

Need a few tips

Posted by Gazza - 01 Mar 2009 16:52

http://www.twkgaming.com/index.php?option=com_community&view=photos&task=showimage&tmpl=component&imgid=724&maxW=914&maxH=687

I cant put the finishing touch's to it the Large stars just look like white blobs i cant get them to merge with the image i just feel its to plain. Anyone got any tips?

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Re: Need a few tips

Posted by slaB - 01 Mar 2009 22:37

You made this from scratch?

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Re: Need a few tips

Posted by Che ken - 02 Mar 2009 17:12

If ya did, amazingly done man, if not then still looks great!

Maybe add a little more brightness to the large stars and then make them slightly transparent, allowing stars behind to shine though a tiny bit (Just a suggestion, no idea how to merge stuff on things like photoshop)

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Re: Need a few tips

Posted by Gazza - 03 Mar 2009 16:23

yea its made from scratch, the quality is very low on here and it cuts of the right side of the image although there isnt much too see. I was thinking of adding some sort of asteroid feild or planet collision to it.

what do you think?

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Re: Need a few tips

Posted by eskimo - 03 Mar 2009 16:50

the asteroid feild seems like a good idea, who did you get that from ? must be quite an artistic intellectaul guy. Does his name begin wih an E and and in mo by any chance ? xD

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Re: Need a few tips

Posted by Che ken - 03 Mar 2009 17:08

I'm sure the spark of talent comes from someone called oli, but of course, that's only if it was here that the art thread was posted 😊

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Re: Need a few tips

Posted by slaB - 03 Mar 2009 17:34

Nice, really nice job 😊

The big stars seems a bit fake, but I don't know how to undo that...

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Re: Need a few tips

Posted by Tunes - 04 Mar 2009 11:52

Are you doing this on photoshop??? have you tried something like 3d design and using math fields to calculate a realistic star field?

I used Lightwave from newtek a few years ago and did get nice starfield from math.

Give it a go.

Althought this one looks really nice to me. Maybe give some shine on different stars to give depth.

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Re: Need a few tips

Posted by Gazza - 05 Mar 2009 16:56

pt-tunes wrote:

Are you doing this on photoshop??? have you tried something like 3d design and using math fields to calculate a realistic star field?

Currently im using photoshop CS2, Ive never tried 3d design other than a quick go at the adobe one, I never really paid enough attention to it. Wasnt my kind of thing 😊

pt-tunes wrote:

Give it a go.

i think i will 😊

pt-tunes wrote:

Altought this one looks really nice to me. Maybe give some shine on different stars to give depth.

Doing it now 😊

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