

Forum:[Hack Forums](#)

Thread: [How to make userbars/banners?](#)

B?ue - June 20, 2017, 9:47 am

Just scrolling through groups, a lot of them having amazing banners but harmony stands out...

How do people make graphics like this?

What sort of base skills can I learn to make work like this?

I know this isn't gonna be an overnight learn, but where do I begin when it comes to making graphics that are similar?

I've got Photoshop, but is there anything else used for these like Adobe AE? Any template packs or anything?

Biker BoyZ - June 20, 2017, 9:49 am

Probs a digital drawing pad and photoshop :P

Compulsive - June 20, 2017, 10:00 am

Really I think besides a drawing tablet and the program itself, it comes down to experience and having knowledge in how lines look, perspective, etc

WalkinShadows - June 21, 2017, 12:38 am

Photoshop is the best place to begin, if you're more into vectors and all that I think you should get Illustrator.

And for making those, there is no real way to start lol. Just make yourself familiar with Photoshop and try out different stuff.

Zen - June 22, 2017, 3:35 pm

Since all of these answers so far are garbage...

Start with tagging tutorials. How to make signature images. You can find quite a few tutorials here on HF, also check out DeviantArt and of course YouTube as a resource. Practice for 20-30 minutes, everyday. You will be amazed at how quickly you can learn Photoshop/Illustrator just from tutorials and accumulating practice.

From there, you just need to find things you like (which you have already done with this thread), and use them as inspiration for your own designs. Copy, refine, repeat. Design is a skill, not a talent, and can be learned by anyone.

IWrath - June 24, 2017, 2:53 pm

(Jun 22, 2017 03:35 PM)Laika Wrote: [\[CITE\]](#) Since all of these answers so far are garbage...

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"Copy, refine, repeat. Design is a skill, not a talent"

There is no skill in copying others work just as there is no skill required when downloading random packs off google or youtube to use in a design.

But he's not wrong, for something like that example tagging tutorials would be a good start.

Zen - June 24, 2017, 9:20 pm

(Jun 24, 2017 02:53 PM)IWraith Wrote: [\[CITE\]](#) "Copy, refine, repeat. Design is a skill, not a talent"

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I urge you to read 'Steal Like an Artist'

I can guarantee anything of any creative value that you enjoy was stolen from multiple influences.

It is literally impossible to make good art without copying. Whether its conscious or unconscious does not matter.

IWraith - June 24, 2017, 11:17 pm

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There's a difference between copying and looking at a piece for influence.

Obviously you're going to look at similar request/pieces and let them influence your outcome, but you should not copy them. Take a chance, do something different, be creative.

Back onto the topic of the OP.

I wouldn't recommend just jumping straight into learning how to design one thing. learn to use all the tools the program you use offers, then take a look at something like a tagging tutorial. If you can understand the features of the program, it all becomes so much easier.