

“After playing with the layer modes you can get very nice results from which you can start to paint”



SKETCHBOOK OF DIMITAR TZVETANOV

Dimitar Tzvetanov is a multi-talented artist working in the computer games industry. Dimitar usually works in 3D, but in this issue he gives us a peek at some of his sketches and speed paintings.

SKETCHBOOK OF DIMITAR TZVETANOV

It is a little bit strange for me to talk about my sketchbook because I am actually a 3D artist, or I started my career as a 3D modeler anyway. But years passed and I found that the 2D part of game creation work is very interesting too. Some of the sketches here are for practice, some are for personal projects and some for commercial work. Not all are new; some of them I made several years back.

I will start with the oldest first. These two plants and the fish-like building were made for an unreleased game project. The setting was an alien desert world with giant plants and the remains of an ancient culture from before the planet was turned into a waste land. I drew them on paper first and then colored them in Photoshop (**Fig.01 – Fig.03d**).



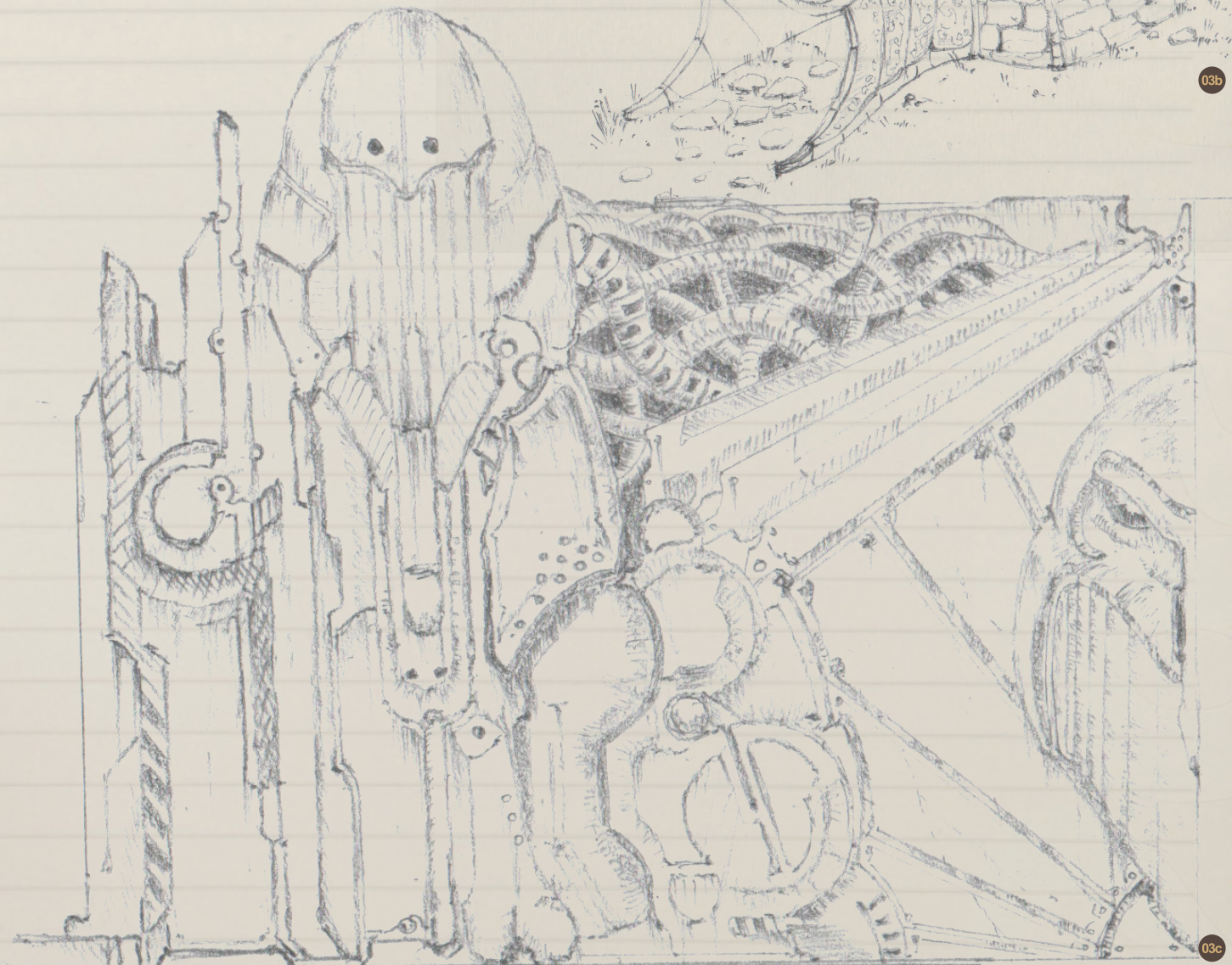
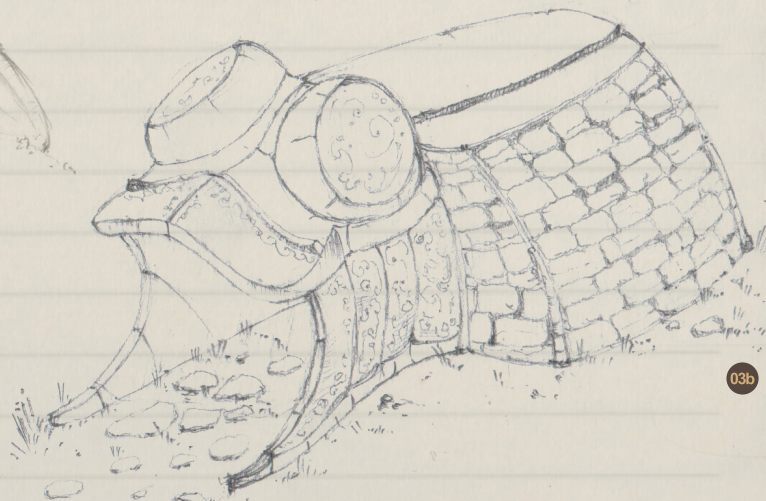
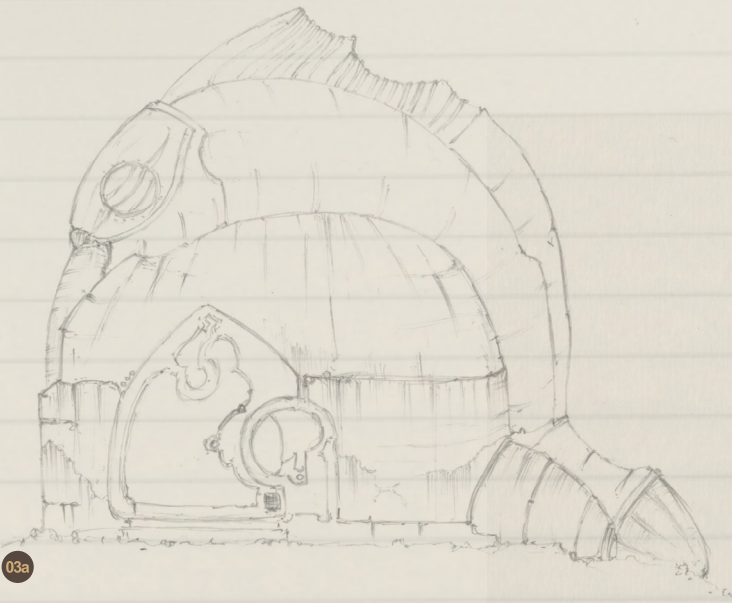
01

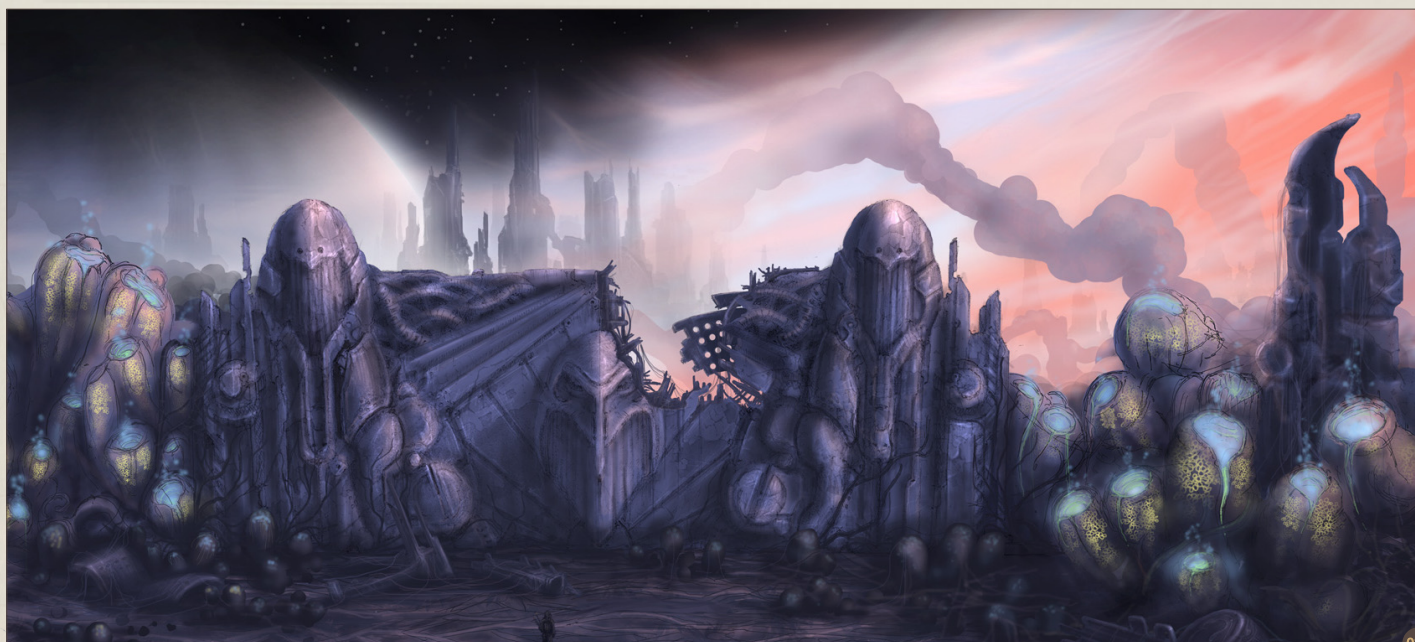


02



02a





03d

Those two are also for a game project. They were created to establish the mood of the game levels. This one was a post-apocalyptic setting for a hack and slash game (Fig.04 – Fig.05).

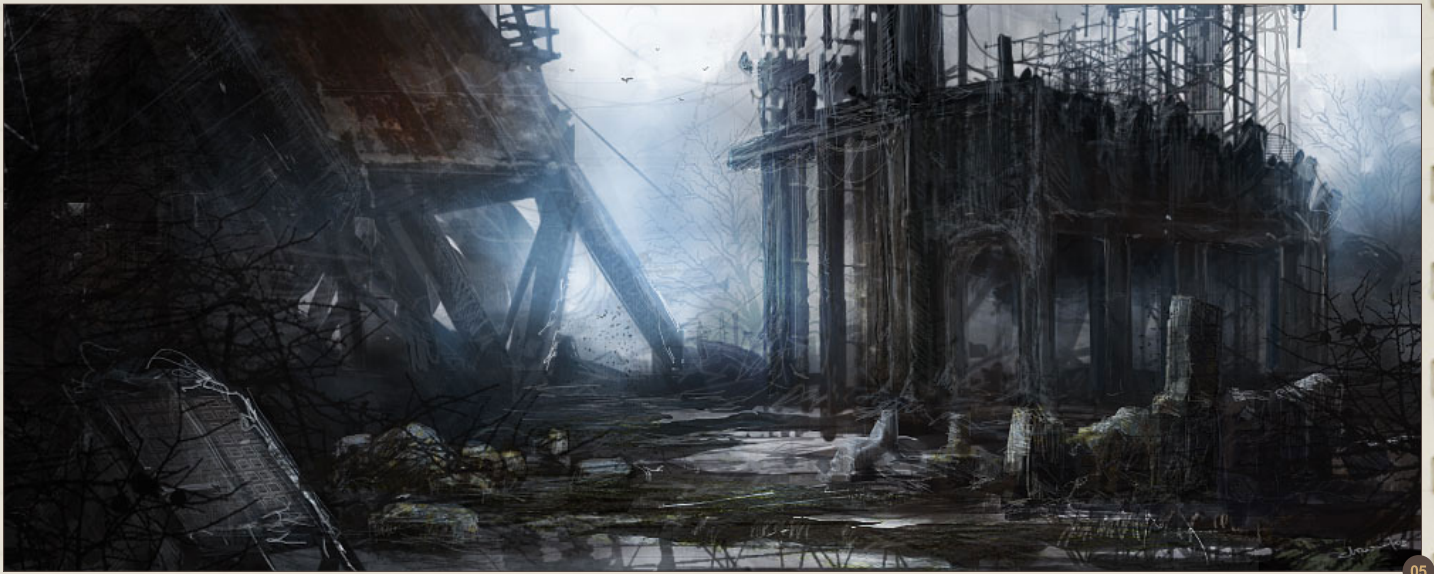
These three here are new works from the past few months made for a personal project that I am working on. It will be like a game level with a lot of 3D objects arranged inside the UDK engine. I was highly inspired by Conan Lore when I painted them.

A lot of custom brushes were used too; some made by myself and others from the internet (Fig.06 – 08).

In these two I was trying a new technique (Fig.09 – 10).



04



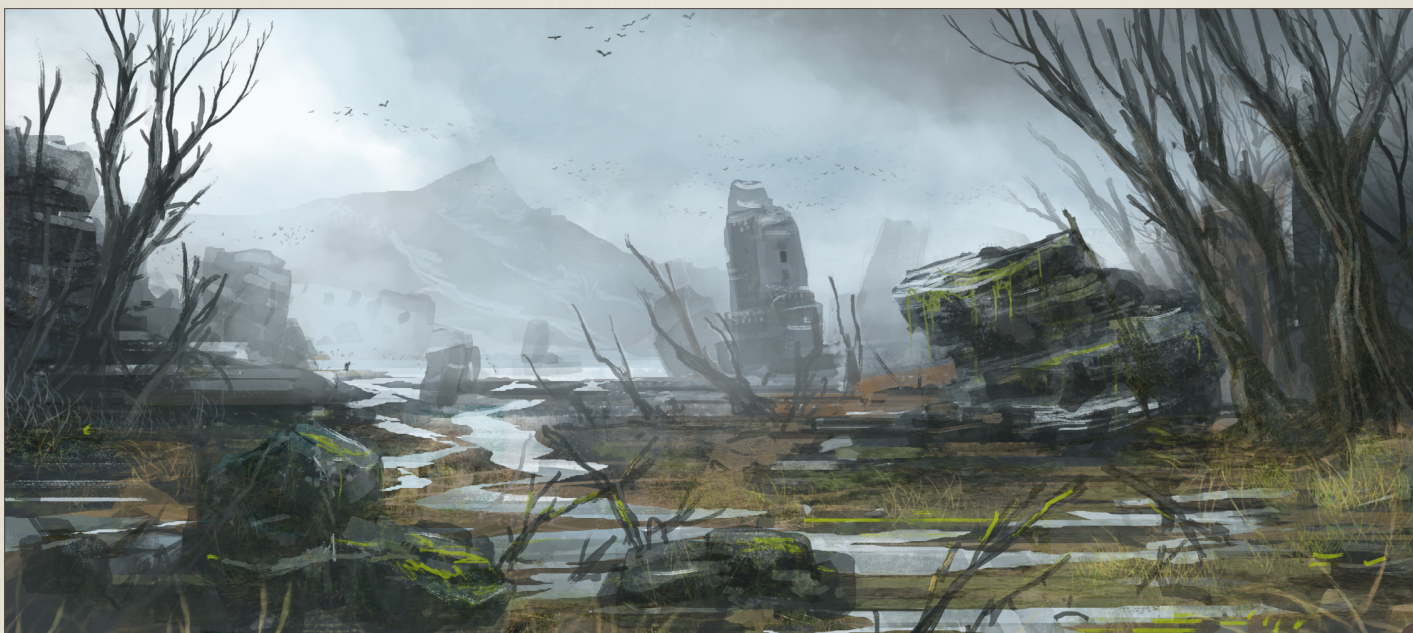
05



06



07



08

I learned it from the great Richard Anderson after watching his videos. I started the background of the image with a mix of paints. After playing with the layer modes you can get very nice results from which you can start to paint.

We'll hope you guys enjoyed this. Thanks!

DIMITAR TZVETANOV

For more information please visit:

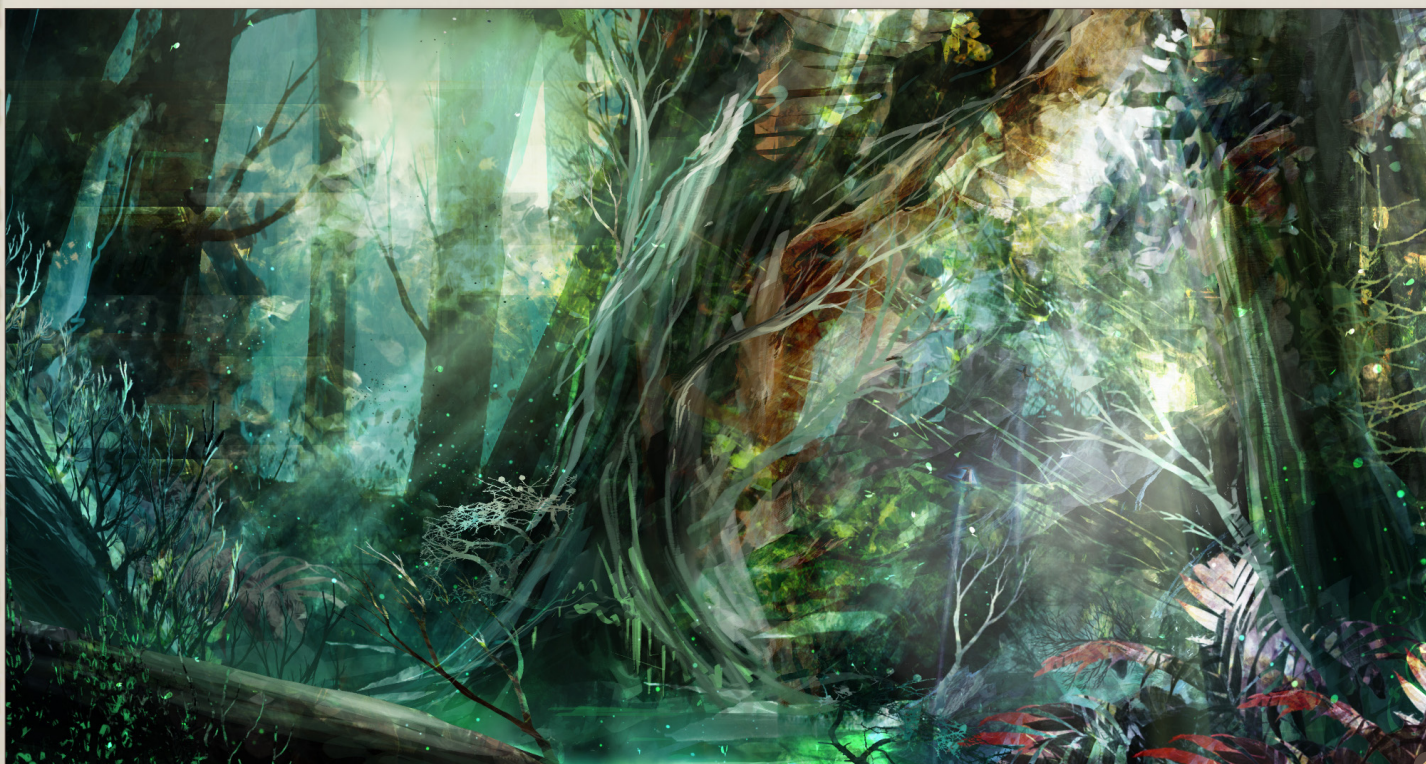
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Or contact them at:

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09



10