

HEX // OS · SELECT A FACE

HEX

Film · Design · AI. A production company built as a
geometric operating system.

HEX // IDEA

The machine and the work

HEX is a film production company presented as an operating system. The interface is thin and mechanical; the footage and the craft are the payload. One hexagon, one wordmark discipline, orange as heat and mass — a system that reads instantly and gets out of the way.

01 · Work first

Footage and craft lead. Chrome stays thin.

02 · Geometric modernism

One mark family, one wordmark discipline, poster energy.

03 · Hex is the system

Face, closed, and isometric hex each carry a distinct job.

04 · Heat & grain

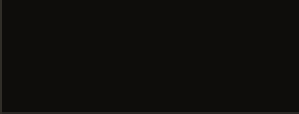
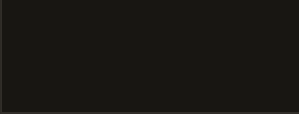
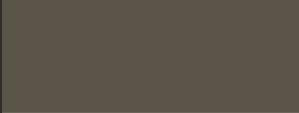
Orange carries energy as body. Film grain is production DNA.

HEX // COLOR

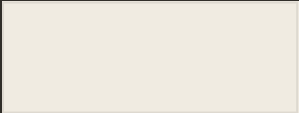
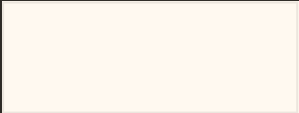
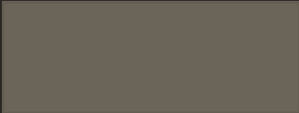
Warm void, one heat

Two schemes share the same roles. **Void Portal** is the default. **Bone & Embers** is the light counterpart. One chromatic accent per theme — never a second hue, never pure black.

VOID PORTAL · DEFAULT

 Void #0e0d0b Ground · warm near-black	 Surface #181612 Cards · raised chrome	 Ink #e8e2d2 Primary text · cream	 Muted #8d8775 Secondary text
 Faint #5a5449 Tertiary · quiet meta	 Orange #ff6b1a The accent · mass	 REC #ff3b1a Live-dot only	

BONE & EMBERS · LIGHT

 Bone #f0ebe1 Ground · bone paper	 Surface #fff9f0 Cards · chips	 Ink #12100e Near-void type	 Muted #6b6458 Secondary
 Ember #e85d04 The accent			

HEX // TYPE

Three voices, one system

HEX

Monument Extended

Display · heroes, specimen, key titles. Wide, mechanical, used with restraint.

Aa Bb Cc — the quiet body that carries paragraphs and UI.

Outfit

Body / UI · paragraphs and interface. Neutral, legible.

HEX // OS · 01–06 · 18:14:28

Chakra Petch

Readout · system voice, codes, clock. Short strings only, never body.

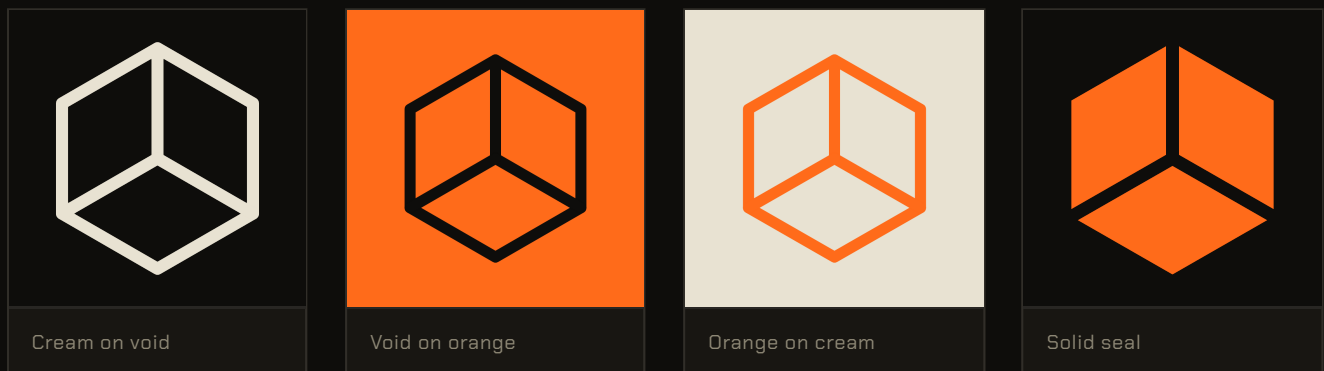
HEX // MARK

The HexMark

One hexagon with three cube-spokes — the closed hex read corner-on. It holds from a 16px favicon to a poster seal. Clear space is one cap-height of the wordmark. Never soften the corners, never add a second lobe, never swap the geometry.



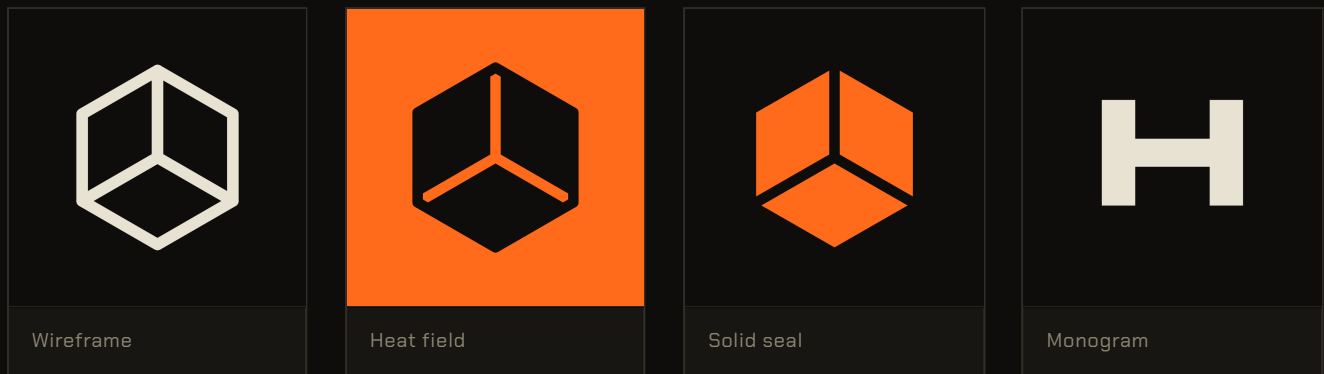
FLIPS & SEAL



HEX // MARK · AVATARS

Social avatars

Full-bleed 1024² squares. A2 Heat field is the recommended default; all read at 26px.



DO

Cream ink on warm void. One orange accent. Sharp corners. Grain as atmosphere. Keep the mark family jobs distinct.

DON'T

Soft dual-lobe hex. Crypto-swirl. A second brand hue. Glass or pills. Two live oranges. Retiring the geometry.

HEX // WORDMARK

Lockups & the voice line

The wordmark is **HEX** in Monument. The system speaks as **HEX //** — two slashes, always spaced, never glued. The word after names the channel or mode.



Horizontal



Stacked



Voice line



Mass underline



Bookends



Ticker rail



Negative tile



Badge

HEX // VOICE

System readout

Lean, confident, production-minded. The system idles as **HEX // OS • SELECT A FACE**. Craft copy stays short and clear. No SaaS hype, no agent banter.

HEX // OS

HEX // WORK

HEX // FILM

HEX // AI

HEX // CONTACT

HEX // ON SET

HEX // ICONS

System glyphs



WORK



PLAY



REC



SIGNAL



ROUTE



CONTACT



ARCHIVE



CUT



GRAIN



AI

HEX // MOTION

The machine in motion

Six verbs, two eases, one accent. Motion is the machine speaking: mechanical, geometric, heat as mass.

01 ARM

Leader draws, index heats, label seats.
One idea per hover.

02 DRAW

Construction lines build the form before it
resolves.

03 SEAT

Elements settle into place with a decisive
stop.

04 FLOOD

Orange fills as mass — heat entering the
frame.

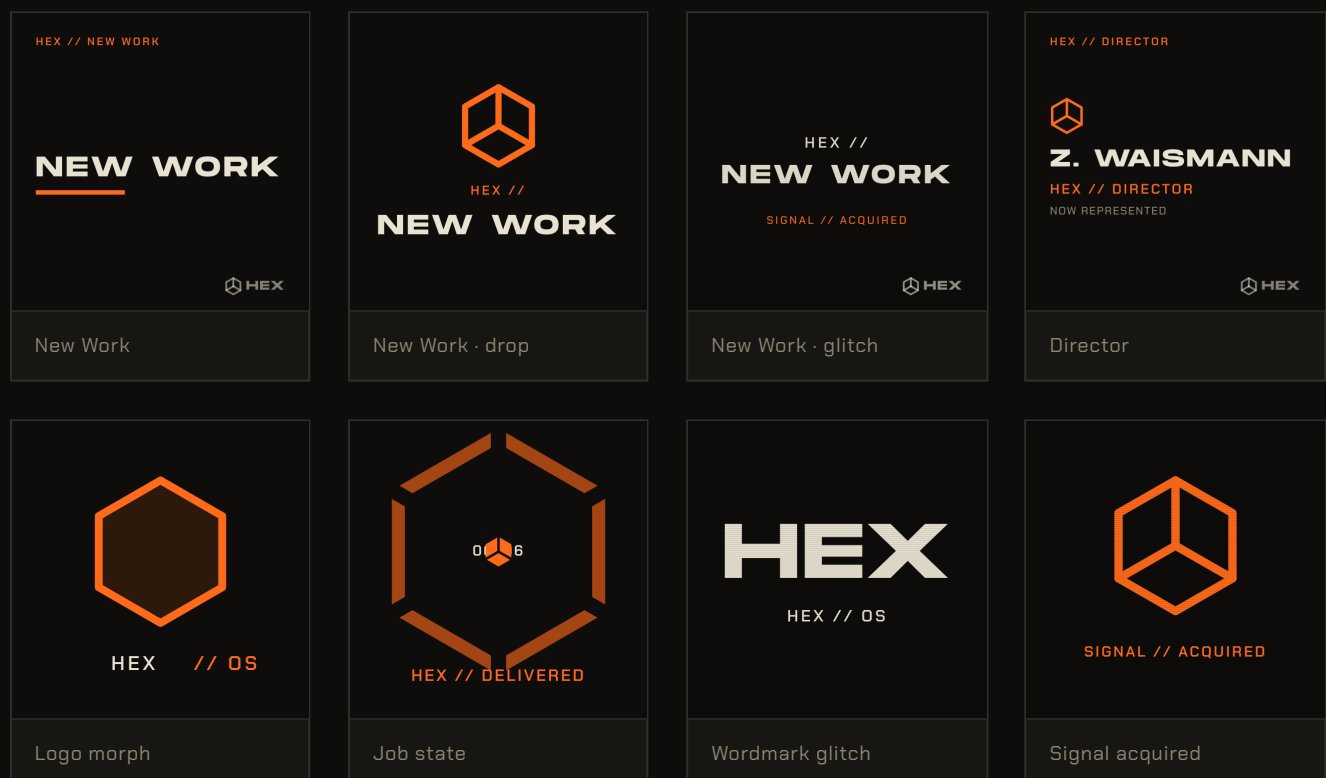
05 SEAL

The mark closes and locks; state
confirmed.

06 IDLE

Ambient breathing at rest. The system,
waiting.

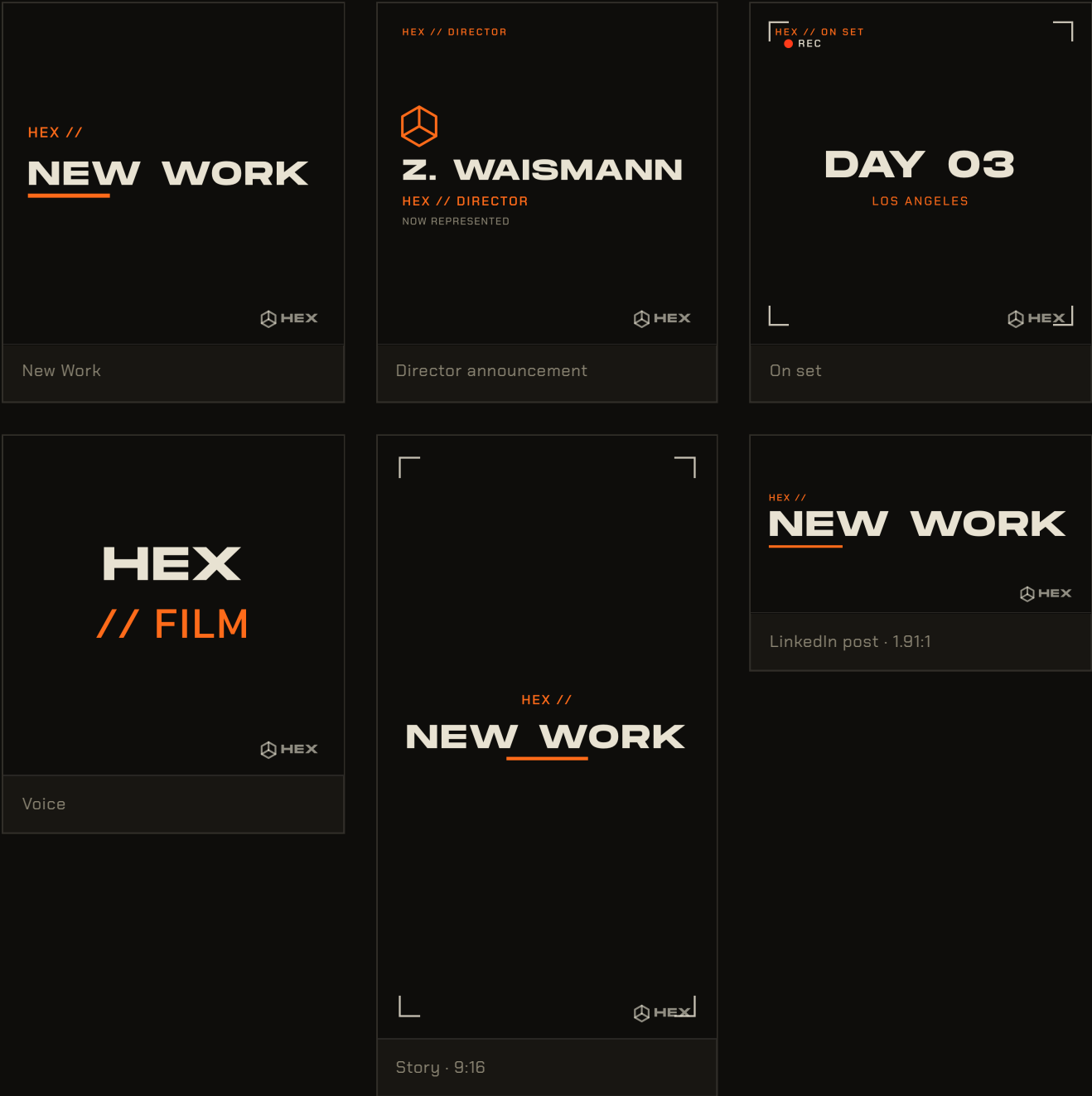
APPLIED MOTION · LOOPING GIFS (POSTERS SHOWN)



HEX // APPLICATIONS

The brand in the world

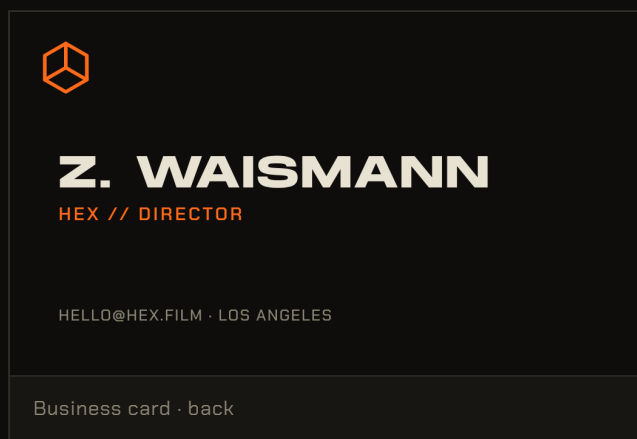
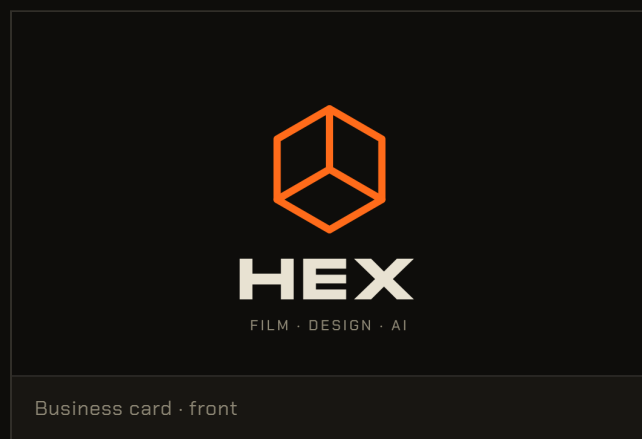
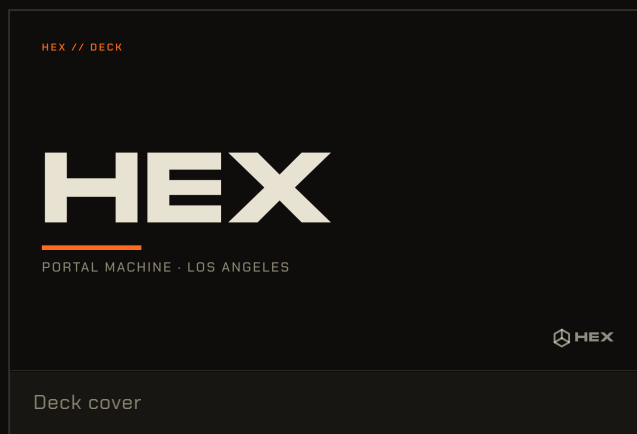
Editable, exportable templates across every channel. Social posts and content archetypes.



HEX // APPLICATIONS

Collateral

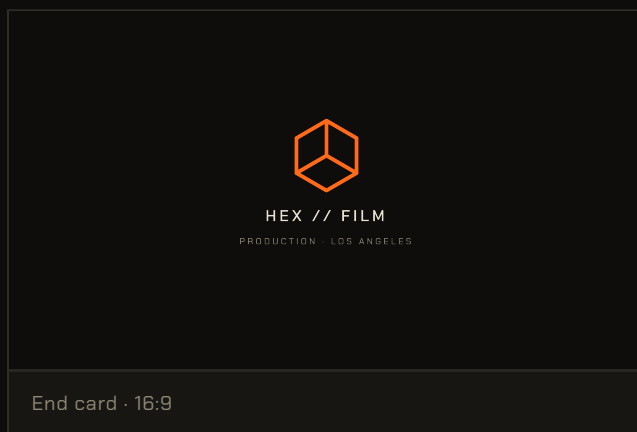
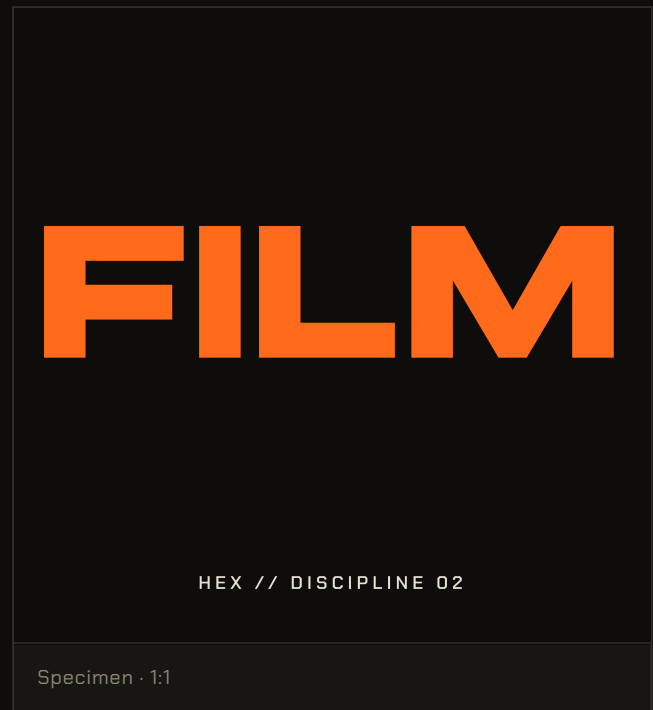
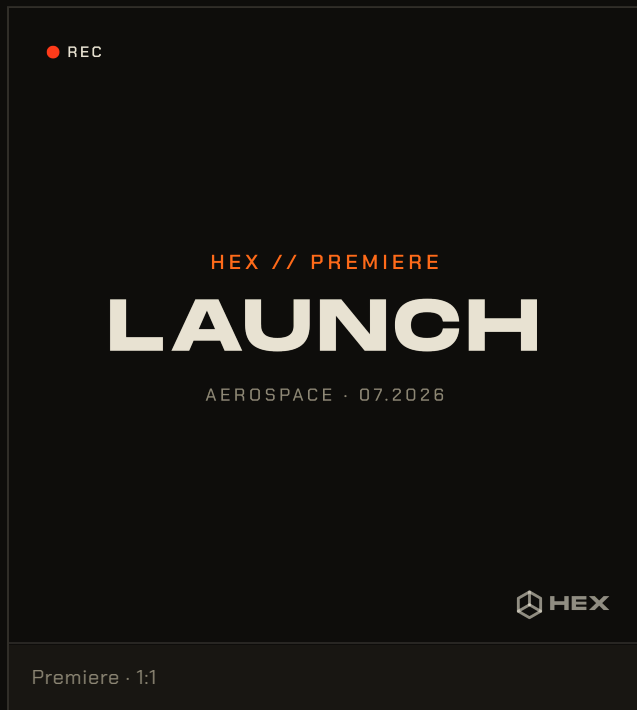
Company channels and print — banner, deck cover, and the business card.



HEX // APPLICATIONS

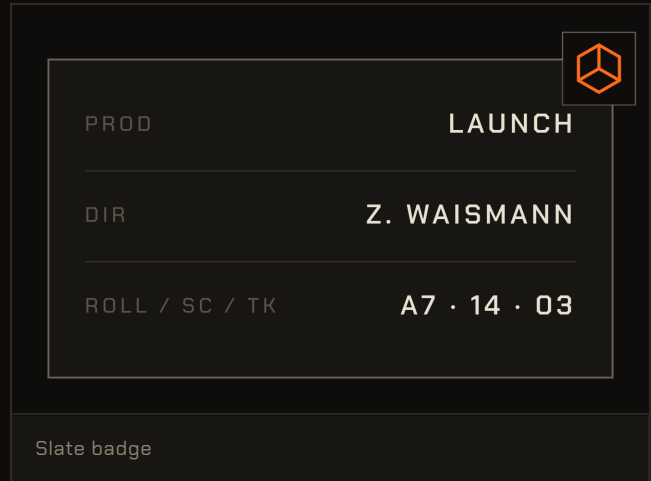
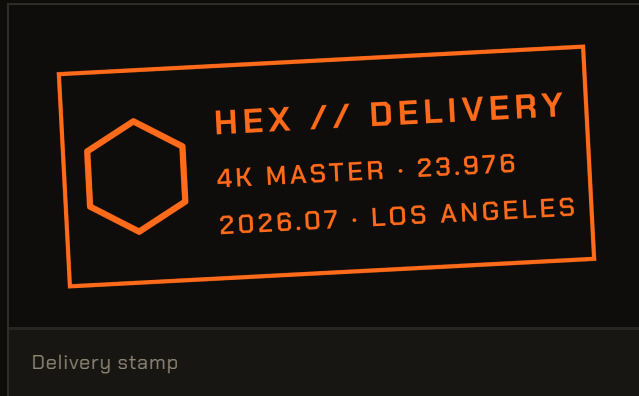
Footage overlays

Alpha kits laid over footage — premiere, specimen, end card, lower third. Cream ink for dark footage, void ink for light.



HEX // APPLICATIONS · STAMPS

Stamps & seals



HEX // END OF LINE

Every asset in this book is downloadable at the live guideline. Rules over decoration; work over chrome.