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Rivalry - March 6, 2016, 4:32 am

READ BEFORE POSTING

First thread is a quick free one I made for Cooligan's new middleman service. It took about an hour. It's part of some ongoing experiments I'm doing in moving away from totally flat design and incorporating both flat elements and elements with depth. If it was a paid design, I'd redo the hero because I'm not entirely happy with it, but I cba (lol work ethic).

The second thread is unfinished. It's a WIP I made for Mr Kewl's now defunct 'Out of the Box' group, but I only half-finished it before the group was disbanded. Again, it's not entirely flat, but has a totally different feel to the first thread. I focussed on flow, originality, and warmth.

Do let me know your thoughts on both of these more experimental designs. Hopefully they're very different to the stale flat stuff HF churns out every day.

Spoiler ([Click to View](#))

[img]http://#/LQ7nZL.png[/img]

Spoiler ([Click to View](#))

[img]http://#/9UXyLI.png[/img]

1MPERATOR - March 6, 2016, 4:34 am

Second is, in my opinion, way to bright

Narrate - March 6, 2016, 4:36 am

(Mar 6, 2016 05:34 AM)1MPERATOR Wrote: [CITE](#) Second is, in my opinion, way to bright Agreed, and the userbars don't look very good colored like that.

YinYang - March 6, 2016, 4:36 am

I love the second one, only for it's uniqueness

good job

Omoi - March 6, 2016, 4:36 am

First one looks amazing I do enjoy the wildlife factor, 2nd one just a little to bright for me.

minimalist - March 6, 2016, 4:36 am

First one - looks nice but why the hell is there a beaver lol

Second one - too bright, looks too weeby for my tastes

Zanwald - March 6, 2016, 4:39 am

I don't think it's that the second is too bright but that the words need a thin outline as the colors clash and make it difficult to read.

Rivalry - March 6, 2016, 4:45 am

(Mar 6, 2016 05:34 AM)1MPERATOR Wrote: [\[CITE\]](#) Second is, in my opinion, way to bright This is often a criticism of my stuff, and I think it happens because I tend to have my screen brightness down low. I just turned it all the way up, and I see what you mean. I guess it depends how bright you have your screen. Thanks for the feedback; I'll desaturate it a little for next time.

(Mar 6, 2016 05:36 AM)Narrate Wrote: [\[CITE\]](#) Agreed, and the userbars don't look very good colored like that.

I wanted to normalise the colours because otherwise they break colour flow and distract the viewer. It took ages trying to get it right, and I was still playing with the colour balance as I saved the thread. Maybe it would've been better to just desaturate them.

(Mar 6, 2016 05:36 AM)YinYang Wrote: [\[CITE\]](#) I love the second one, only for it's uniqueness

good job

Thanks, glad you like it :)

(Mar 6, 2016 05:36 AM)Jennette Wrote: [\[CITE\]](#) First one looks amazing I do enjoy the wildlife factor, 2nd one just a little to bright for me.

Thanks for the feedback!

(Mar 6, 2016 05:36 AM)Minimalist Wrote: [\[CITE\]](#) First one - looks nice but why the hell is there a beaver lol

Second one - too bright, looks too weeby for my tastes

It's a bear family, not a beaverahaha- it's there to show the mother bear (Cooligan, obvs) escorting the two baby bears (the two people involved in the transaction) through the dangerous territory (HF's marketplace). Step up your animal identification/allegory game, son :P

What is 'weeby'?

(Mar 6, 2016 05:39 AM)Zanwald Wrote: [\[CITE\]](#) I don't think it's that the second is too bright but that the words need a thin outline as the colors clash and make it difficult to read.

Not sure about this. White's a base and goes with any colour so idk what you mean by white causing a clash; it's easy to read on my end. I think adding a Stroke would be a pretty horrid solution, too. Will bear it in mind.

Zanwald - March 6, 2016, 4:58 am

I meant the white wording on a brightly colored background can make it more difficult to read then it should be.

Narrate - March 6, 2016, 5:07 am

(Mar 6, 2016 05:45 AM)Rivalry Wrote: [\[CITE\]](#) I wanted to normalise the colours because otherwise they break colour flow and distract the viewer. It took ages trying to get it right, and I was still playing with the colour balance as I saved the thread. Maybe it would've been better to just desaturate them.

Even that would look kind of off, I don't think it would look that bad if they were left normal.

NieR - March 6, 2016, 8:43 am

I was questioning the imagery in the first one but now I see you went for a wildlife theme to it, which is pretty cool. The second one my only real complaint is the blank transition between the last palette, it seems anticlimactic while you have transitions everywhere else. And yeah, I would tone down the brightness on the colors just a little bit because you have a very nice scheme going on.

AyoubbeeR - March 6, 2016, 11:18 am

Omg I love the first one, it's epic mate 20/10!!!! :D

Illus Traitor - March 6, 2016, 4:57 pm

The first one looks alright. I think the subtle glows ruin it for me. But it's nice, and good that you're trying something different.

The second one looks awesome to me. I don't think it's too bright. I just think you were going for a light design and you got it.

TRAUMA - March 6, 2016, 4:59 pm

Very nice work on the first one.

However, the second one is better. It just needs a complete color remake.

Rivalry - March 7, 2016, 5:03 am

(Mar 6, 2016 09:43 AM)Auron Wrote: [\[CITE\]](#) I was questioning the imagery in the first one but now I see you went for a wildlife theme to it, which is pretty cool. The second one my only real complaint is the blank transition between the last palette, it seems anticlimactic while you have transitions everywhere else. And yeah, I would tone down the brightness on the colors just a little bit because you have a very nice scheme going on.

I agree, but the reason I didn't do anything was because I didn't want the wavy line transition to get overused. Instead, if you look closely you can see flow is preserved by the rays of light continuing into the 'Labs' section. I know what you mean, though. I think it could be a nice change to have the yellow bleed into the teal/green colour, since the equation and the labs are interconnected. That could work as a transition.

Edit: imagery ain't just wildlife themed. Get your metaphor hat on: the hero is mother bear (Cooligan) guiding two baby bears (the people he's MMing) through the dangerous landscape (HF). Boom. The snakes are because HF's marketplace is a nest of snakes, and Indiana Jones (Cooligan) arrives in the 'Solution' section to save the day! :D

(Mar 6, 2016 12:18 PM)AyoubbeeR Wrote: [\[CITE\]](#) Omg I love the first one, it's epic mate 20/10!!!! :D
Wow, thanks :P

(Mar 6, 2016 05:57 PM)Illus Traitor Wrote: [\[CITE\]](#) The first one looks alright. I think the subtle glows ruin it for me. But it's nice, and good that you're trying something different.

The second one looks awesome to me. I don't think it's too bright. I just think you were going for a light design and you got it.

Seems like the subtle glows are pretty popular, so I'll keep them. Thanks, though.

Equally, it seems like the lightness of the second design isn't so popular, haha. You hipster, you.

(Mar 6, 2016 05:59 PM)CHAsE Wrote: [\[CITE\]](#) Very nice work on the first one.

However, the second one is better. It just needs a complete color remake.

Thanks! What do you mean by 'complete colour remake'? As in make it darker or change the colours? Because these colours all go nicely together :s

Insane Developer - March 7, 2016, 6:02 am

In my opinion, the first one looks great, however the face you used is kinda not really trustworthy. I suggest you use another picture there.

Rivalry - March 7, 2016, 6:46 am

(Mar 7, 2016 07:02 AM)Insane Developer Wrote: [\[CITE\]](#) In my opinion, the first one looks great, however the face you used is kinda not really trustworthy. I suggest you use another picture there. Read the thread ?

Insane Developer - March 7, 2016, 6:48 am

(Mar 7, 2016 07:46 AM)Rivalry Wrote: [\[CITE\]](#) Read the thread ?
Imao sorry I have a bad habit of skimming through threads.

TomHimself - March 7, 2016, 8:36 am

I like both of them, especially the first one; it looks modern af.

Calmy - March 7, 2016, 9:05 am

The first one is really nice! i rate 5/5. The 2nd one is pretty cancerous in my honest opinion. Work on that sir.

K!ngGFX - March 7, 2016, 9:16 am

Heres a less bright version?

Calmy - March 7, 2016, 9:19 am

Looks better KinGFX, but unfortunately still cancerous.

Rivalry - March 7, 2016, 10:35 am

(Mar 7, 2016 10:16 AM)K!ngGFX Wrote: [\[CITE\]](#) snip

Heres a less bright version?
You can't just desat/darken it and hope to fix the problem. It all has to be done manually, by me.
Thanks for the effort though.

(Mar 7, 2016 10:19 AM)Calmy Wrote: [\[CITE\]](#) Looks better KinGFX, but unfortunately still cancerous.
Could you define what you mean by 'cancerous'?

K!ngGFX - March 7, 2016, 11:28 am

(Mar 7, 2016 11:35 AM)Rivalry Wrote: [\[CITE\]](#) You can't just desat/darken it and hope to fix the problem. It all has to be done manually, by me. Thanks for the effort though.

Could you define what you mean by 'cancerous'?
Lol I just added a 3f3f3f background and lowered the opacity so the darker color came out more...
I was just trying to help your shitty work.

You know what I've noticed? You can't seem to take criticism. Your making excuses for everything anyone has told you.

And please... Please. Stop being passive aggressive

Rivalry - March 7, 2016, 11:58 am

(Mar 7, 2016 12:28 PM)K!ngGFX Wrote: [\[CITE\]](#) Lol I just added a 3f3f3f background and lowered the opacity so the darker color came out more... I was just trying to help your shitty work.

You know what I've noticed? You can't seem to take criticism. Your making excuses for everything anyone has told you.

And please... Please. Stop being passive aggressive

I think the passive aggression is all in your mind. I thanked you for your effort ?

As for being apparently unable to take criticism, I'll quote myself back at you, and then explain to you what you're reading:

'This is often a criticism of my stuff, and I think it happens because I tend to have my screen brightness down low. I just turned it all the way up, and I see what you mean. I guess it depends how bright you have your screen. Thanks for the feedback; I'll desaturate it a little for next time.'

'I wanted to normalise the colours because otherwise they break colour flow and distract the viewer. It took ages trying to get it right, and I was still playing with the colour balance as I saved the thread. Maybe it would've been better to just desaturate them.'

I agree, but the reason I didn't do anything was because I didn't want the wavy line transition to get overused. Instead, if you look closely you can see flow is preserved by the rays of light continuing into the 'Labs' section. I know what you mean, though. I think it could be a nice change to have the yellow bleed into the teal/green colour, since the equation and the labs are interconnected. That could work as a transition.

&c

[roast]

Now for the explanation. All I do in those quotes is justify why I made the design choices I did, because if you can't do that then as a designer you've failed (it shows your design to be thoughtless). After justifying why I did what I did, I then accept the feedback, because I agree that most of the time people are right when they provide it (after all, they are the end users so it would be moronic not to listen to them). However, the solution to fix my 'shitty design' (this coming from a guy with -10 rep, a badly animated weed logo as his avatar, a signature that looks like it was made in MS Paint by a blind five year old, and work like [this](#), lol) is not to simply desaturate the entire thing. That leads to a limp aesthetic. The solution - as I said - is to manually go through and select new shades for every colour used.

I want feedback. That's why these threads are here. If you bothered to read the thread, you'd see that not only do I respond to almost every relevant post (showing that I'm engaging with all of the criticism), but I respond in exactly the same form each time. I justify why I did what I did, accept the feedback, and then say what I'll change to make it better next time. This is better than doing what you seem to want people in RMG to do which is design thoughtlessly, post shit work, and then roll over and go 'hurr yeh ur right innit' mindlessly every time anyone says anything about what they've produced. Sure, they may improve that way. However, it's infinitely better to ask yourself as a designer why you made that particular design choice, why it's not being well-received, and how you can improve it next time. That leads to a thoughtful workflow, thoughtful design, and better output. You might be well-served by implementing a similar system, scrolling through your recent threads (seriously, read the comments on [here](#). It's [circlejerk central](#) in [King's battle](#) to have [his friend Regan](#) help him [reject any form of negative comment](#) whatsoever)...

[/roast]

Nonetheless, I'll repeat it since you seemed to be unable to read earlier: thanks for the trouble you took to fix my thread. I appreciate that, and I appreciate your feedback. What you did to the thread was certainly a step in the right direction in that it was dimmer, but not quite the solution the design needs.

K!ngGFX - March 7, 2016, 12:02 pm

(Mar 7, 2016 12:58 PM)Rivalry Wrote: [\[CITE\]](#) I think the passive aggression is all in your mind. I

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Damn I got burned... Jk

Nah dude I think your work is actually really fucking good. Maybe you can mentor me on skype? I wish to be like you one day. It takes a lot of skill to write a 5 paragraph roast and reply... Do you get straight A's in middle school?

Rivalry - March 7, 2016, 12:04 pm

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Straight A*s

K!ngGFX - March 7, 2016, 12:05 pm

(Mar 7, 2016 01:04 PM)Rivalry Wrote: [\[CITE\]](#) Straight A*s

What's your skype? Will you mentor me?