***(This was originally uploaded to the front end LaunchBox's forum)***

***(2.0/2.1 changes are listed at the end)***

This is a giant collection of platform logos drawn digitally by hand. This took well over 500 hours of work over 15 months. While console logos exist all over the internet, this collection aims to bring them to a higher level of polish and accuracy. The default logos in BigBox will now come from this set. It was extremely tedious to ensure a very high level of accuracy across thousands of files.

**So Many Versions!**

Each included platform has multiple logo variants. Basically, many consoles had different logos for different regions and time periods. There’s also smaller variations such as with or without a trademark (tm). There are black and white versions for each of these. With all of these it can add up to over 50 small variations for one platform! This would be impossible to navigate so I’ve split them up into smaller categories. For each format (Normal, Large and SVG) there are Light and Dark folders. In either of those is: “Color”, “Black & White” and “Just White” (or Just Black respectively). If you wanted to use a minimalistic dark theme, you could use the “Just White” versions for a contemporary look. If you wanted logos for a standard dark theme than you could use “Light - Color”.

**Official Versions Included**

Besides the many hand drawn logos, I’ve also curated multiple logos that are the OFFICIAL renderings. Meaning, vector art ripped from official sources such as websites and pdf manuals. Finding official source art in the wild is pretty uncommon and required many hours of digging. Most of the source art was not in color so most of these colors are still generated by me. Some of the platforms with official logos include:

Android modern logo (from Android website)

Apple IOS (apple.com current site and I think 2014 in the Wayback Machine if I remember right)

Atari Jaguar (from an official game box template) (extremely rare to see)

Capcom Logo with official color (various arcade manuals)

Casio Logo (from Casio Website)

Cave Logo (from Cave website)

Eighting Logo ( EIGHTING Co., Ltd. (8ing.co.jp) )

Fujitsu logo (from Fujitsu website)

Microsoft Xbox (one color icon), Game Pass, Series Logos (from Xbox website)

NEC logo (from Nec website)

NES/Famicom (from NES/Famicom Classic website)

Nes, Famicom, SNES, Super Famicom (from Nes, Famicom, SNES, Super Famicom Classic websites)

Nintendo Gameboy (bold version), Gameboy advance, Nintendo Gamecube (one color version), Nintendo DS/DSi, (New) Nintendo 3DS, Nintendo Wii, Nintendo Wii U (from vector manuals)

Nintendo Switch (from Nintendo website)

Nintendo Various eShop logo’s (respective vector manuals for each system)

Phillips Logo (from Philips website)

Playdate ( https://play.date/ )

Sega Dreamcast logo and PAL blue color and blue of Sega logo (from official Sega press disc from 1999)

Sega Logo (from Sega Japanese Website)

Sony PS modern icon (from PlayStation website)

Sony PS1, 2, 3, 4, 5, VR, Vita, PSP (from vector manual)

Sony PlayStation 1 colored symbol (from PS1 vector service manual)

Sony PlayStation 3 Network (Partially official, words official and symbol was official but seemingly compressed so I cleaned it up a bit)

Sony Pocketstation (from vector manual) (Same as Wikipedia)

Texas Instruments Logo (from TI website)

Various SNK and modern Neo Geo Logos (from SNK 40th anniversary Japanese site)

Sadly, some of these wasted a lot of my time because I drew them and later found the official versions.

**The Drawing Process:**

My process for drawing a logo required many steps. I first did research on each logo. Then I would dig deep for the best references I could find. One rule I had was to never trust any image. I would compare multiple sources and make sure the source I chose was not fan made or some modern re-release that changed the logo. If a better source was found that showed differences from what I drew I would redraw it again (it sucked). I redrew the NEO GEO logo about 5 times before I was finally happy with it. Generally, source art would include box art images, adverts, brochures, and manual scans. Archive.org and Manualslib.com were a huge help for a lot of these scans. I would then use the pen tool in Adobe Illustrator and go to town! Sometimes if my source was really amazing, I could finish the whole logo in an hour and a half or so. Other times it would take much, much longer.

Getting the correct color was always challenging and required intelligent guesswork. For example, with the classic Konami logo, I brought in 20 images. Gathered the color from all of those and found the average color for the red and orange. Then I’d tweak it slightly more, usually to improve saturation.

When it came to fonts, I would always search for it but rarely found exact matches. If the font was found I’d obviously use it, but If not I’d have to hand draw it. However, a couple of the smaller taglines/subtitles do use a very close match. Hand drawing those fonts would do more harm than good. While drawing a logo I took great care to make things as visually pleasing as possible. Every little section of each letter of each logo was considered. Curves were carefully made to be smooth with as few anchor points as possible. Letters align with each other and angled letters all share the same angle. Hand drawing fonts is very tricky.

Many logos were substantially harder than I’d anticipated. The Sega Saturn US logo for instance, drove me insane. It took over 40 hours to draw (not to mention wasted time from failed attempts months earlier). I used Adobe Illustrator to mimic every highlight, tiny color shift, shading and glow. When I was working on this logo, I’d come home from my graphic design day job and then spend 4 hours on it, which would only finish part of one letter. As I worked, I’d have a couple copies of the logo in the same file and a couple times it bottomed out 32GB of ram!

**Unique Versions**

This collection brings a few unique logos to the table. I’m just going to list a few. I created multiple new arcade and pinball logos, although previous arcade logos are here too. I highly polished the Daphne logo as it needed some love. I drew a detailed version of the TeknoParrot logo which seems to be uncommon in high resolution. I also created Sega system 16 and 32 arcade logos based on the exact font used in the Sega 32X and Sega CD (Copperplate Gothic Std 31AB stretched horizontally to 130%). The Capcom logos have stylized alternate versions based on a gradated version Capcom rarely uses. There’s several other unique logos I could list here.

**White Outline - Default Versions**

Since these logos are replacing the default logos in BigBox, Faeron smartly requested that I create versions with white outlines around the outside. That way logos could be seen against any background color. I only made the outline versions for the options I gave to Faeron. I don’t plan on making outline versions for the rest of the variations. That said, the versions I did make are included here. The outline versions don’t look quite as nice in my opinion but they serve a very functional and important purpose. Solid black logos for some systems, like the PSP, would not be visible in certain themes without a white outline. However, theme creators or those wanting to add logos to a single theme, I would still recommend the non-outline versions for the cleanest look.

**Conclusion**

I included every platform and version that I wanted to. There’s some more obscure ones I could draw but I didn’t see the need to seeing as how I've created 22,000 files as is. If I knew how much work this was going to take I would've never gotten myself into this (lol). I hope that you guys get a lot of enjoyment out of these. I’m glad I made them and it feels really good to finally be able to upload them. I made these originally for Launchbox but they can be used elsewhere. I will always appreciate credit if you use them. Needless to say, I don’t own the rights to the logos and these are NEVER to be sold in any way.

Thanks

Special thanks to Juketstu and Faeron for their valuable feedback.

Also, huge thanks again to Faeron and the LaunchBox team for using these as the new defaults for BigBox!

**Version 2.0**

First off, I want to say. Thanks to this great community for being a big encouragement to me. Your compliments went a long way! I was blown away by how many people showed me appreciation. It’s been rewarding validation.

**Update Features**

• 51 new platforms (if you count things like Amiga 500 and 1200 as separate platforms).

• A few new variants of existing platforms

• A few platforms have accuracy improvements.

• Matching Styles for Ports, Favorites, All Games, Indie Games etc (listed below)

• New thick white outline version (now there's thick and thin outlines)

• Thousands(!) of files renamed to make more sense and be easier to navigate.

• Now includes a list of all platforms.

• Vector PDFs is merged with SVGs and most of those have been saved as SVGs now.

• Missing files have been added.

• Duplicate files deleted.

• Builder Ai files organized with the original source images and fonts (that I could still find)

*Images & fonts included for educational purposes only.*

This was a lot of work. Do you know how tedious it is to double check 32,000 files? Not to mention the tedium of organizing the sloppy builder files and references that have been disorganized this whole time. Mega CD lovers will love the newly made version! I'm pretty proud of that one. I’ve been in and out of working on this since March with the 1.0 release. Guys, this is it. I’m done with this project (I said that last time lol). I got many requests from this forum and the reddit post and I have fulfilled most all of them. There are many logos I could still make (especially the never-ending number of obscure computers), but I have to end it somewhere. It’s been over 2 years. I have other cool stuff I want to work on. Enjoy guys! Peace out and thanks again!

**Newly Added Platforms:**

**Consoles:**

Apple Pippin

NEC Turbo Duo

Nintendo 3DS eShop (made from official vectors)

Nintendo eShop (generic) (made from official vectors)

Nintendo Switch eShop (made from official vectors)

Nintendo WiiU eShop (made from official vectors)

PICO-8 Fantasy Console (exact pixel recreation) (TIC-80 is in computers)

Super Game Boy 2

Playstation 3 Network (made from official vectors, I had to alter the color versions a bit though)

Xbox Live Arcade

**Computers:**

Acorn Archimedes

Acorn Electron

Amiga 500 & 1200

Applied Technology Microbee

Commodore MAX

NEC PC-6000/6001

Sharp MZ-700/800/1200/2000/3500 (2200&2500 was previously available)

Sord M5 / CGL M5

SpectraVideo

Thomson MO5

TIC-80 Fantasy Computer

Windows 3.X

**Handhelds:**

Apple IOS (made from official vectors)

Gamate

Nintendo DSi (official vector)

Nintendo DSi Ware (official vector)

Panic Playdate (official vector)

Tiger LCD Handhelds

**Arcade:**

Banpresto

Eighting (official vector although it had to be repaired)

Gaelco

Kaneko

Nichibutsu

Psikyo

Raizing

Romstar (US Publisher)

Seibu Kaihatsu

SNK Classics (official vector)

Stern

Technos

Tecmo

Toaplan

Universal

Video System Co.

Visco

**A new section has also been added that has matching style options for the following words:**

All Games

Arcade

Computers

Consoles

Favorites

Handhelds

Indie Games

PC Games

Ports

**Added Variants:**

Taito (Retro Version)

Sega GameGear (3 dots on left with words stacked)

Atari 7800 (unofficial version matching 2600,5200)

SNK Neo Geo (“system” version)

Sega Mega CD (the hardest logo of this entire update)

Sony PlayStation (added official “PSone” version)

Wii Ware (With official shopping bag icon)

PC Games (various versions)

Several versions not listed here may seem new because several were missing from different folders. They are now all there and have all been double checked.

**Accuracy Improvements:**

NEC 8800/8801/9800/9801:

Problem: some Japanese characters (shi & ri of the word shiri-su or series) were previously broken after copy and pasting files. Overall accuracy improvements.

Sharp MZ-2500 (and all MZ logos):

Problem: M corners were squared off instead of rounded among other issues. Complete redraw!

Nintendo Wii Ware:

Now Official! Previously “Ware” was hand drawn.

Commodore Amiga:

Alignment of shadow of word was improved on several versions. (Very minor change)

Version 2.1

A minor update adding a small handful of new additions.

**Update Features**

• 5 new platforms

-Apple IIGS

-Milton Bradley Microvision

-PolyGame Master

-PolyGame Master 2

-Taito Type X 2

• Added document explaining how to add logos in LaunchBox

• Added missing white outline versions for Xbox Live Arcade

• Added Sega Saturn Japan option for recommended versions

• Added new light color variant for Taito Type X

• Added white outline versions (1 per platform) to recommended versions

**Total number of platforms covered after this update**

Arcade 59

Computers 65

Consoles 86

Handhelds 35

**Total 245**