THE GAME OWNS THE STAGE.
BIFANA SIGNS IT.

A system for trailers, key art, stores, splash screens and credits.

Four approved phrases.

BIFANA STUDIO PRESENTS	Opening/editorial
A BIFANA STUDIO GAME	Campaign / key art
BY BIFANA STUDIO	Compact signature
DEVELOPED BY BIFANA STUDIO	Credits / metadata

1.5 seconds, then get out of the way.

01	**Bifana Studio ident**	1.5s max
02	**Game / trailer**	Game owns visual language
03	**Game CTA**	Wishlist / date / platform
04	**Studio end card**	Short, clean, silent or sonic logo

Do not brand the game to death.

01 Game title and key art are always dominant.

02 Bifana signature uses an edge/corner safe area.

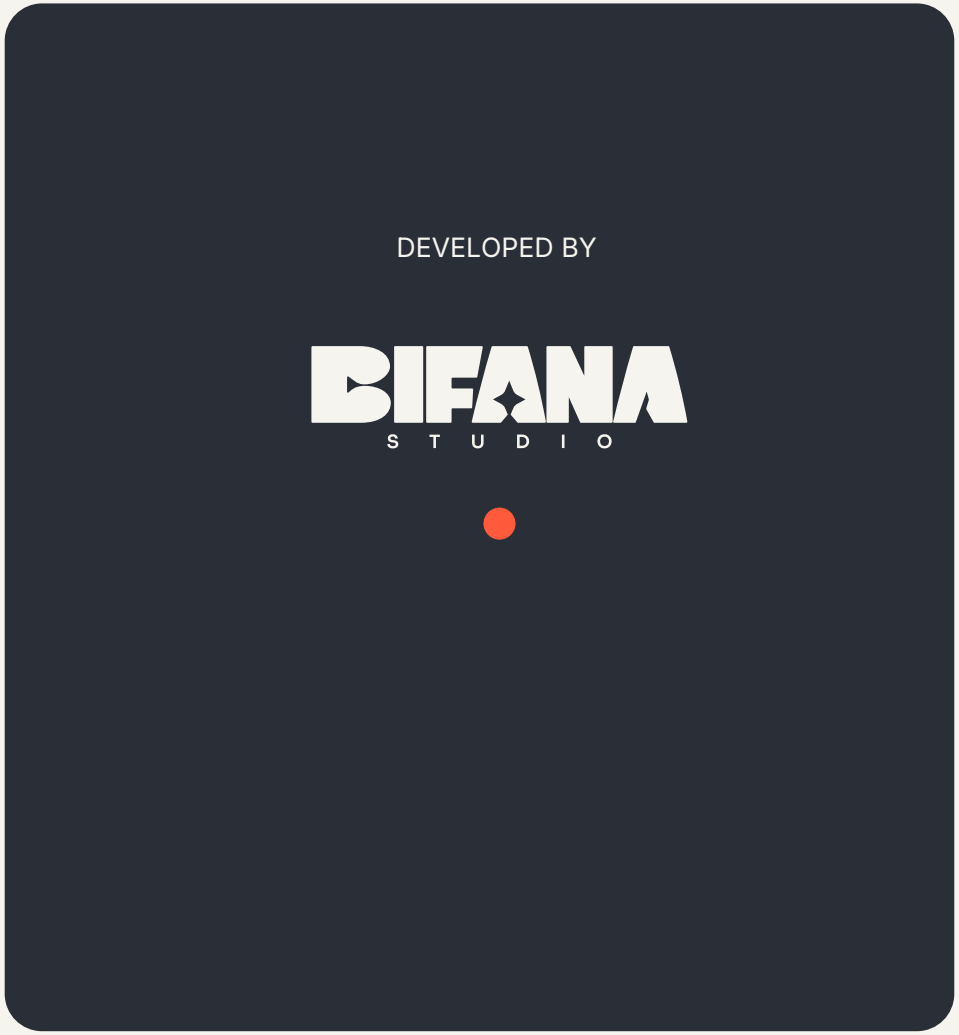
03 Never recolour game art to corporate Red Orange / Lavender.

04 Never replace the game typeface with Sora.

05 Developer/publisher metadata is Bifana Studio.

Credit the people. Then the studio.

Use “Developed by Bifana Studio” as the studio-level credit. Individual contributors, collaborators, contractors, composers and external studios remain credited by their actual roles.



GAME APPLICATION SYSTEM READY

01_SIGNATURES - vector + PNG signature marks

02_TRAILER - 1920x1080 end cards

03_STORE - game signature + publisher strip

04_CREDITS - developed-by screen

JSON specification + README

NEXT: APPLY THE SYSTEM TO VILLAMUDA + FINAL BRAND GUIDELINES