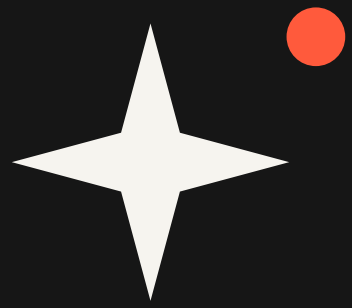
BIFANA
STUDIO



STAR. DOT. ORBIT.

A compact graphic language built to make Bifana Studio recognisable without forcing every game to share the same art direction.

CORE MOTIFS

STAR



Star

Primary graphic accent. Use deliberately, not decoratively.

DOT



Dot

Energy / punctuation. Use deliberately, not decoratively.

ORBIT



Orbit

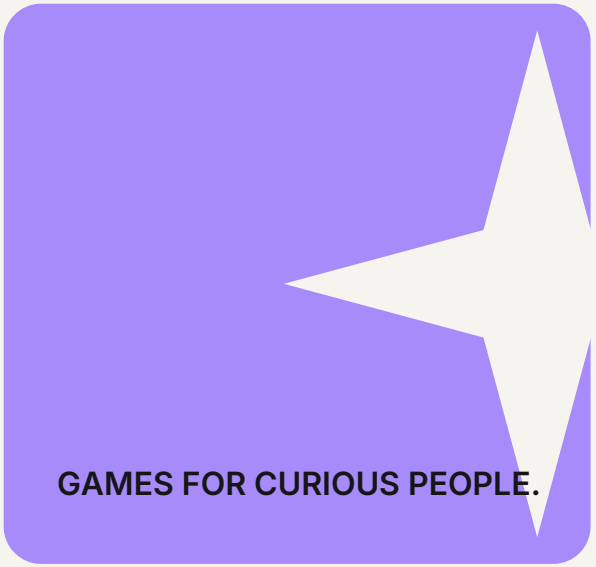
Motion / curiosity. Use deliberately, not decoratively.

One focal idea per composition.

Bifana should feel playful and recognisable, not busy. The logo, star, dot and orbit do not all need to appear at the same time.



01 LOGO + DOT



02 STAR AS CROP



03 ORBIT AS MOTION CUE

The star is the recognisable accent.

Use it as a focal mark, aperture, crop, bullet or transition device. Keep the four-point geometry consistent.



CHARCOAL



OFF WHITE



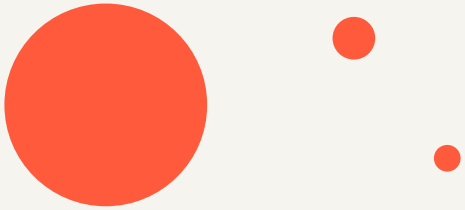
RED ORANGE

DO NOT

- Rotate randomly in every layout
- Add glow or sparkle effects
- Create multi-point star variants
- Use as a substitute for the BIFANA logo

Energy without noise.

The dot is punctuation. The orbit is movement. Both should remain secondary to the content and should never turn Bifana into a sci-fi brand.



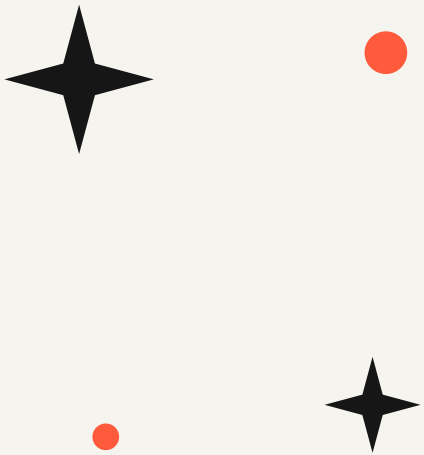
DOT / LARGE FOCAL OR SPARSE MICRO-ACCENTS



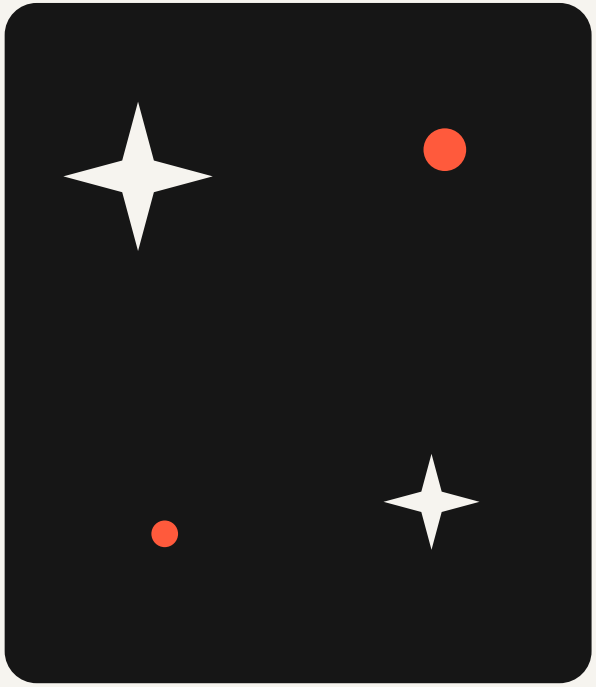
ORBIT / CAMPAIGN + MOTION DEVICE

Rule: the orbit is never locked permanently around the corporate logo. It belongs to motion, campaigns and playful studio communication.

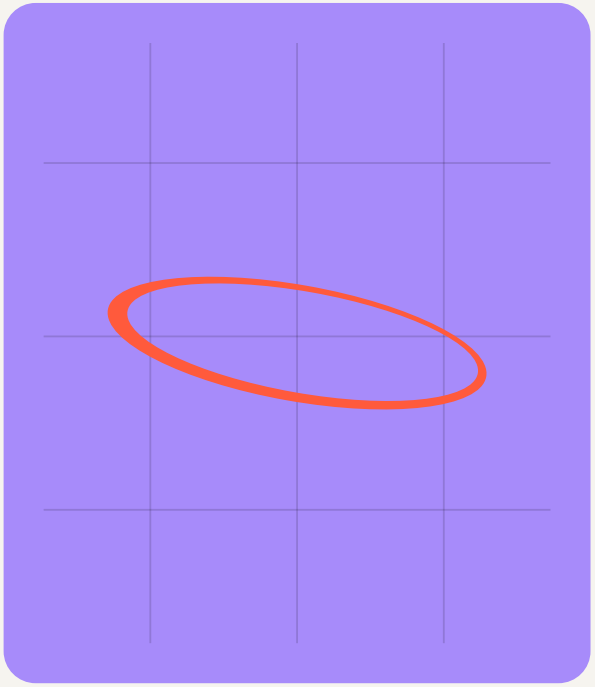
Patterns are atmosphere, not wallpaper.



LIGHT FIELD



DARK FIELD



ORBIT GRID

Bifana signs the game. It does not redesign it.

Every title can have its own palette, typography, illustration and tone. The studio system appears at the edges: splash, publisher signature, credits, social framing and corporate communication.

NARRATIVE

A BIFANA STUDIO GAME 

PUZZLE

A BIFANA STUDIO GAME 

ADVENTURE

A BIFANA STUDIO GAME 

SYSTEMS

A BIFANA STUDIO GAME 