

2d *Artist*

Concept Art, Digital & Matte Painting Magazine

Issue 019 July 2007 \$4 / €3.25 / £2.25

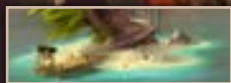
Imaginary friends studios

We catch up with Edmund and the gang over at Imaginary Friends Studios to see how things have gone since we last chatted in the first issue of 2DArtist and to talk about their new book.



Articles

Imaginary Friends Studios & more...



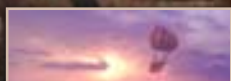
Interviews

Jeremy Mohler, Derick Tsai, Brenton Cottman & more...



Galleries

Andrew Hou, Cyril Van Der Haegen, Stuart Jennett & more...



Making Of's

Cold Sky & Self Version



Tutorials

Our New Tutorial Series: Using 3D as a Starting Point for a Digital Painting, & more...



Editorial Welcome to the 19th issue of 2D Artist Magazine. This month we have some special treats for you... We caught up with our old friends, Imaginary Friends Studios (originally featured in Issue 001), who have kindly given us 3 copies of their fantastic new book, "Imaginary: Prime: The Art of Imaginary Friends Studios" - for 3 lucky readers!!! These books arrived in our studio this very morning,

and greatly impressed us all, so much so in fact that we don't really want to give them away, now (boo!). The 3 winners of this book will receive 246 pages of full-colour "Imaginary Goodness"! Enter the competition on page 129 for your chance to win a copy, and don't miss the interview with them on page 46 to discover just how IFS has grown in the last 19 months (just check out their studios and all those toys! Wow!!). We are also pleased to welcome Melanie Delon back this month, who teaches us all how to create the custom brushes that she uses to paint the skin in her beautiful masterpieces – you really won't want to miss that one! After learning a few tricks of the trade from Melanie on how to paint skin, then why not move on to Anne Pogoda's tutorial on how to paint hair?! You won't have any excuses not to paint after these two great tutorials help you with everything you need to know to get started – so get painting! You never know, we might even be contacting you soon to create a tutorial/making of for us, or to feature your work in our Galleries ;). We also welcome this month the start of a new series of tutorials on Using 3D as a Starting Point for a Digital Painting, by Richard Tilbury. So turn to page 99 to get cracking with that one, and make sure you follow the rest of the series in our future issues to get the most out of Rich and his talents. Our Speed Paintings this month are simply great, and show two very different approaches and end results to the same theme: Destroyed City. As always, our speed painting artists talk you through their painting processes, so why not try one for yourself? You should be able to achieve some pretty impressive results after learning from our artists, this month! I would also like to quickly thank those of you who wrote in after last month's 'plea for help'. We really do appreciate your support and hope that the message will continue to spread far and wide that, in order to keep 2D Artist magazine very much alive, the illegal copying and redistribution of our magazines (whether from friends, co-workers, or dodgy websites) has to stop!! We can't stress this enough, and we hope that you will spread the word for us and help us to keep 2D Artist going for as long as possible. Thanks for taking the time to read this, and I hope you enjoy this issue! *Lynette, Zoo Publishing*

Editor

Ben Barnes

Assistant Editor

Chris Perrins

Content Manager

Warin Pismoke

Layout

Ben Barnes

Chris Perrins

Alex Price

Bobby Brown

Marketing

Lynette Clee

Content

Tom Greenway

Lynette Clee

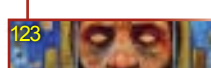
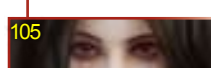
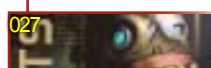
Warin Pismoke

Richard Tilbury

Chris Perrins

Free Stuff!

Wherever you see this symbol, click it to download resources, extras and even movies!



Contents

What's in This Month:

Jeremy Mohler

An Interview with Jeremy Mohler

Mathieu Leyssenne

We Chat with Mathieu Leyssenne, aka Ani

Derick Tsai

An Interview with Derick Tsai

Brenton Cottman

We Interview Brenton Cottman

Imaginary Friends Studios

We Find Out About Their New Book...

Do you think?

We Find Out What 3D Artists Really Think!

Galleries

10 of the Best 2D Artworks

Stylised Characters

'Snail' Winners & an 'Anteater' Making Of

Custom Brushes

A Tutorial by Melanie Delon

Speed Painting

Our Artists Tackle: Destroyed City!

Using 3D

Our NEW Digital Painting Tutorial Series

How to Paint Hair

A Tutorial by Anne Pogoda

Cold Sky

Making Of by Vlad Kuprienko

'Self Version'

Making of by Dominus

Competition

Imaginary Friends Studios' New Book

About us

Zoo Publishing Information & Contacts

Contributing Artists

Every month, many creatives and artists around the world contribute to 3DCreative & 2DArtist magazines. Here you can read all about them. If you would like to be a part of 3DCreative or 2DArtist Magazines, please contact: ben@zoopublishing.com.



Mathieu Leysse, 'Ani'

After studying design in Nantes, France, Matthieu worked in the videogame industry for a French Company, Lankhor, developing games for PC and Play station, until it closed in 2002. He is now a full-time freelance Illustrator, living in Le Mans and working in different fields; board and card games, video games for mobiles, and so on.

ani@anii.com

www.anii.com



Derick Tsai

Is a Concept Designer, Storyboard Artist, Animatics/Motion Artist and Graphic Designer.

He started in motion graphics in '99 as a Designer/Animator. After 3 years, he decided to try his hand at concept art and recently started his own practice combining both disciplines. His team now handle Obsidian Entertainment's new project, covering areas of concept art, storyboard & animatics, and graphics.

derick@dericktsai.com

www.dericktsai.com



Andreas Rocha

Is a Freelance 2D Artist in Lisbon, Portugal. He has been drawing with traditional media for a long time. Traditional painting has always been a frustration for him, but everything changed when he bought his first tablet 10 years ago! With the boom of Internet galleries and CG forums he has all the tools necessary to pursue his love for digital fantasy painting...

rocha.andreas@gmail.com

www.andreasrocha.com



Melanie Delon

Is a freelance Illustrator in Paris, France. She usually works with Photoshop CS2, but all her sketches are done in Painter (with a Wacom). She first discovered digital painting last year and has since become addicted to it. All subjects are of interest to Melanie - they just have to talk to her. However, fantasy and dreamy subjects are her favourite subjects... esk@eskarina-circus.com

www.eskarina-circus.com



Richard Tilbury

Has had a passion for drawing since he was a couple of feet tall. He studied Fine Art and was eventually led into the realm of computers several years ago. His brushes have slowly dissolved in white spirit since the late nineties and now, alas, his graphics tablet has become their successor. He still sketches regularly and now balances his time between 2D and 3D, although drawing will always be closest to his heart...



ibex80@hotmail.com



Anne Pogoda (Mzurelle)

Is a 2D Concept Artist /Illustrator (and such), is a student at the Art Akademy and a freelancer in Berlin, Germany. She

made her first attempts in digital art in 2003. For the last 3 years she has been working on 2D illustrations and concept art with a Wacom Graphire in Photoshop and Painter. She will be learning ZBrush 3 and Maya and would like to do some game/film related work later on...

www.darktownart.de



Dominus

Is a 2D Illustrator/ Concept Artist working freelance in Romania. He studied traditional art at the Haricleea Darcle school in Braila, and then began using the computer to create his artworks. He started using Photoshop about 6 years ago and learnt almost everything from the Internet. Since then, he has been working as a freelance doing concept art and illustration for several movies and games.

dominuzzzz@yahoo.com

www.pandemoniumart.net

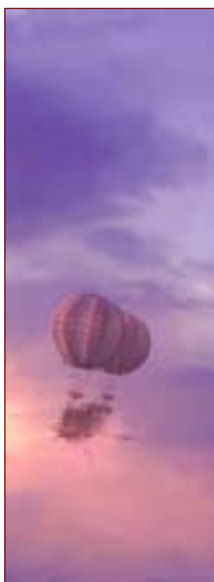


Vlad Kuprienko, aka Duke

Is a CG Artist/3D Modeller working freelancer in Kharkov, Ukraine, and Kemi, Finland. He started 3D five years ago using

Bryce 4, then started using Carrara and began modelling in Hexagon. He then started drawing in Painter and Photoshop, and his 2D skills have since grown. He now works in commercial design as 3D Modeller, CG Illustrator and Web Designer.

duke.of.vampires@gmail.com



János Kiss

Designs identities, brochures, flyers etc. and sometimes illustrations for a small company in Budapest, Hungary. Apart from graphic design, he works to improve his digital painting, which is a pleasure for him. He usually works with Painter and ArtRage. Nowadays, his main goal is to develop his portfolio, demonstrating several styles and techniques.


janos.kiss@28thwing.com



Would you like to Contribute to 3DCreative or 2DArtist Magazine?

We are always looking for tutorial artists, gallery submissions, potential interviewees, making of writers, and more...

For more information, send a link to your work here: warin@zoopublishing.com



In this interview, we chat to Jeremy Mohler to discover how he went from a farm in Kansas to becoming the amazing illustrator that he is today...

"Honestly though, there really is no method to the madness. I just work on the piece until I feel like the piece works or I've hit the deadline. I don't think I've ever done something the same way twice."

JERMEY MOHLER

10
TOTAL PAGES



PRE-ORDER NOW! DIGITAL ART MASTERS : VOLUME 2



288 PAGE PREVIEW ONLINE!

PRE-ORDER
ORDER YOUR HARDBACK COPY
TODAY TO RECEIVE A
10% DISCOUNT
SHIPS 20TH JULY



FEATURES 58 OF THE FINEST DIGITAL
2D AND 3D ARTISTS WORKING IN
THE INDUSTRY TODAY, FROM THE
LIKES OF:

PHILIP STRAUB
JONNY DUDDLE
ALESSANDRO BALDASSERONI
BENITA WINCKLER
FRED BASTIDE
JAMES BUSBY
MAREK DENCO
PATRICK BEAULIEU
JONATHAN SIMARD


BUY THE BOOK TO SEE JUST
HOW THEY CREATE THEIR
INCREDIBLE IMAGERY!

HARDBACK 21.6CM X 27.9CM IN SIZE
288 FULL COLOUR PREMIUM PAPER PAGES



3dtotal.com

for more products in our range visit <http://www.3dtotal.com/shop>



*"...It's what impels you
to go further; realising
it's high time to take the
bull by the horns again,
since there's so much
improvement to be done in
this technical field."*

Matthew Ferguson

Our latest interviewee works through the night, devoting the small hours to his wonderful creations. We ask Ani what fuels and inspires him and, on a lighter note, we find out just what his hand would do if it had a mind of it's own...


mathieu Leyssenne

10 TOTAL PAGES



DERICK TSAI

Derick Tsai is a man with many talents, whose portfolio includes storyboarding, animatics, concept art and illustration. Having been a freelance artist for many years, along with a position at a notable games studio as a Storyboard and Animatics Artist, he has now branched out to form his own, independent design studio...



"I personally like variety and think each project has an intrinsic look that it wants to be. It's the challenge of the artist to find that look and execute it to the best of his or her ability."

DERICK TSai

10

TOTAL PAGES



WWW.PIXOLOGIC.COM/ZBRUSH3



Now Available
online at Pixologic.com

Pixologic®
makers of ZBRUSH

"WHETHER IT'S CREATING FOR FILMS, GAMES
OR ILLUSTRATIONS, ZBRUSH FREES ME TO EXPRESS
MY IMAGINATION." - FRANCOIS-RIMASSON FREELANCE ARTIST

Advanced 'Digital Clay' with up to one billion polygons with HD Geometry, Real-time Shadows, Material Capture and Render (MatCap), Full 3D Sculpting and Texturing with Alphas and Textures, Real-time Posing, One-click Turntable Recording with Quicktime Export Support for 32 and 64 bit systems, Multi-threaded Support, And Much More.

ZBRUSH.COM - HOME PAGE

ZBRUSHCENTRAL.COM - COMMUNITY

ZBRUSH.INFO - WIKI

Brenton Cottman

Brenton Cottman is a digital matte painter who has recently worked on the major CG blockbuster, Transformers. He began life in Rhode Island from where he eventually moved on to study traditional painting in New York, before moving to the mecca of the film industry, Los Angeles...

"Learning to paint is really just learning to observe and interpret. Your lack of understanding is glaringly obvious with every mistake on the canvas. Your ability to be critical of your own work directly influences how you improve..."

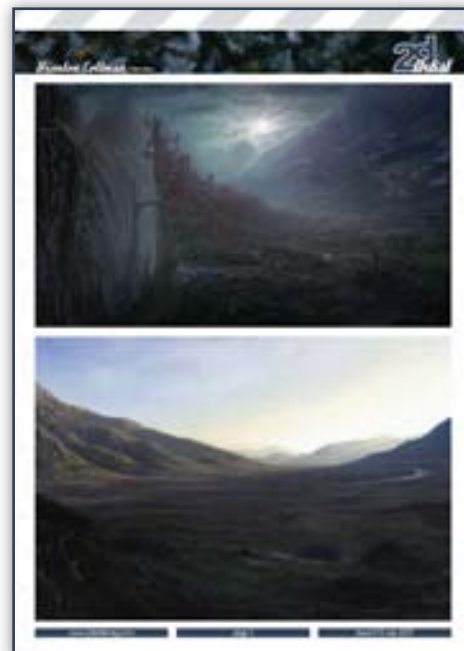


Cottman

Brenton Cottman

10

TOTAL PAGES



JOAN OF ARC

complete character creation

Downloadable Tutorial EBook



These 120 plus page, Downloadable PDF's are designed for ease of use to help beginners and intermediate level of artist alike in the creation of a female character. The tutorial takes you through the process of modelling, texturing and mapping to finally adding bones.

Chapter 1: Modeling of the Body

- Body

Chapter 2: Modeling of the Head

- Head, Ear & Assembly

Chapter 3: Modeling of the Accessories

- The Sword & Armour Legs

Chapter 4: Modeling of the Accessories

- Armour Bust, Hair & Glove

Chapter 5: Modeling of the Accessories

- Accessories & UVW Mapping

Chapter 6: UVW Mapping

- Sword, Clothing, Armour & Body

Chapter 7: Texturing & Hair

- Eyes, Skin & Hair

Chapter 8: Bones & Skinning

- Bases, Hierarchy & Skinning




3dtotal.com

for more products in our range visit <http://www.3dtotal.com/shop>

Introduction:

Michel Roger's famous 'Joan of Arc' tutorial re-written for Maya by Taylor Kingston, Cinema 4D by Giuseppe Guglielmucci & Nikki Bartucci, Lightwave by Vojislav Milanovich and Softimage by Luciano Iurino and 3DCreative Magazine.com.

If there has been one single tutorial that has educated and inspired more budding 3d artists than anything else, this complete step by step project by Michel's must be it. The community is in debt to him.



"We always try to get projects that present new challenges for us. We'd really hate to end up being known as a studio that only does this or that."

Imaginary Friends Studios

This is an Interview with Edmund, Studio Head at Imaginary Friends Studios, Singapore. Formed in late 2005, Imaginary Friends Studios was created to be an independent, all-terrain art department to serve the creative needs of companies and studios in the entertainment industry, namely comics, games and television/film...

Imaginary Friends Studios

Since opening their doors, IFS has created a substantial volume of work for international clients which include Electronic Arts, DC Comics, MTV and diverse properties including Warhammer, Street Fighter, F.E.A.R., Superman and Spiderman, and many others. Their two physical studios based in Singapore and Jakarta are equipped with high-speed broadband, all the major game consoles, and a reference library of books and media and toys up the wazoo. All of these go to creating a studio environment like no other we know (and love)! With a combination of talent and a professional work ethic, IFS has developed a reputation for being dependable, professional and for delivering nothing less than quality work. 2DArtist Magazine interviewed Edmund, one of the four founders and the Studio Head for IFS, back in our very first issue! Eighteen months on, we catch up for another chat...

So, how are things going, Ed? It's been a little while...

Things are going good. We just got our first batch of the new art book sent from our publisher and it feels really good.

It's very exciting waiting for your own book to arrive isn't it? Does it contain your art from the last 12 months?

Actually it's more like 24 months worth with samples of all the best bits. Our first art book was like a personal portfolio from our team of artists, but this new one is that PLUS work



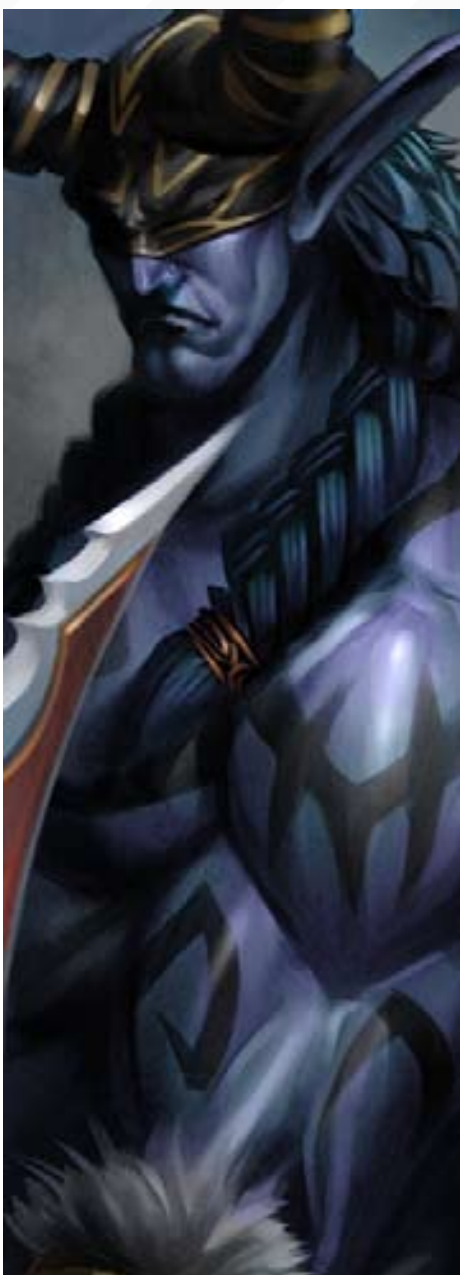
we've done together as a studio, and it's twice the page count!!

Wow! So is this going to serve both purposes of bringing in revenue from sales and as a portfolio to send out?

Well, the portfolio is meant to bring in revenue too!

Yeah, of course. Is it a good technique for bringing in business?

Well for us currently it's the only real way



because we're located all the way in sunny Singapore, so attending conventions etc. is really expensive and we can only afford to do it once a year, but it's not a cheap way either.

I hear exposure in high class magazines is very good too?!

Sure thing!

I will see if I can put you in touch with some, then, ha ha!

Yeah, well one of the reasons why we do it is because it also keeps us close to our roots. By publishing ourselves we go through a lot of the

same issues our clients go through, so in a way it helps us to keep things in perspective.

How is the flow of work going? New clients all the time, or continual work from your core ones? Both actually. It's nice that our core clients still have projects for us, but we're really happy that there's also a steady flow of clients with different kinds of projects. We always try to get projects that present new challenges for us. We'd really hate to end up being known as a studio that only does this or that.





So what is the most diverse project that you have to date?

Well lately we've been commissioned to do designs for tabletop miniatures for games, such as Heroclix and Horrorclix, and a big fantasy property which I can't name right now.

So this project involves designing the characters keeping in mind they have to be sculpted afterwards? Is that restrictive?

At first we thought it could be a major consideration, but after doing more research and seeing their current products, we were pleasantly surprised to see the detailed sculpting and production values that go into these minis. We've seen some sculptures of our designs and the stuff is amazing!

Well it's been almost 18 months since our first interview with you, which we were proud to have in the launch issue. What have been the main changes at IFS since then?





Well, we moved into a bigger studio - twice the size of our first! In fact, both our Singapore and Indonesian studios moved into larger premises - that's a big step and certainly cost us a lot! We're actually really, really trying hard not to become a big studio though, but we keep meeting these GREAT artists and just keep on growing!

Sounds very impressive! We would like to see some shots of your new studio if possible; is it how I imagine with cool art on the walls and toys and games machines everywhere?

Ha ha, yeah, it's probably the most unproductive environment by most business standards, as you can imagine.

Sounds like a lot of fun! You mention meeting more great artists. Are these people joining your freelance or in-house team?

As of this year, we've seen a few new faces join us from the region; two from Kuala Lumpur and

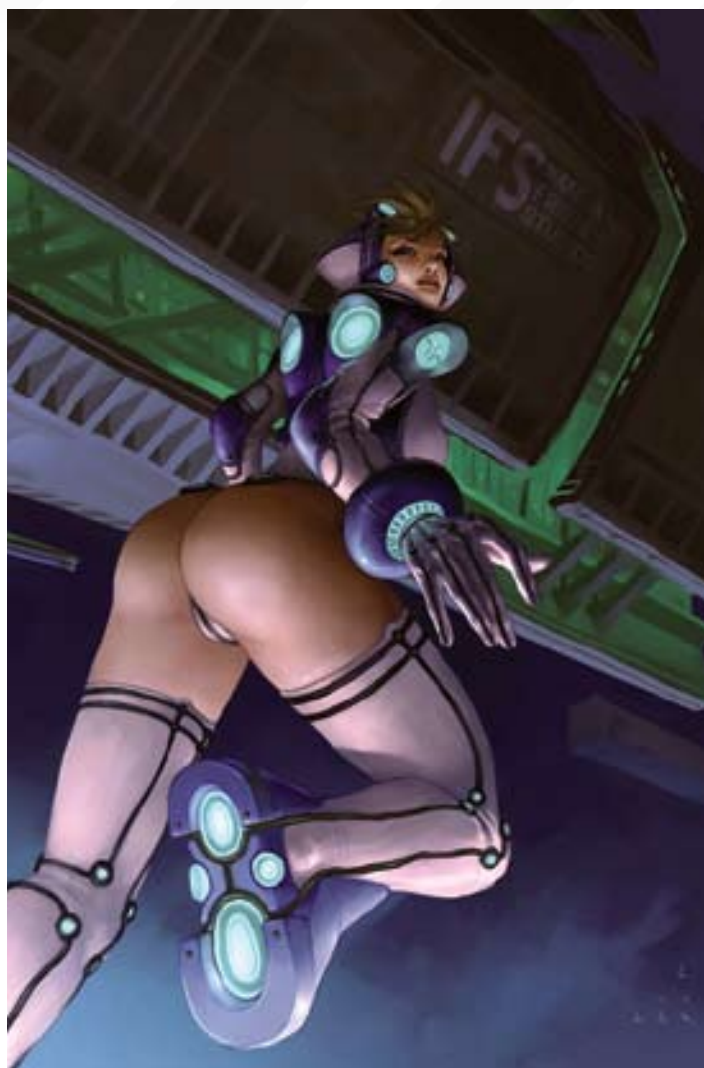
one from Manila. There are just so many great artists in the region writing in that sometimes it's hard to say no. We also have some artists working with us remotely on staff. For example, Svetlin joined us all the way from Bulgaria. In the same way that the Internet has opened up opportunities for us to work with an international market, we're also beginning to see how we can do the same for the international artists. Nothing beats working in a physical studio however, but who knows, maybe IFS Bulgaria could be the next big frontier?

And as the Managing Director, Ed, do you still get chance to be creative or, like me, are you now lost in emails and management?

Every day I think the next day will be better. But I think it's more of a personal discipline issue. I might just need someone to kick my butt more! After all, we now have a larger support team for admin, IT, project management, and even a dedicated graphic design team - all these are functions I once had to juggle when we were first starting out! So yeah, I need someone to kick me, really!

Ha ha, OK, I will send someone round! How about working techniques with regards to the art itself and new developments or new hardware/software that you are finding you cant live without?

Same thing so far. Still hooked on Photoshop and Corel Painter and, of course, the Wacom tablets, but we are also experimenting more with vector art for certain projects, too. Coming from a background in graphic design, one of our big dreams is to be able to really bridge the two areas of "painted" illustrations and graphic design illustration. Being creative people, we're pushing to take the inevitable step next - creating our own





properties. I think, sooner or later, every artist gets the urge to do something original.

So what's on the horizon - further expansion? We're launching our own original comics really soon, and we're also hoping to document our growth as a studio via our studio blog. Because we always want to stay true to our philosophy as a studio created by artists for artists, having a blog and articulating our hopes helps us to stay true to our vision in all that we do. It's so easy for us to get caught up in the business that we forget that making money is the "how" and not the "why".

Wow, the blog idea is great (<http://blog.imaginaryfs.com/>). I'm sure that will be very inspirational for many, and for your own comics, too! You just keep on throwing stuff at us! Blogs are incredibly easy to start; just not so easy to keep up, especially for old fogeys like



me! We're very excited and scared about the future, but our experience has taught us that often a lot of our fears are based on imaginary problems (no pun intended). We just need to plan as best as we can, then just go in faith and deal with whatever comes, and hope we survive! I told you we're not your typical studio!

Well from our point of view it seems you are making an excellent job of it so far!

I can tell you that the more we progress, the harder it is to move forward. We keep finding ourselves competing in larger playing fields with bigger boys where the chances of us succeeding are even slimmer, but we have a great team and I believe that because we have really given our artists a lot of respect in what we do, that when the time comes, we're going to face anything as a studio together, and that will make a lot of difference. Actually, I have to say that we have seen a lot of support from artists outside of the studios, too. We often get notes of support from strangers writing in, or fans who have been watching our work or seen them in magazines such as 2DArtist! Yay!! So we do want to thank those of you who have written in to encourage us!



Well, many thanks again for your time, Ed. It has
been great speaking with you and hearing about
your progression.
Thanks for catching up with us again, Tom.

Imaginary Friends Studios

For more information please visit:

www.imaginaryfs.com

Or contact:

Imaginary FS Pte Ltd

131 East Coast Road #02-01,

Singapore,

428816

Tel: 65 6348 4024

Fax: 65 6344 7250

Article by: Tom Greenway

SEPTEMBER 24-28, 2007 // MONTREAL // HYATT REGENCY HOTEL

// ADAPT 2007 CONFERENCE

ADVANCED DIGITAL ART PRODUCTION TECHNIQUES

Autodesk®

SAVE \$100!

BUY YOUR TICKET NOW

LIMITED SEATS. THIS EVENT WILL SELL OUT

WANT TO IMPROVE YOUR 2D & 3D SKILL?

LEARN TO WORK FASTER, BETTER BY DISCOVERING
TRADE SECRETS FROM WORLD LEADING MASTERS!

WWW.ADAPTMONTREAL.COM

SPONSORS & PARTNERS



P I X A R
ANIMATION STUDIOS



Convergence



VFXWORLD.COM
AN ANIMATION WORLD NETWORK PUBLICATION



DI-O-MATIC




SOFTIMAGE



// Event presented by

DIGITAL 04
STUDIOS



*"I don't believe that
having artistic
talent is based on
genes. I think
it's a mixture of
childhood
influences
and a certain type
of curious
personality.,
...*

IS ART A GIFT...

This month, we've asked 2D artists from a variety of
backgrounds and locations around the world:

*Do you think art is a gift
that you inherit from
your parents, or is it
something that can be
encouraged simply by your
surroundings, lifestyle, or
just sheer perseverance?*

Here's what they said...

IS ART A GIFT...?

10 TOTAL PAGES



the shorts drawer

Introduction:

A Collection of the finest independent animated movies and commercial trailers. The DVD includes work from a whole number of different sources, such as students, independents animators and commercial studios. We want people to be able to view this wealth of elite animation in one convenient high resolution package whilst generating much exposure for these talented artists at the same time.



the shorts drawer 2004

- Running Time: 3hrs 8 mins
- 27 Shorts movies
- 6 Clips & Trailers
- Region Free, NTSC & PAL versions
- Shorts & trailers from artist and studio like:
 - Blur Studios
 - Brian Taylor
 - Marco Spitoni
 - Patrick Beaulieu
 - & Alex Mateo



the shorts drawer 2005

- Running Time: 3hrs 8 mins
- 27 Shorts movies
- 3 Trailers
- Region Free, NTSC & PAL versions
- Shorts & trailers from studios such as:
 - Blur Studios
 - Keytoon Animations Studios
 - Redrover Studios
 - & Platige Image
- Loads of extra including images and storyboards



3dtotal.com

for more products in our range visit <http://www.3dtotal.com/shop>

This Month we Feature:

Vlad Kuprienko aKa Duke, David Munoz Velazquez,

Andrew Hou, Cyril Van Der Haegen,

Mathieu Leyssenne, Stuart Jennett,

Paul Davies, David Palumbo,

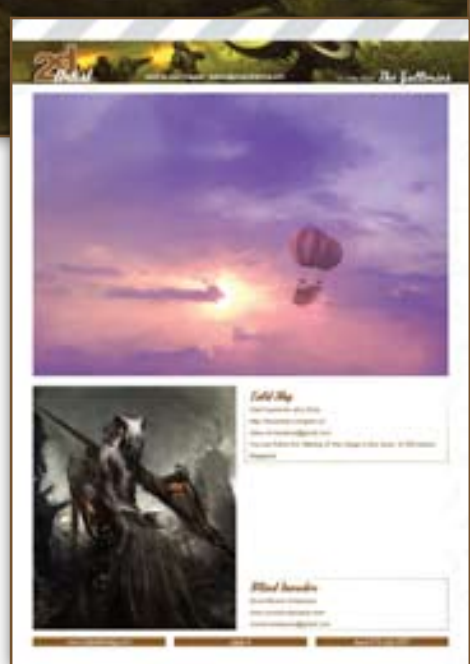
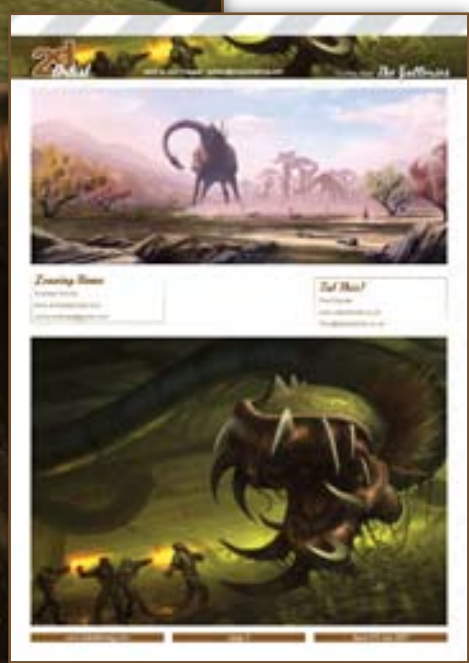
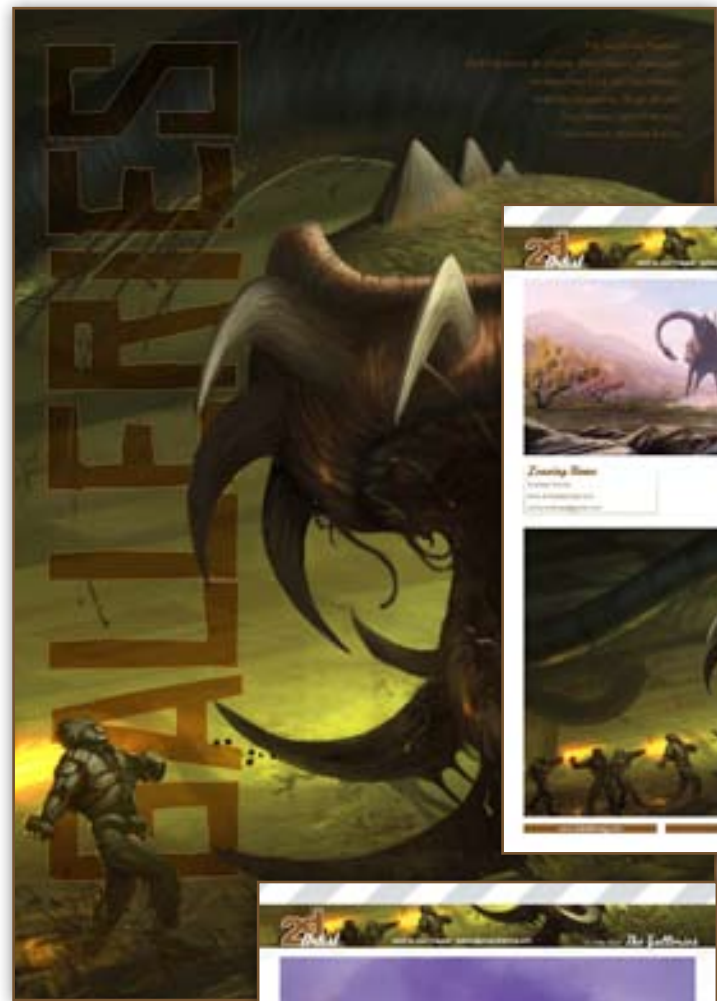
Colin Gilmour, Andreas Rocha.



GALLERIES

10

TOTAL PAGES



BOXX

Balance of Power

Streamline your DI pipeline
with the 3DBOXX™ RTX Series.

The ideal combination of processing power
and storage bandwidth for the Digital
Intermediate process.

Sixteen cores.

Work on HD, 2k and 4k frames with ease
Up to 15 hard drives - 1GB/s storage bandwidth

Next-Generation AMD Opteron™ processors with DDR2 memory
extend the industry-leading performance trajectory established by
Dual-Core AMD Opteron™ processors, while offering a seamless
upgrade path to Quad-Core performance and leading-edge
solutions to help run your business applications.

Next-Generation AMD Opteron™ processors with Direct
Connect Architecture and high-bandwidth DDR2 memory
offer great performance for floating-point applications and
enhance our performance-per-watt capabilities for even
cooler, more silent operation.



BOXX® Technologies, Inc.
1.877.877.BOXX
sales@boxxtech.com

We know VFX. And it shows.

www.boxxtech.com

Image courtesy of Olivier Derouetteau, <http://olive2d.free.fr>

the

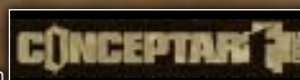
2DA challenge

2DArtist Magazine introduces the new 'Challenge' Section of the mag. Every month we will run the Challenges, available for anyone to enter, for prizes and goodies from www.3dtotal.com shop and to also get featured in this very magazine! The 2D Challenge runs in the conceptart.org forums and the 3D challenge, runs in the threedly.com Here we will display the winners from the previous months challenges and the 'Making Of's from the month before that.

SNAIL

Stylised Animal challenge

In Association with



Stylised Animal Challenge

Snail

10
TOTAL PAGES



SynthEyes 2007 ¹/₂

3-D Camera Tracking Software

Now with

IMAGE STABILIZATION

Maybe you are shooting hand-held, and need a more professional look. Maybe you are using other stabilization software, but are tired of limited functionality, poor tracking, or strange geometric distortions in the results. We've got the cure!

SynthEyes now includes an awesome image stabilizing system, based on SynthEyes's famously fast and accurate tracking. Integrating auto-tracking and stabilization makes for a terrifically fast workflow, and means we can do all the sophisticated things to produce the highest-quality images possible. We added the flexibility to nail shots in place, but also to stabilize traveling shots. Then, piled on a full set of controls so you can **direct** the stabilization: to change shot framing, add life, or minimize the impact of big bumps in the footage. Since you've got other things to do, we multi-threaded it for outstanding performance on modern multi-core processors.

We didn't forget about pure camera tracking either. SynthEyes 2007¹/₂ adds single-frame alignment for nodal tripod and lock-off shots; a way to add many accurate trackers after an initial solve, for mesh building; a way to coalesce co-located trackers, perfect for green-screen tracking; and about 50 other things.

One thing we didn't change—our incredible price:

\$399

"I used SynthEyes exclusively while working on **Pan's Labyrinth**, and the CG Supervisor was continually amazed at how I was blowing their deadlines clean out of the water. I used the zero-weight points to model many surfaces which needed to be very accurate, so that a 3-D stick bug could walk across them." — *Scott Krehbiel*

Other recent credits: Apocalypto, Bridge to Terabithia, Casino Royale, Deja Vu, Next, Pirates of the Caribbean: Dead Man's Chest, Pursuit of Happyness, Spiderman 3, Zodiac

"2D at FUEL used SynthEyes for a few especially gnarly shots during **Charlotte's Web**. For \$399 and a couple of hours invested in the docs, our compositors can solve a camera for almost any shot. SynthEyes is smoking fast, easy to understand and the support is phenomenal."

— *Sam Cole, FUEL*

See the website for more details on SynthEyes's amazing feature list.

25+ Exporters included standard.


PC/PC 64-Bit/Intel Mac/PowerPC Mac

ANDERSSON TECHNOLOGIES LLC

For more information and free demo:

<http://www.ssontech.com>

Fourth year in the market,
serving VFX artists in over 40 countries

A close-up, artistic photograph of a woman's face. The focus is on her eyes, which have a vibrant, multi-colored iris (green, yellow, orange, and red). Her skin is fair and smooth, with a small mole visible on her cheek. Her lips are painted with a soft, pink lipstick. The lighting is soft and warm, creating a gentle, intimate atmosphere.

"I'm often asked about my brushes, which one I use for the skin, in fact i don't have a lot of brushes"

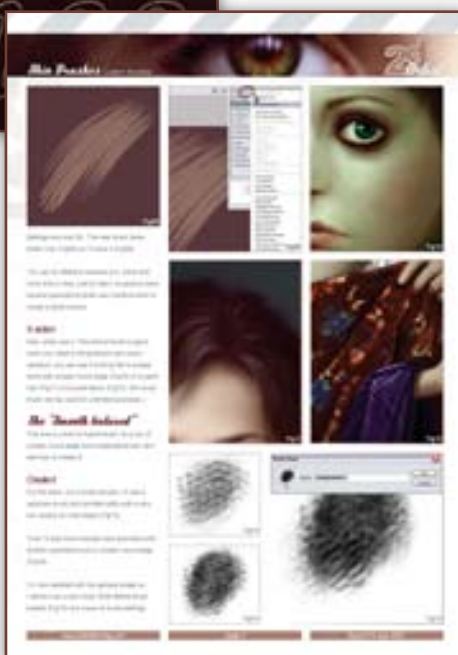
Melanie Delon shows
us some really handy
ways of creating
some custom brushes
inorder to paint
realistic skin

Skin Brushes

Skin Brushes

10

TOTAL PAGES





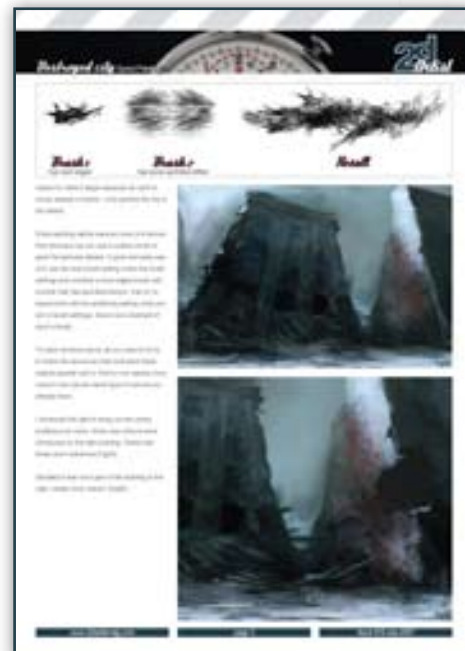
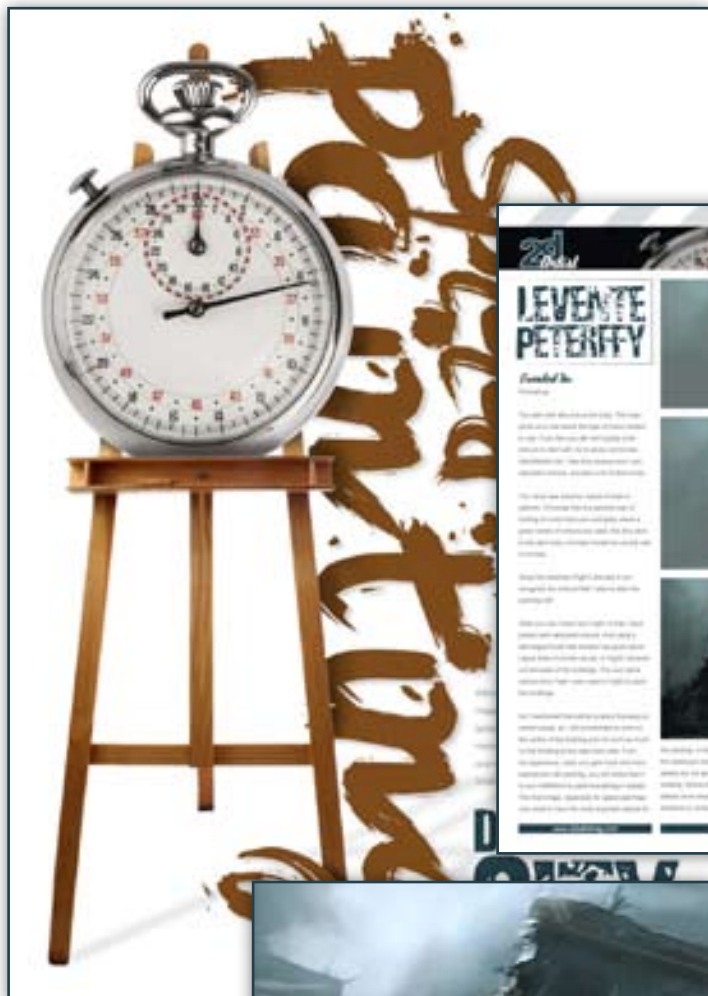
Welcome to the Speed Painting section of the magazine. We asked two artists to produce a speed painting based on a simple, one-line brief. Here we will feature the final paintings and the overview of the creation processes. This month, Andreas Rocha and Levente Peterffy tackle:

DESTROYED CITY

DESTROYED CITY

10

TOTAL PAGES



Vue 6

A New Dawn

Personal Learning Edition

FREE!

Learn Vue 6 for free

www.vue6.com/ple



www.vue6.com

Picture made in Vue by Juergen Elits



**Solutions for
Natural 3D Environments**

Using 3D

as a starting point for a Digital Painting

Over the course of the next three months I shall be discussing some methods and techniques used to create a digital painting of an interior. More specifically I will aim to show how 3d software can be used as a useful application in the process.

Part 1:

We will cover the reasons why 3d renders can prove invaluable tools in quickly and efficiently calculating perspective problems and supplying masks. We will take the idea from a concept sketch through to a simple 3d scene and finally to a digital painting where we will deal with establishing the tonal ranges.

Part 2:

We will continue by refining the painting in more detail and referring back to the 3d scene to further polish the details and eventually begin the colouring phase.

Part 3:

Will cover finishing the painting with additional lighting and adjustment layers to complete the overall mood.

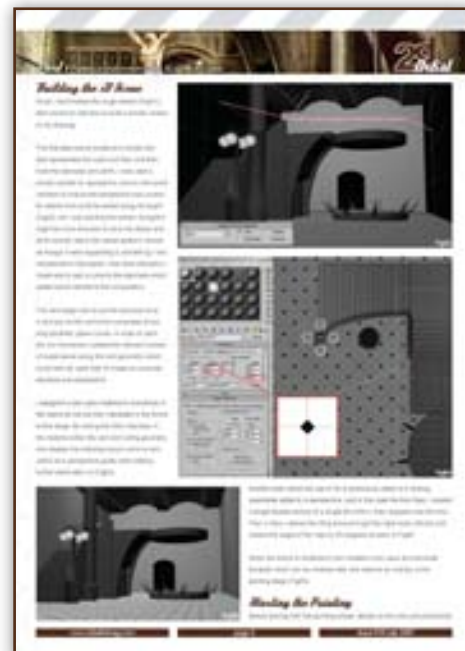


Using 3D

as a starting point for a Digital Painting

10

TOTAL PAGES





More than a Fantasy

Whether you're just starting out or want to augment your skills, Animation & Visual Effects at Vancouver Film School will help your career take flight.

THE PROGRAMS

The focus of all our Animation & Visual Effects programs is on telling a story through movement: knowing how to animate life where there is none. Choose from 3D Animation & Visual Effects, Classical Animation, Digital Character Animation, and Houdini™ Certification.

THE LEADER

VFS's Animation & Visual Effects programs are led by industry veteran Larry Bafia, who was Animation Supervisor at PDI/Dreamworks and worked on hits like *Antz* and *Mission Impossible II*.

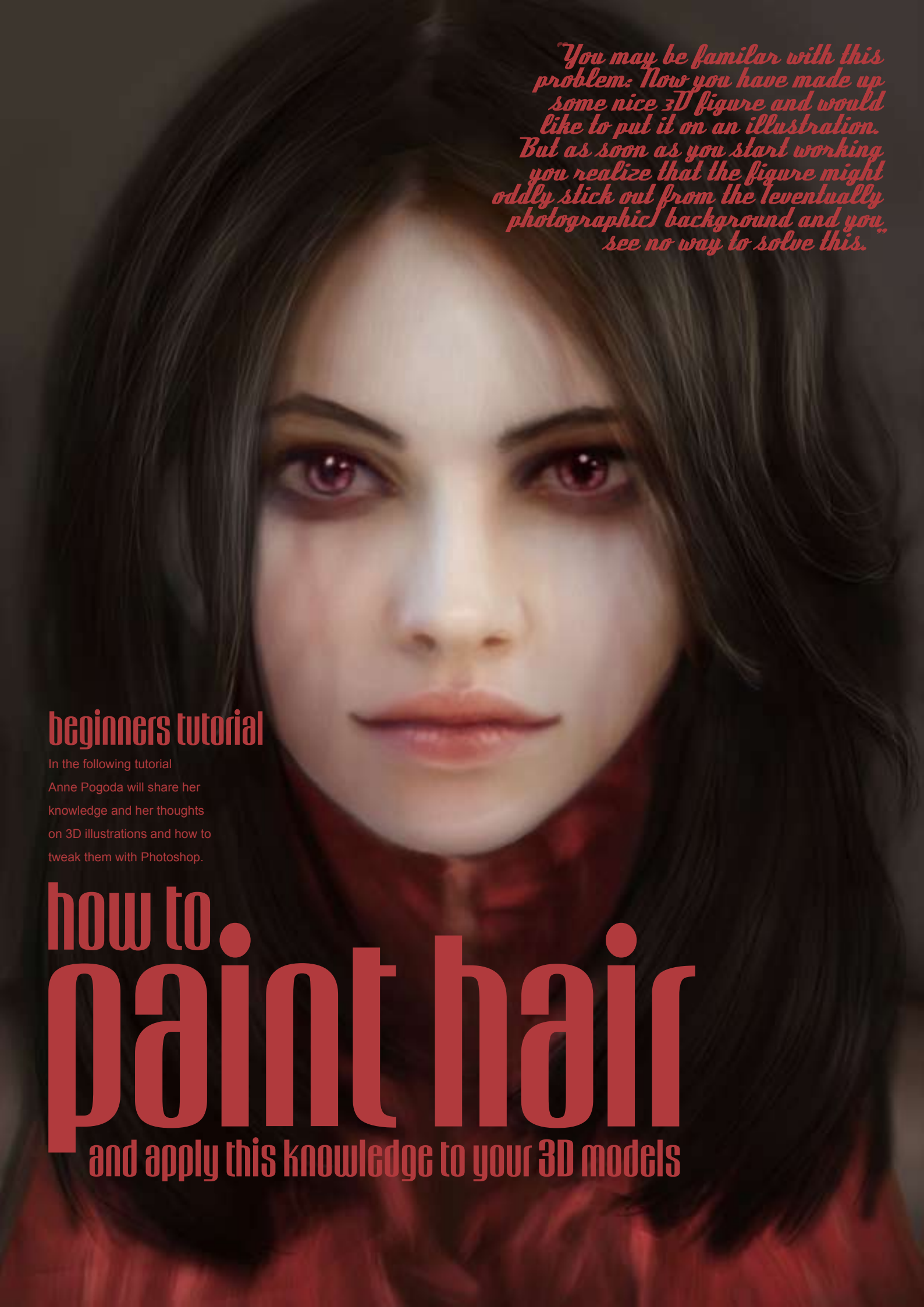
THE PROCESS

Under the guidance of instructors who are industry pioneers, you will work and learn in a studio setting (the "ant farm") and create a demo reel or film of your own, so when you graduate, you're ready to work in a production team and hit the ground running.

THE RESULTS

VFS Animation & Visual Effects graduates have worked on top films and TV series like *Harry Potter: Order of the Phoenix*, *Happy Feet*, *Narnia*, *Ice Age: The Meltdown*, *Transformers*, *Lost*, *Ant Bully*, *Family Guy*, and *Battlestar Galactica*.

VFS Student work by Julianna Kolakis



"You may be familiar with this problem: Now you have made up some nice 3D figure and would like to put it on an illustration. But as soon as you start working you realize that the figure might oddly stick out from the eventually photographic background and you see no way to solve this."

beginners tutorial

In the following tutorial

Anne Pogoda will share her knowledge and her thoughts on 3D illustrations and how to tweak them with Photoshop.

how to paint hair

and apply this knowledge to your 3D models

how to paint hair

and apply this knowledge to your 3D models

10

TOTAL PAGES



Zoo Publishing presents the new issue of 3dcreative magazine: a downloadable monthly magazine for concept art, digital & matte painting for only \$4us



visit **www.3dcreativemag.com**
to download the free 'lite' issue, the full issue, subscription
offers and to purchase back issues.



FOLLOW

"...she gives me advice to use 'Just Add Water' It was perfect for making this kind of image."



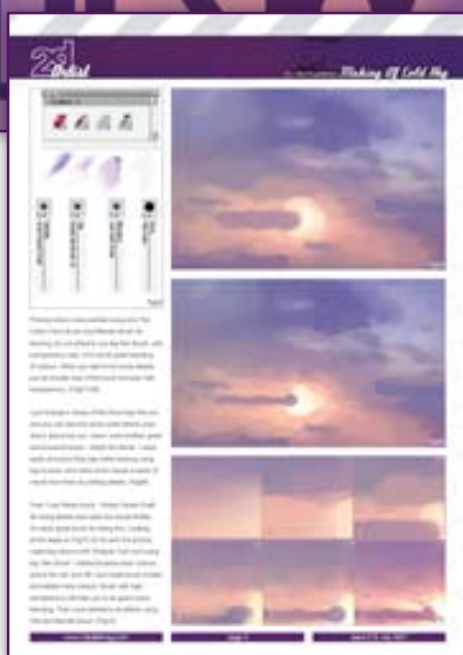
In this 'Making Of' Vlad Kuprienko will be showing us how he created this piece of work 'Cold Sky' using Painter X and its default brushes.

COLD SKY

MAKING OF

COLD SKY

10
TOTAL PAGES



next month

artist

Interviews

Anthony Cournoyer

Stuart Jennett

Jim Murray

Steve Argyle

Articles

Concept art for Darksector

Sketchbook of Icon

Tutorials

Custom Brushes

Speed Painting

**Using 3D as a starting
point for a Digital Painting**

Making of's

Finding Unknown Kadath

by Sergey Musin

and many more

Galleries

10 of the Best images featuring

Cyril Van Der Haegen, Stuart Jennett,

Thomas Pringle, Steve Argyle Waheed

Nasir and many more

Plus Loads More!

All for only \$4!

go to www.2dartistmag.com for full
details and to purchase current, back
issues and 6 & 12 month subscriptions

Image by Stuart Jennett

"I don't think I have a particular style, but I like to experiment from time to time, to find new ways and new techniques to learn new tricks."

Self portrait brought to you by Dominus, a freelance designer who spends most of his time working on character concepts and illustrations.

SELF VERSION

SELF VERSION

10 TOTAL PAGES



**SUBSCRIBE
NOW & SAVE
UP TO 25%**

on this already amazing value publication!

**12 ISSUES
FOR THE
PRICE OF 9**

Subscription \$36 save \$12 (25%)

**6 ISSUES
FOR THE
PRICE OF 5**

Subscription \$20 save \$4 (16%)

Have your 2D Artist Magazine Download
link delivered automatically to your inbox
every month...

...and have it before anyone else!

www.2dartistmag.com

Concept Art, Digital & Matte Painting Magazine

Issue 019 July 2007 \$4 / €3.25 / £2.25

**2d
Artist**

"Our first artbook was like a personal portfolio from the IFS team of artists. This new one is that PLUS work we've done together as a studio, and it's twice the page count!"



Imagine: The Art of Imaginary Friends Studios Second Book Full of Imaginary Goodness

For your chance to win 1 of the 3 copies of this book, simply answer this question:

How many studios does Imaginary Friends Studios now have?

Email your entry to lynette@zoopublishing.com. All entries received by 31st July 2007 will be entered into a prize draw. The three winners will be notified of their success by e-mail. To help us issue prizes quickly, please include your **name, email address and postal address** clearly in your email. All entries received by 1st August will be entered into a prize draw. The two winners will be notified by e-mail

Rules: Zoo Publishing decision is final and there are no cash alternatives. No other correspondence will be entered into. Any entry that is late, illegible, incomplete or otherwise does not comply with the rules may be deemed invalid at the sole discretion of Zoo Publishing. Your details will be held on record by Zoo Publishing but will not be passed on to third parties.



Competition Sponsor: www.imaginaryfs.com

Formed in late 2005, Imaginary Friends Studios was created to be an independent all-terrain art department to serve the creative needs of companies and studios in the entertainment industry - namely comics, games and television/film.

Since opening their doors, IFS has created a substantial volume of work for international clients which include Electronic Arts, DC Comics and MTV, and diverse properties including Warhammer, Street Fighter, F.E.A.R., Superman, Spiderman and many others. Their two physical studios based in Singapore and Jakarta are equipped with high speed broadband, all the major game consoles and a reference library of books and media and toys up the wazoo. All these go to creating a studio environment like no other we know (and love)!

Their second book is hot off the press this month and combines 24 months' worth of samples of all their best art!

"245 pages of imaginary goodness - a foreword by Ashley Wood and a tutorial on the making of the cover by Artgerm & collaborators"





Is a Company publishing downloadable online magazines. It is based in the West Midlands in the UK. Zoo currently produces two online downloadable magazines, 3dcreative and 2dartist. Zoo's intention is to make each issue as full of great articles, images, interviews, images and tutorials as possible. If you would like more information on Zoo Publishing or It's magazines, or you have a question for our staff, please use the links below.

Contact Information

www.zoopublishing.com

www.3dcreativemag.com

www.2dartistmag.com

Editor > Ben Barnes

ben@zoopublishing.com

Assistant Editor > Chris Perrins

chris@zoopublishing.com

Content Manager > Warin Pismoke

warin@zoopublishing.com

Marketing > Lynette Clee

lynette@zoopublishing.com

Partners

If you have a CG Community website, and would be interested in reselling 3DCreative or 2DArtist magazine please contact Lynette Clee on the eMail address above.

