

Forum:[Hack Forums](#)

Thread: [Rate my logo design. \[FIRST TIMER\]](#)

t0deep4chan - August 31, 2018, 2:56 pm

Be aware that i am mediocre at adobe photoshop while seeking improvement. I would appreciate it if i get honest reviews and constructive criticism.

<https://ibb.co/cPcOUe>

JoniHack - September 4, 2018, 8:11 am

(Aug 31, 2018 02:56 PM)t0deep4chan Wrote: [\[CITE\]](#) Be aware that i am mediocre at adobe photoshop while seeking improvement. I would appreciate it if i get honest reviews and constructive criticism.

To be honest, I don't know what this circle should represent.
It looks kinda weird with the grey and white layer.

In total, I don't know what this profile picture should be about :o

Adsmte - September 4, 2018, 8:13 am

(Aug 31, 2018 02:56 PM)t0deep4chan Wrote: [\[CITE\]](#) Be aware that i am mediocre at adobe photoshop while seeking improvement. I would appreciate it if i get honest reviews and constructive criticism.

<https://ibb.co/cPcOUe>

it looks like a cockroach to me anyways its good :D 7/10

DotDanger - September 4, 2018, 11:31 am

I think my sister drew this once. Nice try but i wouldn't want this as my logo. Looks like a 5yr old kid drawing a sunflower with a large nose? Make it a bit more creative and have some sort of a idea behind it.

Mister Slyther - September 4, 2018, 11:37 am

A fast track to improvement is to RAISE YOUR STANDARDS. This honestly looks like something done by a 10-year-old child. The quality of this design is incredibly poor.

See work on <http://www.behance.com> and <http://www.dribbble.com> - and emulate the work you see there. Emulation is one of the keys to improvement.

SIM-3992901 - September 4, 2018, 2:20 pm

Yeah maybe stick to doing something else.

Callidoro - September 6, 2018, 1:39 am

you need to improve, practice more i say

bellummachina - September 6, 2018, 3:21 am

Not bad at all considering it was your first try. Granted, it is not refined, a bit rough around the edges and struggles to convey your message. But that does not matter right now. What is more important is that you are taking your first steps in design, you are bravely putting yourself out there and you are learning things about your program as you go, so keep on doing it! The more fluid you become

with the use of the program, the more you will be able to translate your artistic visions into this digital medium. There are a ton of things I could suggest here but it would be wayyyy TL;DR so if there is one thing I could say that may be valuable to you, it is this:

Ditch Photoshop.(not entirely of course, but for logo creation) Although Photoshop is an absolutely brilliant piece of software, it is meant to be used for other things such as digital painting, photo editing primarily and touch ups etc. Use it for the right job when needed.

If you are keen on making beautifully refined, smooth and slick logo's i would seriously suggest you get Photoshop's counter part Adobe Illustrator and learn how to vector with the pen tool. It is not hard to do once you are in the swing and you will be able to create beautifully refined works. It is a similar setup to Photoshop, so the GUI should not feel too foreign to you and you should catch on quickly. This also means that you will not just be creating a logo in JPEG/PNG format at a set resolution. This means that you will have a perfectly scale-able vector that could be used at any resolution size and will always look perfectly crisp. This is how logo's are created in the industry in order to support billboard printing and things of that sort that require higher resolution vector work.

Now this is not to say that you can't vector in Photoshop or you can't make logo's in Photoshop. You of course can, but as it is not designed for that kind of work, it takes a bit of finesse to get the same results you would get from Illustrator. Illustrator was created to do exactly what you are wanting to do and will make it a lot easier for you to create smooth refined works. Once you have learned about the pen tool then you should get comfortable with the pathfinder tools and blend modes.

You keep at it bud! Anyone can be good at anything, it just takes time and determination. Good job for having the courage to show your work. I know some brilliantly skilled artists who still are yet to have the courage to do so. ?

?roye - September 6, 2018, 2:27 pm

Haha, it's pretty cute tbh disregarding the fact that how long it must have taken to make lol!

PerfectStorm - September 7, 2018, 3:40 pm

You should work at getting better but I guess for a first time what can you do

Office 365 - October 21, 2018, 5:33 am

The style kinda reminds me of A Tribe Called Quest. I don't get what it has to do with learning because to me it just looks like a dude with dreads but I still like how it looks!

Eaesi - October 21, 2018, 5:34 am

Look up videos on how to vectorize a drawing you made. This looks like a doodle.

Goku - October 21, 2018, 5:48 am

OP you think that is a logo? It's more like a sketch.

unlimitedbasic - October 21, 2018, 7:50 am

as a first piece I can't say i would have done better.. but there is room for improvement buddy just keep practicing and ask for help where it is needed there are a lot of people with pro skills here around.