

Forum:[Hack Forums](#)

Thread: [Why is it... \[GFX Rant\]](#)

Darkwin - January 21, 2013, 2:25 pm

I don't mean to offend anybody by making this post, I've just noticed something that has been bothering me for a long time now. Why is it that some designers on HF think that making an logo means typing text and adding an line through it? or googling some render/icon and typing text and putting that next to it and claiming it an logo?

I just really think some people should read over the tutorials as well as learn what truly making an design from scratch (logo/banner/sig etc.) really is. Now by no means am i an gfx master i'm an novice at best but damn even i no better than to rip another designers/typographers work and claim it as my own. Just saying... ?

Monkey D. Dragon. - January 21, 2013, 2:26 pm

I dont really know but i guess its common o_0

Darkwin - January 21, 2013, 2:33 pm

(Jan 21, 2013 03:26 PM)THEREALTOXIC Wrote: [\[CITE\]](#) I dont really know but i guess its common o_0

Yeah i know but my point is, Isn't the point to gfx suppose to be making everything from scratch? even the most miniscule design? not taking someone elses and using it as urs, I'm aware it may take longer but its the right way...isnt it?

Bonfire - January 21, 2013, 2:39 pm

(Jan 21, 2013 03:33 PM)Darkwin Wrote: [\[CITE\]](#) Yeah i know but my point is, Isn't the point to gfx suppose to be making everything from scratch? even the most miniscule design? not taking someone elses and using it as urs, I'm aware it may take longer but i'm just saying...

Like you said, designing is making a design from scratch.

However, when you put money into the equation, people want to put out the best, and the fastest they can.

If people didn't use others work, theirs would look worse, and they would either 1. Get paid less, or 2. Their customer not liking it.

Really, if there were no rush, or money involved, genuine art would flourish in the GFX section.

I know what you're saying Darkwin, and I notice the same thing happening.
?

Darkwin - January 21, 2013, 2:45 pm

(Jan 21, 2013 03:39 PM)Baran2 Wrote: [\[CITE\]](#) Like you said, designing is making a design from scratch.

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Damn sucks i ran outta reps otherwise i would've repped you, You couldn't have had said it better yourself i agree completely. ?

Bonfire - January 21, 2013, 2:54 pm

(Jan 21, 2013 03:45 PM)Darkwin Wrote: [\[CITE\]](#) Damn sucks i ran outta reps otherwise i would've repped you, You couldn't have had said it better yourself i agree completely. ?Thank you for the nice gesture.

I didn't expect to be repped, just trying to voice my opinion.

I say, if you want this problem to change, get your voice heard, like I did here.

Best of luck,

- **KG** - January 21, 2013, 3:14 pm

No one has time to create logos from complete scratch that's the problem, if every one did then there would be no free graphics because it is very time consuming. Also a logo can be just text with a line threw it, In fact a lot of people request it. But I totally understand where you're coming from, creating something from scratch is so much more pleasing. But as I say it's so much more time consuming.

? **THEINspIREDONE** - January 21, 2013, 5:12 pm

A text with a line through it would be more than an awesome logo to be honest...!!!

The thing is that people lack creativity nowadays. It doesnt mean that the outcome sucks if it's just a 10 minutes logo. Anything can be a logo...but it should be innovative.

Kaszz - January 21, 2013, 11:34 pm

I understand that you think. And i totally agree.

xAMOKx - January 22, 2013, 1:19 am

(Jan 21, 2013 03:25 PM)Darkwin Wrote: [\[CITE\]](#) Why is it that some designers on HF think that making an logo means typing text and adding an line through it? or googling some render/icon and typing text and putting that next to it and claiming it an logo?

If you look at the signatures you will see about 3 concepts repeated over and over again. Using 3 fonts, 3 sizes, 3 colors. Its like they try hard to NOT be creative and just reproduce the same thing over and over again. And then they rate it relating to how other signatures look like. Like "oh wow, thats really uncreative, id give it a 9/10"

They even give advices like "take a c3d image there, take a render there, put them all together and your signature will soon look like mine".

About the logos: search one on HF that works faxed or printed.

This shows that most of the "designers" do not even know about the basics.

Also: <http://www.eightyonedesign.co.uk/why-does-everyone-think-they-are-a-graphic-designer/>

vienquay - January 22, 2013, 5:46 am

If you're going to use a logo for commercial purposes, then it SHOULD BE an original. Most of the guys here are requesting logos for services and tools, so I think these would suffice.

If you're thinking of being a designer or graphics artist someday, then better start making originals.

Bottomline is, what you're saying is very common here in HF, and I think there's nothing wrong at it. :)

Originality and Creativity in combination is a commodity nowadays.

MixED - June 22, 2014, 10:41 pm

I really have no idea. It's really stupid. you should come up with a custom icon your self

Young Lean - June 23, 2014, 11:14 am

I totally agree with you Darkwin. I've been designing for about 5-8 years using fireworks & photoshop, and I see people all the time jacking other peoples artwork. Now people here on HF seriously don't know what they are talking about when they are designing logo's. To me because I specialize in logo creation, the logo it needs serious originality, no matter if it is for a gaming clan, business or whatever.

Let me also add another rant, because I think this applies.

Everyone thinks they're a designer because just they add a heavy bevel they think it looks good, or they add a text and add every blending option they can to it. That isn't designing, that's just creative stupidity.

Put some hard work into watching photoshop tutorials, and using you're own ingenuity, you're own technique, instead of trying too hard to become a designer.

Thank you for listening to me rant.

Travs - June 23, 2014, 11:43 am

Because

majority of the "designers" on this site aren't designers