

2d Artist

Concept Art, Digital & Matte Painting Monthly Downloadable Magazine

Inspiring Advice

Top Industry Artist reveal Top Advice for Aspiring Artists inside...



Articles

Creatively Self - Employed - Good Business, Inspiring Advice for Artists



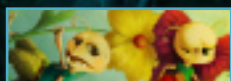
Interviews

Mike Corriero, Coro, Abrar Ajmal & Hoang Nguyen



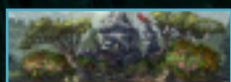
Galleries

Björn Wirtz, Simon Legrand, Tuna Ferit Hidayetoglu, Vitaly Samarin Alexius & More!



Making Of's

Emmett, Pardon Me! & Alien Priest



Tutorials

Creating a brush from scratch in Photoshop, Painting Armour Part 2 'Roman Soldier'



Editorial

Hello once again to 2D Artist Magazine. After over a year in business we have decided to push the bar a little further... We have an enormous list of great interviews, articles, making of's and tutorials ready for you this year, and we guarantee that every magazine will be as good as, if not

better than this month's issue! We hope you all had a good New Year, plus any other celebrations over the December period. Early January for us is usually a case of "back to work blues", but im rather (sadly) excited about getting back to the desk and putting together the new issues of both 3DCreative and 2D Artist mags, checking out all of the new gallery submissions and reading through all those interview answers, learning a thing or two from one of the many great tutorials we have on offer, and also (ashamedly) looking forward to ploughing through my 500+ email inbox from the festive period, to see what you guys have said about the mags and what suggestions you have all made. Hopefully I'll have the inbox cleared by late February, but keep the mails coming in anyway as we do reply to every single one of you! A big thanks to all of you for keeping us going, and also to all of our contributors, some of whom give up their time (usually around very busy schedules) to bring quality content to the masses! All the best for the New Year, Ed & the 2D Artist Team.

Editor

Ben Barnes

Assistant Editor

Warin Pismoke

Layout

Ben Barnes
Alex Price
Bobby Brown

Marketing

Lynette lee

Additional Content

Tom Greenway
Lynette Clee
Warin Pismoke
Richard Tilbury
Chris Perrins

Contents

What's in this month:

Mike Corriero

Freelance Artist

Coro

Art Director, Massiv Black Studios

Abbar Ajmal

RPG Cover & Interior Illustrator

Hoang Nguyen

Next-Gen Artist, Electronic Arts

Creatively Self - Employed

Good Business

Inspiring Advice

Advice from Industry Professionals

Galleries

10 of the Best 3D Artworks

Custom Brushes

for 3DSMax, Maya, C4D, LW & XSI

Painting Armour

Digital Painting tutorial

Emmett

Project Overview by Stephen Dillon-Malone

Pardon Me!

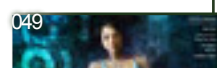
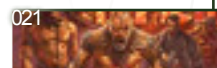
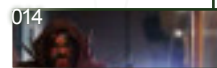
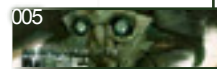
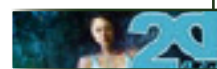
Project Overview by Y.Soner Yurtseven

Alien Priest

Project Overview by Emrah Elmasli

About us

Zoo Publishing Information & Contacts



Free Stuff!

Keep an eye out for similar symbols to this throughout the mag. Wherever you see this symbol, click it to download resources,





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

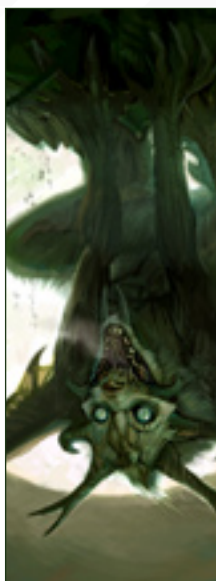
I've done lately have included pre-visual concept
sketches for Radical Entertainment, Card Game

Illustrations for Breakaway Games & assets

provided to Liquid Development.

<http://www.mikecorriero.com>

mikecorriero@gmail.com



Contributing Artists

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



Hoang Nguyen

I'm currently working

for EA and spend

most of my free time

painting. I've been in

the game industry for

over a decade and

before that I was drawing comics for Marvel,

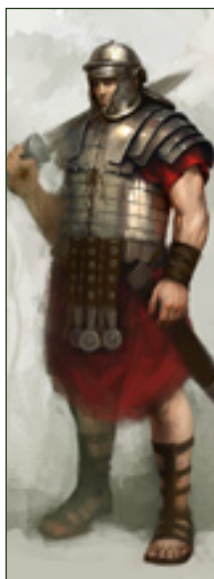
Dark Horse and DC comic. I want to integrate

my 2D artworks with the latest 3D technologies.

There is so much to learn and so little time....

www.liquidbrush.com

hoang@liquidbrush.com



Daarken

2D Illustrator/Concept

Artist. USA. I began

working in the

gaming industry

after graduating

from the Academy of

Art University, San

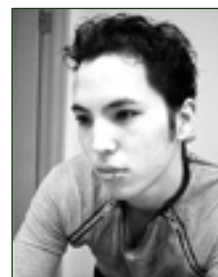
Francisco, 2004. I have worked for Wizards of

the Coast, Fantasy Flight Games, Widescreen

Games, Digital Extremes, & BreakAway Games.

<http://www.daarken.com>

daarkenart@daarken.com



Yasar Foner Yurtseven

Freelance 3d modeler

& concept artist.

Graduated from the

fine arts faculty in

Istanbul in 2004.

Worked as a concept

designer in the architecture industry for 1 year.

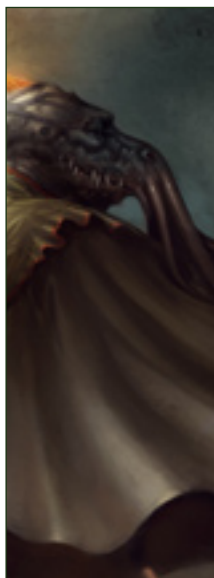
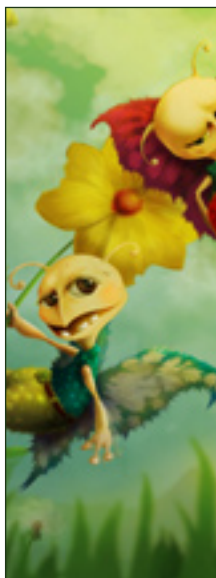
Won 3rd place at The CGSociety challenge 'The

Journey Begins'. Now working as a freelance 3d

modeler and concept artist.

www.simurgstudio.com

info@simurgstudio.com



Emrah Elmali

Concept artist / Digital

Illustrator /Freelancer.

I'm creating digital

illustrations & concept

designs since then.

I've worked with

Crystal Dynamics, Irrational Games Australia,

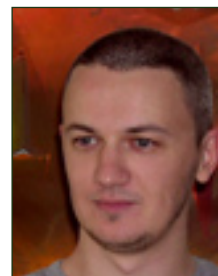
Fantasy Flight Games, Cgtoolkit & vs. remotely.

I would like to work as a Concept Artist in a

video game company someday.

www.partycule.com

emrah@partycule.com



totalTextures

v4: r2

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...

This enormously improved version of the original texture collection now contains 272 individual Materials, comprising of over 938 individual, hand crafted texture maps. Every Texture now has its own unique colour map, bump map. There is also over 50 new alpha and 100 new specular maps.

What's new?
This new collection consists of 272 materials, comprising of 938 individual maps!! (Colour, Bump, Specular and Alpha maps). We have also included 36 psd files for some of the textures, allowing you to customize some new textures of your own.

DVD Contents:
31 Creature Eyes
11 Creature Furs
2 Creature Miscellaneous
6 Creature Scales
14 Creature Skin (Body)
27 Creature Skin (Facial)
16 www.3d.sk images
16 Human Eyes
2 Human Hair
12 Human Misc (Body)
24 Human Misc (Facial)
47 Human Skin (Abnormal)
2 Human Skin (Old)
13 Human Skin (Tattoo)
34 Human Skin (Young)
15 Human Skin (Reference)



15 Collections of amazing Textures

for full information and pricing including discounts of up to 25% visit www.3dtotal.com

Existing v4 owners can get the new upgrade for only \$29 usd!



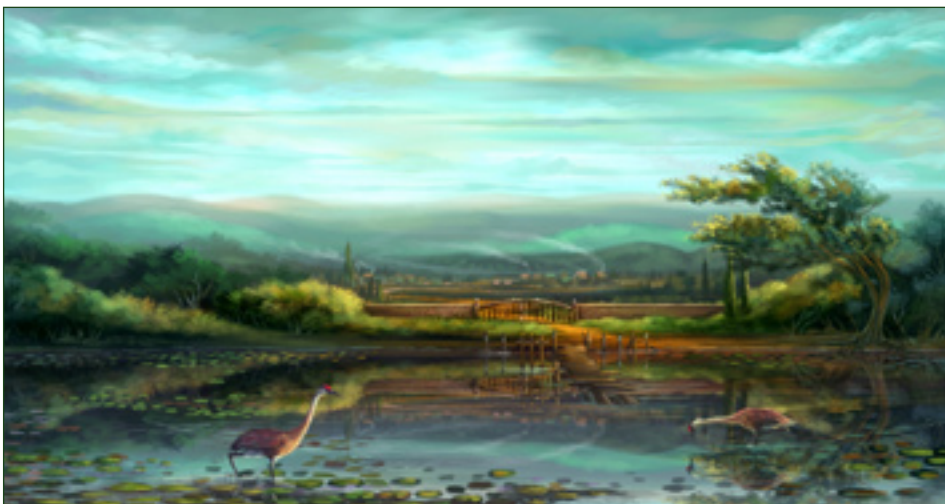
AN INTERVIEW WITH **MIKE** **CORRIERO**

Mike has been pursuing his art career since he left college. Knowing that working 9 till 5 on minimum wage wasn't what he wanted, he decided to go freelance, and has been enjoying it ever since...

MIKE CORRIERO

Could you describe your path into the realm of the freelance artist and tell us a little about what really established your position in this field?

Well, after college my first instinct was to look for a full-time job with a major entertainment studio, whether it was in the film industry or video game industry. I was finishing my senior year and wasn't quite sure where to start. So after college I figured I would have to either get a part-time job working at some local food store, or try to freelance with my own art. I'm not one to work a 9 till 5 job, or work for minimum wage, so I pushed as hard as I could to get some kind of freelance gig and to continue improving my personal work on the side. It was hard not having a website at the time, spending a lot of time on forums trying to get the word out there, promoting my work, getting my name known and meeting other artists. I think what helped get me known mostly was finding a couple of outsourcing companies that took me on as an artist that they regularly sent work to. This helped keep a steady work flow coming in and the opportunity to work on some larger projects. I was already getting a good handle on dealing with contracts, negotiations and establishing relationships with clients. A freelance artist really needs to spend just as much time promoting their work as they do actually working on art. You need to continue to post on forums, update your website, continue to learn and improve, spend time on personal art and paid work, contact open freelance positions and get to know other artists who work for companies that outsource work. The promotion end of a freelance artist and dealing with contracts and negotiations is a job unto itself.





What do you feel are the advantages and disadvantages of being freelance? Freelancing definitely has its advantages. On the plus side, you are your own boss so you set your own rates, you agree to the type of contract terms you want to agree to, you set your own schedule and don't need to ask for time off. You can accept or decline whatever kind of work interests you and you get to work with a large range of clients. On the negative side, you have to pay more in taxes and do your own tax and paper work, contracts, and negotiations. You need to spend a lot of time promoting your work, making sure you keep a steady work flow and managing a fruitful schedule so that you don't kill yourself trying to meet 5 jobs with the same deadline. The other down side is that there are times when work is scarce and your constantly competing with hundreds of other artists who are all interested in the same job and want to offer lower rates than you. So I would say that it's an equal balance between advantages and disadvantages. I personally like the freedom that a freelance position allows, which is why it appeals to me for the mean time.

You appear to have a large number of creatures in your portfolio. Are they a particular favourite among the subject matter you choose to illustrate? Creatures are definitely a favourite subject matter of mine. As a kid, my first love of art was always about the concept of creature design, with the main attraction coming from movies such as 'Labyrinth', 'Jurassic Park', 'Legend', 'Willow' and 'Star Wars', plus a handful of other sci-fi and fantasy films. I felt like, if I could grow-up and get paid to create creatures for a living, then that was what I would do.

What are some of your favourite creature designs that you have come across, whether in film or book form ?

I have a large list but I'll try and keep it to the top few designs which really spark my interest. Some of the creature designs date back to my childhood, as well as the new cutting-edge digital effects being done today. I would have to say 'Predator' is one, especially the scene where you first get a chance to see his face, when all the weapons are dropped and it's a one-on-one battle in the jungle. 'Star Wars' definitely has a few of my favourites, like the 'Rancor' which was an awesome sight as a child. The 'Tauntaun' was also a childhood favourite, which is the two-legged mountable snow beast used by the rebel force on the planet Hoth. I'm just going to list a bunch of others, starting with the creature from the movie 'The Relic', the Balrog from 'Lord of the Rings', the little creature called "Fuzzball" in 'Captain Eo', 'Aliens' face huggers and the adult 'Alien' designs, the Fell Beast in 'Lord of the Rings', the Scorpio-Pede in Peter Jackson's 'King Kong', and the Gryphons from 'The Lion the Witch and the Wardrobe'.



Your resume details a variety of different jobs, from games companies to CD cover art. Which have been your favourite commissions and why?

Some of my favourite types of jobs I've worked on recently are those that involve environment and creature design for isometric style strategy games for the computer. The reason is that, because strategy games are much more involved and probably sell more than most other types of games, I was able to watch the designs go from concept to model to animation, and provide a little advice on the CG designs and animated movements. I have been getting more interested in illustration work as well, trying to push towards some magazine and book covers because it pays better, and getting work printed that will be seen on shelves is always very rewarding.



Do you play any computer games at all and, if so, which are the ones you like above all else?

I don't get chance to play too many games but I try to find the time considering it's kind of imperative to concept design. To know what modellers are capable of you need to play up-to-date games. Most recently I've been playing 'The Battle for Middle Earth' which I think has great environment and camp designs, and creature animations like the Oliphaunts, Trolls, Fell Beast and Balrog work is great. I still enjoy classics too, such as 'Starcraft', 'Warcraft' and 'Diablo'. Strategy games involving fantasy themes appeal to me the most when it comes to PC gaming. I try not to get too caught up in that though because those sort of games can really eat away at your time and that's not good for a freelance artist when time is money.

Do you usually start your digital works on paper and sketch out the designs first?

I will almost always sketch my designs out in pencil first and scan that in before I begin painting digitally. I feel it's nice to have a hard copy of the sketch and, even though I'm comfortable working digitally in the sketch phase, I just prefer using pencil. The only time I'll work





digitally 100% is when creating orthos or work where I know a lot of changes will need to be made to the initial concept.

What type of references and subjects, if any, help inform your work and inspire your creative process?

As an artist, I just observe the world around me, wherever I go. I know that probably sounds clichéd but it really is something I constantly do. I might just be sitting in a car, or walking, and I will observe how light is affecting

structures, or how smoke is bellowing out of factory stacks and the way the sky's colour changes throughout the day. I do keep on hand a book of animals because, being especially fond of creature design, I like to go with a more naturalistic approach with my concepts. Studying animal and human anatomy is a must for any artist. When I work in the initial sketch phase I do not use any references in order to try and maintain as much of my own style and design style as possible, before resorting to photo references. If I really feel like I lack the knowledge or information to understand a subject, such as industrial design, I will find a bunch of online photos or images in magazines to help, but I try not to let that take control of the concept nor make me a slave to the reference.

You mention the importance of studying human anatomy. Do you practice much life drawing at all, or do you rely mainly on your knowledge and references when you are drawing characters?

I don't have access to life drawing classes, which are very important, so I try to shoot as references of friends and family, and myself when no one else is available. If that doesn't work, I'll find the best reference possible



online and use a combination of custom photo reference and the online photos. Other than using reference for a particular design, I study anatomy with the use of books and online websites.

Which artists do you admire and why?


I admire artists that are capable of change. When I say that, I mean an artist who can, at the flick of their wrist, change their style to meet the demands of any job or subject matter. There are a few artists out there who can imitate styles with ease, create creature and character designs, matte paintings, CG models, storyboards, cover illustrations, texture work, and fine art. Those are the kind of artists I admire. A couple of artists who really inspire me as far as style and career are concerned, are Ryan Church and Erik Tiemens, Jon

Foster, Aleks Briclot, Keith Parkinson, Michael Whelan, Tony Diterlizzi, Jeff Easley, Brom, and Craig Mullins. A lot of those traditional painters influenced my work as a kid, and some of them have influenced me more recently in my career concerning digital painting.

On the topic of traditional art, how did you find the switch from traditional painting/drawing techniques to working digitally, and what do you see as the main pitfalls of the digital medium by comparison?

My first experiences with digital painting were back when I didn't have a Wacom tablet, so it wasn't quite as smooth as it is now, but I got by OK. Of course now, with the pressure sensitivity and brush control options that Photoshop CS offers, and Painter, it's a whole new story. It's much easier to control colours digitally, than it





is using traditional mediums, because of the amount of freedom and multiple layer abilities. Some down-falls of the digital medium come into play when working at larger scales, since you can't look at the entire image at it's full scale without zooming out. It's also not as easy to produce a natural paint effect using digital programs unless you put a lot of effort into using

custom brushes, textures and/or space consuming programs, like Painter. Painter works great for producing a traditional effect, but it really eats away at my computer when working at the 300 resolution scale.

Are there any specific types of projects you would like to contribute towards in the future ?
My main goal when I was younger, which is still my main goal now, was to work for a major film studio. I want to work for companies that have a great interest in creating the unimaginable, the strange, the eerie, the adventurous and unique stories and worlds. I would love the opportunity to work closely on film projects designing creatures and environments and watching them come to life on the big screen. I enjoy game design but, ever since I was a kid, film design has been my main aim.

Mike Corriero

For more work by this artist please visit:

www.mikecorriero.com

Or contact them:

mikecorriero@gmail.com

Interviewed By:

Rich Tilbury

Mike also takes us through the process of creating custom brushes in the Tutorial section of this magazine...

BOXX

Balance of Power

Streamline your DI pipeline
with the 3DBOXX™ RTX Series.

The ideal combination of processing power
and storage bandwidth for the Digital
Intermediate process.

Sixteen cores.

Work on HD, 2k and 4k frames with ease
Up to 15 hard drives - 1GB/s storage bandwidth

Next-Generation AMD Opteron™ processors with DDR2 memory
extend the industry-leading performance trajectory established by
Dual-Core AMD Opteron™ processors, while offering a seamless
upgrade path to Quad-Core performance and leading-edge
solutions to help run your business applications.

Next-Generation AMD Opteron™ processors with Direct
Connect Architecture and high-bandwidth DDR2 memory
offer great performance for floating-point applications and
enhance our performance-per-watt capabilities for even
cooler, more silent operation.



BOXX® Technologies, Inc.
1.877.877.BOXX
sales@boxxtech.com

We know VFX. And it shows.

www.boxxtech.com

Image courtesy of Olivier Derouiteau, <http://olive2d.free.fr>



Justin Kaufman, aka Coro started out dodging around the streets of El Paso with a can of spray-paint in one hand, we caught up with the now art director of Massive Black in San Francisco to find out about his journey, projects and inspirations.

Graffiti saved my life. If it hadn't been for spray-paint, chances are I would not be making art for a living today.

Coro

Example Pages:



06
TOTAL PAGES



digital-tutors™



Facial Animation & Lip Sync in Maya

An in-depth guide to learning facial animation and lip sync techniques.

order today at www.digital-tutors.com

Inspired by Mythology and started at
Art college at the age of 12 years old,
Abrar talks to us about his passion
for characters and fantasy...

abrar art



The Fantasy genre allows me to do anything and go anywhere as an artist. There are no artistic boundaries.

abrar ajmal

Example Pages:



05
TOTAL PAGES



The sky is not a limit.



Vue6
A New Dawn

\$10
BUCKS

a Gun and Barrel Publication

September

Hard Boiled to the MAX

HOANG NGUYEN

"Everything can be new again, even the mundane stuff... the world is waiting to be discovered!"



MY BABY GONE BAD
a Thrilling Love Triangle
by Juno Black

Hoang currently works at Electronic Arts, working on next generation projects. A true veteran of the industry Hoang has worked on Past projects including; Tiger Woods Golf, James Bond: "From Russia with Love", & The GodFather.

THE BIG BLACK HUSH

A Bizarre Crime novel

by **Kai Devin**

ONE BILLION BULLETS

Amazing Mystery Novel

by **Thai Dagan**

...it was just too boring for me, all I wanted was to paint sci-fi and fantasy art, but they kept making me paint still-lifes and draw all these naked people - EWWW!

Hoang Nguyen



Example Pages:

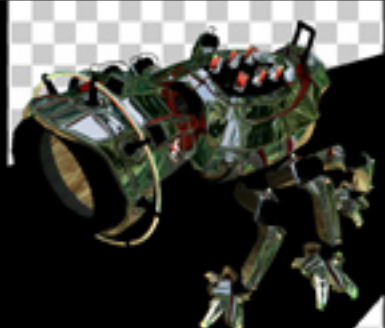


07
TOTAL PAGES

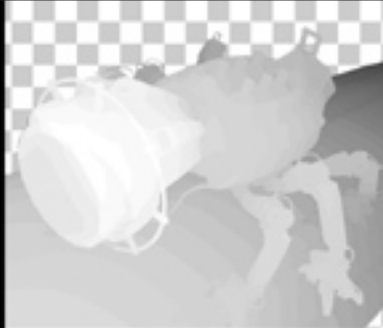




COLOR



REFLECTIONS



DEPTH



SHADOWS



THE POWER OF LAYERS



STRATA 3D CX 5.0
DESIGN AT A HIGHER POWER

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.

SEE FOR YOURSELF!



The 30-Day unlimited tryout of Strata 3D CX 5.0 is now available. Visit our website to find out what users and industry publications have been raving about.

<http://www.strata.com/cx5demo/>



Visit our website to learn about our entire line of products for designers: Strata 3D CX, Strata Live 3D, and Strata Foto 3D.

WWW.STRATA.COM

STRATA™
THE POWER OF 3D

Strata, Strata 3D CX, Strata Foto 3D, Strata Live 3D, and The Power Of 3D are trademarks of and/or licensed by Corastar Inc. All other trademarks are the property of their respective holders. Image by Thorbjørn Haarup Laursen.

Ever wanted to go freelance? Ever wondered where to start? Ever thought about how you would cope once you had taken that first step? Kristen Fischer isn't out to change the world, she just wants people to follow their creative dreams, and to know that it's OK to experience a few ups and downs along the way. That's what prompted Kristen, 28, to write her debut book "Creatively Self-Employed: How Writers and Artists Deal with Career Ups and Downs". The collection of anecdotes, from more than 65 creatives, covers everything from dealing with rejection and loneliness to marketing the "right-brained" way. For 3 months, Kristen has shared her, and others', experiences from the world of Creative Self-employment. This month: Good Business: How Creatives Can Live Off Their Talents

Creatively

Self-Employed

...many think they can get by on their creative talents alone. Not if they want to run a business. Many creatives panic when they hear that.


Creatively self-employed



Example Pages:



04
TOTAL PAGES



Pixologic

makers of ZBRUSH

Full-featured stand-alone illustration package. Sculpting, Texturing and Displacement/Normal map generation features also make it perfect for animation pipelines. More than a paint program, it's powered by a real-time 3D renderer and has intuitive organic modeling features that can reach millions of polygons. Add incredible detail to your CG work with ZBrush now!

Image by ZBrush Artist
- Steven Chen

ZBrush.com
ZBrushCentral.com





Over the last Year, 3DCreative has been asking industry professionals one important question:

"What one piece of advice would you give to an Aspiring Artist?"

With a new year and a fresh start, here are the answers...

ADVICE FOR
ASPIRING
ARTISTS

Advice? Go and get your clients!!!! You can't sit around waiting for them to come to you, at least when you are first starting out.

Advice for Aspiring Artists

Example Pages:



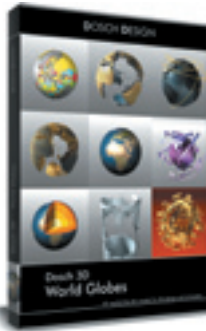
08
TOTAL PAGES



DOSCH DESIGN



Dosch 3D:
Building Interiors



Dosch 3D:
World Globes



Dosch HDRI: **Chrome
& Studio Effects V2**



Dosch Textures:
Construction Materials V2



Dosch HDRI:
Radiant Skies



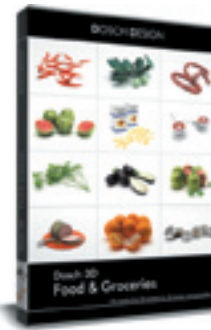
Dosch Viz-Images:
People - Urban



Dosch 3D:
Job Poses



Dosch 3D:
Cranes



Dosch 3D:
Food & Groceries



Dosch 3D: **Passenger
Transportation**



Dosch 3D:
Modern Furniture



Dosch 3D:
Humans V2



Dosch 3D:
Surrounding Skies V2



Dosch 3D:
Kitchen Designs



Dosch 3D:
Antique Furniture



Dosch 3D:
Cars 2006



Dosch Viz-Images:
People - Casual



Dosch 3D:
Lo-Poly People



Dosch 3D:
Car Details



Dosch 3D:
Buildings V2

Completely textured 3D-models and scenes of the **>Dosch 3D** and **>Dosch CAD** productlines are supplemented by the seamlessly tileable surface materials of **>Dosch Textures**.

High Dynamic Range Images **>Dosch HDRI** allow you to incorporate the complex lighting of a real scene in your 3D-scenes. Perfect shadow casting and reflections will create a new dimension of realism in your renderings.

The 2-D objects of **>Dosch Viz-Images** support you by creating professional architectural visualizations.

The royalty-free images of **>Dosch Layer FX** unlock a new realm of creative freedom - and therefore substantial time and cost savings. Illustrations, cover pictures, advertising, annual reports, event artwork: the **DOSCH DESIGN** products offer a comprehensive collection of design templates.

10 Images from Around the World.

This month Featuring :

Björn Wirtz

Simon Legrand

Tuna Ferit Hidayetoglu

Vitaly Samarin Alexius

Peter Chan

Olga Antonenko

Choi, Tae Young

David Revoy

John Wu

christophe vacher

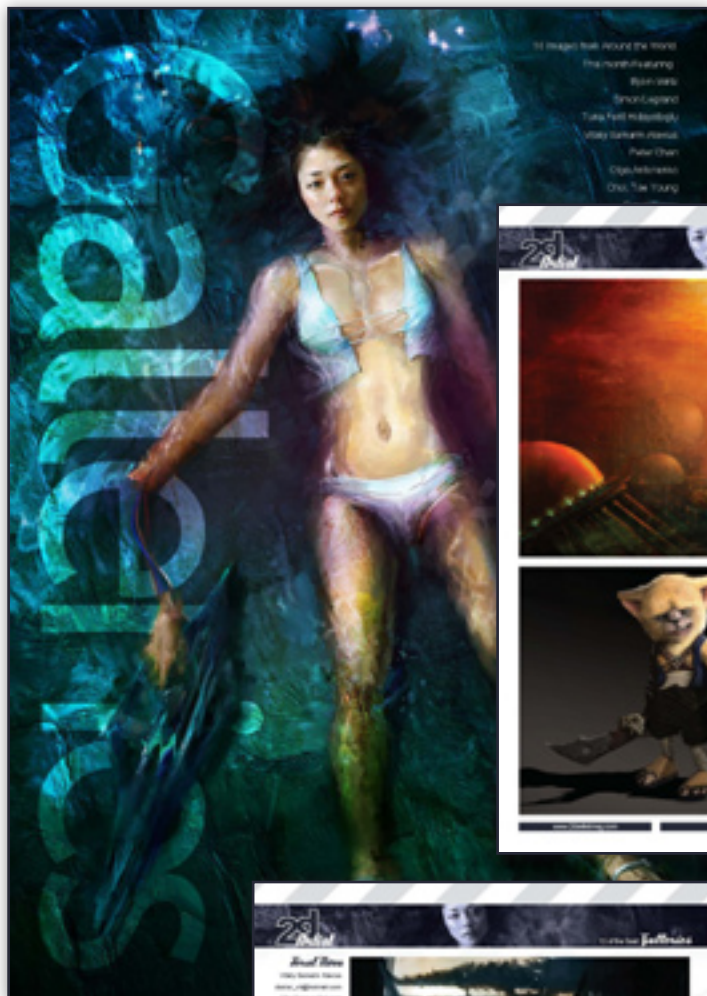


Featuring:

Björn Wirtz, Simon Legrand,
Tuna Ferit Hidayetoglu, Vitaly Samarin Alexius,
Peter Chan, Olga Antonenko, Choi Tae Young,
David Revoy, Gracjana Zielinska (a.k.a .
vinegar) and John Wu.

Galleries

Example Pages:



08
TOTAL PAGES

Quantum Dreams

THE ART OF STEPHAN MARTINIERE



3DCreative have teamed up with 3dtotal.com and design studio press to give you a preview of some fantastic books on offer.

This Month; Quantum Dreams.

“There’s something almost uncanny in seeing things you’ve imagined, and only described in words, depicted. It’s even more unsettling to see them depicted more clearly and vividly and accurately than you imagined them. Stephan Martiniere’s covers for my books have that effect on me. They look as if he has taken a camera and a sketchbook to these very worlds, and has seen more of them than I did. We should all be grateful for Martiniere’s mind’s eye.”

– Ken MacLeod , author, The Cassini Division and the trilogy, The Engines of Light

“Stephan isn’t just a stunning illustrator, he is truly a designer, with a great sense of harmony and style. He can create extremely organic objects or creatures as well as the most stylistic architecture of today and tomorrow.”

– Patrick Tatopoulos production designer, I, Robot, Dark City, Independence Day

“I find the uniqueness of his vision and confidence of his presentation endlessly fascinating and inspiring. We are fortunate that Stephan’s skills allow us to experience his fantastic imagination and all of his worlds.”

– Ryan Church, concept design supervisor, Star Wars III

QUANTUM DREAMS: The Art of Stephan Martiniere, is a collection of his sci-fi book cover paintings, video game designs and personal art. Stephan takes others’ descriptions of faraway, imaginary realms...and makes them real. Stephan’s career has taken him from France to Japan to California, where he has worked in the fields of animation, concept art, theme park motion ride design, video games and book cover art. He helped design the worlds of I, Robot and Star Wars Episodes II and III , and with his book covers makes fantasy worlds come to life with a single image. QUANTUM DREAMS contains 130 illustrations, including supporting sketches and early versions of finished pieces, with descriptions that give you an inside look into Stephan’s creativity and process.

Product Details

Paperback: 80 pages

Dimensions: 9 x 12 inches

Illustrated: 130 illustrations

Publisher: Design Studio Press

ISBN: 0-9726676-7-9



You can purchase this book and others...

From 3DTotal.com/books now and receive great discounts for purchasing 2 books or more!

designstudio|PRESS



HOSTILE TAKEOVER

book cover | written by Sandra Schwartz

The request from the art director was simple and straightforward; "babe in space with a big gun." I had done the Polyhedron Magazine cover a year before, depicting a pilot babe with mecha robots, so I wanted to do something different. I chose orange as an overall color simply because I hadn't done a lot of paintings in that color palette. It also happened that Jupiter was the location of the story. It was a perfect choice. The painting of the character uses a lot of a technique I refer to as "scratching," juxtaposing different colored layers and using the eraser to scratch/uncover the layers underneath. I find the technique very direct and gestural.



Custom Brushes

This is the first in a series of 3 variations on how to go about creating custom brushes in Photoshop CS2.

This first process is done using photoshops default brushes and the brush options which can give you any effect your looking for if you know how the settings work.



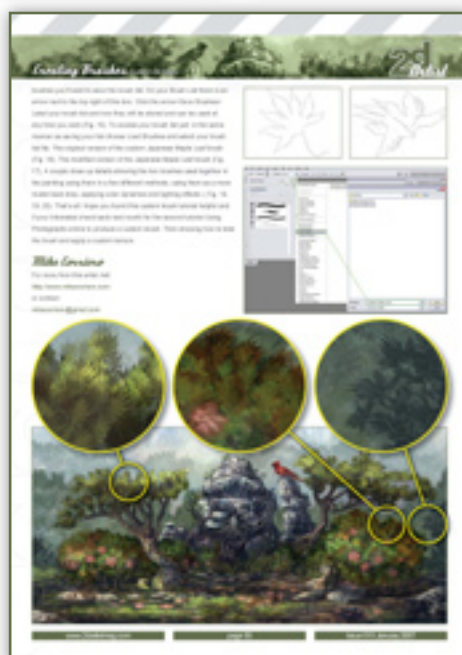
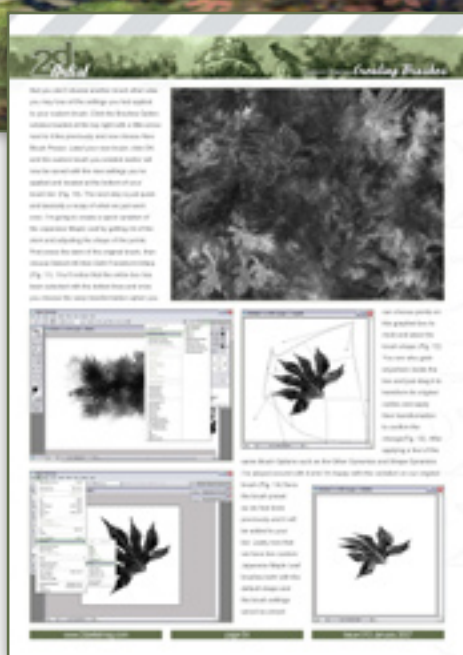
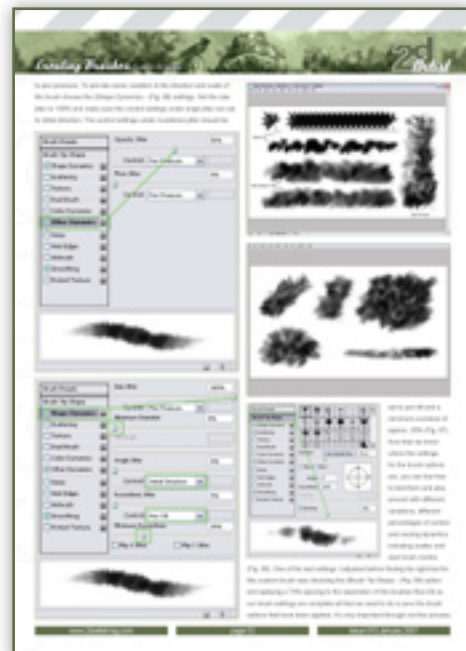
Using Photoshop CS2 learn how to create the perfect set of custom brushes for your needs.

Custom Brushes

Example Pages:



05
TOTAL PAGES



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

zoo PUBLISHING

Issue017 January 2007 \$4 / €3.25 / £2.25

07 HEAVEN

New year, new look and a new line up of the best interviews,
articles, tutorials and making of's!



ARTICLES

Making 'Those chairs', Flushed Away & Top Advice for Aspiring Artists!



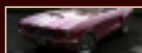
INTERVIEWS

Bingo Studio & Michael van den Bosch



GALLERIES

Anna Celarek, Tiziano Fioriti, Piotrek Gruszka, Arnaud Servouze & More!



MAKING OF'S

Revolution by ZhangYang & Ford Mustang by Zdenek Urbánek



TUTORIALS

New 6 part Series for 5 packages : Tuc Tuc & Posing & Rigging with a 3D Max Biped

visit **www.3dcreativemag.com**

to download the free 'lite' issue, the full issue, subscription
offers and to purchase back issues.

zoo
PUBLISHING





ROMAN SOLDIER

DIGITAL PAINTING TUTORIAL SERIES

3-part tutorial series: Painting Armour. This Month:

EUROPEAN KNIGHT – MEDIEVAL

Next Month : Issue 13 : Jan.07 : part 2 :

GREEK-ROMAN ANCIENT WORLD

ARMOUR, SPARTANS, TROJANS

Issue 14 : Feb 07 : part 3 :

ORIENTAL JAPANESE / SAMURAI

painting armour

DARREN

Part of the Digital Painting series, this one cover painting realistic armour for a roman soldier

ROMAN SOLDIER



Example Pages:



11
TOTAL PAGES



Sherbetcibot™
emrahelmasli

**SUBSCRIBE
NOW & SAVE
UP TO 25%**

on this already amazing value publication!

**12 ISSUES
FOR THE
PRICE OF 9**

Subscription \$36 save \$12 (25%)

**6 ISSUES
FOR THE
PRICE OF 5**

Subscription \$20 save \$4 (16%)

Have your 2DArtist Magazine Download
link delivered automatically to your inbox
every month...

...and have it before anyone else!

www.2dartistmag.com

Concept Art, Digital & Matte Painting Magazine
Issue008 August 2006 \$4 / €3.25 / £2.25

**2d
Artist**

image : Emrah Elmasli

Emmet

This is a digital painting of my son, Emmett, which I did mainly as a study by referencing an original photo image. This I felt would lead to a greater understanding of form, colour selection, colour blending, texturing and overall how to generally go about painting a person and cloth materials, since I am relatively new to figure painting.



I will take you through all of the steps I took to end up with the final image. As this was a learning process for me, some of my methods and techniques may not be what you seasoned 2D artists are used to

Emmett

Example Pages:



14
TOTAL PAGES



This 'Pardon me' image is a part of a series which includes bugs, creatures, micro robots etc. and also illustrations of short stories included. I found that starting from sketching to painting was enjoyable myself and would like to share the working progress steps with you all.

I hope you will enjoy this making of!

Pardon Me

I found that working from a sketch to painting was really enjoyable and I would like to share the working progress steps with you all.

Pardon Me

Example Pages:



06
TOTAL PAGES



MAKING OF ALIEN PRIEST

In this month's Making Of, you can see how Emrah created his 'Alien Priest' and learn of the importance lights can play in an image.

*If you want to create
eyecatching images, you
need to pay attention to the
harmony of light and shadow
and understanding color
theory is key to your painting.*

ALIEN PRIEST

Example Pages:



08
TOTAL PAGES

next month

artist

Interviews

Melanie Delon

JF Bruckner

Stephan Martinier

Michael van den Bosch

Articles

Sketchbook

"comic book-ish" painting style by

John "Roc" Upchurch

Tutorials

Custom Brushes

Using Photographs online to produce a
custom brush by Mike Corriero

Speed Painting

Painting Armour

Part3 Samurai by Daarken

Creating the Illusion of 3D

in Photoshop by Cristian Gonzalez

Making of's

'Amy Lee Portrait'

by Tuna Ferit Hidayetoglu

'Beautiful'

by Nasrul Hakim

Galleries

10 of the Best images

All for only \$4

go to www.2dartistmag.com for full
details and to purchase current, back
issues and 6 & 12 month subscriptions



Image by JF Bruckner



Is a Company publishing downloadable online magazines. It is based in the West Midlands in the UK. Zoo currently produces two online downloadable magazines, 3dcreative and 2dartist. Zoo's intention is to make each issue as full of great articles, images, interviews, images and tutorials as possible. If you would like more information on Zoo Publishing or It's magazines, or you have a question for our staff, please use the links below.

Contact Information

www.zoopublishing.com

www.3dcreativemag.com

www.2dartistmag.com

Editor > Ben Barnes

ben@zoopublishing.com

Assistant Editor > Warin Pismoke

warin@zoopublishing.com

Marketing > Lynette Clee

lynette@zoopublishing.com

Partners

If you have a CG Community website, and would be interested in reselling 3DCreative or 2DArtist magazine please contact Lynette Clee on the eMail address above.



The 123d

2DValley

3DExcellence

3DKingdom

3DLinks

3DM3

3DMonkeys

3DNuts

3DPalace

3DResources

3DStudio

3DTotal

3DTutorials

3DValley

Ambiguous Arts

CGArena

CGChannel

CGDirectory

CGEmpire

CGFocus

CGUnderground

Childplay Studios

Conceptart

Daz3d

Deathfall

Digital Tutors

Eje-Zeta

Epic 3DStudios

Epilogue

GFXArtist

Kurv Studios

Max-Realms

MediaWorks

PixelBoxAcademy

Rendez-vous3D

Spinquad

Subdivision

The 3DStudio

The Best 3D

Threedy

Treddi

Tutorialman

Vanishing Point

Vocanson

1DCafe