Paul Mathisen

GoPro Brand Center

Role

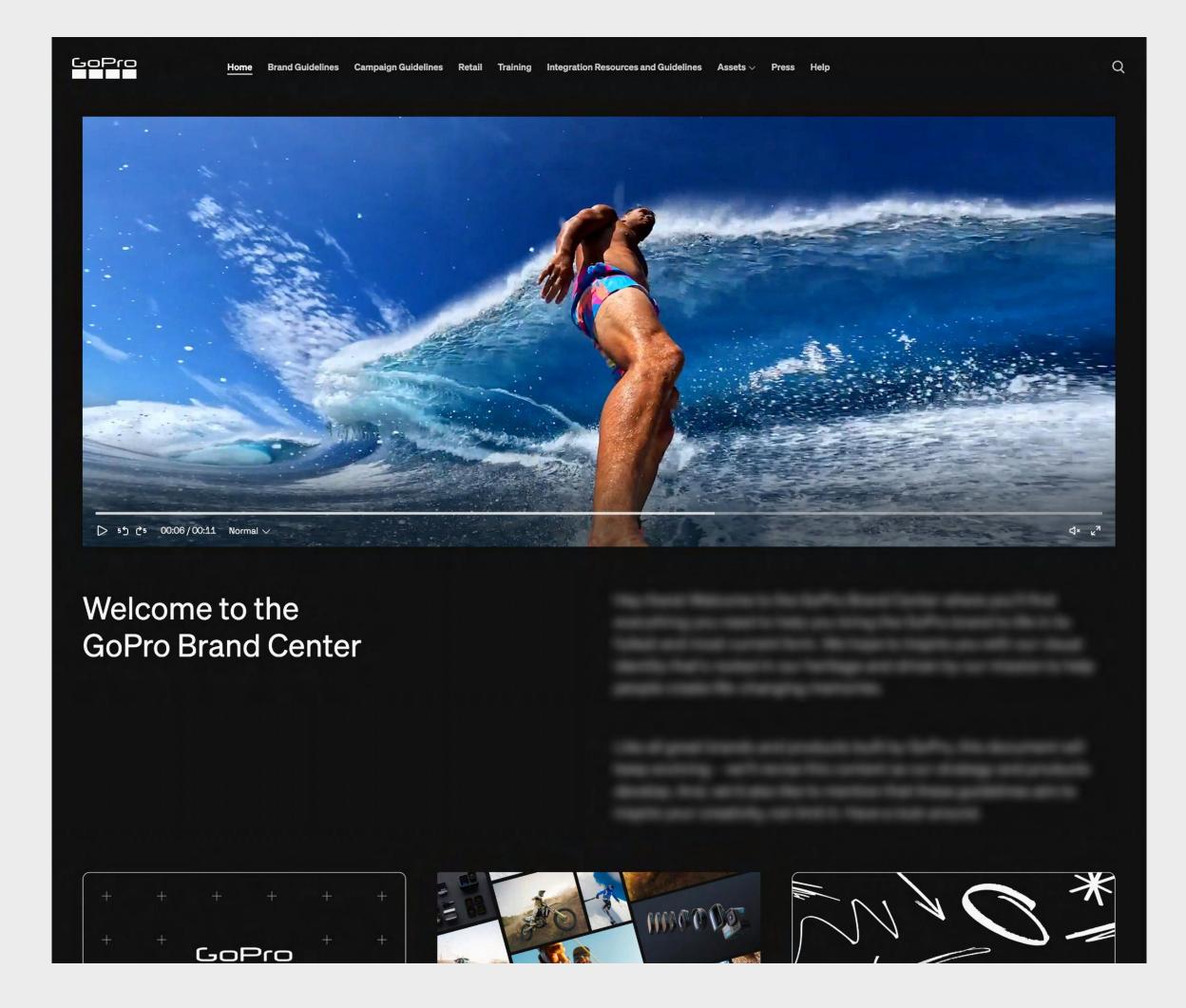
Senior Designer

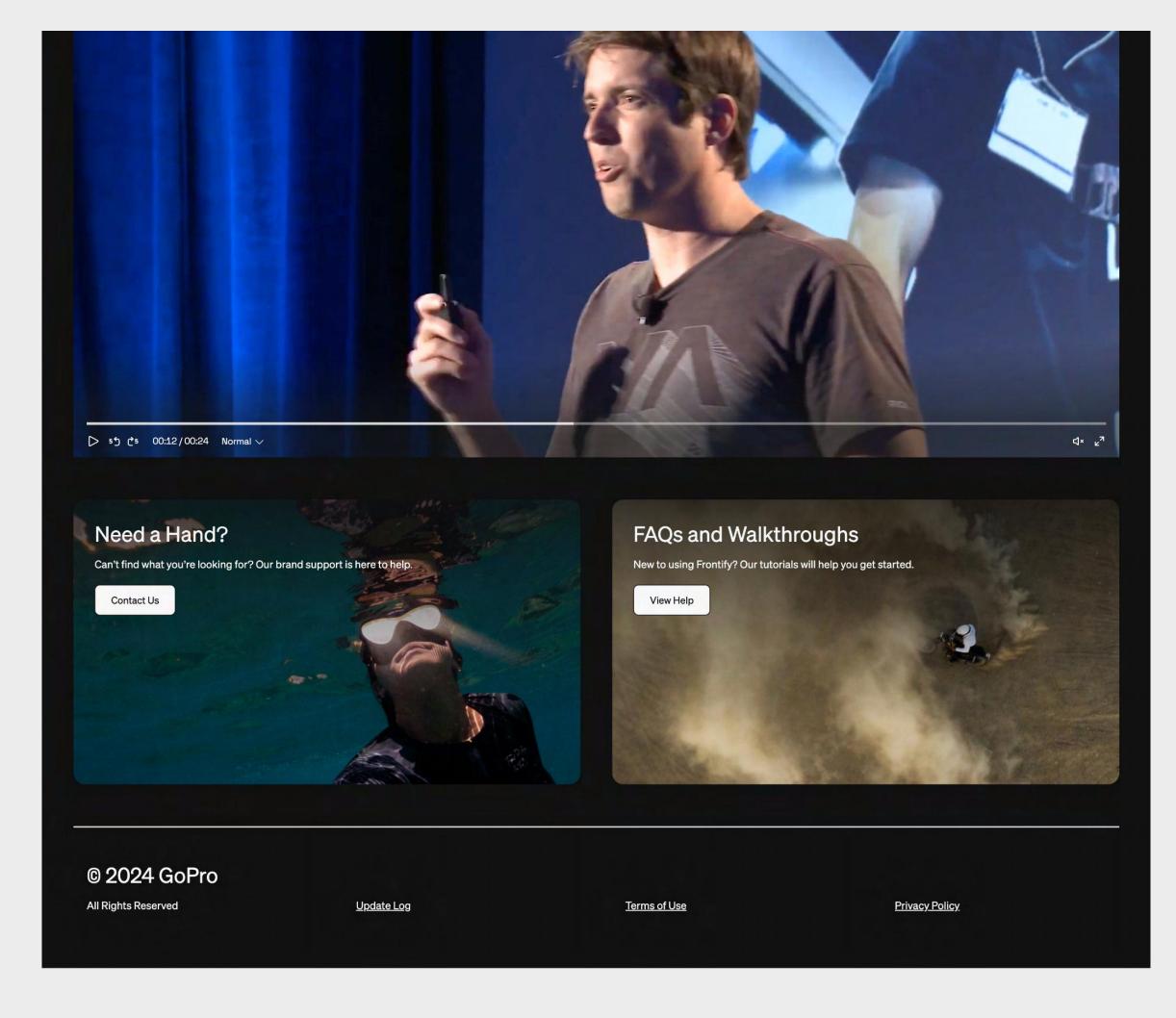
Duration

December 2023 -September 2024 **Tools Used**

Figma Frontify

PM

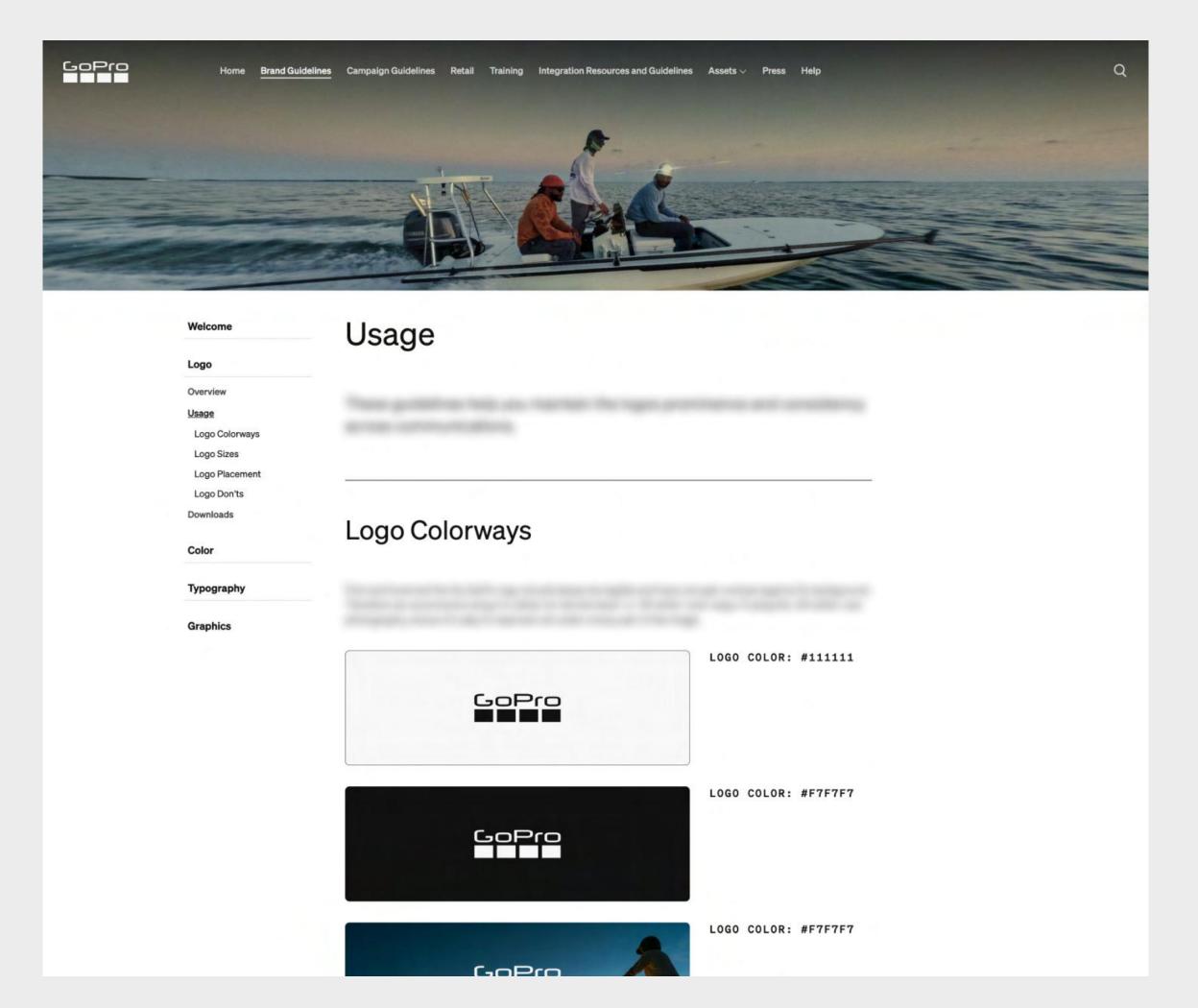


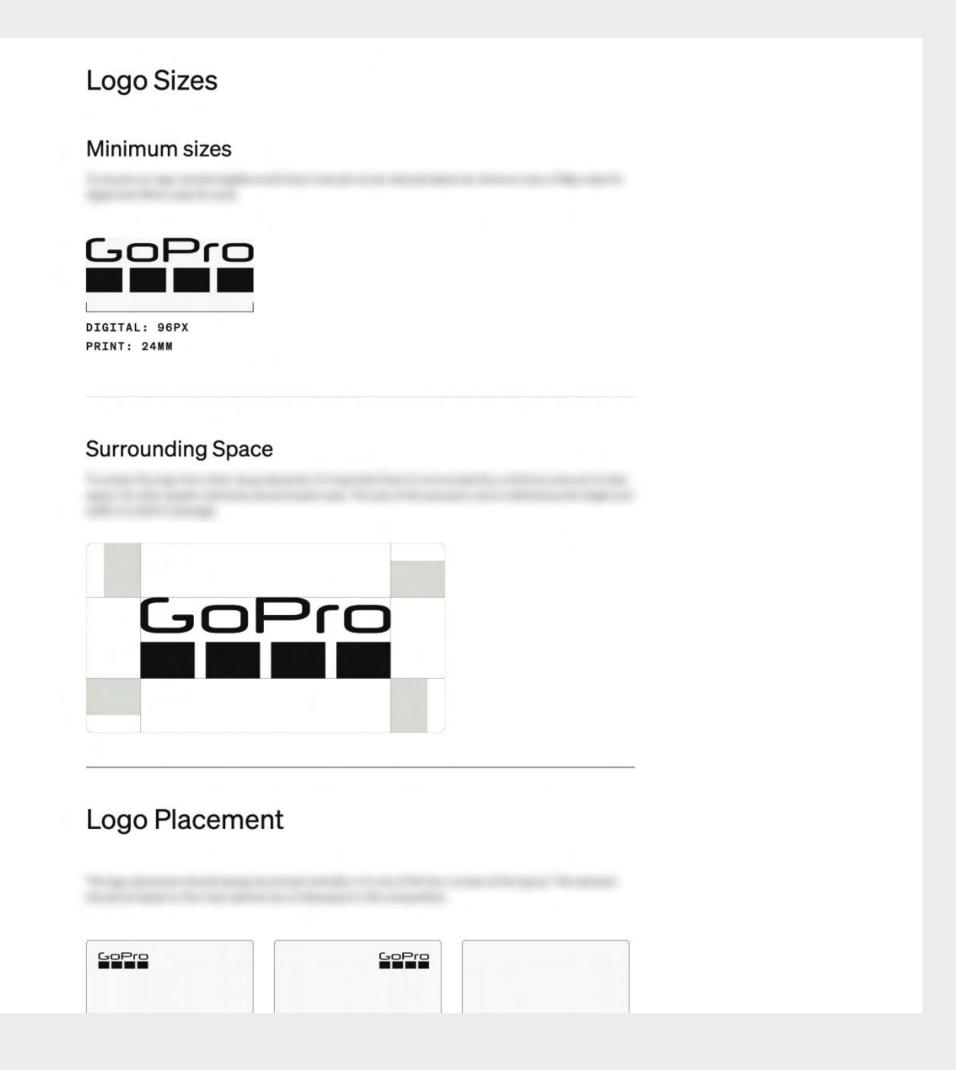


For a long time, GoPro had been without a consolidated brand guideline, and had been using several third party tools to manage and share assets within the company and their partners, with a varying amount of success.

As someone who had done work with both the brand and product teams, I was tasked with the design and build of the GoPro Brand Center, which would consolidate all these features under a platform run on Frontify.

For the duration of the project I was in charge of the structure, content, and design of the Brand Center. As this site housed information from multiple teams, managing several timelines and feedback sets was vital.

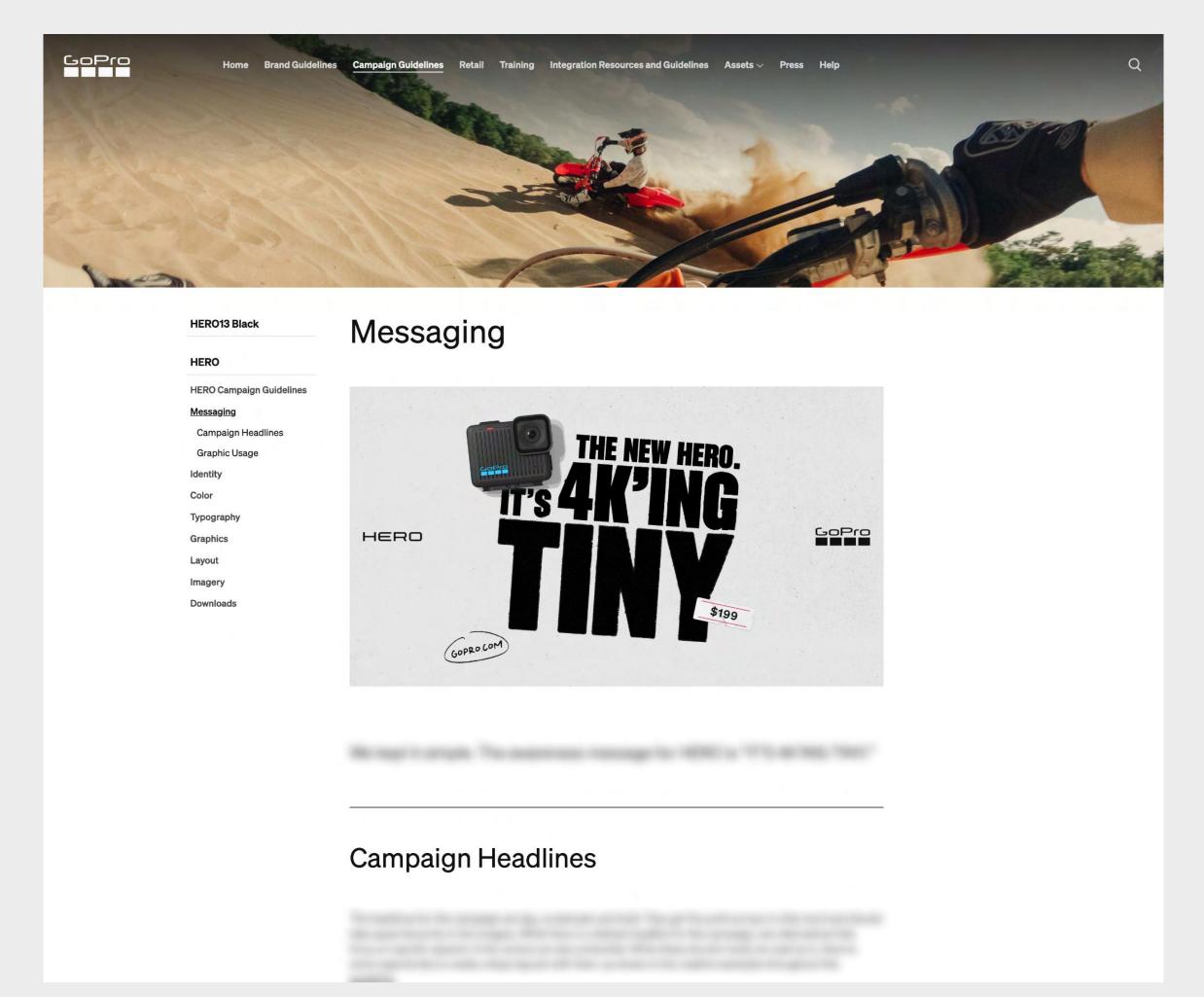


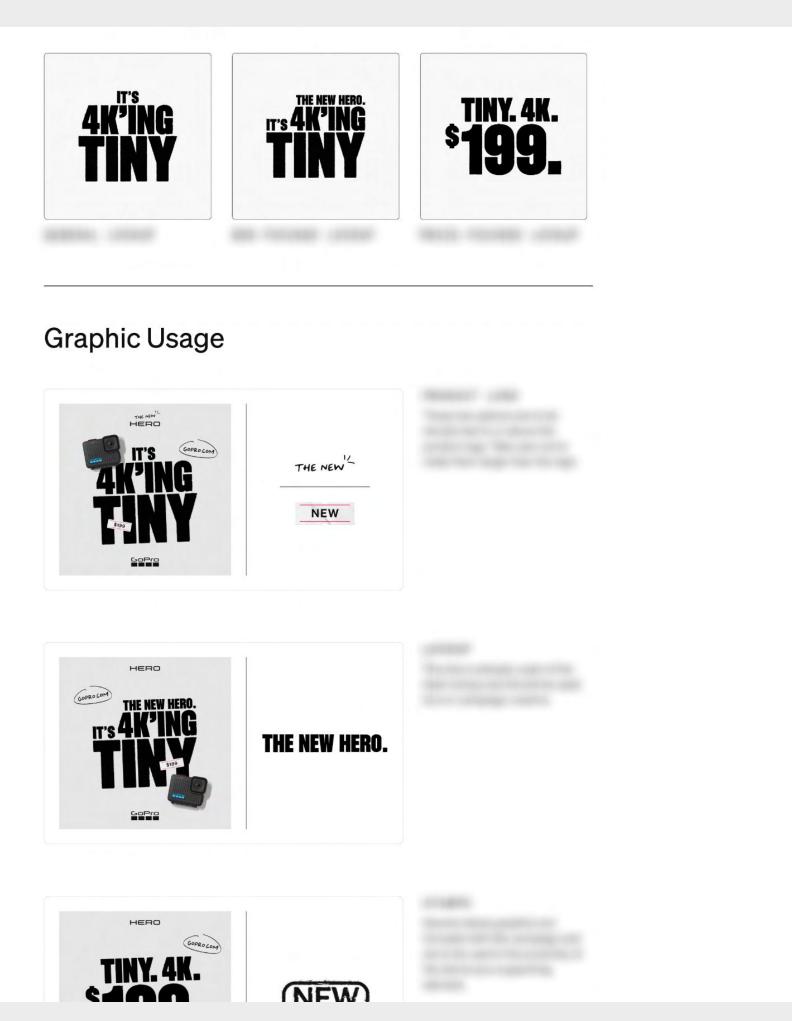


One of the best features of Frontify is the amount of tools it gives you to create comprehensive brand guidelines. As GoPro had not created a guideline document in years, many parts of this website had to be updated or created

from scratch by me and the Brand Creative Director. While this web editor does some of the site design guesswork for you, much of this layout was custom built by me to suit our needs.

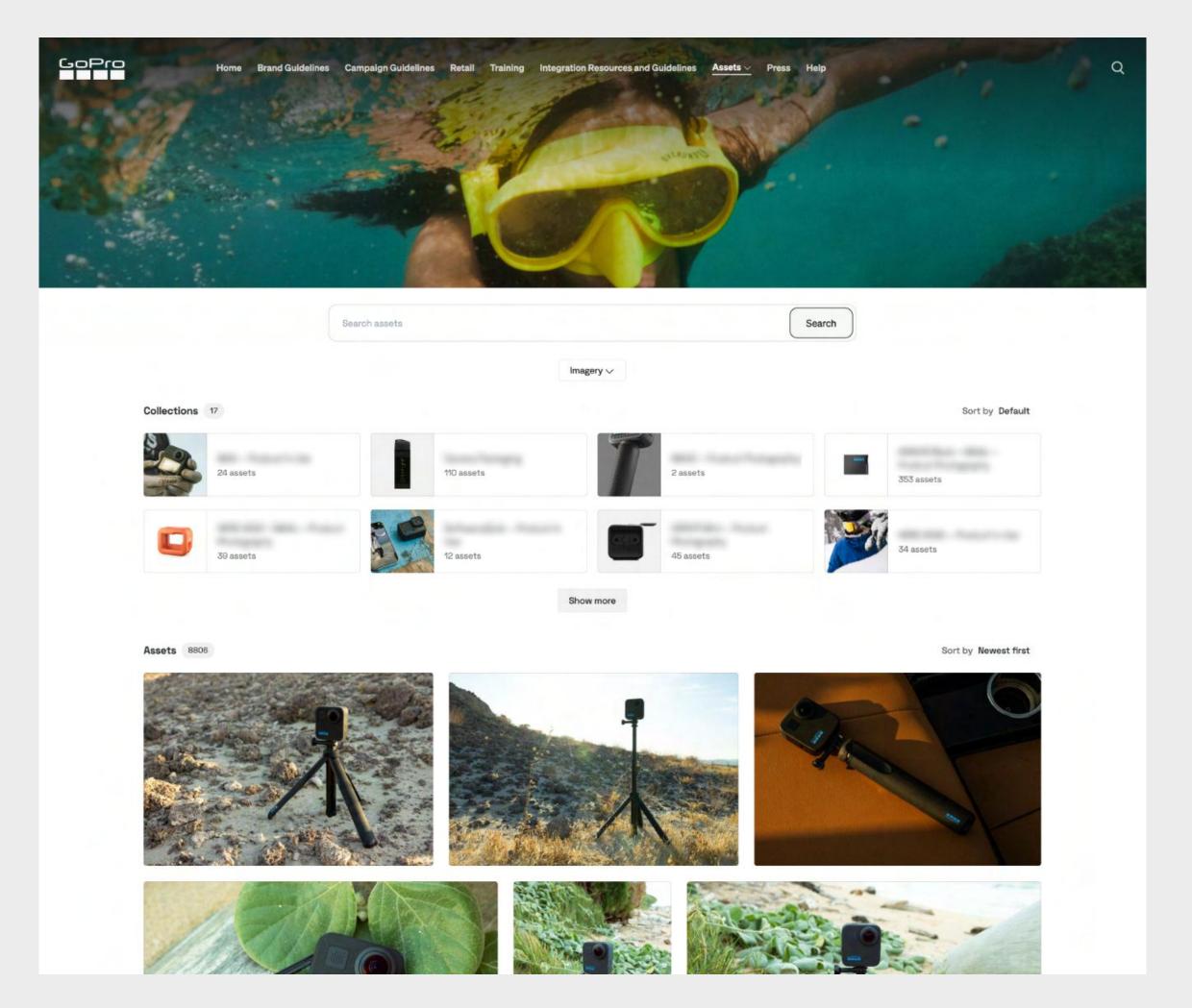


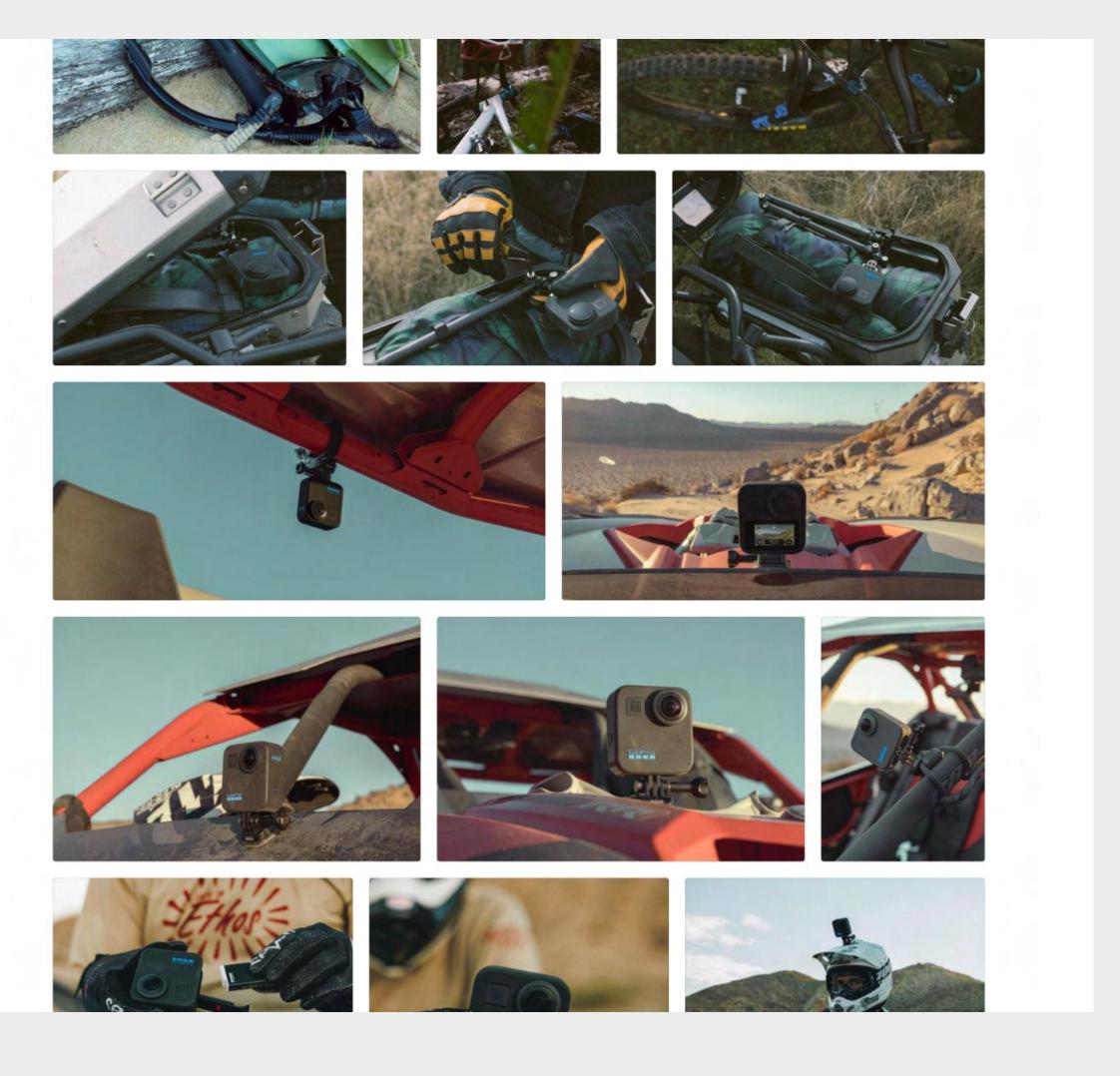




GoPro runs campaigns for it's main product launchesusually with unique creative features. We decided this would be a perfect use case for Frontify and created the company's first ever campaign guidelines. These campaign

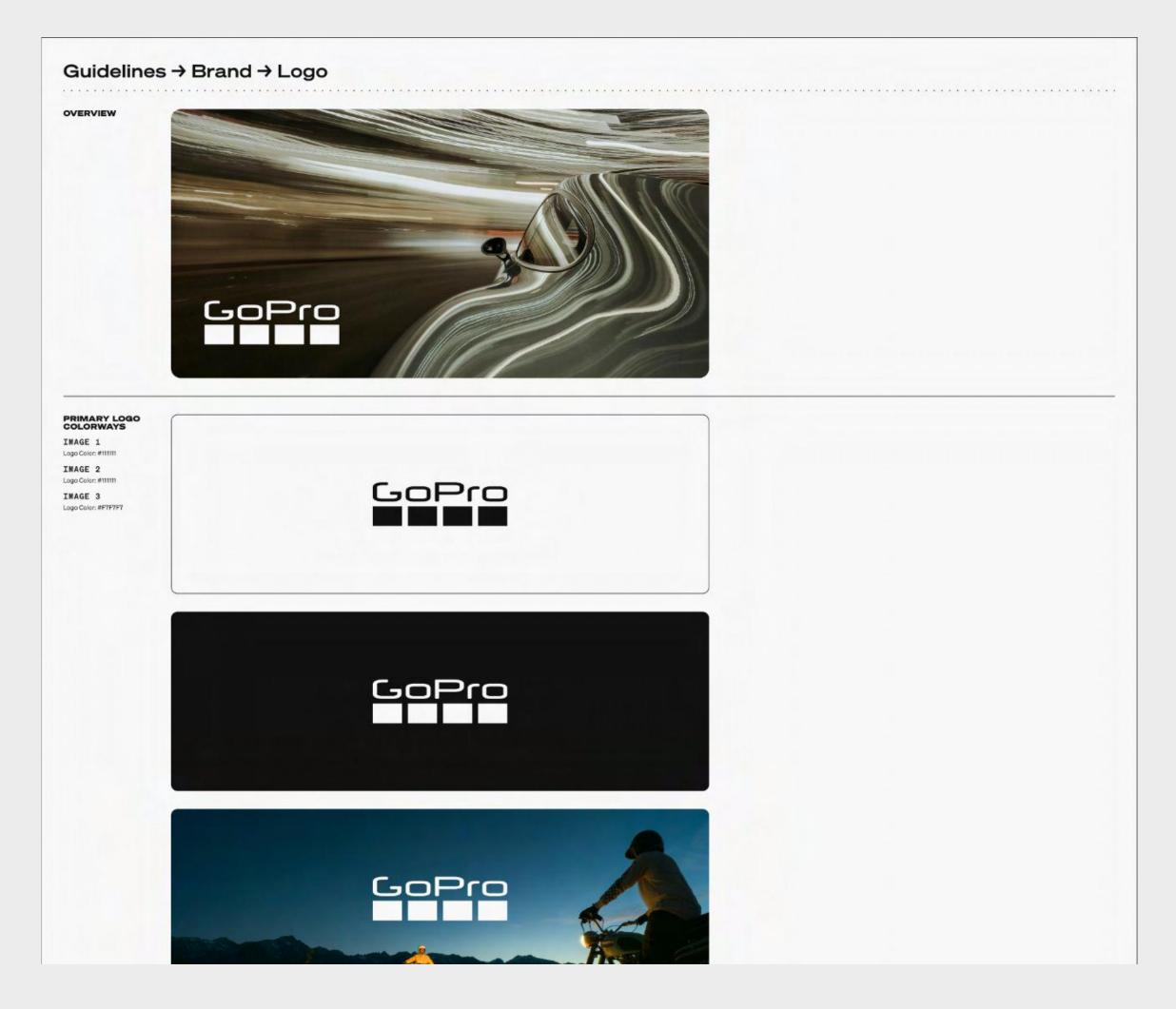
guidelines also make use of embargoed content, especially before products are officially announced. A large responsibility of creating these guidelines was making sure the right user groups saw, what they were meant to see, and nothing more. This helps avoid confusion and more importantly, leaks.

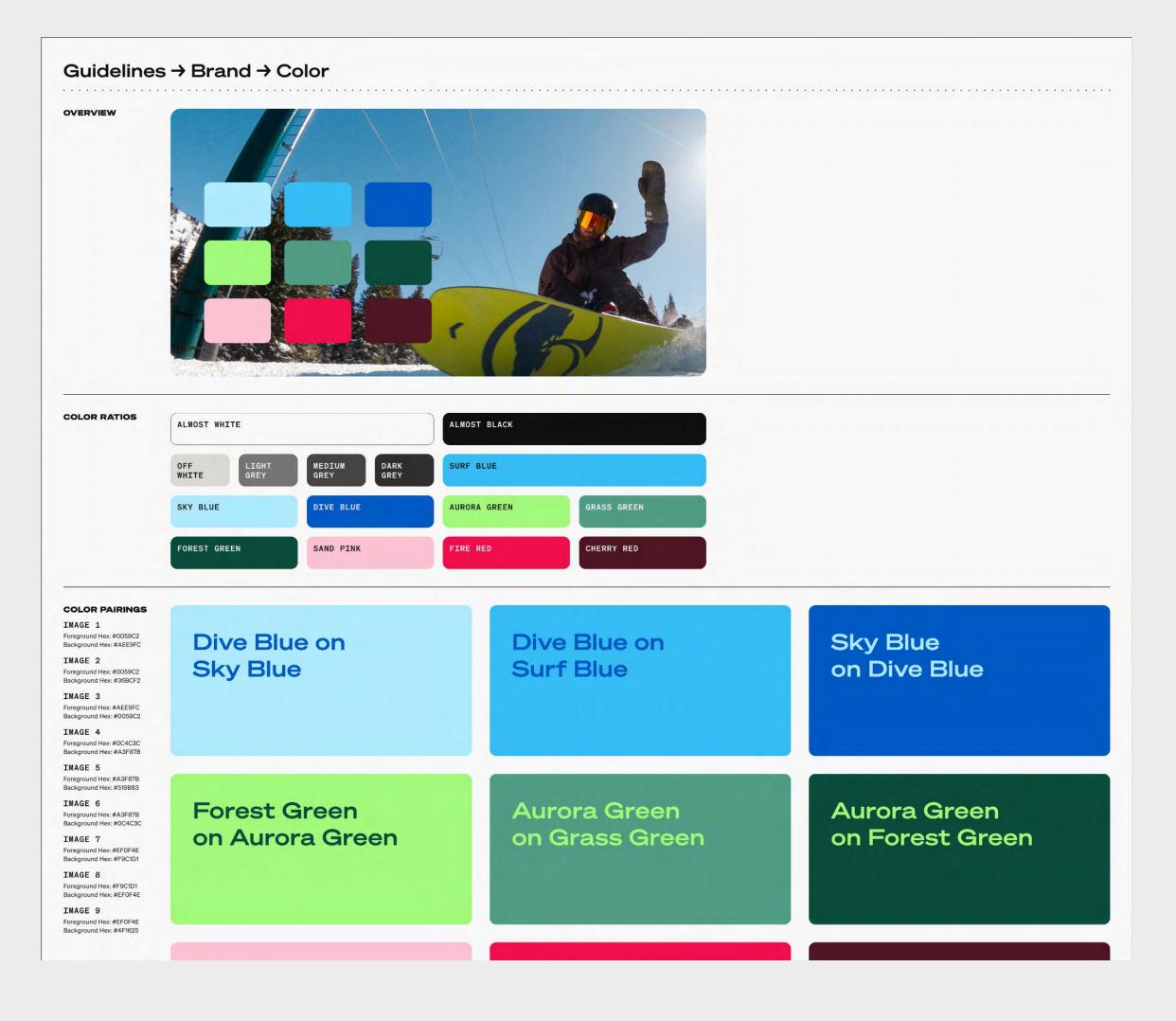




The other side of the Brand Center are the asset libraries, where various teams are able to upload, sort and tag their assets to be viewed and downloaded by relevant parties. While I didn't create any of our photographic content,

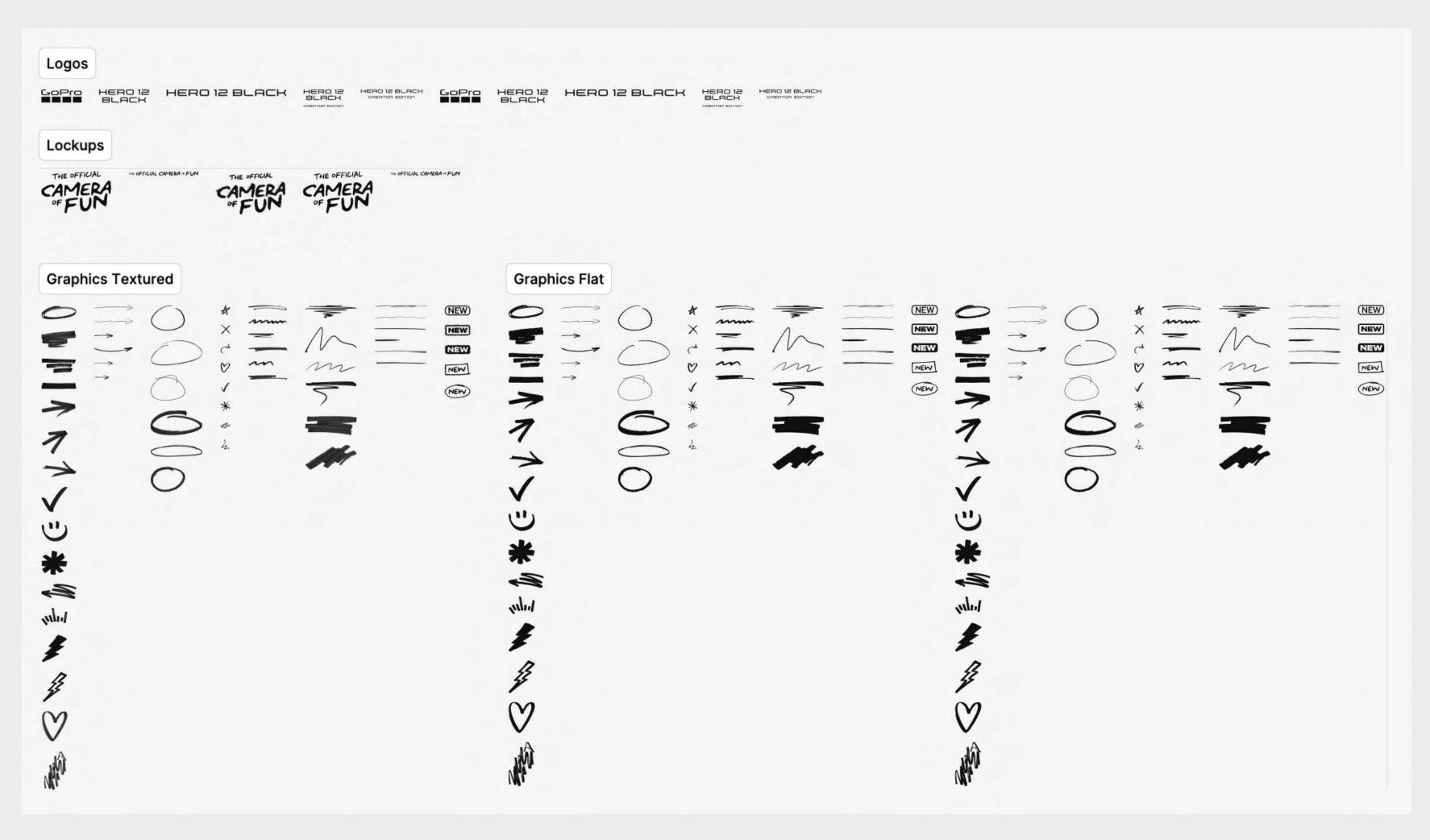
I had to customize the backend structure to organize, tag, and target thousands of assets, as well as create the frontend pages to view them.





Frontify is not design software, so I created a series of Figma files to produce, organize, and store all the assets and content locally for the team. This allowed the team to have a better top-down view of the site's content, easily

make overarching changes, reduce search time for assets, and potentially revert back to a previous design.



This also applied to the brand assets, which were available to download alongside the photography content on the Brand Center. Having a Figma mirror let me format and name them in a more detailed manner, and organizing by

style and file type made porting them into the backend of Frontify much easier.