



ForgeDB

The logomark, wordmark, and usage rules for the schema-first database generator. One schema node, fanning into everything it forges.

01 The mark



What it says

A single **schema node** — carrying the ForgeDB “F” — fans out into the **four surfaces** ForgeDB generates from it. The top stream runs molten: what’s being forged right now.

- Rust database code molten
- TypeScript SDK
- REST API + OpenAPI
- UI component stubs

02 Lockups



Horizontal lockup · default. Mark height = cap height $\times$ 1.6, gap = mark $\div$ 3.5.



ForgeDB

Stacked lockup · square-ish placements, avatars, app splashes.

03 Clear space & minimum size



Keep clear space of at least **1×** the node height on every side. Nothing — type, edges, other logos — enters the dashed zone.



24 px
mark min

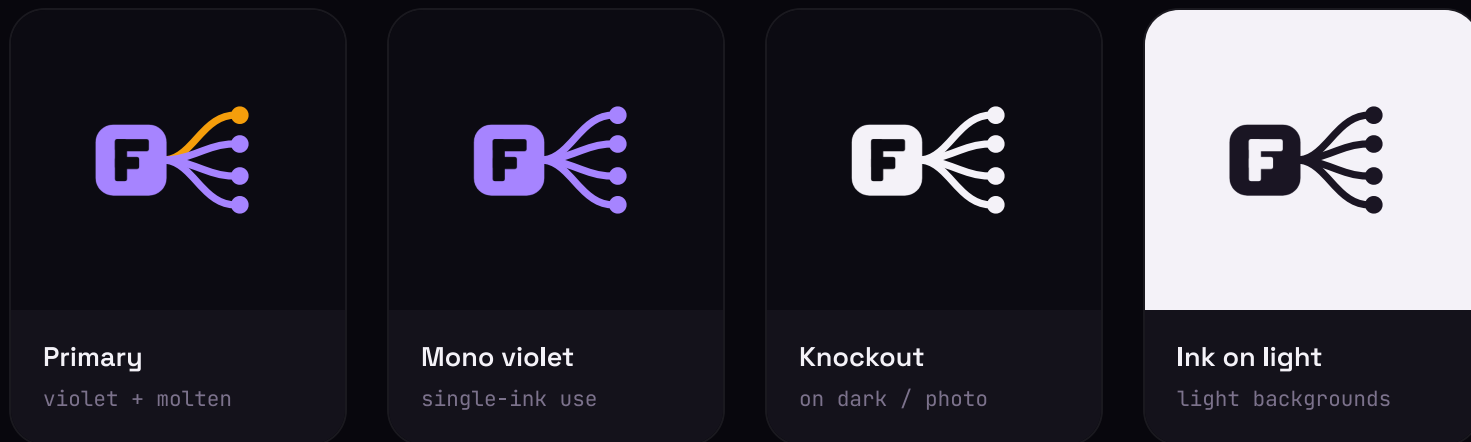


ForgeDB

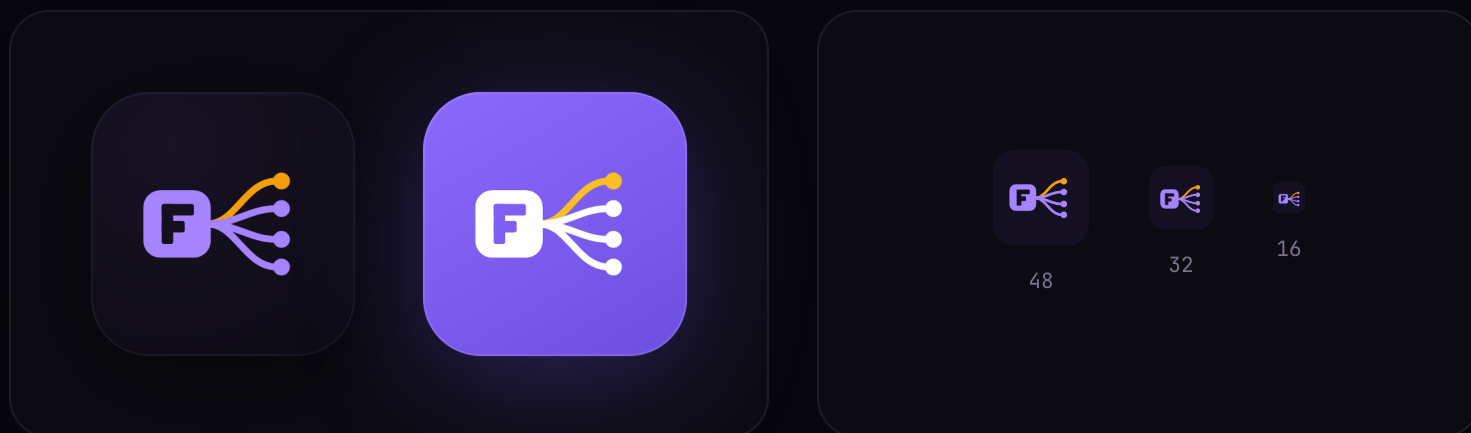
96 px
lockup min

Below these sizes, switch to the standalone mark — never shrink the full lockup until the wordmark blurs.

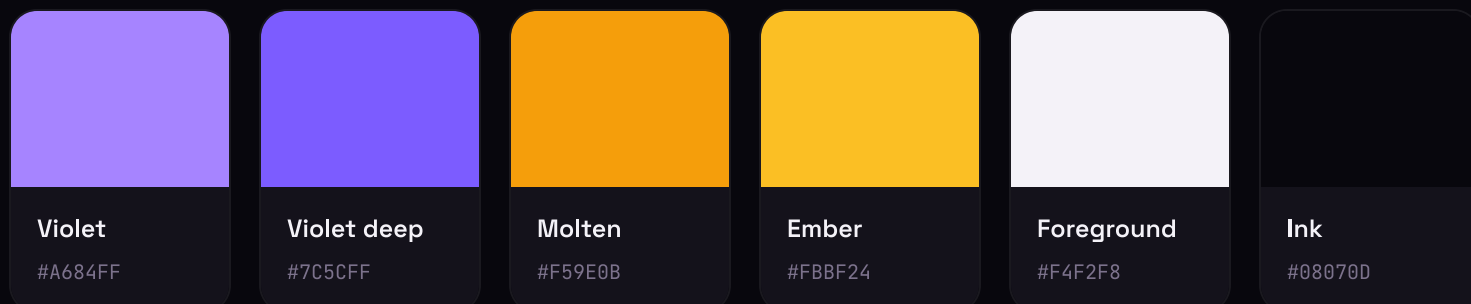
04 Color variants



05 App icon & favicon



06 Palette



Violet is the single house accent (InspectorKit primary, oklch 72% .18 305). Molten/ember is reserved for the “active forge” state – used sparingly.

07 Typography

Space Grotesk

display • wordmark

Aa Bb Cc

ABCDEFGHIJKLM

abcdefghijklm 0123456789

JetBrains Mono

code • labels • CLI

Aa Bb Cc

```
$ forgedb generate all  
→ rust • ts • api • ui
```

08 Do & don't



DO

Keep molten on the top stream only.



DO

Use the ink variant on light surfaces.



DON'T

Never stretch or distort the mark.



DON'T

Don't recolor outside the palette.