



Forum: HeroMorph site questions & Suggestions

Topic: Comment on comments (or lack of)

Subject: Re: Comment on comments (or lack of)

Posted by: Thayne

Posted on: 2008/8/29 3:17:40

I can identify with Chilly somewhat. There was a member here awhile ago. He was a cop. Sometimes he'd leave comments that would piss me off and I'd think "What the f^%k does being a cop have to do with the 3 weeks worth of work I did on this manip?" So, I had a funny idea and I left him a lil message IN the next drawing I did.

I've told some face to face that I respect opinions like Jr, Winterhawk, and Bio because they've all gone to art school and can back their mouth up with proof and evidence. And I've always been taught you don't argue with someone who knows what they're talking about.

I comment on 2D because that's what I know something about. I comment on manips because I took the time to learn something about it and I gave it a shot 6 different times. But when it comes to 3D..... I actually tried out Daz and a few free 3D programs. It was enough for me to understand there's alot of work involved in "movie quality" images. And I still feel like I'm in a movie theatre bitching at a movie screen that the director doesn't know s**t. Basically I feel 3d is where I should keep my mouth shut. I still try to comment though because either I've been asked or because something nags at me till I finally comment about it.