

Date: Sun, 13 Mar 94 13:27:36 -0500
From: Timothy Reed <nobugs!friday!treed>
To: next-icon@gun.com
Subject: Doom icons...
Reply-To: treed@gun.com

Hi,

The following are icons taken from the NEXTSTEP version of Doom 1.2. Doom is a really fantastic VR-style wanton-destruction type shareware game that appeals to the violent American in all of us, and is well worth the US\$40 price for the registered version. I completed the 3 levels of my registered copy with only a moderate amount of cheating.

All these images belong to ID Software, and were taken from the shareware version of the game. For more information about purchasing Doom for your MS-DOS or NEXTSTEP computer, send e-mail to info@idsoftware.com.

Enjoy,
Tim

next-icon-request@gun.com

Date: Mon, 14 Mar 94 01:25:40 -0500

From: Timothy Reed <nobugs!friday!treed>

To: next-icon@gun.com

Subject: Do not distribute Doom icons commercially (Was: Doom icons...)

Reply-To: treed@gun.com

I recently posted some icons extracted from the Doom VR game for NEXTSTEP and DOS. David Taylor from ID said that his company doesn't mind floating Doom-derived artwork, but don't want images and sounds taken from their work to be used in commercial products. Sounds reasonable, so:

Do not use the Doom icons or any other work done by someone else in your commercial product without checking with the author to make sure that the artwork is in the public domain. If you can't figure out who the author or a

particular icon is (the name and e-mail address of the original author or poster is included with most every icon in the next-icon@gun.com archives) then your best bet is to not use the icon in your commercial product at all.

No one from ID or anywhere else came down on me in any way; it's just that common sense kicked in after I hit the Deliver button on my "Doom icons..." post.

Later,
Tim

Date: Sun, 22 May 94 19:51:16 -0400
From: Mark Sargent <nobugs!irene!mark>
To: next-icon@gun.com
Subject: Doom alternative icon
Reply-To: mark_sargent@gun.com

sample as it would appear on the dock

Doom.alternativeAlpha.tiff

Date: Sat, 25 Jun 1994 16:37:37 -0700

From: gsl@netcom.com (Greg Lindholm)

To: next-icon@gun.com

Subject: DOOM icons

Reply-To: gsl@netcom.com

Here are a couple of DOOM icons.

Demon
Baron of Hell
Lost Soul
Cacodemon

I created these icons by running DOOM on NEXTSTEP then running IconMaker and grabbing the screens then importing and scaling the image. There is a BETA TEST copy of IconMaker on the archives, cs.orst.edu:/pub/next/submissions.

Greg Lindholm
Glendale CA
gsl@netcom.com (NeXTMail OK)

Date: Fri, 22 Jul 94 13:48:18 -0500
From: Howard Ship <hship@sinistar.cac.stratus.com>
To: next-icon@gun.com, help@id.com
Subject: More Doom Icons
Cc: cdodson@sinistar.cac.stratus.com, sbonsib@sinistar.cac.stratus.com

Here are a few more icons from **Doom**, the amazing virtual reality game from **Id Software**. Okay, so I'm putting in a little plug because these images might be copyrighted ... just bear in mind that you probably

don't want to include any of these images in a commerical application.

I used a DOS Doom utility called **dmgraph** to extract the images from the game and produce .gif files. **ImageViewer** then provided the necessary filter so that **WetPaint** could read the files ... it was then just a matter of a little scaling and adding in the 0% opaque backgrounds. I also added a fireball to the Imp.

I'll be doing a few more soon ... unless **Id's** lawyers give me a call.