

Forum:[Hack Forums](#)

Thread: [3D Abstract](#)

Mister Slyther - August 20, 2019, 8:12 am

Been playing with Blender and abstract art.

Use cases: UI Design, backgrounds, magazine covers, etc..

not baghead - August 20, 2019, 12:32 pm

These are pretty tight but I see a few things that could be addressed to really improve them.

The biggest issue is your composition. All the elements in #1 and 3 are pretty centered relative to the camera and frame, and there isn't much depth of scale or compositional variety. In the third image, for example, if you scaled up the foreground objects and either moved them towards the left of the frame or cheated the camera slightly right it'd help a lot. Contrast is another issue, particularly in the first image. Darker, more saturated colors in different parts of the frame would help guide the viewer's eye around the composition. The edges of your shapes kind of get lost in the background as is.

Also, it's hard to tell if you used a hair sim or just some type of displacement for those objects in #1, but they look a little stiff. I think if you played around with hair dynamics and let them fall over the objects around them it'd add some cool texture. Did you use cycles to render? Something looks a little off about the metallic materials in that image as well, not sure if its the shader or your normals or what.

#2 is pretty tight, I like your colors. It might be cool if you had a big tube in the very foreground snake its way into the background, itd add some depth and guide the eye through the image. But that's just an idea

Overall pretty dope, looking forward to whatever you post next.

Deal - August 20, 2019, 12:43 pm

It looks awesome man. Not really any feedback I can give as I'm not familiar with 3D designing.

BeatMatch - August 20, 2019, 1:20 pm

everything is too centered and unnatural in my opinion, for it to be astract make it feel more like soft mesh rather than hard mesh,

my main issue is with number 3, the PolySpheres, are not smooth and you can see the low poly mesh, maybe want to smooth it a bit more, and work on the texturing and the lighting, take one of models for example:

as you can see the texturing and lighting reflects of each other, giving it a balance of photo realistic.

Mister Slyther - August 20, 2019, 1:39 pm

(Aug 20, 2019 12:32 PM)not baghead Wrote: [\[CITE\]](#) These are pretty tight but I see a few things that could be addressed to really improve them.

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Overall pretty dope, looking forward to whatever you post next.

Thanks for putting the effort to write all that, I've rendered with Eevee to experiment and try things out rather than using Cycles.

I'll apply this feedback to new work in the future!

(Aug 20, 2019 01:20 PM)BeatMatch Wrote: [\[CITE\]](#) everything is too centered and unnatural in my opinion, for it to be astract make it feel more like soft mesh rather than hard mesh,

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as you can see the texturing and lighting reflects of each other, giving it a balance of photo realistic. It doesn't need to be natural, I've spoken to a few 3D artists. The shapes that you see, if they are natural with natural texturing, it's boring. Personally, I feel more entertained with objects that don't look natural. I'll see what I can do to know more about this.

As for the low-poly sphere, I've done that on purpose since I thought the shape looked pretty nice.

Some examples: <https://cdn.dribbble.com/users/1099792/screenshots/5995947/image.png>
https://cdn.dribbble.com/users/1099792/screenshots/6003228/untitled_artwork_8_2x.png

You can see how these shapes are not particularly natural, 1 or 2 at least.

BeatMatch - August 20, 2019, 1:46 pm

(Aug 20, 2019 01:39 PM)Mister Slyther Wrote: [\[CITE\]](#) Thanks for putting the effort to write all that, I've rendered with Eevee to experiment and try things out rather than using Cycles.

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What I'm trying to say to you is from a 3D standpoint, yours looks too man made plus your spheres need more smoothing it's like a low poly object it looks like you have just added a sphere and other shapes, don't take it offensively I'm giving you feedback, you should not be able to see faces on a sphere IMO, every 3D object files are different I have done cartoon, I have done retro, it's more about the mesh themselves don't balance with the image. But if you are new to Blender it's nice, but you say you don't want it to look natural then use a soft mesh instead of hard? but yeah there's different and I like it but I was giving my input.

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You can see how these shapes are not particularly natural, 1 or 2 at least.

These are done using soft mesh, and not achieved by adding in a hard mesh sphere, that will give you a more effect like that than a sphere with faces.

Mister Slyther - August 20, 2019, 1:47 pm

(Aug 20, 2019 01:46 PM)BeatMatch Wrote: [\[CITE\]](#) What I'm trying to say to you is from a 3D standpoint, yours looks too man made plus your spheres need more smoothing it's like a low poly object it looks like you have just added a sphere and other shapes, don't take it offensively I'm giving you feedback, you should not be able to see faces on a sphere IMO, every 3D object files are different I have done cartoon, I have done retro, it's more about the mesh themselves don't balance with the image. But if you are new to Blender it's nice, but you say you don't want it to look natural then use a soft mesh instead of hard? but yeah there's different and I like it but I was giving my input.

I'm certainly not offended, sorry if I gave that impression. I'll make it clear that I am no expert in 3D just yet, but the issue is when I look at work produced by experts of this art, they are not using realistic textures, more like basic textures and shapes that are not natural or only a few are.

I'll explore and test more.

I'll see what I can about using soft mesh in that case, I haven't experimented enough.

BeatMatch - August 20, 2019, 1:51 pm

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I would explore soft mesh, then that would give you the feel you're looking for, then you can texture it the way you like ?

Mister Slyther - August 20, 2019, 2:04 pm

(Aug 20, 2019 01:51 PM)BeatMatch Wrote: [\[CITE\]](#) i would explore soft mesh, then that would give you the feel your looking for, then you can texture it the way you like ?

Thanks, man, I'll post again next week with new pieces of work.

I'll raise the standards definitely and I'll do what I can.

BeatMatch - August 20, 2019, 2:07 pm

(Aug 20, 2019 02:04 PM)Mister Slyther Wrote: [\[CITE\]](#) Thanks, man, I'll post again next week with new pieces of work.

I'll raise the standards definitely and I'll do what I can.

dont get me wrong your standards are not the worst i have seen, never put yourself down im just giving you some solid advice for the future, if you have not being do 3D art for long then, your off to a great start you will learn tricks, as you go along, keep it up ? im excited to see more.

emotionull - August 20, 2019, 10:50 pm

This is amazing my man. Do you have a twitter/instagram by chance? I run an art magazine and I'd love to feature your work on there.

Mister Slyther - August 21, 2019, 8:04 am

(Aug 20, 2019 10:50 PM)emotionull Wrote: [\[CITE\]](#) This is amazing my man. Do you have a twitter/instagram by chance? I run an art magazine and I'd love to feature your work on there.

Thanks, man, I have a lot to learn.

https://www.instagram.com/aa_designa/

Crimin4L - August 27, 2019, 2:33 pm

#1 - Doesn't look too bad, I like the overall concept and colors are pretty nice, I'd give it a 7/10

#2 - This one is alright, i just feel like there is way too much going on and too many thin low quality lines going through it. Also, the top right is way too dark, maybe have it transition into a different color or just bring the brightness up a bit? This one gets 5/10

#3 - With this I don't even know... Its just so low quality and just doesnt look very good at all tbh. this one probably a 2/10

First two not bad at all but you definitely need some mote work done on them.