

X-Envelope-From: postmaster@gun.com Mon Jun 13 16:20:45 1994
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From: Patrick Hester <%digdug.pencom.com:davros!pat@pencom.com>
To: digdug!next-icon
Subject: Choice Bears
X-Diagnostic: Mail coming from a daemon, ignored
X-Envelope-To: next-icon

Well i posted GreenDancingBear a little while back and it kind of prodded me into finishing the set. So...

Here they are as they scanned:

ColorDancingBear.dir.tiff

And after a bit of paint and polish:

ChoiceColorBear.dir.tiff

Here they are with generic un-dithered colors suitable for filling with any color combinations:

GenericBear[1-5].dir.tiff

So you can make technicolor bears like:

ExampleBear[1-5].dir.tiff

The obvious next step is animation with shifting colors. Can a video game be far behind? (suggestions welcome for how a video game might operate)