

I . Path for placing the image

Boot animation images should be in [/tools/logos].The images should be [bmp] format, it should be 8 bit color, the width and height should be exactly divided by 4.

II . Modify [Makefile]

Modify the [Makefile] in [/tools]directory, it is about in Line44~Line 46.

```
132 ifeq ($(VENDOR),atmel)
133 LOGO_BMP= logos/atmel.bmp
```

Replace [atmel.bmp] by the folder name of your logo.

III. Set [#define LCD_OUTPUT_BPP

18] in

[/ include/configs/sama5d3xek.h].

Save & Exit.

Recompile [uboot].

IV. Modify them in primary boot image.

```
board/at91sama5d3xek/at91sama5d3xekdf_uboot_defconfig,
109 CONFIG_IMG_ADDRESS="0x00008400"
110 CONFIG_IMG_SIZE="0x00200000"
111 CONFIG_JUMP_ADDR="0x26F00000"
```

Save & Exit.

Recompile [at91bootstrap].

Modify kernel logo.

Create [logo] image:

1.The default logo is [drivers/video/logo/logo_linux_clut224.ppm] file logo_linux_clut224.ppm] in kernel.

Obtain the picture size, then use [gimp] too to create a [png]picture in same size.

2. Convert this [png] picture into [ppm] picture in 224 colors.

```
pngtopnm logo.png | ppmquant -fs 224 | pnmtoplainppm > logo_linux_clut224.ppm
```

Please install [netpbm] tool package, if without the above conversion commands.

Save & Exit.

Recompile kernel.