

Forum:[Hack Forums](#)

Thread: [Rate My Thread Design Made in Paint?](#)

Yous - June 28, 2015, 12:24 pm

So all of the graphic designers were offline last night so i just ended up spending probably way more time than needed (2-3 hours) making this thread design mostly in paint.

Let me know what you think of it:

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

Live version:

<https://hackforums.net/showthread.php?tid=4883783>

I think some parts are a bit crooked and off balance but yeah let me know your thoughts.

Talu - June 28, 2015, 12:36 pm

Great thread design, impressive since it's Paint :)

LordCoder - June 28, 2015, 4:02 pm

Making it in Paint doesn't make it more valuable. I give 6.5/10.

spradebassen - June 28, 2015, 4:04 pm

Damn, it doesn't look like it have been made in paint.

Goodbye HF... - June 28, 2015, 4:06 pm

Its pretty good man I like thread design a lot.

aliceinchains - June 28, 2015, 4:06 pm

you did this in paint ?? I really like it. Looking simple and elegant . 8\10

lenaos - June 29, 2015, 2:35 pm

everyone above me seems to not know anything
header is the generic blurred photo in the back
the text looks lq as fuck
the typograpghy is all over the place
colors are all over the place
spacing is non-existent
cutouts are choppy

Yous - June 29, 2015, 3:48 pm

(Jun 29, 2015 02:35 PM)Ren? Wrote: [\[CITE\]](#) 0/10 it was made in paint, everyone above me seems to not know anything

header is the generic blurred photo in the back

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colors are all over the place

spacing is non-existent

cutouts are choppy

Enlighten me and show me what a 10/10 thread design would look like.

lenaos - June 29, 2015, 4:07 pm

(Jun 29, 2015 03:48 PM)Yous Wrote: [\[CITE\]](#) Enlighten me and show me what a 10/10 thread design would look like.

<https://hackforums.net/showthread.php?tid=3789688>

this is as close as i can get

<https://hackforums.net/showthread.php?tid=3790833&highlight=animated+thread>

Yous - June 29, 2015, 4:16 pm

(Jun 29, 2015 04:07 PM)Ren? Wrote: [\[CITE\]](#) <https://hackforums.net/showthread.php?tid=3789688>

this is as close as i can get

<https://hackforums.net/showthread.php?tid=3790833&highlight=animated+thread>

Ummmmm are you sure you linked me to the right thing?

No offense but I don't see anything special at all. I think you linked me to the wrong thread.

lenaos - June 29, 2015, 4:19 pm

(Jun 29, 2015 04:16 PM)Yous Wrote: [\[CITE\]](#) Ummmmm are you sure you linked me to the right thing?

No offense but I don't see anything special at all. I think you linked me to the wrong thread.

I can't tell if you even looked.

[img]http://fc05.deviantart.net/fs70/f/2013/278/2/8/1_by_adeeperb1ue-d6pcuvs.gif[/img]

[img]http://fc08.deviantart.net/fs70/f/2013/278/f/3/2_by_adeeperb1ue-d6pcuvv.gif[/img]

[img]http://fc00.deviantart.net/fs71/f/2013/278/0/1/3_by_adeeperb1ue-d6pcuvz.gif[/img]

[img]http://fc00.deviantart.net/fs70/f/2013/278/7/e/4_by_adeeperb1ue-d6pcuw0.gif[/img]

[img]http://fc09.deviantart.net/fs71/f/2013/278/6/8/5_by_adeeperb1ue-d6pcuw3.gif[/img]

Yous - June 29, 2015, 4:22 pm

(Jun 29, 2015 04:19 PM)Ren? Wrote: [\[CITE\]](#) I can't tell if you even looked.

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

[img]http://fc05.deviantart.net/fs70/f/2013/278/2/8/1_by_adeeperb1ue-d6pcuvs.gif[/img]

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[img]http://fc00.deviantart.net/fs71/f/2013/278/0/1/3_by_adeeperb1ue-d6pcuvz.gif[/img]

[img]http://fc00.deviantart.net/fs70/f/2013/278/7/e/4_by_adeeperb1ue-d6pcuw0.gif[/img]

[img]http://fc09.deviantart.net/fs71/f/2013/278/6/8/5_by_adeeperb1ue-d6pcuw3.gif[/img]

I was expecting something mind blowing. Graphically that thread is nothing that special. The animation is unique and cool. But other than that I was expecting more.

lenaos - June 29, 2015, 4:27 pm

(Jun 29, 2015 04:22 PM)Yous Wrote: [\[CITE\]](#) I was expecting something mind blowing. Graphically

that thread is nothing that special. The animation is unique and cool. But other than that I was expecting more.

Let's take a look at yours, then lets look back at the thread made by Unrep and Color Burn. Hmm.

Yous - June 29, 2015, 4:34 pm

(Jun 29, 2015 04:27 PM)Ren? Wrote: [\[CITE\]](#) Let's take a look at yours, then lets look back at the thread made by Unrep and Color Burn. Hmm.

As you said my thread is a 0. So let's assume every thread in the HF marketplace right now is between a 2-5 (not tooting my own horn but if my thread is a zero it's safe to assume no thread in the HF marketplace right now is above a 5)

I then ask you to link me to a 10 and that is what you come up with

It's just not adding up for me, maybe it's me idk...

lenaos - June 29, 2015, 4:36 pm

(Jun 29, 2015 04:34 PM)Yous Wrote: [\[CITE\]](#) As you said my thread is a 0. So let's assume every thread in the HF marketplace right now is between a 2-5 (not tooting my own horn but if my thread is a zero it's safe to assume no thread in the HF marketplace right now is above a 5)

I then ask you to link me to a 10 and that is what you come up with

It's just not adding up for me, maybe it's me idk...

The thread I linked is better than 90% of the shit on this forum.

Yous - June 29, 2015, 4:42 pm

(Jun 29, 2015 04:36 PM)Ren? Wrote: [\[CITE\]](#) The thread I linked is better than 90% of the shit on this forum.

For an Urban Outfitters flyer yeah. But for a product sales thread i'd have to disagree ?

NoodleBot™ - June 29, 2015, 4:54 pm

(Jun 29, 2015 02:35 PM)Ren? Wrote: [\[CITE\]](#) 0/10 it was made in paint, everyone above me seems to not know anything

header is the generic blurred photo in the back

the text looks lq as fuck

the typography is all over the place

colors are all over the place

spacing is non-existent

cutouts are choppy

I didn't see any problems with any of that stuff you mentioned.

lenaos - June 29, 2015, 5:00 pm

(Jun 29, 2015 04:54 PM)NoodleBot™ Wrote: [\[CITE\]](#) I didn't see any problems with any of that stuff you mentioned.

probably because you can't identify it

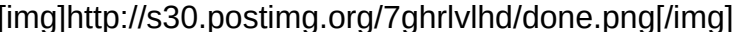
Mastery - June 29, 2015, 5:40 pm

(Jun 29, 2015 04:07 PM)Ren? Wrote: [\[CITE\]](#) <https://hackforums.net/showthread.php?tid=3789688>

this is as close as i can get

<https://hackforums.net/showthread.php?tid=3790833&highlight=animated+thread> Thread definitely not a 10/10. Colors are off, animation is cool and layout is well done, but it's nowhere near perfect. Got bored so here's something.

If you add an animation to it, fix up the spacing, it would look much better.

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

Yous - June 29, 2015, 5:42 pm

(Jun 29, 2015 05:40 PM)Mastery Wrote: [\[CITE\]](#) Thread definitely not a 10/10. Colors are off, animation is cool and layout is well done, but it's no where near perfect.
Got bored so here's something.

If you add an animation to it, fix up the spacing, it would look much better.

Spoiler [\(Click to View\)](#)
That's pretty nice ?

I love the header part the most though. If you can change it from Yours to Yous i'd use it in my thread ?

lenaos - June 29, 2015, 5:45 pm

(Jun 29, 2015 05:40 PM)Mastery Wrote: [\[CITE\]](#) Thread definitely not a 10/10. Colors are off, animation is cool and layout is well done, but it's no where near perfect.
Got bored so here's something.

If you add an animation to it, fix up the spacing, it would look much better.

Spoiler [\(Click to View\)](#)
That doesn't look good either, lol.
My point that Unrep still surpassed 90% of the graphics on here still stands. The thread I linked attracts and gives off a warm vibe.

Buzz Lightyear - June 29, 2015, 5:50 pm

The second paragraph under "About Me" needs to go.

NoodleBot™ - June 29, 2015, 5:54 pm

(Jun 29, 2015 05:45 PM)Ren? Wrote: [\[CITE\]](#) That doesn't look good either, lol.
My point that Unrep still surpassed 90% of the graphics on here still stands. The thread I linked attracts and gives off a warm vibe.
This seems very subjective. Everyone will just say their art is better then yours with little regard for criticism.

lenaos - June 29, 2015, 5:56 pm

(Jun 29, 2015 05:54 PM)NoodleBot™ Wrote: [\[CITE\]](#) This seems very subjective. Everyone will just say their art is better then yours with little regard for criticism.
The point of you saying this is..?

Regulus - June 29, 2015, 5:58 pm

Damn dude this is so amazing for being made in Paint lol! Great job!

Mastery - June 29, 2015, 7:55 pm

(Jun 29, 2015 05:56 PM)Ren? Wrote: [\[CITE\]](#) The point of you saying this is..?Funny, same thing applies to you. Let me see some of your designs.

NoodleBot™ - June 29, 2015, 7:58 pm

(Jun 29, 2015 05:56 PM)Ren? Wrote: [\[CITE\]](#) The point of you saying this is..?

What do you mean, what is my point of saying this?

Clearly it means that your opinion is completely of subjective nature. Do you know what subjective means?

Mastery - June 29, 2015, 8:02 pm

(Jun 29, 2015 07:58 PM)NoodleBot™ Wrote: [\[CITE\]](#) What do you mean, what is my point of saying this?

Clearly it means that your opinion is completely of subjective nature. Do you know what subjective means? Clearly not. This is a subforum for advice and criticism, what I believe he is trying to do is down talk the poster and give blind advice. Theres a bunch of ego logistic members in the graphics sections.

lenaos - June 29, 2015, 9:25 pm

(Jun 29, 2015 07:55 PM)Mastery Wrote: [\[CITE\]](#) Funny, same thing applies to you. Let me see some of your designs.
Spare me the meaningless drama.

(Jun 29, 2015 07:58 PM)NoodleBot™ Wrote: [\[CITE\]](#) What do you mean, what is my point of saying this?

Clearly it means that your opinion is completely of subjective nature. Do you know what subjective means?

Why did you butt-in?

(Jun 29, 2015 08:02 PM)Mastery Wrote: [\[CITE\]](#) Clearly not. This is a subforum for advice and criticism, what I believe he is trying to do is down talk the poster and give blind advice. Theres a bunch of ego logistic members in the graphics sections.
Talk down? I'm telling him what's wrong with it.

If someone can't take criticism and is unable to justify why it's wrong, then don't ask for your pieces to be rated if you only want good replies.

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(Jun 29, 2015 09:25 PM)Ren? Wrote: [\[CITE\]](#) Spare me the meaningless drama.
Why did you butt-in?

Talk down? I'm telling him what's wrong with it.

If someone can't take criticism and is unable to justify why it's wrong, then don't ask for your pieces to be rated if you only want good replies. You need to learn how to give proper criticism. You help no one.

lenaos - June 29, 2015, 9:59 pm

(Jun 29, 2015 09:58 PM)Mastery Wrote: [\[CITE\]](#) You need to learn how to give proper criticism. You help no one.

Just because I don't make it constructive?

Cole ??? - June 29, 2015, 10:02 pm

(Jun 28, 2015 04:02 PM)LordCoder Wrote: [\[CITE\]](#) Making it in Paint doesn't make it more valuable. I give 6.5/10.

What a fucking buzz kill. Who cares about the value you dick? We are rating it. This is very creative and well done for paint. Don't be so negative.

Mastery - June 29, 2015, 10:06 pm

(Jun 29, 2015 09:59 PM)Ren? Wrote: [\[CITE\]](#) Just because I don't make it constructive?I didn't say that. I'm not interested in listening to you argue with me about how you believe you're god sent. Thanks.

lenaos - June 29, 2015, 10:10 pm

(Jun 29, 2015 10:06 PM)Mastery Wrote: [\[CITE\]](#) I didn't say that. I'm not interested in listening to you argue with me about how you believe you're god sent. Thanks.
When did I say I was God sent? lol.

*** ??** - June 29, 2015, 10:46 pm

Okay you guys clearly have no clue what you're talking about.
Ren is 100% absolutely correct.

What he used to make the thread design does not negate the fact that it has poor composition, poor use of white space, and is over all boring and generic.
It looks like some shit you would find on warrior forums.
It's crap.

Please stop posting when you don't know what you're talking about.
The whole point of this section is to get feedback on how to improve.
If we go around stroking everyone's dick and telling the they did a "good jaab" then they will never get better.

Trygon - June 30, 2015, 3:24 am

(Jun 29, 2015 10:02 PM)?xile Wrote: [\[CITE\]](#) What a fucking buzz kill. Who cares about the value you dick? We are rating it. This is very creative and well done for paint. Don't be so negative.
Are you fucking kidding me? This section MADE for criticism, he's free to tell him what's wrong with the thread design and I agree with him. I don't know why you are all so butthurt because he said negative things about his design, if I were OP, I would just take the criticism and make a better design next time.

Tooth - June 30, 2015, 3:50 am

I can't even make a thread design with Photoshop.

Very nice OP!

Yous - June 30, 2015, 4:36 am

(Jun 29, 2015 10:46 PM)Ben D. Wrote: [\[CITE\]](#) Okay you guys clearly have no clue what you're talking about.
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Please, enlighten me and show me a 'not crap' thread so I know what to strive for

Trygon - June 30, 2015, 4:44 am

(Jun 30, 2015 04:36 AM)Yous Wrote: [\[CITE\]](#) Please, enlighten me and show me a 'not crap' thread so I know what to strive for

To me, this is an example of good thread design: <http://i1.minus.com/i2CSu8qhQiprI.png>

nawafdevil - June 30, 2015, 4:50 am

Awesome dude.its made in paint thats what makes it different.
now gemme ur ebook so i can get some girls :P :P :P

FredLeague - June 30, 2015, 5:06 am

This is a nice thread design, but I would keep the following things in mind when making one:

Alignment
Blank Space
Color
Images

You should look into how to position things, how to match complementing colors together and how to fill up black space with dividers or place holders.

Overall I'd rate it 4/10, not because it is bad, it has potential, but you need to look into the points I've listed above to make it better ? Keep it up!

Mr. Robot - June 30, 2015, 5:13 am

(Jun 29, 2015 02:35 PM)Ren? Wrote: [\[CITE\]](#) everyone above me seems to not know anything
header is the generic blurred photo in the back
the text looks lq as fuck
the typograpghy is all over the place
colors are all over the place
spacing is non-existent
cutouts are choppy
What are you ? German? Stop being so nasty - sure give your opinion but nicely :)

I personally think it is an amazing thread design - obvious flaws in it but hey, what the hell - It looks good as a complete design without pointing out the pimples and receding hairline.
Good work dude.

St?lk?r - June 30, 2015, 5:18 am

It looks nice and im wondering people can do such good work with paint

Mastery - June 30, 2015, 6:01 am

(Jun 29, 2015 10:46 PM)Ben D. Wrote: [\[CITE\]](#) Okay you guys clearly have no clue what you're talking about.

Ren is 100% absolutely correct.

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Please stop posting when you don't know what you're talking about.
The whole point of this section is to get feedback on how to improve.

If we go around stroking everyone's dick and telling the they did a "good jaab" then they will never get better. I give up with designers on HF, I've been heavily evolved in almost ever section and you are all extremely ego logistic. I have no clue why. I've been in GM when it was around and everyone there was awful. Giving someone criticism like an asshole doesn't help, it prompts arguments and the poster gets defensive/insecure. If you're to dumb to realize that, you won't ever help anyone. Fuck.

spradebassen - June 30, 2015, 6:29 am

(Jun 30, 2015 06:01 AM)Mastery Wrote: [\[CITE\]](#) I give up with designers on HF, I've been heavily evolved in almost ever section and you are all extremely ego logistic. I have no clue why. I've been in GM when it was around and everyone there was awful. Giving someone criticism like an asshole doesn't help, it prompts arguments and the poster gets defensive/insecure. If you're to dumb to realize that, you won't ever help anyone. Fuck.

I couldn't have expressed myself better than this.

Rivalry - June 30, 2015, 6:59 am

(Jun 30, 2015 04:44 AM)Trygon Wrote: [\[CITE\]](#) To me, this is an example of good thread design: <http://i1.minus.com/i2CSu8qhQiprl.png>

I'm famous, mom!

@OP doesn't look like you respond well to feedback; you exercise confirmation bias in disregarding or throwing tantrums at those who give you negative feedback, and only paying attention to those giving you positive feedback. You'll never improve with that attitude. For the record, Unrep and Color Burn were the greatest designers that the HF Marketplace has ever seen (the thread that Ren linked was nothing like their best work- check out Jesse's recent threads to see some other stuff:

<https://hackforums.net/search.php?action=results&sid=cc08e6c8145a5b35acaeabd4fca669ff>). Ren and Ben are currently two of the best designers on the forum, so please listen to them. They're right when they say that your work is nowhere when compared to '10/10' designs (urgh arbitrary numbers but you get the idea), but you can get to that level if you take feedback on board.

There's a lot wrong with this design. You need to nail the basics before there's even any point in providing detailed CnC (there are faults with pretty much the whole thing). I wrote a guide on this a while ago, which will help you: <https://hackforums.net/showthread.php?tid=4380883>

Good luck, and keep on designing :)

Mastery - June 30, 2015, 7:43 am

(Jun 30, 2015 06:59 AM)Rivalry Wrote: [\[CITE\]](#) @OP doesn't look like you respond well to feedback; you exercise confirmation bias in disregarding or throwing tantrums at those who give you negative feedback, and only paying attention to those giving you positive feedback. You'll never improve with that attitude. For the record, Unrep and Color Burn were the greatest designers that the HF Marketplace has ever seen (the thread that Ren linked was nothing like their best work- check out Jesse's recent threads to see some other stuff:

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Good luck, and keep on designing :) That was constructive criticism, along with some bias views on some HF members. It wasn't coming from a place of down talk or aggression, it was purely an opinion.

Yous - June 30, 2015, 9:18 am

(Jun 30, 2015 04:44 AM) Trygon Wrote: [\[CITE\]](#) To me, this is an example of good thread design: <http://i1.minus.com/i2CSu8qhQiprl.png>

That's a pretty nice one. I feel it gets a bit repetitive and boring though, not too many visuals.

(Jun 30, 2015 06:59 AM) Rivalry Wrote: [\[CITE\]](#) I'm famous, mom!

@OP doesn't look like you respond well to feedback; you exercise confirmation bias in disregarding or throwing tantrums at those who give you negative feedback, and only paying attention to those giving you positive feedback. You'll never improve with that attitude. For the record, Unrep and Color Burn were the greatest designers that the HF Marketplace has ever seen (the thread that Ren linked was nothing like their best work- check out Jesse's recent threads to see some other stuff: <https://hackforums.net/search.php?action=results&sid=cc08e6c8145a5b35acaeabd4fca669ff>). Ren and Ben are currently two of the best designers on the forum, so please listen to them. They're right when they say that your work is nowhere when compared to '10/10' designs (urgh arbitrary numbers but you get the idea), but you can get to that level if you take feedback on board.

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Good luck, and keep on designing :)

Was a bit disappointed that you get that impression. As I've only replied 2 or 3 times asking the people that rated it 0/0 to show me an example of what to strive for. If my design is a 0/0 I want to see a 10/10 so I know what I should be aiming to do. I feel you could be mistaking other peoples replies as my own. I have in no shape or form defended my work or even said it was good so it so I don't really see what you mean.

Zen - June 30, 2015, 9:35 am

'Wow 8/10 looks really clean and professional nice job!'

^ 99% of the posts in this section. Don't get butthurt when someone critiques you.

*** ??** - June 30, 2015, 9:42 am

You asked for a link to a thread design that I thought was 10/10 but I don't believe any are that good.

Here is my thread <https://hackforums.net/showthread.php?tid=4595174> (I am not saying im a 10/10)

I tried my best to make something clean and pro, while still trying to break a few of the commonalities of HF threads.

In none of this thread have I attacked you as a designer, I merely am trying to push you in the direction of creativity.

Learn how to more effectively use white space and work on your composition.

Once you get that down, start trying to make something totally out of the box.

Like a thread design that flows diagonally or something.

In summary, you can have all the skill in the world but if you are doing the same things as everyone

else you will never stand out as being skillful.

Rivalry - June 30, 2015, 9:45 am

(Jun 30, 2015 09:18 AM)Yous Wrote: [\[CITE\]](#) Was a bit disappointed that you get that impression. As I've only replied 2 or 3 times asking the people that rated it 0/0 to show me an example of what to strive for. If my design is a 0/0 I want to see a 10/10 so I know what I should be aiming to do. I feel you could be mistaking other peoples replies as my own. I have in no shape or form defended my work or even said it was good so it so I don't really see what you mean.

First off, that's a self-fulfilling prophecy based on my last post. It's all always somebody else's fault- never yours. Again, you're going to go nowhere with this skewed, self-congratulatory attitude.

Secondly, you've missed the point of my post. I think you have an attitude problem, but my post was primarily aimed at getting you the information you need to better yourself. This stuff - 'I have in no shape or form defended my work or even said it was good so it so I don't really see what you mean' - was not my point at issue. My point at issue was linking you to the thread tutorial so that you have a better idea of what to do next time (hopefully you take a look and maybe use some of that tutorial). My point was not to hammer you relentlessly for failing to take criticism on board; that's a problem too, but hardly as fundamental an issue here as your actual design and how we can work to improve that design.

Thirdly, numerical ratings are totally arbitrary. Your 10/10 and my 10/10 are going to be totally different, so asking people to link you 10/10 designs (as if there even are 'perfect' designs anyway) so that you can try to imitate/copy them is unreasonable and a waste of time. Of course, inspiration is important, but you can do that yourself. Head onto the Marketplace and peruse a few threads. See what you think works and what doesn't. Get a general impression of a few common patterns you see emerging between thread designs; what sort of colours do they use? Is there a common typographical theme? What about layout? Spacing? Alignment? Iconography? You can pick up on this stuff, but you should never aim to do exactly what other designers do- that's called ripping. You should aim to apply such common principles of design as you notice in various threads around the place to your own style and your own original work (I'd advise getting hold of something a little more advanced than Paint, too).

Best of luck.

Yous - June 30, 2015, 9:46 am

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(Jun 30, 2015 09:35 AM)Young Zen Wrote: [\[CITE\]](#) 'Wow 8/10 looks really clean and professional nice job!'

^ 99% of the posts in this section. Don't get butthurt when someone critiques you.

Please, quote an instance of me being 'butthurt'. I don't know where people are getting this concept of me being offended from. I posted this to get critiques. A lot of people like it and some people hate, I am learning and that's why I posted this ?

NoodleBot™ - June 30, 2015, 9:53 am

Find it so funny how people can put out something awesome and everyone tears it down.

lenaos - June 30, 2015, 11:05 am

(Jun 30, 2015 05:13 AM)Mr. Robot Wrote: [\[CITE\]](#) What are you ? German? Stop being so nasty - sure give your opinion but nicely :)

I personally think it is an amazing thread design - obvious flaws in it but hey, what the hell - It looks good as a complete design without pointing out the pimples and receding hairline.

Good work dude.

I told him what was wrong with it.

Mastery - June 30, 2015, 5:42 pm

(Jun 30, 2015 09:45 AM)Rivalry Wrote: [\[CITE\]](#) -snipYou are the people giving the 'graphics' members a bad name. It's not even a high paying profession. I have no clue where you get so ego logistical.

* ?? - June 30, 2015, 5:49 pm

(Jun 30, 2015 05:42 PM)Mastery Wrote: [\[CITE\]](#) You are the people giving the 'graphics' members a bad name. It's not even a high paying profession. I have no clue where you get so ego logistical.

Elaborate on how he is giving graphics members a bad name?

He eloquently told the OP what was wrong and how to fix it wouthout being a cunt.

Buzz Lightyear - June 30, 2015, 7:16 pm

It's egotistical by the way, not ego logistical. That is all.

I do agree that sometimes we're too mean, myself included.

Other times, people need not be so sensitive.

(Jun 30, 2015 06:01 AM)Mastery Wrote: [\[CITE\]](#) I give up with designers on HF, I've been heavily evolved in almost ever section and you are all extremely ego logistic. I have no clue why. I've been in GM when it was around and everyone there was awful. Giving someone criticism like an asshole doesn't help, it prompts arguments and the poster gets defensive/insecure. If you're to dumb to realize that, you won't ever help anyone. Fuck.

You didn't see when people in GM were good. Don't say they werent.

lenaos - June 30, 2015, 10:31 pm

(Jun 30, 2015 05:42 PM)Mastery Wrote: [\[CITE\]](#) You are the people giving the 'graphics' members a bad name.

Lol, what are you talking about?

(Jun 30, 2015 05:42 PM)Mastery Wrote: [\[CITE\]](#) It's not even a high paying profession. I have no clue where you get so ego logistical.
You know it varies yeah?

(Jun 30, 2015 05:42 PM)Mastery Wrote: [\[CITE\]](#) I have no clue where you get so ego logistical.
Egotistical*

Rivalry - July 1, 2015, 3:42 am

(Jun 30, 2015 05:42 PM)Mastery Wrote: [\[CITE\]](#) You are the people giving the 'graphics' members a bad name. It's not even a high paying profession. I have no clue where you get so ego logistical.
I hope you're trolling, I really really do...

Mastery - July 1, 2015, 7:05 am

(Jun 30, 2015 10:31 PM)Ren? Wrote: [\[CITE\]](#) You know it varies yeah?The average, every profession's salary can vary.

(Jul 1, 2015 03:42 AM)Rivalry Wrote: [\[CITE\]](#) I hope you're trolling, I really really do...Not at all, if you're to blind to see how you down talk new graphics members, then I'm done trying to argue with you guys. You'll never change ???

Autocorrect - July 1, 2015, 7:11 am

I'm no graphic designer but as a consumer it has my interest.

Rivalry - July 1, 2015, 7:40 am

(Jul 1, 2015 07:05 AM)Mastery Wrote: [\[CITE\]](#) Not at all, if you're to blind to see how you down talk new graphics members, then I'm done trying to argue with you guys. You'll never change ???
Erm, I wasn't talking down to him? I provided some constructive criticism both of his attitude and his design, because both are important. I then linked a tutorial that I feel will help him to improve, before wishing him the best of luck with his future designs. Are you sure you're quoting the right person here? ?

ItsATumor - July 1, 2015, 11:08 am

Obviously the quality of a thread design that is made by a "renound" designer using every Adobe product ever created would be considered better than the one presented here, due to the experience and plethora of tools disposable to him.

But for this to be made in paint, only taking a few hours, is very good. I'd rather use a design like this for free than pay some person \$30 and have it not be what you want. After all, the thread design is not the main deciding factor in purchasing a product, as a great product will sell itself.

* ?? - July 1, 2015, 12:48 pm

(Jul 1, 2015 11:08 AM)ItsATumor Wrote: [\[CITE\]](#) Obviously the quality of a thread design that is made by a "renound" designer using every Adobe product ever created would be considered better than the one presented here, due to the experience and plethora of tools disposable to him.

But for this to be made in paint, only taking a few hours, is very good. I'd rather use a design like this for free than pay some person \$30 and have it not be what you want. After all, the thread design is not the main deciding factor in purchasing a product, as a great product will sell itself.
So you're saying marketing plays no part in what products are sold?
Because design, identity, and presentation are all a part of marketing.
Marketing and having a good product are two sides of the same coin.

Don't negate how important design is please.

Also the whole goal of graphic design is to elevate your customer above their competition.

So yes it is important to compare his thread to other professionally made ones no matter what program he used or how much time he spent working on it.

Zen - July 1, 2015, 3:45 pm

(Jul 1, 2015 11:08 AM)ItsATumor Wrote: [\[CITE\]](#) After all, the thread design is not the main deciding factor in purchasing a product, as a great product will sell itself. This is probably the stupidest thing that has been posted on this thread, lol.

If you actually believe this than I suppose the UI and design research aspect of every major company are entirely useless. After all, Apple could probably sell their products just as well if their website was made with paint, right?

Justice' - July 1, 2015, 3:57 pm

Really ? With Paint ? How did you do that ?

Nice job mate ?

Buzz Lightyear - July 1, 2015, 4:04 pm

(Jul 1, 2015 11:08 AM)ItsATumor Wrote: [\[CITE\]](#) Obviously the quality of a thread design that is made by a "renound" designer using every Adobe product ever created would be considered better than the one presented here, due to the experience and plethora of tools disposable to him.

But for this to be made in paint, only taking a few hours, is very good. I'd rather use a design like this for free than pay some person \$30 and have it not be what you want. After all, the thread design is not the main deciding factor in purchasing a product, as a great product will sell itself.

This eliminates the need for graphic designers, and forget about a need for marketing. Advertisements would no longer exist, and everything could be shipped in a cardboard box because who needs a fancy package. This puts hundreds of thousands out of jobs. Good try.

I'm not going to sit here and tell him it's good work just because it was made in paint. In real life, you don't get slack because you made subpar work with subpar applications. While this is impressive for only using Paint, that doesn't require applause and a congratulatory remark from every person here.

ItsATumor - July 1, 2015, 6:04 pm

What i'm saying is, you wouldn't not purchase a product due to a bad advertisement or thread design. Maybe it's just me, but I overlook the fancy designs and ads and see how the product itself is. A great product that is proven to work will sell. Not to say that a fancy design won't increase sales, but a good reputation and history as a merchant is the inevitable final variable in buying something.

Buzz Lightyear - July 1, 2015, 6:18 pm

(Jul 1, 2015 06:04 PM)ItsATumor Wrote: [\[CITE\]](#) What i'm saying is, you wouldn't not purchase a product due to a bad advertisement or thread design. Maybe it's just me, but I overlook the fancy designs and ads and see how the product itself is. A great product that is proven to work will sell. Not to say that a fancy design won't increase sales, but a good reputation and history as a merchant is the inevitable final variable in buying something.

Actually I think it is just you. That's why there is a market for it. Because a lot of people care. You don't think about it, but that's why certain logos and advertisements stick in your head and are remembered. Because they are well done.

ItsATumor - July 1, 2015, 6:35 pm

(Jul 1, 2015 06:18 PM)Buzz Lightyear Wrote: [\[CITE\]](#) Actually I think it is just you. That's why there is a market for it. Because a lot of people care. You don't think about it, but that's why certain logos and advertisements stick in your head and are remembered. Because they are well done.
I guess this is further proof that we are all just targets for advertisers. If a user I have brought something previously from has another product, I assume that it maintain the same quality as the previous item he/she released.

To stay on topic, it's a good design but there is always something better.

NoodleBot™ - July 2, 2015, 11:51 am

(Jul 1, 2015 06:18 PM)Buzz Lightyear Wrote: [\[CITE\]](#) Actually I think it is just you. That's why there is a market for it. Because a lot of people care. You don't think about it, but that's why certain logos and advertisements stick in your head and are remembered. Because they are well done.
While a lot of people definitely look at the graphics for a product, no one says "wow this graphic design is professional, surely this RAT is coded super professionally too!".

Doesn't always work like that. Everyone checks what their paying for unless their retarded in that case (other half of HF)

Effexion - July 2, 2015, 11:52 am

That one made in paint looks tons better than the one I did today in CS6 lol. Nice work!

Yous - July 2, 2015, 12:06 pm

(Jul 2, 2015 11:52 AM)Effexion Wrote: [\[CITE\]](#) That one made in paint looks tons better than the one I did today in CS6 lol. Nice work!
I appreciate the feedback.

I am curious if I were to up my game a bit if I could open a sales thread design service. If anything, how much is a fair price?

Effexion - July 2, 2015, 12:08 pm

(Jul 2, 2015 12:06 PM)Yous Wrote: [\[CITE\]](#) I appreciate the feedback.

I am curious if I were to up my game a bit if I could open a sales thread design service. If anything, how much is a fair price?

I think you could ask for \$10+. I am no expert though. Why don't you use Photoshop? So much easier. I would love to see what you could come up with in Photoshop.

Here's my crap:

<https://hackforums.net/showthread.php?tid=4890559>

Skxzd - July 2, 2015, 12:10 pm

Like others said "making it in paint doesn't make it more valuable" but all in all it still is pretty good!
Keep it up 8/10

Buzz Lightyear - July 2, 2015, 1:54 pm

(Jul 2, 2015 11:51 AM)NoodleBot™ Wrote: [\[CITE\]](#) While a lot of people definitely look at the graphics for a product, no one says "wow this graphic design is professional, surely this RAT is coded super professionally too!".

Doesn't always work like that. Everyone checks what their paying for unless their retarded in that

case (other half of HF)

Right, I'm not saying it's a conscious choice that is made. But it does work. That's why a lot of universities offer graphic communication as a major instead of graphic design, because you use the effective designs to communicate well. You check what you're paying for, but good designs help make things stick out well.

Viridescent - July 2, 2015, 8:46 pm

Spacing is entirely off, typography isn't spaced correctly and looks like it's all over the place, nothing blends well at all actually. You go from light blue / white to black / green / white. When you're making a thread design or anything really you want to make sure the colors mesh well.

Decipher™ - July 3, 2015, 12:08 am

Looks Great Keep up the good Work! OP!!!

PSITICO - July 4, 2015, 5:18 am

It is okay, i cant believe you used paint for do that, good design 6/10

abmenzel - July 22, 2015, 8:33 am

I dislike the typography.. Overall not the greatest

Microrobot - September 20, 2015, 9:43 am

Really nice job that is some good work right here

SIM-1230922 - September 20, 2015, 9:51 am

I would rate it 4/10.

The font is horrendous as well as the grammar.

The images are also saturated and really bad looking ones.

Manolo - September 20, 2015, 10:23 am

Not so bad, although I suggest you change the font to something a bit more modern. Source Sans Pro perhaps?

Eoc euphoria - September 20, 2015, 3:57 pm

hey man great job with paint:) good luck!!..

TheCaptainRoot - September 22, 2015, 9:42 am

Amazing Thread Designing skill bro, after reading this i want to join this LOL
9.9/10 Bro Superb..

Frankey - September 22, 2015, 9:45 am

Is this MS paint or paint.NET? Because it looks so amazing !

Karnaugh - September 22, 2015, 2:48 pm

Wow, you did a better work with paint than me with Photoshop!

Kyzr - September 22, 2015, 6:47 pm

Lel, it is impressive for something made in paint. I thought it would be disgusting but it actually looks nice. Good job op ?

Manolo - September 27, 2015, 1:33 pm

To be made in paint this isn't too shabby.