

Forum:[Hack Forums](#)

Thread: [Contest Entry](#)

Master Beta - August 22, 2015, 10:40 am

So I have attempted something for a contest on this forum, both items go together hence the same text type.

Profile Picture Spoiler ([Click to View](#))

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

The watermark would be removed after sale obviously. Feedback welcome

Mikedelp - August 23, 2015, 3:19 pm

I am not a fan of the first one as the text doesn't blend well with the BG but the second one couldn't have came out any better, I love the hyperbeast on the left and since the background has a lower opacity and lighter fill it blends great! Great work! Hope you win.

Master Beta - August 23, 2015, 4:06 pm

(Aug 23, 2015 03:19 PM)Mikedelp Wrote: [\[CITE\]](#) I am not a fan of the first one as the text doesn't blend well with the BG but the second one couldn't have came out any better, I love the hyperbeast on the left and since the background has a lower opacity and lighter fill it blends great! Great work! Hope you win.

cheers for the feedback. since uploading this i have had feedback from the contest organiser. i have changed the profile picture and it looks loads better now. i hope ;)

SamPhisher - August 23, 2015, 6:46 pm

The Paragon text itself looks nice when it's angled a bit like in the avatar picture, but everything else looks sort of slapped together and out of place IMHO.

The font for the subtext doesn't match the CS:GO logo but instead looks like it tried to look the same but failed. When a font doesn't want to look like the logo, find a different font that compliments it nicely instead.

The dragon/monster thing in the banner looks really out of place. I have no idea what it's doing there, and with the banner being out of proper context here it makes the banner look really busy on the left side, fully neglecting the right side.

Finally, the background looks plain and unimaginative to the point of where I wonder if you even tried other possibilities. You could've tried anything else involving weapons/armories/whatever as a background but you took a screenshot of some inventory screen and use that. A UI screenshot as a background.

All in all, a 4/10. Looks like the Paragon text is all you really did. Oh yeah, that and the watermark.

EDIT: I don't mean to disrespect you in any way, I'm just writing down my first observations from your work. Linking to the actual contest might help by giving some actual contest context.

Master Beta - August 24, 2015, 2:47 am

(Aug 23, 2015 06:46 PM)Qubus Wrote: [\[CITE\]](#) The Paragon text itself looks nice when it's angled a bit like in the avatar picture, but everything else looks sort of slapped together and out of place IMHO.

The font for the subtext doesn't match the CS:GO logo but instead looks like it tried to look the same but failed. When a font doesn't want to look like the logo, find a different font that compliments it nicely instead.

The dragon/monster thing in the banner looks really out of place. I have no idea what it's doing there, and with the banner being out of proper context here it makes the banner look really busy on the left side, fully neglecting the right side.

Finally, the background looks plain and unimaginative to the point of where I wonder if you even tried other possibilities. You could've tried anything else involving weapons/armories/whatever as a background but you took a screenshot of some inventory screen and use that. A UI screenshot as a background.

All in all, a 4/10. Looks like the Paragon text is all you really did. Oh yeah, that and the watermark.

EDIT: I don't mean to disrespect you in any way, I'm just writing down my first observations from your work. Linking to the actual contest might help by giving some actual contest context. cheers for the feedback. any criticism however harsh it can be. will help me grow. cheers

SamPhisher - August 24, 2015, 4:36 am

(Aug 24, 2015 02:47 AM)Master Beta Wrote: [\[CITE\]](#) cheers for the feedback. any criticism however harsh it can be. will help me grow. cheers

Well, as long as it's constructive criticism.

I could also have said something along the lines of "That looks like shit and you should feel bad" and it would not have helped anyone :/

Master Beta - August 24, 2015, 7:05 am

(Aug 24, 2015 04:36 AM)Qubus Wrote: [\[CITE\]](#) Well, as long as it's constructive criticism.

I could also have said something along the lines of "That looks like shit and you should feel bad" and it would not have helped anyone :/

Exactly. Cheers for the feedback anyway. Since then I have done some alterations. And it looks better. Thanks :)

Mikedelp - August 24, 2015, 7:30 am

(Aug 23, 2015 06:46 PM)Qubus Wrote: [\[CITE\]](#) The Paragon text itself looks nice when it's angled a bit like in the avatar picture, but everything else looks sort of slapped together and out of place IMHO.

The font for the subtext doesn't match the CS:GO logo but instead looks like it tried to look the same but failed. When a font doesn't want to look like the logo, find a different font that compliments it nicely instead.

The dragon/monster thing in the banner looks really out of place. I have no idea what it's doing there, and with the banner being out of proper context here it makes the banner look really busy on the left side, fully neglecting the right side.

Finally, the background looks plain and unimaginative to the point of where I wonder if you even tried other possibilities. You could've tried anything else involving weapons/armories/whatever as a background but you took a screenshot of some inventory screen and use that. A UI screenshot as a background.

All in all, a 4/10. Looks like the Paragon text is all you really did. Oh yeah, that and the watermark.

EDIT: I don't mean to disrespect you in any way, I'm just writing down my first observations from your work. Linking to the actual contest might help by giving some actual contest context.

The "dragon thing" is the hyperbeast, it's from a gun camo in the game csgo so if it seems random it just goes with the csgo theme :)

SamPhisher - August 24, 2015, 7:44 am

(Aug 24, 2015 07:30 AM)Mikedelp Wrote: [\[CITE\]](#) The "dragon thing" is the hyperbeast, it's from a gun camo in the game csgo so if it seems random it just goes with the csgo theme :)

Ah, okay then. I've only played CS a few times so I don't know these sorts of things I guess.

Mikedelp - August 24, 2015, 7:59 am

(Aug 24, 2015 07:44 AM)Qubus Wrote: [CITE](#) Ah, okay then. I've only played CS a few times so I don't know these sorts of things I guess. All good I didn't mean to correct you or anything I was just making sure

oui?? - August 25, 2015, 4:08 pm

I'm not really interested in that first picture but I really like the effects and stuff used on the second one

Deez Nutz - August 25, 2015, 7:34 pm

The first one is the best in my opinion.

Serotonin - August 26, 2015, 2:40 am

I like the banner, yet the first picture bothers me.

It's like the background of the first picture is low quality.

It sort of brings down the font (which I think is cool by the way), which is a shame.

I'd figure out a different background for the first one, that will fit better with the font.