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Thread: [Love](#)

Sejskaler - December 5, 2016, 3:40 pm

Hey

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

AlCapone - December 5, 2016, 8:22 pm

i love the design, add a few more shadows, however 10/10 work bro.

Siraxxx - December 6, 2016, 3:03 am

very nice job , i think the colors need to be more blend ! but nice !!!

JAX010800 - December 6, 2016, 6:50 am

Very very cool! Really love the concept. Keep up the great work! Good to see more and more work popping up on here!

Sejskaler - December 6, 2016, 7:49 pm

(Dec 5, 2016 09:22 PM)AlCapone. Wrote: [\[CITE\]](#) i love the design, add a few more shadows, however 10/10 work bro.Thank you, but do you not think that would ruin the design?

(Dec 6, 2016 04:03 AM)Siraxxx Wrote: [\[CITE\]](#) very nice job , i think the colors need to be more blend ! but nice !!!

Thank you, there's a funny story behind that.

You see, originally I wanted to do double-shading and add some more colours but I forgot it, and I tried something new, that's why the shadows are a bit meh ^^

(Dec 6, 2016 07:50 AM)JAX010800 Wrote: [\[CITE\]](#) Very very cool! Really love the concept. Keep up the great work! Good to see more and more work popping up on here!

Thank you very much! :D

apocryphon1 - December 7, 2016, 1:33 pm

I really hope this is a work in progress as it has a lot of potential becoming a very good piece. Good illustration, only thing I have to dislike here is coloring as you could do more than that gradient map overlay and that unneeded b&e effect that you might wanted to use for shading or whatever made hands look like razer cut em' bunch of times instead of being shadow. Keep it up mate, cheers! ?

Sejskaler - December 7, 2016, 2:23 pm

(Dec 7, 2016 02:33 PM)apocryphon1 Wrote: [\[CITE\]](#) I really hope this is a work in progress as it has a lot of potential becoming a very good piece. Good illustration, only thing I have to dislike here is coloring as you could do more than that gradient map overlay and that unneeded b&e effect that you might wanted to use for shading or whatever made hands look like razer cut em' bunch of times instead of being shadow. Keep it up mate, cheers! ?

I'm not necessarily following you there. Sure, the gradient is a little out of my style, it's a part of an experiment in this case, but I think it looks good. Regarding the b&e effect, I am sorry, I don't know that term...

But regarding the colours, sure I could do more, but it would be more gradients since this is a vector format. That means there are no soft brushes or anything like that ^^

But I don't see where you get razor cuts from, this is not a work in process, but I would neither say it's really finished.

Thanks for the feedback though! I hope you can explain the b&e thing