

About my work: I wish I had known what illustrator did years ago! Doing any kind of curve for a logo has been a struggle, obviously because of the pixelation. For example here is one of the two logos I did for that payment processing group: <http://www.reverantsilence.com/images/fedchex/onedeposite.jpg>

I don't have the drive with most of the work, but here are some other examples of what I did for them. Their main logo looking as awesome as I could possibly manage: http://www.reverantsilence.com/images/fedchex/fedchex_glow_example.jpg and an example of a folder for tradeshows showing the back, front, and entire image: http://www.reverantsilence.com/images/fedchex/fedchex_folder_somesteel.jpg

As far as the gaming teams, I've done a few splash images with photoshop and 3dsm (<http://www.reverantsilence.com/pictures/portfolio/attroxsplash.bmp>) some backgrounds (<http://www.reverantsilence.com/pictures/portfolio/rswall.jpg>) and am currently working some some packaging for Team Badassery for a LAN event (<http://reverantsilence.com/pictures/portfolio/current2.jpg>) !I'll let you know how that turns out! Doing work by hand isn't exactly my speciality, although my 2x3' tribute to the late great one did turn out pretty good: <http://reverantsilence.com/pictures/portfolio/swayzeposter.jpg>