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2dartist

132

Issue 132 | December 2016

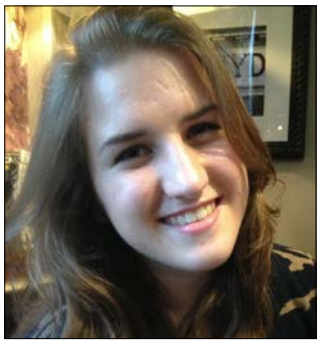
Bright energetic illustrations

Tyson Murphy showcases some of his personal and professional artwork

plus

- **Vibrant and colorful concepts**
- Dark and macabre illustrations
- **Speed paint magic effects: fire**
- Sci-fi and fantasy quick tips
- **Reinvent the return of Persephone**
- and much more!

Editor's Letter



ANNIE MOSS
Junior Editor

2dartist is now on Instagram!

Welcome to *2dartist* issue 132!

In issue 132 we discuss careers with Riot Games' principle artist Tyson Murphy, and environment artist Tim Kaminski. We also speak to illustrator Shawn Coss who shares his macabre sketches, and Tom Fox demonstrates how he harnesses the power of Photoshop when sketching.

Also in this issue, Klaus Pillon shows how to speed paint a scene with dramatic fire effects, and comic illustrator Sykosan shows how to paint a stylized sci-fi character. You can follow Pavel Kolomeyets quick tips for painting sci-fi and fantasy themed illustration details, and learn from Zack Cy as he reinvents the Greek myth of Persephone with light effects. Plus plenty more painting tips and artistic inspiration!

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Contributors

TYSON MURPHY
Tyson Murphy studied animation and illustration at Brigham Young University, Utah, USA. He has worked at Disney Interactive and Blizzard Entertainment, and currently works as a principle artist at Riot Games.

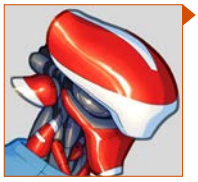
TIM KAMINSKI
Tim Kaminski is a concept artist and art director in the entertainment industry with a Masters in Illustration. He specializes in environments with a strong sense of light and color.

SHAWN COSS
Shawn Coss is based in Akron, Ohio, in the USA. He is an artist, writer, and designer for the ever popular webcomic cartoon show *Cyanide & Happiness*, and has a distinctly dark, macabre style.

TOM FOX
Tom Fox is a concept artist from Bristol, UK. Previous clients include Universal Studios and Aardman Animations. He has no formal art education, and learned mostly through books or short online courses.

KLAUS PILLON
Freelance concept artist and illustrator Klaus Pillon graduated in 3D production before focusing on his primary love: 2D artwork. Largely self-taught, he now works on games and movies.

PAVEL KOLOMEYETS
Pavel Kolomeyets is a freelance concept artist and illustrator from Pavlodar, Kazakhstan. He creates vibrant, ethereal sci-fi and fantasy artworks featuring warriors, monsters and special effects.



SYKOSAN
Sykosan is a freelance animator and illustrator based in London, UK. Sykosan has over twelve years experience working in the industry and is the founder of animation studio Animation Squad.

ZACK CY
Zack Cy is a freelance concept artist and illustrator from Penang, Malaysia. He is currently working as an art college lecturer at The One Academy in Penang, and reimagines the story of Persephone.

PEI ZHANG
Pei Zhang is an illustrator at Rocket Gaming Systems, Las Vegas, USA. He has a Master's degree in Game Development and has previously worked for Tencent Games, Riot Games, Runic Games and KOEI TECMO.

BRAM 'BOCO' SELS
Bram 'Boco' Sels is a freelance illustrator and concept artist from Belgium. He has worked in the entertainment industry since 2012 for clients including Wizards Of The Coast, Ubisoft and Psyop.

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kinnor@3dtotal.com

Your Magazine.
Get the most out of it!

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

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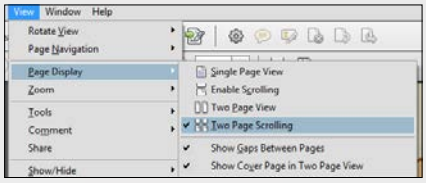

Jump to articles

In the Contents pages, we have direct links to all articles within the magazine. If a certain article catches your eye, simply click (or tap on handheld devices) on the page number within the Contents, and you will be taken straight to that article.

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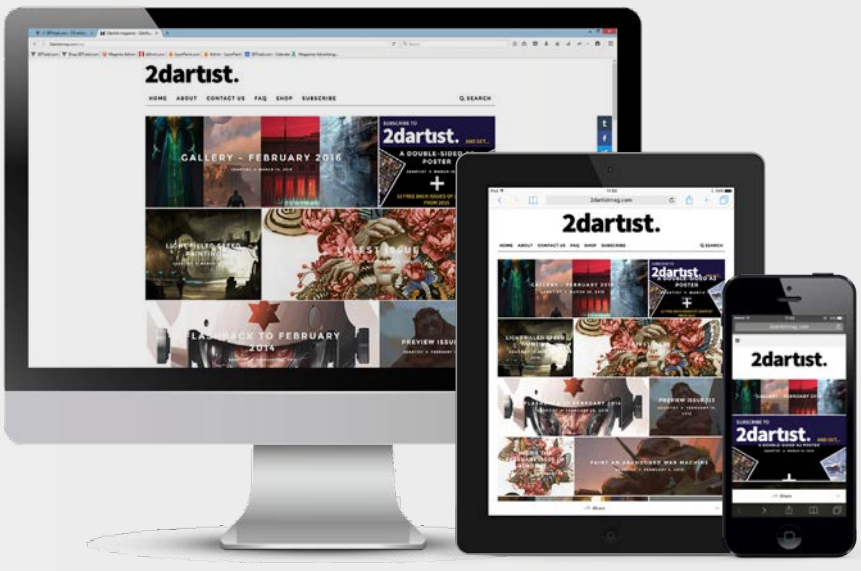

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The Artist

Tyson Murphy
artstation.com/artist/murph

Interviewed by:
Annie Moss

Tyson Murphy studied animation and illustration at Brigham Young University, Utah, USA. He has worked at *Disney Interactive* and *Blizzard Entertainment*, he currently works as a principle artist on *League of Legends*at *Riot Games*.

Bright, energetic illustrations

Principle artist at Riot Games, Tyson Murphy talks to us about keeping motivated and working on *League of Legends*

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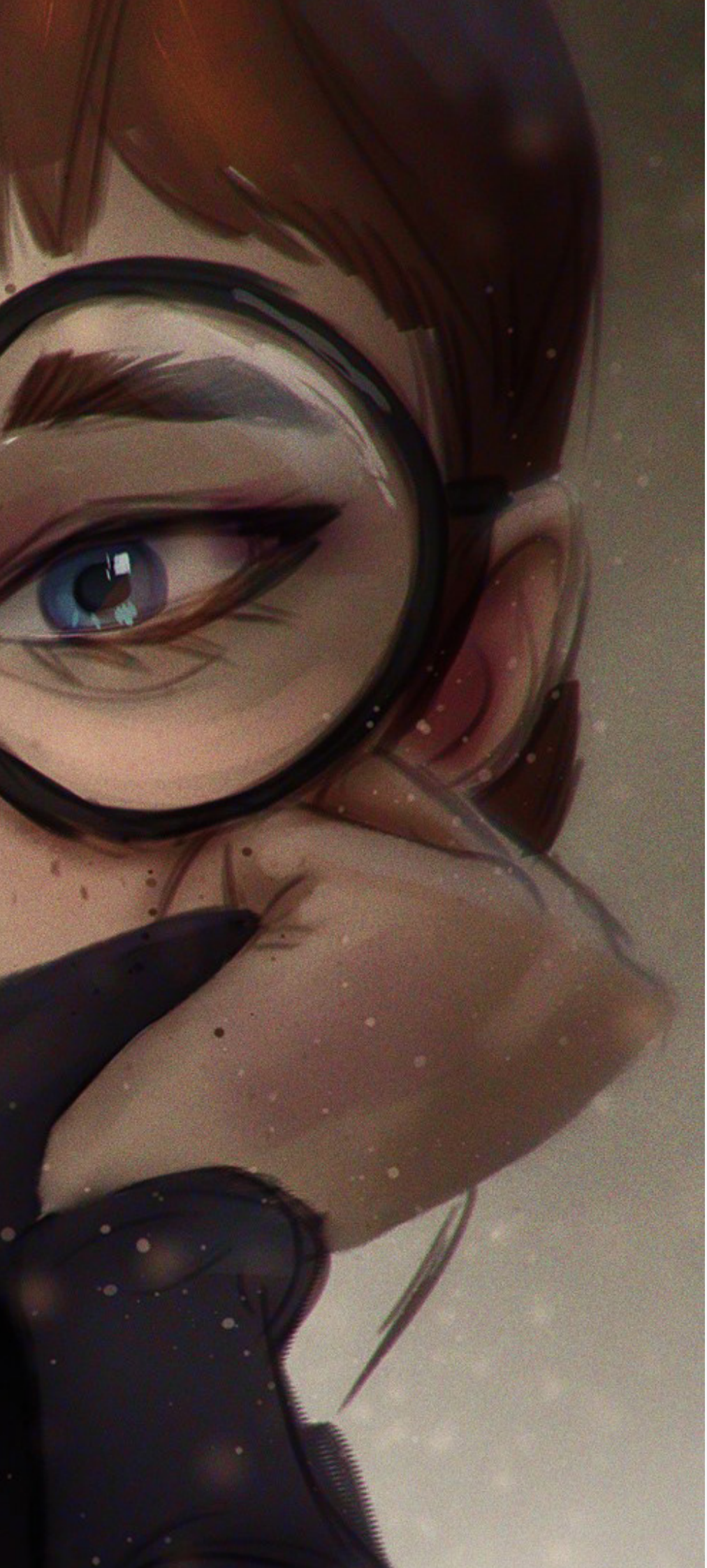

Over the past seven years Tyson Murphy has had a successful career working in the entertainment and gaming industry. So far he has contributed to some well known projects, including *Toy Story 3*, *Diablo 3*, and *World of Warcraft*. Tyson currently works for Riot Games as a principle artist on *League of Legends*. He is really passionate about his work and describes his illustrations as bright and energetic. Tyson credits the people in his life as being the biggest influences on his career and success. There is nothing he loves more than chilling out with his beautiful wife and amazing kids...

2dartist: Hi Tyson, thanks for talking to *2dartist*! Could you start by introducing yourself a bit to the readers?

Tyson Murphy: Hi everyone! I'm Tyson and I've been working in the industry for about seven years. I love games and animation, have worked in both, and have always gravitated towards a stylized approach in my own artwork. I try to focus on emotion more than anything else in my artwork. I've had some pretty good successes so far, and even more failures! I like being open and honest with people, and I also like making people laugh. I am married to my high school sweetheart and we have two amazing children.

2da: Your works have a really distinctive style, often with bright colors and energetic poses. Do you have any tips for readers who want to recreate this in their own work?

TM: The best tip I can think of is to really enjoy bright and energetic artwork; I know that sounds like a no-brainer, but I spent a LOT of time looking at distinctly stylized art over the years, only because I love it. If you don't love it and aren't consuming large amounts of it, it will never have a chance to blend into your own work. More specifically, I would say to first focus on creating interesting images with a limited color palette and reserved poses, and then continually layer on more and more.

2da: Where do you find inspiration for your work? Which other artists do you particularly admire?

TM: I've had a lot of life experiences so far, some very positive and some very negative. Both extremes are great sources for communicating with others through my art. Secondly, inspiration comes from experiencing other's lives through movies, music, art, animation, and books. There are too many visual ▶

Vibrant and colorful concepts

We speak to freelance concept artist Tim Kaminski about his colorful portfolio, and how he overcomes artist's block

The Artist

Tim Kaminski
tim.artstation.com

Interviewed by:
Annie Moss

Tim Kaminski is a concept artist and art director in the entertainment industry with a Masters in Illustration. He specializes in environments with a strong sense of light and color.

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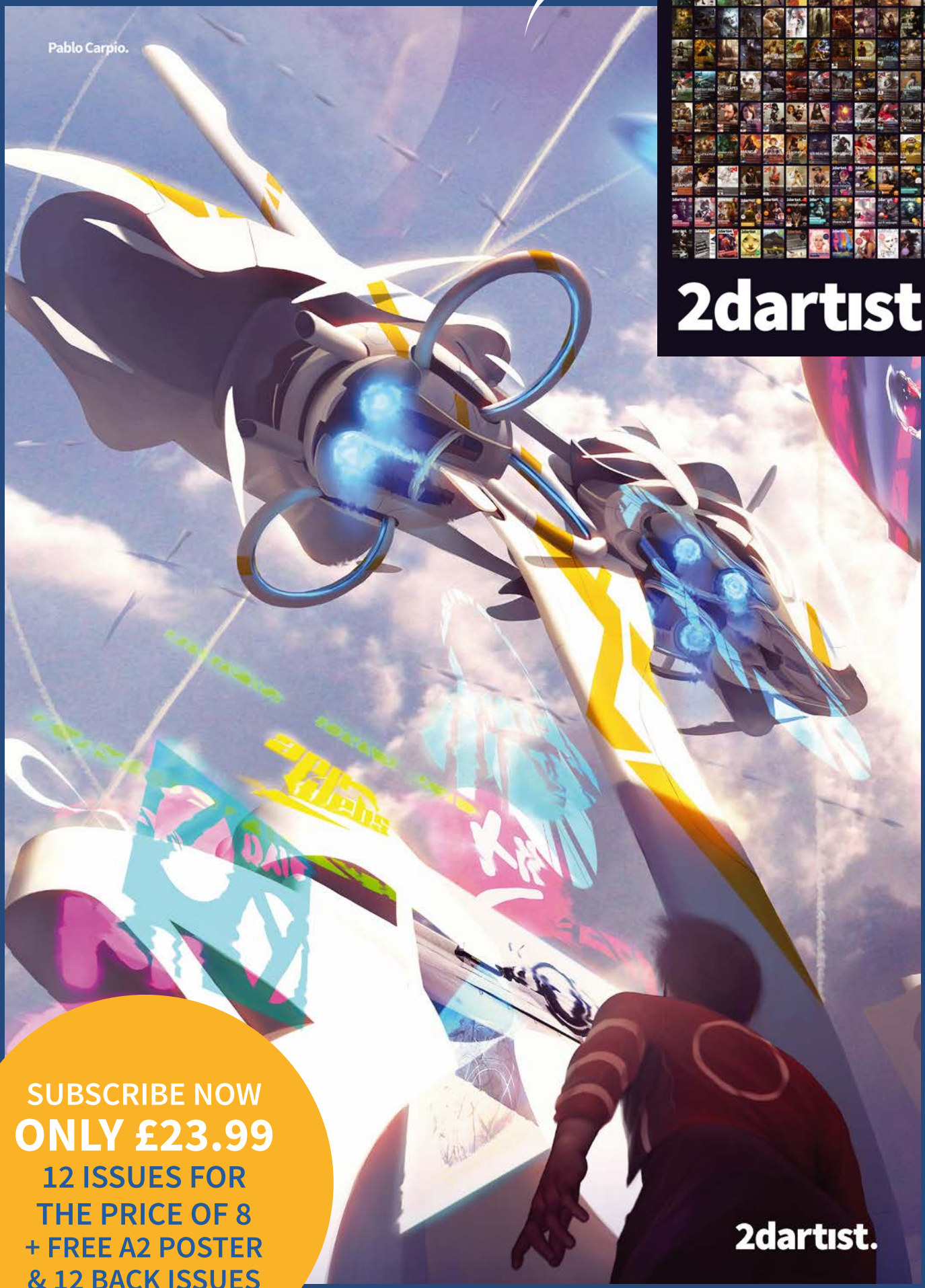
A2 POSTER | Image by Pablo Carpio



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Sketch like the masters

Learn how concept artist and master sketcher Tom Fox creates his dramatic drawings in Photoshop with this free chapter from *Masters of Sketching*

All images © Tom Fox

The Artist

Tom Fox
tomfoxart.com

Software Used:
Photoshop

Tom Fox is a concept artist from Bristol, UK. Previous clients include Universal Studios and Aardman Animations. He has no formal art education, and learned mostly through books or short online courses.

Masters of Sketching

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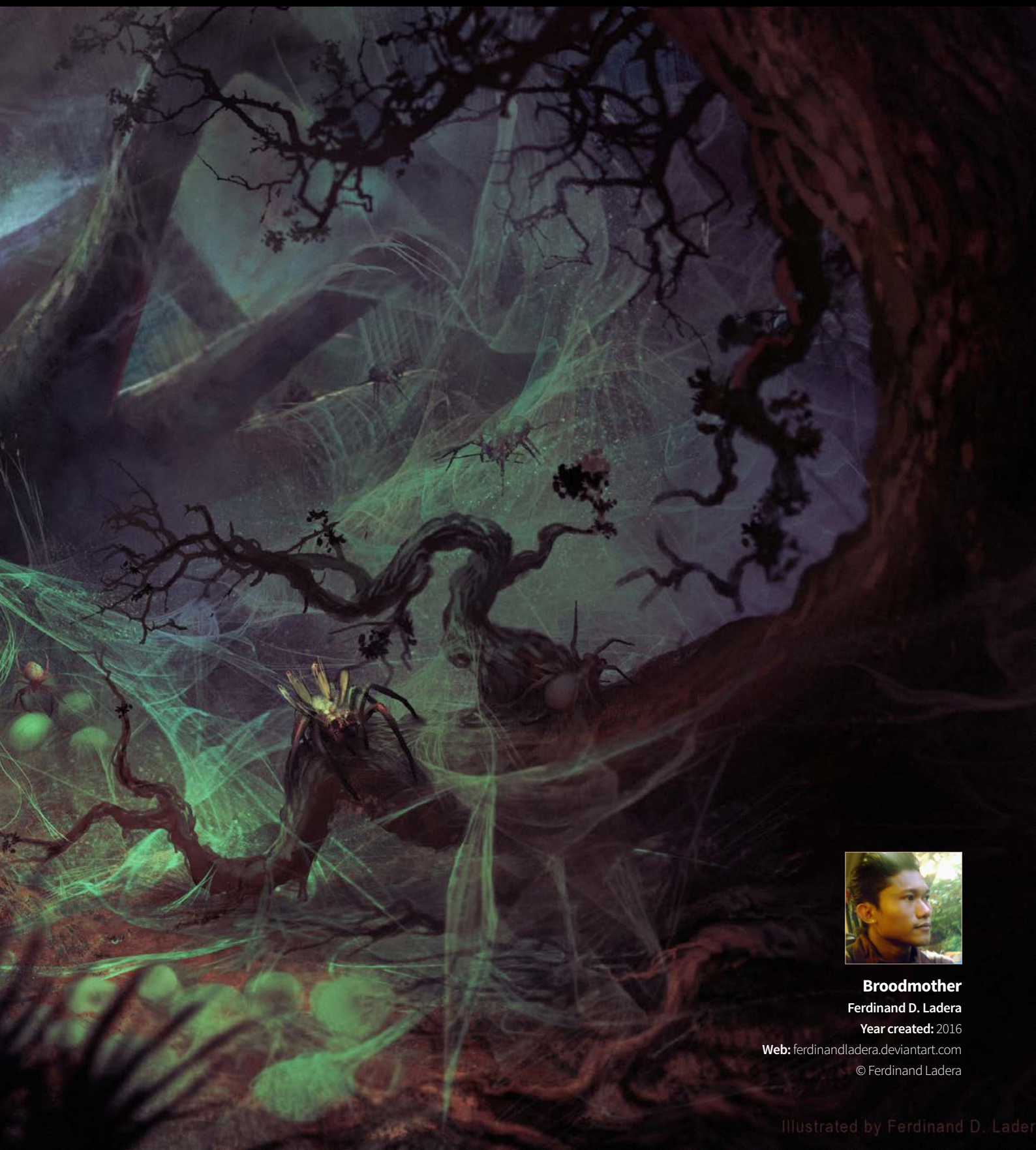
Art Gallery

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

Submit your images! Simply email **annie@3dtotal.com**



Broodmother
Ferdinand D. Ladera
Year created: 2016
Web: ferdinandladera.deviantart.com
© Ferdinand Ladera

Speed painting magic effects: fire magic

Concept artist Klaus Pillon teaches you how to use photobashing to put together a cinematic magic fantasy of a fire wielding mage

The Artist

Klaus Pillon
klauspillonportfolio.carbon-made.com

Software Used:
Photoshop

Freelance concept artist and illustrator Klaus Pillon 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.

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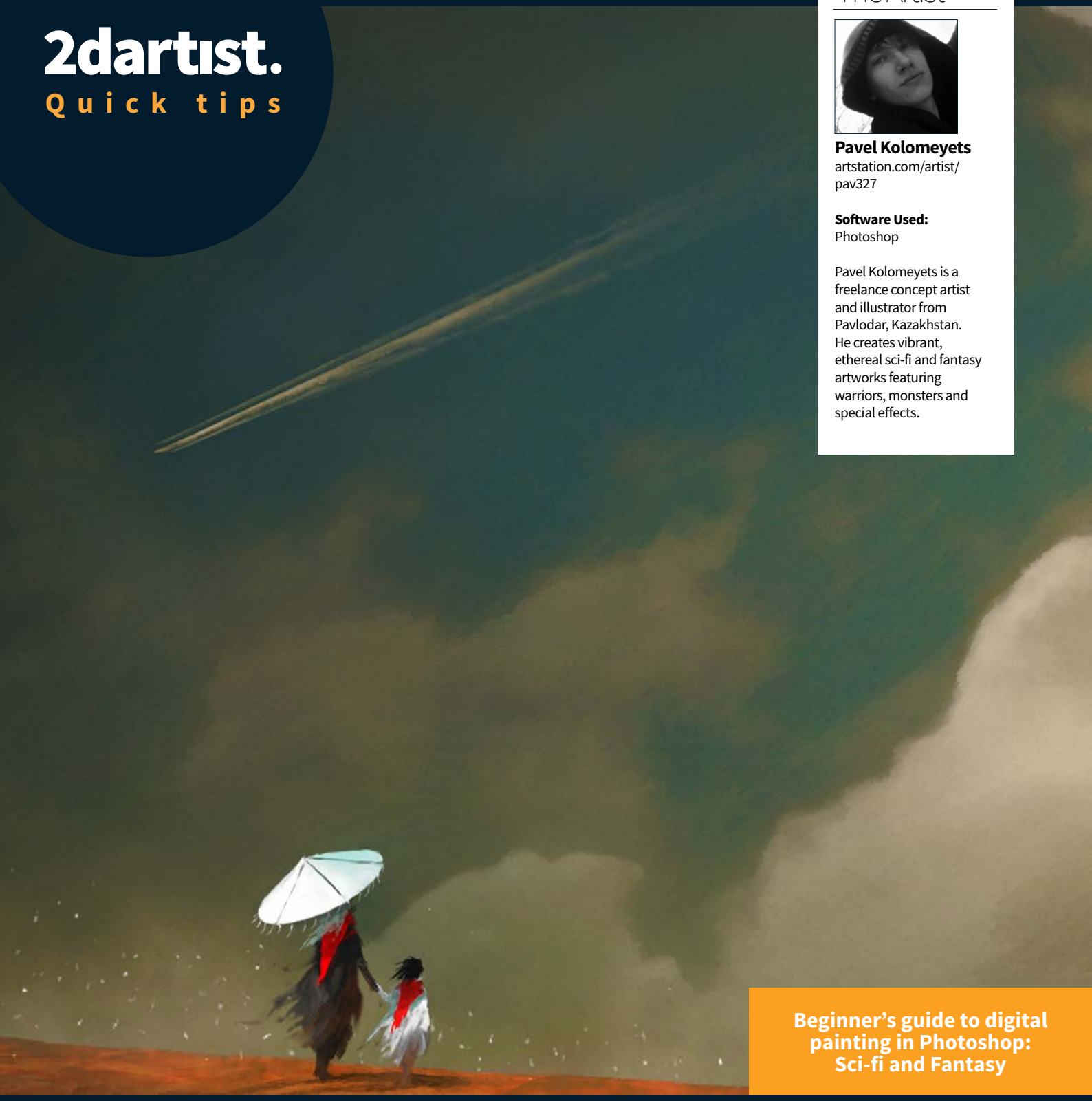
Quick tips



The Artist

Pavel Kolomeyets
artstation.com/artist/pav327

Software Used:
Photoshop

Pavel Kolomeyets is a freelance concept artist and illustrator from Pavlodar, Kazakhstan. He creates vibrant, ethereal sci-fi and fantasy artworks featuring warriors, monsters and special effects.

Beginner's guide to digital painting in Photoshop: Sci-fi and Fantasy

Sci-fi and fantasy quick tips: smoke trails

Pavel Kolomeyets shows how to quickly and easily create a smoke trail in the sky

The Artist

Sykosan
sykosan.artstation.com

Software Used:
Photoshop

Sykosan is a freelance animator and illustrator based in London, UK. Sykosan has over twelve years experience working in the industry, and is the founder of animation studio Animation Squad.

Create a dynamic comic character

Animator and illustrator Sykosan demonstrates how to design and paint a sci-fi character in this sneak peek from *Beginner's Guide to Comic Art: Characters*

The Artist

Zack Cy (Khor Chaw Yang)
artstation.com/artist/zackcy

Software Used:
Photoshop

Zack Cy is a freelance concept artist and illustrator from Penang, Malaysia. He is currently working as an art college lecturer at The One Academy in Penang.

Reinvent the return of Persephone

Zack Cy shows you how to give the Ancient Greek myth of Persephone's return from the underworld dramatic twist

Creating a sci-fi character concept

Pei Zhang shares how he creates his sci-fi character concepts in Photoshop using Alchemy thumbnails

All images © Pei Zhang

The Artist

Pei Zhang

artstation.com/artist/peiz

Software Used:
Photoshop

Pei Zhang is an illustrator at *Rocket Gaming Systems*, Las Vegas, USA. He has a Master's degree in Game Development and has previously worked for Tencent Games, Riot Games, Runic Games and as lead artist at KOEI TECMO.

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DIGITAL ART MASTER:

Serves Me Right 2013

by Bram 'Broco' Sels

See how a class to hone his traditional painting skills aided Bram Sels digital work, and taught him about his own process

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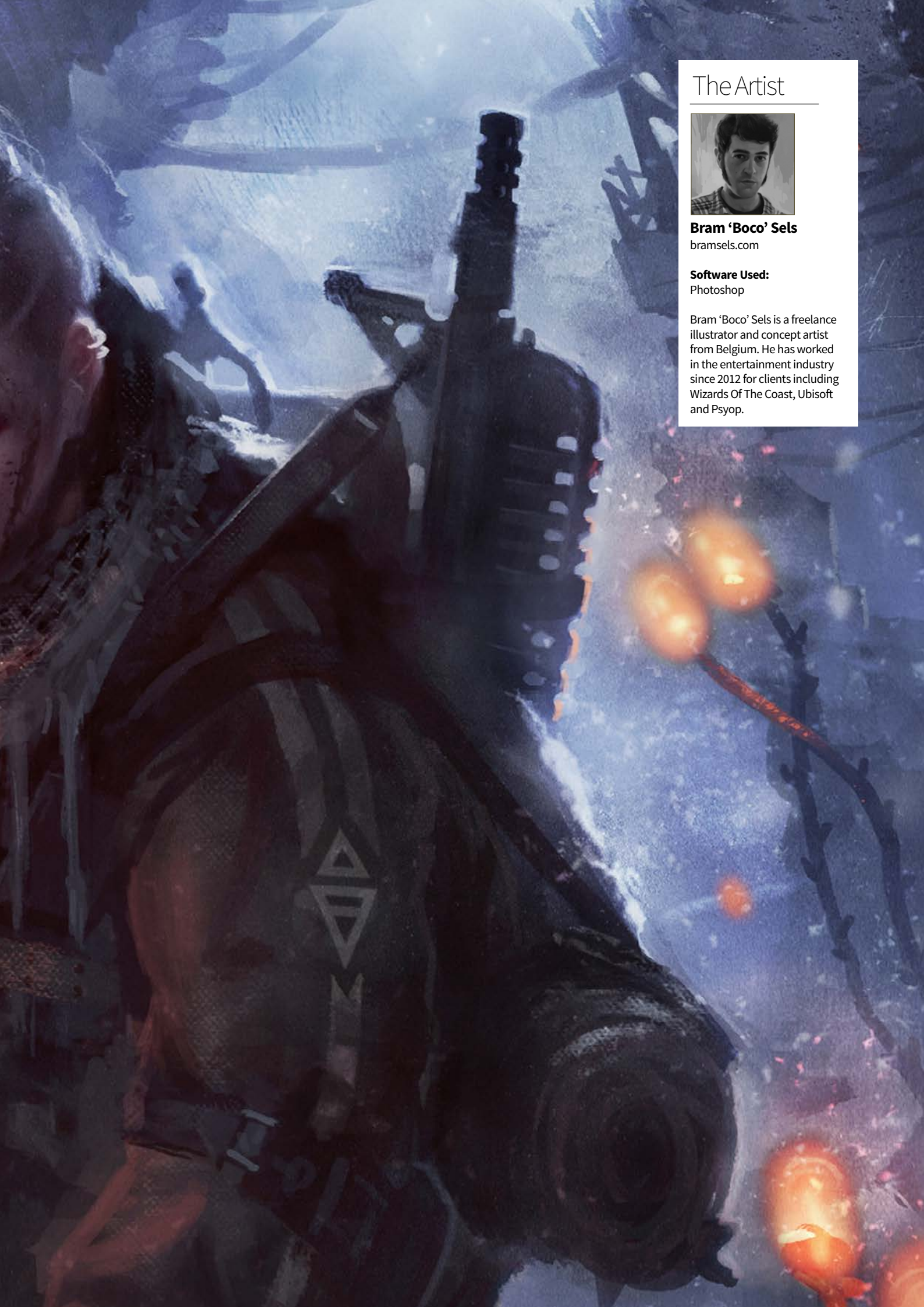

The Artist

Bram 'Boco' Sels
bramsels.com

Software Used:
Photoshop

Bram 'Boco' Sels is a freelance illustrator and concept artist from Belgium. He has worked in the entertainment industry since 2012 for clients including Wizards Of The Coast, Ubisoft and Psyop.

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Paint Theseus and the Minotaur

Practice speed painting

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