

# Forum:[Hack Forums](#)

Thread: [Dark Mage](#)

**Bkotch** - December 15, 2016, 2:05 am

Its been about 5 months since I made a piece, but this is what i came up with.  
Be brutally honest, im outta practice.

I think i need to revisit the lighting.

**arkoydas** - December 15, 2016, 8:49 am

It looks really good to me..! If I were you i would put some more light

**Dotexe** - December 15, 2016, 8:50 am

Woah, it looks so awesome honestly, but indeed a light would be cool.

**AvessoVision** - December 15, 2016, 10:32 am

Lightning indeed is all over the place, but the concept of it is actually good. Maybe fill the black background and make a complete piece? As well I'm seeing some Topaz on that render? Been ages since I've seen someone use it. Use the built-in Color Lookups and play with intensity, duplicate lookups and mix the opacity, you name it. Do the same thing with c4d's and whatever you'd like and then setting a different layer effect. Experimenting will go a long way.

Cheers.

**.Astro** - December 15, 2016, 2:12 pm

It looks pretty good but it also looks like mash up of just different sets of elements but there is no actual flow going on in the piece. I also agree with the lighting as said above. I feel like you should make the lighting more noticeable intense, make the darks darker and the lights lighter and making the lights have a tint of blue to match the lighting source otherwise it looks weird to get a white light from something that's blue you know, hah. It also looks like you might have added topaz to it? Not sure entirely but I feel like topaz always kills the depth of the image when it's something like this. Might want to try also blurring the background a bit and maybe things in front and behind so that the eye goes directly to the focal point which would be the render. The black space all over the image is also a bit of an issue to me personally just because you have a full canvas but chose to only use part of it, you know?

Anyways, overall it looks good and appealing but there are a few minor details that need some touching up on.

**Bkotch** - December 15, 2016, 3:37 pm

Thanks for the feedback guys.

(Dec 15, 2016 11:32 AM)AvessoVision Wrote: [\[CITE\]](#) Lightning indeed is all over the place, but the concept of it is actually good. Maybe fill the black background and make a complete piece? As well I'm seeing some Topaz on that render? Been ages since I've seen someone use it. Use the built-in Color Lookups and play with intensity, duplicate lookups and mix the opacity, you name it. Do the

same thing with c4d's and whatever you'd like and then setting a different layer effect. Experimenting will go a long way.

Cheers.

I did use Topaz Clean 3 but only for very slight adjustments. I just like the clean smooth appearance it gives off.

(Dec 15, 2016 03:12 PM)inShane Wrote: [\[CITE\]](#) It looks pretty good but it also looks like mash up of just different sets of elements but there is no actual flow going on in the piece. I also agree with the lighting as said above. I feel like you should make the lighting more noticeable intense, make the darks darker and the lights lighter and making the lights have a tint of blue to match the lighting source otherwise it looks weird to get a white light from something that's blue you know, hah. It also looks like you might have added topaz to it? Not sure entirely but I feel like topaz always kills the depth of the image when it's something like this. Might want to try also blurring the background a bit and maybe things in front and behind so that the eye goes directly to the focal point which would be the render. The black space all over the image is also a bit of an issue to me personally just because you have a full canvas but chose to only use part of it, you know?

Anyways, overall it looks good and appealing but there are a few minor details that need some touching up on.

My goal for the flow was to kinda wrap around him, from back to front. I didnt add anything to the outer areas strictly because i couldnt think of anything to add. It was 5am and my brain as hurting lol.

If im up to it tonight ill make a V2

**Six Double 0** - December 15, 2016, 3:39 pm

I fucking love it, I'm not a graphics artist myself so if you're looking for more constructive criticism then you should probably disregard this post.

The purple really brings out the rest of the picture tbh, love the shading as well.

Is the character in the picture someone from a video game or someone you just created in your art?

**Bkotch** - December 15, 2016, 3:41 pm

(Dec 15, 2016 04:39 PM)Six Double 0 Wrote: [\[CITE\]](#) I fucking love it, I'm not a graphics artist myself so if you're looking for more constructive criticism then you should probably disregard this post.

The purple really brings out the rest of the picture tbh, love the shading as well.

Is the character in the picture someone from a video game or someone you just created in your art?

I was just scrolling through the internet and stumbled upon the render and thought to myself, I think i can do something with that.

I feel like it is from a video game tho.

**\_B1N4RY\_** - December 15, 2016, 3:43 pm

It's been years (literally) since I've used PShop or done any graphical work on a serious level, but as others have stated it looks dope. IMO honestly if you could get the focus (your mage) to "pop" just a little bit from the background it would be near as to perfect as can be. Right now it just looks like he is part of the flat background ( not a camo effect either, no "dimension/depth" for lack of a better word ).

**Bkotch** - December 15, 2016, 10:00 pm

(Dec 15, 2016 04:43 PM)\_B1N4RY\_ Wrote: [\[CITE\]](#) It's been years (literally) since I've used PShop or done any graphical work on a serious level, but as others have stated it looks dope. IMO honestly if you could get the focus (your mage) to "pop" just a little bit from the background it would be near as

to perfect as can be. Right now it just looks like he is part of the flat background ( not a camo effect either, no "dimension/depth" for lack of a better word ).

Thanks for the feedback, Ill work on it this weekend and update if i have time.

**apocryphon1** - December 16, 2016, 3:26 am

I'm just going to say TAGLife lul :) Looks cool, I'd only work a bit on flow and maybe adding some lightning for focus. Even though everything blends in perfectly it's still missing a focal. Other than that really impressive stuff. I like it. :)

**Bkotch** - December 16, 2016, 6:57 am

(Dec 16, 2016 04:26 AM)apocryphon1 Wrote: [\[CITE\]](#) I'm just going to say TAGLife lul :) Looks cool, I'd only work a bit on flow and maybe adding some lightning for focus. Even though everything blends in perfectly it's still missing a focal. Other than that really impressive stuff. I like it. :)

It's more then a movement. It's a way of life. #TagLyfe

Thanks for the feedback.

**Elitas** - December 16, 2016, 3:33 pm

I think realisitically, the lighting in the middle should be shining outwards or creating some sort of glow.Use that to your advantage to light up the piece.

**Bkotch** - December 16, 2016, 3:35 pm

(Dec 16, 2016 04:33 PM)Elitas Wrote: [\[CITE\]](#) I think realisitically, the lighting in the middle should be shining outwards or creating some sort of glow.Use that to your advantage to light up the piece.

I was thinking of adding a purple and blue glow to it but at the same time i didnt want to make it to two-toned.

**UntamedChicken** - December 26, 2016, 2:00 am

I really like the blue/black/white color scheme and it looks really good. One thing that confuses me is how the background seems to come into the scene on the right but not on the left. Other than that love the art.

**22 Savage** - December 26, 2016, 5:18 am

Looks pretty damn nice OP. Keep up the good work!

**techchaos** - December 26, 2016, 8:25 am

Nice one. Good work mate. Keep it up.

**22 Savage** - December 26, 2016, 1:54 pm

If you ever feel interested in teaching someone OP, let me know. ?

**Nyxuo** - December 28, 2016, 12:39 am

The bottom left corner where the 3d render looks like it's just floating kind of bothers me. Also like others have already said the lighting is kind of just everywhere at this point. Try directing it more to add to whatever flow you choose to give this piece. Direction is key and where the eye lands and goes is big. I think it's a little chaotic and not in the good way like kind of hard to follow and make it look nice as a whole piece when you view it. Well that's my two cents. I don't particularly not like it but it feels incomplete.