Forum:Hack Forums

Thread: NOTORIOUS| Graphics Helpdesk |

#Doge - *January 26, 2017, 1:37 pm*

Welcome

This is the Notorious Graphics Help Desk.

Our graphics team will be sharing our knowledge and experiences with the people of HF.

Feel free to ask your questions. Make sure to make it clear lest we misunderstand your problems! We'll do our best to answer!

If you would like to help us help the community, please drop me a message and I shall evaluate.

Thank you!

Team:
#Doge
Shame
-
-

D?ceived - *January 26, 2017, 1:40 pm*
Do you recommend any fonts and websites to help?

Skin - *January 26, 2017, 1:40 pm*
What's the best way to start learning graphics
If you understand what I mean mister

#Doge - *January 26, 2017, 1:44 pm*
(Jan 26, 2017 02:40 PM)?eceived Wrote: *[CITE]* Do you recommend any fonts and websites to help?
The site I like best when it comes to font is Dafont.com.

They have a large selection of fonts to offer and is fairly easy to navigate.

(Jan 26, 2017 02:40 PM)cool kid 123 Wrote: [CITE] What's the best way to start learning graphics
If you understand what I mean misterThe best way to learn is to actually take interest. Think of something you wish to create and start doing so. If you're having troubles in how to do it, simply google. Trust me, the ridiculous things I've googled I thought were not available. It turns out that I'm not the only one seeking answers.
If you'd like to a jumpstart, follow step by step tutorials. You'll learn the methods along the way and create decent works at the same time. Follow instructions, learn and derive from the experience.

Mr Fox - *January 26, 2017, 1:47 pm*
I edited this image last night and was looking for advice with what I could of done to better edit the tunnel walls and headlights.

edited:
Spoiler (Click to View)

Original:
Spoiler (Click to View)

Vittorio - *January 26, 2017, 1:47 pm*
Ay thanks for the desk! Will no doubt be using it whenever I need help.

#Doge - *January 26, 2017, 1:59 pm*
(Jan 26, 2017 02:47 PM)Mr Fox Wrote: [CITE] I edited this image last night and was looking for advice with what I could of done to better edit the tunnel walls and headlights.

edited:
Spoiler (Click to View)

Original:
Spoiler (Click to View)

You've certainly done good with the merging of the images.
1st thing.
The lighting. You're in a tunnel that's filled with lights so there shouldn't be a place where it isn't at. It's the first thing that gives away the image.
I suggest, grab a soft brush and add a few light strokes just to signify that light touches that surface. Same thing for the car, light strokes to take away the shadows and contribute to the overall blending.

As for the tunnel, the RGB split could be toned down a little especially for those at the sides. Try masking parts of it, if you feel that if some parts are better off withou the effect, then there you go.

The shadow of the car as well shouldn't be that light. In a tunnel surrounded by lights, the shadows tend to overlap and create an even darker surface. I suggest grab a soft brush and add some mild strokes just a little over the borders of the car's underside to give it a sense of realism.

Besides those that I've pointed out, the atmosphere is quite nice. It's got a retro feel to it.
Another thing tho, the image feels a little too big.
Try cropping out some parts to compress it a little. It's a bit too free at the moment.
I suggest reading this article:
http://digital-photography-school.com/rule-of-thirds/
Tho this is not entirely photography, the subject could be applied in this.

(Jan 26, 2017 02:47 PM)Vittorio Wrote: [CITE] Ay thanks for the desk! Will no doubt be using it whenever I need help.Ay thanks man!

Tony - *January 26, 2017, 2:01 pm*
Thanks for doing this. Your work is amazing and I'm sure people will definitely benefit from this.

Skin - *January 26, 2017, 2:17 pm*
(Jan 26, 2017 02:44 PM)#Doge Wrote: [CITE] The best way to learn is to actually take interest. Think of something you wish to create and start doing so. If you're having troubles in how to do it, simply google. Trust me, the ridiculous things I've googled I thought were not available. It turns out that I'm not the only one seeking answers.
If you'd like to a jumpstart, follow step by step tutorials. You'll learn the methods along the way and create decent works at the same time. Follow instructions, learn and derive from the experience.
Thanks for the quick answer!
How about drawing on the computer? Many that are good in drawing on computer has the skill from hand (hand-drawing on paper). Not sure if there are any methods on how to become a better drawer when it comes to creating and drawing url.

#Doge - *January 26, 2017, 2:31 pm*
(Jan 26, 2017 03:17 PM)cool kid 123 Wrote: [CITE] Thanks for the quick answer!
How about drawing on the computer? Many that are good in drawing on computer has the skill from hand (hand-drawing on paper). Not sure if there are any methods on how to become a better drawer when it comes to creating and drawing url.
From my experience, it's a skill developed over time once you begin. You can't follow a tutorial unlike in photoshop and reach a goal right there and then. You must condition your hand and your mind to the proper proportions or your goal.
You can however, follow guidelines. They're the best if you're willing to learn. :)

Bladee - *January 26, 2017, 2:33 pm*
(Jan 26, 2017 03:17 PM)cool kid 123 Wrote: [CITE] Thanks for the quick answer!
How about drawing on the computer? Many that are good in drawing on computer has the skill from hand (hand-drawing on paper). Not sure if there are any methods on how to become a better drawer when it comes to creating and drawing url.
Drawing in comparison to on paper vs. a pen tablet aren't significantly the same. Erasing and an easy Ctrl+Z undo is significantly better than a pencil and an eraser. It allows room for error.

Being a designer, but no longer apart of Notorious, I can mention a few things.

Learn your shortcuts and what your tools do within the program.

Take an art class in school if you can, they teach you small things that carry over, such as how colors work and appeal to the human eye and other things. ex: a full white is less appealing compared to a slightly off white/yellow pigment. it adds warmth.

Design comes from many categories and art styles as well. 3D Modelling can carry over to Photo Manipulation, Rebranding, Animation, etc. While 2D Design can work well with Rebrands, Web Design, App Design, etc. Illustrations can work best with Album Artwork, Branding, Ad Design, etc.

All of these traits can even be used in each category, but are not limited to each genre. Diversity is key. :)

I've learned minimalist things that allowed me to become so knowledged in the program that I even impressed my Graphics Design teacher, in which I completed my course nearly half a semester ahead of time.

Drop Shadows, Inner Shadows, Layer Styles, Lighting, Vignettes, Color Pigments, Ambient Occlusion, Lightrooms, Materials, Textures, Light Flares, HDRIs, etc.

Many things can be used to make all of your work diverse.
I no longer use my design experience because I tend to get a block everytime I try to create something. Or I just get defeated when seeing everyone elses diversity.

There's a huge love and passion for it and I think that's why not everyone can do it.

(Jan 26, 2017 03:31 PM)#Doge Wrote: [CITE] From my experience, it's a skill developed over time once you begin. You can't follow a tutorial unlike in photoshop and reach a goal right there and then. You must condition your hand and your mind to the proper proportions or your goal.
You can however, follow guidelines. They're the best if you're willing to learn. :)
A creative reply, that's the key statement.

"if you're willing to learn"

Design takes time, practice, patience, and a brain.

Tutorials are your best friend and there is never a stupid question.

Feel free to PM me if you ever need any help or assistance. I have knowledge in many programs in which I no longer put to use.

Congrats on Doge for this thread. ?

Skin - *January 26, 2017, 2:48 pm*
Thanks for the great answers both of you. I'll try my best and see how it goes.
I only had the opportunity to take art classes last year, so guess I'll have to educate myself. ?

#Doge - *January 26, 2017, 3:02 pm*
(Jan 26, 2017 03:33 PM)Shame Wrote: [CITE] -lovely message-
Thank you for assisting me! That is definitely an excellent response. :)

(Jan 26, 2017 03:48 PM)cool kid 123 Wrote: [CITE] Thanks for the great answers both of you. I'll try my best and see how it goes.
I only had the opportunity to take art classes last year, so guess I'll have to educate myself. ?
You're most definitely welcome!

Bladee - *January 26, 2017, 3:27 pm*
Here's a video explaining basics and how to make shit look not like shit.

It's a reference video, try not to take me professionally.

[Video: https://www.youtube.com/watch?v=G_gNwfjIuLI&feature=youtu.be]

Blue Shadow - *January 26, 2017, 7:32 pm*
how do you organize your brushes in photoshop

TheChi?f - *January 26, 2017, 10:10 pm*
Amazing initiative by the team. Good luck.

YinYang - *February 6, 2017, 6:32 am*
Doge defo knows what he's talking about.

Really nice of you to do this for everybody man, if I need anything I'll be sure to hit you up. I'm always learning from this site

GreenTea - *February 8, 2017, 8:51 am*
Any idea how this light effect was made? At first glance I was thinking optical flares was used but I don't think so...

[Video: https://www.youtube.com/watch?v=QBtEA7Ez8x4]

#Doge - *February 8, 2017, 9:06 am*
(Feb 8, 2017 09:51 AM)GreenTea Wrote: *[CITE]* Any idea how this light effect was made? At first glance I was thinking optical flares was used but I don't think so...

[Video: https://www.youtube.com/watch?v=QBtEA7Ez8x4]
There are many to do that but the easiest thing that comes to mind is the use of a plugin called "Trapcode - Starglow". It's a really handy plugin and is definitely worth the buy.
Mixed with a really great set of particular, the effect looks outstanding.

But yeah, most likely, starglow + hue & saturation.

Make sure the modified visualizer layer is under the visualizer layer.
Method:
simply duplicate the visualizer, add a fill effect, most likely white.
Add starglow to it as well then finally add the hue & saturation in that order.

Add some more expressions for the gradual changing and all that then the rest should take care of itself :)

SavageAF - *February 8, 2017, 9:08 am*
I'll use this later to fix some problems I've had with text, tl;dr my text has like no spacing between the characters

GreenTea - *February 8, 2017, 10:06 am*
(Feb 8, 2017 10:06 AM)#Doge Wrote: *[CITE]* There are many to do that but the easiest thing that comes to mind is the use of a plugin called "Trapcode - Starglow". It's a really handy plugin and is definitely worth the buy.
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Add some more expressions for the gradual changing and all that then the rest should take care of itself :)
Thank you very much! After I've done it I might even come here and post the results.

YinYang - *February 13, 2017, 12:09 am*
Save me mr Doge!
https://hackforums.net/showthread.php?tid=5550222

wint - *July 6, 2017, 12:33 am*
Doge defo knows what he's talking about.

Debugger - *July 6, 2017, 1:16 am*
can i ask about graphics program too ?

berlinerin - *July 7, 2017, 8:18 am*
Hello,
can you give me advice or a link from Internet/youtube,
how I can use with PS a png black mask ? (cliping mask?)
How can I make this? I have a picture and I have a png with a black background grungy and flowery,
how can I bring them together, that my picture is shining through?

Please in German language (or english).

Thank you in advance