

Forum:[Hack Forums](#)

Thread: [Quick and simple flat thread design.](#)

.Pazuzu - January 30, 2018, 2:28 pm

Made this in around an hour, just messing around with stuff. I don't know much about CS:GO cheats so I made most of it up,

I know the flat design is kind of played out, but I'm happy with the result.

I kind of rushed the end because I want to go to bed, so it's not perfectly aligned at the bottom, let me know what you think!

Cheers ?

necromanswer - January 31, 2018, 5:47 pm

It's not bad, i really don't like the blurred text on Features / Pricing etc. Hurts the eyes to look at. And the dark blue subscription text at the bottom blends into the background too much

I do like the overall layout of it though.

My favorite part is the blue crown on his head lol.

Biggy - February 2, 2018, 12:41 am

Seems pretty cluttered in my opinion. I would try spacing things out a bit more to make it seem more neat and organized, other than that good job.

.Pazuzu - February 2, 2018, 1:05 am

(Jan 31, 2018 06:47 PM)necromanswer Wrote: [\[CITE\]](#) It's not bad, i really don't like the blurred text on Features / Pricing etc. Hurts the eyes to look at.

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Thanks man, I agree with the 'blurry' text, It just looked a bit too bland before,

And thanks, that was a logo in itself <https://www.behance.net/gallery/61547261/CSGO-Logo> :)

(Feb 2, 2018 01:41 AM)Biggy Wrote: [\[CITE\]](#) Seems pretty cluttered in my opinion. I would try spacing things out a bit more to make it seem more neat and organized, other than that good job. Thanks for advice, I originally had the thread longer, but I couldn't seem to get the spacing right :)

prada ? - February 2, 2018, 2:22 am

well if youre happy with it I'm happy

don't know what youre expecting posting this here

Biggy - February 2, 2018, 2:24 am

(Feb 2, 2018 03:22 AM)Prada. Wrote: [\[CITE\]](#) well if youre happy with it I'm happy

don't know what youre expecting posting this here

Maybe he's expecting people to rate his graphic in the "Rate My Graphic". Not entirely sure though. Weird.

/s

prada ? - February 2, 2018, 2:29 am

(Feb 2, 2018 03:24 AM)Biggy Wrote: [\[CITE\]](#) Maybe he's expecting people to rate his graphic in the "Rate My Graphic". Not entirely sure though. Weird.

/s

should I rate it out of 10 smart ass

rushed art made in less than an hour does he expect help or a yes/no 1-10 response

.Pazuzu - February 2, 2018, 4:02 am

(Feb 2, 2018 03:22 AM)Prada. Wrote: [\[CITE\]](#) well if youre happy with it I'm happy

don't know what youre expecting posting this here

I am expecting what exactly Biggy and necromanswer posted, I'm more of a logo, icon and typography guy, I haven't really done many threads, and looking around HF they're all kind of the same. I wanted feedback about that the community likes and doesn't like.

Which is why I posted it in the 'Rate My Graphic' section, so a discussion can be had.

(Feb 2, 2018 03:24 AM)Biggy Wrote: [\[CITE\]](#) Maybe he's expecting people to rate his graphic in the "Rate My Graphic". Not entirely sure though. Weird.

/s

How did you guess ?

Hydraxus - February 2, 2018, 5:43 am

The concept of the thread design is overall nice, but in my opinion, you have alignment issues.

Your button/box size vs. text size is way to close together. Additionally, I'd recommend making the thread width a bit larger, and lastly, there isn't a real reason for most of the text in your thread to be bold.

Novica - February 2, 2018, 5:47 am

Flat design is not played out. It's still quite popular, especially here on Hack Forums.

Also, I agree with Prada, posting rushed work in RMG is kinda pointless. Take your time, finish it up, and then post it.

I mean, no matter what I say at this point, you can just blame it on the lack of time and the fact that you had to rush it.

.Pazuzu - February 2, 2018, 6:07 am

(Feb 2, 2018 06:43 AM)Tit?n Wrote: [\[CITE\]](#) The concept of the thread design is overall nice, but in my opinion, you have alignment issues.

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Thanks for the feedback, I do need to work on my alignment skills, and thanks for pointing out the box/button thing, I would have never seen that :)

(Feb 2, 2018 06:47 AM)Novica Wrote: [\[CITE\]](#) Flat design is not played out. It's still quite popular, especially here on Hack Forums.

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I mean, no matter what I say at this point, you can just blame it on the lack of time and the fact that you had to rush it.

You are right to some degree, but I think this is the best way for me to improve in this area, the day I made this I wasn't really that busy, and making a [Quick Thread](#) get feedback on how the colours worked together and how much spacing I would need etc has helped me quite a bit to see what this forum likes :)

I do agree that if I had spent longer I would be able to collect more feedback, but I don't really have time for that when I'm getting requests.

Hydraxus - February 2, 2018, 6:37 am

(Feb 2, 2018 07:07 AM).Pazuzu Wrote: [\[CITE\]](#) Thanks for the feedback, I do need to work on my alignment skills, and thanks for pointing out the box/button thing, I would have never seen that :)

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I do agree that if I had spent longer I would be able to collect more feedback, but I don't really have time for that when I'm getting requests.

I do hope that you learn from your mistakes and use that criticism to help improve in the future. Looking forward to seeing some more of your work!

.Pazuzu - February 2, 2018, 6:39 am

(Feb 2, 2018 07:37 AM)Tit?n Wrote: [\[CITE\]](#) I do hope that you learn from your mistakes and use that criticism to help improve in the future. Looking forward to seeing some more of your work!

That's the whole reason I've posted this :) I've never really done thread designs, I do posters and infographics, but want to learn a bit more when it comes to threads :)

Hydraxus - February 2, 2018, 6:52 am

(Feb 2, 2018 07:39 AM).Pazuzu Wrote: [\[CITE\]](#) That's the whole reason I've posted this :) I've never really done thread designs, I do posters and infographics, but want to learn a bit more when it comes to threads :)

Honestly, the rate my graphic section is a great way for designers to improve. People like Novica and I are here to provide key points to help you to improve your design. (Sorry for anyone who I didn't talk about).

Novica - February 2, 2018, 6:57 am

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Exactly why you need to give your 100% before asking for a feedback in my opinion. That's the only way of truly improving yourself. As long as you use excuses such as "lack of time", "that's what my customer wanted" and "I had to rush it", you won't get anywhere.

So, rather than posting rushed work that is full of mistakes (like the alignment that is off, or a bad contrast, poor color choice, confusing transmissions, etc.), post something that's not rushed; something that you are proud of.

.Pazuzu - February 2, 2018, 7:01 am

(Feb 2, 2018 07:52 AM)Tit'n Wrote: [\[CITE\]](#) Honestly, the rate my graphic section is a great way for designers to improve. People like Novica and I are here to provide key points to help you to improve your design. (Sorry for anyone who I didn't talk about).

Thanks a lot man :)

(Feb 2, 2018 07:57 AM)Novica Wrote: [\[CITE\]](#) Exactly why you need to give your 100% before asking for a feedback in my opinion. That's the only way of truly improving yourself. As long as you use excuses such as "lack of time", "that's what my customer wanted" and "I had to rush it", you won't get anywhere.

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You are right, and I really do appreciate your feedback.

The truth is, because this wasn't really for a client or anything I could have worked on it forever, I would have never truly felt like it was finished (I'm sure you get what I mean), so a lot of people just tell me to post what I have done so far, so I can work on it and improve :)

Thanks for the replies man, and I hope it didn't sound like I was being rude ?

Otmane.brc - February 2, 2018, 11:55 am

i like it good work keep it up

SkullTraill - February 3, 2018, 5:39 am

Others have posted some decent feedback.

My suggestions are not to make the text/icons so big. Try and use more negative space. That'll avoid the cluttered look, and make the whole comp more aesthetically pleasing.

And please, I beg, never use motion blur on text. I see that shit on a sales thread and I'm clicking off it, no matter how good the product is.

.Pazuzu - February 3, 2018, 7:14 am

(Feb 3, 2018 06:39 AM)SkullTraill Wrote: [\[CITE\]](#) Others have posted some decent feedback.

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Thanks a lot for the feedback! I think you've made me realize that when making these, I need to be constantly zooming out and previewing it at the size it'll be on browser, and yeah that texted is a bit fucked aha, it's not motion blur but it's offset (basically the set effect as motion blur)

When making it I saw this;

and I thought huh that's pretty cool, but I'm stupid for not considering what this would look like at this resolution, as a bitmap image.

Thank's so much for all the feedback guys ?

Deinemudda334 - February 3, 2018, 7:15 am

tbh

Spoiler ([Click to View](#))it looks shit

SkullTraill - February 3, 2018, 7:43 am

(Feb 3, 2018 08:14 AM).Pazuzu Wrote: [\[CITE\]](#) Thanks a lot for the feedback! I think you've made me realize that when making these, I need to be constantly zooming out and previewing it at the size it'll be on browser, and yeah that texted is a bit fucked aha, it's not motion blur but it's offset (basically the set effect as motion blur)

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and I thought huh that's pretty cool, but I'm stupid for not considering what this would look like at this resolution, as a bitmap image.

Thank's so much for all the feedback guys ?

Ahh yeah, absolutely. Always keep switching from zoomed in to how the image will be viewed. It's super important, cause obvs that's how people will see it.

Firana - February 3, 2018, 1:57 pm

I like the crown on the soldier - it makes the whole picture a bit ironic :D