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2dartist

124

Issue 124 | April 2016

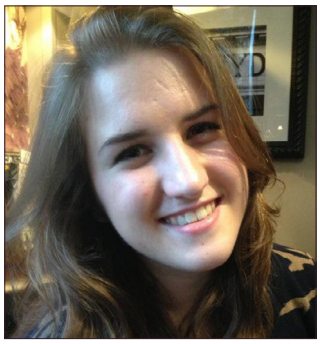
Tell stories through painting

Caroline Gariba shows how to paint an illustrative fantasy scene

plus

Detailed editorial illustrations
Drawing dark fairytales
Abstract animal sketches
Create sci-fi VFX
Create a sci-fi cloud-scooper
and much more!

Editor's Letter



ANNIE MOSS
Junior Editor

2dartist is now on Facebook!

Welcome to *2dartist* issue 124!

This month in *2dartist* we have loads of detailed tutorials, including Caroline Gariba's guide to creating narrative fantasy art. Stephanie Cost shows us how to speed paint the aurora borealis, Col Price demonstrates how to develop a futuristic flying vehicle from an elevated viewpoint and Juan Novelletto continues his series on sci-fi fundamentals by exploring VFX.

You can also explore the work of editorial illustrator Dennis Wunsch and Splash Damage's game developer Andy Porter. Freelance illustrator Jade Mere lets us look inside her sketchbook and traditional artist Alex Kuno shows us his dark fairytale inspired drawings. Luigi Memola also demonstrates how he renders 3D models in Photoshop to complete an image and we take a look at ten of the best recent images!

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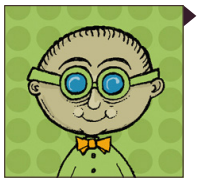

DENNIS WUNSCH
Dennis Wunsch, based in Seattle, is Creative Director at Scotsman Guide Media. He also contributes editorial illustrations for the company's twice monthly business to business publications.

ANDREW PORTER
Andrew Porter is a concept artist and designer in the videogame industry, living and working in London, UK. He currently works for the videogame developer Splash Damage in London.

JADE MERE
Jade Mere, based in the US, is an illustrator and writer. She currently works as a freelance illustrator while continuing to expand her portfolio and explore new painting techniques.

STEPHANIE COST
Stephanie is a New York transplant living in Seattle, USA. She loves to explore the city and surrounding forests and incorporates both into her artwork. Stephanie currently freelances as an illustrator.

CAROLINE GARIBA
Caroline Gariba is a freelance illustrator from São Paulo, Brazil. She studied advertising before discovering digital painting and has since worked for clients including Fantasy Flight Games, and Passion Pictures.

JUAN NOVELLETTO
Juan Novelletto is a senior concept artist at NGD Studios, developing the *Master of Orion* reboot, and art director at the indie games studio Nastycloud. He is based in Buenos Aires, Argentina.

LUIGI MEMOLA
Luigi Memola is an Italian born vehicle designers and digital artist. He is the Head of Design and founder of EPTA Design based in London, UK. He also works as a teacher at IAAD in Torino, Italy.

COL PRICE
Col Price is a freelance concept artist and art director based in Liverpool, UK. He has twenty years experience in the gaming industry and has worked for some of the biggest studios.

ALEX KUNO
Alex Kuno is a full-time traditional artist based in Minnesota, USA. He uses a wide variety of media to create his captivating, and unsettling illustrations, showcasing them in exhibitions and projects.

WOULD YOU LIKE TO SUBMIT TO 2DARTIST?
We are always looking for tutorial artists, gallery submissions, potential interviewees, writers and more. For more information, please send a link to your work to: **annie@3dtotal.com**.

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kinnor@3dtotal.com

Your Magazine.

Get the most out of it!

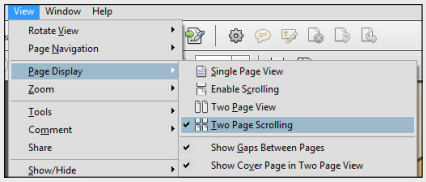
If you're having problems viewing the double-page spreads that we feature within this magazine, then follow this handy little guide on how to set up your PDF reader!

Top tips for viewing

For optimum viewing of the magazine, it is recommended that you have the latest version of Adobe Acrobat Reader installed. You can download it for free here: **DOWNLOAD**

To view the many double-page spreads featured in 2dartist magazine, you can set the reader to display "two-up", which will show double-page spreads as one large landscape image:

1. Open the magazine in Reader;
2. Go to the **View** menu, then **Page Display**;
3. Select **Two Page Scrolling**, making sure that **Show Cover Page in Two Page View** is also selected.



Jump to articles

In the Contents pages, we have direct links to all articles within the magazine. If a certain article catches your eye, simply click (or tap on handheld devices) on the page number within the Contents, and you will be taken straight to that article.

Download resources

Whenever you see this symbol, be sure to click it to download free resources to accompany that article!

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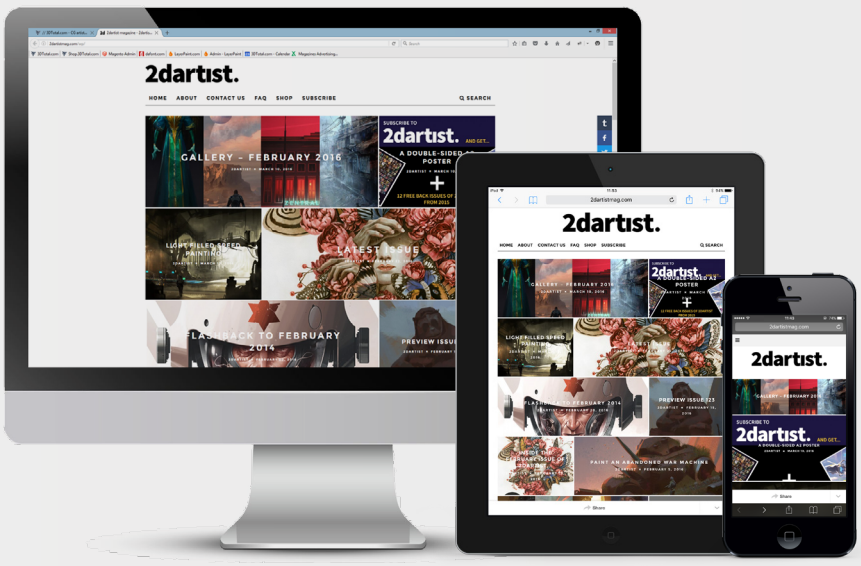

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The Artist

Dennis Wunsch
denniswunsch.com

Interviewed by:
Annie Moss

Dennis Wunsch, based in Seattle, is Creative Director at Scotsman Guide Media. He also contributes editorial illustrations for the company's twice monthly business to business publications.

Detailed editorial illustrations

Creative Director and illustrator Dennis Wunsch discusses his intricate illustrations and diverse career...

Inventing new worlds

Explore Splash Damage Andy Porter's videogame designs and concept art inspired by ancient cultures

The Artist

Andrew Porter
phandy.co.uk

Interviewed by:
Annie Moss

Andrew Porter is a concept artist and designer in the videogame industry, living and working in London, UK. He currently works for the videogame developer Splash Damage.

The Artist

Alex Kuno
alexkunoartwork.com

Alex Kuno is a full-time traditional artist based in Minnesota, USA. He uses a wide variety of media to create his captivating, and unsettling, illustrations.

A R T I S T S P O T L I G H T

Drawing dark fairytales

Traditional artist Alex Kuno showcases his nostalgic illustrations and discusses their darker political undercurrents

Art Gallery

Each issue the 2dartist team selects 10 of the best digital images from around the world. Enjoy!

Ambush
Nikolay Moskvin
Year created: 2016
Web: artstation.com/artist/nik_moskvin

Submit your images! Simply email **annie@3dtotal.com**

FREE RESOURCES
Brushes
Reference photos

The Artist

Stephanie Cost
stephaniedraws.com

Software Used:
Photoshop

Stephanie is a New York transplant living in Seattle, USA. She loves to explore the city and surrounding forests and incorporates both into her artwork. Stephanie currently freelances as an illustrator.

Speed painting the Northern Lights

Stephanie Cost shows you how to use traditional art fundamentals to create a digital abstract painting of the Northern Lights

Find out how to use mark-making techniques to quickly paint digitally…

This tutorial will follow the creation of an environmental piece inspired by the Aurora Borealis, or Northern Lights. We'll be using just a few Photoshop layers and focusing heavily on traditional art fundamentals such as composition, color theory, and the balance between chaotic and orderly elements. We'll also touch on different ways to utilize references in the best possible way, and how to evaluate scale and value to achieve dramatic impact. Included with the tutorial are all the Photoshop brushes that I've used, as well as my reference photographs. You can download them by clicking the icon at the start of this tutorial.

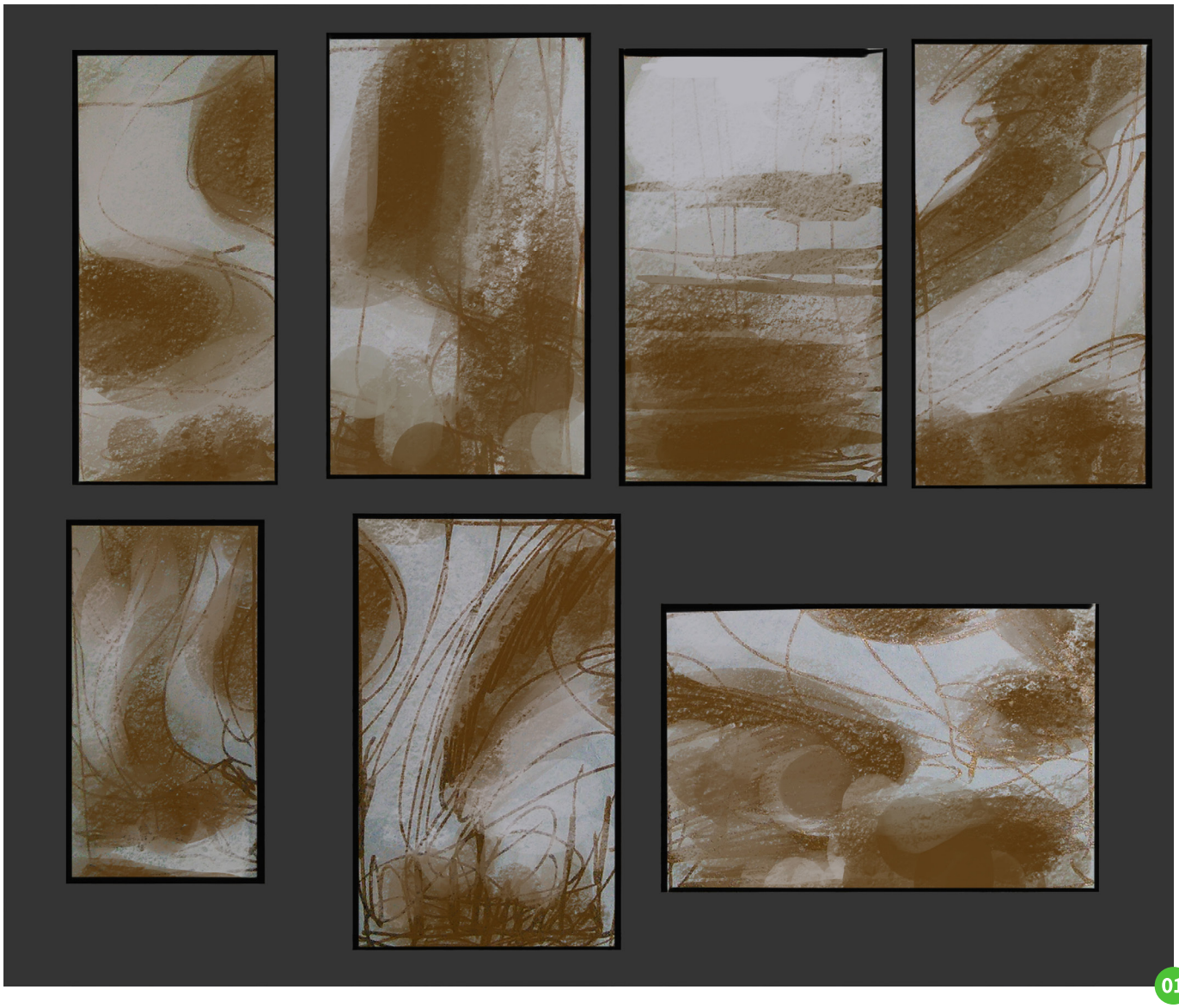
While I'll be talking about the virtues of a few of my favorite Blending Modes and Photoshop features, the emphasis of this tutorial will very much be on emulating a traditional drawing or painting project. You'll learn to love reductive, as well as additive, mark-making (negative space and layer masks are beautiful things) and a few techniques for building up luminosity through various types of brushes and unexpected color selections.

Although this project focuses on an atmospheric phenomenon that can be abstracted easily into light and shapes, it's my hope that by going through the process you'll be encouraged to apply the technique to all kinds of themes and subject matter. Abstraction and design are present in all art; learning to look at things in different ways is one of the most valuable skills that we as artists can exercise.

01 **Creating thumbnails:** To start off you should make some quick thumbnails to get several unique compositions. I choose to do this with some paper and a gold gel pen; you can do this or use Photoshop. You will need to photograph or scan your thumbnails and import them into Photoshop. To develop the thumbnails further use a round brush with a high contrast of texture built in to it – I use one with concrete or dirt. Start with loose, broad, and fun strokes with a minimum of stress attached to the brainstorming process.

It is important to research the topic before you begin. It can be very difficult, but essential, to choose just one idea to focus on early in the process. I often struggle with the urge to revise a project halfway through, so I find taking this approach lets my brain exhaust all the possibilities that might later crop up and demand too much attention. You can always make more pieces later on with the rejected thumbnails. ▶

01 **Texture and shape variety are naturally fascinating to our eye – it's important to let yourself be playful throughout the process**



01

The Artist

Caroline Gariba
carolinegariba.com

Software Used:
Photoshop

Caroline Gariba is a freelance illustrator from São Paulo, Brazil. She studied advertising before discovering digital painting, and has since worked for clients including Fantasy Flight Games and Passion Pictures.

Tell stories through painting

Caroline Gariba shows how to design and paint a fantasy scene with a strong scene of narrative

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The Artist

Juan Novelletto
novelletto.com.ar

Software Used:
Photoshop

Juan Novelletto is a senior concept artist and illustrator based in Buenos Aires, Argentina. He works for NGD studios and is also art director at the indie games studio Nastycloud.

Create sci-fi VFX

Juan Novelletto shows how color, light and special effects can be used to enhance a sci-fi scene

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Rainy March

by Sina Pakzad Kasra

See how Sina painted a rain drenched illustration in Photoshop using a selective palette and brushes

The Artist

Sina Pakzad Kasra
artstation.com/artist/sinakasra

Software Used:
Photoshop

Sina Pakzad Kasra is a freelance concept artist from the Heard and McDonald Islands, Australia. With a degree in Graphic Design and an MA in Animation, Sina now works in the entertainment industry.

NEXT MONTH

Emotive traditional art

Sci-fi fundamentals concludes

Paint a futuristic delivery truck

Ten inspiring gallery images

Speed paint atmospheric effects

Sketching game and book illustrations

AND MUCH MORE BESIDES!