

Forum:[Hack Forums](#)

Thread: [Sui Generis - Official Graphics Help Desk](#)

Lukas - January 23, 2018, 7:03 am

Ask us any graphics related question and we will do our best to provide an answer.

Nath12 - January 23, 2018, 1:02 pm

I have no experience at all with graphics and I'm interested in getting started but I know literally nothing about it. What software should I use to start off?

EDIT: I just thought of another question now, would I need one of those special pens/touch-screen monitors/any other hardware or would I be OK with just a mouse.

Lukas - January 23, 2018, 4:50 pm

(Jan 23, 2018 02:02 PM)Nath12 Wrote: [\[CITE\]](#) I have no experience at all with graphics and I'm interested in getting started but I know literally nothing about it. What software should I use to start off?

EDIT: I just thought of another question now, would I need one of those special pens/touch-screen monitors/any other hardware or would I be OK with just a mouse.

Definitely get started with Photoshop. It looks sort of intimidating at first, and it is, but you'll soon get used to it.

Tablets are only suggested if you intend on doing illustrations, where in that case you'll need Illustrator. But for the most part, you should be totally fine with just using a mouse.

Plague - February 2, 2018, 12:52 pm

Anyone have any questions?

Carlson - February 3, 2018, 2:23 pm

Where do you get most of your stocks brushes filter etc...

Lukas - February 3, 2018, 4:57 pm

(Feb 3, 2018 03:23 PM)Carlson Wrote: [\[CITE\]](#) Where do you get most of your stocks brushes filter etc...

I make my own filters and gradients, but you can find them on resource websites such as [Graphic Burger](#), [Designer Mill](#), and so on.

SkullTrailI - February 4, 2018, 6:51 am

(Feb 3, 2018 03:23 PM)Carlson Wrote: [\[CITE\]](#) Where do you get most of your stocks brushes filter etc...

Most of the time created myself (I don't really use brushes), but graphicriver.net + the places Lukas mentioned above are great places to look.

Nanga - February 4, 2018, 7:00 am

Where can I learn how to make vectors, like characters and all, I have looked up more than 100

videos but all they do is just tell and then they do it soo smoothly and i cant follow.
Please help me regarding this !

Also i would like to know how to get good tutorials on how to create Good Designs.

SkullTraill - February 4, 2018, 7:14 am

(Feb 4, 2018 08:00 AM)Nanga Wrote: [\[CITE\]](#) Where can I learn how to make vectors, like charecters and all, i have looked up more than 100 videos but all they do is just tell and then they do it soo smoothly and i cant follow.

Please help me regarding this !

Also i would like to know how to get good tutorials on how to create Good Designs.

Practice. You can't achieve the same results as the artist you're trying to copy because they have years of experience and you don't. There are plenty of great vector illustration tutorials on youtube and sites like tutstplus.com, watch them, and practice. 3 hours a day, first start with tracing stuff, then move on to drawing on your own.

Vector illustration is just like regular drawing. No one can teach you how to be good at it, you can only be taught the basics and the priciples, and of course how to use the tools. Beyond that it's entirely down to practice and talent.

iplaynaked - March 7, 2018, 11:43 am

what is the best way to sell your skills?

axle543210 - March 13, 2018, 12:59 pm

For drawing using a mouse, should I start out with photoshop, or illustrator?

Lukas - March 14, 2018, 9:33 am

(Mar 13, 2018 12:59 PM)axle543210 Wrote: [\[CITE\]](#) For drawing using a mouse, should I start out with photoshop, or illustrator?

I would suggest either. Though Illustrator may seem overwhelming initially, it's easy to get the hang of, if used enough.

SkullTraill - March 14, 2018, 10:17 am

(Mar 13, 2018 12:59 PM)axle543210 Wrote: [\[CITE\]](#) For drawing using a mouse, should I start out with photoshop, or illustrator?

Generally for any kind of illustration, illustrator is the best tool. So if you're a newbie, learn illustrator from the start rather than learning photoshop then awkwardly switching half way. Either way, for best results you probably want to use both. Do the illustration in illustrator and the editing/CC/post-production in Photoshop.