

Forum:[Hack Forums](#)

Thread: [\[Updated\] Created my very first Thread Graphic - Constructive Criticism?](#)

The Drama Llama - April 1, 2016, 6:25 pm

Hey Peeps.

I've Just finished my very first Thread Design and was hoping some experienced peeps could offer some constructive advice on anything you would change and why?

Revamped Version [\(Click to View\)](#)

Thanks in advance!

EDIT -

So based on peoples comments, i've taken them on board, and tried to give it another go. Feel free to offer more comments! ?

Trapology - April 1, 2016, 6:26 pm

Put the img in a spoiler, alot of people wont click the link.

Keith Ape - April 1, 2016, 11:26 pm

Definitely change the font, use more appealing colors, stick to only a couple colors, etc. Looks plain, all text and colors. No pictures.

Arryn - April 1, 2016, 11:44 pm

The font looks like something from the 90's (and a little cliché), and dark red on dark blue is never a good colour choice, as it's practically unreadable. I see that you've decided to stick with a mostly blue colour scheme, so that's good. Take a look at other thread designs to see how they format them, and read up on a couple of tutorials.

NieR - April 2, 2016, 9:49 am

When creating a thread design you should keep in mind your color palette (and understand theory), organization/layout, how you're displaying the information, and overall design.

Right now it seems you were intending your primary colors to be blue and white, but you've added a shade of blue, black, and red. Consistency (especially with your colors) is very important as it helps create visual appeal. You generally want to use a limited color palette so I'd recommend just sticking with white and blue.

When it comes to font, don't just use some random font you randomly picked. You want something that really fits the theme of your design so readability and legibility go hand and hand with this.

When it comes to the design of your thread itself, don't add unnecessary dynamics like slants in between your palettes unless your design is much more than simplistic. They'll just look awkward and ugly, keep them flat and straight in this case. Remove the lens flare as well, it's just random and serves no purpose.

Make sure you simplify the information being displayed, nobody will read what you wrote on the thread because it's too long.

There's some other stuff I can point out but you seem very new to this so I won't overwhelm you.

The Drama Llama - April 2, 2016, 1:56 pm

(Apr 1, 2016 06:26 PM)Louis Vos Wrote: [\[CITE\]](#) Put the img in a spoiler, alot of people wont click the link.

Done - Thanks for the advice. ?

(Apr 1, 2016 11:26 PM)GFXTerrio Wrote: [\[CITE\]](#) Definitely change the font, use more appealing colors, stick to only a couple colors, etc.

Looks plain, all text and colors. No pictures.I'll definitely change the font.

I was advised that its best to stick to two colours. And try not to use too many pictures. (Trying to keep it Minimalist.. and all that). Thanks though ?

(Apr 2, 2016 09:49 AM)Auron Wrote: [\[CITE\]](#) When creating a thread design you should keep in mind your color palette (and understand theory), organization/layout, how you're displaying the information, and overall design.

Right now it seems you were intending your primary colors to be blue and white, but you've added a shade of blue, black, and red. Consistency (especially with your colors) is very important as it helps create visual appeal. You generally want to use a limited color palette so I'd recommend just sticking with white and blue.

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Make sure you simplify the information being displayed, nobody will read what you wrote on the thread because it's too long.

There's some other stuff I can point out but you seem very new to this so I won't overwhelm you. Yeah i can see what you mean, Would you recommend only sticking to two colors for this kind of flat thread style?

Definitely going to look into changing the font, i've had a look at a few designs and im now looking online for different tutorials / guides. Hf have some paid ones but even then, most use PS, where as im using illustrator. (While most will offer some advice about colour schemes etc, wont help me when actually using illustrator) ?

You're very much correct in the sense that im new to this, my first attempt at it.

Thanks for all the advice, i'll take it on board, amend it and give it another go, it's much appreciated.
?

Intern - April 2, 2016, 3:14 pm

I tell everyone this when starting out, feel free to look at sites like behance or dribbble.

Steal like a fucking artist, ideas are out there for the taking. Use it as inspiration !

<https://www.behance.net/>
<https://dribbble.com/>

NieR - April 2, 2016, 6:32 pm

(Apr 2, 2016 01:56 PM)Slupp Wrote: [\[CITE\]](#) Yeah i can see what you mean, Would you recommend only sticking to two colors for this kind of flat thread style?

In this case I'd recommend sticking to blue and white, if you feel the need to add an extra color make sure it is very subtle. Consistency is one of the most important things.

Saul Bass - April 2, 2016, 7:14 pm

(Apr 2, 2016 03:14 PM)Intern Wrote: [\[CITE\]](#) I tell everyone this when starting out, feel free to look at sites like behance or dribbble.

Steal like a fucking artist, ideas are out there for the taking. Use it as inspiration !

<https://www.behance.net/>
<https://dribbble.com/>

I wouldn't recommend stealing, but look at the colour palettes for the work. This will help guide you to a better design.

The Drama Llama - April 2, 2016, 7:20 pm

I currently use Illustrator - If anyone else uses it, do you think i can get away using the basic initial fonts? Or should i try and import/ download some new ones?

Saul Bass - April 2, 2016, 7:24 pm

Regardless of what program you use, don't use the font you used.....

If that makes sense lol.

Try Titillium or Exo 2

granz???????????????? - April 3, 2016, 1:21 pm

Could ofcourse have been better like everything else, still it's a great job!

Zhuangzi - April 3, 2016, 1:57 pm

You should definitely use only a select few of colors and not switch it up so much. Also, the font is terrible and make sure your edges are a little more smooth/round

SIM-2908357 - April 3, 2016, 5:18 pm

Damn Daniel! Take it easy with the font size.

<http://thenextweb.com/dd/2015/08/18/the-future-of-typography-in-web-design/>
<http://www.awwwards.com/flat-design-an-in-depth-look.html>

Research!!

The Drama Llama - April 3, 2016, 5:22 pm

So I've just uploaded a new Re-vamped version.

What do you guys think? ?

SIM-2908357 - April 3, 2016, 6:27 pm

(Apr 3, 2016 05:22 PM)Slupp Wrote: [\[CITE\]](#) So I've just uploaded a new Re-vamped version.

What do you guys think? ?
Your font-size is still huge as fuck.

The Drama Llama - April 4, 2016, 2:58 pm

(Apr 3, 2016 06:27 PM)Akzius Wrote: [\[CITE\]](#) Your font-size is still huge as fuck.
Haha i agree, i'll have to try and dial it down for the next one.
Thanks for the feedback though ?

Proximity. - April 11, 2016, 12:02 am

I don't like the font. The very first header looks uncentered and squished. Also to mention the paypal logo looks extremely blurry and low quality.

farooch - April 11, 2016, 12:36 am

the skype logo is a bit tricky, but for a first time it look good

The Drama Llama - April 11, 2016, 1:38 am

(Apr 11, 2016 12:36 AM)farooch Wrote: [\[CITE\]](#) the skype logo is a bit tricky, but for a first time it look good

Ive amended the skype logo in the actual version by changing the white background to match the colour of the white in the skype logo ?

Updated version <https://hackforums.net/showthread.php?tid=5225832>

Gucci_ - April 11, 2016, 7:24 am

Not too bad, I don't like the fonts you chose very much. But overall if it helps sell the product that's what matters. And this looks like it will. :-)