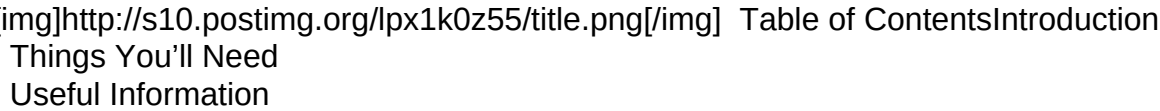


Forum:[Hack Forums](#)

Thread: [\[Tutorial\] A Full Guide to Creating Thread Designs](#)

Cap - December 4, 2014, 5:52 pm

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Introduction

Thread designs are one of the most high-demand service requests, not to mention everyone has questions on how to start and make their designs high quality. Today, we will be going through proper thread sizes, great fonts to use, font sizes, text placement, alignment, color scheme, features, small modifications to make it top notch, and everything you need to know to successfully create your first professional thread design.

Things You'll Need
Photoshop/GIMP or something similar
Basic experience with Photoshop/GIMP
Useful Information
Hack Forum's thread background color is: #333333
Hack Forum's safe thread design width: 1150px
Hack Forum's max images per post: 15
Font Download: <http://www.dafont.com>

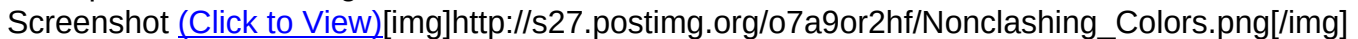
Cap - December 4, 2014, 5:54 pm

Color Scheme

Thinking of a color scheme is arguably one of the most important factors in making a presentable thread design. You don't want too much clash, contrast, or something that hurts the eyes. Another factor you need to take into consideration is the purpose of the thread design. For example, is the design for a money making eBook? Or is it for a bot shop? You really need to think of what colors you find appealing and what correlates to your theme. If your money making eBook consists of working with FaceBook, you might want to consider using a blue/gray theme. Work along those lines and that is the largest step!

Example of clashing colors:
Screenshot [\(Click to View\)](#)

Example of non-clashing colors:

Screenshot ([Click to View](http://s27.postimg.org/o7a9or2hf/Nonclashing_Colors.png))

Of course there are many other variations, but these are prime examples of what you should and shouldn't use for theme selection.

Choosing Fonts

The next biggest thing to keep in mind is the font selection. There are a variety of fonts out there, some good and some bad. You'll need fonts that are smooth and professional, not rough, choppy, or cheesy looking.

You can actually break these fonts down into two categories: Title/Headers and Descriptors/Subheaders. The title/header fonts are usually larger, while descriptors/subheaders are smaller.

Good title/header fonts are: Adam.CGPro ([Link](#))

Old Sans Black ([Link](#))

Bebas ([Link](#))

Helvetica Neue (Only available on Mac)

AlexandriaFLF ([Link](#))

Bad title/header fonts are: Zapfino ([Link](#))

Bauhaus 93 ([Link](#))

Blackoak Std ([Link](#))

Noteworthy ([Link](#))

Desdemona ([Link](#))

Good descriptor/subheader fonts are: Helvetica Neue (Only available on Mac)

Century Gothic ([Link](#))

Franklin Gothic ([Link](#))

Verdana (Pre-Installed)

Tahoma (Pre-Installed)

Bad descriptor/subheader fonts are: Bebas ([Link](#))

Phosphate ([Link](#))

Impact ([Link](#))

ADAM.CG Pro ([Link](#))

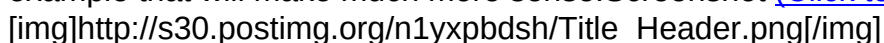
Arial Black (Pre-Installed)

Above are links to see what the fonts look like AND downloads (for most of them, but some come pre-installed). Of course there are many more fonts out there, but these are just quick examples of what to use and not to use. The general rule of thumb is to pick 2 fonts only. One for the headers and one for the descriptors. Too many font variations look tacky. You want a nice flow to your design.

Font Sizes

Depending on the fonts that you choose, font size can make or break your design. With the title of your thread, you should make the font large, but not too large. For the title, you generally shouldn't exceed size 50pt, unless you really have to. You also don't want it too small. You don't want to go below size 20pt for the title size either, relatively speaking. You want the title to be relatively larger than your header fonts.

The header (title of your section) should be relatively the same size as your subheader (the text under the title). Then the descriptor (under the header) should be smaller than the others. Here is an example that will make much more sense: Screenshot ([Click to View](#))



In the previous example, the size of the Title is 50pt, the Subheader is 16pt, the Feature Header is 16pt (bold), and the Descriptor is 10pt.

The font used for the Title was Adam.CG Pro and the subheader, feature header, and descriptor were all Century Gothic. These two flow nice with each other.

Every font size used in your thread should complement each other and flow nicely. You don't want any outliers. This section will make more sense later in the tutorial.

Text Placement

Text should be placed strategically through the design. There isn't much to this part of the tutorial, but it is also crucial. You want to do what flows most smoothly, while also being catchy. Maybe for your title, you have that centered, along with the headers. Or maybe keep the title centered and have the headers aligned left. This is completely your preference and do what you think looks best. Here are two examples to help with understanding text placement: Screenshot ([Click to View](#))
[img]http://s15.postimg.org/6vrdjs4mz/Left_Aligned_Text_Placement.png[/img]

[img]http://s30.postimg.org/6ne748akx/Center_Text_Placement.png[/img]

We are focusing on the Header placement. Each thread design will look better with different variations and how everything is set up. You need to play around with it until it's presentable.

Spacing/Alignment

This section is pretty self-explanatory. You need your text, font, and every feature to be evenly distributed throughout the design. Believe it or not, people see the smallest alignment differences and once you notice them, you can't stop staring. The best way to make sure spacing and alignment is correct is using the ruler. This can be seen on Windows by hitting CTRL + R and Command + R on the Mac. You'll notice in the example that left and top rulers come onto screen. If you click/hold on a part of the ruler and drag over to your design, you will notice a blue line comes out. This is how proper alignment is achieved. You can drag it over to your font, shapes, lines, etc. and see if everything is in line. If not, you can go ahead and move them around! In my example, we want to align the text in the Description and Features headers: Screenshot ([Click to View](#))
[img]http://s29.postimg.org/5trrehzzb/Unaligned_Headers.png[/img]

Lets go ahead and grab the ruler on the left side and put it in line with the edge of the D on description: Screenshot ([Click to View](#)) [img]http://s13.postimg.org/4emndlyiv/Ruler_Line.png[/img]
From there, we can drag over the Features header to align it together. Screenshot ([Click to View](#))
[img]http://s9.postimg.org/9l8tlo5sf/Both_Lines.png[/img]

The ruler is key to aligning everything. Make sure everything is lined up and you will be good to go.

Now the spacing part can also be fixed using the rulers as well. How this works is you will take out a few rulers and line them up with the numbers indicated on the actual ruler. In this example, we will be using 'Your Title'. We want this to be evenly distributed on both halves of the design. We will take out 4 ruler lines. Two will go on both edges of the whole thread design, while the other two are on the edge of 'Your Title'. As you can see, the blue ruler lines line up and indicate where they point to on the ruler. The far left ruler line is on the 0 marker, while the second line in is 3 7/8ths in. The third line is at the 7 5/8th in. mark, while the final line is at the 11 1/2 in. mark. The space on both sides are equally distributed with a 3 7/8th in. space between the edge of the text and the edge of the thread design. Screenshot ([Click to View](#))

[img]http://s29.postimg.org/psc7uma1z/Ruler_Spacing.png[/img]

Use the rulers to your advantage by creating proper alignment and spacing for EACH item on your design.

Now that we have an understanding of the main portions of a thread design, lets actually create one!

Creating New Thread Design

The Startup:

To start, open up your program, I'm currently using Photoshop CS6. Go to File -> New. In the new window that opens up, go ahead and fill in your information. Note, the safe thread design width is 1150px. Anything larger will cause the thread to stretch, causing it to look unprofessional. You need to decide whether you want the thread design to be about the same size as the actual thread or if you want it smaller. I'm making it the approximate size of the actual thread. It's always good to have the height be pretty long to start, this way you can get all of the information you need and then trim off what you don't want. So for height, I'm choosing 3464px. Make the background transparent as well. For everything else in the window, set it up like this: Screenshot [\(Click to View\)](#)
[img]http://s9.postimg.org/9ev4ikwnj/New_Window.png[/img]
Go ahead and click OK.

You will then have a brand new window opened.

Color Scheme:

For this example, we are going to design a thread for our "Money Making eBook". The two main colors that we will be utilizing are: #f25a5a (soft red) and #313030 (dark gray). The reason for the color selection is simply because they flow nicely with one another. Remember to choose wisely based on what you are designing!

The Design:

1. Using the paint bucket tool, let's set the only layer on our design to #ffffff. Screenshot [\(Click to View\)](#)
[img]http://s23.postimg.org/et50xwbmj/Paintbucket_Tool.png[/img]
2. Now, let's use the Rectangle Shape Tool and create a shape a little lower from the top of the design (using the color #313030): Screenshot [\(Click to View\)](#)
[img]http://s4.postimg.org/wo64ow0i5/Dark_Gray_Header.png[/img]
This is used to separate the header and the next section.
3. We are going to write our Title of the product now. We are going to use the font Shree Devanagari 714 with the color of #f85757, a size of 25.12pt, and left alignment. We are putting the title in the upper left, white section.

NOTE - there is no subheader for this one. I thought it would look better without it; use your own judgement. Screenshot [\(Click to View\)](#)
[img]http://s29.postimg.org/ohrfiuxd3/Title_Image.png[/img]
Using the rulers, as taught before, everything is evenly distributed!

4. Let's create the description section of our design now. We will be alternating sections between white, light gray, dark gray, and soft red. So this section is dark gray (#313030). The header of this section is called "Description", we will be using Tamil Sangam MN at the size of 14pt, with a center-alignment, Bold Italic font style, and the color of: #ffffff. By default, the font style of Tamil Sangam MN doesn't have a bold/italic combo; only a bold. To add italic to it as well, we need to go to the Character Panel. To get to the Character Panel, highlight your text and towards the upper-center/right of the screen, you should see a little tab image: Screenshot [\(Click to View\)](#)
[img]http://s30.postimg.org/5neraj575/Character_Panel_Button_Image.png[/img]

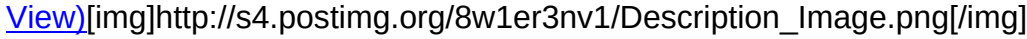
Once you click that button, a window should pop open. In the window, towards the bottom, select the italicized 'I': Screenshot [\(Click to View\)](#)

[img]http://s16.postimg.org/ho34ztxt1/Character_Panel_Box.png[/img]

Now your image should look like this: Screenshot [\(Click to View\)](#)

[img]http://s24.postimg.org/rucu1upt1/Italicized_Description_Title.png[/img]

Once again, make sure it is evenly distributed using the rulers.

5. Now we are actually going to add our description. Using Tamil Sangam MN font with a size of 10pt, regular font style, and color #ffffff, we are going to input our description. Screenshot [\(Click to View\)](#) 

6. The next section will be our features. For this section, we are using just the plain white background (#ffffff) right underneath the description. Using the same font, font size, and font style as the Description section, we are going to add our Features (except using a font color of #777777). Screenshot [\(Click to View\)](#)



Using the Custom Shape Tool, we will create "Checks" next to each feature. Remember to align everything up using rulers! Here is what it should roughly look like: Screenshot [\(Click to View\)](#)



The font used is the Tamil Sangam MN with a size of 10pt, regular font style, and the color #777777. The color of the checkmarks are #25a5a.

Cap - December 4, 2014, 6:05 pm

The Design Part 2

7. Now we have a features section done! We are going to create a 'Does Not Include' section (which you see on pretty much every sales thread). Underneath the features section, using the Rectangle Shape Tool, we are creating a new shape, using the color of #e8e6e6.

It's time to create our header name, which will be 'Does Not Include'. We are using the exact same font as the 'Features' section; Tamil Sangam MN, size 14pt, font style bold/italic, and color #777777. Here is what it should look like:

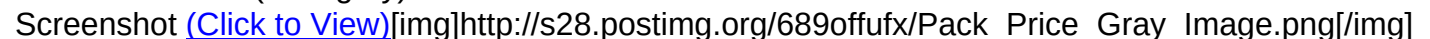
Screenshot [\(Click to View\)](#)



This is a very simple and plain section. Feel free to spice it up, but sometimes plain is better. Add everything that is NOT included in this eBook. Example:

Screenshot [\(Click to View\)](#)

 8. We are close to finishing our design! The next section we are working on is the 'Packages & Payment'. Underneath our previous section, go ahead and make another rectangle using the Rectangle Shape Tool with a color of #313030 (dark gray).

Screenshot [\(Click to View\)](#) 

Using the same font as we have been, except changing it to white (#ffffff), add the title of the section: 'Packages & Pricing'.

Screenshot [\(Click to View\)](#) 

We are going to add a little spice to our packages now. Using the Rectangle Shape Tool again, go ahead and make a rectangle; color doesn't matter right now because we will be using a gradient overlay. Once you have your rectangle, right click on the layer and go to Blending Options. Go down to Gradient Overlay and set the settings as so:

Screenshot [\(Click to View\)](#) 

The left side of the gradient has a color of: #f64b4b and the right gradient has a color of: #f25a5a. Click OK. Using the font Tamil Sangam MN, with a size of 12pt, font style bold, and a color of #ffffff, add your package name. Here is what you should have so far:

Screenshot [\(Click to View\)](#) 

Duplicate the rectangle layer and open up the gradient feature again. Change the left end of the gradient to: #454444 and the right to: #636363. Using the Tamil Sangam font again, change the font size to 10pt, font style bold, and the color to: #f85757; from there put your first feature on there as follows:

Screenshot [\(Click to View\)](#) 

For each feature you have, add another box until you have enough. After all of your features are

added, make one more empty box, a little bigger than the others. For the gradient overlay, change the far left to: #393939 and the right to: #454444. Here's what you should have:

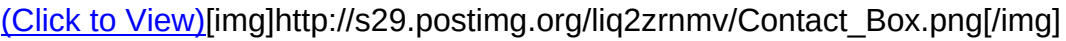
Screenshot ([Click to View](http://s30.postimg.org/lr5gyxrt9/Package1_Full.png))

This is where the pricing will go. Same font as before, except change the size to 21.72pt and the color of: #3fec4f (light green). Now, for each different package, you can duplicate the previous layers and just change the pricing. Example:

Screenshot ([Click to View](http://s17.postimg.org/otz7iegcfl/Full_Package.png))

Oh, and of course, align everything!

9. For the second to last section, we are putting our contact info. Lets make this section a lighter red (#f25a5a).

Screenshot ([Click to View](http://s29.postimg.org/liq2zrnmv/Contact_Box.png))

For this section, we ARE NOT putting a header (it just looked better in my opinion, but of course you can add one). Since Omniscient just implemented XMPP, we are going to add it to our contact info, along with a PM logo. First off, go to Google and get an XMPP logo. You can put it right in Photoshop and add it. Alongside that, we can add a mail shape using the Custom Shape Tool. Once we add them, we can put our info next to it. Here is an example:

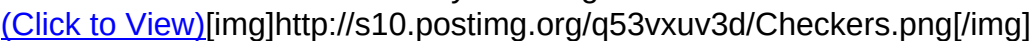
Screenshot ([Click to View](http://s8.postimg.org/58ijrybcl/Contact_Info.png))

Once you have put in everything you wanted, we have one last section!

10. The final section is to put in the author credits. Underneath our contact section, using the dark gray color (#313030), add a thin box at the bottom. Inside that box, you can put something along the lines of 'Thread Designed by Author. All Rights Reserved'. Like so:

Screenshot ([Click to View](http://s14.postimg.org/5gzycqd81/Credits.png))

Remember how we made the thread extremely larger earlier just in case we had a lot of information? Well, we are going to trim it down now since we didn't use all of it. Go to your very first layer and hit CTRL + T or Command + T. Drag from the bottom up until you reach your credits. You should see a bunch of checkers underneath your design:

Screenshot ([Click to View](http://s10.postimg.org/q53vxuv3d/Checkers.png))

Now go to Image -> Trim and change the settings as follows:

Screenshot ([Click to View](http://s10.postimg.org/ybvvpfl61/Trim.png))

If all has gone right, your thread design should have been shortened and finished! Just make sure everything is lined up! Here is what we should have finished with:

Screenshot ([Click to View](http://imgbox.com/CtZmYjXd)) Final Notes

As you can see, the title area is pretty blank. If you have any logos or anything for your thread design, that would be a great place to add it. Spice it up however you want and just keep practicing! Don't get discouraged because Photoshop is tricky at first. Remember to choose complementing color themes, smooth fonts, and proper spacing/alignment, and you are on the right track.

If you have any questions at all, please ask and I'll do my best to answer them!

?Golden Freddy - December 4, 2014, 7:23 pm

Thanks for the HQ tutorial! ?

Lockheed - December 4, 2014, 7:32 pm

Love it. Looks like I need to find cs6 for my Mac now :p

Radar7 - December 4, 2014, 7:32 pm

Terrific tutorial! Thanks for the contribution

Cap - December 4, 2014, 7:42 pm

(Dec 4, 2014 08:23 PM)Creatiionz Wrote: [\[CITE\]](#) Thanks for the HQ tutorial! ?Thank you for your kind words!

(Dec 4, 2014 08:32 PM)Lockheed Wrote: [\[CITE\]](#) Love it. Looks like I need to find cs6 for my Mac now :pYou can do this any Photoshop :)

(Dec 4, 2014 08:32 PM)Radar7 Wrote: [\[CITE\]](#) Terrific tutorial! Thanks for the contributionThank you very much!

DontRep4Rep - December 5, 2014, 11:29 am

Very detailed thread you must of put a lot of time in this thanks for this much appreciated.

ocherries - December 5, 2014, 2:19 pm

Thank you for this guide man, very HQ.

DS7X - December 5, 2014, 3:07 pm

thanks for this, much appreciated. great work

Cap - December 5, 2014, 3:37 pm

(Dec 5, 2014 12:29 PM)Pinkponyprancer Wrote: [\[CITE\]](#) Very detailed thread you must of put a lot of time in this thanks for this much appreciated.

I did spend a lot of time creating it. Thank you for the acknowledgement.

(Dec 5, 2014 03:19 PM)ocherries Wrote: [\[CITE\]](#) Thank you for this guide man, very HQ.
Thank you for the kind words. I'm glad you like it!

phybe? Jr. - December 6, 2014, 7:55 pm

This is nice. Not sure why someone rated it 1 star. Thanks.

Cap - December 7, 2014, 8:27 am

(Dec 6, 2014 08:55 PM)phybe? Jr. Wrote: [\[CITE\]](#) This is nice. Not sure why someone rated it 1 star.
Thanks.

You are very welcome, and thank you!

Ordium - December 10, 2014, 6:22 pm

Very HQ tut with lots of images and explanations. Nicely done, op!

Cap - December 10, 2014, 7:49 pm

(Dec 10, 2014 07:22 PM)Ordium Wrote: [\[CITE\]](#) Very HQ tut with lots of images and explanations.
Nicely done, op!

Thank you for the kind words, Ordium!

medarium - December 14, 2014, 3:58 am

Super tutoriel ! J'adore le rendu ! Simple et efficace j'adore !

SIM-2270048 - December 14, 2014, 4:01 am

Wow Great Job OP

Very HQ Tutorial

Thanks :)

Yumi - December 14, 2014, 4:41 am

Thanks, OP!

I've always wanted to know how to create a decent looking sales thread. I'm going to try to follow this and see how it turns out. ^^

Cap - December 14, 2014, 11:43 am

(Dec 14, 2014 05:41 AM)Nehssa Wrote: [\[CITE\]](#) Thanks, OP!

I've always wanted to know how to create a decent looking sales thread. I'm going to try to follow this and see how it turns out. ^^

You are very welcome. Let me know if you have any questions!

neotoplay - December 14, 2014, 11:46 am

thank you very much, I hope more tutorials like this

Cap - December 14, 2014, 1:44 pm

(Dec 14, 2014 12:46 PM)neotoplay Wrote: [\[CITE\]](#) thank you very much, I hope more tutorials like this I'm glad you like it. More tutorials will be coming soon.

undersworld - December 23, 2014, 10:32 am

thanks for this, much appreciated. great work

Baghead - December 23, 2014, 6:24 pm

Nice tutorial but I don't agree with your good/bad fonts

Zapfino is a bad font? Says who? All fonts can be good used in an appropriate setting.

MultiBit - December 24, 2014, 4:52 am

This is very good and helpful tutorial for new users. This is a good support for user like me who want to start designing.

ASMR - December 24, 2014, 7:36 am

Thanks a lot for this awesome tutorial :) really helpful for me and others as well.

Cap - December 24, 2014, 9:23 am

(Dec 23, 2014 07:24 PM)Baghead Wrote: [\[CITE\]](#) Nice tutorial but I don't agree with your good/bad fonts

Zapfino is a bad font? Says who? All fonts can be good used in an appropriate setting.

The only problem with the Zapfino font is the legibility of it. Yes, if in the appropriate setting, you can use it, but more often than not you want a legible and clear font for people to read.

Jespertjuh - December 24, 2014, 10:24 am

Thanks for this tutorial mate !

it helped me alot!

luip006 - December 27, 2014, 5:29 am

Thanks for the great tutorial man! Really appreciate it!

bkid1070 - December 27, 2014, 2:45 pm

thanks for this, such a well detailed guide, will help me in the future

Manks - December 27, 2014, 7:40 pm

Great tut mate, thanks for this, really HQ

Whitejustice - December 29, 2014, 2:55 pm

Woah a very complete tutorial thank you guy !

Cap - December 31, 2014, 2:05 pm

You are all very welcome. I'm glad you like the tutorial!

Clockbit - January 2, 2015, 6:58 am

its help me lots nice work thank you

Retaw - January 3, 2015, 12:40 pm

Awesome and very useful thread for just starting out on making thread designs.

NoScript - January 4, 2015, 2:19 am

This is a great tutorial, Thanks for sharing!

Codeshop - January 4, 2015, 9:16 am

very good written :) thanks for posting.

ISO - January 4, 2015, 10:36 am

Very good contribution , well written aswell !

I might use this in the future.

Cap - January 4, 2015, 12:54 pm

Thank you all for the kind comments. I'm glad this thread helped you out!

sandrobossi - January 4, 2015, 3:19 pm

Thanks for the HQ tutorial! Black Hat

PROVIDENC3 - January 5, 2015, 2:30 am

I accidentally came across this thread, nice work you did there ?

Some advices you could add:

Typography is everything! I suggest reading this practical tutorial about it:

<http://practicaltypography.com/typography-in-ten-minutes.html>

Some great fonts you should add: Roboto & Open Sans, they're perfect for everything!

For icons i suggest flaticon.com (if you're working on flat UI), if you work on other type of style, iconsarchive is the best way to go for icons.

If you're working on flat ui style, i suggest using [iOS 7 gradients](#)

And yeah, alignment is EVERYTHING so take some time to add guides and align properly, accordingly to your document size.

For faster load, i suggest slicing your document (with interlace turned ON) and compress the .png with [tinypng](#) service.

Best regards!

Cap - January 5, 2015, 10:48 am

(Jan 5, 2015 03:30 AM)rAv3nZ Wrote: [\[CITE\]](#) I accidentally came across this thread, nice work you did there ?

Some advices you could add:

Typography is everything! I suggest reading this practical tutorial about it:

<http://practicaltypography.com/typography-in-ten-minutes.html>

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If you're working on flat ui style, i suggest using [iOS 7 gradients](#)

And yeah, alignment is EVERYTHING so take some time to add guides and align properly, accordingly to your document size.

For faster load, i suggest slicing your document (with interlace turned ON) and compress the .png with [tinypng](#) service.

Best regards!

Thank you for your suggestions, I'll add them to the main post.

Astek - January 10, 2015, 3:20 am

great tutorial buddy, thanks heaps ?

alemius2010 - January 10, 2015, 10:14 am

thanks budy , im on this way ??

Cap - January 11, 2015, 5:52 pm

I'm glad you guys like it! If you need any help, please let me know.

NUTISTIC STUDIOS - January 12, 2015, 3:06 pm

Really detailed tutorial, thanks alot!

Hydra - January 12, 2015, 3:23 pm

Tutorial is nice but there are some things I disagree with. BEBAS is a terrible font not because of the look, it's readable and nice, but because it's overused. Helvetica Neue family is not just for Mac, I have the entire Helvetica family for Windows. You said alignment is important but in your final thread design, you have the title on the left but everything else is centered. That ruins it IMO. Also, why was your text blurry? Anti-Alias Smooth tends to make small sized text blurry, use AA Sharp.

prada ? - January 12, 2015, 3:36 pm

You didn't touch much on padding and it's essential

Cap - January 13, 2015, 8:10 am

(Jan 12, 2015 04:23 PM)iHydra Wrote: [\[CITE\]](#) Tutorial is nice but there are some things I disagree with. BEBAS is a terrible font not because of the look, it's readable and nice, but because it's overused. Helvetica Neue family is not just for Mac, I have the entire Helvetica family for Windows. You said alignment is important but in your final thread design, you have the title on the left but everything else is centered. That ruins it IMO. Also, why was your text blurry? Anti-Alias Smooth tends to make small sized text blurry, use AA Sharp.

Thank you very much for the feedback. I will update the post with some modifications. Also, which blurry text are you referring too?

(Jan 12, 2015 04:36 PM)Prada? Wrote: [\[CITE\]](#) You didn't touch much on padding and it's essential
Thank you, Prada. I'll add in some padding information.

Hydra - January 13, 2015, 2:37 pm

(Jan 13, 2015 09:10 AM)I Flawless I Wrote: [\[CITE\]](#) Thank you very much for the feedback. I will update the post with some modifications. Also, which blurry text are you referring too?
[img]http://s29.postimg.org/5trrehzzb/Unaligned_Headers.png[/img]

That specifically.

Travs - January 14, 2015, 5:31 am

Oh so this is why a ton of random designers who don't know shit popped up on the market. Nonetheless, good tutorial.

Cap - January 14, 2015, 9:30 am

(Jan 14, 2015 06:31 AM)Daks Wrote: [\[CITE\]](#) Oh so this is why a ton of random designers who don't know shit popped up on the market. Nonetheless, good tutorial.
Everyone needs a place to start! And thank you very much.

Cyclonic - January 14, 2015, 5:50 pm

Very HQ.

Thanks for the tutorial OP!

Cap - January 16, 2015, 5:30 pm

(Jan 14, 2015 06:50 PM)Cyclonic Wrote: [\[CITE\]](#) Very HQ.
Thanks for the tutorial OP!
I'm glad you like it! Thanks for the reply!

adambaidya6 - January 21, 2015, 10:52 pm

Thank you very much for the tut op
Learned a lot of new things :)

Not Funny - January 23, 2015, 6:26 am

Hello, I would like to say thank you very much for posting links with your tutorials! I cannot stand when I find tutorials and they do not give you the links to the fonts. This tutorial helped a lot, thanks!
:D

Cap - January 27, 2015, 4:09 pm

You are very welcome, I'm glad you liked the tutorial!

Kodix - January 30, 2015, 10:40 am

Thank you for this useful tutorial. HQ!

rickpatt0n - February 1, 2015, 7:24 pm

I'm going to need this. Thanks Flawless.

Cap - February 6, 2015, 4:32 pm

You are all very welcome. I'm glad this was helpful!

Lyuz - February 6, 2015, 10:05 pm

What a great tutorial!
Thanks for the input!
Greetings!

Cap - February 22, 2015, 1:53 pm

(Feb 6, 2015 11:05 PM)Lyuz Wrote: [\[CITE\]](#) What a great tutorial!
Thanks for the input!

Greetings!

I'm glad that you like the tutorial. Happy to help.

Shikatanai - February 24, 2015, 10:43 pm

Thank you for this tutorial. Inspire me :)

Cap - February 26, 2015, 7:52 am

(Feb 24, 2015 11:43 PM)Shikatanai Wrote: [\[CITE\]](#) Thank you for this tutorial. Inspire me :)
You're very welcome, and I'm glad I could inspire you.

Medusa - February 26, 2015, 10:12 am

Thank you for this great guide, it is very detailed keep up the good work man!

Sleekster - February 26, 2015, 7:06 pm

Looked everywhere for a tut, couldnt find any...

Come straight to HF and what do ya know, first one on the list haha, thanks man!

Going to try this with GIMP because I dont have PS =(

Senku Ishigami - February 27, 2015, 2:07 am

Thank you for this great HQ guide bud

I'll come back at it later <3

ChrisBrownOfficial - March 10, 2015, 7:48 am

Very good tutorial HQ, keep the good work up mate! :)

Cap - March 12, 2015, 10:49 am

I'm glad all of you enjoyed the tutorial. Glad I could contribute!

backshifted - March 12, 2015, 1:24 pm

Sweet guide man, very detailed and many helpful links (:
I'll keep it under my favorite links.

Cap - March 14, 2015, 1:28 pm

(Mar 12, 2015 01:24 PM)backshifted Wrote: [\[CITE\]](#) Sweet guide man, very detailed and many helpful links (:

I'll keep it under my favorite links.

Glad you like it. Let me know if you need any help with it!

thyduke - March 14, 2015, 2:03 pm

Very detailed and descriptive. Thanks for the useful guide!

Vynide - March 18, 2015, 3:26 am

HQ quality Tutorial! Awesome job! Keep it up

Cap - March 18, 2015, 7:44 am

Thank you both for the very kind words!

Exodus - April 21, 2015, 5:27 am

Thanks for making the thread, found it useful. ?

Cap - April 22, 2015, 7:46 am

(Apr 21, 2015 05:27 AM)Exodus. Wrote: [\[CITE\]](#) Thanks for making the thread, found it useful. ?
You are very welcome, I'm glad you found it useful!

SadJc - April 26, 2015, 11:29 am

Thanks! Very good tutorial. Vouch

Cap - May 3, 2015, 8:46 am

(Apr 26, 2015 11:29 AM)SadJc Wrote: [\[CITE\]](#) Thanks! Very good tutorial. Vouch
I'm glad you like it! If you have any questions, please let me know.

NullSaint - May 12, 2015, 7:19 pm

This is nice, very nice. I've been looking for something like this for a long time! Thanks OP!

Yndras - May 13, 2015, 3:45 am

Thank you man, what a detailed thread :D

Mcbride - May 13, 2015, 1:07 pm

I appreciate the time and effort you put into this, very HQ. I followed every step and i created my first thread design in half an hour. Thanks for the assist.

Cap - May 14, 2015, 10:48 am

Thank you all for the kind words. I'm glad you guys found this tutorial helpful!

SIM-2434055 - May 22, 2015, 2:24 am

Good work on the tutorial. Great help to users like me :)

Cap - June 1, 2015, 9:52 am

(May 22, 2015 02:24 AM)z?g???v Wrote: [\[CITE\]](#) Good work on the tutorial. Great help to users like me :)

Thank you very much, I'm glad I could help you out!

tcsh - June 11, 2015, 2:13 am

Great work on the tutorial, thank you very much for the share!

~\$ocio - June 11, 2015, 2:16 am

You are the fucking man hqhqh!

balvant baldaniya - June 11, 2015, 3:02 am

Its amazing.... grate information... thanks man its very help full

Cap - June 11, 2015, 11:46 am

I'm glad you all found it helpful! Let me know if you have any questions or need help.

Incendiary. - June 12, 2015, 12:29 am

Oh lord, I came here looking for a tutorial on this and found this!
Awesome tut, You put alot of effort into it!

Cap - June 12, 2015, 5:58 pm

(Jun 12, 2015 12:29 AM)Incendiary Wrote: [\[CITE\]](#) Oh lord, I came here looking for a tutorial on this and found this!

Awesome tut, You put alot of effort into it!
Thank you very much for the kind words!

coffeeblood - June 12, 2015, 10:17 pm

This is a great tutorial, very detailed. Thanks, this is really helpful.

Sahaj - June 12, 2015, 10:23 pm

Really HQ guide, thanks for creating this OP!

Cap - June 13, 2015, 7:56 am

(Jun 12, 2015 10:23 PM)Sahaj Wrote: [\[CITE\]](#) Really HQ guide, thanks for creating this OP!
You are very welcome, I'm glad you liked the tutorial!

-Rarity- - August 6, 2015, 5:59 pm

Wow bro this is crazy guide!! thanks :)

atzo - August 6, 2015, 6:04 pm

Been looking for something like this.

Thanks alot!

Cap - August 7, 2015, 12:53 pm

Thank you all for the kind words. I'm glad you enjoyed it!

Ay Imao - August 10, 2015, 1:40 am

Very HQ tutorial, great work!

Cap - August 18, 2015, 5:56 pm

(Aug 10, 2015 01:40 AM)prototype2399 Wrote: [\[CITE\]](#) Very HQ tutorial, great work!
Thank you very much, I'm glad you like it.

freemium - August 27, 2015, 11:29 am

good one...ahhhh now I need to learn more, when i have time ofc

luv2dai - August 28, 2015, 11:21 am

Thank you for this man, HQ user!

Cap - August 31, 2015, 9:51 am

Thank you all very much for the kind words, I'm glad you like it!

Band1to - January 8, 2016, 11:20 am

Thank you for this guide man, very HQ.

Cap - January 8, 2016, 1:38 pm

(Jan 8, 2016 12:20 PM)Band1to Wrote: [\[CITE\]](#) Thank you for this guide man, very HQ.
You're very welcome. Thank you for the feedback!

Donuts [™] - February 13, 2016, 10:01 pm

Nice tutorial, thx man, I got some tips

Cap - February 14, 2016, 12:39 pm

(Feb 13, 2016 11:01 PM)jakubkosom Wrote: [\[CITE\]](#) Nice tutorial, thx man, I got some tips
I'm glad I could assist you. If you have any questions, let me know.

TehAustinsxD - February 14, 2016, 1:43 pm

Thank you for this tutorial.

This will help a lot

FreeAnneFrank - February 14, 2016, 1:45 pm

Posting to bookmark. Will come back to this tomorrow :)

Cap - February 17, 2016, 8:14 am

Glad you guys like it. If you need any help, let me know.

Imorra - February 17, 2016, 1:40 pm

Posting to keep it in mind, thank you man, nice tutorial.

Cap - February 19, 2016, 8:34 am

(Feb 17, 2016 02:40 PM)Imorra Wrote: [\[CITE\]](#) Posting to keep it in mind, thank you man, nice tutorial. Thank you very much. If you need any help, let me know.

Derection - February 24, 2016, 2:56 pm

nice tutorial! Thanks for the contribution

razencs - February 26, 2016, 5:18 am

Holy shit. Very nice! I will use it for my next thread! :p

Muco53 - March 5, 2016, 12:00 pm

thank you for sharing, its very usefull.

AvyatiK - March 15, 2016, 7:14 pm

Amazing tutorial, this really helped, thanks.

M?xim - March 20, 2016, 6:09 am

Awesome tutorial, commenting for for future use!

Cap - March 21, 2016, 12:13 pm

I'm glad you all liked the tutorial. If you need any help, please let me know!

nationgps - March 30, 2016, 11:47 am

hello, that looks awesome tutorial for begginers, also i suggest you added on the font apparts nexa bold and nexa light, its a great font that i ALWAYS use for my threads

BLCKBRD - March 30, 2016, 11:48 am

Posting here to come back later. This tutorial is sick af, almost thought I lost it.

Cap - April 6, 2016, 11:18 am

(Mar 30, 2016 11:48 AM)DAREDEVIL Wrote: [\[CITE\]](#) Posting here to come back later. This tutorial is sick af, almost thought I lost it.

I'm glad you like it. If you have any questions or problems, please let me know!

M?xim - April 6, 2016, 12:52 pm

(Mar 21, 2016 12:13 PM)I Flawless I Wrote: [\[CITE\]](#) I'm glad you all liked the tutorial. If you need any help, please let me know!Ever since i commented i have been practising making thread designs and i've made some progress. You can see my thread design on my thread if you want.

Thank you very much.

The Drama Llama - April 7, 2016, 5:53 am

Popping a message here as a bookmark for myself :)
Cracking tutorial mate :)

The Boogeyman - April 7, 2016, 7:33 pm

Thanks for this HQ guide man!

Cap - April 9, 2016, 1:39 pm

(Apr 7, 2016 05:53 AM)Slupp Wrote: [\[CITE\]](#) Popping a message here as a bookmark for myself :) Cracking tutorial mate :)

(Apr 7, 2016 07:33 PM)The Boogeyman Wrote: [\[CITE\]](#) Thanks for this HQ guide man!

If you guys need any assistance with this, please don't hesitate to ask, I'd be happy to help!

Kmuar - April 13, 2016, 11:01 am

Great tutorial, thanks for making it!

C43S4R - April 13, 2016, 11:03 am

Wow very impressive HQ thread

Incognito - April 13, 2016, 8:41 pm

Thanks for the impressive tutorial. I'm just now starting to get into thread design, hopefully this will help me! Thanks as well for including download links to those fonts, now I have them in my arsenal. Cheers!

Cap - April 19, 2016, 8:25 am

(Apr 13, 2016 11:01 AM)Kmuar Wrote: [\[CITE\]](#) Great tutorial, thanks for making it!

(Apr 13, 2016 11:03 AM)C43S4R Wrote: [\[CITE\]](#) Wow very impressive HQ thread

(Apr 13, 2016 08:41 PM)Incognito Wrote: [\[CITE\]](#) Thanks for the impressive tutorial. I'm just now starting to get into thread design, hopefully this will help me! Thanks as well for including download links to those fonts, now I have them in my arsenal. Cheers!

Thank you very much for the kind words. I'm glad I could be of assistance!

Wespa - April 21, 2016, 1:50 am

Thank you for this guide, you are amazing!

Cap - April 23, 2016, 10:34 am

(Apr 21, 2016 01:50 AM)Wespa Wrote: [\[CITE\]](#) Thank you for this guide, you are amazing!

Thank you very much. I'm glad you enjoyed it!

Captain Steve Rogers - April 23, 2016, 10:35 am

Thank you for this great guide!

Cap - May 12, 2016, 7:40 am

(Apr 23, 2016 10:35 AM)#Programmer Wrote: [\[CITE\]](#) Thank you for this great guide!

If you need any help, let me know. I'm glad you found it useful.

theDarkPassenger - May 17, 2016, 1:23 pm

Really nice tutorial. Will help me a lot to create a thread for a service i am going to begin soon :)

Your choice of fonts tell a lot about you ;)

Blazingrays - May 17, 2016, 8:39 pm

Great Tutorial thanks for sharing this

Komodo - May 17, 2016, 8:40 pm

I've always been terrible at design/graphics, but this tutorial looks very clean and step by step. Very nice tutorial ?

Cap - June 5, 2016, 11:55 am

(May 17, 2016 01:23 PM)theDarkPassenger Wrote: [\[CITE\]](#) Really nice tutorial. Will help me a lot to create a thread for a service i am going to begin soon :)

Your choice of fonts tell a lot about you ;)

(May 17, 2016 08:39 PM)Blazingrays Wrote: [\[CITE\]](#) Great Tutorial thanks for sharing this

(May 17, 2016 08:40 PM)Komodo Wrote: [\[CITE\]](#) I've always been terrible at design/graphics, but this tutorial looks very clean and step by step. Very nice tutorial ?

Thank you all for the kind words. If you have any questions or problems with it, please let me know and I will happily assist you. Has anyone tried to create a thread design using the tutorial? If so, please post your product!