

Forum:[Hack Forums](#)

Thread: [How To Give Feedback in RMG](#)

Rivalry - May 29, 2014, 10:30 am

Wasn't sure if this belongs in here or Graphic Tutorials, since it doesn't actually teach you how to do graphics, but rather pertains to this section specifically. Anyway. If I'm wrong, let me know and I'll move it.

This is made from scratch using the free font OpenSans. All comments were created by myself. No third party material was used at any point.

[img]http://i.minus.com/ibnIBWKfXRMsQ6.png[/img]

Have a tag to rate? [Click here for a detailed guide on that.](#)

Travs - May 29, 2014, 10:38 am

why do you have transparent trees, typography sucks, align eats ass, colors don't go together in the middle of the thread

4/10 i saw this on star wars

OT:

i wouldn't be surprised if people rate this instead of fucking reading it, good guide

Waxy - May 29, 2014, 10:41 am

fix the header noob omg!!!!!!

good guide, hopefully people will read it.

'Snorlax - May 29, 2014, 10:46 am

1. Align your thread in the middle. It makes it look better.

2. Why did you "watermark" all your images with "nononono..."?

3. I don't think you have to teach people how to format their posts. Some people prefer their posts to look like shit, so I think that part should go in a separat tutorial, lol.

Obli - May 29, 2014, 11:28 am

<https://hackforums.net/showthread.php?tid=202648>

Thank you

Travs - May 29, 2014, 11:30 am

(May 29, 2014 11:28 AM)+Oblivious Wrote: [\[CITE\]](#)
<https://hackforums.net/showthread.php?tid=202648>

Thank you

that's more for signature's you know ??

Obli - May 29, 2014, 11:35 am

(May 29, 2014 11:30 AM)Random Designer Wrote: [\[CITE\]](#) that's more for signature's you know ??

I know, just thought that he'd like to add it in the OP because it's helpful too, sorry for being indirect

Rivalry - May 29, 2014, 11:46 am

(May 29, 2014 10:41 AM)Waxy Wrote: [\[CITE\]](#) fix the header noob omg!!!!!!

good guide, hopefully people will read it.
Thank you!

The header, idek. Perhaps if I get a few minutes for emergency repairs I will do, but it serves a purpose, and that's enough for now.

(May 29, 2014 10:38 AM)Random Designer Wrote: [\[CITE\]](#) why do you have transparent trees, typography sucks, align eats ass, colors don't go together in the middle of the thread
4/10 i saw this on star wars

OT:

i wouldn't be surprised if people rate this instead of fucking reading it, good guide
Did you read the thread? In particular the parts that are about the slapdash nature of the thread?
Trees are transparent because I made one tree and turned it into a brush and made the rest because I don't have time to do this properly (Omni's contest ends June 1st and I'm out tomorrow and busy on Saturday).

(May 29, 2014 10:46 AM)Snorlax Wrote: [\[CITE\]](#) 1. Align your thread in the middle. It makes it look better.

2. Why did you "watermark" all your images with "nononono..."?
3. I don't think you have to teach people how to format their posts. Some people prefer their posts to look like shit, so I think that part should go in a separat tutorial, lol.
 1. I considered stacking stuff vertically but decided it made more sense to have it side by side considering the text and images are mutually dependent for understanding.
 2. Not all of them, and to show that this isn't the kind of thing one should be doing. I did this because in some cases (like with eellogofusciouhipoppokunurious) I assume people won't really know if I'm being positive/negative.

(May 29, 2014 11:28 AM)+Oblivious Wrote: [\[CITE\]](#)
<https://hackforums.net/showthread.php?tid=202648>

Thank you

I have read that. There's too much information. It's daunting. Part of the reasoning behind putting it all in a thread like this is so that hopefully people are more inclined to read it. It's also almost exclusively relevant to tags and signatures rather than the vast range of graphics one can see nowadays in RMG. I'd rather teach people just about the core three things that will be relevant to almost everything in RMG than a host of intricacies like 'Dominance' and 'Lighting'. Before one can run one must learn to walk.

Obli - May 29, 2014, 11:48 am

(May 29, 2014 11:46 AM)Rivalry Wrote: [\[CITE\]](#) I have read that. There's too much information. It's daunting. Part of the reasoning behind putting it all in a thread like this is so that hopefully people are more inclined to read it. It's also almost exclusively relevant to tags and signatures rather than the vast range of graphics one can see nowadays in RMG. I'd rather teach people just about the core three things that will be relevant to almost everything in RMG than a host of intricacies like 'Dominance' and 'Lighting'. Before one can run one must learn to walk.

Of course

I just forgot the part where to tell you that you could include that link in the OP as some people

seem to forget how to rate signatures (and yes tagging is still alive)

Thanks

Travs - May 29, 2014, 11:58 am

(May 29, 2014 11:35 AM)+Oblivious Wrote: [CITE](#) I know, just thought that he'd like to add it in the OP because it's helpful too, sorry for being indirect
you are way too nice to be in that group