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Razor 1911 - February 27, 2015, 10:31 am

hello guys this is not actually a tutorial its a tip for those who wanna learn gfx or just do it for fun.. sometime i see the "Rate my graphic" section is filled with designs that aren't obviously professional looking but the most basic improvement that they can do is to choose a decent color scheme.. too bright or too dark colors most of the time can make any piece of art look bad, its a matter of experience to use bright colors in such a way that they don't look odd, however still professional designers stick to flat colors most of the time.. now what's a flat color?? well here's a visual

a good design has about 2,3 different color schemes that complement each other (light color and dark combination), here's a website where you can experiment a little bit - <http://color.hailpixel.com>

i hope this may help some aspiring minds :)

cortz - February 28, 2015, 3:42 am

Its always a nice courtesy to credit the origin of those colors.

<http://flatuicolors.com>

Razor 1911 - February 28, 2015, 3:51 am

hey and yeah thanks for mentioning :) i didn't claimed it mine just felt like sharing the origin, clarifies :)