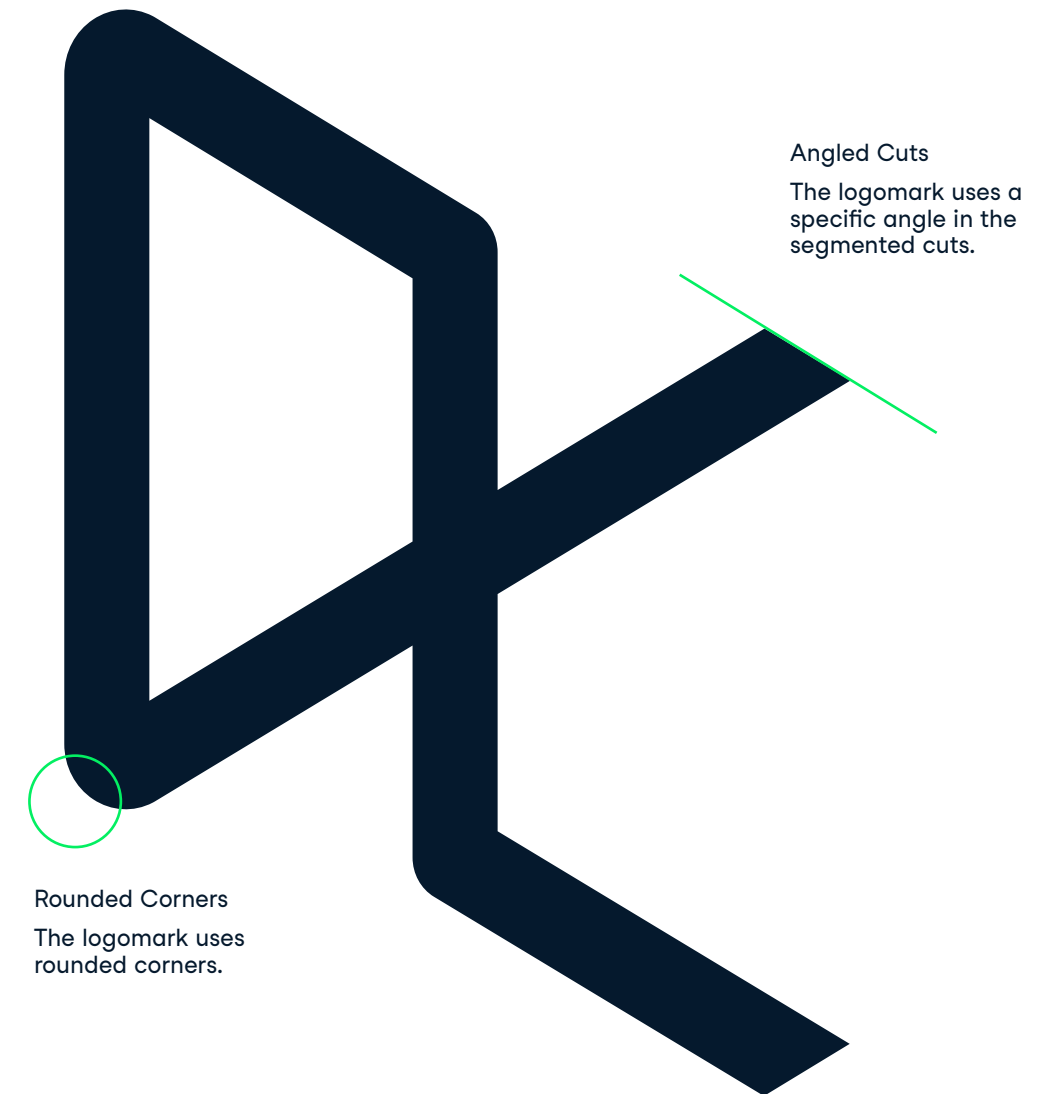
Datacamp iconography can be constructed in 5 steps.

Start with the initial icon sketch. Finish with an icon that incorporates the logomark's visual characteristics.

The result? A system of icons. Consistent and truly Datacamp.

5.0
ICONOGRAPHY
STEPS

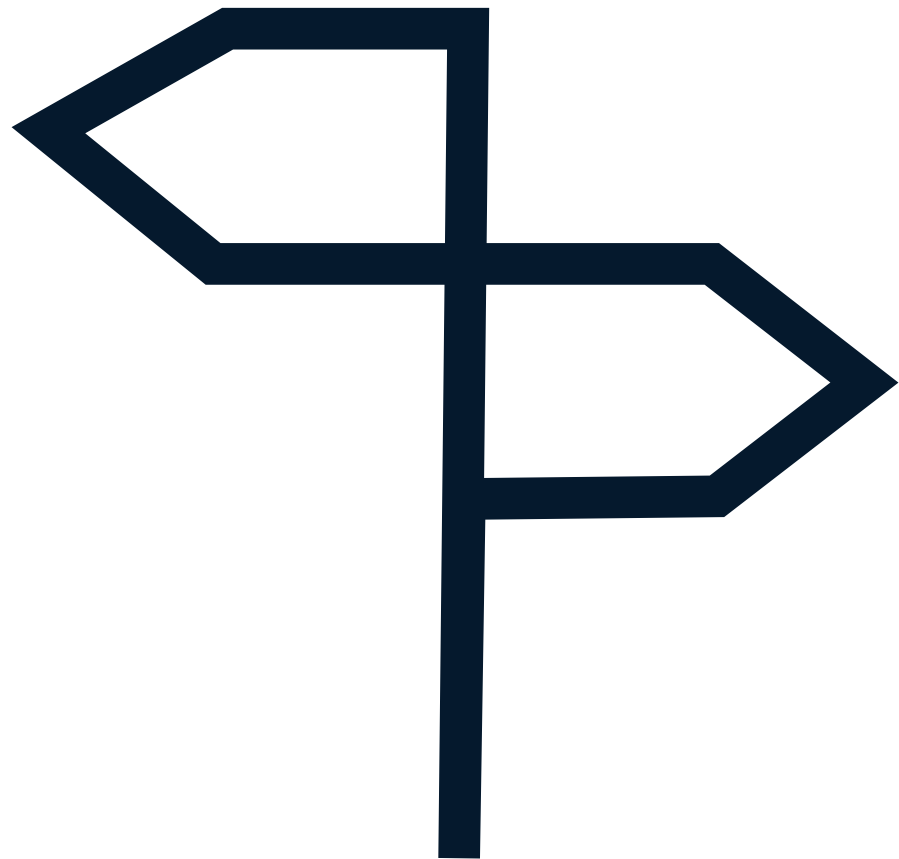
The foundation of the iconography is stemmed from the visual make up of the logomark.



5.0
ICONOGRAPHY
STEPS

Step 1
General form

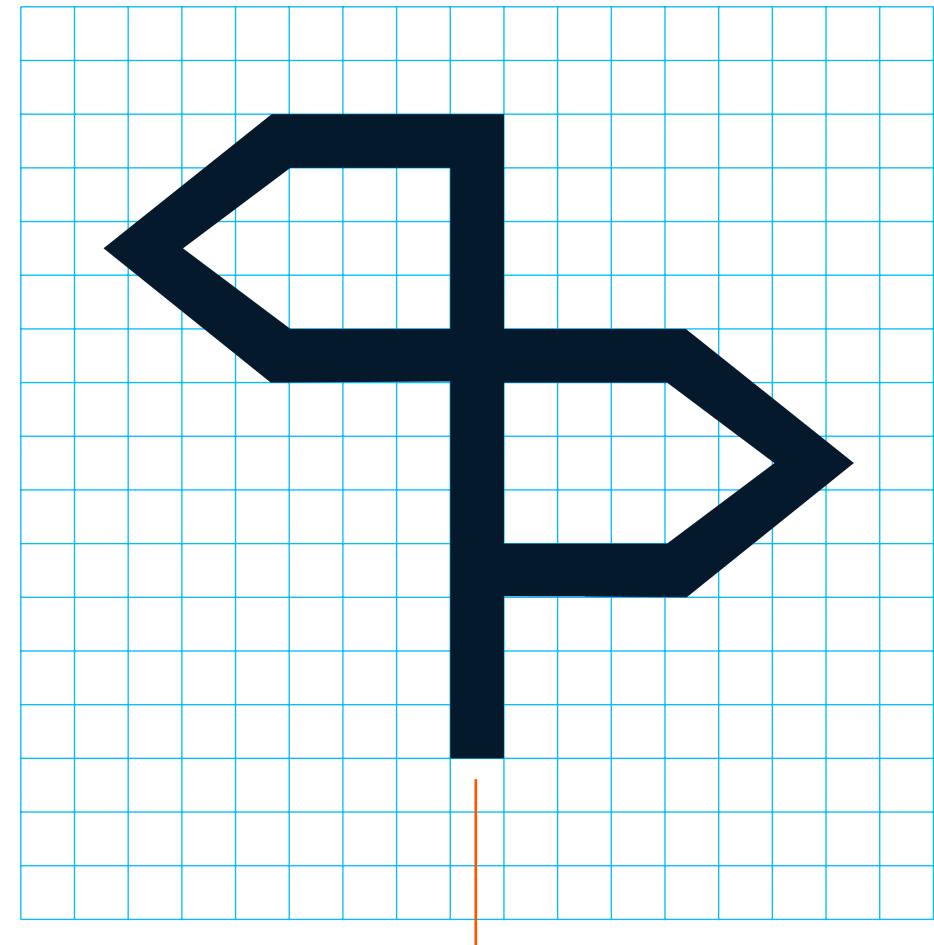
The designer does a loose initial sketch of the icon form. At this point the shape and form is the concern, not detail.



5.0
ICONOGRAPHY
STEPS

Step 2
Align to Grid

Once happy with the general shape, the designer aligns the icon construction to the Datacamp icon grid – a square 10 x 10 grid. This allows for consistent shapes and gaps to be used across different icons.

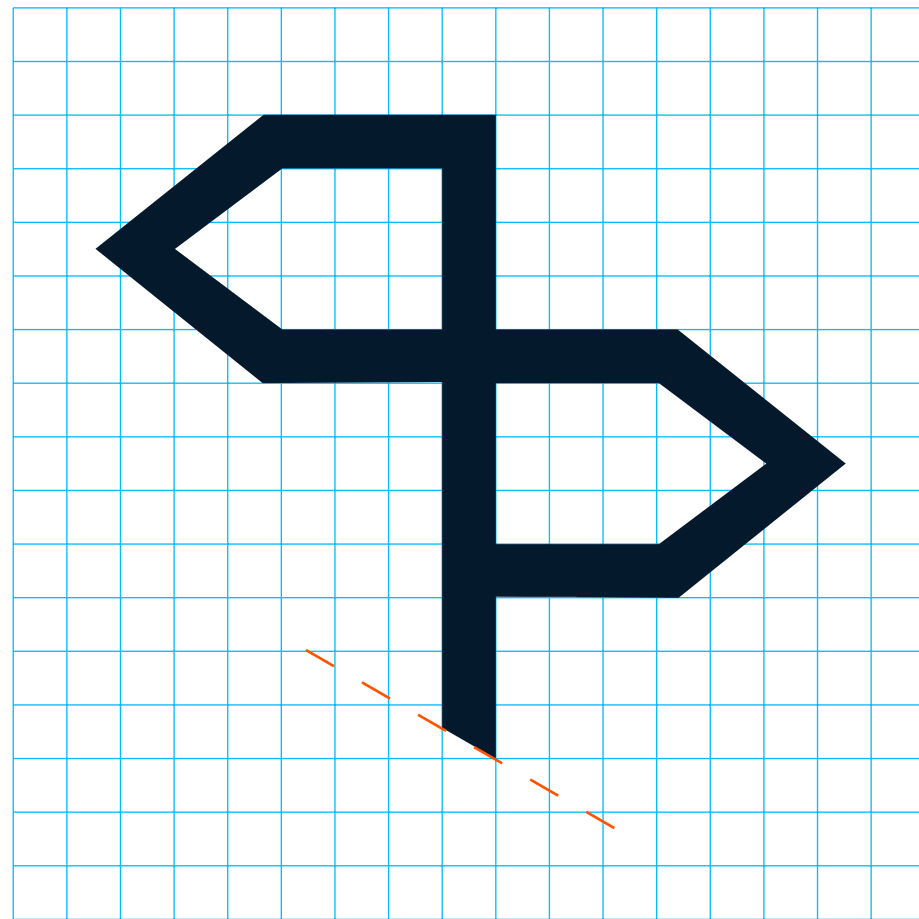


When the icon grid is 170 x 170 px, the stroke size of the icon will be 10 px.

5.0
ICONOGRAPHY
STEPS

Step 3
Add cuts

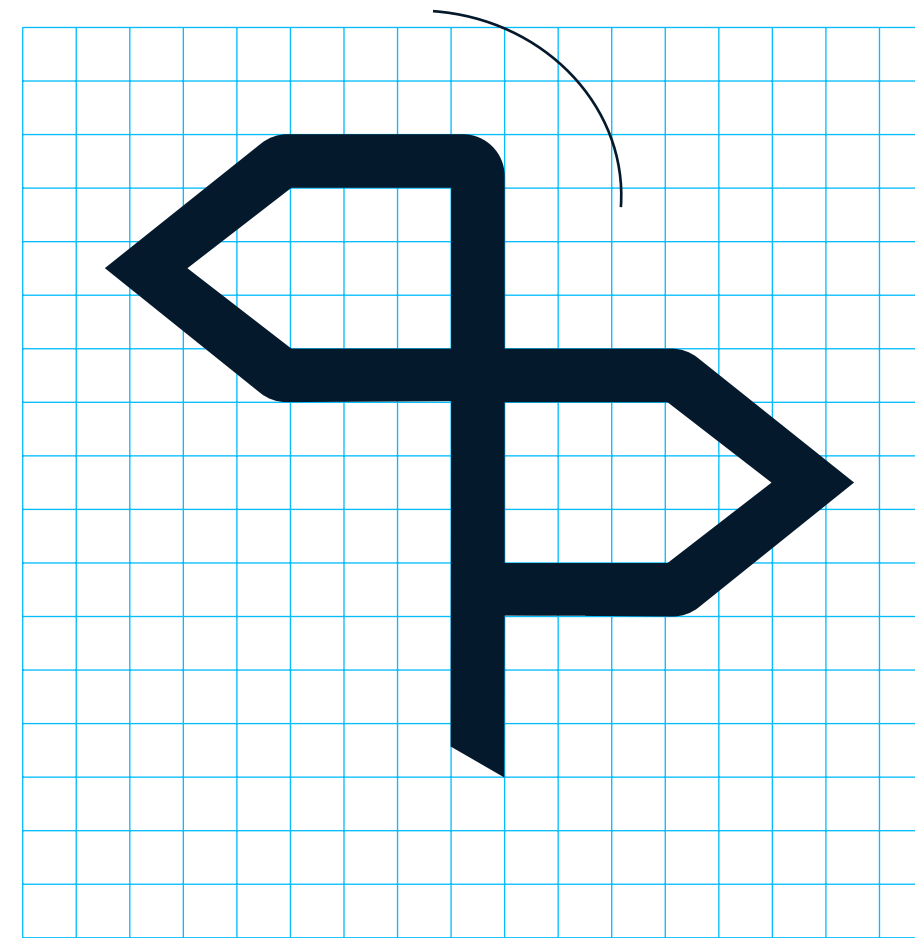
The designer applies a 30° angled cut to the end of any stroke terminals (a subtle nod to the cuts in the brand mark)



5.0
ICONOGRAPHY
STEPS

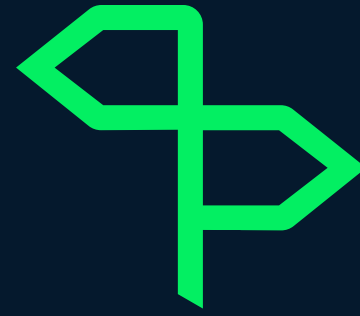
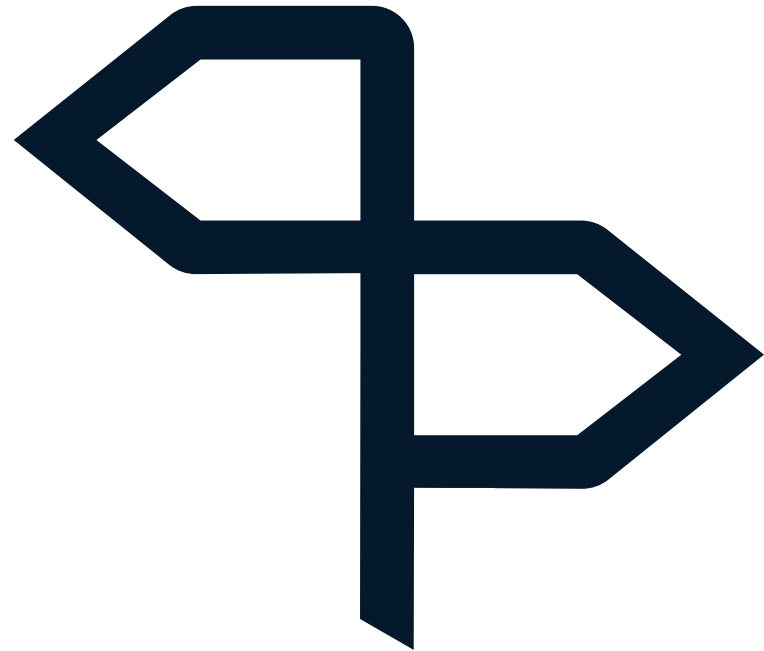
Step 4
Add rounding

Each icon should mix rounded and straight cornered elements. The designer should introduce rounding in areas where it makes balances visually within the form and context of the icon.



5.0
ICONOGRAPHY
STEPS

Final Icon



5.1
ICONOGRAPHY
SCALING

For digital communication, designers should not use regular icons in a lower size in height than 20 px.

✗ 10 px



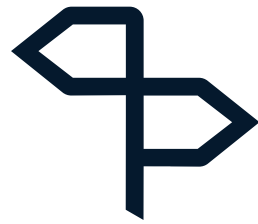
✓ 20 px*



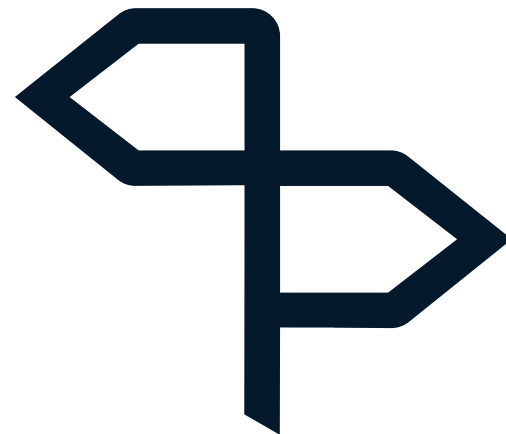
✓ 40 px



✓ 80 px



✓ 160 px



5.1
ICONOGRAPHY
SCALING

For print communication, designers should not use regular icons in a lower size in height than 7 mm.

✗ 3.5 mm



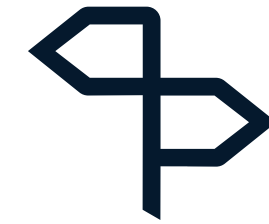
✓ 7 mm*



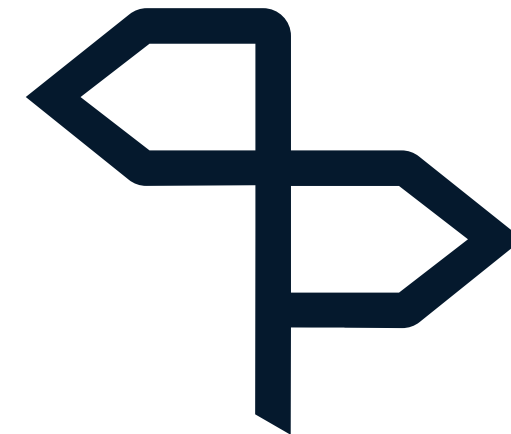
✓ 14 mm



✓ 28 mm

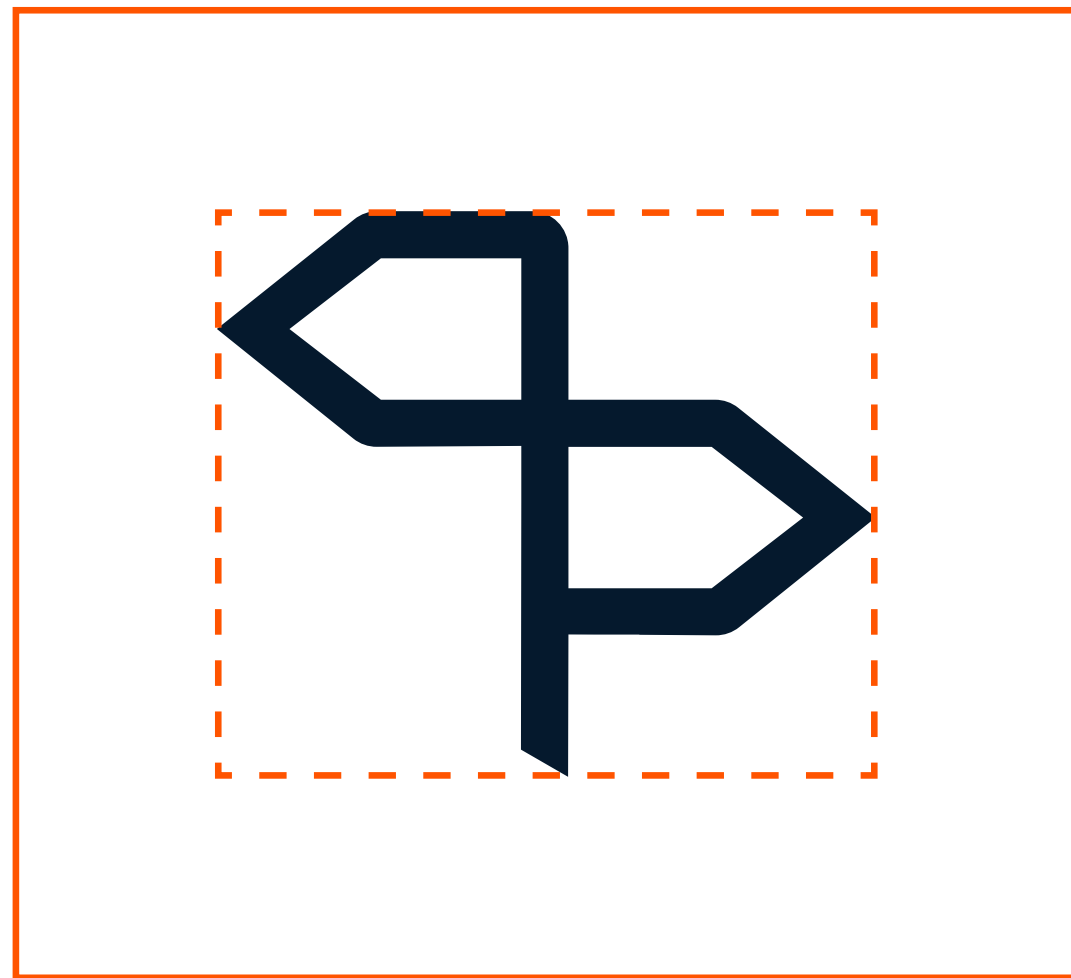


✓ 56 mm



5.2
ICONOGRAPHY
MARGIN

Icons have a minimum margin of 40% of the width of the icon to avoid conflict between other items.



When the icon has a width of 100 px, the margin needs to be 40 px around the icon to avoid conflict between other items.

5.2
ICONOGRAPHY
MARGIN

Free	Standard	Premium
\$0	\$25 per month	\$33.25 per month
	Billed yearly	Billed yearly
Start for Free >	Subscribe >	Subscribe >
<p>First chapter of all courses</p> <p>7 projects*</p> <p>All coding challenges</p> <p>1 skill assessment</p>	<p>All Free content, plus:</p> <p>343 courses</p> <p>14 career tracks</p> <p>49 skill tracks</p>	<p>All Standard content, plus:</p> <p>82 projects</p> <p>Tableau, Power BI, and Oracle content</p>



5.3 ICONOGRAPHY AXONOMETRIC STEPS

Axonometric Iconography

5.3 ICONOGRAPHY AXONOMETRIC STEPS

Perspective



5.3 ICONOGRAPHY AXONOMETRIC STEPS

Step 1 General form

The designer does a loose initial sketch of the icon form using a simple 1px line. At this point the shape and form is the concern, not detail.



5.3 ICONOGRAPHY AXONOMETRIC STEPS

Step 2 Align to Grid

Once happy with the general shape, the designer aligns the icon construction to the Datacamp icon grid – a square 10 x 10 grid. This allows for consistent shapes and gaps to be used across different icons.

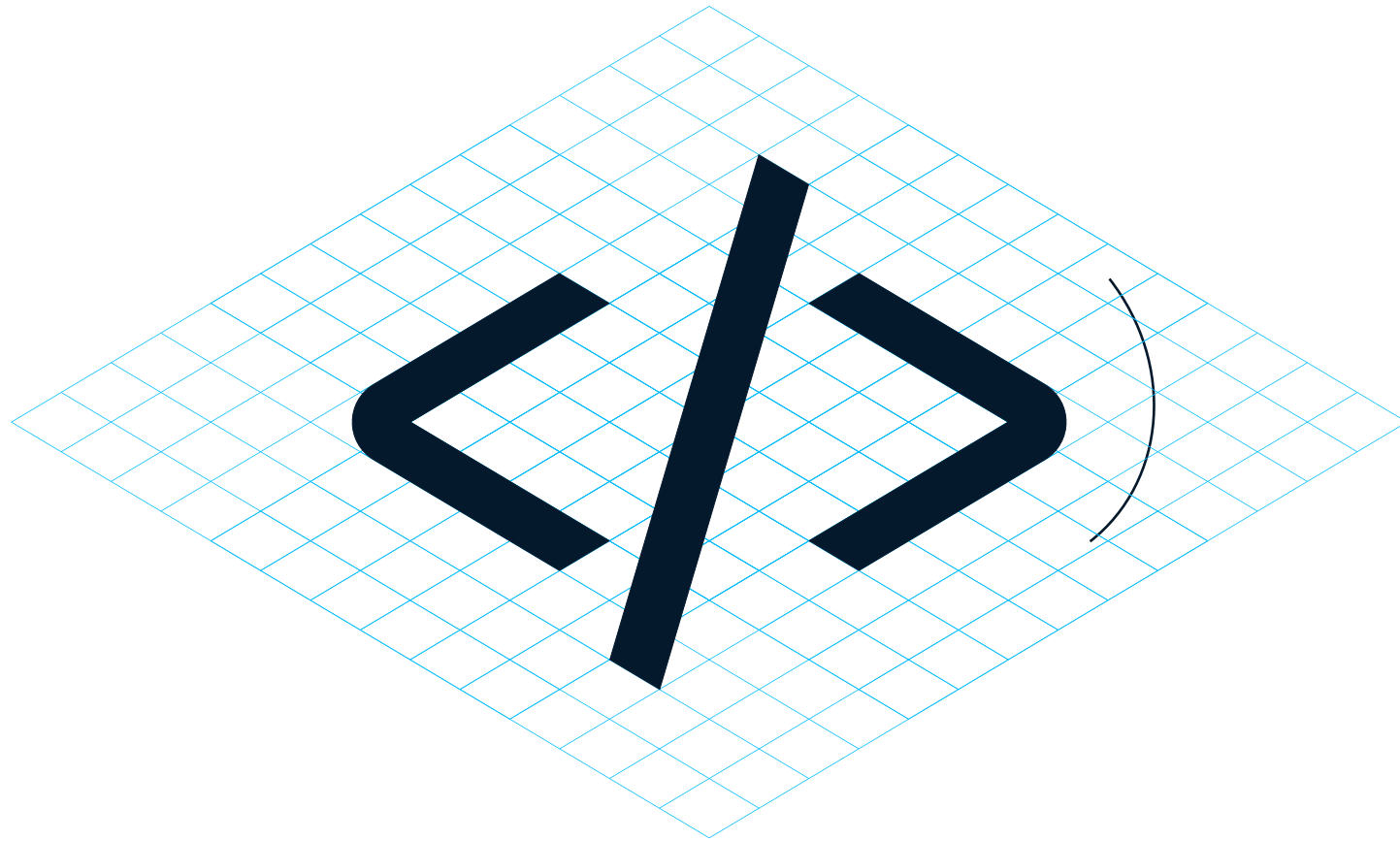


When the icon grid has a width of 270 px,
the stroke size of the icon will be 10 px.

5.3 ICONOGRAPHY AXONOMETRIC STEP

Step 3 Add rounding

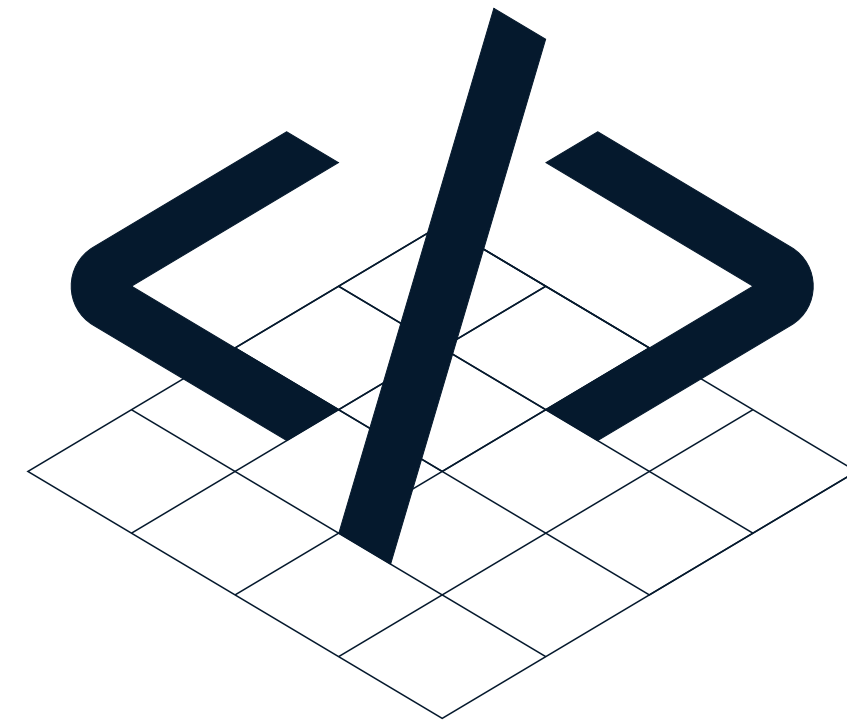
Each icon should mix rounded and straight cornered elements. The designer should introduce rounding in areas where it makes balances visually within the form and context of the icon.



5.3 ICONOGRAPHY AXONOMETRIC STEPS

Step 4 Add grid

Dimensional icons sit on a 4x4 grid. This should be applied to the completed icon.



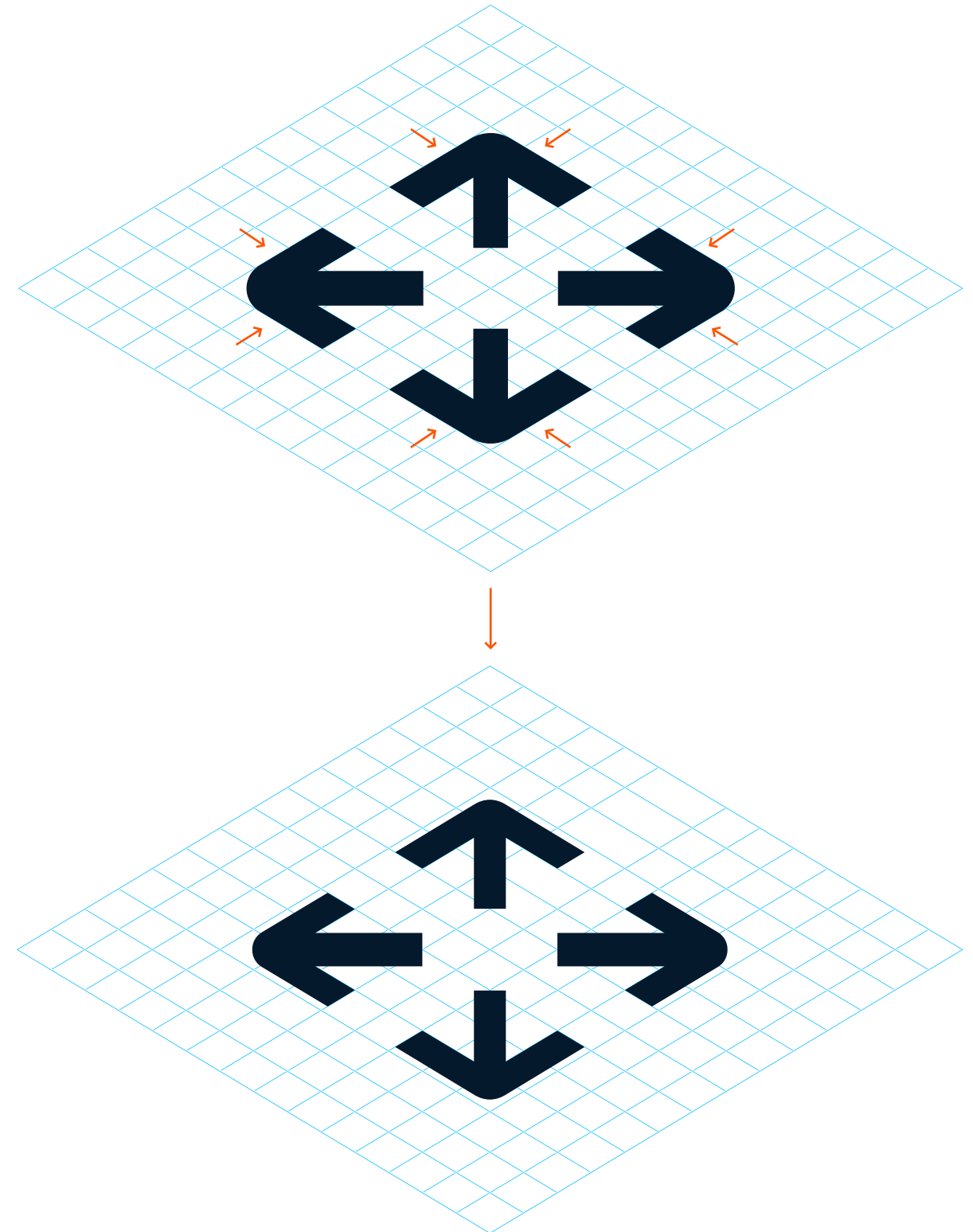
5.3
ICONOGRAPHY
AXONOMETRIC STEPS

Optional: Step 5
Adjust weight

Some icons may look heavier in weight. This often happens when shapes interconnect. Designer should carefully adjust the weight to optically match the weight of other icons.

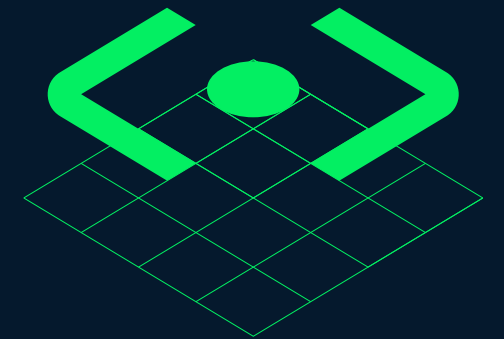
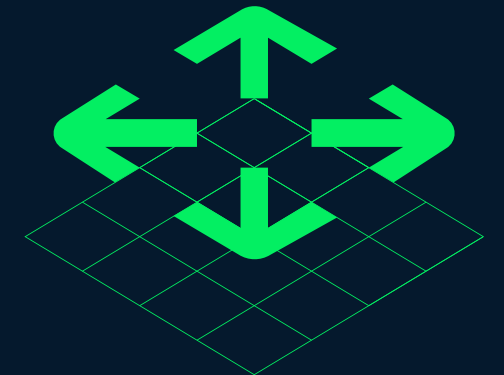
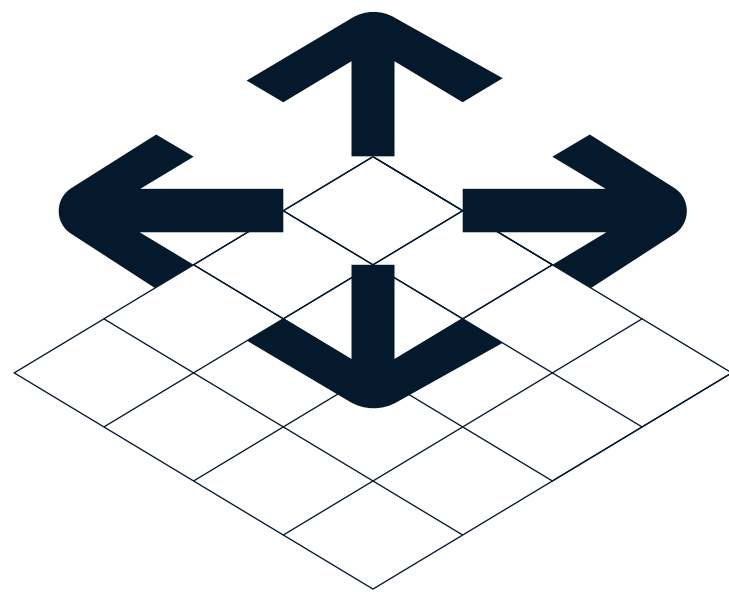
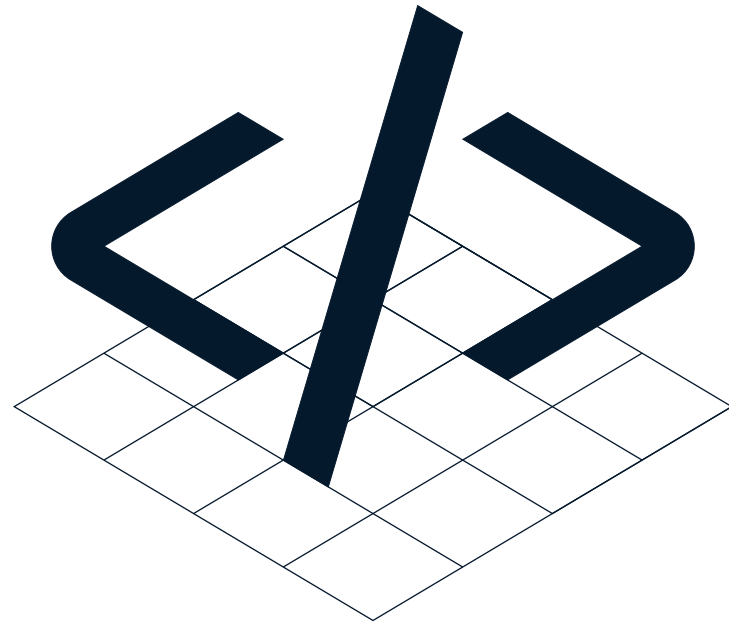


5.3
ICONOGRAPHY
AXONOMETRIC STEPS



5.3
ICONOGRAPHY
AXONOMETRIC STEPS

Final Icons



5.4
ICONOGRAPHY
AXONOMETRIC SCALING

For digital communication, designers should not use Axonometric icons in a lower size in height than 30 px.

✗ 20 px



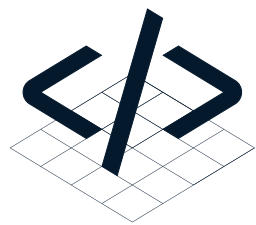
✓ 30 px*



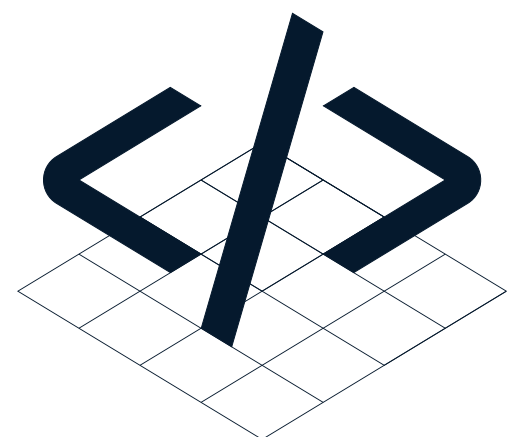
✓ 40 px



✓ 80 px



✓ 160 px



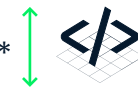
5.4
ICONOGRAPHY
AXONOMETRIC STEPS

For print communication, designers should not use the Axonometric icons in a lower size in height than 10 mm.

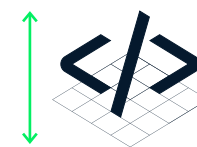
✗ 7 mm



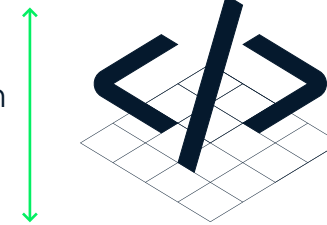
✓ 10 mm*



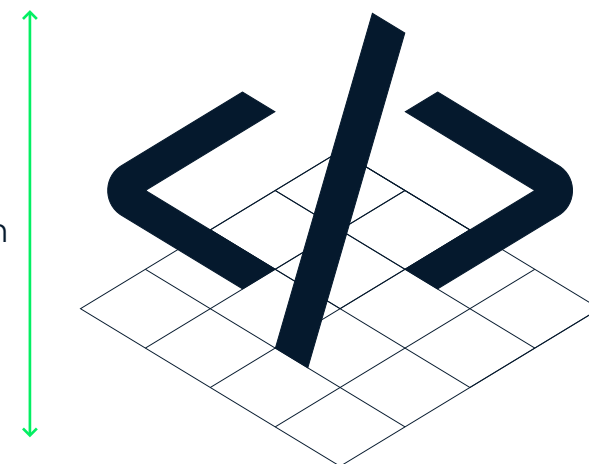
✓ 18 mm



✓ 30 mm

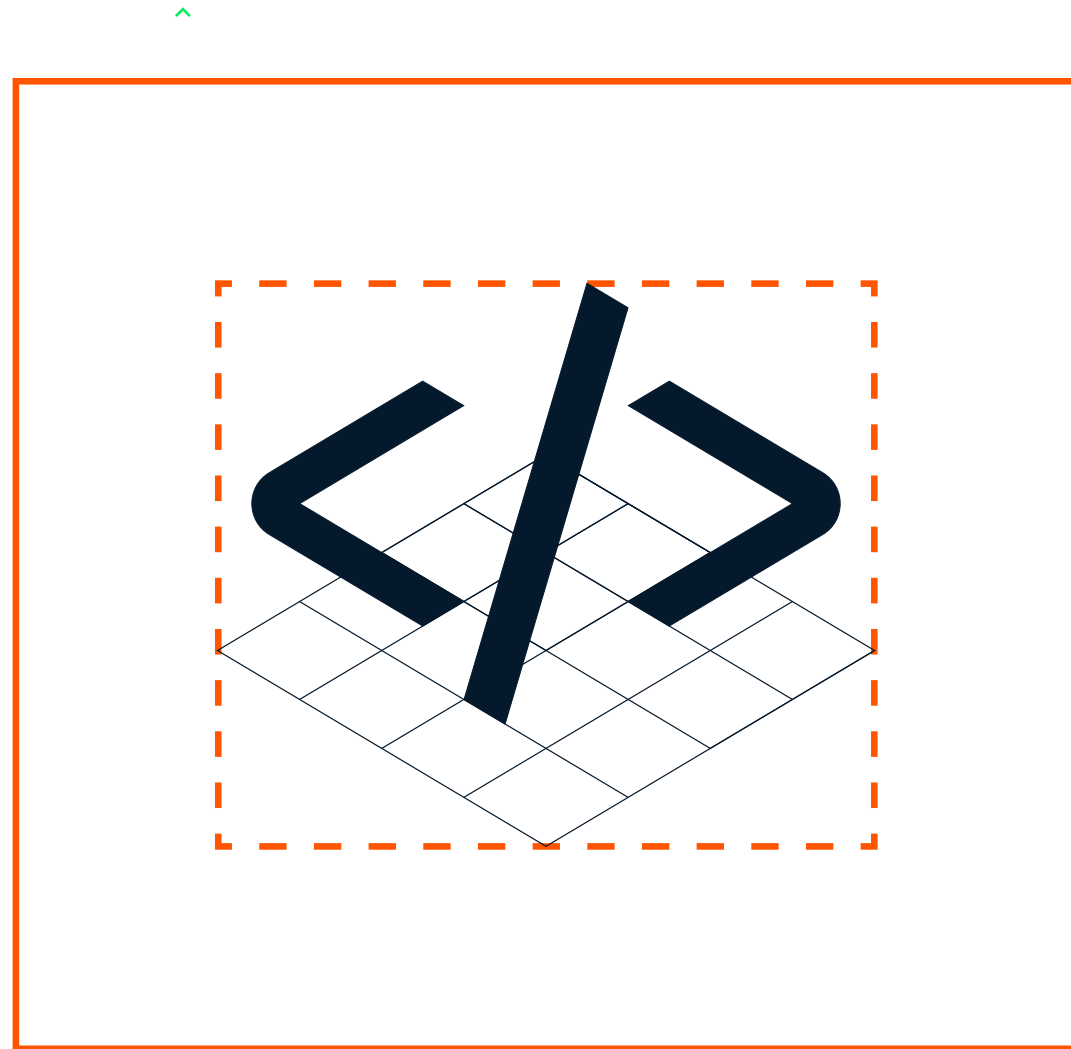


✓ 60 mm



5.5
ICONOGRAPHY
AXONOMETRIC MARGINS

Icons have a minimum margin of 40% of the width of the icon to avoid conflict between other items.



When the icon has a width of 100 px, the margin needs to be 40 px around the icon to avoid conflict between other items.

5.5
ICONOGRAPHY
AXONOMETRIC MARGINS



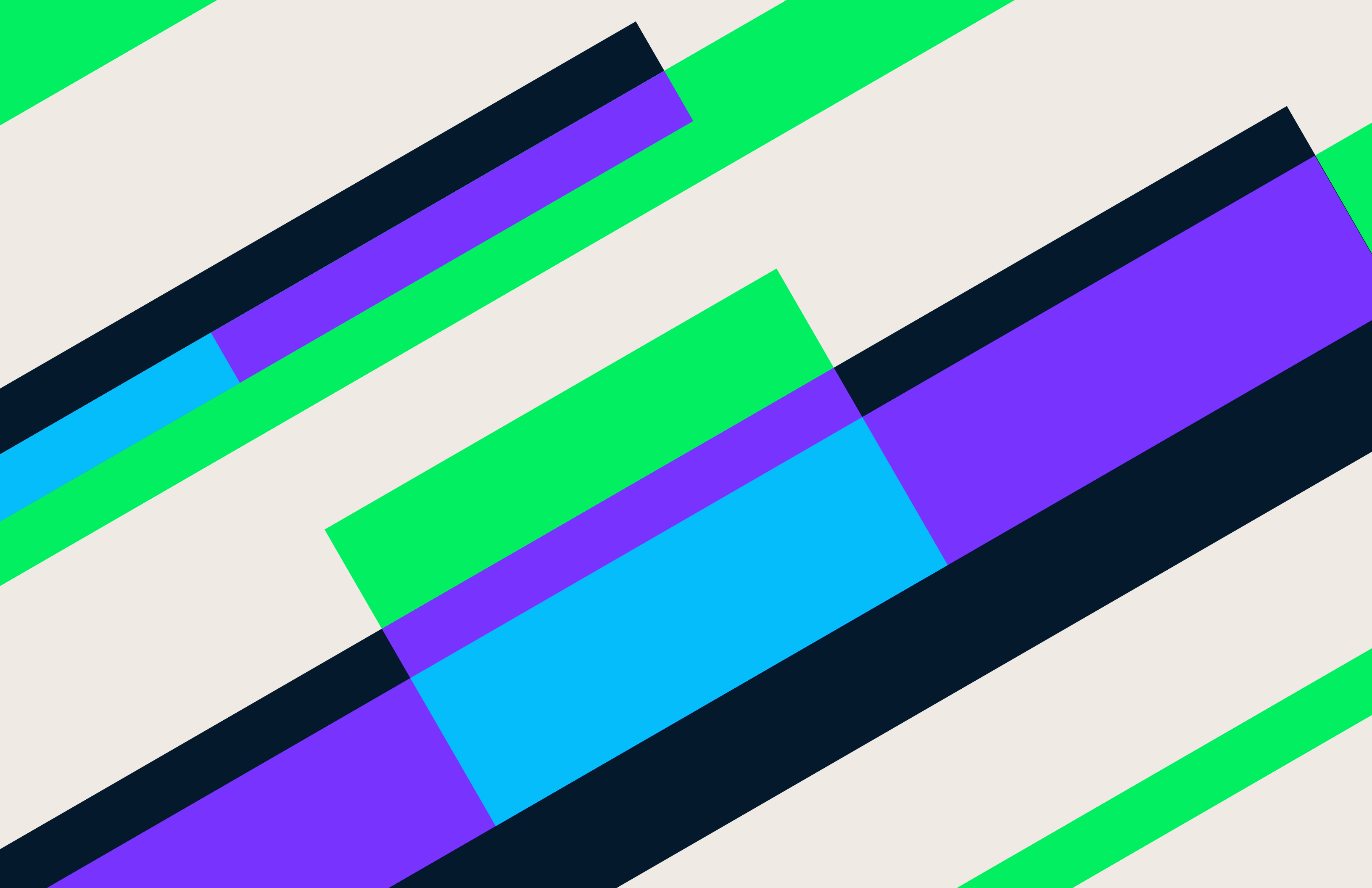


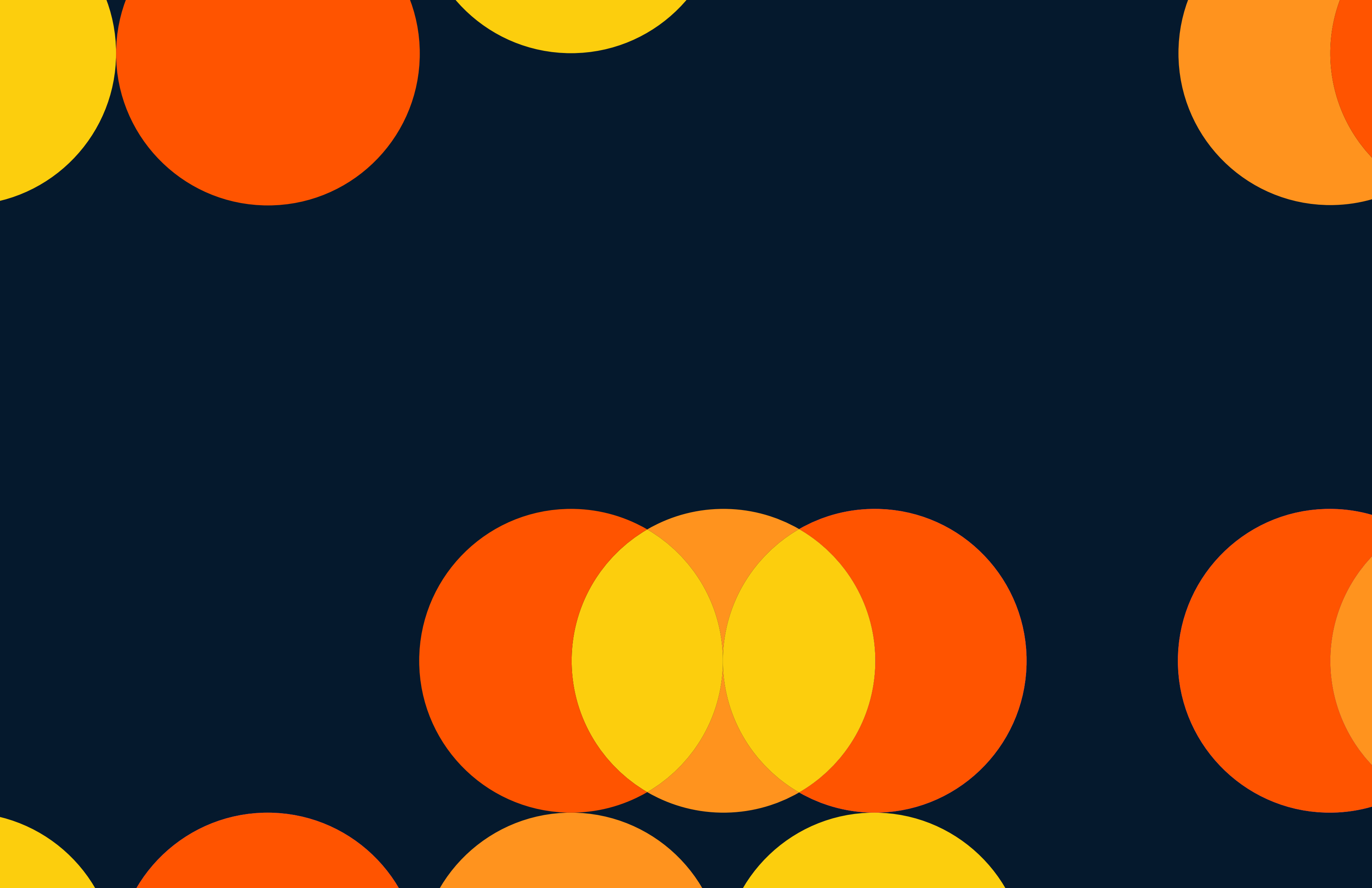
Visual System

6.0

Visual System

Our Visual System celebrates visualizing data. It creates a **visual language** unique to Datacamp that questions traditional charts. It activates moments of play and excitement through its form and color system.





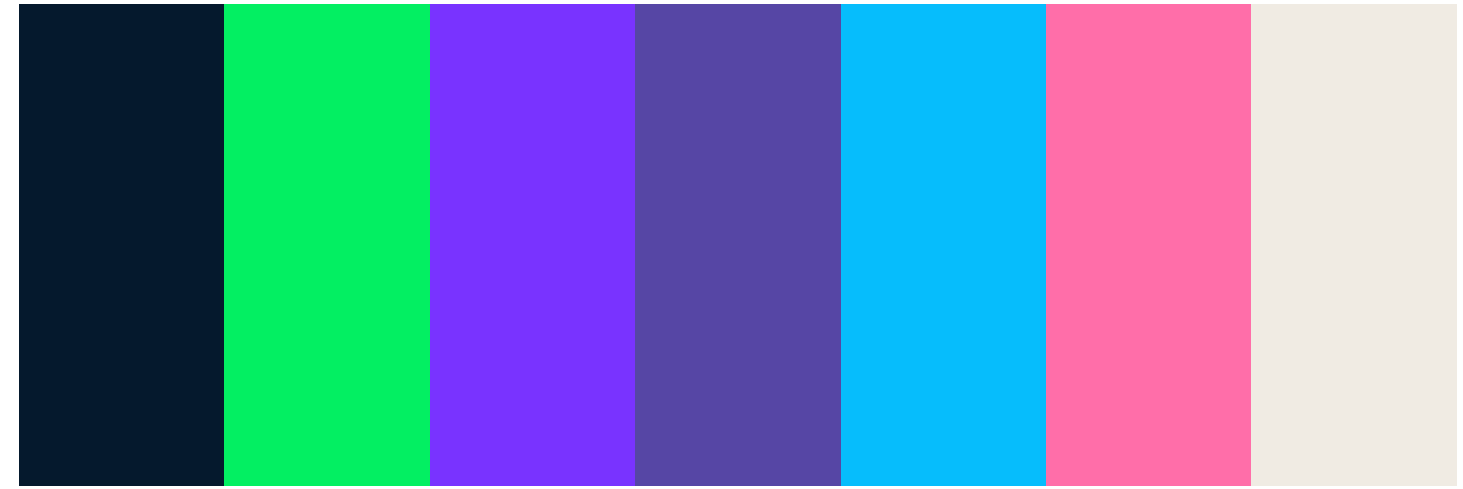
6.0 VISUAL SYSTEM STEPS

Datacamp's visual system can be constructed in 7 steps.

6.0 VISUAL SYSTEM STEPS

The colors used in the visual systems are divided in two color schemes:

Color scheme 1



Color scheme 2



6.0
VISUAL SYSTEM
STEPS

Color scheme 1

Core



Core colors can be used as background colors



6.0
VISUAL SYSTEM
STEPS

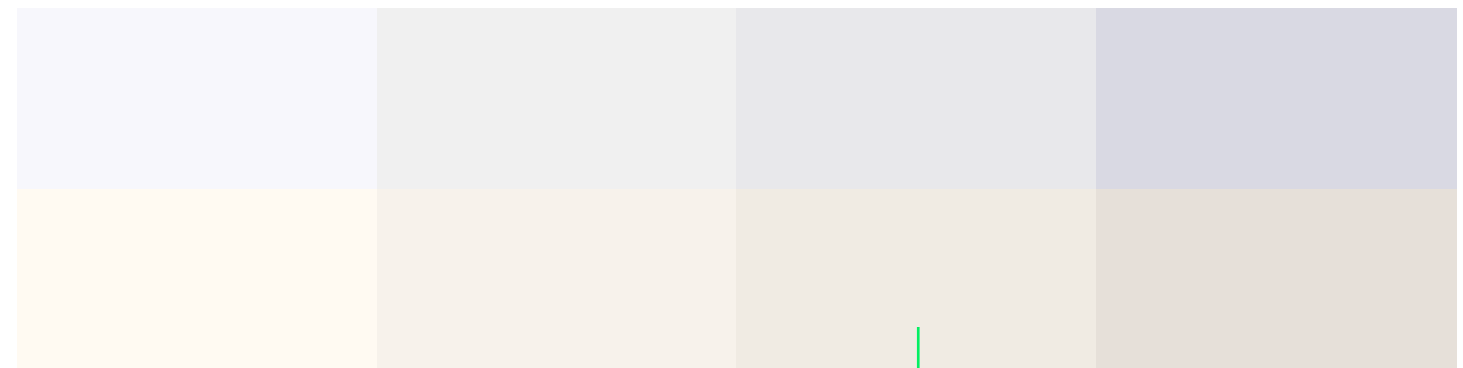
Neutrals should only be used as background colors.

Secondary



Light blue can be used as a background color.

Neutrals



The beige tint is currently used as a core background color. For variety or for better readability, other tints may be used.

6.0
VISUAL SYSTEM
STEPS

Color scheme 2

Core



Core colors can be used as background colors

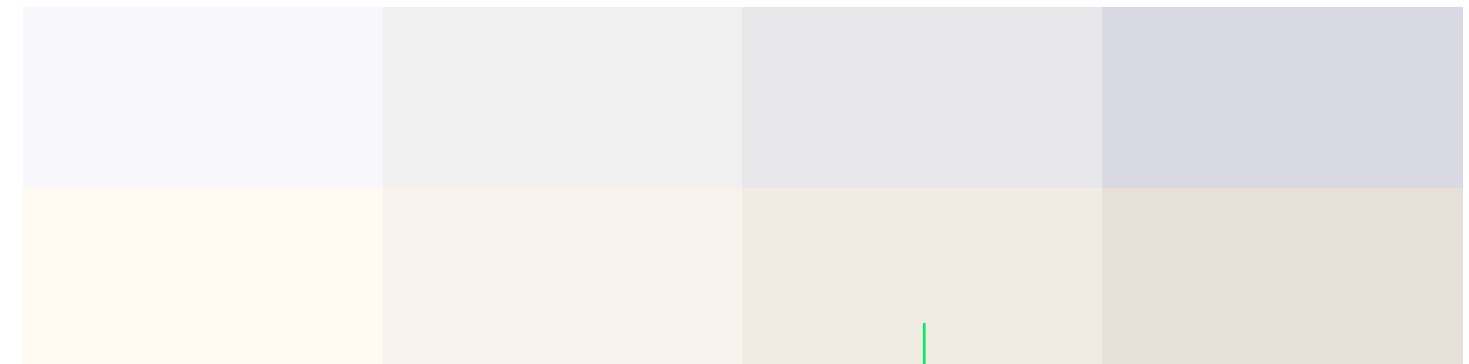
6.0
VISUAL SYSTEM
STEPS

Secondary



Yellow can be used as a background color.

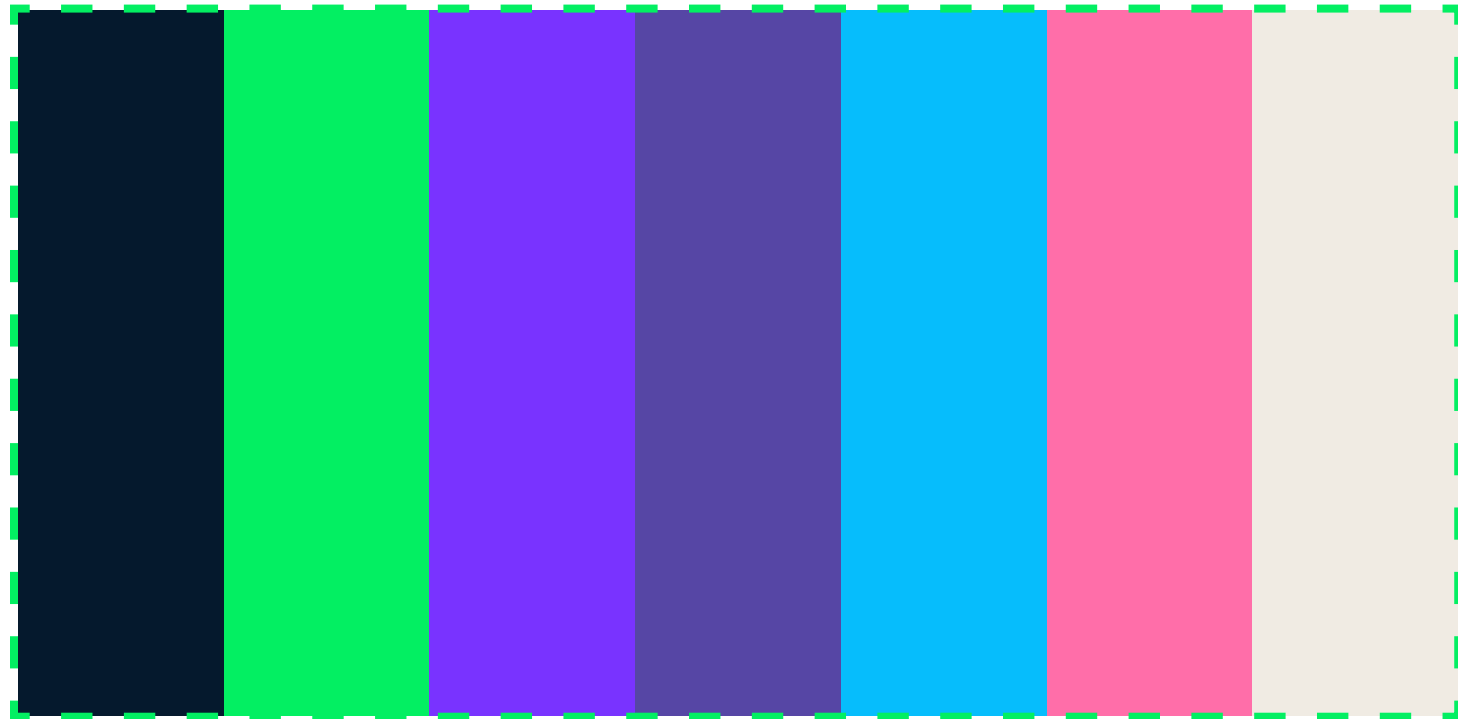
Neutrals



The beige tint is currently used as a core background color. For variety or for better readability, other tints may be used.

6.0
VISUAL SYSTEM
STEPS

Step 1
Pick color palette



6.0
VISUAL SYSTEM
STEPS

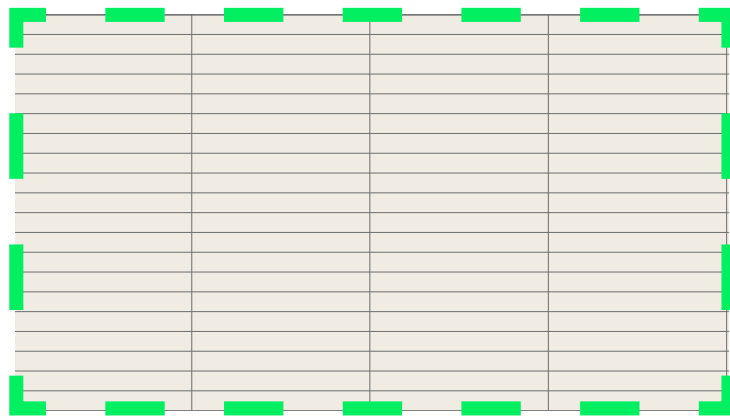
Step 2
Pick background color



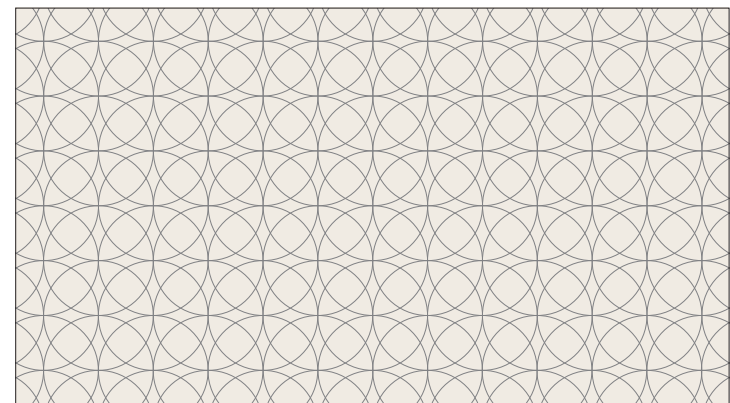
6.0
VISUAL SYSTEM
STEPS

Rectangle grid

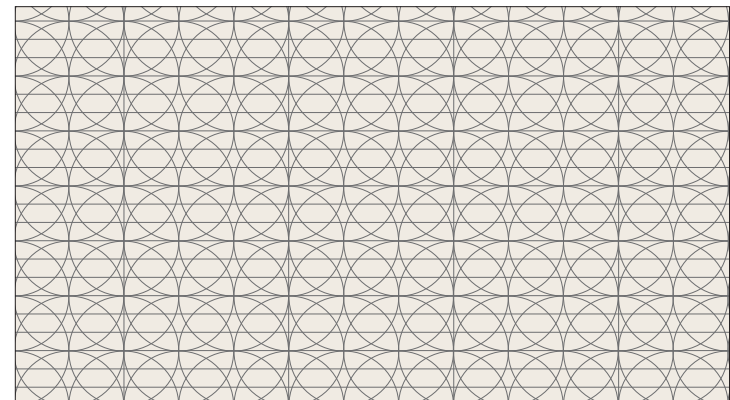
Step 3
Chose grid



Rectangular grid



Circular grid

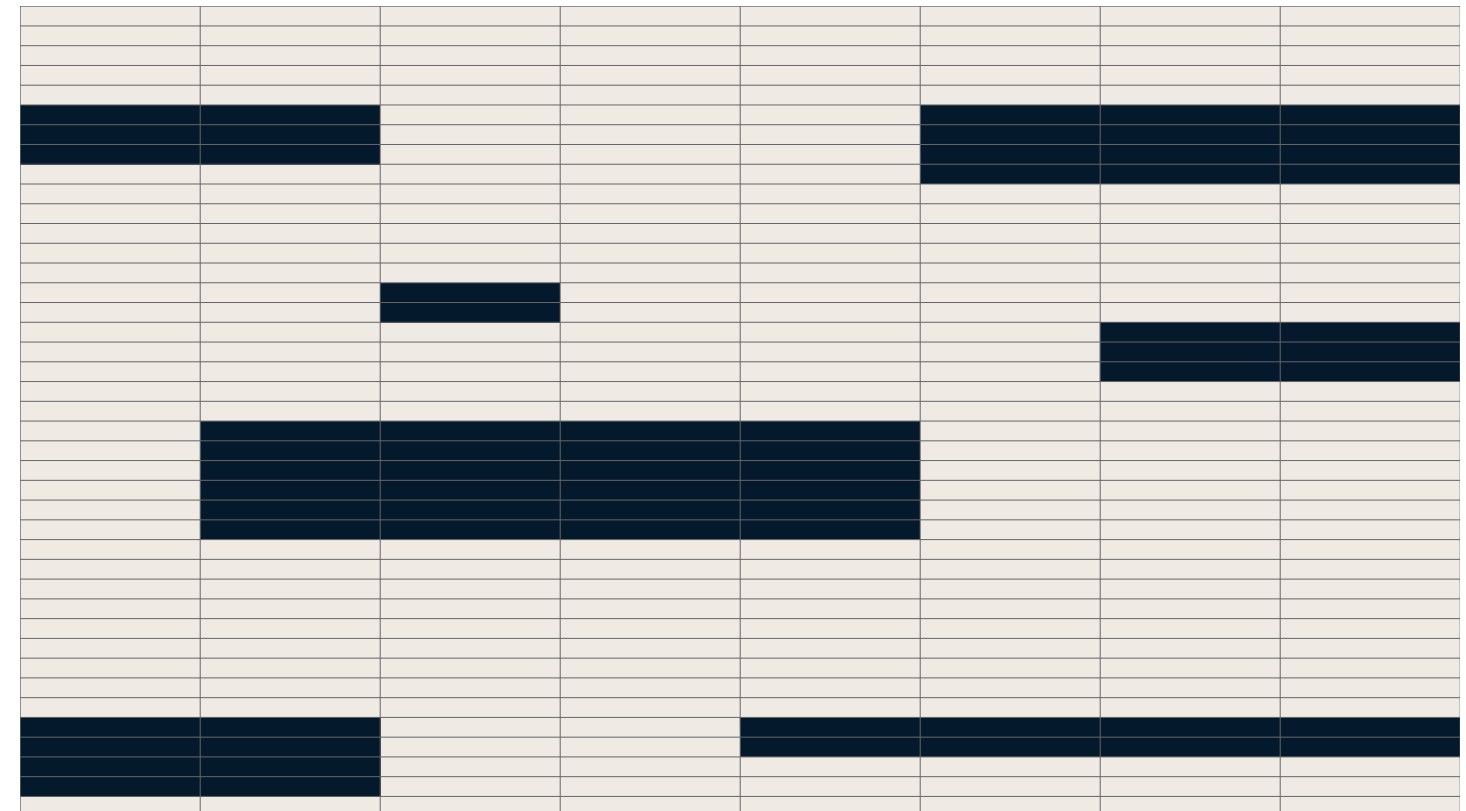


Rectangular +
Circular grid

6.0
VISUAL SYSTEM
STEPS

Step 4
Design first layer

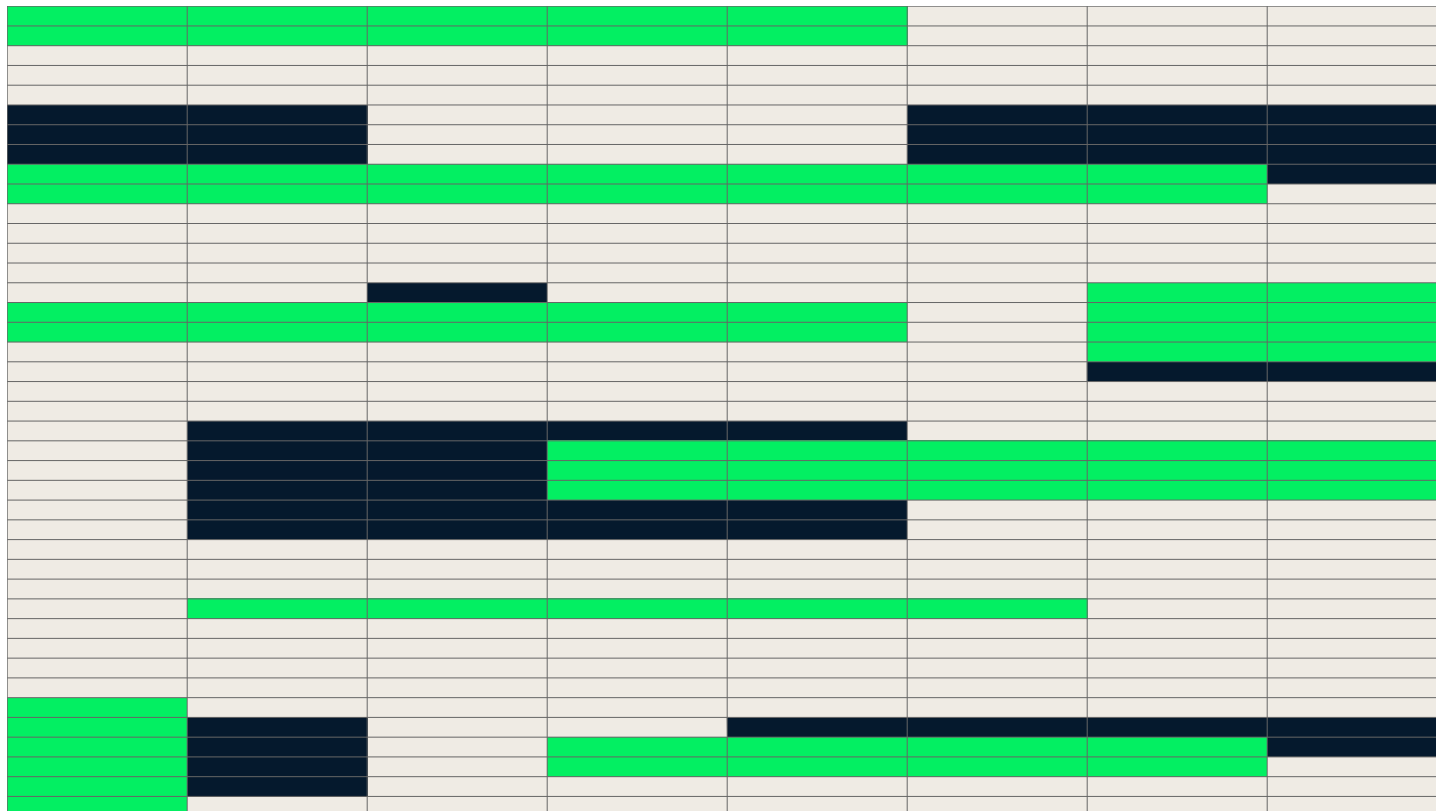
Pick any color (other than the neutrals) from the chosen color palette. Use this color, together with rectangular shapes to fill in the grid. The designer should focus on balancing the composition in weight.



6.0
VISUAL SYSTEM
STEPS

Step 5
Add second layer

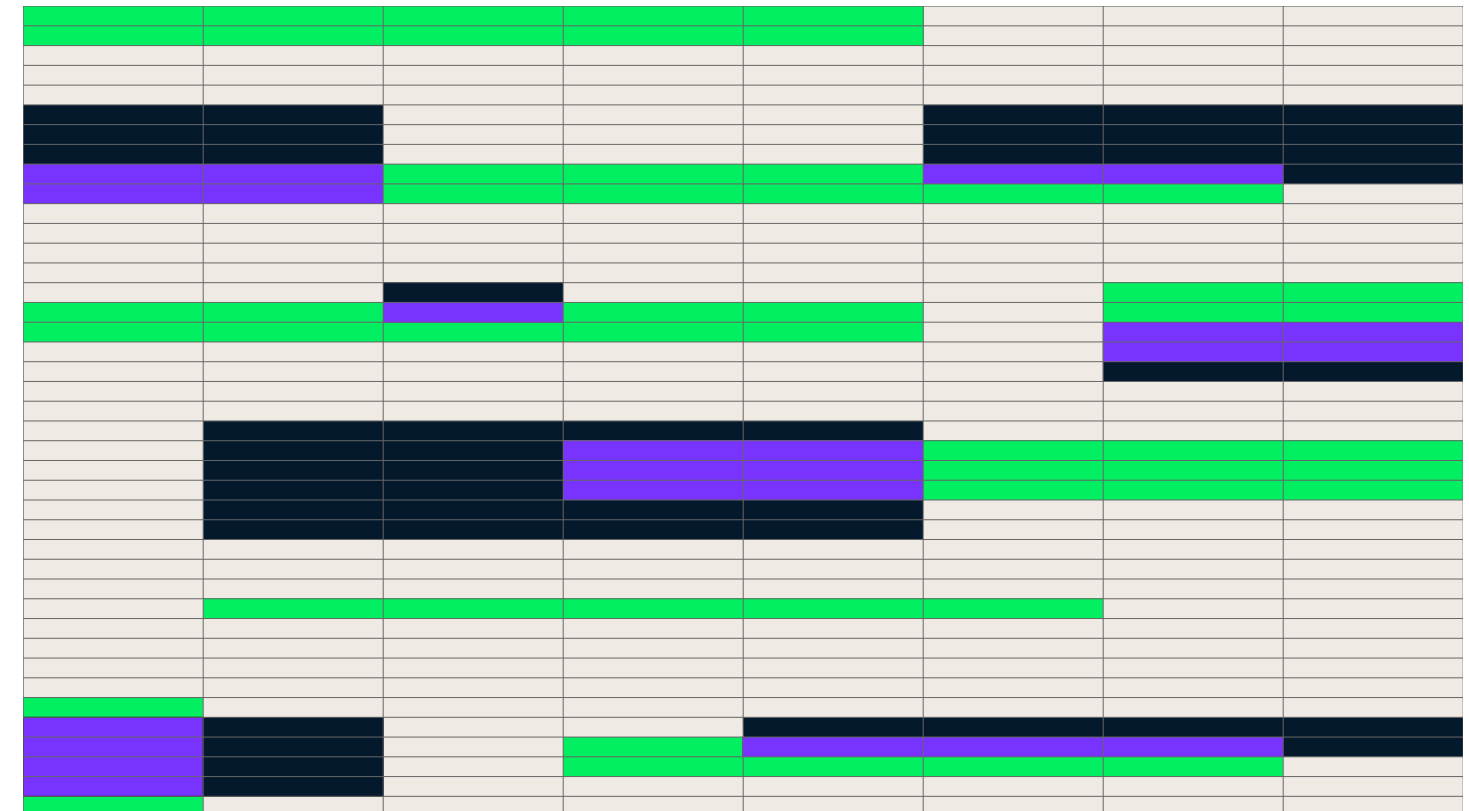
Pick a second color from the chosen color palette. Implement the second layer of shapes while making sure to overlap at least half of second layer shapes with first layer shapes.



6.0
VISUAL SYSTEM
STEPS

Step 6
Color overlap

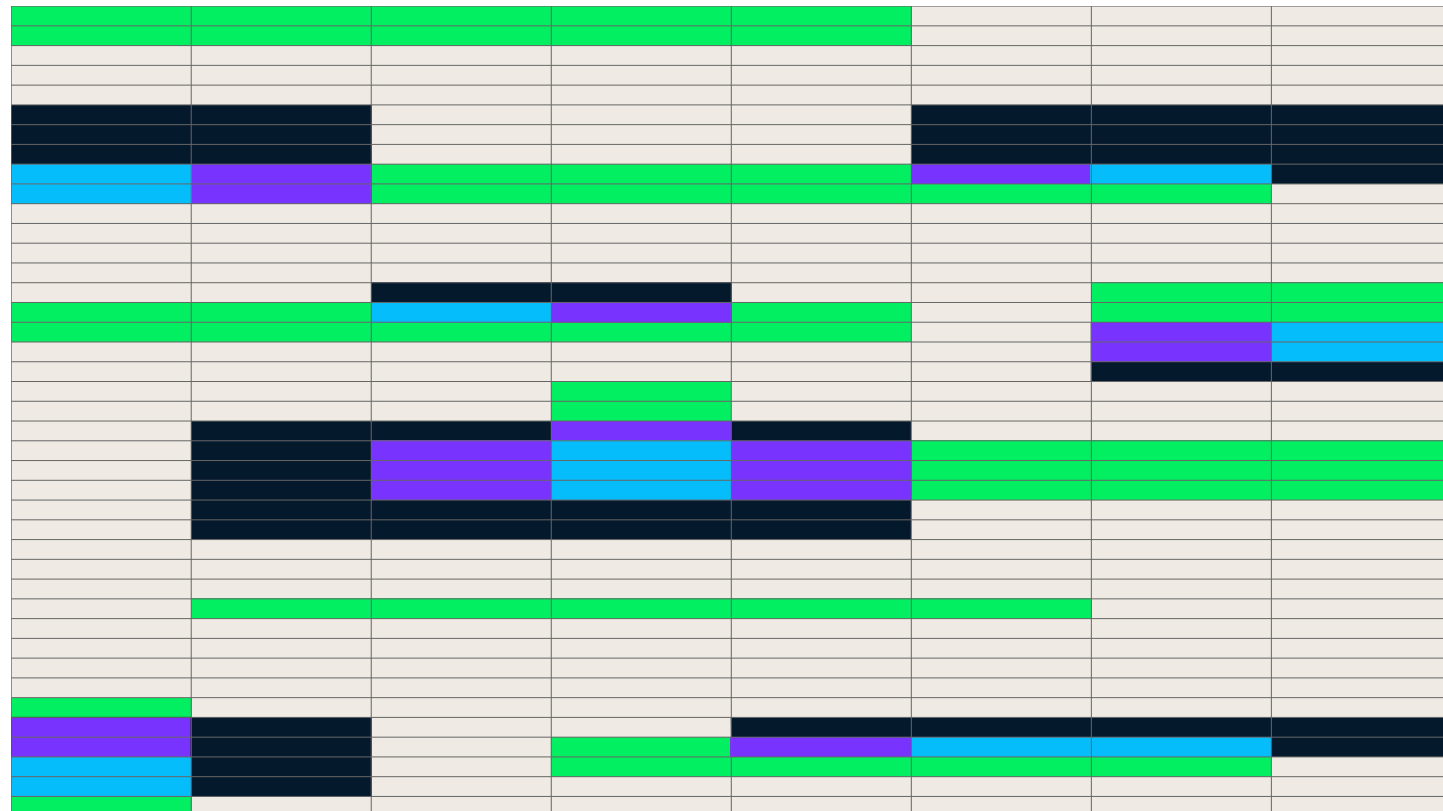
Use illustrator's pathfinder to divide overlapping shapes. Select the overlapping shapes and give them a third color from the color palette.



6.0
VISUAL SYSTEM
STEPS

Optional: Step 7
Add third layer and overlap

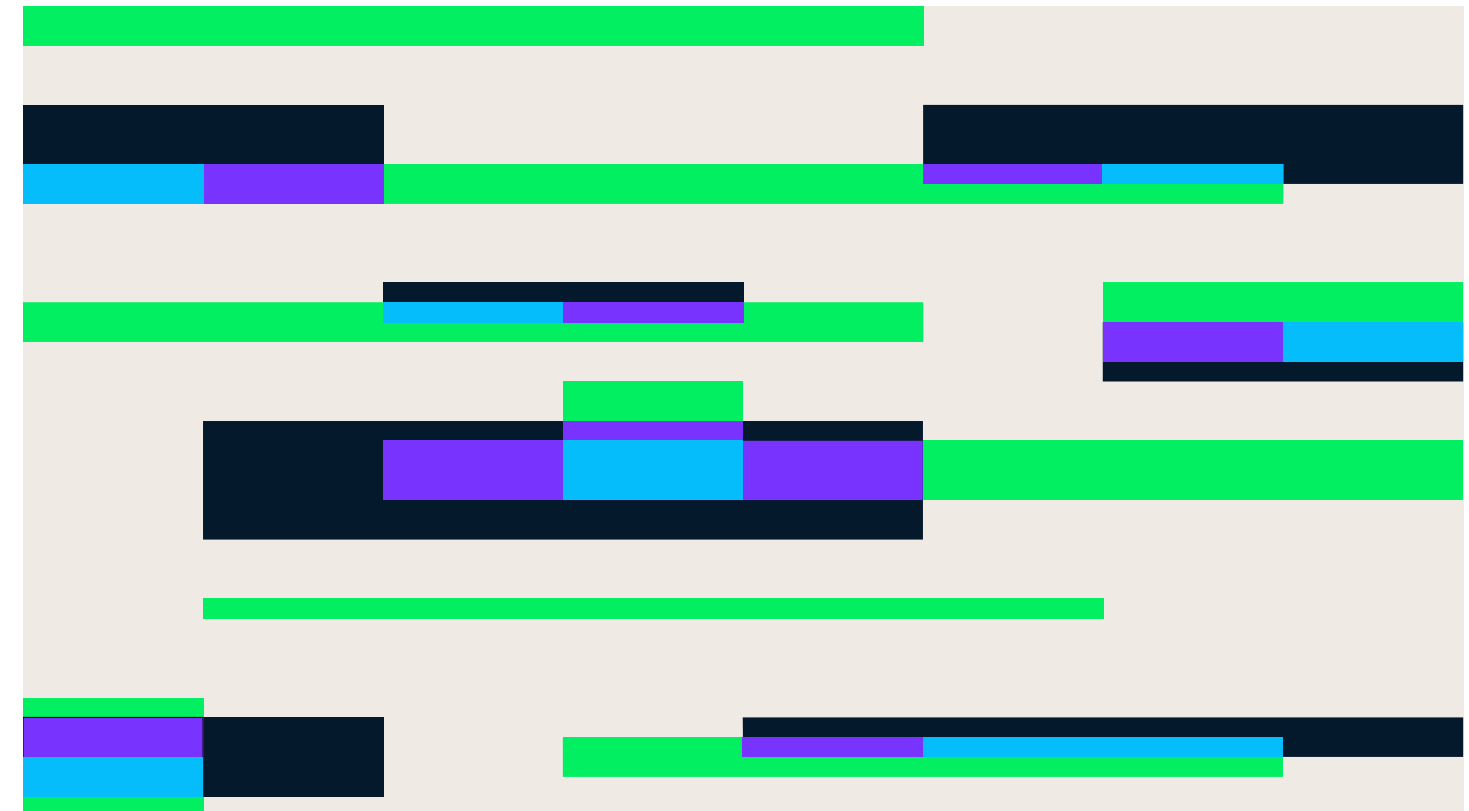
Implement the third layers of shapes while making sure to overlap the already overlapped areas. Divide the double overlapped shapes and give them a fourth color from the color palette.



6.0
VISUAL SYSTEM
STEPS

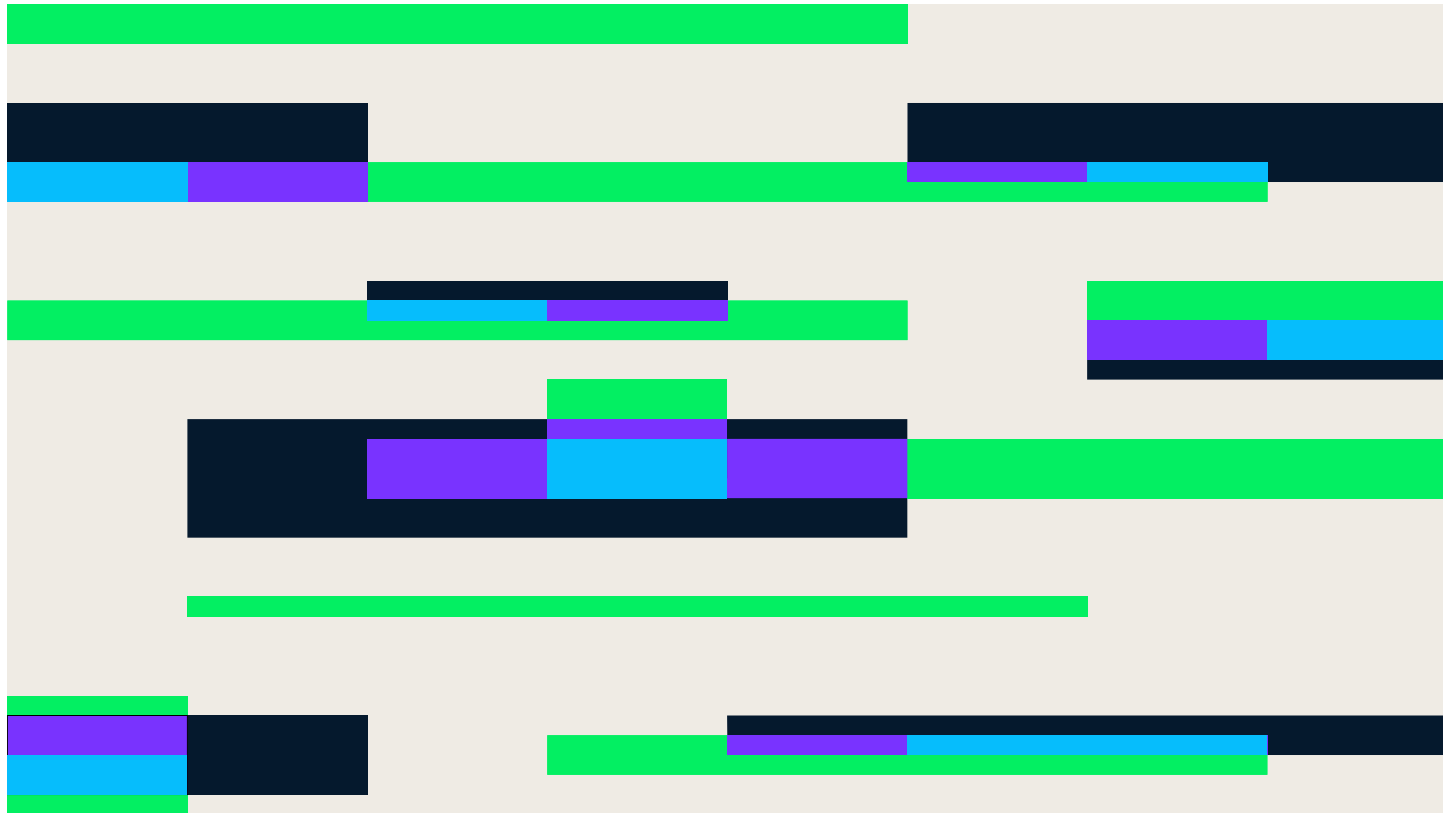
Final pattern

In the next few pages will be shown how the pattern can be scaled, cropped and rotated.



6.1
VISUAL SYSTEM
RECTANGULAR

Scaling

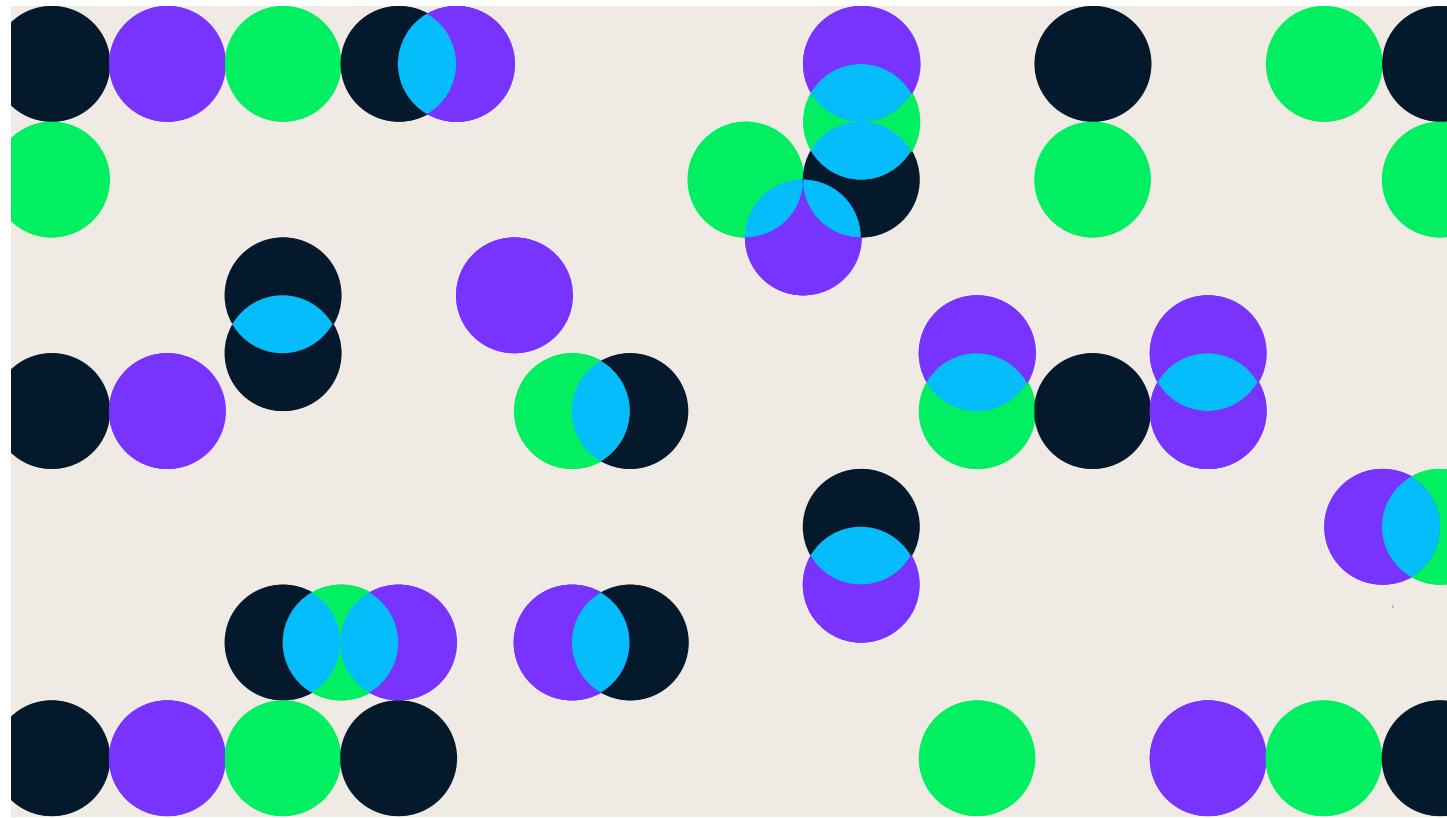


6.1
VISUAL SYSTEM
RECTANGULAR

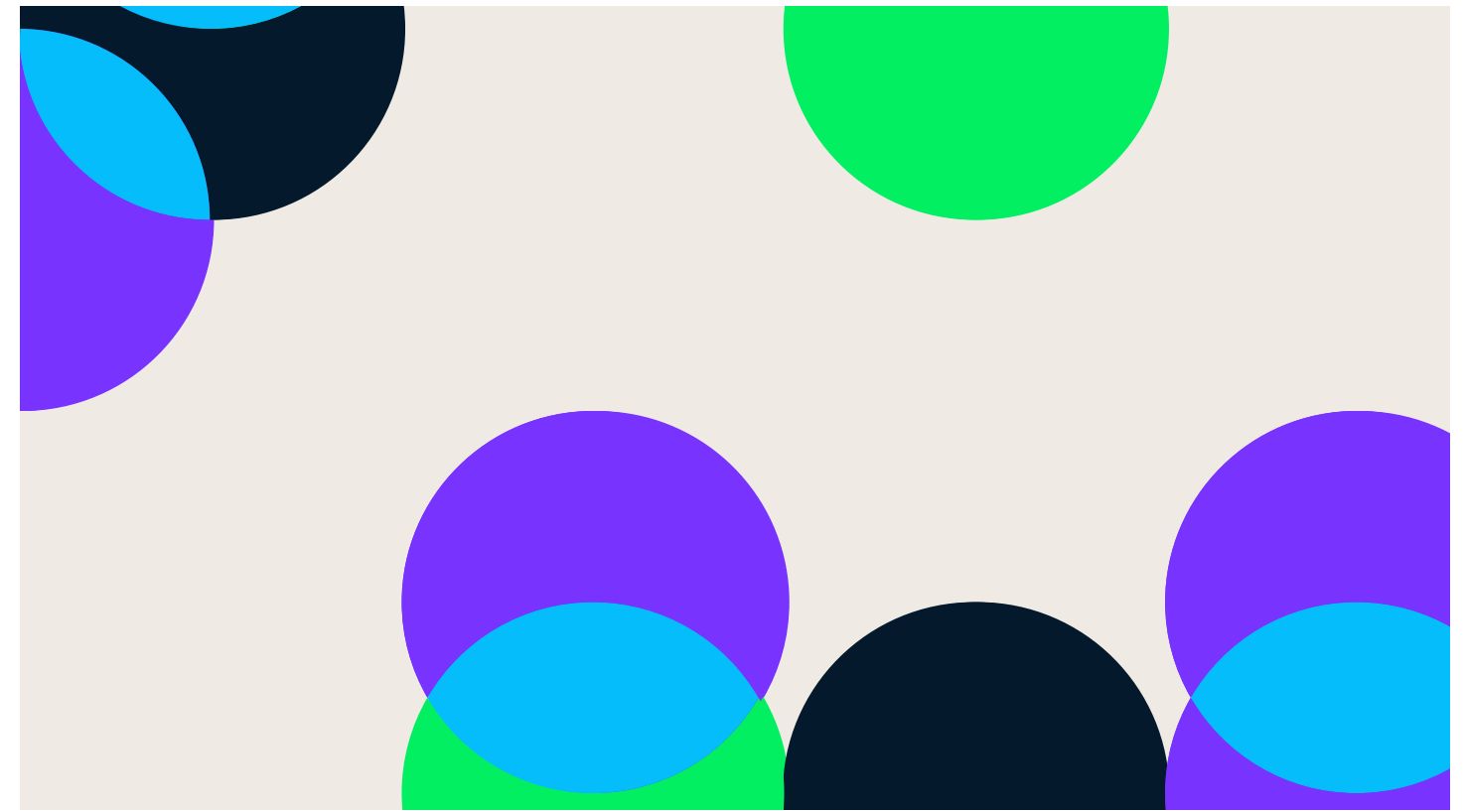


6.2
VISUAL SYSTEM
CIRCULAR

Scaling

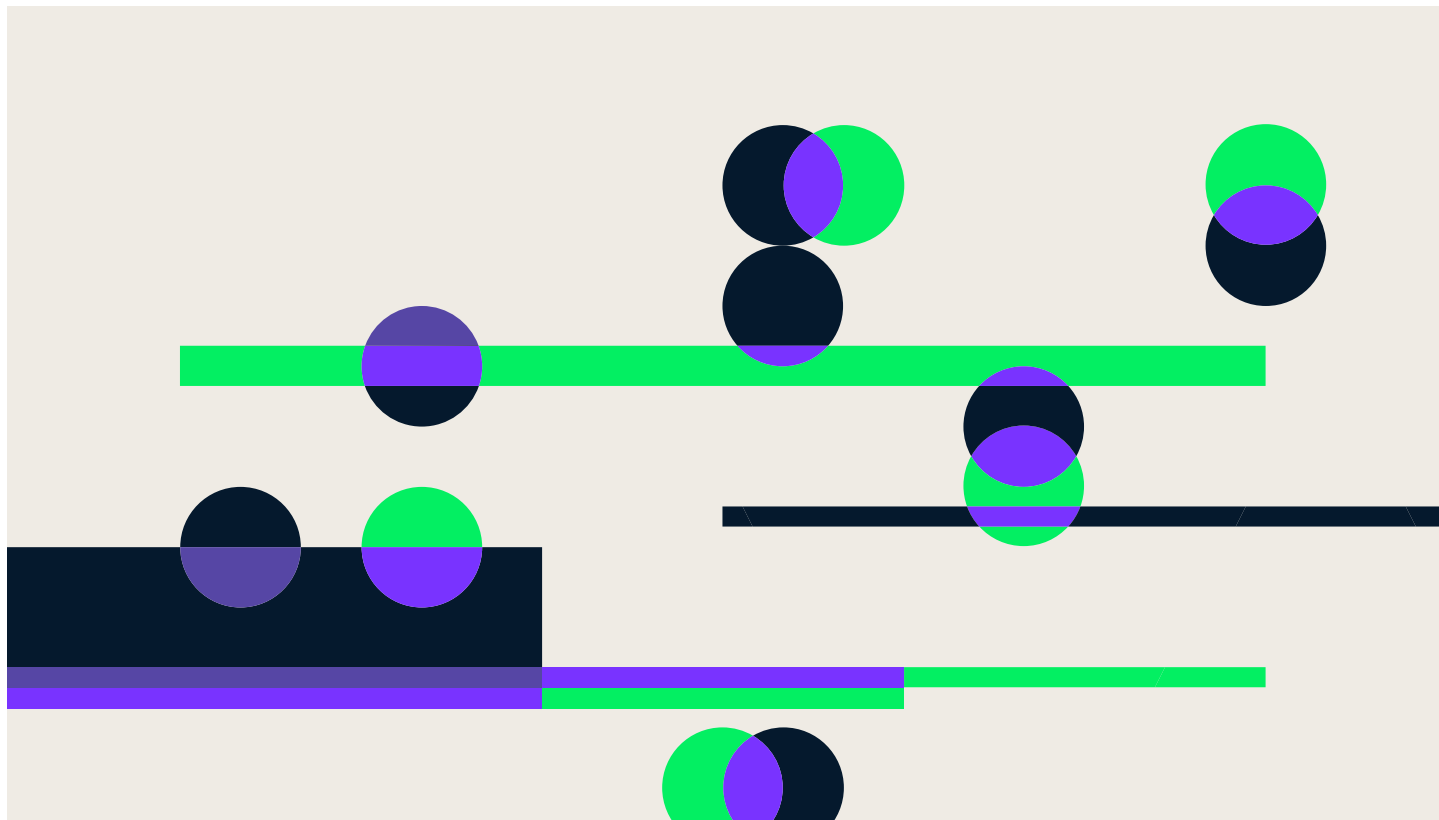


6.2
VISUAL SYSTEM
CIRCULAR



6.3
VISUAL SYSTEM
RECTANGULAR + CIRCULAR

Scaling



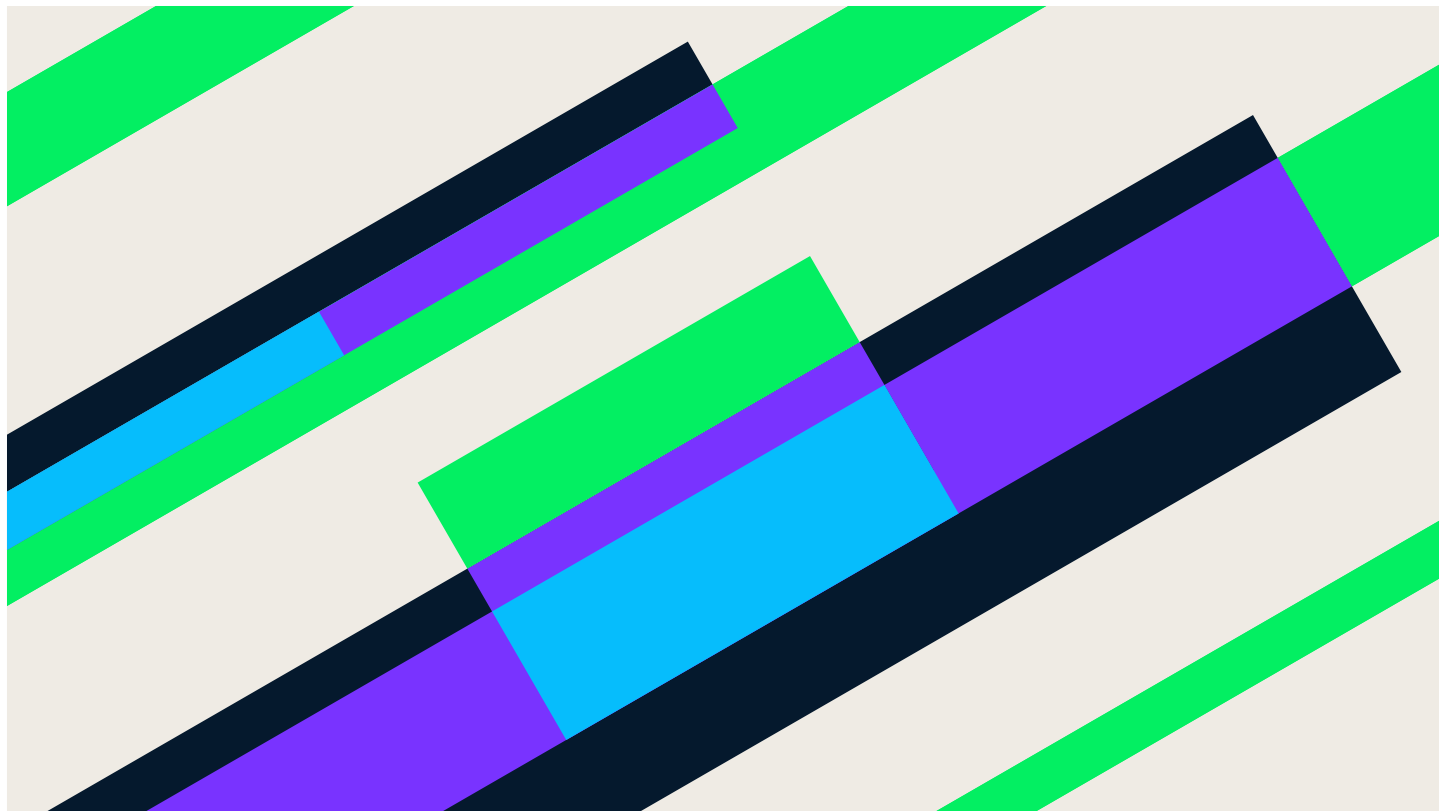
6.3
VISUAL SYSTEM
RECTANGULAR + CIRCULAR



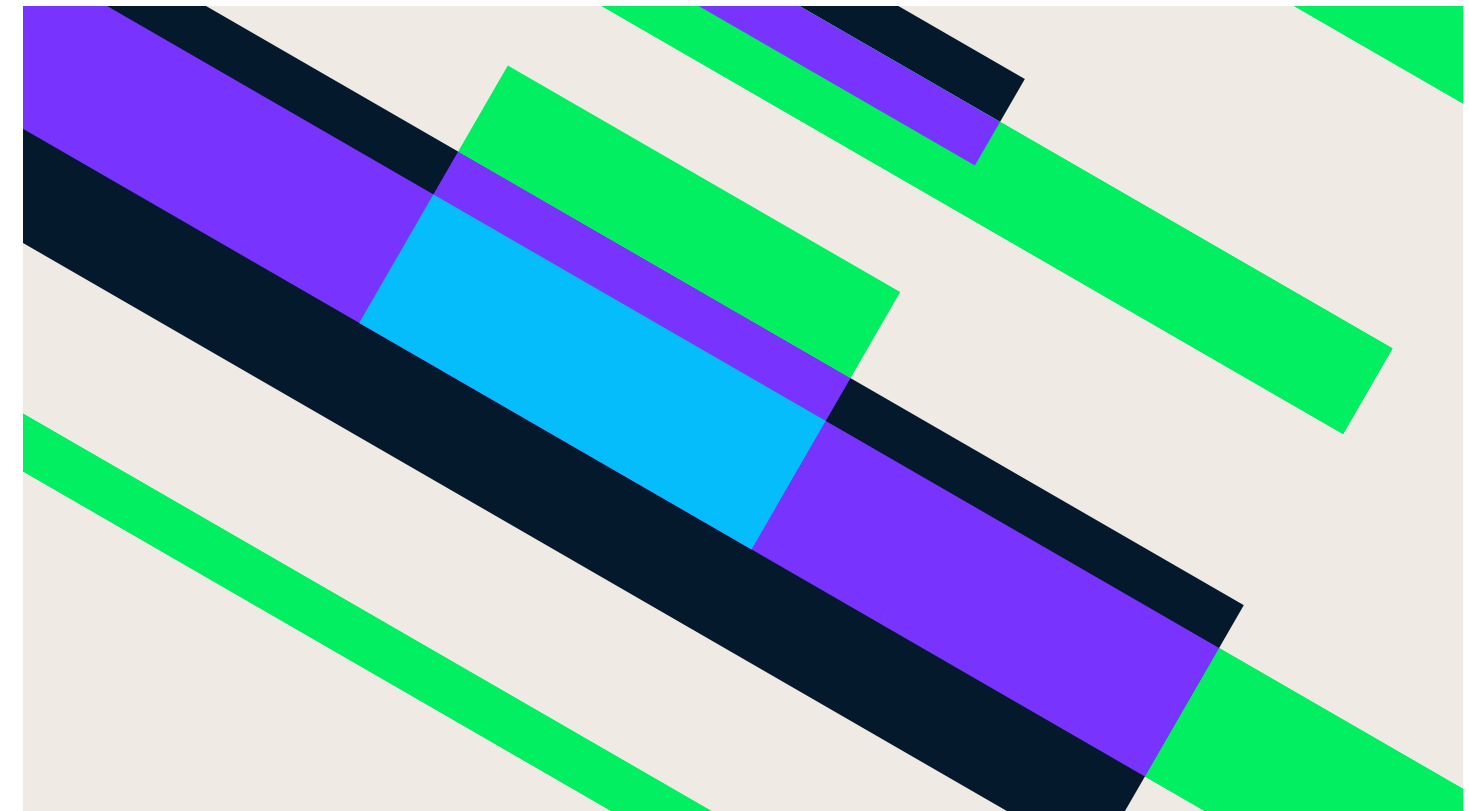
6.4
VISUAL SYSTEM
RECTANGULAR ROTATION

Rotating

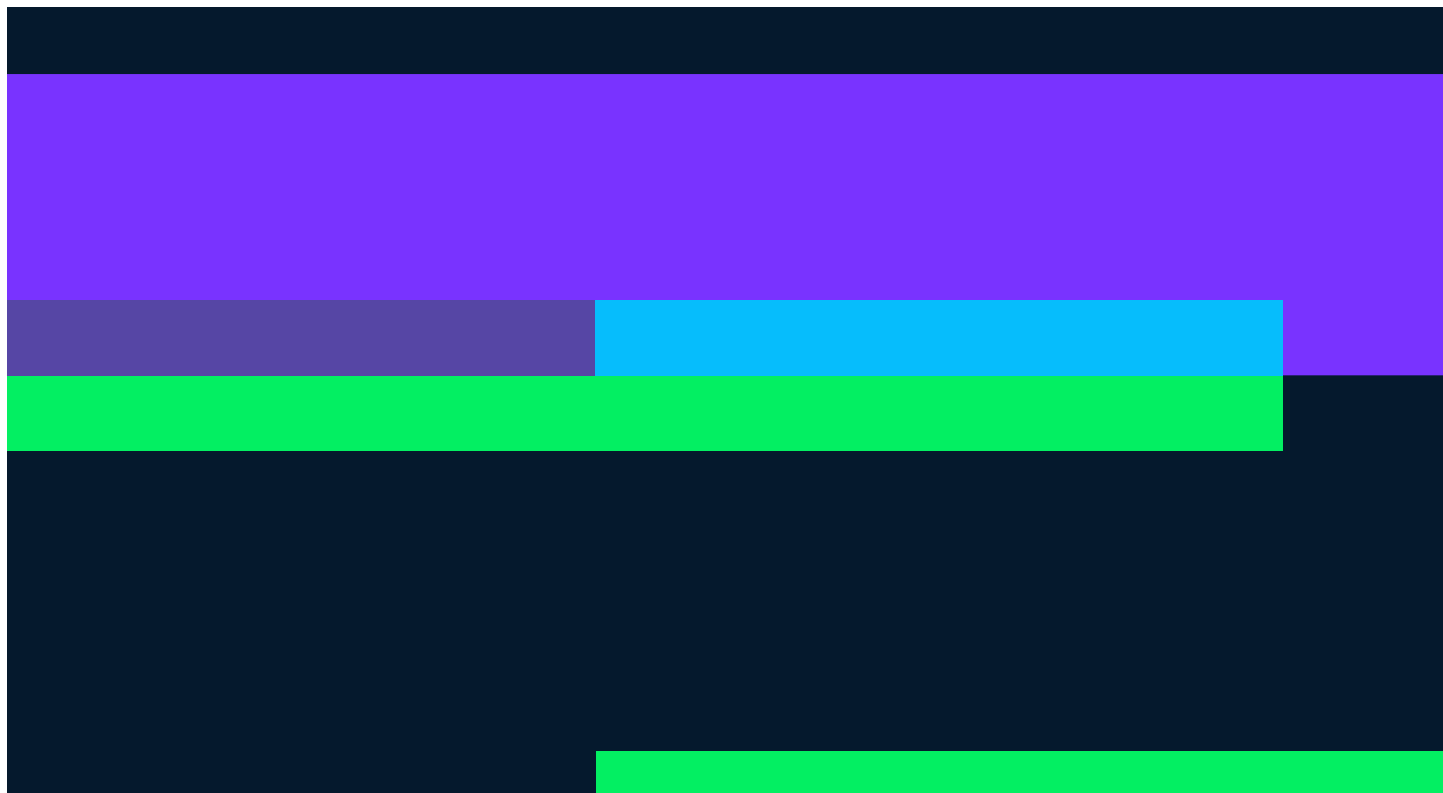
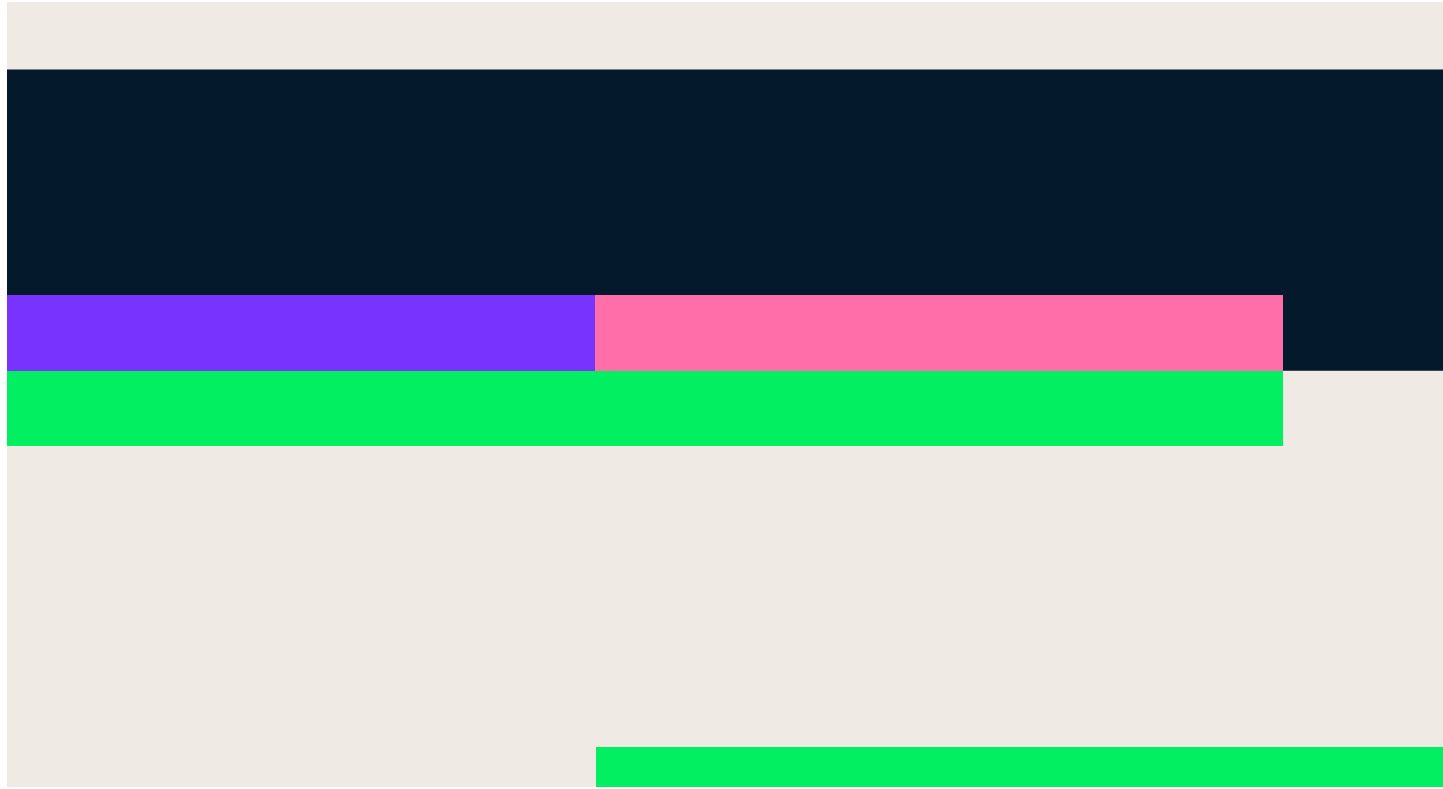
The rectangular pattern may be rotated 30 ° or -30 ° degrees. This is a nod to the angle used in Datacamp's logo. Do not rotate the circular and circular+rectangle grid.



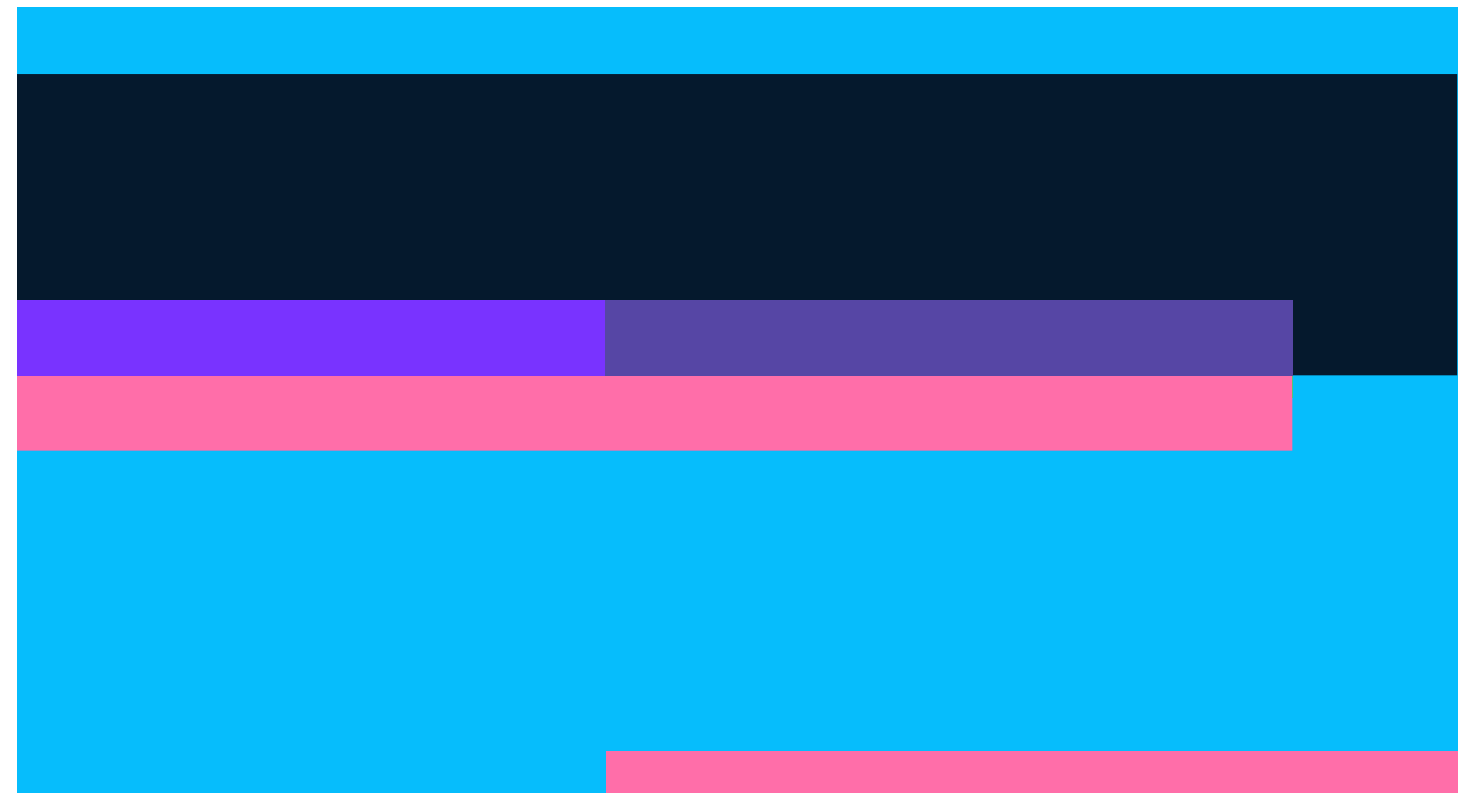
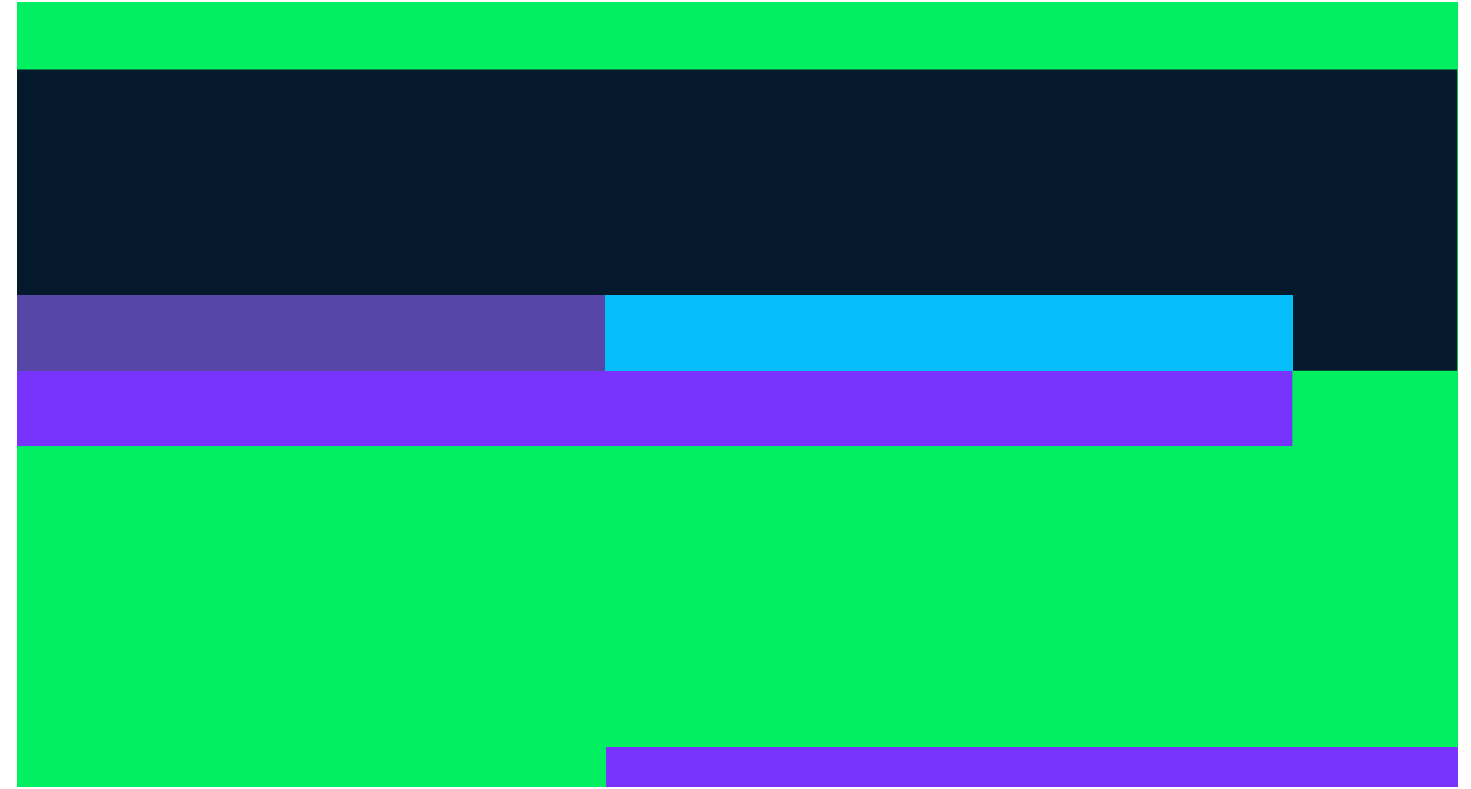
6.4
VISUAL SYSTEM
RECTANGULAR ROTATION



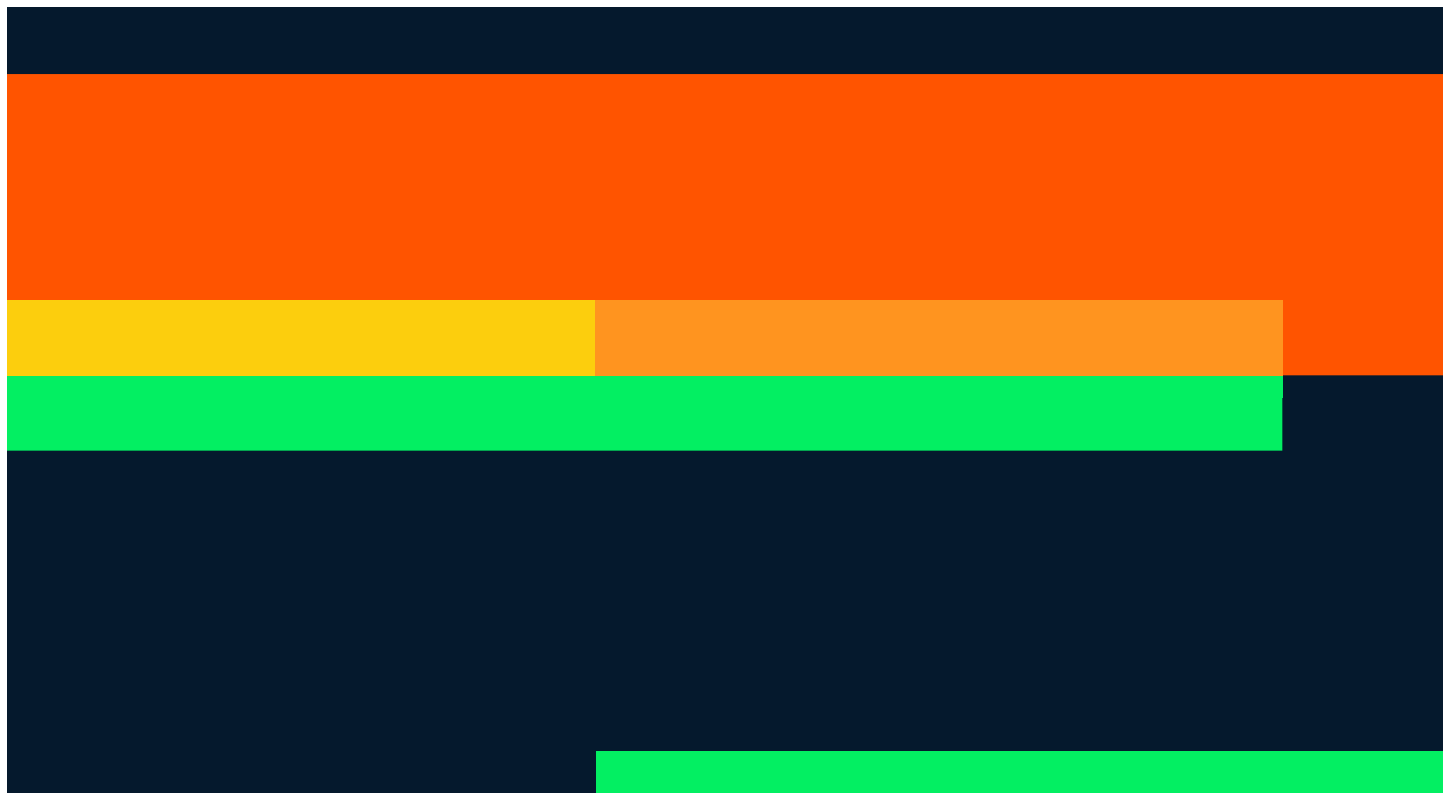
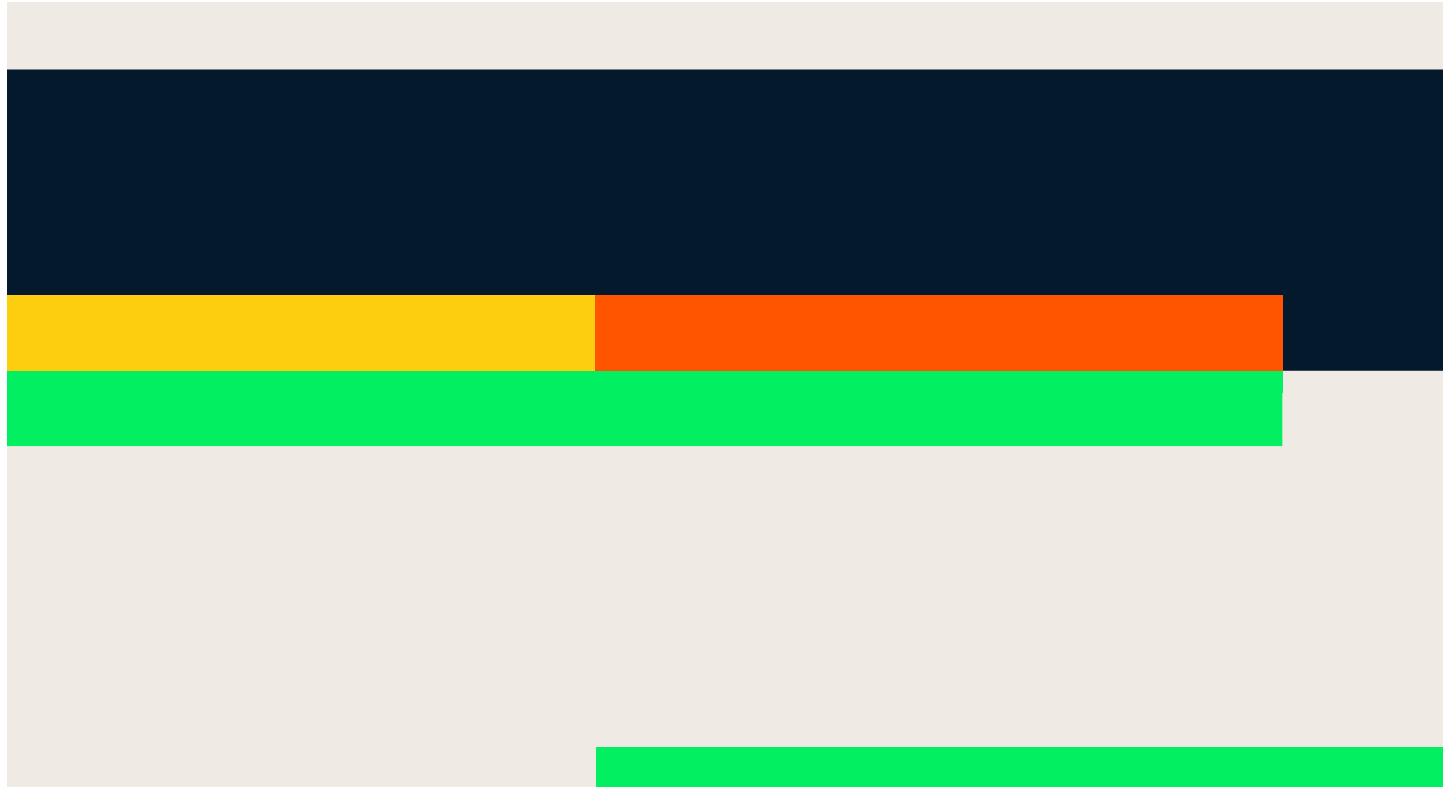
6.5
VISUAL SYSTEM



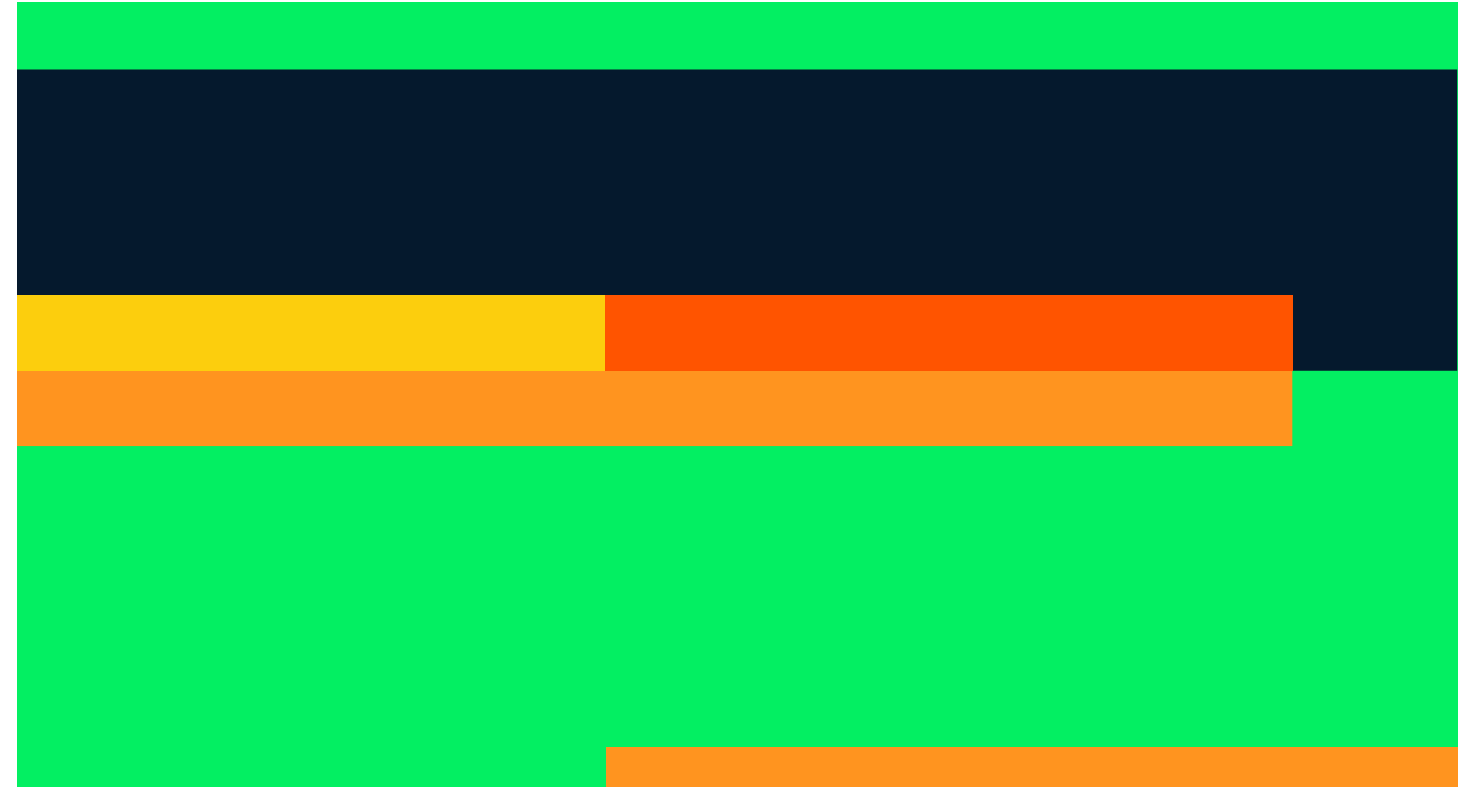
6.5
VISUAL SYSTEM



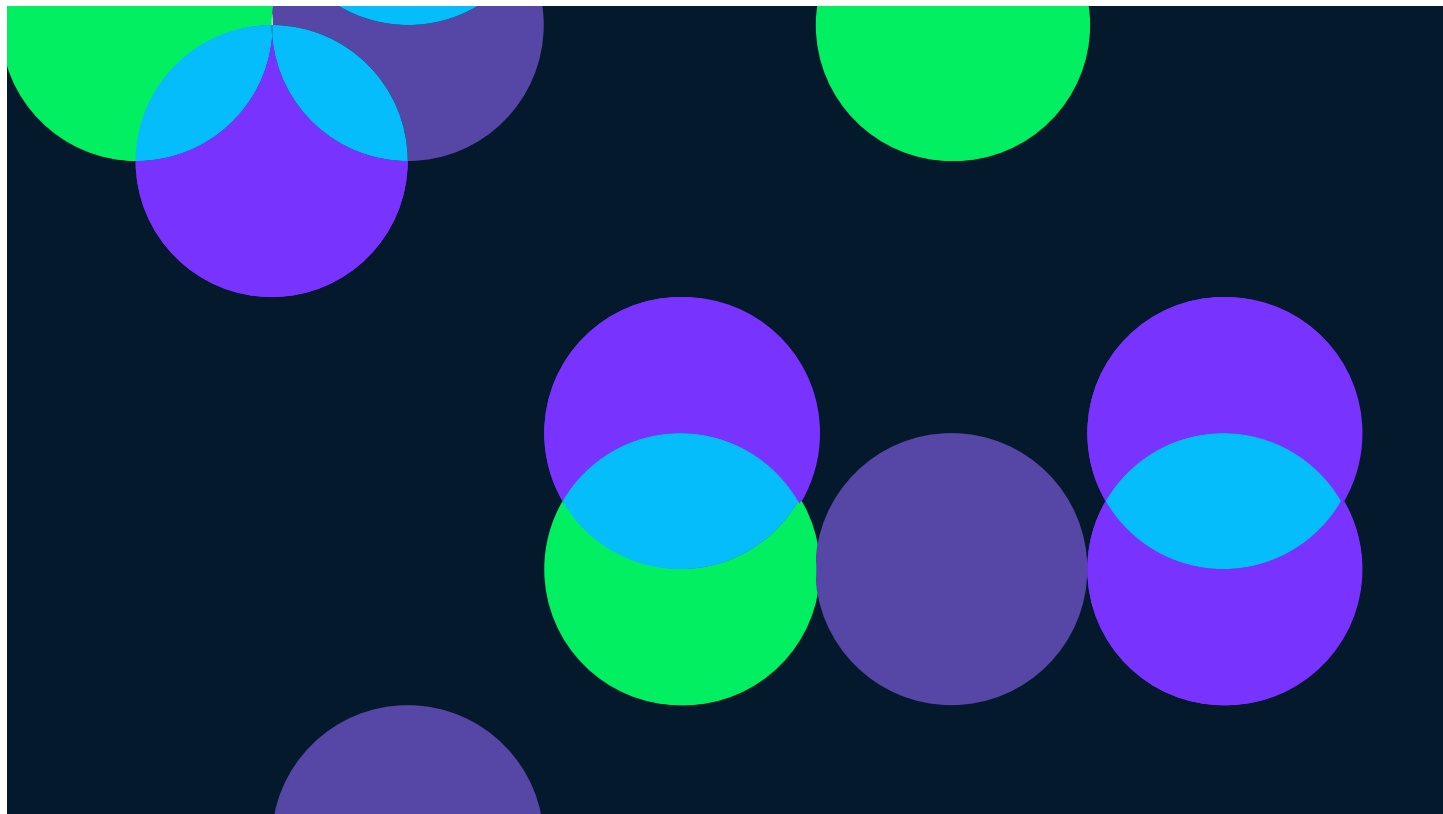
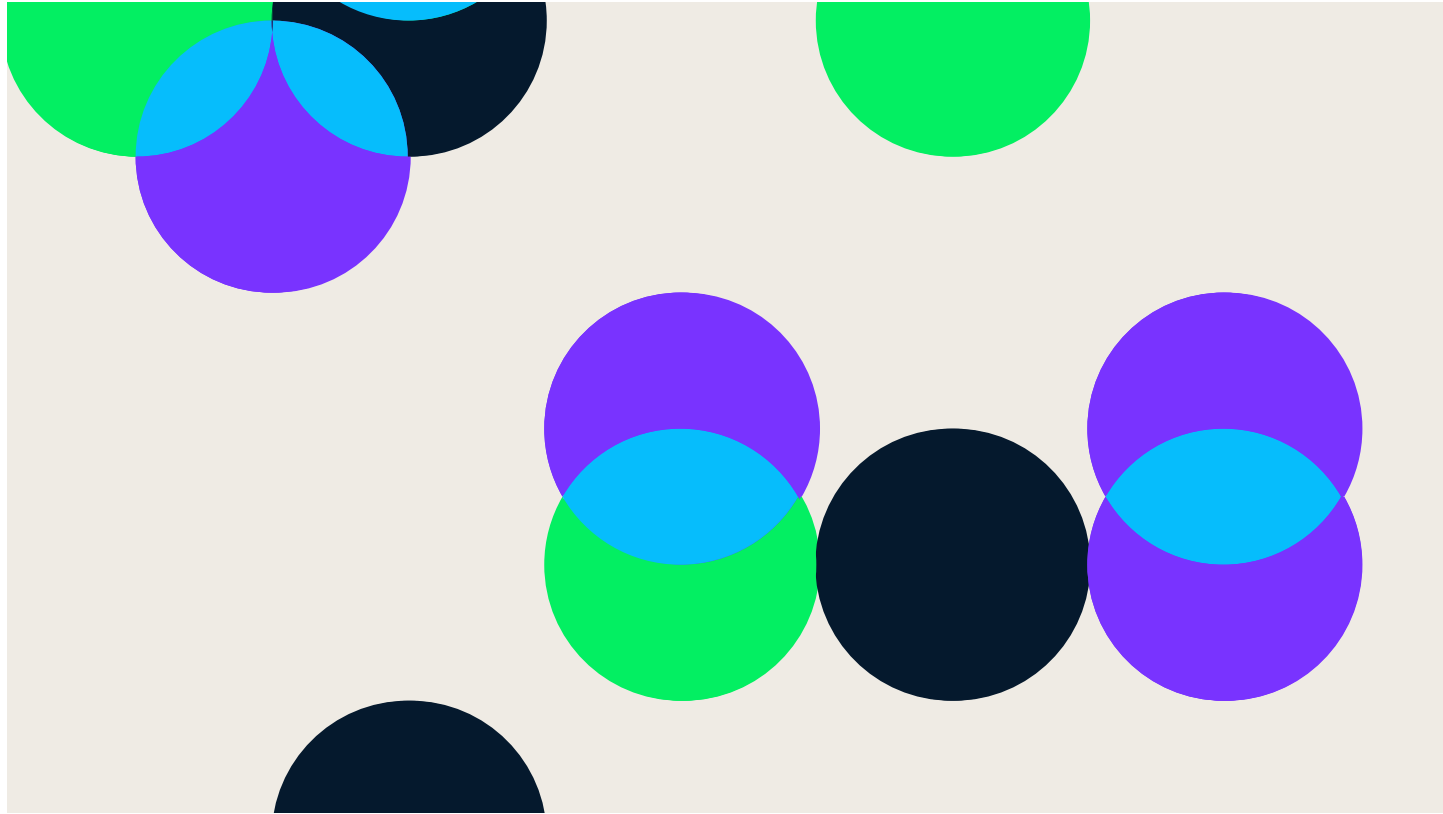
6.5
VISUAL SYSTEM



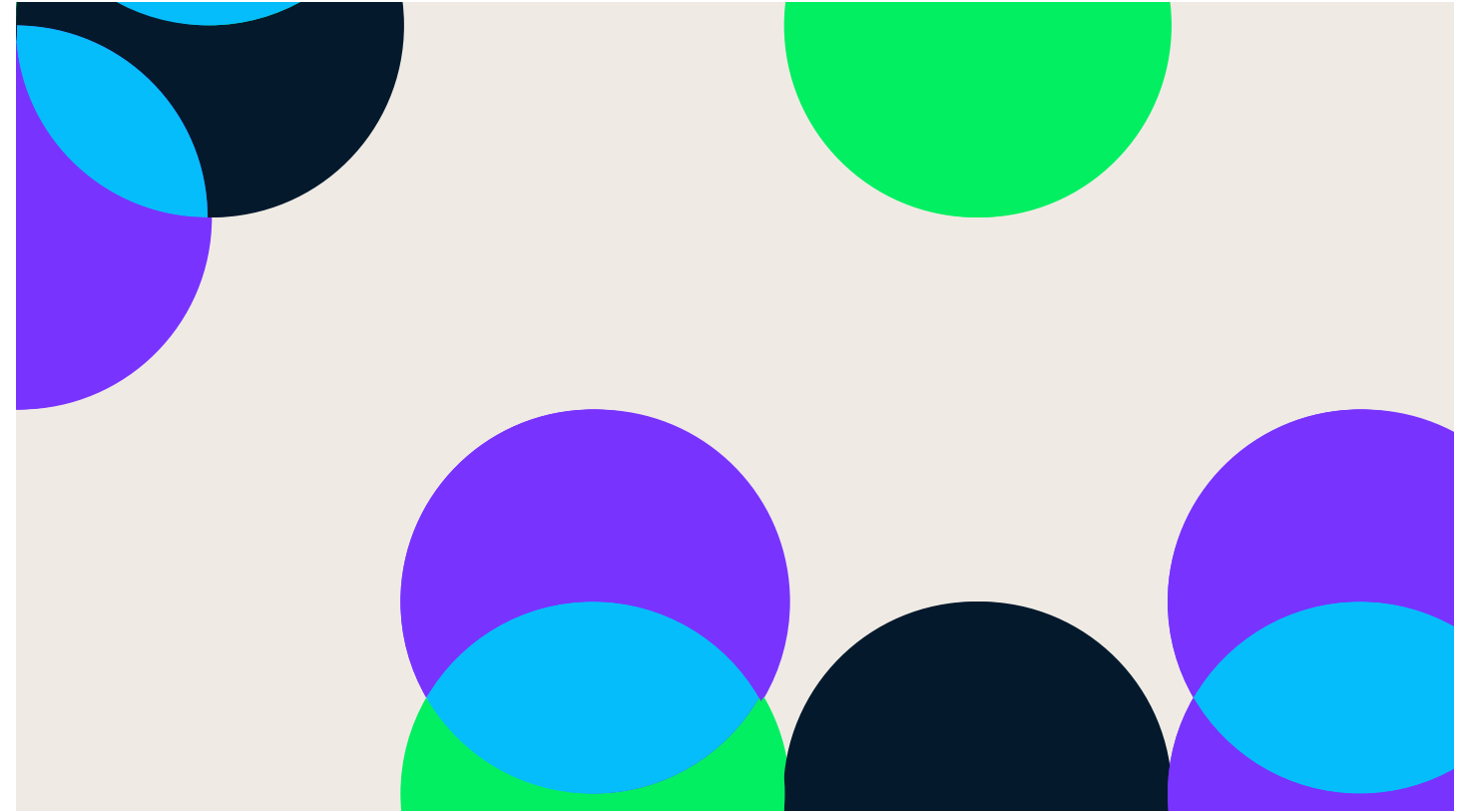
6.5
VISUAL SYSTEM



6.5
VISUAL SYSTEM



6.5
VISUAL SYSTEM



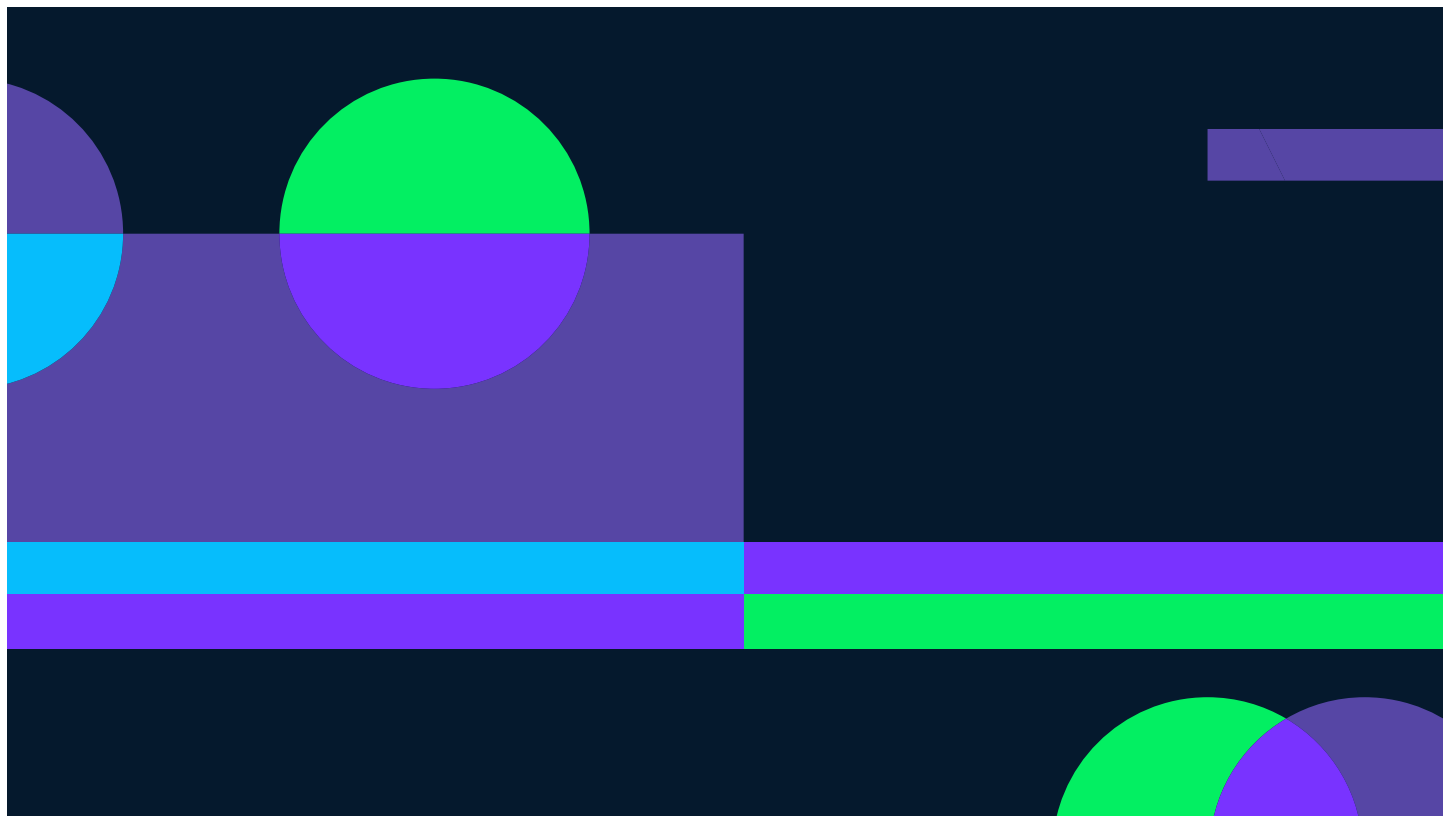
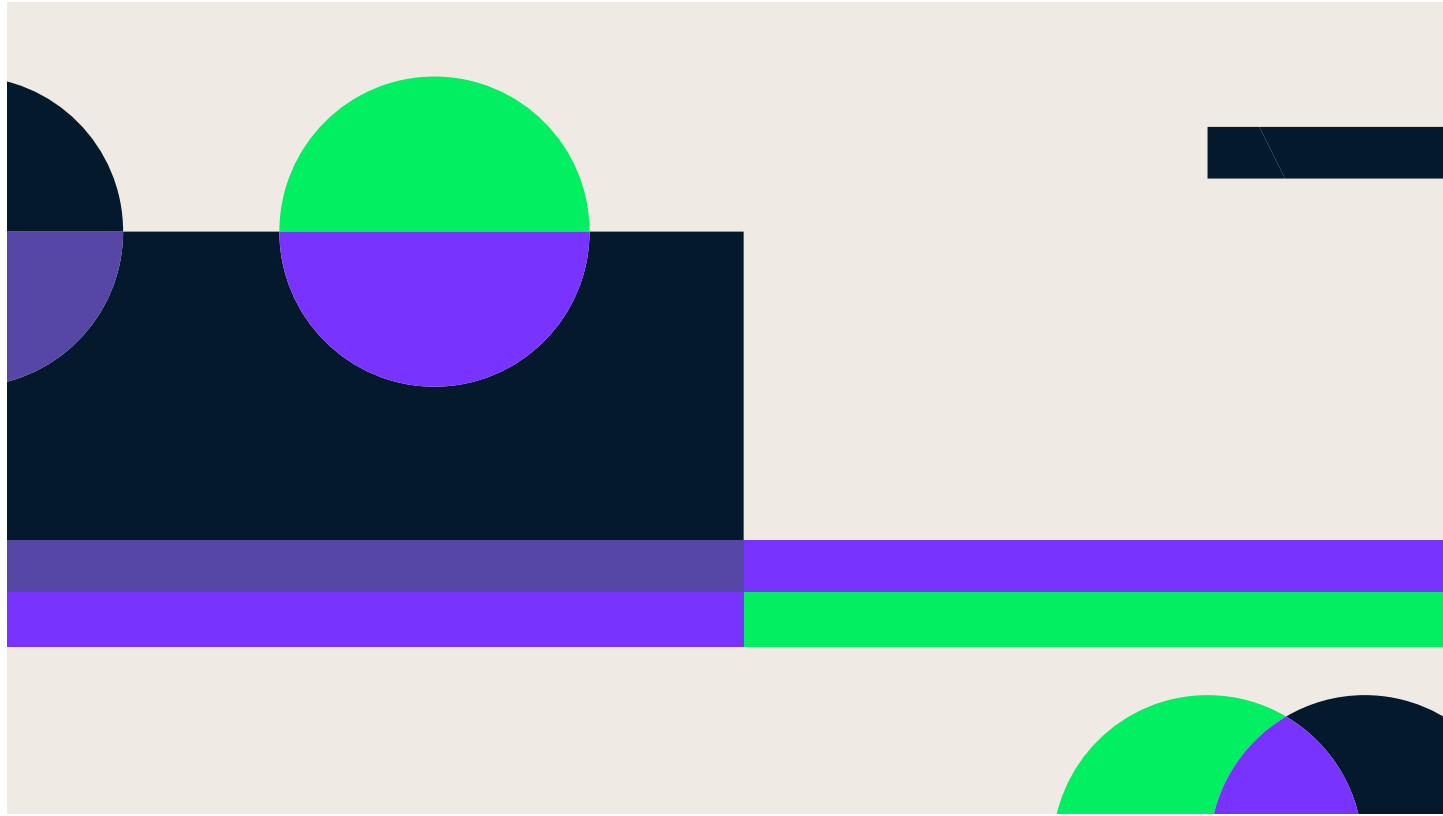
6.5
VISUAL SYSTEM



6.5
VISUAL SYSTEM



6.5
VISUAL SYSTEM



6.5
VISUAL SYSTEM



6.5
VISUAL SYSTEM



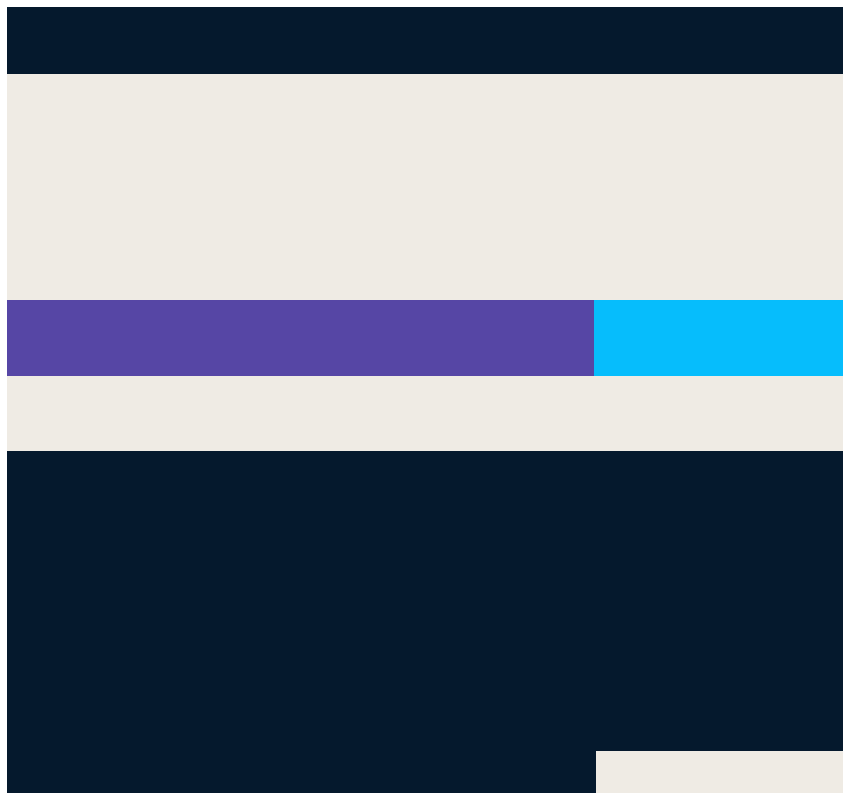
6.5
VISUAL SYSTEM



6.6
VISUAL SYSTEM COLOR SCHEME 1
DONTS



✗ Don't use colors from both color schemes.



✗ Don't use the beige as foreground color.

6.6
VISUAL SYSTEM COLOR SCHEME 1
DONTS



✗ Don't use only one foreground colors. A minimum of 3 color colors total should be seen in the visual system.



✗ Don't use any other background color than stated.

6.6
VISUAL SYSTEM COLOR SCHEME 1
DONTs

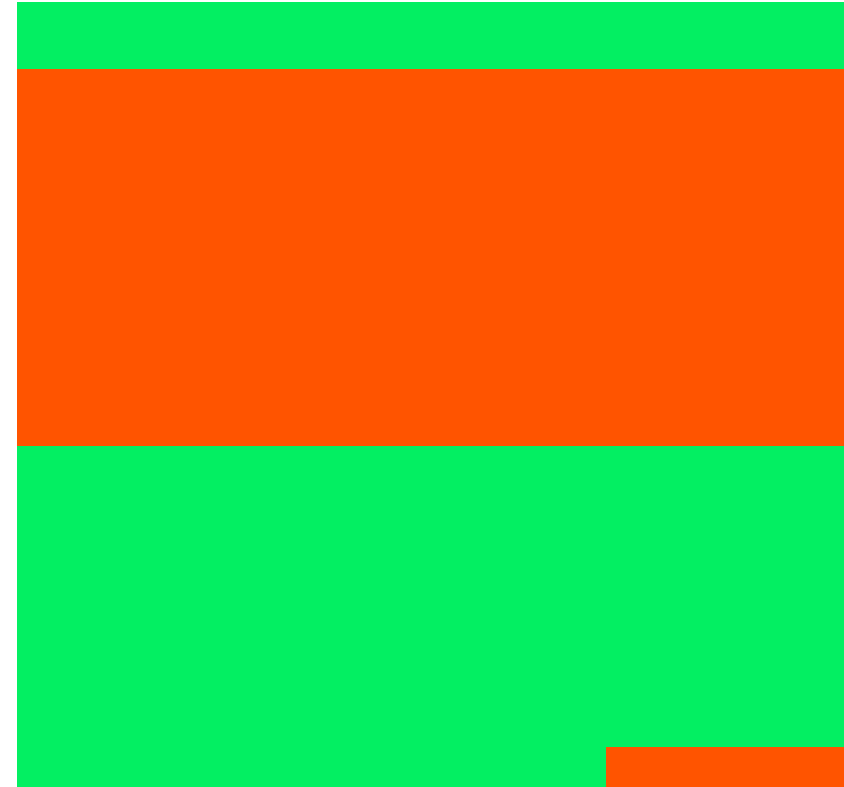


✗ Don't use colors from both color schemes.



✗ Don't use the beige as foreground color.

6.6
VISUAL SYSTEM COLOR SCHEME 1
DONTs



✗ Don't use only one foreground colors. A minimum of 3 color colors total should be seen in the visual system.

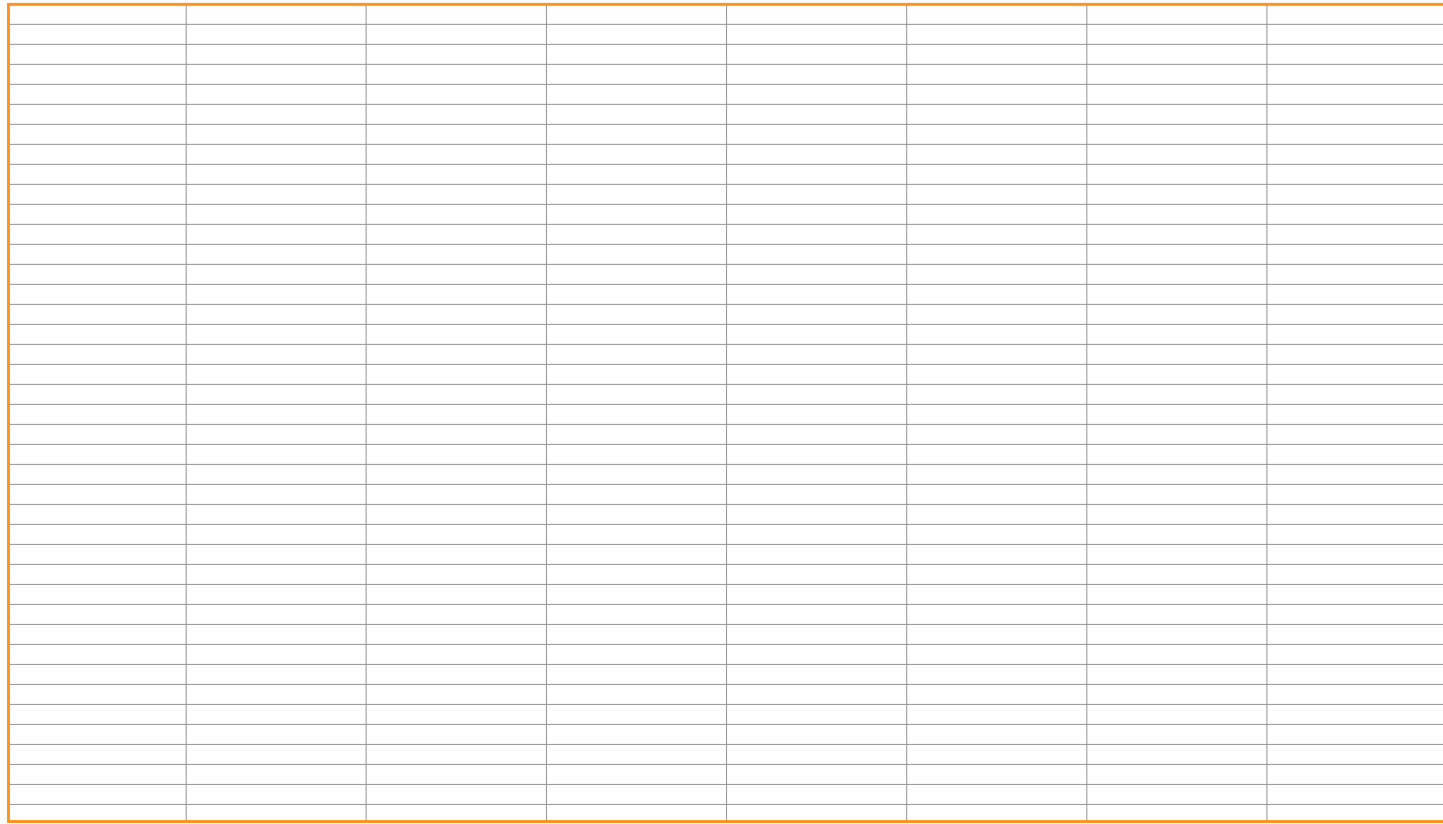


✗ Don't use any other background color than stated.

6.7

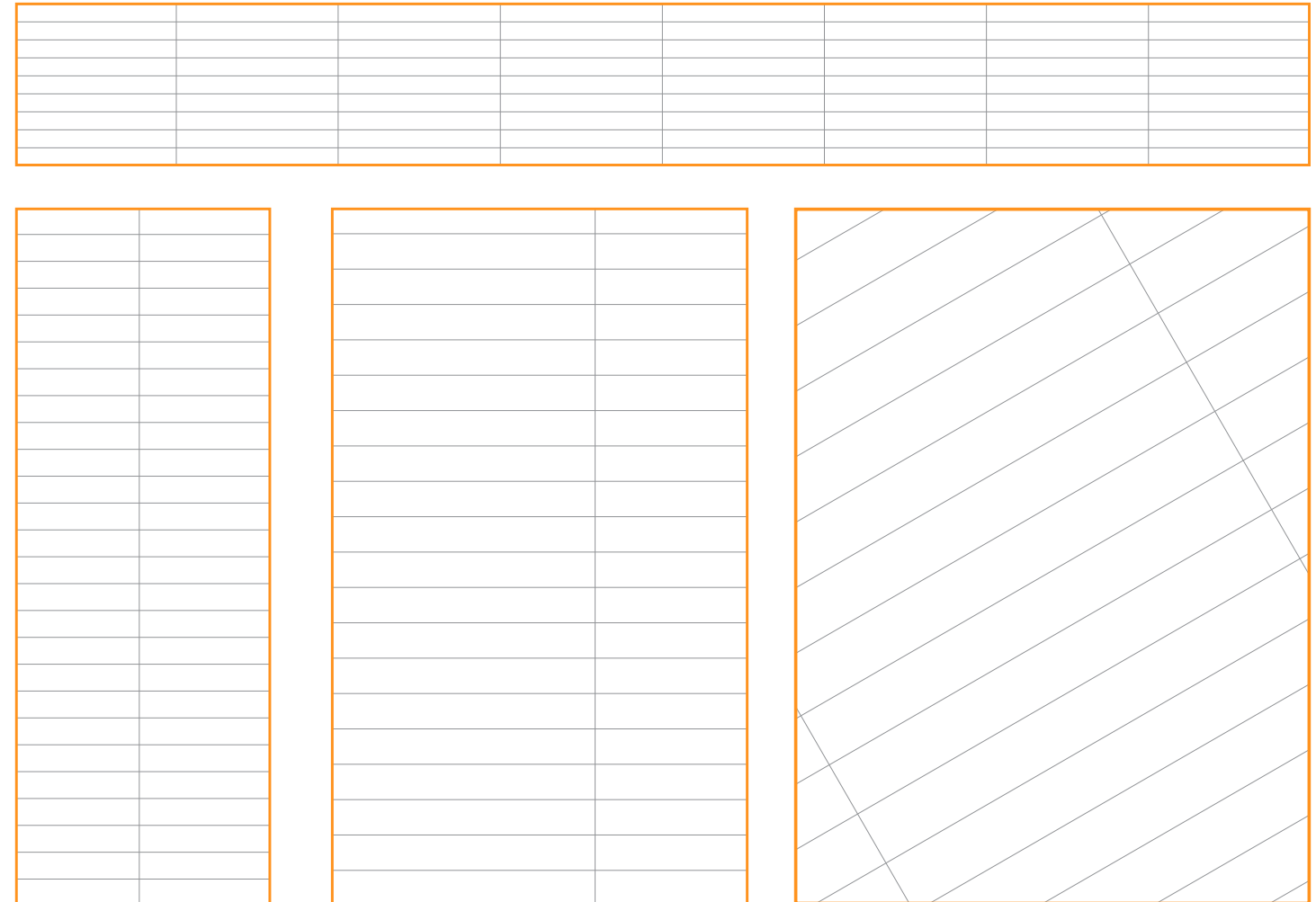
Visual System Usage Background

6.7
VISUAL SYSTEM
BACKGROUNDS

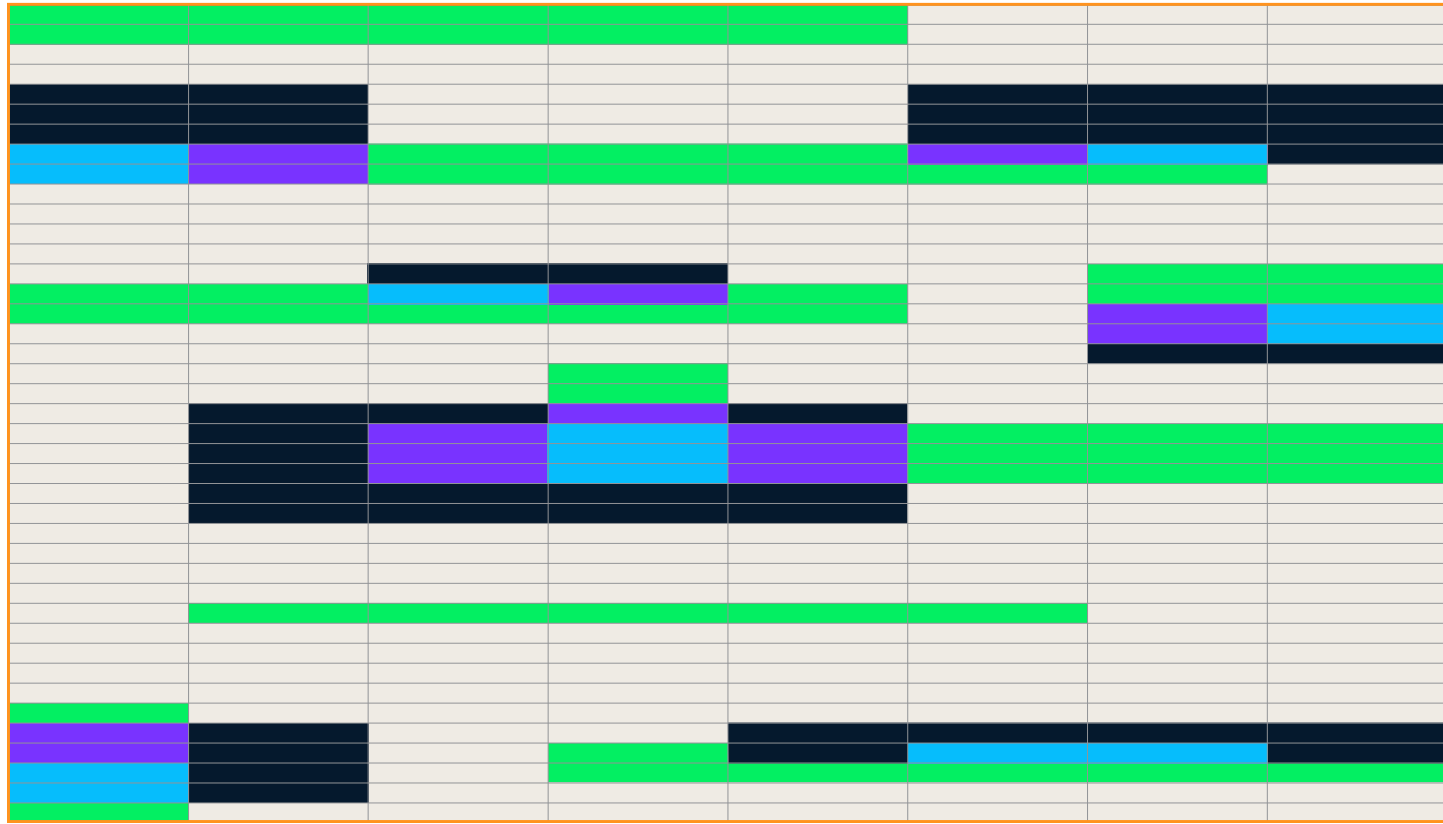


6.7
VISUAL SYSTEM
BACKGROUNDS

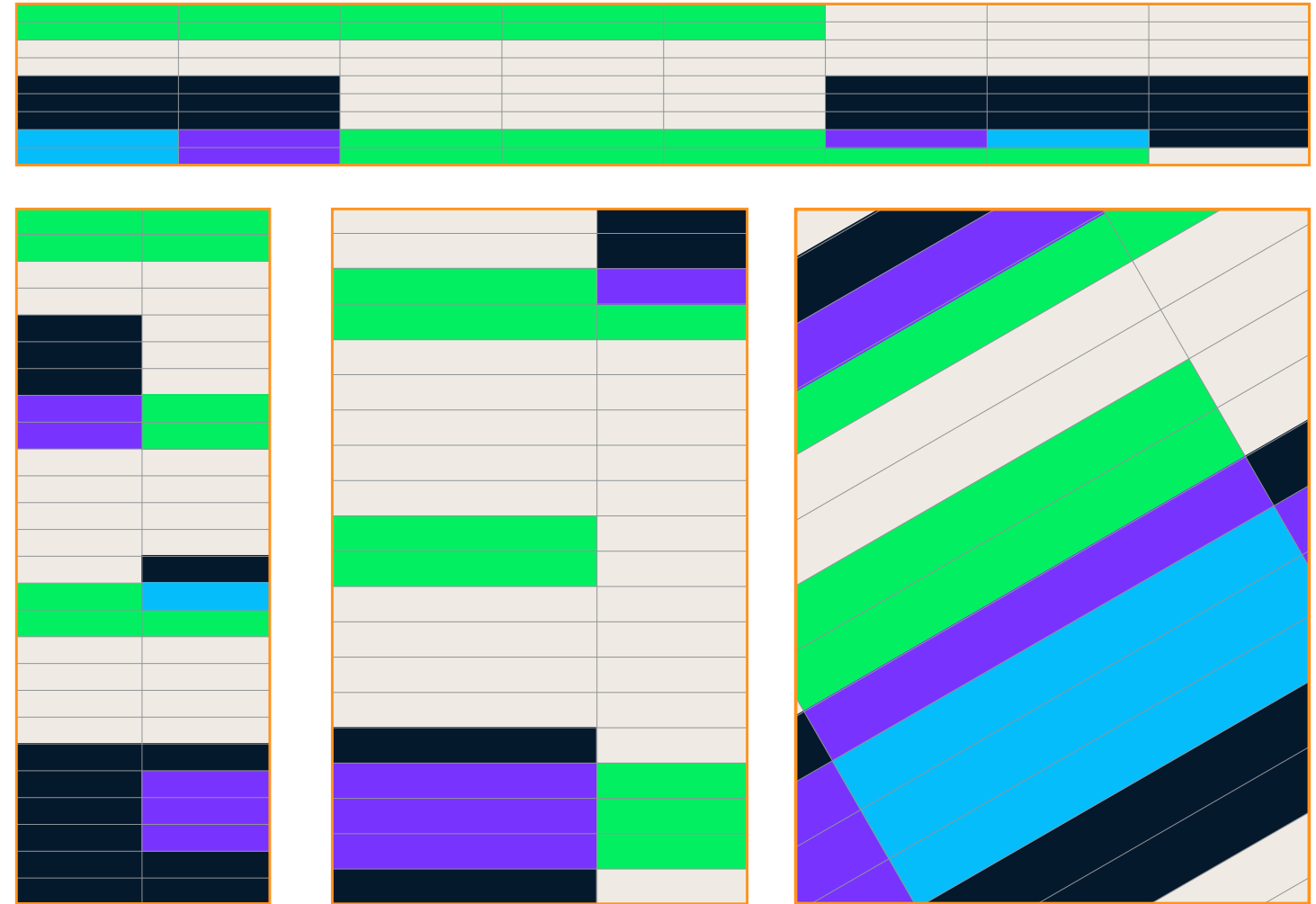
The grid can be cropped or adjusted to fit every size.



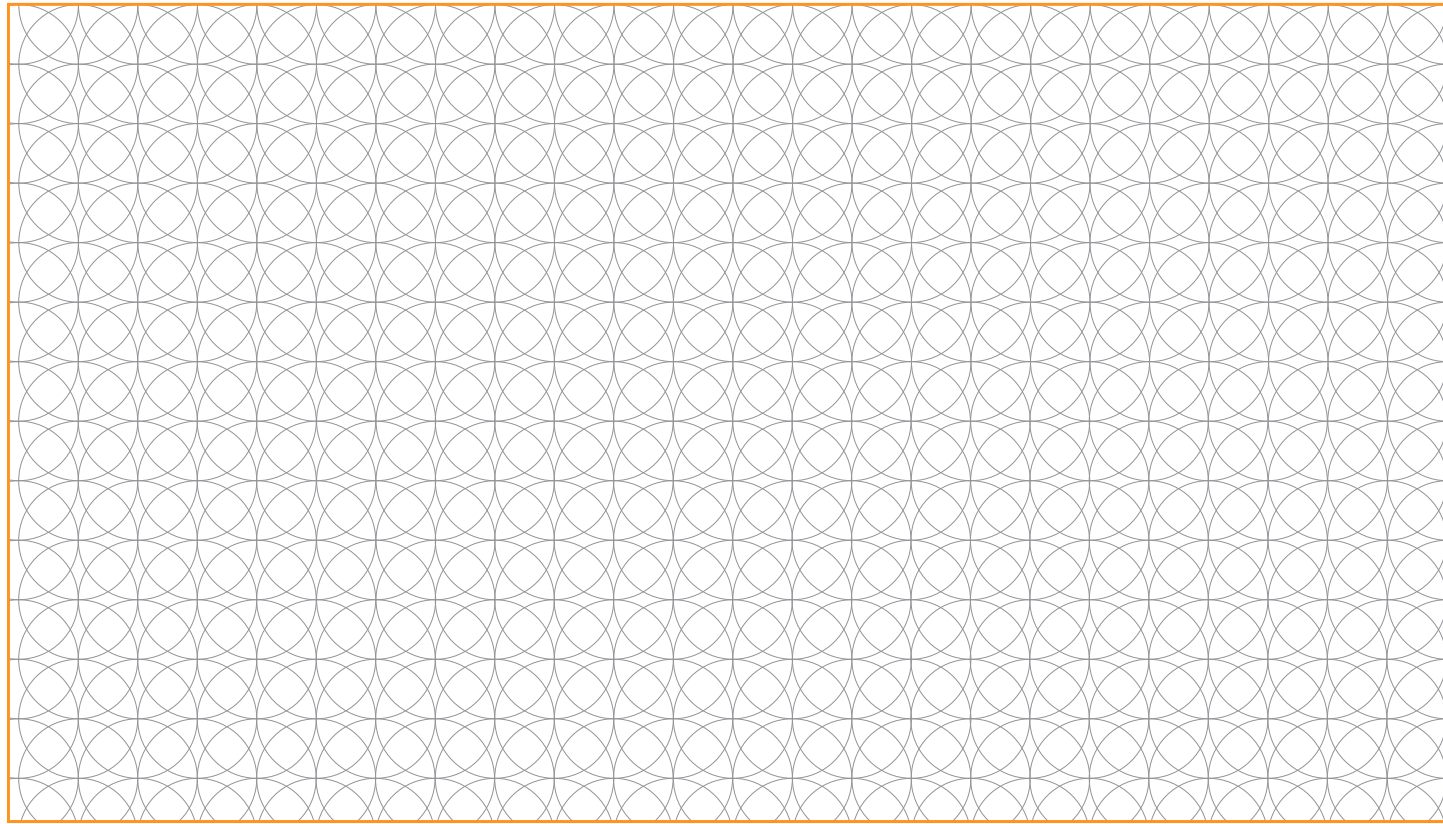
6.7
VISUAL SYSTEM
BACKGROUNDS



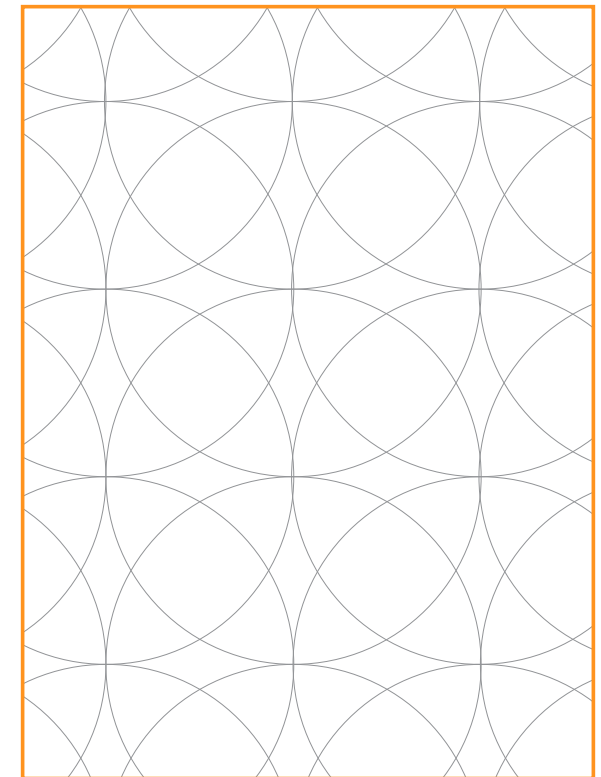
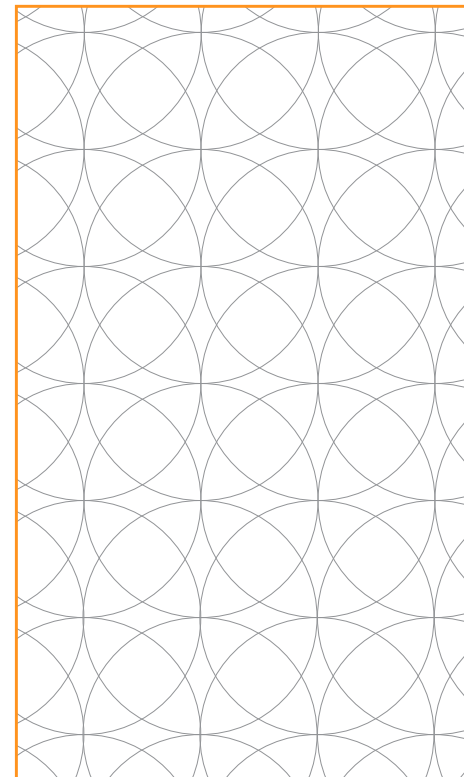
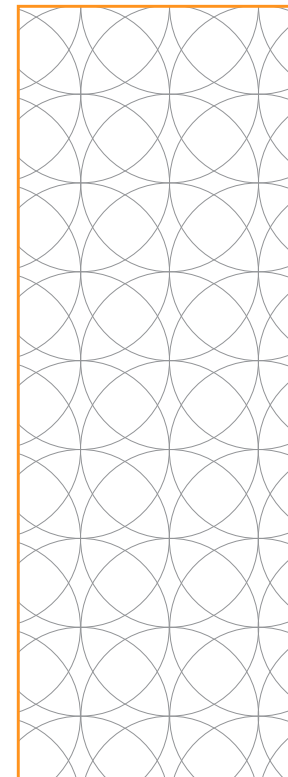
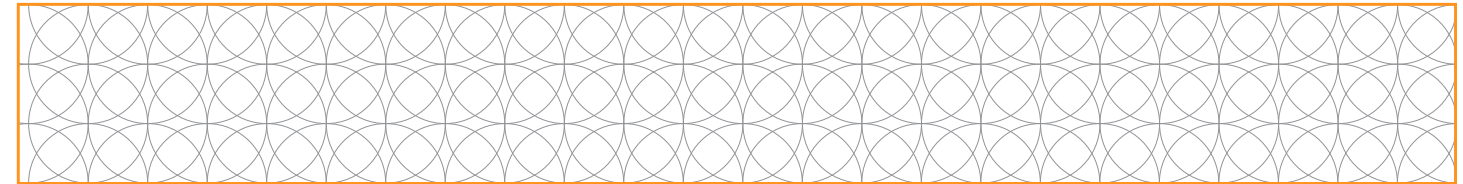
6.7
VISUAL SYSTEM
BACKGROUNDS



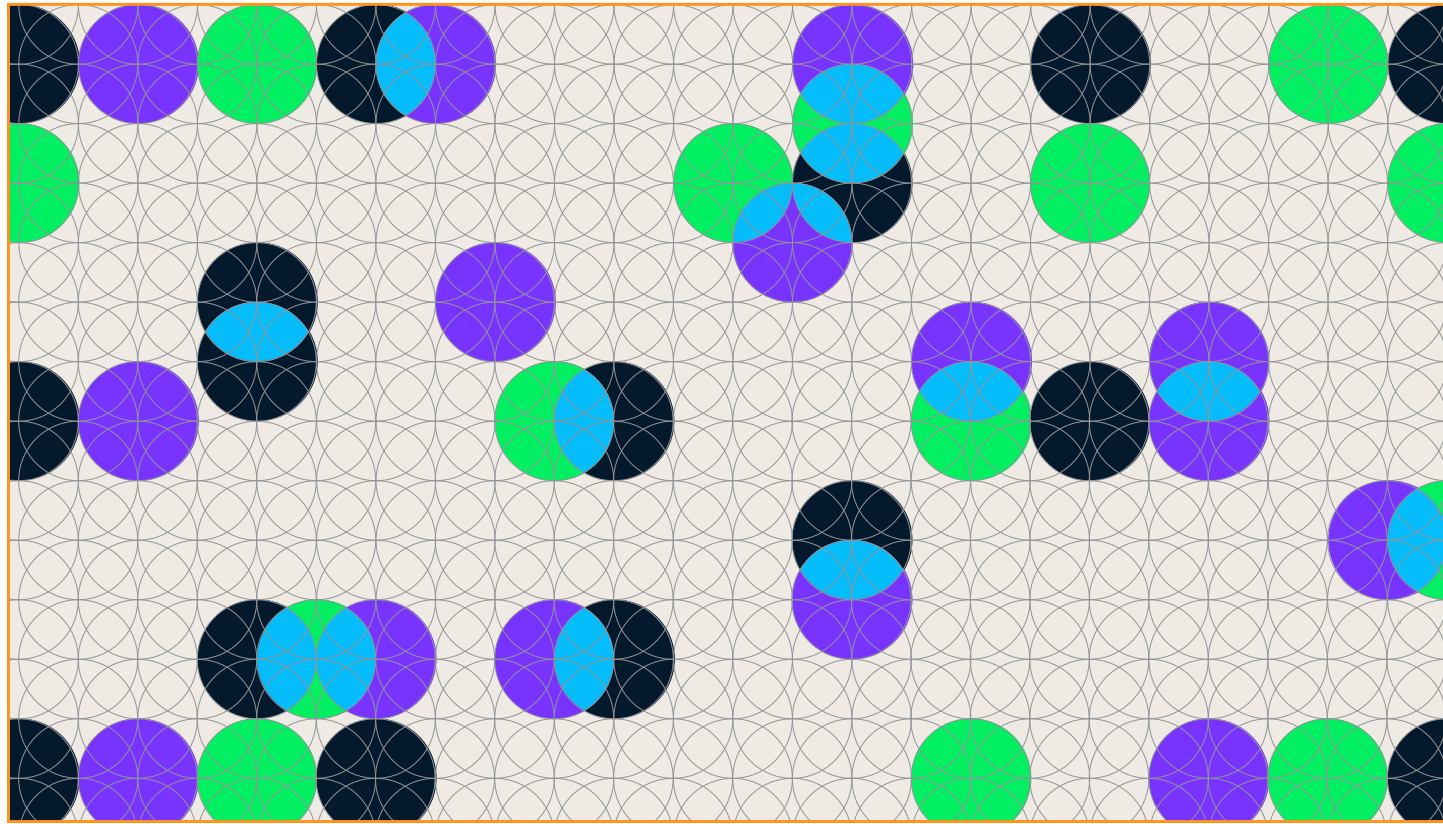
6.7
VISUAL SYSTEM
BACKGROUNDS



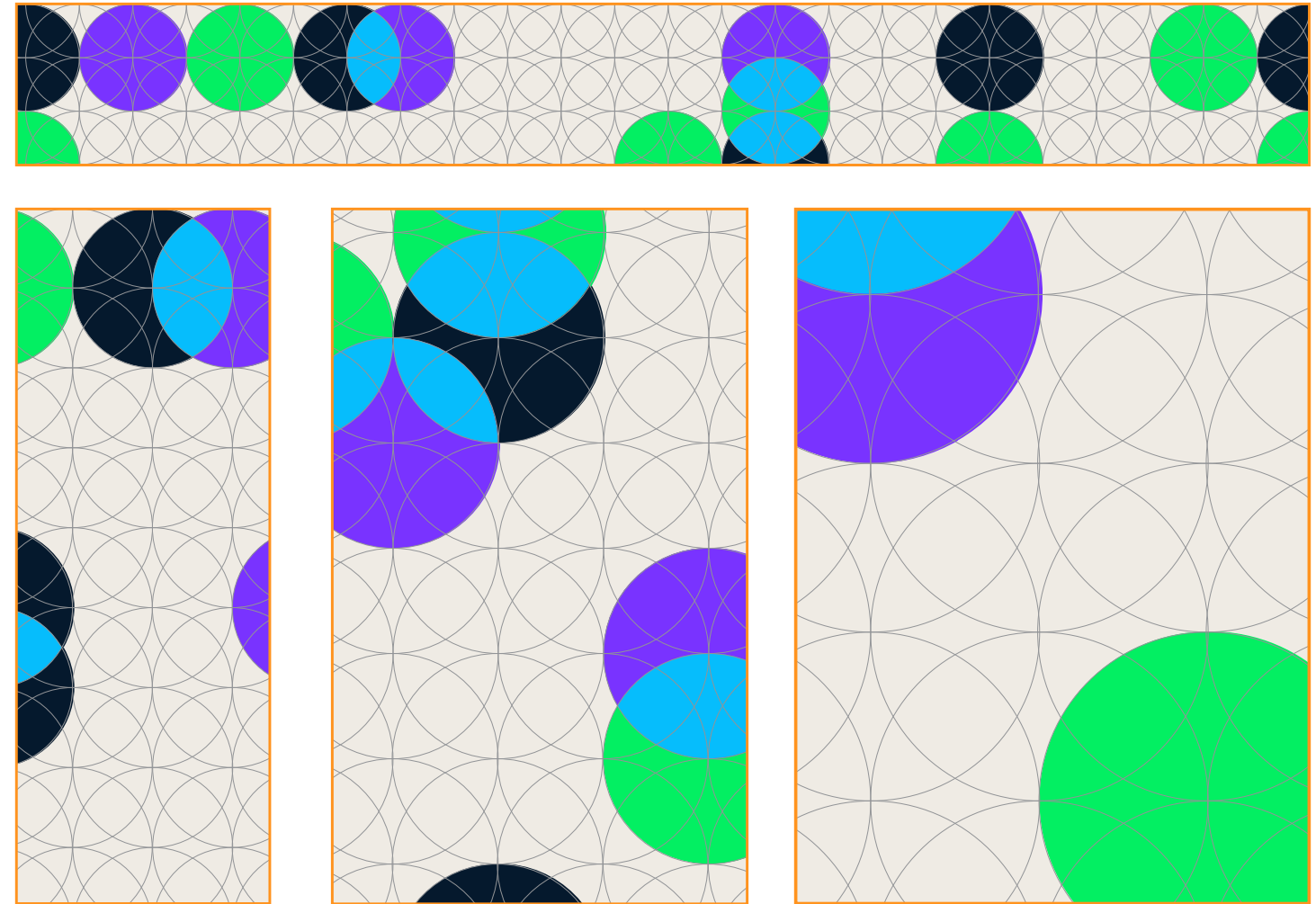
6.7
VISUAL SYSTEM
BACKGROUNDS



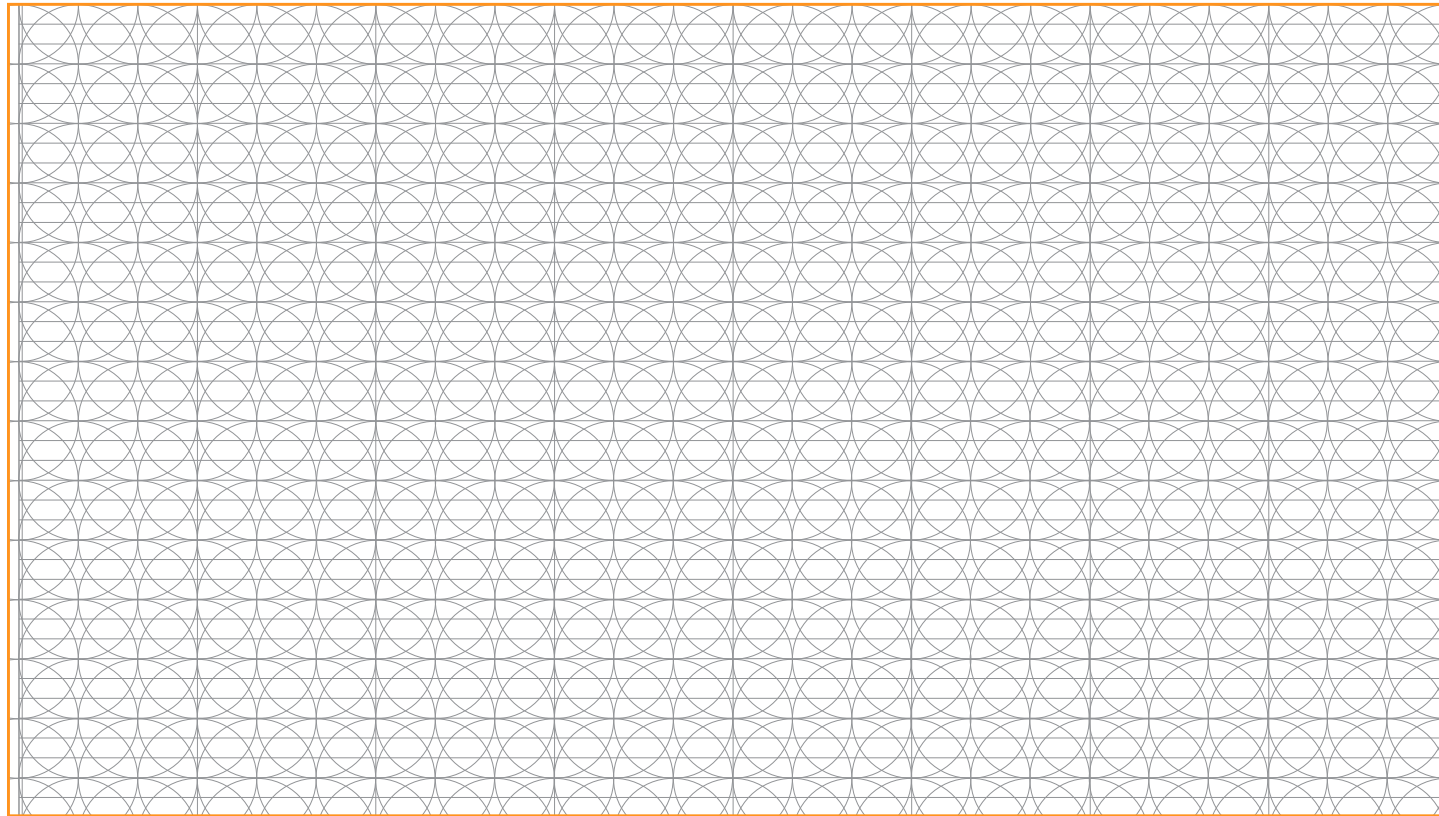
6.7
VISUAL SYSTEM
BACKGROUNDS



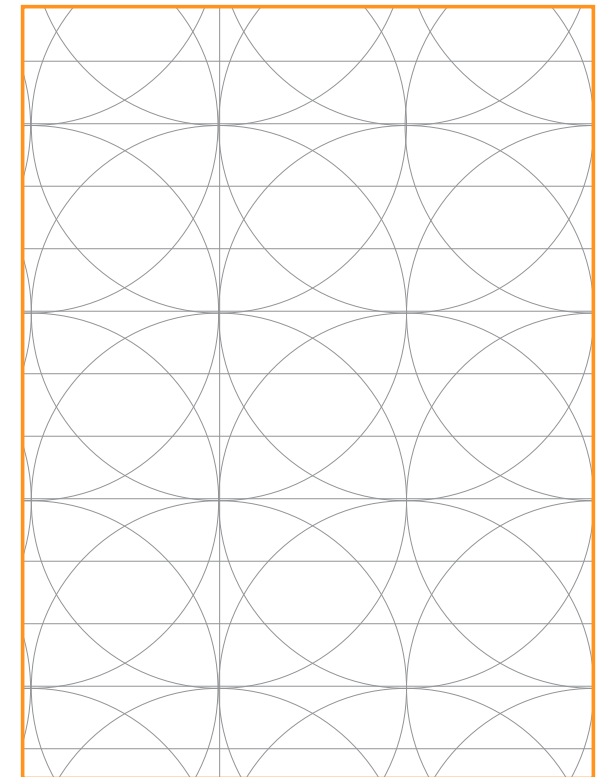
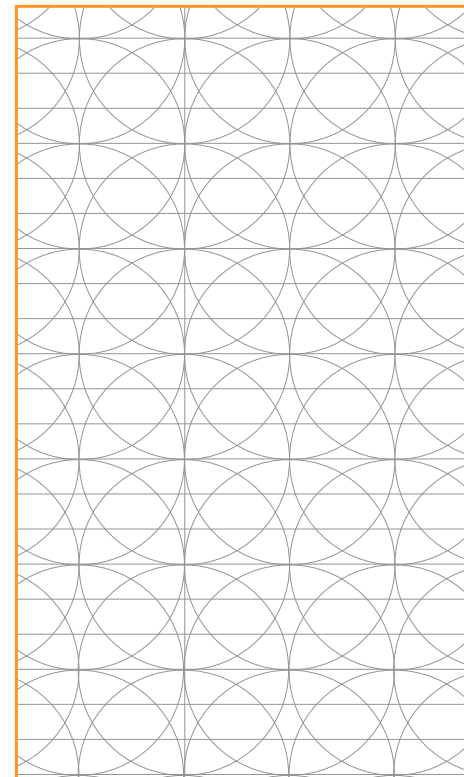
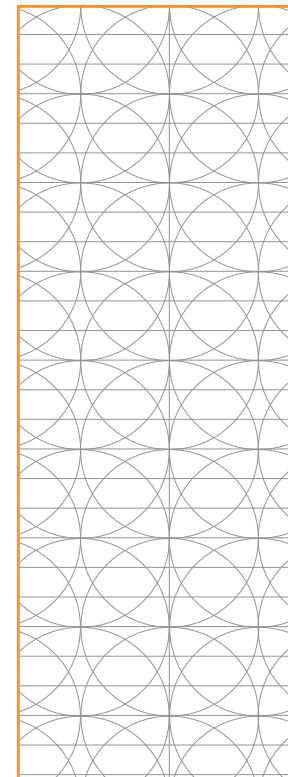
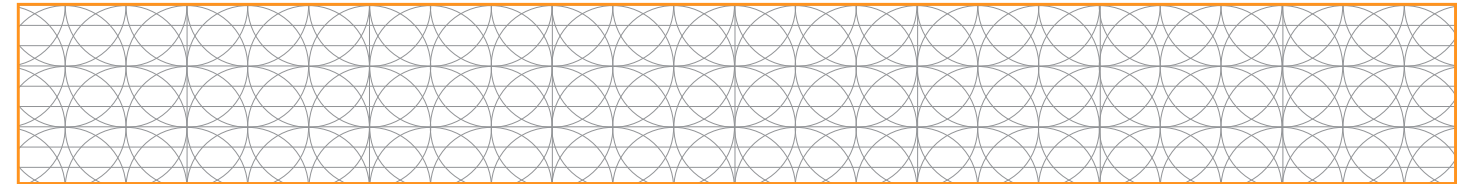
6.7
VISUAL SYSTEM
BACKGROUNDS



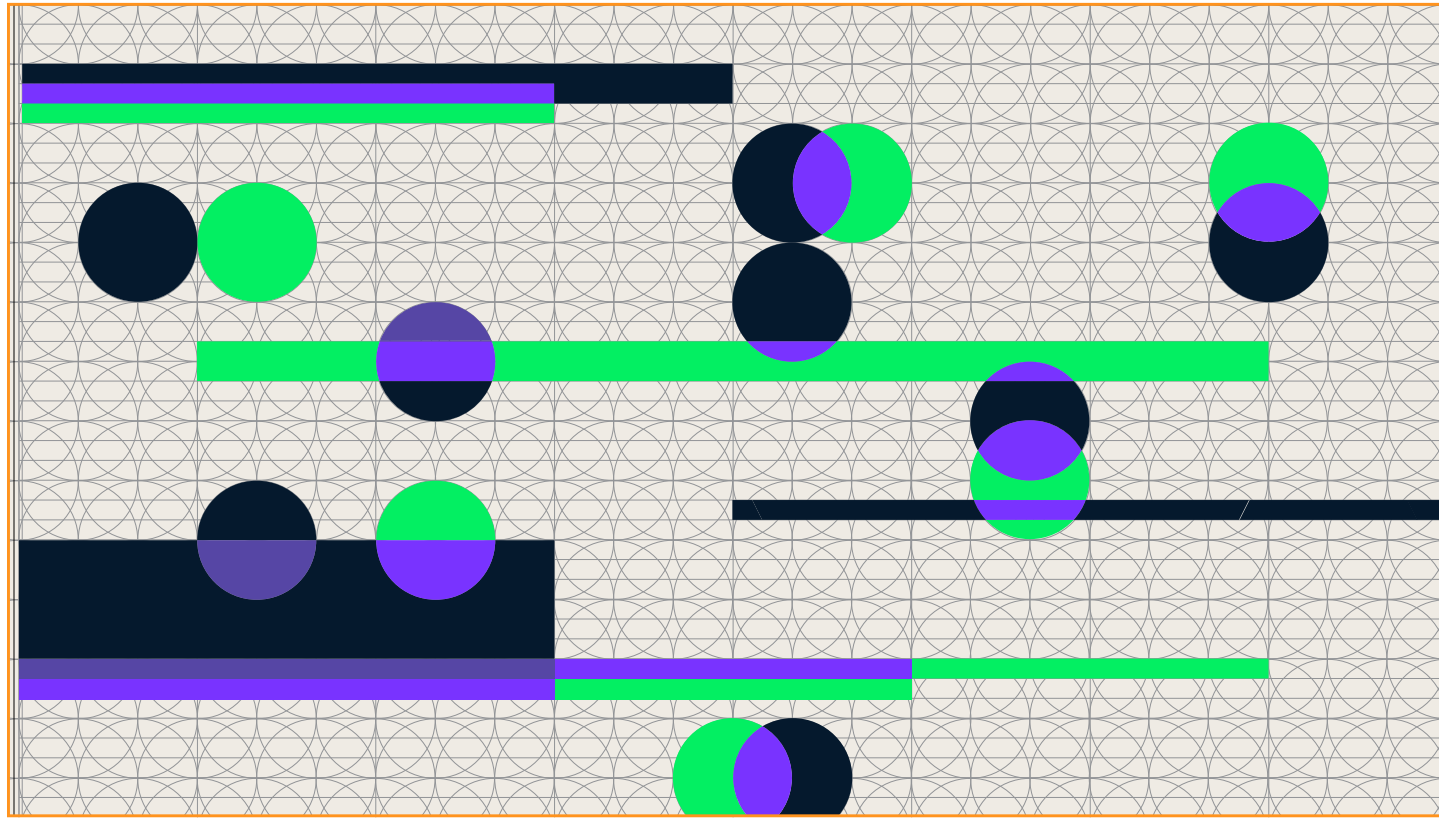
6.7
VISUAL SYSTEM
BACKGROUNDS



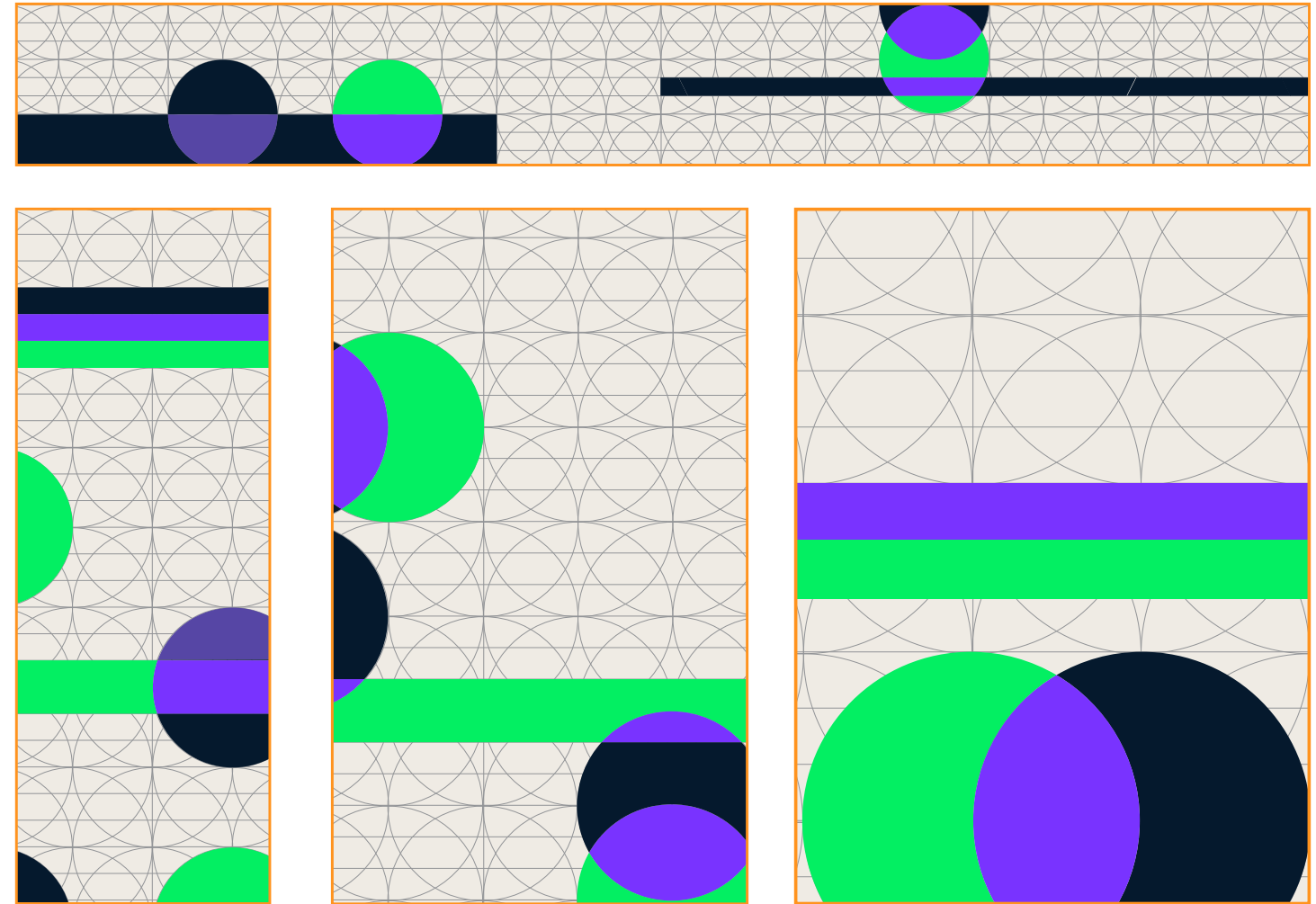
6.7
VISUAL SYSTEM
BACKGROUNDS



6.7
VISUAL SYSTEM
BACKGROUNDS

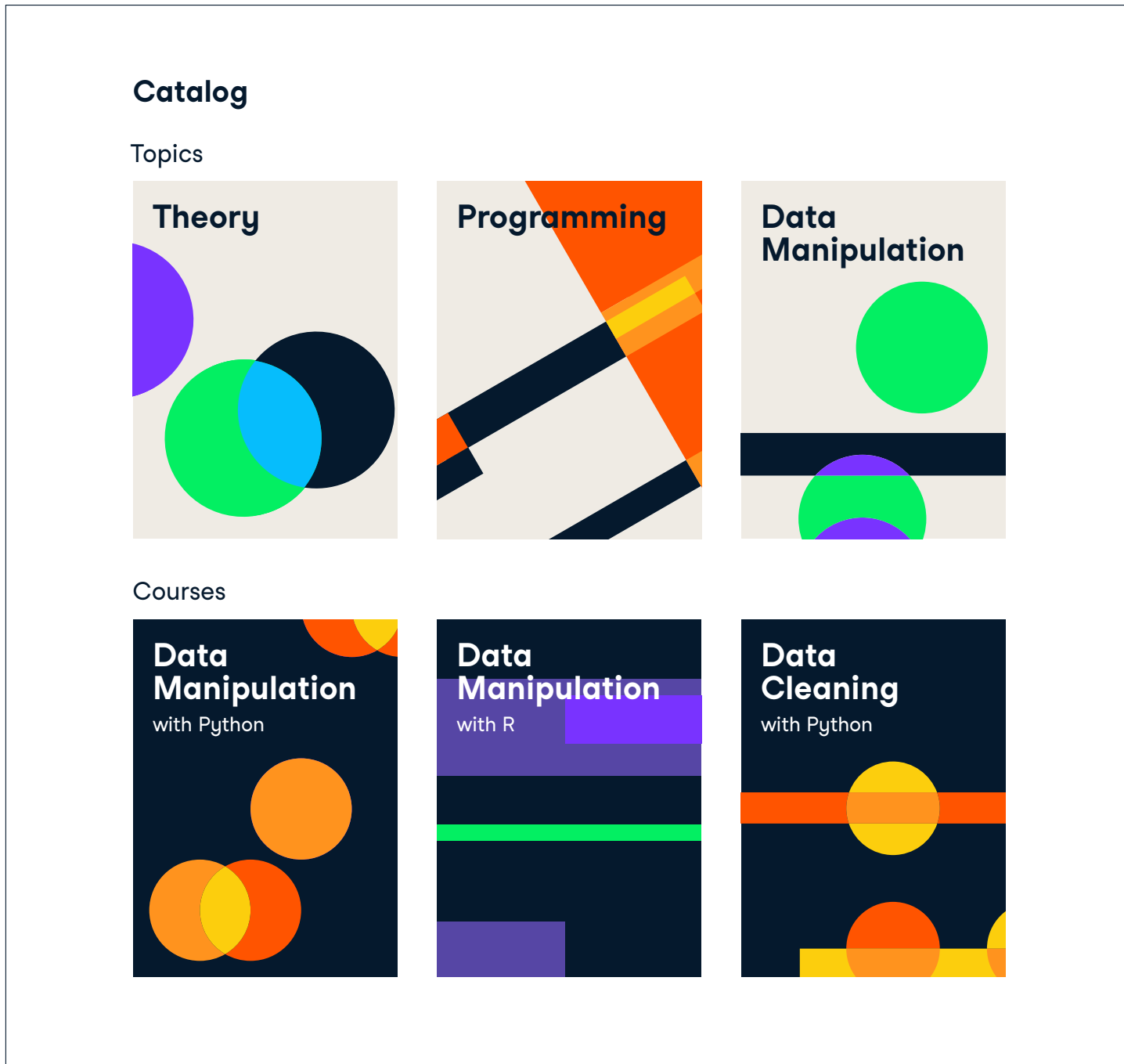


6.7
VISUAL SYSTEM
BACKGROUNDS



6.7
VISUAL SYSTEM
BACKGROUNDS

Example

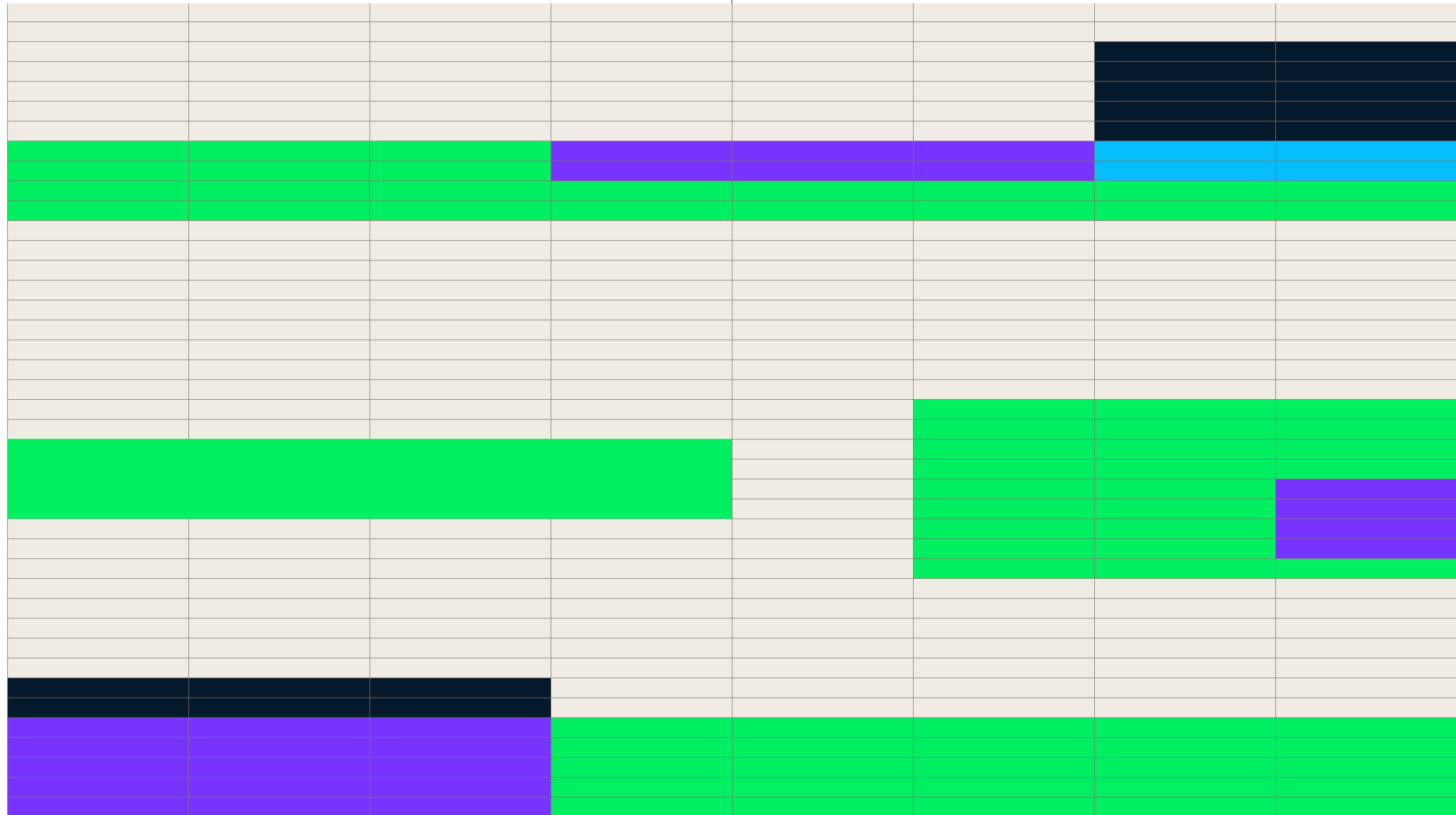


6.7
VISUAL SYSTEM
BACKGROUNDS



6.7
VISUAL SYSTEM
BACKGROUNDS

Additional: The grid used for the rectangle
visual system can also stay in the final design.



6.7
VISUAL SYSTEM
BACKGROUNDS

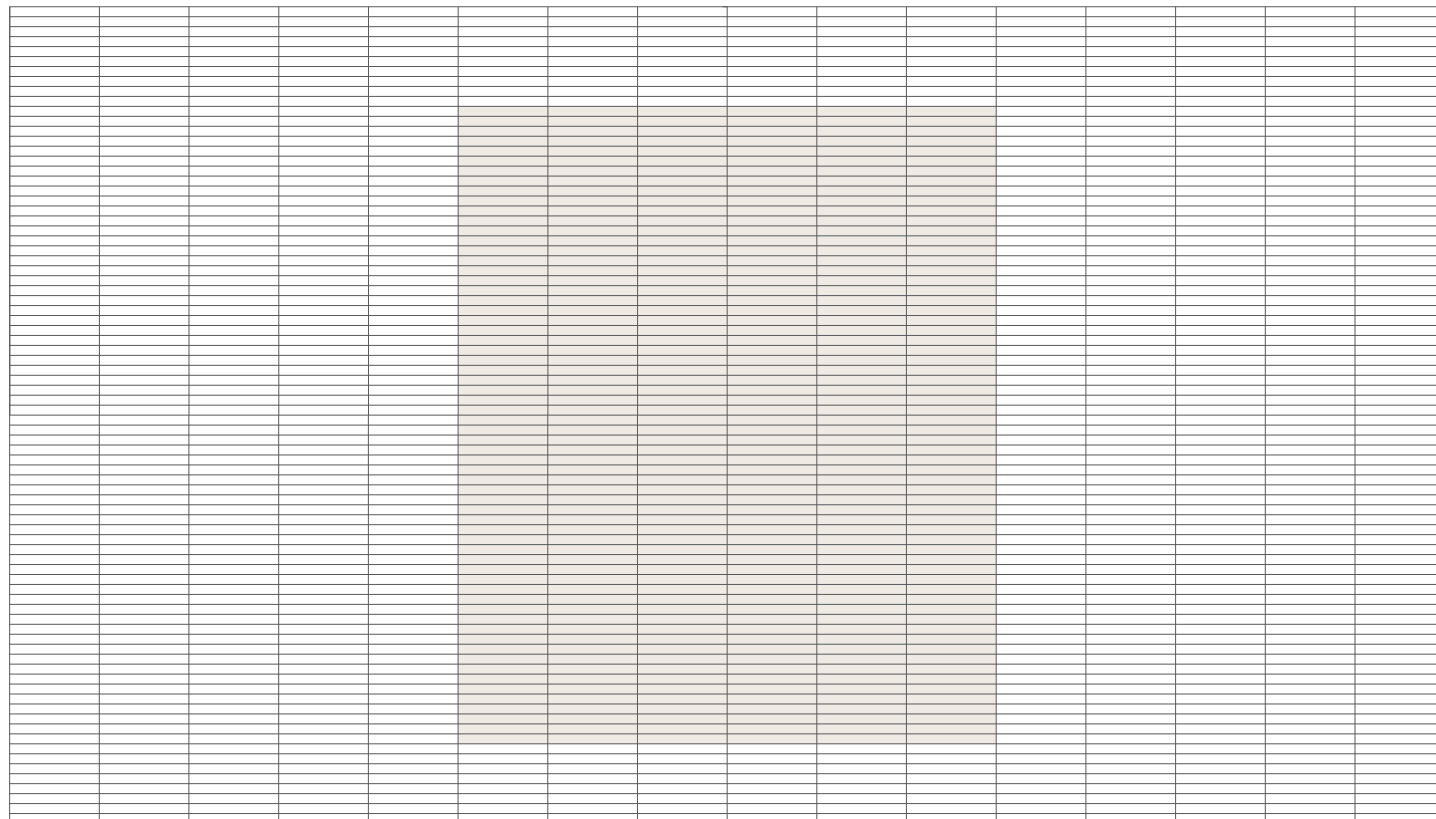
6.8

Visual System Usage Merge

6.8
VISUAL SYSTEM
MERGE

Step 1
Determine grid
and layout

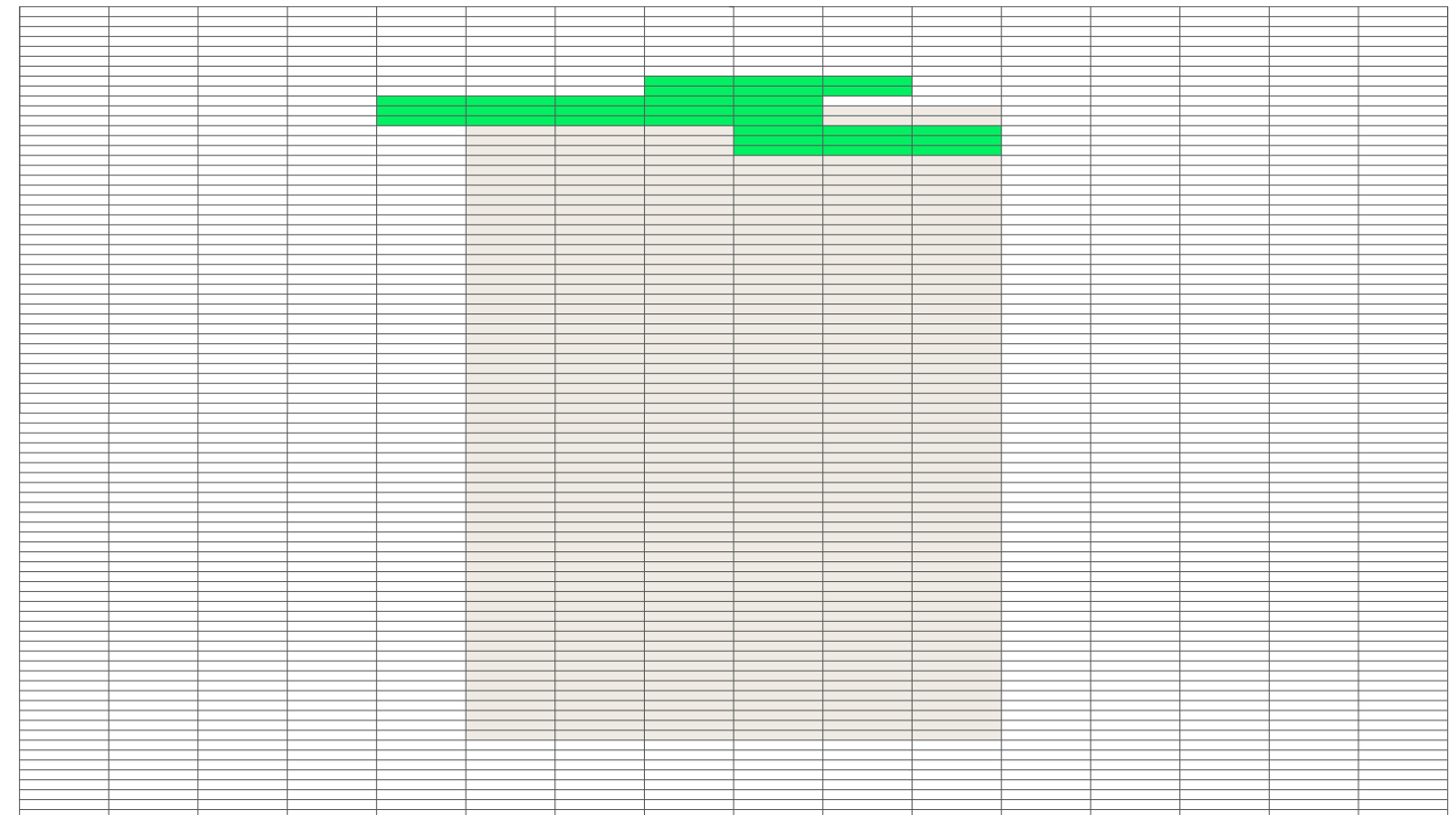
Determine where you are going to apply the pattern on.



6.8
VISUAL SYSTEM
MERGE

Step 2
Design first layer

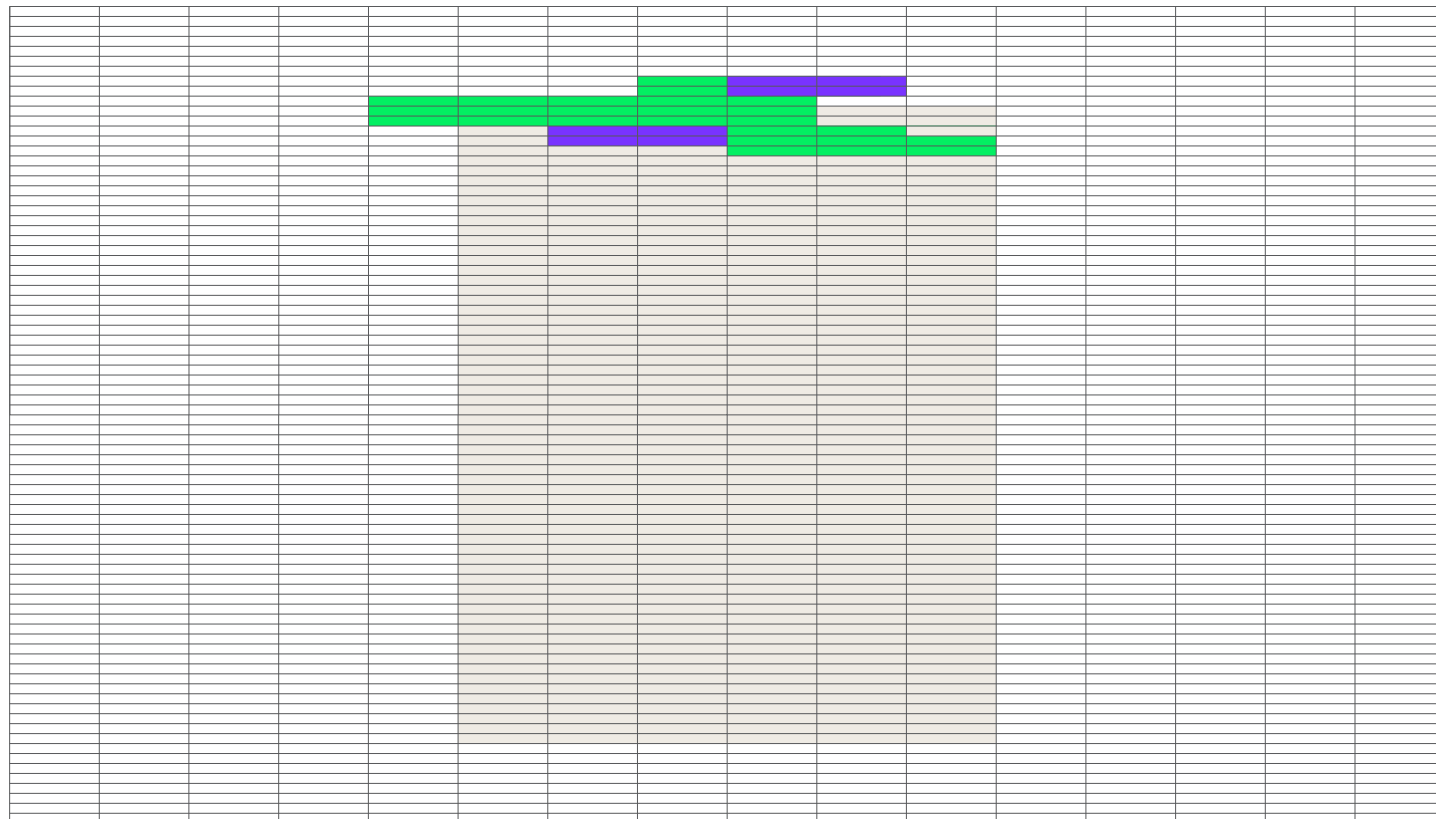
Pick any color (other than the neutrals) from the chosen color palette. Use this color, together with rectangular shapes to fill in the grid. The designer should focus on balancing the composition in weight.



6.8
VISUAL SYSTEM
MERGE

Step 3
Add second layer

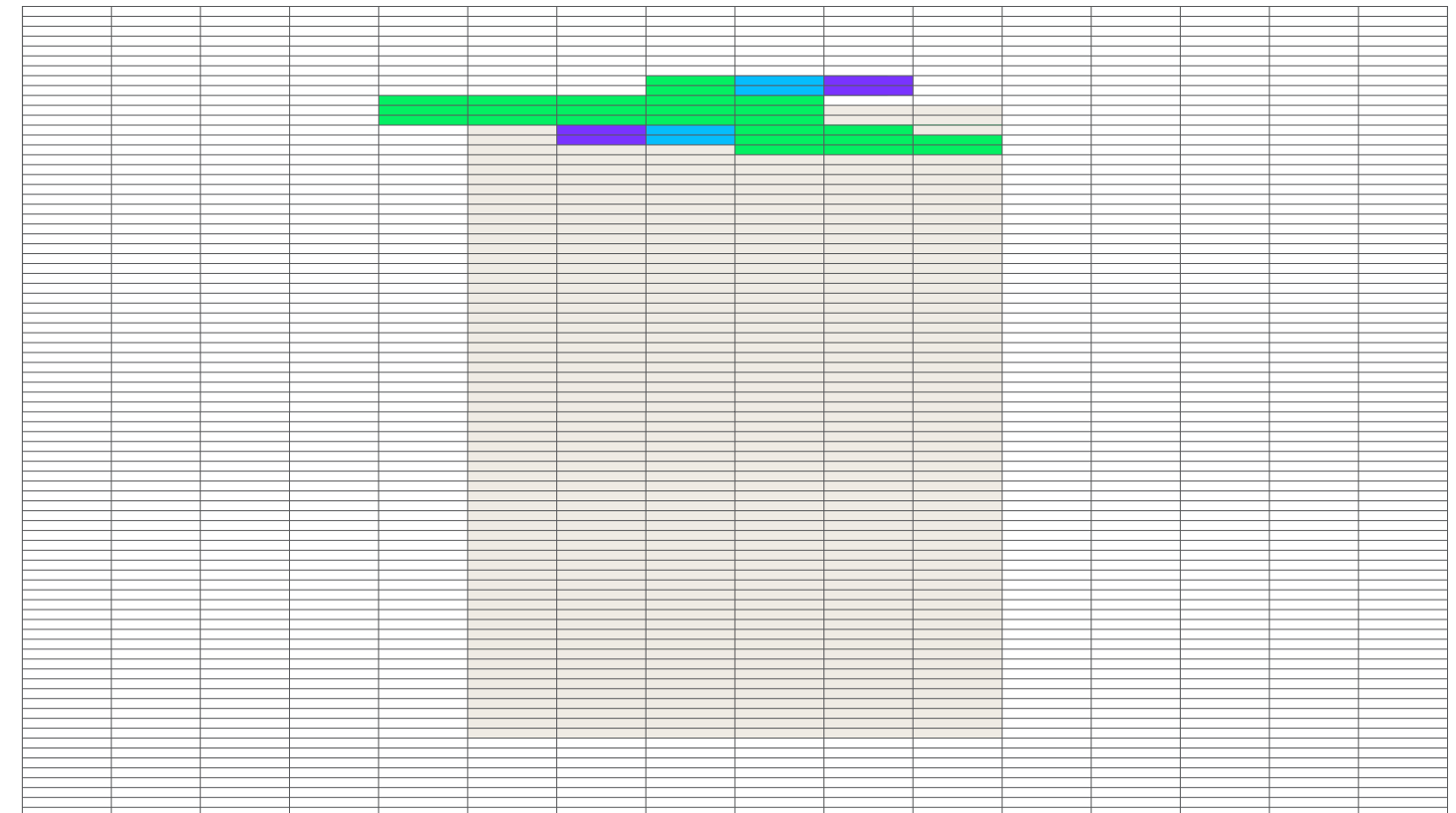
Pick a second color from the chosen color palette. Implement the second layer of shapes while making sure to overlap at least half of second layer shapes with first layer shapes.



6.8
VISUAL SYSTEM
MERGE

Optinal: Step 4
Add overlap

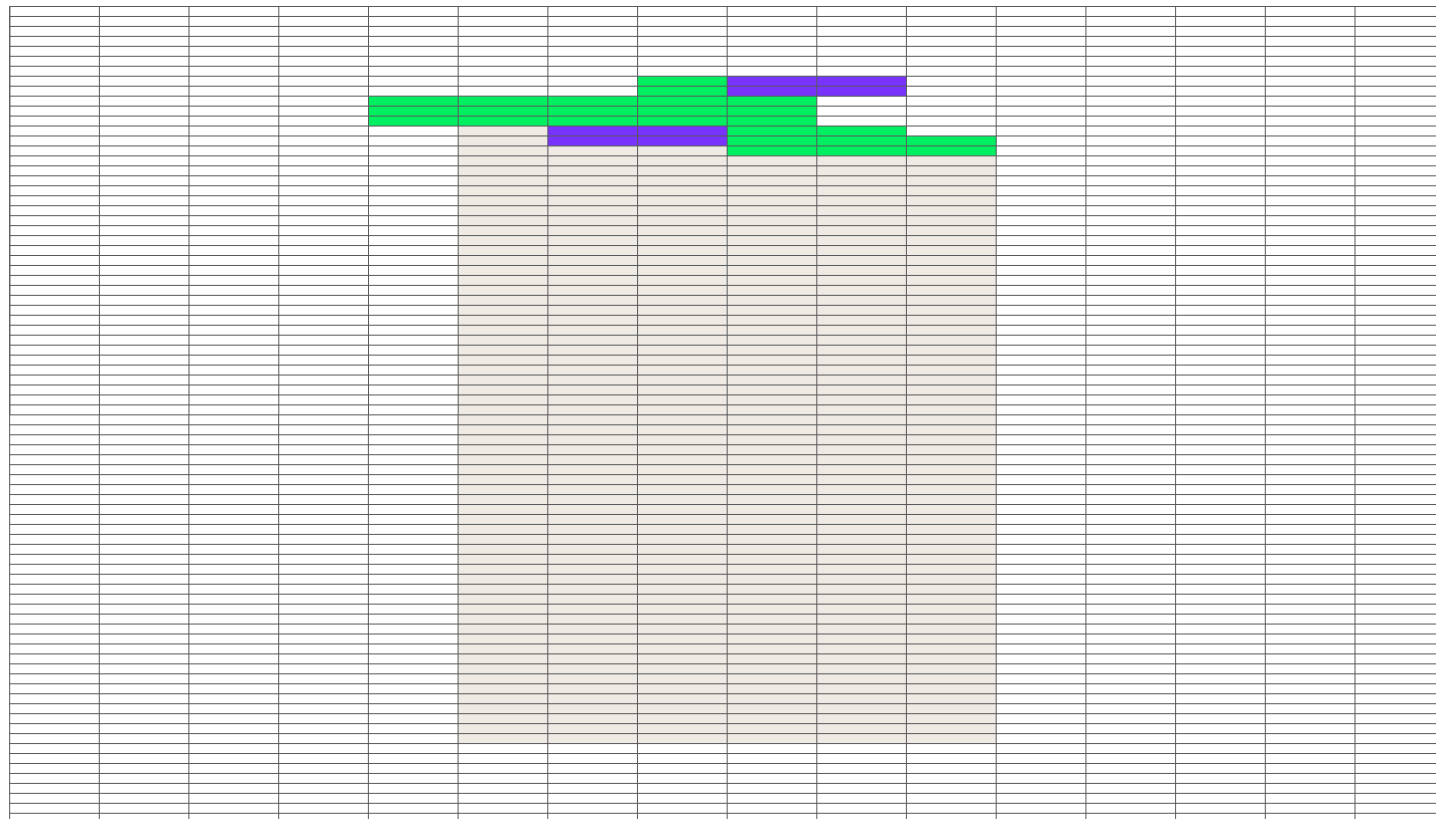
Use illustrator's pathfinder to divide overlapping shapes. Select the overlapping shapes and give them a third color from the color palette.



6.8
VISUAL SYSTEM
MERGE

Optional: Step 5
Subtract

Subtract snippets from the page to make it blend in more with the visual system.



6.8
VISUAL SYSTEM
MERGE

Step 6
Add content



Weekly Progress

Apr 20 – Apr 26

Your skills are **improving** by the week!

XP Earned **900 XP**

Weekly Learning Streak **1 Week**

Mastery

Correct Submissions **11**

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There's a lot more to Microsoft Excel than sum and count. Companies and institutions around the world use Excel's powerful functions to efficiently transform mountains of raw data into clear insights, and now you can too.

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Correct Submissions **11**

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Data Analysis in Excel

There's a lot more to Microsoft Excel than sum and count. Companies and institutions around the world use Excel's powerful functions to efficiently transform mountains of raw data into clear insights, and now you can too.

[Learn More](#) →

New Course

Cleaning Data in a SQL Server Database

There's a lot more to Microsoft Excel than sum and count. Companies and institutions around the world use Excel's powerful functions to efficiently transform mountains of raw data into clear insights, and now you can too.

[Learn More](#) →

Community Top Posts

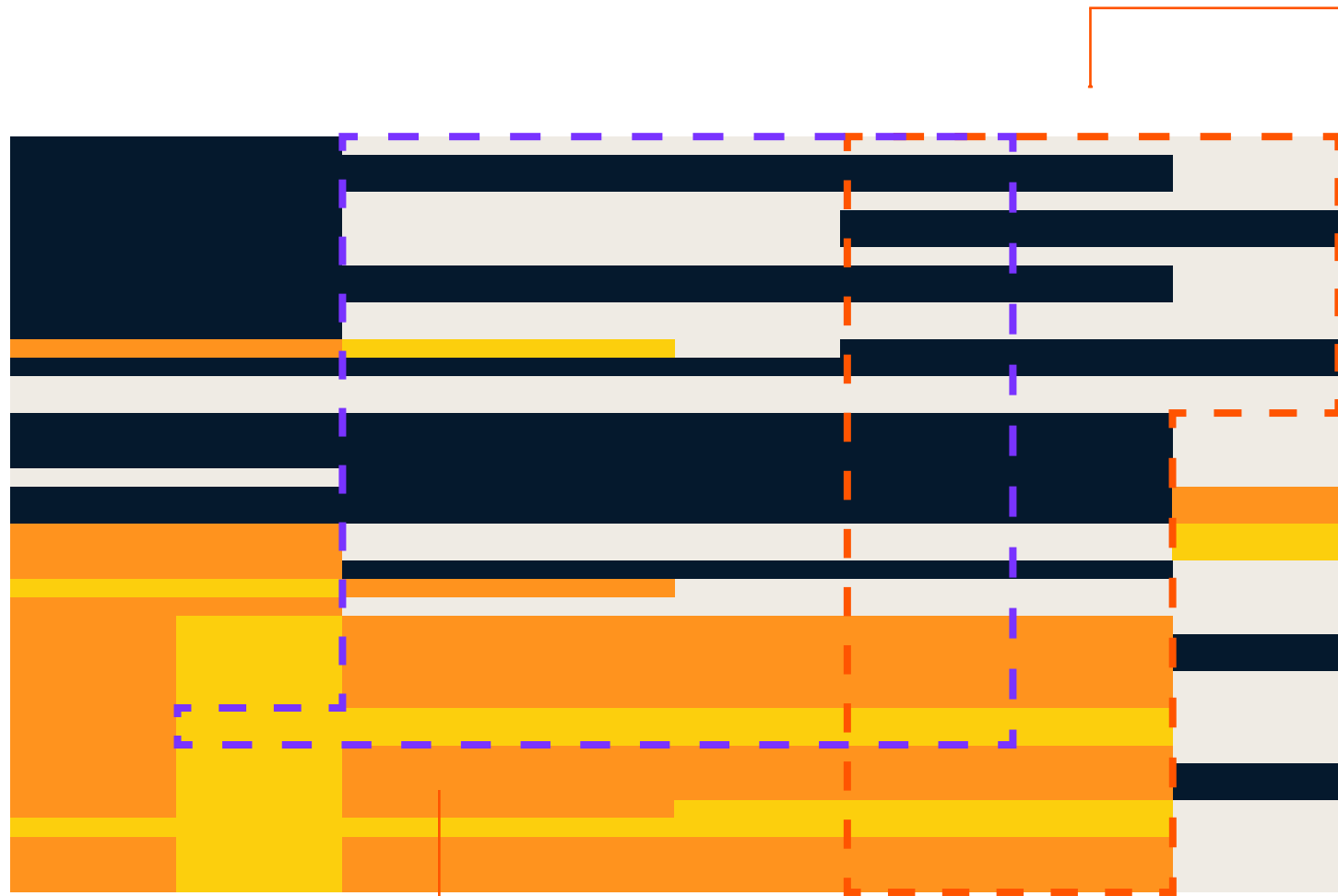
6.9

Visual System Usage Cluster

Clusters are extracts of the larger visual system compositions. They must be integrated across Datacamp's range of visual elements; from user interface components to campaign layouts. Clusters help establish Datacamp's brand language across textual and photographic content.

6.9
VISUAL SYSTEM
CLUSTER

The designer can mask out shapes from the patterns. The masks must have straight angles.



6.9
VISUAL SYSTEM
CLUSTER



anticipating purchasing needs. Throughout his career, Rob has focused on the analysis, visualization, and modeling of data to produce actionable business improvements for some of the world's largest organizations. He has successfully designed and implemented multi-million dollar machine learning solutions within several Fortune 500 companies, focusing in particular on bleeding edge unsupervised and supervised learning techniques. He has presented his work, in the U.S. and abroad, to audiences of hundreds at financial services and AI-focused conferences.

Chapter 2



Creating Features

In this chapter, you will explore what feature engineering is and how to get started with applying it to real-world data. You will load...

Show Chapter Details ▾

Start >

Chapter 2



Creating Features

In this chapter, you will explore what feature engineering is and how to get started with applying it to real-world data. You will load...

Show Chapter Details ▾

Start >

Chapter 2



Creating Features

In this chapter, you will explore what feature engineering is and how to get started with applying it to real-world data. You will load...

Show Chapter Details ▾

Start >

Chapter 2



Creating Features

In this chapter, you will explore what feature engineering is and how to get started with applying it to real-world data. You will load...

Show Chapter Details ▾

Start >

Chapter 2



Creating Features

In this chapter, you will explore what feature engineering is and how to get started with applying it to real-world data. You will load...

Show Chapter Details ▾

Start >

6.9 VISUAL SYSTEM CLUSTER

The designer should place the clustered patterns mostly at the edge of the page, to prevent clutter.





Photography

7.0

Photography

Datacamp's imagery should be **natural and aspirational** for everyone. It must never have a stock or cold corporate quality.

7.0 PHOTOGRAPHY

Photography

We look to our brand voice when creating photography. Our brand's voice is a combination of truth and action. We speak plainly and directly, making sure we're understood. Our photography must capture these sensibilities. The imagery must create a sense of truth. It should never fall back on a gloss of false reality or stock like quality.

7.0 PHOTOGRAPHY



7.0 PHOTOGRAPHY

Our photography is:

✔ Warm



✔ Natural



✔ Focussed

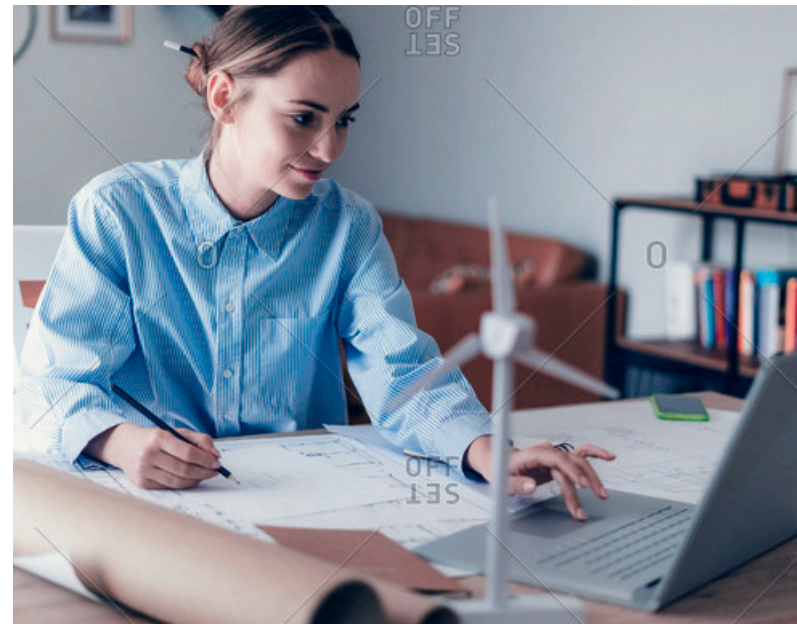


7.0 PHOTOGRAPHY

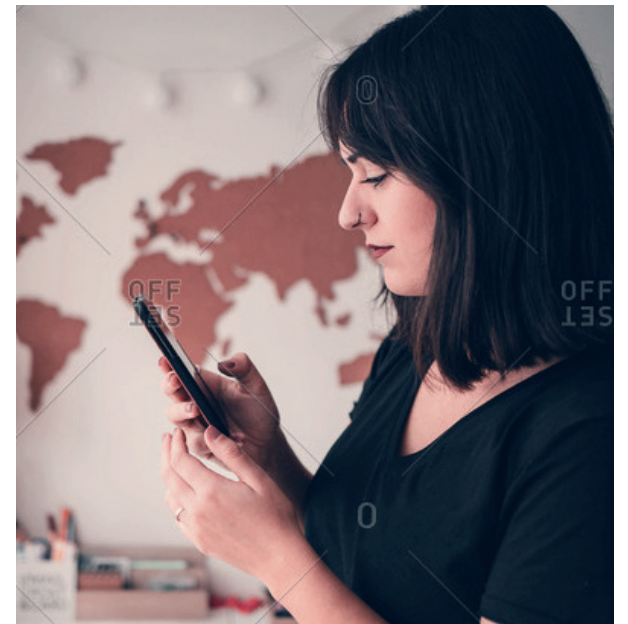
✔ Diverse



✔ Passionate



✔ Simple



7.1 VISUAL SYSTEM NATURAL

Natural

Show natural working environments. Strive to capture authenticity. Never rely on people posing with a smile—leave that to the 'influencers'.



7.2 VISUAL SYSTEM DIVERSE

Diverse

Diversity must be on the forefront of your imagery. We show real people and capture their truth to reinforce a greater message. Remember, we allow people to search for real answers, reveal insights that matter, and take action based on substance.



7.3 VISUAL SYSTEM FOCUSED

Focused

We're all thinkers. Capture this. Reveal how users of all ages, backgrounds and ethnicities are empowered and challenged by Datacamp.



7.4
VISUAL SYSTEM
DONTS

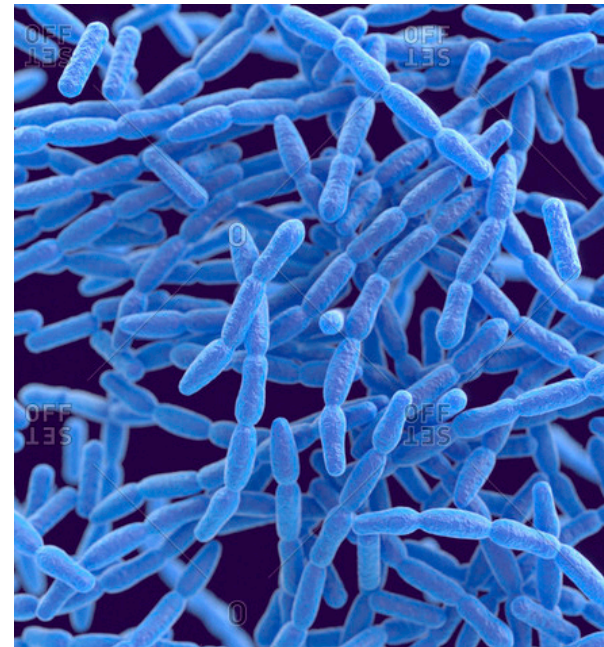
Avoid stock imagery. Don't rely on terminals and hardware to convey technology. Stay away from cliché 'cool'.

Our photography isn't:

✗ Dark



✗ Overly detailed



✗ stocked or staged

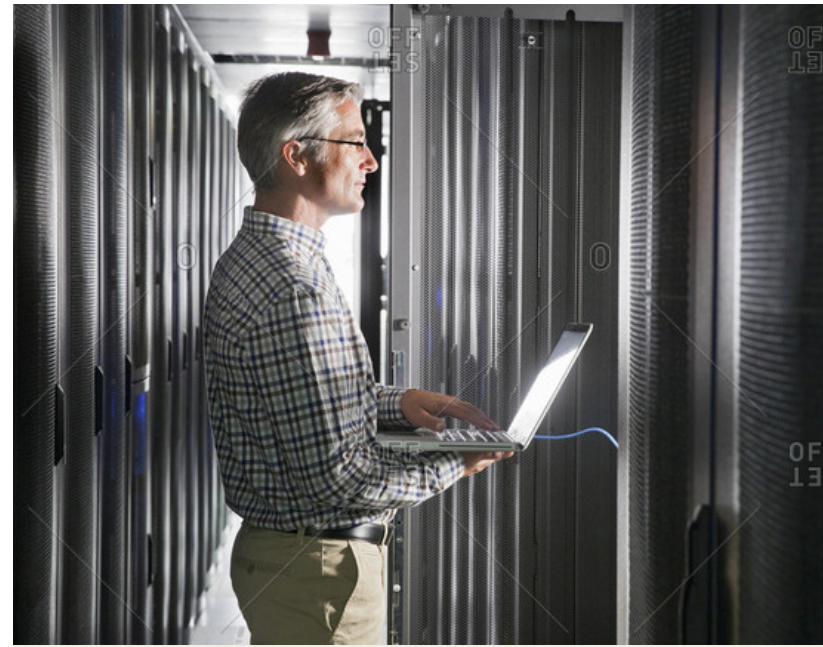


✗ Overly technological

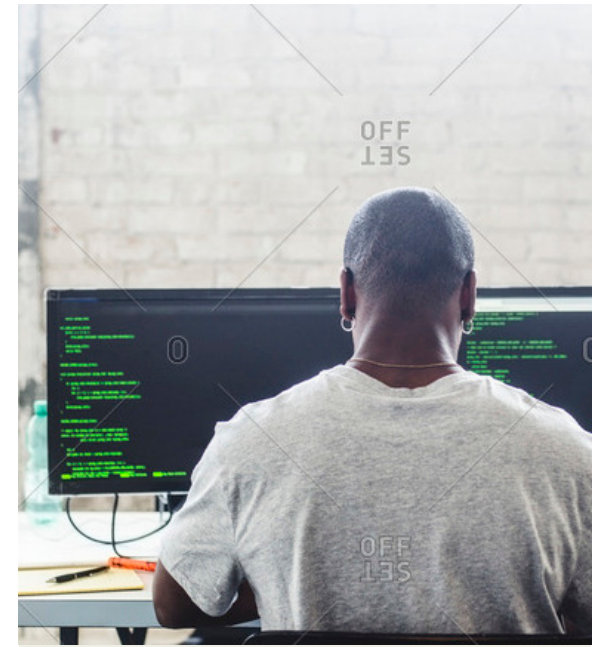


7.4
VISUAL SYSTEM
DONTS

✗ Mundane



✗ Overly serious



✗ Cluttered



✗ Unrelated



7.5

Photography usage

7.5
PHOTOGRAPHY USAGE
STEPS

Step 1
Determine grid
and photo

Determine where you are going to apply photography and which photo you will use.



7.5
PHOTOGRAPHY USAGE
STEPS

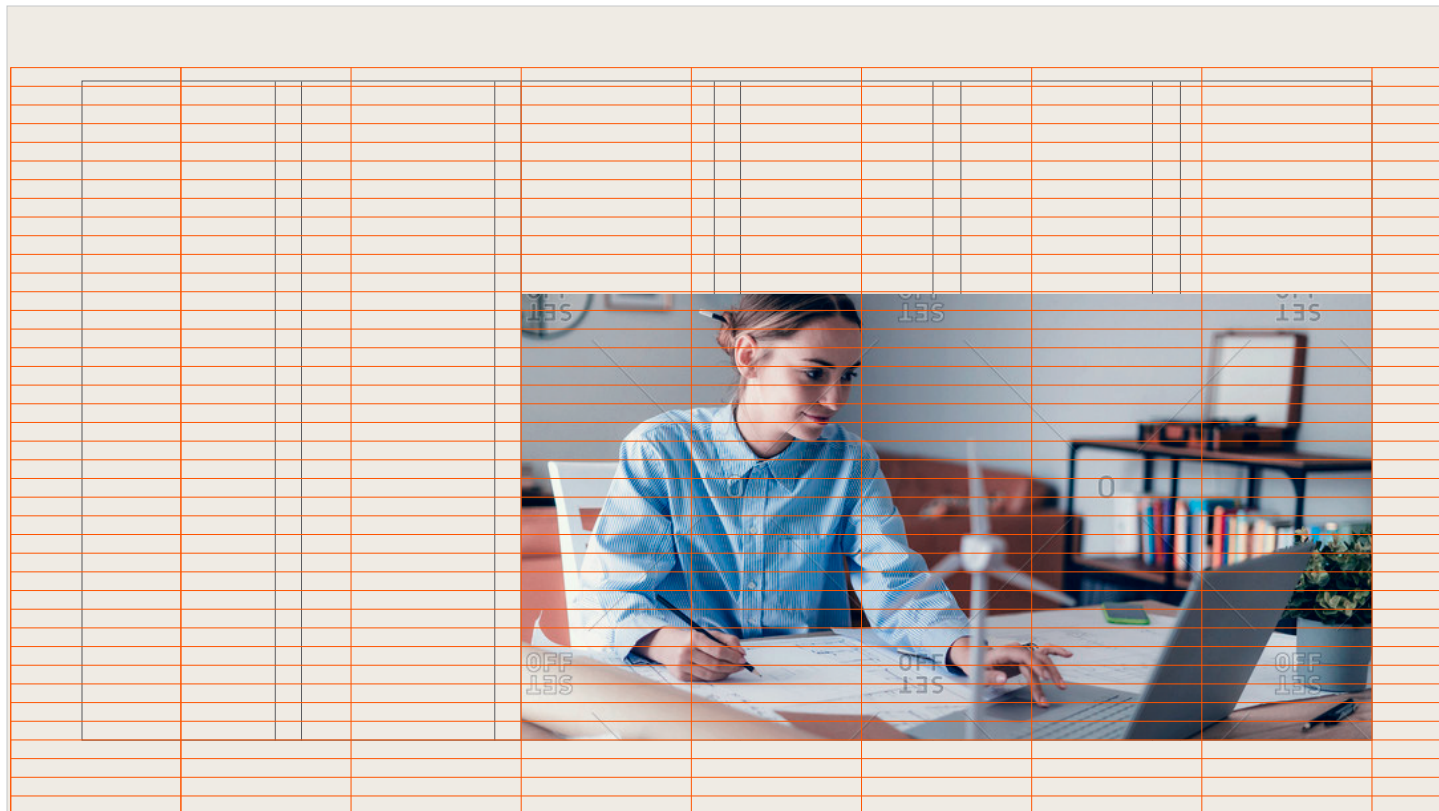
Step 2
Align the photo to
the layout



7.5
PHOTOGRAPHY USAGE
STEPS

Step 3
Determine grid
and photo

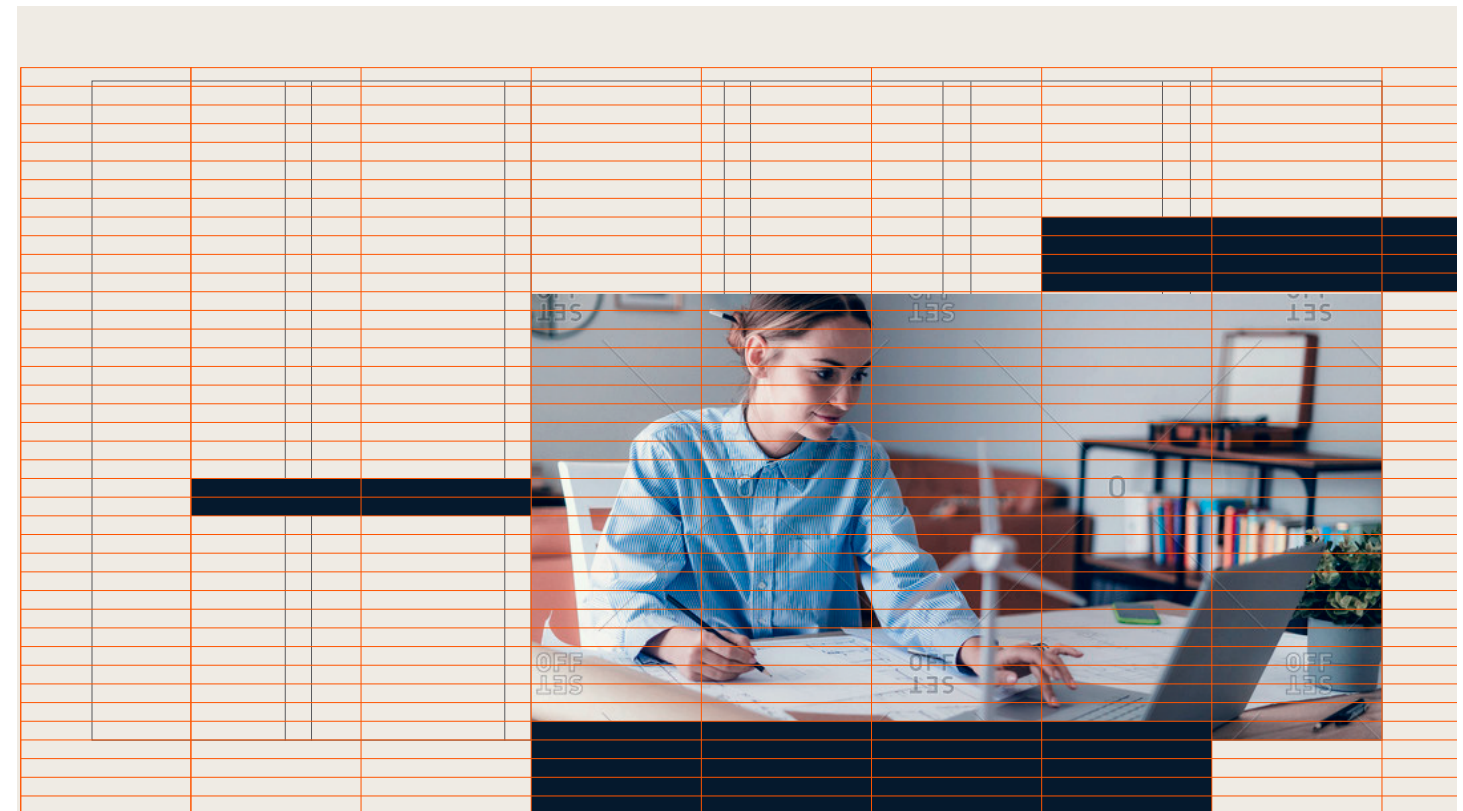
Determine where you are going to apply photography and which photo you will use.



7.5
PHOTOGRAPHY USAGE
STEPS

Step 4
Design first layer

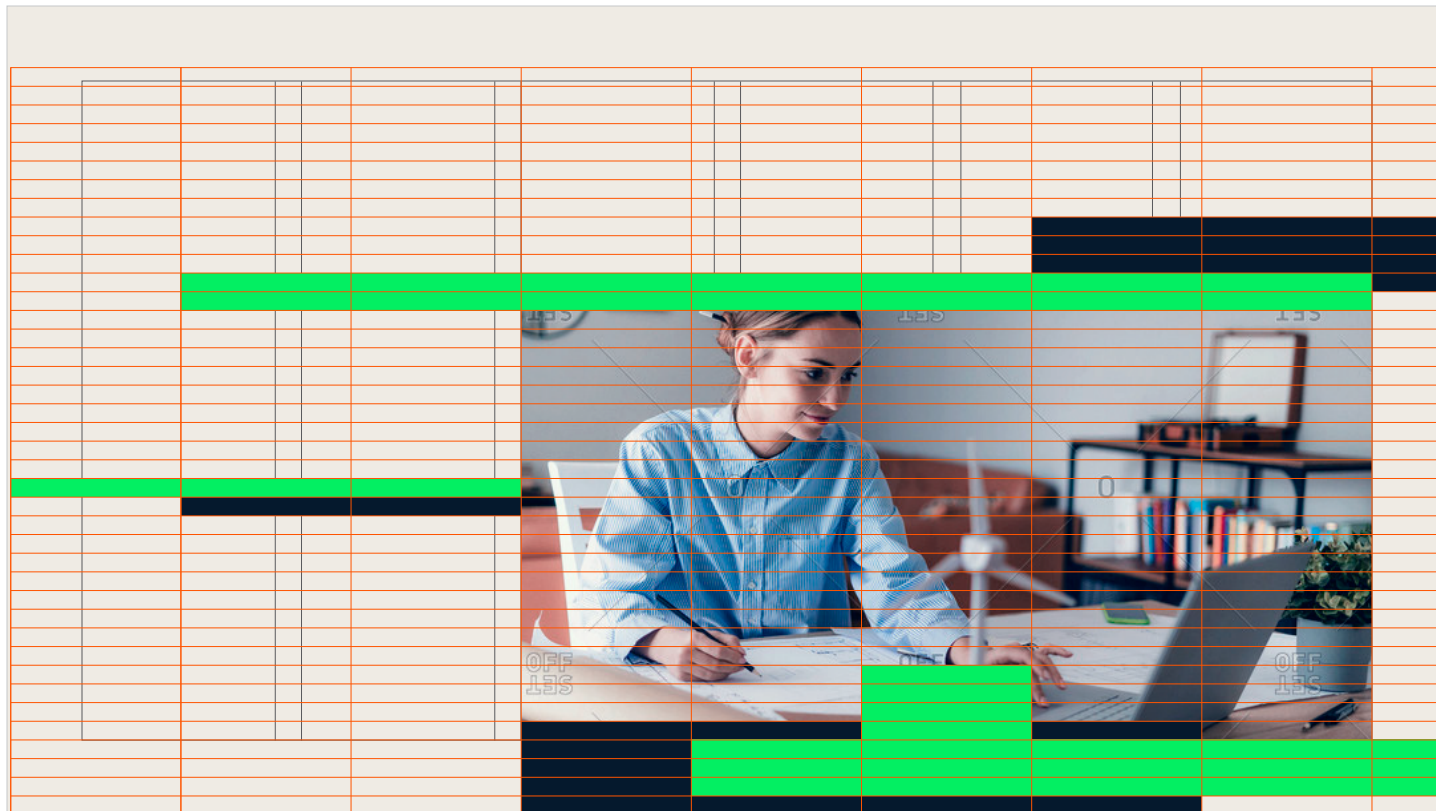
Pick any color (other than the neutrals) from the chosen color palette. Use this color, together with rectangular shapes to fill in the grid. The designer should focus on balancing the composition in weight.



7.5
PHOTOGRAPHY USAGE
STEPS

Step 5
Add second layer

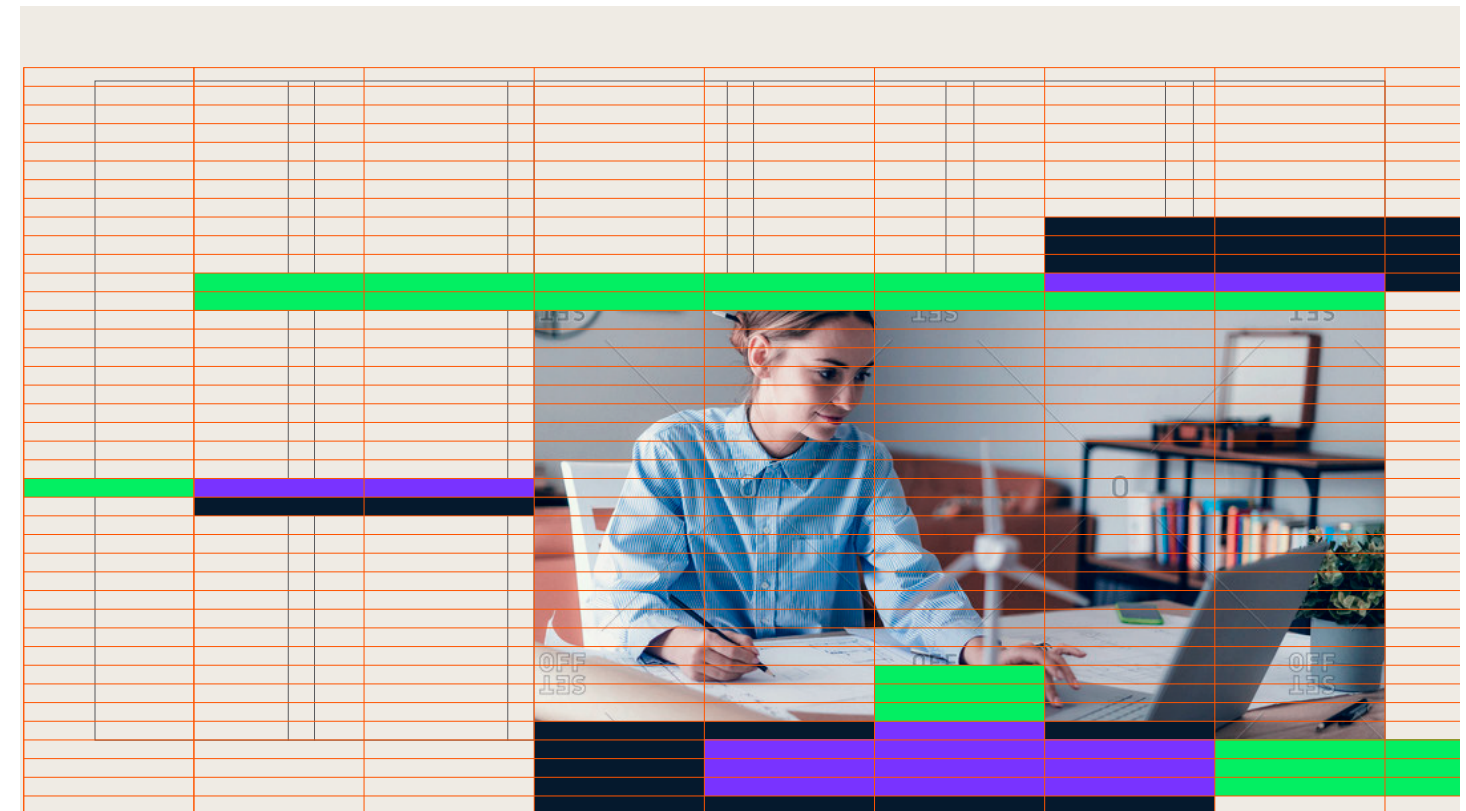
Pick a second color from the chosen color palette. Implement the second layer of shapes while making sure to overlap at least half of second layer shapes with first layer shapes.



7.5
PHOTOGRAPHY USAGE
STEPS

Step 6
Color overlap

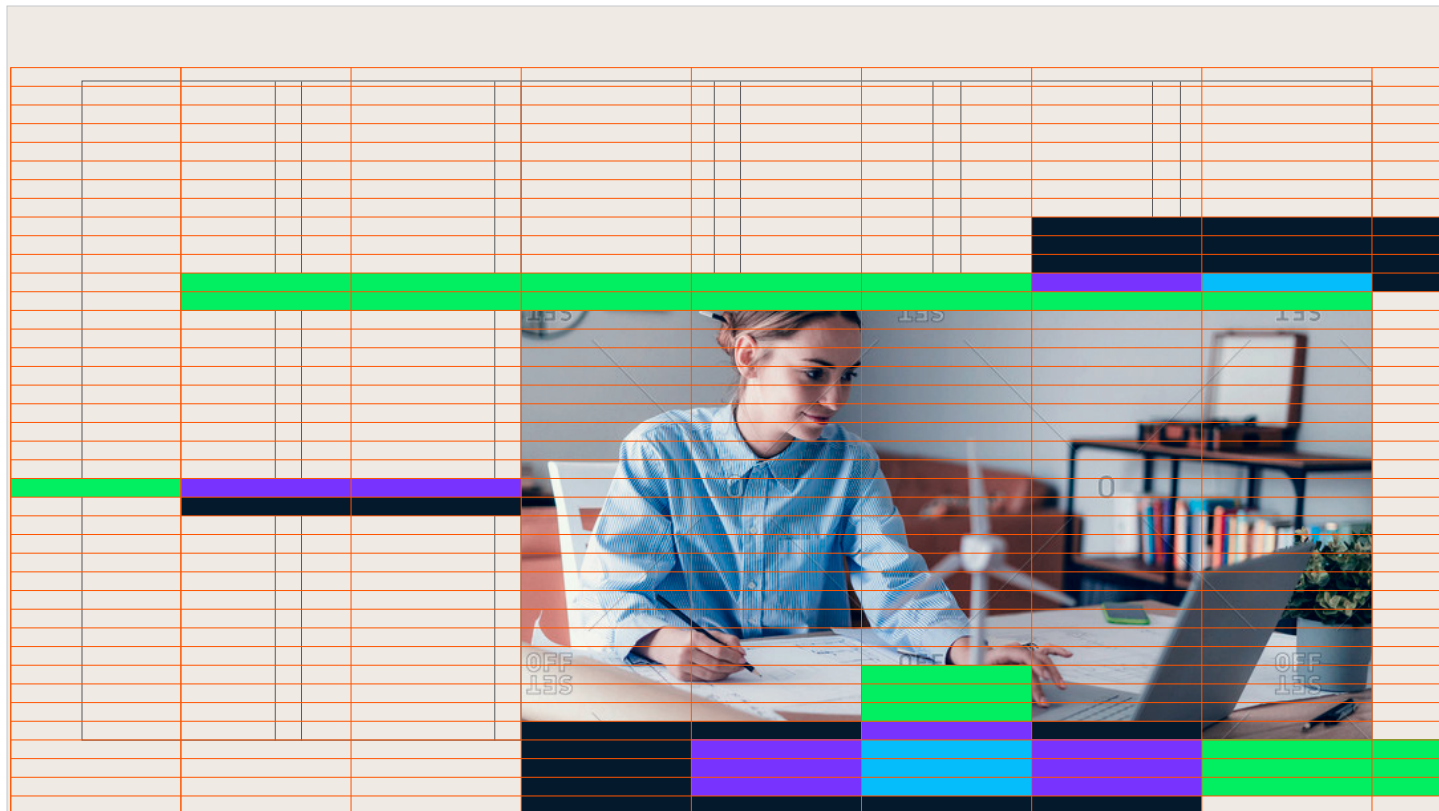
Use illustrator's pathfinder to divide overlapping shapes. Select the overlapping shapes and give them a third color from the color palette.



7.5
PHOTOGRAPHY USAGE
STEPS

Optional: Step 7
Add third layer
and overlap

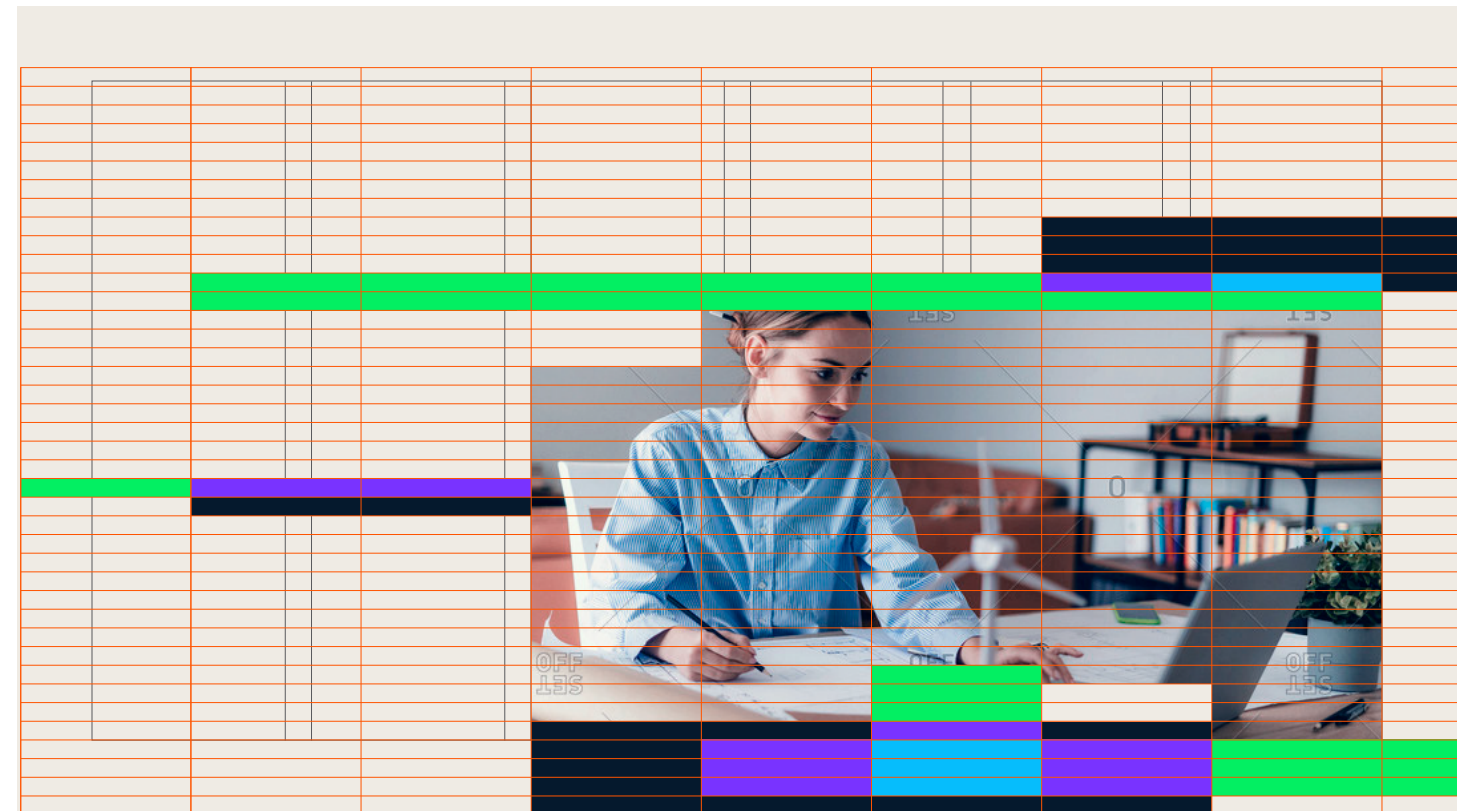
Implement the third layers of shapes while making sure to overlap the already overlapped areas. Divide the double overlapped shapes and give them a fourth color from the color palette.



7.5
PHOTOGRAPHY USAGE
STEPS

Optional: Step 8
Subtract from photo

Subtract snippets from photo by overlaying the background color or subtracting shapes from the photo with a mask. This will make the photo blend in more with the clusters of the visual system.



7.5
PHOTOGRAPHY USAGE
STEPS

Data skills are no longer
a specialization



7.5
PHOTOGRAPHY USAGE
STEPS



**The Datacamp
Learning Experience**

Our comprehensive approach gives your employees the tools they need to start applying their new data skills right away.



Learn

Equip your employees with the most engaging curriculum and learning



Practice

Make it easy for managers to create assignments and track team progress from



Apply

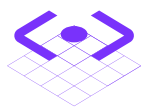
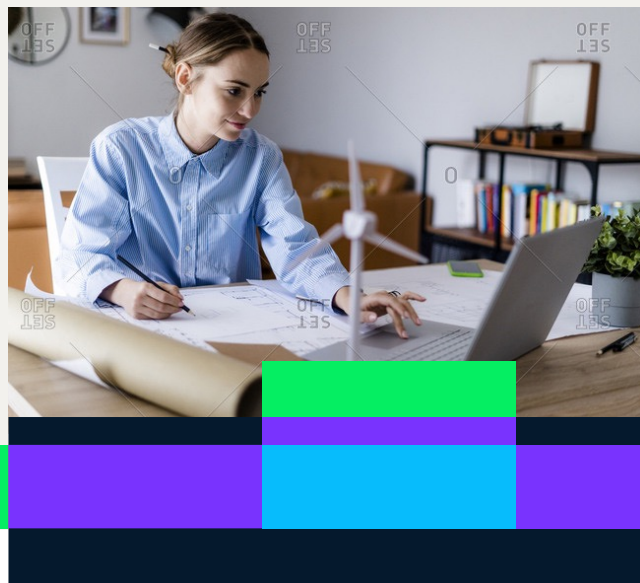
Tailor the power of learning-by-doing to the scale of your

7.5
PHOTOGRAPHY USAGE
STEPS

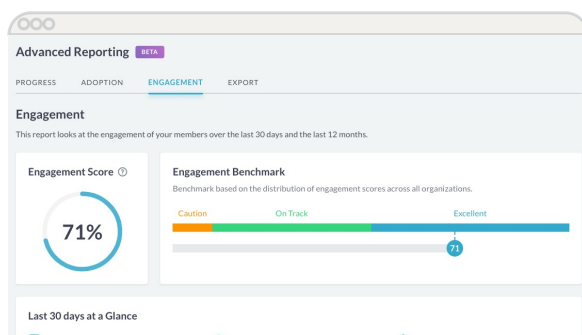


Close your organization's
data skills gap

DataCamp empowers companies to rapidly build the data skills they need to make better business decisions—faster.



ENGAGE
Equip your employees with the most engaging curriculum and learning platform for data science and analytics.



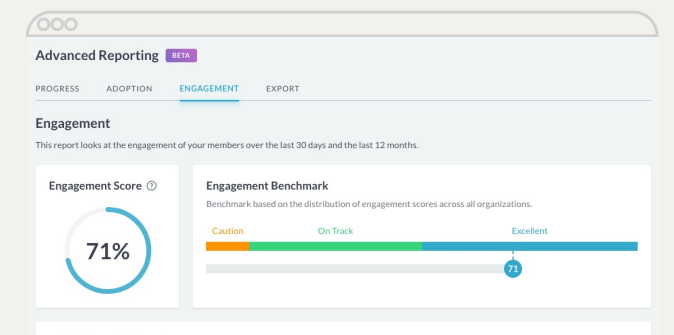
7.5
PHOTOGRAPHY USAGE
STEPS



Close your organization's
data skills gap



ENGAGE
Equip your employees with the most engaging curriculum and learning platform for data science and analytics.



7.5
PHOTOGRAPHY USAGE
STEPS

- ✓ Early Access Program to trial new features



“We’ve trialed a number of other online learning solutions, but only DataCamp provides the interactive experience that reinforces learning. It is great for absolute beginners, but there is very advanced content for users with more experience.”

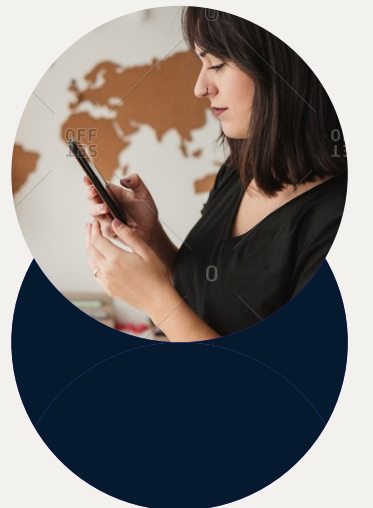
Sarah Schlobohm, Senior Analytics Manager,
Global Risk Analytics

7.5
PHOTOGRAPHY USAGE
STEPS

- ✓ Dedicated Customer Success Manager (available for 20+ licenses)
- ✓ Early Access Program to trial new features

“We’ve trialed a number of other online learning solutions, but only DataCamp provides the interactive experience that reinforces learning. It is great for absolute beginners, but there is very advanced content for users with more experience.”

Sarah Schlobohm, Senior Analytics Manager,
Global Risk Analytics





Animation

8.0

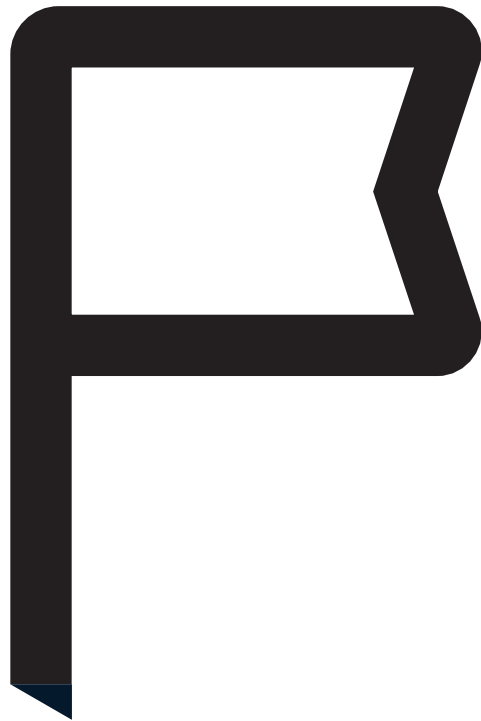
Animation

Datacamp's animation must create playful moments that capture audience's attention and imagination without overpowering messaging. **Simplicity and play** are key to approaching motion.

8.0
ANIMATION
STEPS

Step 1
Import

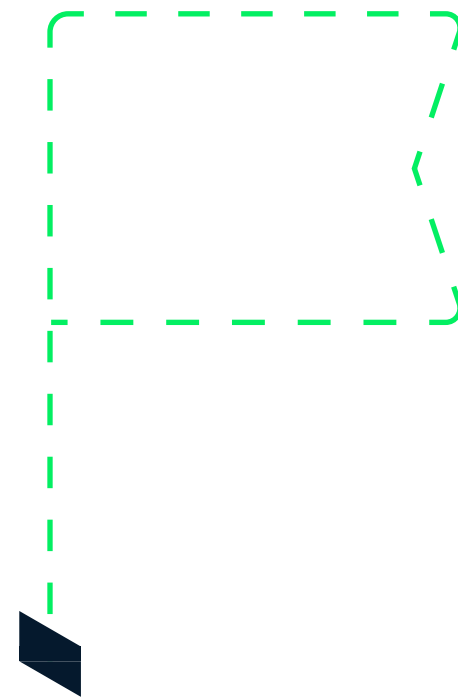
Import the icon as a path to start animating



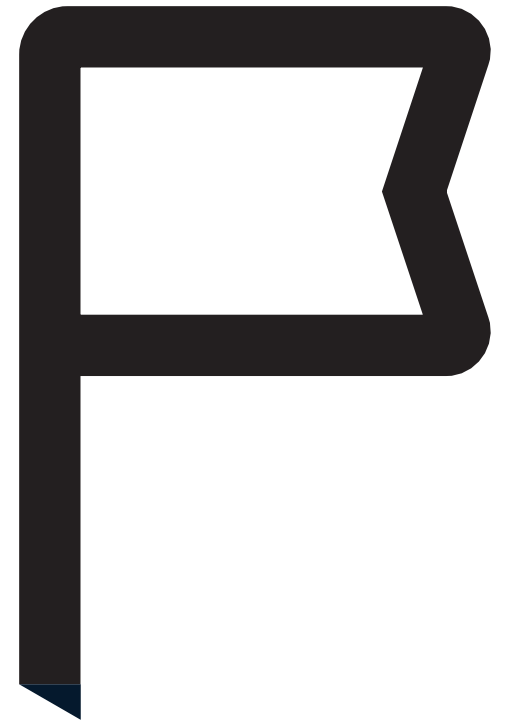
8.0
ANIMATION
STEPS

Step 2
Animate path

Animate the path from start to finish with a duration of 600 milliseconds (15th frame in a 24 frames per second video). The animator should apply an 'ease' effect for a smooth start to finish motion.



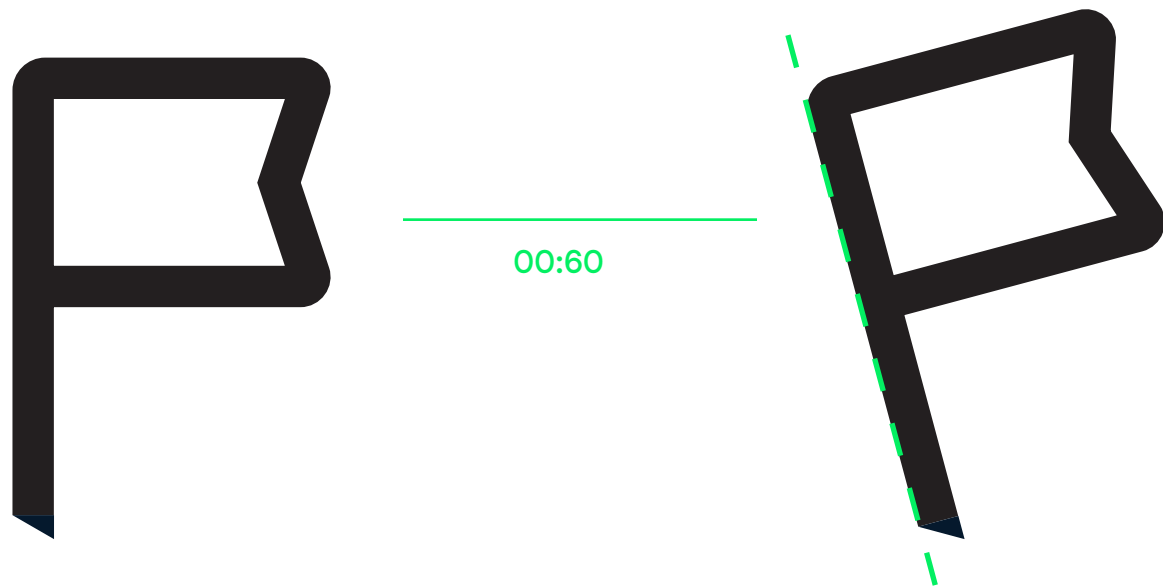
00:60



8.0
ANIMATION
STEPS

Step 3
Add rotation

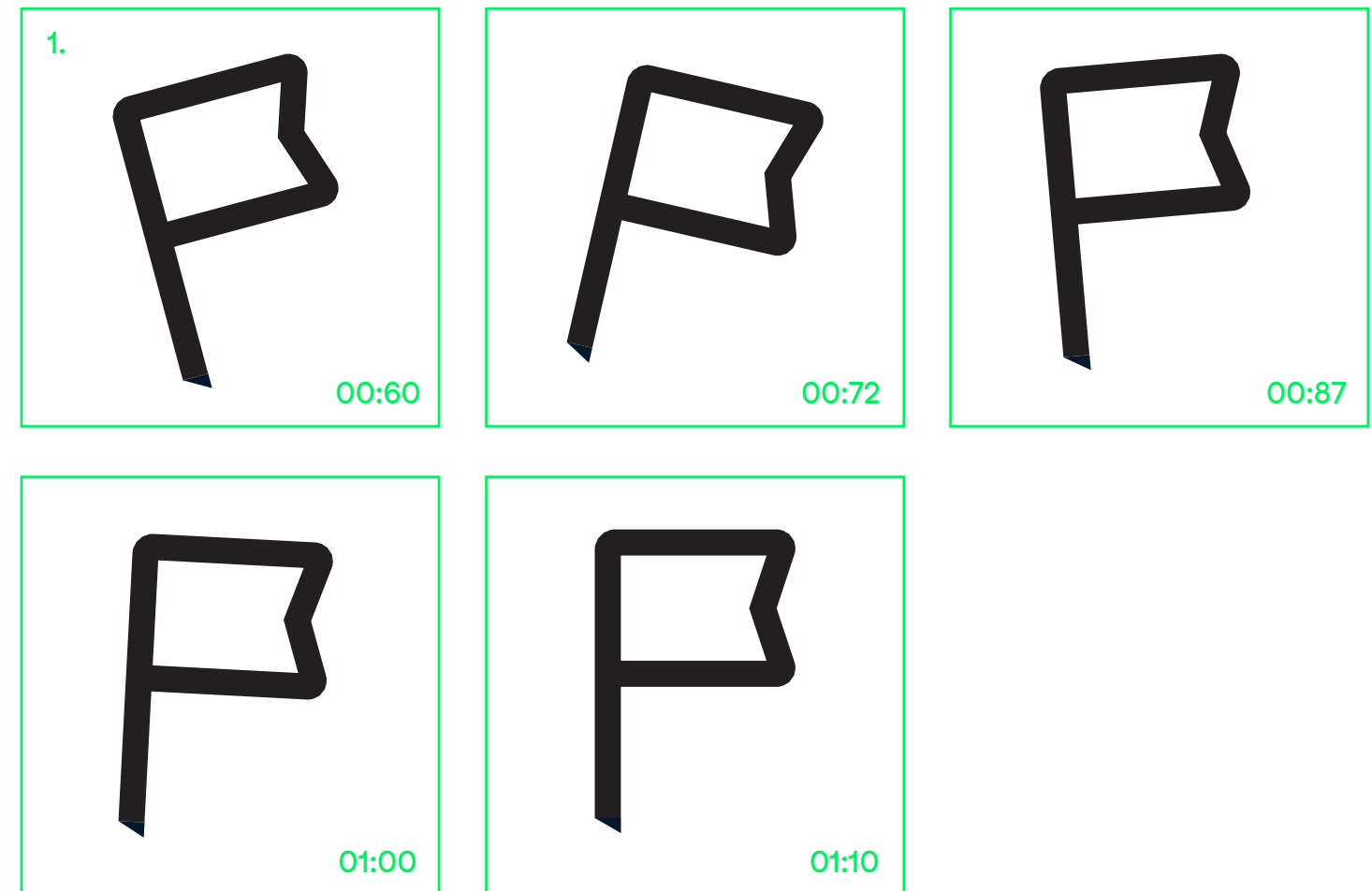
Add a 15° degree rotation that takes 30 milliseconds to complete.



8.0
ANIMATION
STEPS

Step 4
Add wiggle

When reaching a 15° degree rotation, the animator should apply a 'wiggle' effect: rotating back and forth until it comes to a smooth stop.





Application

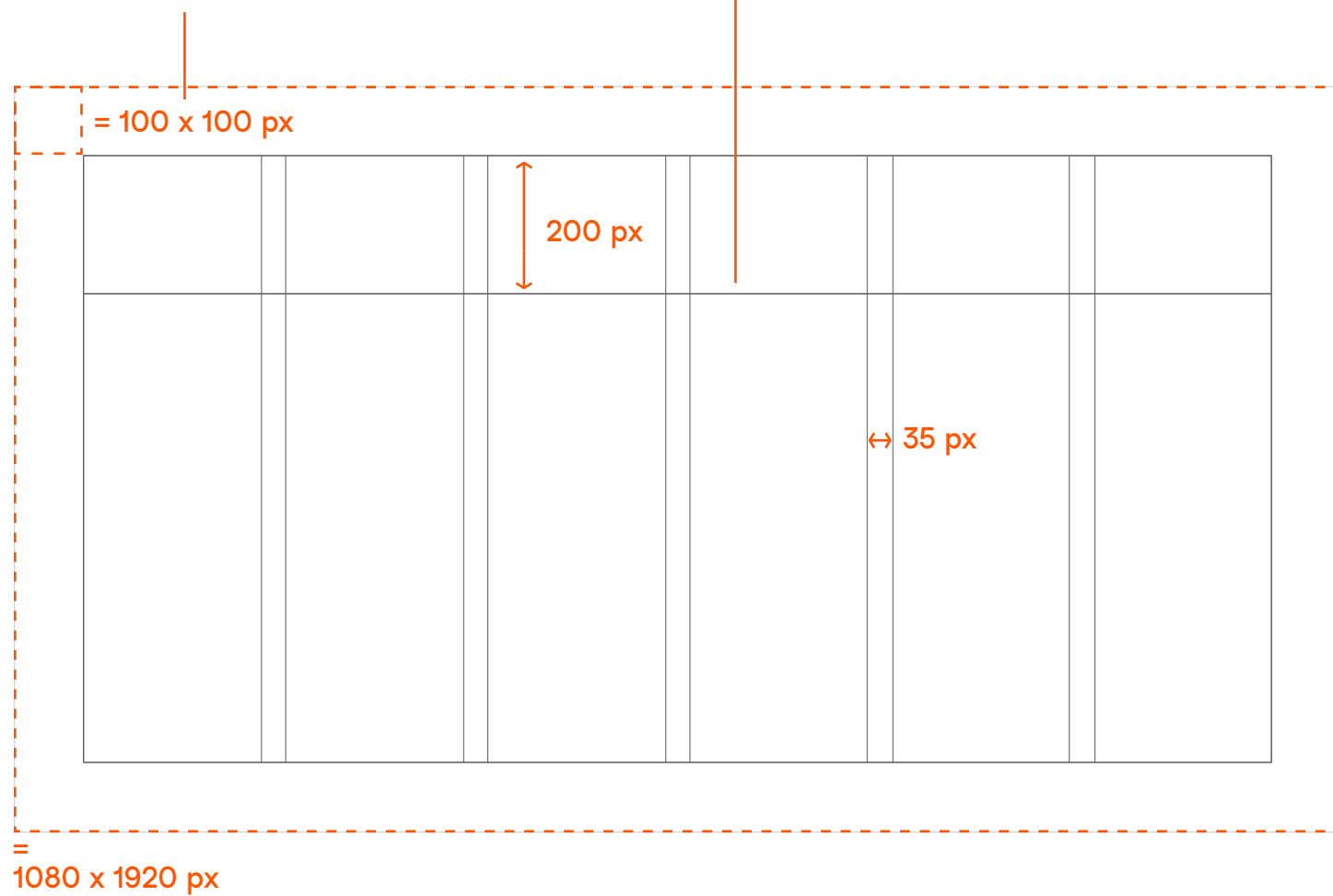
9.1

Presentation deck

9.1
PRESENTATION DECK

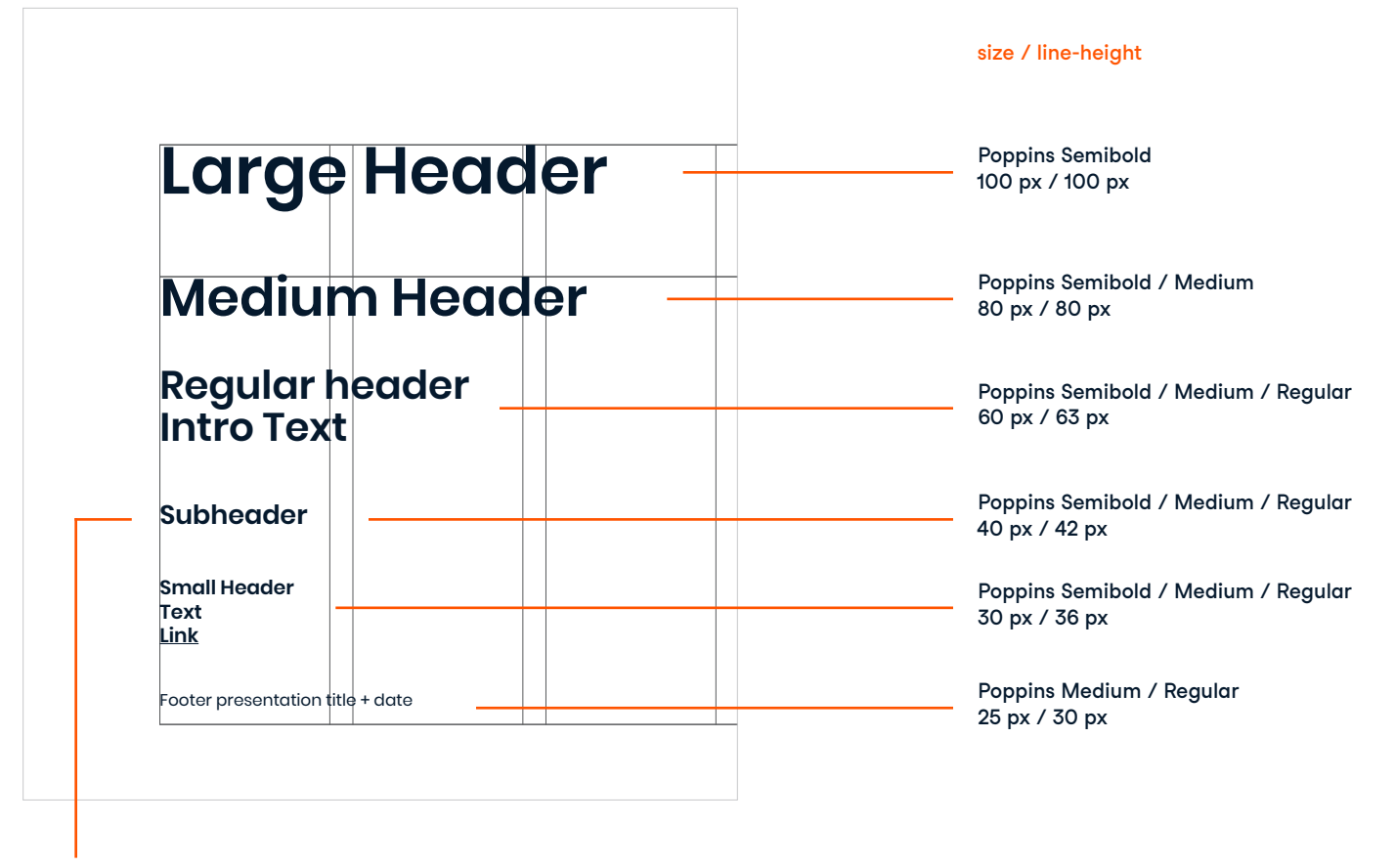
The 100 px margin can only be overwritten by the patterns and footer items (small sized logo & presentation title + date).

This margin determines the 200 px height header area for typography. Only page headers are allowed to be in this area



9.1
PRESENTATION DECK

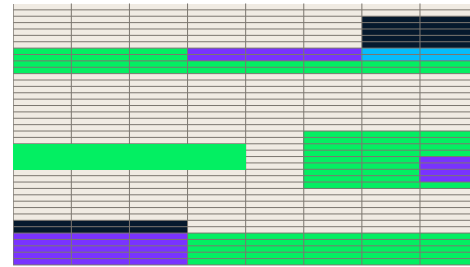
The following sizes must be observed and only adjusted based on the Lead Designer's input.



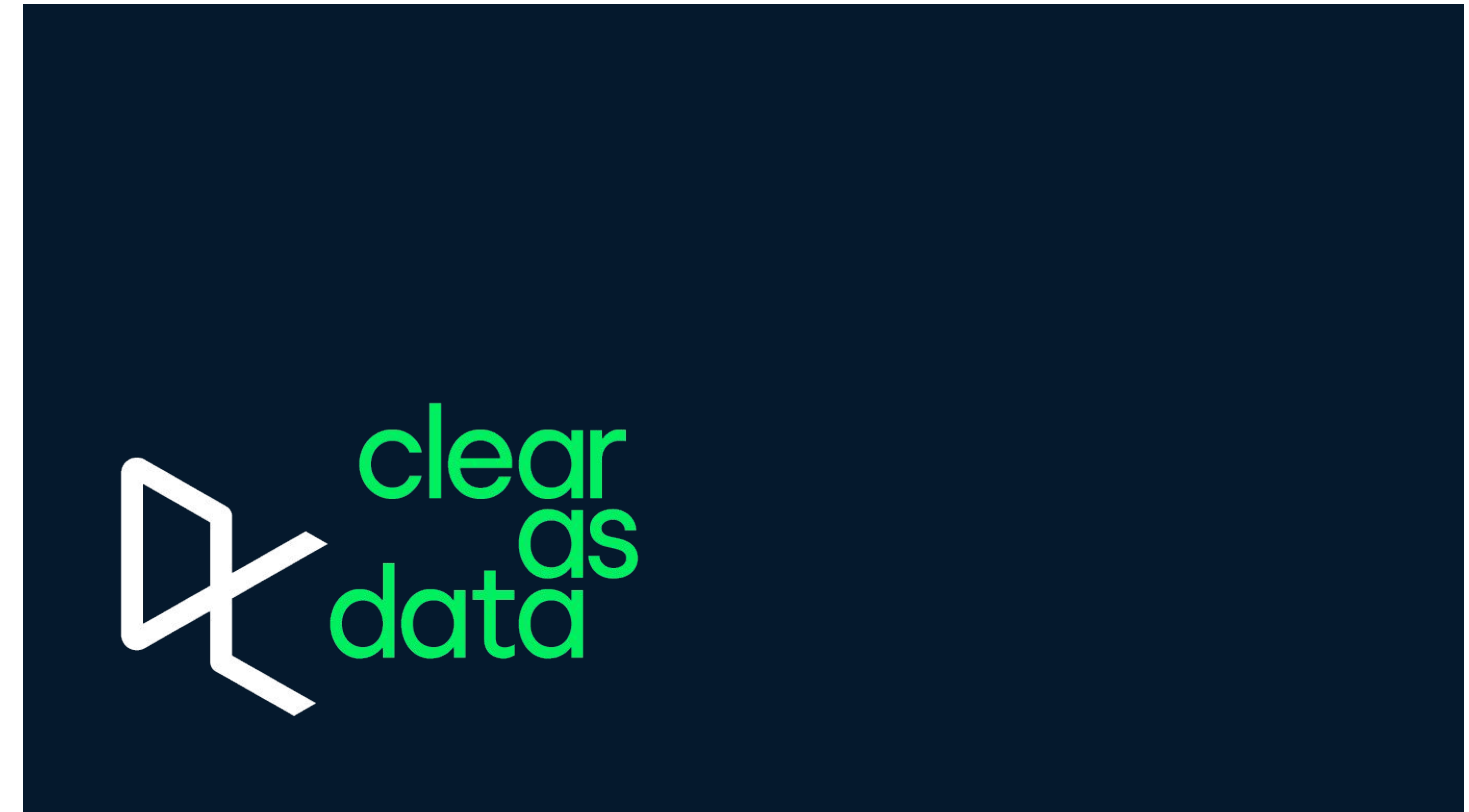
Subheader size may also be used as body copy. In this case the line height should be set to 46 px.

9.1
PRESENTATION DECK

The opening page allows room for patterns, logo's and animations. It can function as a moment to celebrate Datacamp's identity, before stepping in to the informational side of the presentation.



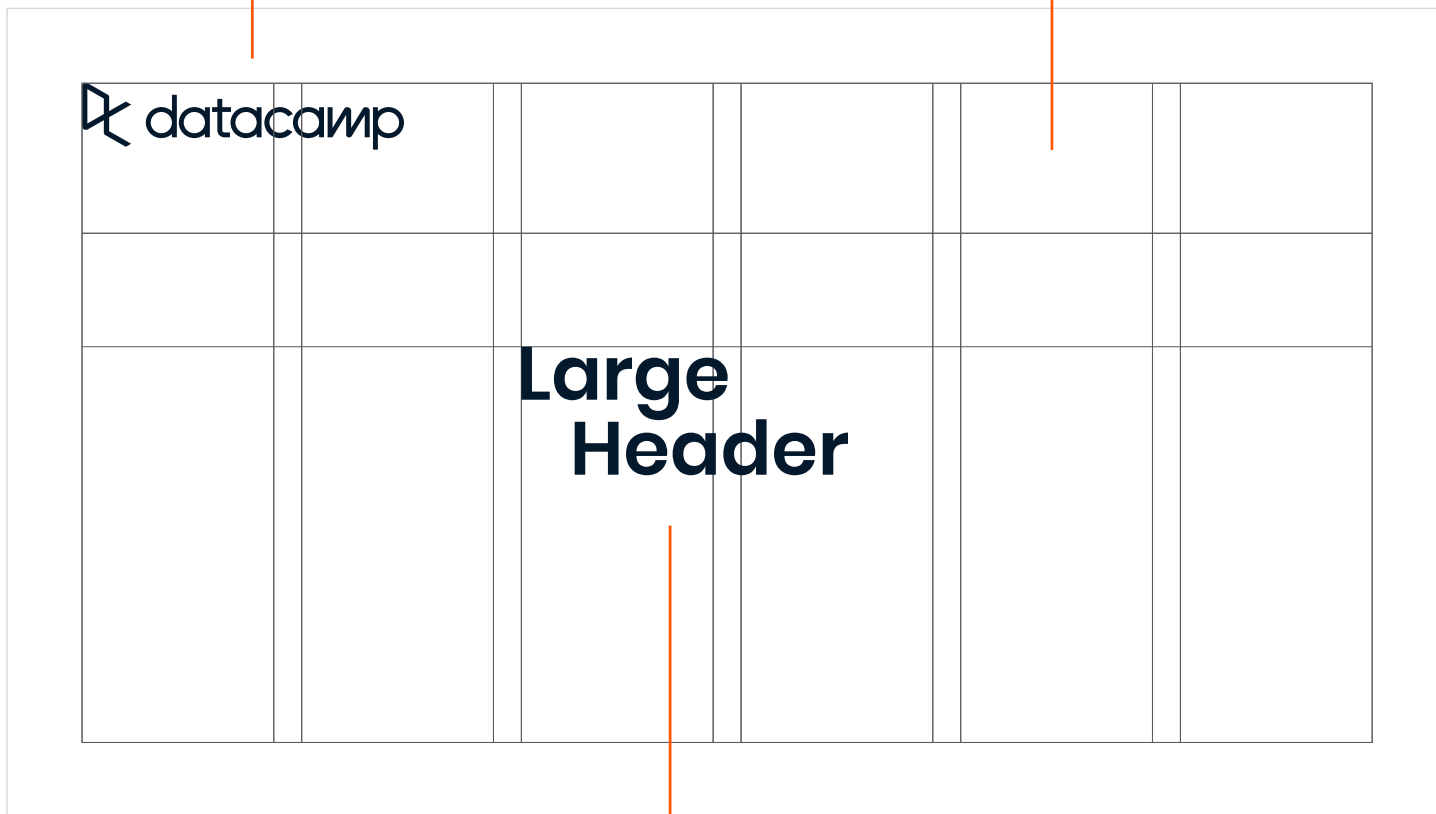
The presentation deck grid does not apply for the opening page. The designer should apply logo's and patterns according to the rules stated in the guidelines.



9.1
PRESENTATION DECK

Datacamp's logo (any lockup shown in the guidelines can be applied here) should be placed according to the presentation's grid and position rules stated in the 'logo usage' section.

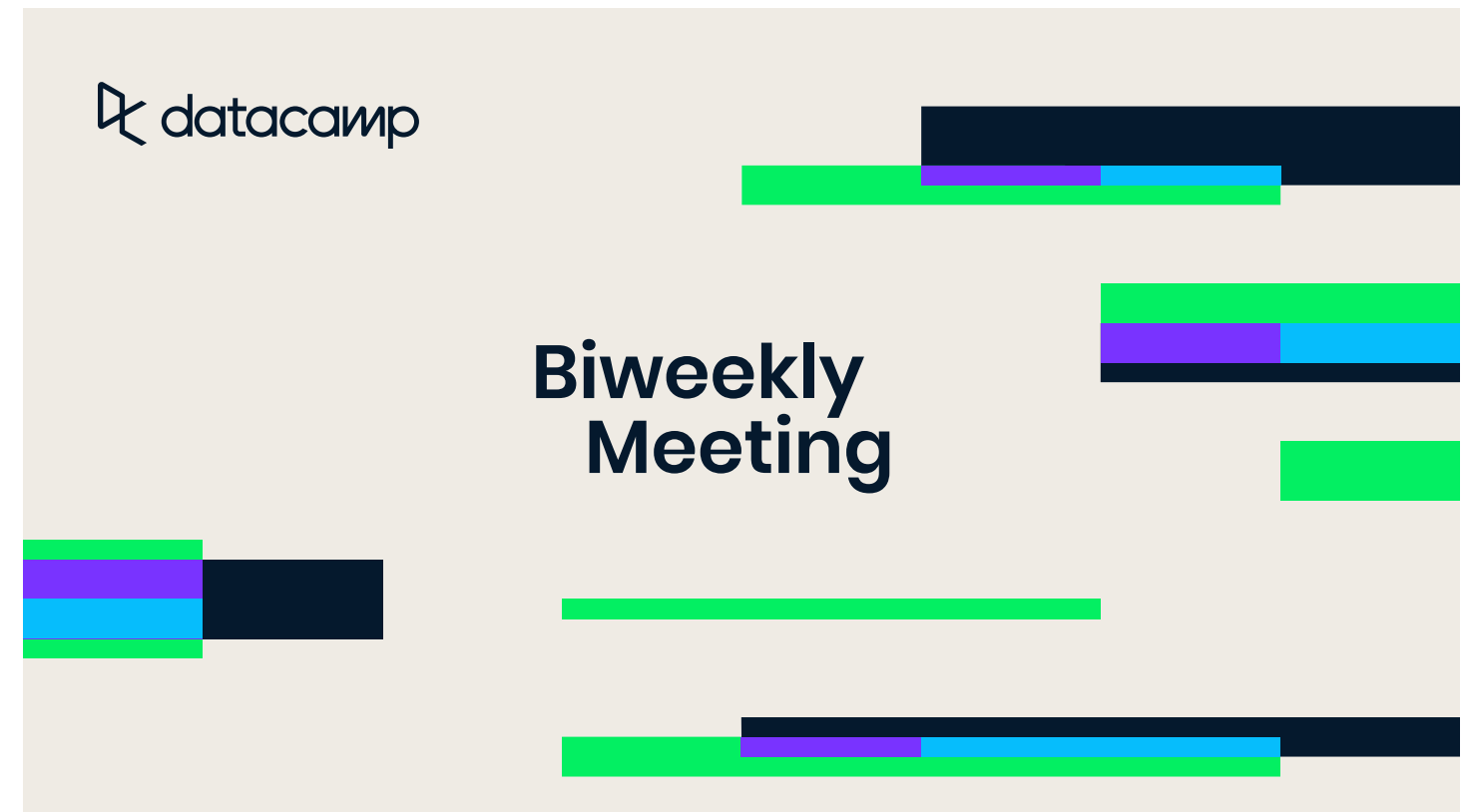
The title page also offers a good moment to implement the pattern. The designer should implement the pattern without touching Datacamp's logo and header.



Large
Header

The bottom part of a header may be shifted to the right. The distance of shifting the header is determined by the cap height.

9.1
PRESENTATION DECK



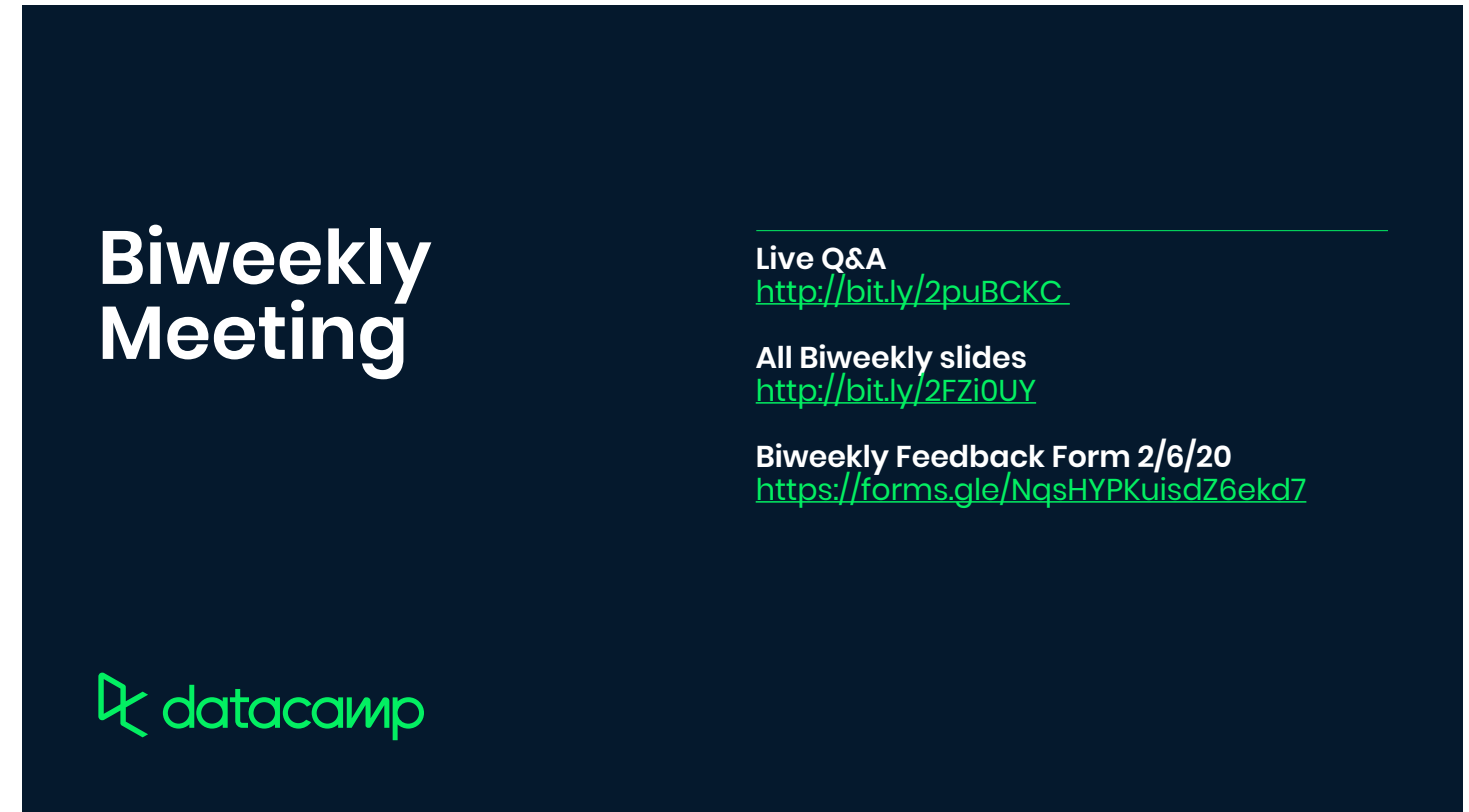
9.1
PRESENTATION DECK

A 1 px stroke line may be applied according to the grid's type margin to organize and unite this section subtly.
The gap between the line and the text should be 20 px.



The logomark should be placed according to the presentation's grid and the rules stated in the logo usage section in the guidelines.
The height of the logomark should be set to 90 px.

9.1
PRESENTATION DECK



9.1
PRESENTATION DECK

Large Header				
Intro text Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna. Sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna.				
				

Intro text should take up 5 columns in width. If the text only runs for 3 or less lines, the columns width should be adjusted to 4 or 3 columns (to balance out the page).

9.1
PRESENTATION DECK

Our Mission

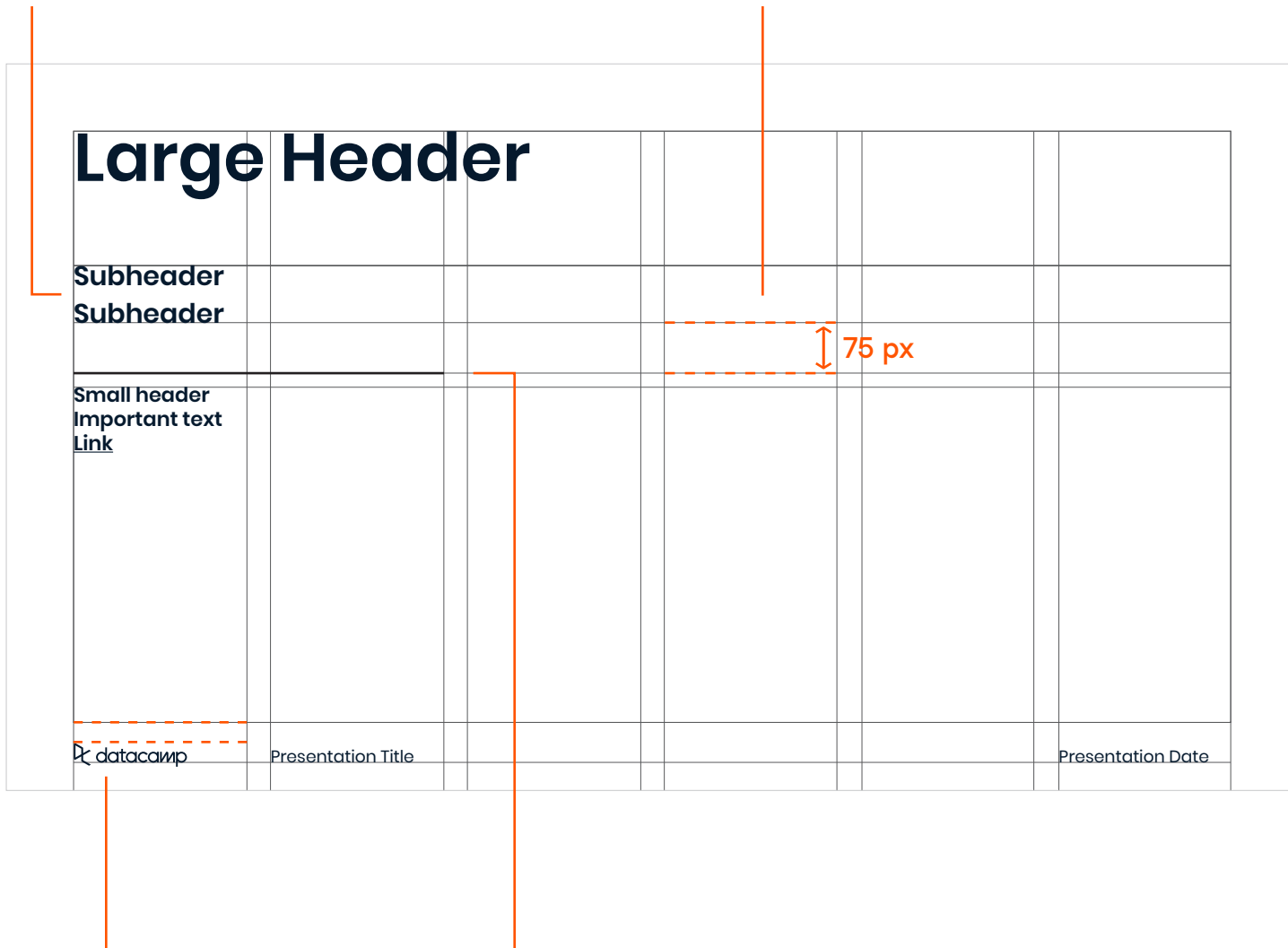
To **democratize** data science education by giving everyone in the world the **opportunity** to become data literate, data savvy or a data expert at a low cost and via the best possible **learning experience** that technology can build.



9.1
PRESENTATION DECK

When listing subheaders, the line-height should be set to 55 px.

The gap between listing subheaders and the remaining text should be 75 px.



The logo should have a height of 35 px with a gap of 30px from base margin.

As stated before, a 2 px stroke line may be applied according to the grid's type margin to organize and unite this section subtly. The gap between the line and the text should be 20 px.

9.1
PRESENTATION DECK

Open Positions

- Salesforce Administrator/ Developer (BE)
- Salesforce / Marketing Operations Manager (US)
- Marketing Manager (US)
- Enterprise Account Executive (US - Remote)
- Infrastructure Team Lead (UK/BE)

Reminder

US based employees will receive \$5,000 for an eligible referral
 BE based employees will receive €4,500 for an eligible referral
 UK based employees will receive £3,800 for an eligible referral

Details

9.1
PRESENTATION DECK

The size of the header should be determined by the importance and length of the header compared to headers on other slides. Less important + longer sentence = smaller header size.

Large Header / Regular Header					
Medium Header					
Subheader / important text					
• Bullet point					
• Bullet point					
datacamp		Presentation Title		Presentation Date	

The gap between bullet points should be 35 px.


9.1
PRESENTATION DECK

Sharing something about valuations & multiples in market

- **Why is this valued different :** B2B has better retention, more upsell opportunities, less price sensitive...
- It is a type of revenue that is seen as a more sustainable stream. This is good as we can use that revenue to reinvest in product, achieve more growth, take out a loan at better terms...
- From a product quality perspective the difference between these types of revenue are not relevant. We want high-quality and high NPS for all our learners. Individual B2C and B2B learners roughly get the same experience anyway.
- It is a type of revenue that is seen as a more sustainable stream. This is good as we can use that revenue to reinvest in product, achieve more growth, take out a loan at better terms...

9.1
PRESENTATION DECK


The column grid doesn't apply to tables. The columns of the tables are determined by the length of the text + the 30 px margins.

Large Header / Medium Header		
Subheader	Subheader	Subheader
Subheader text Lorem ipsum dolor sit amet	Subheader text Lorem ipsum dolor sit amet	Subheader text Lorem ipsum dolor sit amet
Subheader text Lorem ipsum dolor sit amet	Subheader text Lorem ipsum dolor sit amet	Subheader text Lorem ipsum dolor sit amet
	Presentation Title	Presentation Date

The margins of the table should be 30 px.

9.1
PRESENTATION DECK

A table should have a stroke of 1 px.

Q1 Company OKRs				
Objective	Key Results	Owner	Jan 21	Feb 4
Objective 1 Achieve glory for Datacamp B2B	KR1 Achieve \$335,000 in Direct B2B ARR	Weston	0.7	0.2
	KR2 Bring in 850 sales accepted leads with an expected average deal size of >\$10,000	Adam	0.7	0.8
	KR3 End Q1 with \$12M in B2B ARR	Adam	0.8	0.8
	Presentation Title			Presentation Date

9.1
PRESENTATION DECK

Bias towards action

Deliverable: Share presentation slides			
Owner: Datacamp			
Date: 30 June			
Deliverable: ...			
Owner: ...			
Date: ...			
Deliverable: ...			
Owner: ...			
Date: ...			

datacamp Presentation Title Presentation Date

9.1
PRESENTATION DECK

Bias towards action

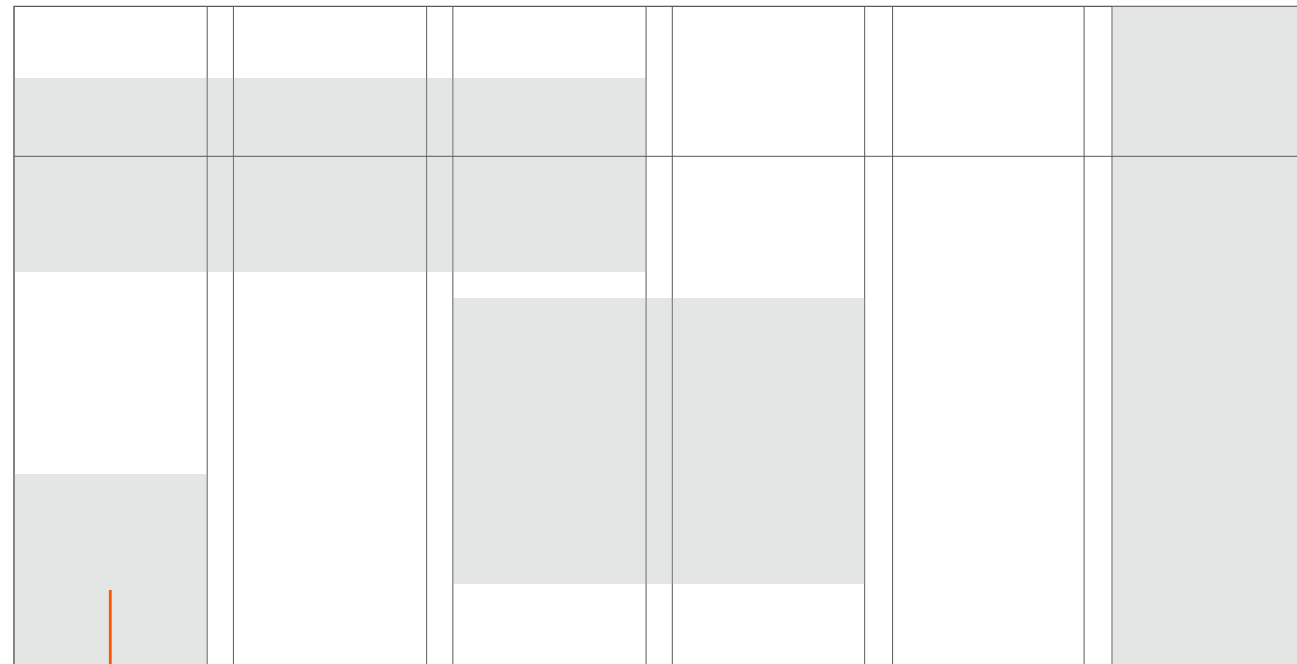
Deliverable: Share presentation slides
Owner: Datacamp
Date: 30 June

Deliverable: ...
Owner: ...
Date: ...

Deliverable: ...
Owner: ...
Date: ...

datacamp Presentation Title Presentation Date

9.1
PRESENTATION DECK



Images can be scaled any width and height, as long as the width is aligned to the column grid and the height within the margins. Overlaying images with items other than the pattern is not allowed.

9.1
PRESENTATION DECK

Data skills are no longer
a specialization



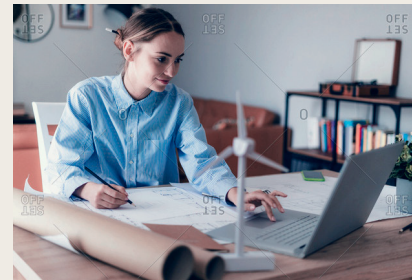
Imagery can be mixed with patterns as shown in the 'image usage' section. Patterns do not have to stay within the margins.

9.1
PRESENTATION DECK

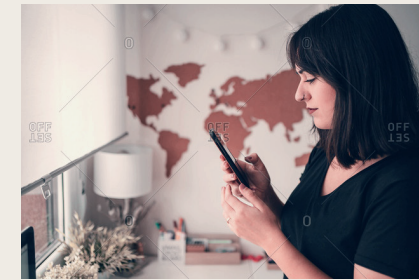
Large Header / Medium Header					
Subheader / Text		Subheader / Text		Subheader / Text	

9.1
PRESENTATION DECK

Customer Success: Fast track your team's success



We'll learn about your business goals



We'll help you map your learning journey to meet your targets



We'll partner with you to create long-term value

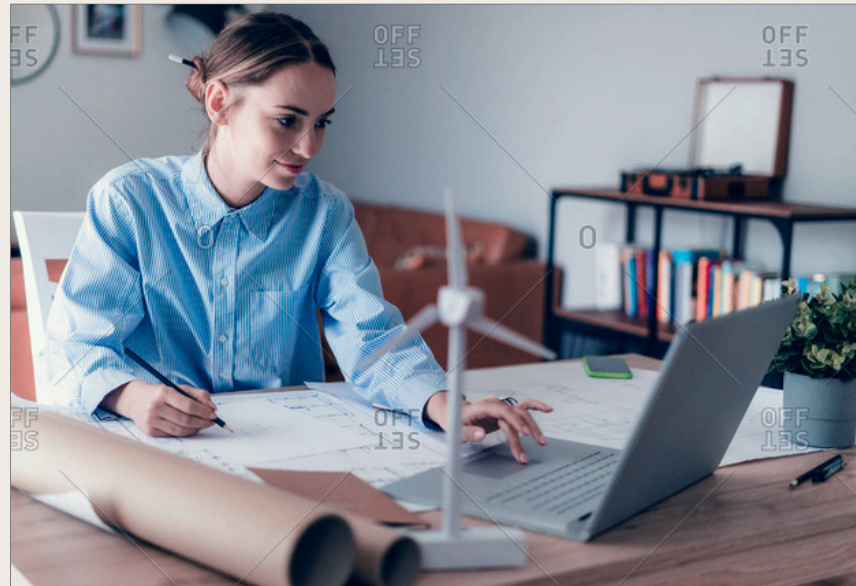
9.1
PRESENTATION DECK



9.1
PRESENTATION DECK



9.1
PRESENTATION DECK

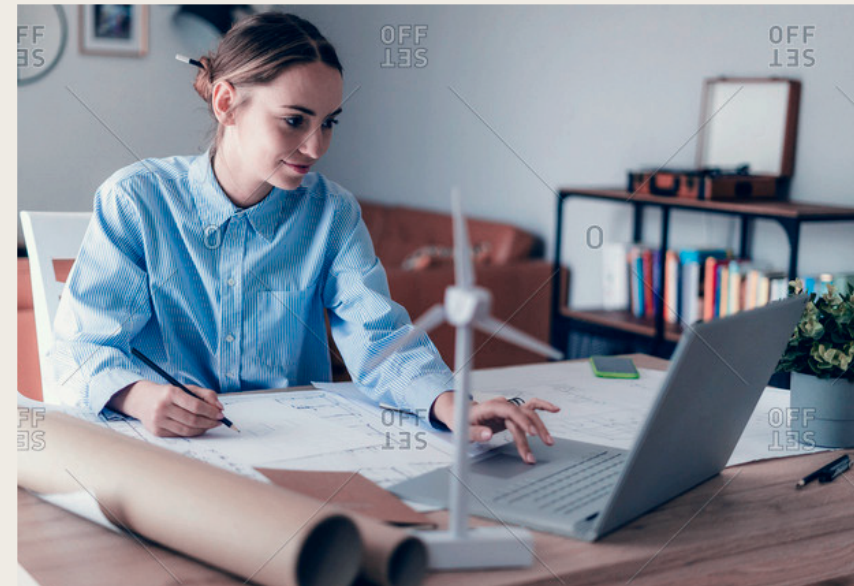


LEARN

Create custom learning tracks

With support from our expert team, you can build tailored learning paths for your organization—choosing from our library of courses, projects, and assessments.

9.1
PRESENTATION DECK



LEARN

Create custom learning tracks

With support from our expert team, you can build tailored learning paths for your organization—choosing from our library of courses, projects, and assessments.

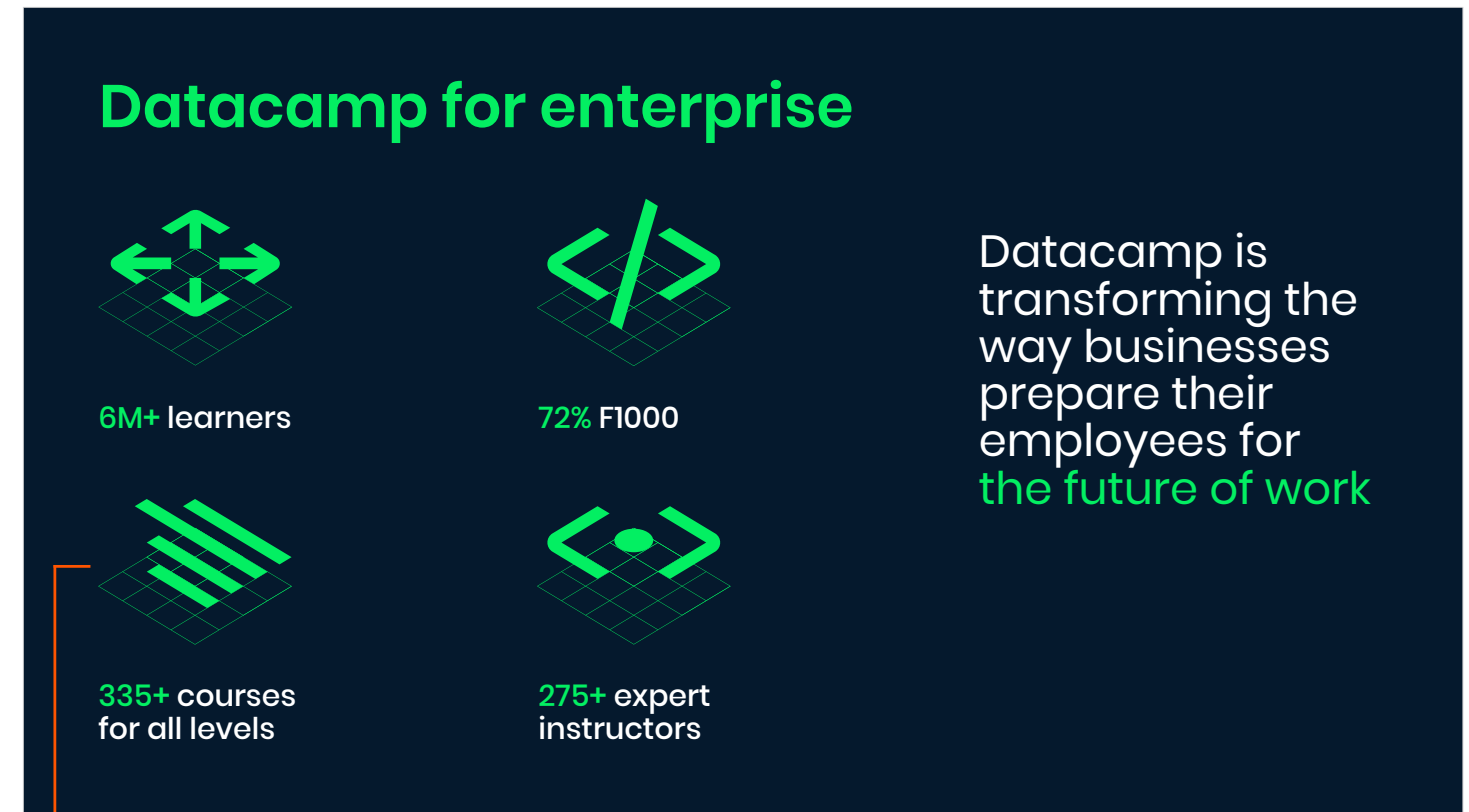
9.1
PRESENTATION DECK



+35 px →

The column gutter can be too small for large typography to comfortably be aligned next to other items. In this case, the gutter can be made twice the size (adding an additional 35 px gap)

9.1
PRESENTATION DECK



Icons can have a max width of one column. Smaller sizes must stay aligned to the column grid.


9.1
PRESENTATION DECK

	<h1>Large Header</h1>					


9.1
PRESENTATION DECK



9.1
PRESENTATION DECK

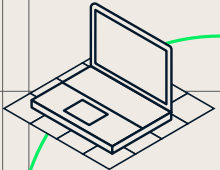
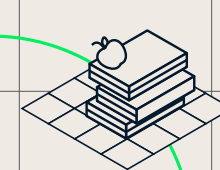
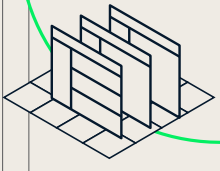
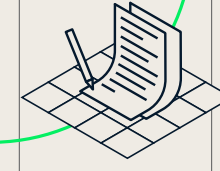
<p>A clear path to learning</p> <ul style="list-style-type: none"> ✓ All learning is in-browser ✓ No installation or download ✓ Accessible from anywhere 					
 datacamp		Presentation Title		Presentation Date	


9.1
PRESENTATION DECK

<p>A clear path to learning</p> <ul style="list-style-type: none"> ✓ All learning is in-browser ✓ No installation or download ✓ Accessible from anywhere 					
 datacamp		Presentation Title		Presentation Date	

9.1
PRESENTATION DECK

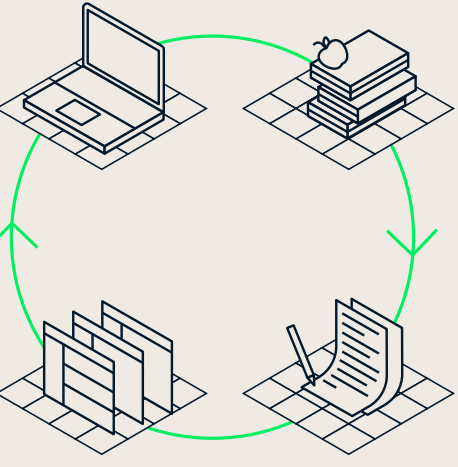
When a slide is filled with a infographic, illustration or large chart, body copy may be placed in the header area as well.

<p>Asses Accurately identify strengths and skills gaps across your organization</p>				<p>Learn Upskill your team with interactive courses, broken into bite-sized chapters</p>	
<p>Apply Use real-world tools and workflows to complete end-to-end analysis</p>				<p>Practice Master new skills with daily exercises on desktop and DataCamp Mobile</p>	



Presentation Title
Presentation Date

9.1
PRESENTATION DECK

Asses
Accurately identify strengths and skills gaps across your organization



Learn
Upskill your team with interactive courses, broken into bite-sized chapters


Presentation Title
Presentation Date

9.1
PRESENTATION DECK

The headers may be located on the 3 horizontal grid lines and can be aligned to any column.

A pattern can be applied without intervening with the typography.

Large Header					
Large Header					
Large Header					
Large Header					

Large
Header

The bottom part of a header may be shifted to the right. The distance of shifting the header is determined by the cap height.

9.1
PRESENTATION DECK

