



2d artist

Concept Art, Digital & Matte Painting Magazine
Issue 068 August 2011



Interview

Maciej Kuciara



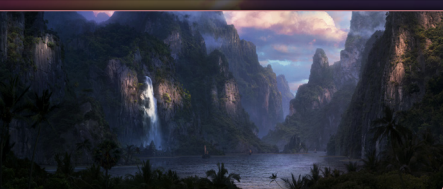
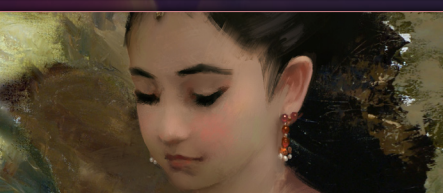
Articles

Sketchbook of Ian McQue



The Gallery

David Munoz Velazquez, Gia Nguyen Hoang
and Ivan Kashubo, plus more!



The Rocket Girl

Serge Birault concludes his epic painting series

Painting Tribal Warriors

The super talented **Branko Bistovic** brings us his interpretation of a Native American in the third part of this tutorial series.

Character Portrayal

Jason 'Wei Che' Juan shows the importance of a good base sketch to figure out composition, value and even the facial expression.

Adding Elements to your Matte Painting

Piotrek Swigut demonstrates how to add believable mountains to your matte painting as he continues with the third part of this series.



Editorial

Obviously every issue of 2D Artist is special and full of outstanding work, but this month's issue raises the bar yet again with some of the best tutorials and artwork that I have seen in the magazine since I have been here.

When you are so excited about every article in the magazine it is hard to

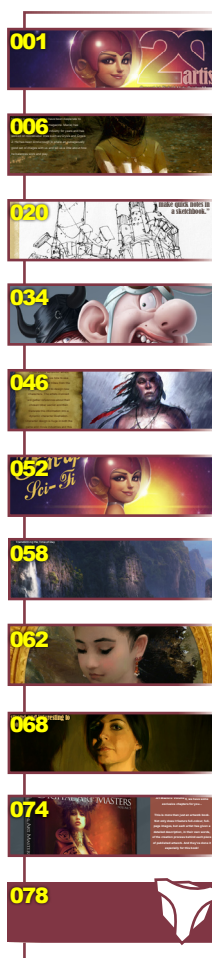
know where to start, but I think I will kick things off by talking about this month's jaw dropping cover image by **Serge Birault**. Serge has done an outstanding job throughout his Pin Up tutorial series and we have all learnt a lot, but sadly all good things come to an end and in this issue Serge wraps things up in style. I guess it is good to leave on a high and Serge does this with probably my favorite image of the series so far. But it's hard to be too disappointed as next month we will be starting a new series by David Smit that I know you are going to love!

We will stick with the tutorials for now and talk about the stunning Tribal Warrior that **Branko Bistrovic** has painted for us. Branko is a busy guy and has just started a new job at Ubisoft, but he still found time in his schedule to whip up an outstanding illustration of a Native American. Branko always does a great job for us and this tutorial is no exception. I am sure you will all find a few handy tips in this one, and I know you are going to love the final image.

Matte painting is a tricky subject and requires you to master a lot of different skills to come up with the best results. **Piotrek Swigut** is however giving us great detailed advice as to how to do this and in this issue he will be showing us how to start adding Photo's to your concept painting.

Our Character Portrayal series was kicked off in style last month so there is no surprise that this month's tutorial comes with another fantastic image, this time by **Jason Wei Che Juan**. Jason talks us through the unique features of a child's face and tells us how to use this information to create a cool illustration of a child. This series is a really handy series, particularly if you are into character design.

I am sure you will agree that the tutorials in this magazine are outstanding, but there is so much more to this issue than the tutorials.



Contents

What's in this month?

Maciej Kuciara

Concept Artist

Sketchbook

The Sketchbook of Ian McQue

The Gallery

10 of the Best 2D Artworks

Painting Tribal Warriors

Native American by Branko Bistrovic

Pin-Up

Sci-Fi by Serge Birault

Matte Painting

Adding Elements by Piotrek Swigut

Character Portrayal

Child by Jason Wei Che Juan

"Hayley"

Project Overview by Dan Crossland

"The Oath"

Digital Art Masters: Volume 5 – Free Chapter

About us

3DTotal.com Ltd Information & Contacts

Editor

Simon Morse

Layout

Layla Khani
Matt Lewis

Content

Simon Morse
Tom Greenway
Richard Tilbury
Chris Perrins
Jo Hargreaves

Sub-Editors

Simon Morse
Jo Hargreaves

Lead Designer

Chris Perrins

Marketing

Jo Hargreaves

I have been very self-indulgent this month and caught up with one of my favorite artists **Maciej Kuciara**. If you are unfamiliar with his work prepare to be dumb-struck by the paintings he sent in to accompany his text.

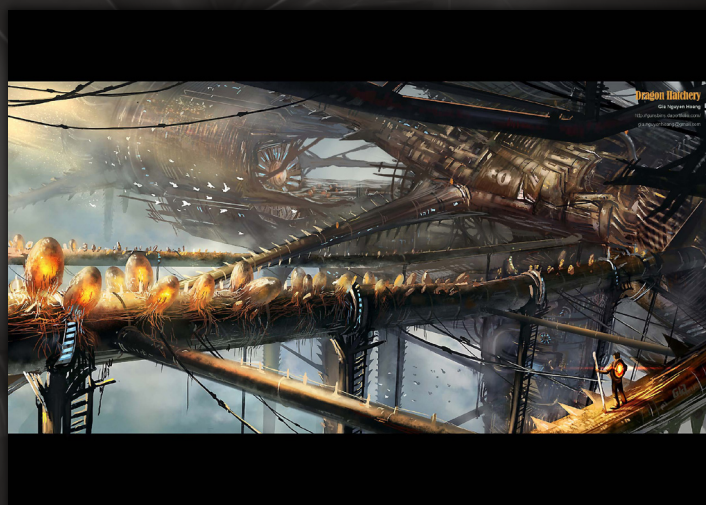
This month's Sketchbook also features work from one of my favorites, **Ian McQue**. Ian is a talented guy working for Rockstar North and living in Edinburgh, Scotland. Ian's work is definitely unique and in his sketchbook he shows us where all his fantastic ideas start.

The Making of this month is another cracker by **Dan Crossland** and the gallery features stunning work by the likes of **Ivan Kashubo**, **Jama Jurabae**, **Shaddy Safadi** and many more, but don't take my word for it, go ahead, get stuck in.



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!



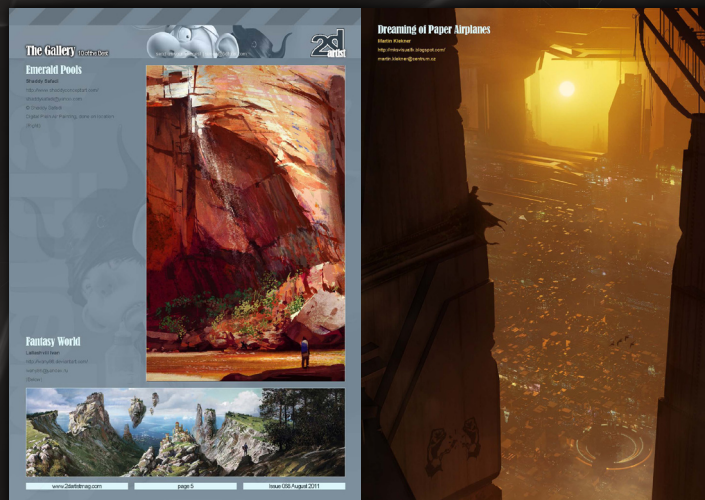
Setting up your PDF reader

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:

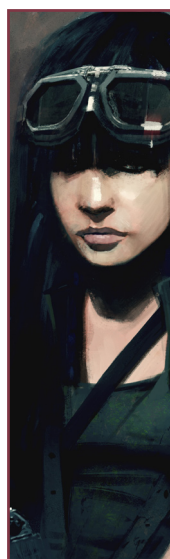
1. Open the magazine in Reader;
2. Go to the **View** menu, then **Page display**;
3. Select **Two-up Continuous**, making sure that **Show Cover Page** is also selected.



Contributing Artists

Every month many artists around the world contribute to **3DCreative** and **2DArtist** magazines. Here you can find out a bit more about them!

If you would like to be a part of **3DCreative** or **2DArtist** magazine, please contact: simon@3dtotal.com

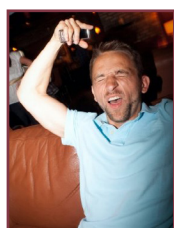


Maciej Kuciara

Maciej Kuciara is a Polish concept artist who has been working in the games industry since 2004. He now lives in California and has worked on successful games titles such as *Crysis* and *Crysis 2*. He currently works for Naughty Dog Inc.

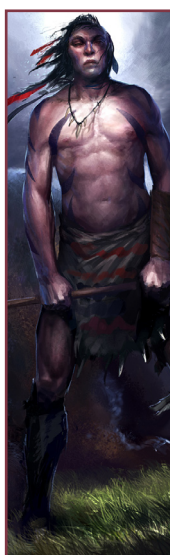


<http://maciejkuciara.com/>
fajny@maciejkuciara.com



Branko Bistrovic

Color Supervisor in an animation studio by day, and a dark and handsome doodler by night ... He hopes to one day achieve the coveted status of concept artist, but for the moment is happy with bringing to life his own imaginings for himself, as well as some contract work on the side of course.



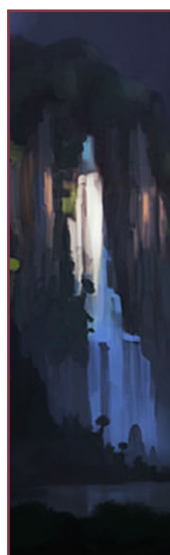
<http://www.brushdreams.com/brankosfurnace.swf>
bisvic@gmail.com

Piotrek Swigut

Piotrek Swigut is a concept artist and matte painter from Poland specializing in work for film and video games.



Soon after graduating he was spotted by Blizzard Entertainment where he had the opportunity to create cinematics for *World of Warcraft*, *Starcraft* and *Diablo*. He recently left Blizzard to work on the new *Conan the Barbarian* (2011) movie.



<http://www.swigut.com/>
pswigut@gmail.com



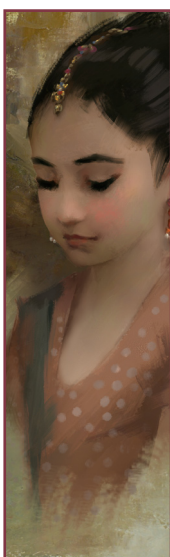
Jason Wei Che Juan

Is a Character Artist born in Taichung, Taiwan in 1977 who has always wanted to be an artist. After finishing a BA

Degree in Maths in 2001, with his deeply embedded dream of being an artist, he decided to take his first drawing class at the Art Institute of Seattle. In 2004 he began his career, working on the Narnia DS game. In 2005, he took things further by learning oil painting. He currently works at Arena.Net as a

Character Artist.

<http://www.jasonjuan.com> | jasonjuan05@gmail.com



Would You Like To Contribute To 3DCreative Or 2DArtist Magazines?

We are always looking for tutorial artists, gallery submissions, potential interviewees, 'making of' writers, and more. For more information, please send a link to your work to: simon@3dtotal.com

A SMALL SELECTION OF **VFS ANIMATION & VISUAL EFFECTS ALUMNI CREDITS** INCLUDE 2012

Previsualization Supervisor | Jamie Bowers, Texture Artist | Christine Peterson, Digital Compositor | Anuj Patil, Technical Director **Alice in Wonderland** Ken Kaiser, Animator | Veronica Marino, Compositor | Phan Wiantrakoon, Animator | John Iskandar, Visual Effects Artist | Jacob Curtis Miller, Digital Artist | Geeta Basantani, Digital Matte Painter | Andrew Lawson, Character Animator **Assassin's Creed: Brotherhood** Zack Mathew, Animator | Wilson Mui, Team Lead Animation **Avatar** Michael Cozens, Lead Animator | Tamir Diab, Technical Director | Patrick Kalyn, Animator | Chrystia Siolkowsky, Motion Editor | Ben Sanders, Animator | Alfredo Luzardo, Layout Technical Director | Aaron Gilman, Character Animator | Jami Gigot, Texture Artist **Bioshock 2** Jacob Palmer, Animator **Bob's Burgers** Tammy Dubinsky, Animator | Nathan Keane, Animation Effects | Jake Biberdorf, Animation Supervisor **Coraline** Brian Demoskoff, Animator **The Dark Knight** Gia Sadhwani, Digital Effects Artist | Freddy Chavez, DMR Compositor | Pietro Ponti, Lead CG Lighting Artist **Dead Rising 2** Fredrick Fassé, Animator **Dead Space 2** Wayne Gonsalves, Environment Art Lead **Despicable Me** Justine Codron, Lighter **District 9** Neill Blomkamp, Director/Co-Writer | Shawn Walsh, Visual Effects Executive Producer | Samson Wong, Matchmove Artist | Robert Bourgeault, Lighting Lead | Richard Sur, Lighting Technical Director | Paul Copeland, Visual Effects Artist | Julianna Kolakis, Creature Texture Painter | James Stewart, Creature Supervisor | Derek Stevenson, Matchmove Lead **Drag** Michael Loya, Storyboard Artist | Michael Loya, Storyboard Artist **Dragon Age II** Nathan Zufelt, Senior Cinematic Artist | Nathan Zufelt, Senior Cinematic Artist **Fast Five** Rommel Shamoun, Compositor | Anthony Schemm, Compositor | James Stewart, Creature Supervisor | Derek Stevenson, Matchmove Lead **Dragon Ball Z** Michael Loya, Storyboard Artist | Michael Loya, Storyboard Artist **Fringe** Bob White, Visual Effects Artist | Scott Dewis, CGI Supervisor **Futurama** Scott Dewis, CGI Supervisor | Scott Dewis, CGI Supervisor **Gears of War 2** Scott Dosssett, Senior Animator **Halo: Reach** David Helsby, Animator | David Helsby, Animator | Rajeev Nattam, 3D Artist **Happy Tree Friends** Brad Rau, Animator | Brad Rau, Animator | Kieran Tether, Digital Artist | Kieran Tether, Digital Artist **The Half-Blood Prince** Pietro Ponti, TD Generalist | Gia Sadhwani, Digital Effects Artist | Gia Sadhwani, Digital Effects Artist | Kieran Tether, Digital Artist | Kieran Tether, Digital Artist **How to Train Your Dragon** Tyson Erze, Visual Effects Artist | Tyson Erze, Visual Effects Artist | Nilsson, Animator **The Illusionist** Yann Tremblay, Senior Animator **Iron Man 2** Simeon Bassett, CG Sequence Supervisor | Nicholas Markel, Previsualization Supervisor | Nicholas Markel, Previsualization Supervisor | Joshua Herrig, Lead Lighting Artist/Look Dev Artist | Ben Sanders, Animator | Ali Saimoto, Lighting Lead **The Hill** Michael Loya, Director **LA Noire** Upinder Dhaliwal, Motion Capture Data Editor | Upinder Dhaliwal, Motion Capture Data Editor **of the Guardians: The Owls of Ga'Hoole** Tim Rowlandson, Animator **Mars Needs Moms** Character Modeller | Kirk Chantraine, Motion Capture Technical Director | Joel Pennington, Motion Capture Technical Director **Mass Effect 2** Kolby Jukes, Principal Artist | Brian Sum, Concept Artist | Bartek Kujbida, Senior Cinematics Animator **Megamind** Rani Naamani, Animator/Character Lead **ModNation Racers** Eric Gabas, Senior Environment Artist **Monsters vs. Aliens** Jiyoun Lee, Texture Artist **Night at the Museum: Battle of the Smithsonian** Nicholas Augello, Technical Animator | Adam Yaniv, Animation Supervisor | Zeke Norton, Previsualization Supervisor | Rex Ahn, Pre-Visualization Lead | Joshua Herrig, Lead Lighter | Ben Sanders, Supervising Animator | Ai Saimoto, Lighting Lead **Percy Jackson & The Olympians: The Lightning Thief** Dave Mah, Animator | Ryan Lim, Concept & Creature Artist | Richard Sur, Lighting TD | Julien Stuart-Smith, Look Development | Jeffrey Burt, Lead Layout Artist **Piranha** Lon Molnar, Visual Effects Production Executive | Christopher Buzon, Tracking/Lighting **The Princess and the Frog** Claudia Keene, Key Assistant Animator **Rango** Cedric Lo, Lead Animator | Scott Jones, Creature Lead | Kieran Tether, Digital Artist **Red Dead Redemption** Josh Lange, Senior Animator **Rio** Graham Silva, Character Animator **Rock Band 3** Mike Krentz, Artist **Scott Pilgrim vs. the World** Joel Meire, Animator **Shrek Forever After** Javier Solsona, Character Technical Director | Tom Piedmont, Rotoscoper **SpongeBob SquarePants** Andrew Overtoom, Animation Director **Star Trek** Teh-wei Yeh, Digital Artist | Nicholas Markel, Previsualization Supervisor | Kieran Tether, Digital Artist | Aruna Inversin, Digital Compositor **Star Wars: The Clone Wars** Kahjeng Cheong, Cloth Simulation Artist | Jim Hatibaru, Animator | Ivy Ho, Lighting Technical Director | Cedric Lo, Animation Supervisor | Brandon Chien-Chia Huang, Animator **Starcraft II: Wings of Liberty** Alvaro Buendia, Cinematic Artist **Sucker Punch** Ben Dishart, Senior Surfacing Artist | Jeff Tetzlaff, Model/Texture Lead | Tuba Yalcin, Effects Technical Director | Jeffrey Burt, Lead Layout Artist | Ferda Guray Ayaokur, Track/Matchmove Artist **Tangled** Lino DiSalvo, Supervising Animator | Jessica Chan, Animator | John Wong, Animator | Serguei Kalentchouk, Character TD **The Twilight Saga: Eclipse** Shawn Walsh, Visual Effects Executive Producer | Brian Harder, Creature Rigger | Veronica Marino, Matte Painter/Compositor | Robert Bourgeault, Lighting Lead | Ori Ben-Shabat, Compositor | Jacob Curtis Miller, Lighting Artist | Derek Stevenson, Matchmove Lead **Thor** Daphne De Jesus, Roto/Paint Artist | Anna Tonrunroj, Roto/Paint Artist | Eric Petey, Animation and Rigging Lead | Rex Fang, Animator | Kristin Sedore, Senior Lighter **Toy Story 3** Daniel Holland, Sets

Join VFS at SIGGRAPH 2011! Drop by, say hi, and learn more about our acclaimed programs. AUGUST 9 - 11 | BOOTH #739


VFS STUDENT WORK BY KAREM YAMIN

VFS

3D ANIMATION & VISUAL EFFECTS | CLASSICAL ANIMATION | DIGITAL CHARACTER ANIMATION
VANCOUVER FILM SCHOOL. vfs.com/animationvfx

Artist | Tristan Ikuta, Simulation & Effects Artist | Bill Watral, Additional Simulation & Effects Artist **Transformers: Dark of the Moon** Serguei Kalentchouk, Rigging Lead | Jooyong Lee, Roto/Paint Artist **TRON: Legacy** Craig Calvert, CG Supervisor | Brenda Li, Roto/Paint Artist | Jose Julian Karam Lopez, Digital Compositor | Christopher Ahrens, Lighting Artist | Alberto Landeros, Digital Compositor **True Grit** Tom Piedmont, Roto/Paint Artist **Uncharted 2: Among Thieves** Mike Yosh, Lead Animator **Up** Bill Watral, Visual Effects Artist **WALL-E** Daniel Holland, Production Artist | Bill Watral, Effects Artist Mark Shirra, Layout Artist **Warhammer 40,000: Dawn of War II** Nathan Hocken, Lead Animator | Ian Cumming, Senior Artist | Claire Roberts, Artist | Christine Hubbard, Artist | Allan Dilks, Artist **Watchmen** Shawn Walsh, Visual Effects Supervisor | Lon Molnar, Visual Effects Supervisor | Sean Lewkiw, Technical Head of 3D | Ty Duperron, Modeler | Pearl Hsu, 3D Artist | Matthias Lowry, Digital Compositor **The Wolfman** Karin Mattsson, Animator Joshua Herrig, Lighting Artist/Look Dev Artist **Zombieland** Mike Rhone, Visual Effects Artist **TO NAME A FEW**



The background is a dark, atmospheric digital painting. It depicts a woman with long dark hair, wearing a yellow dress and a necklace, standing in a cave-like environment. She is looking down at her hands, which are clasped in front of her. The lighting is dramatic, with strong highlights on the woman's dress and the cave floor, and deep shadows in the surrounding rock formations. The overall mood is mysterious and somber.

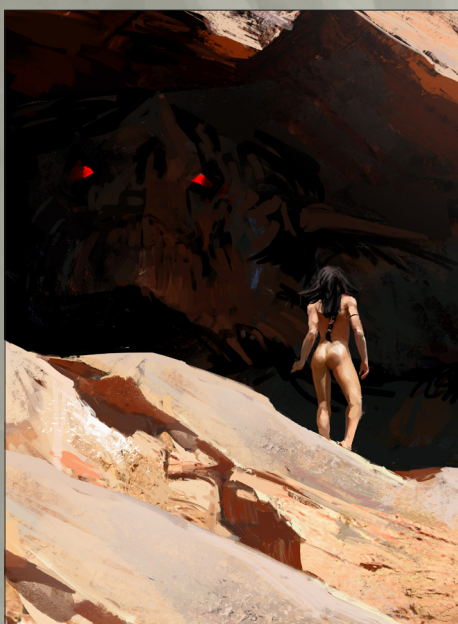
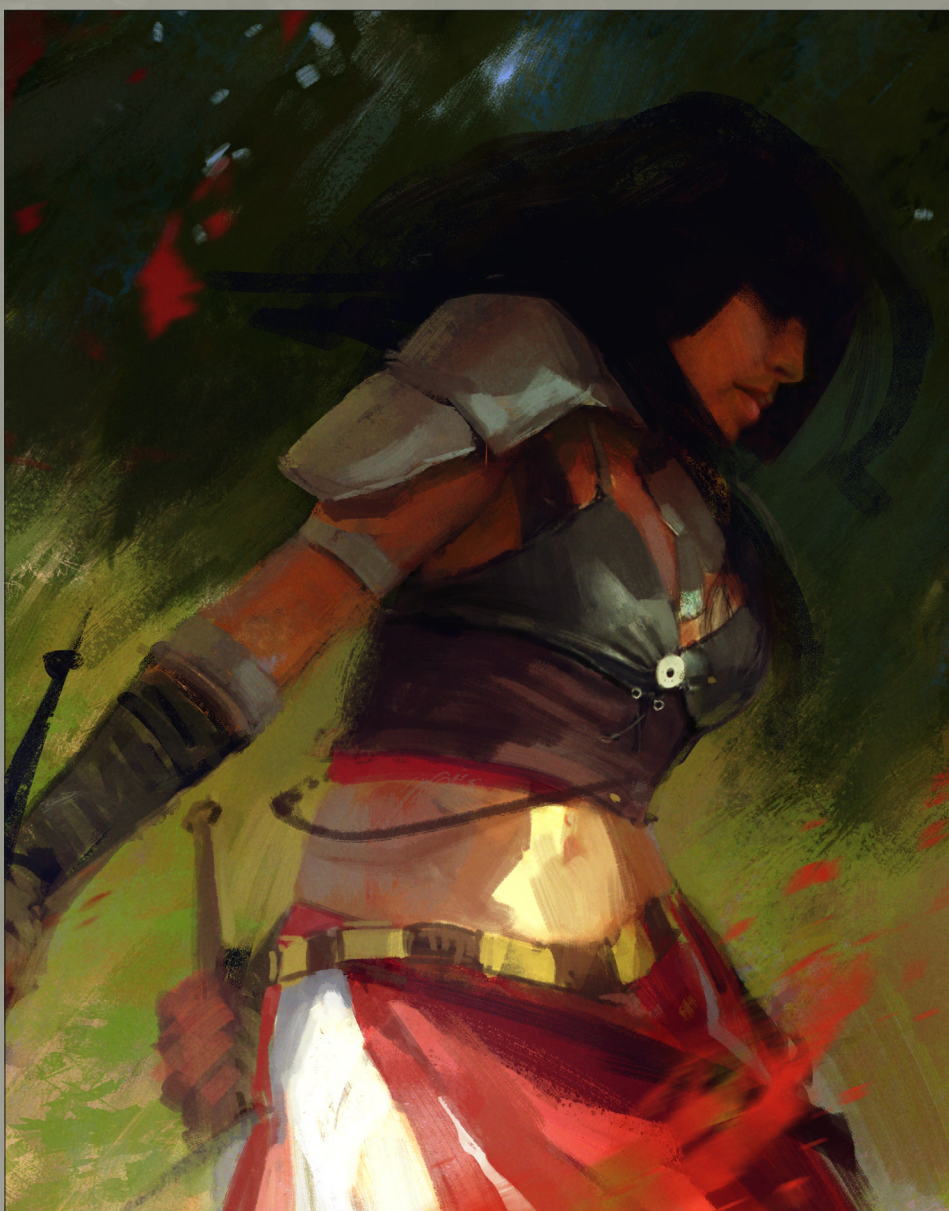
"I love to experiment and try things out. From almost every single technique I have tried so far I have taken away a few tricks and experiences that vastly benefit me and help me perform in my job"

MACIEJ KUCIARA

This month's interview is with one of my favorite artists Maciej Kuciara. Maciej caught my attention from the first time I saw his work on the cover of *Digital Art Masters: Volume 4* and since then I have been desperate to get more of his work in our magazine. Maciej has been working in the games industry for years and has worked on blockbuster titles such as *Crysis* and *Crysis 2*. He has been kind enough to share an outrageously good set of images with us and talk a little about how he balances work and play.

Hi Maciej, it is a pleasure to speak to you. Thanks for finding space in your schedule to let us know what you are up to. When doing some research I found a list of fantastic titles that you have worked on, but I couldn't find out much about you. Could you tell us a little about where you came from and how you ended up working in the games industry?

I come from Poland where I spent most of my life until I became a video games professional. I had never thought of art as a way of making a living and I kept thinking that way until 2003, when I first became interested in CG art. At first I mainly focused on learning 3D, although I quickly figured out that it's much easier to model interesting creatures or environments from my own concepts. Every single minute outside of school time was spent in front of my CRT screen and tablet. I used forums as a catalyst for all the personal work I had been doing and I finally decided to drop 3D and focus on concept work. This is when I got my first freelance job for a German table top game in early 2004. From that moment on everything started slowly coming together. After finishing university I kept getting small projects, doing mostly 2D artwork for online games and table top games etc. In June 2004 I got my first real job at People Can Fly. That was the breaking moment, I think, that ignited my career.



I have noticed that there are a lot of really talented artists coming out of Poland at the moment. Why do you think it is that so many talented artists come from your homeland, and is the education system over there set up to promote this kind of skill?

This is an interesting question and I don't think I could give a definitive answer to it. The artists' community has definitely been growing in Poland for the last couple of years, and it's great to see so many talented artists finding their spot in the industry.

However, I don't think it has anything to do with the education system. Most of the art universities still follow a very academic

path which doesn't have much to do with entertainment or industrial design. There is only one animation school that was only opened recently, but that's just a ripple in a big ocean considering the needs of the people in the country.

I have been flicking through the piles of your fantastic work (whilst my jaw was dropping on the desk) and I noticed that you have a large variety of styles in your portfolio, from matte painting to speed painting and everywhere in between. Is this because of a desire to try new things, or just that the way you paint has developed over time?


I love to experiment and try things out. From almost every single technique I have tried so far I have taken away a few tricks and experiences that vastly benefit me and help me perform in my job. Apart from obvious things like Photoshop tricks, or using a mix of tools in concept creation, each painting style has brought its own challenges in terms of color, composition or detail. Making concepts for games usually follows a fairly straightforward pattern: you either work on the game ideas during pre-production or layout objects, scenes and characters for 3D artists – typical production art. I spend a little extra time outside of work experimenting to keeping my daily work fresh, as the tricks I learn in my free time are the tricks I use later at work as an extra push to improve the quality of my studio's products.

It sounds like you paint during the day then come home to do some more painting. What else do you like to do in your spare time, and do you find that those things you do in your spare time inspire your art work?

There is a life/work/passion balance I usually try to maintain and I try to devote all the out-of-work





The background is a painting of a woman with long dark hair, wearing a bright yellow dress, sitting on a wooden bench in a forest. She is looking down at her hands, which are clasped in her lap. The forest is dense with green foliage and trees, and the lighting is soft, suggesting a dappled sunlight effect. The painting style is visible with some brushstrokes and a slightly textured appearance.

time to my family. Obviously my wife doesn't much appreciate the times when I come back from work just to work more! So I limit myself so I won't burn both my personal relations and energy to work.

Apart from stuff like movies, games or going out once in a while, we love to travel and see cool places whenever there is time and the opportunity to do that. Seeing the wonders of nature helps to relax and fuel your imagination.

I also spend a lot of time with my wife doing exercise like running, hiking etc. California is a beautiful place for things like that. Over the last year I have found that regular exercise and generally keeping myself healthy and fit gives me much more energy than any amount of sleep I ever had.

Another thing that I noticed in your work is that you don't seem to be afraid to use big strokes of bold color. Do you have any advice for anyone who would like to use this sort of technique?

The best thing to do is to observe and study your references, whether it's nature or photography. Painting with colors can be hard, as it requires you to think about the color palette from the very beginning. It also requires you to know how light behaves and interacts with objects in a scene. I think possessing that knowledge is the most difficult step in painting in general. But it benefits you hugely if you master it, as it gives you more freedom to get away from what is in the reference picture or what you see, yet still keep color and values intact.

With each artist I interview I am always intrigued to learn a little more about their technique. Do you ever sketch your ideas first or do you find that your first port of call is to get some paint on the canvas?

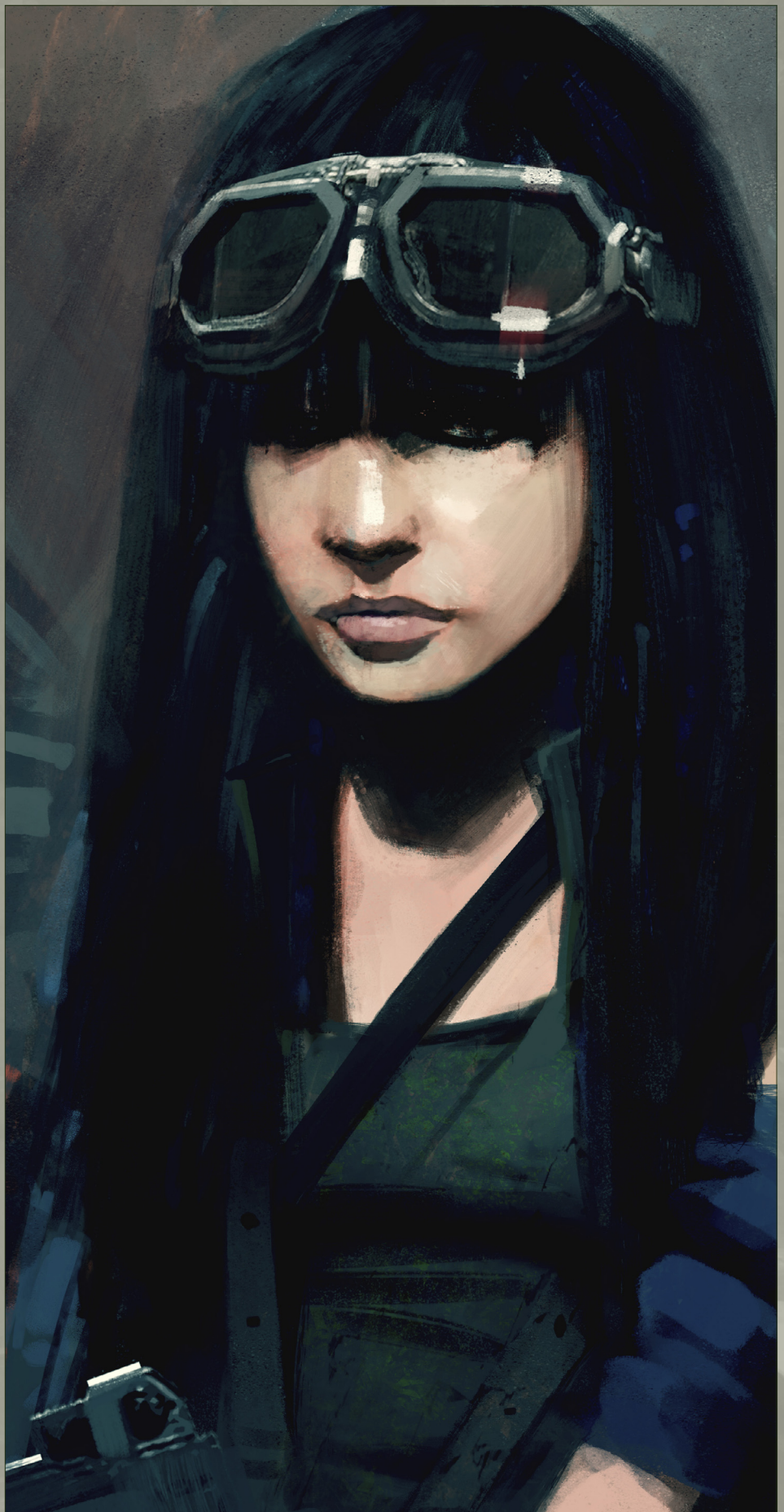
There are several ways to start your painting and I recommend trying all of them. In most cases, I will start with a quick black and white thumbnail (or series of thumbnails) to get the ideas down on the canvas. If my focus is to get a really interesting composition I will limit my initial sketch to only two values: black and white. For a painterly look, I would probably go with a mix of photography and random custom brush strokes to create a busy texture to start with. I do likewise with images when my goal is to achieve an ultra-realistic look, since photography can provide the details.

“I always look at work by new digital art ‘heroes’ as inspiration to push myself beyond the limits”

I also used to paint with flat colors (just colors, no values) to lay out good light information into my concepts. But again, it all comes down to the purpose and it's never a good idea to limit yourself to just one specific workflow. You might be missing quite a few interesting tricks that would help your art become even better.

The variety of techniques you use really shines through in your work. Are there any artists that have inspired you to get into this field or that you look at and wonder, how did they do that?

Many actually! I always look at work by new digital art “heroes” as inspiration to push myself beyond the limits. I think over a long period of time Craig Mullins has been one of those heroes. You could probably find Neil Campbell Ross, Bill Anton, Nathan Fowkes and Xaingyuan Jie among my inspirations as well.











I also pay a lot of respect to traditional art masters, such as Caravaggio or Jean-Léon Gérôme, and even though I never had much to do with traditional art techniques, there is much to learn from just looking at their art. Last year I had a chance to see Gérôme's art exhibition in Los Angeles and it totally blew me away.

“I like the direction the tablet market is going and I'm excited to see how this market will look in a few years time”

I noticed on your site that you are familiar with some of the 3D programmes. What part do these play in your pipeline and in what kind of situations would you use this skill?

I use 3D mostly for very complex scenes that involve a lot of tricky perspective, which for me only happens during production time. I might use 3D to lay out some of the initial lighting in the scene as well (for example, interior concepts). Usually I would model my scene with simple objects such as boxes and spheres in Maya and then make a quick light pass before I hit render. I render most of my scenes on layers so I can separate objects later on in Photoshop.

There have been several occasions where I have used the Maya mapping technique to change the camera angle in photography and then use it later on as a base for my concept scenario. This is a pretty fun technique to work with, although probably too time-consuming for non-complex scenes.

You have worked on some outstanding projects, which of these has been your favorite and if you could choose any project to work on what would it be?

There are quite a few that are my favorites but I can't really talk about them just yet. From those that have been released however, I think the *Crysis* franchise and *Hardkor44* stand equal, since both of them were quite challenging and both of them gave me a lot of production experience.

I noticed that you have given painting on an iPad a go. What do you think of painting in this way, and do you think there is an opportunity for it to be developed in the future?

In the end it wasn't my thing [Laughs]. With my impatient nature and my desire to see quick results I found technical disadvantages with iPad that were just too frustrating. I did love the

mobility of the device and the really nice battery life however. I like the direction the tablet market is going and I'm excited to see how this market will look in a few years time.



Well it has been great to speak to you and to have an excuse to spend time flicking through your great work whilst at my desk. Thank you for finding time to speak to us; hopefully we can catch up again in the future.

Thanks for having me!

Maciej Kuciara

For more information please visit:

<http://maciejkuciara.com/>

Or contact him at:

fajny@maciejkuciara.com

Interview by: Simon Morse



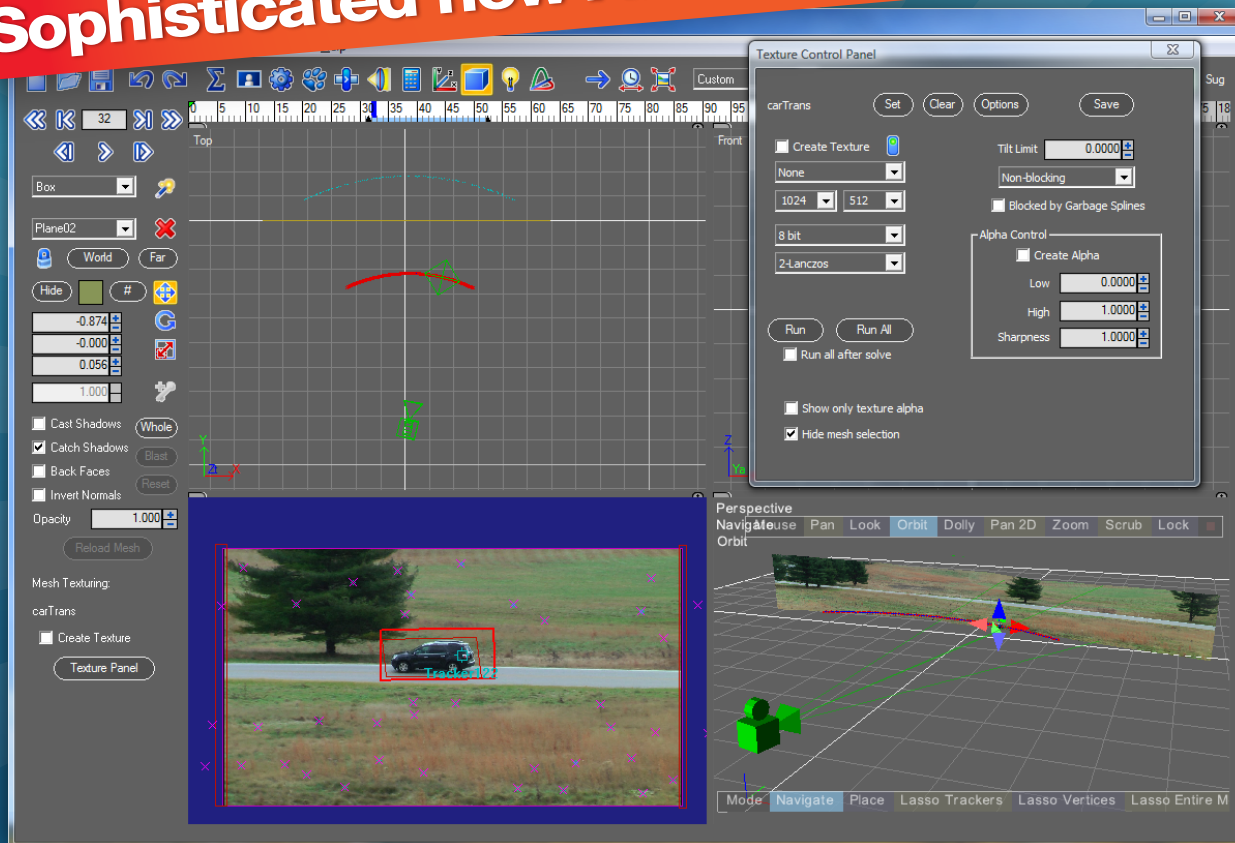




SynthEyes 2011

Match-moving,
Set Reconstruction,
and Stabilization

**Now with amazing Texture Extraction and
Sophisticated new AfterEffects exporter!**



See the tutorial at <http://www.youtube.com/SynthEyesHQ>

Pro 64-bit version only \$599 for Windows and Mac OS X,
full-featured entry-level 32-bit version an incredible value at \$399



Typical Applications

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



What Our Users Say About SynthEyes 2011

"I've been faffing about with the texture extraction tool and it's brilliant!"

"Has to be seen to be believed!"

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

"Texture extraction in Syntheyes 2011 is awesome. It works so well it must be magic."

"I love the tracker radar!
It's useful AND it looks cool."

Andersson Technologies LLC

ssontech.com

Seventh year in the market, serving artists in over 70 countries





ANIMATIONMENTOR.COM
The Online Animation School®



GET INTO CHARACTER
BE AN OGRE

Tell a Different Kind of Story

When it comes to animation, you have a vision ...

Your characters prowl and pounce.

Swoop and swipe.

Frighten and fly.

They do all that and more with sheer realism — and with live-action in the background.

After all, your characters tell a different kind of story.

Learn how to animate quadrupeds, fantasy creatures and flying animals from leading professional animators.

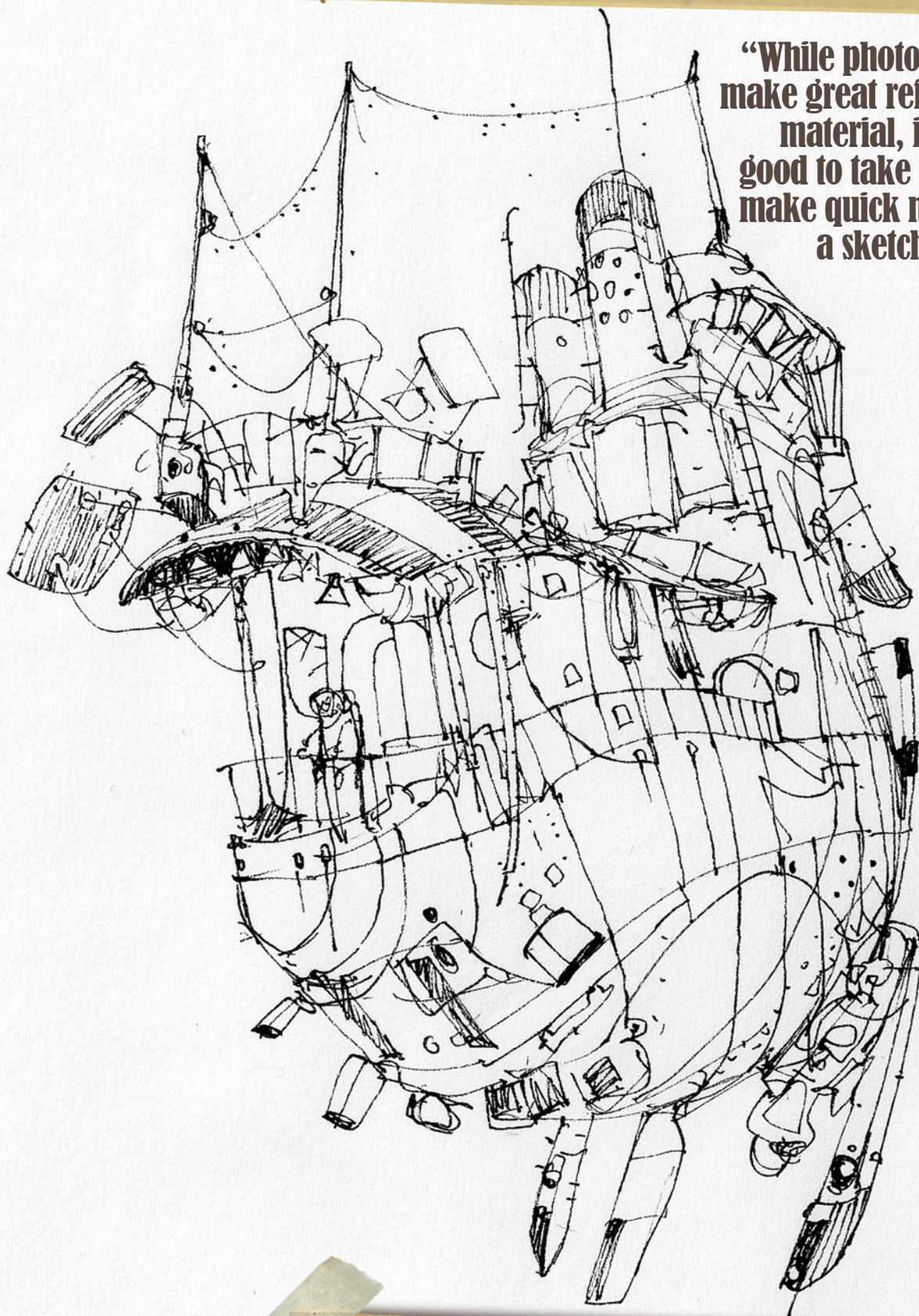
Get ready to BE AN OGRE and tell your story ... right here at Animation Mentor.

ANIMALS &
CREATURES
MASTER CLASS
AnimationMentor.com/School
MasterClass@AnimationMentor.com

FOLLOW US ON:



**"While photographs
make great reference
material, it's also
good to take time to
make quick notes in
a sketchbook"**



SKETCHBOOK OF IAN MCQUE

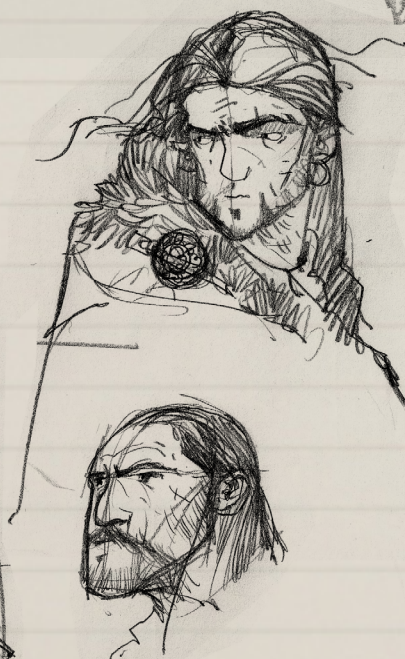
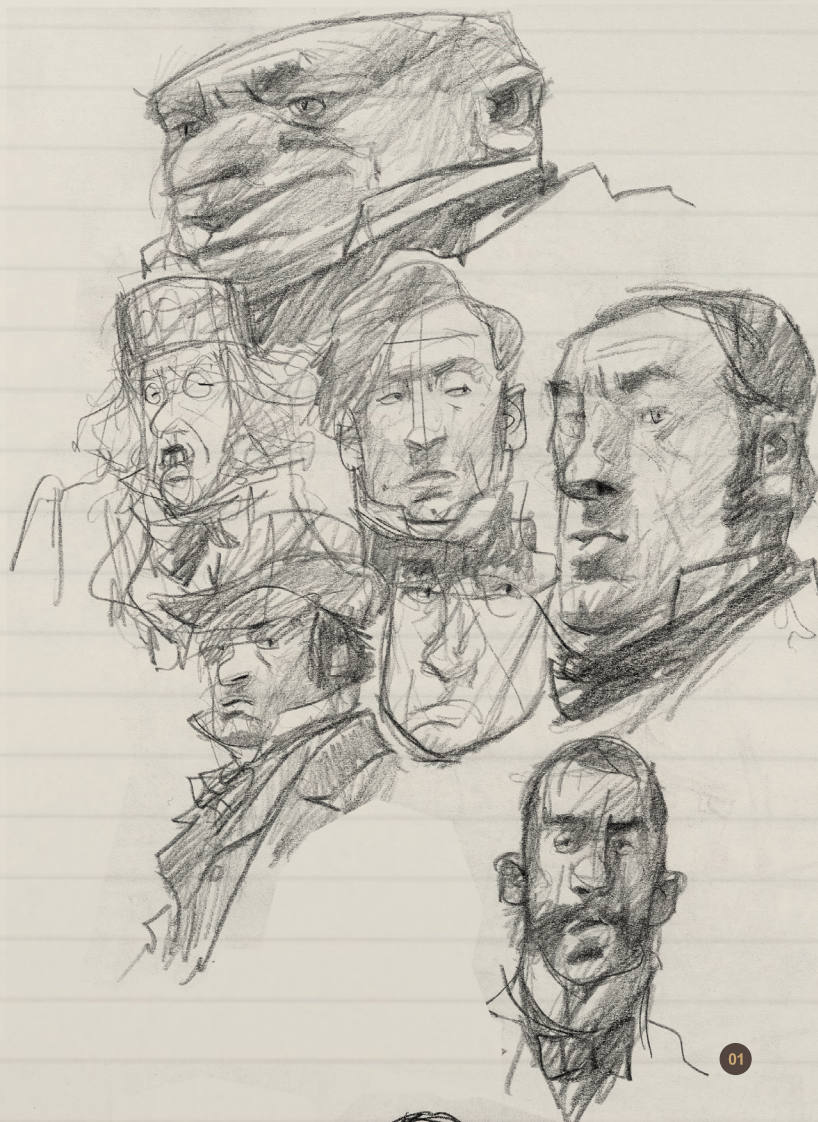
Ian McQue has a unique style that blows me away every time I look at his work. In this article he shows us how his process starts by giving us an inside look at his sketchbook. To say his vehicle designs are unique would be selling him short and in this article he shows us that vehicle designs are just one small part of what he is capable of.

SKETCHBOOK OF IAN MCQUE

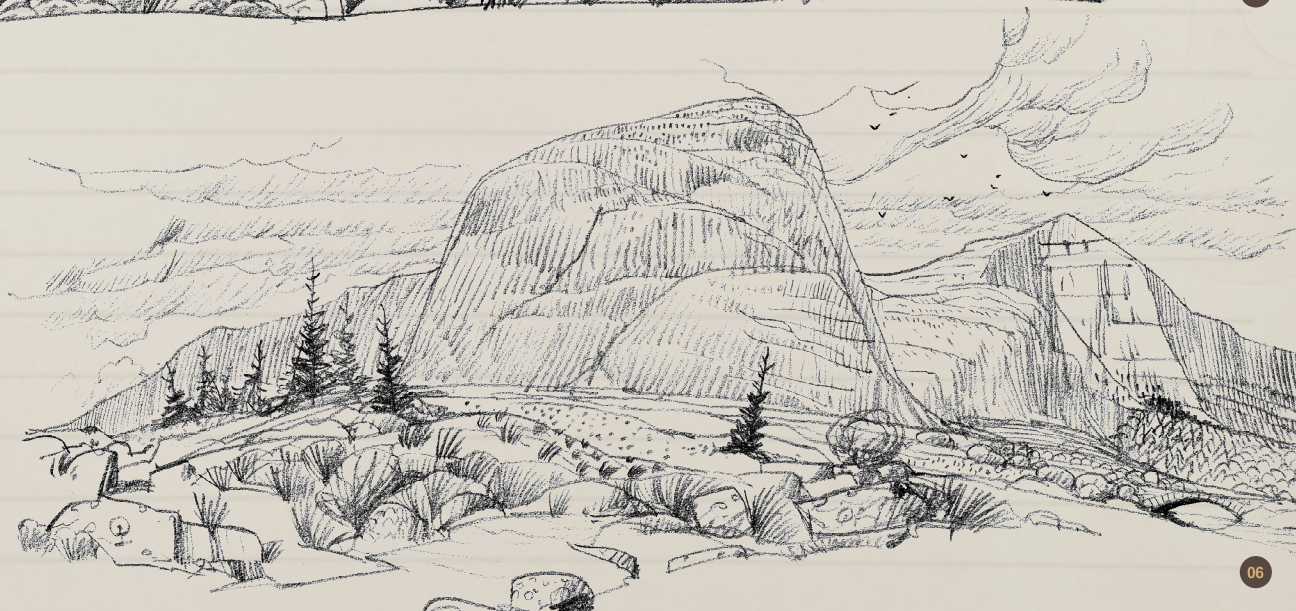
I'll sometimes do very rapid sketches inspired by whatever happens to be on TV (**Fig.01**). This makes you feel less guilty about wasting time watching TV.

Here is a quick character design (**Fig.02**).

Here are some Highlander development sketches to tie in with the Dunscaith theme that will come up later (**Fig.03**).



These sketches were inspired by a recent visit to the ruins of Dunscaith Castle on the Isle of Skye. There are myths about the Irish hero Cuchulainn, who had epic battles here (Fig.04 – 06).



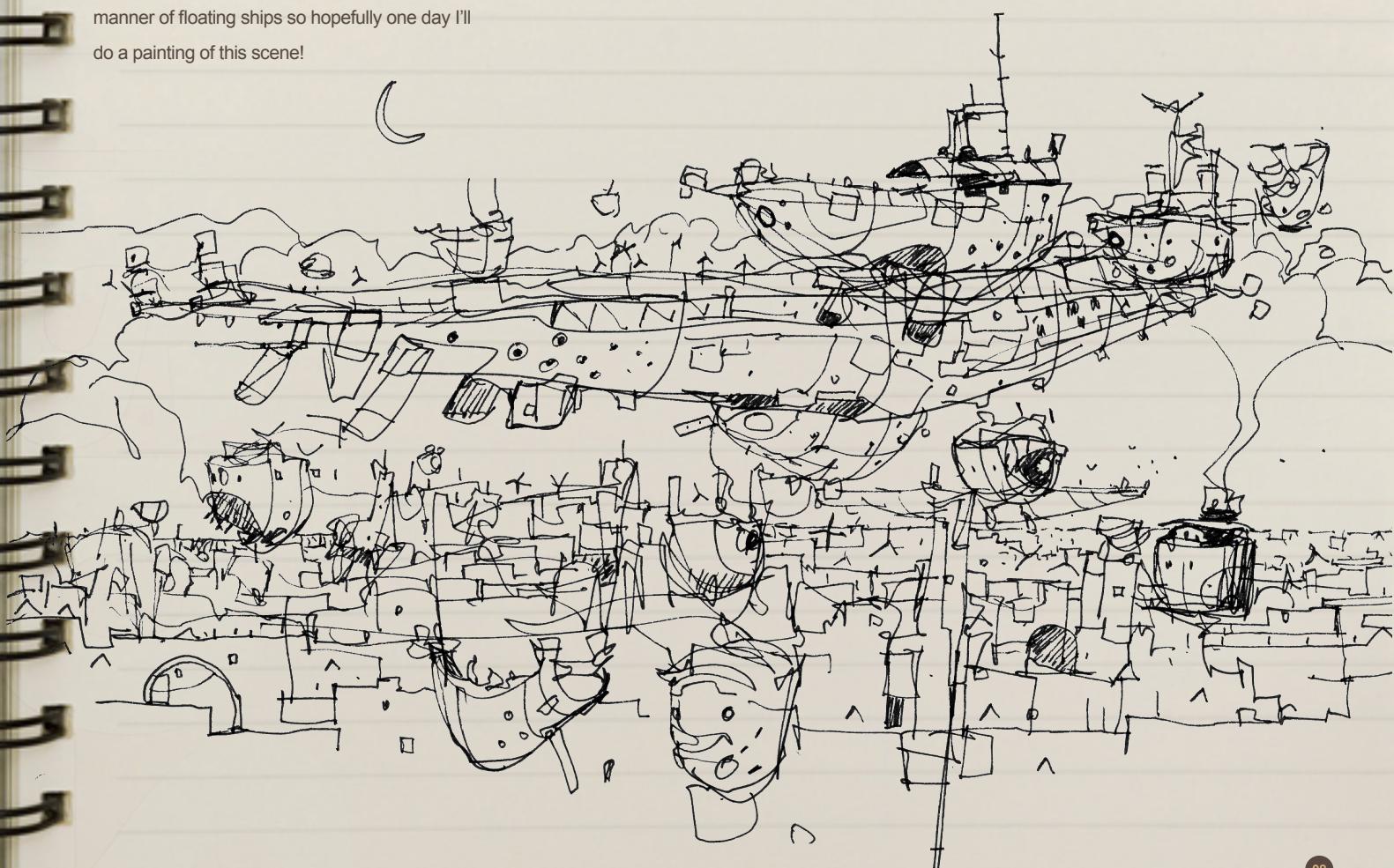
While commuting I often find myself stuck behind slow moving flatbed trucks, so instead of getting angry I've started using them as a basis for flying ships (Fig.07).



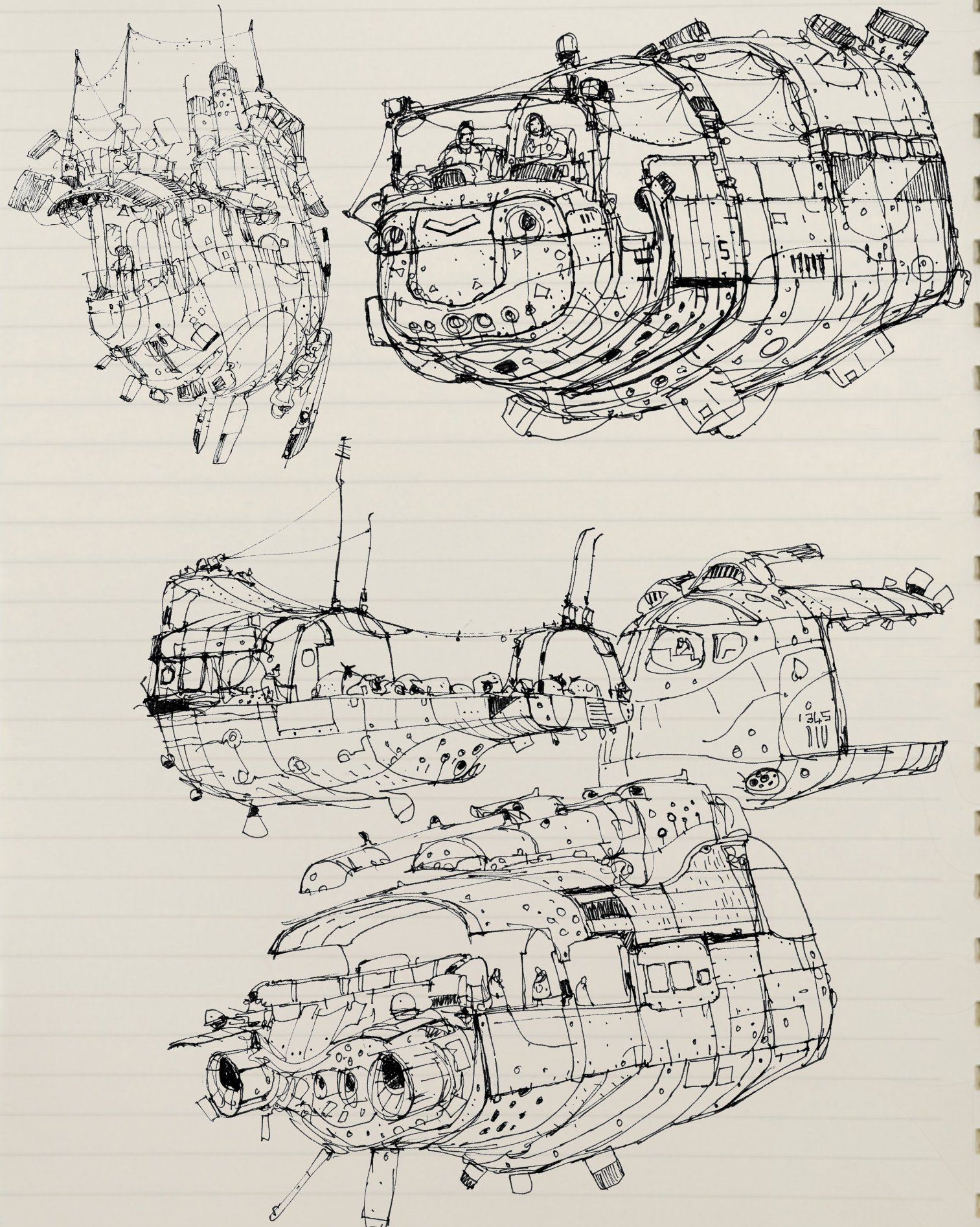
07

Here is another compositional rough (Fig.08).

I'm drawn to the idea of a sky filled with all manner of floating ships so hopefully one day I'll do a painting of this scene!



08





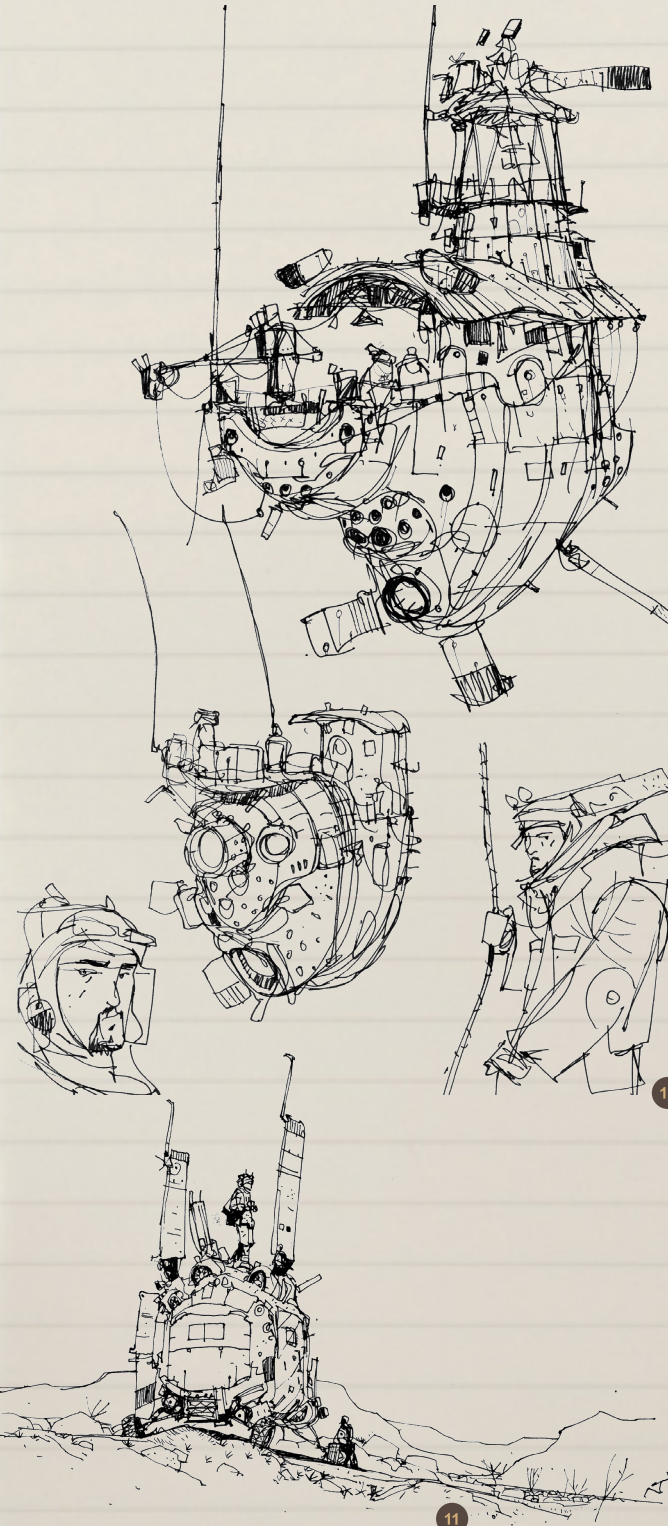
This is an observational piece drawn from my kitchen window, inspired by the ink and wash drawings of the great Arthur Rackham (Fig.09).

These are the initial developments for a tutorial piece (Fig.10).

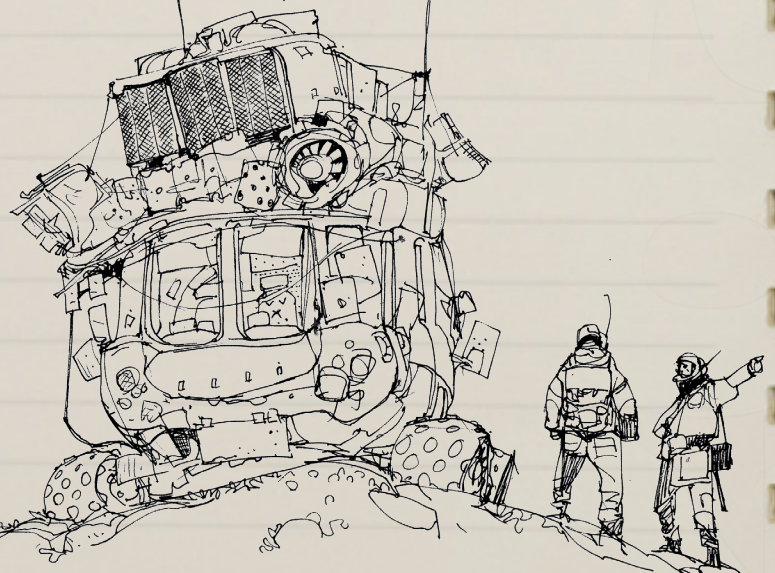
These sketches are based on the idea of a technologically advanced vehicle that's broken down in the wilderness (Fig.11 – 12).



09



10

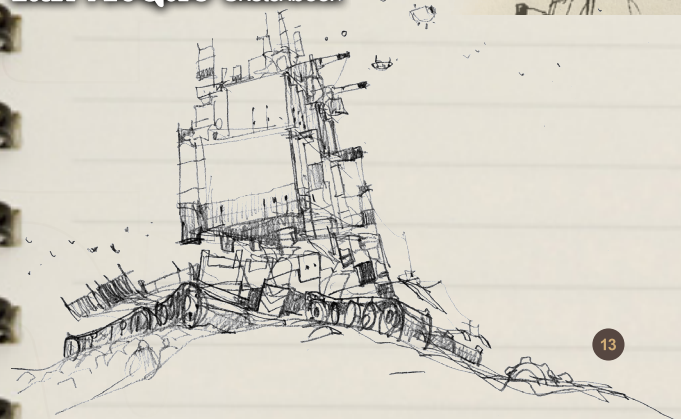


12

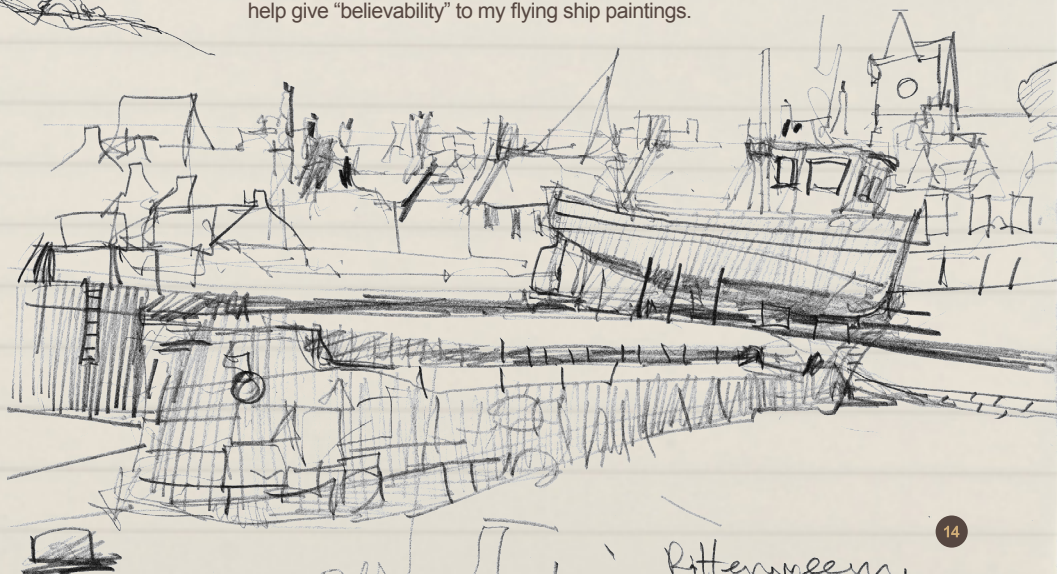


This is a Mortal Engine based on Philip Reeve's excellent series of novels. The world he describes is a rich source of imagery (Fig.13).

Here are some field drawings (Fig.14 – 15). While photographs make great reference material, it's also good to take time to make quick notes in a sketchbook. There's no better way of really getting to know a subject, and the lessons learned here help give "believability" to my flying ship paintings.



13



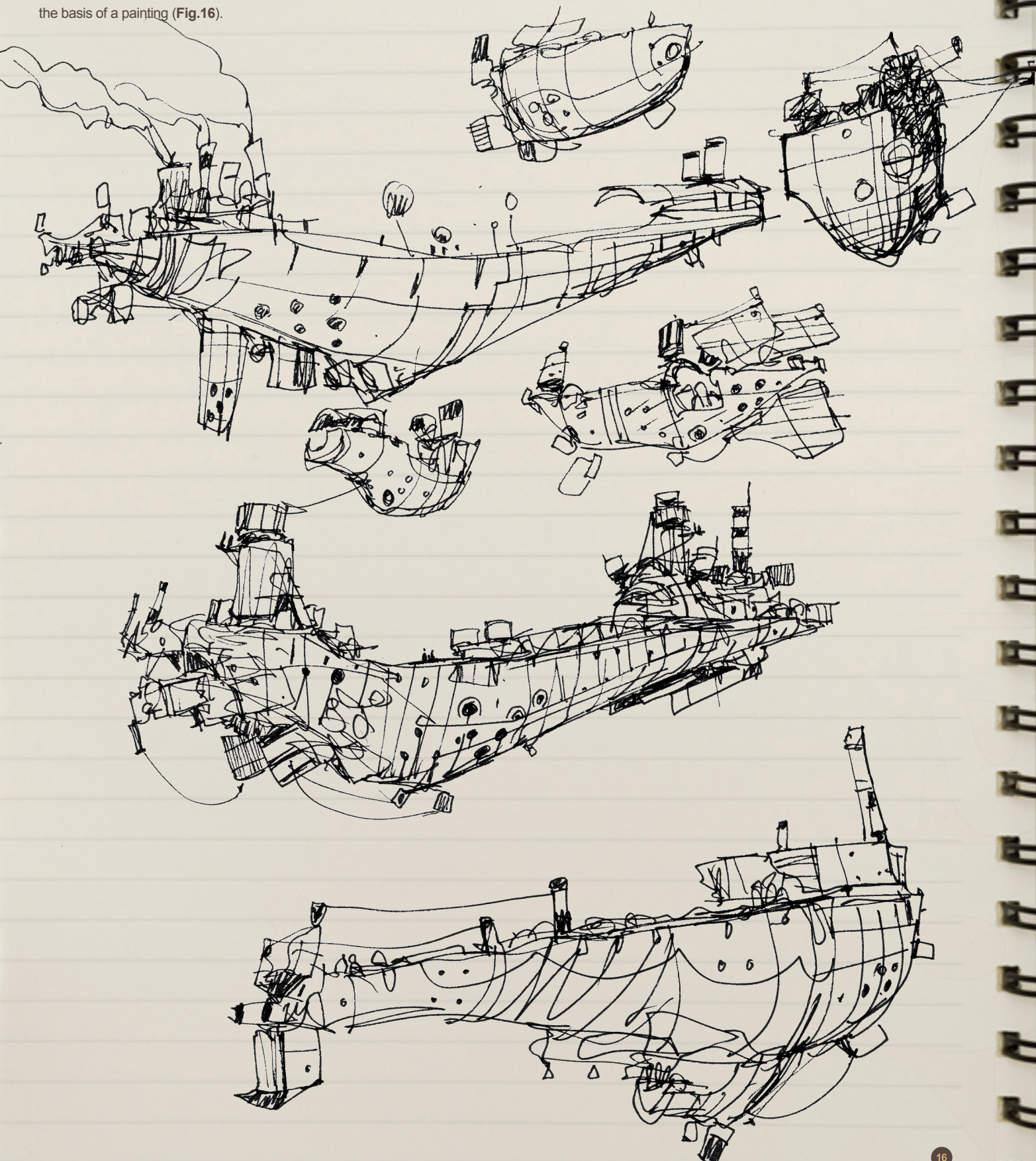
14

Pittennween,
Jun 16
2010

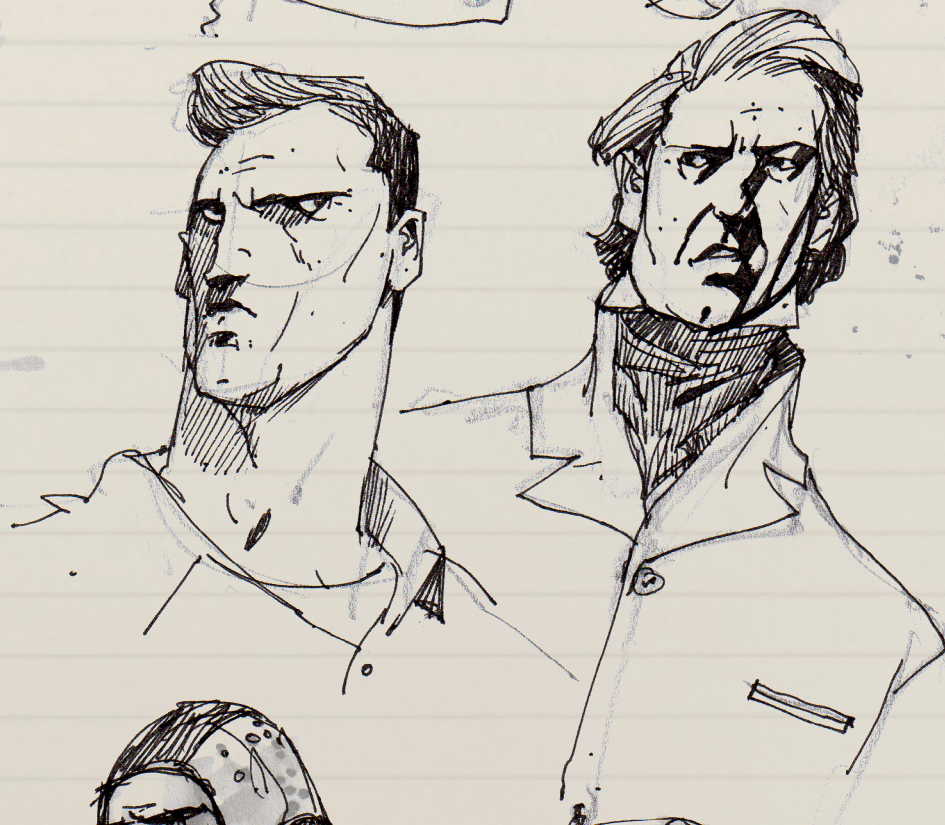
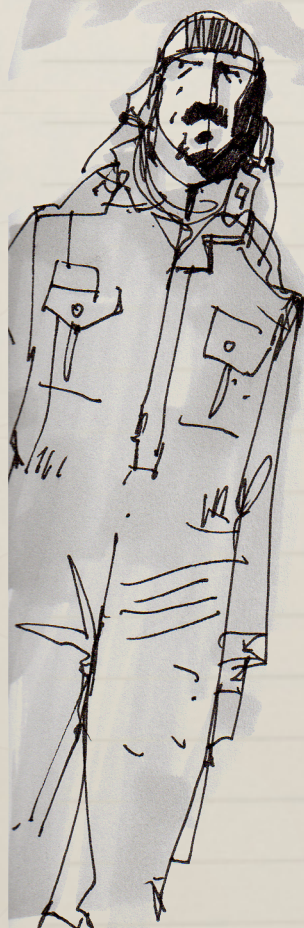


15

I fill dozens of pages with these warm-up sketches, just looking for interesting shapes that might eventually form the basis of a painting (Fig.16).



Here are some space dudes inspired by the
aesthetic of 1970's Nasa spacesuit design (Fig.17).





Whilst watching a medieval epic recently I was taken with how much the suits of armor echoed today's "space marine" look. These sketches are an exploration of those similarities (Fig.18).



Fig.19 shows how an idea progresses from a rough pencil sketch to the final painting.

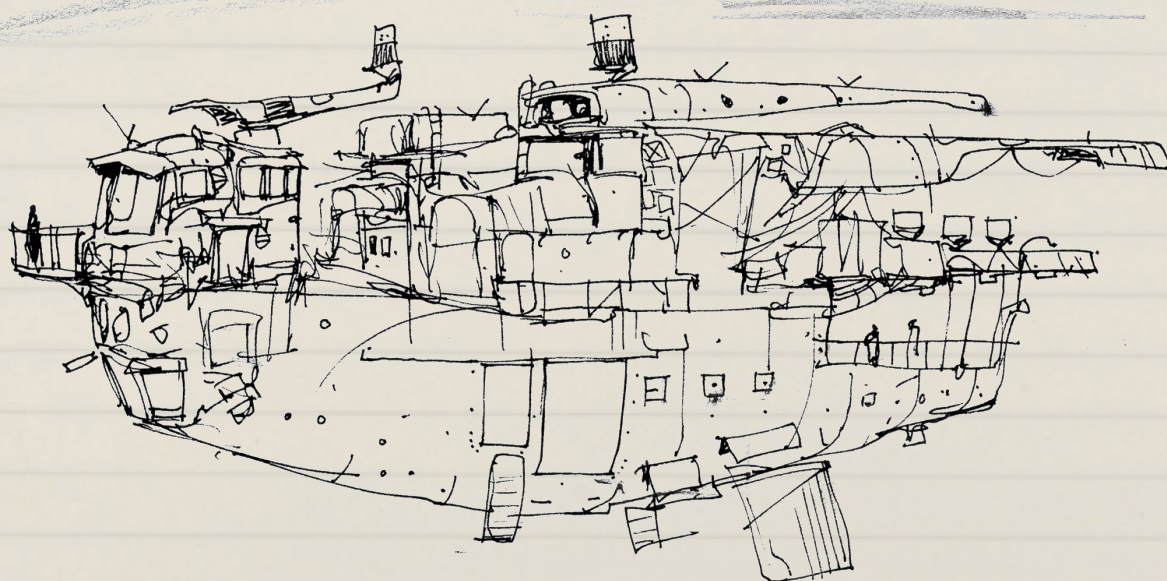
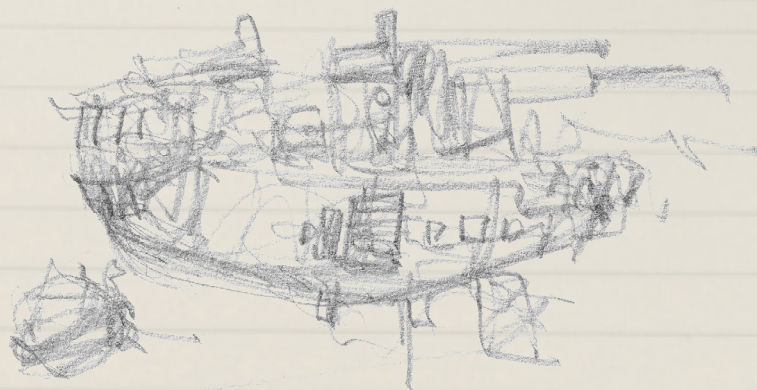
IAN MCQUE

For more information please visit:

<http://mcqueconcept.blogspot.com/>

Or contact him at:

ian.mcque@gmail.com



19



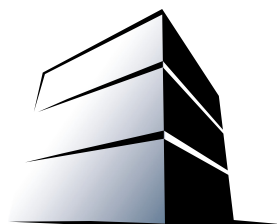
"LumenRT offers a solution that is better looking, simpler to navigate, and protects the work file. This is very good for us and our clients."

Ronen Bekerman, Polytown Studio
www.polytown.com - www.ronenbekerman.com

ONE CLICK FROM
SKETCHUP TO THIS



LumenRT | review for sketchup



- ☒ ACCURATE LIGHTING WITH GLOBAL ILLUMINATION
- ☒ REAL-TIME REFLECTIONS
- ☒ WALK AROUND YOUR PROJECTS IN REAL-TIME
- ☒ CANNED ANIMATIONS
- ☒ STANDALONE LIVECUBES TO SHARE WITH CLIENTS

www.lumenrt.com

e-on
software
beyond inspiration



Vue



Carbon Scatter



Ozone



LumenRT

Technologies for 3D Sky, Light & Nature

AVAILABLE NOW!
DVD, Digital Download, Subscription

THE **GNOMON** WORKSHOP

LEVEL UP YOUR DIGITAL SCULPTING SKILLS TRAIN WITH KILLER ARTISTS

3D CHARACTER DESIGN SERIES WITH SCOTT PATTON

In this two volume series, Scott Patton shows the processes he uses to create a 3D character for feature films. The first volume explores Patton's fast and efficient method for concept sculpting, skipping the 2D sketch phase all together and designing the character entirely within ZBrush®. He covers everything from blocking out the forms and fleshing out the muscles, to adding props, detailing with alphas and posing the character. The second volume covers methods for creating a final color rendering using ZBrush and Photoshop®. Patton shows how he squeezes the most from ZBrush's powerful renderer to create both a wide and close-up shot of the character. He then shares creative Photoshop tips and tricks to quickly get to a finished piece of concept art from the ZBrush renders, covering topics such as adding and refining skin texture, hair, eyes, shadows and scars. Patton also discusses how to create backgrounds that enhance the character and overall composition.



All Tutorials Are Now Available
As DVDs, Digital Downloads,
And Part of The Online Training Subscription

www.thegnomonworkshop.com

The Gallery



This month we feature:

Gia Nguyen Hoang

Markus Lovadina

Ivan Kashubo

JXing

Shaddy Safadi

Martin Klekner

Laliashvili Ivan

Jama Jurabaev

Rune Månsson

David Munoz Velazquez

CARGOrilla No. 625

Rune Månsson

<http://www.maans.dk>

holst.rune@gmail.com



Rune Månsson
2011

Fear

Jama Jurabaev

<http://jamajurabaev.daportfolio.com/>

jama_art@tag.tj

© Jama Jurabaev





Dragon Haichery

Gia Nguyen Hoang

<http://gunsbins.daportfolio.com/>

gia.nguyenhoang@gmail.com



Emerald Pools

Shaddy Safadi

<http://www.shaddyconceptart.com/>

shaddysafadi@yahoo.com

© Shaddy Safadi

Digital Plein Air Painting, done on location

(Right)



Fantasy World

Laliashvili Ivan

<http://ivany86.deviantart.com/>

ivany86@yandex.ru

(Below)



Dreaming of Paper Airplanes

Martin Klekner

<http://mkvisualfx.blogspot.com/>

martin.klekner@centrum.cz



Techadept

Ivan Kashubo

<http://kashivan.blogspot.com/>

ivankash.art@gmail.com



White Walker

David Munoz Velazquez

<http://www.munozvelazquez.com/>

munozvelazquez@gmail.com



SATORI

Markus Lovadina

<http://malosart.blogspot.com/>

malo74@gmx.de



Brothers Black and White

JXing

angusyap@hotmail.com





Ready for adventure
Luxology

modo® 501 image by Robert Lechl

THE **38TH** INTERNATIONAL
CONFERENCE AND EXHIBITION ON
COMPUTER GRAPHICS
AND INTERACTIVE TECHNIQUES



VANCOUVER

SIGGRAPH2011 MAKE IT HOME

CONFERENCE 7-11 AUGUST 2011 **EXHIBITION** 9-11 AUGUST 2011

Wherever SIGGRAPH travels, HOME is where smart people gather for an irresistible mix of energy, artistry, and the latest ideas in computer graphics and interactive techniques.



VANCOUVER CONVENTION CENTRE



Sponsored by ACM/SIGGRAPH

WWW.SIGGRAPH.ORG/S2011

In this eBook series our artists will be teaching us how to use information about tribes from the past and present to design new characters. The artists involved will gather references about their chosen tribal warrior and then translate this information into a dynamic character illustration. Character design is huge in both the game and movie industries and this eBook is a great guide as to how to design a character from a brief.

Chapter 1 | June Issue 066

Aztec

Chapter 2 | July Issue 067

Maori

Chapter 3 | This Issue

Native American

Chapter 4 | Next Issue

Viking

Chapter 5 | October Issue 070

Fantasy



Tribal Warriors ^{Painting}

Chapter 03: Native American

Software Used: Photoshop

It's always a tricky thing depicting historical stereotypes when character designing. How much accuracy do I lend to the concept? Do I make it entirely historical or do I suspend some of it for artistic liberty so that instead I can render something I think is more engaging?

You also have to consider what might be offensive as the wrong depiction could cause some headaches. The last time I checked, few people like headaches.

The motif of the Native American warrior has been part of Western culture for dozens of decades now and has had its own road of evolution. Initially thought of simply as a wild savage, today's Native American warrior is still considered a brutal fighter, but also one of honor and wisdom. They also have a connection to the land they live in and its wildlife. They are more like introverted survivors than savages.

Let's see if I can do the subject matter justice. As with any historical subject it's important to start with plenty of references! Search pictures online of course, but don't neglect books on the subject. They allow for a more concise breath of knowledge since they're usually accompanied by captions or full-on explanations.

Also look at films and documentaries. These are the best bet if you want to stay accurate, but if you're looking for something a little more fantastical then a good epic drama on the subject matter will help too. Anyhow, on to the piece!

I generally like to start off loose so this sketch, although quick and dirty, was actually more focused than usual (**Fig.01a**). At this stage I tried to capture the posture and the attitude of the warrior. I also considered composition, but since I knew that I was going to be changing it soon, I

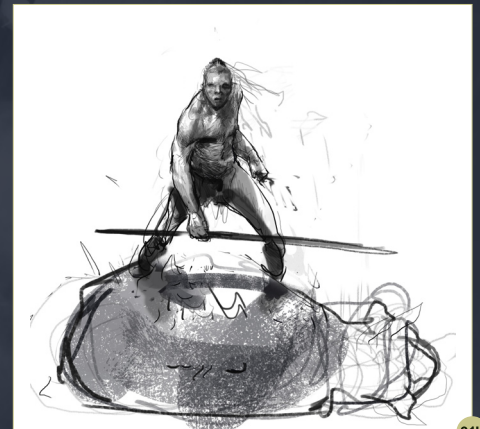


01a

wasn't too concerned with it just yet. I sketched this out in Photoshop and simply used a Hard Round brush with Size Jitter set to Pressure (under the Shape Dynamics options).

I also attempted another more dynamic pose. I'll never know if it would have worked out better; it might very well have, but I already had an idea forming in my head with the former sketch and kind of wanted to see it through (**Fig.01b**).

This is not the best way to go about starting a piece, at least from my experience. Usually, if your character is going to encompass a full scene – background and all – it's best to establish the dominant colors and lights in the scene first. This means that one should start with the background and then work on the character, as this way some of the background colors can naturally bleed through the colors of

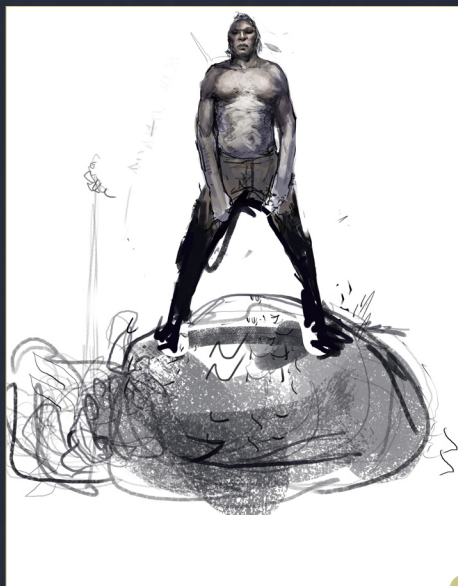


01b

the character, grounding them to the piece. Yes, going about this image in the way I did resulted in some delightful hair tearing down the line when I tried to get the warrior to fit properly.

Speaking of the warrior, as you can see, I worked up some volume and an early indication of skin tone (**Fig.02**). I was mainly still focusing on his posture though. I was imagining a scene in which he's just killed a buffalo and he's standing on his kill. I didn't want him to look arrogant, just raw, if that makes sense. Kind of like, this is who he is and this is his element.

There was something that wasn't quite working at this stage, but regardless of this feeling I moved on to quickly sketch out the buffalo, and planted both of them on a surface (**Fig.03**). I used some warmer colors on the buffalo's coat, which I wasn't sure was the best idea as I didn't



02



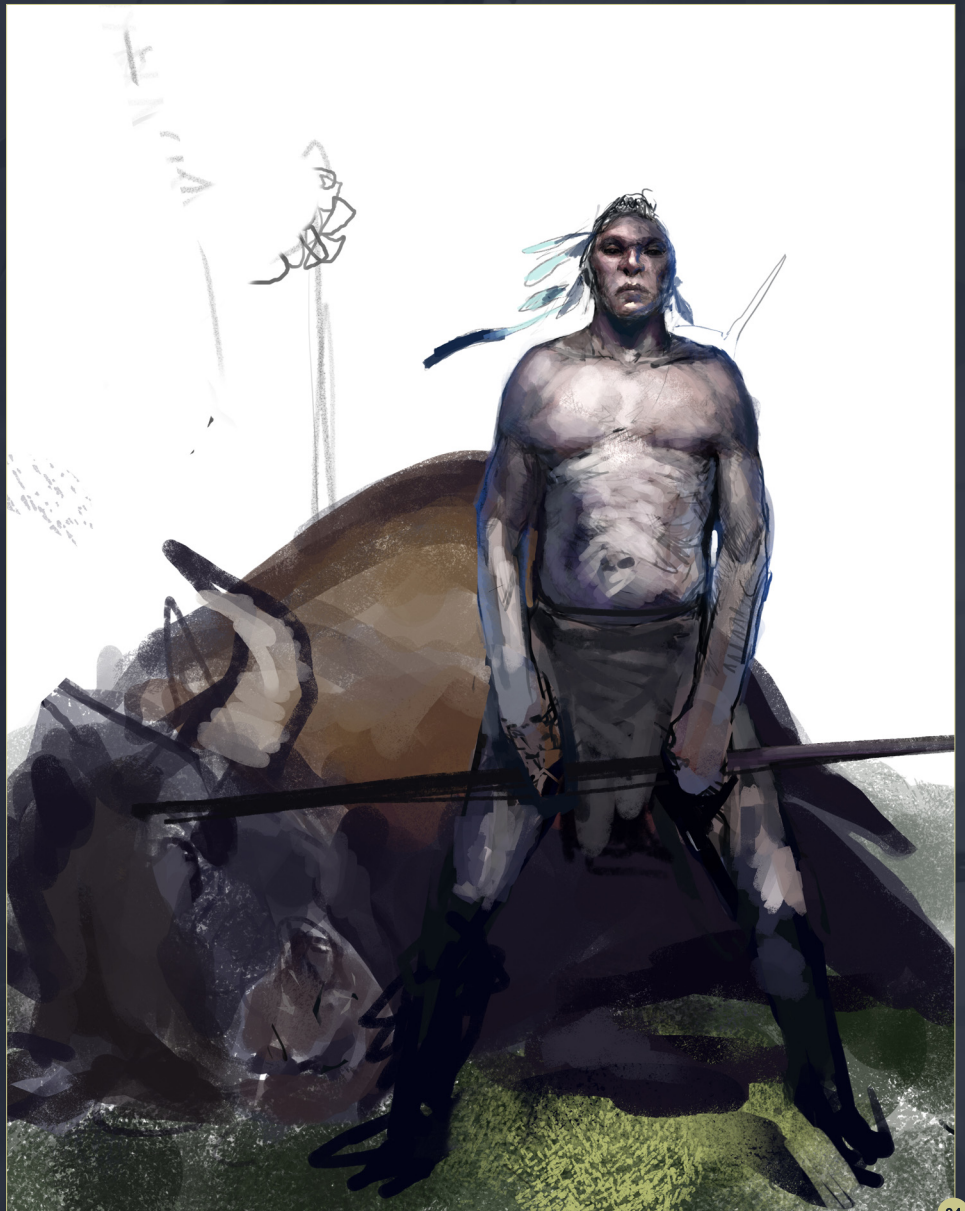
03

want it to feel warmer than the warrior's flesh as the buffalo was supposed to be reading as dead. I went for some vignette lighting here to add some drama to the scene. To paint the grass (for what it is) I used a Hard Edged Round brush, with the Dual Brush option clicked. I then bounced around the Dual Brush options depending on whatever secondary brush appealed to me at the time. Really, it's a very poor example of how grass should be done – the only reason it works at all is because of the light and color, which is okay. I'll be getting back to it though, don't you worry!

I then think I worked out what was bothering me which was mainly the fact that he was standing on his kill. It looked kind of cool, but like I stated earlier, I was aiming for a non-arrogant but confident air. The character standing on a dead buffalo didn't really project that, so as you can see, I lowered him in front of his kill (**Fig.04**). It took away from some of the dynamic factor, but I knew I'd find ways to work that back in later. At least now he didn't look like he was gloating.

Finally, after hours of delay, I got around to establishing the rest of the background. I was thinking of a cloudy, tempestuous, windy day on the plains. I used the Round Fan Stiff Thin Bristles brush that's native to Photoshop CS5. This is especially great if you have the Wacom art pen, since they preview the rotation of your brush, not just the tilt. On the negative side though they do have an annoying preview window that kept popping up no matter how many times I clicked off (**Fig.05**).

To recapture some of the lost dynamic I opted to tilt the whole piece about 20%. I simply grabbed all of the layers, went to Edit > Transform > Rotate and fiddled. I also continued to work up the warrior, giving him a lean build. I decided I'd probably scale it back some though as it was a tad too ripped for me (**Fig.06**). I also began focusing more on how to decorate him as I wanted to keep it simple, without too many adornments. That way the pose wouldn't be



04



05



06

lost in a bunch of layers and nuanced details. I also worked up the buffalo, giving him a darker, shaggy coat. I started considering whether or not to just entirely darken the eyes and take out the little glint because it was quite difficult to project him as dead.

Enter doubt! I rotated the whole piece back to an even level. I wasn't sure if I liked it more like this, but I was still trying to figure out the composition. Tilted it looked a little wonky, but a part of me still liked it because it pulled me in (**Fig.07**). Regardless of this I continued to add detail, along with accent colors (the red straps coming from his hair) that helped drive more focus to his face.

Yep, back to a tilted piece (**Fig.08**). I decided to stick with this as I was starting to dig the slight sense of vertigo. I went back into the sky and reworked it, using the previously mentioned bristles brush and the Hard Edged Round brush. I kept it all loose as I wanted to give the sky a sense of motion to counteract the stillness of the two subjects. Usually if you refine something you tend to make it look more static, which is pretty logical if you consider the fact that in real life the quicker a thing is moving the blurrier it appears. I also introduced some rim lighting to add extra drama. All of this was done with the



07

Hard Round brush. I also cropped the canvas as I felt like we were too far away from them before.

I also started to build up the grass. I began by using the Grass brush that comes with Photoshop and angled it in the direction I wanted it to go. I also varied the size and spacing. Once the brush was set I simply began to layer it over the ground. There's not a big trick to this; you just have to study some grass references and figure out how much of it you want to accurately portray in your scene. I was going for semi-realistic, keeping it a tad on the fantastical side. After I was done with the initial laying in of the grass I grabbed a Hard Edged Round brush, set the Size Jitter and Opacity Jitter both to Control Pressure and went in to vary and touch up the grass some more. From this point onwards it was just a case of further refining.

Here we have the pseudo-final piece (**Fig.09**). I never really feel like my work is complete, and this example is no different. There's plenty I'd still like to render, but for the sake of the tutorial and time this will have to do. I pretty much just went over everything and refined it further. I solidified the clouds just a tad more, and also detailed the bison a bit more, trying to push its sheer bulk. I got the clumpy texture look by setting my Hard Round brush to a speckled



08

brush. To do this just enable the Scattering options in the Brush Options window and vary the sliders. Make sure to also play with the spacing option of your brush for better results.

I also added some body designs, but nothing that would cover up the physic too much. I think a warrior's greatest tool (after his mind) is his body; the better that is honed the more deadly he should be. For a quick and agile character like the one we have here, it's important to see his build.

As for the grass, I copied the former layer, put it to Overlay mode to pump up the contrast and then continued to paint on it. This gave it that extra kick of light to dark. I also made an overlay layer for the body and just painted lightly over him with the earlier mentioned speckled brush, to give him a bit more texture.

So there you have it, a rather loose take on the iconic Native American. I hope you enjoyed the tutorial and best of luck in your version!

Note: Just for the fun of it, I also made a quick version with rain in it (**Fig.10**). It is not quite accurate – the skin should be more glistening and the lighting is much too warm now – but still, just to play around. I used the speckled brush on a different layer, then used the Filter > Blur > Motion Blur.



09

After that I just went in and did some hands-on smudging and painting of raindrops in motion. Remember to keep them blurry!

Branko Bistrovic

For more information please visit:

[http://www.brushdreams.com/brankosfurnace.](http://www.brushdreams.com/brankosfurnace.swf)

swf

Or contact him at:

bisvic@gmail.com





Image Courtesy of Nicolas Garilhe "God of Writing"

WRITING THE NEXT CHAPTER

Pixologic™
makers of **ZBRUSH®**

www.Pixologic.com

Join our online artist
community at

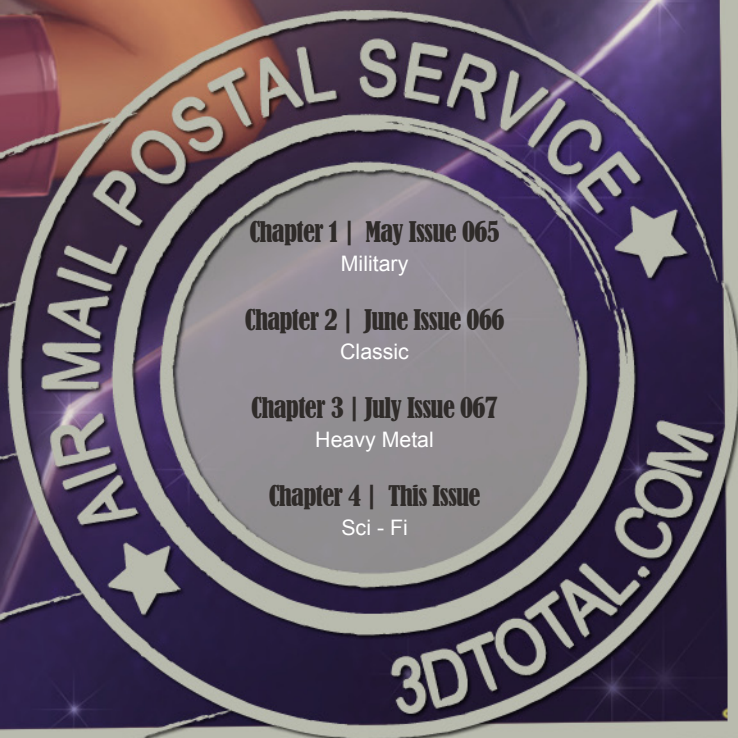
www.ZBrushCentral.com

Come visit us at Siggraph 2011 booth# 439

Pin-ups Sci-Fi



Pin-up art has dominated digital art forums for years. We are used to seeing it in many different styles and covering many different genres. With this new tutorial series, *2DArtist* can proudly announce their definitive guide to pin-up art. Pin-up legend Serge Birault will guide us through the different styles and influences in pin-up art, as well as giving an insight into the fantastic painting techniques he uses to make his outstanding images.



Chapter 1 | May Issue 065
Military

Chapter 2 | June Issue 066
Classic

Chapter 3 | July Issue 067
Heavy Metal

Chapter 4 | This Issue
Sci - Fi

Chapter 04: Sci-Fi

Software Used: Photoshop

Welcome to the final chapter of this Pin-Up series. I'm not very familiar with science fiction but I am going to give it a go in this tutorial. I hate painting spaceships and ray guns and things like that, but I do love old fashioned sci-fi movies so I will try to use that as my inspiration.

Influences

As with the other tutorials I will start with a list of the artists who inspired me for this image.

- I looked at a lot of the work of old school sci-fi illustrators like Frank R. Paul or Pete Elson.
- Siudmak is probably one of the most famous sci-fi book cover painters. The main influence I took from him was his use of very saturated tones.
- I looked at a lot of the old covers from the magazine *Amazing Stories*, which had incredibly kitsch sci-fi covers.
- Hajime Sorayama as usual!

The Sketch

The sketch is very simple (**Fig.01**). It is a girl and a rocket. Although it's basic it's a classic pose for a pin-up that has been used by a lot



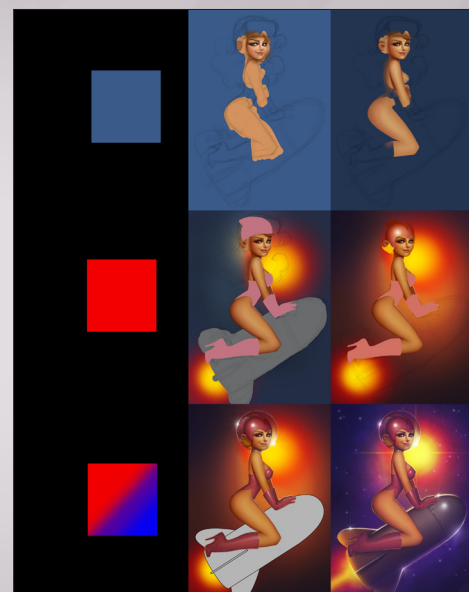
01

of painters. You often see military pin-up girls sitting on bombs and that is the type of style I would like to mimic.

I always work on big file, at least A4/A3 format at 300 dpi. Always keep your sketch on a separate layer and don't hesitate to create a lot of layers around it if you need to. I used to create roughly 200-300 layers even for a simple picture. If you don't have a very powerful computer, merge them when you're satisfied.

Colors and Lights

I really didn't know how to start. I had no ideas for the colors and the lighting so I changed my



02

mind often (even more often than usual). As you can see, I started with cold tones and I added saturation little by little (**Fig.02**). My global light started in white and then later became yellow. It's very easy to make changes with Photoshop. Don't forget you've got the right and ability to try a lot of different things. You don't have to work in a linear way. If you come across a similar problem the best thing to do is test things out and see what you do and don't like.

As usual I worked with very low opacity brush strokes. I only used the Soft Round brush (airbrush) for this picture, with the opacity set between 50 and 100%.

The Head

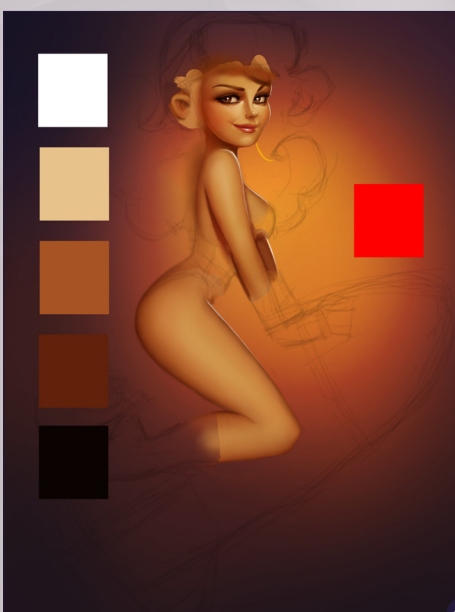
Bambi's face is different in every picture I do. This time she was less cartoony than usual. I tried different proportions and skin tones. Once again I didn't work in a logical way as I think it is good to not know where your painting is going. I added details like the helmet, which I made bubble-like with very strong (and false and incorrect) reflections. I didn't try to create a realistic result, but instead tried to get the old-school look I was aiming for (**Fig.03**).

The Flesh Tones

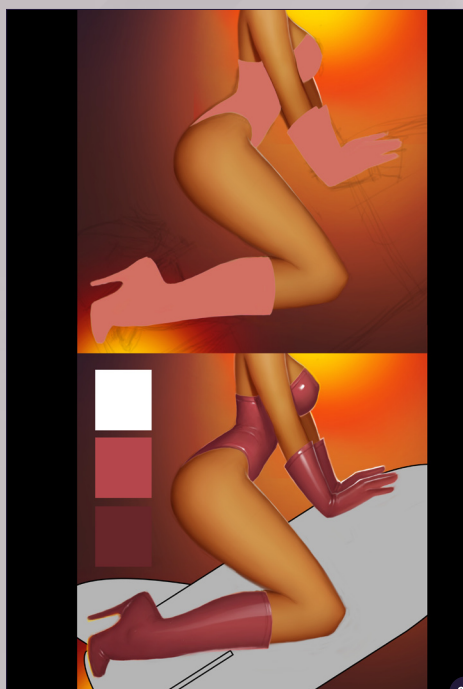
The gradient I've used for the flesh tones is very classical in appearance (**Fig.04**). I added



03



04

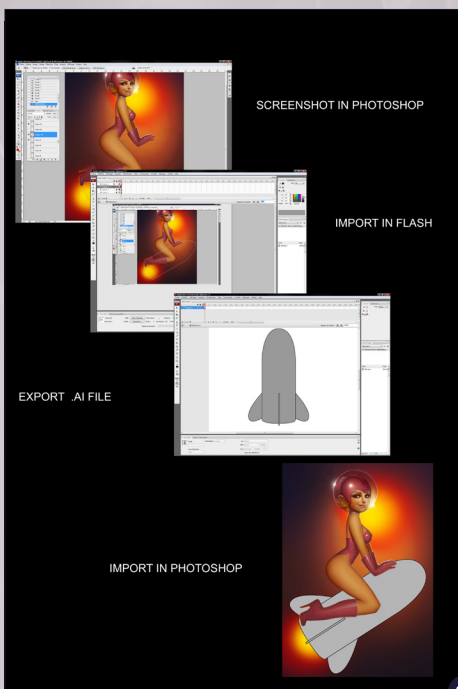


05

a little bit of red between the darkest tones and the middle tones. This is very similar to the technique used by Elvgren.

The Outfit

I wanted the outfit to look a bit like rubber (Fig.05). It's not a very difficult material to paint. You have to paint a logical gradient and then add some strong but small white reflections. There's a very easy way to paint reflections like this. Create a new layer and paint the shape of the reflection with a Hard brush with the opacity

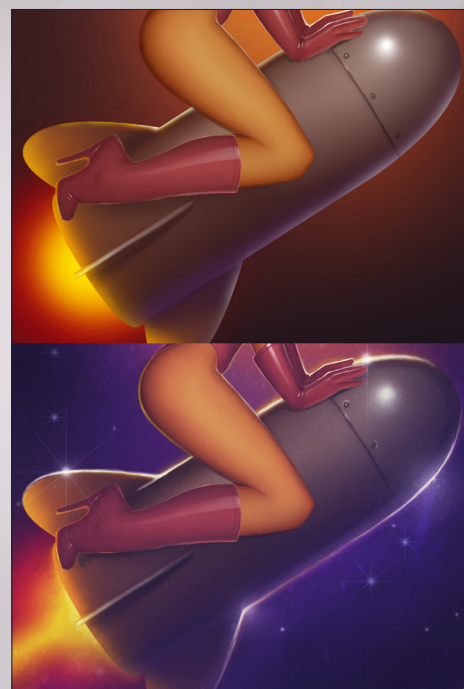


06

at 100%. Once you have done this decrease the opacity of the layer. If your gradients are good, it will work. Quite simple isn't it?

The Rocket

When you have to paint geometric shapes don't try to paint them, use vectors. You can work with vectors in Photoshop but there is software which works better. I use Flash Time. I just do a screenshot of my picture then past it in Flash. I paint the shape with vector tools and then export it as an .AI file. I can then import the shape in



07

Photoshop where it becomes easier to paint over the shape (Fig.06 – 07).

The Stars and Halo

I wanted to add a kitsch halo to this picture. To create it I duplicated a simple line again and again, changing the opacity and the size of it every time. When I'd done this I was able to change the angle and create the desired effect. I also added a bit of noise in the background with a Standard brush (Fig.08).

Adjustments

As I made a lot of changes to the colors and the lights along the way, I didn't have to do a lot of adjustments (Fig.09). Once I had it was finished (Fig.10).

The four pictures of Bambi are simpler than my usual work, but the only difference is time. The more time you spend on your picture, the more precise and detailed it will be.

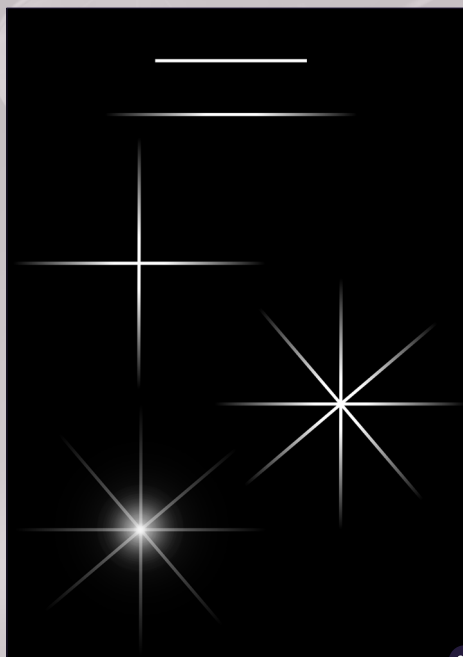
Serge Birault

For more information please visit:

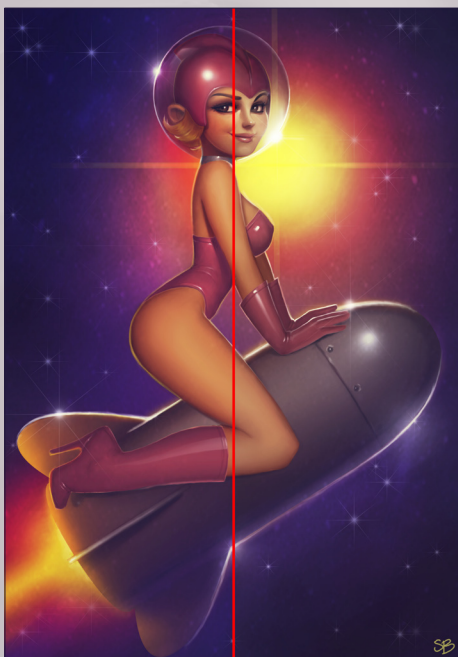
<http://www.sergebirault.fr/sb/index.php>

Or contact him at:

serge.birault@hotmail.fr



08



09



Subscribe

SUBSCRIBE NOW & SAVE UP TO 25%
on this already amazing value publication!

12 ISSUES FOR THE PRICE OF 9

£24.75 save £8.25 (approx - \$35.91 save \$11.97)

Have your 2DArtist Magazine Download link
delivered automatically to your inbox every month...
and have it before anyone else!

320A J1102E2

2DA next month

Here is what's in the next issue of 2DArtist

Interviews

Greg Broadmore

Articles

Sketchbook of Freeuno

Tutorials

Painting Tribal Warriors

Chapter 4: Viking by Jon McCoy

Creating New Worlds

Chapter 1: by David Smit

Matte Painting

Chapter 4: Lighting by Peter Swigut

Character Portrayal

Chapter 3: Elderly Man by Richard Tilbury

Making of

The Trials of Devotion by Noah Bradley

Galleries

another 10 of the best
Images from around
the world!

visit www.2dartistmag.com for full
information and to purchase current and
previous issues for only £2.75 each!

Image By Greg Broadmore

Chapter 1 | June Issue 066

Concept

Chapter 2 | July Issue 067

Adding the Sky

Chapter 3 | This Issue

Adding Elements

Chapter 4 | Next Issue

Lighting

Chapter 5 | October Issue 070

Transforming the Time of Day

Matte painting is becoming more and more important in the CG industry. The backdrops of some of the most epic scenes in films have been created by matte painters who have used the techniques touched upon in this tutorial. This eBook will talk you through an entire matte painting and show you how to add photos to your canvas and then integrate them into your scene. This is a must-have for any experienced or novice matte painter.

MATTE PAINTING



Chapter 03: Adding Elements

Software Used: Photoshop

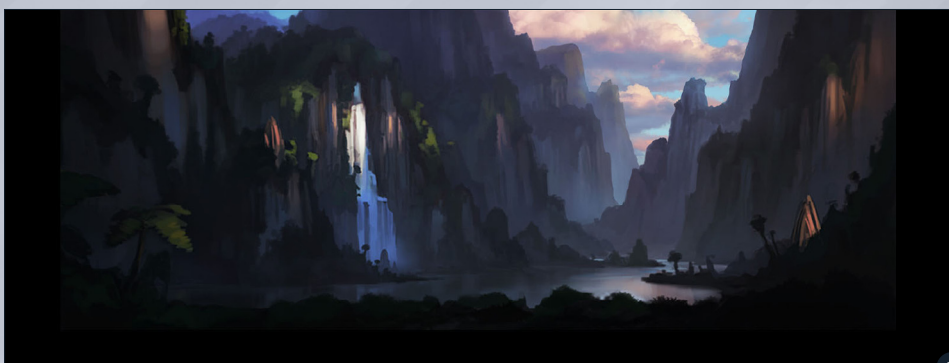
With the sky done I focused on the mountains. As you can see it still has the old sky with the cloud in the middle, which I decided to remove later on (**Fig.01**). As I am working on the entire painting at the same time, sometimes it comes to me after a while that something is missing or not working in the way I want it to.

Perspective

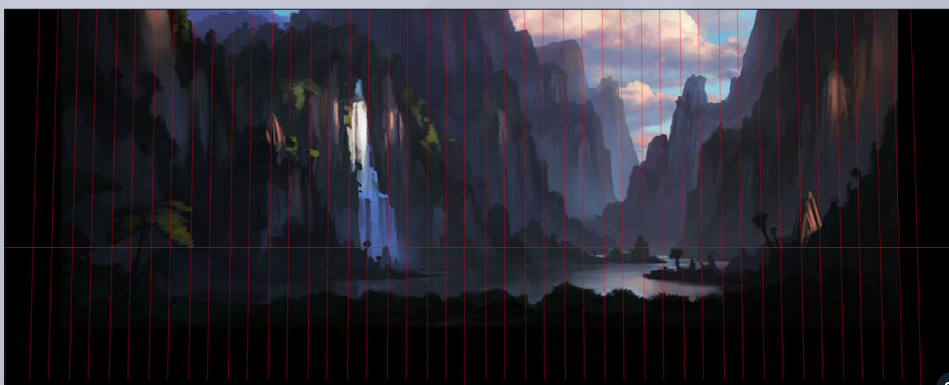
It is very important to have the correct perspective. I have found that it is little tricky to paint organic landscapes like this and have the correct perspective. Perspective, of course, applies to the mountains and any other objects, but because there are many form changes it is harder to determine the correct perspective (**Fig.02**). However this is much easier when dealing with things like architecture. You will have to use your own eyes to judge whether the perspective in the final version is correct.

Vanishing Points

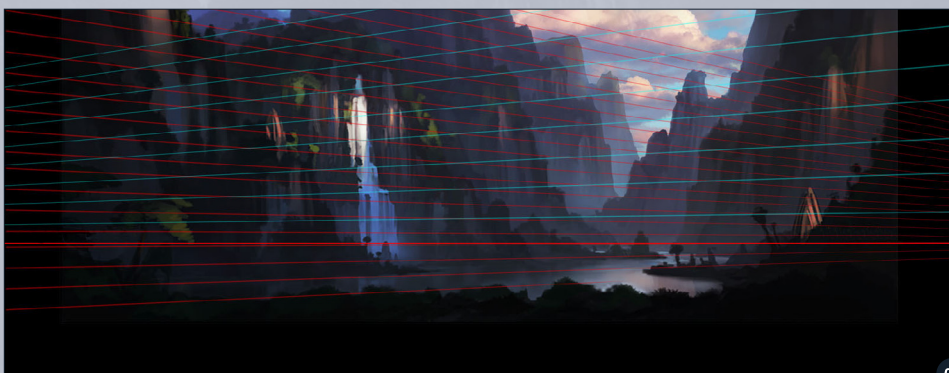
Each mountain has its own perspective with different vanishing points. I created my own perspective guides for the mountain that has the waterfall on it as an example as to how



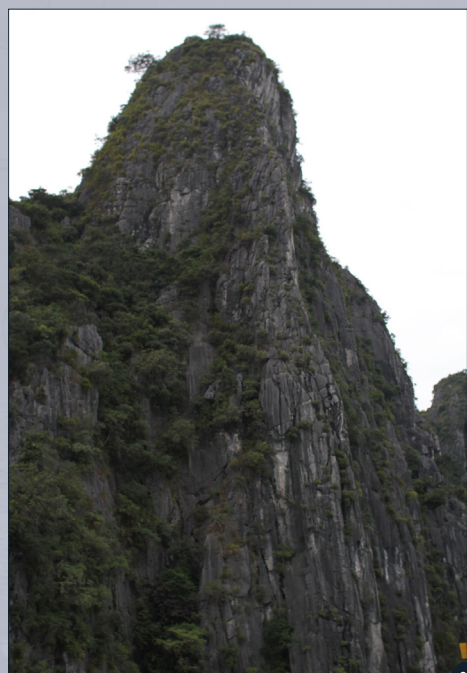
01



02



03



04

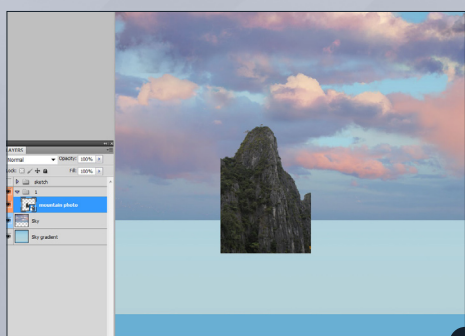
you can do this. It has two vanishing points (**Fig.03**). One is far to the left and the other is far to the right. Both of them are far outside the frame of the picture. It is useful for everyone (particularly beginners) to understand how to obtain the correct perspective for the objects in the scene before starting to add the photographic elements. It would be a good exercise to create similar guidelines for all of the mountains. Because each mountain is facing a slightly different direction the perspective will be different for each of them. If I am unsure about the perspective I find it is always helpful to create a simple 3D scene.

The way I developed this painting was to remove details from the original concept sketch

bit by bit as I added new elements. This way I kept the entire picture together. Before I start a matte painting I always gather a big library of photographs that I will use. With this painting the process was simple because I already had a good library of photos that I had taken in Vietnam and Thailand. Sometimes I need to spend a whole day searching for the correct pictures.

The Distant Mountain

I used this photo for the distant mountain because it resembled the mountain I had in the concept sketch quite closely (**Fig.04**). You will probably notice later that I also used this photo for the mountain on the right-hand side in the foreground. I really liked the form of the rocks on

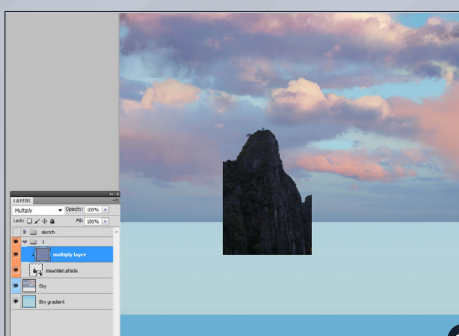


05

it and the mix of vegetation. Later on I re-painted the distant mountain to make it look different to the one I added in the foreground as we don't want to have cloned elements in the painting. At this point I started to think about the scale of the mountains and especially the scale of the trees. As the mountains recede into the distance the trees obviously get smaller and if you show this correctly it will greatly enhance the believability of your image.

The First Mountain

The extraction of this mountain was very simple because there was nothing but white sky behind it. I used the same extraction method as described in the previous chapter. I converted the layer to a smart object. It is a method introduced in Photoshop CS4, I believe, to preserve the layer detail after transforming it. By doing so I can transform the layer without

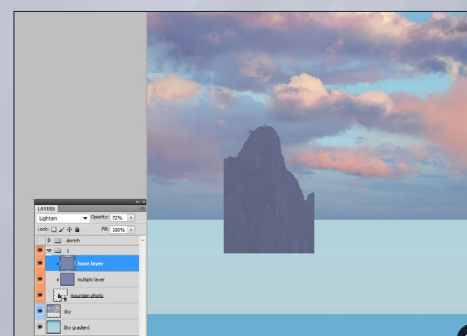


06

worrying about losing the quality if I decide to make the image bigger (**Fig.05**). The drawback is that it increases the size of the Photoshop file. Because of that I convert the layer back to normal mode once I am satisfied with the adjustments I have made.

Multiplying the Sky Color

I find that adding a flat layer of sky color to the image and then setting it to Multiply is the fastest way to color correct a photograph. This method is particularly useful when you want to darken your photograph and then match the color (**Fig.06**). The first step when adding this photograph was to try to make the mountain the correct color, and make it look as it would if it was in shadow. However you have to do this without adding the haze or atmosphere as that comes later. At this point I was picking a sky color from the shadowed side of the clouds. I



07

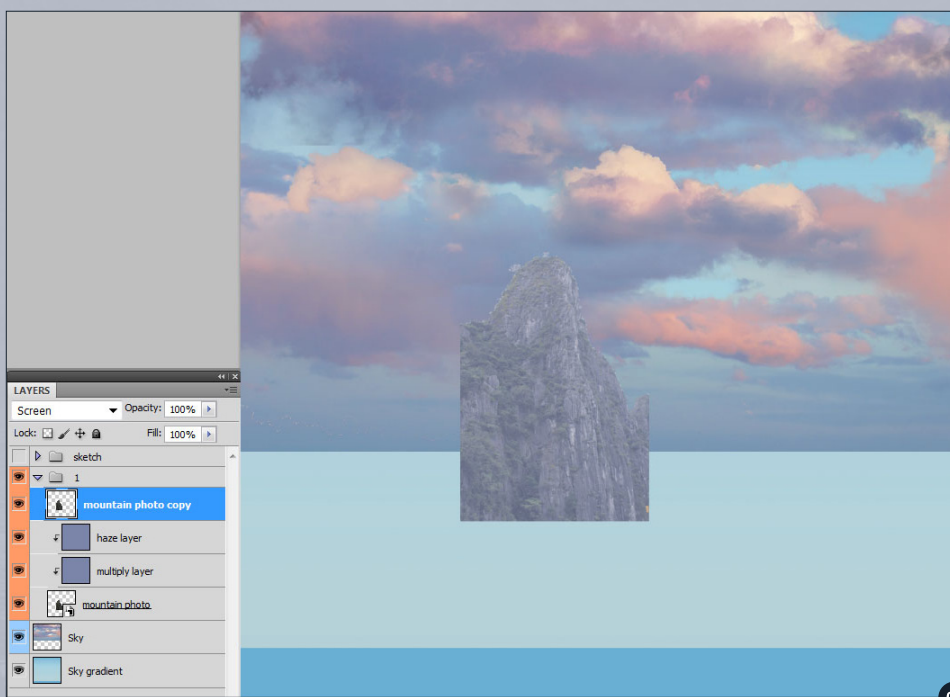
then created a new layer on top of the mountain layer and created a clipping mask. You can do this by clicking in between two layers with the Alt key (in Windows). Clipping masks let you paint in the new layer without affecting any layers below. Often I manipulate the opacity settings of this layer to achieve the desired look and to keep the colors of the original layer. I sometimes find that the multiply layer washes out the colors.

Adding Haze

I created another clipping mask using the sky color. This time I used a distant sky color instead of the cloud color. I did this because the haze layer is simply the particles in the sky lit by the sun, so the color should be lighter. I also changed the mode of this layer to Lighten. This way I kept the highlights, but reduced the black levels (**Fig.07**). I reduced the opacity of this layer to 72%. When it comes to judging the amount you should adjust the opacity it really comes down to your own judgment. You will find after doing it for a while that it becomes second nature and that you will do it without having to think about it.

Adding the Sunlight

After the haze levels and overall values were established I started to add sunlight. I duplicated the existing photo from the bottom of my stash of clipped layers and put it on the top in Screen mode (**Fig.08**). This blending mode allows you to add values that are greater than those in the layer below it. Even if the matte painting is set in a scene that is completely overcast I would still paint a slight indication of direct light on the mountains.



08

Color Correcting

I then created a high contrast image to be used as my light layer. I added a warm sun tone to this layer to reflect some of the warm tones in the sky (Fig.09).

Painting the Highlight

Once I had done some minor color adjustments I then set the duplicated mountain layer to Screen mode so that I could see the final effect of the sun on the cliff face. After that I created a layer mask and inverted it to black and painted into it my sunlight. This was to create the sunlight that touches the top of the mountains in my concept (Fig.10).

Creating a Light Wrap Effect

The last thing to do was to mimic the effect of a camera lens and show light washing over edges where there is a high contrast. There is a little technique to doing this which I learned while compositing. If you were to animate this shot with an airplane flying behind the mountain, for example, the effect of light bloom would change. In this case I would not add a static painted effect of light distorting the edge of the mountain, but rather incorporate layers behind it. This is why I used the sky layer and painted the light wrap in the mask to reveal it along the edges (Fig.11).

Final Result

Here is the final result showing the first added mountain (Fig.12). I proceeded with other mountain layers in a similar way as I did with this one, replacing the concept art with the cropped and adjusted photographs.

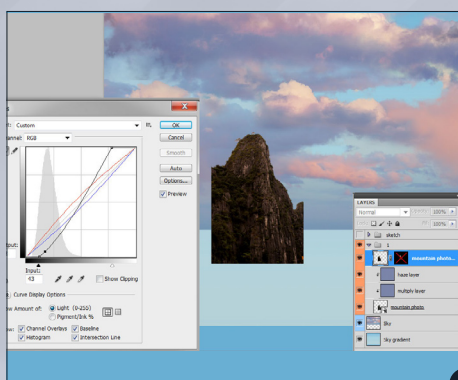
Piotrek Swigut

For more information please visit:

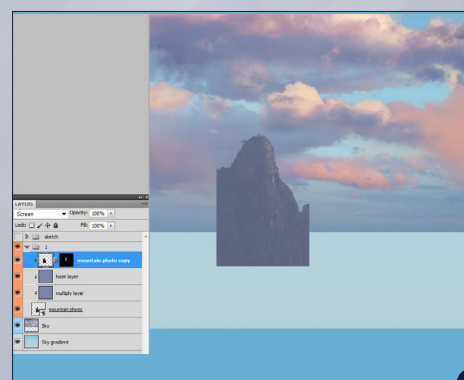
<http://www.swigut.com/>

Or contact him at:

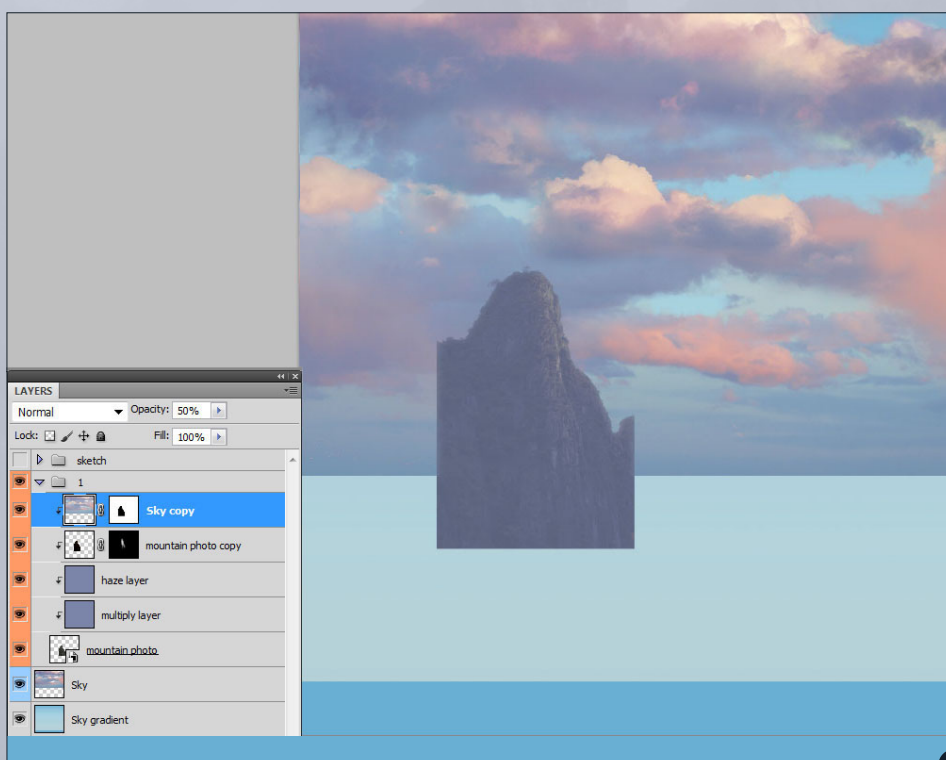
pswigut@gmail.com



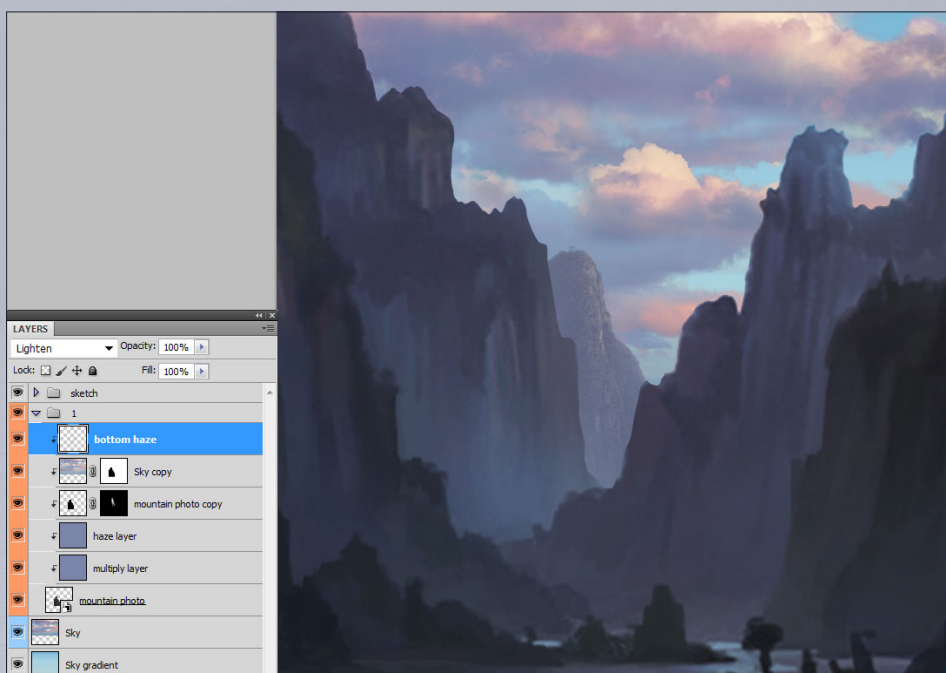
09



10



11



12

You can tell a lot about a person by their face. You can tell their state of mind, you can tell where they are from, you can even make a guess about their character. For this reason being able to portray the features of a face correctly when doing character concepts is vital. In this series of tutorials our artists will be looking at how you would tackle designing characters with very specific features, but they will not just be talking about it in the context of one character. They will be showing us how to paint certain features that can be applied to different character types such as gaunt, obese, bruised etc. If you are into creating character concepts and want to add story to the face of your design this is the series for you.



Character Portrayal

July Issue 067 Chapter 01 | Gaunt **This Issue** Chapter 02 | Child **Next Issue** Chapter 03 | Elderly Man

October Issue 070 Chapter 04 | Obese **November Issue 071** Chapter 05 | Beaten Up **December Issue 072** Chapter 06 | Tattooed

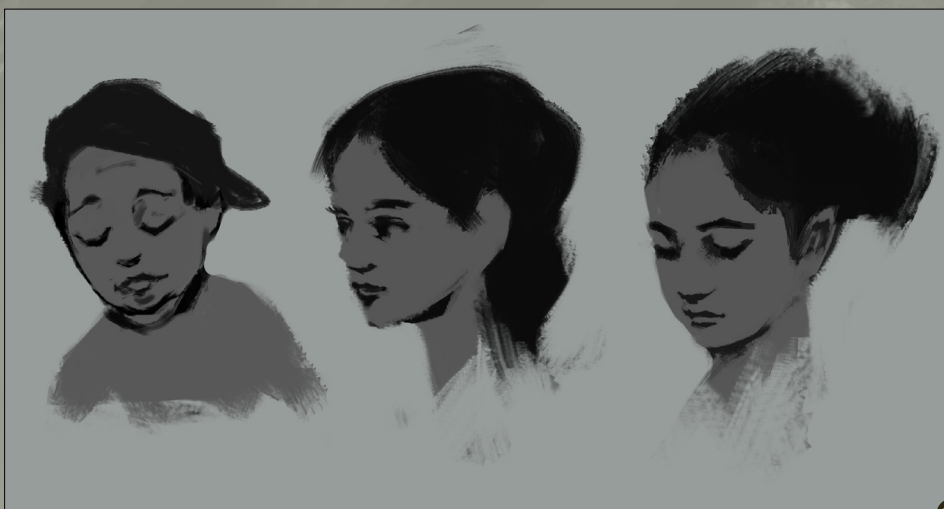
Chapter 02 - Child

Software used: Photoshop

A good initial sketch will make a more successful finished piece and save time for tweaking and correcting later. The initial sketches can help us figure out composition, value, proportions and even facial expression. I believe it sets an important foundation when creating a nice portrait painting.

Initially I usually focus on the structure of the face and the facial expression. Here are a couple of initial sketches, the first one was from imagination (**Fig.01a**). The second and third are from my own photo references. There are several key differences between the structure of an adult's face and a child's face. When a baby has just been born, their facial features are not as strong as an adult's. The eyes, nose, and mouth are very smooth and round, and the cheeks are plumper. As for the proportions and the relation between the features, they are much closer on a child than they are on an adult. For example, a child's forehead is large and their noses are small and very close to the eyes, which in turn are very big in relation to the size of the head (**Fig.01b**).

Another key difference is that children's heads are bigger in comparison to their bodies than an adult's. You will see in **Fig.02** that their



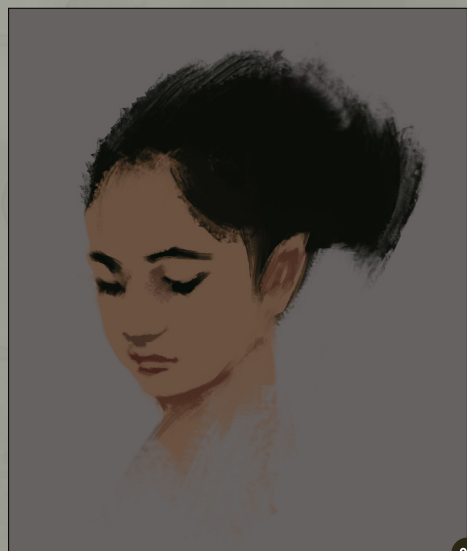
01a



01b



02



03

shoulders are smaller when they are younger and they get wider as they get older. The picture only shows the difference between a young child and a young teenager, but you can see that as they get older their shoulders will grow faster than their heads, their facial features will become more angular and linear, and will slowly get bigger, and their forehead will no longer be as large in relation to their features.

I started with three initial sketches of the child's face and since the third option was the most

interesting one it is the one I decided to develop into a finished portrait painting.

Once the value and the proportions were in place the color could be applied (**Fig.03**). I used the HSB (Hue, Saturation, Brightness) color system to fill in the color. I tend to apply the value range between 30-70%, and the saturation is usually lower than it should be. I like to use Overlay layers in the same way as you would if you were glazing traditional media, which means I can add more and more color

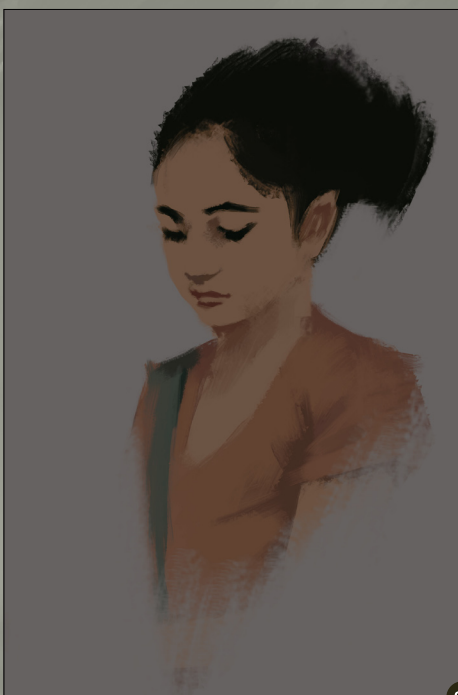
on top until I am satisfied with the result. It is important to keep the value the same throughout the painting as if you don't the image will look inconsistent (**Fig.04**).

I then went on to add shadow to the face. I started by adding a dark value and shading the face as if it were a sphere since that is the most similar shape to a head (**Fig.05a – 05b**).

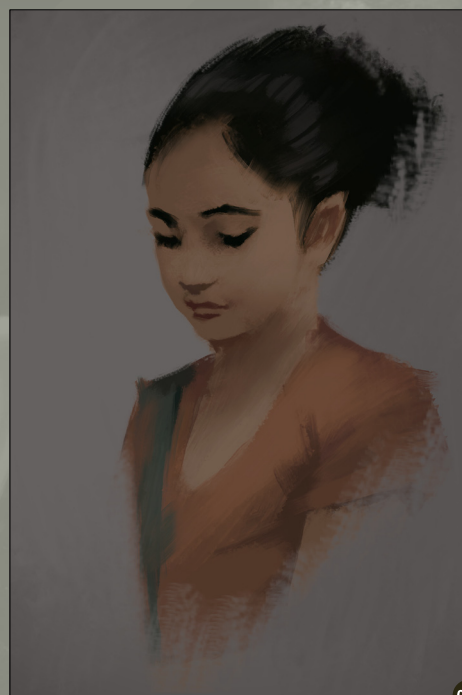
In general I like to use the same brushes from the beginning to end, but sometimes I use airbrushes on a larger area. I always try to keep a little bit of texture on the canvas, even in a very smooth area like the child's skin (**Fig.06a**).

Fig.06b shows a close up of the different stages of development in the mouth area. As you can see when doing the shading you can occasionally lose the proportions that were in the initial value sketch. This is why it is important to try to keep to the areas that you want to shade carefully as you don't want to lose the shape that you liked when you started the painting.

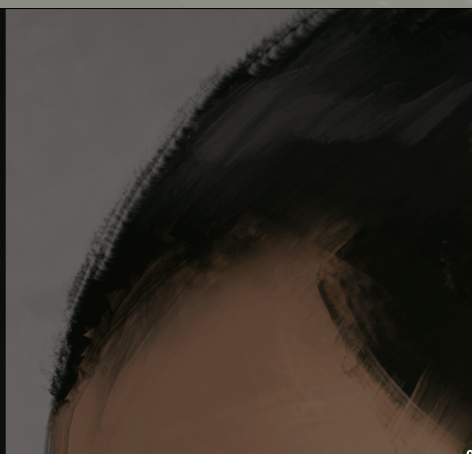
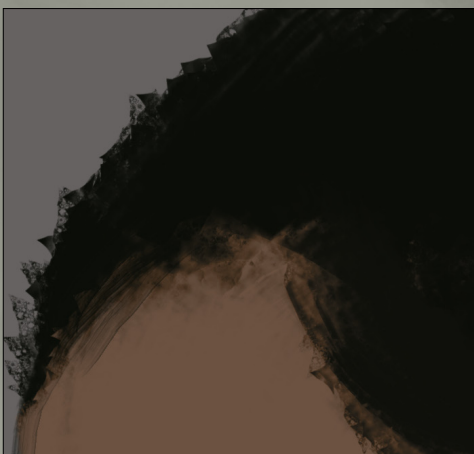
There are several techniques that you can use in Photoshop when shading. The techniques I



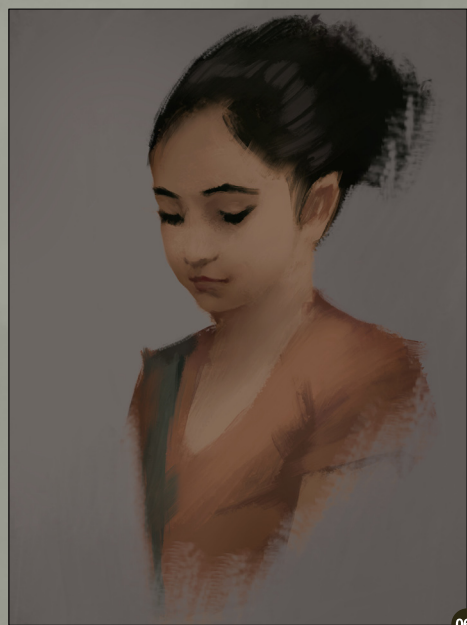
04



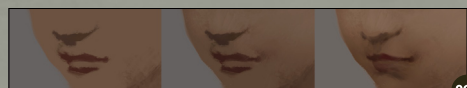
05a



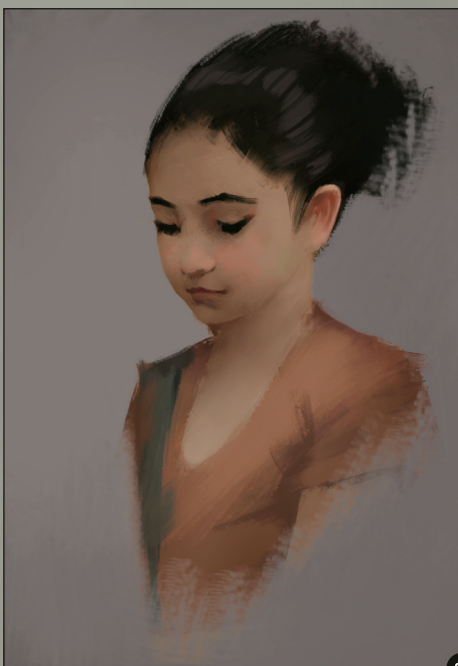
05b



06a



06b



07

use are to use clipping masks, Soft Light and Overlay mode. Clipping masks help us keep the edge quality regardless of the brushes we use and the strokes we paint. Soft Light and Overlay layers help us to add the value gradually without losing the existing layers of the painting. There isn't a great amount of difference between painting a child's face and an adult's apart from the fact that a child has slightly smoother skin, and this should be considered. A child wouldn't have wrinkles or folds of skin like an adult might.

Once you have added shadow to your painting the next step is to refine it and add more details (**Fig.07**). Adding details doesn't mean painting in more features or adding hair lines; it is about defining and demonstrating the actual shape of



08a



08b

nose, mouth, eyes and cheeks more precisely. Adding more color to the face is also important. I added more colors to the ears and nose as they are more reddish. I did the same with the eyes as they can be quite red, especially on children. They usually have red cheeks too. When you add color it is more like changing the hue and saturation rather than changing the value. At this stage the face should be solid which means the rest are just icing on the cake.

Fig.08a shows an oil painting I did a couple of years ago. There are benefits to all the different media you can create art with, and the cool thing about Photoshop is that you can take any picture and merge it into your current painting. I flipped this painting and rotated it 90 degrees to use it for the background (**Fig.08b**). As you can see the portrait became more interesting, and started to feel more vivid and fun to look at. This is one of the tricks I use sometimes. Once you have created a lot of paintings (regardless of the media) you can combine them into future paintings to make something new and interesting.

Fig.09a shows step-by-step how I painted the jewels that I added to the painting.



09a



The last things I did to the painting was to balance all the different elements, including the color, value and detail (**Fig.09b**).

Jason Wei Che Juan

For more information please visit:

<http://jasonjart.blogspot.com>

<http://www.jasonjuan.com>

Or contact him at:

jasonjuan05@gmail.com

3DTotal presents the new issue of **3dcreative**
magazine: a downloadable monthly magazine for
concept art, digital & matte painting for only **£2.75** (approx \$3.78 - €2.93)

3dcreative

3dtotal.com

Issue 072 August 2011

**David Moratilla, Gun Phil Park,
Jacinto Monteiro & more!**

Gallery - 10 of the best images
from around the world!

Sam Yang

3dcreative interview this
fantastic artist

**"Mercedes-Benz
300SL (1955)"**

Project Overview by Martin Forgáč



THE CHARACTER ISSUE

Anatomy, cartoon animals, low poly
hunters plus much more crammed
into this month's 3dcreative magazine.



Cartoon Animals

Yaroslav Primachenko creates this cool looking cartoon character in the second chapter of this tutorial series.



Modeling Features of the Human Anatomy

Jose Lazaro, Gavin Goulden, Lino Masciulli & Anto Juricic continue our Human Anatomy tutorial series by showing us how to create feet.



NEW!!! Vue Environment Creation

In this issue Alex Popescu starts this new tutorial series by creating The Bay in Vue.

Cover image by Sam Yang

visit **www.3dcreativemag.com**

to see a full preview of the latest issue, subscription offers and
to purchase back issues.



Making of Hayley

By Dan Crossland

A few months ago we featured a very painterly picture in our gallery of a girl posing in dramatic lighting. In this issue Dan Crossland shows us how he created this effect and how he created his amazing picture of Hayley.

“Experimenting with value composition early on in the painting will help to make the image strong and interesting to look at”

Making of Hayley

Software Used: Photoshop

To start I'd like to share with you how this painting was created. I come from a traditional painting background and have found that in digital painting it is not about how many brushes you can throw at an image. You would be surprised what you can get from only one brush. In this tutorial I use only two brushes. My subject is my partner Hayley. I have painted her many times and will probably paint her many more times in the future. She has interesting features and strong eyes which I am always drawn to. Plus living and working with someone day to day gives you a strong sense of their persona which helps you to find interesting compositions.

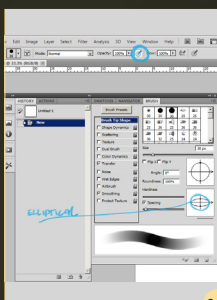
The light setup was very simple. It's a dark studio room with one strong light source casting a large shadow. I wanted a painting with a little mystery so this lighting gave it mood. I took the painting to 70% completion from life then finished it later at my leisure. I assessed the painting on day two to see if it was successful before I finished it. Looking at it on day two with fresh eyes clears my vision and helps me take it over the edge. In the last stage I added a final color pass, running paint marks, texture and a signature.

Value Composition

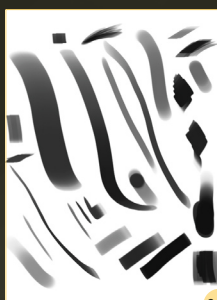
Tools used: Brush 30 round

This is my good all-rounder brush. The diagram shows how, by setting the pen pressure to use the graphics tablet pressure sensors, you can create subtle brush strokes (**Fig.01a**). A good variety of marks can be produced just by changing the angle and the brush shape into an ellipse. This way you can make the equivalent of a flat, round, or filbert. This one brush and a variation of pressures is all I use for the main painting (**Fig.01b**).

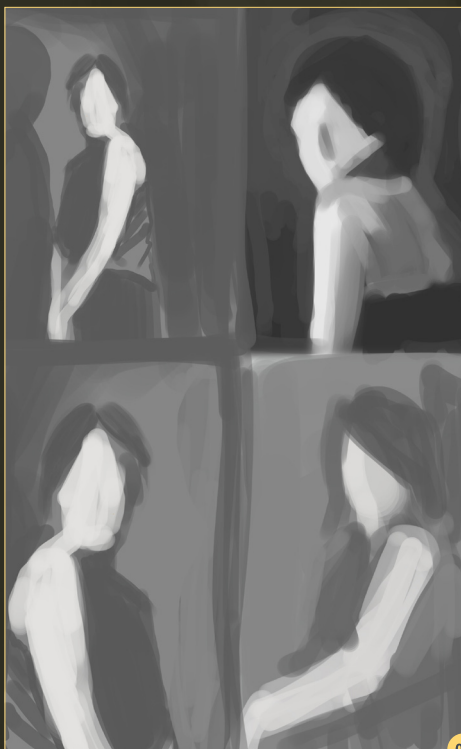
In general, experimenting with value composition early on in the painting will help to



01a

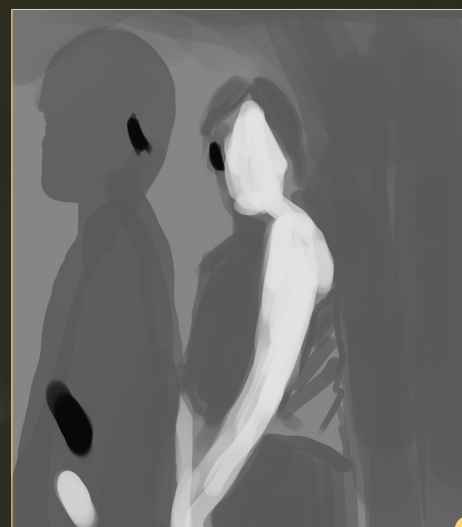


01b

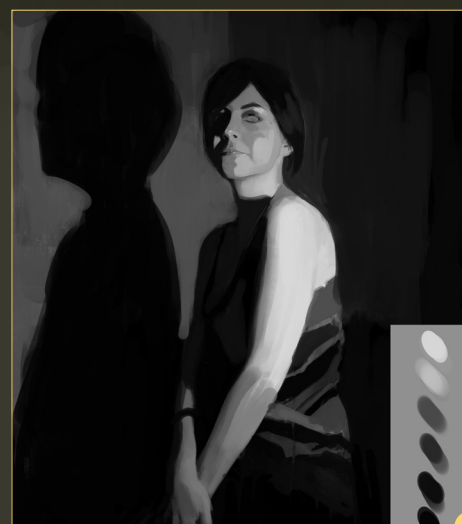


02

make the image strong and interesting to look at. By limiting the values to just a few I can create a powerful composition to build the painting on. I do this in black and white because I don't want the added complexity of color just yet. Just as the masters made a monochrome, what they called "dead under layer", we do the same and overlay color later. Try squinting at your model. You are trying to produce a sort of blurry photo effect on what you are seeing from the life model. Try to just block in the basic value along with the basic shapes of that value and keep brush sizes large. This will force you to only make the necessary marks for the block in. Do a few different angles and just try doing some still life block-ins for study. It will help make you a better painter and get you ahead in a painting a lot faster. This is why, when I paint, I never make a line drawing of the contours;



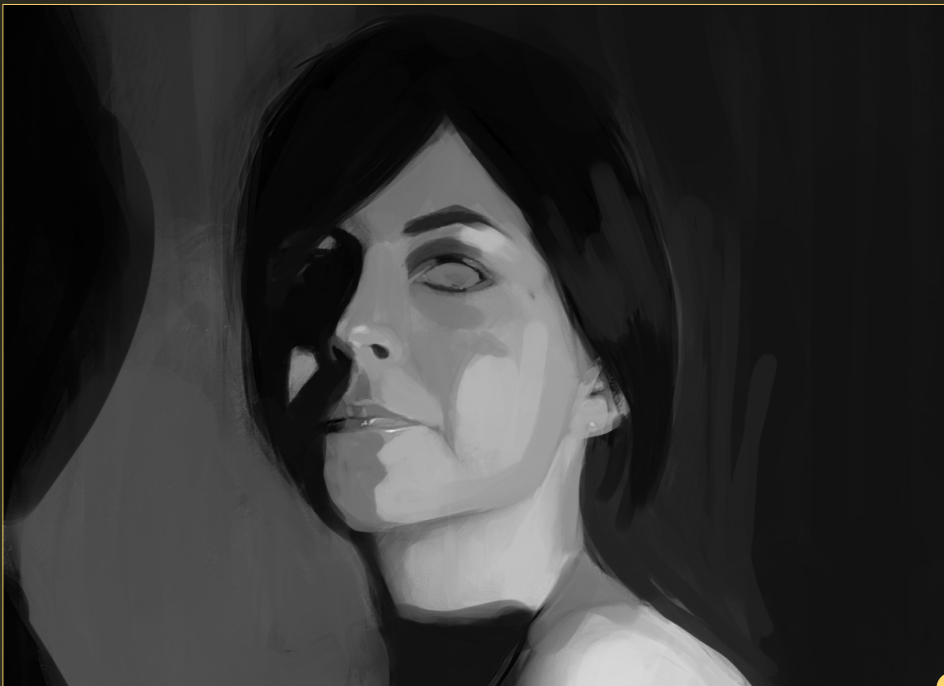
03



04

I prefer to feel for the abstract shapes. It not only eliminates the white of the canvas, but also gives me a really strong sense of how the finished painting will look. As Ingres said "The beginning in essence contains its end" (**Fig.02**)

Once I am happy with the value composition I try to hit what will be the darkest dark and the lightest light. By nailing these now I can move through the painting, refining the early shapes with more accurate shadows and also start to paint a flat half-tone value, sort of like map contours. I'm not interested in turning form yet; I just want to get the image as close and strong as I can. This will secure its success when it comes to form painting. I try to match what I am seeing; this means I need six tones to make the different values I can see (**Fig.03 – 04**). I continue to refine the image, correcting and



05

shaping the image to be more accurate and adding smaller details, decreasing my brush size as I go. Painting details but keeping the bigger picture in mind keeps the painting fresh and avoids that laboured, unrealistic look. The

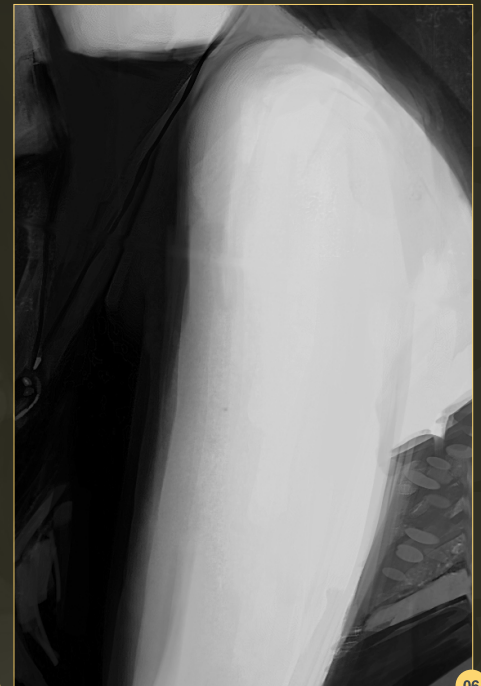


08

main mistakes I see in both real and digital paintings, including my own, is getting eaten up too early with trying to render form and then panicking and making brush marks that don't help, consequently making the painting muddy and laboured. You have to be a little bit fearless and trust that the shapes you are making at an abstract level will come true in the end and look convincing. It's a risk, but you have to take risks to improve your art (Fig.05).

Turning Form

In my paintings and at this stage I sample areas of the painting and use a lower pressure stroke to turn the form and give it depth. I also like to keep the strokes of the half-tones somewhat crisp on the edges. I don't want to lose all the vitality of the groundwork I worked so hard to get in place, so this stage is done carefully and only where I think relevant. Of course you could go on and on rendering the form but in this case the study was completed. I felt it had life and a breadth of vision without making a flawless turn of form and blending all the strokes. If I went down that path the whole painting would have had to be done that way, and for me this was about learning to see a shape at an abstract level (Fig.06).



06



07

Textures

After the under layer is complete I like to add some texture. I feel this helps give the image a little more atmosphere. To do this I use a really huge brush which has texture to it. The original brush was made by artist Robert Kim and can be found if you do a search for him in Google. I use white paint on a new layer then play with the blend modes till the effect looks nice. For this texture Linear Dodge worked well and after varying the texture and blending the texture I add paint smears by using a round elliptical brush set on Smudge and dragging down across the image. This layer is then blended with the original to complete the effect (Fig.07 – 08).

Color Overlay 1

With the under painting complete I move onto the color layers. Firstly I have to get the right ranges for the painting. I do this by, again, squinting down, which enables me to pick out colors, starting with the lightest and working my way through into the shadows where things are getting darker but more saturated, and finally making my way to the clothes and backdrop. With the colors roughly picked and added to the swatch palette I make a new layer and change the blending mode to Color – this will add the colors only, without affecting any other of the form building I did earlier. It's like tinting a black and white picture. Now I can concentrate on the temperature of the hues and the value without worrying about the form and likeness. That part is safe and locked off (Fig.09).

Color Overlay 2

In this stage I look at the temperature, the hue and the value of the colors I am putting down. I



09

make adjustments using the hue and saturation sliders on various layers until the colors are working for me (Fig.10).

Final Color

I usually like to add another pass of color for my paintings. I love adding more saturated bits of bounce light into the shadow and a glow



10

element to the highest brightest highlights to give the image more power and realism. To do this I add a new layer and paint an orange tinge around the areas I want. I then set the blend mode to Color Dodge and after toning it down with the eraser it's finished. I add my signature to complete the painting (Fig.11 – 12)



11



12

Conclusion

I hope that you have enjoyed this tutorial and have found it informative. I also hope that it will help someone or maybe inspire someone to study art.

On my artistic journey I've read a lot of tutorials on digital painting and very few have actually helped me. In fact, some confused me more than helped. That's why I've come approach digital art in the same way that I approach oil paintings, and only by following traditional techniques have I found opportunities to learn and improve.

I'm no authority on painting and am constantly striving for improvement, but I wanted to share what I have found so far. That's the main reason for doing this tutorial. You may find it's what you thought already and you are on the right path, or you may be surprised that it's not the fancy brushes that make the art but consistent repetition when you're painting. No magic wand, no shortcuts – just doing it whenever you are not sleeping.

Thanks for taking the time to read this tutorial and I wish you all the best in your future endeavours.


Dan Crossland

For more information please visit:

<http://www.pteropus.co.uk/>

Or contact him at:

fruitbat_78@hotmail.com



Crossland 2.11

DIGITAL ART MASTERS

: VOLUME 6



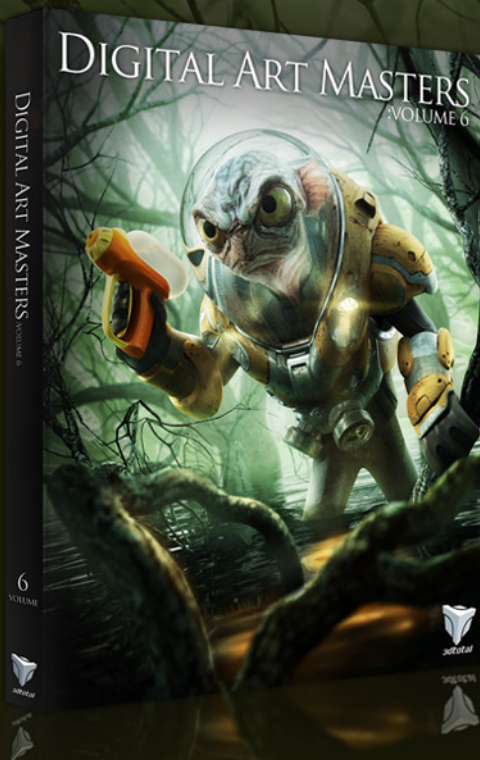
View the entire
Digital Art Masters: Volume 6 book online by
clicking here.

AVAILABLE NOW

Digital Art Masters: Volume 6 delves into the working practices of some of the world's best digital artists to reveal the creation processes behind their breathtaking images.

Originally launched in 2005, the annual Digital Art Masters series continues to showcase the work of some of the finest 2D and 3D artists from around the world. The latest volume, Digital Art Masters: Volume 6 is our biggest book yet. It welcomes another 50 up and-coming and veteran artists, and follows the tradition of taking readers beyond the breathtaking images with detailed breakdowns of the techniques and tricks each artist employed while creating their stunning imagery. Inspirational and instructive, this is more than just a gallery or coffee table book, this is a timeless resource for any digital artist. The special hardcover edition is only available to purchase from www.3dtotal.com/shop

Hardback - 21.6cm x 27.9cm | 320 Full Colour Premium Paper Pages | ISBN: 978-0-9551530-5-1



3DTOTAL.COM

Visit 3DTotal.com to see our full range Book products



DIGITAL ART MASTERS VOLUME 5



With the release of 3DTotal's book, *Digital Art Masters: Volume 5*, we have some exclusive chapters for you...

This 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:

"THE OATH"

BY YIGIT KOROGLU



The following shots of the "The Oath" book pages are featured here in full-resolution and can be read by zooming in...



THE OATH

BY YİĞİT KÖROĞLU

JOB TITLE: Illustrator / Concept Artist

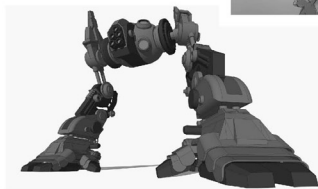
SOFTWARE USED: Photoshop, Google SketchUp



INTRODUCTION
This image was done for a past contest entitled "Inhabitants of the Lifeless Forest". For most people the word "lifeless" may represent something dead, but it reminded me of machines.

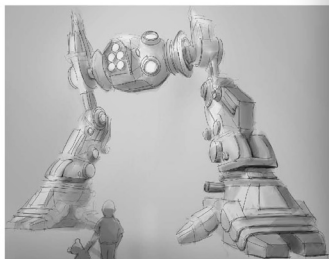
What kind of a scene would we witness if a huge scary machine meets an innocent child who is trespassing

AS AN ARTIST IT IS REALLY IMPORTANT NOT TO STRAY TOO FAR FROM THE MAIN IDEA BEHIND THE IMAGE AND ONCE THIS IS ESTABLISHED, THE REST IS EASY REALLY



238

SCI-FI



the question of, "What happened next?" This is the reason why I chose the main characters to be a huge merciless robot and a small child, so that I could create a strong contrast and emphasize the idea. During the planning stage, I had two words floating around in my mind: fascination and curiosity. I thought these should be like portals between me and the viewer. As an artist it is really important not to stray too far from the main idea behind the image and once this is established, the rest is easy really.

GETTING STARTED
I started the sketch in Photoshop and included all the details that I had imagined for the robot. The composition and perspective were of utmost importance and I wanted the viewer to feel as if they were witnessing the child's curiosity just a couple of steps behind him (Fig.01).

After drawing the sketch, I decided to use Google SketchUp to model the robot so that I could go into enough detail without ruining the perspective and therefore make it look more realistic. After seeing the result, I concluded that using a variety of software is certainly worthy at times and speeds up the process considerably. Since we are talking about digital art here, I believe that if the results are successful why not use the opportunities the digital world offers us (Fig.02)?



I was more than happy with the robot's structure so I moved onto the next step of shading it in grayscale. I exported the model and started painting over it in Photoshop. I like working in grayscale until all of the elements in an image are in place. This way I feel like I have more control over the composition and the overall volumes. I used

I WAS CAREFUL NOT TO ADD TOO MUCH DETAIL BY DRAWING EVERY SINGLE LEAF SINCE IT WOULD BE A WASTE OF TIME AND MORE IMPORTANTLY BECOME A DISTRACTION



only a simple Round brush at this stage and also added a camera to the robot. While doing all of this, the background and child were starting to take shape in my mind (Fig.03).

I then started painting in the background, always mindful that the forest wasn't the focal point. I was careful not to add too much detail by drawing every single leaf since it would be a waste of time and more importantly become a distraction. I used some custom brushes to scatter the leaves across the ground, knowing that the observer's mind would complete the picture (Fig.04).

Once the startled child was added to the scene, the characters were settled. Even though I was not aware of it while painting, I later realized that I was being partially influenced by the movie Artificial Intelligence: AI. I painted him in pajamas and carrying a teddy bear so that the scene would look more dramatic (Fig.05).

COLOR, DETAILS AND TEXTURES
I made the forest look misty and also gave it a cold quality by adding a touch of cyan. In order to emphasize the robot, I chose a complementary color which in this case was a reddish orange (Fig.06).

I felt that I needed to clarify that this was a mechanical forest as opposed to an ordinary one, so I added some details that would reinforce the background story a little

SCI-FI

239

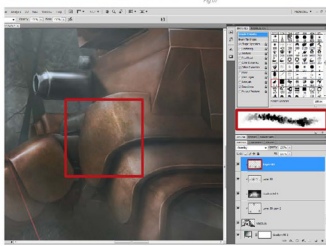
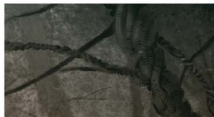
I thought that there should be a perfect and harmonious balance between simplicity and complexity in the painting (Fig.07).

The details needed to be painted in such a way that they wouldn't distract the eye away from the focal point at first glance. However, without them, the painting could appear too flat and uninteresting. I was careful not to allow them to become too prevalent and overpower the main subject (Fig.08 - 09).

Using the same color values for the non-focal points is a really good way to avoid unwanted attention. The next step was to texture the image, which was done using some custom brushes on layers set to Overlay and Multiply. Overlay layers should be approached with caution, since they can easily ruin the tonal values of your image. The surface of the metal plates shielding the robot would definitely harbor some moss and dirt in such an environment and so I applied the textures accordingly (Fig.10).

LIGHTING

Lighting can make a huge difference. If we consider that light determines how we see everything around us and



enables us to see things in three dimensions, we can assume it is a critical element above all else. God started creation by saying "Let there be light!" so it must be something important.

I added the base lights, just to clarify their positions (Fig.11).

This is a stage where most people may think that this level of light might be enough. On the contrary I thought that I should exaggerate it as much as possible to lend the image a more dramatic look. When you look straight into a spotlight it should have a nearly blinding effect, but in a painting this can mean sacrificing all of the detail. However, trust me; it is a risk that should be taken since the results are worth it most of the time. Also don't forget that this is digital art, hence you can revert to an earlier stage of your work at any point.

240

SCI-FI

I used the Gradient tool on a layer set to Soft Light and placed this above all the other layers to make the lighting effects look natural. It is important to remember that intense light casts strong shadows.

The natural radiation of light affects the whole painting with a cold bluish blanket of color. This actually creates an overall harmony between the colors and therefore creates a more natural and less distracting look. With the



addition of the lighting, the image now had a more serious and dramatic look. With a little touch here and there, it could be called finished (Fig.12).

CONCLUSION

I think that I gave this image a feeling of drama and conveyed a moment that encapsulated a child's fascination with the curiosity of a robot. Most people who see this work are curious about what will happen next. Maybe the child will grow up in the forest alongside the robot's and become a next-gen Tarzan or perhaps he will teach the robots how to behave like humans? I really don't know, but this is the fun part left to one's imagination. My aim was to add another open-ended story which people could interpret in their own way and I only hope I was successful.

ARTIST PORTFOLIO



© YOUNG BOWWOLU

SCI-FI

241



3DTOTAL BOOKS
SAVE UP TO 20%

FOR BUNDLE BUYS

2 BOOKS - 10%

3 BOOKS - 15%

4+ BOOKS - 20%

DIGITAL ART MASTERS



“Digital Art Masters in its 5th edition is now what can be easily considered one of the best showcases of digital artworks available today. The quality of the artworks, the fine printing and the valuable walkthroughs make this book a must-have for any art lover and for any CG artist, professional or beginner.”

Alessandro Baldasseroni | www.eklettica.com

Meet some of the finest digital 2D and 3D artists working in the industry today – Andrée Wallin, Andrew Hickinbottom, Viktor Fretyán, Kekai Kotaki, Jason Seiler, Ignacio Bazán Lazcano, Chase Stone, Neil Maccormack, Rebeca Puebla, Marek Denko. Become inspired by breathtaking images, paired with the techniques and tricks of leading industry artists

- More than just a gallery book, learn from the best digital artists in the world; each artist offers insight into how their image was created, with discussions of techniques and problem solving solutions
- A source of inspiration for artists of all levels: cutting edge imagery showcases the best in today's digital art
- Featuring more than 50 artists and showcasing over 900 stunning color images in five sections: Sci-Fi, Scene, Fantasy, Character and Cartoon

VOLUME 2

The second book in the Digital Art Masters series features 58 of the finest 2D and 3D artists, including Benita Winckler, Glen Angus, James Busby, Jonathan Simard, Jonny Duddle, Philip Straub & Tae Young Choi

VOLUME 3

The third book in the Digital Art Masters series features 60 of the finest 2D and 3D artists, including Damien Canderlé, James Paick, John Wu, Laurent Pierlot, Marc Brunet, Mathieu Aerni, Matt Dixon & Neil Blevins

VOLUME 4

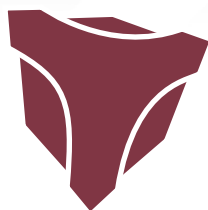
The fourth book in the Digital Art Masters series features 50 of the finest 2D and 3D artists, including Loïc e338 Zimmermann, James Paick, Craig Sellars, Jelmer Boskma, Maciej Kuciara, Daarken, Kekai Kotaki & Marek Denko



3DTOTAL.COM

Visit 3DTotal.com to see our full range Book products





3dtotal.com

Is a resource website for the CG community; amongst our growing number of products for CG artists, we produce two monthly downloadable PDF magazines – 2DArtist and 3DCreative. We are based in the West Midlands, in the UK, and our intention with our magazines is to make each issue as full of great articles, images, interviews and tutorials as possible. If you would like more information on 3DTotal or our magazines, or if you have a question for one our team, please use the links below.

Contact Information

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

<http://www.3dcreativemag.com>

<http://www.2dartistmag.com>

Editor & Content Manager > Simon Morse

simon@3dtotal.com

Lead Designer > Chris Perrins

chrisp@3dtotal.com

Marketing > Amy Bayliss

amy@3dtotal.com

Partners

If you have a CG community website and would like to support 3DCreative and/or 2DArtist magazine by showing our banners, please contact Simon at the email address above



3DM3.COM



CGPAD.ORG

ChildPlayStudio

