

2011 Artist

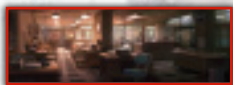
Concept Art, Digital & Matte Painting Magazine
Issue 030 June 2008 \$4.50 / €3.25 / £2.25

Jason Chan



ARTICLES

Sketchbook of Joel Carlo



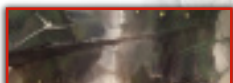
INTERVIEWS

Craig Sellars, Jason Chan & Jan Dille Christensen



GALLERIES

Michael Kutsche, John Wallin Liberto, Levente Peterffy, plus more!



MAKING OF'S

'Head Hunter' by WanKok Leong, 'Half-Octopus Thief' by Chuck Wadey, plus more!



TUTORIALS

Speed Painting by Marc Brunet & Nick Oroc, plus more!



EDITORIAL

Welcome to Issue 030 – meaning a good two and a half years’ run! We’ve had a lot of great feedback about our magazines lately, which is always encouraging for the 2DArtist team, so we’ve gone all out and aimed to please again this month with our 30th issue! First up, I had requests from our lovely readers for an interview with the fantastic Massive Black artist, Jason Chan... So I got it for you

winks! Flick to **PAGE 013** for our in-depth interview with Jason Chan and check out the plethora of images that take his signature! There’s something about his skill for painting life into a character that never fails to impress, and I’m sure you’ll all take some inspiration away from his words and works this month. I also stumbled across the talents of Craig Sellars recently and excitedly e-mailed him for an interview, and here we have it for you today! When I see a really great piece of art I “feel” it. I sit bolt upright in my chair and my heart starts to beat that little bit faster... When I first saw Craig’s work I got that thrill, and I’m sure that when you get to **PAGE 006** you’ll see exactly what I mean! You get a real sense of awe and wonderment from Craig’s images; the kind of images that just feel “epic”. Have a look for yourself and let me know if you’ve discovered any other artists’ work lately that sends shivers down your spine, and I’ll see if I can get in touch with them for 2DArtist! We take all requests seriously, so if you’ve always wanted to see something in 2DArtist, then you’ll have nothing to lose by dropping me an email (I promise to reply to all emails – as long as they’re not spam!). Our third interview is with Jan Ditlev Christensen, who has yet another awesome portfolio for our eyes to feast on! Jan is a Concept Artist for Deadline Games and you’ll find out all about him, along with lots of useful insights into the creation of his works, on **PAGE 025**. Our Speed Painting Challenge this month is also nothing short of amazing – seriously! We asked two top artists, Marc Brunet and Nick Oroc, to each tackle the brief, “It was a long way up but they had no choice but to continue climbing!” Really great results from both artists, but then we expected no less from these guys really! Mike Corriero this month takes us into the construction of the eyes and mouth as he tackles the head design of his Creature Concept [**PAGE 098**], and we wave farewell to Tiberius Viris as he rounds up the Matte Painting Tutorial series for us with his “tips and tricks” for all our budding matte painters. Robin Olausson also brings us a wonderful tutorial on Perspective, which is great for beginners or those who have been dabbling with digital art but finding their images a little “off”. Take a look and you might just find out where you’ve been going wrong [**PAGE 106**]. We have 4 Making Of’s for you again with great artists such as Chuck Wadey and Marcel Baumann, but finally I’d like to mention our massive sketchbook article from Joel Carlo... We are very pleased to be able to represent a huge spread of Joel’s sketchbook work this month; he kindly sent us this great portfolio of work and we simply couldn’t bear to cut any of it down, so we pretty much put our ‘crazy hats’ on and put together the mega article that you’ll find on **PAGE 033**. Wow, I’m exhausted... **ENJOY! ED.**

CONTENTS

What’s in this month?

CRAIG SELLARS

Production Designer & Freelance Artist

JASON CHAN

Freelance Illustrator & Concept Artist

JAN DITLEV CHRISTENSEN

Video Games Concept Artist

SKETCHBOOK

Sketchbook of Joel Carlo

GALLERIES

10 of the Best 2D Artworks

STYLISTED CHALLENGE

This Month’s Finalists/Last Month’s Making Of’s

SPEED PAINTING

With Marc Brunet & Nick Oroc

MATTE PAINTING

Part Five: Tips & Tricks of Matte Painting

CREATURE CONCEPT

Part Four of Mike Corriero’s Tutorial Series

PERSPECTIVE

Understanding Perspective with Robin Olausson

HALF-OCTOPUS THIEF

Project Overview by Chuck Wadey

CAVE DWELLERS

Project Overview by Yap Kun Rong

HEAD HUNTER

Project Overview by WanKok Leong

MASQUERADE

Project Overview by Marcel Baumann

YE PIRATE MUNCHER

Digital Art Masters Free Chapter Promotion

ABOUT US

Zoo Publishing Information & Contacts

EDITOR

Lynette Clee

LAYOUT

Layla Khani
Bobby Brown

CONTENT

Lynette Clee
Tom Greenway
Richard Tilbury
Chris Perrins

PROOFING

Lynette Clee
Jo Hargreaves

LEAD DESIGNER

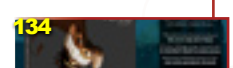
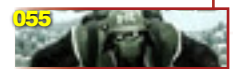
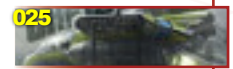
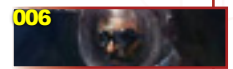
Chris Perrins

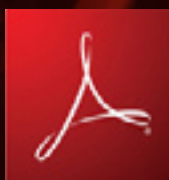
MARKETING

Lynette Clee

FREE STUFF!

Wherever you see this symbol, click it to download resources, extras and even movies!





SETTING UP YOUR PDF READER

For optimum viewing of the magazine, it is recommended that you have the latest Acrobat Reader installed.

You can download it for free, here: [DOWNLOAD!](#)

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

1. Open the magazine in Reader;
2. Go to the **VIEW** menu, then **PAGE DISPLAY**;
3. Select **TWO-UP CONTINUOUS**, making sure that **SHOW COVER PAGE** is also selected.

Get the most out of your Magazine!

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



CONTRIBUTING ARTISTS

Every month, many 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: lynette@zoopublishing.com

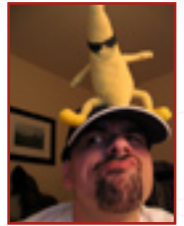


Joel Carlo

Is a multimedia developer residing out in Denver, Colorado. His career as an artist has spanned over the last 14 years and includes work in both traditional and digital media, web design, print, and motion graphics for broadcasting. His client list is varied and ranges from Commissioned work for small studio projects to larger clients such as Future Publishing, Burrows & Chapin, The Ayzenberg Group, NASCAR, Dodge, Toyota and Fox Television.

<http://www.joelcarlo.net>

joelcarlo@gmail.com

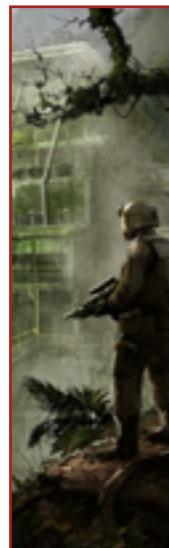
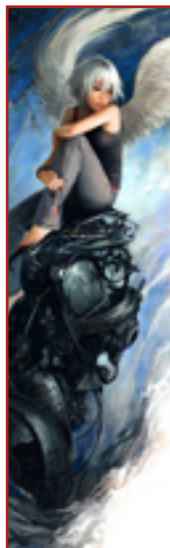


Jason Chan

is an up and coming freelance illustrator and a full-time concept artist with Massive Black Inc. Jason strives to blend aesthetics of both eastern and western art styles together to create memorable and striking images. A believer that art should be fuelled by purpose, Jason strives to fill his work with emotions, fantasies, fears, life, love and death, to best entertain his audience.

<http://www.jasonchanart.com>

jason@jasonchanart.com



Jan Ditlev Christensen

is a Concept Artist working for a company called "Deadline Games", situated in Denmark. He attended the Kent Institute of Art and Design (UK) and graduated as a Production Designer from the Danish Design School (DK). His work includes conceptual art for characters and environments, storyboarding for a number of short films, illustrations for children books and matte painting.

<http://www.janditlev.dk/>

janditlev@gmail.com



Chuck Wadey

After graduating from the Art Center College of Design in 2001, Chuck Wadey got his start in game concept art by working on Activision's Spider-Man franchise. In 2006 he spent a year as a freelance concept artist, working on miscellaneous projects. Now he's the Art Director/Illustrator for Challenge Games where he works on casual web games, such as www.duels.com.

<http://www.chuckwadey.com>

chuck@chuckwadey.com



Nicolas Oroc

resides in Montreal, Quebec, Canada. He currently works at A2M as a senior concept artist/illustrator. With 11 years experience as an artist, he's worked in publishing, advertising, and for the last 6 years in gaming. Within 4 years of experience at Ubisoft Montreal, he's worked on titles such as Prince of Persia "Warrior Within", Rainbow Six "Lock Down" & "Vegas", and preproduction on Splinter Cell next gen.

<http://www.nickorocart.com>

nickoroc@gmail.com



CONTRIBUTORS

2d
Artist

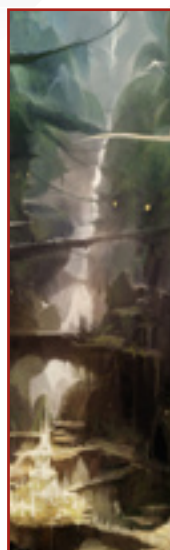
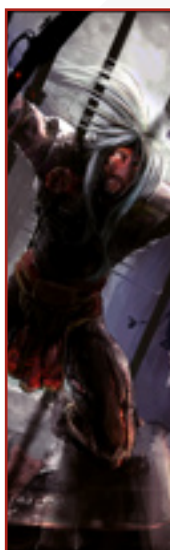


Robin Olausson

is a 22 year old freelance concept artist/illustrator from the South of Sweden. He's a highly motivated, self-educated person who always love new challenges. In the future he hopes to get work in the games industry, publish his own comics, and become one of the top designers and illustrators!

<http://www.robin.reign.se/gallery>

<http://www.ewkn.deviantart.com>
tv1000@spray.se



Yap Kun Rong

is 21 years old and currently residing in Japan. It has always been his dream to go into the visual arts sector, and he is currently working as a freelancer and studying. He wants to see, learn and understand more, and hopes to get into the games and movie industry to "breathe life" into his visions in the future.

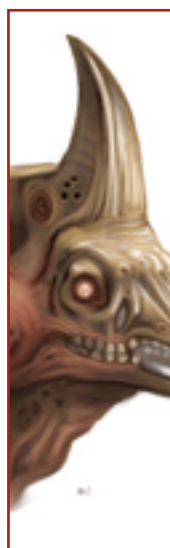
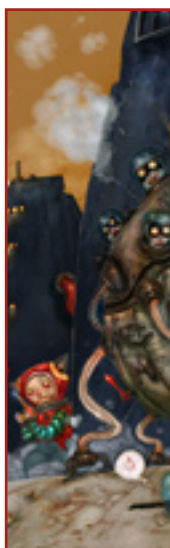
<http://krypt.cgsociety.org/gallery/>
yap.kunrong@yahoo.com



Leong Wan Kok

is an award-winning illustrator, specialising in character design and illustration. His work can be seen in various media, including art prints, illustrations, posters and comics, and he boasts a client list from both local areas and overseas. Sculpting is also one of his great passions.

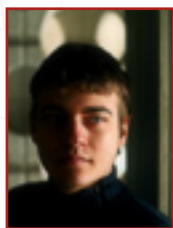
<http://www.1000tentacles.com/>
pkok@1000tentacles.com



Mike Corriero

Currently, Mike produces assets as a Freelance artist for various companies including everything from creatures, environments, structures, illustrations and icons. Some of his clients include Radical Entertainment, ImagineFX and Liquid Development to which he has contributed work for projects delivered to Flagship Studios and Ensemble Studios through the art direction and outsourcing of LD

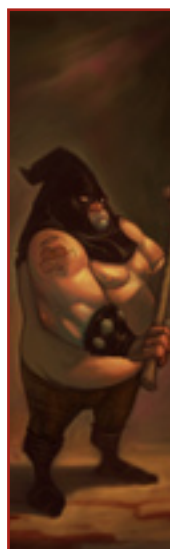
<http://www.mikecorriero.com>
mikecorriero@gmail.com



Tiberius Viris

is currently working as a Freelance Matte Painter/CG Artist for both the feature film and games industries, and also as an Environment Illustrator for various projects and clients. His work has also been featured in several prestigious books, such as Expose 5 and D'Artiste Matte Painting 2.

<http://www.suirebit.net>
suirebit@gmail.com




Patri Balanovsky

Is a Production/Concept Artist at PitchiPoy Animation Studios, Tel-Aviv, in Israel. He's been drawing & painting since he can remember; creating characters, creatures & fantastic scenes has always been a passion of his. Telling a whole story through a single image can be quite a challenge, but he's always up for it! Keeping his work fresh & versatile, he explores all sorts of genres, styles & attitudes.

<http://chuckmate.blogspot.com>
Pat2005b@hotmail.com





"WHEN I PLAN AN IMAGE,
ONE OF THE FIRST THINGS
I CONSIDER IS THE
LIGHTING SITUATION AND
IF THERE IS SOMETHING
I'VE SEEN THAT CAN BE
APPLIED TO THE IMAGE AT
HAND."

Craig Sellars has a background in Industrial Design and has worked in a number of sectors of the CG industry, with clients ranging from Walt Disney Animation to Electronic Arts. He is currently employed as a production designer in the games industry and also works freelance.

Craig
Sellars

Craig Sellers

6
TOTAL PAGES



AVAILABLE NOW!

DIGITAL ART MASTERS

: VOLUME 2



288 PAGE PREVIEW ONLINE!

AVAILABLE NOW ONLY!

UK - £32 USD - \$64 EUR - €49



FEATURES 58 OF THE FINEST DIGITAL
2D AND 3D ARTISTS WORKING IN
THE INDUSTRY TODAY, FROM THE
LIKES OF:

PHILIP STRAUB

JONNY DUDDLE

ALESSANDRO BALDASSERONI

BENITA WINCKLER

FRED BASTIDE

JAMES BUSBY

MAREK DENCO

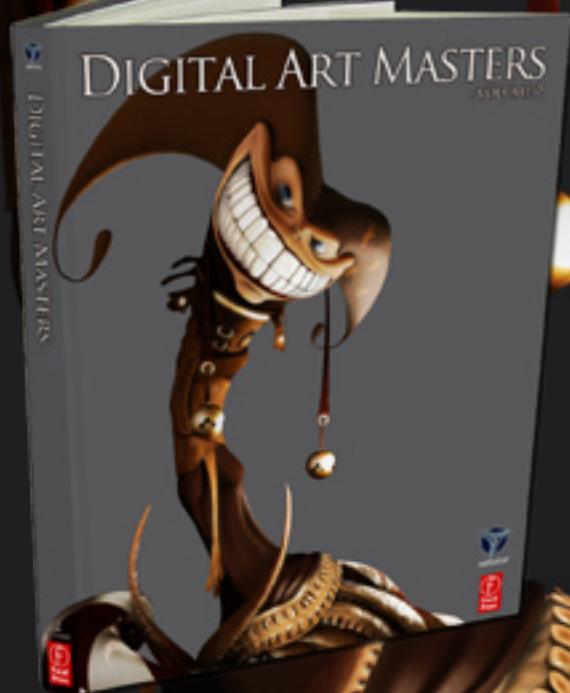
PATRICK BEAULIEU

JONATHAN SIMARD

BUY THE BOOK TO SEE JUST
HOW THEY CREATE THEIR
INCREDIBLE IMAGERY!


HARDBACK 21.6CM X 27.9CM IN SIZE

288 FULL COLOUR PREMIUM PAPER PAGES



3dtotal.com

for more products in our range visit <http://www.3dtotal.com/shop>



"AS FOR ALL OF THE
EMOTION BEHIND
AN IMAGE. I THINK
THAT IS BROUGHT
ABOUT BY EVERY
STROKE THAT GOES
INTO CREATING IT. IF
THERE IS NO EMOTION
BEHIND SOMETHING
I'M PAINTING. IT
SHOWS."

JASON CHAN

At 2DArtist we welcome all kinds of suggestions from our readers, and we recently had the pleasure of receiving requests for an interview with the popular and talented artist, Jason Chan. Jason has very kindly agreed to let us interview him for this month's issue, so let's get down to business!

JASON CHAN

11

TOTAL PAGES



AVAILABLE NOW!
ORDER ONLINE

HIGH-RESOLUTION 3D VEHICLE ILLUSTRATION

3D RENDERING & COMPOSITING WITH BRENDAN MCCAFFREY



DVD
2 HOURS
OF LECTURE

The Gnomon Workshop is the leader in professional training for artists in the entertainment and design industries.

"Brendan McCaffrey has been at the forefront of automotive, architectural and product visualization. His ability to create photorealistic objects and environments has led him to work for high profile companies including Sony, Peugeot, Sega, Namco, Capcom and others. He has won numerous awards for his work and now he brings his knowledge and expertise to the Gnomon audience in his latest automotive rendering and lighting DVD."

Stephen McClure, Producer Gnomon Workshop/Teacher Gnomon School

OVER 180 TRAINING DVD TITLES - ORDER ONLINE!

WWW.THEGNOMONWORKSHOP.COM

"I GUESS WHAT I AM TRYING TO SAY IS THAT AS ARTISTS, WE DO FAIL FROM TIME TO TIME AND IT IS OKAY AS LONG AS WE KEEP PUSHING OURSELVES TO IMPROVE AND REFUSE TO GIVE UP."

JAN DITLEV CHRISTENSEN

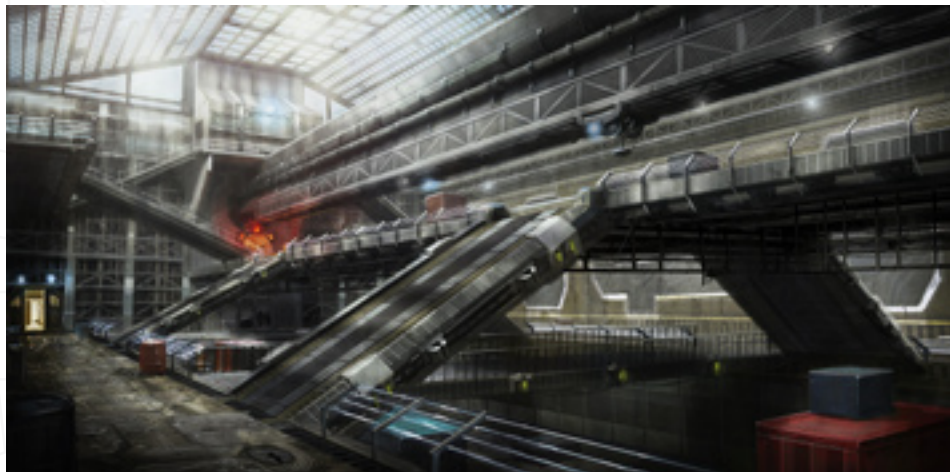


Jan Ditlev Christensen is a concept artist currently working in the video games industry. He receives his briefs like anyone else, but as you read on you will realise that Jan meets the briefs by focusing on emotion, weaving in a sense of presence and producing consistently fantastic work ...

JAN DITLEV CHRISTENSEN

Hey Jan! You're a bit of a mystery because the "about" section on your website just contains one picture of yourself, so could you please tell us a little bit about your background and what you are doing now?

Ha yes! I see what you mean. My website is under reconstruction and there are some things that have yet to be updated. Well, I trained as a production designer at the Danish Design School, and have been working as a concept artist for a game company called Deadline



Games for more than a year now. It is a great place, situated in Copenhagen next to an old military harbour. It has been amazing (and a surprise!) to see how much influence concept artists actually have in the production of computer games.

Since I was a kid I've always loved to draw and paint. My father was really good with a pencil and my older brother wasn't half bad. My brother and I always used to challenge each other to see who the best drawer was and it was here - I believe - that I found some kind of foundation for my drawing skills.

Which artists have influenced you the most?

There are a lot! But there are a couple of artists that stand out. Traditional painters such as P.S. Krøyer and Rembrandt have really impressed me and have had a big influence on how I see colours and light. The first time I saw Craig Mullins and John Wallin I was blown away, and I realised that this was what I wanted to do for the rest of my life.



You appear to pay particular attention to weather elements in your scenes - there's many a stormy sky in your galleries. Is there any particular reason for this or is it something you just enjoy?

It is funny, but I didn't used to pay much attention to the sky in my paintings. Now it is something that I spend a long time trying to get right. It really is a common mistake to neglect the sky in paintings. It is here that the light source that will help determine our colour palette is found.

Do you rely heavily on references for the skies? Or do you use them less and less the more you work?

It varies from painting to painting, and also depends on what mood I am in. Sometimes I find that it is best to simply drag a photo of a sky into my canvas and paint on top. But most of the time I do paint my own skies.

When creating your art, do you have a set process that you follow each time?

Yes! I mostly spend some time thinking of about

a subject that I would like to paint. At work I am normally given certain guidelines as to what is needed. Then I research the subject by looking at photos or taking a walk with my camera. Before I start I always do a series of thumbnail sketches and from there choose the one I think will work the best.

When creating the final painting, I always begin by establishing my horizontal eye level. To do this, I make a sky and then insert a ground. This could be painted or it could come from photos





that have been fitted to my horizontal line. If I haven't done this on top of my original sketch, I would then paint my thumbnail back in. This is where I block in shapes and basically make a more detailed thumbnail. It is also here that I make my perspective guidelines so I know that I am painting using proper perspectives.

Photo textures and photos are transformed into perspective and overlaid with a "High Pass", set

to 28,0. (Filters>Others>High Pass). Now I can paint underneath my overlaid texture without adding a darker tone as overlay normally tends to do.

From here on it's a constant flipping of canvas and refinements which can go on for days before I sit with a final piece that I'm satisfied with.

Wow! That's a great answer - almost like a guide for beginners. Is this process self taught or were you lucky enough to have someone to guide you?

It is actually a combination of all kind of things that I've learned along the way. One should always be open to learning more. For me it has primarily been my education, watching Gnomon DVDs and working every day to improve my skills. When I first began to do digital painting



on the computer I kept crashing and burning. I copied a lot of other artists' work in the hope that I would begin to understand how they painted. I then wrote to some of them and asked if they would look at my work - often forgetting to mention that it was copy-work of their own work. I was really surprised how nice Dylan Cole was about it, given that I had just stolen his work and asked him to look at it! I guess what I am trying to say is that as artists, we do fail from time to

time and it is okay as long as we keep pushing ourselves to improve and refuse to give up.

An image that particularly caught my eye is your panoramic Hong Kong concept. Can you tell us a little more about this image?

At the time I did this image I was playing a video game called *Stranglehold*, which is a Hong Kong Action Shooter by film director John Woo. The game looks a lot like *Total Overdose*, which

is a game that my company made a couple of years back.

Anyway, I felt inspired by some of the environments and went to research them on Google. The contrasts within Hong Kong was one of the things that really fascinated me - such as the concentration of neon lights in contrast to the dark, poorly-lit buildings - and I made me want to produce my own image.



This image actually started out as a test I did when trying out SketchUp 6 (a free 3D software). This is a fantastic tool for a concept artist because it is user friendly and enables you to create worlds within minutes!

Normally in a composition I would try to make a focal point that would draw the attention. In many of my personal paintings I tend to go a little overboard and have way too many details. It's really true that "less is more" - and it's really something I'm trying to work on.

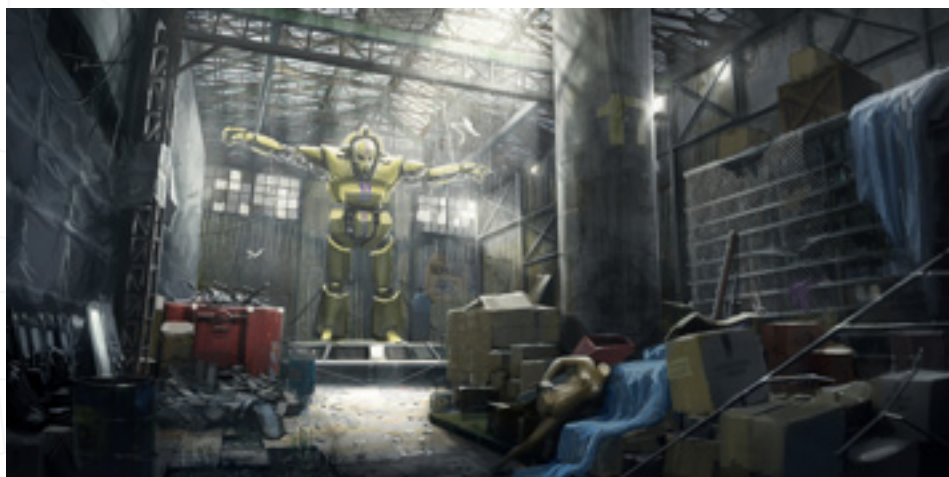
Do you have any "golden rules" that you always try to follow when creating your art?

If I'm doing a piece for a given project, my rule is that it always has to follow the visual conclusion of the project, but that isn't really needed when doing personal work. However, I do always make an effort to make the viewer feel as present as possible in my environments.

Can you expand a little more on how you achieve this feeling of presence?

Presence in an image means everything in my opinion. Mostly I find it in the natural story of the environments. For instance, it could be how the grass looks if it has been raining a lot, or how the earth dries up if it has had too much sun. Everything we draw or paint has its own story to it and it is something we, as artists, should be aware of.

Very nice answer to round off a superb interview Jan - thanks again for your time, Tom.



JAN DITLEV CHRISTENSEN

For more work by this artist please visit:

<http://www.janditlev.dk/>

Or contact them at:

janditlev@gmail.com

Interviewed by: Tom Greenway

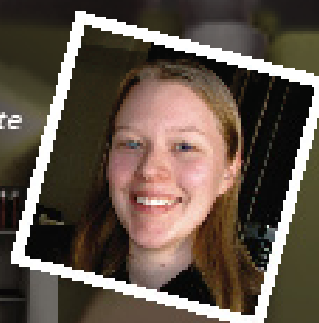
ANIMATIONMENTOR.COM

The Online Animation School™

"Getting to spend my day creating performances and bringing characters to life is so incredibly awesome, and I can't believe I get to work on such a cool project straight out of school. I'm so glad I had the opportunity to learn character animation in such a challenging and supportive environment."

- Aja Bogdanoff

*Animation Mentor Graduate
Blue Sky Studios*



"There is no better motivator than knowing that your work can be seen by more than 600 people each week, including some of the best animators in the industry. This, paired with the contagious enthusiasm of my classmates, the mentors and the Animation Mentor staff pushed me to always do my best work!"

- Mike Stern

*Animation Mentor Graduate
DreamWorks Feature Animation*



AnimationMentor.com is an 18-month online animation school for students who are serious about an animation career. The program is designed and taught by professionals, working at the top animation studios in the industry, focusing 100% on character animation. Our online campus is built with a production studio focus and provides a unique and special community of both students and instructors from all over the world who have one passion in common -- animation!

1-877-E-ANIMATE (1-877-326-4628)

1-510-809-1177 (Outside U.S.)

admissions@animationmentor.com

www.AnimationMentor.com

30 DAY TRIAL VERSION

ZBRUSH IS THE WORLD'S MOST
ADVANCED DIGITAL SCULPTING
PACKAGE. TRY ZBRUSH TODAY
AND START CREATING.

When you download the full-feature trial
version of ZBrush 3, you download pure
creativity. ZBrush 3 is the latest release
in our pursuit of innovative and powerful
software tools for artists. Step into the
future of digital art with ZBrush 3 now!

DOWNLOAD TODAY AT
www.pixologic.com/zbrush/trial/

Pixologic is dedicated to helping you grow as
an artist. In our ZClassroom you will find an
ever growing library of video tutorials
designed to get you started with ZBrush.

VISIT ZCLASSROOM AT
www.pixologic.com/zclassroom/

 **ZBRUSH 3.1[®]**
THE NEXT STEP

"I'VE ALWAYS BEEN
FASCINATED BY THE
HUMAN BODY AND
ANATOMY. WHICH IS WHY
A GOOD PORTION OF
MY SKETCHES INVOLVE
FIGURE STUDIES."



the Sketchbook of Joel Carlo

In this article, Joel Carlo tells us about his approach to drawing and how he works in his sketchbooks. He talks about some of the thought processes behind the artwork he has created and we get to see the images of some of Carlo's best sketchbook works ..

This is the **FREE LITE ISSUE** of **2d Artist** to purchase the **FULL ISSUE** [click here](#)

the Sketchbook of Joel Carlo

21

TOTAL PAGES



It's officially a **HOT ROD!**
And, it's a workstation by **BOXX**.

**RECORD-SETTING PERFORMANCE,
DESIGNED FOR DIGITAL CONTENT CREATORS**

**CUTTING EDGE DUAL QUAD-CORE
INTEL CPU TECHNOLOGY, MAXIMIZED
BY BOXXLABS**

**ROCK-SOLID AND VERY SILENT THROUGH
INNOVATIVE LIQUID COOLING**

**SPECIAL EDITION 3DBOXX
STARTING FROM \$7,722:... OR A LOW
MONTHLY LEASE* OF \$256.37:...**

**CALL A BOXX SALES CONSULTANT TODAY
TO CONFIGURE A BOXX WORKSTATION
FOR YOUR STUDIO.**

**1.877.877.BOXX
OUTSIDE THE US 1.512.835.0400**

Special Edition



**TEN YEARS
BOXX**

www.bboxtech.com

IT'S ABOUT YOUR CREATIVE BUSINESS

IMPORTANT TERMS AND CONDITIONS

* Monthly payment amount excludes applicable taxes and fees.
Finance offering is available to qualified commercial customers
and is subject to credit approvals.



Intel, the Intel logo, Intel Core, and Core Inside are trademarks of Intel Corporation in the U.S. and other countries.

This month we feature:

Kerem Beyit

Morgan Yon

Stephen Cooper

Rodny Mella

Michael Kutsche

Min Hyuk Yum

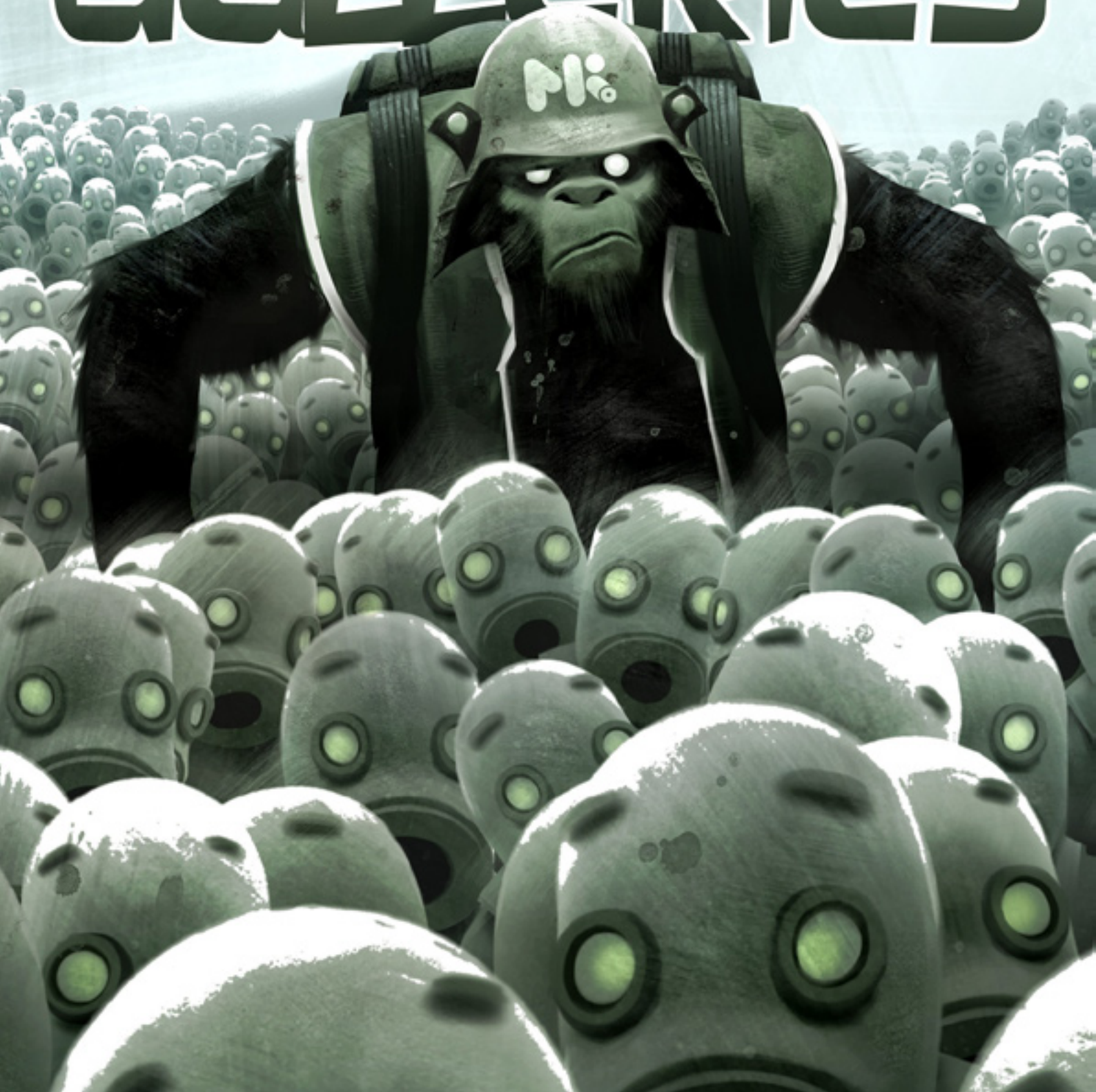
John Wallin Liberto

Levente Peterffy

Robin Olausson

Maria Trepalina

GALLERIES

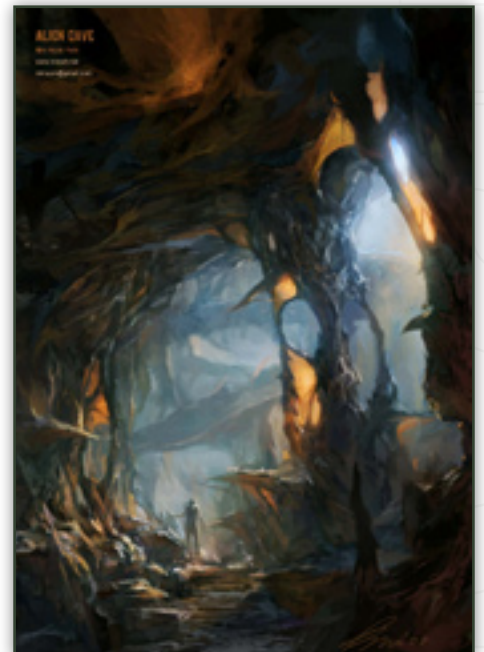
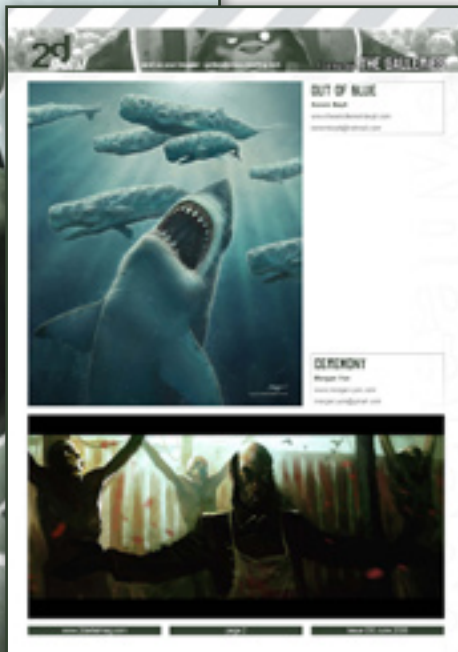


This is the **FREE LITE ISSUE** of **2d Artist** to purchase the **FULL ISSUE** [click here](#)

GALLERIES

10

TOTAL PAGES



Evolve at SIGGRAPH2008

Image: Dream 191.14533 © 2006 Scott Draves and the Electric Sheep



Sponsored by ACM/SIGGRAPH



A Shock Wave of Technology & Innovation

CONFERENCE: MONDAY, 11 AUGUST - FRIDAY, 15 AUGUST 2008 EXHIBITION: TUESDAY, 12 AUGUST - THURSDAY, 14 AUGUST 2008

The highest quality, most timely, multi-sensory educational experiences presented by the most powerful and engaging leaders in computer graphics and interactive techniques. SIGGRAPH brings together learners, legends, and luminaries, all in one pulsating place. This August come to SIGGRAPH and brave the shock wave of technology and innovation.

Register Early and Save!



SIGGRAPH2008 | Evolve
WWW.SIGGRAPH.ORG/S2008

The 35th International Conference and Exhibition on Computer Graphics and Interactive Techniques
LOS ANGELES CONVENTION CENTER LOS ANGELES, CALIFORNIA USA

START YOUR STORY

The Programs

All Animation & Visual Effects programs at Vancouver Film School focus on telling a great story through movement. Choose your discipline: **3D Animation & Visual Effects**, **Classical Animation**, **Digital Character Animation**, or **Houdini™ Certification**.

The Leader

The Animation & Visual Effects programs at VFS are led by industry veteran Larry Bafia, who was Animation Supervisor at PDI/Dreamworks and worked on hits like *Antz* and *Mission Impossible II*.

The Process

Under the guidance of industry pioneers, you will work and learn in a studio setting, and create a demo reel or film of your own. When you graduate, you're ready to work in a production team.

The Results

VFS animation is all around you. Every year our graduates start careers at the world's best production studios. You've seen their work in *Transformers*, *The Golden Compass*, *Harry Potter: Order of the Phoenix*, *Happy Feet*, *Ice Age: The Meltdown*, *Lost*, *Family Guy* and *Battlestar Galactica*.



VFS student work by Zack Mathew

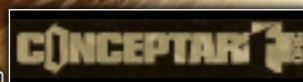
the 2DA challenge

2DArtist Magazine introduces the "Challenge" section of the mag. Every month we will run challenges, available for anyone to enter for prizes and goodies from the www.3dtotal.com shop and also to be featured in this very magazine! The 2D challenge runs in the ConceptArt.org forums, and the 3D challenge runs in the Threeedy.com forums. Here we will display the winners from the previous month's challenge and the "Making Of's" from the month before that!

caveman

Stylised Challenge

In Association with

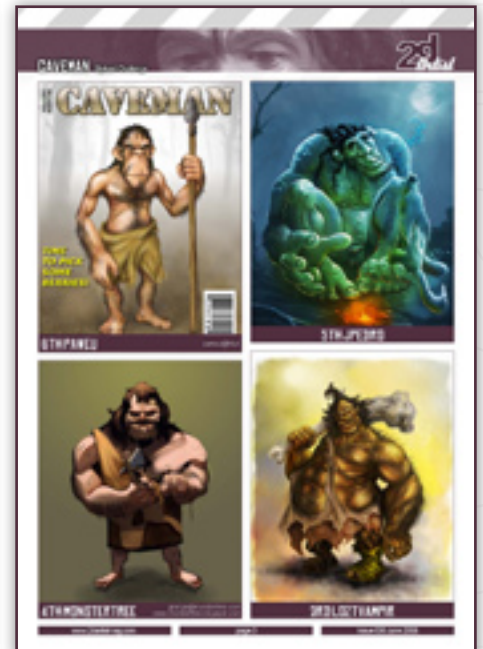


Stylised Challenge

CAVEMAN

13

TOTAL PAGES





INSPIRING
PERFECTION

SINGAPORE EXPO
17-20 JUNE 2008

Asia's Unparalleled Computer Graphics Event

- Computer Graphics Showcase by leading CG Vendors
- Conference and Masterclasses by internationally renowned celebrity CG artists
- Industry and Education Forums
- Recruitment Overdrive
- Display of shortlisted works at CG Excellence Digital Art Gallery & Short Films Screening
- CG Guilds Gathering

Organised by:

VCO Visual
Communication
Order

Strategic partner:

 **Singapore Exhibition
Services Pte Ltd**
47 Scotts Road, 11th Floor Goldbell Towers, Singapore 228233
Tel: +65 6736 6776 Fax: +65 6732 6776
Email: events@sesailworld.com Website: www.sesailworld.com

Supported by:

mda
Media Development Authority
Singapore

 **Singapore Media Hub**
Enhancing Media Hub
Enhancing Media Hub

Held in conjunction with:

Broadcast Asia 2008



Intro Text

Welcome to the Speed Painting section of the magazine. We've asked two artists this month to produce a speed painting based on a simple, one-line brief. Here we feature the final paintings and the overview of the creation processes.

This month our talented artists, Nick Oroc and Marc Brunet, tackle the topic:

**IT WAS A LONG WAY UP
BUT THEY HAD
NO CHOICE BUT TO
CONTINUE CLIMBING**

SPEED PAINTING

8
TOTAL PAGES



ELEMENTS

DIGITAL PAINTING DOWNLOADABLE TUTORIAL SERIES

INTRODUCTION:

The 'elements' series is a 70 page guide to 2D Digital painting and can be followed in most software packages supporting paintbrushes and layers. With in this downloadable PDF E-Book we have choosen some of the most used aspects of digital painting and asked 2 or 3 professional artists to cover a specific theme or 'element', resulting in 2 or 3 different styles and techniques which can be viewed side by side.

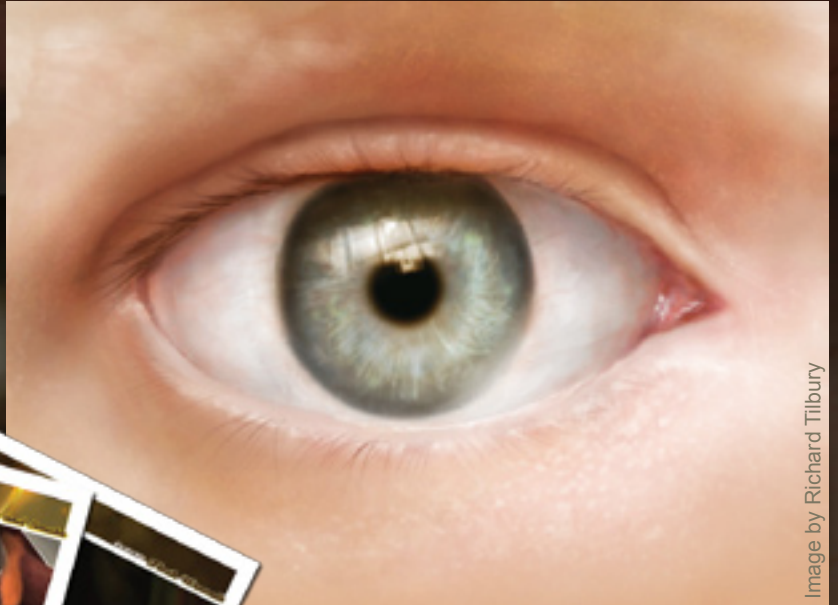


Image by Richard Tibbony



VOLUME 1:

- Chapter 1: Painting Eyes
- Chapter 2: Painting Fabric
- Chapter 3: Painting Fire & Smoke
- Chapter 4: Painting Flesh Wounds
- Chapter 5: Painting Fur & Hair

VOLUME 2:

- Chapter 1: Painting Rock & Stone
- Chapter 2: Painting Sky
- Chapter 3: Painting Skin
- Chapter 4: Painting Trees
- Chapter 5: Painting Water



Image by Chris Thuring



3dtotal.com

for more products in our range visit <http://www.3dtotal.com/shop>

VueTM 6

Solutions for Natural
3D Environments

"I'm not into 3D..."

but I use Vue to create my environments, and I love it!"

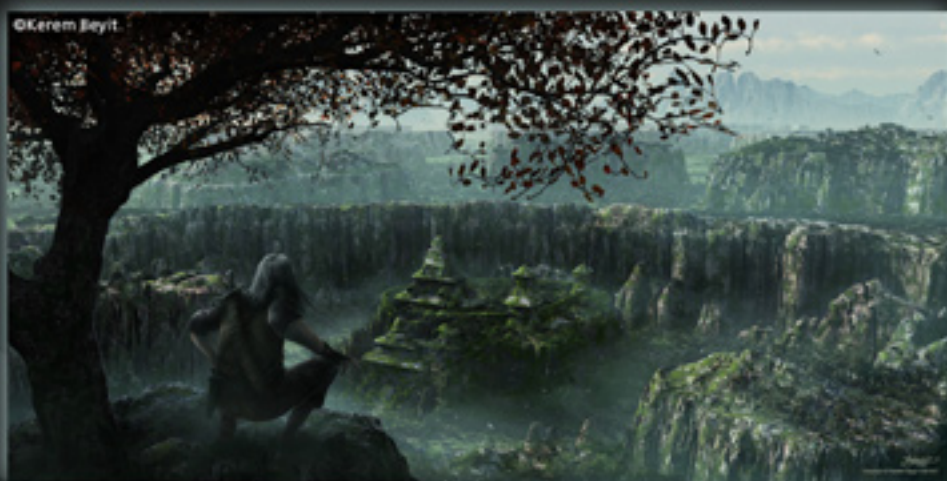


Rough scene setup with Vue

"I met Vue 6 months ago. Before that, making 2D environments was a tedious process, since I pay a lot of attention to detail.

Vue is now a precious help for the natural environments of my matte painting."

*Kerem Beyit
Freelance Illustrator*



Final matte painting



For more information please check
www.vue6.com

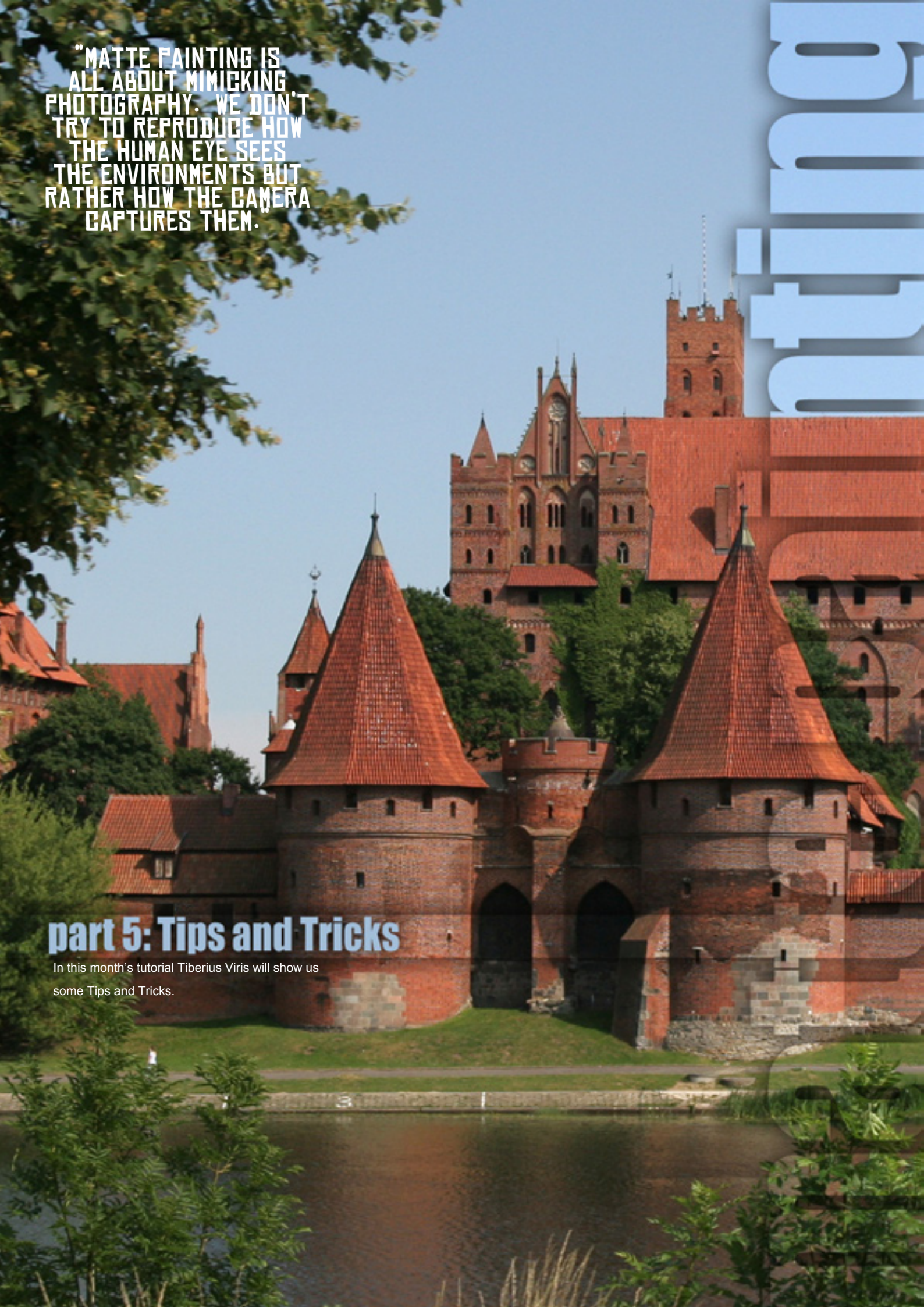
e-on
software

"MATTE PAINTING IS
ALL ABOUT MIMICKING
PHOTOGRAPHY. WE DON'T
TRY TO REPRODUCE HOW
THE HUMAN EYE SEES
THE ENVIRONMENTS BUT
RATHER HOW THE CAMERA
CAPTURES THEM."

part 5

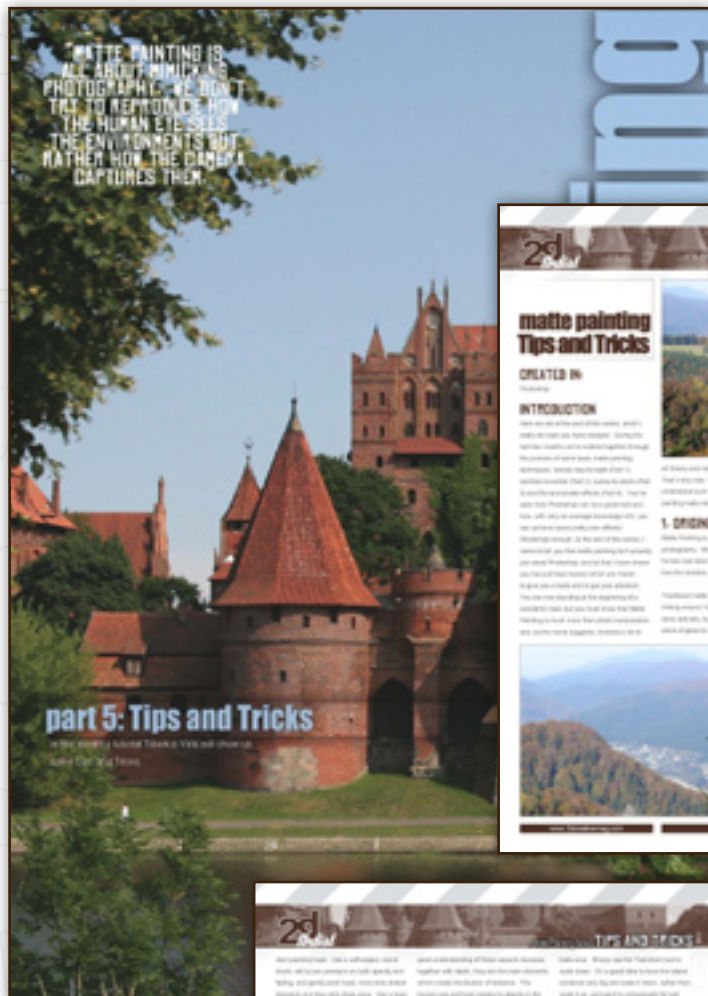
part 5: Tips and Tricks

In this month's tutorial Tiberius Viris will show us
some Tips and Tricks.



matte painting Tips and Tricks

5
TOTAL PAGES





modo 301



Model by: Phillip Obretenov

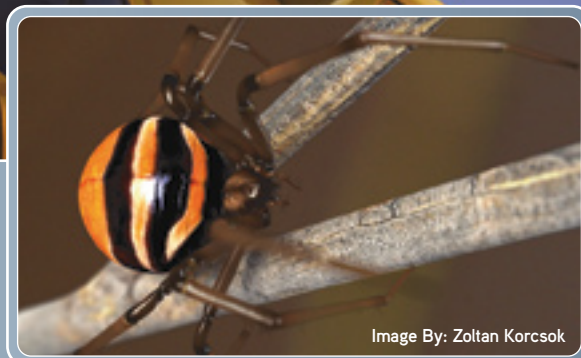


Image By: Zoltan Korcsok

Artist-friendly tools that
elevate modeling into
something much more.

modo 301 offers:

- » Polygon/SubD modeling
- » Fluid 3D painting
- » Sculpting
- » Rendering
- » Animation

modo has a modern, intuitive user interface and a supportive, worldwide community of artists and designers.

For your Mac and PC



Luxology®

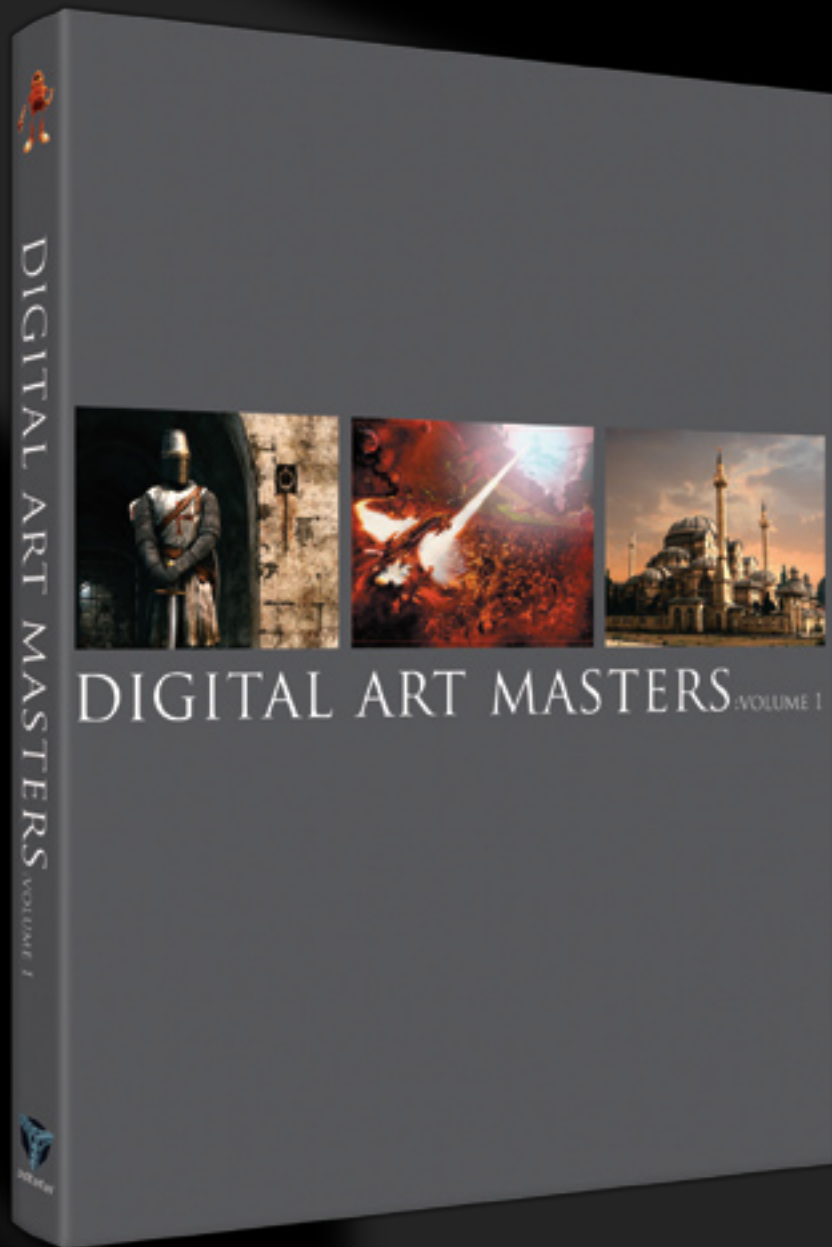
Check it out now at:
www.luxology.com

DIGITAL ART MASTERS

: VOLUME 1

INTRODUCTION:

THE 'DIGITAL ART MASTERS: VOLUME 1' BOOK, IS A COLLECTION OF WORK FROM ARTISTS WHICH HAVE FEATURED IN THE GALLERY OF 3DTOTAL. SPREAD OVER 192 PAGES, THE BOOK FEATURES SOME OF THE FINEST DIGITAL 2D AND 3D ART-WORK THAT YOU CAN SEE TODAY, FROM ARTIST AS NATASCHA ROEOESLI, PHILIP STRAUB, ROB CHANG, JESSE SANDIFER, PISONG, MENY HILSEN-RAD AND RYAN LIM AND MANY MORE. MORE THAN JUST ANY OTHER GALLERY BOOK, EACH ARTIST HAS WRITTEN A BREAKDOWN OVERVIEW, EACH WITH SUPPORTING IMAGERY OF HOW THEY MADE THERE PIECE OF WORK.



THE FIRST BOOK IN THE "DIGITAL ART MASTERS" SERIES, CONTAINS WORK BY THE FOLLOWING ARTISTS:

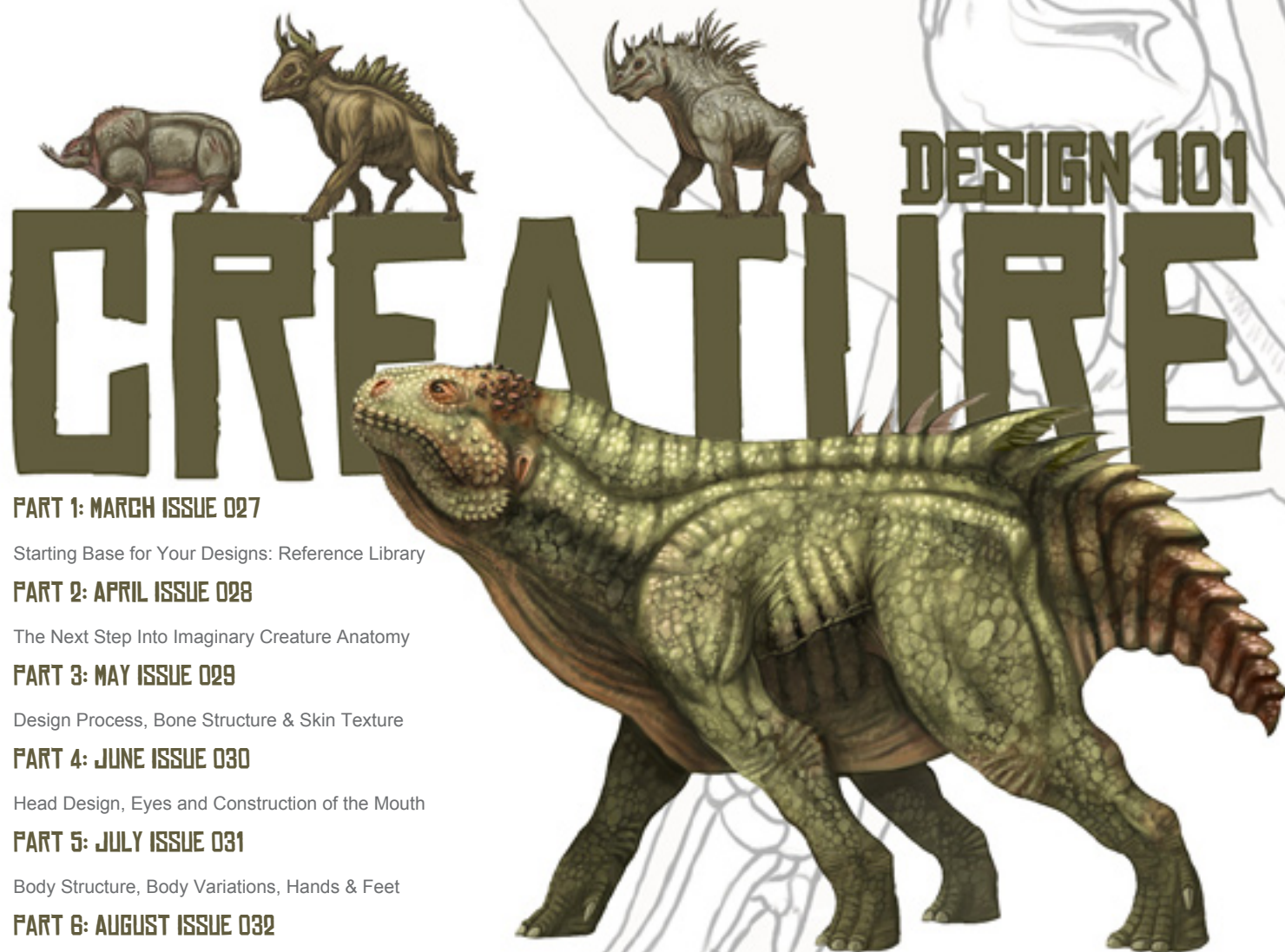
ANDRÉ HOLZMEISTER, ANDREY YAMKOVY, BALAZS KISS, CETIN TUKER, DANIELE MONTELLA, D'ETTORRE OLIVIER-THOMAS, DONALD PHAN, DRAZENKA KIMPEL, EGIL PAULSEN, ERIC WILKERSON, FABRICIO MICHELI, FRANCISCO FERRIZ, FRED BASTIDE, FREDRIK ALFREDSSON, HAURE SEBASTIEN, JESSE SANDIFER, JORGE ADORNI, JUAN J. GONZÁLEZ, JULIANO CASTRO, KHALID ABDULLA AL-MUHARRAQI, LANDIS FIELDS, LAURENT GAUMER, LAURENT MÉNABÉ, LI SULI, LINDA TSO, MARCEL BAUMANN, MARCO SIEGEL, MARISKA VOS, MENY, HILSENRAD, NATASCHA ROEOESLI, NICOLAS RICHELET, NIELS SINKE, NORBERT FUCHS, OLLI SORJONEN, OMAR SARMIENTO, PATRICK BEAULIEU, PHILIP STRAUB, PISONG, RICHARD TILBURY, ROB ADAMS, ROBERT CHANG, ROMAIN CÔTE, RONNIE OLSHOORN, RUDOLF HERCZOG, RYAN LIM, SIKU AND THIERRY CANON



3dtotal.com

for more products in our range visit <http://www.3dtotal.com/shop>

"THE HEAD OF A CREATURE OR AN ANIMAL IS THE MOST COMPLEX PORTION OF THE OVERALL CONCEPT. THE HEAD IS VERY IMPORTANT BECAUSE IT CONTAINS THE ESSENTIAL ELEMENTS FOR A CREATURE TO SURVIVE. SHOW EMOTION AND IT BUILDS CHARACTER"



DESIGN 101

CREATURE

PART 1: MARCH ISSUE 027

Starting Base for Your Designs: Reference Library

PART 2: APRIL ISSUE 028

The Next Step Into Imaginary Creature Anatomy

PART 3: MAY ISSUE 029

Design Process, Bone Structure & Skin Texture

PART 4: JUNE ISSUE 030

Head Design, Eyes and Construction of the Mouth

PART 5: JULY ISSUE 031

Body Structure, Body Variations, Hands & Feet

PART 6: AUGUST ISSUE 032

Colours, Patterns and Final Renderings

PART 04- HEAD DESIGN

EYES + CONSTRUCTION OF THE MOUTH

TOTAL PAGES



SynthEyes 2008

Match-moving and Stabilization



"Holy cow! I really love the new UI stuff."

"You've got a great product at an incredible price."

"I just loaded a quick file into the demo
I downloaded, I am blown away."

"Whatever happened to 'get a cup of coffee
while the tracker is solving'?"

"Saved my life!"

Typical Applications


Fixing Shaky Shots
Virtual Set Extensions
Animated Character Insertion
Product Placement in Post-Production
Face & Body Motion Capture
Talking Animals

"The software is amazing"

PC/Mac. For more information and free demo:
<http://www.ssontech.com>

ANDERSSON TECHNOLOGIES LLC

Fifth year in the market, serving artists in over 50 countries



"BY REPEATING SHAPES
YOU CAN EMPHASIZE
DEPTH WITHIN YOUR
IMAGE AND IT ALSO HELPS
CONVEY A SENSE OF
SCALE OF THINGS."

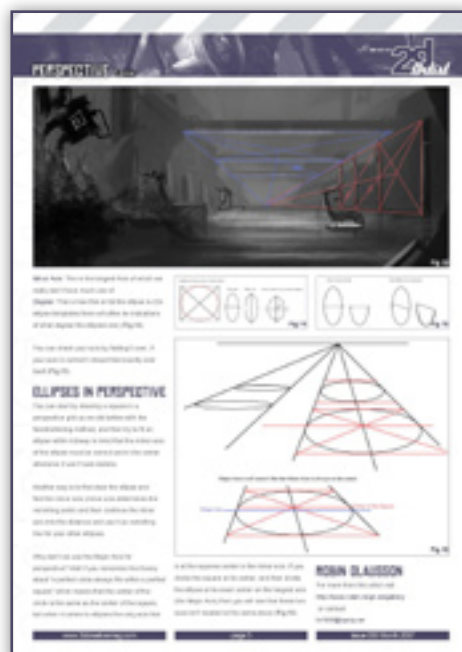
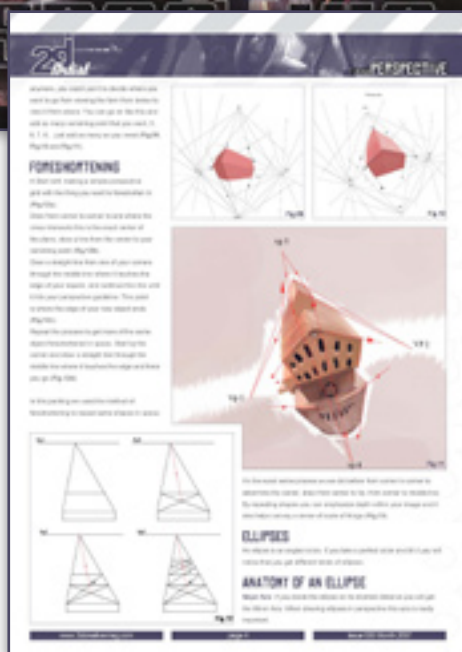
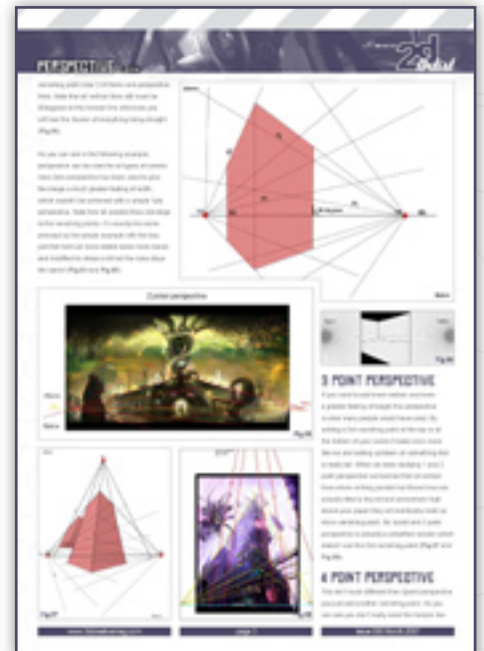
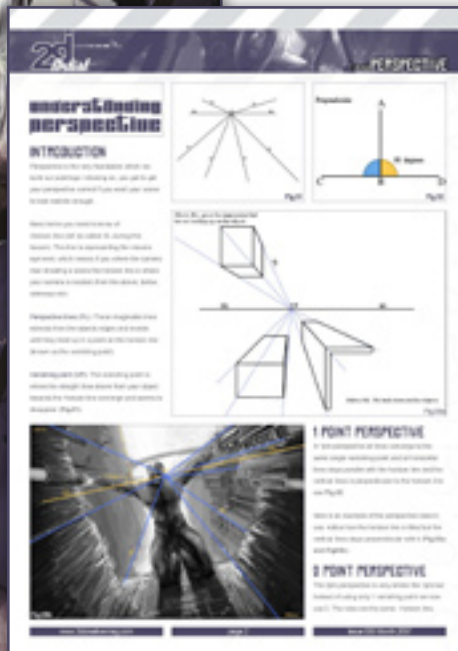
Perspective is the very
foundation which we
build our paintings /
drawing on, you got to
get your perspective
correct if you want
your scene to look
realistic enough.

understanding perspective

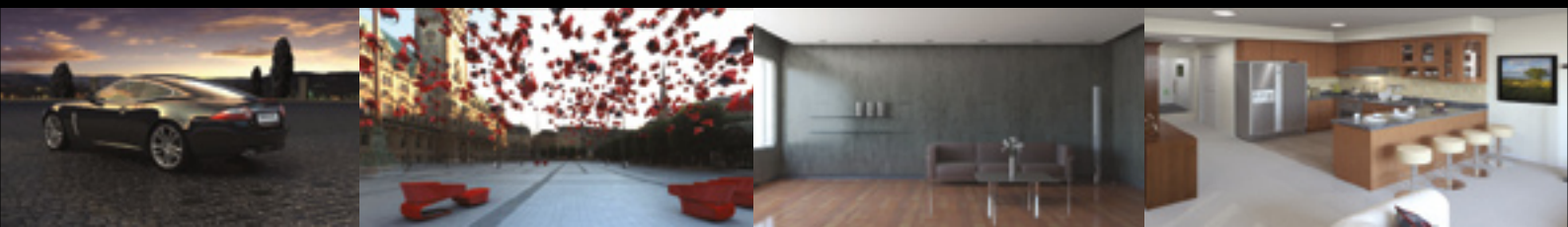
by robin olsson

understanding perspective

5
TOTAL PAGES



Scale up your **mental ray**[®] rendering



RS-MR is the complete renderfarm software solution for **mental ray**[®]

- Quick and easy set up
- 64-bit Windows compatible
- Maximize existing hardware
- Easy to use file manager interface
- Complete with 64-bit mental ray

To start building your
RS-MR renderfarm
contact us today:

www.artvps.com/rs-mr
US +1 310 335 2016
UK +44 (0)1223 424466

Compatible with

MAYA[®] 

SOFTIMAGE[®] | XSI[®]

3DS MAX[®] 

www.artvps.com



"WHEN I'M CREATING ILLUSTRATIONS
IN THIS WAY, I TRY TO KEEP THE
DOCUMENT AS FLAT AS POSSIBLE.
THIS SIMPLIFIES MY PROCESS, KEEPS
THE FILE LIGHT, AND ALLOWS THE
FOREGROUND TO BLEED INTO THE
BACKGROUND MORE NATURALLY"

HALF OCTOPUS

THIEF

MAKING OF BY CHUCK WADEY

Chuck Wadey shares how to
created his image in Photoshop.

MAKING OF HALF-OCTOPUS THIEF

6
TOTAL PAGES



www.iz3d.com




VIEW YOUR ONSCREEN MODELS
IN REAL 3D

\$599

OUR FUTURE NOW



The background is a detailed digital painting of a cave. It features a wooden bridge spanning a chasm, with stalactites hanging from the ceiling and glowing yellow lights scattered throughout. The style is painterly and atmospheric.

"DURING THE PRELIMINARY SKETCHING PROCESS, I KEPT IN MIND THE GENERAL CONCEPT I WANTED, AS WELL AS ALLOWING RANDOM SHAPES TO CONJURE UP THE CAVE'S ORGANIC DIMENSIONS."

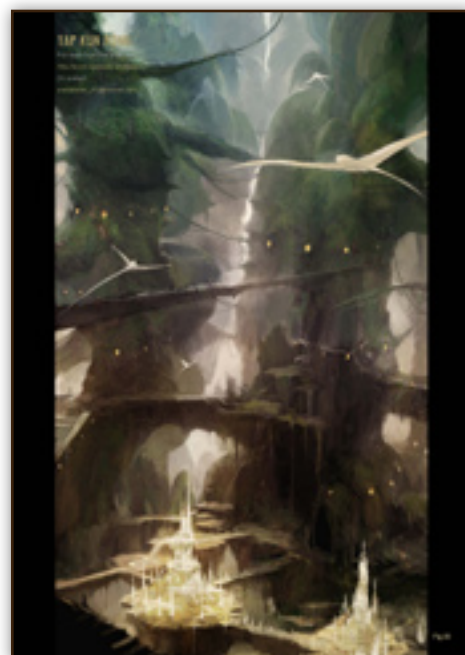
Cave Dwellers

making of by Yap Kun Rong

With the aid of Photoshop, Yap Kun Rong takes us through the creation of his image.

Making of Cave Dwellers

4
TOTAL PAGES



"THE TEXTURE IS HERE
TO ENHANCE. NOT TO
OVERPOWER THE WHOLE
PAINTING. DO NOT MAKE
IT LOOK TOO STRONG OR
INTRODUCE TOO MANY
TEXTURE MAPS AS THIS
WILL MAKE THE PAINTING
LOOK CONGESTED AND
STIFLING."



With the use of Photoshop Leong Wan Kok, walks us through
the steps he took in this image creation process.

This is the **FREE LITE ISSUE** of

2d Artist

to purchase the **FULL ISSUE** click here

MAKING OF HEAD HUNTER

6 TOTAL PAGES





artist

INTERVIEWS

Drazenka Kimpel

Gerhard Moszi

Kirsi Salonen

Rich Anderson

Kai Spannuth

ARTICLES

Sketchbook of Jeff Haynie

TUTORIALS

Creature Concept Design:

Part Five

Speed Painting:

"Once a thriving city now deserted
and taken over by vegetation"

GALLERIES

10 of the Best images featuring

**PLUS LOADS
MORE!**

**ALL FOR ONLY
\$4.50!**

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

Image by Levente Peterffy

Concept Art, Digital & Matte Painting Magazine
Issue 030 June 2008 \$4.50 / €3.24 / £2.25

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

on this already amazing value publication!

**12 ISSUES
FOR THE
PRICE OF 9**

Subscription \$39.39 – Save \$12 (25%)

**6 ISSUES
FOR THE
PRICE OF 5**

Subscription \$21.93 – 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

image: Jason Chan

2d
ARTIST

DIGITAL ART MASTERS VOLUME 2

With the release of 3DTotal's new book, 'Digital Art Masters: Volume 2', we have some exclusive chapters for you...

This book is more than just an artwork book. Not only does it feature full-colour, full-page images, but each artist has given a detailed description, in their own words, of the creation process behind each piece of published artwork. And they've done it especially for this book!

This month we feature:

"Ye Pirate Muncher"
by Jonny Duddle





3DCreative readers can purchase
DIGITAL ART MASTERS: VOLUME 1 & 2 with a special **10% Discount**


10% OFF

To claim your discount simply purchase here:

<http://www.3dtotal.com/books/>

(Note: if a security dialogue box appears, tick 'Remember', then click 'Allow')





"THE PEOPLE IN THE BACKGROUND
REFLECT THE EMOTIONS OF THE MAIN
PERSONS IN THE FOREGROUND. WHICH
LOOK COLD. THE MAN THAT HOLDS AN
UMBRELLA CLOSSES HIS EYES AND IS
ABLE TO BLOCK THE EMOTIONS AROUND
HIM. WHICH GIVES HIM THE CALM AND
THE ENERGY TO PULL HIMSELF OUT OF
THE DEPTH."

Marcel Baumann
takes us deep into
the creation of this
highly personal and
intriguing image,
"Masquerade". Many
of our Making Of's take
on a technical and
distanced approach;
however you can quite
literally feel the life
and soul of this image
as Marcel talks us
through its concept
and production on a
new level. Enjoy!

Masquerade

making of by Marcel Baumann

5
TOTAL PAGES

