

Forum:[Hack Forums](#)

Thread: [My First Tag](#)

Sahaj - March 31, 2016, 10:49 am

I'm more of a clean graphics designer, and never really got into tag or designed something like this. I found many of these on a thread the other day, didn't know that they were called tags. So I started watching tutorials on how to make them. One thing I learnt, it really depends on your render and your own unique style. If you create something like this following a tutorial with your own render, it won't come out as good as the original one would. But the tutorials certainly help learning new techniques to make your own unique designs. Anyway, here's my first try. I think it turned out pretty well, considering that it was a first. What do you think? Any tips?

Render: <https://i.imgur.com/9KM9jwD.png>

Final Outcome:

Would appreciate some tips, thanks! ?

NieR - March 31, 2016, 11:58 am

You really should try to blend it more with the background. One thing that I notice when I see people first start tagging is they don't blend the render too much with the background. It's what really makes the background and render go together as a whole rather than them looking like separate pieces but on the same composition.

Sahaj - March 31, 2016, 12:08 pm

(Mar 31, 2016 11:58 AM)Auron Wrote: [\[CITE\]](#) You really should try to blend it more with the background. One thing that I notice when I see people first start tagging is they don't blend the render too much with the background. It's what really makes the background and render go together as a whole rather than them looking like separate pieces but on the same composition.

Thanks for the tip. I failed at blending in this one because the color of the render and the fire. And I wanted to make it with flames.

There is one thing that I'm going to try to blend it with the other stuff, I'll try adding C4Ds.

NieR - March 31, 2016, 12:34 pm

(Mar 31, 2016 12:08 PM)Sahaj Wrote: [\[CITE\]](#) Thanks for the tip. I failed at blending in this one because the color of the render and the fire. And I wanted to make it with flames.

There is one thing that I'm going to try to blend it with the other stuff, I'll try adding C4Ds.

It's weird I never used C4Ds in tagging, I just googled it and a lot of crazy textures came up. I've seen them used a lot in tagging and my only suggestion is to not overdo their use.

Sahaj - March 31, 2016, 12:52 pm

(Mar 31, 2016 12:34 PM)Auron Wrote: [\[CITE\]](#) It's weird I never used C4Ds in tagging, I just googled it and a lot of crazy textures came up. I've seen them used a lot in tagging and my only suggestion is to not overdo their use.

Yep, will keep that in mind. Thanks! :)

Ayahuasca - March 31, 2016, 7:36 pm

[img]http://i.prntscr.com/2510702cb5404be68607958cafee7da0.png[/img]

The text placement is good though =)

Sahaj - March 31, 2016, 7:51 pm

(Mar 31, 2016 07:36 PM)Ayahuasca Wrote: [\[CITE\]](#)

[img]http://i.prntscr.com/2510702cb5404be68607958cafee7da0.png[/img]

The text placement is good though =)

Mind fixing the image? It's broken for some reason. ?

OneEightSeven - March 31, 2016, 7:54 pm

This is dope but the flames just killed it. Its just ugly

Ayahuasca - March 31, 2016, 8:05 pm

Better?

prada ? - March 31, 2016, 8:06 pm

i fail to see how or why you would just categorize yourself as a "clean designer"

doesnt even make sense

Sahaj - March 31, 2016, 8:12 pm

(Mar 31, 2016 07:54 PM)Suspect. Wrote: [\[CITE\]](#) This is dope but the flames just killed it. Its just ugly
Thanks, I should've used some other stuff for background that kind of matched the render.

Maybe, if I try smudging, it'd make it look a lot better. Thanks for the reply, I'll get better at it as I practice and make more of it. :)

(Mar 31, 2016 08:05 PM)Ayahuasca Wrote: [\[CITE\]](#)

Better?

Thanks a lot man, helped me a lot. I'll keep those points in mind with my next one! :)