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Thread: [works | Crit Pit #7](#)

SkullTraill - April 8, 2018, 4:24 pm

[\[img\]http://upload.vstanced.com/images/2018/02/16/xLE.png\[/img\]](http://upload.vstanced.com/images/2018/02/16/xLE.png)

Welcome back to another edition of Crit Pit by works. Every Sunday, one of us will analyse some art posted in Rate My Graphic, or submitted to us privately. Crit Pit is an initiative that aims to provide detailed and constructive criticism and feedback to the artists and designers of the Hack Forums GFX section. If you are interested in submitting or nominating a piece for next week's Crit Pit, please follow the instructions below.

Please also note, we will not consider any piece of work (submitted or otherwise) that is "WIP", "done in 5 mins" or otherwise to be seen as incomplete, inadequate or made with low effort. This is a volunteer service to help those who truly want to improve and better themselves. We do not exist to give you an ego boost or pat you on the back. We're here to help you be as good as you can be, so that the overall quality of the graphics section is improved.

Please submit your work to be critiqued in next Sunday's Crit Pit: [HERE](#).

[Find out more about works here.](#)

Name: yrnGarry

Piece [\(Click to View\)](#)

Source: <https://hackforums.net/showthread.php?tid=5818880>

Crit: To be completely honest, this looks like the default admin template of some PHP script that uses bootstrap. There's a lot more you could do with this. For example, the width of the text boxes is pretty large. I'd say you have plenty of space to use text labels on the side of the text boxes rather than just having the label text in the box itself. This also provides the added UX benefit that the user will know what he's supposed to be typing even while he's currently typing in the text box, which in your design, the label/default text would disappear once the user starts typing. Other than that, the design doesn't really have too much to critique. It's just a few textboxes. I would suggest making the userbit text (showing who's currently logged in) a bit smaller. It's not super vital information and that text doesn't need to be the size of heading text. Also, once a user adds a product, or alert, where does that go? Where can a user view and edit/delete a product/alert? Those are some things that I think are worth considering and adding to your design. Reading through your comments on your thread, it seems like you directly developed the UI using HTML and CSS without actually doing any real designing. No wonder you "have a terrible taste for design". You're not designing anything. Next time, spend some time in a design software first. Actually design the UI before trying to develop it. There is a reason it's part of the UI/UX process. It's a lot easier to see how colours and designs work (and easier to mess around and experiment with them) on a design software as opposed to directly developing the UI and playing with it in the code itself. Which brings me to my final point. On a really

simple UI like this, the only way you can really shine is with good colours and aesthetics. That background looks like a stock grunge background from 2005. You'd be better off with a cleaner, more modern looking image. Perhaps a clean, flat design icon pattern, or perhaps even a modern, relevant stock photo. The colours too are very bland and dull. Since you don't have much experience with design, I wouldn't expect you to know what colours go well together, so as I've said in previous Crit Pits, use online gradient and colour scheme generators/libraries. Since there isn't much actual content to detract from, you could get away with using vibrant, bold gradients and colours rather than bland, stale and dull colours.

[img]http://upload.vstanced.com/images/2018/02/16/xLL.gif[/img]

Name: Genoboy

Piece ([Click to View](#))

Source: <https://hackforums.net/showthread.php?tid=5817245>

Crit: At first glance, these designs aren't horrible. The typography at least in the header panels and block text are alright. However, like I mention in nearly every Crit I do for thread designs, you should definitely be doing the design on 100% zoom level or at least be checking it at that zoom constantly. Some of the text is way bigger than it needs to be, especially in the spotify and currency exchange ones. Don't be afraid to use smaller text, as long as it's reasonable. Huge text outside the title/top slide can come off as annoying, unprofessional and just isn't that aesthetically pleasing. This is easy to fix by working at 100% zoom where you'll notice when text is bigger than it needs to be. You could also definitely spruce up some of the designs by using subtle patterns and iconography in your designs. Just adding a nice pattern, or having some vector elements here and there can vastly improve visual interest. I like what you're going for with the minimal pricing table, but honestly it just looks bland. You can have something minimal without being boring. Perhaps list some of the different benefits of varying tiers or purchases?

[img]http://upload.vstanced.com/images/2018/02/16/xLL.gif[/img]

Name: PYR3

Piece ([Click to View](#))

Source: <https://hackforums.net/showthread.php?tid=5819484>

Crit: Let me start off by saying I'm not a traditional artist, and I have no real experience with drawing on pen/paper or with using traditional medium. I have to say though I really like the concept. There's a lot of potential here that you could expand on. Firstly I want to know what the thought process was behind the lines in the background. Are they supposed to stand for something? If not then I'd say remove them because they don't really contribute anything and just serve to detract from the core visual. Instead, maybe try drawing out your street or perhaps some other creepy scene in the background. As for the drawing itself, I understand this probably wasn't a polished, finished product, but obviously it could be a lot less crude. My suggestion to you would be definitely to pursue this further. Polish it up, digitally if you're more comfortable with that. It could work both as a coloured illustration and a black and white duotone. Imo I think it would look really good cleaned up as a vector, symmetric, except for the horns which can be asymmetric to add visual interest... with some stipple texturing (in black and white) I think it would look gorgeously creepy! Good job, I hope to see an improved version soon!

[img]http://upload.vstanced.com/images/2018/02/16/xLL.gif[/img]

Rivalry - April 9, 2018, 2:37 am

Really nice CnC, thanks Skull! I'm sure this'll help/inspire some people :)