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Subject: Just to show

Posted by [Sayem](#) on Mon, 30 May 2022 16:22:22 GMT

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I was using Firefox Nightly browser on my phone and I was wondering what it will look like to change the color of U++ and make it look more like Firefox nightly theme. I always been fascinated with logo so I came up with this just to show.

Logo:

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### File Attachments

1) [index.html\\_0-01.jpeg](#), downloaded 489 times



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Subject: Re: Just to show

Posted by [Klugier](#) on Mon, 30 May 2022 20:15:06 GMT

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Hello Sayem,

You could try to experiment with our application logo. It was not changed for a while. So, if you could for example create 3D model in blender and then create icon basing on that model, it I would be grateful. All great icons sets (not simplified) was being made using 3D modeling applications.

You could try to replace this:

Here is tutorial about creating 2D icons in blender.

If you did well, we can talk about other icons or even logo

Klugier

## File Attachments

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1) [TheIDEIcon.png](#), downloaded 443 times



File Edit Project Build Debug Assist Setup Help

GUI

CLANG Release

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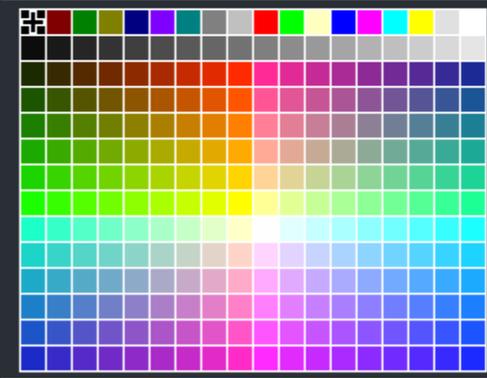
- Report
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- plugin/astyle
- plugin/bmp
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- MethodsCtrls.h
- MethodsCtrls.cpp
- Methods.h
- Methods.cpp
- AutoSetup.cpp

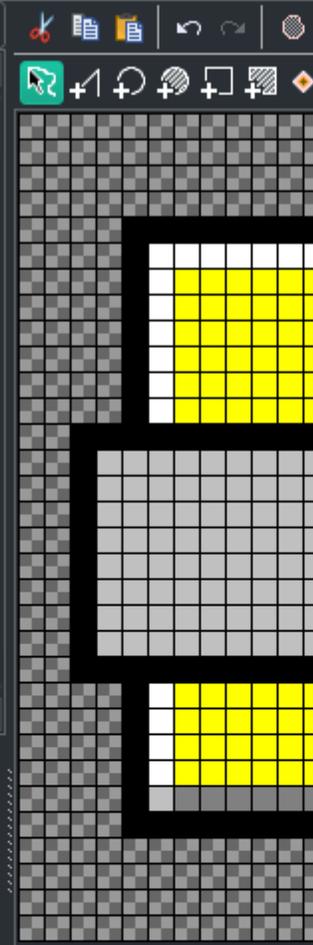
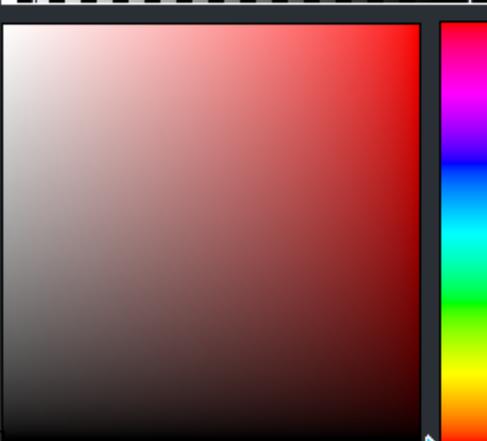
- InstantSetup.cpp
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IconDes.lay IconDes.iml Paint.cpp Draw.o

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  - IdeAux 16 x 16 Clr
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  - Header 16 x 16 Dk



RGBA( 0, 0, 0, 255)



Subject: Re: Just to show

Posted by [Sayem](#) on Tue, 31 May 2022 03:23:53 GMT

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OMG I am so excited! Of course I will try. I was already making one but still didn't figure out how to for 3 weeks. When you said that theIDE logo was made with blender, I immediately knew why it was so complex. I thought you guys did it bear hand from scratch I will definitely try that way as it is a very interesting way to do. Also thank you for the tutorial

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Subject: Re: Just to show

Posted by [Sayem](#) on Tue, 31 May 2022 10:40:20 GMT

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After almost 6 hours of using blender and using my phone to draw pixel cause my 3d model is messed up and not as good as I tried to make it, I have made it a bit more shallow textured and smooth. This is definitely not what I wanted to do. It might take 2 months for what I really tried to do

This is made completely with my phone, trying to match what I created on Blender which was bearly recognizable. Also not exactly what I made it to be look like.

Also because of some converting issue, some pixels has been corrupted and got into the part where it wasn't supposed to be

### File Attachments

1) [Blender Upp logo.jpg](#), downloaded 272 times

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