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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

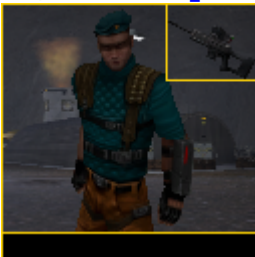
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### File Attachments

1) [Deadeye A.png](#), downloaded 865 times



2) [Deadeye B.png](#), downloaded 848 times



3) [Deadeye C.png](#), downloaded 837 times



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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

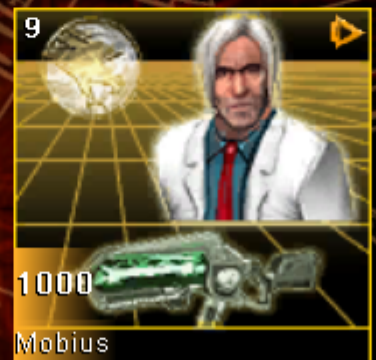
Example, ignore Patch

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### File Attachments

1) [Screenshot.4.png](#), downloaded 665 times

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Back

Credits: 100039

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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.

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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)

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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?

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Subject: Re: PT Icons

Posted by [zeratul](#) on Tue, 03 Apr 2012 02:43:59 GMT

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Nope

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