ugust 1998 Ghost In The Shell icons author: Dave Brasgalla

Introduction:

These icons are inspired by two different sources: the remarkable and stunning film "Koukaku Kidoutai", or "Ghost In The Shell", by director Mamoru Oshii (based on the manga by Masamune Shirow), and the Playstation game of the same name from THQ Inc.. I visited a friend one day and found him playing the game on his console. It was wild! The graphics were the first I had seen that I felt captured the "feel" of Anime. After watching him maneuver his "fuchikoma" up the sides of buildings in a futuristic William Gibson-style scenario, I thought the one thing I usually think... "Wow! These would make great icons!"

Well, I started right to work, borrowing the insert from the CD for reference and going out on the Web for source material. Finally, it occurred to me - it was really high time I saw this film! I had been aware of it for a while, always putting off renting it to get some other more topical title. Well, that was a mistake. I talked my best friend into watching it with me, and from the opening titles, we knew we were unprepared for how striking this film would be.

Maybe it was because the SurroundSound was cranked up, but I was simply stunned. It was beautiful! The images and sound together were beyond any animation I had ever seen. It is a powerful film and, despite a few awkward elements, I recommend it to anyone interested in great animation, intelligent Science Fiction, or simply gorgeous eye candy! After the viewing, I knew the film characters were going to be added into what had started out as a "mecha" set.

In these icons, you will find elements of the film *and* the game, and I hope that this set will make fans of both happy!

Enjoy, Dave

ps - the "banner" art for the IconDropper pack is all original - perhaps the largest "icon" I have ever made!

Thanks:

I would like to thank Mamoru Oshii for making this wonderful and beautiful film, and all at Playstation and THQ Inc. for creating such a cool and amazing game!

Thanks to Dirk Uhlenbrock and the gang at Eyesaw for the great font "Ticker", which was used for the IconDropper Pack banner.

Please visit Eyesaw Fonts at http://www.signalgrau.com

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"Ghost in the Shell" and "Koukaku Kidoutai" ©1995 Masamune Shirow/Kodansha Ltd./Bandai Visual Co., Ltd./Manga Entertainment

How To make Use of the Icons:

Download Icondropper from the Iconfactory!

or:

- 1. You need system 7 or higher.
- 2. Do a "Get Info" (File menu) on the origina icon file that you want to use.
- 3. Click on the icon in the window; choose "Copy" (Edit menu).
- 4. Close the window, then "Get Info" on destination file/disk.
- 5. Click on the icon, choose "Paste" (Edit menu).
- 6. Don't forget to e-mail us and let me know what you think!

On replacing the trash icon:

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