

**From:** tlc@cx5.com  
**Date:** Fri, 26 Feb 93 16:56:01 PST  
**To:** next-icon@bmt.gun.com  
**Subject:** More gifts from CX5

Maybe these will give your workspace more *attitude*:

To Tim (or whoever): Wow! Impressive show acting on our submission of Feb16! Will we ever stop to be amazed at the power of NeXTstep? Hey! Let's get NeXTstep in all military-industrial complexes!

Ciao ow ow,  
Thierry Castro  
tlc@cx5.com

**Date:** Mon, 1 Mar 93 09:52:53 MST  
**From:** kelly@kiwi.ATMOS.ColoState.Edu (Kelley Wittmeyer)

**To:** next-icon@bmt.gun.com

**Subject:** colored ren and stimpy

**Reply-To:** kelly@kiwi.ATMOS.ColoState.Edu

here are colored versions of the ren and stimpy that  
thierry sent out.

kelly wittmeyer  
dept of atmospheric science  
colorado state university

**Date:** Mon, 21 Feb 94 16:34:05 -0500

**From:** Howard Ship <hship@sinistar.cac.stratus.com>

**To:** next-icon@gun.com

**Subject:** Improved directory icons: Max Headroom, Ren, Stimpy,  
Mushrooms

<RenAlpha>

I took the existing colored image of Ren and changed it to 12-bit color / alpha. I

changed the background from white to transparent. For the open icon, I played around, bugging out the eyes, dropping the jaw and sticking out the tongue. Works for me.

<StimpyAlpha>

Same thing ... this time I used the color icon (with the bloodshot eyes, open hand and tongue) and worked backwards. I tried to reconstruct, in color, the mono Stimpy already in the archive. Again, 12-bit color / alpha.