

Forum:[Hack Forums](#)

Thread: [Modern Thread Design | Crypto Trading Bot](#)

Don Cezar - March 8, 2022, 10:54 am

burn - March 9, 2022, 4:34 am

The design is very beautiful and eye-catching,

I wanted to give some comments:

The font of the FULL PACKGE I would change it to something that looks better

And the little circle under the iPhone I would take off and leave only the big circle.

Take it as a constructive critique

Don Cezar - March 9, 2022, 4:59 am

Thanks for the advice.

The reason for the 'FULL PACKAGE' font is consistency - I already had 2 fonts used and that particular one was attributed to headers so had to go with it. As for the circle, it's just to add some 'spice' and to display the effect of the bigger circle - sort of glassmorphism. It also matches the circle from the landing area with respect to the main color

Cyam - March 9, 2022, 10:23 am

Spacing:

The first thing I'm noticing with your thread design is that there is not much breathing space on it. Sections are way too close to each other which might confuse some people in a way they won't know where to look first. Thread designs are almost the same as web designs so same principles should apply.

Font Sizes:

I'm also noticing some inconsistency in font sizes, especially in the header:

My fix for it would be to just put those two with the rest of features as they all have the same layout where icon is on the left, and text is on the right.

While subtitle (below main title in hero) is an okay size, I would lower the size of features paragraphs to 18px. After that, I would apply a slight paragraph spacing so it's more readable.

How does it work section:

I like the layout because it uses the maximum amount of space. I also use this layout often in my designs. The only problem is how entire paragraph is bold. It doesn't look consistent with the rest of the design (for example, you used REGULAR weight for features, but decided to use BOLD weight for this section).

My fix would be setting entire paragraph to regular weight, and then using bold on specific letters you want to catch buyer's attention.

Buttons:

The last thing would probably be making a buttons just a bit bigger so text inside has more breathing space.

Other than that, I think your design is great and I like how full of life it is. Good luck with your ventures!

Don Cezar - March 9, 2022, 11:13 am

(Mar 9, 2022 11:23 AM)Cyam Wrote: [\[CITE\]](#) Spacing:

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I fully agree, however I have tried double the spacing between sections while I was designing it and it didn't feel quite right. I designed the sections to be pretty compact and stuck together and having more spacing made it feel inconsistent. I may work on also including more white space inside the actual sections so I can separate the sections more in the future

(Mar 9, 2022 11:23 AM)Cyam Wrote: [\[CITE\]](#) Font Sizes:

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While subtitle (below main title in hero) is an okay size, I would lower the size of features paragraphs to 18px. After that, I would apply a slight paragraph spacing so it's more readable.

The two features from the landing section are indeed smaller than the features from the second section. Initially I only designed the landing sections with the two little features placed to give the user a hint on what's going on, then when I got to the actual features list I realized they're too small to keep them in their current size and I had to size them up. I love the idea of having 2 display features in the landing, but next time I'll try to do them in different styles.

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My fix would be setting entire paragraph to regular weight, and then using bold on specific letters you want to catch buyer's attention.

I actually took inspiration from your shopify earnings thread on that section, just tried adapting it to my style. I would have used the same thin font variation as before, but the client mentioned that piece of info is very important as it separates their service to their competitor's and had to somehow highlight it. Now that I look back at it, I would have done a glass card like it's shown lower, on the pricing.

(Mar 9, 2022 11:23 AM)Cyam Wrote: [\[CITE\]](#) Buttons:

The last thing would probably be making a buttons just a bit bigger so text inside has more breathing space.

I had the same thought while I designed it. Somehow I never get buttons right no matter how much I work on them. I thought about making the text inside smaller but then it wasn't visible enough, making the buttons larger would have kinda ruined the layout I had in place, I was kinda pleased with the 'read more' button so decided to stick to it. Needs more practicing.

Thanks for all the input, will keep it in mind on my next orders. Good luck!

Cyam - March 9, 2022, 11:55 am

(Mar 9, 2022 12:13 PM)goldieczr Wrote: [\[CITE\]](#) I fully agree, however I have tried double the spacing between sections while I was designing it and it didn't feel quite right. I designed the sections to be pretty compact and stuck together and having more spacing made it feel inconsistent. I may work on also including more white space inside the actual sections so I can separate the sections more in the future

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Thanks for all the input, will keep it in mind on my next orders. Good luck!
I'm very happy to hear you've been using my designs as inspiration <3

I see that you have your own style, and that's very good. I think we both know that there are no unique designs on the internet, just remixes of existing ones.

I do have one last tip which helped me tremendously. I recommend you to invest 12-15€ into a specific Figma course on Udemy (warez disallowed) (by Vako Shvili). I'm not sure how extensive your knowledge about UI/UX is, but this guy and his course made my designs improve to the point where I actually love them myself.

I mean, you can see the improvement here: <https://hackforums.net/showthread.php?tid=6182911>

My designs SUCKED.

And I'm embarrassed to say I used Photoshop for thread designs which I think is the first mistake. Photoshop is a photo manipulation tool, it doesn't have features that are useful for UI/UX and I'm glad I went through the Figma courses because now my life is 100x easier.

Don Cezar - March 9, 2022, 12:02 pm

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That's a lot of improvement indeed. I've been using Figma for the past 1-2 years, it's great for any kind of web-related design (UI/UX and Social media posts in general but I've seen people make all kinds of crazy 3d work and illustration). It's a great tool for sure and way easier to use than Photoshop, especially because of all the free assets, resources, plugins, collections. As for the course, I'm not a big fan of paid courses because I use to pay and forget about them, but I'll surely take a look. Thank you! ?

Cyam - March 9, 2022, 12:06 pm

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I was always skeptical about courses as well, but trust me this guy helped me a lot. Not the design part itself, but some principles that are crucial in the UI/UX - everything from colors, spacing, fonts, buttons --- using different buttons/fonts/colors for different niches and of course moodboards and where to take inspiration from.

And yeah, not to mention Figma is completely free and about 10x times faster than Photoshop. It's very enjoyable to work in Figma and I almost never use Photoshop, only when I need to cut out background and such things.

Don Cezar - March 9, 2022, 12:18 pm

(Mar 9, 2022 01:06 PM)Cyam Wrote: [\[CITE\]](#) I was always skeptical about courses as well, but trust me this guy helped me a lot. Not the design part itself, but some principles that are crucial in the UI/UX - everything from colors, spacing, fonts, buttons --- using different buttons/fonts/colors for different niches and of course moodboards and where to take inspiration from.

And yeah, not to mention Figma is completely free and about 10x times faster than Photoshop. It's very enjoyable to work in Figma and I almost never use Photoshop, only when I need to cut out background and such things.

You did it. Just bought the course, time to get on working

Try some background removal plugins. I see the one from Icons8 is pretty loved, free too. Photoshop still has it's place, it's a great tool for lots of types of design, but for anything web-related, Figma has been the king for quite some time and probably will stick to it for a long time forward. Adobe has their XD variant but it isn't as pleasant. Who knows though, considering that Illustrator started to include 3d tools that make blender-like illustrations, just way faster, maybe Adobe will get XD to surpass Figma.

ScurryBurry - March 9, 2022, 7:51 pm

Love the color scheme. placement and flow are well done as well.