

# 2dartist.

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130

Issue 130 | October 2016

## Re-imagine the fall of Icarus

Discover how you can create striking images by taking a fresh approach with familiar legends

## plus

- Captivating concept art
- **Dramatic game and film concepts**
- Mixing nature and geometry
- **Dynamic ink sketches**
- Speed paint a medic mech
- **and much more!**



# Editor's Letter



**ANNIE MOSS**  
Junior Editor









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Instagram!

## Welcome to 2dartist issue 130!

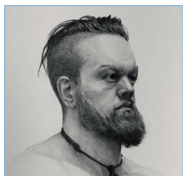
This month's issue features the work of two incredible senior concept artists, Richard Anderson and Brad Wright who discuss their careers in the game and film industries and share their tips for success. We also speak to illustrator David Rice about his work drawing links between nature and geometry, and comic book artist Koveck showcases his dynamic character sketches.

Also in this issue you can learn from Thibault Girard how to speed paint a sci-fi scene featuring a medic mech and see how Lorenzo Lanfranchi creates an animation style environment. Juan Novelletto is back with a tutorial re-imagining the fall of Icarus, discover how to design a character imbued with mystery with Emi Chen and Cathleen McAllister kicks off our new series on digital plein air painting!

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# Contributors



### BRAD WRIGHT

Brad Wright is a concept artist with twelve years experience working within the game and film industry. He is currently working at Creative Assembly, UK on *Halo Wars 2*.



### RICHARD ANDERSON

Richard Anderson is Senior Concept Artist at Rocksteady studios. He has previously worked on high profile projects such as *Prometheus*, *Guardians of the Galaxy* and *Batman: Arkham Knight*.



### DAVID RICE

David Rice moved from Colorado to Portland, Oregon in 2012 to work as a commercial illustrator. He became a studio assistant to Blaine Fontana in 2013 then turned full-time independent artist in 2014.



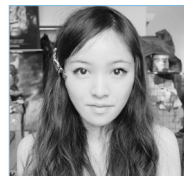
### KOVECK

Koveck has worked as a comic book artist and freelance illustrator since he graduated in Fine Arts. Currently he works in the videogame industry as a senior concept artist at Ubisoft Barcelona.



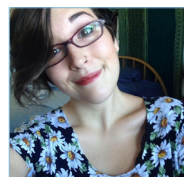
### THIBAUT GIRARD

Thibault Girard is a concept and environment artist at FuturLab. He lives in UK, is a French native, and is passionate about Japanese culture, sci-fi art and books.



### EMI CHEN

Emi Chen is a freelance illustrator based in Providence, USA. She currently works for Blizzard Entertainment and specializes in creating fantasy illustrations with dynamic lighting and intense color.



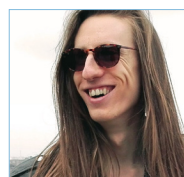
### CATHLEEN MCALLISTER

Cathleen McAllister is a visual development artist from Los Angeles, USA. She currently works for animation company Reel FX. She specializes in painting environments, architecture, props, and generating mood paintings.



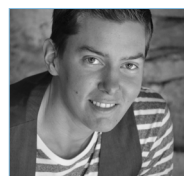
### JUAN NOVELLETO

Juan Novelletto is a concept artist and illustrator from Buenos Aires, Argentina. He works at NGD Studios, developing the Master of Orion reboot and is also Art Director at indie game studio Nastycloud.



### LORENZO LANFRANCHI

Lorenzo Lanfranchi is a 2D artist from Italy. He is currently working on some editorial projects including *ALPHA beta test*, a personal art book based on an environmental journey.



### KEN BARTHELMEY

Ken Barthelme is an illustrator specializing in creature and character design. He has worked on many film projects including *The Maze Runner* and *The Scorch Trials*. Ken also works on his own IP project.

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# Your Magazine.

## Get the most out of it!

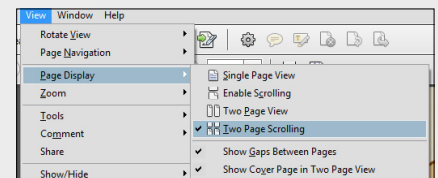
If you're having problems viewing the double-page spreads that we feature within this magazine, then follow this handy little guide on how to set up your PDF reader!

### 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](#)

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### Jump to articles

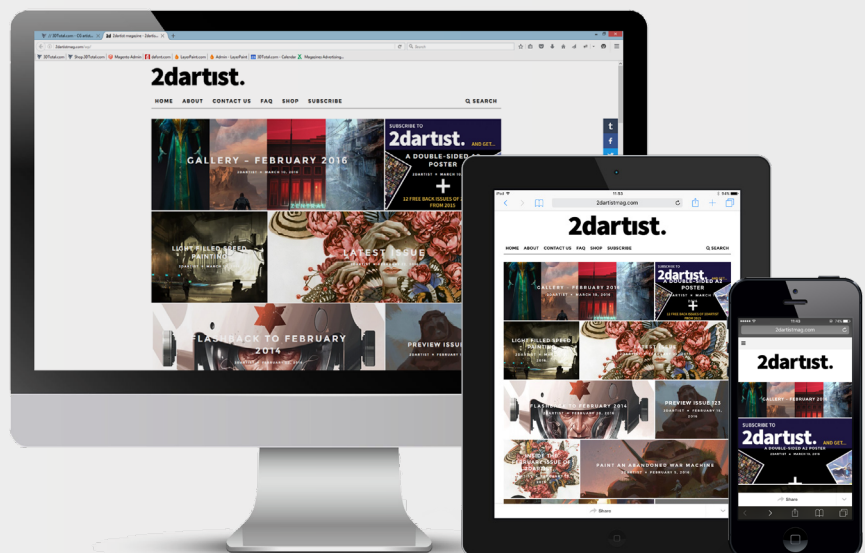
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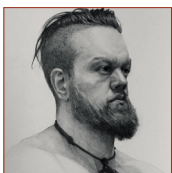
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## The Artist



### Brad Wright

[artstation.com/artist/bradwright](https://artstation.com/artist/bradwright)

**Interviewed by:**  
Annie Moss

Brad Wright is a concept artist with twelve years experience working within the game and film industry. He is currently working at Creative Assembly, UK on *Halo Wars 2*.

# Captivating concept art

Senior concept artist Brad Wright discusses his symbiotic process and shares his advice for maintaining creativity ▶











# Dramatic game and film concepts

With thirteen years' experience creating exciting concepts for the entertainment industry, and a Spectrum Gold award to his name, Richard Anderson shares his knowledge and top tips ▶



## The Artist



**Richard Anderson**  
flaptrapsart.com

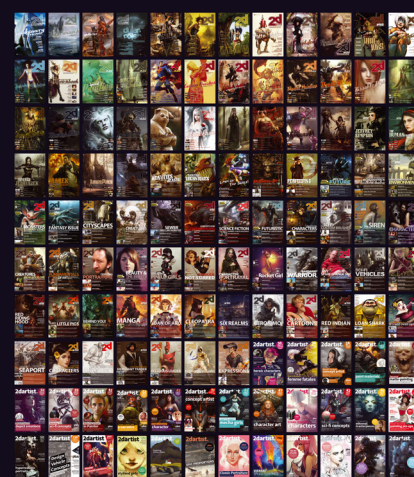
**Interviewed by:**  
Debbie Cording

Richard Anderson is senior concept artist at Rocksteady Studios. He has previously worked on high profile projects such as *Prometheus*, *Guardians of the Galaxy* and *Batman: Arkham Knight*.



**A2 POSTER** | Image by Pablo Carpio

Pablo Carpio.



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# Art Gallery

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





Submit your images! Simply email [annie@3dtotal.com](mailto:annie@3dtotal.com)



**Reyh and Wisdom**

Pierre "Asahi" Raveneau

Year created: 2016

Web: [artstation.com/artist/asahiart](http://artstation.com/artist/asahiart)

© Pierre "Asahi" Raveneau





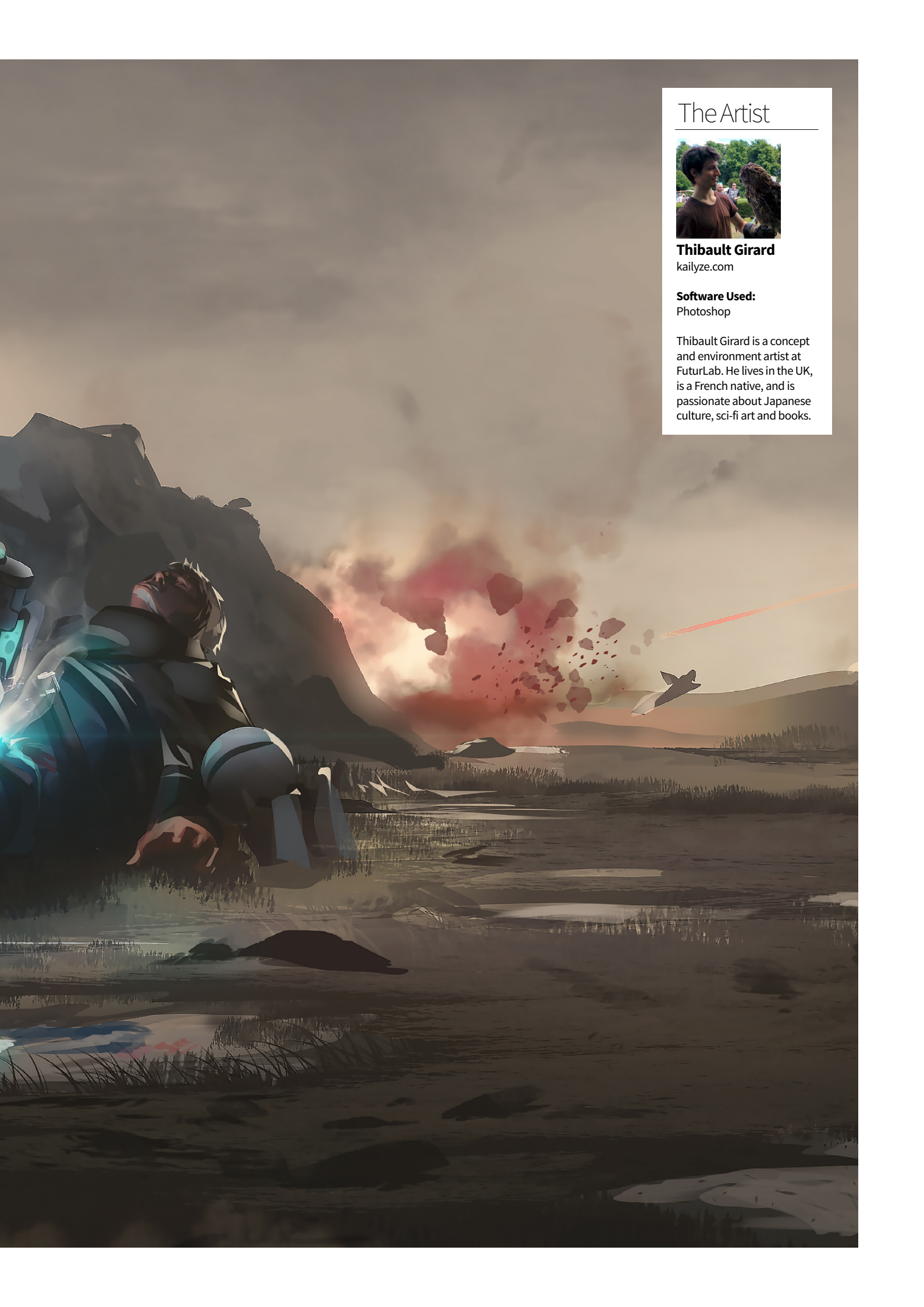


# Speed paint a medic mech

Learn how to quickly create an action scene with  
lighting effects using limited brushes [▶](#)







## The Artist

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**Thibault Girard**  
kailyze.com

**Software Used:**  
Photoshop

Thibault Girard is a concept and environment artist at FuturLab. He lives in the UK, is a French native, and is passionate about Japanese culture, sci-fi art and books.

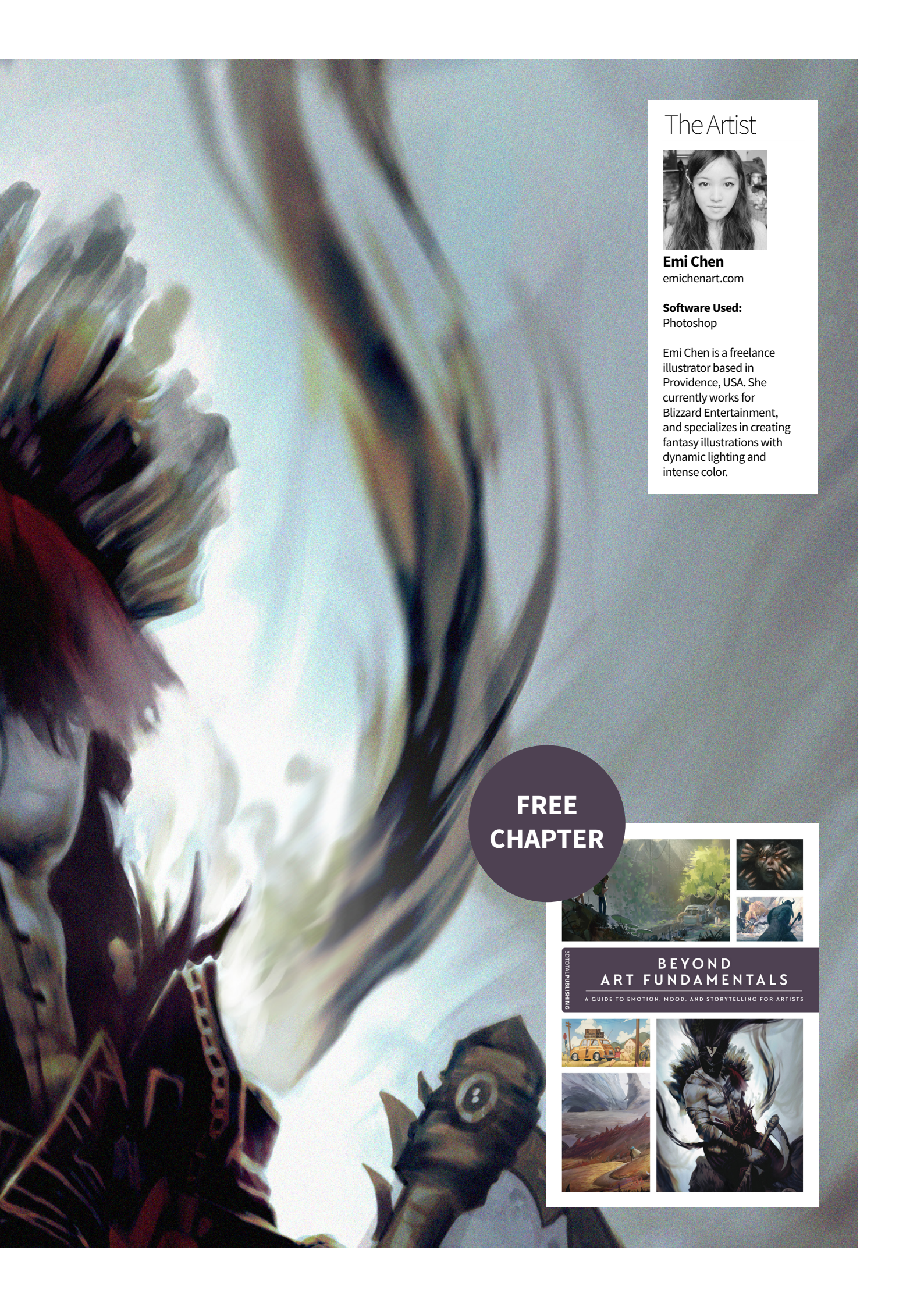




# Design a mysterious character

Learn how to imbue your artwork with mystery using symbolic imagery and muted colors ▶





## The Artist



### Emi Chen

[emichenart.com](http://emichenart.com)

**Software Used:**  
Photoshop

Emi Chen is a freelance illustrator based in Providence, USA. She currently works for Blizzard Entertainment, and specializes in creating fantasy illustrations with dynamic lighting and intense color.

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## BEYOND ART FUNDAMENTALS

A GUIDE TO EMOTION, MOOD, AND STORYTELLING FOR ARTISTS







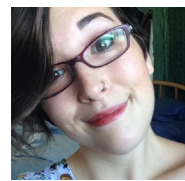
# Paint a plein air sunset

Cathleen McAllister demonstrates how digital plein air studies can be used to practice light, color and value painting ▶



## The Artist

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**Cathleen McAllister**

[cathleenconcepts.com](http://cathleenconcepts.com)

**Software Used:**

Photoshop

Cathleen McAllister is a visual development artist from Los Angeles, USA. She currently works for animation company Reel FX. She specializes in painting environments, architecture, props, and generating mood paintings.





# Developing animation style environments

Lorenzo Lanfranconi shows how he developed an animation style tropical environment using limited brushes and texture effects ▶

All images © Lorenzo Lanfranconi







## The Artist



**Lorenzo Lanfranconi**  
[facebook.com/RENDIHsART](https://facebook.com/RENDIHsART)

**Software Used:**  
Photoshop

Lorenzo Lanfranconi is a 2D artist from Italy. He is currently working on some editorial projects including *ALPHA beta test*, a personal art book based on an environmental journey.





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# Cantoris

by Ken Barthelmey

Learn how Ken Barthelmey, creature and character designer for films, paints his unusual fantasy creatures ▶

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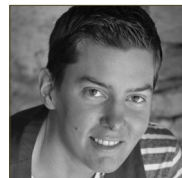






## The Artist

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**Ken Barthelmey**

[theartofken.com](http://theartofken.com)

**Software Used:**

Photoshop

Ken Barthelmey is an illustrator specializing in creature and character design. He has worked on many film projects including *The Maze Runner* and *The Scorch Trials*. Ken also works on his own IP project.





# NEXT MONTH

Paint an industrial cityscape

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Incredible nature inspired drawings

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Top ten gallery images

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In-depth artist interviews

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Practice speed painting

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Original character sketches

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Re-invent a heroic scene

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