

2d artist

Concept Art, Digital & Matte Painting Magazine Issue 011 November 2006 \$4 / €3.25 / £2.25

Interviews

Tomáš Müller
Seung Ho Henrik Holmberg
Matt Haley

Articles

Creatively Self Employed
Lemmings

Tutorials

Creating a 2D Image
from scratch &
The importance of
references

Making Of's

Making of wizard, Lioness
& Rocky Rock.

Galleries

10 of the best images from
around the World.

REAL 2D JOBS

Who says art doesn't pay? We start a series of
interviews with Professional 2DArtists putting
their talents to uses in real 2D jobs...



Image : Seung Ho Henrik Holmberg

2DARTIST
www.2dartistmag.com

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INTERVIEWS

Tomáš Müller

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Matthew Haley

TUTORIALS

David Revoy

Alon Chou

Daniel Vijoi

Sasha Podgorny

Raluca Iosifescu

GALLERIES

Hoang Nguyen

Daniel Kvasznicza

Mélanie Delon

Abrar Ajmal

Rishikesh Nandlaskar

Erich Schreiner

Robin Chyo

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Michael Van

Den Bosch

Alon Chou



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Zoo Publishing



Image : Tomáš Müller



welcome **Editorial**

Editorial

Welcome...

To Issue Eleven. This month, we begin to take a look at the wide world of 2D digital art. Although the idea of working as a matte painter or a concept artist on a major feature film appeals to most of us, there is a much broader range of jobs in which your 2D skills can be put to use, and to make a living from. In a series, which we are calling "Real 2D Jobs", we are going to talk to artists who have careers in other jobs which are outside the realms of concept art and matte painting. This month, we talk to comic book artist Matt Haley. Some of you will already be aware of Matthew as he has worked with the likes of Stan Lee, John Buscema, Steve Ditko, John Romita Sr. and the King of Comics, Jack Kirby, and has worked on projects which include 'Superman Returns' and 'Who wants to be a Superhero'. Matthew tells gives us an insight into the world of the comic book artist.

Artist Interviews

Concept artist and '2DArtist' regular, Tomáš Müller, and freelance artist, Seung Ho Henrik Holmberg, both talk to us this month and showcase some of their amazing work.

Articles

The pitfalls of being a self-employed creative are brought to our attention by Kristen Fischer, who has written a book about the sometimes impossible world of freelancing, and we have caught up with the legendary 'Team17' about their recent Lemmings conversion to PSP with some of the early concept art thrown in!

Tutorials

The importance of reference images and building a 2D picture from scratch are lessons learnt in two of this month's tutorials; 'Collar of Magic Pearls' by David Revoy and 'I'm Willing' by Alon Chou. The Making of 'Wizard' by Daniel Vijoi, 'Lioness' by Sasha Podgorny and 'Rocky Rock' by Raluca Iosifescu finally complete this month's learning.

Galleries

Some more fantastic work featured this month by Hoang Nguyen, Daniel Kvasznicza, Mélanie Delon, Abrar Ajmal, Rishikesh Nandlaskar, Erich Schreiner, Robin Chyo, Balaji Santhanam, Michael van den Bosch and Alon Chou.

Enjoy!



About us

Zoo Publishing is a new company comprising of a small team based in the Midlands, UK. '2DArtist' is our second magazine project, following the successful '3DCreative' Magazine (www.3dcreativemag.com). We are very grateful for the support of the following CG sites, which have helped to promote and spread the word about our publications. As well as ourselves, all digital artists owe a lot to these communities for the incredible amount of work that they do for the CG Industry: 3DKingdom, 3DLinks, 3DTotal, 2DValley, 3DM3, CGUnderground, ChildPlayStudios, DAZ 3D, 3DExcellence, Epilogue.net, GFXArtist, the3DStudio, CGDirectory, MattePainting.org, Max-Realms and Mediaworks. We look forward to a lasting and successful partnership with these CG community sites.

Image : Daniel Kvasznicza





Contributors

Every month, many artists from around the world contribute to 2D Artist Magazine. This month, we would like to thank the following for their time, experiences and inspiration.

this month's **Contributing Artists**



Aten Skinner

Lead Artist, Team17 Software Ltd,
Ossett, West Yorkshire, UK.

Graduated from Bournemouth
University in 1996. Worked for
Gremlin Graphics / Infogrames

in Sheffield from 1996 to 2003. Came to Team17 in
2003, currently Lead Artist on Lemmings and loving it!



aten.skinner@team17.com

www.team17.com



Daniel Vijoi

Bucharest, Romania. I have
been working for 5 years in the
games industry, first at Fun Labs
Romania, and for the last two
years I've been working at AMC

Studio as a Lead Texture Artist. I have made all kinds
of games for all top platforms and in my free time I'm
most interested in Concept design, Illustration and
drawing. My hobbies are scale models, art of any kind
and traveling.

<http://techart.cgsociety.org/gallery/>

<http://techart.cgarts.ro/index.php/pg/galerie>

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David Revoy

2D Illustrator & Concept artist
Freelancer, Toulouse, France.

I'm a self-taught artist. I started
working in the field of CG in 2001
after a traditional painter and

Illustrator career. Now I work as concept artist for
anime studios (character designer - Environment &
Hardware) and as illustrator for book covers (fantasy
or for children). I wish to evolve my career to video
games, especially as a concept artist for an Rpg
video-games and art-director.

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Kristen Fischer

I wrote Creatively Self-Employed:
How Writers and Artists Deal
with Career Ups and Downs"
to help creatives deal with
the unique challenges of

creative self-employment that not many people talk
about." To find out more about the book, visit www.creativelyselfemployed.com.

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<http://www.kristenfischer.com>

<http://www.creativelyselfemployed.com>



Matt Haley

Matthew is a Comic book artist.

As well as working on projects
such as 'Who wants to be a
superhero' with Stan Lee, Matt
also makes his own Comic book
series G.I.Spy.

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<http://www.matthaley.com/>

<http://www.gispyonline.com>





this month's **Contributing Artists**



Alon Chou

2Dartist & Freelancer, Taipei, Taiwan. My passion is for single piece Illustrations. I like to create complete pieces of illustration which contain backgrounds, stories, characters, emotions, and beautiful moods. Other than that, I am also interested in environment design, and even hope to get involved in the movie industry.

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<http://cgmeet.com/alon/weblog.php>



Sasha Podgorny

Designer & Illustrator, Minsk, Belarus. I started to work in the sphere of computer graphics in 2001 as an illustrator for a monthly magazine. After graduating from the Belarusian Academy of Arts I began to work as a designer & Illustrator at advertising company TIRO, who specialise in brand development. Today I manage the design department there and teach drawing and composition at an art institute. I like classic Renaissance paintings most of all.

sasha@gorec.by



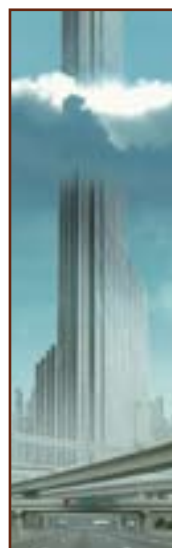
<http://gorec.by/>



Raluca Josifescu

I recently graduated from the University of Medicine in Bucharest. I guess that makes me an MD :). Digital painting has been a hobby for me in the last 6-7 years, since I discovered graphic tablets & Adobe Photoshop. In the last 4 years it has become more. Though I strongly believe in making your own destiny, it seems that some things choose you instead of you choosing them. I started some commissioned work, & currently I am a freelancer. I have worked on illustrations for children's books, and fantasy games.

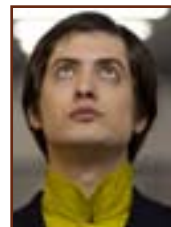
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Tomáš Müller

Freelance Concept artist, Illustrator & Graphic designer, Prague, Czech Republic. I have 6 years of experience in the creative domains, especially in Graphic design, Illustrations, Concept Art and Matte Painting. I studied at a high school of art & I now work as Freelancer.

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Seung Ho Henrik Holmberg

Freelance Concept Artist & Digital Painter, London, UK. I Started working with games companies in Sweden in 99. I Have since then

had the pleasure of working on productions such as Shrek 2, Star Wars Episode III & VFX concepts for the later Harry Potter movies. In the past 2 years I Have been working on commercial projects for Adidas, Sony, Motorola, Coca Cola & Toyota etc. I secretly hope to one day become a pro-inline speed skater!

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Would you like to contribute to 3DCreative or 2DArtist Magazines?

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Tutorials : warin@zoopublishing.com

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totalTextures

v4: r2

Humans & Creatures

The Original Total Texture collection was created in 2001, utilising the best methods and technology of the time. Since then, techniques and technology have both moved forward, and here at 3DTotal we felt that although the original collection is still widely used and highly regarded among artists and studios of all calibers, it was time for an update...

This enormously improved version of the original texture collection now contains 272 individual Materials, comprising of over 938 individual, hand crafted texture maps. Every Texture now has its own unique colour map, bump map. There is also over 50 new alpha and 100 new specular maps.

What's new?
This new collection consists of 272 materials, comprising of 938 individual maps!! (Colour, Bump, Specular and Alpha maps). We have also included 36 psd files for some of the textures, allowing you to customize some new textures of your own.

DVD Contents:
31 Creature Eyes
11 Creature Furs
2 Creature Miscellaneous
6 Creature Scales
14 Creature Skin (Body)
27 Creature Skin (Facial)
16 www.3d.sk images
16 Human Eyes
2 Human Hair
12 Human Misc (Body)
24 Human Misc (Facial)
47 Human Skin (Abnormal)
2 Human Skin (Old)
13 Human Skin (Tattoo)
34 Human Skin (Young)
15 Human Skin (Reference)



15 Collections of amazing Textures

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The background is a complex, steampunk-inspired illustration. It features a large, circular clock face with a yellowish-gold outer ring and a blue, mechanical interior. The clock hands are black and ornate. Below the clock face, there's a smaller, circular platform with a yellowish-gold border and a blue center, where a small, dark figure is standing. The entire scene is set against a dark, textured background with various mechanical elements and ropes.

Tomáš Müller

Tomáš has been interested in art ever since he was a kid, then started out working in the graphic design and 3D business. He now works on 2D concept art, combining his 3D experience to create these fantastic artworks...



An interview with **Tomáš Müller**



Hi Tomáš, well where to start?! I really love your work - colours, compositions, concepts - they all seem to tick the right boxes. Can you tell us a little about your training and the path so far that has led you to where you are now?

I have been interested in art ever since I was young. Since graduating from Art School, I have been working in the graphic design business. I was first interested in graphic design, then in 3D work, and now my interest lies in 2D and concept art. The biggest benefit to my career has to be what I learned in Art School. My never-ending enthusiasm to work on my own and to improve my art skills are also some of my greatest benefits.





There is obviously a lot of 2D work in the concept section of your portfolio, but with such strong and accurate perspectives appearing in many pictures, are there some 3D techniques going on too? Can you tell us a little about your technique with regards to this and what software you use for the various stages?

I like to combine 2D and 3D techniques with potentially all digital media. I use 3D as a guideline for perspective views, which is a very practical way and saves me a lot of time with basic 3D shapes, "sketches" and composition.

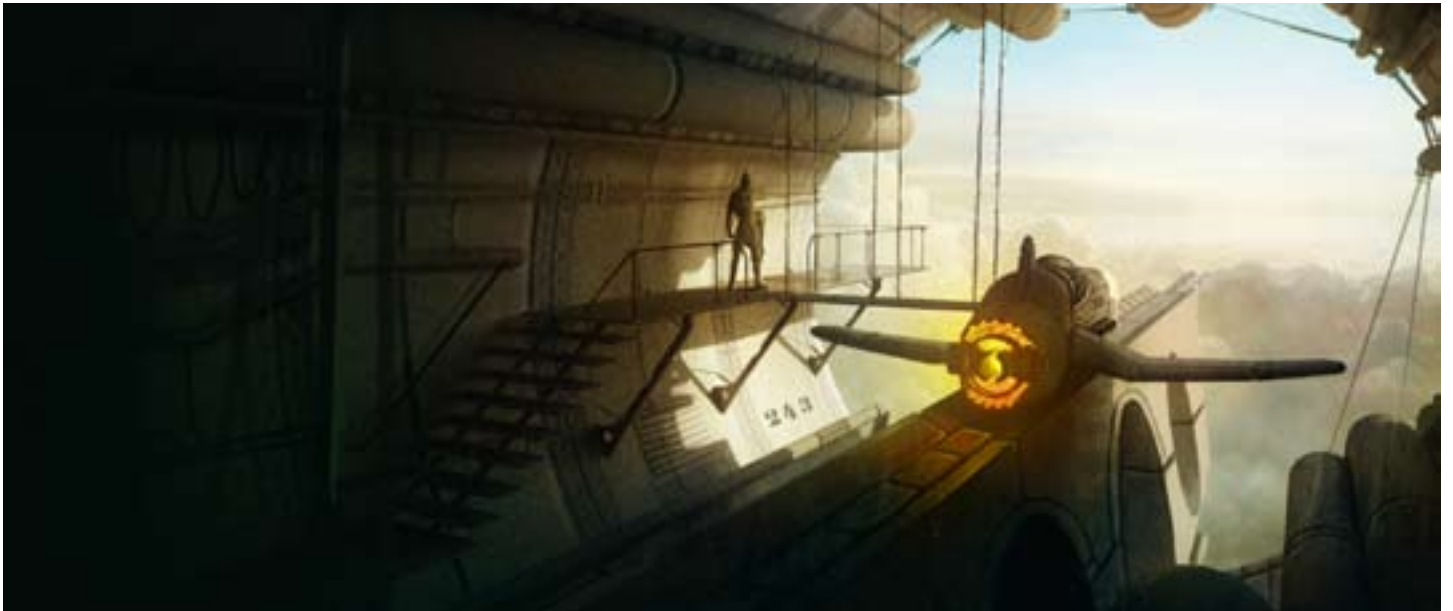
Your compositions are very strong and often we see your back-lighting technique giving foreground silhouettes. Can you tell us a little more about this style?

Yes, I like to use this style to get something clean with a silhouette at the front of my scene. Firstly, it's a kind of graphics artifact and also it makes the person who is looking at the artwork feel that he is a part of it. I'm trying to keep aware of flatness and the feeling of absence in my artwork.

What projects are you working on now? Are you employed or working as a freelancer?

I'm working as a freelancer. I have established some close connections with a few creative teams and graphics studios and I'm currently working for my own clients, and am even participating in a PC game project.







Any ambitions for the future, in terms of both work and play?

To work on myself, improving my skills and ideas, is my main goal for future. I feel that freelancing offers me the best environment to achieve these goals. I'm most interested in game and future film projects at the moment. In my personal life, it is my girlfriend who is my source of my living and my working inspiration.

Well, we are very happy that your passion to be so creative has resulted in such great artwork for all to enjoy! As well as your own drive, have there been any other artists that have significantly motivated you, and how?

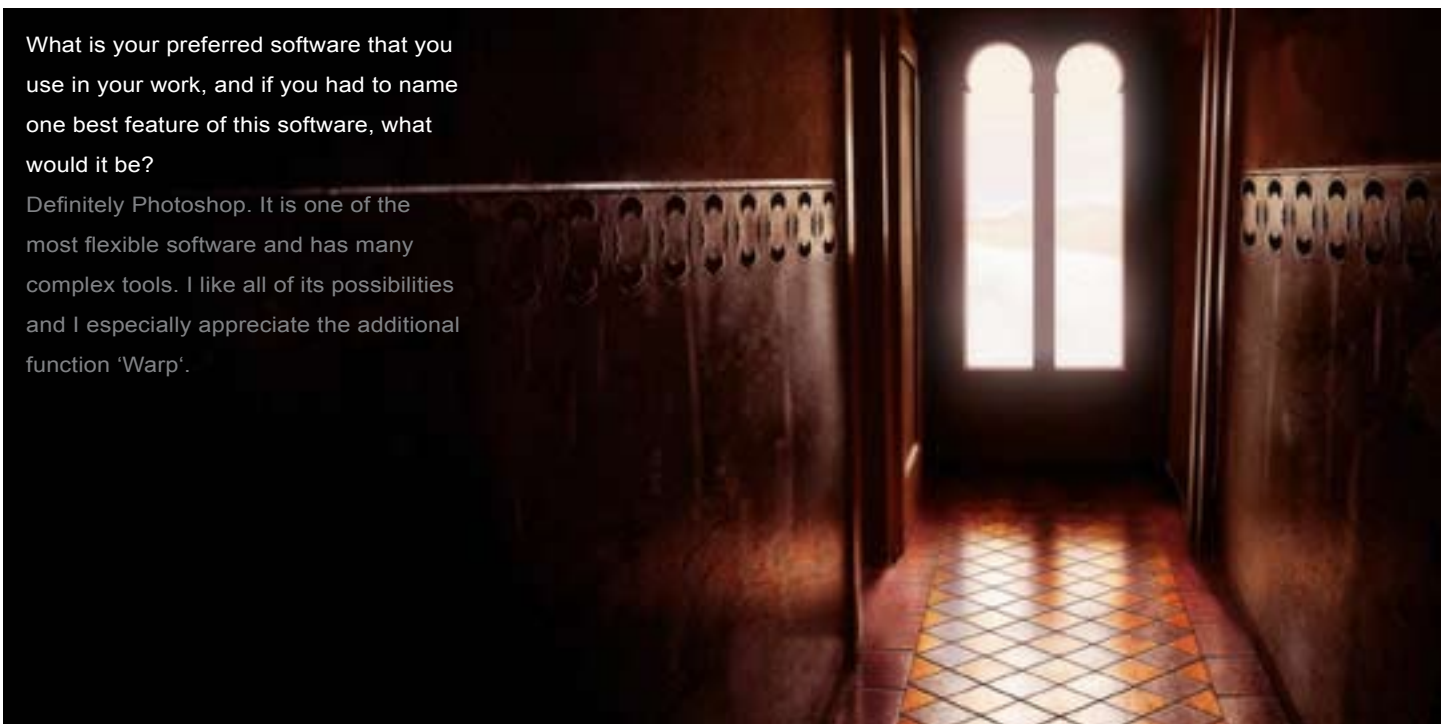
Of course I've been affected by many people in my work, much as my school lecturers, or other artists, are. When I was starting out as an artist, I was really very interested in the precise works of Pascal Blanche or Niel Blevins, of which I loved the atmosphere of their 3D works.





What is your preferred software that you use in your work, and if you had to name one best feature of this software, what would it be?

Definitely Photoshop. It is one of the most flexible software and has many complex tools. I like all of its possibilities and I especially appreciate the additional function 'Warp'.





Are these foreground artifacts, image elements etc., all planned carefully at the start of a new piece of work and created separately on individual layers?

These components are always contained in the primary sketches of my works. I mostly harmonize them in the beginning to support the composition and depth of the painting.

Have you any advice for budding freelancers on how to successfully deal with clients?

I'm not competent enough to give advice, but I do think that everybody should be their own person and try not to take the critics too literally!

Sounds like you have a great future ahead Tomáš! We look forward to seeing the fruits of your labour!

Thank you, I am always pleased to share my work with all.

Tomáš Müller

You can see more of this artist's work at:
<http://www.temujin.cz>

Or contact them via: temujin@temujin.cz

Interview by : Tom Greenway



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SEUNG HO HENRIK HOLMIBERG

Seung Ho is a conceptual and matte painting artist who has worked for ILM, Dreamworks & The Mill on projects including computer games, the Great Pyramids (not the originals, the digital remakes), 'Troy' and the blockbuster 'Shrek 2'. Seung Ho talks to use about his experiences and his inspirations...



An interview with **Seung Ho Henrik Holmberg**

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SEUNG HO HENRIK HOLMBERG

12

pages





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REAL 2D
JOBS

Matthew Haley

This month we begin to take a look at the wide world of 2D digital art. Although the idea of being a matte painter or a concept artist on a major feature film appeals to most of us, there is a much broader range of jobs in which your 2D skills can be put to use and can also be used to make a living. In a series which we are calling "Real 2D Jobs", we are going to talk to artists who have careers in other jobs outside the realms of concept art and matte painting. This month we talk to comic book artist Matthew Haley. Some of you will already be aware of Matthew, as he has worked with the likes of Stan Lee, John Buscema, Steve Ditko, John Romita Sr. and the King of Comics, Jack Kirby, and has worked on projects involving 'Superman Returns' and 'Who wants to be a Superhero'. He tells us his insights into the world of the comic book...





an interview with **Matthew Haley**

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Matthew Haley

6 pages



The sky is not a limit.



Vue6
A New Dawn

Creatively self-employed

Ever wanted to go freelance? Ever wondered where to start? Ever thought about how you would cope once you had taken that first step? Kristen Fischer isn't out to change the world, she just wants people to follow their creative dreams, and to know that it's OK to experience a few ups and downs along the way. That's what prompted Kristen, 28, to write her debut book 'Creatively Self-Employed: How Writers and Artists Deal with Career Ups and Downs'.

The collection of anecdotes, from more than 65 creatives, covers everything from dealing with rejection and loneliness to marketing the "right-brained" way.

For the next 3 months, Kristen will share her, and others', experiences from the world of Creative Self-employment...





Creatively Self-Employed

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creatively self-employed dealing with rejection

4 pages





COLOR



REFLECTIONS



DEPTH



SHADOWS



THE POWER OF LAYERS



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DESIGN AT A HIGHER POWER

Digit Magazine (July 2006) says, "Strata 3D™ CX feels like an Adobe® application - graphic designers will feel right at home... The traditional look (of Strata 3D CX) makes the program friendly to new users." Version 5.0 of CX... "makes the program even more like Photoshop's® 3D cousin."

Digit named Strata 3D CX the number one 3D app for designers, and awarded it "Best Buy" in its 3D Design Software Shootout.

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Galleries



This Month's Gallery includes:

Hoang Nguyen
Daniel Kvasznicza
Mélanie Delon
Abrar Ajmal
Rishikesh Nandlaskar
Erich Schreiner
Robin Chyo
Balaji Santhanam
Michael van den Bosch
Alon Chou



www.2dartistmag.com/gallery

The **Galleries**

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Galleries

9 pages



Pixologic
makers of ZBRUSH



ZBrush.com ZBrushCentral.com

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"ZBrush has initiated a renaissance on sculpture. It's the first and only sculpting software that gives the artist freedom to work creatively without the constraints of conventional modeling packages also eliminates the need to work with physically based maquettes because it is, better than clay, more intuitive to use, and far more productive."
- Geoff Cambell, ILM Senior Model Supervisor



This method may not make
any sense to you at first,
but this method is the
result of all my digital
experience, since I first
started practising 2D
digital art. This a step-
by-step tutorial of how
to create 'Collar Of Magic
Pearls'...

COLLAR OF MAGIC PEARLS

CREATING A 2D IMAGE FROM SCRATCH

John H. 2004



tutorial **Collar Of Magic Pearls**

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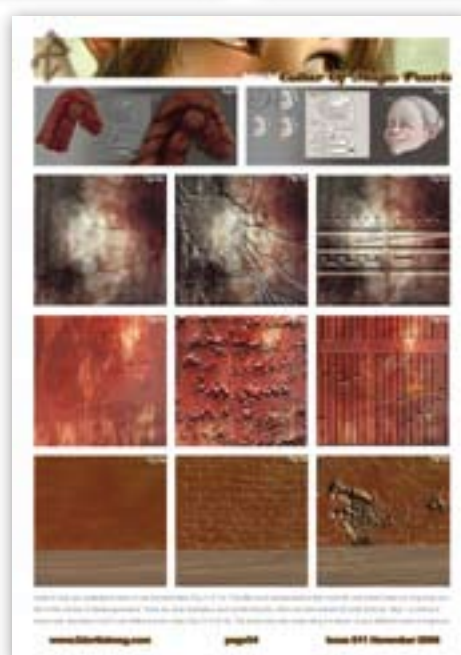
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COLLAR OF MAGIC PEARLS

CREATING A 2D IMAGE FROM SCRATCH

12 pages



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magazine: a downloadable monthly magazine for
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ZOO PUBLISHING

ISSUE 015 NOVEMBER 2006 \$4 / €3.25 / £2.25

STAR WARS

>>We take an in-depth look
at the special effects history
of the world's biggest movie
franchise >>

HARRY POTTER

>>A sneak preview of some of the CG for the 5th instalment, the Order of the Phoenix >>

STUDIO PORTRAIT LIGHTING

>>We take a look at the relevance of traditional lighting techniques to today's 3D CG renders >>



INTERVIEWS

>>Liam Kemp, Rodrigue Pralier & Loose Moose Studios.

TUTORIALS

>>Jungle Mecha by Jeremiah Strong & Smoking Creature by Marco Meno.

GALLERIES

>>Including Sven Rabe, Marek Denko, Marcin Solarz, Tamás Tóthfalussy, Marco Meno & More...

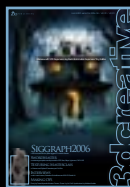
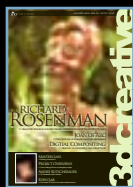
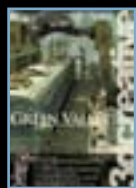
MAKING OF'S

>>Surfer Dude by Eric Provan, Gentrice by Sebastien Sonet & Bad kitty by Tamás Tóthfalussy.

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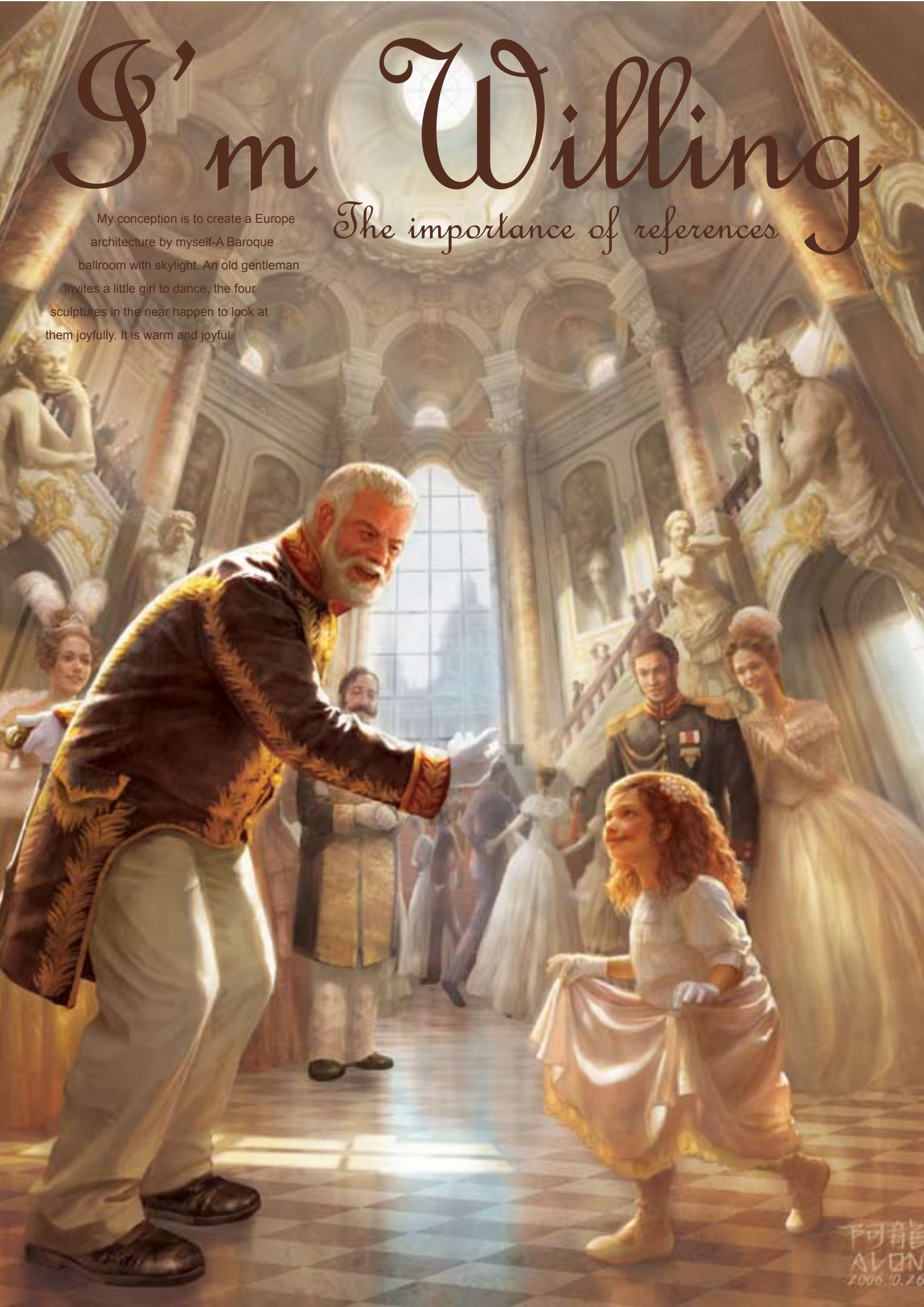
ZOO
PUBLISHING



I'm Willing

The importance of references

My conception is to create a Europe architecture by myself-A Baroque ballroom with skylight. An old gentleman invites a little girl to dance, the four sculptures in the near happen to look at them joyfully. It is warm and joyful.





tutorial **I'm Willing**

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I'm Willing

The importance of references

12 pages





Daniel Vioi shows you how to paint with a simple brush, like painters do with oils upon canvas. These simple techniques he uses are guiding you to awesome art work.

1001A



The making of **The Wizard**

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The Wizard

7 pages





2dartist have teamed up with **3dtotal.com** and **design studio press** to give you a preview of some fantastic books on offer.

This Month : The Art of Darkwatch

"The artists who have created and visualized this world developed their imaginative creativity with such fertile cultural elements as Star Wars, Blade Runner, Aliens, Tron, and The Terminator to name but a few of individual inspirations. From the bucolic to the terrifying, these artists all share a common sense of exhilaration that is the signature characteristic of genuine creative facility."

-Syd Mead

Visual Futurist

This book showcases the concept art that went into creating Darkwatch. It will demonstrate the process and development of the concepts, as well as the evolution of the intellectual property itself. Steal a glimpse into the true talent, perseverance, and collaborative spirit of the concept artists that contributed to developing Darkwatch.

The Darkwatch spans the history of the ages. Their ranks and deeds are woven deeply and secretly into the events that shaped the world. Well camouflaged, Darkwatch agents move silently through the masses, keeping vigilant check on the horrors that stalk humanity. The hidden heroes of this secret society routinely sacrifice their lives to protect a civilisation which is blind to their efforts, and fearful of their designs.

Rome did not fall to barbarian hordes, civil war, or treachery. *It was vampires.*

Product Details

Hardcover or Paperback: 178 pages

Dimensions: 8.5 x 11 inches

More than 530 sketches with 105 Color Illustrations

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ISBN: 1-933492-01-5 paperback; 1-933492-00-7 hardcover

Preview on next page...

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FOREWORD BY SYD MEAD



OUTPOST

This was one of those environments, that lent itself naturally to great lighting and mood. The high contrast between the snow, wood, rock, and scenes of violence made it ideal for legible, strong graphic reads.

1. DESIGNED BY STEVE JUNG / 2 & 3 DESIGNED BY FARZAD VARAHRAMYAN





Lioness

Sasha Podgorny

In this Making Of you can learn how Sasha created his 'Lioness' follow the guide and see how to turn a simple sketch into a Photoshopped masterpiece!



The making of *Lioness*

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Lioness

5 pages





2d Artist

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image : Seung Ho Henrik Holmberg

Rocky Rock



Meet Rocky Rock ! He eats cute fluffy pink bunnies for breakfast, and he is smart... as a rock ! In every respect, a complete hero !

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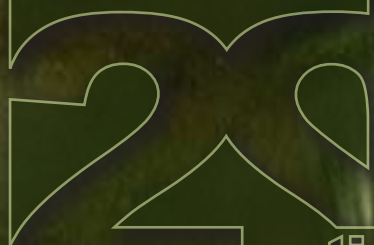
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