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2dartist

128

Issue 128 | August 2016

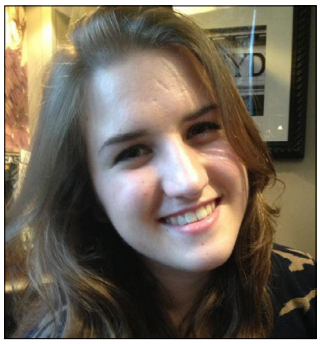
Painting atmospheric lighting

Mac Smith shows how he paints his captivating webcomic illustrations

plus

Create a city under attack
Paint like the masters: Turner
Light drenched environments
Imaginative grandiose concepts
Volcanic environment
and much more!

Editor's Letter



ANNIE MOSS
Junior Editor

2dartist is now on Instagram!

Welcome to *2dartist* issue 128!

In this month's issue concept artist Ricean Vlad shows how to create a city under attack, and Alena Velichko demonstrates how to paint digitally in the style of traditional master painter J. M. W. Turner. Try out creating an explosive scene with Helen Norcott's guide to speed painting a volcanic environment, or practice matte painting with Nikolay Razuev's tutorial on creating a futuristic interior.

Also in this issue are interviews with Art Director Glenn Porter who discusses his busy career working on projects such as *Game of Thrones* and *Disneyland Forever,* and up-and-coming concept artist Bo Zonneveld. Illustrator Mac Smith also unveils how he creates art for his webcomic *Scurry* and Pablo Carpio shares his tips for quickly painting a hand gun in the new *2dartist* Clinic.

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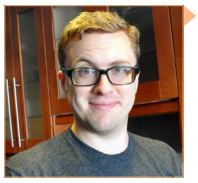
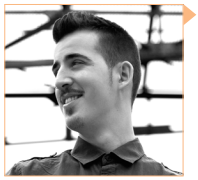
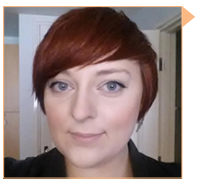


GLENN PORTER
Glenn Porter has previously worked in visual effects and compositing, concept art, matte painting and visual development. He currently supervises animation and creative direction for Lindeman & Associates in L.A.

BO ZONNEVELD
Bo Zonneveld is a twenty-three-year-old concept artist and illustrator living in Berlin. He graduated from Utrecht School of Art and Technology in 2015 and now works as a freelance artist for various film and AAA game projects.



PABLO CARPIO
Pablo Carpio is a concept artist and designer from Madrid, Spain. He has a background in both traditional and digital painting techniques, and has a passion for cinema. He specializes in lighting and compositions.

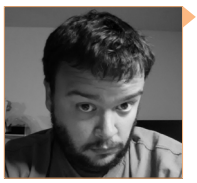


HELEN NORCOTT
Helen Norcott is a freelance digital artist and graphic designer based in Middlesbrough, UK. She currently works as a freelance concept artist and specializes in painting vibrant environment art.

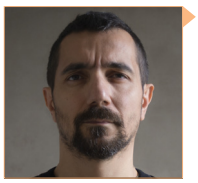
RICEAN VLAD
Ricean Vlad is a 2D digital artist based in Cluj, Transylvania. He has worked in the games industry for the past nine years, with his work primarily focusing on environment design.

ALENA VELICHKO
Alena Velichko is a graphic designer and illustrator based in Ukraine. She currently works as a freelance artist creating deeply atmospheric digital artworks with an impression of traditional brushstrokes.

NIKOLAY RAZUEV
Nikolay Razuev is a concept artist and matte painter based in Shanghai, China. He has worked on a variety of projects in the film, animation and videogame industries. He specializes in environment design.



MAC SMITH
Mac Smith is a freelance concept artist and illustrator working for game studios such as Obsidian Entertainment, Blizzard, Warner Brothers, and Games Workshop. He also works on his own webcomic *Scurry.*



FRANÇOIS BARANGER
François Baranger is an illustrator, concept artist and artistic director based in Paris, France. He has worked in the industry for over a decade and creates epic scenes for the videogame and movie industry.

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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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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

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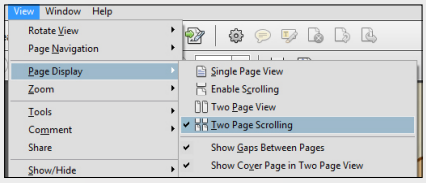

Jump to articles

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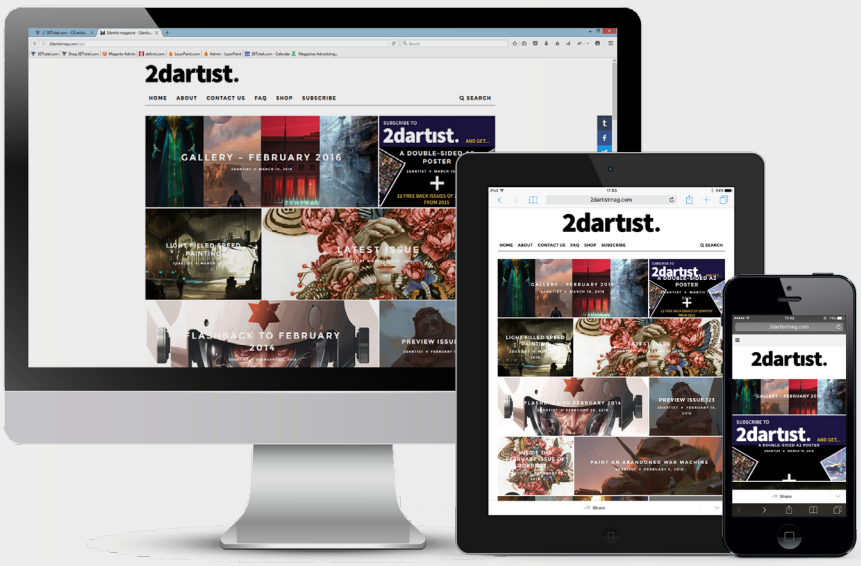

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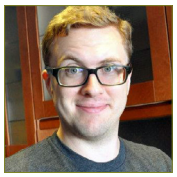
Light drenched environments

Glenn Porter, concept artist and animator for projects such as *Game of Thrones* and *Disneyland Forever*, discusses his extensive career...

The Artist



Glenn Porter
gporterdesign.com

Interviewed by:
Annie Moss

Glenn Porter has previously worked in visual effects and compositing, concept art, matte painting and visual development. Glenn currently supervises animation and creative direction for Lindeman & Associates in Los Angeles.

All images © Glenn Porter

The Artist

Bo Zonneveld
bozonneveld.com

Interviewed by:
Annie Moss

Bo Zonneveld is a twenty-three-year-old concept artist and illustrator living in Berlin. He works as a freelance artist for various film and AAA game projects.

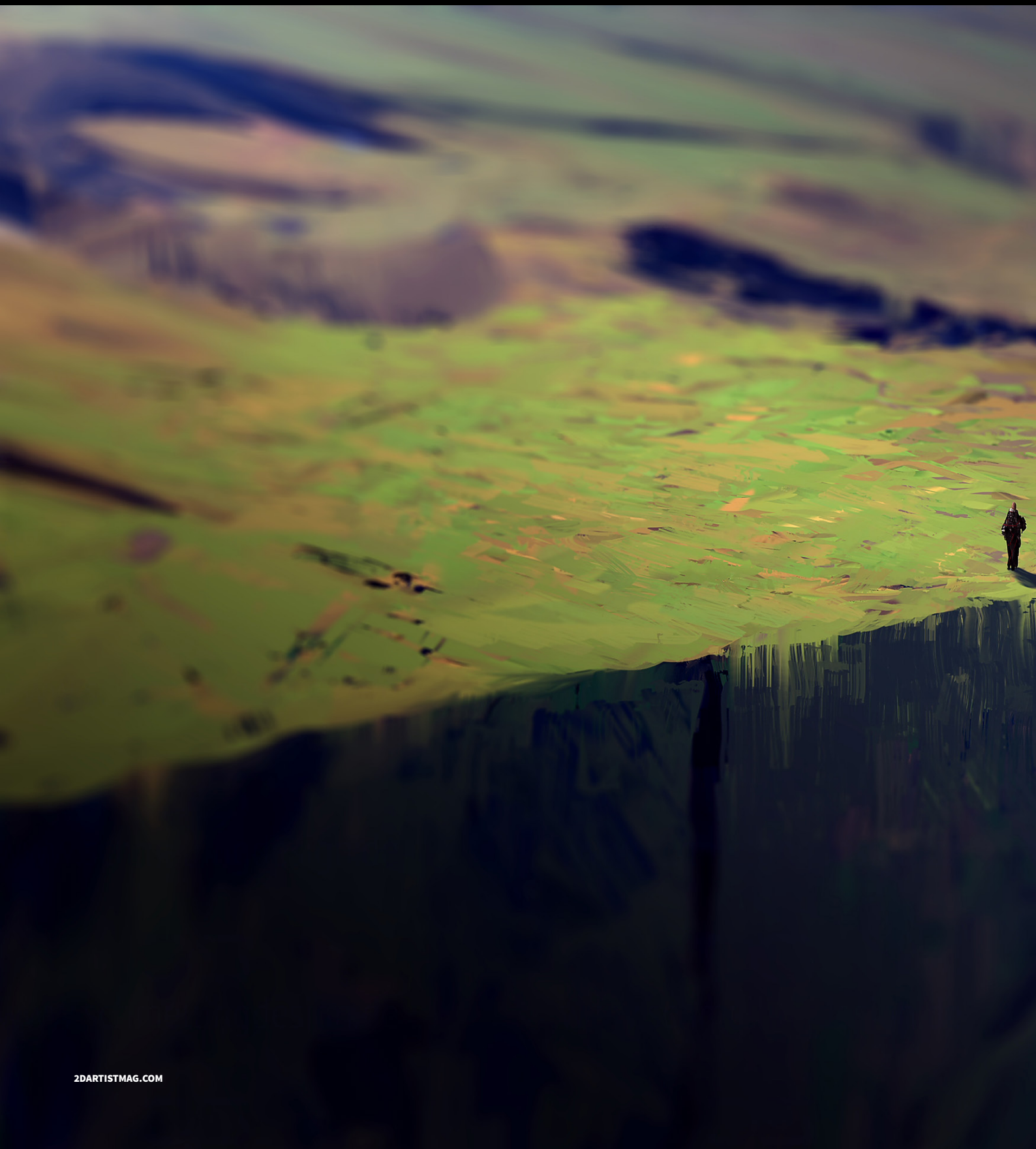
Imaginative grandiose concepts

Recently graduated concept artist Bo Zonneveld showcases the portfolio that is winning him work on AAA projects and discusses his career so far...

All images © Bo Zonneveld

Art Gallery

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



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On The Edge
Daniel Schmelling
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Web: schmellingdesign.de
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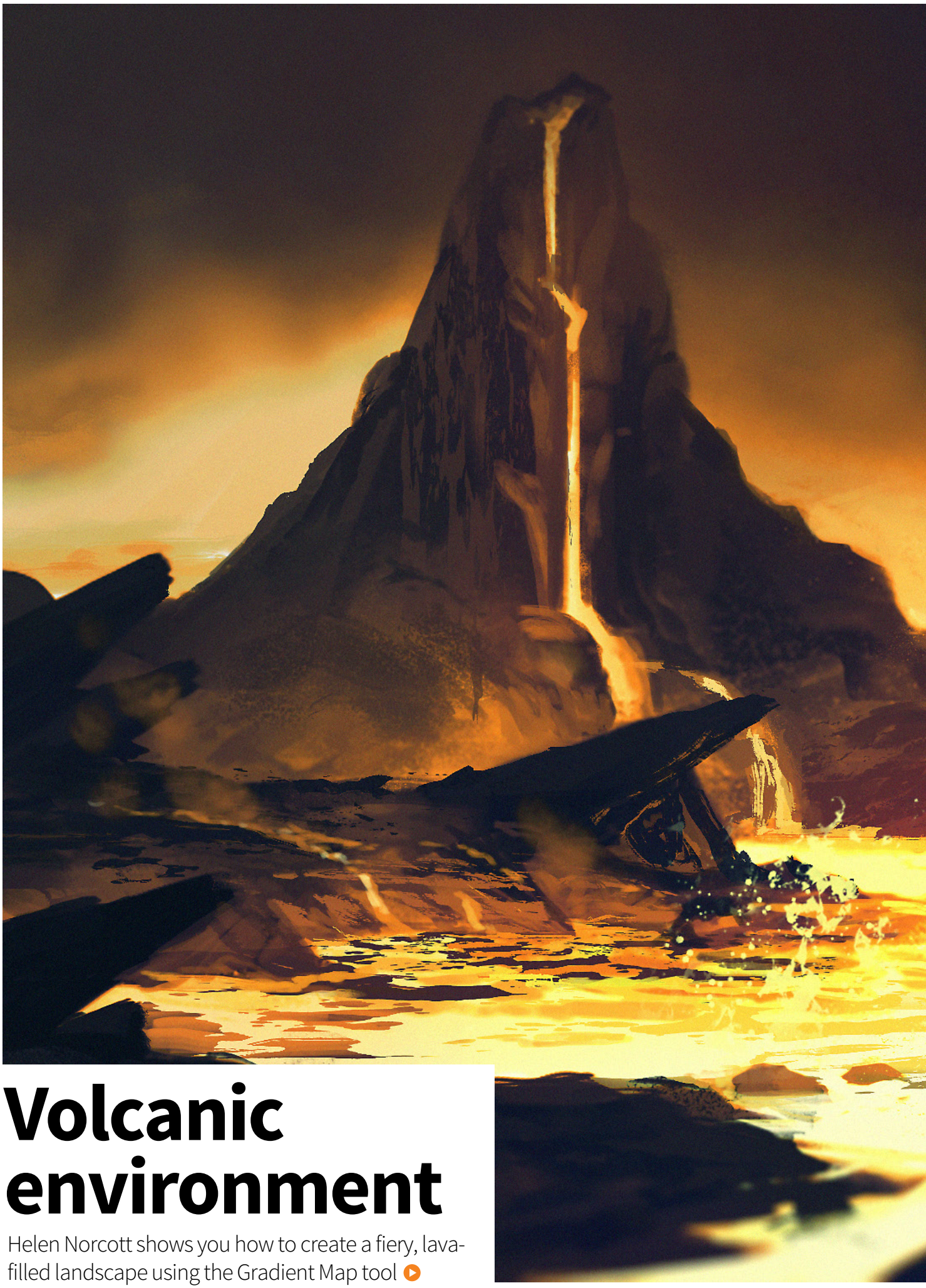

Volcanic environment

Helen Norcott shows you how to create a fiery, lava-filled landscape using the Gradient Map tool

The Artist

Helen Norcott
artstation.com/artist/skraww

Software Used:
Photoshop

Helen Norcott is currently working as a freelance concept artist who specializes in environment art.

Create a city under attack

Digital artist Ricean Vlad demonstrates how to quickly build a cityscape scene under attack

The Artist

Ricean Vlad
vladracean.wix.com/vladricean

Software Used:
Photoshop

Ricean Vlad is a 2D digital artist based in Cluj, Transylvania. He has worked in the games industry for the past nine years, primarily focusing on environment design.

A2 POSTER | Image by Pablo Carpio

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Paint like the masters: Turner

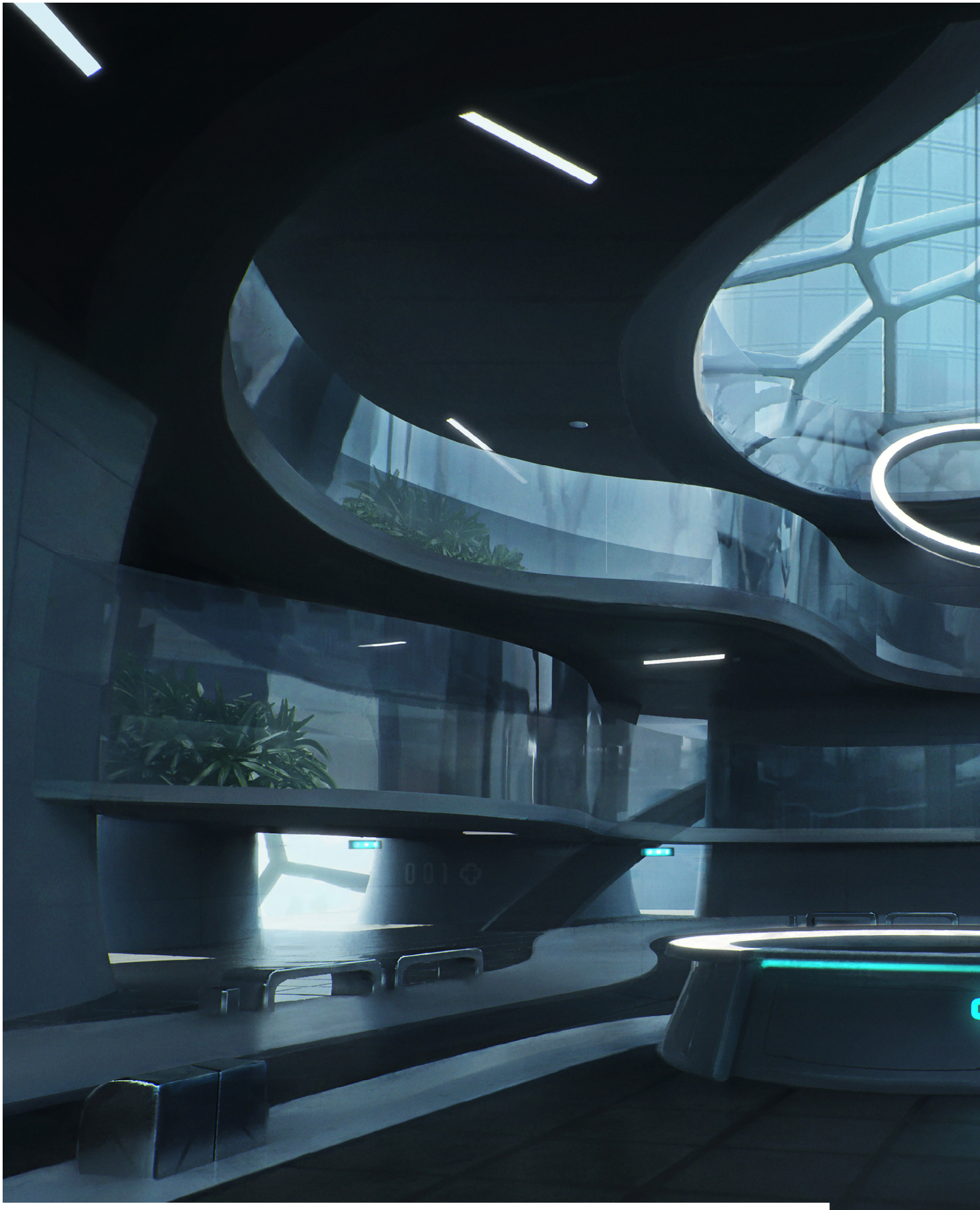
Alena Velichko demonstrates how to incorporate the expressive style of J.M.W. Turner into your digital work

The Artist

Alena Velichko
artstation.com/artist/aenamiart

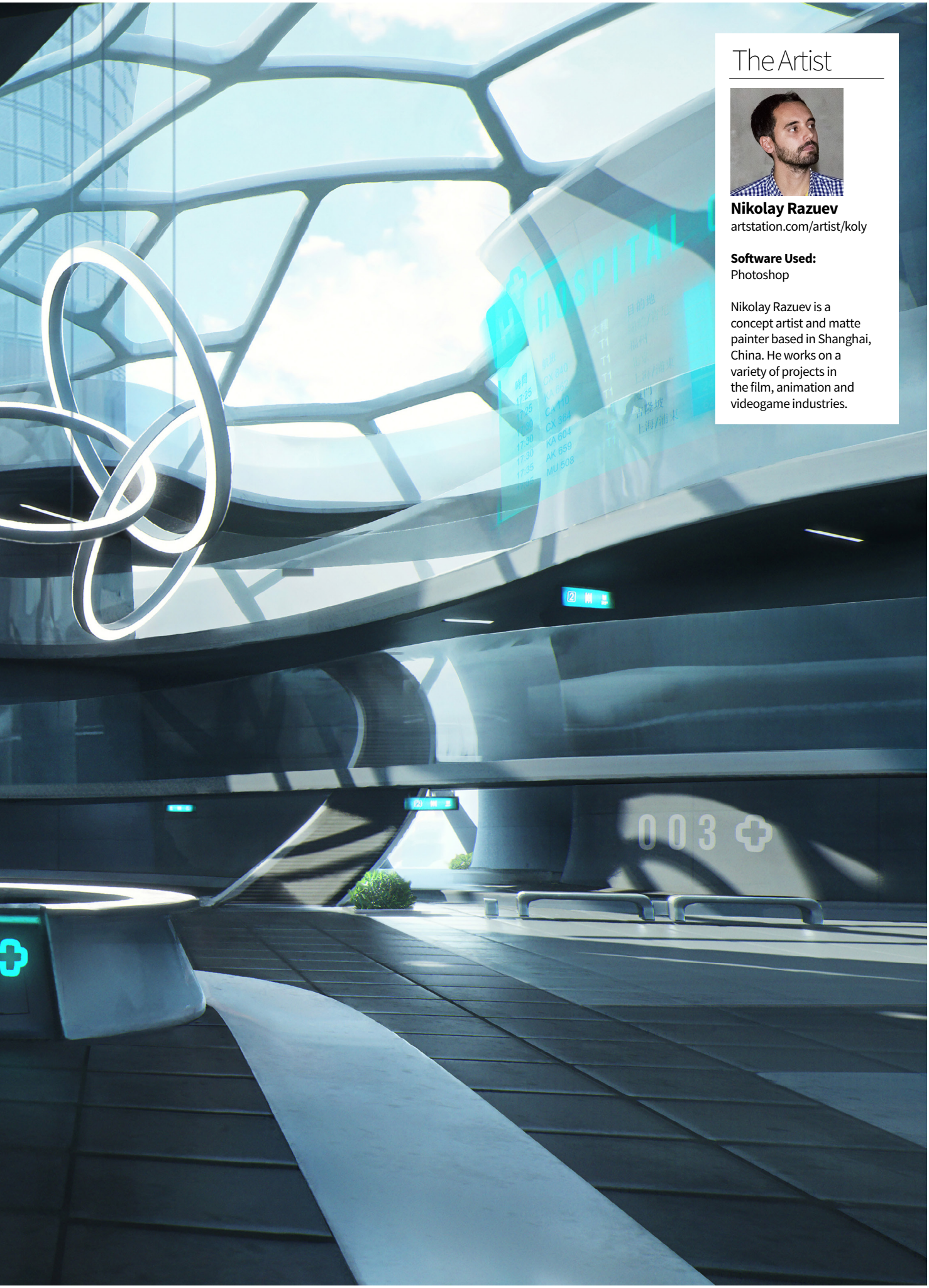
Software Used:
PaintTool SAI, Photoshop

Alena Velichko is a graphic designer and illustrator based in Ukraine. She currently works as a freelance artist creating deeply atmospheric digital artworks with an impression of traditional brushstrokes.



Matte paint an interior

Discover how both 2D and 3D software can be used to matte paint a futuristic hospital interior



The Artist

Nikolay Razuev
artstation.com/artist/koly

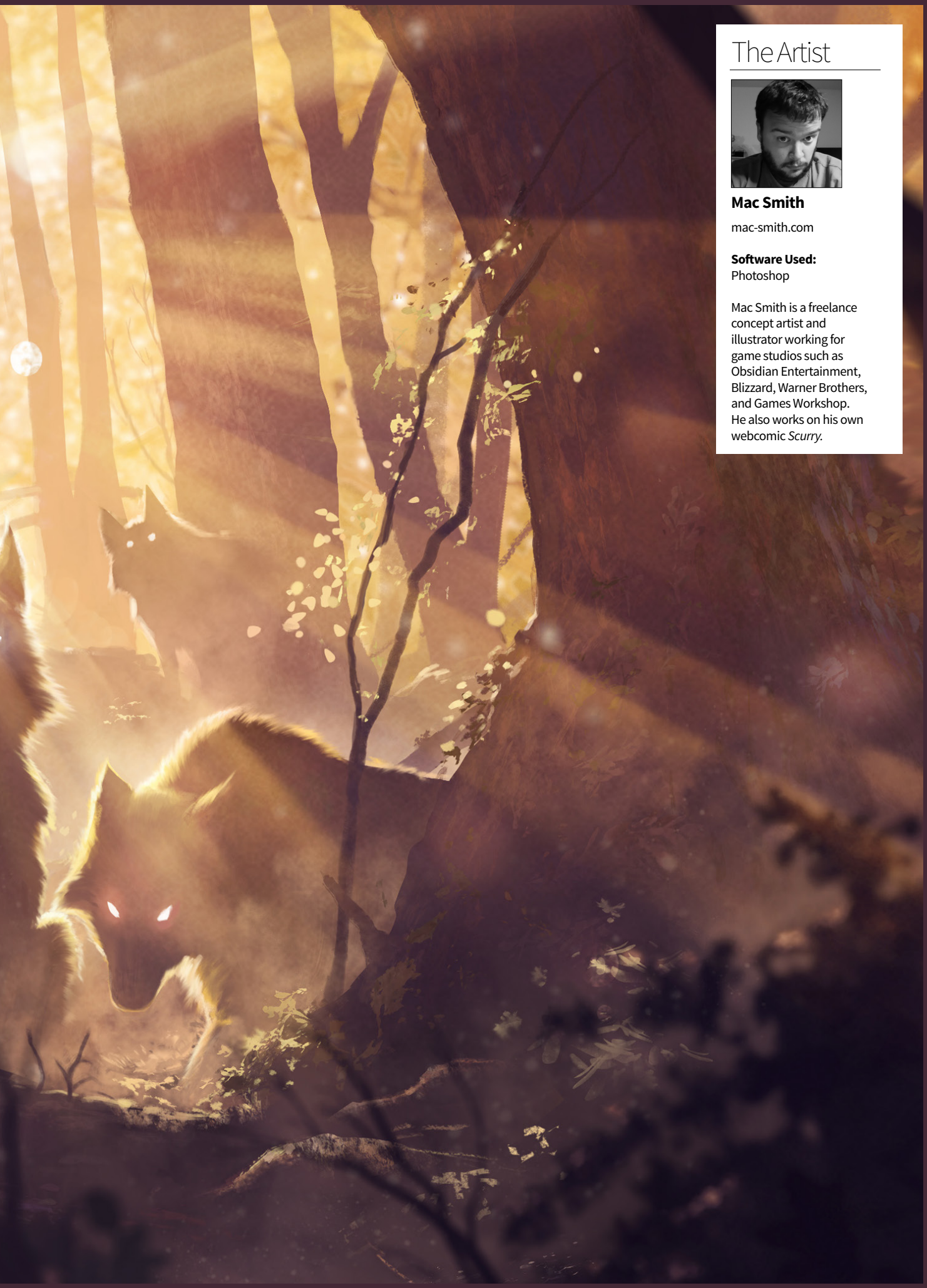
Software Used:
Photoshop

Nikolay Razuev is a concept artist and matte painter based in Shanghai, China. He works on a variety of projects in the film, animation and videogame industries.

Painting atmospheric lighting

Mac Smith demonstrates how he created the luminous teaser illustration *Beyond the Fence* for his webcomic *Scurry*

All images © Mac Smith



The Artist

Mac Smith

mac-smith.com

Software Used:
Photoshop

Mac Smith is a freelance concept artist and illustrator working for game studios such as Obsidian Entertainment, Blizzard, Warner Brothers, and Games Workshop. He also works on his own webcomic *Scurry.*

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The shed

by François Baranger

Concept artist and art director François Baranger unveils how he created the sci-fi pitch concept *The shed*...

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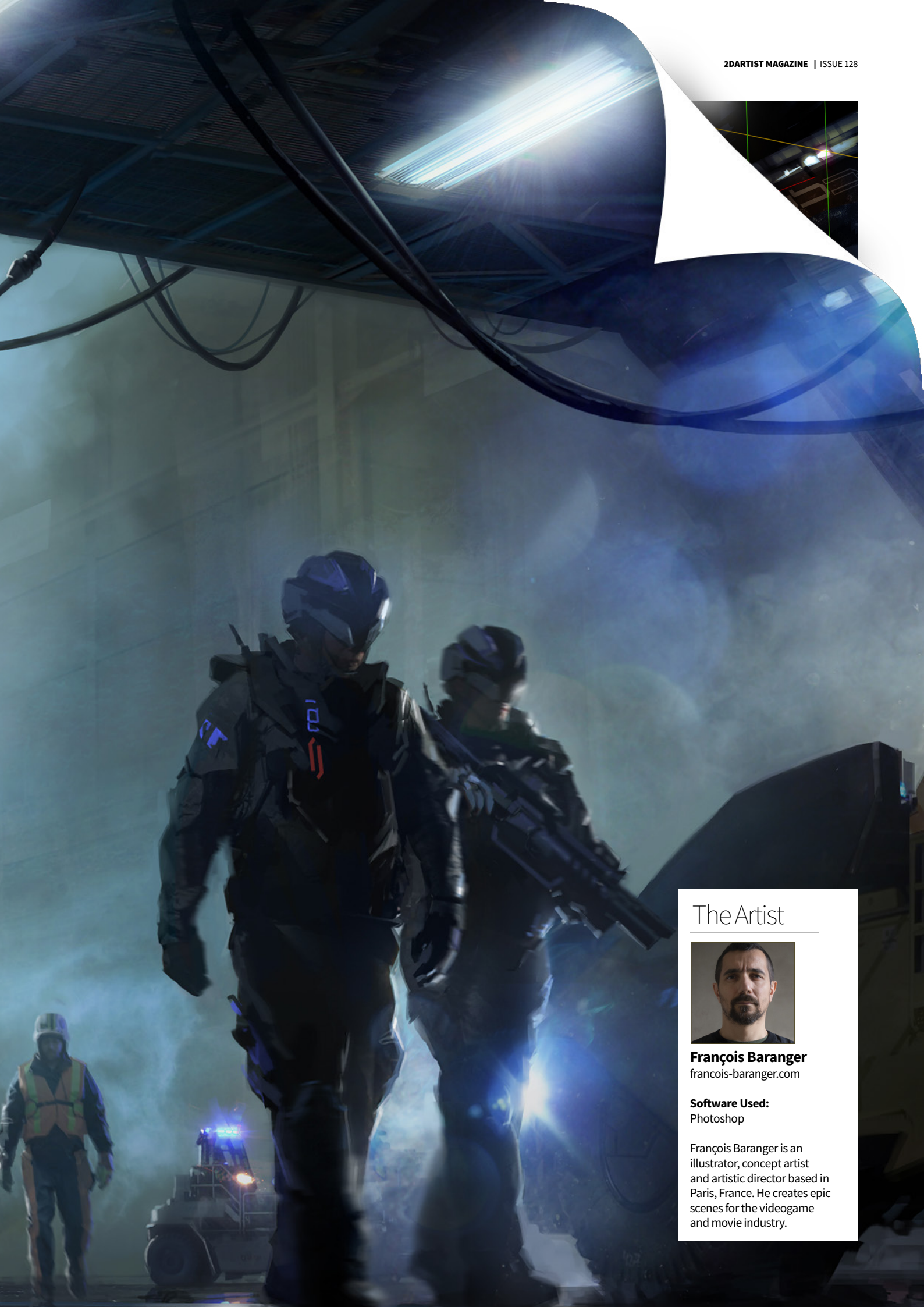

The Artist

François Baranger
francois-baranger.com

Software Used:
Photoshop

François Baranger is an illustrator, concept artist and artistic director based in Paris, France. He creates epic scenes for the videogame and movie industry.

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