ZOO PUBLISHING

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3d Artist

Concept Art, Digital & Matte Painting Monthly Downloadable Magazine

speed Painting

See what Carlos Cabrera & Mike Corriero created, when we gave them the subject "Scary animal emerging from a forest", in our new speed painting section.

Articles
Sketchbook 'Katarina' by Katarina Sokolova

Interviews
Marc Brunet, Björn Wirtz, Lorin Wood & Vitaly S Alexius

Galleries
John Kearney, Philip Straub, Glen Angus, John Wu & many more

Making Of's
Spray IT, Dragon & Spanish Girl

Tutorials
Creating brushes from custom objects, Speed Painting & Creating the Illusion of 3D in Photoshop

Editorial

Well, this year seems to by passing us by already quite quickly. The snow in the UK has come and gone (in the space of a few days) and spring seems to kicking winter into touch, ready for what I hope will be a long summer. The new format and behind the scenes workings of the magazine are hopefully paying off for you guys and I hope that you are enjoying them every month. A lot of you have commented towards this and have basically mentioned that you wished you had discovered us sooner! Well, if that's the case then please tell anyone you might think will be interested about us! We have enough room here for everyone, not that I'm inviting you all to stay, but I mean in a much more proverbial sense... After reading that last paragraph, you may be wondering what on earth I'm talking about? Well, I am off on holiday for a week (no need to show off) and basically portions of my brain seem to have shut down in anticipation. To be honest everyone round here seems to be acting a little strange recently, including assistant editor Warin (who eats far too many oranges per day by the way) and Lynette our marketing manager, who to be honest isn't acting strange at all, I just wanted to see if she is reading my editorials any more, or if she has got bored like the rest of you and started to read the actual magazine. I think I'll do that too. See ya. Ed.

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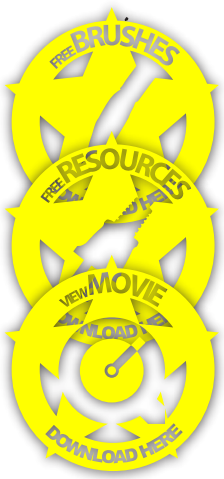

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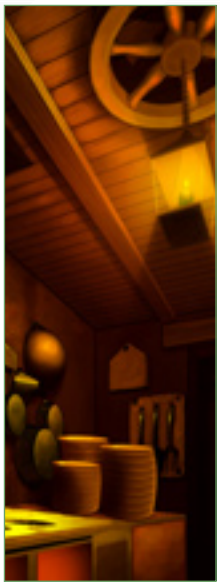
Contributing Artists

Every month, many creatives and artists around the world contribute to 3DCreative & 2DArtist Magazine. Here you can read all about them. If you would like to be a part of 3DCreative or 2DArtist Magazines, Please contact ben@zoopublishing



Cristian Gonzalez

2D artist, Freelancer & illustrator, Santiago, Chile. My first job was in High School, creating Short Comic-strips for a weekly publication. Finishing 90's. I started to work seriously like an Illustrator, but I change the pencils & watercolors for digital techniques in 2002. From that time, I've been working as a Graphic Designer, Illustrator and comic-artist.

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Mike Corriero

Concept artist/ Illustrator > Freelancer > NJ, USA. Most of the work I do involves the creation of environments & creatures for video games. Some of the work I've done lately have included pre-visual concept sketches for Radical Entertainment, Card Game Illustrations for Breakaway Games & assets provided to Liquid Development.

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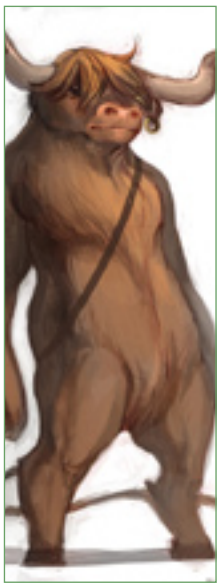

Victoria Ying

Born in Burbank & raised in Glendora, South California, She attended classes at Art Center's Saturday High program during High School. Afterwards, she began attending Art Center's bachelors degree program & during her second term decided to apply for the new Entertainment Design program.

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Peter Chan

2D Artist, Illustrator & Student, Oakville, Canada. I try to combine elements of traditional painting with digital painting. I started to digital paint in my early college career and now it is my favourite medium to paint in. My main inspiration comes from different artists online and my friends at school. I hope to work in the gaming or film industry in the future.

http://sleepar.deviantart.com/gallery
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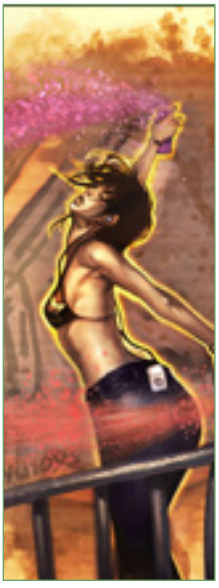

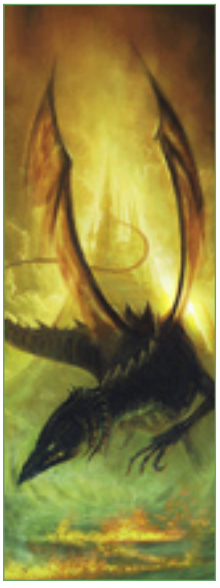

Sandro Nunes

2D/3D Freelancer, Brazil. I started working with CG using 3dstudio for DOS, making commercial and institutional videos. Currently I'm freelancer and hope to develop more works in the area 2D, digital painting, illustrations and concepts mainly for games industry.

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Marc Brunet

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

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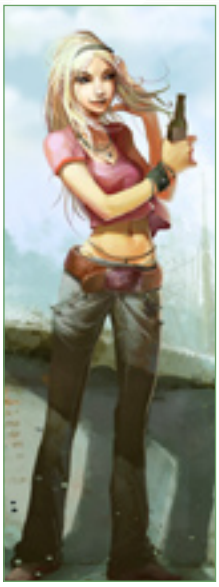
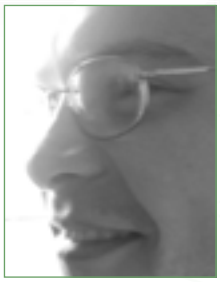


Lorin Wood



I am a conceptual designer for the film industry, though I do enjoy occasional commercial work on the side. The bulk of my work is in the pre-production arena. I work primarily in Adobe Photoshop as a standard to augment traditional renderings, but I delve into Painter and Art Rage on occasion; more for personal enjoyment

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Vitaly Alexius

Freelancer, Toronto, Ontario, Canada Started out as a traditional artist in Siberian Russia. In 2002, I learnt Photoshop & have been using it ever since to develop an innovative, digital-art style "Dreaminism". Currently I'm studying Illustration at OCAD, in Toronto downtown, and working as an artist, photographer and a freelance illustrator

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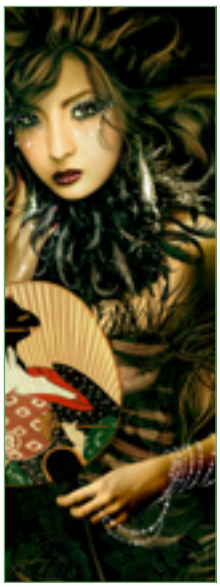

Katarina Sokolova

I was born in Kiev, Ukraine in 1986. I have had 5 personal exhibitions. My Works are included in the Corel Painter X Gallery. Currently my interests include graphics, computer graphics (professionally) and photography. Some of my works are kept in private art collections in Switzerland, Australia, Canada & the United States.

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Patri Balanovsky

Production / Concept artist, PitchiPoy Studio, Israel. I have drawn & painted since I can remember, creating characters, creatures & fantastic scenes has always been a passion of mine. Telling a whole story through a single image can be quite a challenge - & I'm always up for it. Keeping my work fresh & versatile, I explore all genres, styles & attitudes.

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Would you like to Contribute to 3DCreative or 3DArtist Magazine?

We are always looking for tutorial artists, gallery submissions, potential interviewees, making of writers and more. For more information, send a link to your work here: warin@zoopublishing.com

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Humans & Creatures

The Original Total Texture collection was created in 2001, utilising the best methods and technology of the time. Since then, techniques and technology have both moved forward, and here at 3DTotal we felt that although the original collection is still widely used and highly regarded among artists and studios of all calibers, it was time for an update...

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Marc Brunet is currently studying in Canada and enjoys painting fantasy environments that incorporate exotic females. There is an intriguing sense of narrative that underlies his work, which he hopes to one day, put to use within the games industry.

MARC BRUNET

Could you tell us something about your background and, how you became involved in digital painting?

Well first of all, I'm happy you have shown interest in a punk like me! I'm currently studying 3d animation here in Montreal, Canada. I think my love for drawing started as soon as I was able to hold a pencil or anything I could draw with! I used to do really silly comics with my brother. We had two characters, Nic and Pic, and we made up crazy adventures together. I think the first time I tried digital painting was, when I tried colouring a drawing for my ex-girlfriend about 3 years ago, using my ball mouse. No need to say it was horrible! But I liked it a lot and ended up colouring all of my old drawings that way afterwards.

I take it from your answer that you also have an interest in 3D. Is this restricted purely to animation or are you keen on modelling and texturing too ?

I find it very exciting indeed, to be able to take my characters and bring them alive in three dimensions. Our teachers goal is not only to teach us 3D animation, but everything we have to know to be able to create a short film at the end of the program. So we learn texturing, modelling, rigging, rendering, particles and everything else. I would say my favourite part is the modelling since it's the closest to drawing and it's also the part I'm best at!

What would you say are the subjects that you enjoy painting the most?

Hmmmm, well let's see, if one was too look at my gallery, he'd probably guess I like to draw pretty girls with huge breasts... Which is not exactly what I like to draw the most... I just think drawing girls is hard, so I do it as much as I can to improve! What I've come to like painting the most, are environments. I have a huge respect for environment artists because I think it's one of the hardest things to paint. You know, when you can pull off and create an interesting atmosphere, these are most impressive images.

Who or what would you describe as being the main influences upon your work ?

Honestly, I look up to a lot of CG artists, but I think the ones who influenced me the most, were guys like Hyung Tae Kim, Thierry Doizon (Barontieri), Craig Mullins, Ed Lee and Feng Zhu, just to name a few. I learned a lot from their art. On the other hand, the inspiration for my pieces comes from everything around me, I can walk down the street and see something interesting, like a weird looking man or an

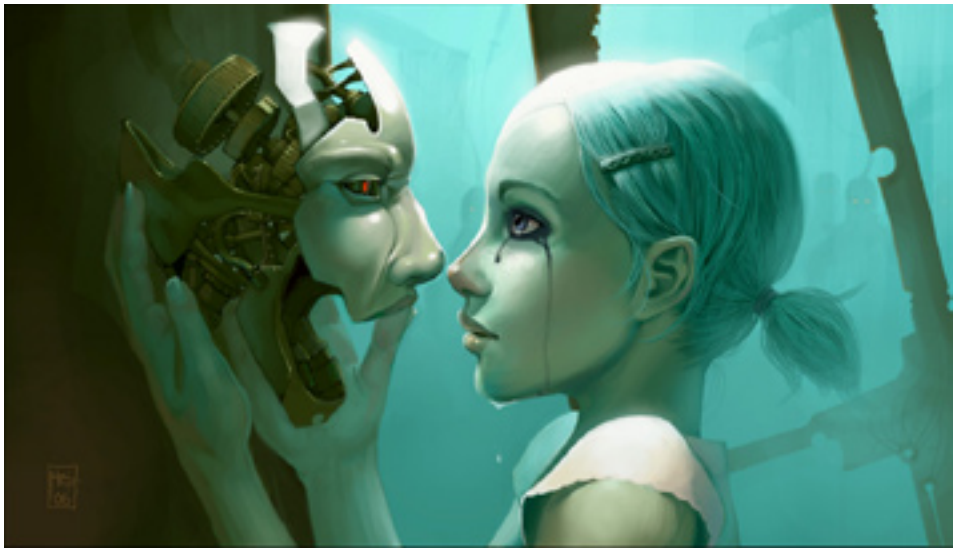
unusual object, so things like this, I can start and create a few ideas in my mind. I'll get back home and start working on something that had inspired me on what I've seen; add a few sci-fi devices and a new image is born! I'm a sci-fi freak and find everything related to robots, space ships and futuristic cities very inspiring.

Sci-Fi seems to be a hugely popular subject amongst many great artists. Why do you think this is and what is it that interests you particularly?

I think what makes it popular is the fact it doesn't exist, that it's all fictional. Pretty much like fantasy, every time we create a Sci-fi scene it lets us express all the creativity we can have, since there's no restrictions whatsoever. When I have an idea for a piece, I like it to be able to create every aspect of it from scratch, from the building's shape, to the crazy devices my characters can have. I also like to have a lot of contrasts in my images and combining hi-tech armour with pretty girls is one of many examples I enjoy working on.

Could you talk a bit about your favourite pieces and why you prefer them to your other work?

Well I like all of my pieces; they're my little babies, but indeed there are a few I cherish more. Pieces like "Impossible LOV3 " or "The Enchanted Pond" for instance. The fact that I've spent a lot more time on those, might be part of the reason I prefer them over the rest of my gallery, but I think the real reason is, is the fact that there's so much detail, most people never notice it. I don't know why, but I find it exciting to be the only one aware of these details; how weird is that?



Paintings such as "Impossible LOV3" seem to suggest a hidden narrative. Is this something you consider, when creating images?

Oh yes! Paintings that let you wonder about the story behind them, have always been more attractive in my opinion. I always try to imagine a small scenario before starting most

of my pictures as it gives them flavour if you know what I mean. It's also a lot more interesting working on something you get attached to, so characters with a psychological background are always a load of fun to draw.

Do you have any ambitions to follow a specific career path or just to simply wait and see what unfolds?

I do have a very specific career path I'm following. Unlike most people I talk to, I know exactly where I want to study, the exact programs I want to get involve with and even the studio where I would like to end up! I know it's not exactly the best idea to set myself a very specific path, I might be disappointed - who knows what will happen in the future, but for now, it's my motivation to move forward with what I do. Basically, I would like to finish a major in Computation Arts, and then do a one year specialization in video games and eventually end up in the Ubisoft Montreal cinematic studio as an art director or something!

Why computer games specifically?

Working on video game cinematic generally takes less time than a full Hollywood movie and I really like the idea of being able to work on various projects during the year, rather than spending a few years on a single film. I just like variety more and video games are perfect for that matter.

If there are any projects you wish you could have worked on given the chance, what would they have been and why?

Even though I'm still a student, it you have been a dream come true to work on "The Matrix". I think, that movie really helped me decide, that I wanted to do more than 2d for a living. I really saw how far CGI had gone and this drove me to it. If I had to choose which one of the movies of the trilogy I would pick the third one straight away. That scene where the city is attacked by all the robots, and the humans have to defend

themselves using giant mechas had me drooling all over the place! I'd be the happiest man in the World, if I could ever work on something similar. But if i have my way, I would put girls in the cockpit!

One final question. Tell us a bit about the photo of the dancing girl as it is very funny.
Hahaha! Well this image had been circulating on the web for a while now; I have no clue who took it, but no wonder it became popular! Many people on different websites have made their own versions with different text bubbles, but I couldn't find the original picture to add my own text, until a few months ago! When I found it, I just had to write something of my own!

Marc Brunet

For more work by this artist please visit
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Interviewed By : Rich Tilbury

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Björn Wirtz's journey to a respected freelance illustrator, has seen him try his hand at 2d & 3d, animation, photography and graphic design. He has also applied his knowledge from one subject to another, to help him achieve some very impressive results.

Björn Wirtz

"Some of my paintings have a radically different approach to them. These may be just based upon a certain colour palette that I have in mind or they evolve from testing a new custom brush.

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Björn Wirtz

07 TOTAL PAGES

A New Dawn

Picture created by Juergen Ellts with Vue 6 Infinite.

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Lorin Wood is a conceptual designer, that works primarily in the film industry but also has experience in both television and games sector. Much of his work is permeated by his interest in mythology and story telling, which is something he continues to explore.

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Lorin Wood

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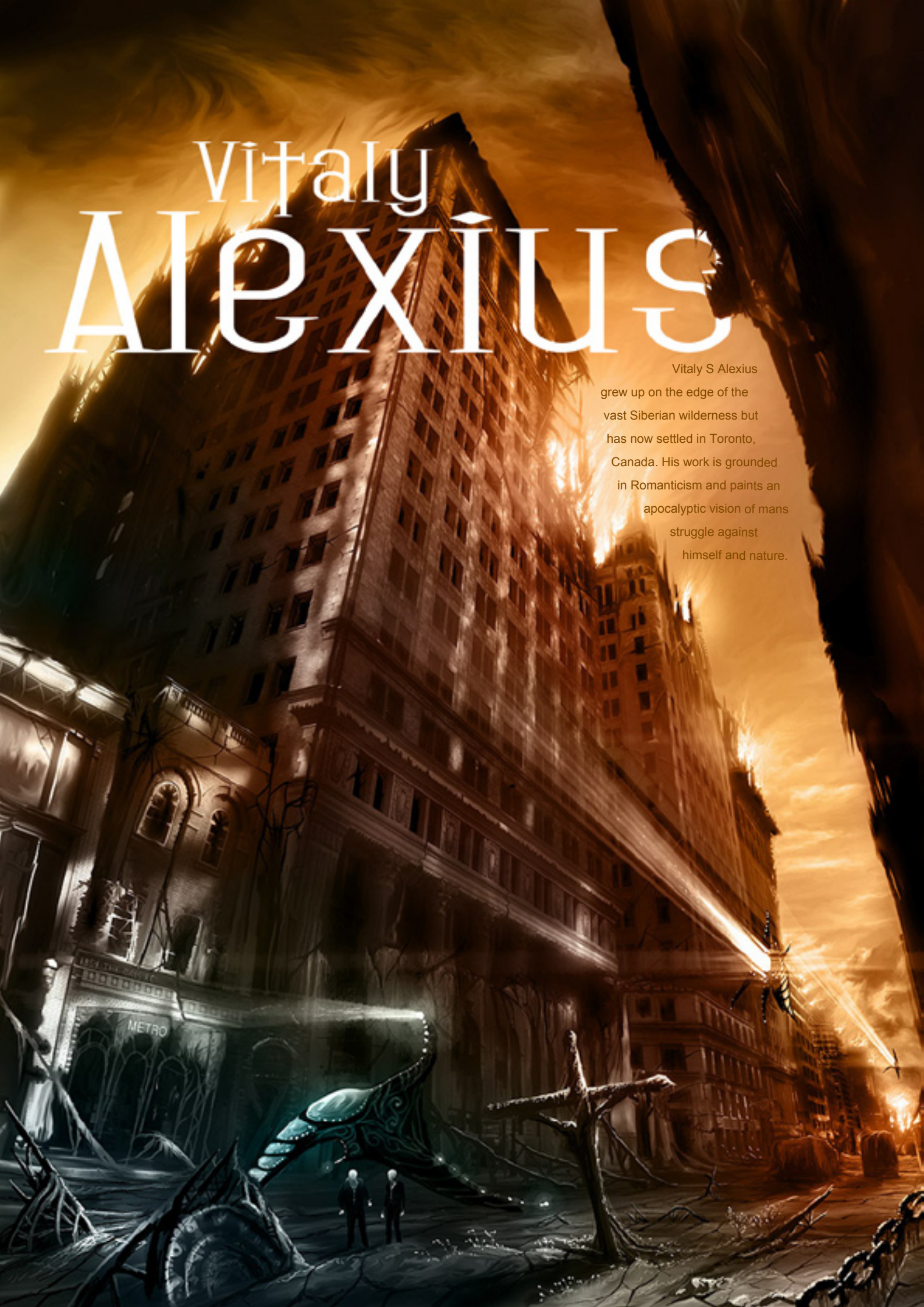

Vitaly S Alexius grew up on the edge of the vast Siberian wilderness but has now settled in Toronto, Canada. His work is grounded in Romanticism and paints an apocalyptic vision of mans struggle against himself and nature.

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Vitaly Alexius

07 TOTAL PAGES

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"Japan has amazed me with its brightness. Tokyo surprised by abundance of beautiful, extravagantly glamour dressed girls"

the Sketchbook of Katarina Sokolova

This month we delve into a collection of sketches from artist Katrina Sokolova. She reveals the secrets behind painting techniques. She speaks about the thoughts behind her creations and where she finds her inspiration.

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the sketchbook of Katarina Sokolova

05 TOTAL PAGES

THE POWER OF LAYERS

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Digit Magazine (July 2006) says, "Strata 3D™ CX feels like an Adobe® application - graphic designers will feel right at home... The traditional look (of Strata 3D CX) makes the program friendly to new users." Version 5.0 of CX... "makes the program even more like Photoshop's® 3D cousin."

Digit named Strata 3D CX the number one 3D app for designers, and awarded it "Best Buy" in its 3D Design Software Shootout.

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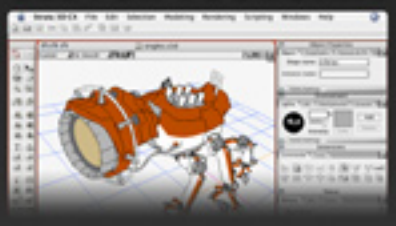

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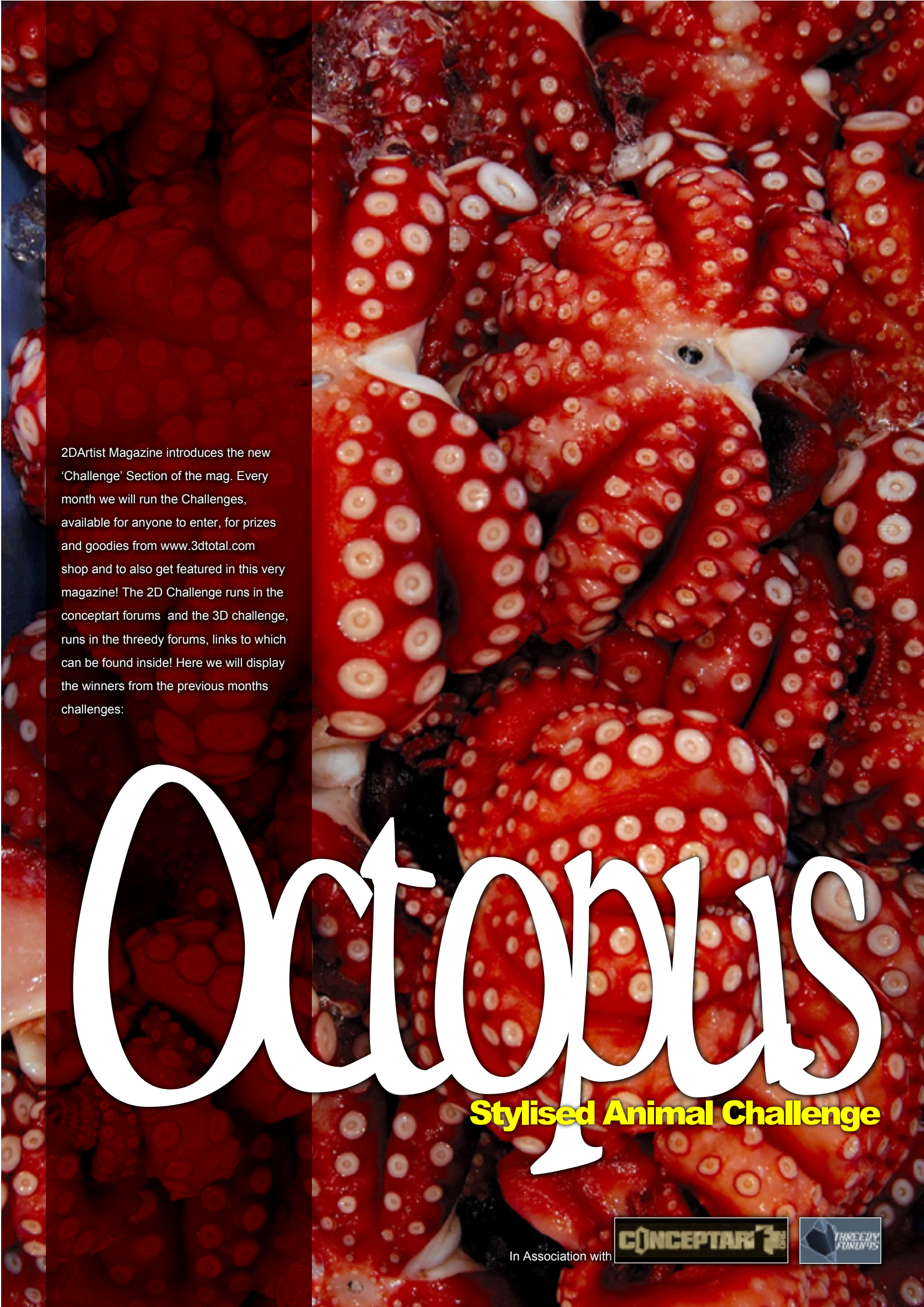

2DArtist Magazine introduces the new 'Challenge' Section of the mag. Every month we will run the Challenges, available for anyone to enter, for prizes and goodies from www.3dtotal.com shop and to also get featured in this very magazine! The 2D Challenge runs in the conceptart forums and the 3D challenge, runs in the threedy forums, links to which can be found inside! Here we will display the winners from the previous months challenges:

Octopus

Stylised Animal Challenge

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Stylised Animal Challenge
Octopus

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10 of the Best The Galleries
This Month we Feature:
B. Börkur Eiríksson
Raphael Lacoste
John kearney
David Munoz Velazquez
Philip Straub
Olivier Heban as “Myrrdhim”
Ed von Lee
Tuna Ferit Hidayetoglu
Glen Angus
John Wu
GALLERIES

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The Galleries

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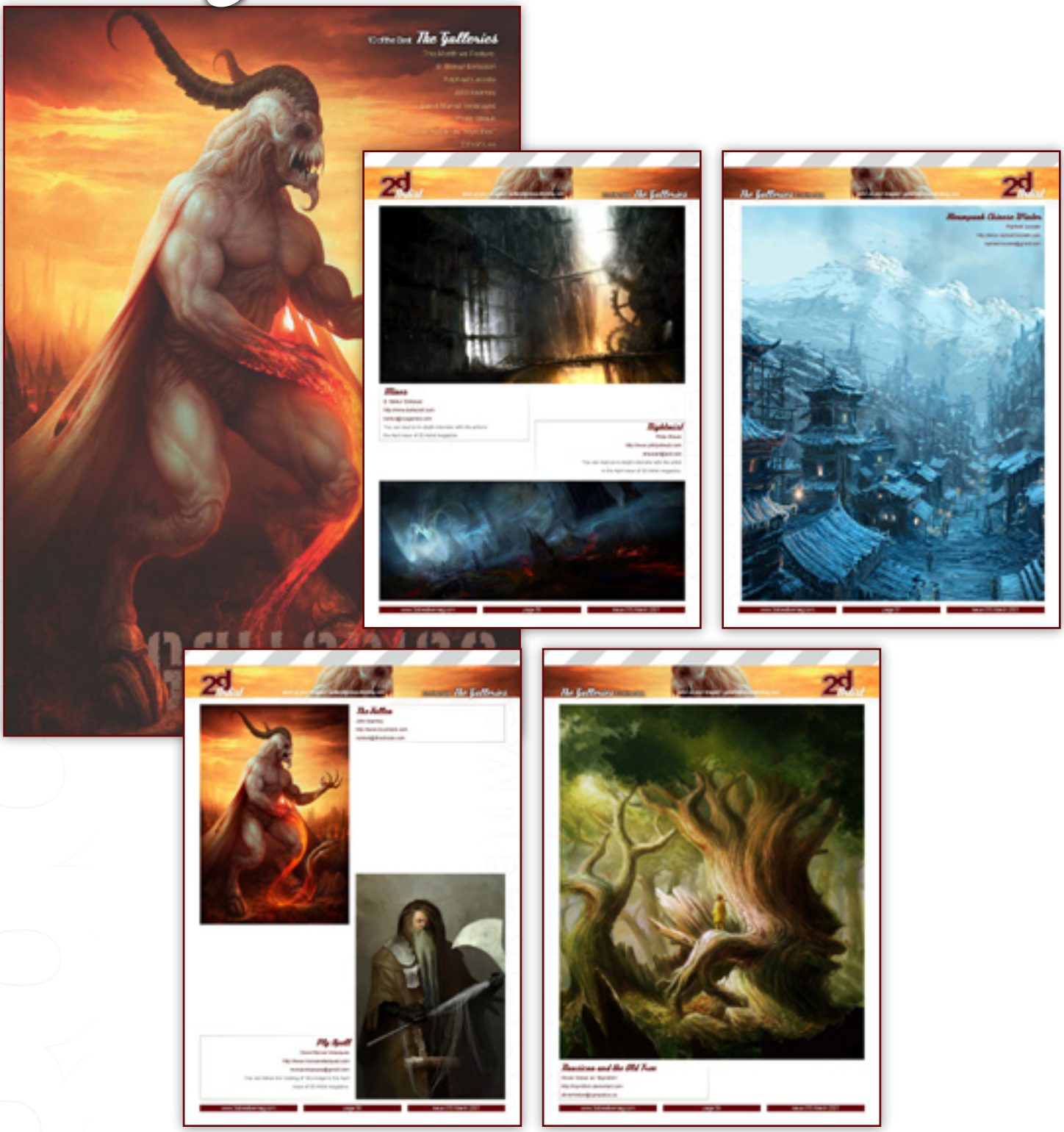

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Custom Brushes

In this tutorial you'll learn a quick easy way to use household items or objects and turn them into a brush. If you have a scanner you can practically take any small object that has an interesting shape and convert it into a custom brush.

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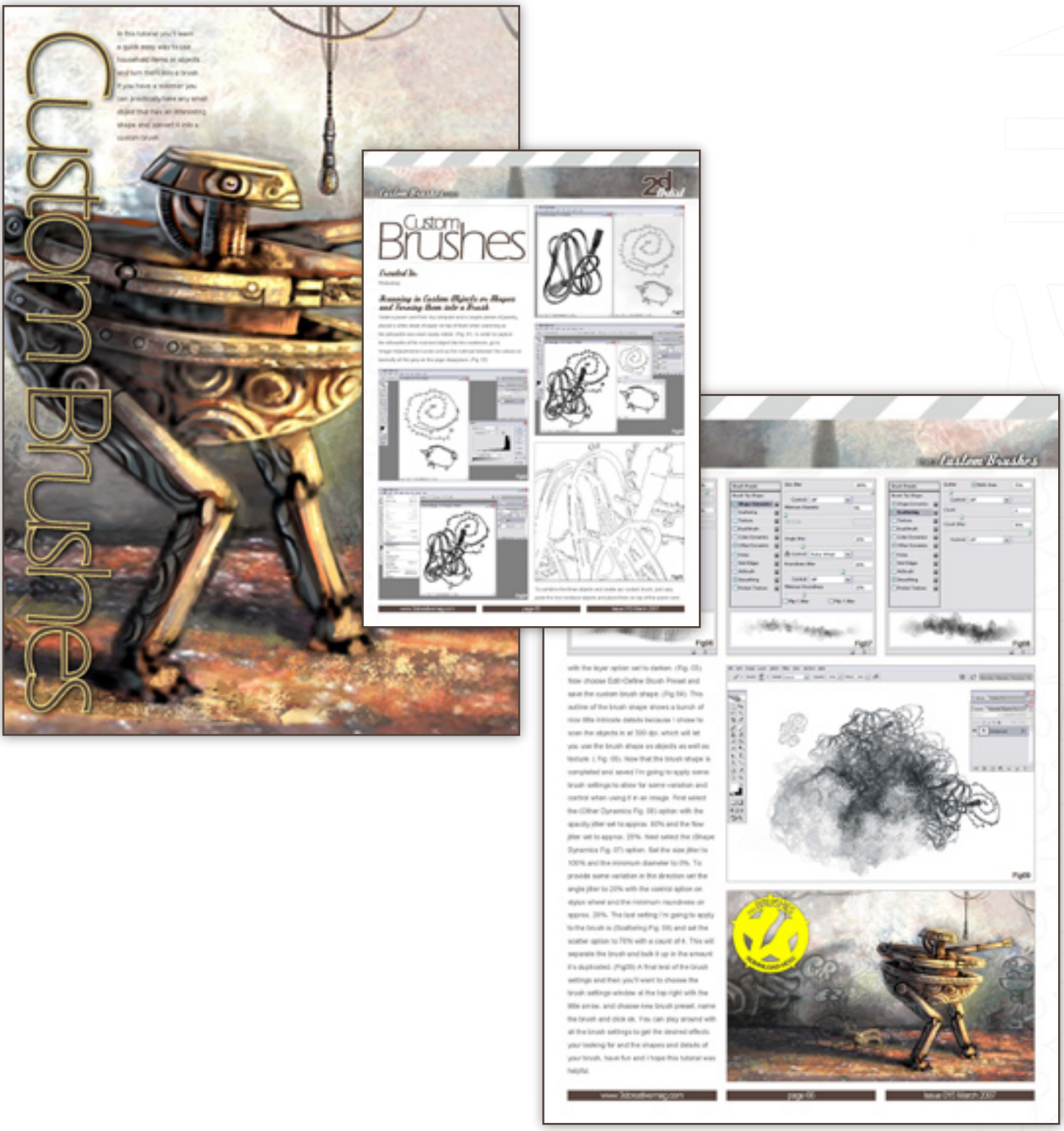
Custom Brushes

03 TOTAL PAGES



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

visit www.3dcreativemag.com to download the free 'lite' issue, the full issue, subscription offers and to purchase back issues.

ZOO PUBLISHING

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Speed Painting

Welcome to our new Speed Painting section of the Mag. We wil be asking 2 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 Carlos Cabrera and Mike Corriero tackle:

"A Scary Animal Emerges from a Forest..."

This is the Free Lite Issue of 2d Artist to purchase the Full Issue click here

Speed Painting

09 TOTAL PAGES

"This illustration belongs to a series of 9 backgrounds that I did for an internet video game. This game is set in a fictitious time and place but in spite of this, a slight Renaissance touch was called for"

Creating the Illusion of 3D in Photoshop

Follow this Tutorial to find out how to create the Illusion of 3D using Photoshop. This illustration has been created by Cristian Gonzalez, it has qualities that you might be interested in applying to your own work, such as the solutions for light, colour and perspective, as well as a few easy tricks to build objects quickly.

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Creating the Illusion of 3D in Photoshop

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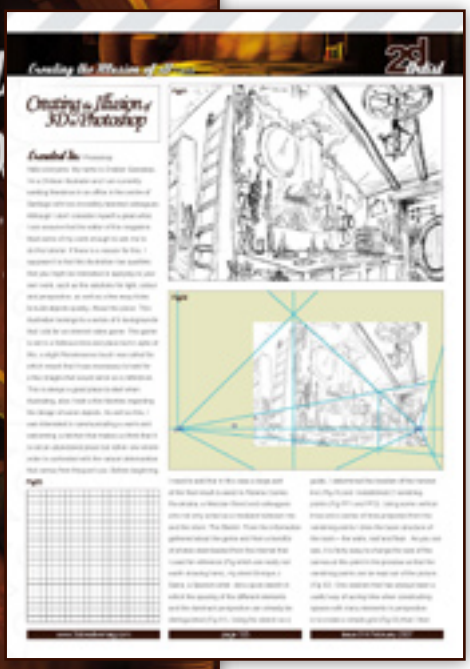

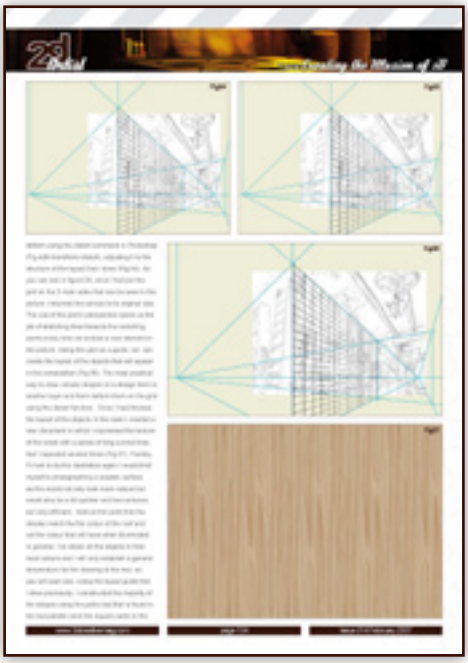

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2d Artist

image : Katarina Sokolova

"I always rough out my compositions for my images first so I can get a feeling of the final image in my mind before starting any work on the piece."
Peter Chan shows you, step-by-step, how he created Spray It using 2D Medias.
Spray It

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Spray It

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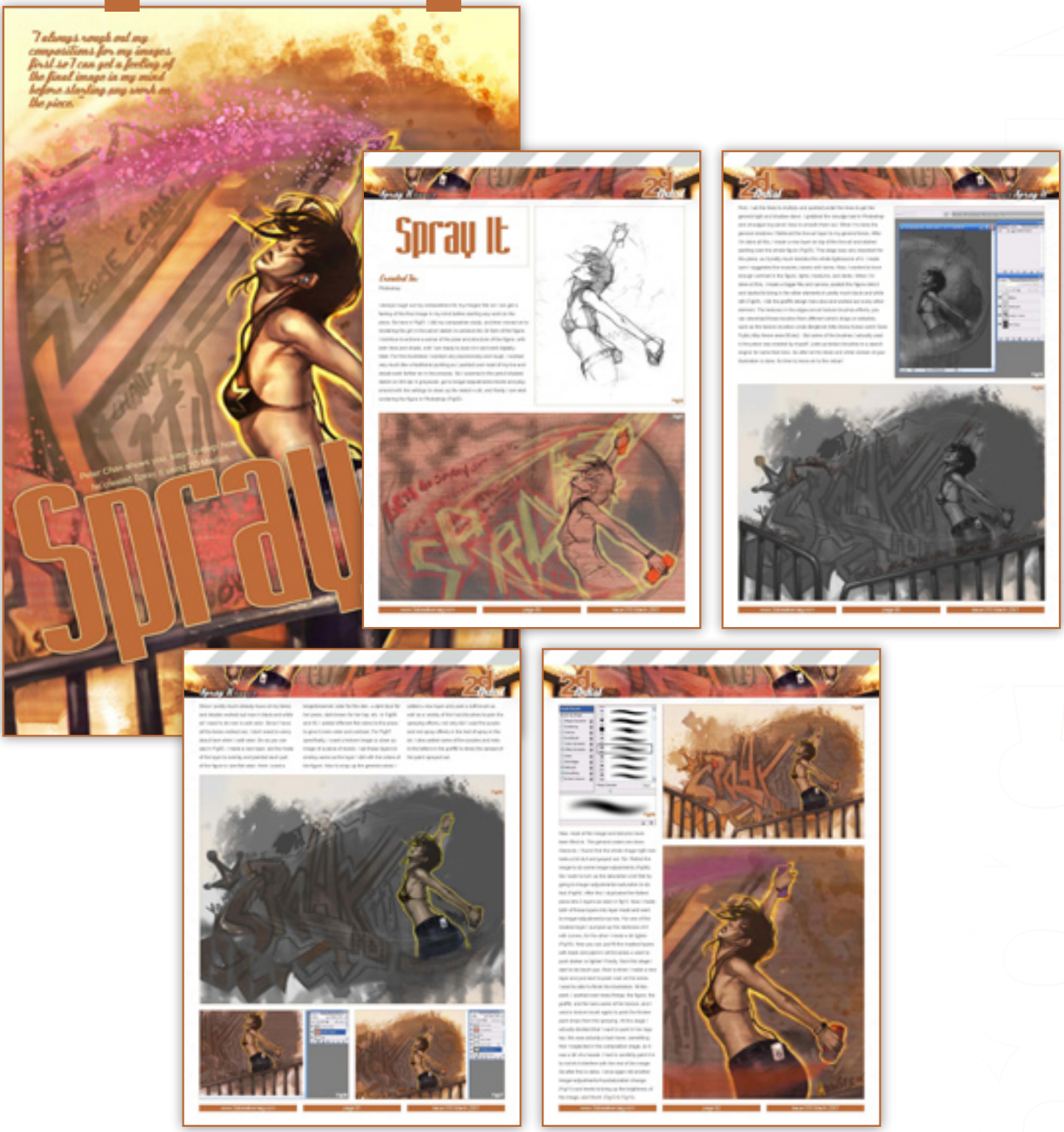

Dragon

In this 'Making Of' you can see how this brilliant portrait of a dragon was made using Photoshop- and the creature was created with the aid of just two brushes! Sandro Nunes will reveal his painting techniques in four easy steps.

"The composition is an important step after the sketch but it is in the next step that I really get to better define the composition of the image. This is for me one of the most important parts in this process."

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Dragon

05 TOTAL PAGES

"This work has been done in my spare time, and I believe this way has allowed me to see things that I wanted to change, and gave me enough courage to redo anything that I personally wanted."
Spanish Girl
I wanted to make use of this challenge to practice a new style - one that I wasn't used to working with. I will explain the several main stages that I went through to complete the picture, "Spanish Girl".

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Spanish Girl

07 TOTAL PAGES

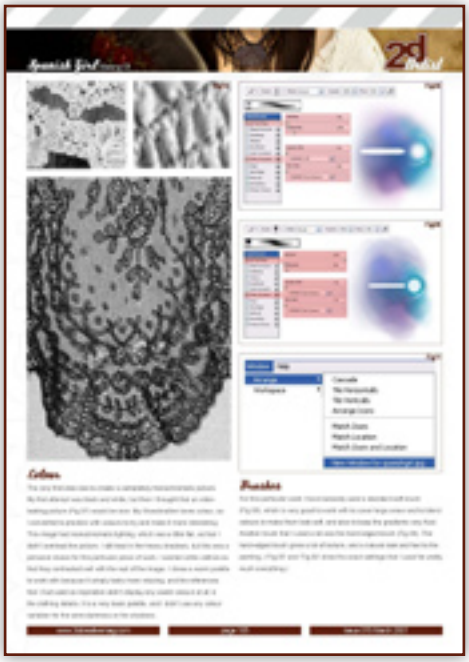

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Image by John Wu

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