

Artist

# Udon Entertainment

A collaboration of world-wide talent funnelled into projects for some of the biggest industry names, such as Marvel and Capcom. We talk to Artist and Project Manager, Jim Zubkavich, to find out how things came about, and all about things to come...



### Articles

Min Yum's Sketch book & "What tells you when a piece of work is complete?"



### Interviews

Anthony Courmoyer, Stuart Jennett, Udon Entertainment (Studio) & Steve Argyle



### Galleries

Featuring Cyril Van Der Haegen, Stuart Jennett, Thomas Pringle & More!



### Making Of's

'Finding Unknown Kadath' by Sergey Musin & 'Renaissance' by Marco Bauriedel



### Tutorials

Custom Brushes, Speed Painting, Using 3D & How to Paint Hair



## Editorial

Welcome once again to 2DArtist magazine. Some really great stuff this month to tide you along until we get back from Siggraph, in San Diego. If any of you are coming along then please feel free to come see us at the 3DTotal Booth (#1847). This month, Udon Entertainment, another fantastic collection of artists

from around the world, have kindly taken the time to answer some of our questions and also provide some amazing artwork, including this month's cover image from the Street Fighter series. Those of you who were furiously tapping SNES control pads back in '91 might recognise Vega with his Wolverine-like claws. Plus we have the usual Speed Paintings (this month is a little spooky), Custom Brush tutorial, Painting Tutorials, interviews and articles, and we have managed to provide you with a 130+ page edition of one of the best 2D magazines out there! Just a quick hint: some of the layouts include double-page spreads which we realise some of you may not be viewing in full. If this is the case, please go to the View menu in Acrobat and change Page Display to Two up continuous. This will allow you to view the magazine in a landscape format, showing both pages as if in a real printed mag. This way, you'll see 2DArtist and the amazing artwork in its full glory! Thanks again for purchasing the mag and supporting what we do. Enjoy. Ed.

## Contents

What's in This Month:

### Anthony Cournoyer

Freelance Illustrator for an Indie RPG Creator



### Stuart Jennett

Veteran Artist Now Moved Back to Freelancing



### Udon Entertainment

A Collaboration of Worldwide Talent



### Steve Argyle

2D & 3D Artist



### The Sketch book of...

Min Yum, Concept Artist & Freelance Illustrator



### When is it Complete?

We Ask Artists From All Over The World



### Galleries

10 of The Best 2D Artworks



### Stylised Animal Challenge

This Month's Finalists & Making Of's



### Custom Brushes

With Marc Brunet



### Speed Painting

The Room Made The Explorers Feel Sick...



### Using 3D

As a Starting Point For a 2D Painting: Part 2 of 3



### How to Paint Hair

This Month: Blonde and Red Hair



### Finding Unknown Kadath

Project Overview by Sergey Musin



### Renaissance

Project Overview by Marco Bauriedel



### About us

Zoo Publishing Information & Contacts



### Editor

Ben Barnes

### Assistant Editor

Warin Pismoke

### Layout

Ben Barnes

Alex Price

Bobby Brown

### Marketing

Lynette Cleo

### Content

Tom Greenway

Lynette Cleo

Warin Pismoke

Richard Tilbury

Chris Perrins

### Free Stuff!

Wherever you see this symbol, click it to download resources, extras & even movies!



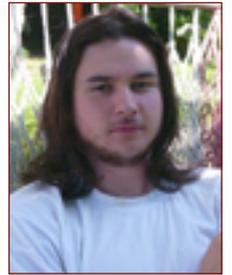
# Contributing Artists

Every month, many creatives & artists around the world contribute to 3DCreative & 2DArtist magazines. Here you can read all about them. If you would like to be a part of 3DCreative or 2DArtist Magazines, please contact: [ben@zoopublishing.com](mailto:ben@zoopublishing.com).



**Anthony Cournoyer**

Is on a quest to be known before he dies. He's programmed to do 2 things: drawing & watching illegally downloaded TV-series. He works 100% digitally, from sketching to colours. He fears the technological singularity which may produce drawing robots that will steal our jobs. He now owns a small business: Shaman's Stockar.  
[shaman.stockart@gmail.com](mailto:shaman.stockart@gmail.com)  
[http://www.emptyroomstudios.com/a\\_cournoyer.php](http://www.emptyroomstudios.com/a_cournoyer.php)



**Stuart Jennett**

Is a Freelance Concept designer, in the UK. He started out in comics before giving into his real passion: conceptual design & storyboarding.

He made the move into the games industry and a few years later landed a Lead Concept/In-game Artist job at Warthog, working on the titles Starlancer & Bounty Hunter. He now freelances and has recently worked for Vivendi/Swordfish.

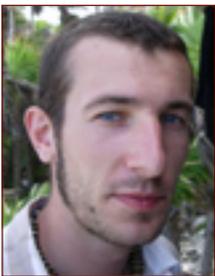
[stuartjennett@hotmail.com](mailto:stuartjennett@hotmail.com)  
[www.stuartjennett.com](http://www.stuartjennett.com)



**Marie-Eve Tébrault**

Is a 3D Artist in Montreal, Canada. She studied traditional & 3D animation at Cegep du Vieux Montreal & graduated this year. She currently works mostly as a 3D animator, but still draws as much as she can when she has the free time.

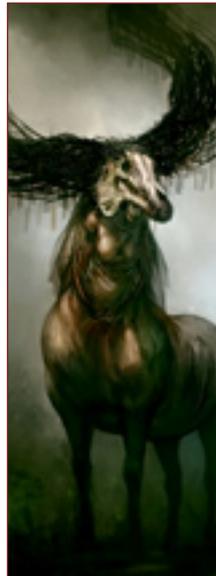
[marieevetetrault@gmail.com](mailto:marieevetetrault@gmail.com)  
[www.marieevetetrault.blogspot.com](http://www.marieevetetrault.blogspot.com)



**David Neale**

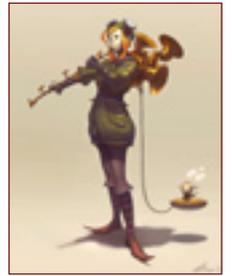
After graduating from an Illustration degree in Hull, UK, in 2005, and teaching himself Photoshop, he has worked as a

Freelance Consultant for EA games, has sold prints in galleries, & completed various freelance illustration projects. He's now represented by the Advocate Illustration Agency, and hopes to get more work on children's books. He'd also like to move into concept design for animation. [vejneale@hotmail.com](mailto:vejneale@hotmail.com)



**Min Yum**

(Aka Bumskee) is a Concept Artist/ Illustrator in Sydney, Australia. He's a self-taught artist currently working as a freelancer on concept art & illustrations. He discovered concept art in 2005 & started his career in the games industry with IR Gurus as a Concept Artist. He devotes much of my free time to his studies & planning his own graphic novel.  
[www.minart.net](http://www.minart.net)  
[minyum@gmail.com](mailto:minyum@gmail.com)



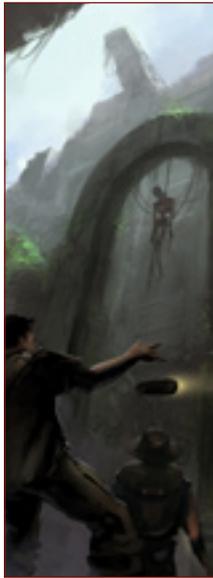


### *Paul Davies*

Is a freelance 2D Artist in the UK. He first started digital painting in 2004. He'd been drawing & painting with traditional media

for years during college & university, & was excited by the new possibilities on offer from software. He's been freelancing since university & has had commissions from a variety of UK clients. He hopes to move into the computer games industry as a Concept Artist .

Paul@pdportraits.co.uk www.pdportraits.co.uk



### *Olne Pogoda*

(Aka Azurelle)

is a 2D Concept Artist/ Illustrator, a student at the Art Akademy & a freelancer in Berlin, Germany. She made her first attempts in digital art in 2003. For the last 3 years she has been working on 2D illustrations & concept art with a Wacom Graphire in Photoshop & Painter. She will be learning ZBrush 3 & Maya & would like to do some game/film related work later on...

www.darktownart.de

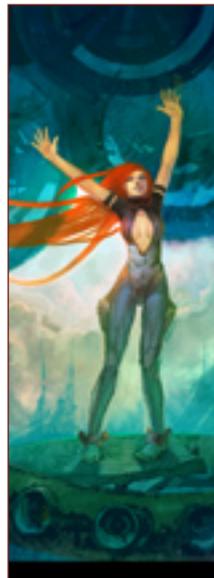


### *Janos Kiss*

Designs identities, brochures, flyers and so on, & sometimes illustrates for a small company in Budapest, Hungary. Apart from

graphic design, he works to improve his digital painting, which is a pleasure for him. He usually works with Painter & ArtRage. Nowadays, his main goal is to develop his portfolio, demonstrating several styles & techniques.

janos.kiss@28thwing.com



### *Marc Brunet*

Is a regular 3D student in Montreal. He's been drawing ever since he could handle a pencil & it has now become more of a profession, working on various projects as an illustrator whilst he finishes his studies.

finalxii@msn.com

http://bluefley.cgsociety.org



## *Would you like to Contribute to 3DCreative or 2DArtist Magazine?*

We are always looking for tutorial artists, gallery submissions, potential interviewees, Making Of writers, & more...

For more information, send a link to your work here:

warin@zoopublishing.com



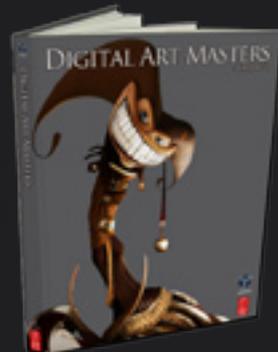
### *Richard Tilbury*

Has had a passion for drawing since he was a couple of feet tall. He studied Fine Art & was eventually led into the realm of computers several years ago. His brushes have slowly dissolved in white spirit since the late nineties & now, alas, his graphics tablet has become their successor. He still sketches regularly & now balances his time between 2D & 3D, although drawing will always be closest to his heart...

ibex80@hotmail.com

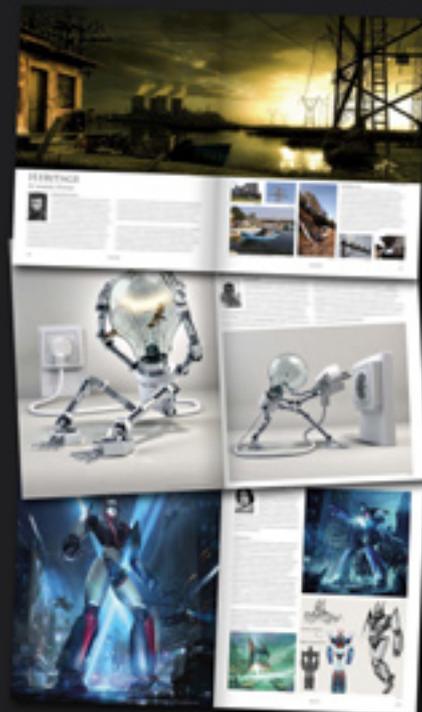


# AVAILABLE NOW! DIGITAL ART MASTERS : VOLUME 2



288 PAGE PREVIEW ONLINE!

AVAILABLE NOW ONLY!  
UK - £32 USD - \$64 EUR - €49

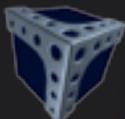
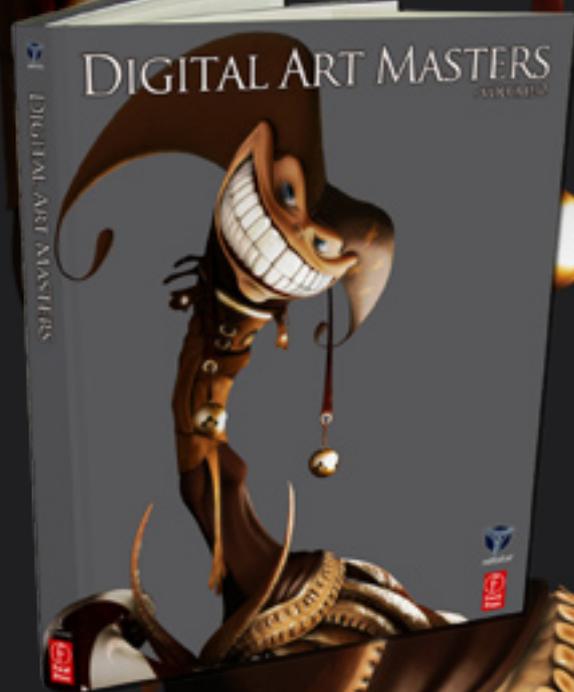


FEATURES 58 OF THE FINEST DIGITAL  
2D AND 3D ARTISTS WORKING IN  
THE INDUSTRY TODAY, FROM THE  
LIKES OF:

PHILIP STRAUB  
JONNY DUDDLE  
ALESSANDRO BALDASSERONI  
BENITA WINCKLER  
FRED BASTIDE  
JAMES BUSBY  
MAREK DENCO  
PATRICK BEAULIEU  
JONATHAN SIMARD

BUY THE BOOK TO SEE JUST  
HOW THEY CREATE THEIR  
INCREDIBLE IMAGERY!

HARDBACK 21.6CM X 27.9CM IN SIZE  
288 FULL COLOUR PREMIUM PAPER PAGES



**3dtotal.com**

for more products in our range visit <http://www.3dtotal.com/shop>

In this interview, we see how Anthony has been getting on as an established illustrator and how he uses manga influences in his work...

# ANTHONY COURNOYER



*"All I wanted to do was to make a lot of money by being some hot shot business guy, or whatever. However, my artistic needs became too intense to hold off."*

# ANTHONY COURNOYER

# 05 TOTAL PAGES



# SynthEyes 2007 <sup>1/2</sup>

## 3-D Camera Tracking Software

Now with

# IMAGE STABILIZATION

Maybe you are shooting hand-held, and need a more professional look. Maybe you are using other stabilization software, but are tired of limited functionality, poor tracking, or strange geometric distortions in the results. We've got the cure!

SynthEyes now includes an awesome image stabilizing system, based on SynthEyes's famously fast and accurate tracking. Integrating auto-tracking and stabilization makes for a terrifically fast workflow, and means we can do all the sophisticated things to produce the highest-quality images possible. We added the flexibility to nail shots in place, but also to stabilize traveling shots. Then, piled on a full set of controls so you can **direct** the stabilization: to change shot framing, add life, or minimize the impact of big bumps in the footage. Since you've got other things to do, we multi-threaded it for outstanding performance on modern multi-core processors.

We didn't forget about pure camera tracking either. SynthEyes 2007<sup>1/2</sup> adds single-frame alignment for nodal tripod and lock-off shots; a way to add many accurate trackers after an initial solve, for mesh building; a way to coalesce co-located trackers, perfect for green-screen tracking; and about 50 other things.

One thing we didn't change—our incredible price:

"I used SynthEyes exclusively while working on **Pan's Labyrinth**, and the CG Supervisor was continually amazed at how I was blowing their deadlines clean out of the water. I used the zero-weight points to model many surfaces which needed to be very accurate, so that a 3-D stick bug could walk across them." — *Scott Krehbiel*

**Other recent credits:** Apocalypto, Bridge to Terabithia, Casino Royale, Deja Vu, Next, Pirates of the Caribbean: Dead Man's Chest, Pursuit of Happyness, Spiderman 3, Zodiac

# \$399

"2D at FUEL used SynthEyes for a few especially gnarly shots during **Charlotte's Web**. For \$399 and a couple of hours invested in the docs, our compositors can solve a camera for almost any shot. SynthEyes is smoking fast, easy to understand and the support is phenomenal." — *Sam Cole, FUEL*

See the website for more details on SynthEyes's amazing feature list.

25+ Exporters included standard.

PC/PC 64-Bit/Intel Mac/PowerPC Mac

ANDERSSON TECHNOLOGIES LLC

For more information and free demo:

<http://www.ssontech.com>

Fourth year in the market, serving VFX artists in over 40 countries



*"There are brighter days ahead though, with the likes of Shaun of the Dead and Dr Who proudly waving the flag, shows we still have a lot of talent and imagination here to export, just too few projects to pump it into."*

# STUART JENNETT

With a background in comic book illustration, involving Marvel UK and 2000 AD, Stuart Jennet then broadened his horizons and branched into the games sector spanning companies such as Sony / Psygnosis and Warthog. With eleven years of production experience, he is now offering his skills as a freelance artist from his base in England...

# STUART JENNET

# 10

TOTAL PAGES



*There are brighter days ahead though, with the likes of Conan of the Dead and The Who proudly wearing the flag, shows we still have a lot of talent and imagination here to report, just too few projects to pump it into.*

*Stuart Jennet*

## STUART JENNET

Stuart Jennet is a character from the game *Call of Duty: Modern Warfare 2*. He is a member of the 1st Airborne Cavalry Regiment and is known for his leadership and tactical skills. The design process for Stuart Jennet involved creating a character that was both iconic and functional. The design team focused on creating a character that was both iconic and functional. The design team focused on creating a character that was both iconic and functional.

This action scene from the game *Call of Duty: Modern Warfare 2* depicts a high-intensity battle. The jet is shown in a dynamic pose, maneuvering through a chaotic environment filled with fire and explosions. The scene is rendered with a high level of detail and a vibrant color palette, emphasizing the intensity of the action.

This action scene from the game *Call of Duty: Modern Warfare 2* shows a character in a dark, industrial setting. A large explosion is visible in the background, creating a dramatic and intense atmosphere. The character is shown in a dynamic pose, ready for action.

*Stuart Jennet*

This action scene from the game *Call of Duty: Modern Warfare 2* depicts a character in a dark, industrial setting. A large explosion is visible in the background, creating a dramatic and intense atmosphere. The character is shown in a dynamic pose, ready for action.

# ANIMATION MENTOR.COM

The Online Animation School™

"Getting to spend my day creating performances and bringing characters to life is so incredibly awesome, and I can't believe I get to work on such a cool project straight out of school. I'm so glad I had the opportunity to learn character animation in such a challenging and supportive environment."

**- Aja Bogdanoff**

*Animation Mentor Graduate  
Blue Sky Studios*



"There is no better motivator than knowing that your work can be seen by more than 600 people each week, including some of the best animators in the industry. This, paired with the contagious enthusiasm of my classmates, the mentors and the Animation Mentor staff pushed me to always do my best work!"

**- Mike Stern**

*Animation Mentor Graduate  
DreamWorks Feature Animation*



AnimationMentor.com is an 18-month online animation school for students who are serious about an animation career. The program is designed and taught by professionals, working at the top animation studios in the industry, focusing 100% on character animation. Our online campus is built with a production studio focus and provides a unique and special community of both students and instructors from all over the world who have one passion in common -- animation!

**FALL TERM STARTS OCTOBER 1ST  
APPLICATIONS DUE AUGUST 17TH**

**1-877-E-ANIMATE (1-877-326-4628)**

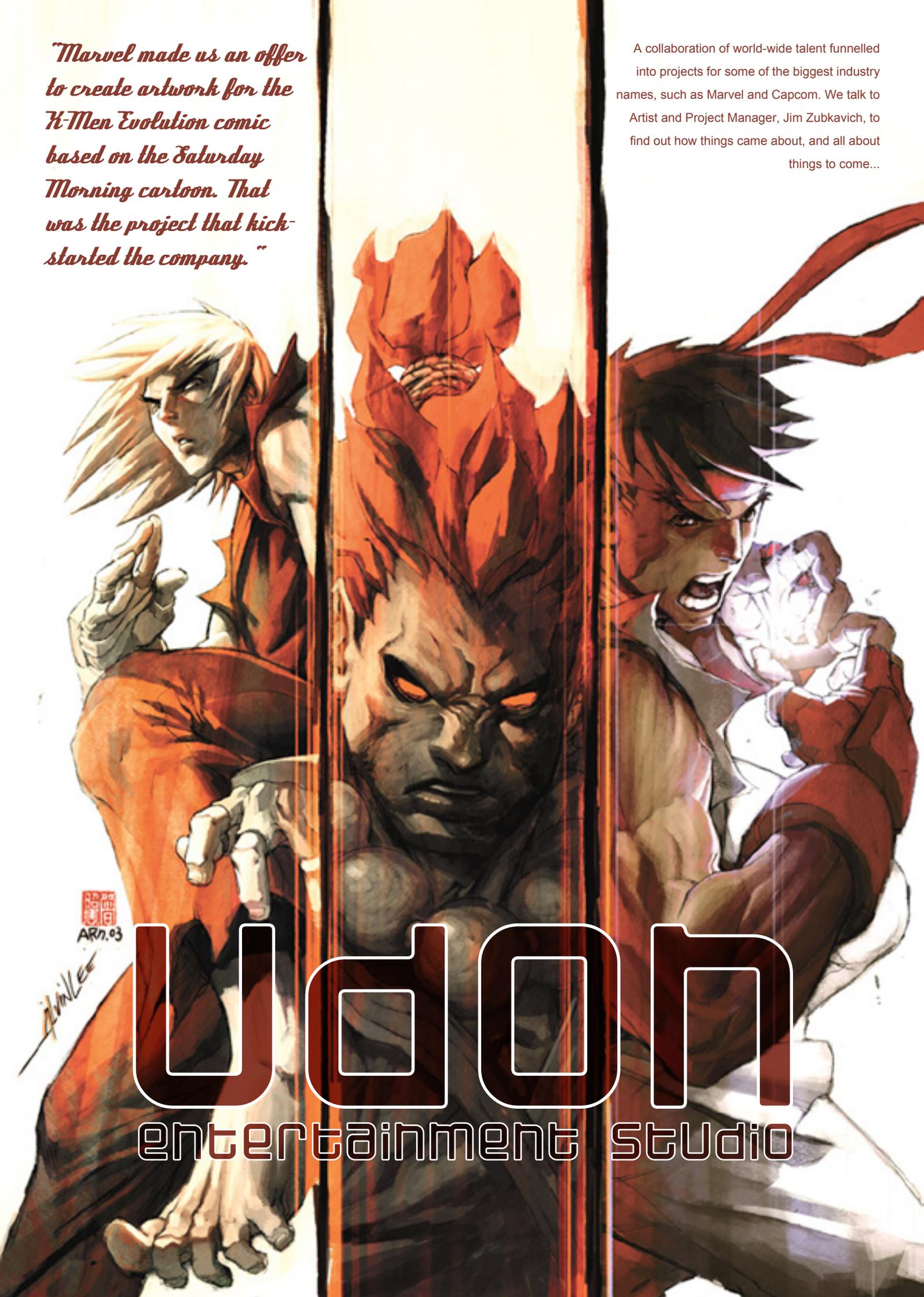
**1-510-809-1177 (Outside U.S.)**

admissions@animationmentor.com

www.AnimationMentor.com

*"Marvel made us an offer to create artwork for the X-Men Evolution comic based on the Saturday Morning cartoon. That was the project that kick-started the company."*

A collaboration of world-wide talent funnelled into projects for some of the biggest industry names, such as Marvel and Capcom. We talk to Artist and Project Manager, Jim Zubkavich, to find out how things came about, and all about things to come...



**Udon**  
entertainment studio

# Udon

Entertainment Studio

Hi Jim, can you tell us a little bit of background about your company, UDON Entertainment? When were you founded and what made you 'go for it'?

UDON was founded in 2000 as a group of artists with similar goals. We were a creative services studio doing licensing artwork for Marvel comics. Over the past 7 years we've expanded to publishing our own books as well as creating magazine artwork, toy designs, RPG art, and design art for video games. We've always loved comics and video games. Getting the chance to work with the companies we grew up loving is a total thrill for us. Marvel made us an offer to create artwork for the X-Men Evolution comic based on the Saturday Morning cartoon. That was the project that kick-started the company.

How many artists are working for you now?

Many nationalities? Different locations?

It swells or shrinks depending on the number of projects we have on the go at any one time. We have well over 20 artists regularly working with us digitally from all over the world. Although the majority of our crew is based around Toronto, Canada, we have 8-9 people in the U.S., a couple of artists in Korea, one in Australia and one in Norway. With the time differences and late hours I'm sure there's UDON work being done at all hours of the day or night.



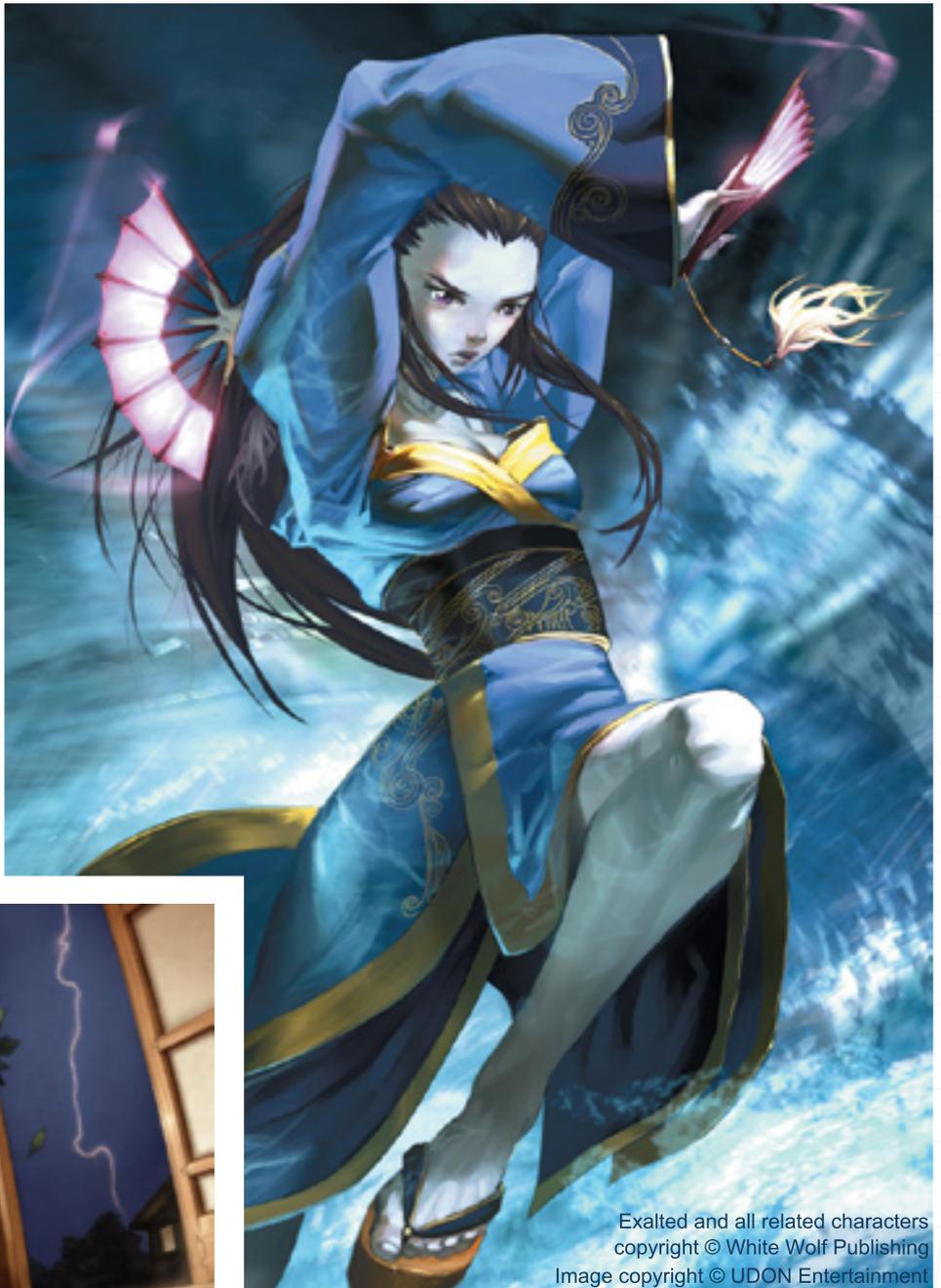
Vega is copyright © CAPCOM

Image copyright © UDON Entertainment

Looking at UDON's impressive portfolio, <http://www.udonentertainment.com>, it looks like you tackle a lot of different projects for many kinds of media. Do you have one favourite type of project to work on that works best, either for your team's skills or what is best financially? Video game artwork is probably the most satisfying for us, right now. The industry has become completely mainstream, so our work gets out to the widest possible audience. Our style suits the new generation of games, without ignoring the designs and tradition that hooked us when we were young.

Is this the concept stage for games or the actual in-game artwork?

Both actually, depending on the company. We just finished up an extensive project conceptualizing and designing characters for an as-yet-unannounced Konami video game. Now that the core design is done, we're moving on to in-game and advertising artwork for the game. With a project like Capcom's high definition re-



Exalted and all related characters  
copyright © White Wolf Publishing  
Image copyright © UDON Entertainment



Image copyright © UDON Entertainment

release of Super Street Fighter II Turbo, we're doing the main designs for the sprites as well as character select, intro and ending artwork.

Do you have a big enough client base now to continually keep enough work coming through the door, or do you have to search and pitch to new clients all the time?

After the first few years of UDON, we finally hit a point where we didn't really have to look for new clients anymore. Our Capcom artwork in particular has helped secure our reputation and opened up a lot of opportunities. There's always a series of new projects developing and clients getting in touch with us about being involved. Some projects kick-off immediately, and others can take many months to come to fruition, but with so many always on the go we're able to stay extremely busy.



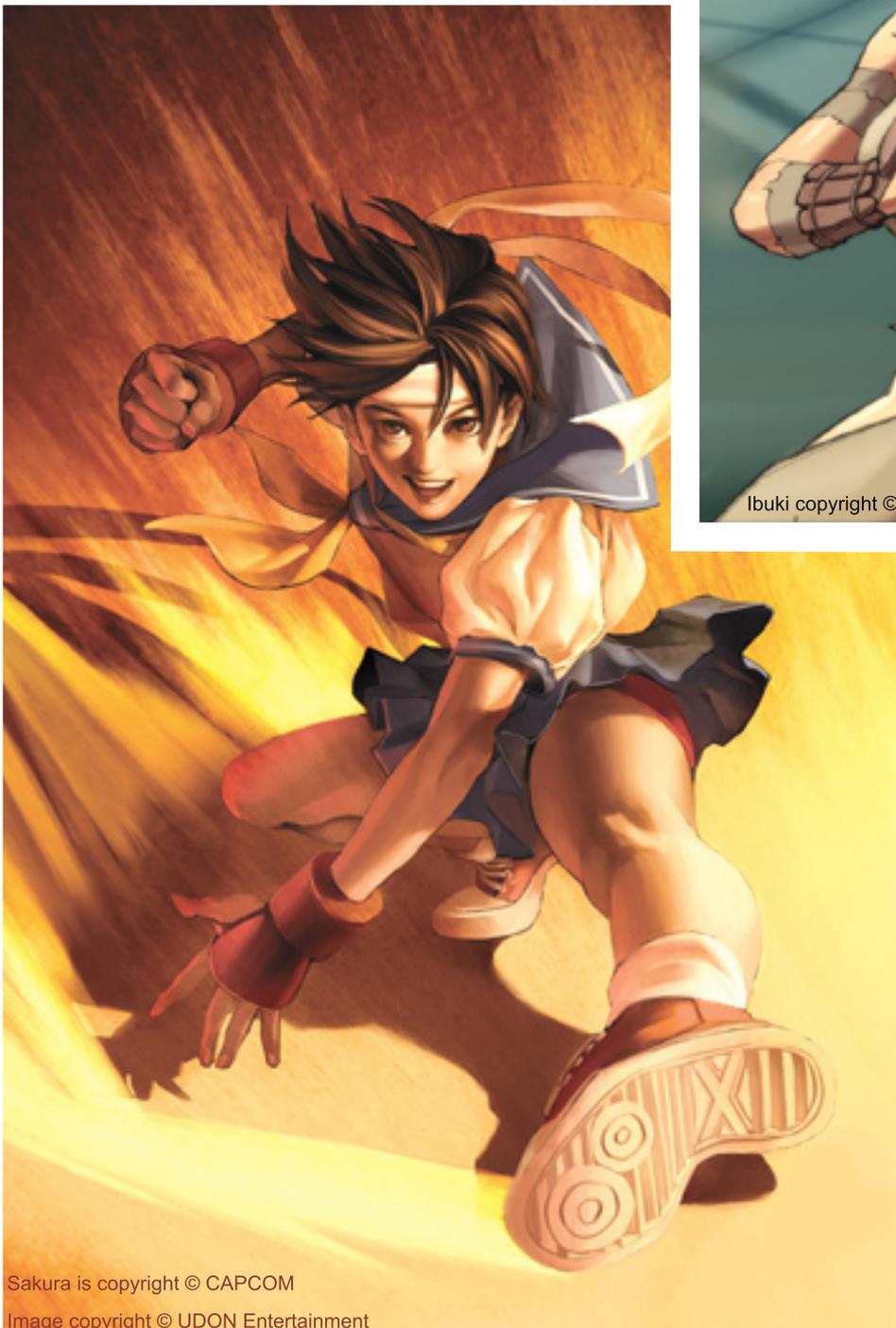
Street Fighter and all related characters copyright © CAPCOM  
Image copyright © UDON Entertainment

ALVIN LEE 2003

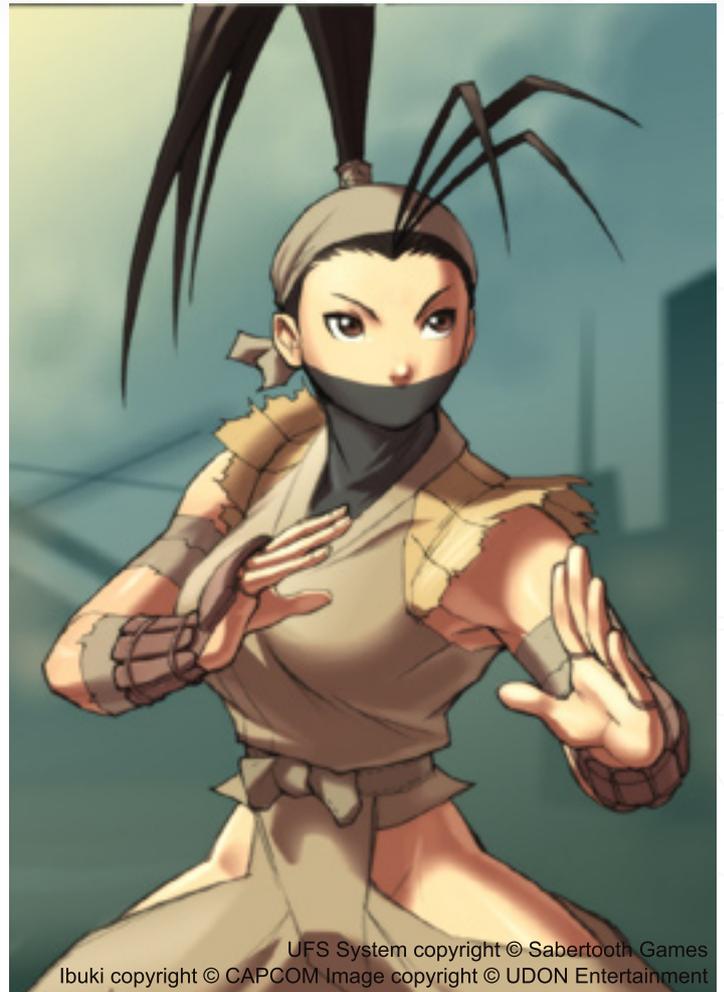
18/03/03

Do you find you have to put a lot of work into pitching for projects which can sometimes result in a waste of time?

Well, we're in a spot now where we're not expending a tonne of resources on pitches. Our client list and portfolio samples are usually more than enough to secure a project at this stage. Companies approach us based on what they've seen from us before, so we usually don't have to prove that we can do the work properly. Most of the pitches at this point are negotiating rates, schedules and which artists are available to work on certain projects. We try not to do artwork on spec any more as it devalues what we're doing and makes the studio look desperate for the work, which we're not.



Sakura is copyright © CAPCOM  
Image copyright © UDON Entertainment



UFS System copyright © Sabertooth Games  
Ibuki copyright © CAPCOM Image copyright © UDON Entertainment

What has been your most satisfying project to date? What would be a dream project you could wish for in the future?

Creating in-game artwork for Capcom's Fighting Evolution has probably been our biggest project so far. Working directly with Capcom Japan and contributing to one of their fighting games was something we never imagined being involved with. As far as dream projects go, we're actually working on one of them right now but we can't discuss details. Otherwise, we'd love to develop our own original stories/characters and see

As you work with a lot of comic and superhero imagery, I will think up a funny, final appropriate question for you: if your super power was the ability to replace your colleague's skin and hair with 2 other substances, what would you do to them to amuse yourself?

Umm, bubblegum and caramel? Fire and ice? I really don't know...



*Erik Ho*

For more work by these artists please visit:

<http://www.udonentertainment.com>

Or contact them at:

[erikko@gmail.com](mailto:erikko@gmail.com)

Interviewed by: Tom Greenway







Ice Plane image supplied by Saddington & Baynes CGI. Photography by Darran Rees.

## EVEN **BETTER** THAN YOU IMAGINED.

Whether you need faster rendering with mental ray or picture perfect raytracing direct to the desktop, **ARTVPS** rendering solutions are even better than you imagined.

**Dedicated hardware solutions from the rendering experts.**

Find out more about RenderServer and RayBox at [www.artvps.com](http://www.artvps.com) or call +44 (0)1223 424466 for more information.





*“Get out of art before you’ve wasted any more time on it. You obviously don’t get it, and you never will. I was told this my first year in college.”*

# STEVE ARGYLE

Geisha, Sake and Samurai are just a few of the topics that fascinate Steve Argyle, whose work comprises of a mixture of both eastern and western themes. He works in both 2D and 3D and talks to 2DArtist about how the two disciplines inform one another and help him with his projects...

# STEVE ARGYLE

# 12 TOTAL PAGES



# BOXX

## Balance of Power

Streamline your DI pipeline  
with the 3DBOXX™ RTX Series.

The ideal combination of processing power  
and storage bandwidth for the Digital  
Intermediate process.

Sixteen cores.

Work on HD, 2k and 4k frames with ease  
Up to 15 hard drives - 1GB/s storage bandwidth

Next-Generation AMD Opteron™ processors with DDR2 memory  
extend the industry-leading performance trajectory established by  
Dual-Core AMD Opteron™ processors, while offering a seamless  
upgrade path to Quad-Core performance and leading-edge  
solutions to help run your business applications.

Next-Generation AMD Opteron™ processors with Direct  
Connect Architecture and high-bandwidth DDR2 memory  
offer great performance for floating-point applications and  
enhance our performance-per-watt capabilities for even  
cooler, more silent operation.



BOXX® Technologies, Inc.  
1.877.877.BOXX  
sales@boxxtech.com

We know VFX. And it shows.

www.boxxtech.com

Image courtesy of Olivier Derouetteau, <http://olive2d.free.fr>



*"I had no idea what to do with this topic; spent some time flicking through medieval images to get an idea for the armour... Then I started sketching ideas..."*



# *Sketchbook* of Min Yum

Min Yum is a concept artist & freelance illustrator. In this article, he reveals the techniques and processes he uses when creating his work...



This is the *Free Lite Issue* of **2d Artist** to purchase the *Full Issue* [click here](#)

# Sketchbook of Min Yum

# 06

TOTAL PAGES



# Vue 6

*A New Dawn*

Personal Learning Edition

# FREE!

Learn Vue 6 for free

[www.vue6.com/ple](http://www.vue6.com/ple)



[www.vue6.com](http://www.vue6.com)

Picture made in Vue by Juergen Elits



**Solutions for  
Natural 3D Environments**



*"The deadline. That's why they are there. . . Otherwise we would mess with the stuff forever!"*

# IS IT FINISHED?

Over the last year, 2DArtist has been asking industry professionals the questions you need the answers to!

This month, we asked:

*"What tells you when a piece of work is complete?"*

Here are the serious, and the not so serious, answers that we received this month...

# Advice for Aspiring Artists

# 06

## TOTAL PAGES



*"The deadline. That's why they are there... Otherwise we would mess with the stuff forever!"*

**Advice for Aspiring Artists**

**Robbie Lee**  
 Robby Lee is a professional character artist at EA GAMES. He has worked on titles such as Battlefield 2 and Battlefield 3. He is currently working on Battlefield 4.

**Robb Plunkett**  
 Robb Plunkett is a professional character artist at EA GAMES. He has worked on titles such as Battlefield 2 and Battlefield 3. He is currently working on Battlefield 4.

**Christoph Pader**  
 Christoph Pader is a professional character artist at EA GAMES. He has worked on titles such as Battlefield 2 and Battlefield 3. He is currently working on Battlefield 4.

**David Hiji**  
 David Hiji is a professional character artist at EA GAMES. He has worked on titles such as Battlefield 2 and Battlefield 3. He is currently working on Battlefield 4.

**Ben Sargent**  
 Ben Sargent is a professional character artist at EA GAMES. He has worked on titles such as Battlefield 2 and Battlefield 3. He is currently working on Battlefield 4.

**Eyal Pines**  
 Eyal Pines is a professional character artist at EA GAMES. He has worked on titles such as Battlefield 2 and Battlefield 3. He is currently working on Battlefield 4.

**David Hiji**  
 David Hiji is a professional character artist at EA GAMES. He has worked on titles such as Battlefield 2 and Battlefield 3. He is currently working on Battlefield 4.

**Ben Sargent**  
 Ben Sargent is a professional character artist at EA GAMES. He has worked on titles such as Battlefield 2 and Battlefield 3. He is currently working on Battlefield 4.

**Eyal Pines**  
 Eyal Pines is a professional character artist at EA GAMES. He has worked on titles such as Battlefield 2 and Battlefield 3. He is currently working on Battlefield 4.

**Robbie Lee**  
 Robby Lee is a professional character artist at EA GAMES. He has worked on titles such as Battlefield 2 and Battlefield 3. He is currently working on Battlefield 4.

**Robb Plunkett**  
 Robb Plunkett is a professional character artist at EA GAMES. He has worked on titles such as Battlefield 2 and Battlefield 3. He is currently working on Battlefield 4.

**Christoph Pader**  
 Christoph Pader is a professional character artist at EA GAMES. He has worked on titles such as Battlefield 2 and Battlefield 3. He is currently working on Battlefield 4.

**David Hiji**  
 David Hiji is a professional character artist at EA GAMES. He has worked on titles such as Battlefield 2 and Battlefield 3. He is currently working on Battlefield 4.

**Ben Sargent**  
 Ben Sargent is a professional character artist at EA GAMES. He has worked on titles such as Battlefield 2 and Battlefield 3. He is currently working on Battlefield 4.

**Eyal Pines**  
 Eyal Pines is a professional character artist at EA GAMES. He has worked on titles such as Battlefield 2 and Battlefield 3. He is currently working on Battlefield 4.

**Ben Sargent**  
 Ben Sargent is a professional character artist at EA GAMES. He has worked on titles such as Battlefield 2 and Battlefield 3. He is currently working on Battlefield 4.

**Eyal Pines**  
 Eyal Pines is a professional character artist at EA GAMES. He has worked on titles such as Battlefield 2 and Battlefield 3. He is currently working on Battlefield 4.

# BULK VS THA MAN

- BROUGHT TO YOU BY -  
  
 everything animated

AFTER MONTHS AND MONTHS OF HARD WORK AND MANY SLEEPLESS NIGHTS ANIMATING, DAVID HAS ARRIVED AT THE LAIR OF THE DREADED CORPORATE MOGUL, THA MAN, TO PITCH HIS IDEAS AND TAKE A SHOT AT FAME AND GLORY.



I'VE BEEN PRODUCING ANIMATION FOR OVER 30 YEARS NOW, YOUNG MAN. THIS LOOKS LIKE ANOTHER DOSE OF THE SAME OLD THING. LOOK AT THIS PILE!

WHAT MAKES YOU THINK YOUR SHOW IDEA IS SO SPECIAL?

I SUGGEST YOU GO HOME, SHARPEN YOUR PENCILS AND TRY AGAIN!



OMG... I CAN'T BELIEVE THIS... EVERYONE LOVES MY ANIMATION!



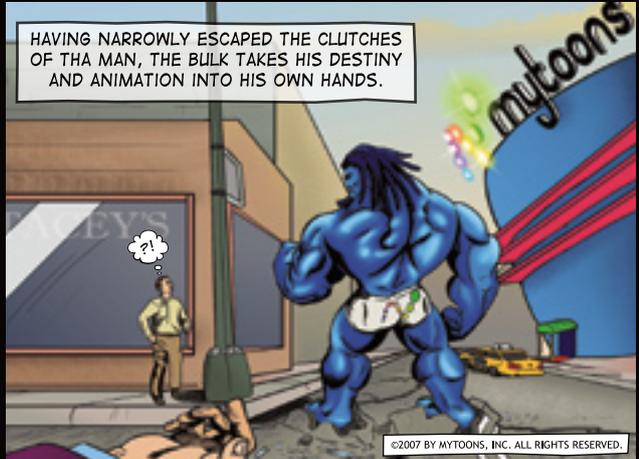
YOU JUST LEAVE YOUR PITCH HERE WITH ME. I'LL KEEP IT SAFE...

NOW GET OUTTA HERE, SON...WE'LL CALL YOU IF WE NEED YOU.....NEXT!



IT'S...IT'S HAPPENING AGAIN...

I CAN'T CONTROL IT...



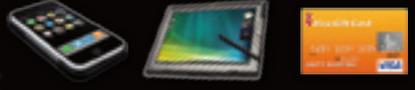
HAVING NARROWLY ESCAPED THE CLUTCHES OF THA MAN, THE BULK TAKES HIS DESTINY AND ANIMATION INTO HIS OWN HANDS.

©2007 BY MYTOONS, INC. ALL RIGHTS RESERVED.

**BUST IN & WIN! CONTEST**

**CALLING ALL ARTISTS & ANIMATORS!**  
 12 Weeks...26 Winners...Amazing Prizes! Upload your animations or artwork to MyToons.com for a chance to win a hot new 8gb iPhone\*, a Motion Computing LE 1700 Tablet PC, or one of 24 \$50 Visa cash cards! Visit [MyToons.com/iwin](http://MyToons.com/iwin) for complete details.

**WIN AMAZING PRIZES!**



8gb iPhone LE-1700 Tablet PC Cash Cards  
 Enter August 3-October 26, 2007!  
[mytoons.com/iwin](http://mytoons.com/iwin)

The Bulk Character ©2007 by MyToons Inc. All rights reserved. All other images are copyrighted by their respective copyright owners. \*The iPhone does not include a service agreement. Contestants outside the USA may choose either the iPhone or a Mac Mini.

# 2D Challenge

2DArtist Magazine introduces the Challenge section of the magazine. Every month we will run the challenges, available for anyone to enter, for prizes and goodies from the [www.3dtotal.com](http://www.3dtotal.com) shop and to also be featured in this very magazine! The 2D Challenge runs in the [ConceptArt.org](http://ConceptArt.org) forums, and the 3D Challenge runs in the [Threedo.com](http://Threedo.com) forums. Here we will display the winners from the previous month's challenge and the Making Of's from the month before that...

# Monkey

Stylised Animal challenge

# Stylised Animal Challenge

## Monkey

# 16

## TOTAL PAGES



2d Artist Magazine introduces the Challenge section of the magazine. Every month we will run the challenges, available for anyone to enter, for prizes and goodies from the [www.2dartist.com](http://www.2dartist.com) shop and also be featured in this very magazine. The 3D Challenge runs in the *Contest* and *Reviews*, and the 2D Challenge runs in the *Monkey* and *Artists*. Here we will display the winners from the previous month to challenge and inspire the 2D artists from the month before that.

**2d Artist** Stylised Animal Challenge **Monkey**

**The Challenge**  
 The challenge is to create a stylized monkey. You can use any style, any medium, and any technique. The winner will be chosen by the readers of the magazine. The challenge is open to all artists, and the winner will receive a prize and be featured in the magazine.

**What was our thinking for?**  
 The challenge was to create a stylized monkey. We wanted to see what artists could do with the monkey. We wanted to see what artists could do with the monkey. We wanted to see what artists could do with the monkey.

**Challenge Round**  
 The challenge round is open to all artists. The challenge round is open to all artists. The challenge round is open to all artists.

**Artists**  
 The challenge round is open to all artists. The challenge round is open to all artists. The challenge round is open to all artists.

**2d Artist** Stylised Animal Challenge **Monkey**

**Monkey** by *Artista*

**Monkey** by *Artista*

**Monkey** by *Artista*

**Monkey** by *Artista*

**2d Artist** Stylised Animal Challenge **Monkey**

**Monkey** by *Artista*

**Monkey** by *Artista*

**2d Artist** Stylised Animal Challenge **Monkey**

**Monkey** by *Artista*

**Monkey** by *Artista*

**SUBSCRIBE  
NOW & SAVE  
UP TO 25%**  
on this already amazing value publication!

**12 ISSUES  
FOR THE  
PRICE OF 9**  
Subscription \$36 save \$12 (25%)

**6 ISSUES  
FOR THE  
PRICE OF 5**  
Subscription \$20 save \$4 (16%)

Have your 2DArtist Magazine Download  
link delivered automatically to your inbox  
every month...  
...and have it before anyone else!

[www.2dartistmag.com](http://www.2dartistmag.com)

Concept Art, Digital & Matte Painting Magazine  
Issue 019 July 2007 \$4 / €3.25 / £2.25

**2d**  
**Artist**



This Month we Feature:

Cyril Van Der Haegen

Stuart Jennett

Thomas Pringle

Steve Argyle

Waheed Nasir

Marco Bauriedel

Dan Dos Santos

Ric Stultz

Daniel Rizea

Jim Murray

& Kerem Beyit

# Galleries

# Galleries

# 08

TOTAL PAGES

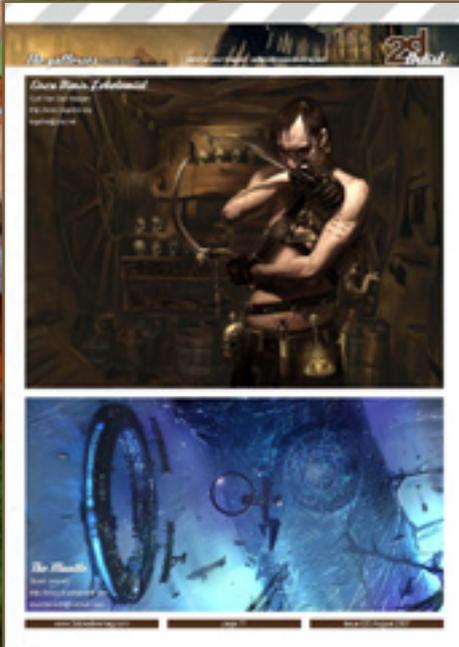
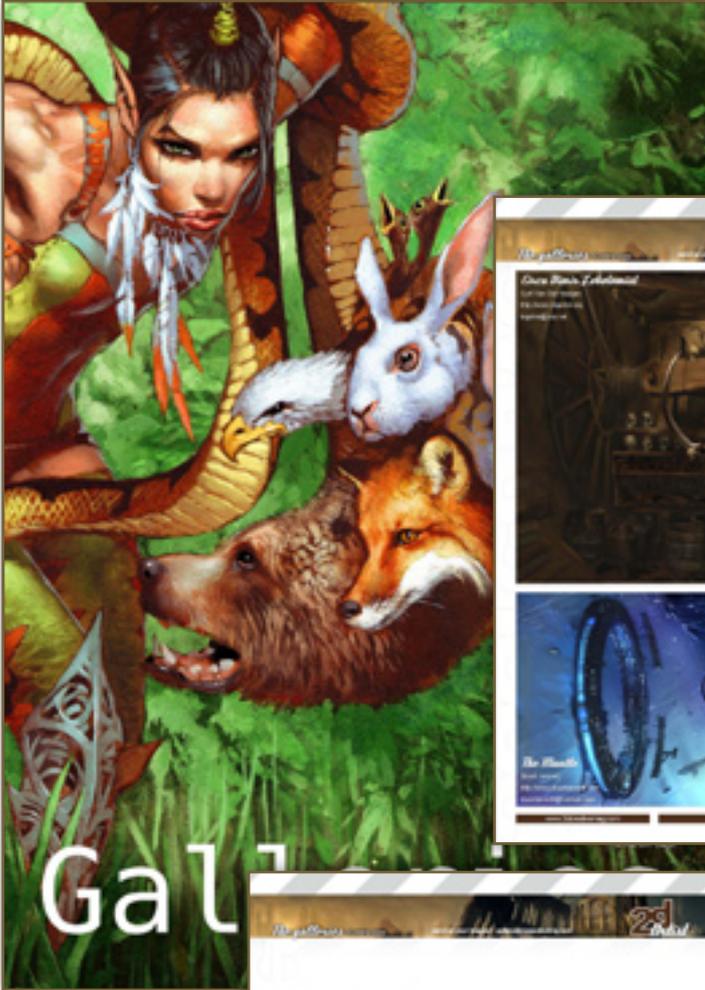


IMAGE BY ARTIST ALEXEY KUZNETSOV

 **ZBRUSH 3**  
sculpt. paint. imagine.

Now Available  
online at [Pixologic.com](http://Pixologic.com)

**Pixologic**®  
makers of ZBRUSH

"WHETHER IT'S CREATING FOR FILMS, GAMES  
OR ILLUSTRATIONS, ZBRUSH FREES ME TO EXPRESS  
MY IMAGINATION." - FRANCOIS-RIMASSON FREELANCE ARTIST

Advanced 'Digital Clay' with up to one billion polygons with HD Geometry, Real-time Shadows, Material Capture and Render (MatCap), Full 3D Sculpting and Texturing with Alphas and Textures, Real-time Posing, One-click Turntable Recording with Quicktime Export Support for 32 and 64 bit systems, Multi-threaded Support, And Much More.

[ZBRUSH.COM](http://ZBRUSH.COM) - HOMEPAGE

[ZBRUSHCENTRAL.COM](http://ZBRUSHCENTRAL.COM) - COMMUNITY

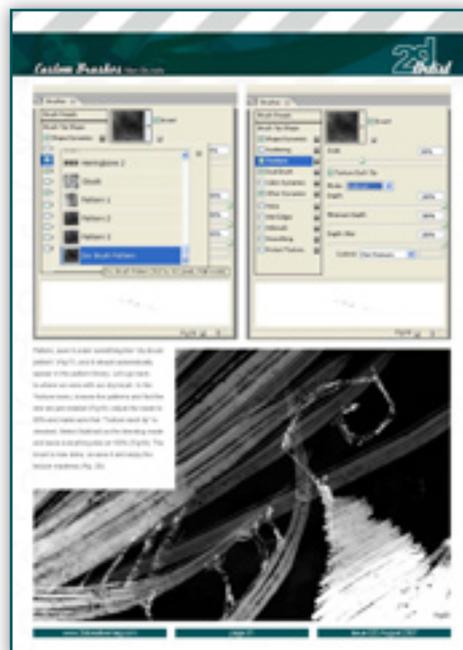
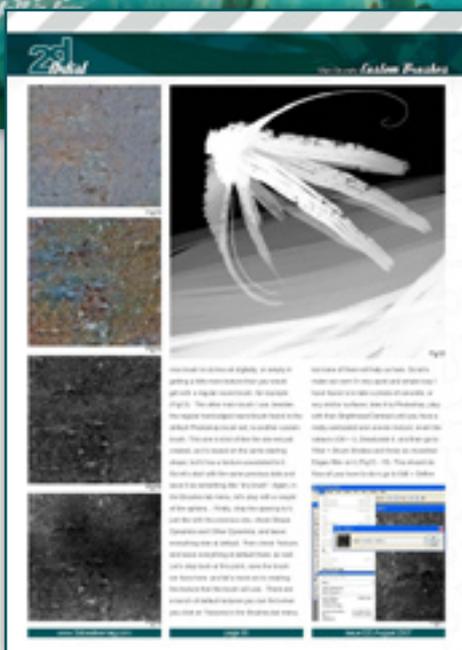
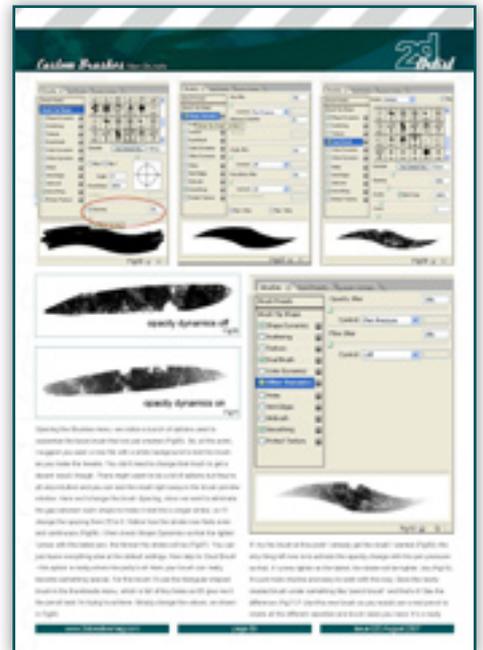
[ZBRUSH.INFO](http://ZBRUSH.INFO) - WIKI



*"At first the brush  
creating process seems a  
bit tedious, but as soon as  
you get the hang of it you'll  
pretty much fall in love  
with it."*

# Custom Brushes

# 10 TOTAL PAGES



# JOAN OF ARC

**complete character creation**

**Downloadable Tutorial EBook**



These 120 plus page, Downloadable PDF's are designed for ease of use to help beginners and intermediate level of artist alike in the creation of a female character. The tutorial takes you through the process of modelling, texturing and mapping to finally adding bones.

**Chapter 1:** Modeling of the Body  
- Body

**Chapter 2:** Modeling of the Head  
- Head, Ear & Assembly

**Chapter 3:** Modeling of the Accessories  
- The Sword & Armour Legs

**Chapter 4:** Modeling of the Accessories  
- Armour Bust, Hair & Glove

**Chapter 5:** Modeling of the Accessories  
- Accessories & UVW Mapping

**Chapter 6:** UVW Mapping  
- Sword, Clothing, Armour & Body

**Chapter 7:** Texturing & Hair  
- Eyes, Skin & Hair

**Chapter 8:** Bones & Skinning  
- Bases, Hierarchy & Skinning

## Introduction:

Michel Roger's famous 'Joan of Arc' tutorial re-written for Maya by Taylor Kingston, Cinema 4D by Giuseppe Guglielmucci & Nikki Bartucci, Lightwave by Vojislav Milanovich and Softimage by Luciano Iurino and 3DCreative Magazine.com.

If there has been one single tutorial that has educated and inspired more budding 3d artists than anything else, this complete step by step project by Michel's must be it. The community is in debt to him.



**3dtotal.com**

for more products in our range visit <http://www.3dtotal.com/shop>



Welcome to the Speed Painting section of the magazine. We've asked two artists to produce a speed painting based on a simple, one-line brief. Here we will feature the final paintings and the overview of the creation processes. This month, Paul Davies and Rich Tilbury tackle:

**THE ROOM MADE THE  
EXPLORERS  
FEEL SICK  
WITH THE  
THOUGHTS AS TO  
WHAT HAD HAPPENED  
THERE IN  
YEARS  
GONE BY**

# SPEED PAINTING

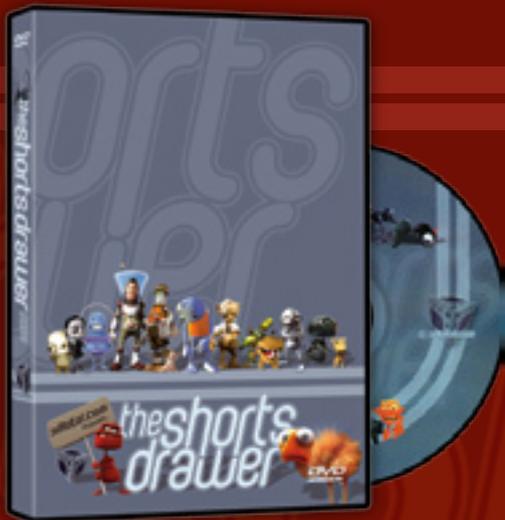
# 11 TOTAL PAGES



# the shorts drawer

## Introduction:

A Collection of the finest independent animated movies and commercial trailers. The DVD includes work from a whole number of different sources, such as students, independents animators and commercial studios. We want people to be able to view this wealth of elite animation in one convenient high resolution package whilst generating much exposure for these talented artists at the same time.



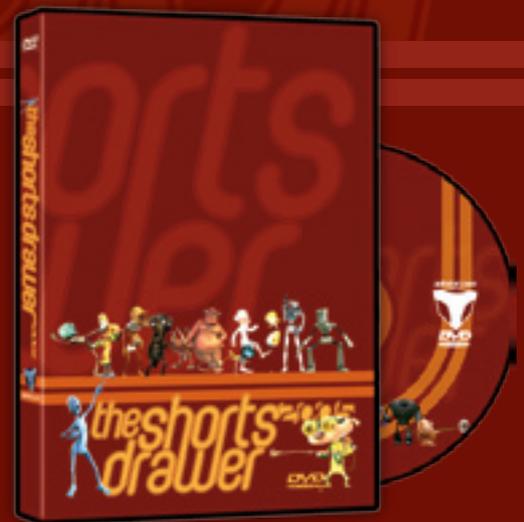
## the shorts drawer 2004

- Running Time: 3hrs 8 mins
- 27 Shorts movies
- 6 Clips & Trailers
- Region Free, NTSC & PAL versions
- Shorts & trailers from artist and studio like:
  - Blur Studios
  - Brian Taylor
  - Marco Spitoni
  - Patrick Beaulieu
  - & Alex Mateo



## the shorts drawer 2005

- Running Time: 3hrs 8 mins
- 27 Shorts movies
- 3 Trailers
- Region Free, NTSC & PAL versions
- Shorts & trailers from studios such as:
  - Blur Studios
  - Keytoon Animations Studios
  - Redrover Studios
  - & Platige Image
- Loads of extra including images and storyboards



**3dtotal.com**

for more products in our range visit <http://www.3dtotal.com/shop>

# Using 3D

## as a starting point for a Digital Painting

Over the course of the next three months, I shall be discussing some methods and techniques used to create a digital painting of an Interior. More specifically, I will aim to show how 3D software can be used as a useful application in the process...

### *Part 1:*

We will cover the reasons why 3D renders can prove invaluable tools in quickly and efficiently calculating perspective problems and supplying masks. We will take the idea from a concept sketch through to a simple 3D scene and finally to a digital painting where we will deal with establishing the tonal ranges.

### *Part 2:*

We will continue by refining the painting in more detail and referring back to the 3D scene to further polish the details and eventually begin the colouring phase.

### *Part 3:*

We will cover finishing the painting with additional lighting and adjustment layers to complete the overall mood.



# Using 3D

as a starting point for a Digital Painting

# 06

TOTAL PAGES



## Using 3D

as a starting point for a Digital Painting

Over the course of the next three months, I shall be discussing some methods and techniques used to create a digital painting of an interior scene specifically, I will aim to show how 3D software can be used as a useful application in the process.

**Part 1**  
We will cover the reasons why 3D renders can prove invaluable tools to quality and efficiency whilst solving complex problems and supporting models. We will take the user from a concept sketch through to a simple 3D scene and finally to a digital painting where we will deal with redefining the color ranges.

**Part 2**  
We will continue by refining the painting in more detail and referring back to the 3D scene to further adjust the details and eventually begin the coloring phase.

**Part 3**  
We will cover finishing the painting with additional lighting and equipment, finally to complete the overall mood.



### Using 3D

as a starting point for a Digital Painting

**Created In Photoshop**

The first step in this article will be to create a scene in a 3D software package. I will be using Blender 2.49 as the software of choice. The reason for this is that it is a free and open source software package which is available for all operating systems. It is a powerful tool for creating 3D scenes and rendering them. The software is easy to learn and use, and it has a large community of users who can help you if you get stuck.

**Render**

Once the scene is set up, the next step is to render it. This is done by clicking on the 'Render' button in the top right corner of the interface. The software will then calculate the scene and produce a 2D image. This image can be saved as a file and used as a starting point for a digital painting.



### Using 3D

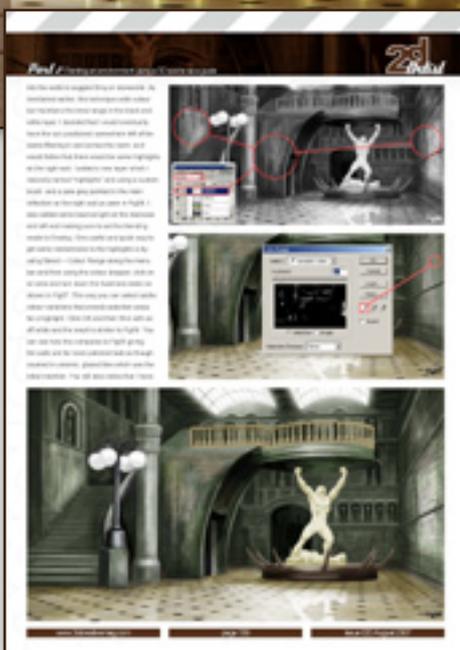
as a starting point for a Digital Painting

**Scene Color Pick**

Once the scene is rendered, the next step is to pick colors from the scene. This is done by clicking on the 'Color Pick' button in the top right corner of the interface. The software will then display a color picker which allows you to select a color from the scene. This color can be used as a starting point for a digital painting.

**Adding Colors**

Once the colors are picked, the next step is to add them to the painting. This is done by clicking on the 'Add Color' button in the top right corner of the interface. The software will then display a color palette which allows you to select a color from the scene. This color can be used as a starting point for a digital painting.



### Using 3D

as a starting point for a Digital Painting

**Color Picker**

Once the scene is rendered, the next step is to pick colors from the scene. This is done by clicking on the 'Color Pick' button in the top right corner of the interface. The software will then display a color picker which allows you to select a color from the scene. This color can be used as a starting point for a digital painting.

**Color Picker**

Once the scene is rendered, the next step is to pick colors from the scene. This is done by clicking on the 'Color Pick' button in the top right corner of the interface. The software will then display a color picker which allows you to select a color from the scene. This color can be used as a starting point for a digital painting.



### Using 3D

as a starting point for a Digital Painting

**Color Picker**

Once the scene is rendered, the next step is to pick colors from the scene. This is done by clicking on the 'Color Pick' button in the top right corner of the interface. The software will then display a color picker which allows you to select a color from the scene. This color can be used as a starting point for a digital painting.

**Color Picker**

Once the scene is rendered, the next step is to pick colors from the scene. This is done by clicking on the 'Color Pick' button in the top right corner of the interface. The software will then display a color picker which allows you to select a color from the scene. This color can be used as a starting point for a digital painting.

Zoo Publishing presents the new issue of **3dcreative** magazine: a downloadable monthly magazine for concept art, digital & matte painting for only **\$4us**



**ZOO PUBLISHING** Issue 004 August 2007 \$4 / €3.25 / £2.25

# What tells you when...?

Find out what 35 industry professionals say when we ask them the question: "What tells you when a piece of work is complete?"

- ARTICLES**  
ATTIK and Saon mutilate conformity & Artist Advice
- INTERVIEWS**  
Orno van Braam, Carlos Piles & Alex Huguet
- GALLERIES**  
Nelson Uliw, Anthony Guibets, Artur Szyguiski, Adrian Tiba & More!
- MAKING OF'S**  
Seen by Anna Celerek
- TUTORIALS**  
Environmental Lighting, Camera Tracking & Complete Guide to Lighting

visit [www.3dcreativemag.com](http://www.3dcreativemag.com)  
to download the free 'lite' issue, the full issue, subscription offers and to purchase back issues.



*"When you want to paint blonde hair the result you want to come up with does have to appear anything but dark or black. So you have to work with more colors at once."*

## advanced tutorial

In the following tutorial, Anne Pogoda will share her knowledge and thoughts on 3D Illustrations and how to tweak them with Photoshop...

# ● how to paint hair

and apply this knowledge to your 3D models

# how to paint hair

and apply this knowledge to your 3D models

# 07

TOTAL PAGES





*"The Dream-Quest of  
Unknown Kadath", a story  
about Randolph Carter, a  
mystic who has the ability  
to enter a fabulous world  
through his dreams..."*

# FINDING UNKNOWN

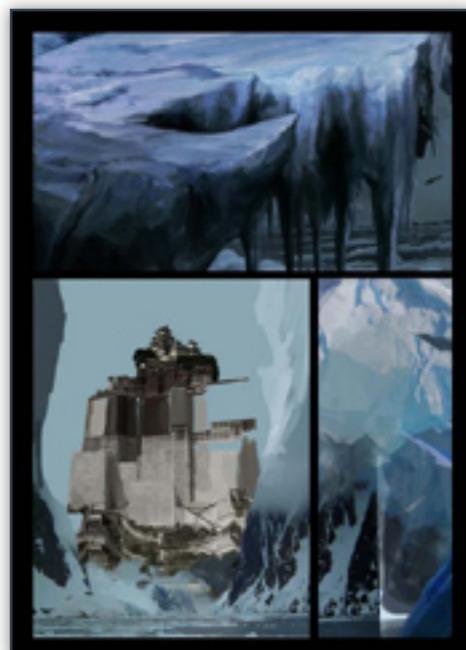
When I first starting thinking of painting of this image, my initial idea was influenced by the novel H.P. Lovecraft "The Dream-Quest of Unknown Kadath" which is one of my favorites.

# KADATH

# FINDING UNKNOWN KADATH

# 08

TOTAL PAGES



*"Concepts were made to get an idea how to put the museum into a natural environment. Slapping some photography into your painted concepts might help to imagine the desired look very quickly."*

# Making of Renaissance

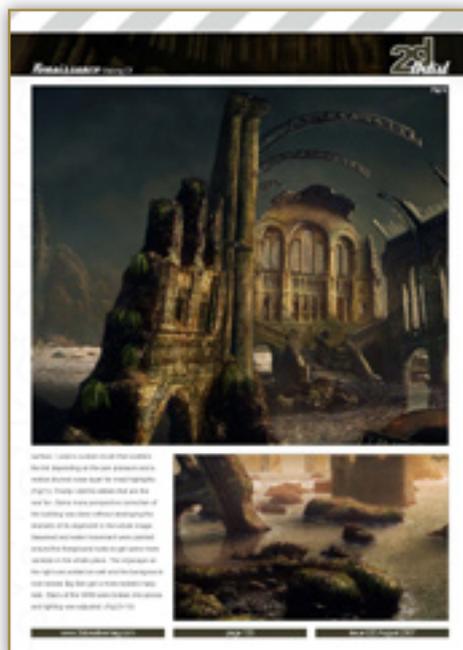
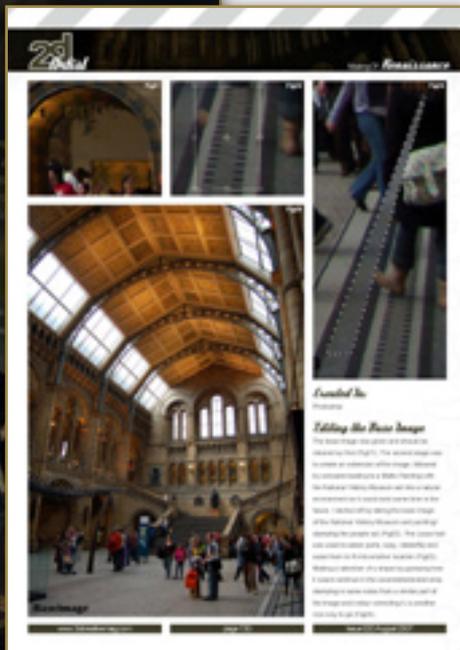
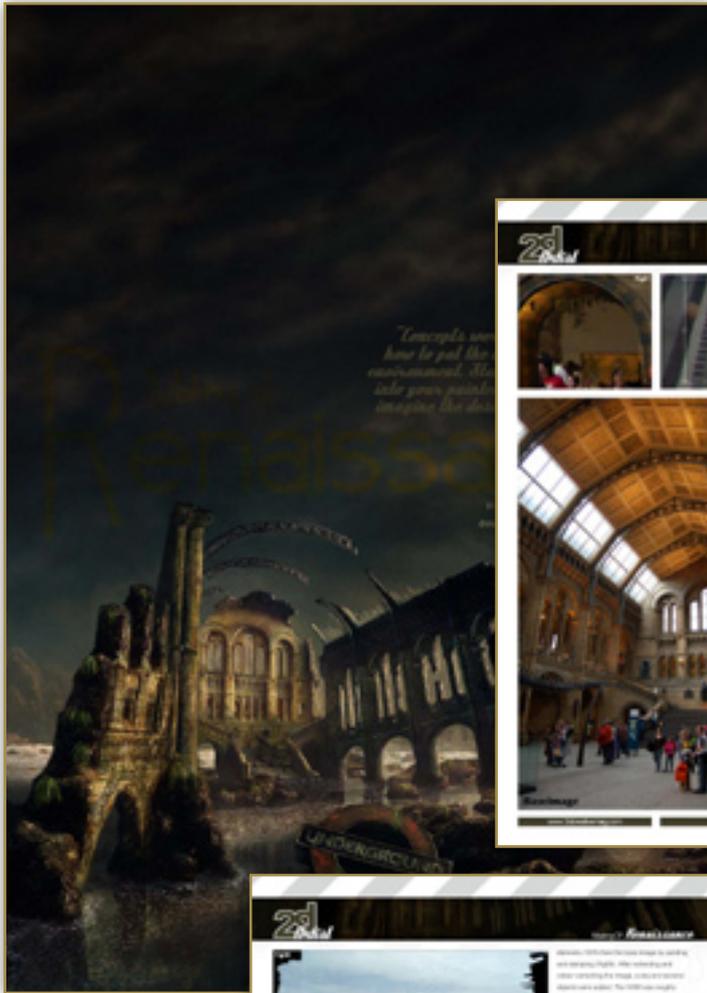
In this Making Of Marco Bauriedel is going to describe to us the process that lead to the final piece "Renaissance" for the Unofficial CGTalk Natural History Museum Matte Painting Challenge.



# Renaissance

# 06

TOTAL PAGES



# 2d *next month*

## artist

### *Interviews*

Kev Chu  
Thomas Pringle  
Cyril Van Der Haegen  
Daryl Mandryk

### *Articles*

Concept art for Darksector

### *Tutorials*

**Custom Brushes**  
**Speed Painting**  
**Elements Weather Series**

Part 1 : Sandstorm

### *Galleries*

10 of the Best images featuring

Daniel Rizea  
Adrian Baluta  
David Revoy  
David Smit  
Erich Schreiner  
Joe Slucher  
Kerem Beyit  
Kieran Yanner  
Lorin Wood  
& Tom Arthur Opasinski

*Plus Loads More!*

*All for only \$4!*

go to [www.2dartistmag.com](http://www.2dartistmag.com) for full details and to purchase current, back issues and 6 & 12 month subscriptions

# ZOO PUBLISHING

Is a Company publishing downloadable online magazines. It is based in the West Midlands in the UK. Zoo currently produces two online downloadable magazines, 3dcreative and 2dartist. Zoo's intention is to make each issue as full of great articles, images, interviews, images and tutorials as possible. If you would like more information on Zoo Publishing or It's magazines, or you have a question for our staff, please use the links below.

## Contact Information

[www.zoopublishing.com](http://www.zoopublishing.com)  
[www.2dartistmag.com](http://www.2dartistmag.com)  
[www.2dartistmag.com](http://www.2dartistmag.com)  
 Editor > Ben Barnes  
[ben@zoopublishing.com](mailto:ben@zoopublishing.com)  
 Assistant Editor > Chris Perrins  
[chris@zoopublishing.com](mailto:chris@zoopublishing.com)  
 Content Manager > Warin Pismoke  
[warin@zoopublishing.com](mailto:warin@zoopublishing.com)  
 Marketing > Lynette Clee  
[lynette@zoopublishing.com](mailto:lynette@zoopublishing.com)

## Partners

If you have a CG Community website, and would be interested in reselling 3DCreative or 2DArtist magazine please contact Lynette Clee on the eMail address above.

