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MacDoom Review logo and arrow rendered in Ray Dream Designer 3. Game graphics by id Software, extracted using WinTex, with drop shadows added in Adobe Photoshop 3.0 with Alien Skin Software's Black Box.

"Do the math" and "Meat!" sounds from Atari WAD.

Thanks to all of the people who sent in improved logos for MDR. They were inspirational and all better than the simplistic design I threw together for MDR#1. In the end, I went with a 3D representation of my original design, and learned a new graphics program in the process!!

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A hearty thanks to Apple Computer for sending me that CD-ROM in the mail. Feel free to pass along any other cool stuff that you have lying around. (Like a Copland alpha.... drool.)