2dartist

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135

Issue 135 | March 2017

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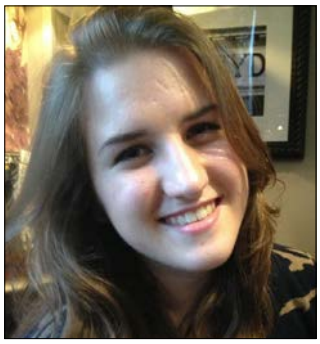
- Creating sci-fi worlds
- **Dynamic character portraits**
- Expressive mixed media illustrations
- **Nature inspired fantasy sketches**
- Speed paint an animal mech
- **and much more!**

Editor's Letter



ANNIE MOSS
Editor

2dartist is now on Instagram!

Welcome to *2dartist* issue 135!

In this month's issue we speak to concept artists Steve Chinhsuan Wang and Jason Nguyen about their exciting artwork, and illustrator Jana Heidersdorf shares her sketches and tips on generating new ideas. We also speak to freelance artist Dmitriy Pogorelov about his complex mixed media artworks.

Also in this issue, Baldi Konijn shows us how to create an original costume for a stylized Egyptian guard, Amir Zand paints the legendary huntress Artemis as a futuristic sci-fi character, and Alex Olmedo demonstrates how to speed paint an animal mech. You can also learn how Jung-Hoon Lee creates his bold sci-fi scenes, and James Wolf Strehle continues his series on the fundamentals of fantasy painting with a tutorial on effective values.

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Contributors

STEVE CHINHSUAN WANG
Steve Chinhsuan Wang is a concept artist for the film and videogame industry. He is experienced in tackling a wide range of subject matters within the science fiction universe.

JASON NGUYEN
Jason Nguyen is a freelance illustrator and concept artist based in Toronto, Canada. His work mainly consists of illustrations for books, card games, board games, and promotional art for videogames.

DMITRIY POGORELOV
Dmitriy Pogorelov is a freelance artist from Russia. Currently he works as an illustrator and graphic designer using a mixed media technique, combining traditional materials with digital graphics.

JANA HEIDERSDORF
Jana Heidersdorf is an artist and illustrator whose work is inspired by everything feral and fantastical. Inspiration can be found in books, comics, magazines, and on walls and the internet.

ALEX OLMEDO
Alex Olmedo is a freelance illustrator and concept artist based in Malaga, Spain. His work includes cover art for books and albums, as well as concept art for a number of diverse projects.

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.

BALDI KONIJN
Baldi Konijn is a freelance concept artist from the Netherlands currently working for Riot Games. His focus tends to be on creating stylized character and creature designs.

AMIR ZAND (SAN)
Amir Zand is a freelance digital artist and illustrator specializing in cover art and promotional illustration. His work is also included in Digital Painting Techniques volumes 7 and 8.

JUNG-HOON LEE
Jung-Hoon Lee is an environment concept artist from South Korea. He has worked in the game industry for sixteen years and currently works as the Lead Concept Artist at NetEase.

ERIC SPRAY
Eric Spray is an artist and Art Director based in Wisconsin, USA. His projects include *Call of Duty: Advanced Warfare*, *Call of Duty: Black Ops I*, *II* and *III*, and *Call of Duty 4: Modern Warfare*.

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becky@3dtotal.com

Your Magazine.

Get the most out of it!

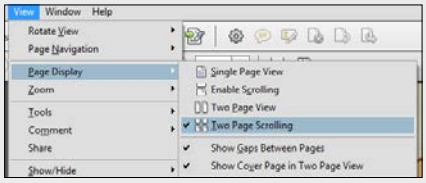
If you're having problems viewing the double-page spreads that we feature within this magazine, then follow this handy little guide on how to set up your PDF reader!

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.

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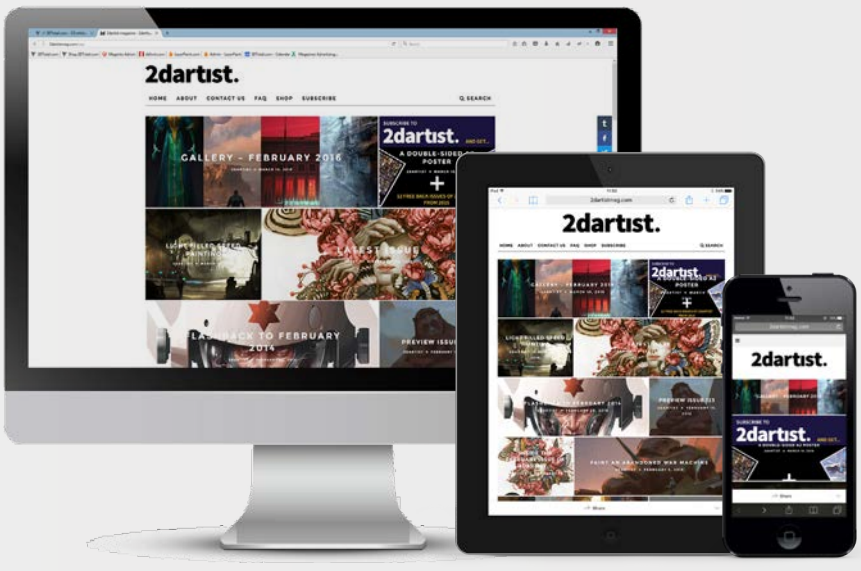

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The Artist

Steve Chinhsuan Wang
stevechw.com

Interviewed by:
Annie Moss

Steve Chinhsuan Wang is a concept artist for the film and videogame industry. He is experienced in tackling a wide range of subject matters within the science fiction universe.

Creating sci-fi worlds

Concept artist Steve Chinhsuan Wang discusses his career and why he's pushing himself to create more personal work

All images © Steve Chinhsuan Wang

The Artist

Jason Nguyen
artstation.com/artist/jasonn

Interviewed by:
Annie Moss

Jason Nguyen is a freelance illustrator and concept artist based in Toronto, Canada. His work mainly consists of illustrations for books, card games, board games, and promotional art for videogames.

Dynamic character portraits

Self-taught artist Jason Nguyen showcases his bold work and talks about the practices which have helped him develop as an artist

All images © Jason Nguyen

Art Gallery

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

PLANET 47

NIYAS

Year created: 2016

Web: niyasck.com

© NIYAS

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

Speed paint an animal mech

Freelance illustrator Alex Olmedo shows you how to paint a futuristic animal mech using photo textures in Photoshop

The Artist

Alex Olmedo
alex_olmedo.artstation.com

Software Used:
Photoshop

Alex Olmedo is a freelance illustrator and concept artist based in Malaga, Spain. His work includes cover art for books and albums, as well as concept art for a number of diverse projects.

Fantasy fundamentals: values

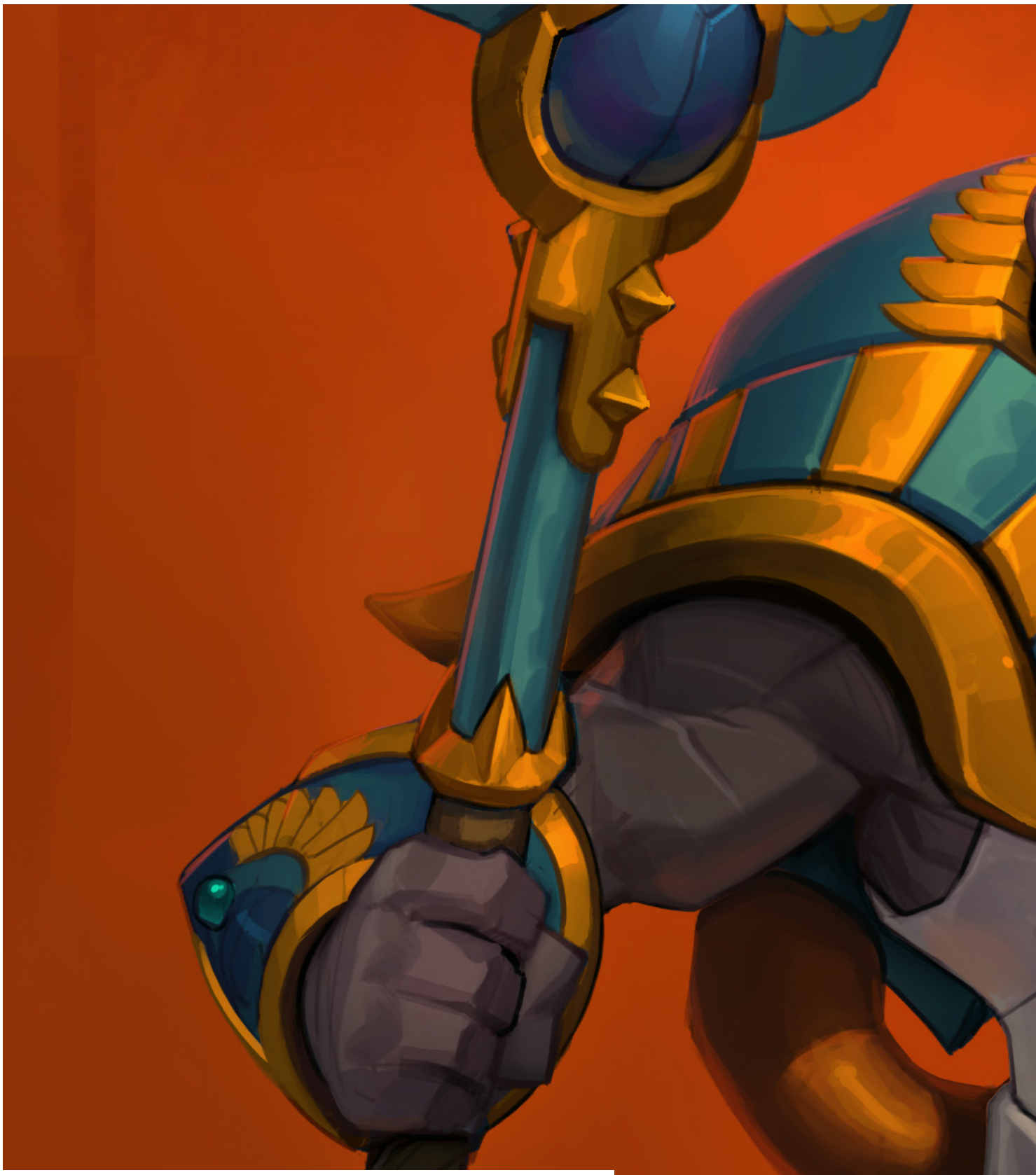
James Wolf Strehle continues his series by showing how to use values to enhance your artworks and draw attention to focal points

The Artist

James Wolf Strehle
patreon.com/jameswolf

Software Used:
Photoshop

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.



Paint a stylized Egyptian guard

Baldi Konijn demonstrates how to design an original costume design for a stylized ancient Egyptian guard inspired by scarab beetle shapes

The Artist

Baldi Konijn
baldi-konijn.artstation.com

Software Used:
Photoshop

Baldi Konijn is a freelance concept artist from the Netherlands currently working for Riot Games. His focus tends to be on creating stylized character and creature designs.

Paint a futuristic huntress

Follow Amir Zand's process of continuous refinement to develop a classic character in a futuristic fantasy scene

The Artist

Amir Zand (San)
artstation.com/artist/amirzand

Software Used:
Photoshop

Amir Zand is a freelance digital artist and illustrator specializing in cover art and promotional illustration. His works are also included in Digital Painting Techniques volumes 7 and 8.

Creating vivid sci-fi scenes

Jung-Hoon Lee explains his organized process for creating the vibrant sci-fi scene *Moon*

All images © Jung-Hoon Lee

The Artist

Jung-Hoon Lee
artstation.com/artist/hoon

Software Used:
Photoshop

Jung-Hoon Lee is an environment concept artist from South Korea. He has worked in the game industry for sixteen years and currently works as the Lead Concept Artist at NetEase.

beginner's guide to digitalpainting in photoshop

BEGINNER'S GUIDE TO DIGITAL PAINTING IN PHOTOSHOP:

Painting over grayscale

by Eric Spray

Discover how Eric Spray brings his grayscale painting to life by creating custom shapes and custom brushes in Photoshop, as well using photos to enhance detail

All images © Eric Spray

The Artist

Eric Spray
ericspray.blogspot.co.uk

Software Used:
Photoshop

Eric Spray is an artist and Art Director based in Wisconsin, USA. His projects include *Call of Duty: Advanced Warfare*, *Call of Duty: Black Ops I*, *II* and *III*, and *Call of Duty 4: Modern Warfare*.

NEXT MONTH

Speed paint a mysterious scene

Energetic character sketches

Fantasy scene fundamentals

In-depth artist interviews

Top ten gallery images

Painting for graphic novels

AND MUCH MORE BESIDES!

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