Forum:Hack Forums

Thread: Tag tag tag.

Anal Voyage. - *April 29, 2013, 8:34 pm*
[img]http://i1139.photobucket.com/albums/n541/AqueousSnow/battletag_zps5969b79c.png[/img]

Haven't really made these types of tags in a hella long time.
Also never used sprites before.
Got told the compo is boring and my depth is too crappy.
And my typo is bad.
Thoughts?

Nam Duong - *April 29, 2013, 10:57 pm*
Yea, your depth should use some work since that blur really bothers me. I've never really worked with these kinds of tags so I wouldn't know how to start to criticize. I think that colors could be a little less boring, add some saturation to them maybe? I'm not really sure.

Graphicer - *April 30, 2013, 8:26 am*
It sucks, no offense. First of all the render should stand out better then the background and everything else. It does not. You tried to make it blend in, but you half did it. The colors might be right, but the lightning of the render sucks. The text blends in well! Shouldn't really did that with the background, it is too blurred. Add a little circle of darkness around the tag.

Living Requiem - *April 30, 2013, 11:20 am*
Great job, I think there are some more places where you could add tone. Great job though, 7/10.

Anal Voyage. - *April 30, 2013, 12:43 pm*
(Apr 30, 2013 08:26 AM)Graphicer Wrote: *[CITE]* It sucks, no offense. First of all the render should stand out better then the background and everything else. It does not. You tried to make it blend in, but you half did it. The colors might be right, but the lightning of the render sucks. The text blends in well! Shouldn't really did that with the background, it is too blurred. Add a little circle of darkness around the tag.
As much of a fan I am of CnC, I gotta disagree with almost everything you're saying.
I didn't do anything to the sprite, actually. It's just copy+pasted in there.
On my screen it sticks out like a sore thumb, but I guess it doesn't on yours 'cause my contrast settings are always wrong.
The lighting should be right. The only thing off about it is the difference in height for the lighting, so it's on top of the sprite but under the orb. But even then, since the horizon isn't parallel, it should compensate for the difference in lighting.
Next, the typo is probably the crappiest part of the tag, besides the blurring. It blends in TOO WELL with the bg. That's a BAD thing.
And I agree with the blurring. Not much I can say about that.
But the last bit: Why would I have a vignette when the lighting is from the side?

Anal Voyage. - *May 1, 2013, 7:01 pm*
Well uh, I'm always up for more CnC as long as you don't talk out of your ass. :P

Mr Royal - *May 1, 2013, 7:07 pm*
Nice, I like how you thought about the colours. :)

Cato - *May 1, 2013, 8:05 pm*

I think the main thing with the depth is that in the span of just a few pixels, it looks like it's right in front of you to super far away. The blur just suddenly comes out of nowhere and would look better if it were more gradual.

I can kind of see your lighting but you could work on making it stick out a bit more.