

# 2dartist.

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125

Issue 125 | May 2016



## Design a 1920s costume

Create a stylized character  
costume with Randy  
Bishop

## plus

Effervescent painting  
**Nature inspired sketches**  
Explore light and color  
**Create a futuristic city**  
Build a sci-fi environment  
**and much more!**

# Editor's Letter



**ANNIE MOSS**  
Junior Editor

**2dartist is now on Facebook!**

## Welcome to 2dartist issue 125!

This month in *2dartist* we take a look inside the sketchbooks of the wonderful Alena Tkach, who creates illustrations for games and children's books. We also speak to freelance illustrator and concept artist Damian Audino about how he discovered digital art and launched a career in the industry.

This month's issue also features the work of traditional artist Dorian Vallejo, who shows us his exceptional paintings, and José Julián Londoño Calle breaks down how he creates a sci-fi environment. Randy Bishop explains how to design a 1920s inspired character costume, and Marcin Rubinkowski demonstrates how to create a futuristic glass city. Juan Novelletto concludes his series on the fundamentals of sci-fi art, and Noely Ryan speed paints a fantasy troll hunt!

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# Contributors



**DAMIAN AUDINO**  
Damian Audino is a freelance illustrator from Perth, Australia. He works mostly on games with outsourcing studios mostly creating illustrative work, and occasionally producing concept art as well.



**DORIAN VALLEJO**  
Dorian Vallejo is a fine artist from Easton, PA in the United States. He creates fine art, portraits and illustrations, and was influenced by his formal education at the School of Visual Arts in NY.



**ALENA TKACH**  
Alena Tkach is a freelance illustrator, character designer and animator based in Ukraine. She works mostly on games and children's books, and created her first illustrated book in 2014.



**NOELY RYAN**  
Noely Ryan is an artist living and working in Dublin, Ireland. He creates concepts, digital matte paintings and motion graphics for the television and film industry, mainly in Ireland.



**RANDY BISHOP**  
Randy Bishop is a freelance character designer and illustrator from Idaho. He has a passion for storytelling and his clients include DreamWorks Animation Television, Axis Animation and Flaunt Productions.



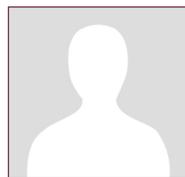
**JUAN NOVELLETTO**  
Juan Novelletto is a senior concept artist at NGD Studios, developing the *Master of Orion* reboot, and art director at the indie games studio Nastycloud. He is based in Buenos Aires, Argentina.



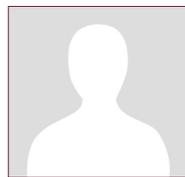
**JOSÉ JULIÁN LONDOÑO CALLE**  
José Julián Londoño Calle is a graphic designer who first studied concept art and matte painting in 2014. He has since worked as a university lecturer on Design, and as a mentor for the Facet Visual Effects School in Mexico.



**BASTIEN LECOUFFE DEHARME**  
Bastien Lecouffe Deharme is a French illustrator and digital painting instructor now based in the US. He has worked professionally since 2005 on numerous illustrations for books, magazines and games.



**MARCIN RUBINKOWSKI**  
Marcin Rubinkowski is an environmental concept artist based in Los Angeles. His work is a dialogue between dreamy reality filtered through his imagination and the deeper symbolic meanings in often unnoticed details.



**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](mailto:annie@3dtotal.com).

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**Special thanks** to 3DHype, Hiperia 3D and Veegraph for supporting 2dartist with banners. Contact Kinnor Wroughton if you would also like to show your support: [kinnor@3dtotal.com](mailto:kinnor@3dtotal.com)

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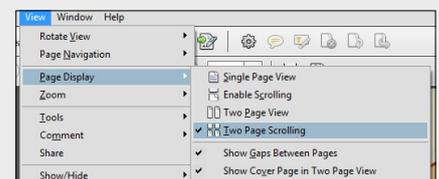
If you're having problems viewing the double-page spreads that we feature within this magazine, then follow this handy little guide on how to set up your PDF reader!

## 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;
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3. Select **Two Page Scrolling**, making sure that **Show Cover Page in Two Page View** is also selected.



## Jump to articles

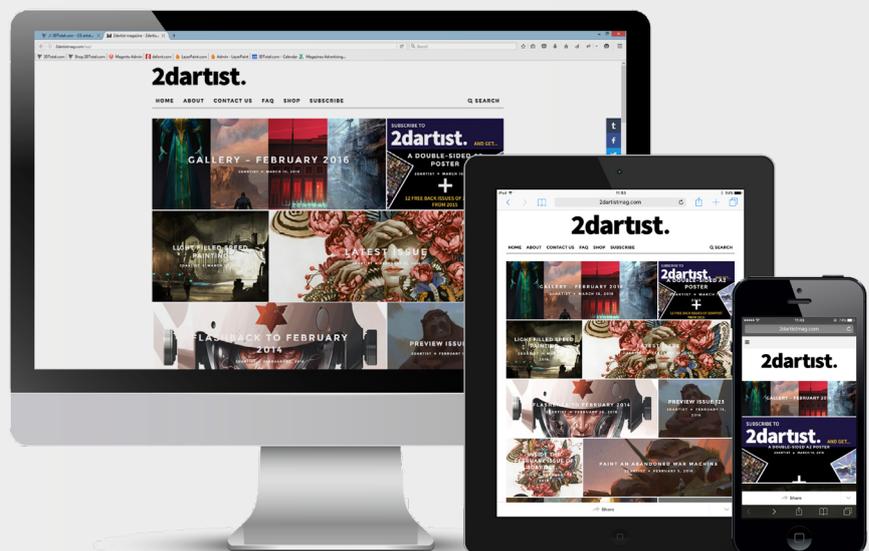
In the Contents pages, we have direct links to all articles within the magazine. If a certain article catches your eye, simply click (or tap on handheld devices) on the page number within the Contents, and you will be taken straight to that article.

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# Exploring light and color

Up-and-coming freelance illustrator and concept artist Damian Audino showcases his work and discusses entering the digital art world... ▶

## The Artist



**Damian Audino**  
[artstation.com/artist/damianaudino](http://artstation.com/artist/damianaudino)

**Interviewed by:**  
Annie Moss

Damian Audino is a freelance illustrator from Perth, Australia. He works mostly on games with outsourcing studios, mostly creating illustrative work and occasionally producing concept art as well.

# Art Gallery

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



**Pawiro Shore**

Iacocca Khen

Year created: 2016

Web: [iacoccahen.artstation.com](http://iacoccahen.artstation.com)

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## The Artist



**Noely Ryan**  
[enor.artstation.com](http://enor.artstation.com)

**Software Used:**  
Photoshop

Noely Ryan is an artist living and working in Dublin, Ireland. He creates concepts, digital matte paintings and motion graphics for the television and film industry in Ireland.

# Create a fantasy speed painting

Noely Ryan takes you through the process of using your imagination to create a frosty fantasy speed painting [▶](#)





## The Artist



**Randy Bishop**  
randybishopart.com

**Software Used:**  
Photoshop

Randy Bishop is a freelance character designer and illustrator from Idaho. He has a passion for storytelling and has worked for clients including DreamWorks Animation Television, Axis Animation and Flaunt Productions.

# Design a 1920s costume

Character designer Randy Bishop demonstrates how to design and paint a stylized character costume [▶](#)



# Concluding sci-fi fundamentals

Juan Novelletto rounds off his series on the fundamentals of creating sci-fi art with these key points to remember [▶](#)



## The Artist



**Juan Novelletto**

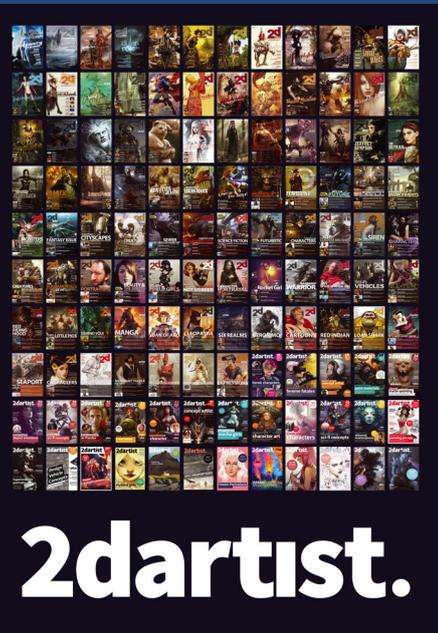
[novelletto.com.ar](http://novelletto.com.ar)

**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.

A2 POSTER | Image by Pablo Carpio

Pablo Carpio.



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# Create a futuristic glass city

Marcin Rubinkowski demonstrates how to warp and manipulate photographs into a light filled futuristic cityscape [▶](#)





## The Artist



### **Marcin Rubinkowski**

[artstation.com/artist/marcinrubinkowski](http://artstation.com/artist/marcinrubinkowski)

#### **Software Used:**

Photoshop

Marcin Rubinkowski is an environmental concept artist based in Los Angeles. His work is a dialogue between the dreamy reality filtered through his imagination, and the deeper symbolic meanings contained in often unnoticed details.



# Build a sci-fi environment in Photoshop

Discover how José Julián Londoño Calle creates an amazing sci-fi environment from a simple landscape photograph using Photoshop [▶](#)

## The Artist

---



**José Julián  
Londoño Calle**

[artstation.com/artist/  
handsdigitalstudio](http://artstation.com/artist/handsdigitalstudio)

**Software Used:**  
Photoshop

José Julián Londoño Calle is a graphic designer who has been studying concept art and matte painting since 2014. He has worked as a university lecturer in Design for the last seven years; he also works as a mentor for the Facet Visual Effects School in Mexico.





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**Hecate**

by Bastien Lecouffe Deharme

Illustrator and digital painting instructor Bastien Lecouffe Deharme demonstrates how he creates his stunning portraits ▶



## The Artist



**Bastien Lecouffe  
Deharme**

deharme.com

**Software Used:**  
Photoshop

Bastien Lecouffe Deharme is a French illustrator and digital painting instructor now based in the US. He has worked professionally since 2005 on numerous illustrations for books, magazines and games.

# **NEXT MONTH**

Paint a cityscape

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Detailed ink sketches

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Ten inspiring gallery images

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Speed paint a lightning storm

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In-depth interviews

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Design a sci-fi movement enhancer

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**2dartist**