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CHAPTER [14]: What add-on data files exist for DOOM?

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- \*14-1\*: Graphics

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Here is a catalog of various graphics collections available for DOOM. Bill Neisius' DMGRAPH v1.1 or a similar utility is often needed to import many of these into DOOM and DOOM II.

- AVAILABLE AT:

Site (1): graphics/(filename)

Site (1): themes/starwars/(filename) (Star Wars related)

Site (1): themes/aliens/(filename) (Aliens related)

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<u>FILE</u>	<u>DESCRIPTION</u>	<u>CREATOR</u>
=====	=====	=====
<u>alien-tc.zip</u>	<u>Creates Aliens DOOM</u>	<u>Olivier Montanuy</u>
<u>(montanuy@dmi.ens.fr)</u>		
<u>aliens-x.zip</u>	<u>Redo of Aliens patch</u>	<u>Unknown</u>
<u>alien102.zip</u>	<u>Aliens levels</u>	<u>David Lobser (lobser@csn.org)</u>
<u>angels .zip</u>	<u>Sargeants have wings</u>	<u>Sam Lantinga</u>
<u>(slouken@cs.ucdavis.edu)</u>		
<u>babydoll.zip</u>	<u>Troopers are baby dolls</u>	<u>Unknown Name (fey@cyberspace.org)</u>
<u>barn3d21.zip</u>	<u>3-D Barney the Dinosaur</u>	<u>David Lobser (lobser@csn.org)</u>
<u>baron_1 .zip</u>	<u>Preview of DOOM T-shirt</u>	<u>Teery Greenlaw (greenlaw@crl.com)</u>
<u>bdoom .zip</u>	<u>Barney the Dinosaur</u>	<u>Bill Neisius (bill@solaria.hac.com)</u>
<u>bigcacos.zip</u>	<u>Super Cacodemons</u>	<u>Jim Hendrickson</u>
<u>(jhendric@acs.bu.edu)</u>		
<u>bny3dwad.zip</u>	<u>WAD version of Bunny</u>	<u>David Lobser (lobser@csn.org)</u>
<u>borg .zip</u>	<u>Sargeants are Borg</u>	<u>Unknown</u>
<u>(p.magnussen@auckland.ac.nz)</u>		
<u>bright .zip</u>	<u>Turns up lighting</u>	<u>Atul Varma (atulv@bronze.coil.com)</u>
<u>brm-cln .zip</u>	<u>Barney/Clinton combo</u>	<u>Robbie (teegarde@ucssun1.sdsu.edu)</u>
<u>brn3dwad.zip</u>	<u>WAD version of Barney</u>	<u>David Lobser (lobser@csn.org)</u>
<u>bunny3d .zip</u>	<u>3-D Energizer Bunny</u>	<u>David Lobser (lobser@csn.org)</u>
<u>chook .zip</u>	<u>Rockets are chickens</u>	<u>David Biggs</u>
<u>(dbiggs@yoyo.cc.monash.edu.au)</u>		
<u>chookexe.zip</u>	<u>Creats Chook DOOM</u>	<u>Sam Lantinga</u>
<u>(slouken@cs.ucdavis.edu)</u>		
<u>chungang.zip</u>	<u>Gory new graphics</u>	<u>Unknown</u>
<u>clin-wad.zip</u>	<u>Clinton DOOM WAD</u>	<u>Robbie Teegarden</u>
		<u>(teegarde@ucssun1.sdsu.edu)</u>
<u>clintn20.zip</u>	<u>Clinton DOOM w/ sound</u>	<u>See above</u>
<u>clinton .zip</u>	<u>Clinton DOOM</u>	<u>Adrian Hayes</u>
<u>(ahayes@pacifier.rain.com)</u>		

coolskys.zip New skies for DOOM Nathan Mielcare  
(donnmiel@tecnet1.jcte.jcs.mil)

CRAZDOOM.ZIP Imps wear bikinis Unknown

crystld2.zip Enemies are "clear" Unknown (brianf@halcyon.com)

custard .zip Custard Pie Launcher Bernhard (kotzen@itu.sun.ac.za)

dalek3d .zip Imps are Daleks David Lobser (lobser@csn.org)

dalek-3 .zip Imps are Daleks Unknown Name  
(rkimmel@u.washington.edu)

dckscrn .zip Preview of DOOM constr- Ben Morris (bmorris@amtsgi.bc.ca)

dckscrn2.zip unction kit, coming soon Ben Morris (bmorris@amtsgi.bc.ca)

doom4win.zip DOOM logos for Windows "Nightcrawler"

doommorf.zip Enemy FLI animation Neal Miller (millen3@rpi.edu)

eyeball .zip Cacodemon is eyeball Unknown

femdoom .zip Changes mugshot female Lynn Forest  
(teejay@ccwf.cc.utexas.edu)

fhum .zip New sargeant deaths Unknown

frisb-dm.zip Rockets are frisbees Chris Pimlott (pimlottc@shadowso.com)

gdoom .zip Cacodemons are George Don Miller (conm@uidaho.edu)

guy2sarg.zip Swaps Sargeants/Marines Dave Matteson  
(davematt@mail.msen.com)

happy .zip Makes DOOM peaceful Dan Lottero (dlottero@bu.edu)

headcdm .zip Pistol is Headcrasher Unknown

icesky .zip Skies/Glacier Bay, AL Unknown

imp2cyb .zip Imps are CyberDemons Andrew Scott  
(raistlin@werple.apana.org.au)

imp\_grfx.zip Imps are more gory Greg Gimsby (Unknown E-mail  
address)

jagdoom .zip Jaguar DOOM preview id Software (help@idsoftware.com)

joltboom.zip Monsters are skulls Unknown

lum .zip Marine is "LUM" Whisp (wafang@osiris.hmc.edu)

macbar10.zip Barrels are Macintoshes Atul Varma (atulv@bronze.coil.com)

movie10 .zip Aliens/Pred/Terminator Werner Sphal  
(spahl@work2.ch-cip.uni-koeln.de)

myface .zip Cacodemons are faces Adrian Hayes  
(ahayes@pacifier.rain.com)

nopent .zip Removes pentagrams Steve Simpson  
(ssimpson@world.std.com)

pacdoom .zip Pacmen have invaded Bill Neisius (bill@solaria.hac.com)

pchan .zip Plasma is P-Chan pig Whisp (wafang@osiris.hmc.edu)

penguins.zip Cacodemons are penguins Tim Collins (collinst@ee-  
wp.bham.ac.uk)

redguy .zip Marines are red/targets Unknown (daron@tyrell.net)

righthnd.zip Fist is right-handed Unknown

rpgv1 .zip Rockets are RPGs Josh Herndon (jherndon@vt.edu)

sequence.zip New death sequences Unknown Name  
(dryerson@botany.utoronto.ca)

shotgun .zip New shotgun Robert Allen (robbob2573@aol.com)  
skullb .zip Alters Marine graphics Unknown  
smiley-1.zip Cacodemons are smileys Robbie Teegarden  
(teegarde@ucssun1.sdsu.edu)  
stars2 .zip Another sky replacement Unknown  
(pinder2@griffin.emba.uvm.edu)  
stimpy\_g.zip Monsters are enemies Jussi Karjalainen  
(jussik@phoenix.oulu.fi)  
stars .zip Skies are star fractals Unknown (pinder2@griffin.emba.uvm.edu)  
strooper.zip Sargeant->Stormtrooper Phillip  
(p.magnussen@auckland.ac.nz)  
swatst .zip CyberDemon is ATST Howard Cohen  
(hsc5505@ritvax.isc.rit.edu)  
swdoc11.zip Star Wars DOOM "Action Jackson"  
swgfx2 .zip Cacodemons -> Probots Mike C. (thomas@ug.cs.dal.ca)  
swgfx3 .zip Barrels -> R2D2 Mike C. (thomas@ug.cs.dal.ca)  
swgfx4 .zip Lost Souls -> Mike C. (thomas@ug.cs.dal.ca)