2d artist

concept art, digital & matte painting

imaginary friends

we talk to the singapore studio with unlimited talent

TUTORIALS

The Corridor Concept
Elements digital Painting Series
The Making of 'Wake up Baby' &
'Bird Catcher'

INTERVIEWS

Frederic St Arnaud
Marc Simonetti
Stephane Belin
Imaginary Friends

REVIEWS

Painter 9

GALLERIES

Some of the best 2d digital artworks around today

ZOO PUBLISHING

Contents

INTERVIEW 5 — **Stephane Belin**
French born art director, modeller and concept artist

INTERVIEW 11 — **Marc Simonetti**
Freelance artist

INTERVIEW 17 — **Frederic St Arnaud**
Lead Matte Painter at Digital Dimensiont

INTERVIEW 23 — **Imaginary Friends**
We talk tto the Freelance based Singapore Studio

REVIEW 30 — **Painter IX**
Reviewed

GALLERY 32 — **The Gallery**
Some of the Best 2D Digital art from around the globe

TUTORIAL 39 — **Corridor Concept**
The Concept Artwork behind a 3D Scene

MAKING OF 45 — **WAKE UP BABY!!**
A 'Making of' by Jose Manuel Oli

MAKING OF 52 — **bird catcher**
A 'Making of' by Matt Dixon

TUTORIAL 62 — **Elements**
Digital Painting tutorial Series. This Month - Skies by:

TUTORIAL 62 — Richard Tilbury

TUTORIAL 67 — AquaSixio

TUTORIAL 78 — Linda Tso.

COMPETITION 85 — **Competition**
Win a Signed imaginary Friends book and postcard

ABOUT 86 — **Zoo Publishing**
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Editorial

Welcome

Welcome to 2DArtist Magazine, the first issue of Zoo Publishing's new publication. As far as we know there is no other current magazine dedicated to 2d art in the form of concept, matte and digital painting so we thought we would fill the gap for all you many thousands of enthusiasts out there!

The content is aimed to be a great read for hobbyists and professionals alike from beginners to experts. Other artists such as 3D'ers or traditional artists wanting to venture into this digital medium will find a wealth of information here too on how to get started and expand your skill sets. There is going to be so much awesome artwork, information, techniques and features packed into each issue we are sure you will not be disappointed!

Artist Interviews

Each month we will be speaking to the top industry talent, passionate hobbyists and upcoming students, this month we put Stephane Belin, Marc Simonetti and Frederic St.Arnaud under the spotlight and apply lashings of wonderful imagery from their portfolios to create some beautiful pages!

Studio Interviews

The cover featured 'Imaginary Friends Studios' tell us all about their projects, teamwork, production pipelines and the games they play

Tutorials

Tutorials are going to feature heavily in this publication, and we are kicking things off with 'Creating the concept artwork behind a 3D scene' by Richard Tilbury and the first of which we are sure is going to be a very popular series 'Elements'. Each month we concentrate on a particular element such as this month's skies and guest artists show just how they tackle the subject, presented in clear step by step form

Reviews

Painter IX - A photoshop only artist gives a run down of swapping to and trying out this popular alternative.

Making ofs

Take one fantastic artist, take one of their amazing works, hound the artist until they crack and tell us just how they made it! This month we went after two of the best and are very lucky as we have Matt Dixon and Jose Manuel Oli giving away tips and techniques.

Extra's!!

Competitions and galleries :- Win signed books and exclusive prints from the guys who created the cover image 'Imaginary Friends Studio' and if there wasn't enough fantastic imagery already to make your head spin, we are throwing some dedicated gallery pages at you too.

About us

Zoo Publishing is a new company comprising of a small team here in the Midlands UK. 2DArtist is our second magazine project following the successful 3DCreative (www.3dcreativemag.com). We are very grateful for the support of the following CG sites which have help promote and spread the word about our publications. As well as ourselves, all digital artists owe a lot to these communities for the incredible amount of work they do for the CG Industry. 3DKingdom, 3DLinks, 3DTotal, 2DValley, 3DM3, CGUnderground, ChildPlayStudios, DAZ 3D, 3DExcellence, Epilogue.net, GFXArtist, the3DStudio, CGDirectory, MattePainting.org, Max-Realms and Mediaworks, we look forward to lasting and successful partnership with these CG community sites

DIGITAL ART MASTERS

- The largest project from www.3DTotal.com/book features some of the finest 3D and 2D artwork you can see today

- Discover how certain parts were created and maybe find out some new tips and tricks

- These are not simple step by step tutorials but more the thought process behind the artwork

- Hardback 192 full colour pages.

- More than just a gallery book of artist work, each piece has a breakdown and overview of how it was made written by the artist.

3dtotal.com

an interview with
Stephane
Belin

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Scott Wilson
Global Creative Director, Nike

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AN INTERVIEW WITH

MARC SIMONETTI

>> Self taught French artist Marc is currently working as a freelance artist for companies such as EDEN Games, takes a few minutes to talk to 2dartist magazine...>>

MARC SIMONETTI

Hi could you tell us a bit about yourself?

Hi, I am 28, and I live in France. Art has always been my passion, but it wasn't my work before 3 years ago.

I was an R&D engineer during 2 years, when I realised that I need to have a real creative work. That's why I decided to go to the Emile Cohl School to learn 2D and 3D. I began as a 3D background artist in the videogame industry. Now I am a freelancer working in 2D on concept arts and illustrations as well as in 3D, making high res and low res models for video games.

What first got you started in 2D?

Well, when I change my career orientation, my aim was a 2D work, but I wasn't good enough to earn my life in that field. So as I worked the day in 3D, I trained myself as often as possible in 2D the night. 3D taught me a lot about lighting and texturing. I also used a lot the internet forums such as café-sale and cgtalk, to have comments on my work. That really helped me getting better, and it always does.

You are working at the moment producing 3d backgrounds for games companies and 2d illustration, but which do you prefer to work on?

I really prefer working in 2D, because it's all about creation. Another reason, is that when I began working in 3D, I was in charge of the whole background (modelling, mapping, lighting). With the next gen games, the work tends to be more and more segmented and that's far less motivating.

If you could choose one painting style what would it be and why?

I would say Romanticism, because I just love Turner's paintings. I find his brushworks and the way he makes the light "vibrate" fascinating.

Where do you get all the inspiration from to produce such visually stunning paintings?

My inspiration comes from everywhere!
The main sources are the books I read (about

3 a week), the movies, and my country. I live in a beautiful place near the Swiss alps, and medieval architecture can be seen very easily. I am also very inspired by the “vertigo” feeling.

How long does it take to produce one painting? From concept through to finished piece?

One painting takes me about 5 to 7 days. In some cases where there are much more details needed it can take me far more…

Which part of producing these paintings do you enjoy doing the most?

I always have a step where I put Black and white values on the sketch before adding any color. This step is very important and very rewarding; because I set the lighting and the way each element of the composition interact with the others then.

What would be your ideal job?

I think I already have it! Now I just want to get better and to work on interesting projects.

Where do you see yourself in a 10 years time?

I hope I will still have the same job, with maybe bigger projects. I’d like to associate myself with others freelancers like me in the future in the same place, so that it would create some emulation.

Who inspires you artistically?

There are really many people that inspire me. The main artists for me are:

Sparth alias Nicolas bouvier (http://www.sparth.com/)

Mathieu Lauffray (http://www.lauffray.com/)

Black frog alias Igor-alban chevalier (http://homepage.mac.com/theblackfrog/Menu9.html)

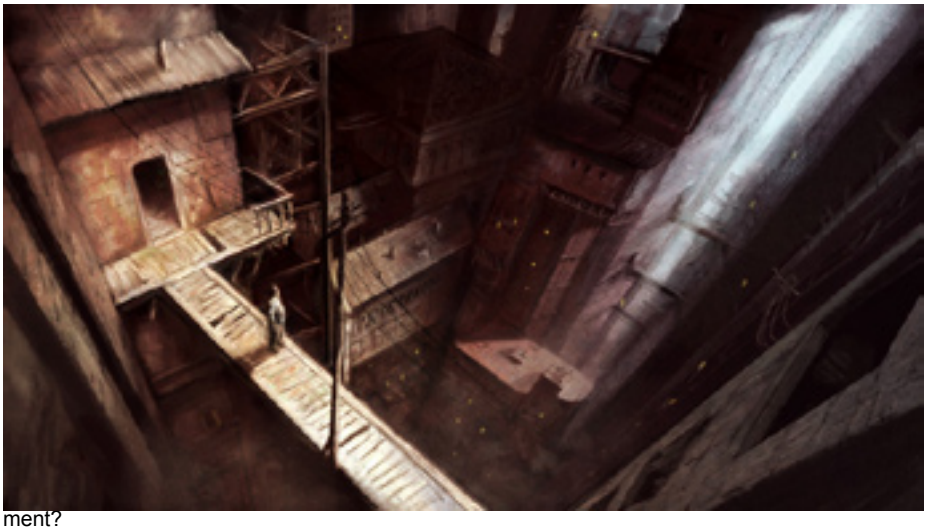
John Foster (http://www.jonfoster.com/)

Georges Hull (http://www.ghull.com/news/news_main.php)

Craig Mullins (http://www.goodbrush.com/)

I wish one day I could have one percent of their talent…

What has been your greatest accomplish-



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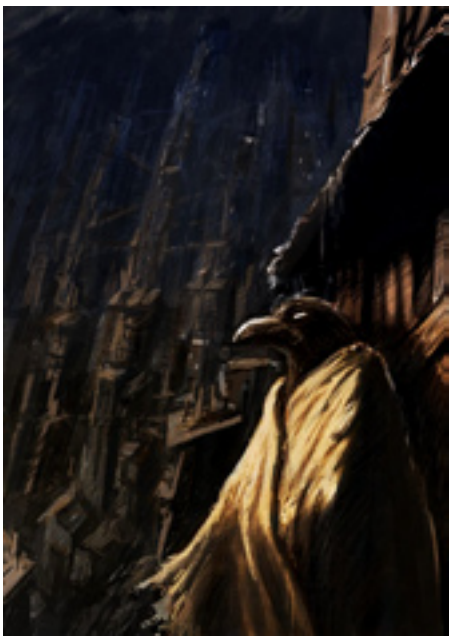

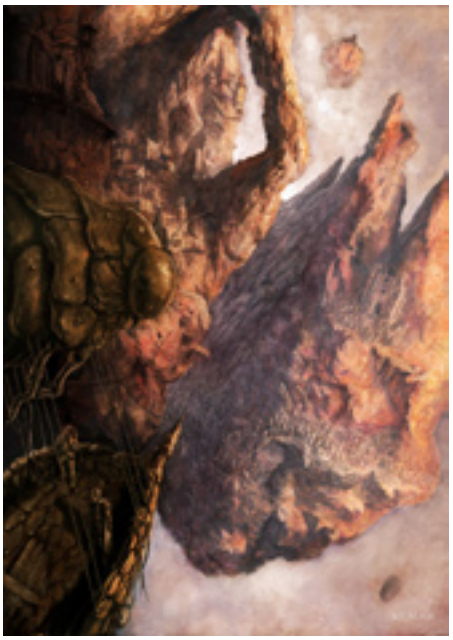

Recently, I began making covers for Science-fiction and fantasy books. One was edited by the same editor as the first SF book I ever read as a child, that made me found of reading. That's was a kind of big accomplishment for me.

What is one piece of advice you would give to any aspiring artist?

I would give one that is truly helpful: When making a piece of art always consider it in its wholeness. If you begin by making very small details when the other parts are not even started, you will certainly loose strength and efficiency.

Interview by :

Chris Perrins

I choose ZBrush because...

"ZBrush's **unique** and **intuitive** tools allow me to **create** complex and **detailed** creature designs that couldn't have been achieved any other way, as swiftly or **precisely**."

Caroline Delen

carolinedelen.com

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Frederic
St.Arnaud

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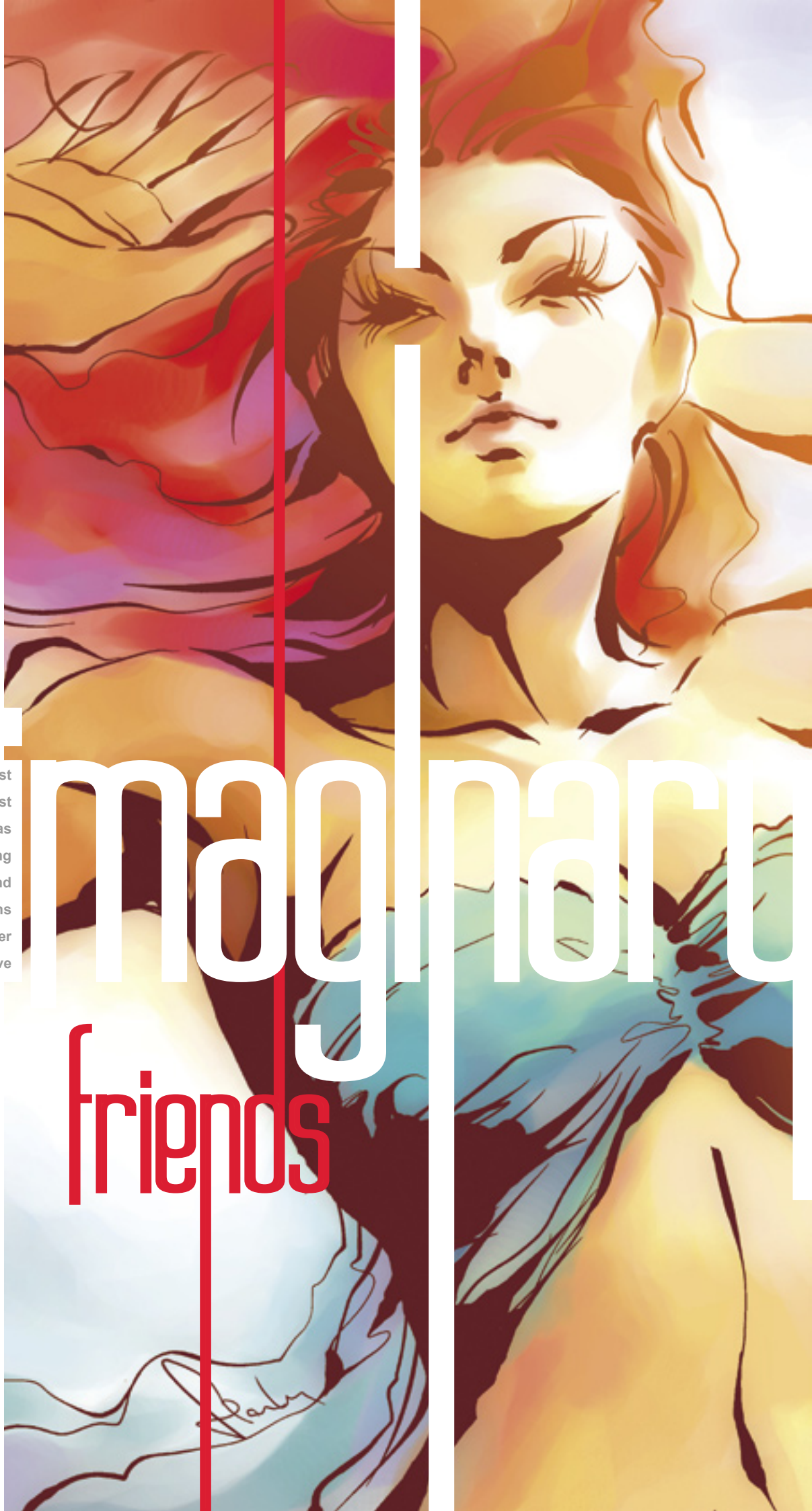

imaginary friends

Despite a modest 1,600 square foot artist studio in Singapore , IFS has gathered a team of rising talents all over Asia and beyond to bring its creations to life. By bringing together artists and writers who have grown up on both Asian and western influences, IFS hopes to deliver entertainment that will transcend international boundaries yet remain genuine to its influences. Formed in 2005, Imaginary Friends Studios aims to create entertainment properties that will bridge the gap and appeal to Asian and international audiences. 2dartist talks to one of the founders of IFS; Edmund Shern>>>

Imaginary Friends

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Painter IX

If you are a traditionally trained artist from either a fine art or illustration background and are keen to break into the digital field then Painter 9 may well prove to be the most suitable way in.

Painter IX

If you are a traditionally trained artist from either a fine art or illustration background and are keen to break into the digital field then Painter 9 may well prove to be the most suitable way in.

"If you are from a Photoshop background such as myself and are new to Painter then at first glance things look a little similar but this is in no way a criticism, in fact quite the opposite"

www.2dartistmag.com Painter FX 30

"Being able to customize brushes is a very handy aspect of Photoshop and the option is also available here through the Brush Creator where you can design an entirely new brush, customize existing ones and combine characteristics from more than one"

Summary

Reviewed by: Richard Tilbury

www.2dartistmag.com Painter FX 31

The Gallery

Within the gallery section of the magazine we will feature every month 10 of the best digitally created scenes, which fall in the subjects of concept, digital and matte painting.

There will also be a making of for ‘My World’ by Kaung Hong and ‘Samurai’ by Abuze in next months issue of 2dartist

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corridor

the concept

>>>For 3DCreative magazine, Richard tilbury creatd the ‘Corridor’ series of tutorials. Each month for the last 4 months the tutorials have covered the modeling, texturing and lighting of a simple scene to be able to see the distinct differences that can be achieved with the subtlest of texture and light changes. Here, Richard has outlines the concept artwork behind the Corridor series.>>>

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Tutorial
"Tina. She is young, she is a little crazy, and she has the control. She is the founder of a group like the people who release the garden dwarves. But she prefers the steam giant robots !! wake up people!! it is time to change the rules!"
Jose Manuel Oli
WAKE UP BABY!!

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bird catcher

Here I'm going to try to explain my Photoshop painting process, from first doodle through to a finished painting. As I go along, I'll detail both what's happening on the canvas and what's going around my head.

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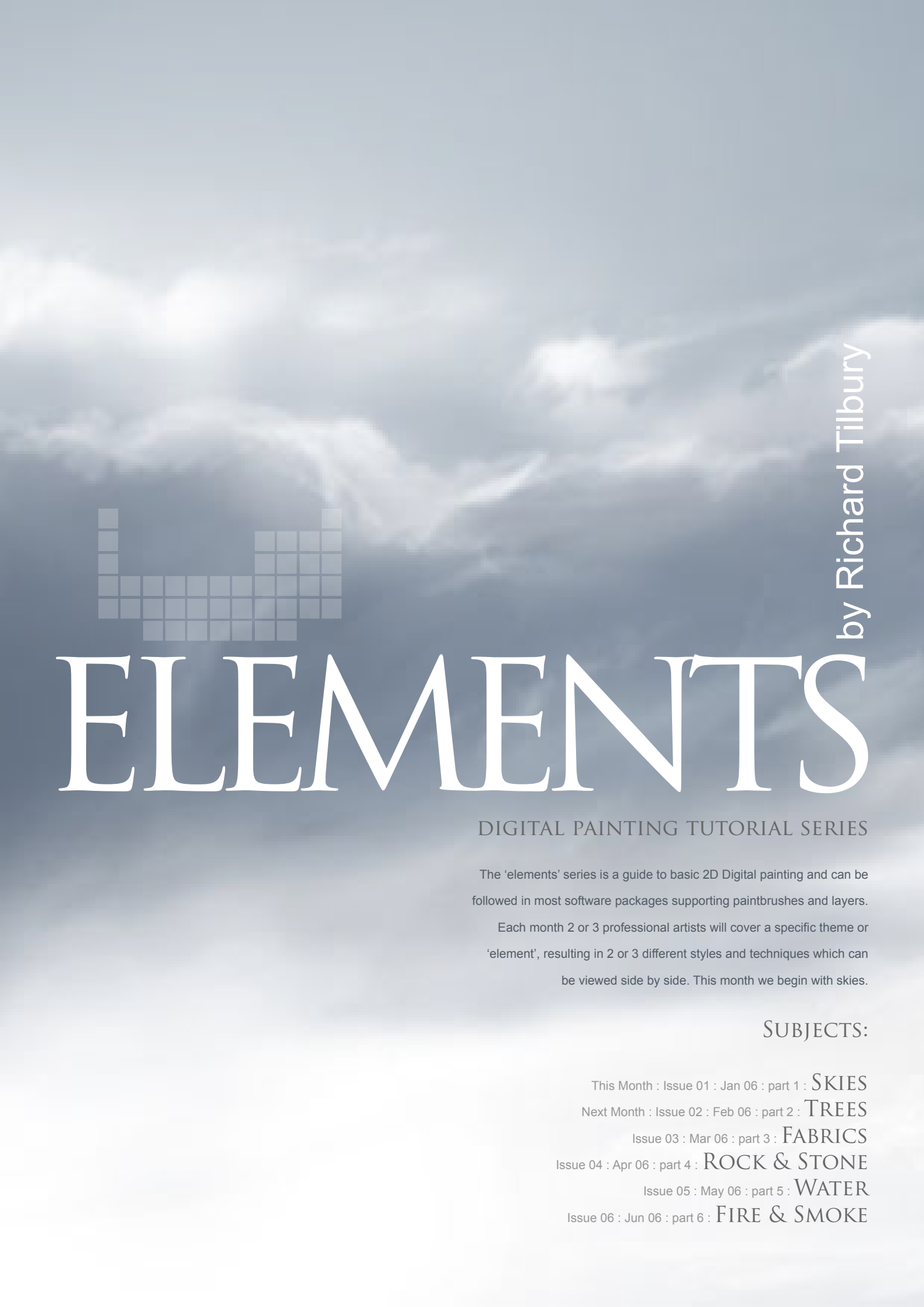

ELEMENTS

by Richard Tilbury

DIGITAL PAINTING TUTORIAL SERIES

The ‘elements’ series is a guide to basic 2D Digital painting and can be followed in most software packages supporting paintbrushes and layers. Each month 2 or 3 professional artists will cover a specific theme or ‘element’, resulting in 2 or 3 different styles and techniques which can be viewed side by side. This month we begin with skies.

SUBJECTS:

This Month : Issue 01 : Jan 06 : part 1 : SKIES
Next Month : Issue 02 : Feb 06 : part 2 : TREES
Issue 03 : Mar 06 : part 3 : FABRICS
Issue 04 : Apr 06 : part 4 : ROCK & STONE
Issue 05 : May 06 : part 5 : WATER
Issue 06 : Jun 06 : part 6 : FIRE & SMOKE

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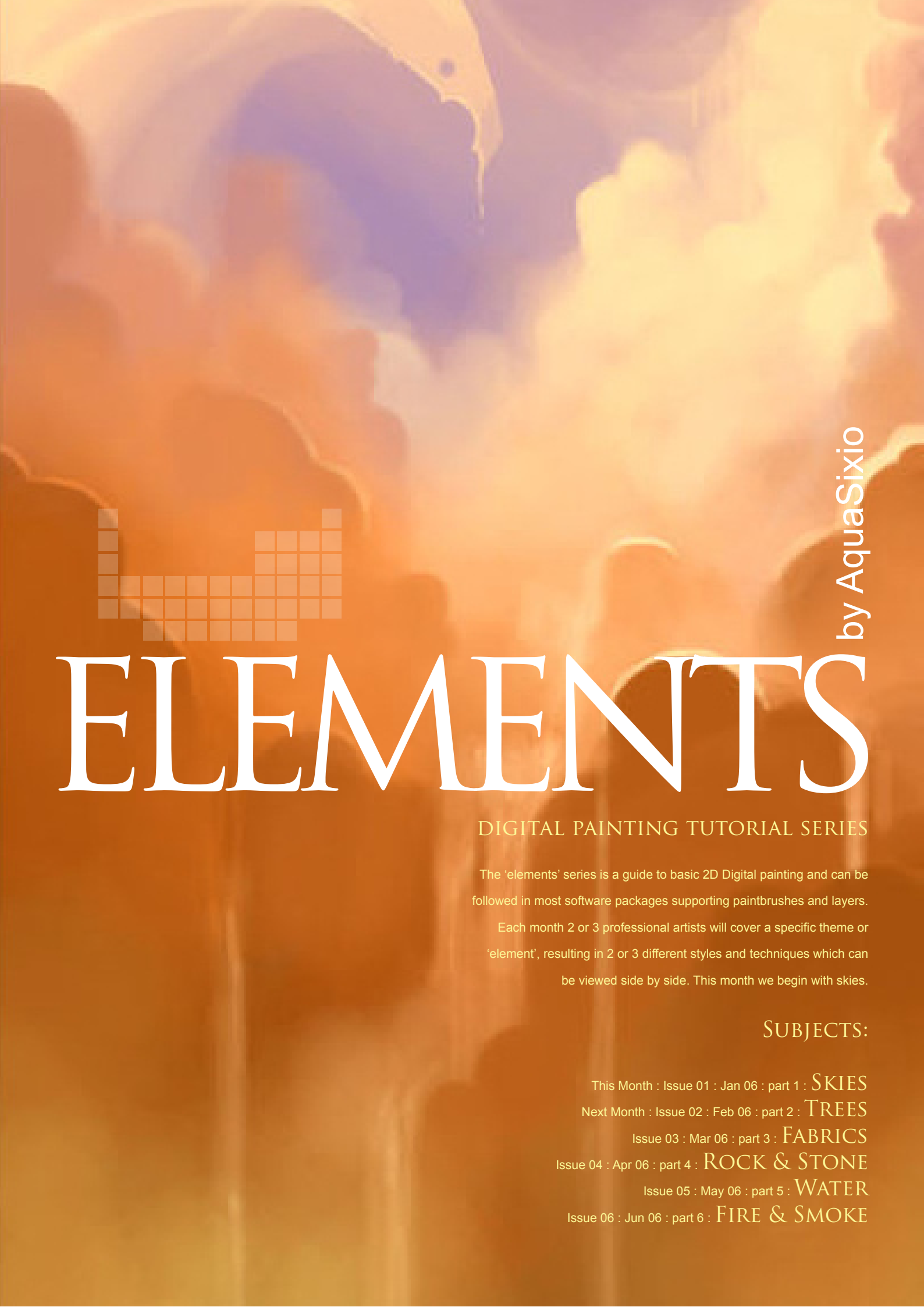

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by AquaSixio

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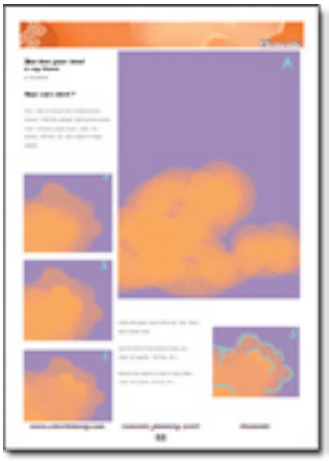

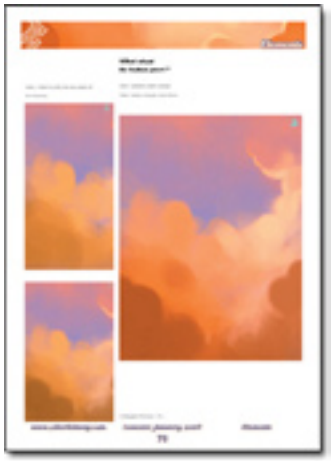

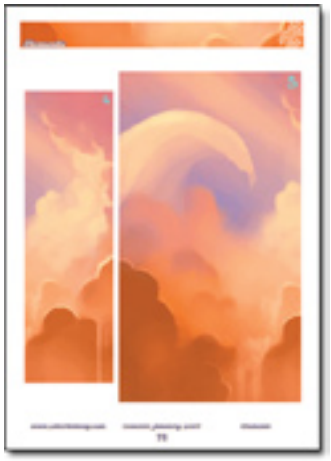

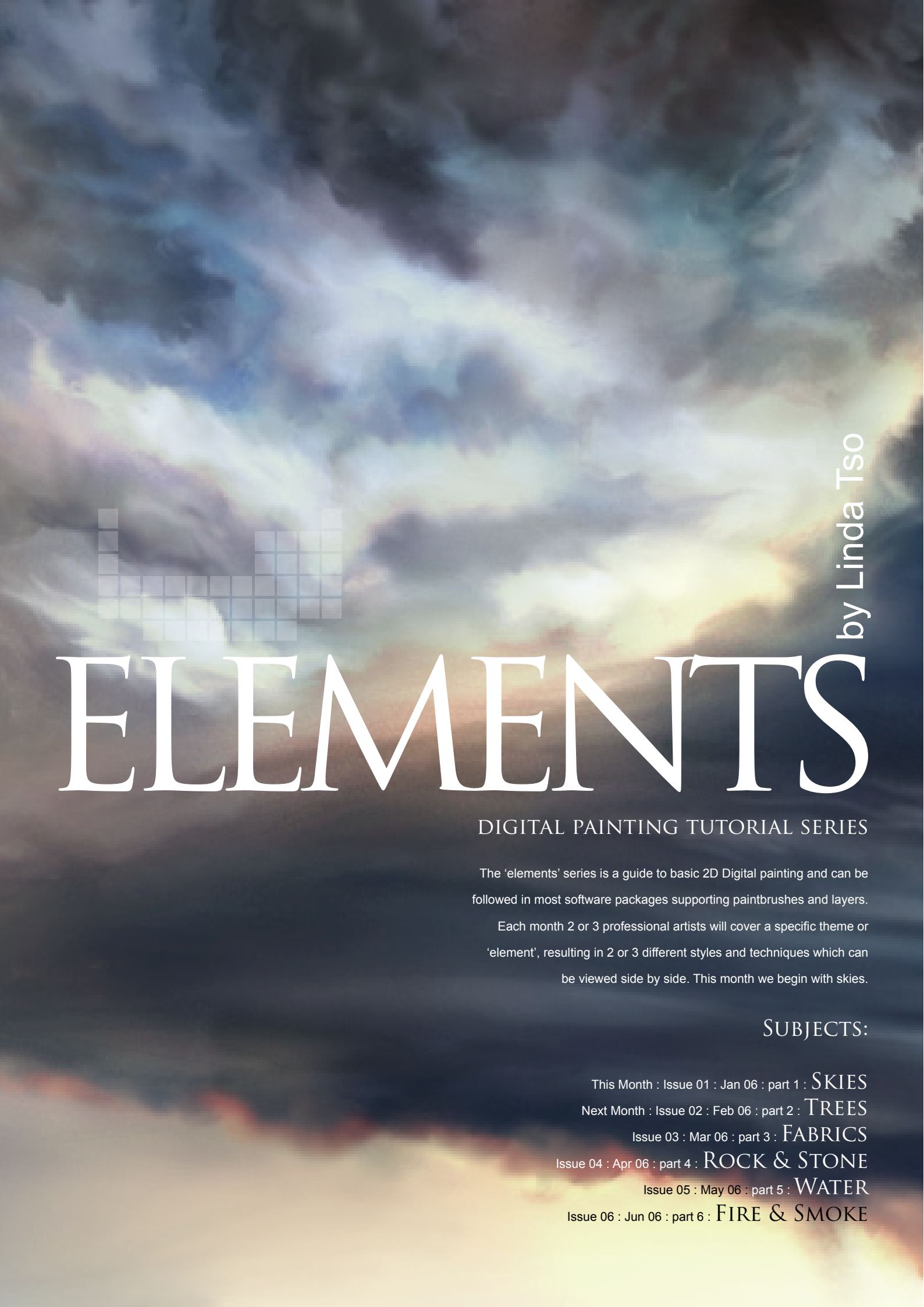

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by Linda Tso

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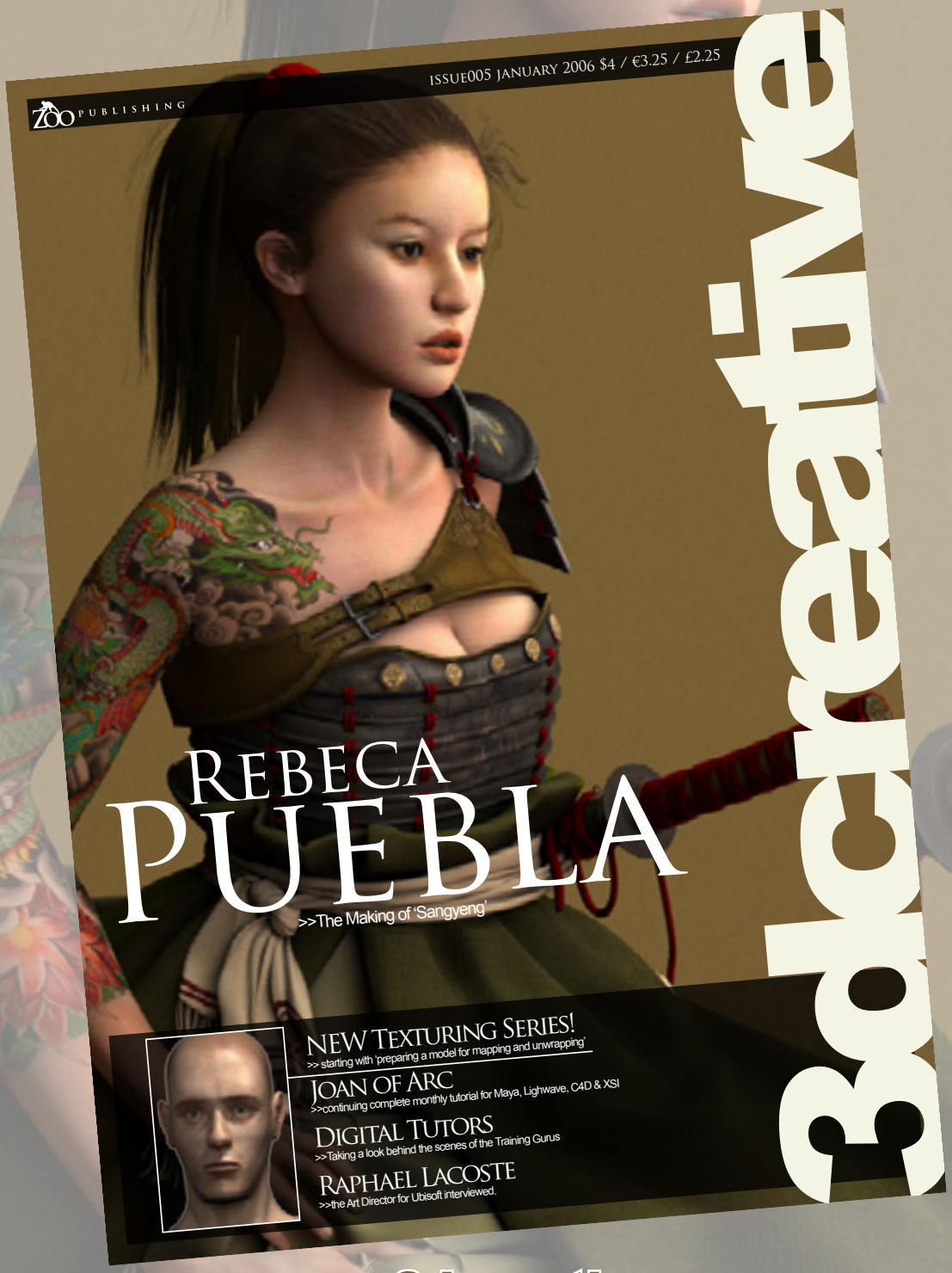

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128 pages of Imaginary Friends full color artwork. With the quality of talent and also a great collection of artworks gathered, Imaginary Friends really wanted to do the artbook justice – so they had it printed in stunning 600 dpi printing! That's right, you heard me, 600 dpi !!! Solid artwork the way the artists visualized it and with a print quality unrivalled by most artbooks out in the stores. Featuring the works of: Stanley Lau / Artgerm, Kendrick Lim / Kunkka, Kai / UkiTakuMuki. With: Brandon Chng / Kaizo, Buddy Jiang / Plue, Chayanin Onma / Badang, Chin Sau Lim / Slaium, Derrick Chew / dcwj, Djoko Santiko / Sunny, Julian Kam / Lefty, Krysta Lau / NightCat, Michael Chua / C2V , Monsit Jangariyawong / Monsitj, Ray Toh / Torei, Rhoald Marcellus Yudhapringga / Roald, Sami Basri, Sinad Jaruartjanapat / Note, Skan, Srisuwan / Phan, Sonny Liew, Tan Daishan / Extvia, Zhu Haito / Totem. V. With guests, our affiliate studio: Mess Studios' Hoon, Juji and Miro

Imaginary Friends studios

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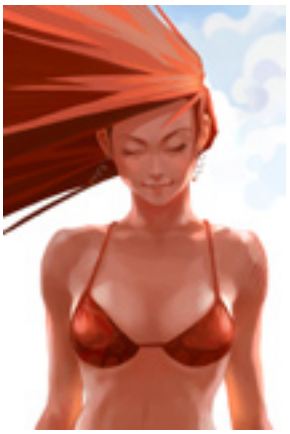

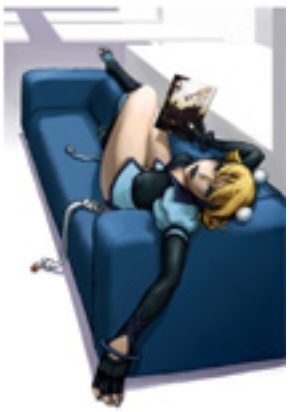

For your chance to win simply answer this question:

Which of the Imaginary Friends creates the 'animal square' T-Shirts?

Email your entry to competitions@zoopublishing.com including the words 'Imaginary' competition in the subject line. All entries received by 1st November will be entered into a prize draw. The two winners will be notified by e-mail.

Rules: Zoo Publishing decision is final and there are no cash alternatives. No other correspondence will be entered into. Any entry that is late, illegible, incomplete or otherwise does not comply with the rules may be deemed invalid at the sole discretion of Zoo Publishing. Your details will be held on record by Zoo Publishing but will not be passed on to 3rd parties.

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