

# 2dartist

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129

Issue 129 | September 2016

## Design a battle shaman

Create a cool fantasy character in a Viking themed costume

## plus

- Building an impressive portfolio
- **Atmospheric environment concepts**
- Perceptive traditional illustrations
- **Intricate moleskin drawings**
- Speed paint an underwater monster
- **and much more!**



# Editor's Letter



**ANNIE MOSS**  
Junior Editor









**2dartist is now on  
Instagram!**

## Welcome to 2dartist issue 129!

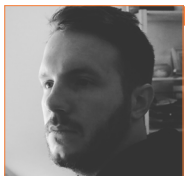
Issue 129 is once again packed full of artist insights, inspiration, and brand new gallery artwork! We interview concept artist for AAA games Ned Rogers, and new environment artist Waqas Malik. We also showcase the sketches of Grzesiek Wroblewski, while taking a look at the distinctive portfolio of magazine and book illustrator Nader Sharaf.

In this month's tutorials, Helen Norcott shows how to speed paint an underwater monster, and Katy Grierson demonstrates how you can use Photoshop and photo references to speed paint a seascape. Gina Nelson breaks down how she creates a vibrant character concept, and Markus Lovadina designs a bicycle used to generate power in a futuristic scene. Conor Burke also shows how to create an original fantasy battle shaman character!

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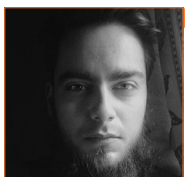
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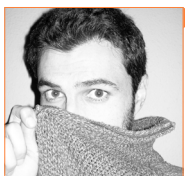
### NED ROGERS

Ned Rogers is a freelance concept artist from Adelaide, Australia. He works in the AAA videogame and film industries, specializing in environment concepts, key frame and set design.



### WAQAS MALIK

Waqas Malik is a freelance concept artist living in Karachi, Pakistan. He has big dreams and is working on making them possible by creating environment concepts primarily for videogames.



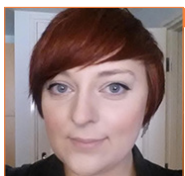
### NADER SHARAF

Nader Sharaf is a freelance illustrator currently living in Madrid. His work has been published internationally by a wide range of magazines, book publishers and advertising agencies, among many others clients.



### GRZESIEK WROBLEWSKI

Grzesiek Wroblewski is an illustrator, concept artist and designer. He works with companies such as Juice and Platige Image, and for clients including Nike, Ubisoft, Nikon, Burger King, and Cadbury.



### 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.



### MARKUS LOVADINA

Markus Lovadina is a senior concept artist for the entertainment industry with over twenty years experience. He has worked on projects from games and film to publishing, graphic design and commercials.



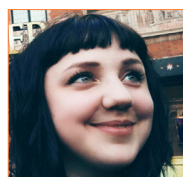
### CONOR BURKE

Conor Burke is an Irish freelance concept artist and illustrator, with a background in architecture. He currently works in London, and has worked with clients in film, architecture and publishing.



### KATY GRIERSON

Katy Grierson has been drawing and painting for as long as she can remember, and feels especially privileged that it is her job. She's always had an active imagination and take great pleasure in world building.



### GINA NELSON

Gina Nelson is a self taught 2D artist originally from South Africa. She currently works as the lead artist at the London based games studio, The Secret Police, and specializes in concept art and 2D game art.



### JUAN PABLO ROLDÁN

Juan Pablo Roldán is a freelance concept artist based in Medellín, Colombia. He creates deeply atmospheric scenes and environments for film and game projects, including the upcoming *Halo Wars 2*.

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**Special thanks** to 3DHype, Hiperia 3D and Veegraph for supporting 2dartist with banners. Contact Kinnor Wroughton if you would also like to show your support: kinnor@3dtotal.com

# Your Magazine.

## Get the most out of it!

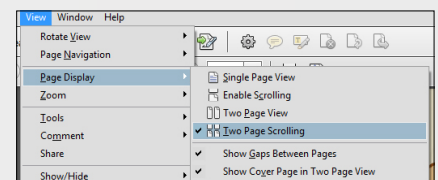
If you're having problems viewing the double-page spreads that we feature within this magazine, then follow this handy little guide on how to set up your PDF reader!

### Top tips for viewing

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](#)

To view the many double-page spreads featured in 2dartist magazine, you can set the reader to display "two-up", which will show double-page spreads as one large landscape image:

1. Open the magazine in Reader;
2. Go to the **View** menu, then **Page Display**;
3. Select **Two Page Scrolling**, making sure that **Show Cover Page in Two Page View** is also selected.



### Jump to articles

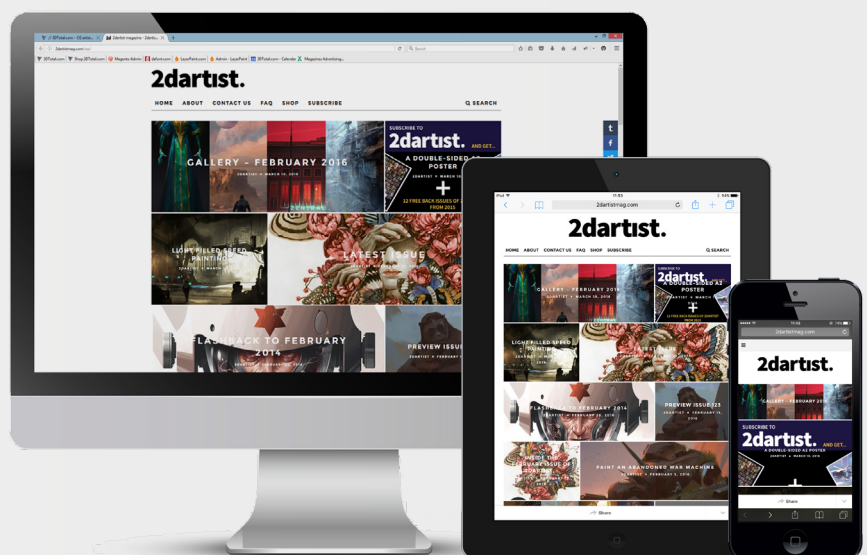
In the Contents pages, we have direct links to all articles within the magazine. If a certain article catches your eye, simply click (or tap on handheld devices) on the page number within the Contents, and you will be taken straight to that article.

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Whenever you see this symbol, be sure to click it to download free resources to accompany that article! Alternatively, head to [www.2dartistmag.com/downloadable-resources](http://www.2dartistmag.com/downloadable-resources)

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# Building an impressive portfolio

Concept artist for the videogame and film industries, Ned Rogers, discusses how his personal portfolio helped him develop his own style and bolstered his professional work... ▶



## The Artist



**Ned Rogers**

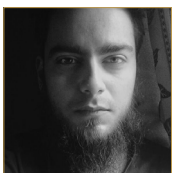
[nedrogers.com](http://nedrogers.com)

**Interviewed by:**  
Annie Moss

Ned Rogers is a freelance concept artist from Adelaide, Australia. He works in the AAA videogame and film industries, specializing in environment concepts, key frame and set design.



## The Artist



### **Waqas Malik**

[artstation.com/artist/waqasmalik](http://artstation.com/artist/waqasmalik)

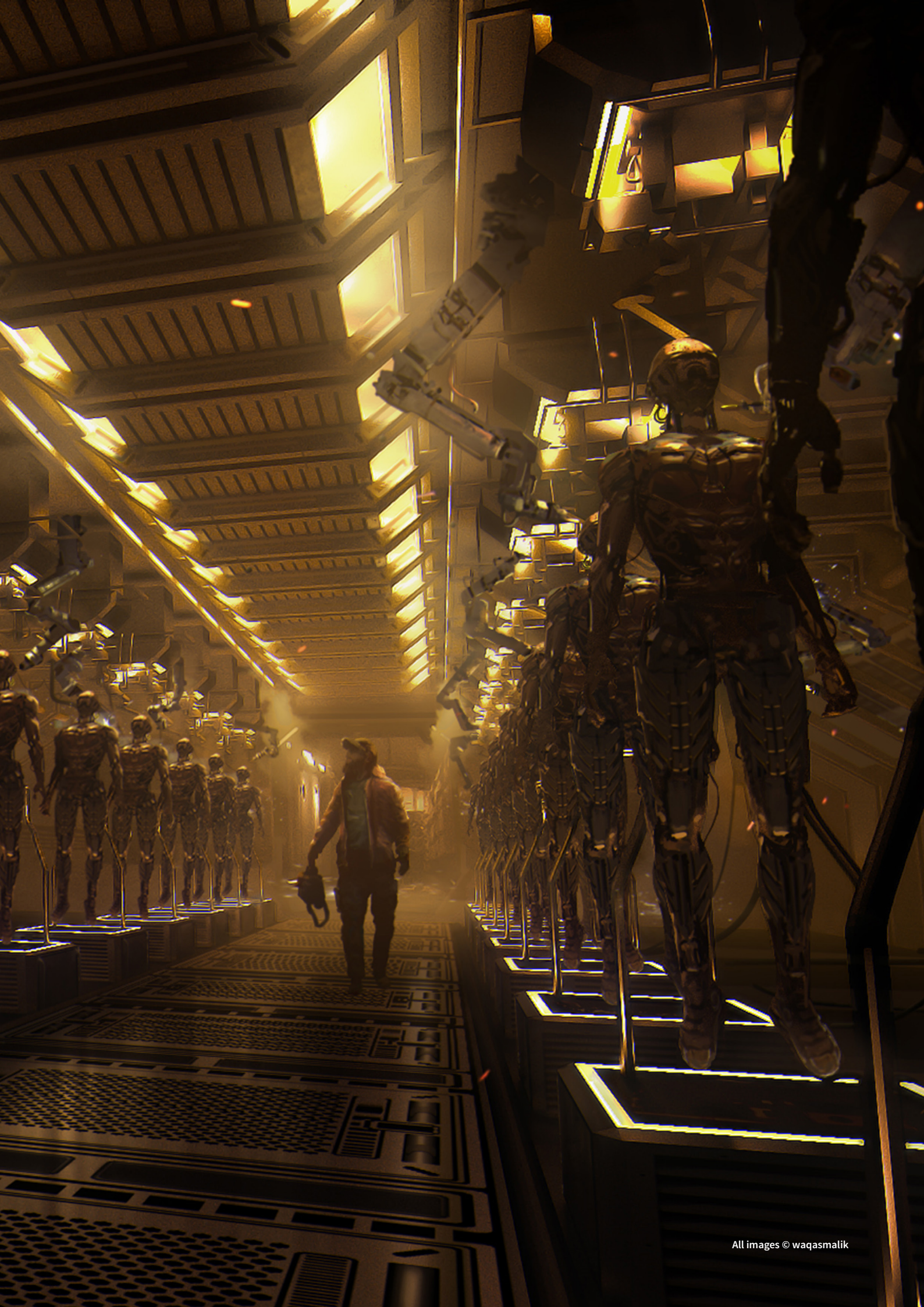
### **Interviewed by:** Annie Moss

Waqas Malik is a freelance concept artist living in Karachi, Pakistan. He has big dreams and is working on making them possible by creating environment concepts primarily for videogames.

# Atmospheric environment concepts

Discover the absorbing work of videogame artist Waqas Malik who uses realistic atmospheric effects and mood lighting to add narrative to environments... 







# Art Gallery

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



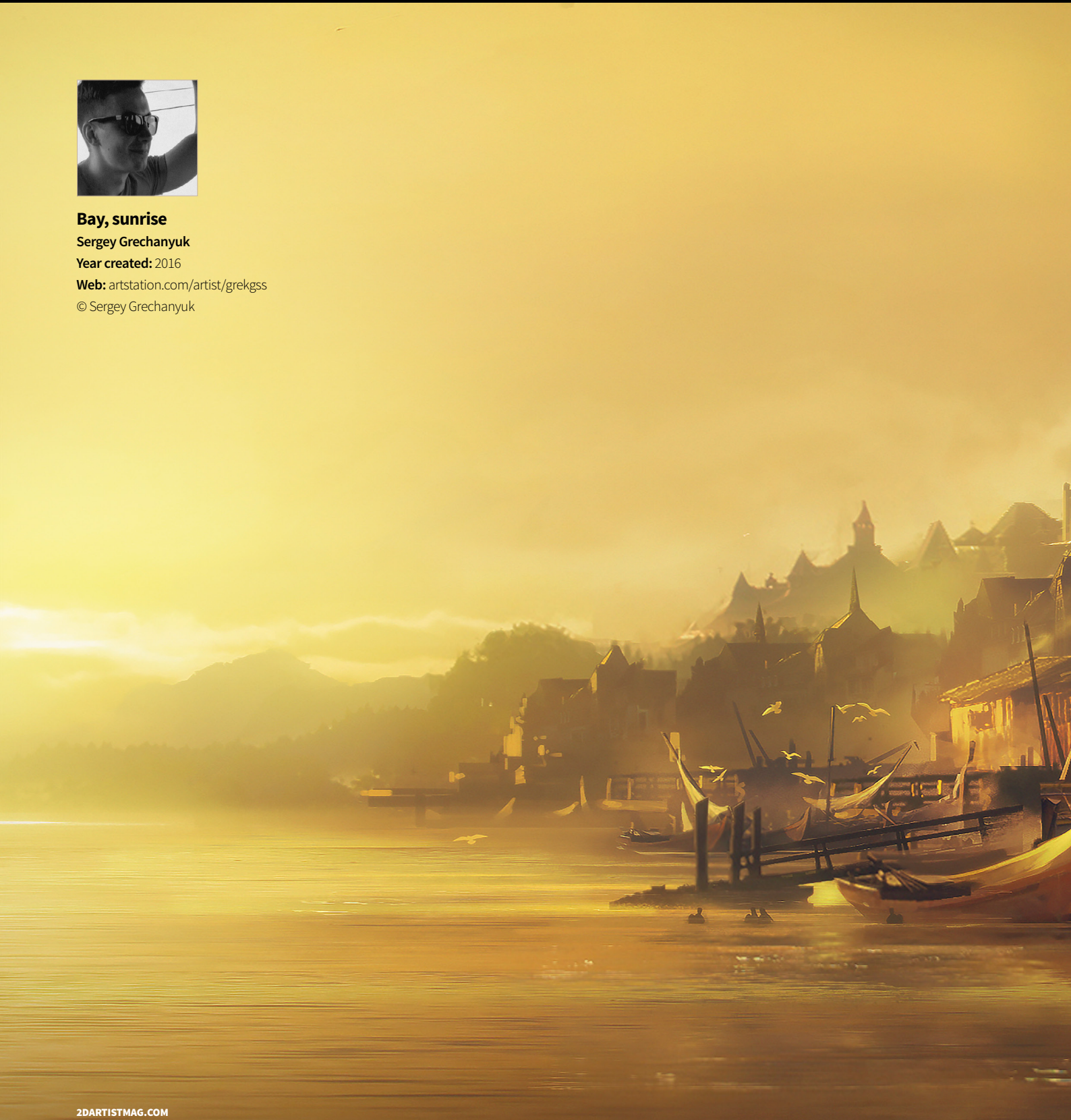
**Bay, sunrise**

Sergey Grechanyuk

Year created: 2016

Web: [artstation.com/artist/grekgss](http://artstation.com/artist/grekgss)

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Submit your images! Simply email [annie@3dtotal.com](mailto:annie@3dtotal.com)







# Design a bicycle power generator

Markus Lovadina demonstrates how to use Photoshop to design a futuristic mech for generating power [▶](#)





## The Artist



**Markus Lovadina**  
artofmalo.com

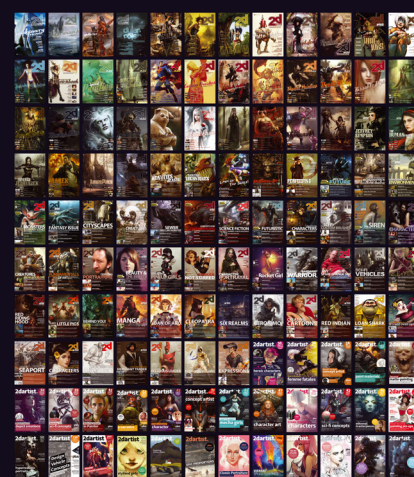
**Software Used:**  
Photoshop

Markus Lovadina is a senior concept artist for the entertainment industry with over twenty years experience. He has worked on projects ranging from games and film to publishing, graphic design and commercials.



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Pablo Carpio.



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## The Artist



### Conor Burke

[artstation.com/artist/conorburke](http://artstation.com/artist/conorburke)

### Software Used:

Photoshop

Conor Burke is an Irish freelance concept artist and illustrator, with a background in architecture. He currently works in London, and has worked with clients in film, architecture and publishing.

# Design a battle shaman

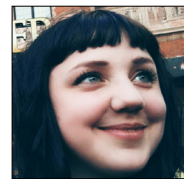
Develop a powerful pose, costume and symbolic accessories for a historically inspired fantasy figure ▶







## The Artist



**Gina Nelson**

[ginanelsonart.com](http://ginanelsonart.com)

**Software Used:**  
Photoshop

Gina Nelson is a self-taught 2D artist originally from South Africa. She currently works as the lead artist at the London-based games studio, The Secret Police.

# Creating a vibrant character concept

Discover how Gina Nelson, lead artist at The Secret Police, developed her bold and colorful character *The Shadow Keeper* ▶

All images © Gina Nelson





# Speed paint a realistic seascape

Katy Grierson shows how to paint a real world seascape at sunset in this free chapter from *Master the Art of Speed Painting* [▶](#)





## The Artist



**Katy Grierson**  
kovah.co.uk

**Software Used:**  
Photoshop

Katy Grierson has been drawing and painting for as long as she can remember and feels especially privileged that it is her job. She's always had an active imagination and takes great pleasure in world building.

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# The Fall

by Juan Pablo Roldán

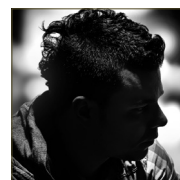
Discover how concept artist Juan Pablo Roldán developed a new process of bringing ideas to life by playing with texture and shape ▶

All images © Roldán





## The Artist



**Juan Pablo Roldán**

[artstation.com/artist/roldan](http://artstation.com/artist/roldan)

**Software Used:**  
Photoshop

Juan Pablo Roldán is a freelance concept artist based in Medellín, Colombia. He creates deeply atmospheric scenes and environments for film and game projects including the upcoming *Halo Wars 2*.





# NEXT MONTH

Fun step-by-step tutorials

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Nature and geometry inspired art

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Top ten gallery images

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In-depth artist interviews

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Practice speed painting

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Captivating character sketches

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AND MUCH MORE BESIDES!

**2dartist**