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123

Issue 123 | March 2016

Symbolic photo-manipulation

Carlos Quevedo discusses
the ideas behind his
illustrative photo-
manipulations

plus

Vibrant cartoon illustration
Light-filled speed painting
Using values in sci-fi art
Quickly create a fantasy scene
Surreal sketches
and much more!

Editor's Letter



ANNIE MOSS
Junior Editor









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Facebook!**

Welcome to 2dartist issue 123!

In issue 123 you'll find interviews with cartoon and game artist Joachim Leclercq, photo-manipulation artist Carlos Quevedo and traditional painter Meredith Marsone. Take a look inside the moleskin sketchbook of illustrator Oscar Llorens and be inspired by the 10 new images in the gallery.

This month we also have Massimo Porcella's guide to speed painting a light filled scene, and an overview of how he created a magical forest. Thomas Stoop guides us through painting a sci-fi woodland and Sung Choi shows how he quickly creates a fantasy scene with perspective. Also in this issue you can see Ian Jun Wei Chiew's process for creating a desolate harbor and Juan Novelletto continues his series on sci-fi fundamentals with a tutorial on using FX!

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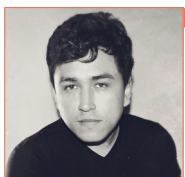
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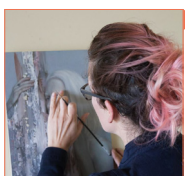
JOACHIM LECLERCQ

Joachim Leclercq is a graphic artist and illustrator from Belgium. He creates 2D work for a number of cartoons, videogames and print, and specializes in backgrounds and colorization.



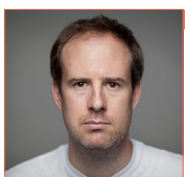
CARLOS QUEVEDO

Carlos Quevedo is a 22-year-old graphic artist with a degree in Graphic Design based in Valencia, Venezuela. He specializes in digital illustration and currently works as a freelance artist.



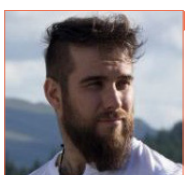
MEREDITH MARSONE

Meredith Marsone is a contemporary artist based in New Zealand. She works in oils creating works that center around figures as they move through the myriad of human experiences.



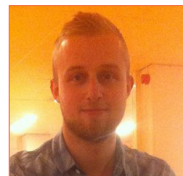
OSCAR LLORENS

Oscar Llorens is a freelance illustrator currently working from his studio in Madrid. As well as being a freelance illustrator, Oscar has also worked in a few advertising agencies in Spain.



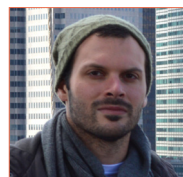
MASSIMO PORCELLA

Massimo Porcella is a freelance concept artist and tutor currently living in Genova, Italy. His works include dramatic fantasy and sci-fi environments which are often on an epic scale.



THOMAS STOOP

Thomas Stoop is a recently graduated freelance artist based in the Netherlands. He has been working freelance while finishing his bachelor's degree, but he is now looking for in-house opportunities.



JUAN NOVELLETTO

Juan Novelletto is a senior concept artist at NGD Studios, developing the *Master of Orion* reboot, and art director at the indie games studio Nastycloud. He is based in Buenos Aires, Argentina.



SUNG CHOI

Sung Choi (Sunghun Choi) is an award-winning concept artist from South Korea currently working at Bungie in Washington. He specializes in world design and illustration for the entertainment industry.



IAN JUN WEI CHIEW

Ian Jun Wei Chiew is a concept artist working in the film and gaming industry. He currently resides in Redmond, Washington, and works for Sucker Punch Productions, but also works as a freelance artist too.



WOULD YOU LIKE TO SUBMIT TO 2DARTIST?

We are always looking for tutorial artists, gallery submissions, potential interviewees, writers and more. For more information, please send a link to your work to: annie@3dtotal.com.

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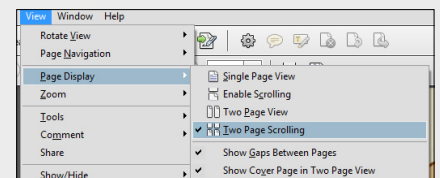
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Top tips for viewing

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](#)

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Jump to articles

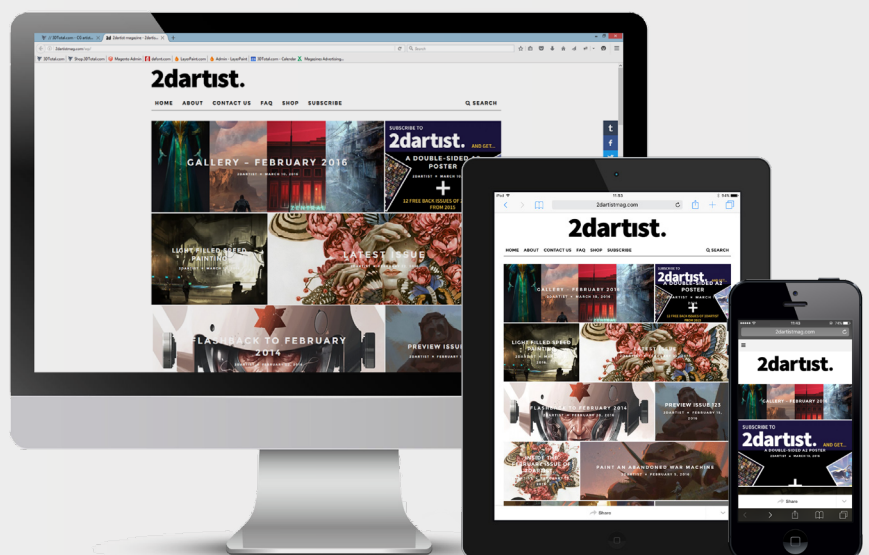
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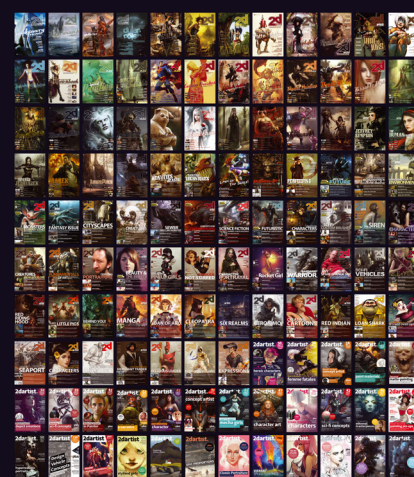
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Vibrant cartoon illustration

Joachim Leclercq, 2D artist at the French games studio Anakama, discusses his bright, cartoon influenced work for games, print and TV... ▶

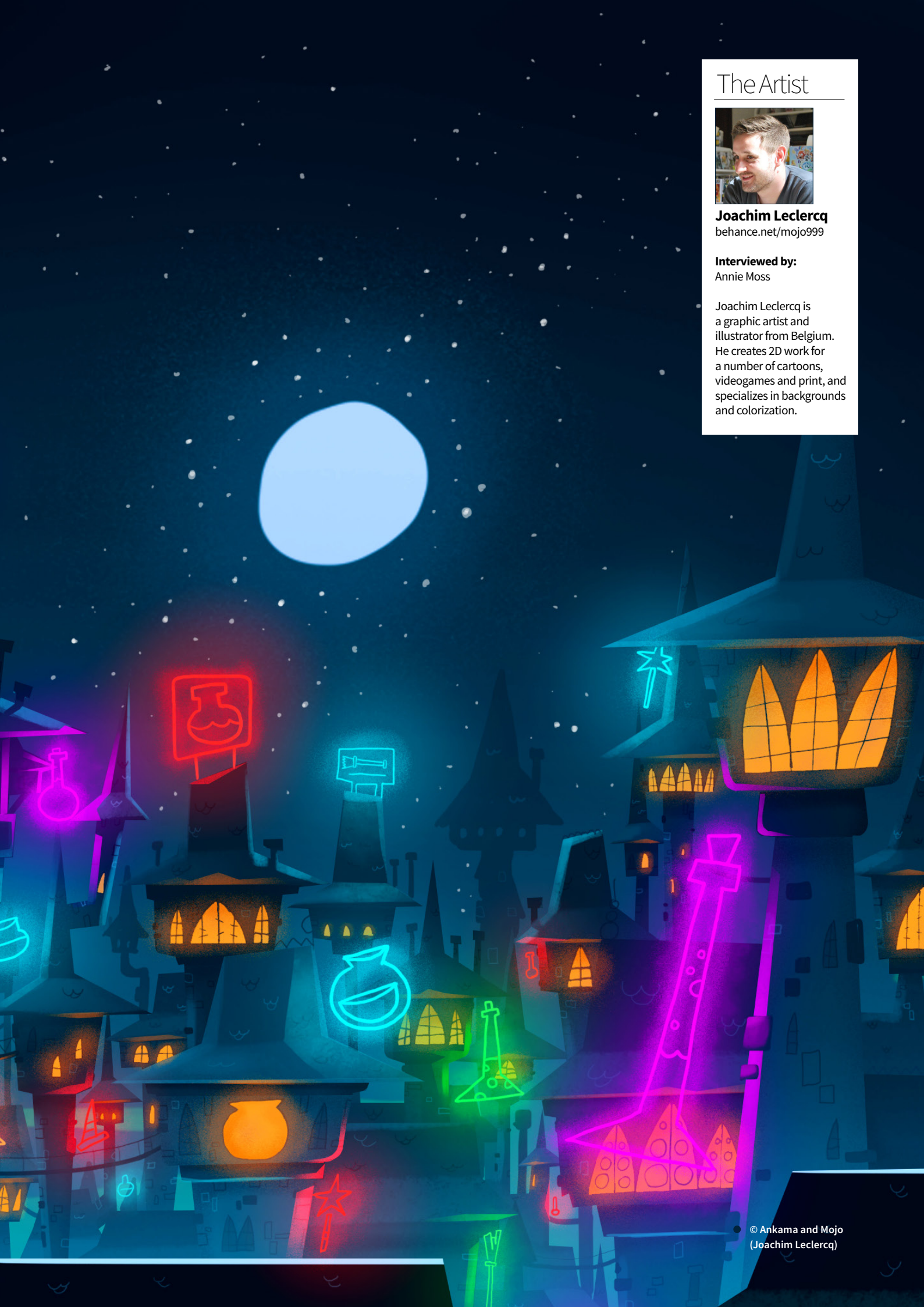
The Artist



Joachim Leclercq
[behance.net/mojo999](https://www.behance.net/mojo999)

Interviewed by:
Annie Moss

Joachim Leclercq is a graphic artist and illustrator from Belgium. He creates 2D work for a number of cartoons, videogames and print, and specializes in backgrounds and colorization.



The Artist



Carlos Quevedo
carlosquevedoart.com

Interviewed by:
Annie Moss

Carlos Quevedo is a 22-year-old graphic artist with a degree on Graphic Design based in Valencia, Venezuela. He specializes in digital illustration and currently works as a freelance artist.

Symbolic photo-manipulation

Discover the deeper themes behind the illustrative work of up-and-coming freelance artist Carlos Quevedo... ▶







Meredith Marsone
meredithmarsone.com

Meredith Marsone is a contemporary artist based in New Zealand. She works in oils creating works that center around figures as they move through the myriad of human experiences.

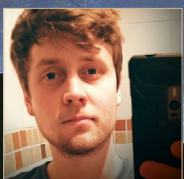
A R T I S T S P O T L I G H T

Interpretative oil painting

Meredith Marsone showcases her contemporary figure painting intended to reflect and contribute to the human experience... ▶

Art Gallery

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



Underground

Jordan Grimmer

Year created: 2016

Web: jordangrimmer.co.uk

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





Light-filled speed painting

Concept artist Massimo Porcella shows us how to create a light-infused narrative scene in only 30 minutes [▶](#)



The Artist



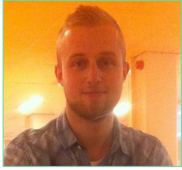
Massimo Porcella

artstation.com/artist/max

Software Used:
Photoshop

Massimo Porcella is a freelance concept artist and tutor from Genova, Italy. His works include dramatic fantasy and sci-fi environments which are often on an epic scale.

The Artist



Thomas Stoop

artstation.com/artist/thomasstoop

Software Used:

Photoshop

Thomas Stoop is a recently graduated freelance artist based in the Netherlands. He has been working freelance while finishing his bachelor's degree, but he is now looking for in-house opportunities.

Paint a woodland-fuelled generator

Learn how to create a sci-fi woodland scene with basic Photoshop tools and techniques 





The Artist



Sung Choi

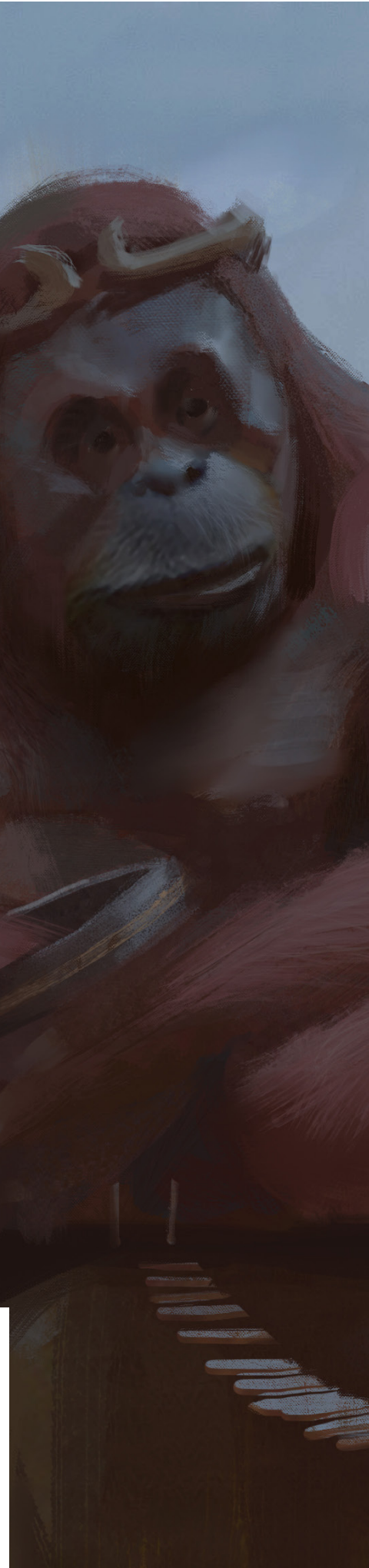
sung-choi.com

Software Used:
Photoshop

Sung Choi (Sunhun Choi) is an award-winning concept artist from South Korea currently working at Bungie in Washington. He specializes in world design and illustration for the entertainment industry.

Quickly create a fantasy scene

Sung Choi shows how he quickly paints a fantasy scene of a monkey king to test perspective and color in concepts [▶](#)





The Artist



Massimo Porcella

artstation.com/artist/max

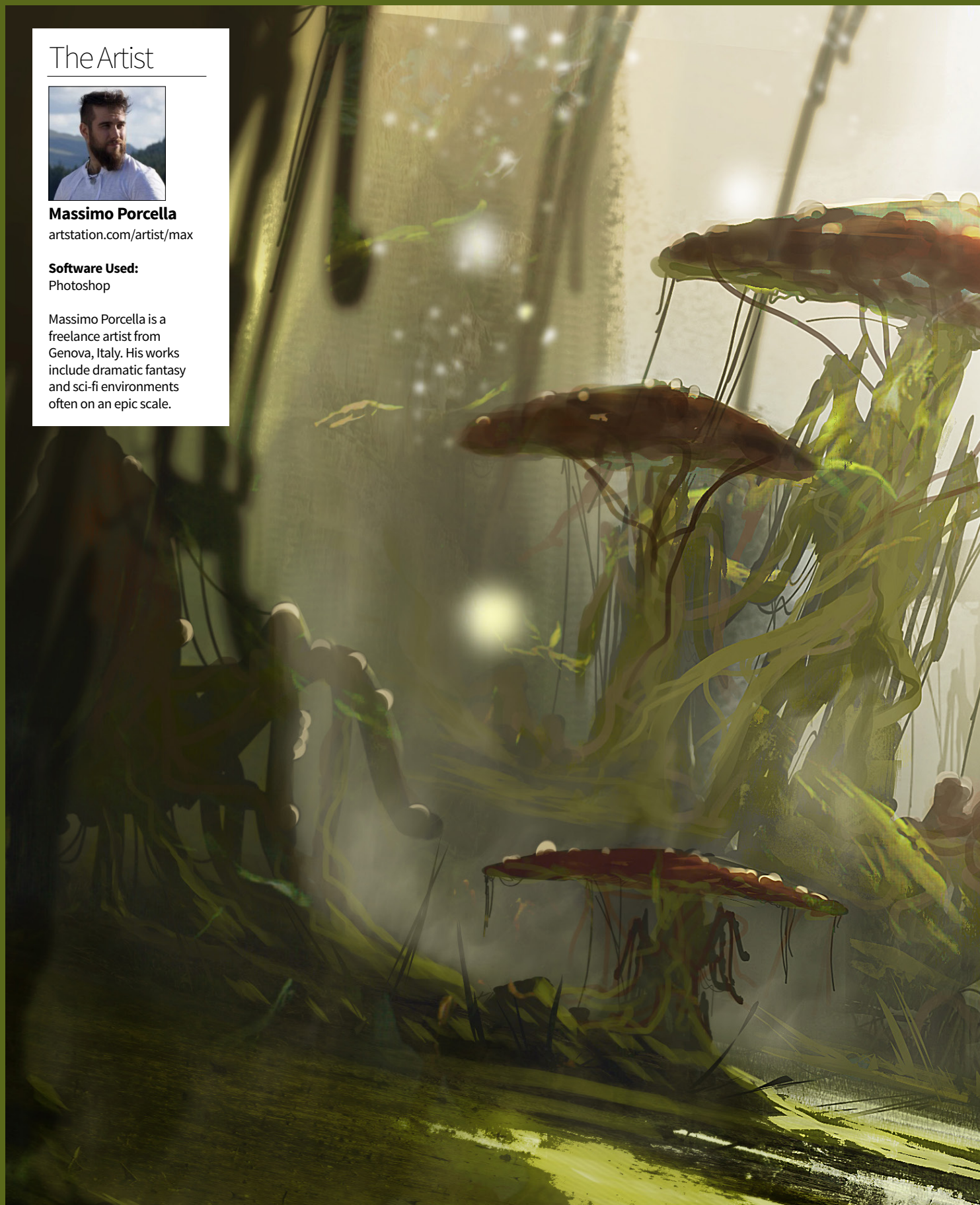
Software Used:

Photoshop

Massimo Porcella is a freelance artist from Genova, Italy. His works include dramatic fantasy and sci-fi environments often on an epic scale.

Speed painting a forest

Discover how Massimo Porcella painted his fantasy forest scene in only two hours and thirty minutes ▶







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DIGITAL ART MASTER:

Desolate

by Ian Jun Wei Chiew

See how the master concept artist created his image of a neglected seascape
Desolate in this sneak chapter from *Digital Art Masters: Volume 9* ▶



The Artist



Ian Jun Wei Chiew

ianchiew.com

Software Used:
Photoshop

Ian Jun Wei Chiew is a concept artist working in the film and gaming industry. He currently works for Sucker Punch Productions but also works as a freelance artist too.



NEXT MONTH

Creating sci-fi FX

Dennis Wunsch interview

10 inspiring gallery images

Inside Jade Mere's sketchbook

Illustrating dark fairytales

Paint a royal female villain

AND PLENTY MORE BESIDES!

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