



Heromorph

Forum: HM General Chit Chat

Topic: Hello! Is anybody Home?

Subject: Re: Hello! Is anybody Home?

Posted by: pijon

Posted on: 2012/7/20 17:36:02

Chillyplasma said:

Quote:

I never said to put the new stuff at the back, Heromorph has some awesome images that newcomers to the site will never see (unless they go through every single image). I used to do a 'classic top 10' of the week that was well received, but there wasn't enough work for me as an admin and nobody kept it up.

My apologies for my misunderstanding. You used to put together the 'classic top 10'?! Very cool! I used to love those! I must agree there are some incredible gems tucked away in the archives and I also would love to see that feature brought back however you don't seem to need any help from me explaining why giving it a prominent place wouldn't help save Heromorph:

Chilly said:

Quote:

The behaviour of web-surfing now is not the same as it was. Viewers have no loyalty to any particular site. If you want an image, Google it....

Okay, back to the communication thing:

Chilly said:

Quote:

?If you want good artists to stay, comment on their work!? Who are you talking to?

Sorry if I wasn't clear enough when I said "I hate to put the mods on the spot and ask this of them (though it would help immensely) as I'm grateful for all they do now and really, it's all of our responsibility..." Sorry if "all" wasn't clear enough but I meant mods and members, everybody who can."

Chilly said:

Quote:

The behaviour of web-surfing now is not the same as it was. Viewers have no loyalty to any particular site. If you want an image, Google it. Get your image then back to Google. An artist leaves a site, so what? Google checks everywhere. A viewer might go straight to the image and not even know they came to Heromorph.

Viewers in general are not what we are discussing right now. We are discussing members in general and good artists in particular. If you get the artists, you get the viewers. Am I wrong in thinking that you implied good art will attract viewers?

Chilly said:

Quote:

?Nice? doesn't mean anything to me.

Sorry, trying to end on punchy note, I wasn't very clear. As a comment, "nice" is indeed pretty

useless as a critique however the larger point is that you are (potentially) opening the doorway to communication which leads to community as well as the positive reinforcement aspect. I would be curious as to whether or not you first met your friends here through comments or through another method.

Chilly said:

Quote:

I don't like to get comments (I like hits, 1000 in a day means more to me than any comments) and I don't give comments (for my own reasons).

That's cool. My apologies for leaving you comments. If I'd known you don't like them, I wouldn't have left them. I'll try to avoid that mistake in the future. As to numbers, I certainly understand you using that as a measure of validation as I do that to a degree myself. For me though, I find that many factors can affect hits which have nothing to do with the quality of the work. As an example, at Renderosity, "mature content" goes in the regular gallery but with a special mature content warning thumbnail that reveals nothing of the image. I ALWAYS get twice as many hits on those even though the thumbnail reveals nothing. Sex and violence may get bigger numbers yet more is often revealed by comments than numbers to me. Comments have on occasion led me to tutorials, tools and artistic influences as well as provide good ideas and steer me in the right direction and point out things which might have otherwise been overlooked. Numbers have never done that for me.

Chilly said:

Quote:

Commenting for the sake of it has been tried here before and obviously hasn't worked.

The last time I saw a bunch of the mods commenting (a few years ago), it led to a lot more of the membership commenting and there were a lot more good artists (by my opinion) posting at that time as well. I come here fairly often and have for quite a while. I haven't seen it in a while and I've seen a lot of good artists leave. The effect doesn't linger for 3 years without a little pitching in from time to time. I'm not talking about Jr. leaving 8 comment in one week and then nothing (though the comments were a good thing IMO), I'm talking about a concerted effort occurring over months. Please bear in mind I'm not asking this of you or anyone else who has their reasons not to. I respect your reasons completely.

Chilly said:

Quote:

I don't think comments make much of a difference.

YOU don't think comments make much of a difference. That's cool but that's just you. Actually, a lot of your points appear to me to be very speculative, based on your own feelings projected onto most others and I for one, don't agree with a lot of them, so I would question their soundness without proof beyond your feelings.

Here are a few reason I think comments are important, NOT based on how I feel people feel:

1. I talked to artists who told me they left here because of lack of feedback.
2. Heromorph had more comments during it's peak times
3. Every art site I've ever been a part of appears to have direct correlation between comments and popularity, that includes a few I've seen dry up and blow away when comments dropped enough.
4. deviantArt is THE most popular site because it has such an advanced comment system to better allow the building of community.