

# G's Words Of Advice For Ongoing NSFW Artists In The Web

If you want to get creative and make “dirty stuff” for the Rule 34 community, here are some tips for you. You can learn from the mistakes I made.

## **01. Find your own artist name**

It should be unique, nothing offensive, nothing easily confused. For example, look at the night sky, there are many planets, star systems and galaxies with interesting names, pick one that sounds good to you and change it, just a little. Or from other interesting fields, from history to science. Once you've found one you like, search for it in several search engines, if it's nowhere to be found, it's unique, take it.

## **02. Make your own logo**

It should be unique, simple, and easy to remember. Whether in color or black and white, or a distinctive homemade font (many fonts are copyrighted!) of your name, or your artist name handwritten. Stand by what you have created and take a name, not a string of numbers.

## **03. Mark the creation date on your works**

It is useful for you and your fans to know when you released each work. An alternative would be to number your works. Best would be both, be aware that many NSFW sites change the names of uploaded files. Saves two questions, how many works you did and when you did them. Put it next to your logo.

## **04. Organize the filenames**

It is often easier to find a work if the filename is coded, for example, the protagonists in the work are abbreviated or named as a code. For example, the first picture with Kim and Shogo is 'KiShel'. It is just a matter of finding our own unified organization of file names. Of course, if such a file is uploaded to a Rule34 website, it will get a new filename in most cases.

## **05. Don't get upset if your work appears elsewhere without your permission**

Theft is going to happen whether you like it or not. The only option would be to include a secret ID in your work that will reveal who bought your digital work in case you sell it. You can then sue that person, but the community might not like that. Many sites steal other people's work every day, put it on their own sites, and make a fortune. Fighting this (it is possible, at least if such sites are in the US or Europe) takes a lot of effort, precious time, and a lot of money if you hire lawyers to do it. But you should see it as free advertising for you and your works, so it could be an advantage. If you decide to make your own site for your works, make a reference to the rules or terms of service (you should have some) and use the free logo from [Creative Commons](#) by choosing the logo that best suits you.

## **06. Chose wisely if you want to join any crowd funding platform**

You can either sell your work or monetize it with membership platforms that provide business tools for content creators to run a subscription service. They help creators and artists earn a monthly income by offering rewards and perks to their subscribers. But take the time to read all of their terms and conditions carefully (the same goes for online payment systems). Look for comments from former members about why they left, if you can live with poor support, or if they make changes without notice. Education on certain topics, especially tax law, is often lacking. Some platforms earn multiple times on a money transfer, from the sender, the receiver, and they have their own exchange rate for currencies. They also earn commissions from payment service providers, so they do not have their own money transfer service. If you're doing NSFW stuff and you're on Patreon, if someone doesn't know your URL and they want to search for you there, they're not going to find you, it's counterproductive. Patreon is not recommended for NSFW material. If you have the time, you should join all of them to get all the backers you can, or as many as you can. But if you have a job and don't need to make more money doing NSFW stuff, this would be best. You can work without any pressure and offer all your work for free. Your fans will love you for it. Not every creator is that lucky.

## **07. Get the right hardware and software**

Creating digital images, comics or animations requires fast hardware and good software. It is really annoying when you have to wait many seconds or even several minutes before you can take the next step in the creation process. The hardware you need depends on the software you are using. For example, Inkscape, a [vector-oriented](#) graphics freeware, doesn't (yet) use your graphics card, but only your CPU, and the bigger the work file, the slower it gets. In this case you should buy the fastest CPU you can afford. Don't be fooled by Windoof, an operating system you have to buy over and over again. And every new version has new bugs. Measured by the time it takes to fix all the bugs and make it reasonably secure by getting other software like antivirus and other software, it is the most expensive operating system in the world. Any reputable programming company will offer programs for [Linux](#). Have you ever heard of "supercomputers" used by governments, military and scientific institutions? Guess what operating system they all run. It's Linux, freeware. Plus the fact that 99.9% of all malicious software is written for Windoof. That's a fact. I'm using [Xubuntu](#) and it works great, no need for any antivirus application. The hardware I'm using is an ASRock motherboard (Z790 PG Riptide), takes 9 seconds to boot the OS. The CPU is an Intel Core i7 13700F (up to 5.2 GHz with 24 threads on 16 cores). This is necessary when using Inkscape and working with large files. The work file of the animation for KiBunch003 (8k) is more than 2 GiB in size and still takes more than 10 minutes to export to an animated WebP image (using GIMP, which also uses only one core in most cases). I cannot recommend using Inkscape, because it is still under development, but instead of fixing all the bugs, the developers add one new unnecessary gimmick after another, wasting precious time. So almost every day a new version of this freeware comes out, but old bugs remain. I have different versions of it, depending on the task I need it for, because sometimes an older version works better than a new one, which is an exception and can't be called normal. I only use it because it's (still) freeware and I'm used to it. Plus the fact that I'm dependent on it, because the files it creates are (mostly, not always) only compatible with Inkscape. There are a lot of other applications that certainly don't need a fast CPU, sorry I can't recommend any, but my knowledge of the current market is not up to date. There is a lot of software available for creators, both freeware and commercial. Take your time, see what's out there, and try them all. Some are [vector oriented](#), some are [pixel oriented](#), and some are a mixture of both. But beware of software that you can only "rent", which can become very expensive over the years, especially if it has its own file type and you can't use that file type with any other software. An expensive lifetime commitment. Tip for trying out new software: It almost always happens that when you install new software, especially on Windoof systems, and uninstall it, a lot of junk files remain somewhere in your system. Your system gets bigger and bigger and slower. My tip is to take a lot of time to test new programs and make a backup of your system partition first. Then install and test all the new programs you have. Choose the one you like best. Restore the backup you made before you started testing and reinstall the one you chose. This way there will be no junk files from your tests. I use [CloneZilla](#) (freeware) for system backups and can recommend it. Putting it in your boot menu makes it easier to use and no extra boot device, USB stick, CD is needed.

## **08. Keep contact to your fans**

Some artists have no contact with their fans. If you are a busy person with a good job and not much time for art, this is justifiable. Explain it to your fans, they'll accept it, but if you don't tell them anything until then, your reputation might suffer. You don't want that.

## **09. Don't get too extreme**

Never assume that everyone else has the same taste as you. If you want to be a successful NSFW creator, you have to go mainstream, and that means just sexy content, nothing extreme. Even pubic hair can drive away fans. The more extreme you go, the fewer sympathizers you'll find. It's all about imagination and taste.

## **10. Don't tease your fans (at least for too long)**

When you create a sexy image of a cartoon character who has millions of fans, you're not doing yourself any favors if you don't show the whole thing, at least for a little while. A girl in a bathing suit or bikini can be hot as hell, but (nearly) everyone wants to see more. 11. If it don't work out, quit it If you see that you only have a tiny amount of fans and all your efforts are unsuccessful, and you can't get more fans no matter what you do, you have two options. Try to take some art classes, either at an art school, private lessons with an artist, or look at tutorials on the Internet. If all this doesn't work, give up. It's not good to suffer in any way. Maybe it's just not meant to be.

## **12. Do collaborations**

It's great to collaborate with others, no matter what the project. It could be a single image, a comic, or even an animation. If you have an area that you are particularly good at and another artist has a different specialty, you can combine your talents and create some wonderful work together. If you are new and talented, there may be some requests for collaboration, or if you know an artist who does something similar to yours and you would like to work with them, just

contact them and ask. The only answer you'll get is no. If someone doesn't want to, ask someone else, don't take it personally.

### **13. You want to become a professional?**

Quitting your job and becoming a professional artist is the greatest thing in the world, but be aware that success can be a bitch. There have been so many highly talented artists who have risen very quickly, but fallen even faster. It's risky, especially nowadays when there are so many talented people out there. You have to be really, really good at what you're doing to become a professional. But if you ever think about going to Disney, think twice. If you have talent and you can find others to create your own animated series, there are other companies that can do the same thing for you, even more and for longer. Disney is still a 'hire and fire' company and stupid enough to cancel a very successful series just because it has reached a limited number of episodes. Sure, if you are just in it for the money, go for it. But you will disappoint millions of fans. You really want to become a professional in the cartoon business? First, listen to what Master [Stephen Silver](#) warned you about!

### **14. How to start?**

Make something and work on it until you say to yourself: "This is exactly the way I wanted it!" Then wait at least a day, better several days, and don't look at it during that time. When the waiting period is over, look at it again. You will see it with different eyes and discover mistakes you missed while working on it. Or you might see something you forgot to add, or something is wrong with the colors, or... or... When you are satisfied with your work, post it somewhere. The usual Rule 34 sites are good for this. Don't forget to add your logo or banner. Choose a site with a lot of traffic, the more viewers the better. Watch the comments, these critics are usually honest, they will tell you if you are talented. But think twice if you want to publish your work in a huge high quality format. If you want to make some money with it, it is recommended to give away free works either in a smaller format (720p or less) or even censored. Give the large files to those who are willing to support you or buy them (if there is no copyrighted material in them).

### **15. How to carry on?**

If you have something to show, say 50 works or more, you should find a place to store all your works, a kind of 'lair' of your artworks, but you should not use those websites that offer free storage for your images or animations, especially if you create NSFW stuff. You never know how long those sites will be around, or if they suddenly ban you because they changed their terms of service (TOS). Create your own site, or get together with those you work with and share a site you create. The only problem is that you'll have to find the right web host, not everyone will allow NSFW stuff on their servers (see 'extreme stuff'). Beware of web servers that have too many small printed lines in their TOS. Find comparison reports on web hosts and choose the one that fits. If you have other people you work with and plan to share a website, you can also share the costs. I can't recommend my current web host, they have so many application that don't work correctly or at all and the service is not the best. The variety of free picture gallery applications is not big, most of them are outdated and out of service. No matter which web host or web gallery you want to use, always read the TOS carefully. Search the web for "comparison web hosting services" or "the best hosting provider", but never rely on just one result! Especially if someone offers a direct link to the hosting company they recommend, this smacks of corruption, and such a test result is suspect. Try to find an independent review or comparison of web hosting services.

### **16. Making your own web site**

Never think you can't do it! There is a lot of help on the web, tips and tutorials, all for free. Search the web for "help creating html code" and you will find plenty of help. For me the biggest help was at W3Schools, good explanations and you can test it directly on their site. Surely the easiest way is to find someone who is a web programmer to help you. I helped myself by creating a main page myself and from there there are links to a web gallery that I installed directly from my web hosting service, it's freeware. Just take your time and see what you can find. You can also copy some tricks from other websites, any web browser can show you the page source (Ctrl+U) and if it's a simple HTML code you can learn from it. But there are a lot of scripting or PHP sites that are a bit more complicated. A great help is the following software (all freeware):

- [Bluefish](#) is an open-source editor for experienced web designers and programmers, supporting many programming and markup languages, but focusing on creating dynamic and interactive websites.
- [FileZilla](#) is a cross-platform FTP application, to transfer files from/to your web server.
- [XnView](#) is a very useful image viewer, resizer, rename batch image converter and more, finds duplicates in large image collections.

## **17. Other copyrights**

No, I'm not a copyright expert, I can only make some recommendations. Especially if you plan to sell your work, you have to be very, very careful if the stuff you're showing is copyrighted in any way. It is different if you offer all your work for free, so you sell nothing at all, have a non-profit oriented website. If you are "only" supported by fans, you won't have any problems with copyright holders. But if you plan to make any artwork of famous characters and want to sell it, you have to contact the copyright holder and ask for permission, or you will surely get into trouble. You won't get in trouble at all if you create your own characters. You can do whatever you want with them and make a lot of money if you are really talented and want to.

## **18. Colors**

A cartoon character should always appear in the same colors. It is advisable to create a color palette for each character and use it for each new work you create. The color of the eyes, the skin, the hair, even the different clothes should always be the same from page to page of a comic or a new picture. If you have a part of the story that takes place at night, or in darkness, take the normal colors and put a layer over the whole image, filled completely with black or darkest blue, and change the opacity until it looks the way you want it. It's much easier and looks much better than trying to make every single color look "dark". Same for underwater, take a very dark blue and try the opacity.

## **19. Fonts**

If there is any text in your pictures or comics, for thoughts, speech or sounds, there is a lot of it available. But be aware that most of them have terms of use! If you sell your works, most fonts are not free! So be careful which font you use. For personal use only, most are free. There are tools that can scan your personal handwriting and make a unique font out of it.

## **20. Keep one picture format**

Creating images or animations asks for an image format, my recommendation is to keep a format, best 16:9 in HD (2k) format 1920 x 1080 pixels in size. Most users have a HD resolution screen. Even if you prefer smaller or larger sizes, you should keep the 16:9 format so that an enlargement or reduction still fills the entire screen.

## **21. Be international**

You are sure to receive questions or requests from all over the world. Don't refuse to answer an eMail because it is written in a foreign language. AI is available for many applications, including translation. I'm using [DeepL Translator](#) for translations, that's a great tool, free. And in case your native language is not English, you should try [DeepL Write](#), which enhances your writing. A bit more complicated is finding the right way to make your characters speak in American English, because if you are a foreigner to this language, it might sound a bit wooden. The best solution for this is to find a "natural language translator" on the web, or even better, a native speaker who is willing to help. I was very lucky to find PhillipThe2, who helps me a lot by correcting the text for my comics and has become a good friend of mine, although we have never met in person and probably never will.

## **22. A note about AI**

AI ([Artificial Intelligence](#)) already exists and is improving very fast. In no time, anyone will be able to create masterpieces. But at the moment most of these works are nothing but stolen and edited artworks. If you are not talented enough for your own creations and want to use this AI to create your own "artworks", be careful. The community of artists rejects this kind of technique, it has nothing to do with art and it never will be. Art is created by the human mind and hand, not by computers or robots. AI will drastically reduce the number of artists in the coming years and that is a loss of culture, a loss of humanity and just sad. The most recent works done with AI are impressive, wonderful looking images with sometimes terrible mistakes, even deformities. This will surely disappear with time, but again, this has nothing to do with art. I am not an artist, but I also reject it.

## **23. You will choose to live in peace or fear**

It depends on what country you live in, some countries ban NSFW stuff altogether, some allow you to use copyrighted stuff if it is in a parody way. If you want to make your own site and use copyrighted material, and you live in a country where you could get arrested for NSFW stuff, use a provider in the US (if it's parody). Another question is whether or not you want to pay taxes. My recommendation is to stay honest and pay taxes, it will make you sleep a lot better. Go to an accountant and let him do your taxes, then you will know how to do it and you can do it yourself for next year.

## 24. Encryption?

There are several countries on our planet where encryption is strictly forbidden, these are the governments that spy on their own people. Be aware of this and don't encrypt anything on your device! Or just don't mention it to anyone, ever. There are several encryption applications available and I'm not up to date on their situation. I've been using [TrueCrypt](#) for decades and to this day there is no [supercomputer](#), not even a [quantum computer](#), that is able to crack this encryption within the possible time until the case is closed. The time for quantum computers will come, but not in the next 5 years (hopefully for an even longer time). But be aware, the [NSA](#) has influenced a lot of producers of such programs, so some software has "openings" for officials to get the data. I just hope that they are able to distinguish between hostile content and NSFW creations. If you are allowed to use it and want to try TrueCrypt, make sure that you ONLY use version 7.1a. Later versions are not the original and have open doors. Very important: If you have encrypted data on your device, never take it with you when you fly abroad. If your flight is diverted for whatever reason and you end up in a country that criminalizes encryption, it looks bad for you. Even if you are just passing through. Better not try. The advantage of encryption is that no one can see it unless you forget to log out or let someone use your device without closing the encrypted files first. The big downside is that if you lose the passphrase and/or the pass file, everything is lost. Forever. No way to get it back. Encrypted files are opened only once when you start your day's work and are visible as long as the system is running, then they are just like other files and can be viewed by anyone who has access to them, or has hacked your system.

## 25. Don't create chaos!

Yes, I admit that my whole "system", i.e. the "Secret Lair", the "Special Folders", the "G-log", the various new supporting websites to get the new monthly passphrase, it all got totally confusing. Something like this should be avoided completely... if possible. Long-time supporters know what I mean, I couldn't help it. I have had a lot of bad luck with photo galleries, hosts and supporting websites over the years. Now I am going to try out a completely new application for me, normally meant for professional web designers, but I want to give it a try and find a way to create a new lair where all the galleries and special folders will be available under one roof, accessible with just one passphrase. I want to try this a.s.a.p. Anyway, as an artist you can do whatever you want, but some things need special treatment, be careful. Always. I wish you good luck and success. And no, I don't see myself as an artist, what I create has more to do with craftsmanship, but I accept it with gratitude if someone else thinks differently. Errors and misconceptions reserved. Last update at June, 13th, 2023. These links are provided as a convenience and for informational purposes only and do not constitute an endorsement or approval of any products, services or opinions. No responsibility is taken for the accuracy, legality or content of the external site or for that of any subsequent links. Contact the external site for answers to questions about its content.

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