

2dartist



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134

Issue 134 | February 2017

Inside:

- Dramatic game concepts
- **Emotive editorial illustrations**
- Surreal and visceral paintings
- **Sketching new worlds**
- Speed paint magic water effects
- **and much more!**

Editor's Letter



ANNIE MOSS
Editor

**2dartist is now on
Instagram!**

Welcome to 2dartist issue 134!


For this month's interviews, Ashley Mackenzie shares her highly emotive illustrations for books and magazines, and Bartłomiej Gawel showcases his work on *The Witcher* games. Traditional artist Sam Ectoplasm discusses her raw, visceral illustrations, and Sean Andrew Murray shares sketches from his extensive fantasy world.

Also in this issue, Eduardo Rodriguez and Maciej Sidorowicz show how to plein air paint changing environments, and Klaus Pillon demonstrates how to speed paint impressive water effects. James Wolf Strehle teaches the fundamental elements of perfecting perspective in fantasy art, Jan Weißbecher shows us how he creates his dark futuristic illustrations, and much more!

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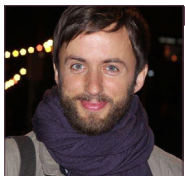
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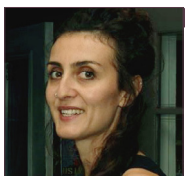
BARTŁOMIEJ GAWEL

Bartłomiej Gawel is an artist and illustrator who has worked for CD PROJEKT RED for the past nine years, currently as Principal Concept Artist. He has worked on every installment of *The Witcher*.



ASHLEY MACKENZIE

Ashley Mackenzie is a freelance artist and illustrator based in Edmonton, Alberta, Canada. She earned a degree in Illustration from OCADU in Toronto, Canada, and her work has been featured in several famous publications.



SAM ECTOPLASM

Sam Ectoplasm was born in 1986 in Marseille, France; she moved to Montréal, Canada in 2009. Sam is a self-taught illustrator who creates surreal and sensual introspective art.



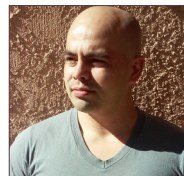
SEAN ANDREW MURRAY

Sean Andrew Murray is a freelance concept artist and illustrator working in games, film and television. Sean is the creator of *The Great City of Gateway*, a fantasy world, with the game *Gateway: Uprising* releasing this summer.



KLAUS PILLON

Freelance concept artist Klaus Pillon graduated in 3D production before focusing on his primary love: 2D. Largely self-taught, he has worked professionally since 2013 for games and movies.



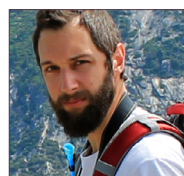
EDUARDO RODRIGUEZ

Eduardo Rodriguez is a 2D artist who enjoys concept art and illustrations. He is currently a freelance artist in Los Angeles, and works in the mobile game department at Disney Interactive.



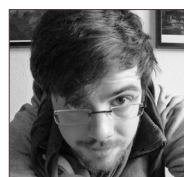
MACIEJ SIDOROWICZ

Maciej Sidorowicz is freelance digital painter based in Warsaw, Poland. He creates illustrations mainly for the advertising and animation markets.



JAMES WOLF STREHLE

James is a concept artist and illustrator in the games industry. He works for Volta where he is afforded the opportunity to create art for some of the biggest games in the industry.



JAN WEISSBECHER

Jan Weißbecher is a full-time freelance concept artist and illustrator based in Germany. He mostly works in the games industry, but he is also trying to broaden into other fields including sci-fi and fantasy illustration.



ALEX FIGINI

Alex Figini is a concept artist for the entertainment industry based in Edmonton, Canada. He is currently Senior Concept Artist at Bioware and is an instructor at Learn Squared.

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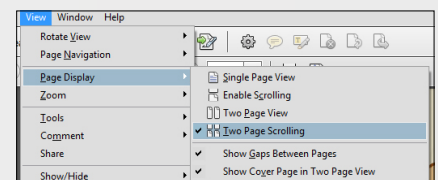
If you're having problems viewing the double-page spreads that we feature within this magazine, then follow this handy little guide on how to set up your PDF reader!

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;
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

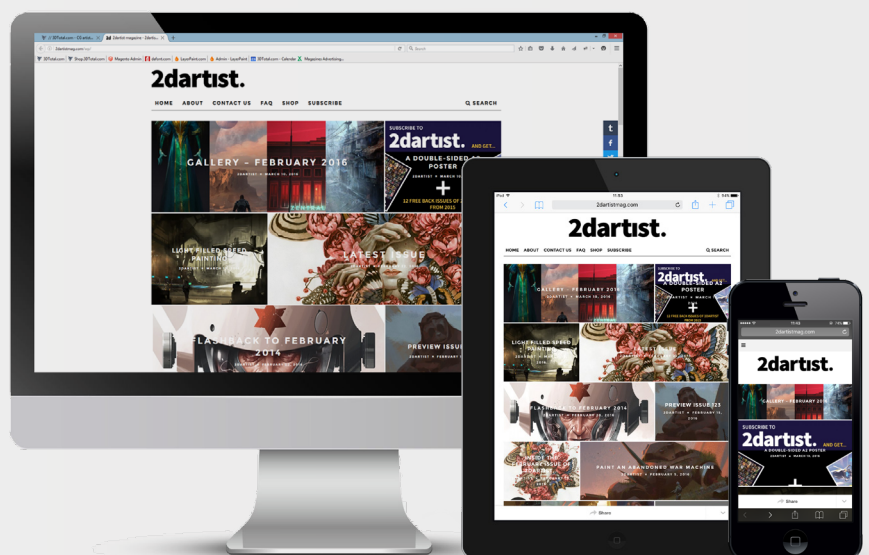
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The Artist



Bartłomiej Gawel
gawel.artstation.com

Interviewed by:
Annie Moss

Bartłomiej Gawel is an artist, and illustrator who has worked for CD PROJEKT RED for the past nine years, currently as Principal Concept Artist. He has worked on every installment of *The Witcher*.

Dramatic game concepts

Bartłomiej Gawel, Principal Concept Artist at CD PROJEKT RED, discusses the importance of storytelling in art, and showcases his work on *The Witcher* games ▶





The Artist



Ashley Mackenzie
ashmackenzie.com

Interviewed by:
Annie Moss

Ashley Mackenzie is a freelance artist and illustrator based in Edmonton, Alberta, Canada. She earned a degree in Illustration from OCADU in Toronto, Canada, and her work has been featured in several famous publications.

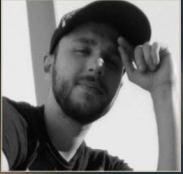
Emotive editorial illustrations

We talk to freelance illustrator Ashley Mackenzie about her creative process and working her way through creative blocks ▶



Art Gallery

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



Citadel Splendor

André Pinheiro

Year created: 2017

Web: andrepinheiro.artstation.com

© André Pinheiro



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





Speed painting magic effects: water

Illustrator and artist Klaus Pillon explains how to use photo references to create believable water magic effects [▶](#)



The Artist



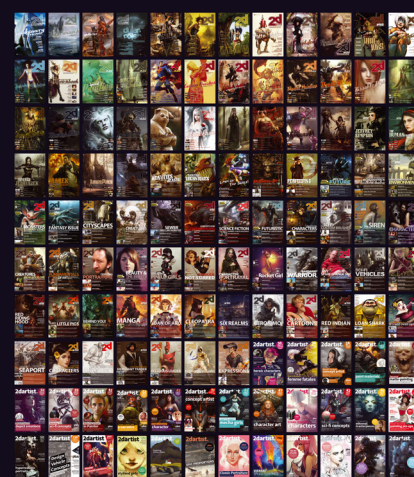
Klaus Pillon
klauspillon.com

Software Used:
Photoshop

Freelance concept artist and illustrator Klaus Pillon graduated in 3D production before focusing on his primary love: 2D artwork. Largely self-taught, he has worked professionally since 2013 for games and movies.

A2 POSTER | Image by Pablo Carpio

Pablo Carpio.



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Capture a changing seascape

Concept artist Eduardo Rodriguez shares his top tips for painting a plein air seascape, and handling a constantly moving environment [▶](#)

The Artist



Eduardo Rodriguez

erodriguezart.blogspot.co.uk

Software Used:

Photoshop

Eduardo Rodriguez is a 2D artist who enjoys concept art and illustrations. He is currently a freelance artist in Los Angeles and works in the mobile game department at Disney Interactive.





Plein air paint a ruin

Discover a new approach to painting stylized environments
with freelance digital painter Maciej Sidorowicz [▶](#)



The Artist



Maciej Sidorowicz
maciejsidorowicz.com

Software Used:
Photoshop

Maciej Sidorowicz is a freelance digital painter based in Warsaw, Poland. He creates illustrations mainly for the advertising market and animation.



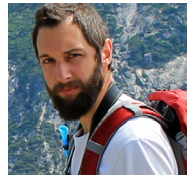


Fantasy fundamentals: perspective

James Wolf Strehle teaches you the cornerstones of perspective to help you improve your fantasy paintings ▶



The Artist



James Wolf Strehle
patreon.com/jameswolf

Software Used:
Photoshop

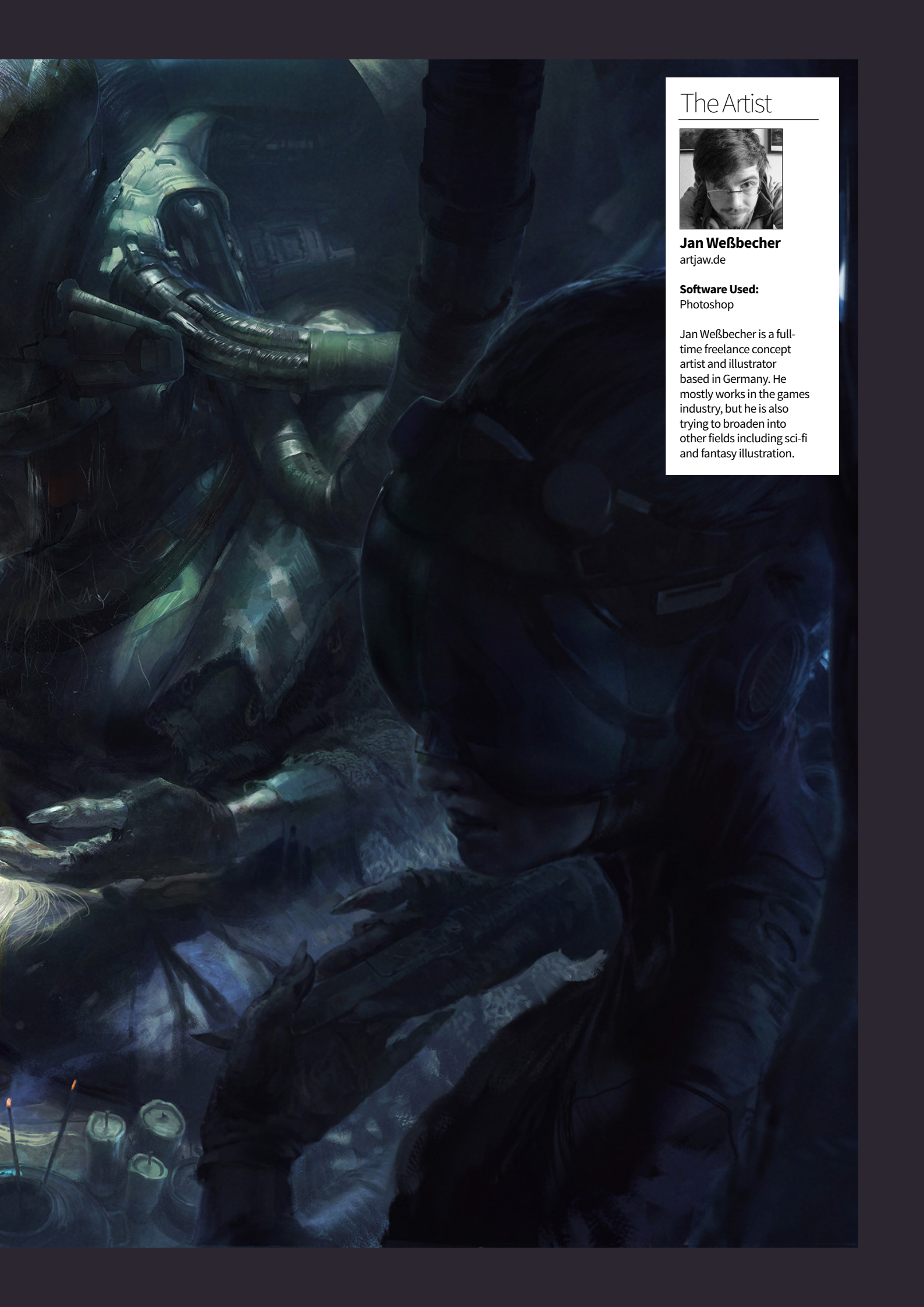
James Wolf Strehle is a concept artist and illustrator in the games industry. He works for Volta where he is afforded the opportunity to create art for some of the biggest games in the industry.



Making Of *Celsius 13 - Crone*

Learn how to paint a moody and melancholic narrative driven illustration with Jan Weißbecher ▶

All images © Jan Weißbecher



The Artist



Jan Weißbecher

artjaw.de

Software Used:

Photoshop

Jan Weißbecher is a full-time freelance concept artist and illustrator based in Germany. He mostly works in the games industry, but he is also trying to broaden into other fields including sci-fi and fantasy illustration.



beginner's guide to
digitalpainting
in photoshop

BEGINNER'S GUIDE TO DIGITAL PAINTING IN PHOTOSHOP:

Digital painting using photographs

by Alex Figini

Discover how Alex Figini transforms stock photographs into a digital painting using quick and easy techniques ▶

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The Artist



Alex Figini

artstation.com/artist/alexfigini

Software Used:
Photoshop

Alex Figini is a concept artist for the entertainment industry based in Edmonton, Canada. He is currently Senior Concept Artist at Bioware and is an instructor at Learn Squared.





NEXT MONTH

Paint a sci-fi huntress

In-depth artist interviews

Fantasy scene fundamentals

Top ten gallery images

Enchanting fantasy sketches

Design an Egyptian guard's costume

AND MUCH MORE BESIDES!

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