

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



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!

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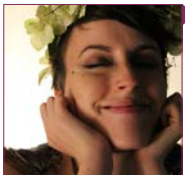
EDUARDO PENA

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.



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.



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.



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.



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.



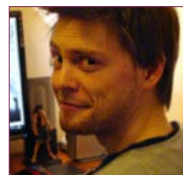
KLAUS PILLION

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.



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.



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.



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.



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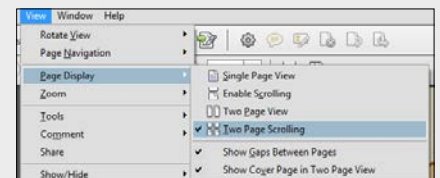
If you're having problems viewing the double-page spreads that we feature within this magazine, then follow this handy little guide on how to set up your PDF reader!

Top tips for viewing

For optimum viewing of the magazine, it is recommended that you have the latest version of Adobe Acrobat Reader installed. You can download it for free here: [DOWNLOAD](#)

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

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Jump to articles

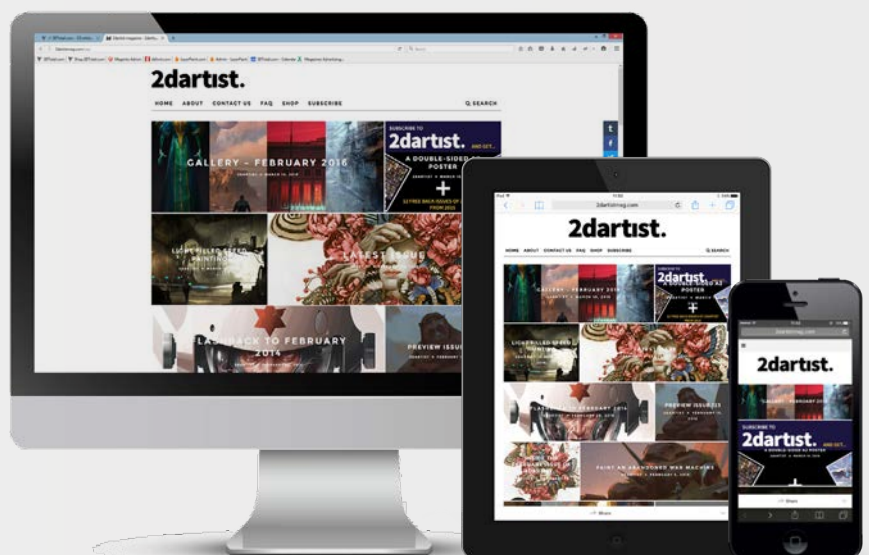
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The Artist



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

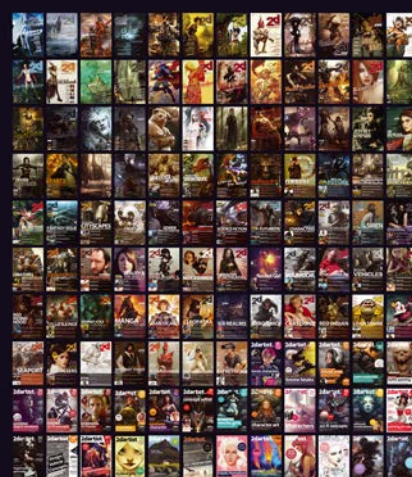
We speak to British illustrator, Joel Kilpatrick, about his inspirations and keeping motivated ▶





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Pablo Carpio.



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“Contemplated signing up for so long. Don't know why I waited before signing up as this magazine offers an incredible insight to the world of 2D art. Can't wait for next release.”

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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

Web: technouveau.net

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The Artist



Galan Pang
galan.artstation.com

Software Used:
Photoshop

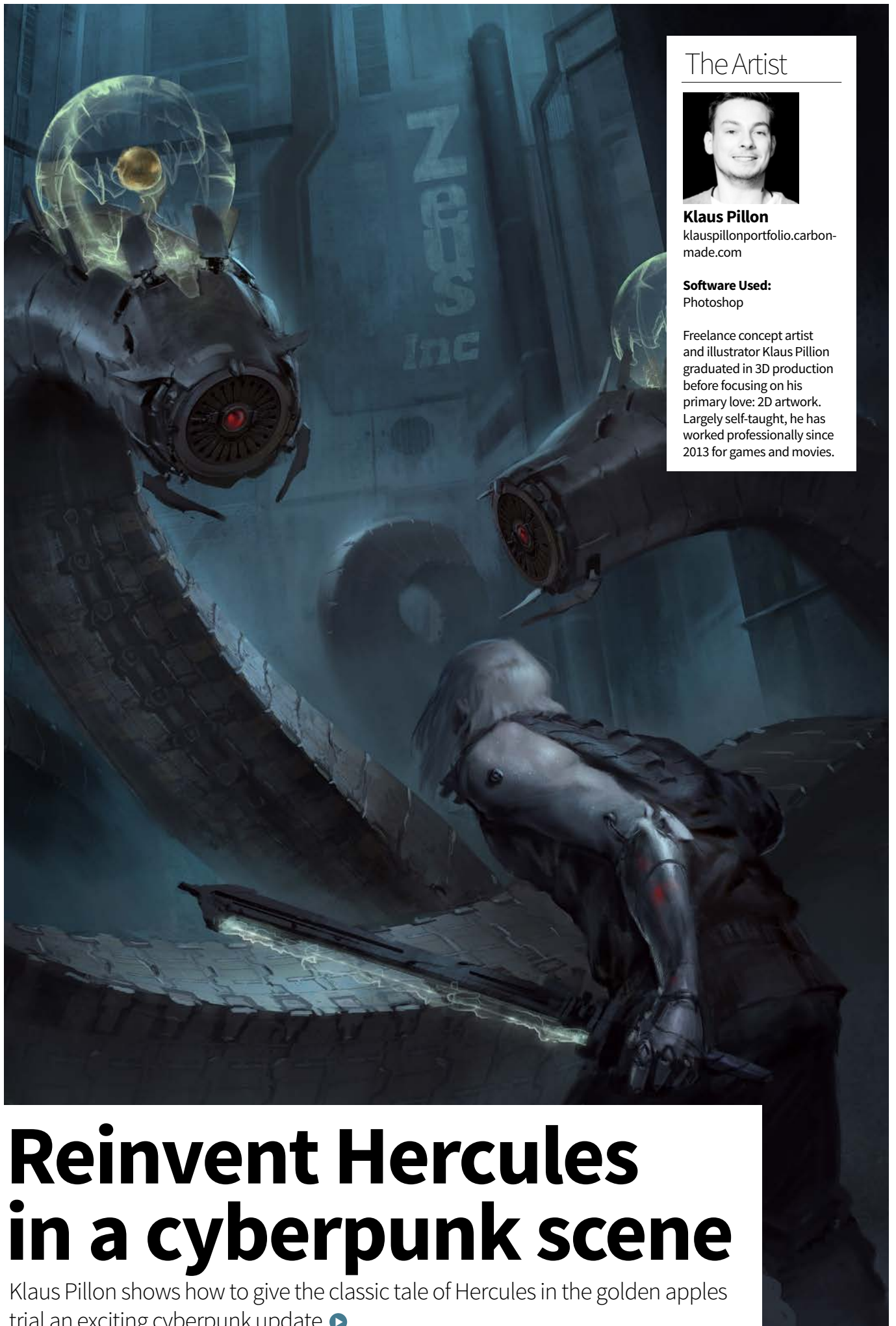
Galan Pang is currently the concept art director of a Shanghai based videogame studio. He has previously worked on various AAA console, mobile, and VR projects.



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

klauspillionportfolio.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



Zac Retz

zacretz.com

Software Used:

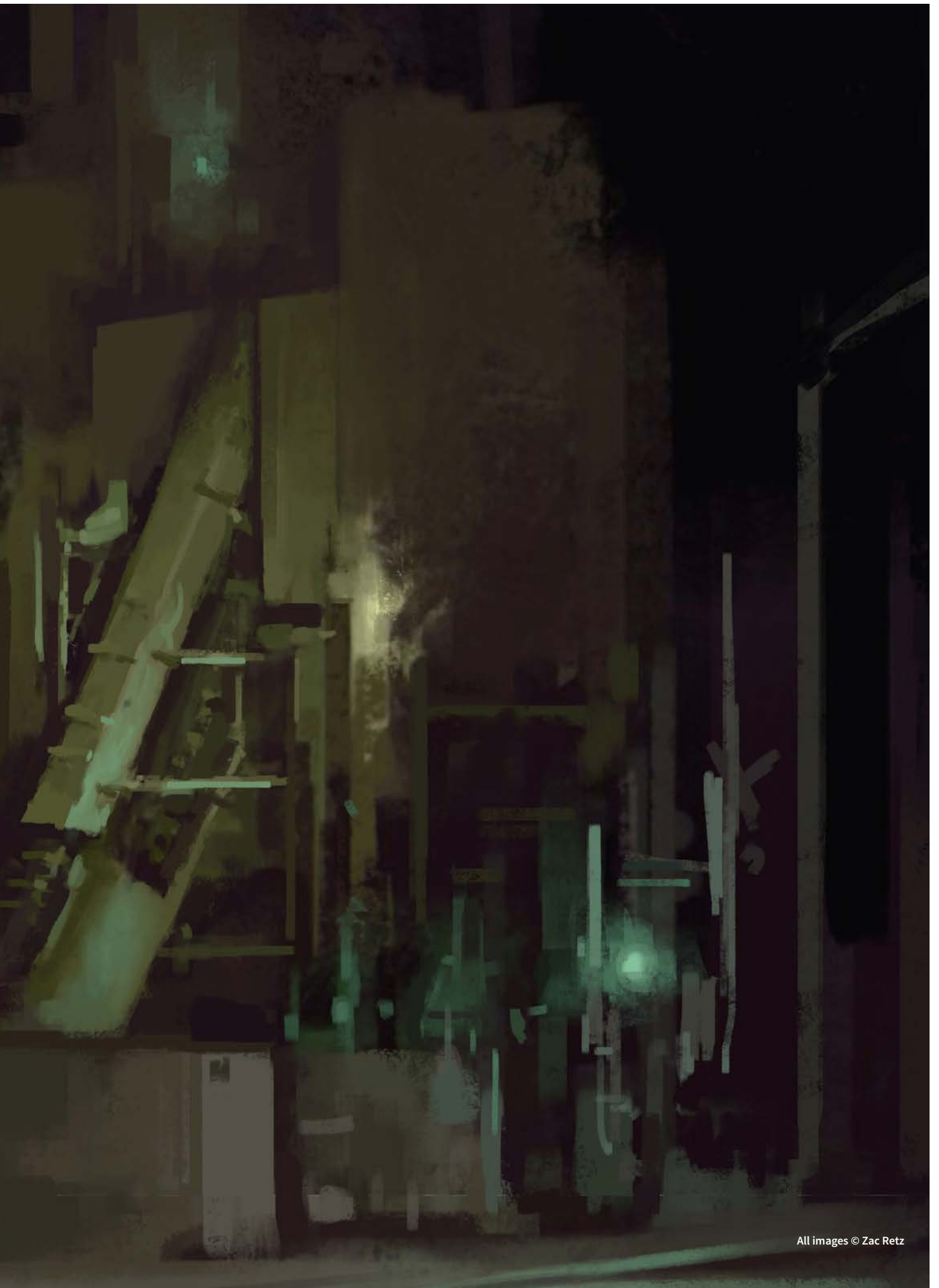
Photoshop

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 ▶







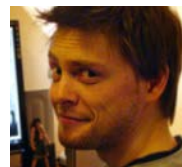
Design a sci-fi butler's costume

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

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.

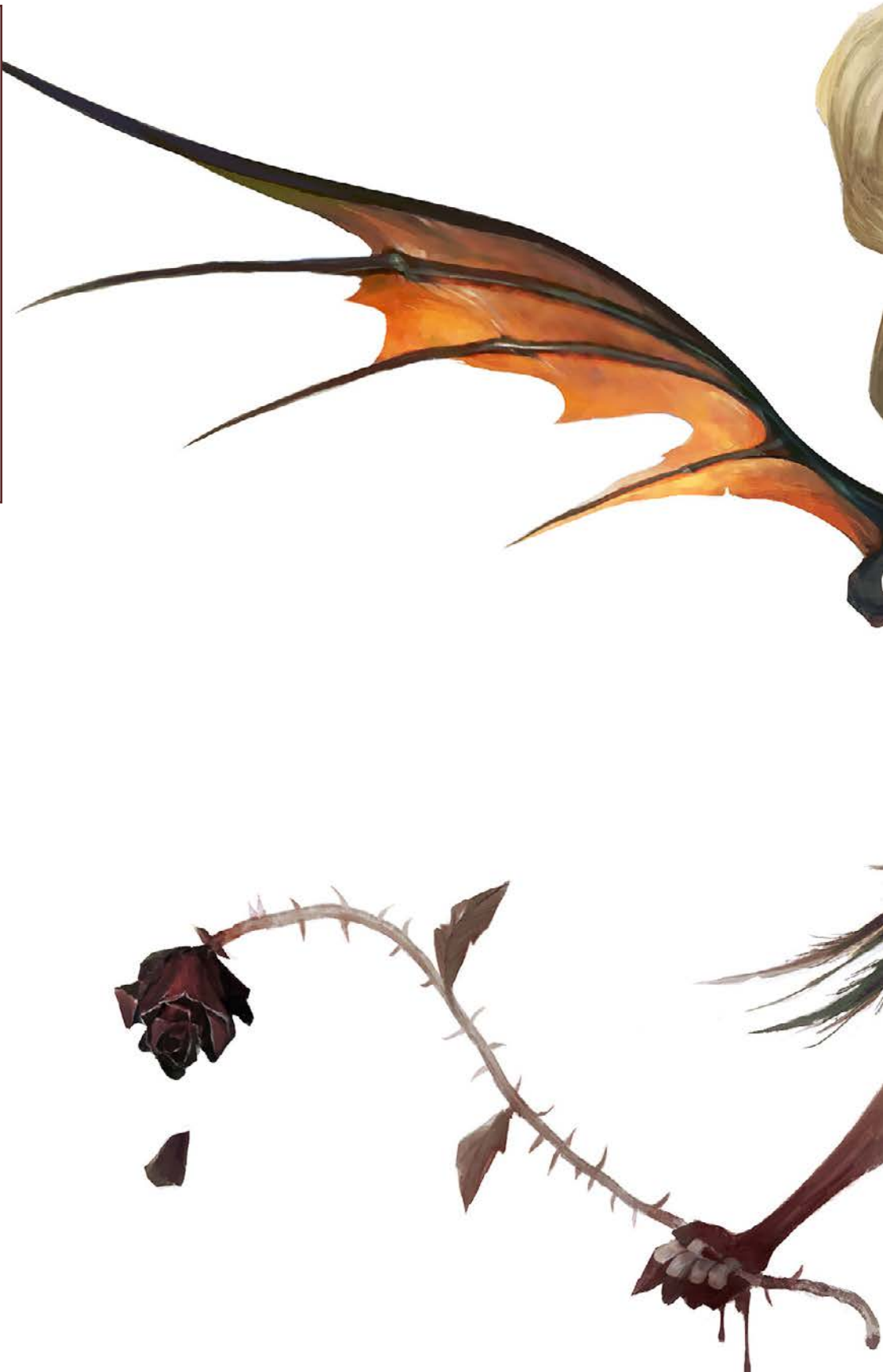
The Artist



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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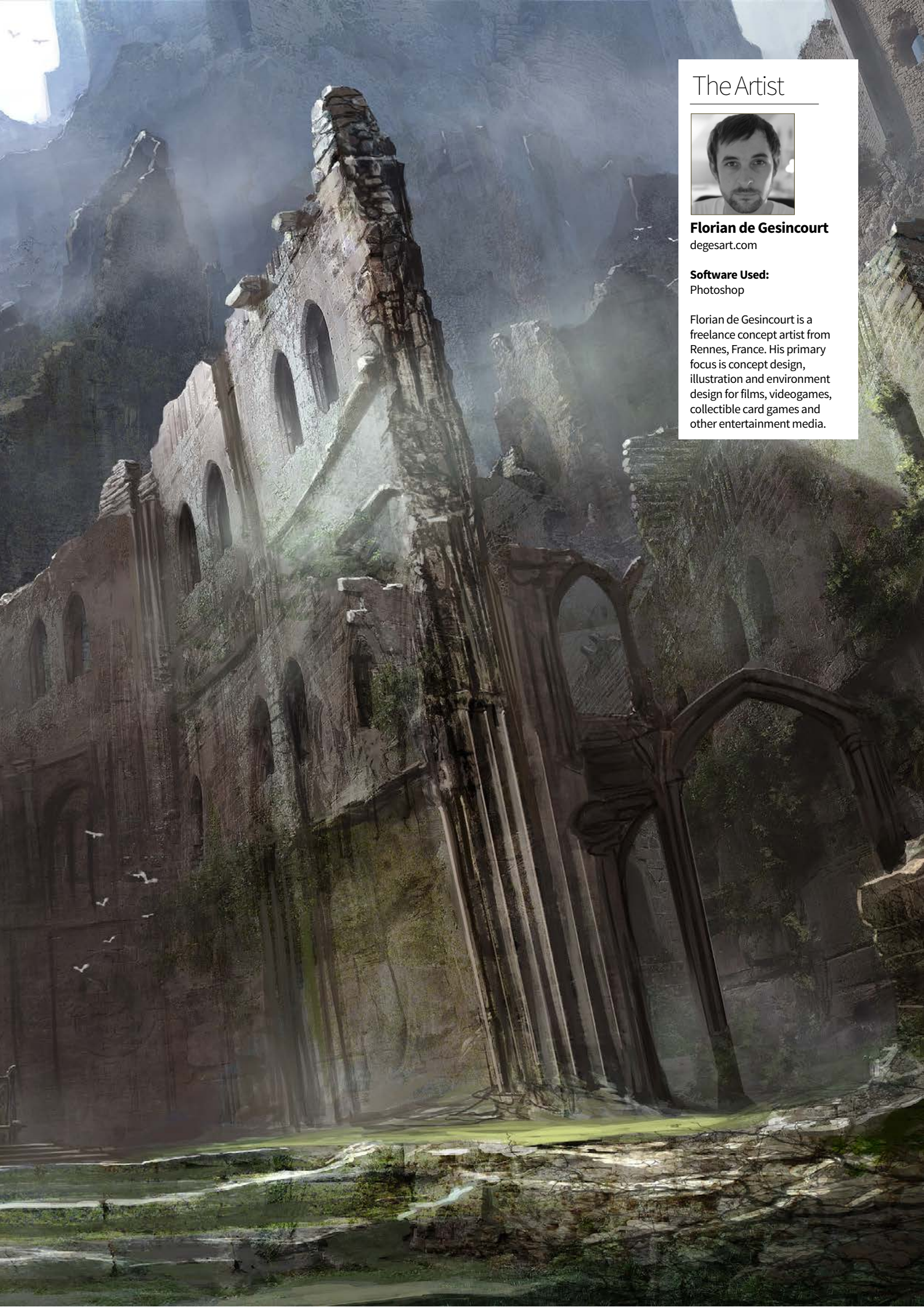
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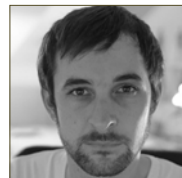
by Florian de Gesincourt

Discover how a series of elaborate digital sketches were used to refine ideas for this award winning environment ▶

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The Artist



Florian de Gesincourt
degessart.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

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AND MUCH MORE BESIDES!

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