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300FGE - August 22, 2016, 7:07 pm

I don't make many 2d banners but I gave it a shot and I'm pretty proud of the way it turned out, I think it's pretty clean imo. It's not super complex but yeah let me know what you think please, I like feedback! Also if you have tips that'd be nice too!!
(the picture is from a video game if your wondering)
[img]d[/img]

LastSession - August 22, 2016, 7:07 pm

(Aug 22, 2016 07:07 PM)Gold??Ger Wrote: [\[CITE\]](#) I don't make many 2d banners but I gave it a shot and I'm pretty proud of the way it turned out, I think it's pretty clean imo. It's not super complex but yeah let me know what you think please, I like feedback! Also if you have tips that'd be nice too!!
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I don't know that stuff but I like it. The tiger could be better, somehow

Valuehunter - August 24, 2016, 12:22 am

Looks alright. Add more stuff left and right.

LastSession - August 24, 2016, 12:23 am

It also would look better without the text on it.

Allison Argent - August 24, 2016, 2:58 am

(Aug 22, 2016 07:07 PM)Gold??Ger Wrote: [\[CITE\]](#)
I like the concept of your layout along with the image, just i want to ask you if you could try this with it:

- Instead of having the tiger image you have why not focus it around the bright lights you've got with the stairs and wall? like having it as an uproar, here's an example of it:

<http://prntscr.com/c9qq34>

But you'd have him roaring upwards with maybe a echo kind look from his roar?

Although here's a tip for your drawing themselves:

You've got alot of patches in which seem to be unfinished? or so it looks like It, I presume however it's the effect you used ontop of the tiger?, around his ears looks white.