Subject: PT Icons
Posted by zeratul on Mon, 02 Apr 2012 03:27:05 GMT

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I'm remaking my old PT Icons again
which would you prefer?
A

B

C

D is just A with the Logo in the top right, didn't feel like making a pic of it

File Attachments
1) Deadeye A.png, downloaded 562 times

2) Deadeye B.png, downloaded 572 times

3) Deadeye C.png, downloaded 578 times

Subject: Re: PT Icons
Posted by sla.ro(master) on Mon, 02 Apr 2012 07:12:56 GMT

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i prefer photoshop, jk.

you should remove background and add a more cooler one, the weapons up right are nice, but without GDI logo

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Subject: Re: PT Icons
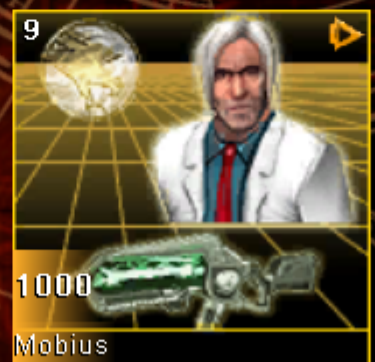Posted by zeratul on Mon, 02 Apr 2012 12:41:25 GMT
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I was also thinking of removing the background entirely and just leaving the person and weapon with a view to the PT background
Example, ignore Patch

File Attachments
1) Screenshot.4.png, downloaded 448 times

1 175 GDI Officer	**2** 225 Rocket Soldier Officer	**3** 150 Sydney
4 500 Deadeye	**5** 400 Gunner	**6** 450 Patch
7 1000 Havoc	**8** 1000 Sydney	**9** 1000 Mobius

Back

Credits: 1000039

Subject: Re: PT Icons
Posted by Tupolev TU-95 Bear on Mon, 02 Apr 2012 22:29:40 GMT
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I suppose doing Characters in Action (as in combat) icons is out of your list.

I quite like the icons without the background to be honest.

Subject: Re: PT Icons
Posted by zeratul on Mon, 02 Apr 2012 23:00:51 GMT
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Tried in action characters before and i couldn't get it to look good enough so i bailed on that idea

Decided on 2 versions
one with no background
the other with a background that ill decide on later (if i can find or come up with a good background)

Subject: Re: PT Icons
Posted by Intradox on Tue, 03 Apr 2012 00:30:48 GMT
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I like it with no background, looks nice. But the characters look too dark. Are all of them going to be like that?

Subject: Re: PT Icons
Posted by zeratul on Tue, 03 Apr 2012 02:43:59 GMT
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Nope