

# 2dartist

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131

Issue 131 | November 2016

## Vibrant new worlds

Eduardo Pena discusses his passion for art and showcases his personal universe projects

## plus

- Bold and striking illustration
- **The beautiful violence of nature**
- Expressive character sketches
- **Speed paint a street cleaner mech**
- Reinvent Hercules in a cyberpunk scene
- **and much more!**

# Editor's Letter



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**ANNIE MOSS**  
Junior Editor

**2dartist is now on Instagram!**

## Welcome to 2dartist issue 131!

In this issue you will find plenty of inspiration in our interviews with Eduardo Pena, Joel Kilpatrick, and traditional artist Lauren Marx. We also take a look at the characterful sketches of Yewon Park, a concept artist at Blizzard Entertainment.

Learn how to speed paint a street cleaning mech with Galan Pang, and create a costume design for a sci-fi butler with Albert Urmanov. See how Klaus Pillion reinvents a Herculean tale into a cyberpunk scene, and follow as Zac Retz reveals how to approach daytime and night-time plein air studies of an industrial environment. Also discover how Alexandre Chaudret painted his vampire countess character, and learn how Florian de Gesincourt created a light filled fantasy environment!

# Contributors



### EDUARDO PENA

Eduardo Pena is a story-teller, culture lover and traveler originally from Colombia. He currently works with institutions like Weta, and Lucasfilm, and collaborates on urban development and design sustainability projects.



### KLAUS PILLON

Freelance concept artist and illustrator Klaus Pillion graduated in 3D production before focusing on his primary love: 2D artwork. Largely self-taught, he has worked professionally since 2013 for games and movies.



### JOEL KILPATRICK

Joel Kilpatrick is a freelance illustrator based in Manchester, UK. He started drawing at the age of seven after watching the first of the *Lord of the Rings* films and hasn't stopped.



### ZAC RETZ

Zac Retz graduated with a BFA in illustration in 2012. Since then he has illustrated the children's book *Too Much Glue*, worked at Workinman Interactive, Reel FX, and currently works for Sony Pictures Animation.



### LAUREN MARX

Lauren Marx graduated from Webster University, Missouri, USA, in 2014 with a Bachelors of Fine Arts with an emphasis on drawing, focusing on animal-based pen and ink illustration. She currently resides in St. Louis, Missouri.



### ALBERT URMANOV

Albert Urmanov is a concept artist and illustrator based in Germany. He freelanced to get experience while working as a graphic designer and now works as a concept artist at InnoGames.



### YEWON PARK

Yewon Park specializes in concept and visual development and has diverse experience in the game and animation industries. She currently works at Blizzard Entertainment as a concept artist.



### ALEXANDRE CHAUDRET

Alexandre Chaudret is a French concept artist and illustrator. He was previously lead artist at Gameloft, and he now works as a full time freelance artist in the videogame industry.



### GALAN PANG

Galan Pang is currently the concept art director of a Shanghai based videogame studio. He has previously worked on various AAA console, mobile, and VR projects.



### FLORIAN DE GESINCOURT

Florian de Gesincourt is a freelance concept artist from Rennes, France. His primary focus is concept design for films, videogames, collectible card games and other entertainment media.

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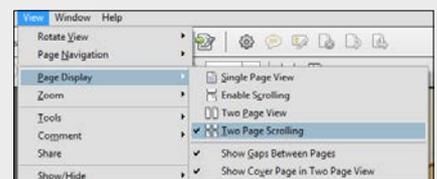
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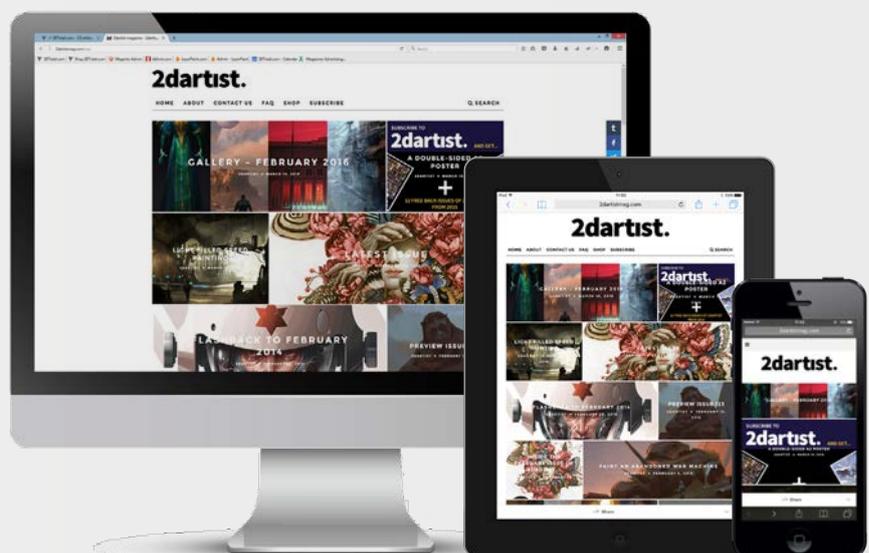
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## The Artist



### **Eduardo Pena**

[artstation.com/artist/  
eduardo-pena](https://artstation.com/artist/eduardo-pena)

### **Interviewed by:**

Annie Moss

Eduardo Pena is a storyteller, culture lover and traveler originally from Colombia. He currently works with institutions like The One Academy, Weta, and Lucasfilm, and collaborates on urban development and design sustainability projects.

# Vibrant new worlds

Explore the bright, experimental artworks of Eduardo Pena's personal universes and learn about his extensive passion for art and culture ▶



## The Artist



**Joel Kilpatrick**  
joel-kilpatrick.com

**Interviewed by:**  
Annie Moss

Joel Kilpatrick is a freelance illustrator based in Manchester, UK. He started drawing at the age of seven after watching the first of the *Lord of the Rings* films and hasn't stopped.

# Bold and striking illustrations

We speak to British illustrator, Joel Kilpatrick, about his inspirations and keeping motivated ▶





A2 POSTER | Image by Pablo Carpio



Pablo Carpio.



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# Art Gallery

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



## Repairs

Rasmus Poulsen

Year created: 2016

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## The Artist



**Galan Pang**  
galan.artstation.com

**Software Used:**  
Photoshop

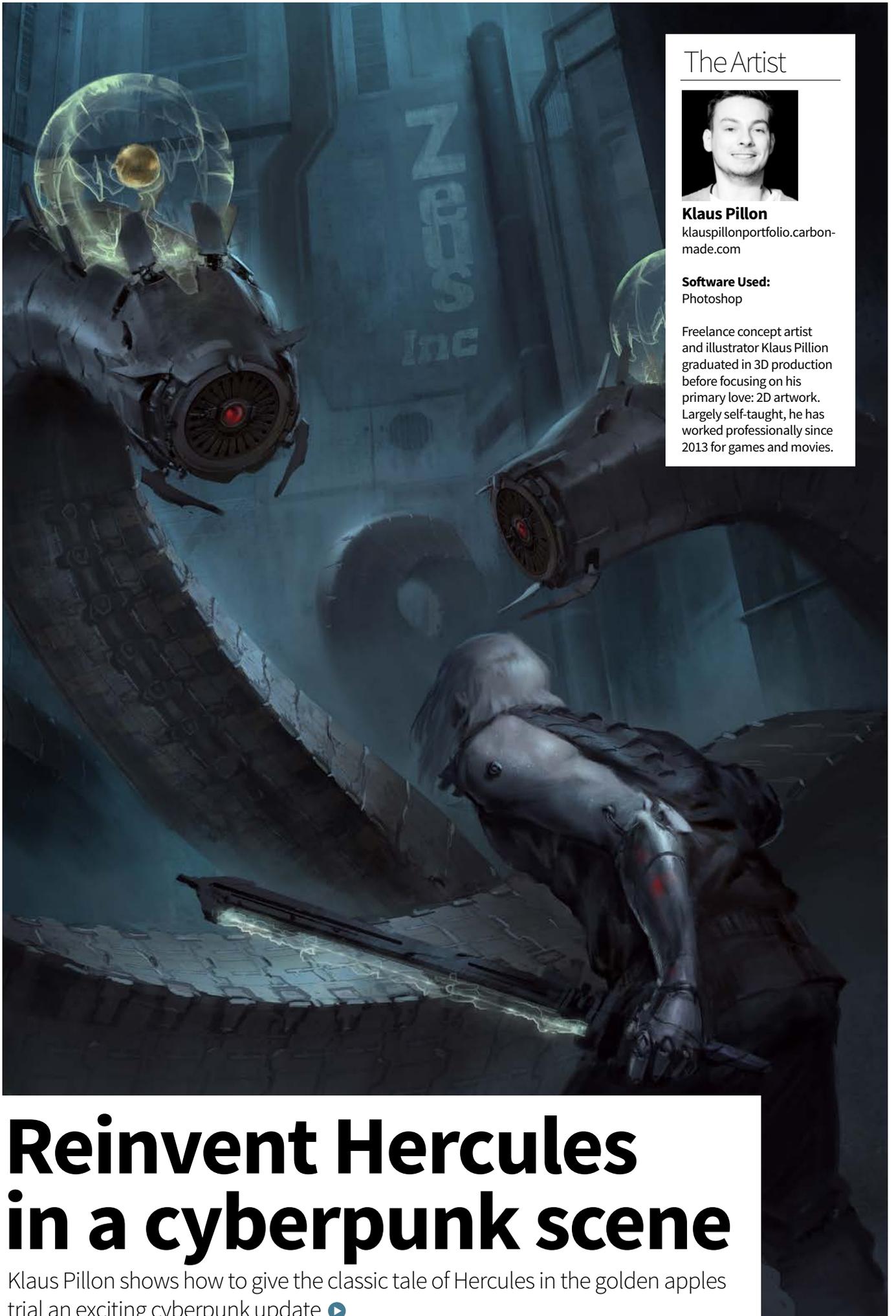
Galan Pang is currently the concept art director of a Shanghai based videogame studio. He has previously worked on various AAA console, mobile, and VR projects.



# Speed paint a street cleaning mech

Concept art director Galan Pang teaches you how to construct a futuristic street cleaning mech and his human operator [▶](#)





## The Artist



### Klaus Pillion

klauspillonportfolio.carbon-made.com

#### Software Used:

Photoshop

Freelance concept artist and illustrator Klaus Pillion graduated in 3D production before focusing on his primary love: 2D artwork. Largely self-taught, he has worked professionally since 2013 for games and movies.

# Reinvent Hercules in a cyberpunk scene

Klaus Pillion shows how to give the classic tale of Hercules in the golden apples trial an exciting cyberpunk update ▶

## The Artist



**Zac Retz**  
zacretz.com

**Software Used:**  
Photoshop

Zac Retz graduated with a BFA in illustration in 2012. Since then he has illustrated the children's book *Too Much Glue*, worked at Workinman Interactive, Reel FX, and currently works for Sony Pictures Animation.

# Plein air paint a factory: Daytime

Zac Retz shows how to tackle a digital plein air study of an industrial factory in daylight ▶





## The Artist

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### Zac Retz

zacretz.com

#### Software Used:

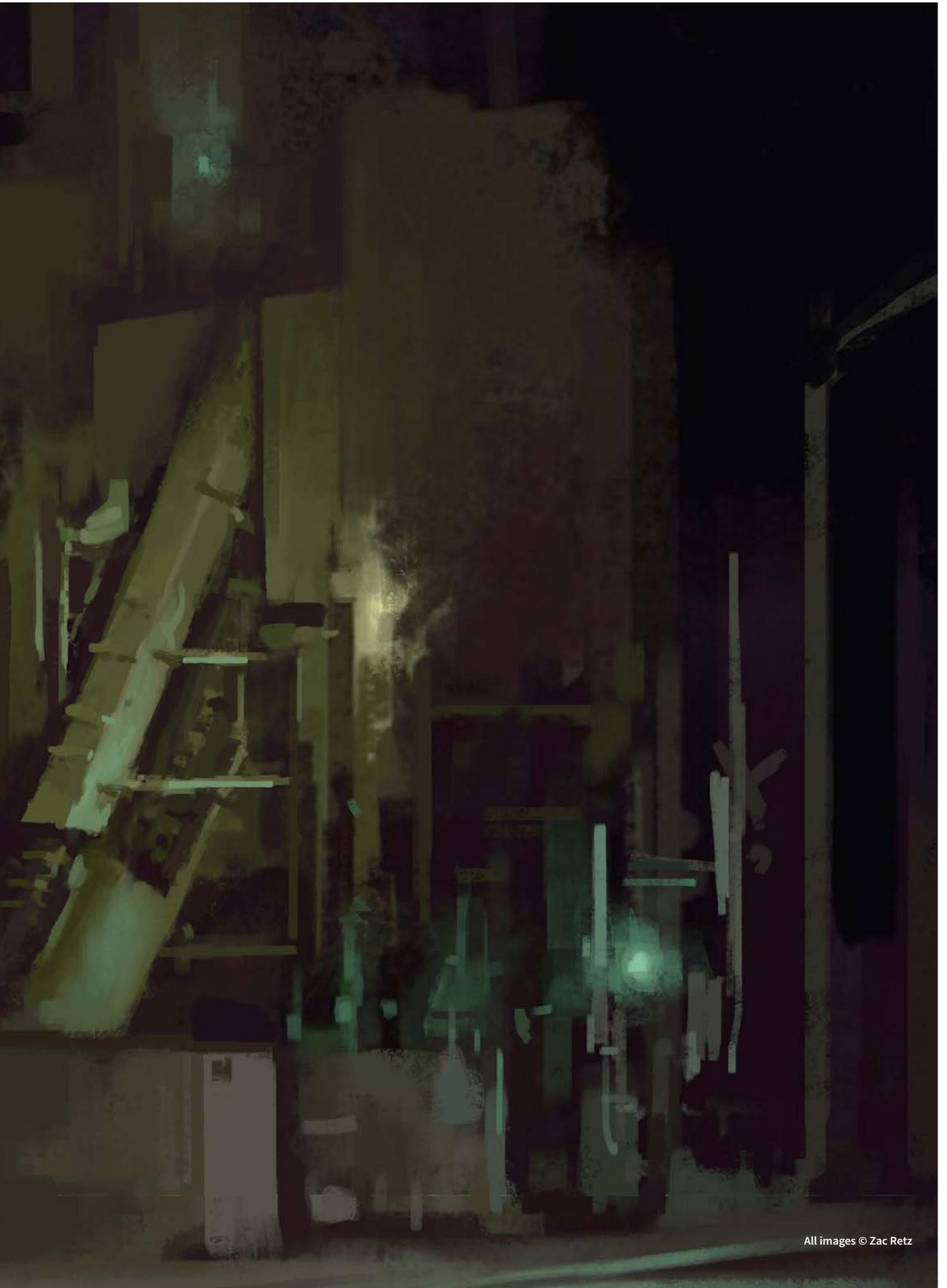
Photoshop

Zac Retz graduated with a BFA in illustration in 2012. Since then he has illustrated the children's book *Too Much Glue*, worked at Workinman Interactive, Reel FX, and currently works for Sony Pictures Animation.

# Plein air paint a factory: Night-time

Having tackled a daytime scene, Zac Retz shares his advice for plein air painting an industrial environment at night ▶







# Design a sci-fi butler's costume

Concept artist Albert Urmanov shows how to design a detailed costume and accessories suitable for a sci-fi butler character ▶



## The Artist



**Albert Urmanov**  
[artstation.com/artist/albyu](http://artstation.com/artist/albyu)

**Software Used:**  
Photoshop

Albert Urmanov is a concept artist and illustrator based in Germany. He freelanced to get experience while working as a graphic designer, and now works as a concept artist at InnoGames.



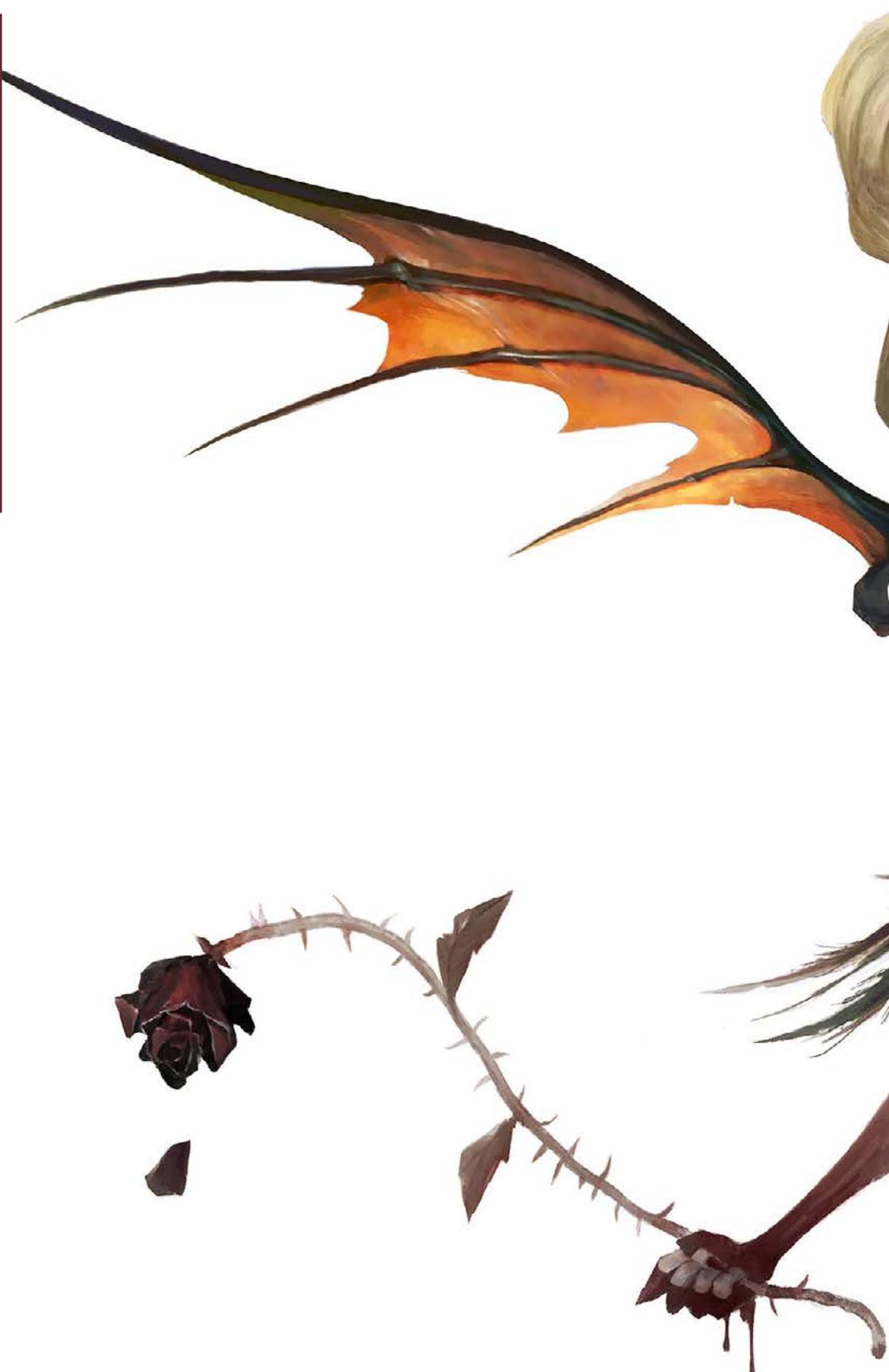
## The Artist



**Alexandre Chaudret**  
eyardt.artstation.com

**Software Used:**  
Photoshop

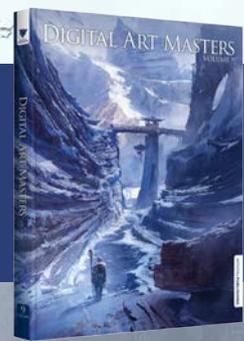
Alexandre Chaudret is a French concept artist and illustrator. He was previously Lead Artist at Gameloft, and he now works as a full-time freelance artist in the videogame industry.



# Paint a vampire countess

Alexandre Chaudret shows how he developed story elements in his character design ▶





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# Ruin City

by Florian de Gesincourt

Discover how a series of elaborate digital sketches were used to refine ideas for this award winning environment [▶](#)

All images © Deges Art – Florian de Gesincourt

## The Artist

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**Florian de Gesincourt**  
degesart.com

**Software Used:**  
Photoshop

Florian de Gesincourt is a freelance concept artist from Rennes, France. His primary focus is concept design, illustration and environment design for films, videogames, collectible card games and other entertainment media.



# NEXT MONTH

Haunting sketches

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Top ten gallery images

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Re-invent a heroic scene

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