DELVE INTO THE MINDS OF THE WORLD'S BEST FANTASY ARTISTS

NO.1 FOR DIGITAL ARTISTS
ImagineFX
PRESENTS

SKETCHBOOKS VOL. 2

164
PAGES OF
THE VERY BEST
FANTASY ART

The best artists in the universe share their sketches…

BOB EGGLETON | BRIAN FROUD | KAVIKA | KIM JUNG GI | JIN HAN
ALEX RUIZ | JOHN HOWE | CARLYN LIM | AND MANY MORE…

Digital Edition

FUTURE

SECOND
EDITION
REVISED

Welcome to

NO.1 FOR DIGITAL ARTISTS ImagineFX

SKETCHBOOKS VOL. 2

Locked within the pages of this book is something special… something very special indeed. You could say that in your hands you're holding the imaginations of some of the world's best fantasy and sci-fi artists. That's because on these pages you can view the doodles, concepts, thought processes and inner-most workings of these artists – we've delved into their sketchbooks to show you where all of their great art begins.

Whether you're a practising fantasy artist, a student or even a hobbyist wanting to take your skills further, there's something here for you: so dive in and discover crazy creatures, cool futuristic vehicles and stunning expansive environments. Along with the sketches on the pages, we also bring you insights from the artists about their creations – all so you can get a true idea of what the artist was thinking when they put pencil, pen or paint to paper.

There's not much left for me to say apart from enjoy the book, and get sketching.

FUTURE

SKETCHBOOKS VOL. 2

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Photography
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Media packs are available on request
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Printed by William Gibbons, 26 Planetary Road,
Willenhall, West Midlands, WV13 3XT

Distributed by Marketforce, 5 Churchill Place, Canary Wharf, London, E14 5HU
www.marketforce.co.uk Tel: 0203 787 9001

Sketchbooks Volume 2 Revised Edition

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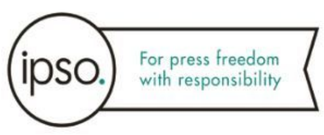

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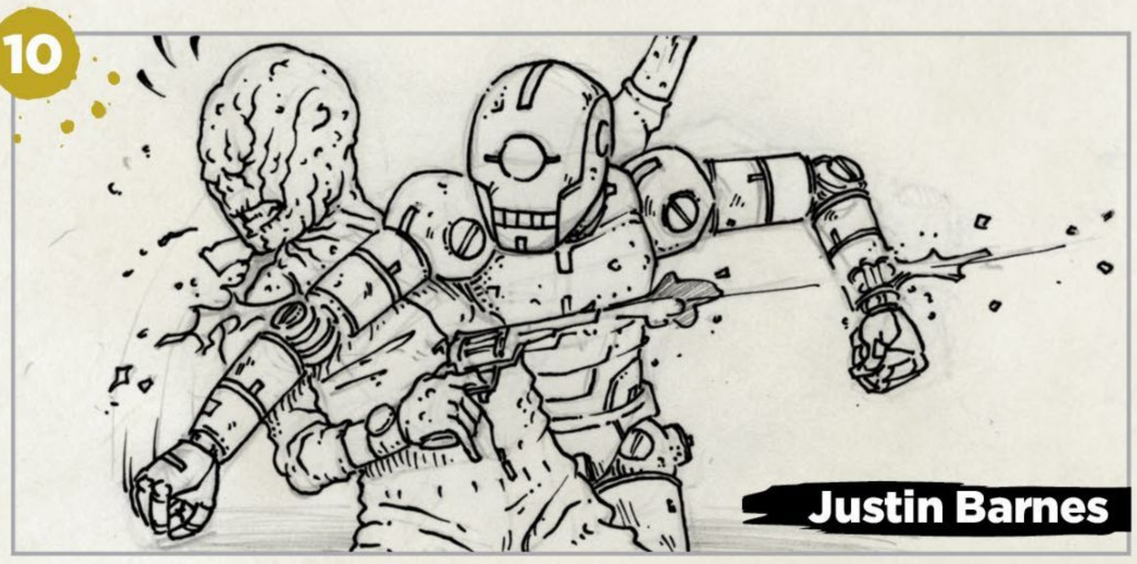
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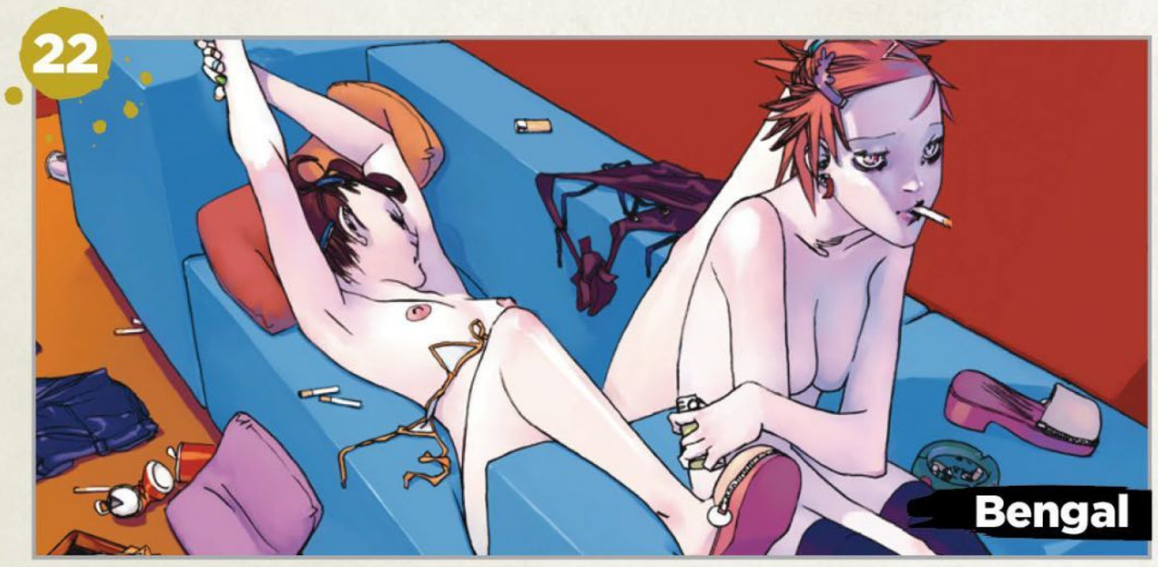
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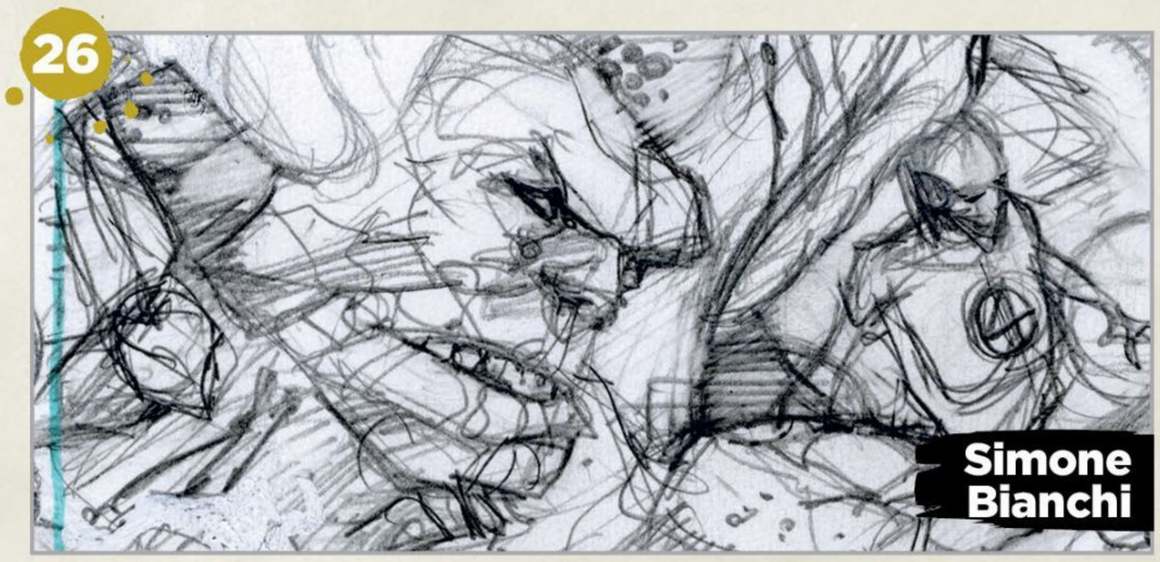
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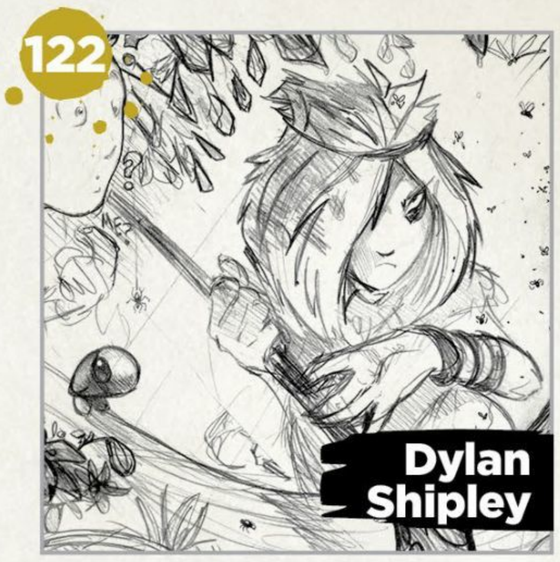

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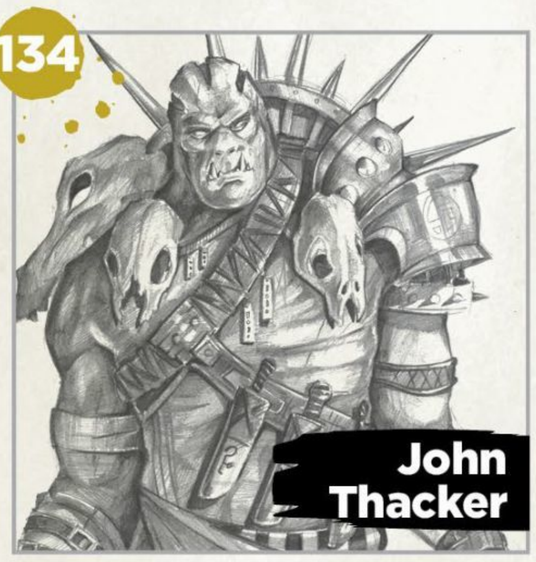

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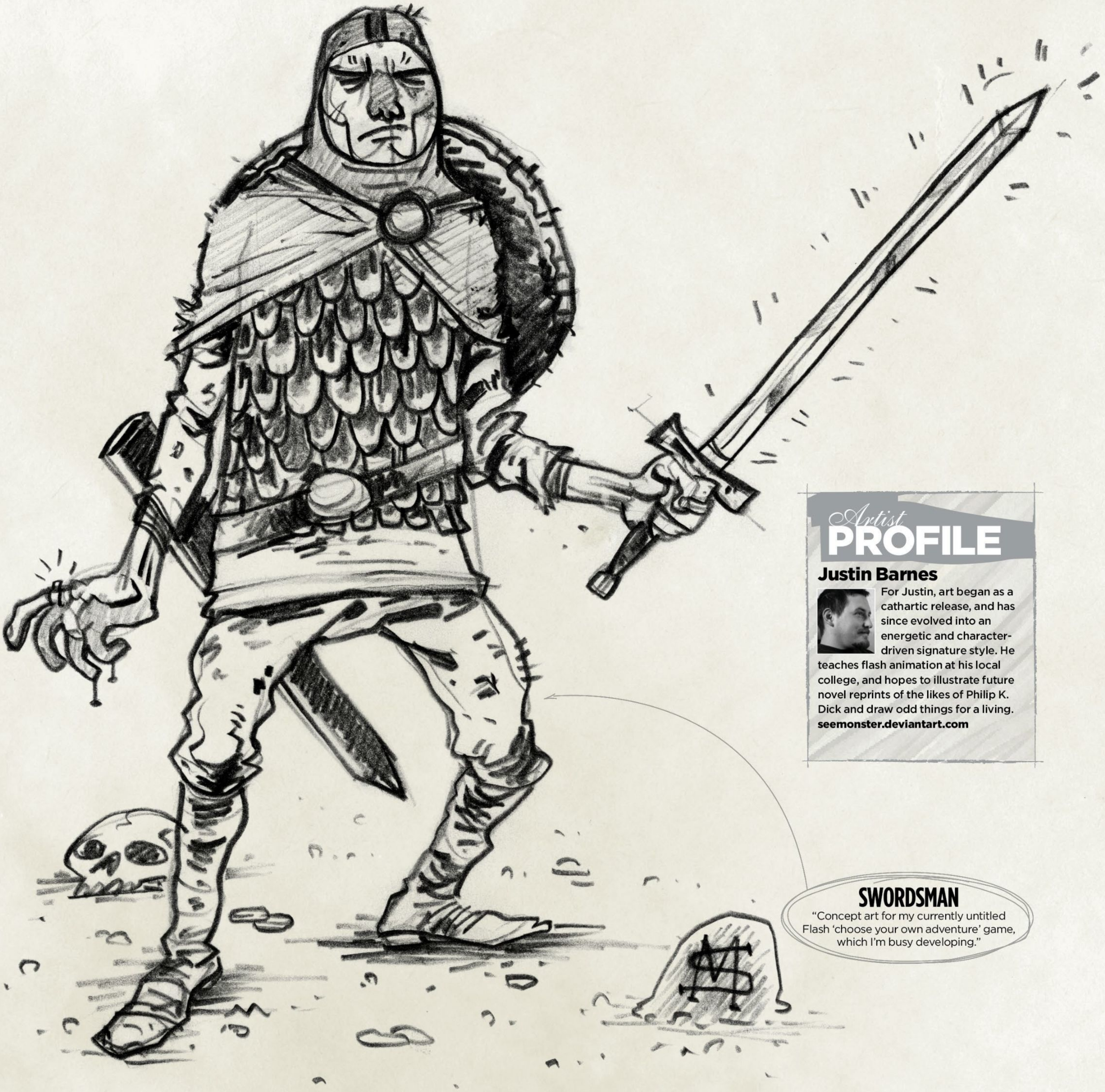
Justin Barnes

We explore the wonderfully odd stories and characters that fill Justin's sketchbook



Artist PROFILE

Justin Barnes

For Justin, art began as a cathartic release, and has since evolved into an energetic and character-driven signature style. He teaches flash animation at his local college, and hopes to illustrate future novel reprints of the likes of Philip K. Dick and draw odd things for a living.

seemonster.deviantart.com

SWORDSMAN

"Concept art for my currently untitled Flash 'choose your own adventure' game, which I'm busy developing."

"someone needs to make a sequel to Ralph Bakshi's film Wizards"

RE-ANIMATED

"This is a manifestation of my lifelong enjoyment of the Ralph Bakshi movie Wizards, made in the vacuum of a much-needed sequel."

NUMBER 2

"A sketch made in a particularly foul mood. No clear connection to anything!"

FIGHT

"This is a fight to the death for the two main characters in my story Last Days of the Human Race."

THE EMPLOYEE

"Here's my character for a loose story, which is based on the completely messed-up way food is produced."

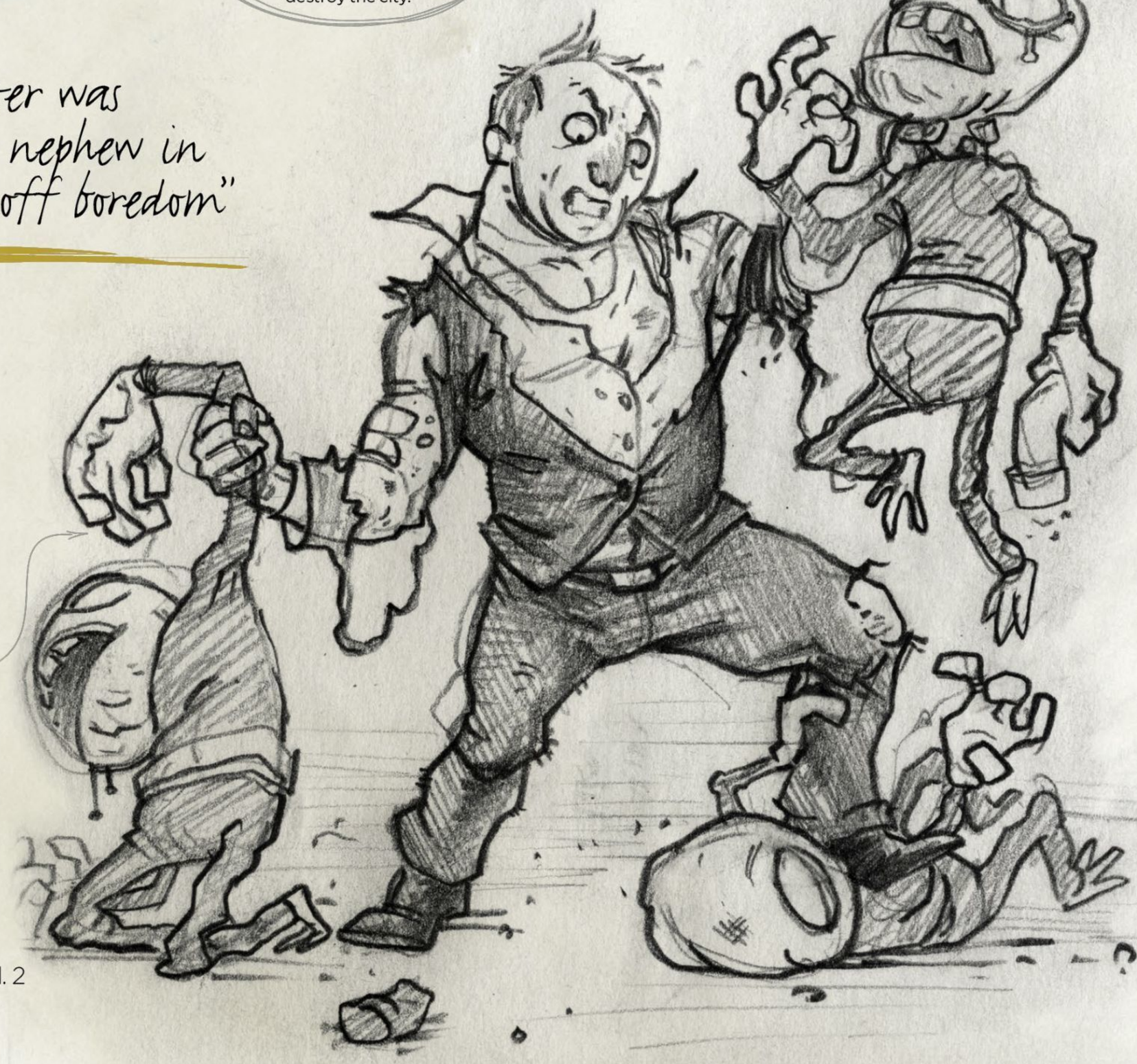
TROUBLED YOUTH

"The boy is the personification of wrath: it's his destiny to destroy the city."

ASSASSIN DRONE

"A concept piece for a story, in which a ruthless corporation is creating cyborg drones to do its bidding. It uses the recently dead because it's cheaper than building robots."

"The Mantis character was co-developed with my nephew in an attempt to stave off boredom"



THE INSURANCE MAN

"The boozie insurance salesman fights for the small town community he loves when aliens invade, turning his whole world upside down."

NECTAR OF THE GODS

"Just a quick sketch that demonstrates my obsession with the wise old homeless guy archetype."

MANTIS

"Mantis is a product of genetic engineering, and starts a rebellion on the Martian Terraforming campaign. The character was co-developed with my nephew in an attempt to stave off boredom."

ZEUS

"This is an attempt at painting digitally. I created the pose before I thought that it was Zeus that I was painting."

Andrés Cruz Barrera

From sci-fi stories to guerrilla groups, Andrés shares the many and varied inspirations behind his sketches

Artist PROFILE

Andrés Cruz Barrera

Bogotá-based illustrator Andrés directs and produces 2D art for mobile games and applications. His clients include Mattel, Nestlé and Coca-Cola. Andrés also illustrates and animates graphic novels as part of multimedia studio Sharpball. His personal work demonstrates his love of character and creature design.

www.cruzartbook.com

POST-APOCALYPTIC

"My true passion is working epic fantastic stories. Here are some concepts I'm working on from my graphic novel Condemnarum. It's always important to sketch and work on your personal projects."

MONSTER CAMP

"Doing research before starting any project is one of the most rewarding experiences in the creative process. I had a great time reading and sketching myths from the entire world."

FAN ART

"I love creating fan art about classic old stories; it's perfect as a warm-up exercise. It enables me to explore other styles, while at the same time put my stamp on family favourites."

AMAZON WARRIOR

"This was an application test for Gameloft. I combined Greek and South American myths for this character design. My comic book-style comes in rather handy when sketching stuff."

"Researching a project is one of the most rewarding experiences in the creative process"

STYLE

"One great thing about sketching is the chance to experiment with proportions and exaggerating them, but always sticking to the anatomy fundamentals. This way you can find your own style."

NATURE

"In addition to other existing artwork, I'm always inspired by nature. Learning how to see things in the real world affects the way I'm drawing and how I represent reality."

ODYSSEY

"There's nothing more inspiring than a good book. My favourites are sci-fi and horror novels. The Shadow Out of Time by HP Lovecraft is a great example of both."

Andrés Cruz Barrera

RIFT COLOSSUS CONTEST

"I usually try to mix several creatures for concepts. If I'm happy enough with a sketch, I paint directly on top of it so I preserve its traditional essence."

"Learning how to see things in the real world affects both how I draw and represent reality"

CHALLENGES

"Once in a while, I visit drawing blogs and look for sketching challenges or contests. It's a great way to keep me busy and drawing."

Bayard Baudoin

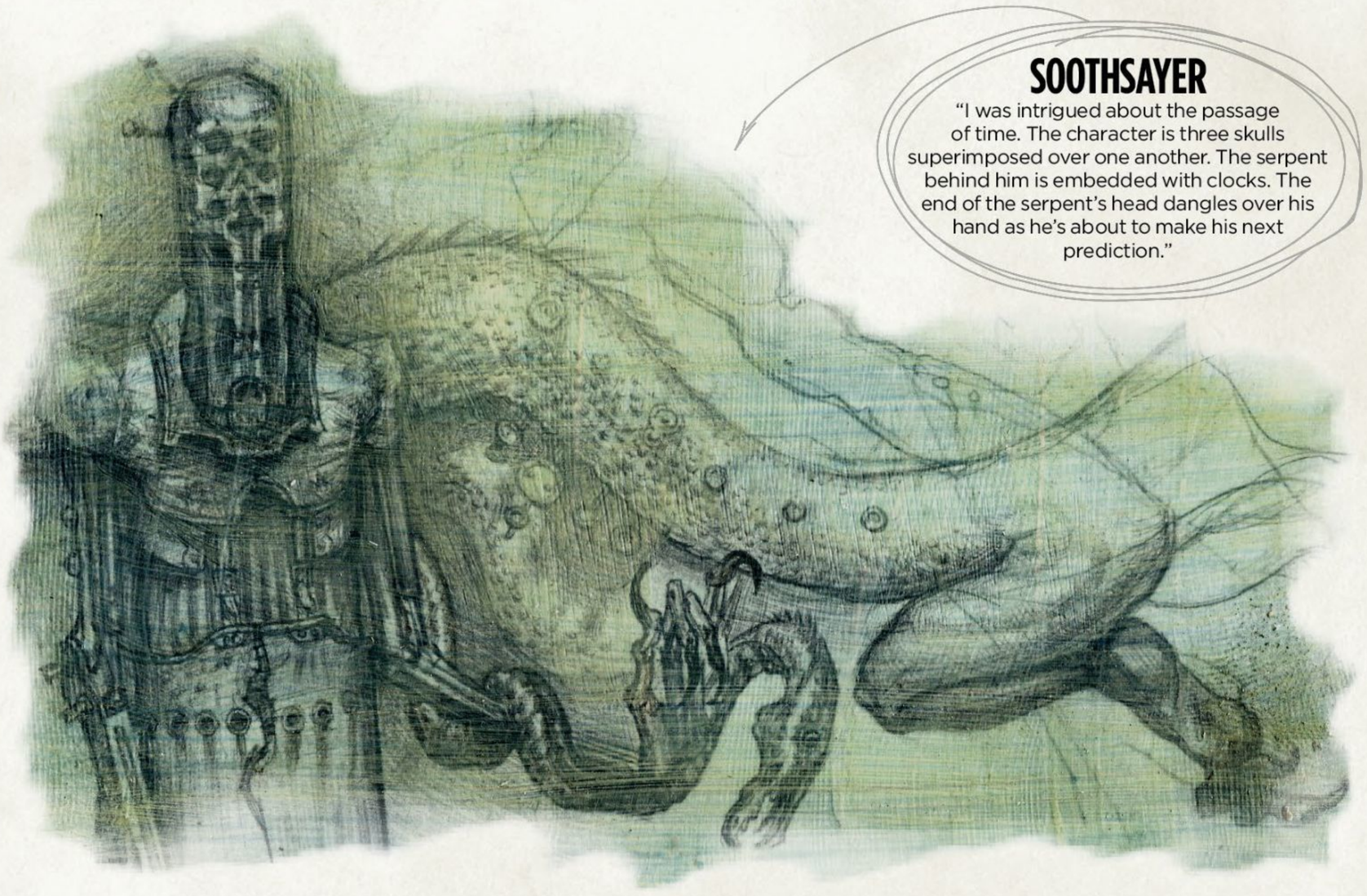
When he's not experimenting with 3D modelling, Bayard takes his sketchbook out on surreal journeys into the dark heart of Los Angeles

FISHMAN
"A concept for a sculpture based on an old Inuit folktale of a fisherman that woke up half-fish."

Artist PROFILE

Bayard Baudoin

Bayard has a degree in illustration from the School of Visual Arts in New York and is employed as a visual effects artist in Los Angeles. So far he's worked in stop motion, makeup FX, music videos, video games and film. He also loves baroque ornaments, 17th century hyper-realistic woodcarving, automata, anatomy, robotics and everything surreal. Recently, he's been researching and exploring parks, abandoned structures and architectural relics throughout Los Angeles.
www.bayardbaudoin.com



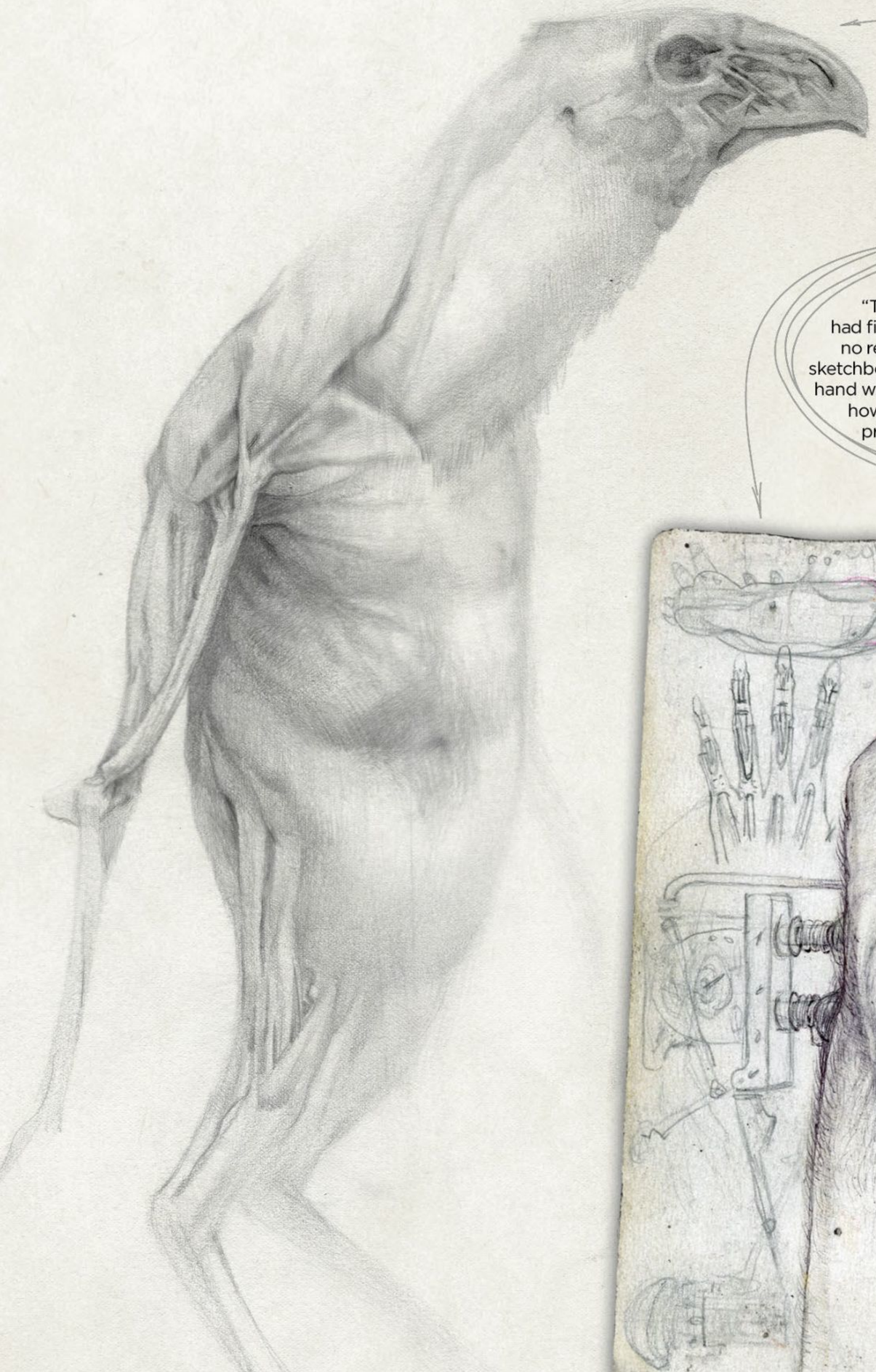
SOOTHSAYER

"I was intrigued about the passage of time. The character is three skulls superimposed over one another. The serpent behind him is embedded with clocks. The end of the serpent's head dangles over his hand as he's about to make his next prediction."

BIRDFLOWER

"I took the idea of a flower and related it to a car accident. I thought about a creature being shredded, its organs spilling out into space. I thought about a bird becoming that flower, its organs giving bloom to other entities."

"I thought about a creature being shredded, its organs spilling out into space..."

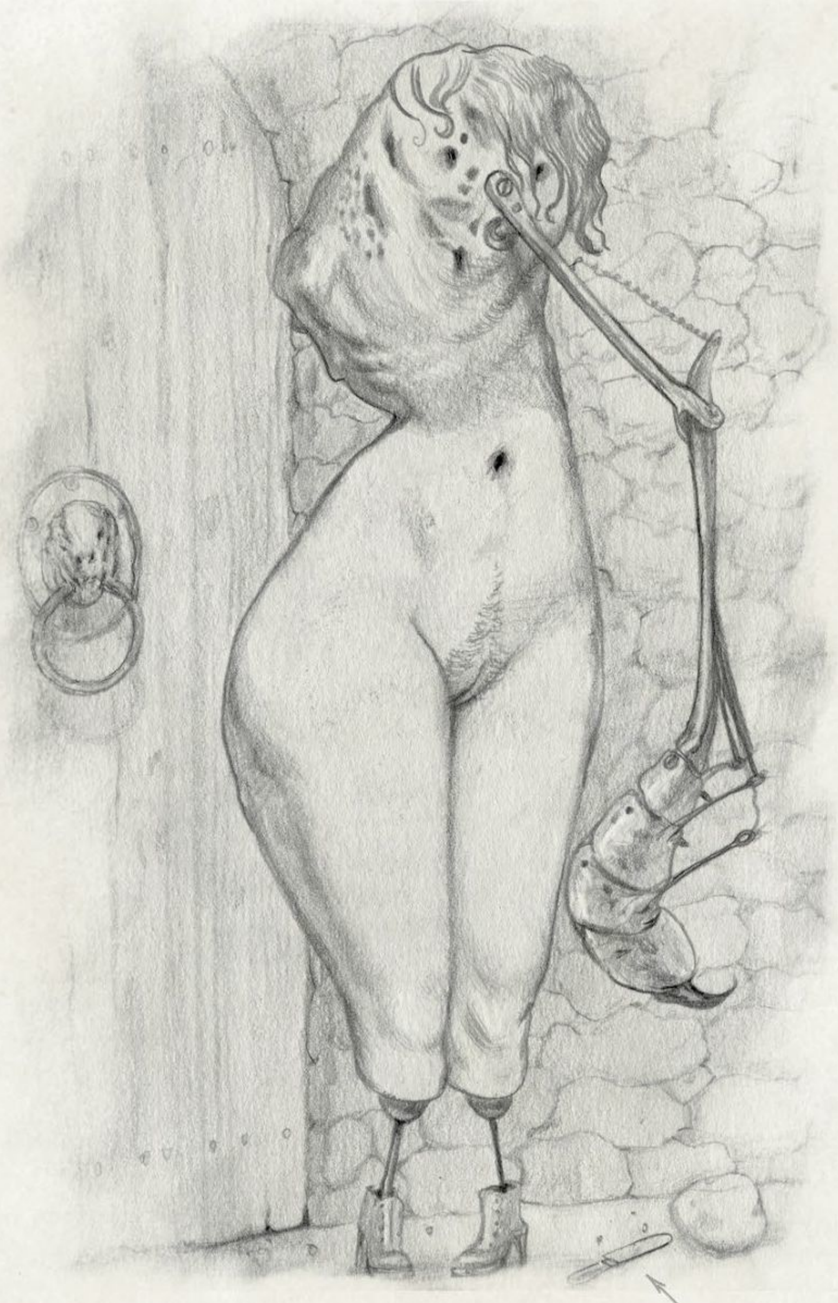


BIRDMAN

"With this sketch I was thinking about the relationship between the sinew of birds and tree branches."

HAND

"This was an homage to a sketchbook I had filled for a year, then lost on a subway with no record. The fish was representative of the sketchbook falling away. The mechanism behind my hand was representative of the fact that no matter how hard I had worked and no matter how precise I might have been, I was unable to save it from its fate."

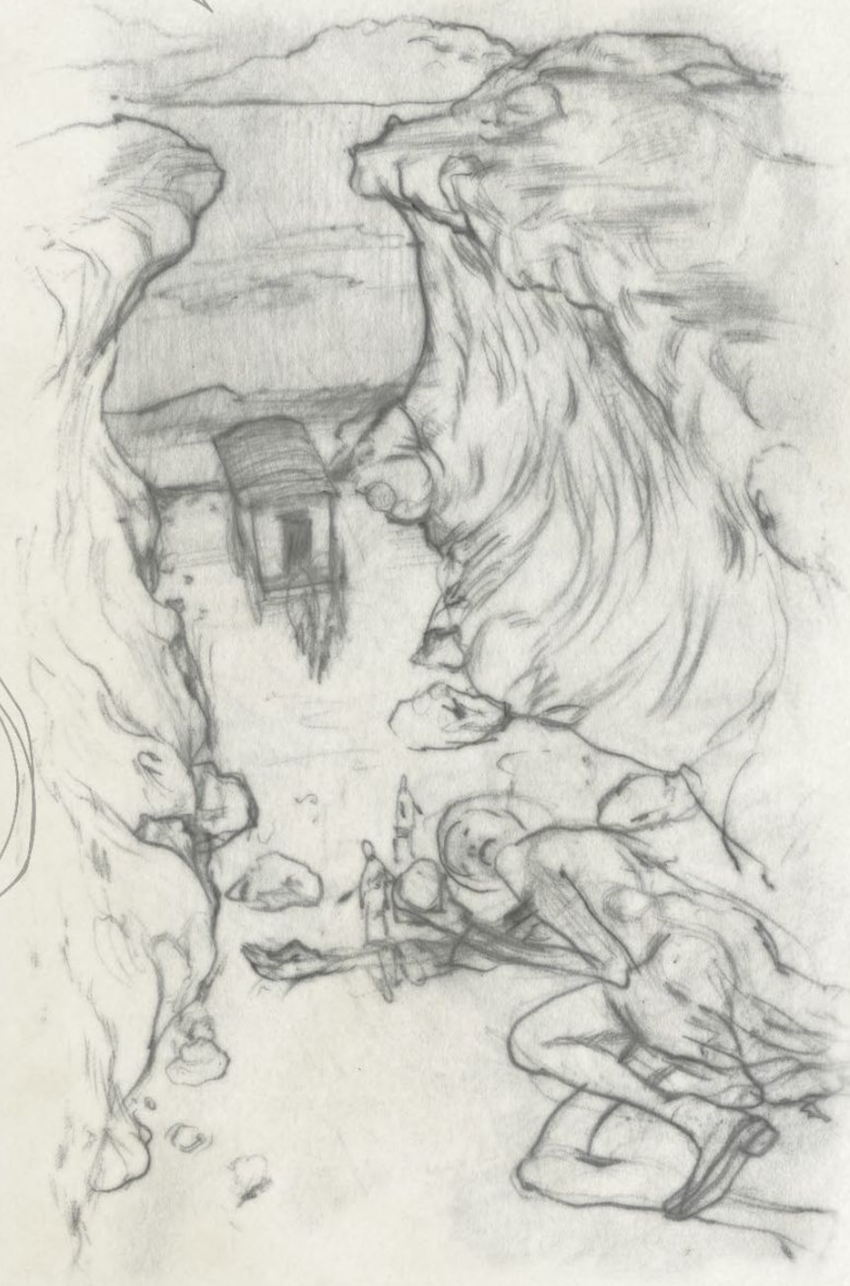


MOUNTAINS

"A fantasy about wanderers who discover a giant woman stranded within a rocky crevasse."

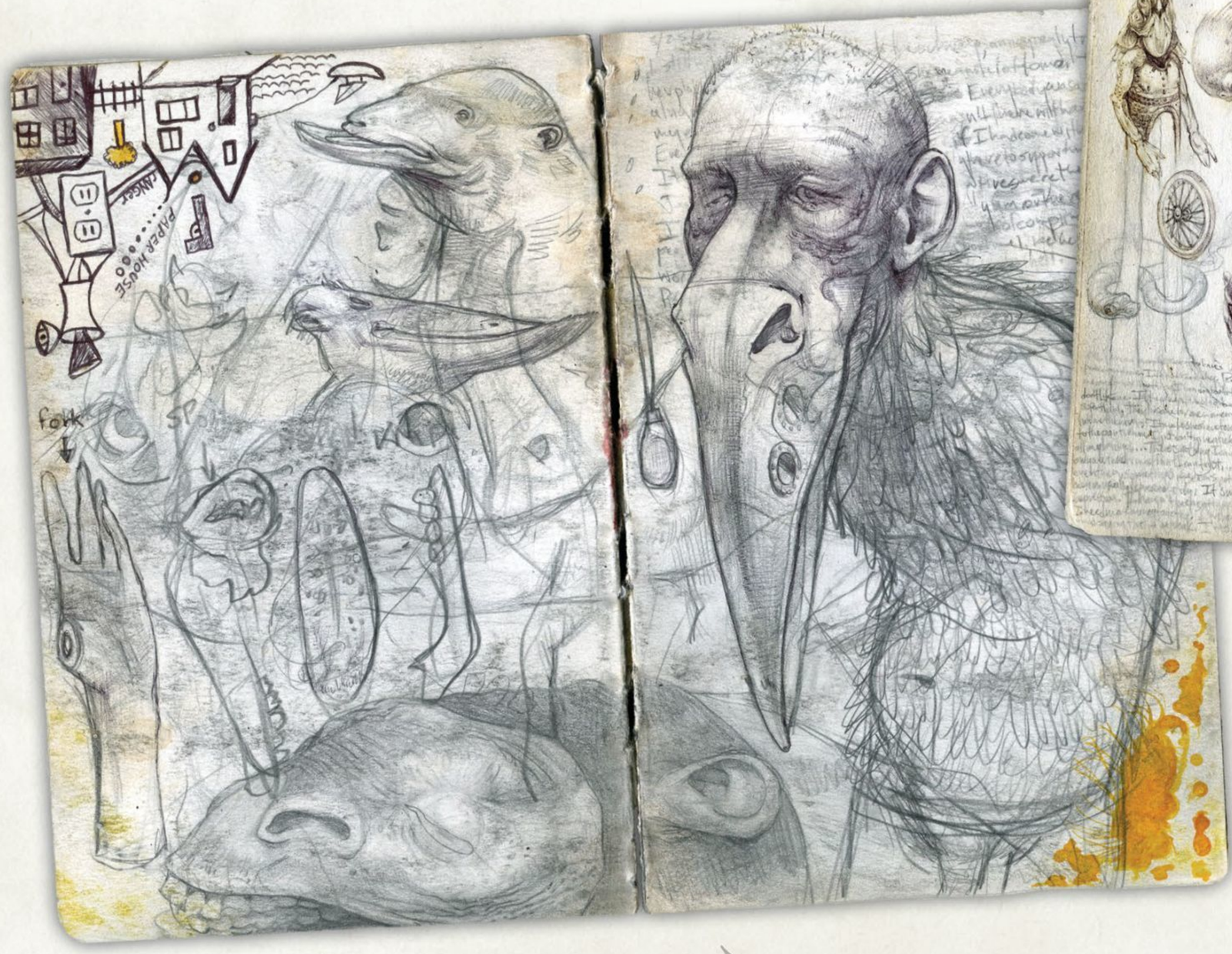
DENIZEN

"An idea for a creature lurking in an alley, and a variant of the goddess Hel."



SKETCHBOOK

"I was particularly interested in Coco de Mer nuts for the bizarre likeness to human genitalia (upper right-hand corner). This led into stream of consciousness sketching about scissor mechanisms, masks, lions and whatever I happened to see."



FLEA

"This sketchbook page is quite old. It came about while sitting in Union Square in New York and observing my surroundings. There were bicyclists about, and insects swarming about in the grass. I imagined riding them about in some Western rodeo. As the bicyclists did tricks over the steps, I envisioned some ethereal creature in control of their wheels, with the serpent between its legs being the passage of time."

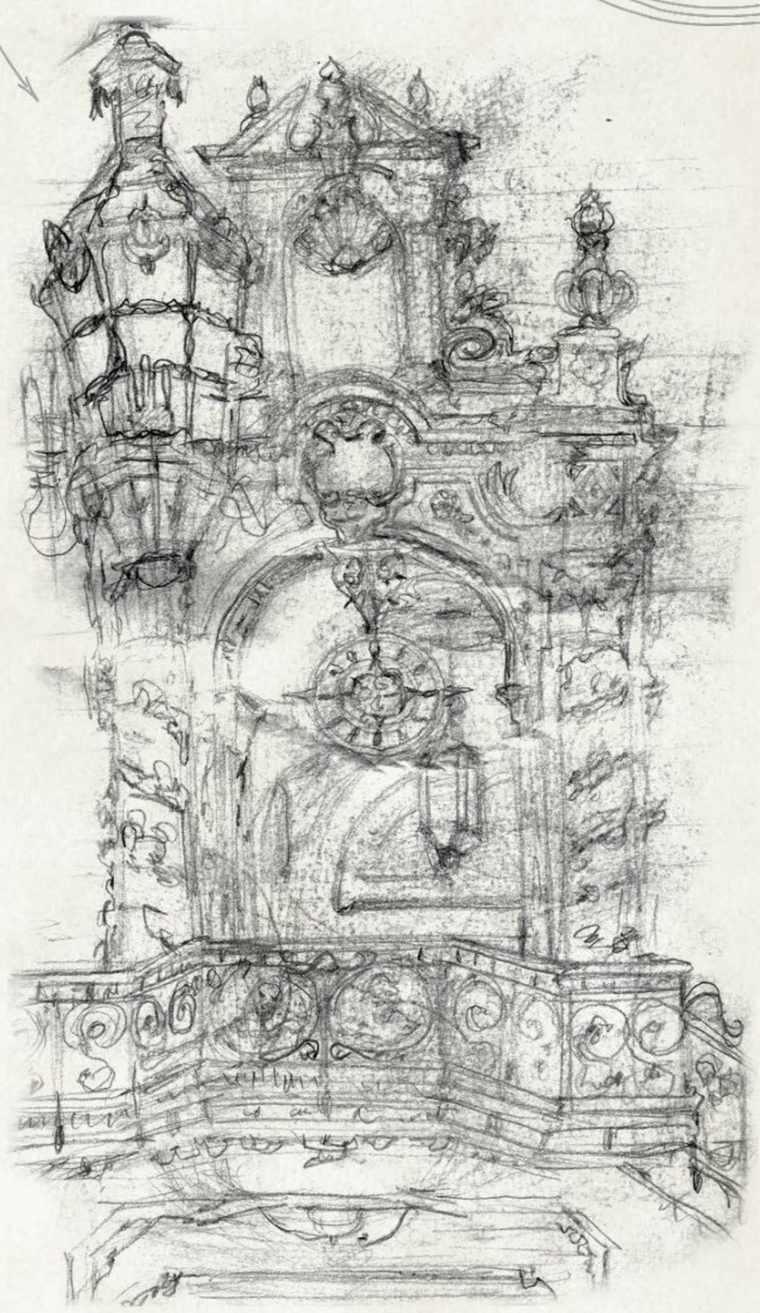
HOTEL

"This is a study of the Biltmore ballroom of Los Angeles, a fantastic building to try and capture on paper. I certainly hope I've done it justice."

BIRD

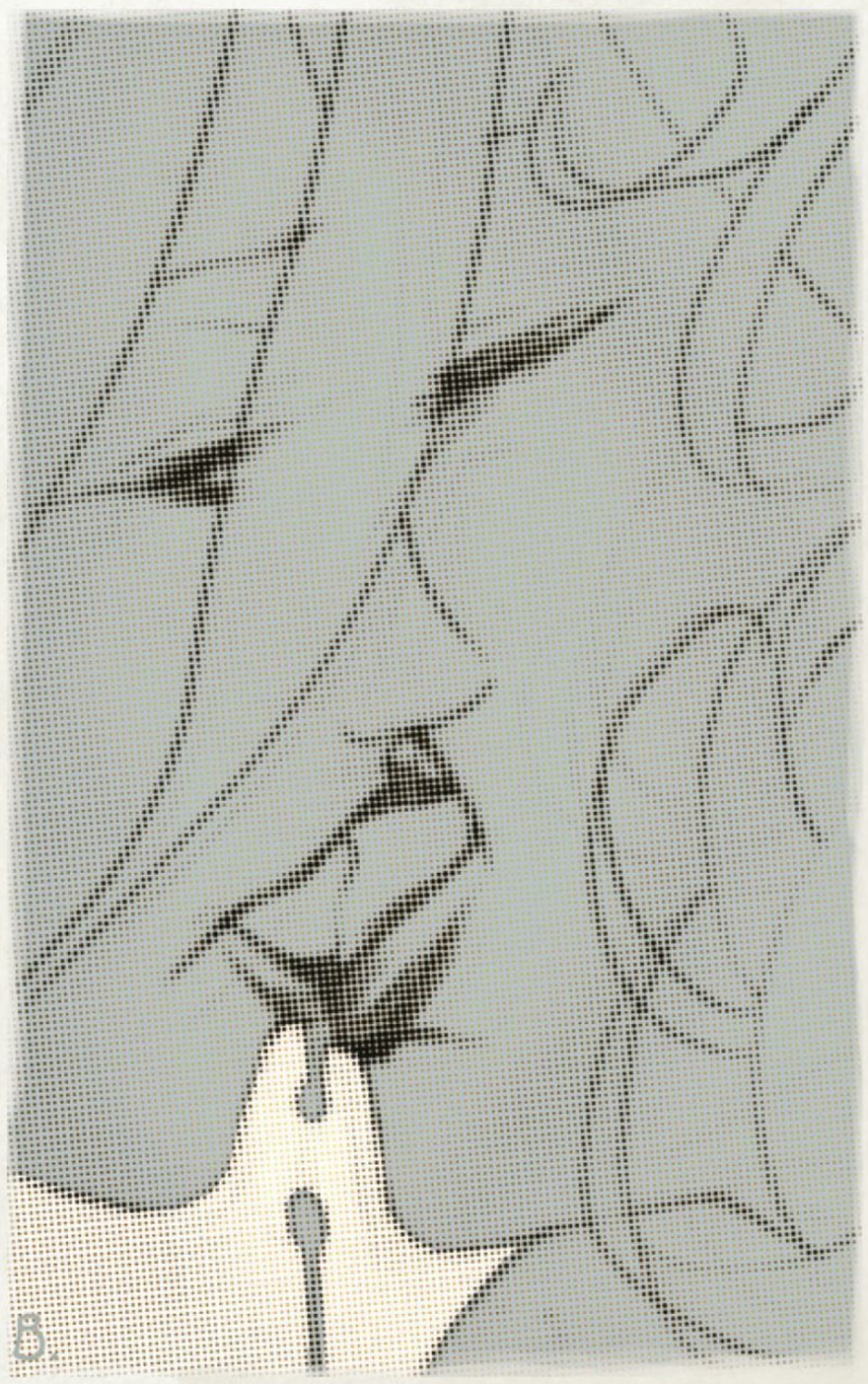
"This page was a surgery. During a painful and drawn-out relationship, I imagined myself in a sarcophagus of a wingless bird. Its arms have been cut from it for utensils for its mate. It's wingbones are now forks, the jawbone's a knife and its tongue is a serving spoon."

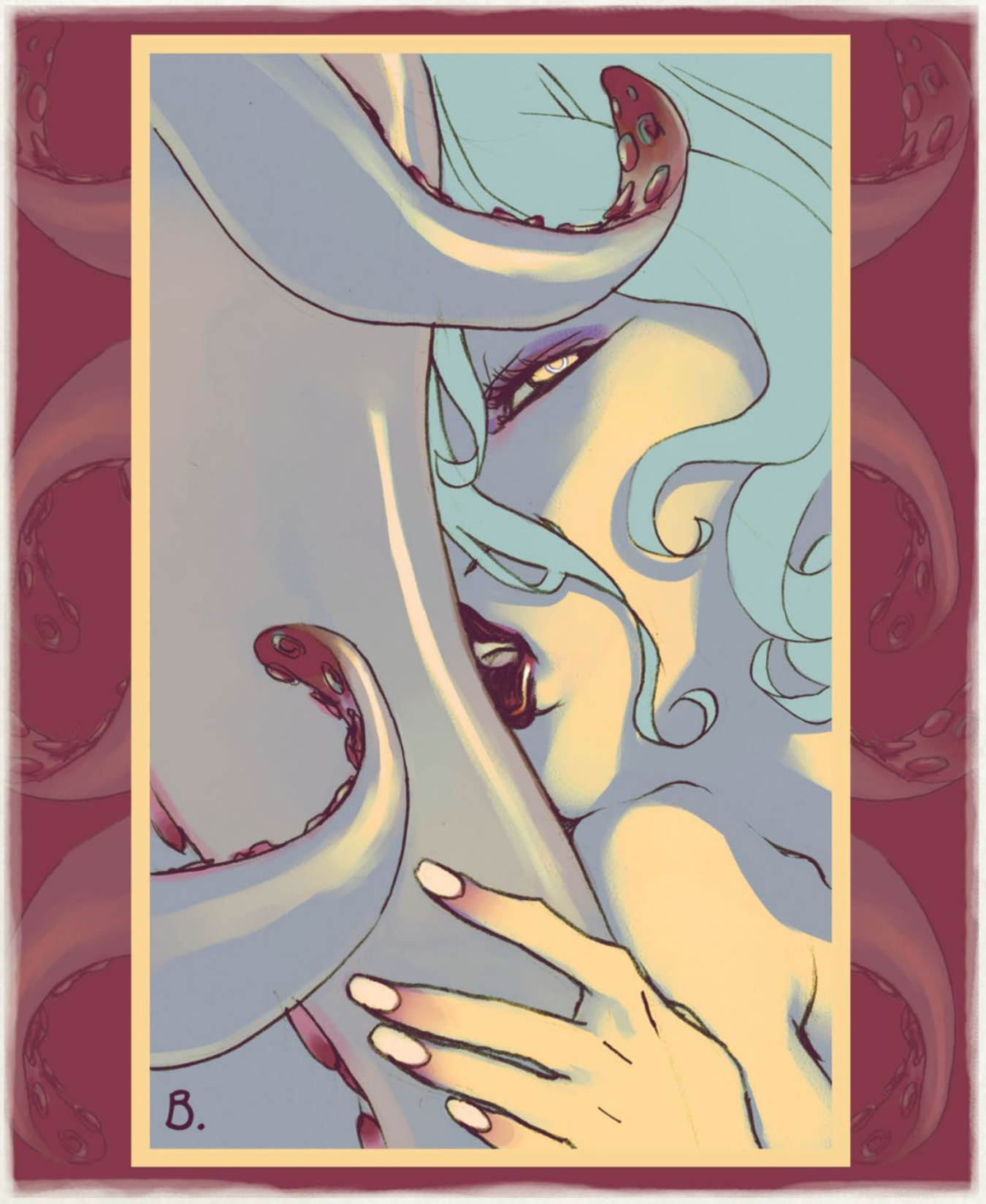
"During a painful relationship I imagined myself in a sarcophagus of a wingless bird"



BOATHORSE

"This is a boat wreckage that's assembled itself into a horse."





Bengal

The French comic artist's art book capture his most intimate fantasies in print

Most artists would jump at the chance to see their artwork published in book form. Not Bengal: "When I was offered to do the book, some years ago, I didn't feel like doing it. Most of the book features stuff made during my years as a video game design artist at Darkworks, between 2002 and 2005 and I thought offering art in a book, that had been online, was dishonest."

Although Bengal walked away from the offer, it was still there on the table, several months down the line. "I later realised there's a certain pleasure in having art you like available on paper. And, of course, new readers would come to know about my art." Bengal's change of heart about the book had led to the publication of his collection of older images, along with a dozen new doodles that he'd done for his blog.

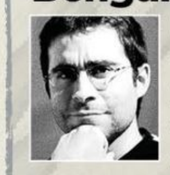
Bengal acknowledges the effect that movies and video games have had on his work, as well as one comic art form in particular: "I didn't consciously intend – and I mean this with honesty – to end up having a mixed style of European and manga. But mangas, and French and Belgian publications having been influences for years and years. To be honest, my style could not have gone many other ways."

Bengal's book is not a how-to guide by any means. As the artist explains, "The aim is to get people to understand what you're telling them, and interest them. I believe drawing skills come a distant second place behind a good sense of narration. This is true for comic books as well as illustrations. There are different rules of composition, but always the same goal."

"Gorilla Artfare, a fancy site with fancy artists, launched a Dirty Sunday category on their page a while ago, and I felt like participating. Here are three of the doodles that I came up with."

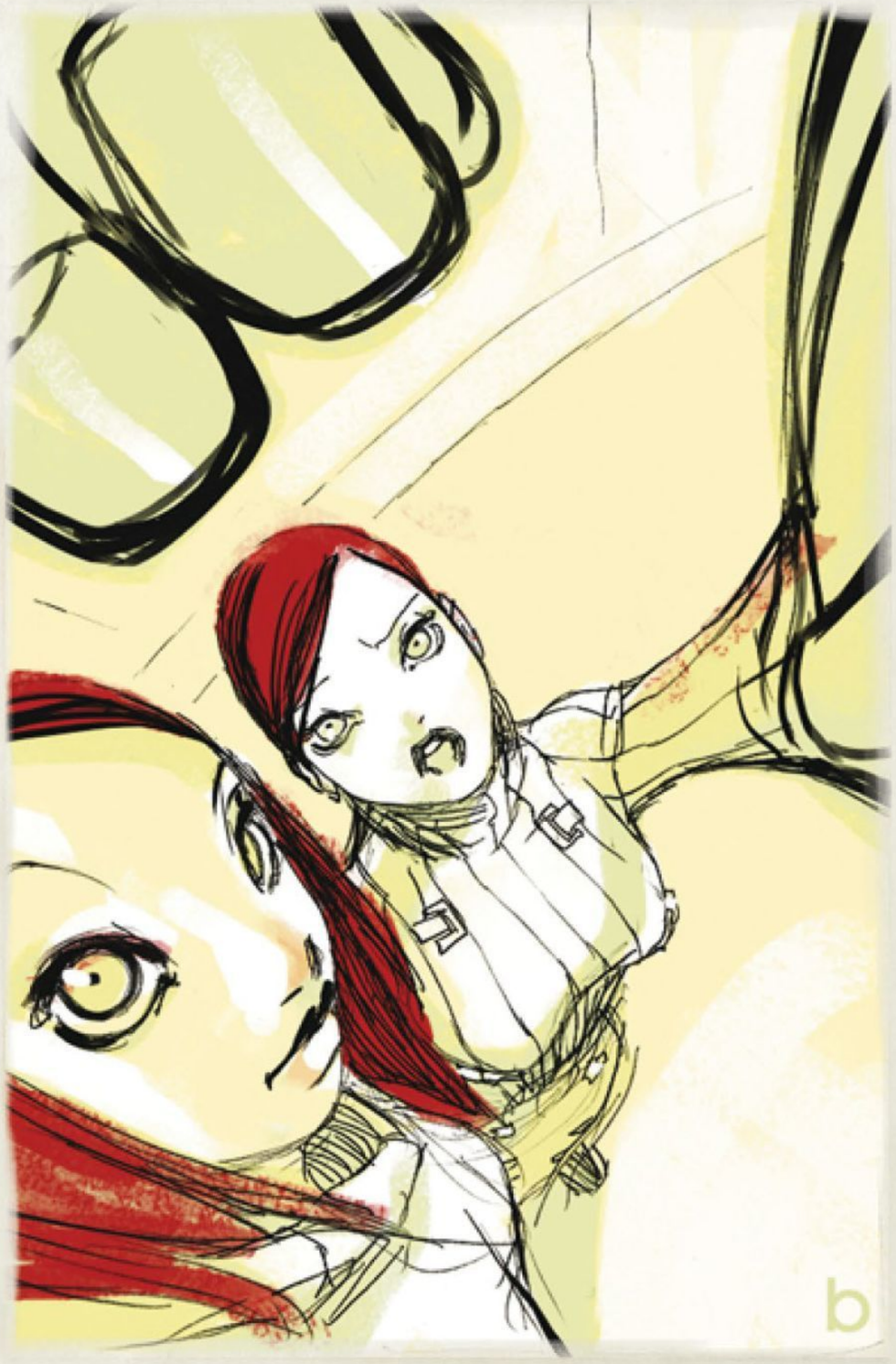
Artist PROFILE

Bengal



Bengal is a Paris-based comic artist with a penchant for clean, deceptively simple line drawing, and playfully explicit subject matter. This is a selection of sketches from his art book, Sketchbook Bengal, that was released through Comix Buro in 2011. **bengalsarchives.blogspot.com**

"I believe drawing skills come a distant second place behind a good sense of narration"

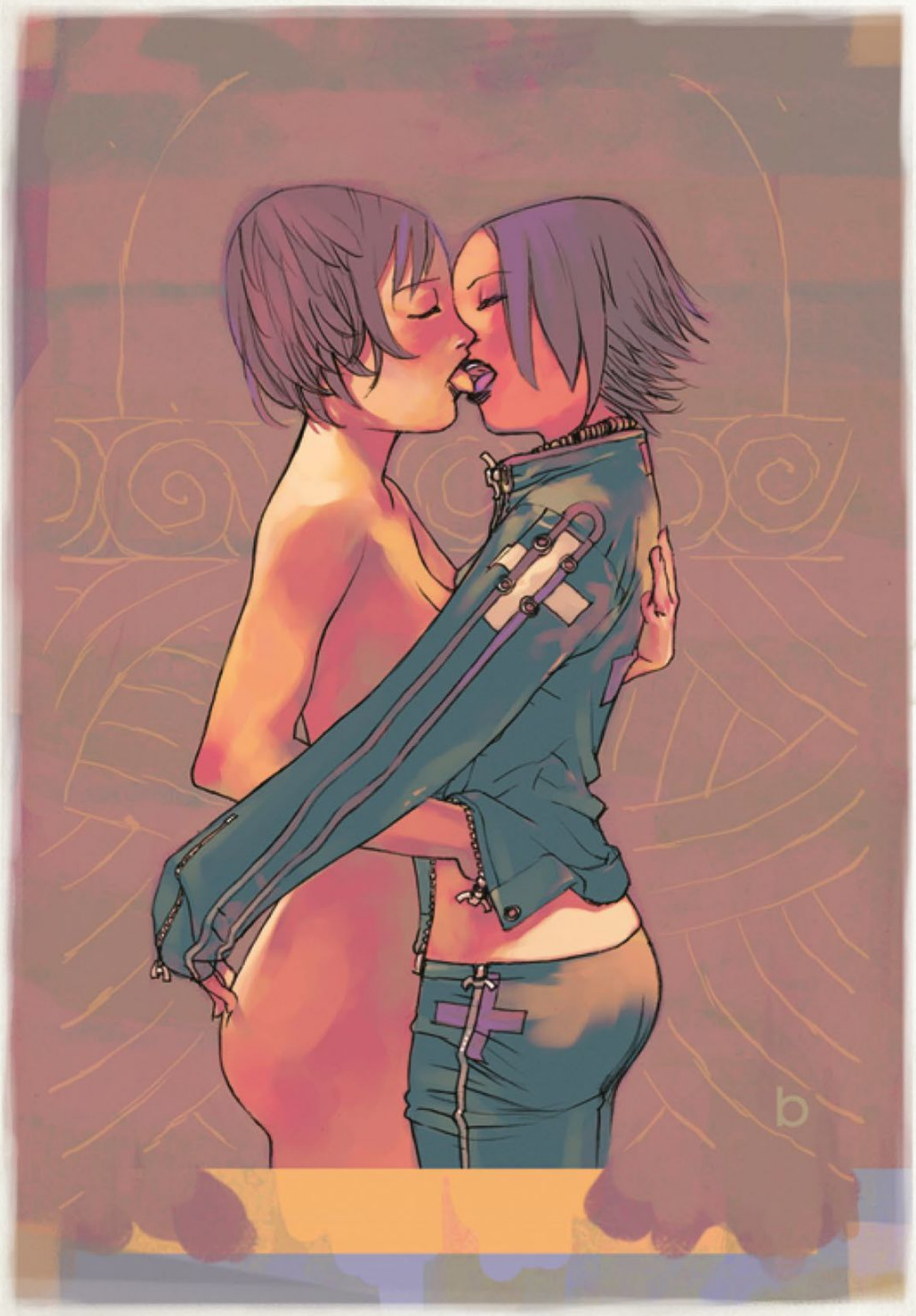


"When I was working for Darkworks as a designer I was using my free (and sometimes not so free) time to get on paper whatever came to mind. Here are just a few of the dozens I did back then."

"Some random sketches you could find across my old sketchbooks, back when I was actually filling pages of those... Good memories."

"This was done for the eatpoo.com forum's Tarot project. By a remarkable twist of fate I picked up The Lovers (of course) and the image that I had in my mind became obvious to me."

"I was using my free (and not so free) time to get on paper whatever came to mind"



Simone Bianchi

The Italian comic book artist opens up his sketchbook, giving a masterclass in process and composition

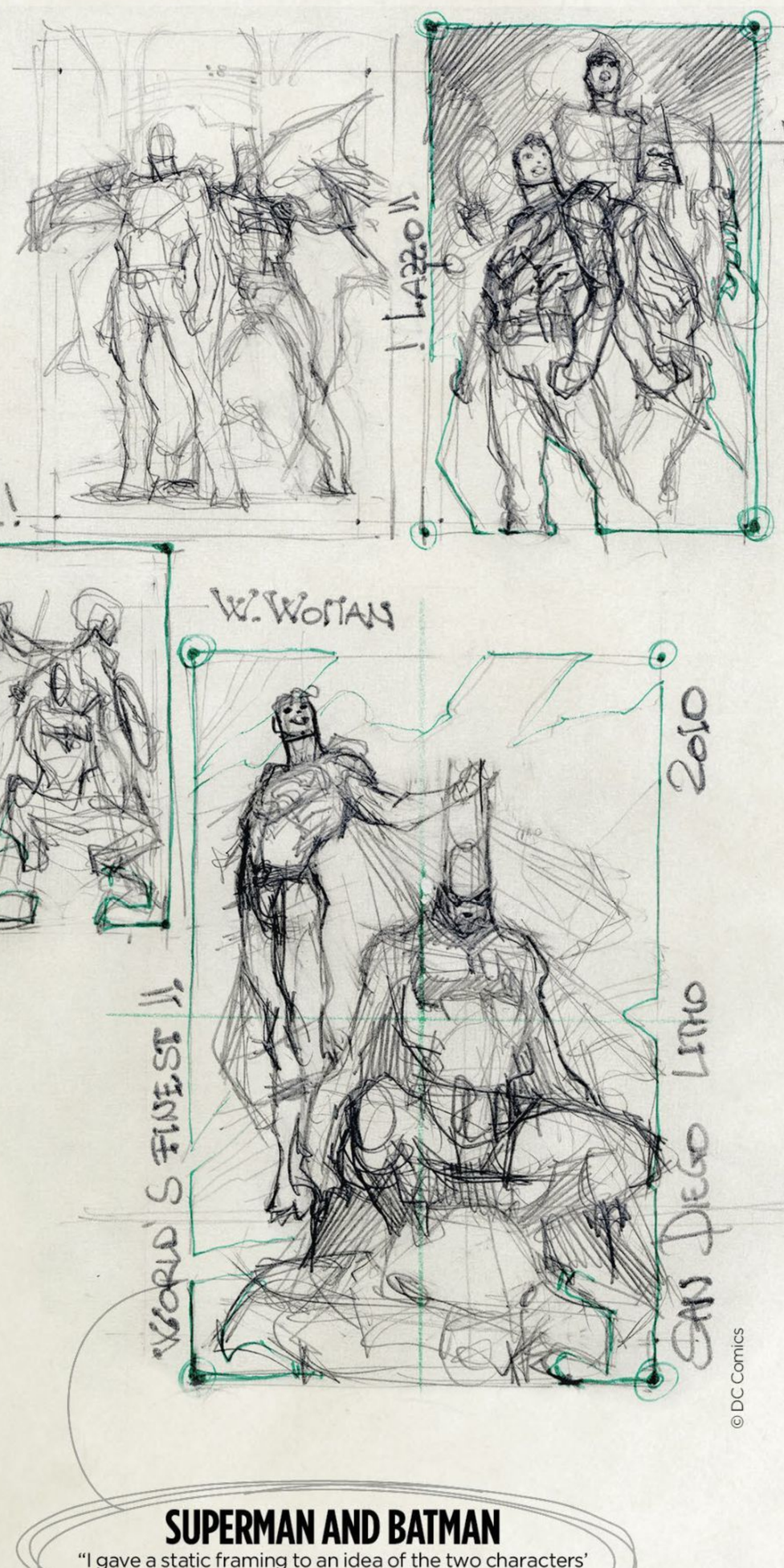
Artist PROFILE

Simone Bianchi

Comic book illustrator, painter and art instructor Simone has worked for DC and Marvel, contributing to titles such as Detective Comics, Green Lantern and Wolverine. He lives and works in Tuscany, with studio manager, art dealer and wife Gloria Bianchi.
www.simonebianchi.com

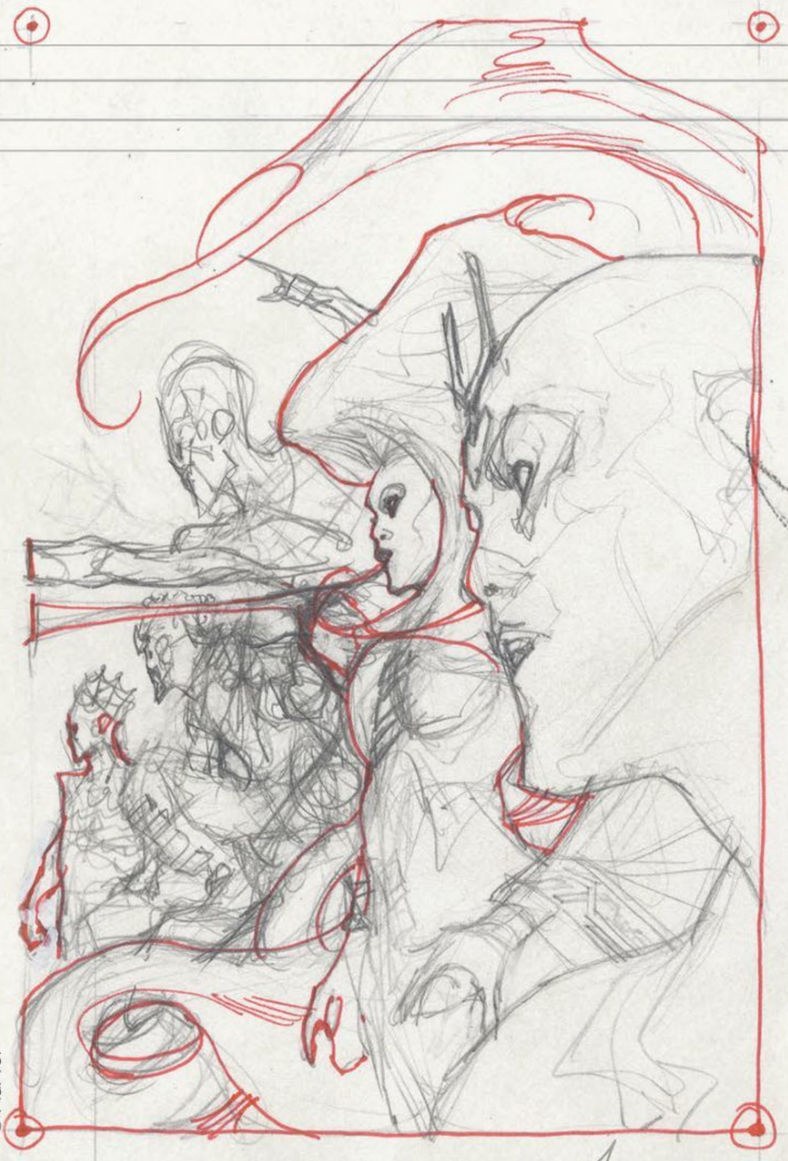
FANTASTIC FOUR

"This sketch was inspired by Alex Ross's profile composition. Originally, Sue Storm was in the foreground. But I thought it was more interesting to bring the characters together, to draw them like flames."



SUPERMAN AND BATMAN

"I gave a static framing to an idea of the two characters' weight and importance in the comic Olympus."



© Marvel

INHUMANS

"Another example of a Fantastic Four-style composition. It's more static because I wanted to give the right weight to this royal family."

HULK

"In the final version cover you only see the big Hulk, because my editor considered it more effective. In my original composition, his figure was incorporated into his profile."

© Marvel

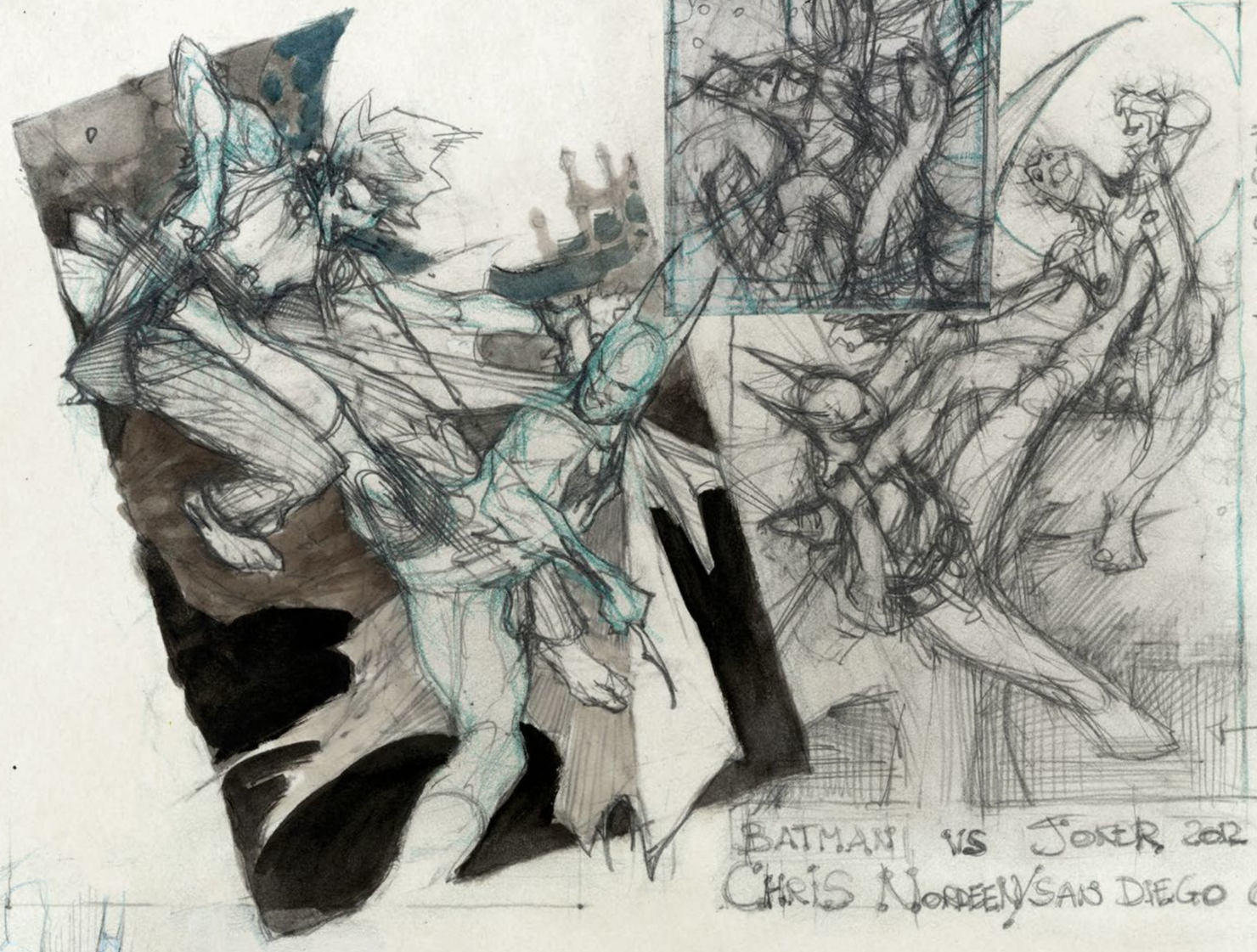
"There are simpler solutions, but doing things the hard way often leads to new and exciting ideas"

15A

"This sketch is a conventional headshot: there are obviously simpler, more instinctive solutions, but doing things the hard way often leads to new and exciting ideas."

© Marvel

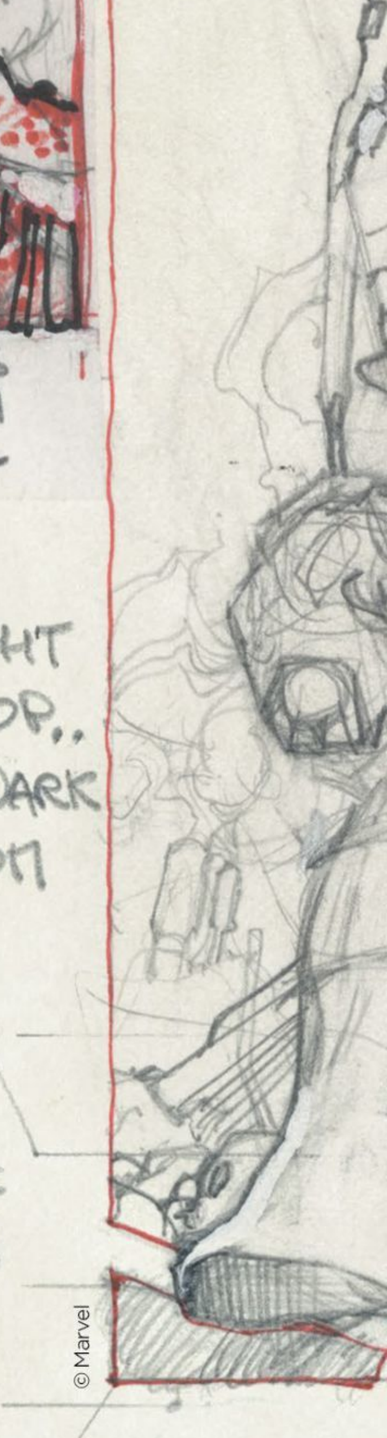
CLEANING UP HIS MOUTH/CHIN FROM BLOOD...



BATMAN VS JOKER 2012
CHRIS NORDEEN/SAN DIEGO COMIC.

+0 NIGHT BLUE GREY AND "DARK" MOONLIGHT IN THE BG...

STRONG LIGHT FROM THE TOP,, DARK, VERY DARK ON THE BOTTOM AND IN THE BGROUND WITH ONLY EXEPTION OF THE FLAMES



© Marvel

BATMAN

© DC Comics

THANOS

"I wanted an iconic framing of this character; it had to convey his satisfaction looking at the destroyed Titan's ruins."

BATMAN

"I tried to achieve a more realistic way of rendering the battle in motion. In the lower part of the sketch is my attempt at reinterpreting the iconic sight of Batman on a gargoyle."

"I wanted to focus on the main theme: Thor not being able to raise his hammer"

ANOS / COVER

#1

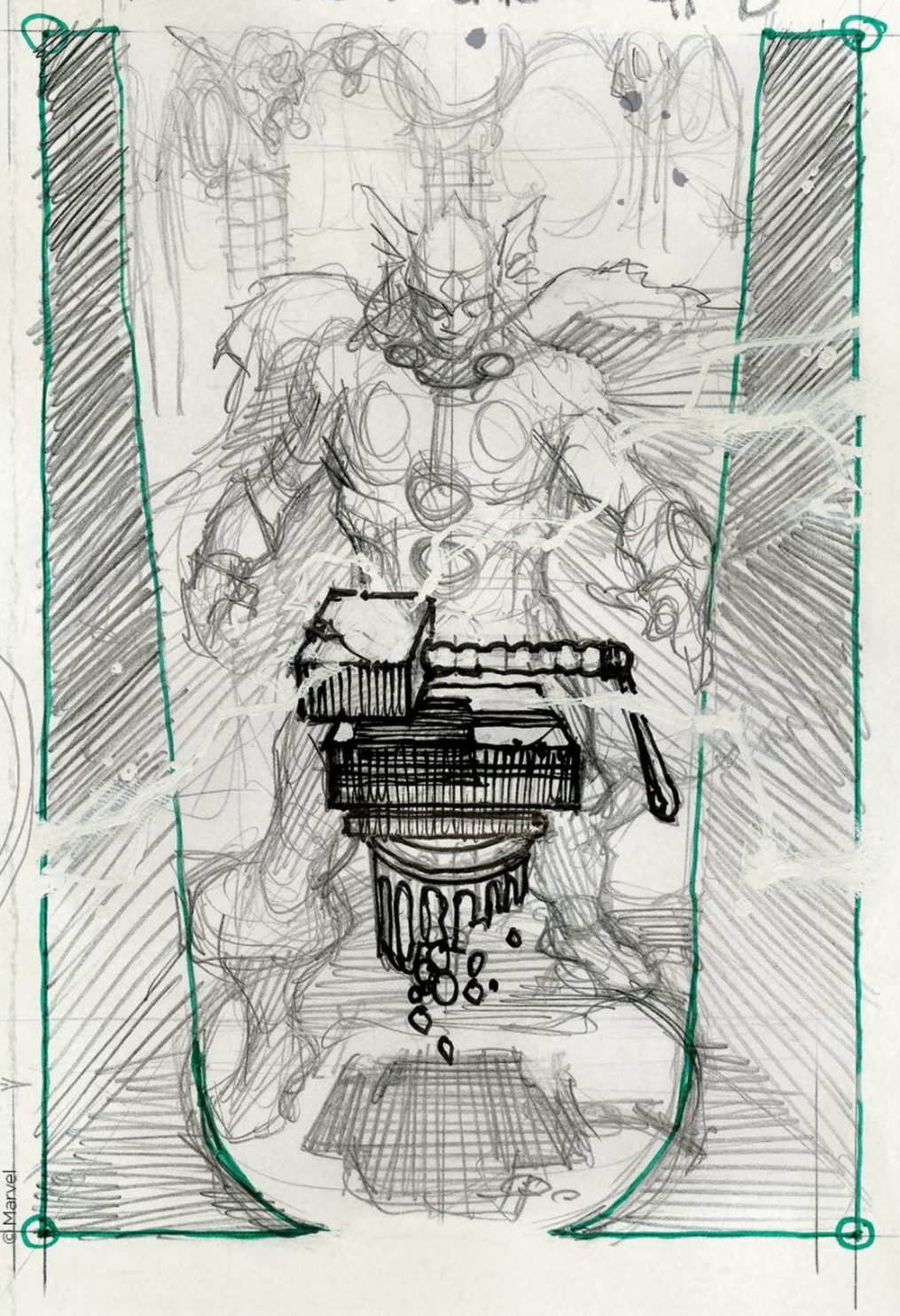
..THE TWO SKULLS ARE LIKE AN ALLEGORY OF THANOS'S FATHER AND MOTHER..

HIGHER.

THOR FOR ASGARD #6

"This was the last cover I had to do for my Thor For Asgard run, and I wanted to focus on the main theme: Thor not being able to raise his hammer. It's floating over the column because the lighting seemed, to me, the best solution to conclude the run's last chapter."

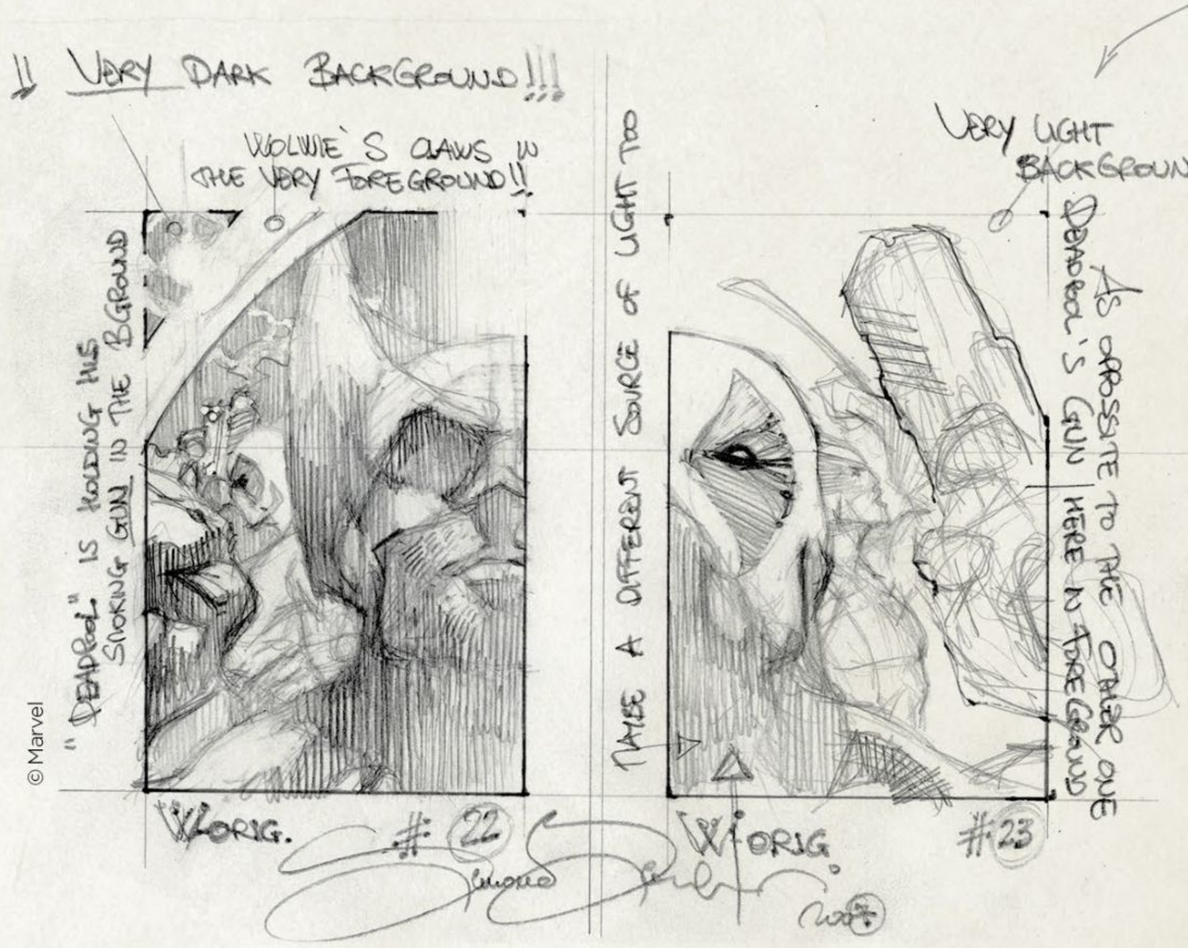
THOR: FOR ASGARD #6



©Marvel

WOLVERINE ORIGINS

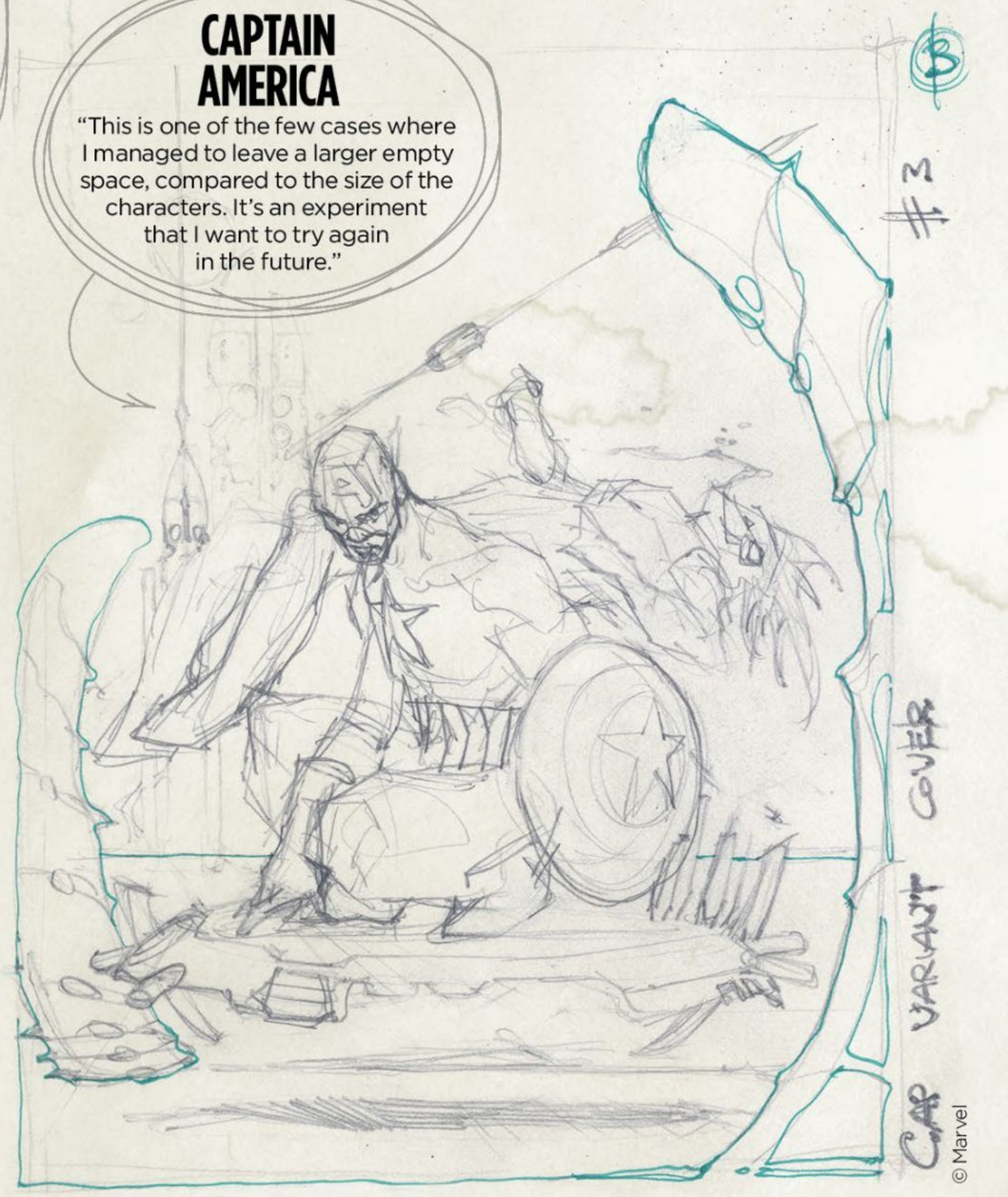
"These covers were inspired by my run on Detective Comics. These extreme close-ups reveal the creases on Deadpool's mask, for example."



© Marvel

CAPTAIN AMERICA

"This is one of the few cases where I managed to leave a larger empty space, compared to the size of the characters. It's an experiment that I want to try again in the future."



© Marvel

Alexander Guillen Brox

Presenting slices of everyday Spanish life with a healthy dose of visual tinkering...

Artist PROFILE

Alexander Guillen Brox

Alexander is a freelance concept artist based in Barcelona. He studied illustration and comics for four years and spent a year working at 9 Zeros animation studio. He enjoys taking his sketchbook out on the streets, as well as to pubs and restaurants (generally anywhere he finds himself), and sometimes transfers his work to Photoshop to give it a digital edge.

www.alexanderbrox.net

ROME

"This piece is a little snapshot of Rome. It's more natural to sketch illustrations like this in five or 10 minutes. Sure, it's quicker to take a photo, but it's not the same."

ABSINTHE

"I completed this sketch with a pen and then in Photoshop. I like the study because it's different. I also enjoy these situations in bars, with different people, or there can be animals, ghosts... whatever you can imagine. I'd like to pursue this style because it's more interesting and funny."

BACK

"I painted this sketch with Aquarel when I was at school. I like to draw natural poses to practise anatomy."

GIRL

"This composition is about a girl and a little key. I drew it last year and like it because it uses a different form and concept, and I enjoy change. Sometimes it's interesting to copy the old painters' styles, figures and colours – it's a good form to practise."

SILHOUETTES

"In one moleskine book I draw only silhouettes. It's a great technique for strengthening a certain side of my art, getting down characteristics as quickly and simply as possible."

"I don't always draw things that I like, but it's good to capture life as it is"

TRAMP

"I don't always draw things that I like, but it's good to capture life as it is. I did this quick sketch in Barcelona at night."

MUSIC

"Street musicians in Barcelona are a constant source of inspiration for me. They're more expressive than the passers by. Plus, I get to listen to some great music while working."

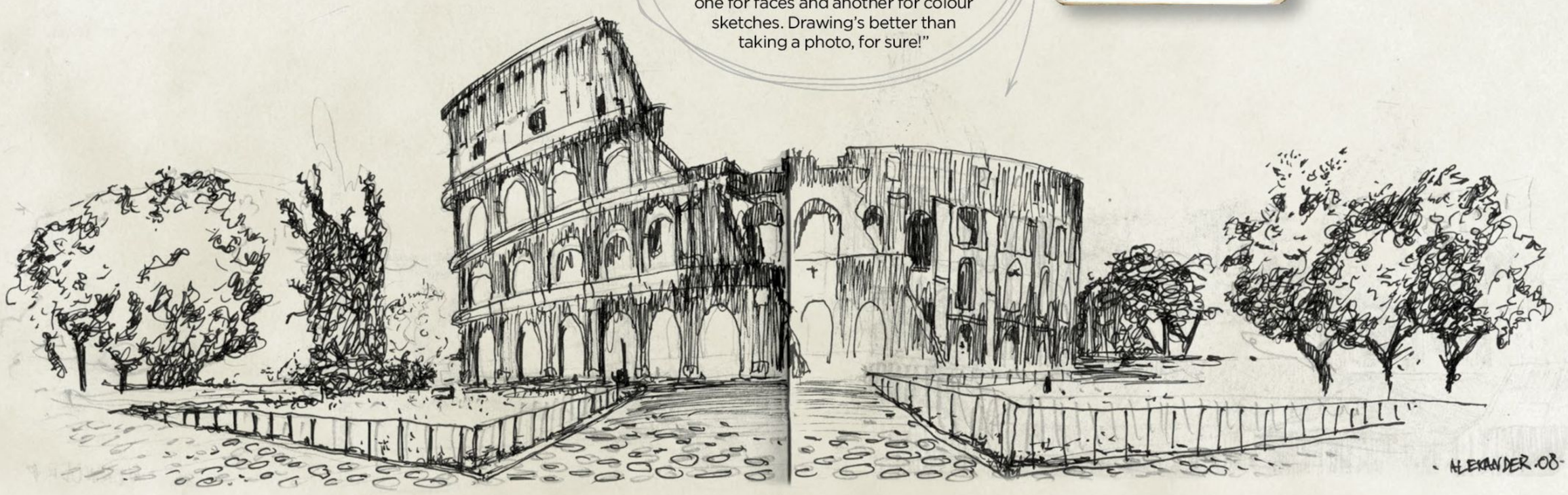
"I love travelling because I like learning about other cultures and forms of architecture"

PLINTH

"Sometimes I draw in pen or pencil, depending on the situation, with a plan to add to the image further in Photoshop. It's an important strategy, because sketches can breathe life into my digital art."

DECAY

"I love travelling because I like learning about other cultures and forms of architecture. This drawing was done in Rome. I always bring a few moleskine notebooks with me – one for environments, one for faces and another for colour sketches. Drawing's better than taking a photo, for sure!"



COOK

"I drew this one in a pub. It's a real situation; well, the character isn't so much real, but he's perfect for this illustration. I love drawing in pubs because you find images, situations and characters filling in the blank spots in some sketches."

BEACH

"This was sketched in Barcelona while I was just chilling at the beach. I then messed around with it in Photoshop."

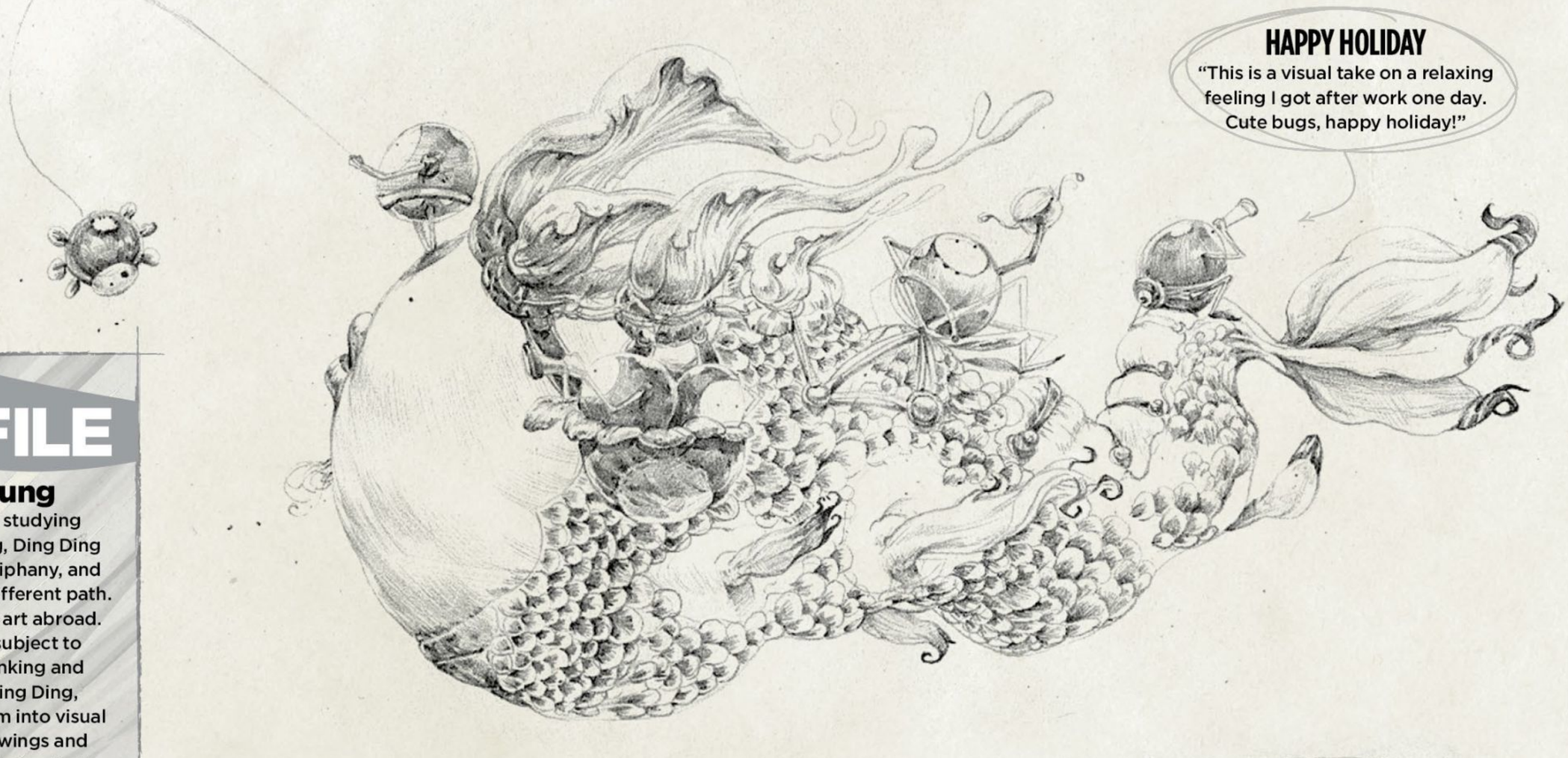
Ding Ding Chung

He started off in business – but the marketing world's loss is definitely art's gain...

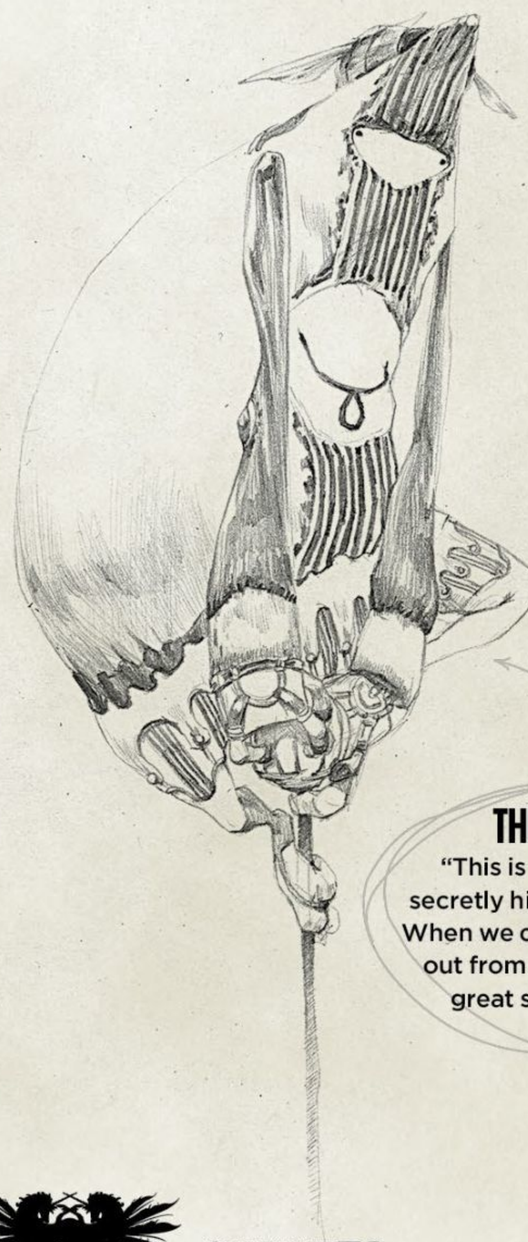
Artist PROFILE

Ding Ding Chung

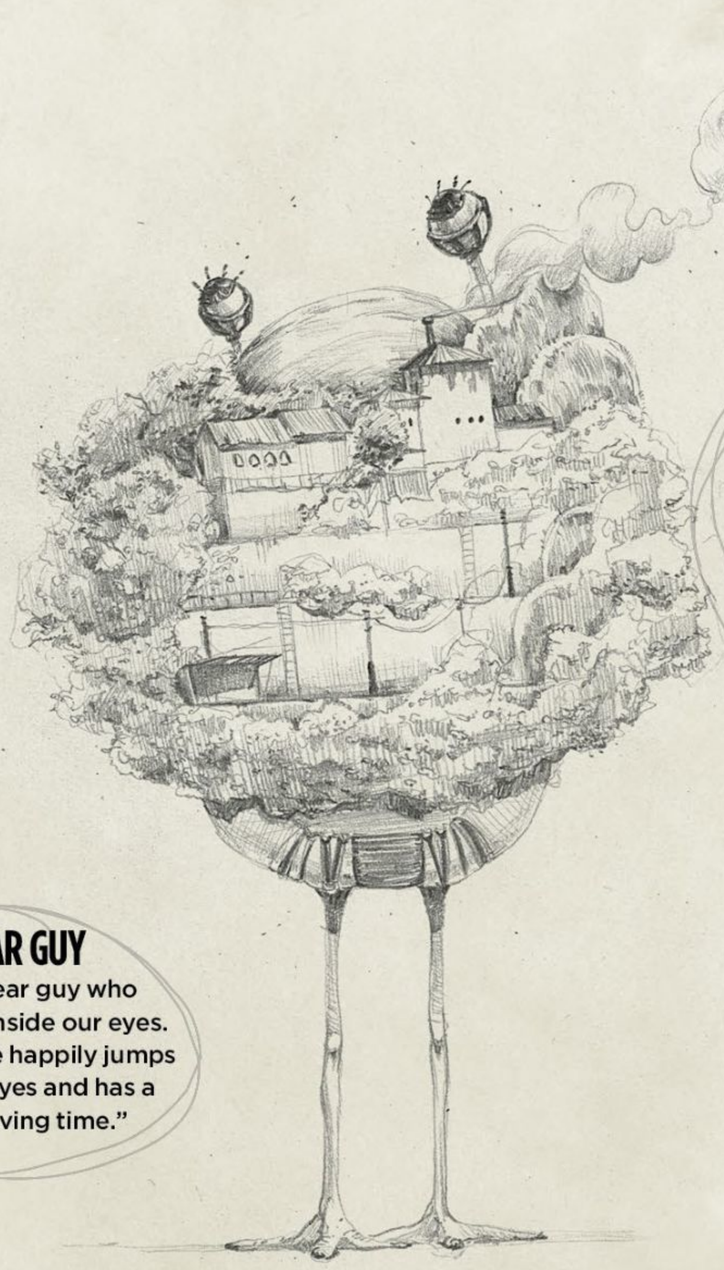
Originally studying marketing, Ding Ding had an epiphany, and chose a different path. "I studied art abroad. The most interesting subject to me is people, their thinking and emotions," explains Ding Ding, "I like to translate them into visual concepts through drawings and paintings." He currently works for SilverTree Media as a 2D artist.
dingdingchung.blogspot.com



HAPPY HOLIDAY
"This is a visual take on a relaxing feeling I got after work one day. Cute bugs, happy holiday!"



THE TEAR GUY
"This is the tear guy who secretly hides inside our eyes. When we cry, he happily jumps out from our eyes and has a great sky-diving time."



BALL CITY CREATURES
"I was looking outside the office window at a very nice slope with many houses on top. I was thinking, what if right now the hill stands up and the slope was actually made of loads of these ball city-creatures?"

FORGOTTEN
"I don't remember what this guy is. Perhaps I was trying to personify a feeling of forgetting something?"

TOM AND RABBITS
"This was a gift to my friend – a fantasy style sketch."

"People change all the time. I hope this evolution is going in a good direction."

MY EVOLUTION
"I was thinking about the difference between me yesterday and me at the present. People change all the time. I hope this evolution is going in a good direction."

CATERPILLAR IN THE DARK ROOM

"I was imagining myself as a caterpillar who is crawling slowly in a dark room and wanting to say the word 'love'."

"I was imagining myself as a caterpillar who is crawling slowly in a dark room..."

Ding Ding Chung

MONSTER COLLECTION

"I enjoy creating monsters, too. This is my monster collection. Working on different types of concepts is always fun."

Bob Eggleton

Flick through examples of this master artist's drawings, which hint at where he plans to take his art next...

Artist PROFILE

Bob Eggleton

The American sci-fi, fantasy and horror artist has won Chesley and Hugo awards for his rich, detailed art, which adorns book covers and playing cards. He's illustrated a themed attraction in Las Vegas – Star Trek: The Experience – and is known for his distinctive depictions of Godzilla.

www.bobeggleton.com

CTHULHU SIX EYES

"Here's HP Lovecraft's monster Cthulhu, but drawn the way Lovecraft actually described him and sketched him himself: with six eyes in total. Sometimes it's fun to just go crazy with a pencil."

GODZILLA WITH TRAIN

"This is a sketch of everyone's favourite Japanese giant monster. I had an awkward moment and basically ran out of paper on one side, because I was unsure where it was going. This is what sketching is for. If I wanted to proceed with a finished work I would photocopy the sketch and then simply add more to it."

DRAGON SARAH IDEAS

"My friend Sarah did some posing for me in some of her draped clothing and dresses. I love fabric folds and drawing them is especially fun to do. This also helps improve my figure skills."

"I had an awkward moment and basically ran out of paper on one side"

ASSIGNMENT IN ETERNITY

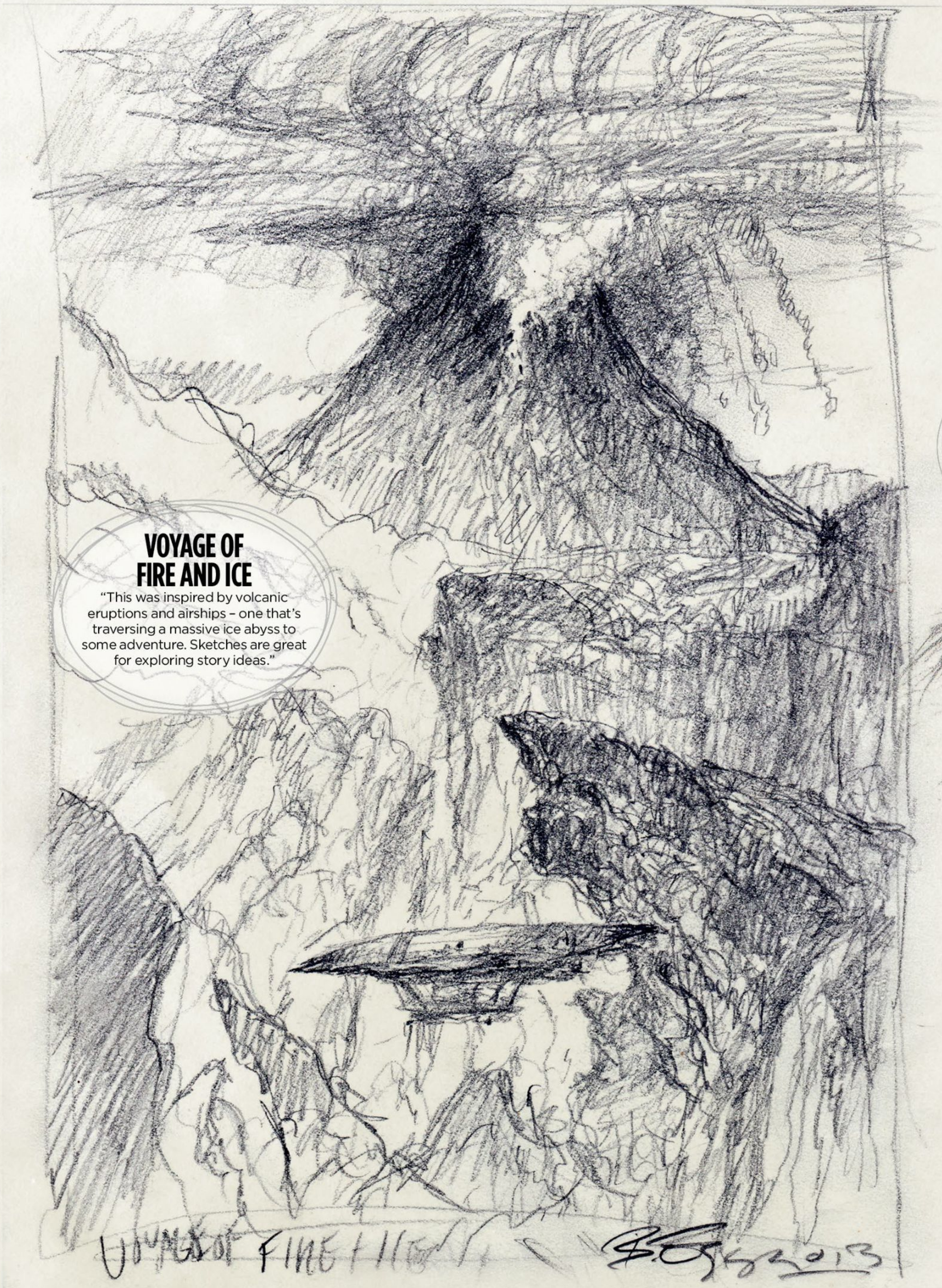
"A nice sketch that became a cover painting for Robert A Heinlein's book of the same name."

SNOWBOUND MAMMOTH

"I love mammoths. So this is one trudging his way through the snow. Much like our winter..."

SEA MONSTER HEAD

"This came as a result of wanting to do a larger painting. I was unsure how the beast in it would look, but sketching the head was a nice exploration and helped define the creature."



VOYAGE OF FIRE AND ICE

"This was inspired by volcanic eruptions and airships – one that's traversing a massive ice abyss to some adventure. Sketches are great for exploring story ideas."

DRAGON ON TALL ROCKS

"This was an idea I saw in my head and I sketched it down before it faded away. The dragon's looking down on a passing ship. The people on board are not looking up..."

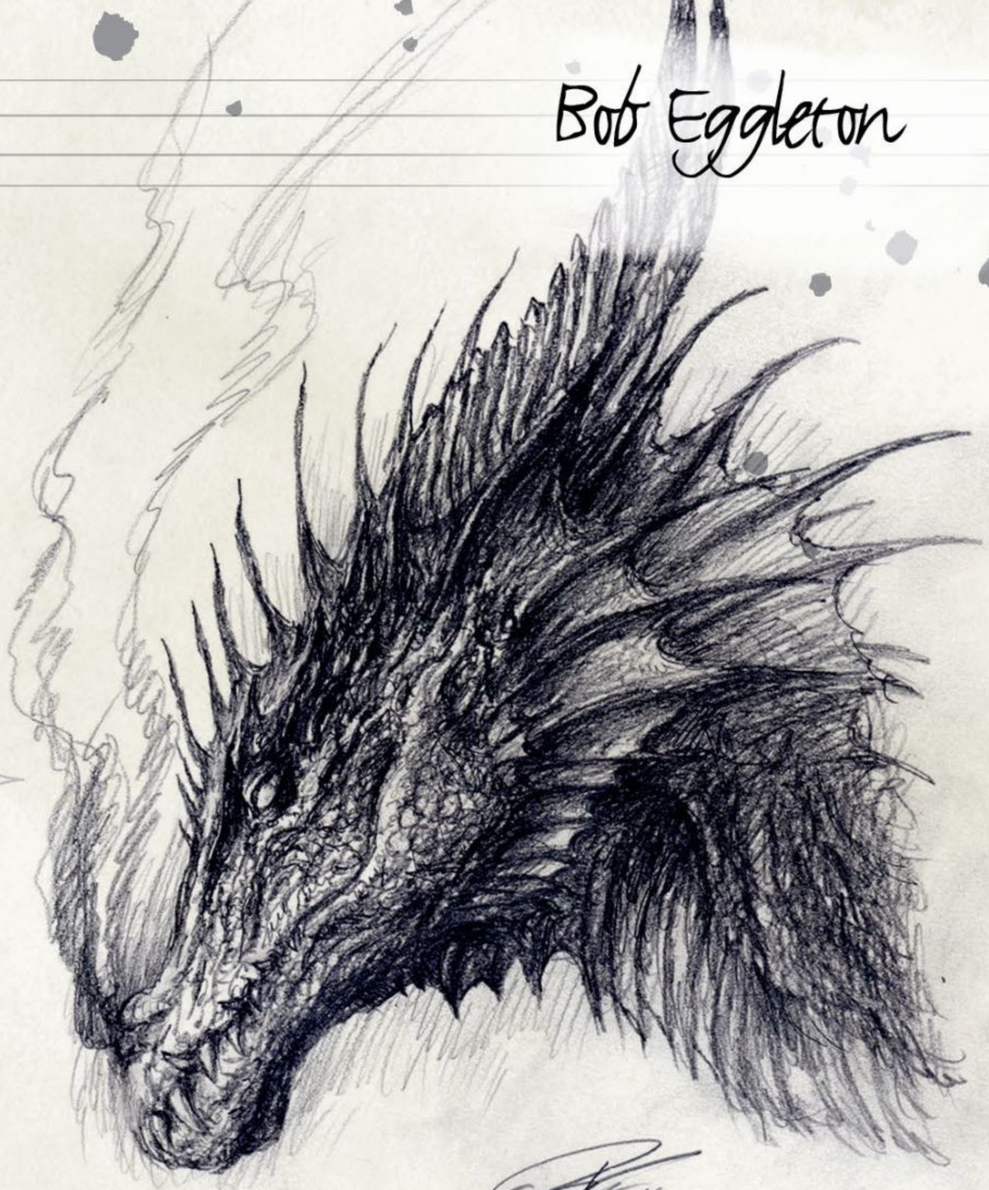
THE DEEP ONES

"One of HP Lovecraft's strange men-fish creatures, which will wind up being for something."

Bob Eggleton

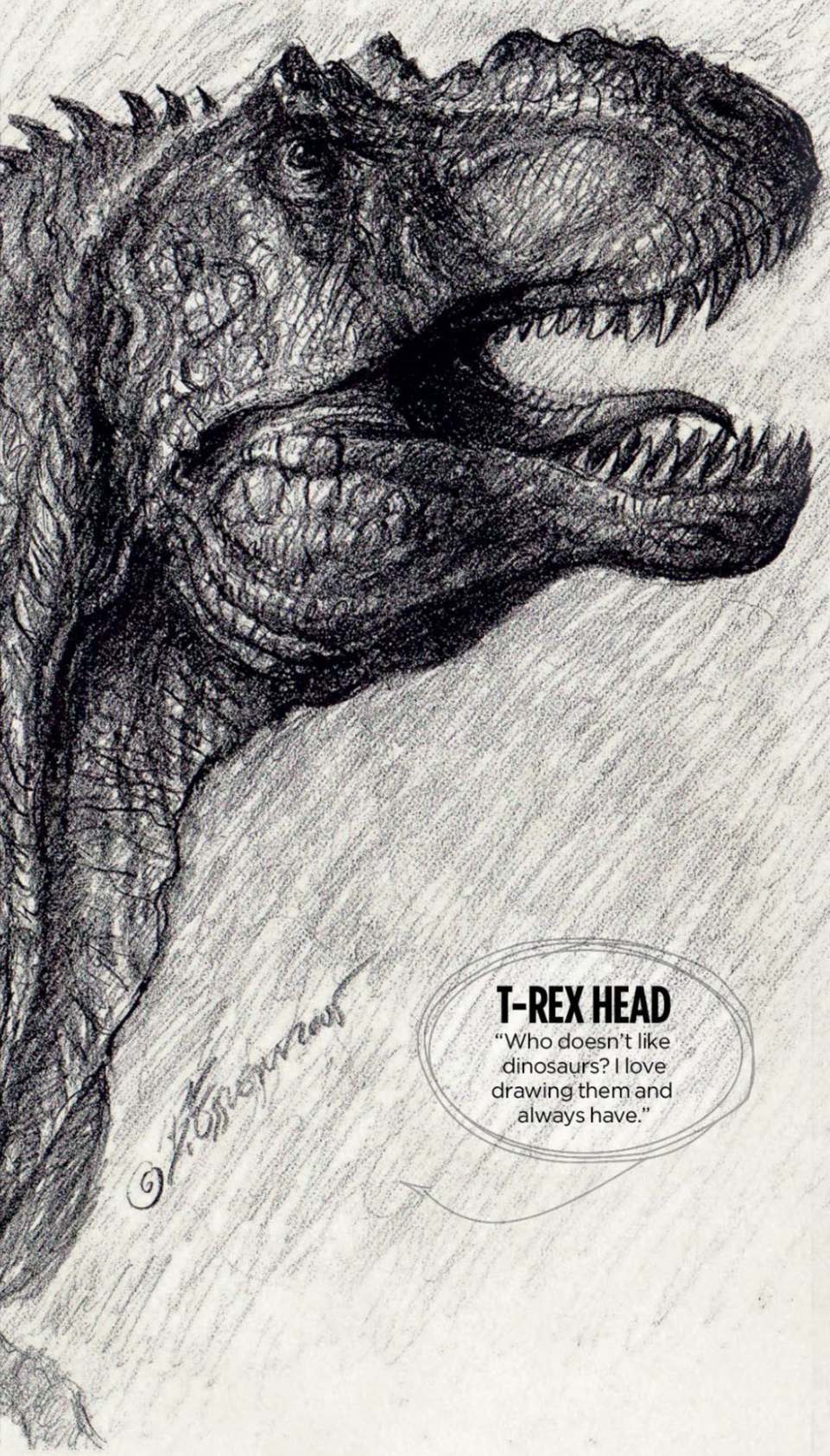
MOUNT DOOM CONCEPT

"This is going to be a major epic piece, inspired of course by The Lord of The Rings. I love volcanoes."



SMAUG HEAD

"A head study of the enigmatic dragon from The Hobbit."



T-REX HEAD

"Who doesn't like dinosaurs? I love drawing them and always have."

DAGON

"This is a sketch I came up with for the Lovecraft short story."

"Sometimes it's fun to just go crazy with a pencil."

SPACE COWBOY CONCEPT.
"I'm a great fan of Western stories and love the idea of cowboys still being around in the far away future. A pencil drawing with Photoshop used for textures."

WARRIOR CONCEPT.
"Rough sketch for a painting still to be made."

Simon Fellah

Exploring the delightfully dark world inside Simon Fellah's sketchbook

Here we delve into the dark and detailed sketching of Simon Fellah. We just love the confident and bold approach that Simon's brooding lines and shading exude. It's sometimes difficult to get an artist to describe their art – how can you put into words something so varied and personal? – but Simon offered us this opinion of his style: "I'd describe it as somewhat dark and raw with a bizarre twist. I hope there is a little beauty in it too."

A self-taught artist, Simon's been a full time traditional artist for many years, and has always had a passion for painting. "I started drawing and painting like most kids, but I never learned how to stop, he reveals. "I love sci-fi and fantasy stories and decided I would get into that line of work."

His journey in art is always moving forwards, as he explains: "Painting digitally was a great new discovery for me. Many things influence me: life around me, great artists, strange animals, movies and music and travels. It's all a big melting pot."

Artist PROFILE

Simon Fellah

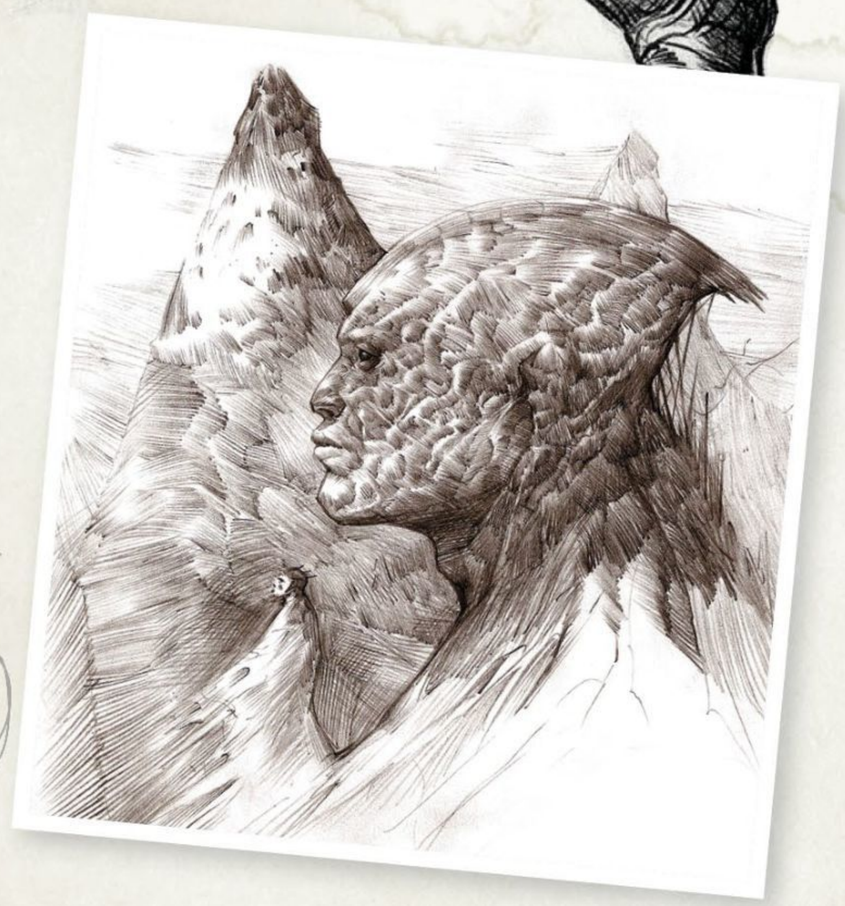
Based in Denmark, Simon has worked as an artist for many years. His clients include Radical Entertainment, Fantasy Flight Games, Pinnacle Entertainment Group and Design it. Simon first came to ImagineFX's attention when he was featured in the Reader FXPosé in issue 5. He is particularly inspired by the freedom that his imagination is given to roam when creating fantasy art, painting the things he dreamt of as a child.
facebook.com/simon.fellah

Simon Fellah

"I'd describe my style as dark and raw with a bizarre twist"

MUTATING
"My characters and creatures often mutate in strange ways. I draw them, but they create themselves."

CREATURE CONCEPT
"More spikes than anything. Rough pencils".



ENVIRONMENT SKETCH
"A priest standing by an ancient sculpture in the wastelands. Holy ground for the people living near it."

NERVES (LEFT)

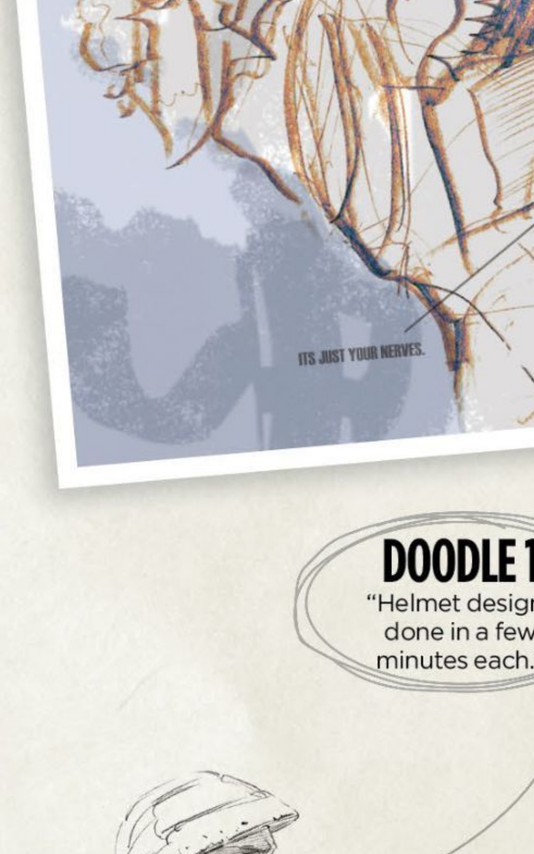
"I do a lot of fast small scenes or clips trying to tell a story – often a silly story – with just a few words and strokes. It's a great way to keep the mind open and the hand loose."

HEAD 1

"A leader or politician from a future society."

DOODLE 1

"Helmet designs done in a few minutes each."



TRIBAL

"Fast concepts of tribal facial decoration. The idea is to recognise them as part of the same tribe."

"I started drawing and painting like most kids, but never learned to stop"

DOODLE 2
"Future girl sketch."

FUTURE GIRL CONCEPT
"Part cyborg, part human and part mutant. I wanted to do a design to the wild side. Pencil and Photoshop."

"Many things influence me: life, great artists, strange animals, movies and music"

FUTURE GIRL CONCEPT 2
"Mostly just a strange armour design. Pencil and Photoshop."

ROUGH ENVIRONMENT SKETCH
"Mountains and rocks and silence."

Fernando Forero

Inspired by his adopted Poland, this Colombian artist's sketchbook is his sanctuary for elegant pencil work...

Artist PROFILE

Fernando Forero

A Colombian graphic designer based in Poland since 2009, Fernando started working for small advertising agencies before university, mainly on corporate identity, typefaces and illustration. He's exhibited his personal art internationally, and worked alongside MTV Europe and Polish games studio CD Projekt RED.
www.fernandoforeroart.com

MADONNA

"I feel attracted to stamps and the designs of tickets. Some are incorporated into my sketchbook, giving a more experiential and human character to my creations. In this spread, a lettering design sits next to my personal version of a Madonna."

ORGANIC

"I have a particular interest in organic artworks, and sometimes I'm driven fully by my aesthetic values to create pieces such as this one. I like to accompany them with lettering designs that may be related to my personal feelings about the image itself."

HORSE

"I really like the anatomical aesthetics of horses, so in many of the pages, different creatures appears with a marked similarity to this beautiful animal."

OCTOPUS COMPASS POSTER

"A yachting fan asked me for a custom illustration of a compass to be printed as a big poster on photo paper. This is the basis of the project: an octopus in the middle of the compass."

POLISH GAS MASK CHARACTER

"Arriving in Poland, I found myself filled with the fog and the coldness of the autumn. This, and a Polish black and white film whose name I forget, inspired the vision of this man in a gas mask."

A NEW BOOK BEGINS

"Whenever I start a new sketchbook, I wonder if I'll have enough creativity to fill each blank page. This is the very first page and it has a theme: the ideas, the human and what he creates."

"I wonder if I will have enough creativity to fill each blank page"

ART, INSPIRATION AND THERAPY

"Perhaps the reason I put so much detail into this artwork is because in the process I let go, and illustration, moment-by-moment, becomes a kind of therapy."

GAMES OF LINES

"Many of my illustrations start with simple games of lines that I then begin to develop, trusting my intuition and my own aesthetic values. I just let it evolve in joy and patience."

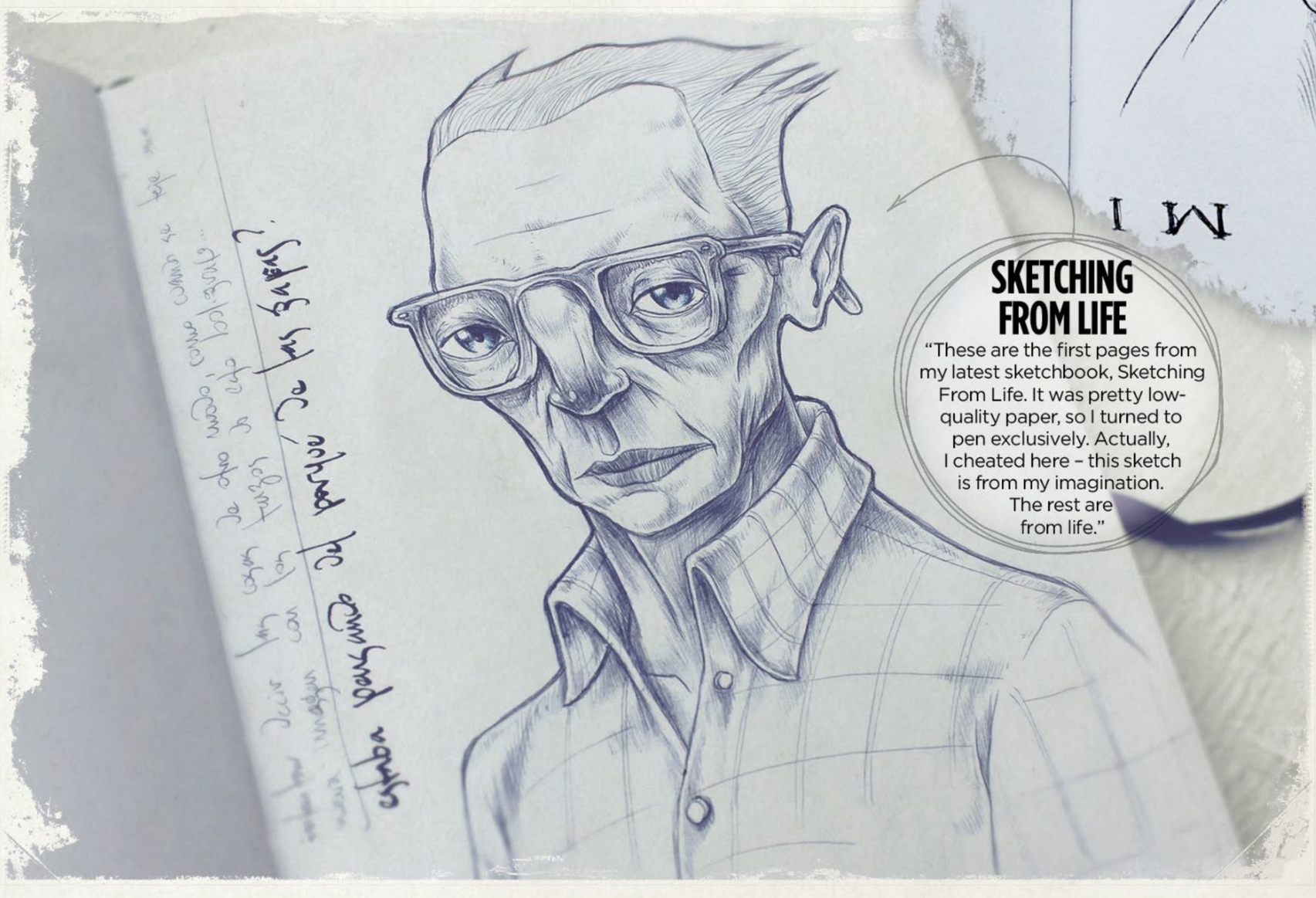
BUS NUMBER 1315

"The number of the bus I was travelling on in Warsaw inspired me to perform the first lines of this illustration. I made the illustration while considering the maturity you gain over time as you progress in life."

AFTER MY MOTHER

"The death of my mother brought me deep sadness, because I wasn't able to be with my family in Colombia during this tough time. The melancholy is present in this image."

"Drawing from reality gives strength to the artworks from my imagination as well"



SKETCHING FROM LIFE

"These are the first pages from my latest sketchbook, Sketching From Life. It was pretty low-quality paper, so I turned to pen exclusively. Actually, I cheated here – this sketch is from my imagination. The rest are from life."

MATURE FACES

"I like to draw the faces of older people. When drawing them I imagine the very basic shapes as basic forms, like spheres, cylinders and others under the skin, and then consider how the skin folds over these forms."

LIFE AS INSPIRATION

"When I began to draw from reality, I started to discover that I enjoyed drawing many more things. As well as that, I find I'm becoming better at observation. Drawing from reality gives strength to the artworks from my imagination as well."

Brian Froud

We take a peek at some of the creatures that appear in the artist's book, Brian Froud's Faeries' Tales

Artist PROFILE

Brian Froud

Brian began his career in book illustration. He went on to design the award-winning and cult films The Dark Crystal and Labyrinth for Jim Henson. Brian has exhibited in museums and galleries throughout the world, and he's been the recipient of many awards including the Hugo award, Chesley and Inkpot as well as the American Society of Illustrators.
www.worldoffroud.com

TOADSTOOL MEN
"Not to be mixed up with the Mushroom Men, of course. The effects could be fatal."

HERE'S LOOKING AT YOU
"One of a series of Lookers that feature in my book. Has he caught your eye yet?"

TAKE ANOTHER LOOK
"This Looker has a significantly different appearance to his neighbour, but he'll still win in a staring contest."

Brian Froud

A SMALL THIEF
"Despite his criminal nature, there's an honest, salt-of-the-earth look about him, wouldn't you say?"

"In my sketchbooks I draw loosely in pencil, letting the line take its own emotional journey"

ONE OR THE OTHER
"In my book this royal courtier balances the Queen's hand mirror on one hand and her prodding sceptre on the other."

DAMPPE THING
"This green fellow accompanies Mistress Damppe and the Salmon of Wisdom at all times."

FAERIE COURTIER
"Another member of the royal household, who attends to the many needs of the faerie ambassador."

TWO TOE TWEAKERS

"These two characters guard the Bird Claw Toe-Tweaking Tongs that are used on naughty faerie children."

BUTTON EYE

"This long-faced fellow accompanies a particularly guilty-looking faerie titled I Have a Story."

LOOKER

"Another character whose gaze will follow you around the room, wherever you stand."

Brian Froud

LOOKER
"There's more to this faerie than he's letting on. Buy him a drink and let him tell you his story."

A SERIES OF SMALL PIXIES
"Because it's not all about the faeries, you know!"

"I want the viewer to experience the emotional heart and meaning of each faerie character"

Tom Garden

An array of aliens and assassins from a recent convert to concept art...

Artist PROFILE

Tom Garden

After leaving his job as a video editor to pursue a career in concept art, Tom landed on his feet and is currently working on his first games title. He feels like his sketchbook is where he is allowed to explore his ideas and just enjoy creating images without the pressure of it being work. Sounds like a nice place to be...

tg-portfolio.blogspot.co.uk

AIRBASE WORKER

"She's the kinda chick you would see hanging around a futuristic aircraft base, mending the hover ships."

MERMAID

"This one came out of trying to make an interesting shape with the figure, and it slowly leaned towards being some kind of strange mermaid humanoid."

PONDERING CREATURE
"This was just for a laugh. I think I had watched Spirited Away and decided to make up my own creature for the film."

BEAST FIGHTER
"I pictured some big giant troll-like guy who might fight beasties for public display, and admiration."

SEA WITCH
"I try to keep really loose when I sketch. Having the lines there with a quick loose feeling will really help a final illustration keep the energy that the sketch had."

"I pictured some big giant troll-like guy who might fight beasties for public admiration..."

IDOLS
"These are odd little creatures that I felt would come alive in some ancient society. I want to do something more with these as they are really fun to draw."

MYSTIC WARRIOR
"I love to sketch the female form, and it's very hard to make a warrior keep a feminine look, whilst remaining strong in stature. I tried to use the outfit to emphasise the female shape."

"I really love anything that is a blend of ancient, mystical, demon and sexy"

RIPSAW

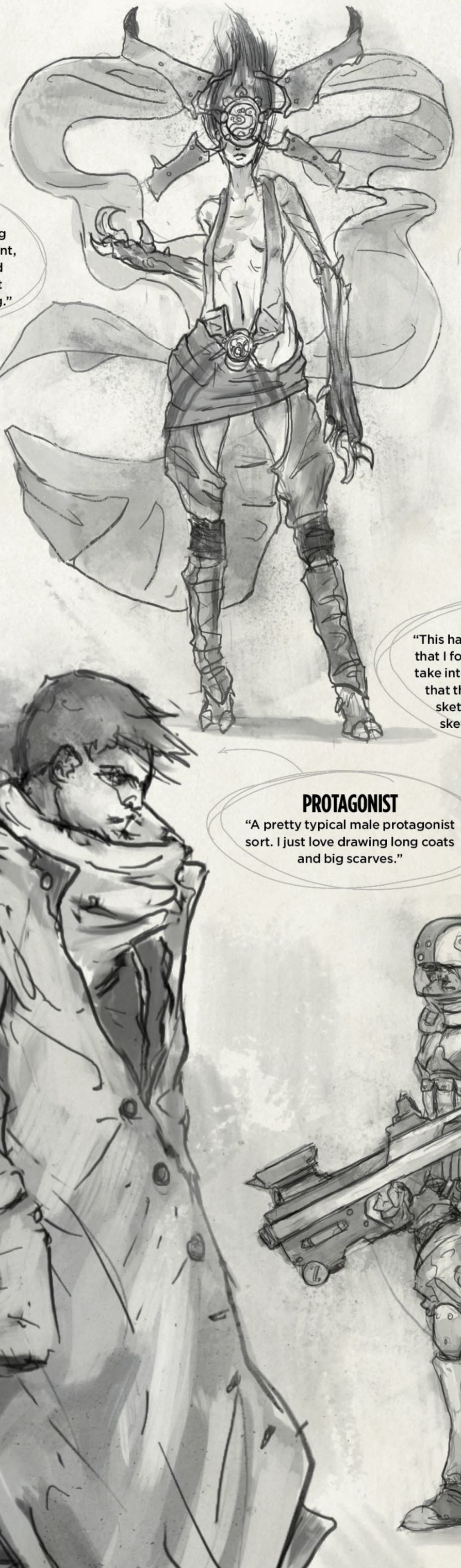
"Playing too many scary computer games makes my mind come up with...scary computer game characters. I love making something really weird and crazy."

THE DEITY

"This actually was inspired by a Tibetan chest I saw, which had great ornaments on the front part, and I adapted that into this design."

MECH SOLDIER

"I don't delve into sci-fi mechs often enough, as they are a lot of fun to draw and a real challenge to make them look like they could work properly."



DEMON GIRL

"I really love anything that is a blend of ancient, mystical, demon and sexy... but I wouldn't want to give her a hug."

PRAISE

"This had started out as a nude gesture that I found interesting and decided to take into a sketch for a character. I find that this is a useful aspect of digital sketching – I can mix and match sketches and ideas with ease."

PROTAGONIST

"A pretty typical male protagonist sort. I just love drawing long coats and big scarves."

SOLDIER

"Soldiers are great fun to design, as you have free range with the style of body armour and weapons."

Guido

Take a peek inside the industrial-design concept artist's head. There's not a glass lobby to be seen!

Artist PROFILE

GUIDO

Guido recently graduated with a masters degree in Industrial Design Engineering. He then moved on to an internship project at Guerrilla Games. Guido is now a full-time freelance illustrator and concept artist with a particular focus on industrial design and creature and character concepts.
www.guidokuip.blogspot.com

DRAGON SLAYER

"Done for a one-hour sketch-off with some people on the IRC #conceptart channel. The topic was Dragon Slayer, and I wanted to try and create a sketch directly in ink within the hour."

Guido

BABA YAGA'S HUT

"Here's the Russian witch's house on chicken legs. It was joint Character of the Week #147 and Industrial Design of the Week #92 on ConceptArt.org."

INJECTOR

"A quick example made during one of the ID sketching classes to explain a few tricks and inspire some out-of-the-box thinking."

ORC

"Here's an orc sketch inspired by Paul Bonner."

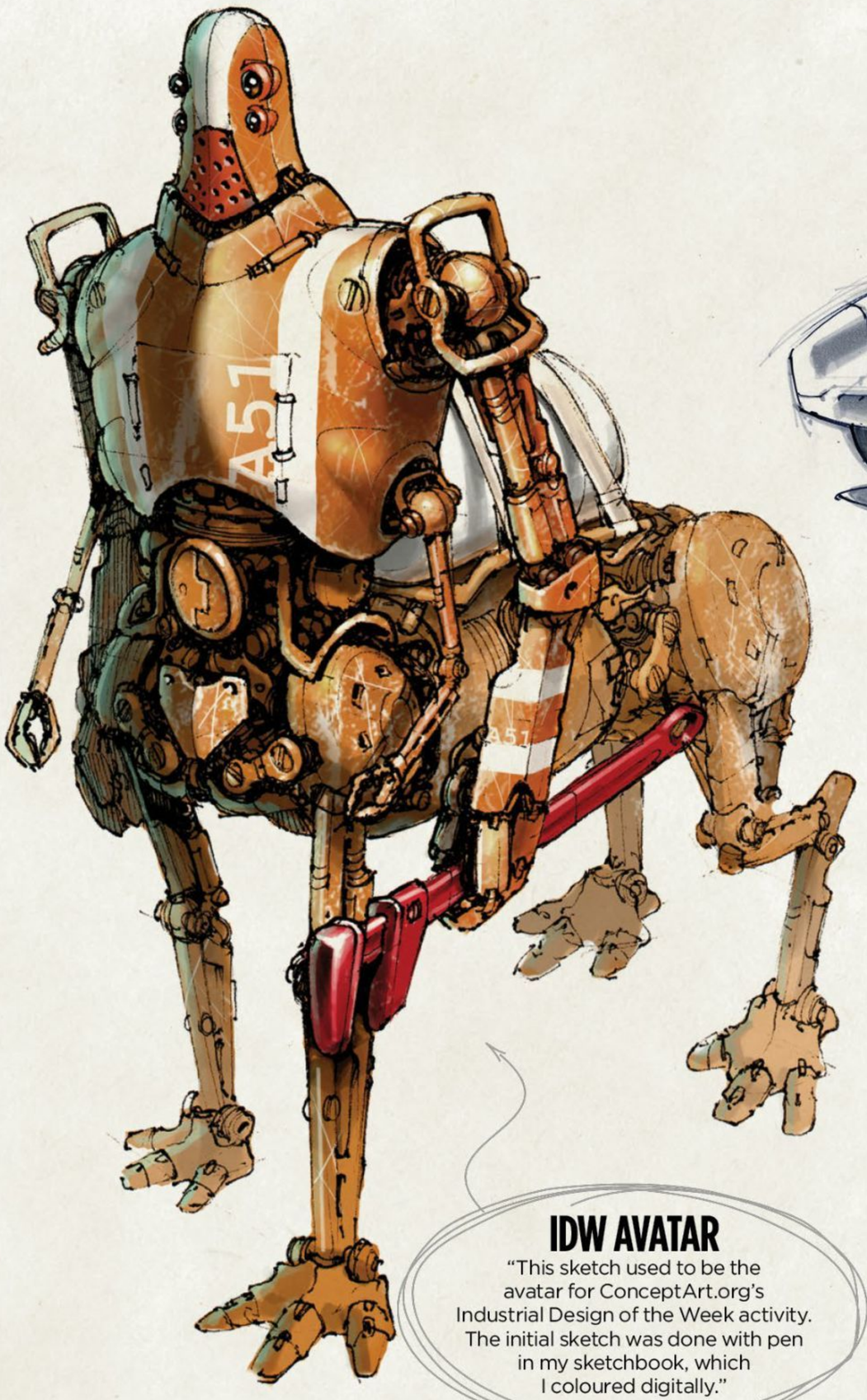
WYRM

"A speedy sketch for a personal project."

"I did this to explain a few tricks and inspire some out-of-the-box thinking"

DERP DERP

"While I work mostly digitally or with pen and markers these days, I do enjoy the occasional scribble with a simple pencil."



IDW AVATAR

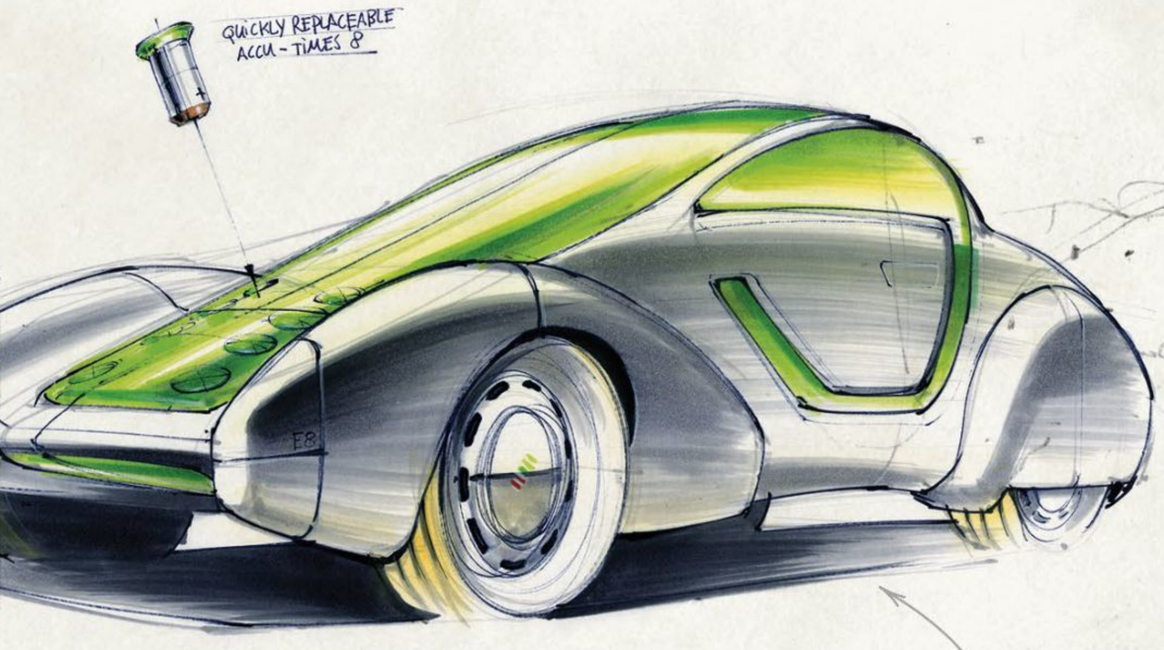
"This sketch used to be the avatar for ConceptArt.org's Industrial Design of the Week activity. The initial sketch was done with pen in my sketchbook, which I coloured digitally."

"I do enjoy the occasional scribble with a simple pencil"

LEAN, GREEN & MEAN

"A quick digital doodle for the Creature of the Week 153: Lean, Green & Mean topic."

Guido



ELECTRIC 8-CYLINDER

"A sketch done during the AutoRAI event at the C,mm,n stand, a project of the Delft UT. The theme of the day was an electric muscle car based on the C,mm,n concept."

CYCLOPS

"A random sketch of a one-eyed creature that rages against nothing in particular."

DWARF GUNNER

"A dwarf concept for a personal project that unfortunately never got beyond the sketching stage."

The Gurch

An artist will always be found with his trusty sketchbook...

Artist PROFILE

The Gurch

The Gurch (not his real name, surprisingly) has created several comic books, worked on magazine illustrations, designed for a mask company and has provided companies with T-shirt designs. But his ultimate goal is to work as a film concept artist. His most prized possession is an original drawing that he bought from Frank Frazetta.

thegurch.deviantart.com

DEMON NO. 4
"Sometimes demons should be weird and totally new-looking, and sometimes they should just remind you of Satan. A classic, horned beastie."

MANYPHANT
"This massive character is like an elephant but his trunks are worn like dreadlocks."

ORC CAPTAIN
"This guy is massive and angry."

The Gurch

DINOSNORE
"A stupid idea for a creature design. I like those top nose pincers though."

STONE DOG
"I have kept lots and lots of sketchpads going back for several years. Stacking them all up you'd get drawing after drawing showing my development: a G-illogical cross section."

ELVIS DEMON
"This little character here is my Elvis demon. He likes to disco – he's got Satan Night Fever."

CARNOZOID
"The flesh-eating beast. There are a few pages of design work I have done relating to this creation. A serious attempt at creature design."

"Hacking and slashing and lifting flagons of mead – those sword arms get a good workout"

HARMSTRONG
"Hacking and slashing and lifting flagons of mead – those sword arms sure get a mighty good workout."

ANDYPHANT
"Like a regular elephant's trunk but much handier. (No relation to the Manyphant.)"

WEIRDWOLF IN SHEEP'S CLOTHING
"A sheep made from a jumper – part of a long tradition."

"Sometimes demons should be weird, and sometimes they should just remind you of Satan"

DRAWING NO 6893
"You name it, I can draw it. However some things don't have names."

MIDNIGHT SNACKER
"We've all had the urge to raid the fridge late at night, right?"

WEIRD DEMON NO. 6
"The sixth demon I drew that day."

WEIRDLING
"It's well known that a butterfly can trigger a tornado in Texas by beating its wings in Brazil. This beastie can slam doors just by yawning as it goes to bed."

Jin Han

We leaf through the atmospheric fantasy and sci-fi sketches of the concept artist/illustrator

Artist PROFILE

Jin Han

Jin is a freelance illustrator who's had "the extreme pleasure" of working with comic book creator Todd McFarlane and sci-fi writer Orson Scott Card, as well as working with many of the toy companies and comic book studios that he grew up admiring, such as Mattel, Playmates, Marvel and DC Wildstorm.
http://bit.ly/bwpgaG

KNIGHT SKETCH

"I tend to noodle my sketches with detail, and spend more time on them than I should. So, I force myself to take them as far as I can in under 90 minutes, then set them aside. It helps keeps things fresh for the next sketch."

"It feels good to let loose, play with shapes and exaggerate my sketches"

Jin Han

MCFARLANE TOYS ZODIAC: CAPRICORN CONCEPT

"I've always been drawn to the genre of fantasy-based worlds. Partially because you can't draw anything incorrectly, since it doesn't really exist!"

SPIDEY'S DAY AT WORK

"Every now and then, I'll have friends ask me for sketches and drawings. When I've got some free time, I try to do them as often as I can. This drawing was for a nine-year-old buddy of mine, who is a devout follower of all things comics related."

FANTASY CONCEPTS

"There are times when I'll start a sketch, then I'll get another idea and set aside the piece I'm working on. The unfinished look is interesting every now and then. At least, that's my excuse and I'm sticking to it!"

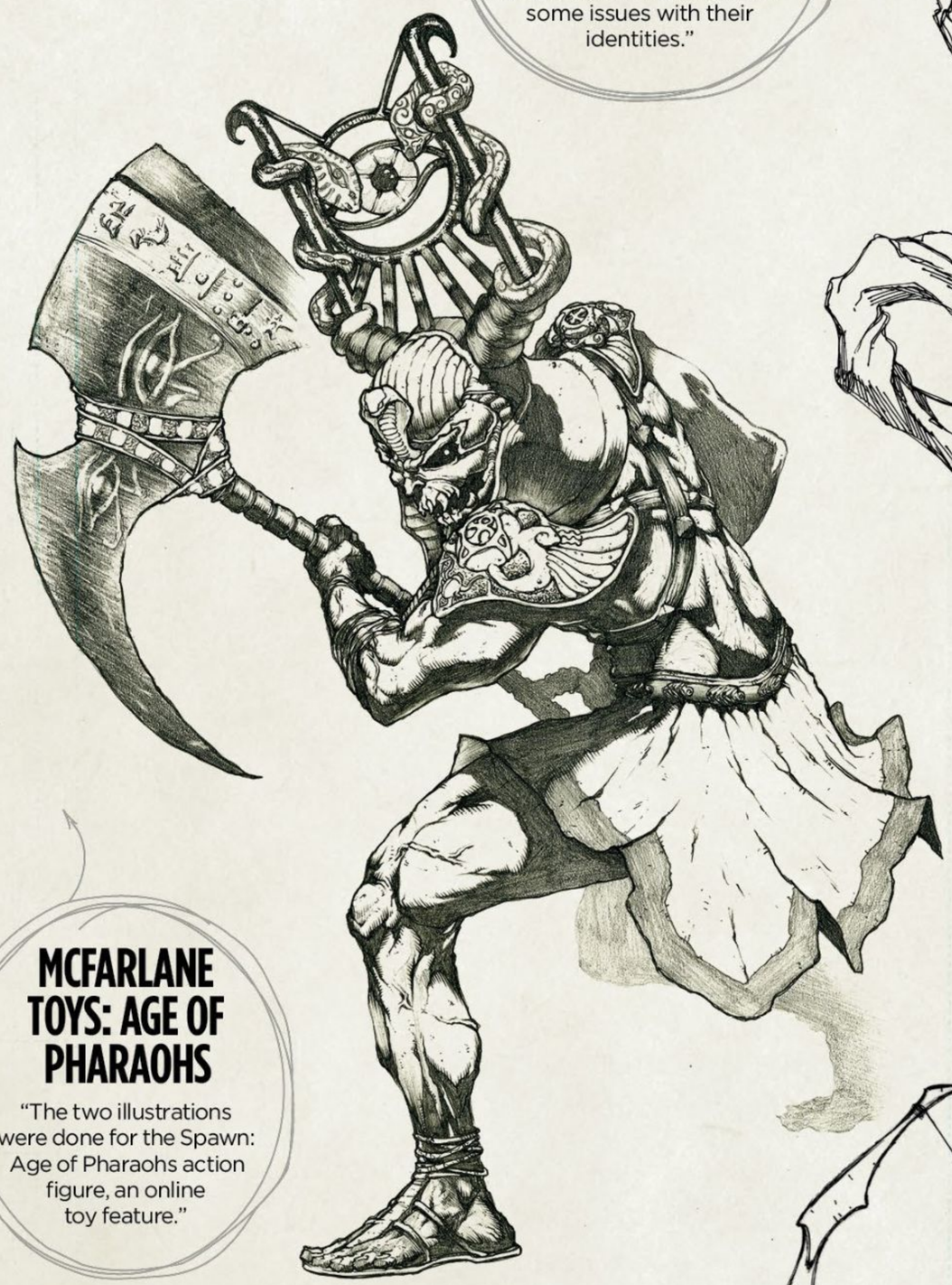
DATE WITH THE BEAST

"This illustration was done for a charity art auction. Unfortunately, I heard that it sold for about $20.... Oh, if I only had a DeLorean to go back in time."

jin han

BEAUTY AND THE BEAST

"These ladies have the types of multiple-personality disorders that could get a man into some real trouble! They may have some issues with their identities."



MCFARLANE TOYS: AGE OF PHARAOHS

"The two illustrations were done for the Spawn: Age of Pharaohs action figure, an online toy feature."

CENTAUR WARRIOR

"To save time, sometimes I'll draw the anatomy of a pose on one sheet of paper, then drop an overlay on top and add the detail. This helps me bang out multiple concepts, without having to redraw more than I need to."

MARKER SKETCH

"Here's an example of the thumbnail sketches I'll do while I'm watching TV or travelling somewhere by plane. They are usually 2x2 inch or smaller, and are quick and simple ways to get my ideas down on paper."

Jin Han

ROBOTS AT WORK

"The object here was to take iconic elements of construction vehicles and incorporate them into these robots. Drawing monsters and robots for a living definitely has its perks!"

MY BEAR LADY

"I like working in all types of styles. After drawing reality-based concepts for a while, it feels good to let loose, play with shapes and exaggerate my sketches."

CURSED

"This is a concept for McFarlane Toys' Fantasy line, the Cursed Dragon. Not your typical majestic creature, this guy is old, scruffy and lives with an unbreakable curse."

Kuang Hong

We delve into the sketchbook of the imaginative Chinese artist

Artist PROFILE

Kuang Hong

Kuang Hong is a 26-year-old art director for an online game company. Based in Beijing, Hong had a standard Chinese education, and didn't focus on art until university, where he taught himself to draw. A quick learner, as well as his day job, Hong now freelances as an illustrator for novels.
www.zemotion.net

REDBACK

"One of the rough sketches for a novel cover, this illustrates Redback, who's an alluring and dangerous mercenary. She has platinum-coloured hair and beautiful, long legs, but hidden in the jungle during combat, she's more fatal than any beast of prey."

WILD JASMINE

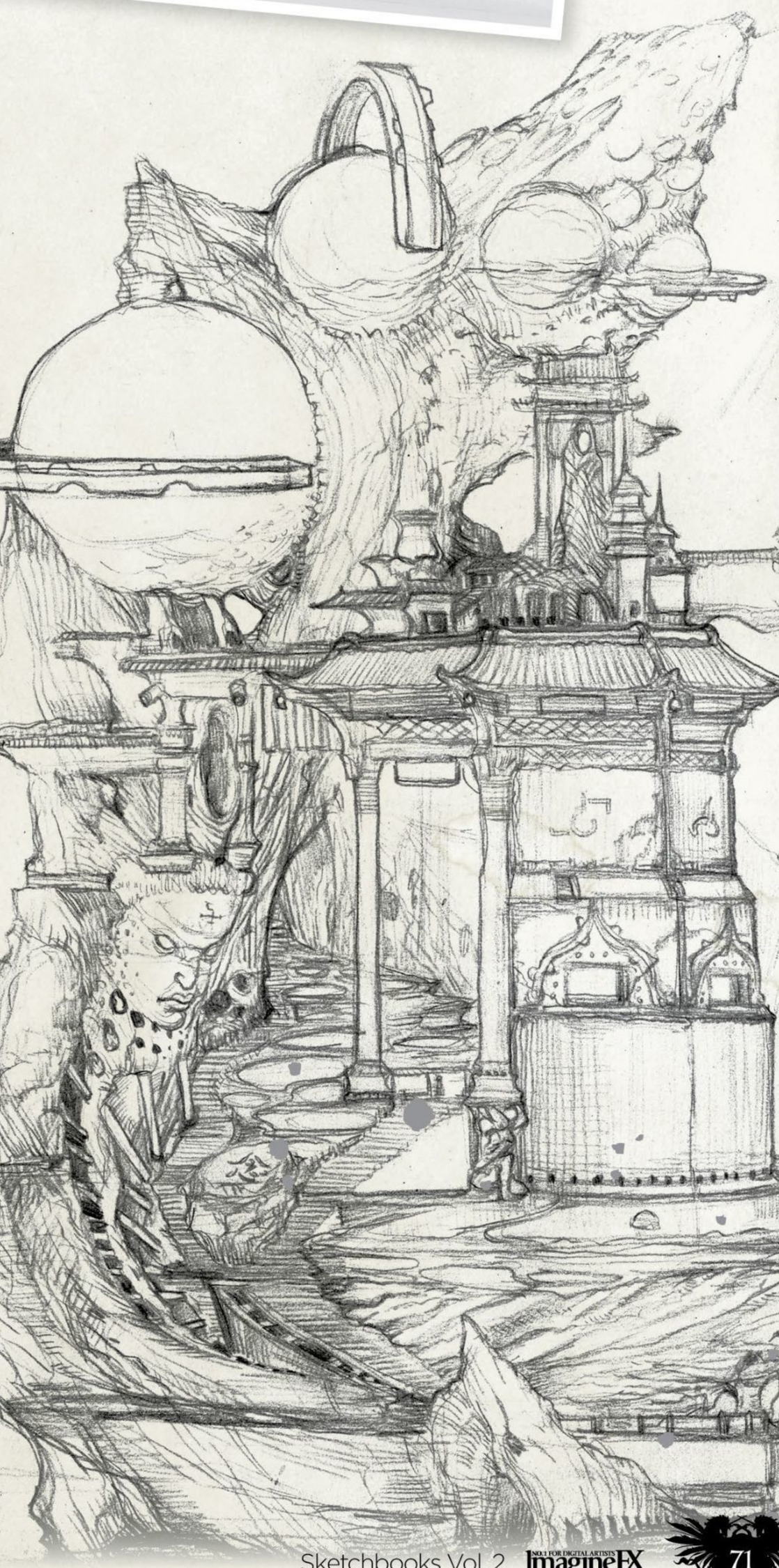
"This character design has a futuristic feel. The technology part turned out a bit 'returning to the ancients' – especially the motor – but that's a personal taste and design style."

JOURNEY

"Bearing the disgrace of the clan's extermination and hoping to revive her tribe's hope, the daughter of the sorcerer and her pet set out on a perilous journey."

BRIDE OF LUCIFER

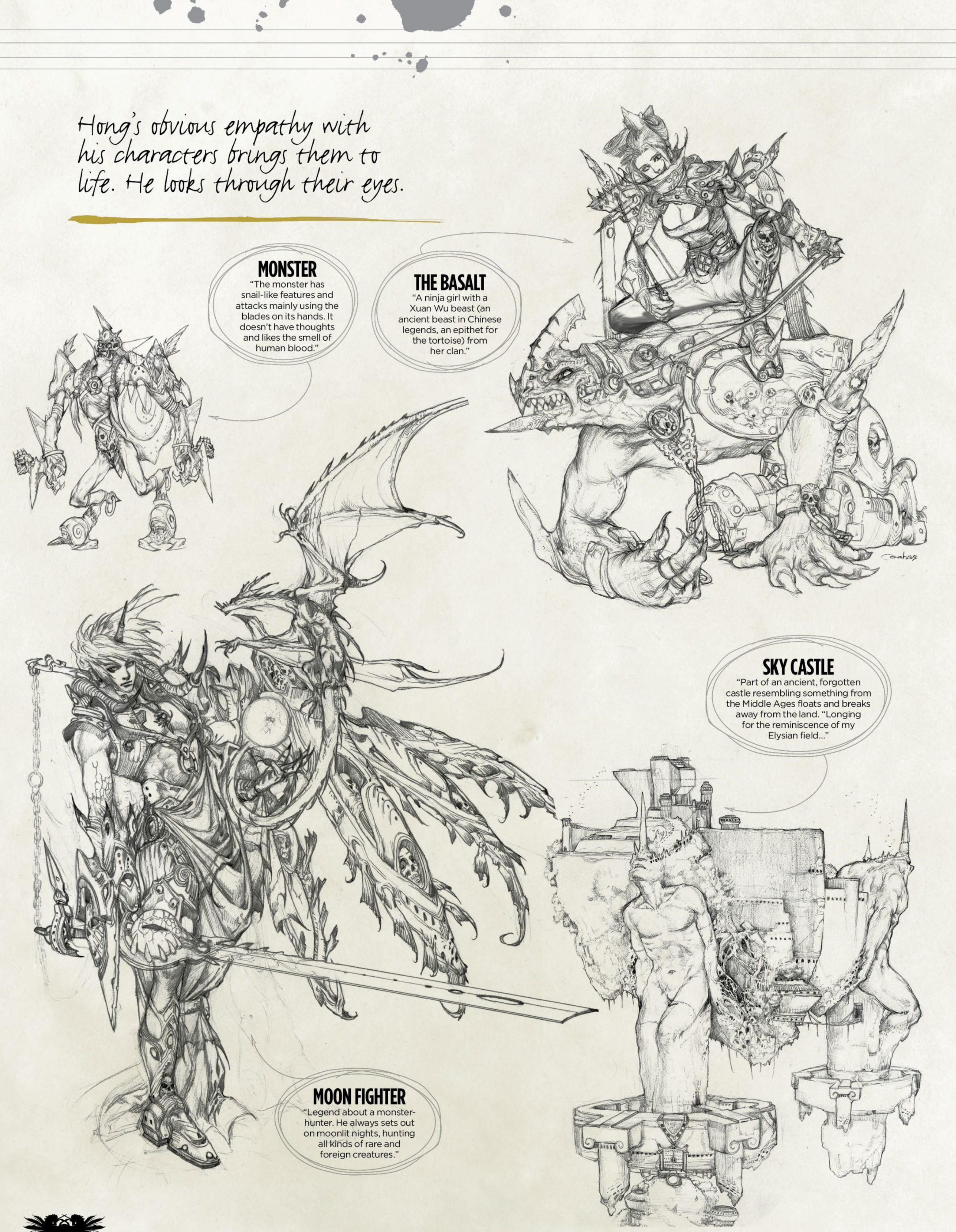
"This was a request from a friend, who wanted a dark, sad story. I picked the idea of Hell's bride, a young woman wanting to atone for her dead lover and clear his name by sacrificing herself in his place".



SHADOW CITY

"An early environmental concept. A hidden temple from another world. Lore says that praying in this temple can resolve disasters and misfortunes."

Hong's obvious empathy with his characters brings them to life. He looks through their eyes.



MONSTER
"The monster has snail-like features and attacks mainly using the blades on its hands. It doesn't have thoughts and likes the smell of human blood."

THE BASALT
"A ninja girl with a Xuan Wu beast (an ancient beast in Chinese legends, an epithet for the tortoise) from her clan."

SKY CASTLE
"Part of an ancient, forgotten castle resembling something from the Middle Ages floats and breaks away from the land. "Longing for the reminiscence of my Elysian field..."

MOON FIGHTER
"Legend about a monster-hunter. He always sets out on moonlit nights, hunting all kinds of rare and foreign creatures."

Kuang Hong

ANCIENT TREE 2

"Environmental practice. A large, ancient tree that grows in the middle of a lake."

John Howe

The fantasy art legend treats us to a look into the pages of his sketchpad...

Artist PROFILE

John Howe

John is best known for his Lord of the Rings illustrations. But a glimpse at his sketchbook shows the Canadian-born artist isn't limited to Tolkien's world, drawing inspiration from Babylonian myths, 17th century plays and the original dark lord himself. See more of his work in the fascinating book, Forging Dragons.

www.john-howe.com

DARK THOUGHTS

"Lucifer, after his fall from grace, is having progressively darker thoughts, which herald the transforming of his body."

NIENOR AND GLAURUNG

"Quick sketch for the fateful confrontation between Nienor and Glaurung in The Silmarillion. This kind of sketch is really to explore the layout, and is not intended ever to be a full pencil rendering."

"I quite enjoy this kind of automatic sketch done with no plan or idea in mind"

SAINT-CHARTIER

"This sketch was done sitting at an outdoor café under a tree, one summer in the Berry region of France, while my wife and son happily went about their business at a traditional musical instrument makers' festival. I did a few sketches a day, over the three days we were there."

CHAOS

"Sketch done to represent Tiamat, the primal Babylonian dragon of Chaos, slain by the hero Marduk, and from whose entrails the universe is fashioned. I quite enjoy this kind of automatic sketch done with no plan or idea in mind, each form simply building on what was drawn before."

EARTHSEA DRAGONS

"Sketch done for Ursula K LeGuin's Earthsea Trilogy as part of a book on dragons. Marine iguanas were my prime source of information, it is their proximity to the sea that whets my imagination. While I did keep their pebbly hides and backs full of spines, the main ingredient in the sketch is intent."

GRENDEL

"This sketch was done for the Beowulf movie, but never used. It was done on a train, sitting across from a lady who must have convinced herself I was discreetly doing her portrait. After looking coy and flattered, she arose to get out at her station and paused for a long glance over my shoulder. The drawing must have been something of a surprise."

THE WITCH-KING

"The Lord of the Nazgul dressed for war. I imagined him armed like a medieval knight, complete with lance and targe."

GRENDEL OUTSIDE THE WALLS OF HEOROT

"Quick sketch of Grendel, twisted in envy and rage, hypnotised by the music coming from within the feast hall. I did quite a few sketches for the Beowulf film project, none of which ended up being used."

© John Howe, taken from Forging Dragons, published by Impact.

LEGOLAS AND GIMLI AT HELM'S DEEP

"This is my favourite kind of sketch, the one where you start out drawing a helmet shape or a piece of armour and one thing leads to another until suddenly there's a complete rendering of a scene. Sketches are really only interesting when there are surprises. I very rarely know where a sketch will go when I begin."

(Right and above) © John Howe, based on The Lord of the Rings by JRR Tolkien, courtesy of HarperCollins.

John Howe

FALLEN ANGEL

"One of a series of sketches based loosely on Milton's Paradise Lost. This angel, now fallen, is in rather a bad mood and is seriously considering how to get even."

UNICORN

"Done on a train from Geneva to where we live in Neuchâtel, this is rather a classical unicorn. (Trains in Switzerland run smoothly enough that one can get quite a lot of drawing done.)"

Fallen Angel
JHowe

VARANIUM SILEX

"Quick sketch done for the foreword of a book on dragons, based on a brief description by the author."

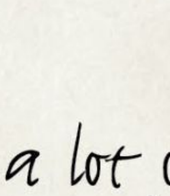
"Trains in Switzerland run smoothly enough that one can get a lot of drawing done"

Steven Hui

One minute disturbing, the next utterly beguiling: prepare for an emotional journey...

Artist PROFILE

Steven Hui



Steven was born in Hong Kong, raised in Oakland, US, and now resides in Orange County.

He started his career as an intern at Mondo Media, where he "delicately folded Happy Tree Friends shirts and shipped them out to their awesomely fanatic fans. I then moved on to work with the great Wayne Lo at Factor 5, where I was renamed Juggs aka Tiger Claw; I painted crazy, cool dragons, and drew my co-worker who had really dark feet."

He is currently a "senior concept goon" at Blizzard Cinematics: "I roam the hallways looking for the next ping pong challenge!"

www.stevehu1.blogspot.co.uk

"I had a lot of fun rendering this guy and learned a lot of control over the pen I was using"

TROOPER

"My Super Soaker-inspired space marine. I remember seeing some really crazy silhouettes in those Super Soaker water guns, and each year they would get crazier. Seeing that, combined with playing a lot of video games with no sleep, gave birth to this sketch. I had a lot of fun rendering this guy out and learned a lot of control over the ball-point pen I was using."

PAGE 2

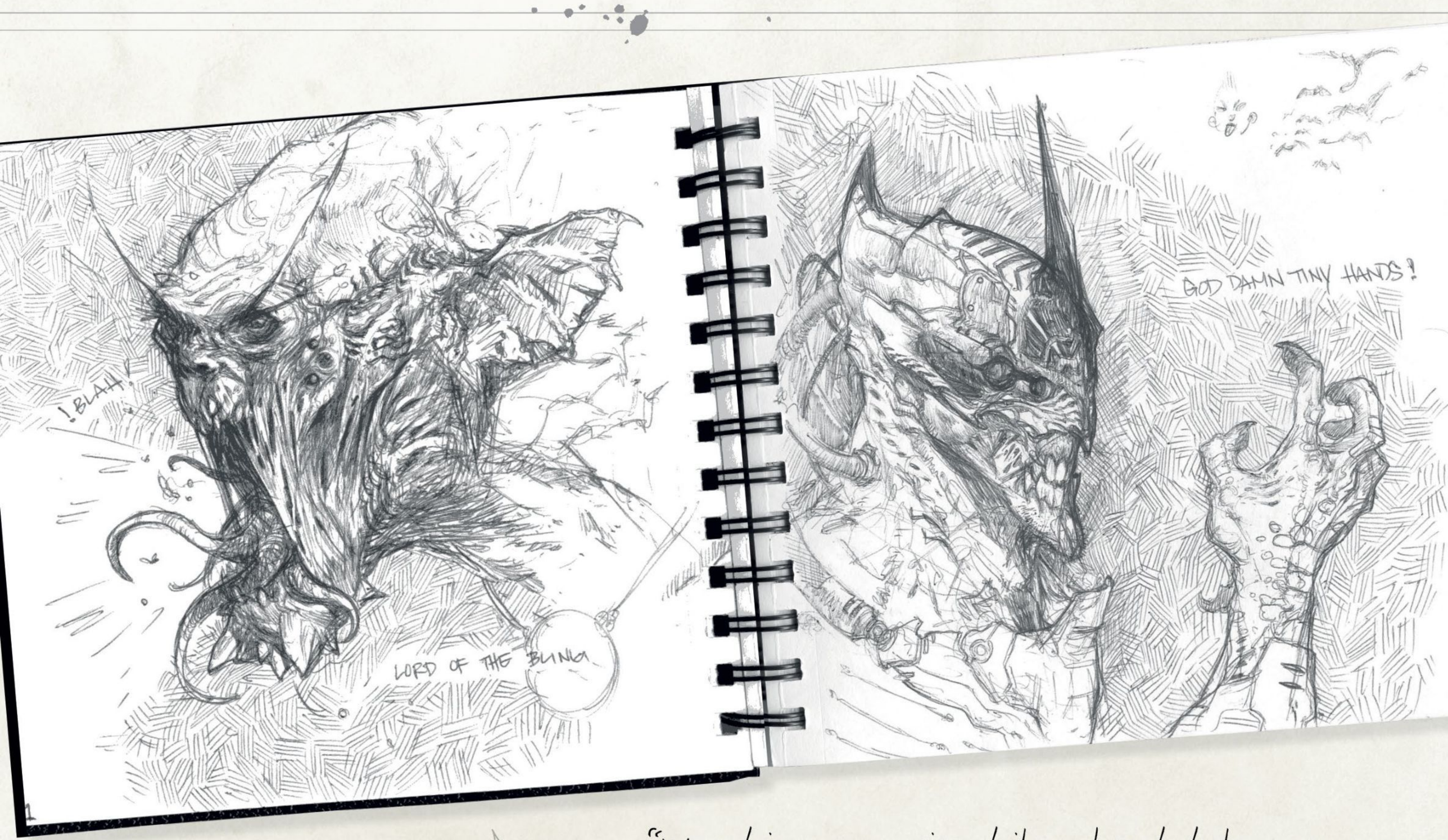
"Hack and slash and then hack some more! Every once in a while I'll see or read something that'll get my sketch juices going. I think I had the news on in the background and heard something about unnecessary violence and I was like, 'Hey it's like the motto to all video games!' Unnecessary violence... the answer to everything!"

SCULLY

"I drew this when I started working for Blizzard. I was like, 'Hey, why not get into the groove and draw something with big shoulder pads and a lot of spikes?' When I was done I remember thinking to myself, 'These Blizzard guys are really onto something here.'"

PAGE 11

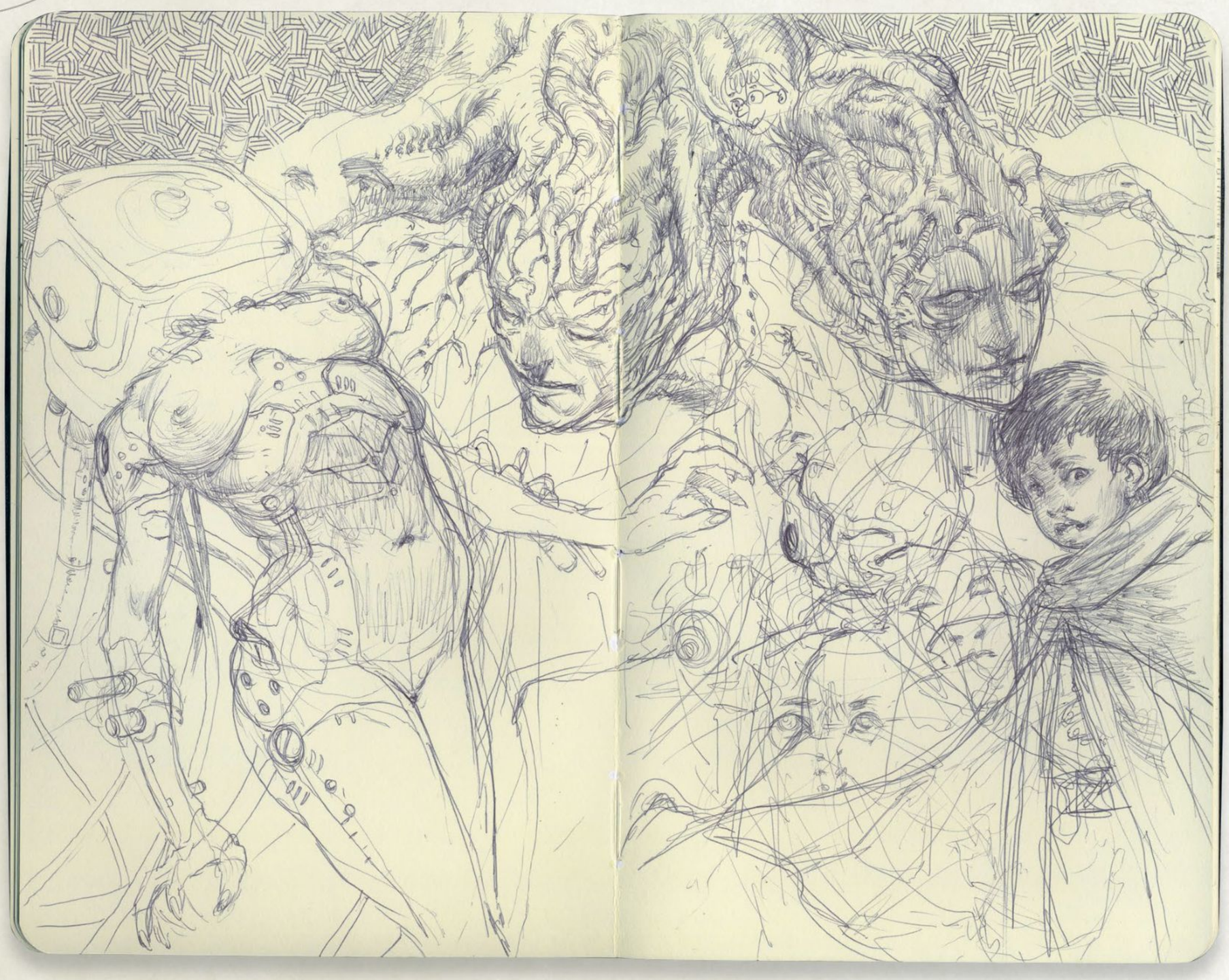
"Alien constipation! This guy looks like he's going to drop a load on himself. I based this sketch on one of my co-workers who makes a routine 7pm visit to his porcelain throne, where he sits and prays and then flushes all his buddies away."



"Watching a movie while I sketch helps me to unwind and loosen up my thoughts"

PAGE 1

"I did this spread on my couch while watching The Lord of the Rings. Sometimes I just like to veg out, pop in a movie I've seen a few times and start sketching away while it plays in the background – it helps me unwind and loosen up my thoughts. It's probably the best type of after-work therapy."



PAGE 10

"The art of the mind-blowing brain fart! Heh, this spread illustrates that. Just random drawings to random thoughts. The only thing these drawings have in common is that I drew them. My sketchbook is littered with this and I love it! The best way to relax my mind."

Steven Hui

2

PAGE 3

"If Death dressed up like Harley Quinn and visited you, this is what it'd be like... except it'd probably be a better-looking sketch and you wouldn't see all the background lines. Background lines – bleh! What a headache!"

CENTATRICK

"I did this sketch just to get the bug woman out of me! Like most of my sketches it all starts with an urge to draw the mind-boggling things going on in my head. It just so happened that a nekkid bug lady was itching to crawl out!"

ROBO

"This piece was really inspired by Kow Yokoyama. That guy is a beast and is so inspiring! I had just picked up his book, Maschinen Krieger, and after one peek I started sketching away."

Duc Truong Huyen

The Vietnamese architect shares his sci-fi urges with us...

Artist PROFILE

Duc Truong Huyen

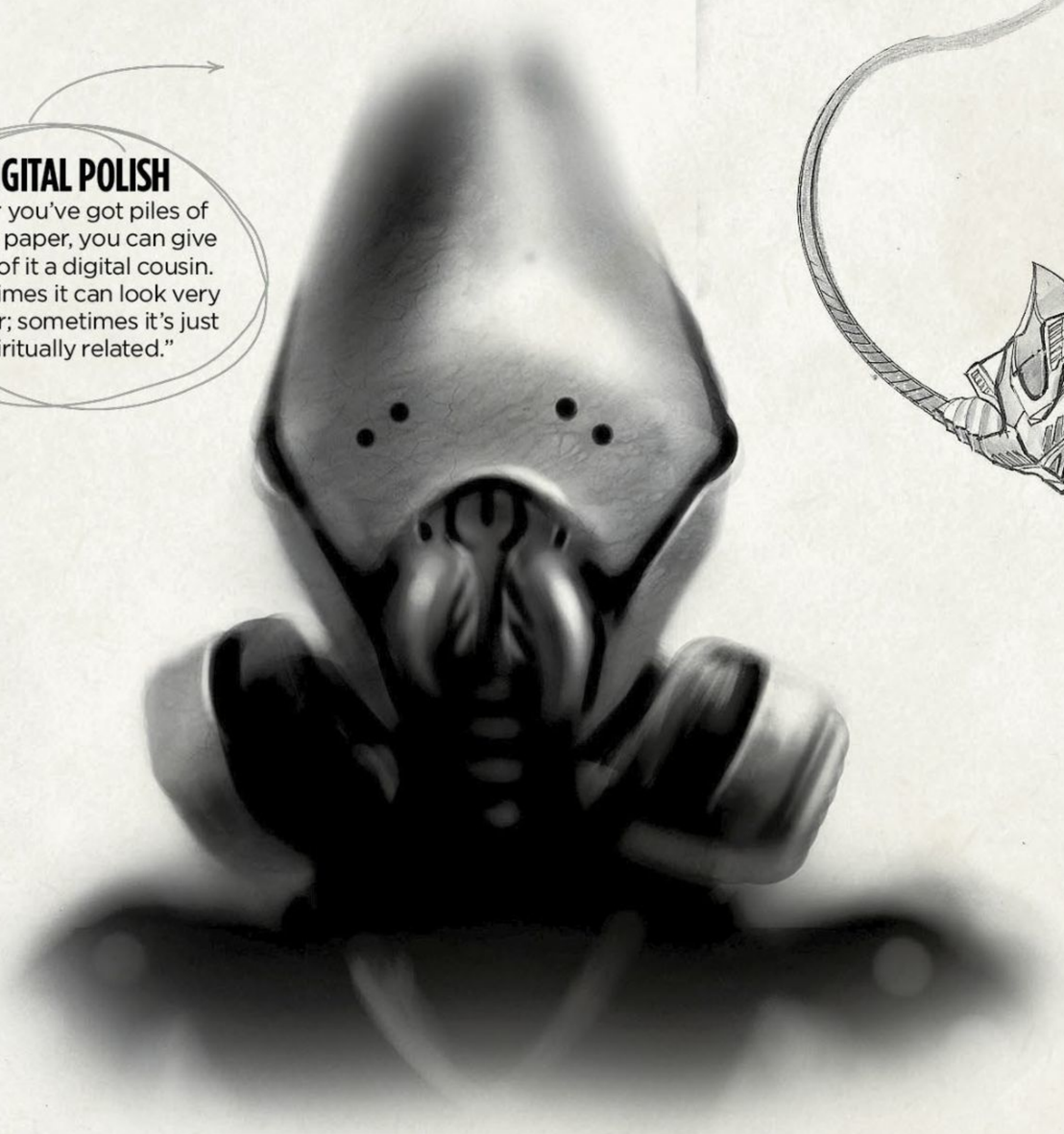
In his final year of architectural school, Duc discovered digital art and fell in love with its possibilities. That was 2007 and since then Duc hasn't stopped drawing his sci-fi visions. He tells us: "Thanks to my understanding of architecture and traditional painting, I hope to work as a concept artist in the entertainment industry."

fxevo.cgsociety.org

MIRROR'S EDGE

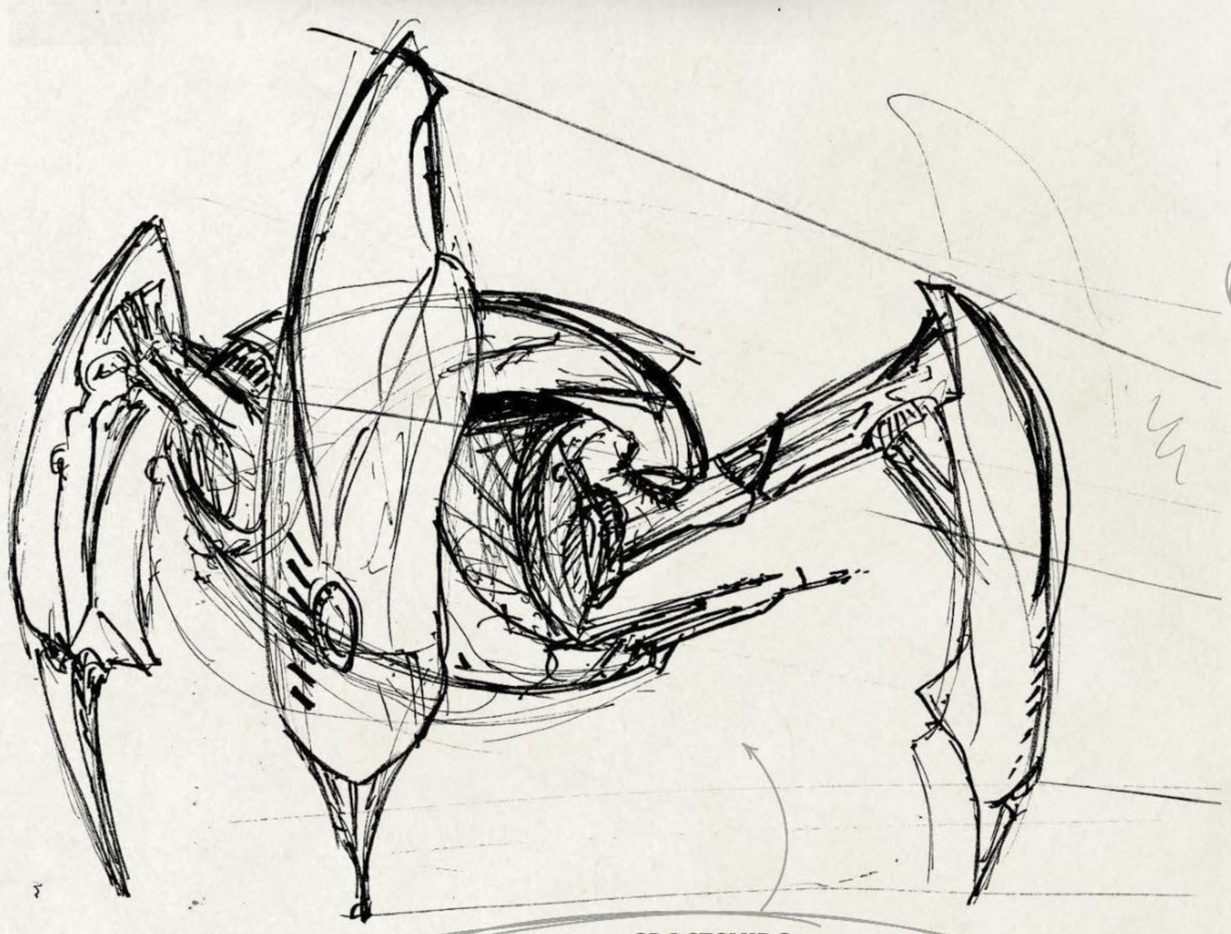
"Here's some Mirror's Edge fan art. I hardly ever do digital sketches – only if I have some ideas that aren't good enough for a painting, but which need a colour scheme or some movement."

Duc Truong Huyen



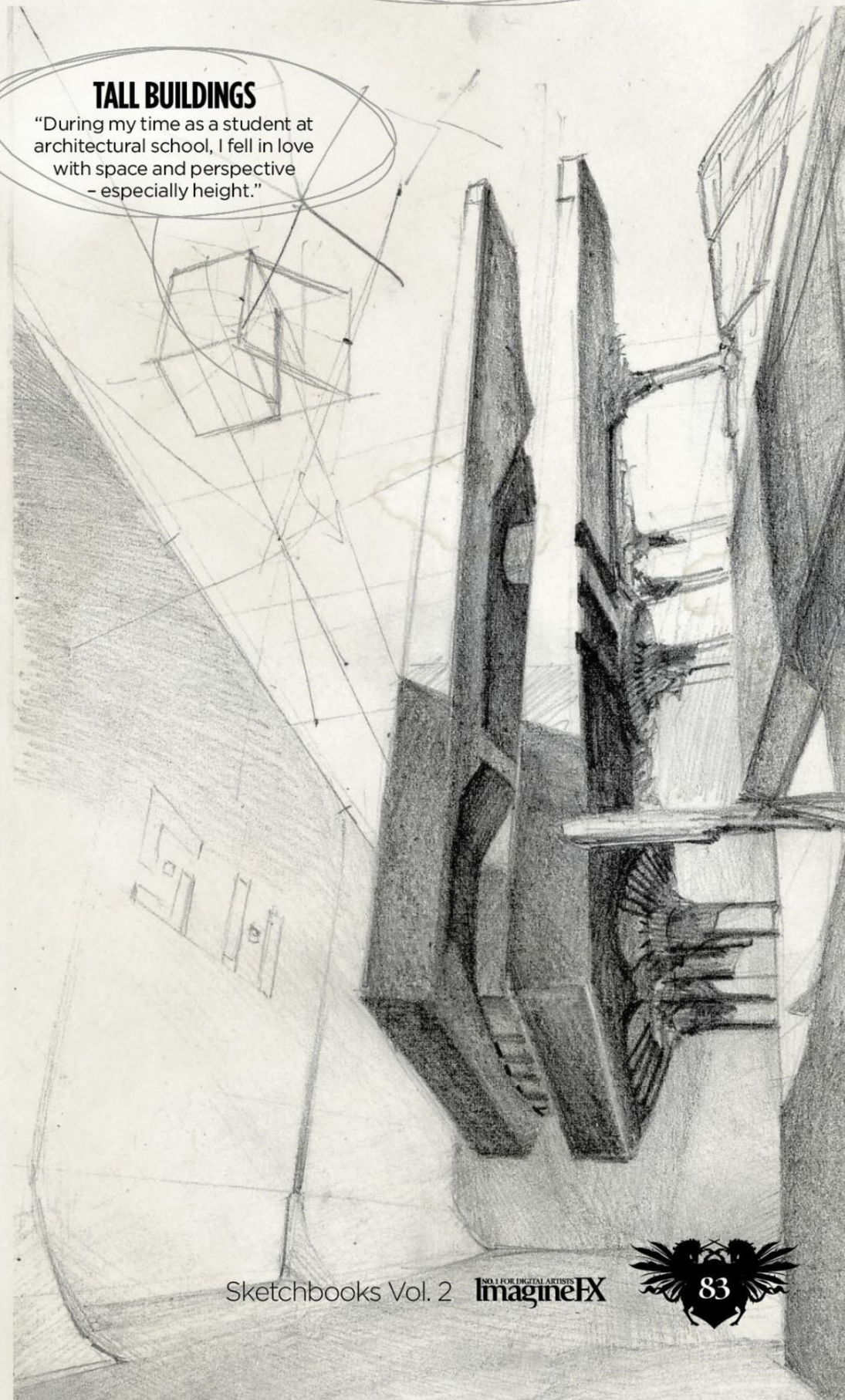
DIGITAL POLISH
"After you've got piles of sketch paper, you can give some of it a digital cousin. Sometimes it can look very familiar; sometimes it's just spiritually related."

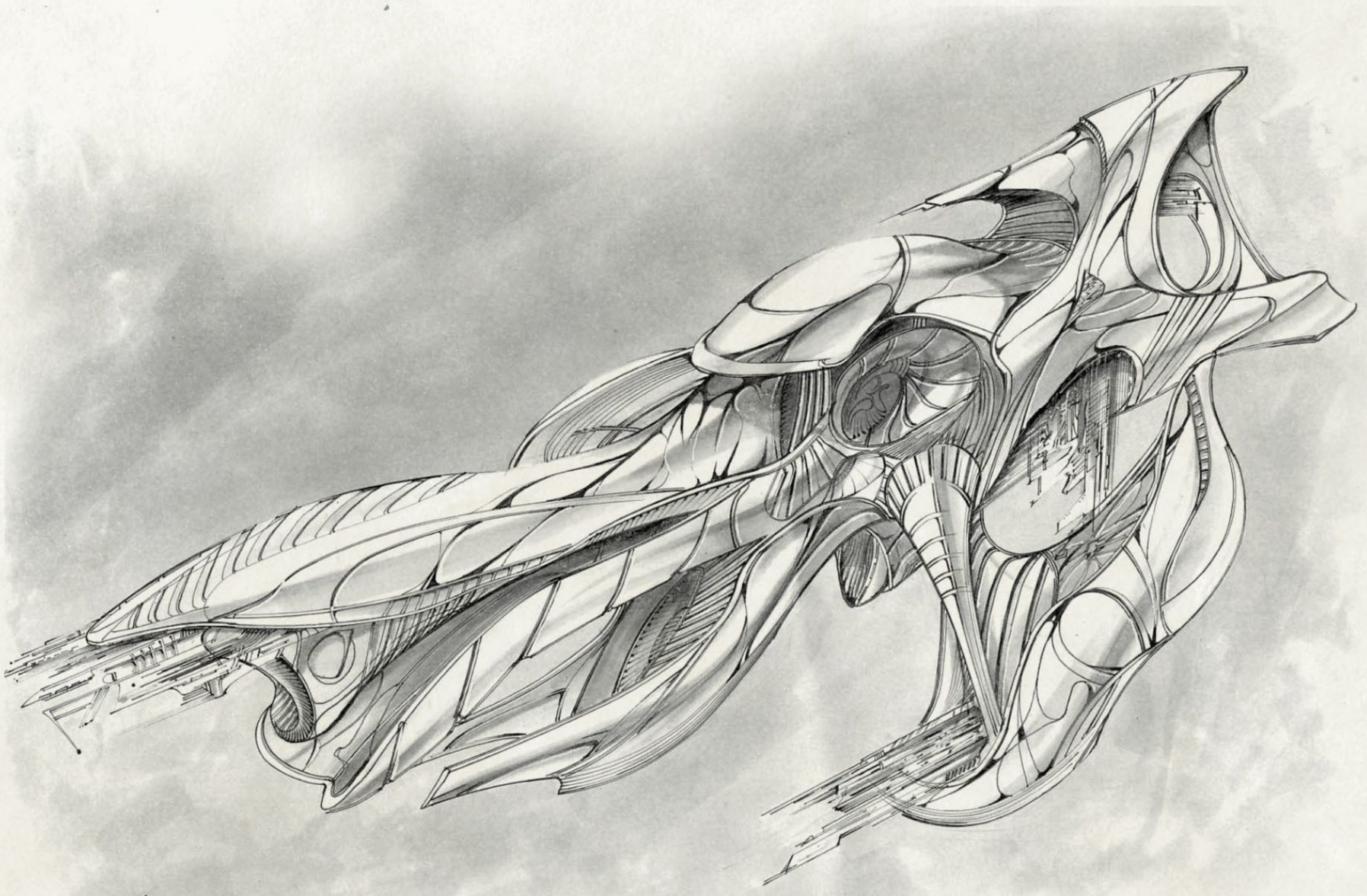
MECHANICAL DRAGON
"So the technical pen isn't for technical drawing only, right? Creating detail is also fun with this kind of pen."



SPACESHIPS
"I always draw big mechs and robots – lots of them are loosely based on insects and bugs."

TALL BUILDINGS
"During my time as a student at architectural school, I fell in love with space and perspective – especially height."





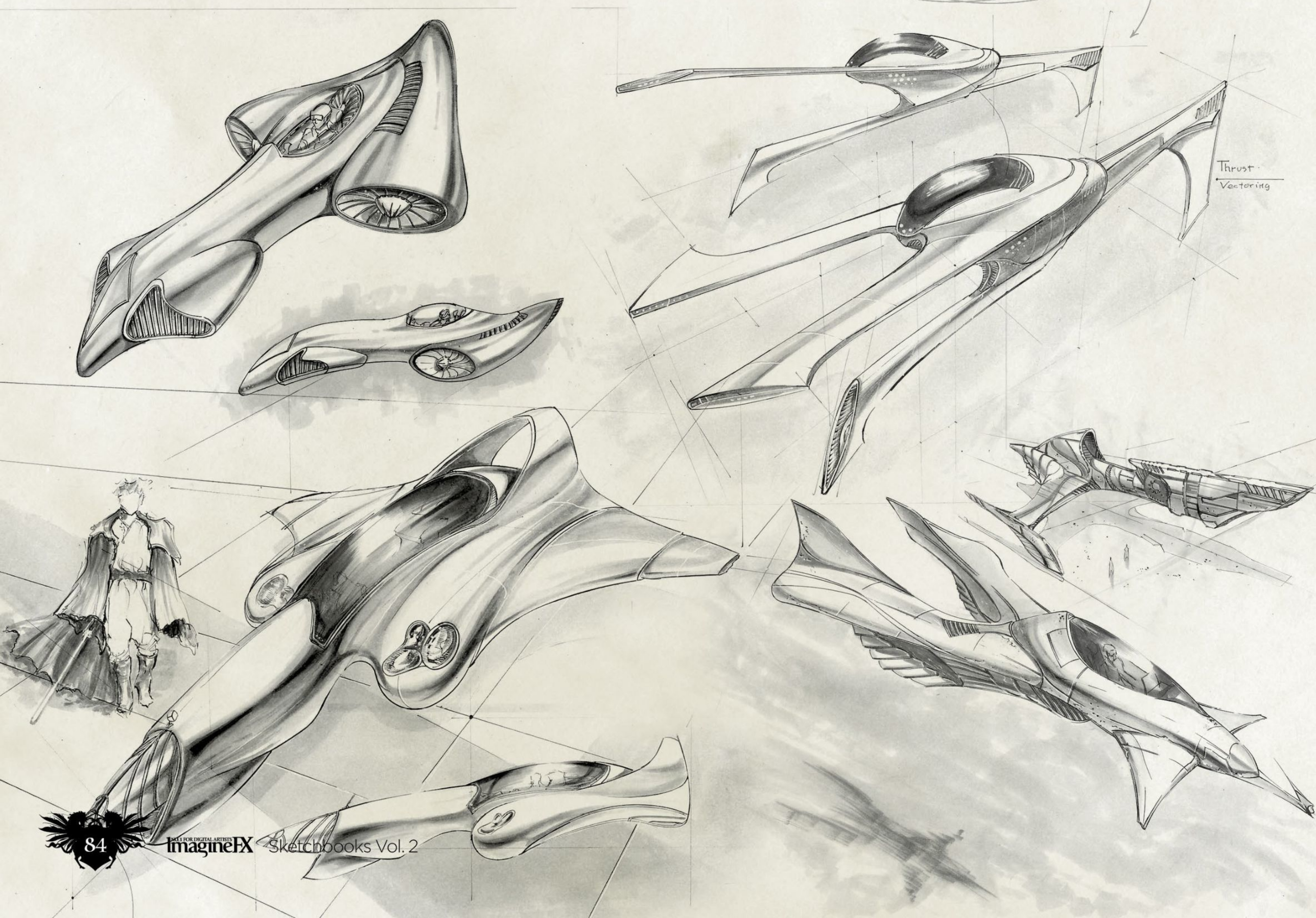
NAUTILUS BATTLECRUISER

"Although detailed, I did this pretty fast, using a 0.2 Mechanical Pen by Rotring. It's a dying breed in this age, but with a steady hand and an elastic ruler, you can draw forms quickly and precisely."

"I just spam a lot of characters: full body, waist-up, portrait... It looks like a big, noisy crowd"

LINEAR FORM

"Thousands of engineers and designers have created complicated theories about aerodynamics and the form of beauty, so I always put linear form in my sketches."



Duc Truong Huyen

FACES

"Thanks to my very large drawing table, I can draw my characters on A2, sometimes A1 paper. I just spam a lot of characters: full body, waist-up, portrait, close-up... It looks like a big, noisy crowd."

GUIDELINES

"Spaceships often need good perspective, so you should draw some guidelines even when it's a sketch."

Kim Jung Gi

Kim has a string of viral videos to his name, each showing him spinning a complex web of interwoven drawings...

Artist PROFILE

Kim Jung Gi

Kim's virtuoso drawing skills have made him a YouTube sensation. His time-lapse videos show the art and design graduate covering vast canvases in intricate freehand sketches. His work has appeared in numerous short stories and comic books, including the six-volume Tiger the Long Tail, as well as his own exhibitions.

www.kimjunggi.net

MY WORLD

"I was born in Goyang-Si, in the South Korean province of Kyongki-Do. This is part of a comic series about my neighbourhood. This is what it's really like. I saw it with my own eyes!"

SPEED DRAWING

"I have a lot of fun sketching at speed. This drawing, for example, took me just 40 minutes to complete."

"I have a lot of fun sketching at speed..."

MY BOOK

"This drawing shows me receiving delivery of my 2013 sketchbook collection. It's the third one I've released. I hope it sells well..."

UNSEEN FORCES

"Like all men in South Korea, I had to do national service. I was in the Special Forces section, where I memorised an amazing number of vehicles and weapons. I've always enjoyed drawing mechanical parts. This is more of a military dream – I'd love to be part of a history-making operation."

FAN ART

"I really love the film Zero Dark Thirty, and I created this piece after watching it. The DEVGRU did not disappoint me!"

"My advice: have fun while you're drawing. Don't force it"

PEN

"I often draw using a ballpoint pen, which I really like. But I also use felt pens. It depends on the sketch. My advice: have fun while you're drawing. Don't force it."

THOUGHTS FROM ABROAD

"This drawing is also based on real-life events. It shows me shopping for souvenirs in Malaysia, where I recently visited. It's a really nice country."

CAREER PATH

"I'm the oldest son of the family, so my parents didn't allow me to choose art as an occupation. It's kind of a Korean tradition that the oldest son tends to be the bread winner. But I was always doodling with my pencil, and eventually they realised that I was never meant to be a scholar."

kavika

Kavika loves nothing more than creating fantastical sketches while running his art gallery

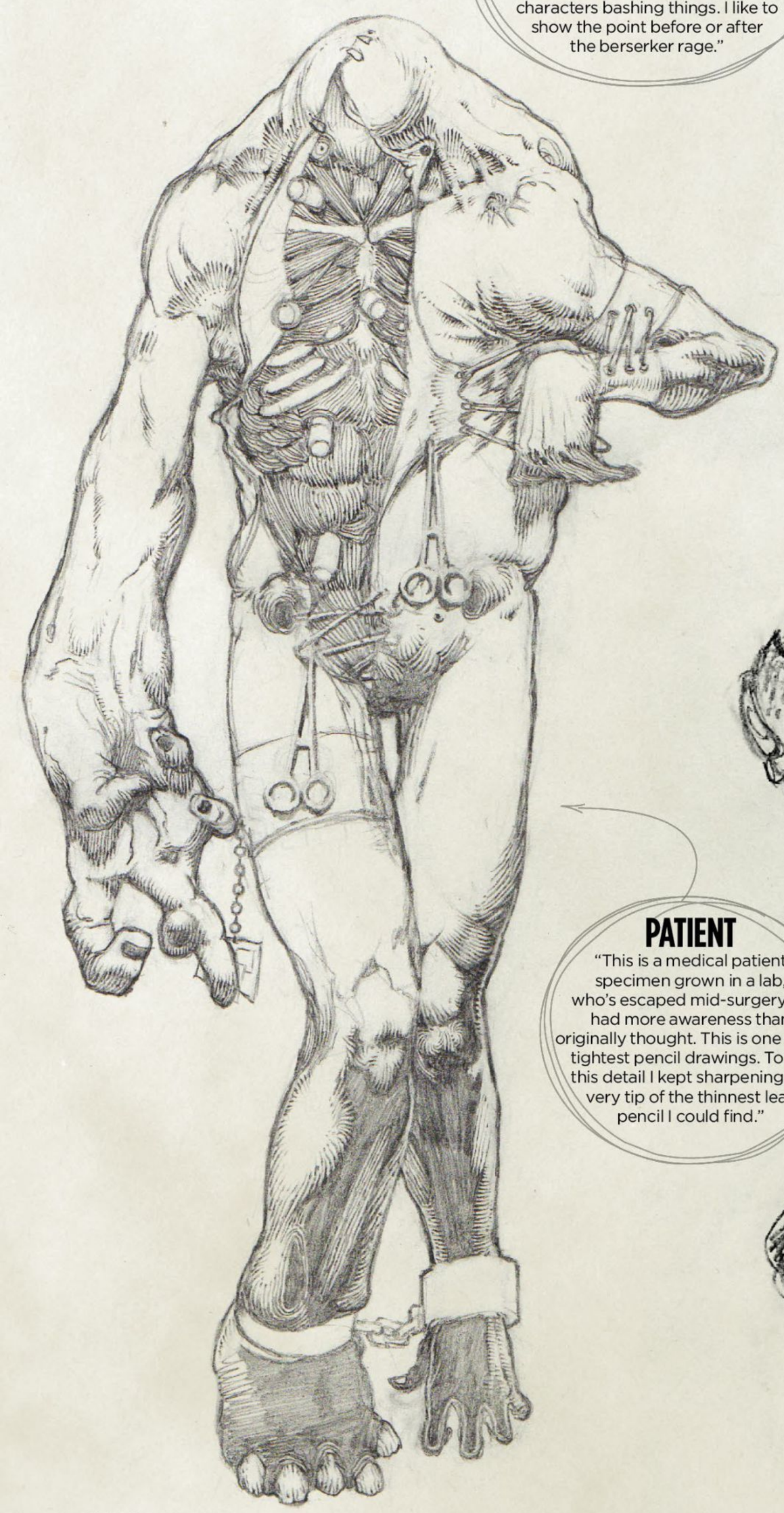
Artist PROFILE

Kavika

A self-taught artist, Kavika has been working in the video game industry for 14 years. He's also a local arts gallery owner at the Kavika Works Gallery in Santa Ana, California. His first job was at Blizzard, before he'd finished his first semester of college. He's since worked at Interplay and EA.
kavikaworks.deviantart.com

BARBARIAN

"This is a Viking pondering a recent pillage. I like large, scary characters lost in deep thought or morose states – better than just angry characters bashing things. I like to show the point before or after the berserker rage."

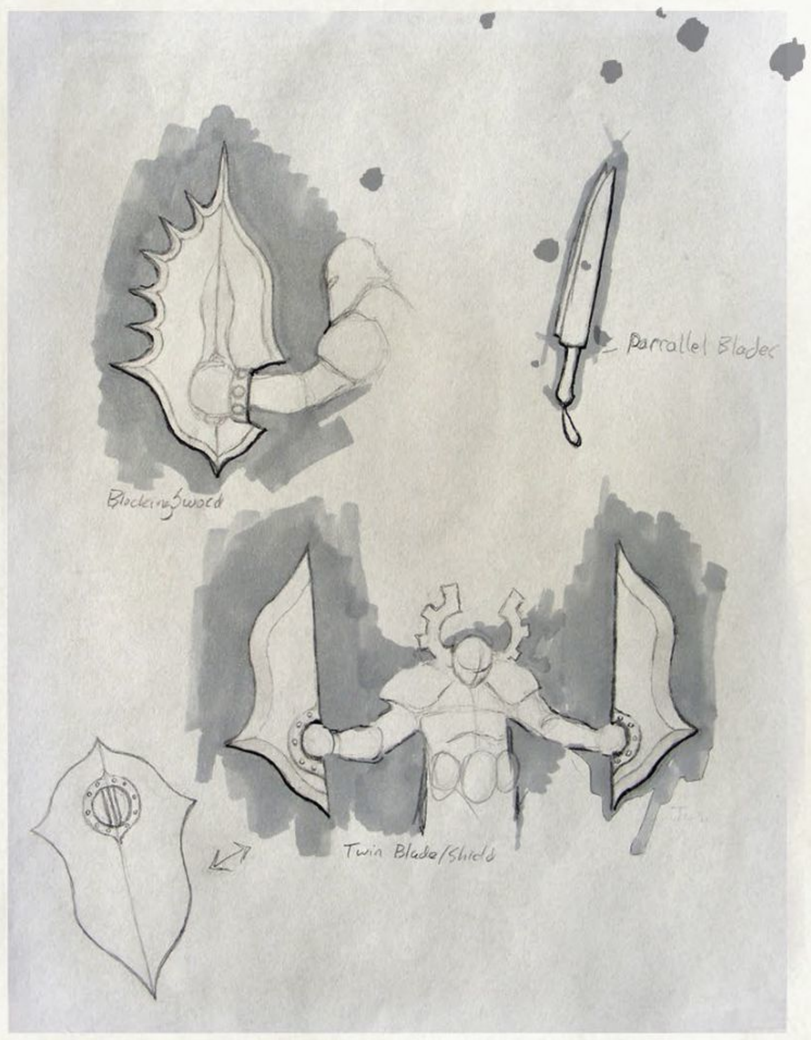


PATIENT

"This is a medical patient specimen grown in a lab, who's escaped mid-surgery – it had more awareness than originally thought. This is one of my tightest pencil drawings. To get this detail I kept sharpening the very tip of the thinnest lead pencil I could find."

SWORD

"A sword designed to block and maim or combine for full coverage. The game I designed this for wanted all weapons and game to be generic as possible, so it hit the cutting room floor."



MARY

"My rendition of the mythical Bloody Mary who appears in the mirror when you repeat her name in the dark. This is how I've always imagined her from a kid: looking like she's floating in water with a broken noose on and shark teeth, smeared mascara and lipstick."

"I like large, scary characters who are lost in deep thought or a morose state"

HEAD

"A lab experiment mutant standing on an effigy of himself. I like to try and create a high level of difficulty for myself; push an expressive pose, while trying to maintain a level of realism in rendering and detail, with some wiggle room for improvising. I'm not opposed to starting over on a drawing a dozen or more times to get a solid foundation sketch."

FARRIE PERCH

"I draw feet as if they're just oddly shaped hands. It adds character and grounds the subject to make the toes wrap and grip the contours of surfaces, even if they're standing on their feet on flat ground. For shoes, in contrast, I point the toes slightly upward off the ground."

PUNISHER

"My version of the Marvel character as if designed for a movie. He's checking the mechanism of his freshly assembled gun."

MUTANT

"This is like a Siamese twin-type conglomeration of body parts, even including animal segments. Invention means seamlessly adding things together until it's almost something new and greater than the sum of its parts."

WEREBEAR

"This was supposed to be a beefy werewolf, but ended up looking like a bear. I'll accept that as a happy accident."

CLUB

"Orc club designed to be extra brutal – a semi-thought out weapon."

Kavika

POGO DOG

"This one gets a good reaction every time. Pogo Dog isn't inconvenienced though a quadruple amputee. He's happy and bounds over tall fences to play fetch and chase cats."

REVENGE

"Bent on vengeance, this character was a failed assassination attempt. He leaves the arrows that pinned his protective mask to his face as a reminder to himself of his purpose, and to remind his enemies who he is. Accepting the death that'll eventually occur from infection and complication of his wounds also serves as a time limit to accomplish his ungodly goals of revenge."

"Invention means adding things together until it's something new and greater than the sum of its parts"

THE DEVIL

"This is the Devil penning the Bible. I love the reaction when I say that to people. They want to run away, but can't take their eyes off the drawing they're seeing in a slightly new light. Or should that be dark?"

GUY

"This was is a cyber/fantasy magic user. This is a 27-inch tall sketch. I shrunk it to 8.5x11. Since then I've been trying to get this amount of detail in straight to 8.5x11."

Afton Kern

Inspired by school and now embarking on her college years, Afton shares some of her many fantasy sketches

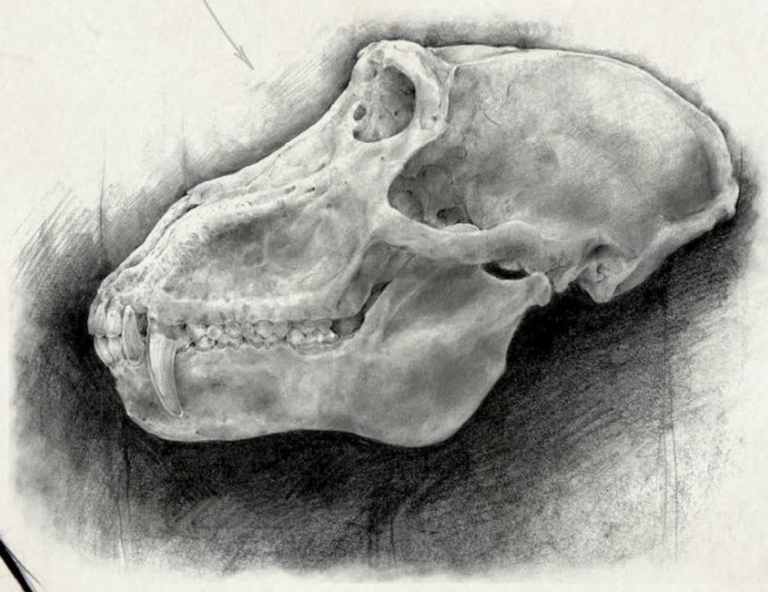
Artist PROFILE

Afton Kern

Afton's attending Cosumnes River College, in Sacramento, California, with the aim of working full-time on concept art, comics and children's books. It's not just her art classes that have inspired her sketches. "I've always taken advantage of every subject," she says. "From US history to biology – they've all been incorporated into my art."
infectedbyart.com/afton_kern

BABOON SKULL

"I drew this from a baboon skull in class. I feel it's important to understand the anatomy of an existing animal by observing the skeleton and the skull, as they provide insight to their form and function."



SAVAGE DRAGON

"I've always loved dragons, and I wanted to draw this as I thought it would look interesting."

FLYING

"One of my characters flying alongside a fulmar."

JESUS

"I sketched this from a statue of Jesus. To me, religion and science help unify our understanding of the world; they're like yin and yang and balance each other."

IRON MAN

"Iron Man's suit reminds me of the exoskeleton of an arthropod, and has some features of a giant isopod. I love to draw my own interpretations of a character or an idea, rather than imitating."

SOLIFUGID ARMOUR

"This is my concept of a suit of armour. It has a mandrill's face in the centre, below which is a solifugid, a desert-dwelling arachnid."

"I love to draw my own interpretations of a character, rather than imitating"

VAMPIRE CREATURE

"I used pencil on marker paper, which is very smooth and great to draw on. I also used features of arachnids for the limbs of this creature."

CYBORG

"I referenced a photo of one of my favourite German singers to help me create this sketch."

BUDDHIST STATUE

"I found a photo of a Chinese statue of a mythological deity and sketched my interpretation of it."

GIANT ISOPOD

"I sketched an Aztec statue at the De Young museum and drew a character with wasp and isopod features. The dragons are based on mandrills, one of my favourite animals."

"The dragons are based on mandrills, one of my favourite animals"

Carlyn Lim

Strong characters share the canvas with rich environments in this artist's fantasy art

Artist PROFILE

Carlyn Lim

Contrasting physical elements, different subjects and various emotions inspire Carlyn to create art. That, fused with her love for animals, plants and all whimsical things transports her into another dimension where she can express her feelings and thoughts. She's currently working freelance in California.
www.inkedradius.com/carlyn

THE POLARITY

"This artwork is about the different sides in a person. The two figures by the sides show the two extreme halves of one's personality, while the middle is the harmonious balance between the two. The different shapes and imagery surrounding the figures are arranged to emphasise the polarity between the halves."

THE PRIESTESS

"Aside from conducting sacred rituals in the temples of The Sound, the Priestesses of the Bird clan play their instruments to bring repose to the people. These beautiful beings are small in numbers, and are sought after by different clans."

OLEANDER

"Oleander are beautiful but formidable creatures. They are loyal pets and mounts of the Fire clan of my personal project, The Sound."

THE FISHBOAT

"This is one of the means of long-distance transportation in The Sound. They are controlled by the men-machines of the Land of Air, and are tough to gain access to."

THE PILL

"About life decisions that shape a person, of freedom and conflicting kinds of happiness. Sometimes, you find yourself trapped in the watchful eyes of all the people who care for you, becoming what they want you to be."

"Sometimes, you find yourself trapped in the watchful eyes of all the people who care for you..."

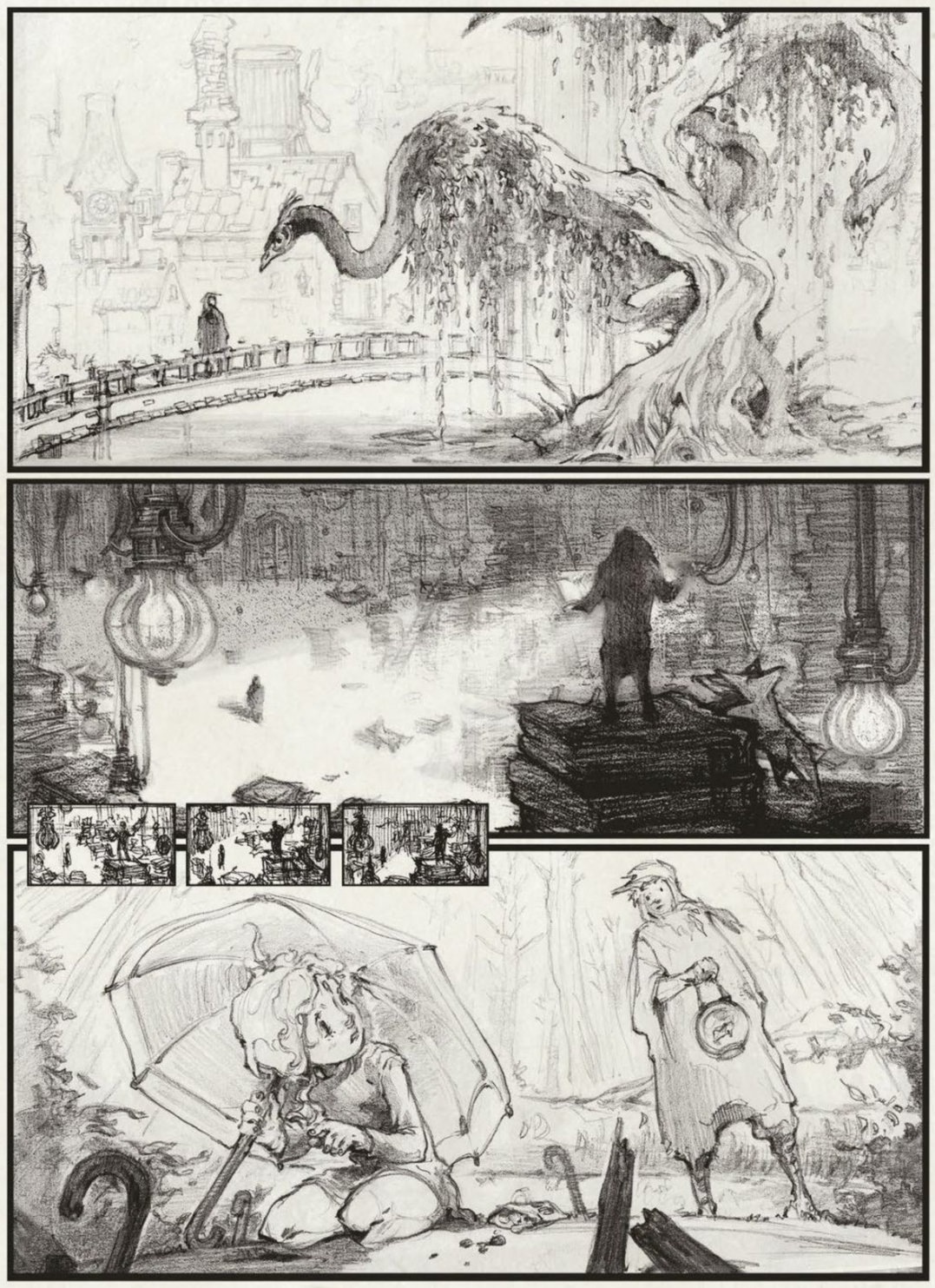
DEAFENING LIGHTS

"This was drawn in relation to the subject of the modernisation of society, of the city lights and sounds that never sleep. The young girl, wrapped in her own dreams of a fairy tale fantasy, represents how society is becoming more and more removed from reality."

CARLYN LIM

SCENES FROM THE SOUND

"Various scenes from The Sound. From the top, as the player's character Crease journeys out from his little town, the elder peawillows give him advice. The second frame shows Crease in the hidden chamber of the Bookkeeper, and the third is Crease's first encounter with a fire clan."



BUREAIRNE

"The creature of judgement, which travels in packs. They're easily heard through the clanking of the blades as they slither through the night skies."

THE POLONG

"Polong is a folklore creature created with the blood of a murderer. The blood is put into a bottle and dark incantations are cited by black magic practitioners to bring forth its existence, and when crying is heard the Polong is born."

"Polong is a folklore creature created with the blood of a murderer"

Carlyn Lim

OLIVE

"The cycle of life and death, the real and the mystic. A boy mourns the death of a loved one, while the trees of mother nature comfort and protect him, whispering that he's not alone."

Luis Nessi

A collection of dark and beautifully-crafted mythological creatures, Venezuelan style

AMMEETICUS

"A giant demon inspired by Ammit, from Egyptian mythology. It's got the head of a crocodile, the torso of a lioness, and the lower body of a hippo. It devours the corrupted bodies and souls of those who don't follow the principles of truth and justice – so run for your life!"

BALAMM

"Inspired by Balam, the demon. I kept the scraggly beard, the long fingers and toes, and plenty of the different elements found in the original description. But I changed the goshawk perching on his right wrist for a golden armoured glove with a fancy design."

BERITHUS

"Based on Berith, a demon depicted as a soldier wearing red clothes, riding a red horse, and according to other grimoires, he has red skin too. I decided to give him a tribal look, and since I'm a bit into skull design, there's the horse showing nothing but bones and a leather helmet which covers its scary face."

"It devours the corrupted bodies of those who don't follow the principles of truth and justice..."

Luis Nessi

Artist PROFILE

Luis Nessi

Luis grew up in Venezuela, but its lack of an entertainment industry led him to study Classical Animation in Vancouver. He's worked as a graphic designer and you can see examples of more of his personal work at: **www.behance.net/luisnessi**

MURMURICUS

"It started as a dragon based on Murmur, a demon depicted as a soldier riding a vulture. But I started playing with the different elements and it ended up being a dragon with three crowns, a mix of feathers and scales, four eyes, and a strange mouth full of teeth. I like how it turned out, and now that I think about it, I would like to design more dragons and fun stuff."

HARPY (ATHLETIC)

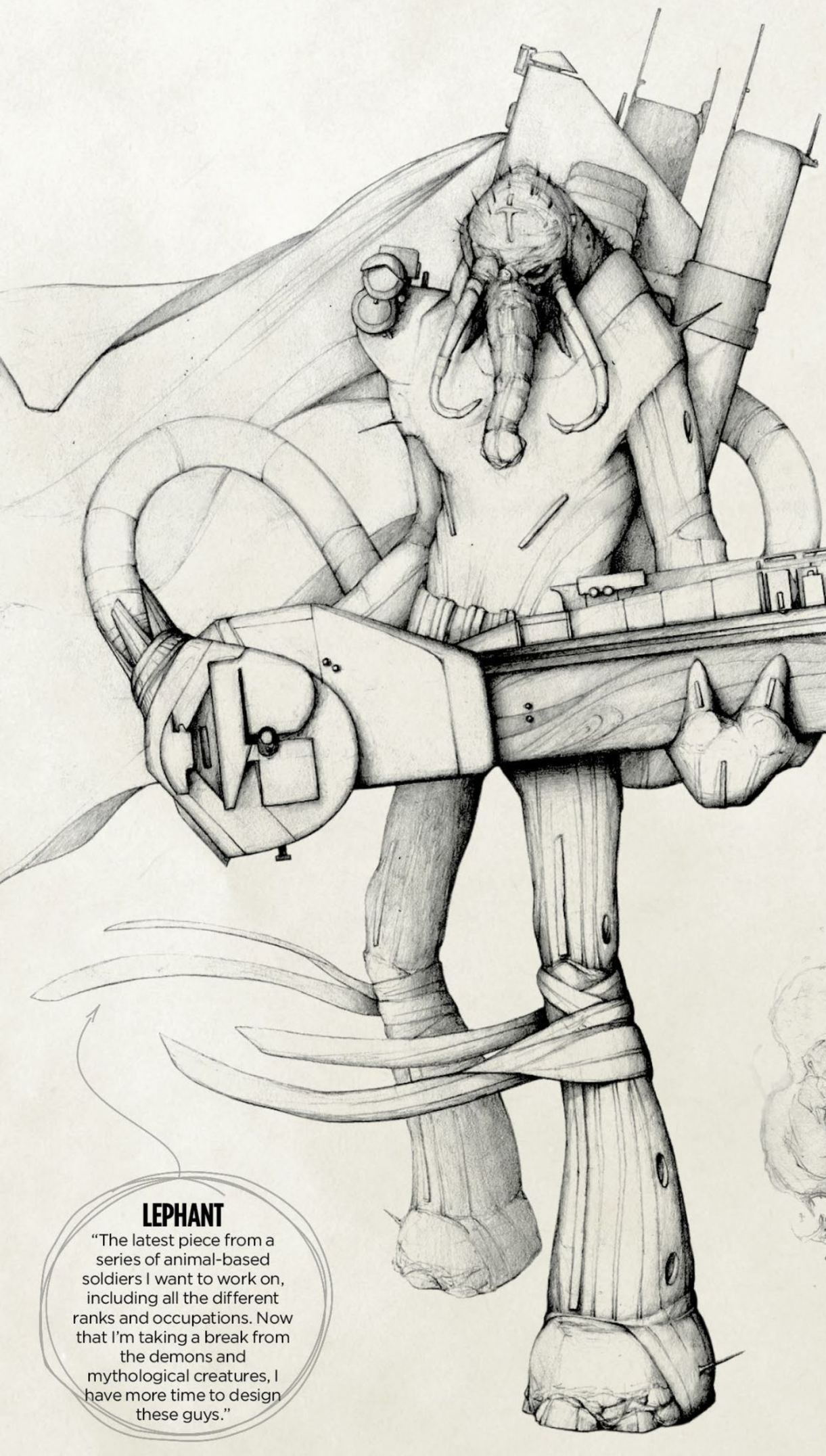
"I spent a few weeks designing different harpies as a personal design exercise. I never thought it was going to be as challenging – but also as much fun to do. This cutie is an athletic version. They can't walk for too long, because of their fragile feet, so they fly and glide most of the time."

HALPHASICUS

"Inspired by Halphas, a demon that builds towers and fills them with ammunition and weapons, usually depicted in the shape of a stork. I had a lot of fun designing this character, playing with the shape of a stork (especially its neck and beak) and adding all those ammo belts, guns, sea mines, and the powerful electric spear."

"Now that I think about it, I would like to design more dragons and fun stuff..."

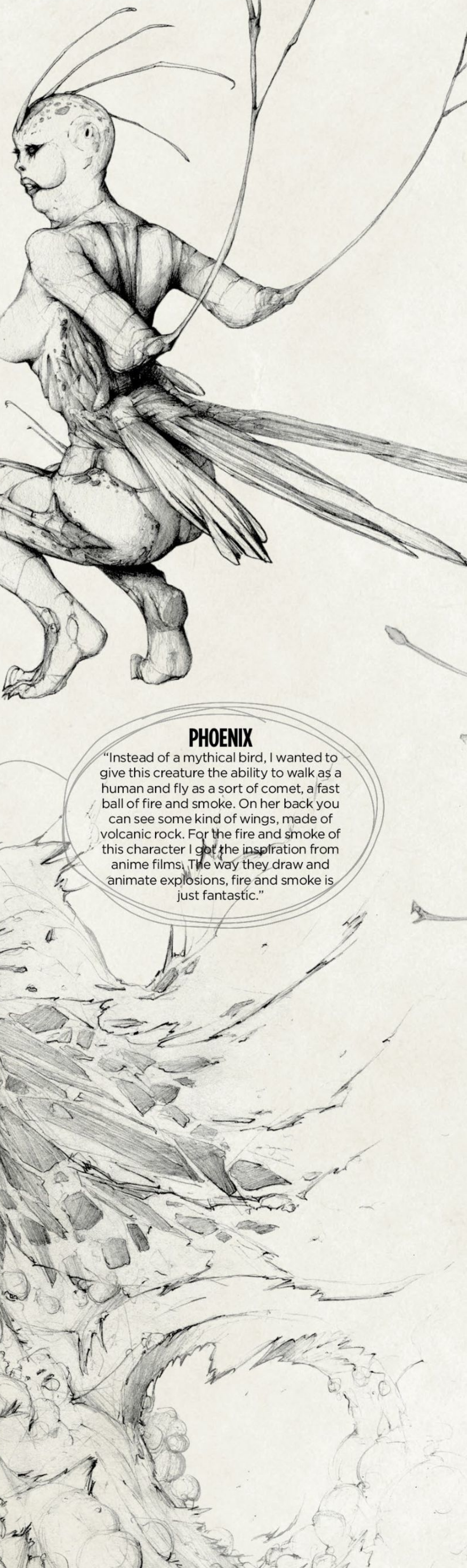
"I was in a bad mood, but drawing this group of baby creatures made me happier in a matter of minutes..."



LEPHANT

"The latest piece from a series of animal-based soldiers I want to work on, including all the different ranks and occupations. Now that I'm taking a break from the demons and mythological creatures, I have more time to design these guys."

"They're graceful and friendly creatures – just like chickens – although having a farm full of these would be creepy..."



HARPY (JUMPER)

"I call them the jumper kind because they do not fly. They jump instead, using the different feathers and bone extensions for balance, before and after each jump. They're graceful and friendly creatures – just like chickens – although having a farm full of these would be creepy."

PHOENIX

"Instead of a mythical bird, I wanted to give this creature the ability to walk as a human and fly as a sort of comet, a fast ball of fire and smoke. On her back you can see some kind of wings, made of volcanic rock. For the fire and smoke of this character I got the inspiration from anime films. The way they draw and animate explosions, fire and smoke is just fantastic."

Luis Nessi

FRIEND OF BABY THING

"I had a drawing of a little cute thing, but it looked alone so I drew a friend for it. This is how all my sketches look before all the clean up and rendering."

MYTHICAL PET

"It started as a griffin, but I decided to not include wings or feathers – just the body of a lion and the face of a bird – adding a light brindle coat and a long tail (the tip of which is used by the creature as a blunt weapon)."

DUUUH

"Aww, look at those chubby fingers. Just as a warning, don't forget to check the fangs too."

PRRRAH

"Its name comes from the sound that toddlers make (in Spanish) to imitate a parrot – and this little bird makes that sound all day long."

MEDUSAAM

"This is my interpretation of one of the gorgon sisters, Medusa. An elegant but vicious creature. Her tail is made of hundreds of snakes and turns gradually into stone – its hardened tip holding the double axe firmly."

TEE-WEE

"Another baby creature done during a blackout that lasted about eight hours. I was in such a bad mood, but drawing this group of baby creatures made me happier in a matter of minutes. So I kept drawing until we ran out of daylight, and I got bitter and grumpy again."

Christopher Park

The colourful storm of characters and creatures within Chris's moleskine sketchbook is something to behold

Artist PROFILE

Christopher Park

Christopher considers his sketchbook to hold some of his most personal work, a place where his art has very little restriction. "I love when friends, family members, even random people at bars ask to look at my sketchbook, and I love asking the same thing of other artists," he says. "Working in my sketchbook is one of my favourite things about being an artist. I hope it shows."

plantartmonster.blogspot.co.uk

MEDUSA

"My recent illustration work has been influenced by mythology and history. Like any child I've always loved mythological stories. Only now, as an adult, have I realised that made-up stories are much more interesting when they're wrapped around a historical context."

MONSTERS

"Here, I'm experimenting with different techniques."

MONSTER ROCK BAND

"It's monsters playing rock. There's not much more I can say about this one!"

SWIM TIME

"Humour is an important part of my life and I think a lot of it bleeds right into my sketchbook. Well, at least I'm amused!"

SNAKE GIRL

"It's great fun to me when working digitally. I'm always more comfortable drawing on the tablet than at my desk. I occasionally will do a quick digital sketch if I'm having trouble with another image."

IMAGINARY FRIEND

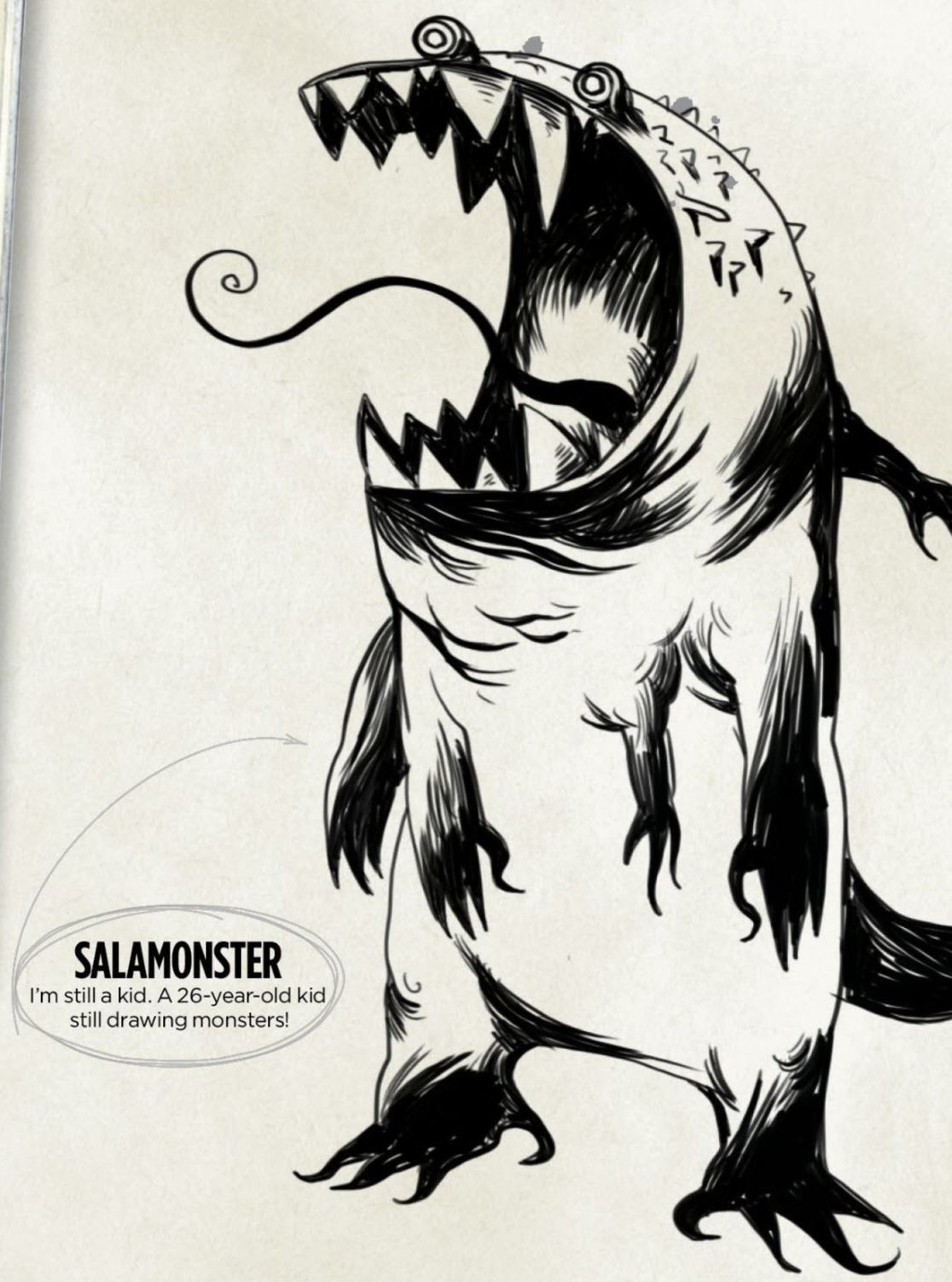
"A lot of these pages don't make any sense, but they give me great inspiration for when I'm painting."

RUN AWAY

"I love treating my sketchbook as a place to experiment with different techniques. These drawings are fairly quick, simple in nature and never very serious. In fact, most of the images in my sketchbook are always whimsical or slightly odd."

SAMMY

I went through a samurai phase a while back. I must have a whole sketchbook filled with samurai by now.



SALAMONSTER
I'm still a kid. A 26-year-old kid still drawing monsters!

"I love treating my sketchbook as a place to experiment with different techniques"

HOME BOYS
I like to use ink and brush for most of my sketchbook work. I just fell in love with FW Acrylic Ink a while ago. It's nice to do thin, light washes and switch to painting with fluid, opaque, vivid colours.

Alex Ruiz

Exploring the abstract mind-purges of this versatile illustrator's pen and pencil sketches...

Artist PROFILE

Alex Ruiz

Alex started his career at 19, as a character animator on The Simpsons, soon becoming an assistant director on the show. From there Alex realised that his passion was for making still images rather than animating scenes, and moved into a career as an illustrator. He is currently a freelance concept artist and illustrator.

www.alexruizart.com

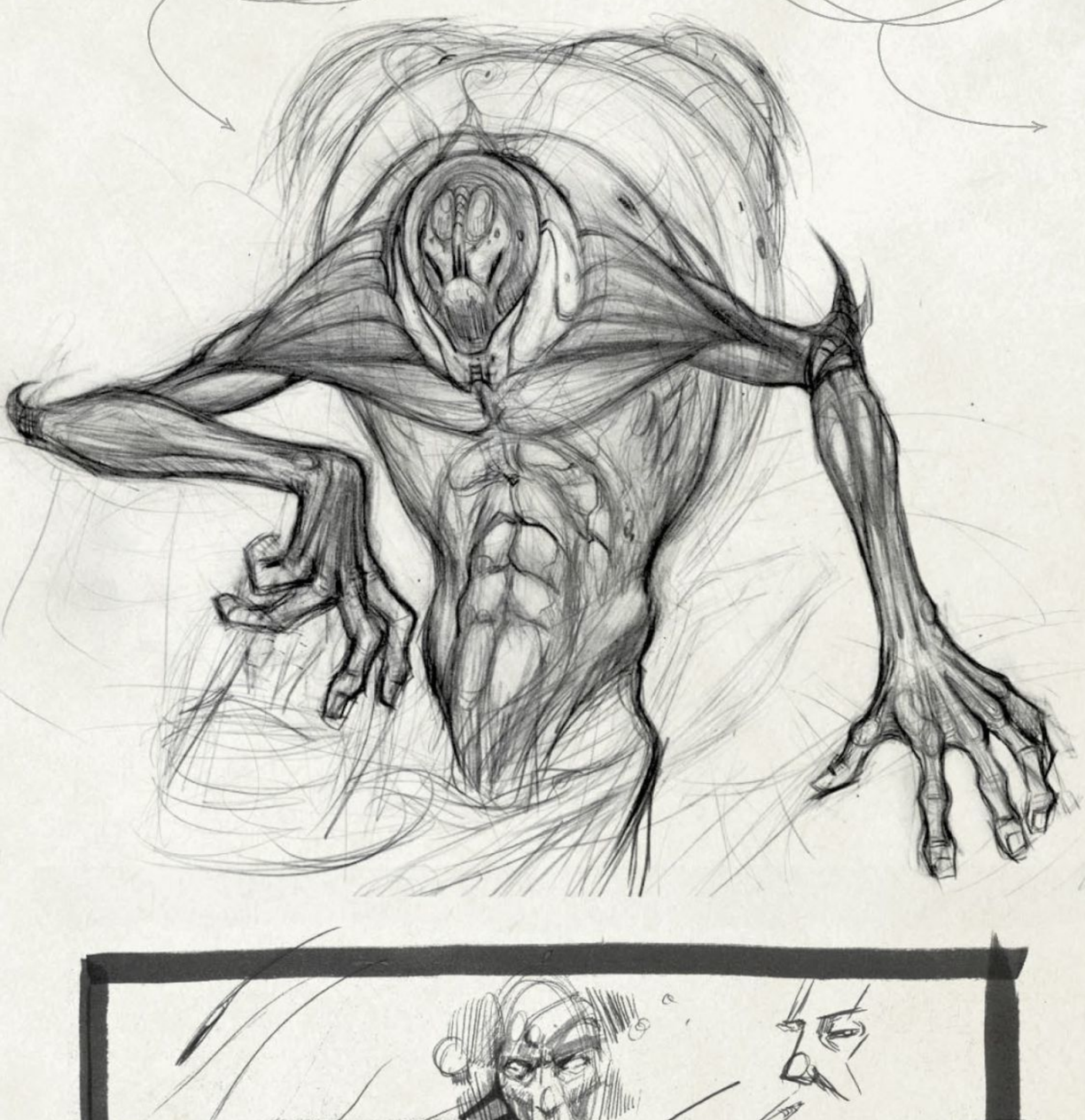
FEMALES
"Can't forget the beautiful ladies!"

PURGE
"Many times my sketching is a mental purge, getting as many things on paper as quickly as possible, and later on making sense of them."

Alex Ruiz

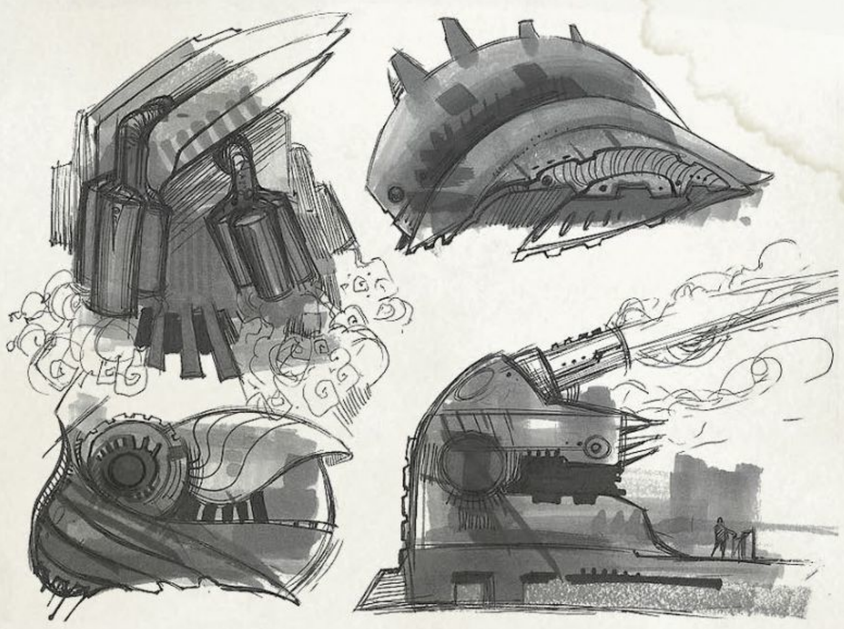
THE SCIENTIST
"No, not based on the Coldplay song. This is cooler!"

DORMANTUS TRANSPORTII
"Often I find the meaning of an image months after I've sketched it. Still haven't found the meaning for this one yet."



"Many times my sketching is a mental purge, getting as many things on paper as quickly as possible"

ABSTROID
"Working completely abstract is liberating, because it doesn't have to be anything defined. And the beauty is that it can become something familiar, or remain within the abstract twilight zone."



ABSTRAPODS
"Many times I leave things somewhat abstract, so that I can turn them into whatever I want. These could become vehicles, weapons, armour parts, or even architecture."

HEADDRESSES
"I love how women can pile things on their heads and still look beautiful... and even sexy."

SEEING EYE CREATURE
"Here's an example of mixing anatomy and tech together."

ARMOUR FREAK
"A collage of different sketches put together in Photoshop."

"I love how women can pile things on their heads and still look beautiful... and even sexy."

Alex Ruiz

CREECHSKULL

"Just a good old fashioned demonic freak!"

DEMERGENCE

"Mixing up human and animal anatomy again, with a touch of abstractness. It's really fun to push yourself to see how much you can mix together without it becoming a huge mess."

MIDNIGHT SNACK

"Who doesn't like a whole cow as a snack? In this piece I really mix anatomy up, as long as it looks somewhat functional."

LEGGLOID

"I love slapping arms and legs on something very abstract, because it makes sense of the damn thing."

Fiona Sansom

The New Zealand born artist reveals the doodles behind her charming illustrations...

Artist PROFILE

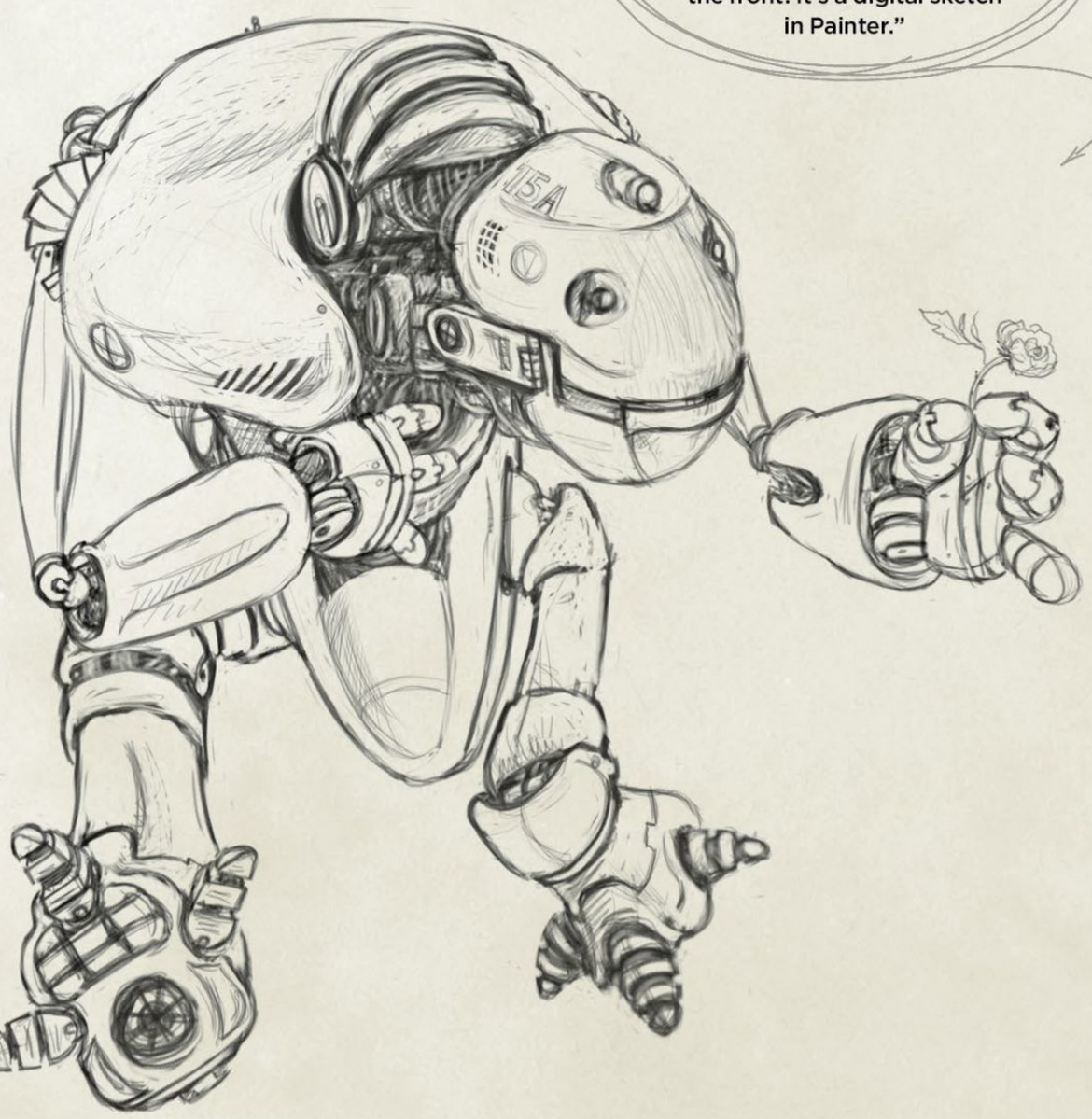
Fiona Sansom

Fiona Sansom is a freelance illustrator based in London. Born and raised in New Zealand, she packed her bags and travelled to England in 1993 and has been there ever since. A late starter, she finished a BA (Hons) in Illustration in 2004 and now works as an illustrator in the publishing industry.

www.fionasansom.com

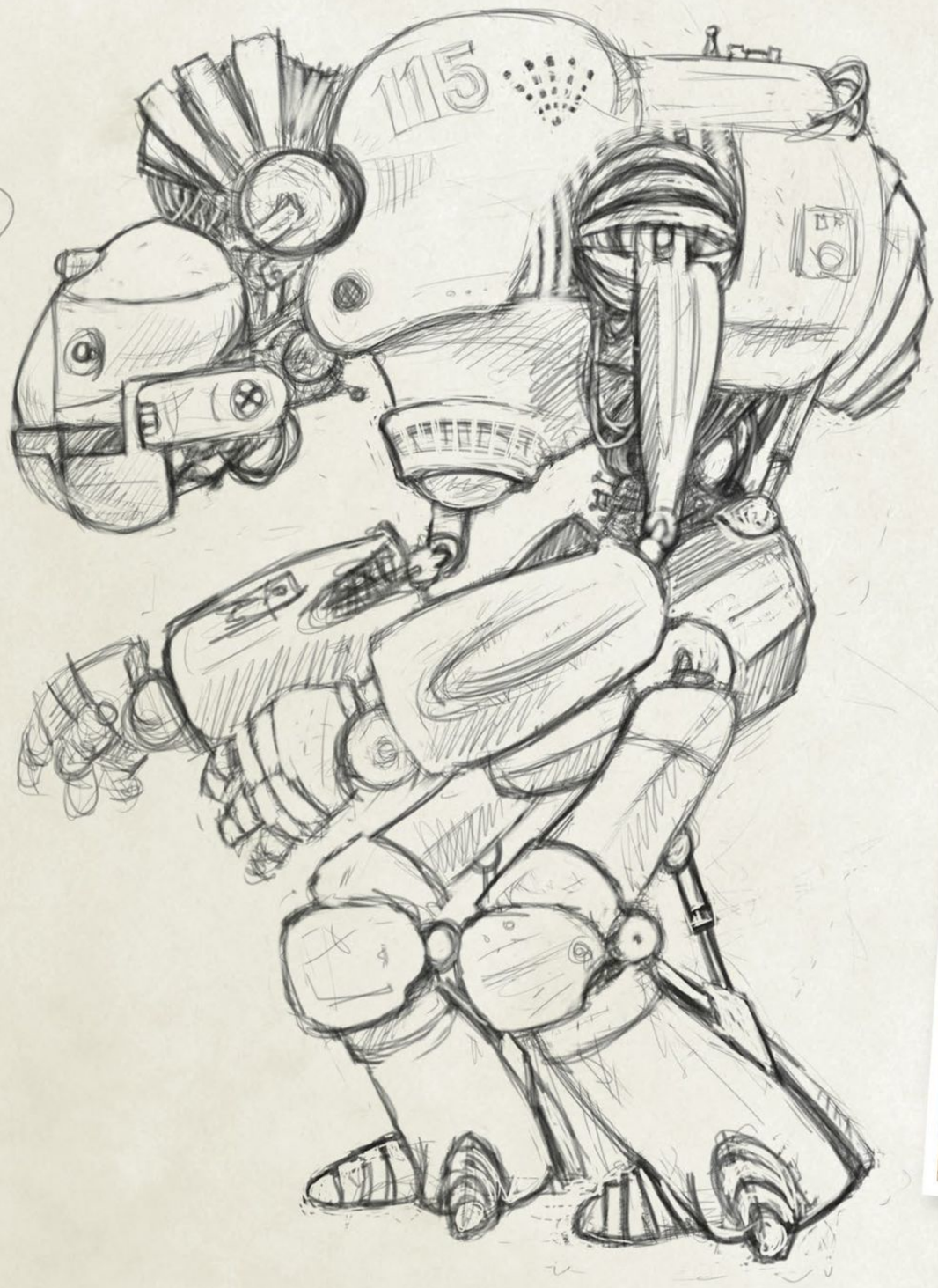
KING AND HANDMAIDENS

"This was an idea and character design for a personal project. Drawn using Painter."



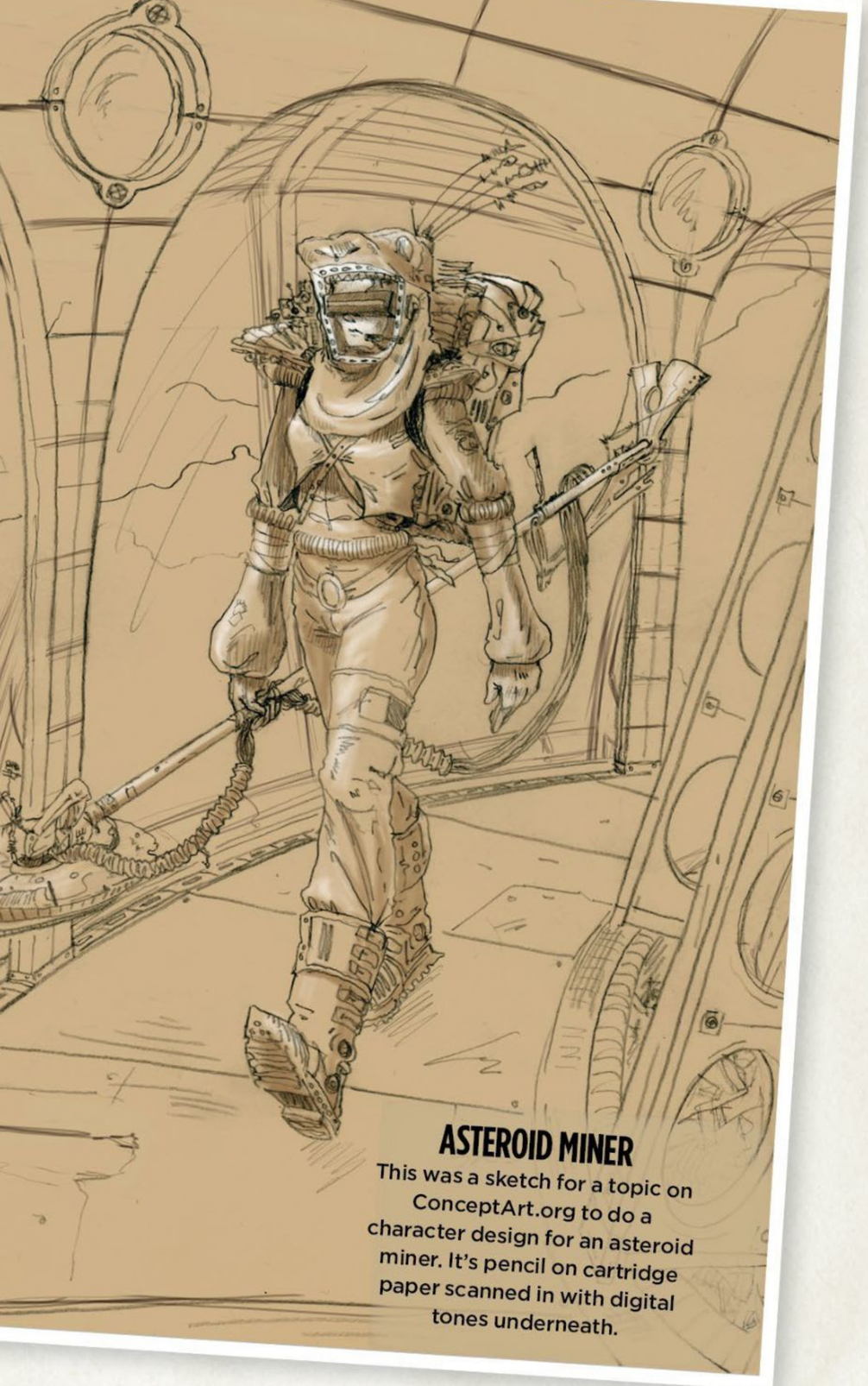
ROBOT

"A character design for a robot, working out the side view first, then using that to work out the front. It's a digital sketch in Painter."



QUEEN

"An idea and character design for a personal project which goes with the King and Handmaiden idea. Drawn digitally in Painter."



ASTEROID MINER

This was a sketch for a topic on ConceptArt.org to do a character design for an asteroid miner. It's pencil on cartridge paper scanned in with digital tones underneath.

CENTAUR

"This was for a personal project. I drew it in Painter, because it has nice pencil brushes. It also enables me to easily shuffle body parts around."

18+

WHAT IS AVAXHOME?

AVAXHOME-

the biggest Internet portal, providing you various content: brand new books, trending movies, fresh magazines, hot games, recent software, latest music releases.

Unlimited satisfaction one low price
Cheap constant access to piping hot media
Protect your downloadings from Big brother
Safer, than torrent-trackers

18 years of seamless operation and our users' satisfaction

All languages
Brand new content
One site

AVXLIVE.ICU

AvaxHome - Your End Place

We have everything for all of your needs. Just open https://avxlive.icu

AMAZON

"A character design for an Amazon – this was also inspired from the topic 'opposites' on Illustration Friday. I sometimes start with a silhouette, then overlay a rough sketch, then clean it up again. Another sketch using Painter."

HOUSE ON THE HILL

"I based this on the topic 'Skyline' from the website Illustration Friday. I wanted to get something dramatic against a sky so tried out a very rough tonal sketch first."

BOATS AT SEA

"This sketch was for a commission which never made it to the finished product. Other characters were also designed for it. This one was in pencil on bond paper."

"Fiona describes her favourite themes as 'anything to do with fantasy and whimsy'"

PUPPET MASTER

"This was an idea sketch for a topic on ConceptArt.org to do a character design based on the topic 'puppet master'. Drawn digitally in Painter."

Ross Setterfield

Heroes, villains and great hulking beasts all feature in the sketchbook of this English artist

Artist PROFILE

Ross Setterfield

An early fascination with fantasy stories meant that Ross was busy drawing from a very young age. After working as a freelance illustrator, Ross is now focusing his attention on fantasy art and would one day like to have the opportunity to tell stories through concept art or book covers.

ELF

"I wanted to draw a character that looked like he was braving the elements. I tried to make it look like he was leaning into the wind."

Ross Setterfield

TROLL

"This was inspired by John Bauer's paintings. I like the contrast between the light character and the dark forest."

DWARVES

"The main reason I like drawing dwarves is that their faces can be very stylised, with oversized noses and furrowed brows. I particularly like shading noses."

"I prefer vampires to have pointy ears or look monstrous in some way"

VAMPIRE PRINCESS

"I prefer vampires to have pointy ears or look monstrous in some way. This is the least monstrous-looking vampire I have drawn; usually I picture them as hideous bat-creatures."

SPIRIT

"It's some kind of forest spirit. It has skin made of bark and hair made of roots. I tried to picture it rising from the ground."

DRAGON

"It's a heroic dragon. I was pleased with the girl's cloak and the way it contrasts with the dragon's scales."

WOODS WITCH

"She's a witch who lives in the wilds. I made details like her belt, sword hilt and necklace into circular shapes, as if it's the symbol of some ancient religion."

KNIGHT

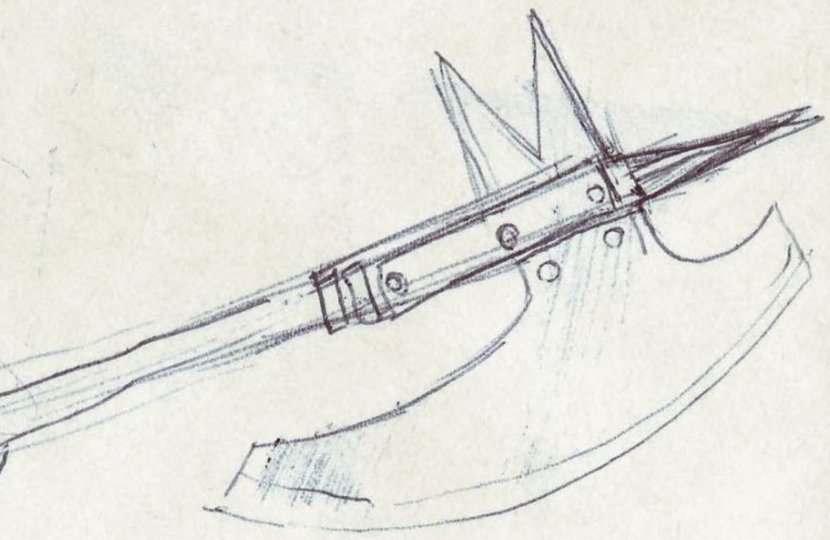
"I drew this sketch with a Biro. I was trying to see how well I could shade the armour using only a pen."

Ross Setterfield

WITCHCRAFT

"When I started this sketch, I had no idea where it was going. I think I just started drawing one of the houses and it eventually changed into this."

"When I started this sketch, I had no idea where it was going..."



BARBARIAN

"He's a scarred warrior. I drew him after I had read The First Law books by Joe Abercrombie, and was inspired to draw a suitably pessimistic, grizzled hero."

DRAGONS

"I had no preconceived ideas or plan for this when I started with the blank page. This was one of those rare lucky pictures that just came out on its own."

Dylan Shipley

We explore the fantasy world contained inside the Bristol-based illustrator's sketchbook

Artist **PROFILE**

Dylan Shipley

Dylan is a co-founder of Sun and Moon Studios where he works as an illustrator and animator. He finds keeping sketchbooks to be a powerful tool to explore fresh ideas. At the 2009 Bristol Comic Expo he released his first graphic novel, A Rat's Tale.

www.sunandmoonstudios.co.uk

Dylan Shipley

A LEAF THROUGH MY SKETCHBOOK...

"On these pages you can see characters that inhabit the worlds in my head..."

"Here's Bhuvan, an image I decided to draw, along with a few others who are loosely based on an Indian theme, after taking inspiration from the Bollywood film Lagan."

"This guy on the left is Badger. He lives in a strange Celtic world called Copper Hill. He's a trainee druid who's lost an arm in battle."

"Baretto the cowboy is hypnotised by three strange star creatures."

"Sketchbooks are places where I can delve through the deepest parts of my imagination and discover new characters, stories and worlds"

Dylan Shipley

ME?

"This stylised bird is one of about 100 characters I've developed in an iconic, simpler style for an idea that I had called Stitchtown."

"The girl above secretly lives in the forests around Copper Hill. Hunting to survive, she's more like a wild animal than a child."

"Sketchbooks are also great places to practise draughtsmanship. In this little corner I've had a go at putting some figures into a range of unusual poses..."

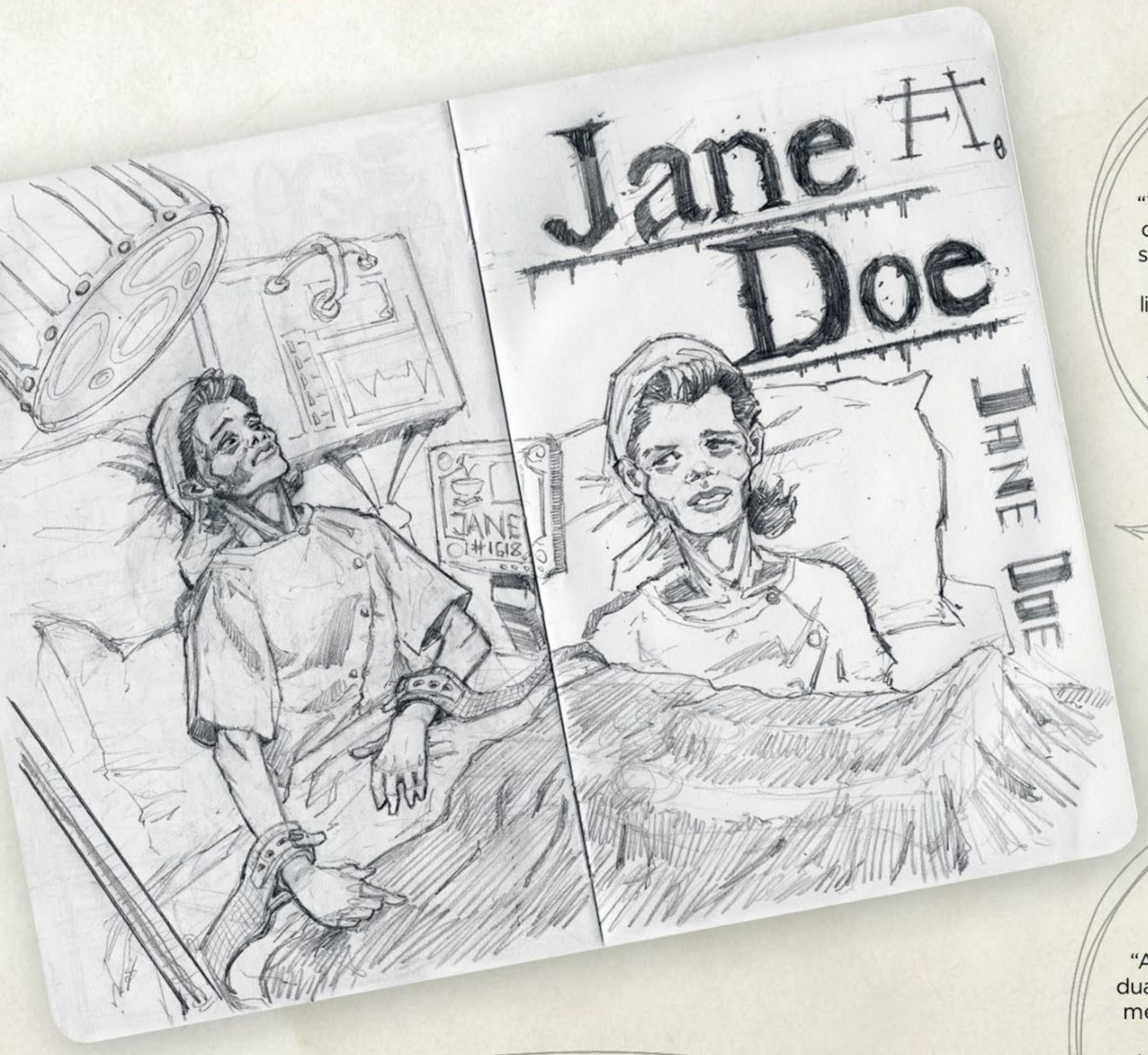
Alex Stead

Alex opens up his sketchbook to share passions ranging from 1950s female fashion to unstoppable killer cyborgs...

Artist PROFILE

Alex Stead

Alex is a freelance storyboard and concept artist from London. He sees his role as visualising event spaces and the narratives that take place within them. He spends all his spare time writing and producing artwork for his first graphic novel, a sci-fi epic.
www.alexsteadart.com



LEG WARMERS

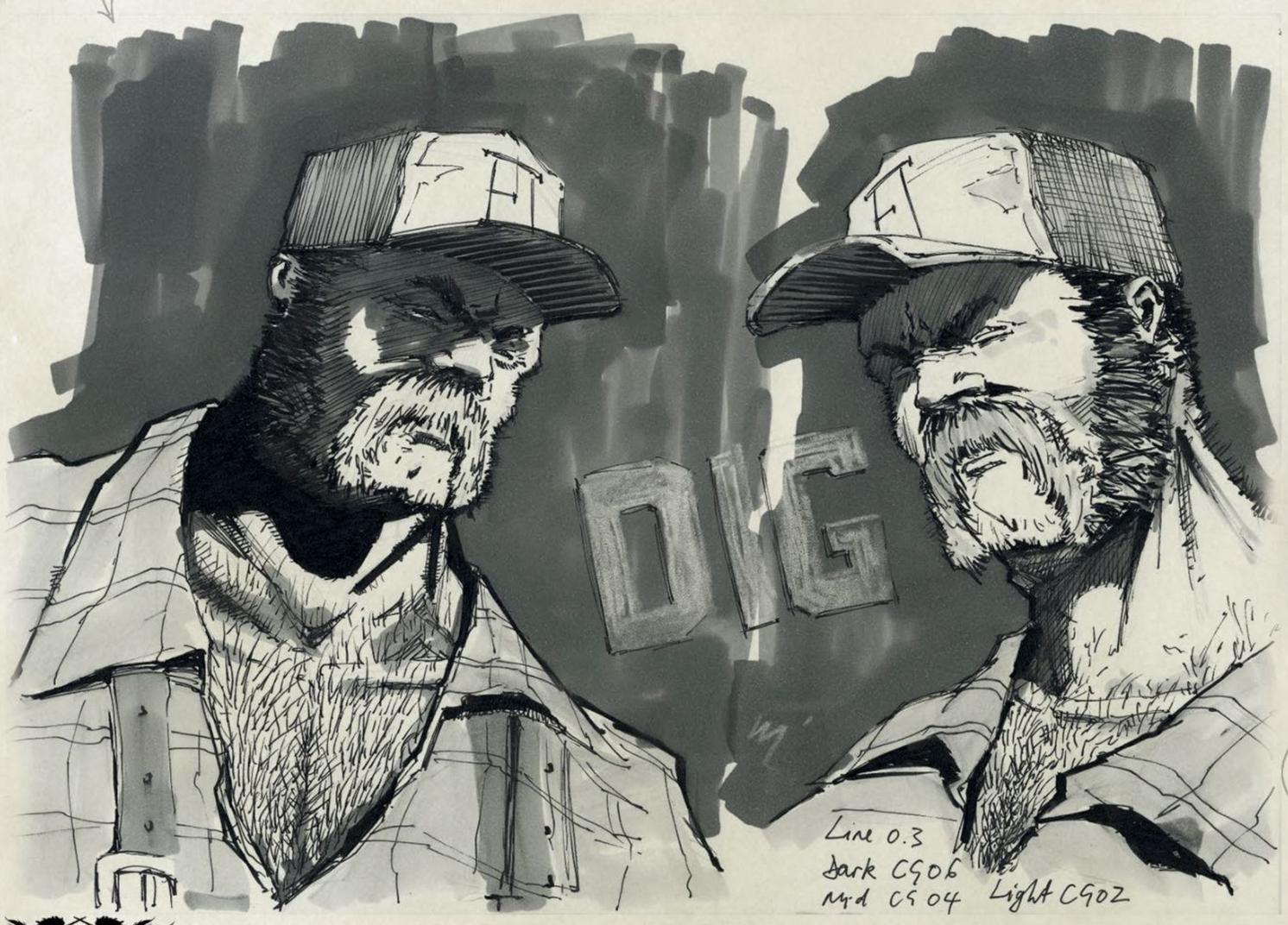
"The things I enjoyed drawing most in this sketch were her legs. It was remarkably liberating to suggest their form by just crudely sketching the topology of the bed covers."

I'LL BE BACK

"All my figurines have a dual purpose: they enable me to embrace my inner geek and serve as invaluable references. My terminator statue is a great reference tool for clothing folds, casual jackets and biker boots, and to light figures dramatically."

INK TEST

"I treated myself to a brush pen and some markers recently after being inspired by Alvin Lee's posts on Instagram and Whilce Portacio's on YouTube. This was a test for inking techniques and comic styling."



NOVEL APPROACH

"A study for my graphic novel. I love drawing the characters for my novel because each of them represents an artistic love of mine – whether it be Americana, 1940s and 50s fashion, Art Nouveau, steampunk, sci-fi... you name it."

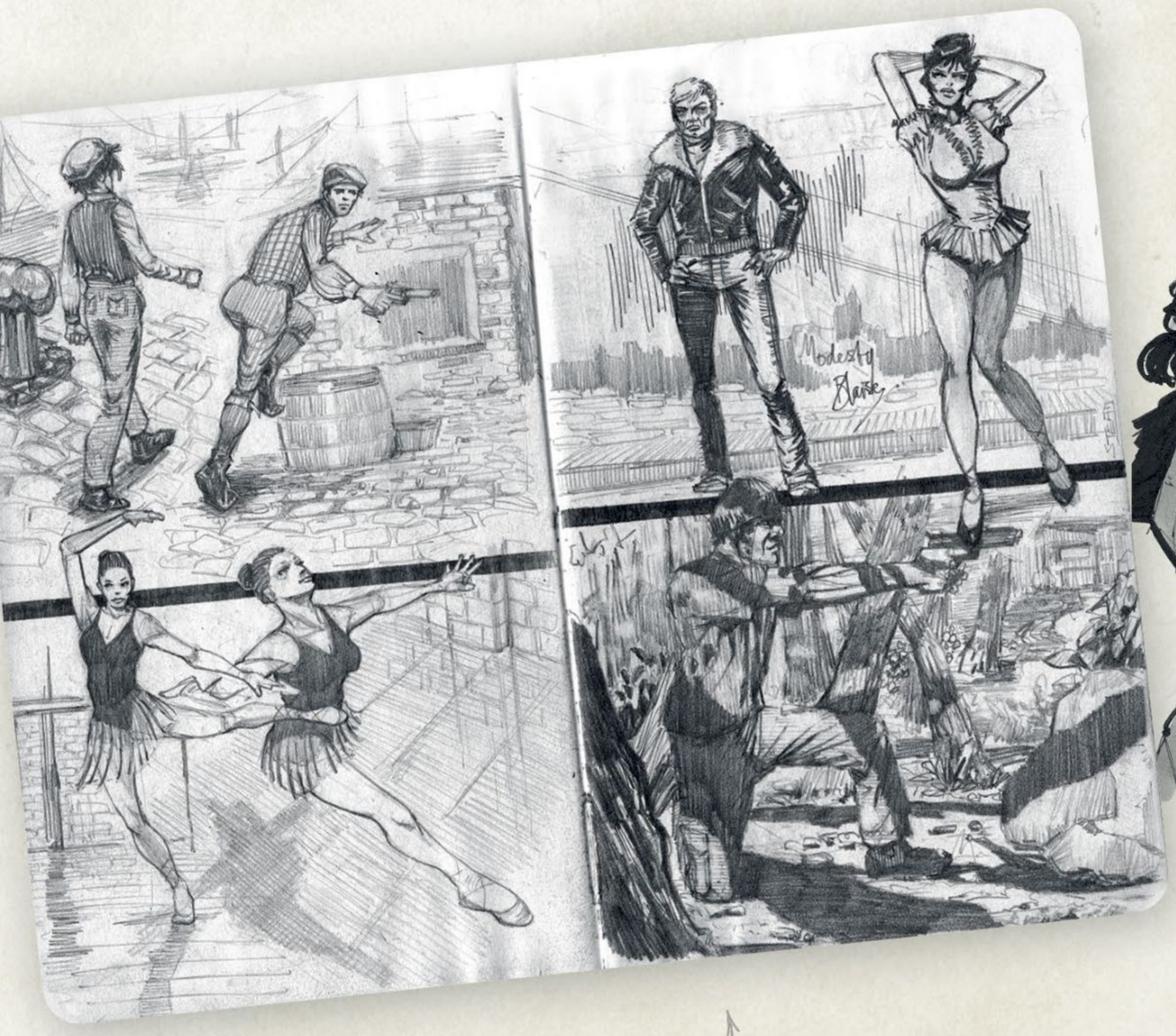
DEDICATED FOLLOWER OF FASHION

"My school teacher fashionista. My wife is always bringing back fashion magazines for me – she knows I love the reference. Inspired by some of my cuttings I'm starting to develop this 'paragon of virtue' for my novel."

"My wife is always bringing back fashion magazines for me..."

OLD SCHOOL

"Vintage dresses exploration for schoolgirl character in my novel. A friend of mine has his own picture-framing business and gave me some throwaway mountboard, saying it was great to draw on. It is. And remarkably cheap, too, if you know the right people."



FOR THE LOVE OF VINTAGE

"My love of 1940s and 1950s women's fashion is being tickled here. I love how markers give really subtle textures and how a brush pen can accentuate the vintage feel of a drawing."

MY INSPIRATIONS

"I love Modesty Blaise, especially the ink work of Eric Badia Romero and John Burns. Inspired by them, I drew much of this page trying to replicate the bolder tonal areas of a classic comic strip."

JUST BECAUSE

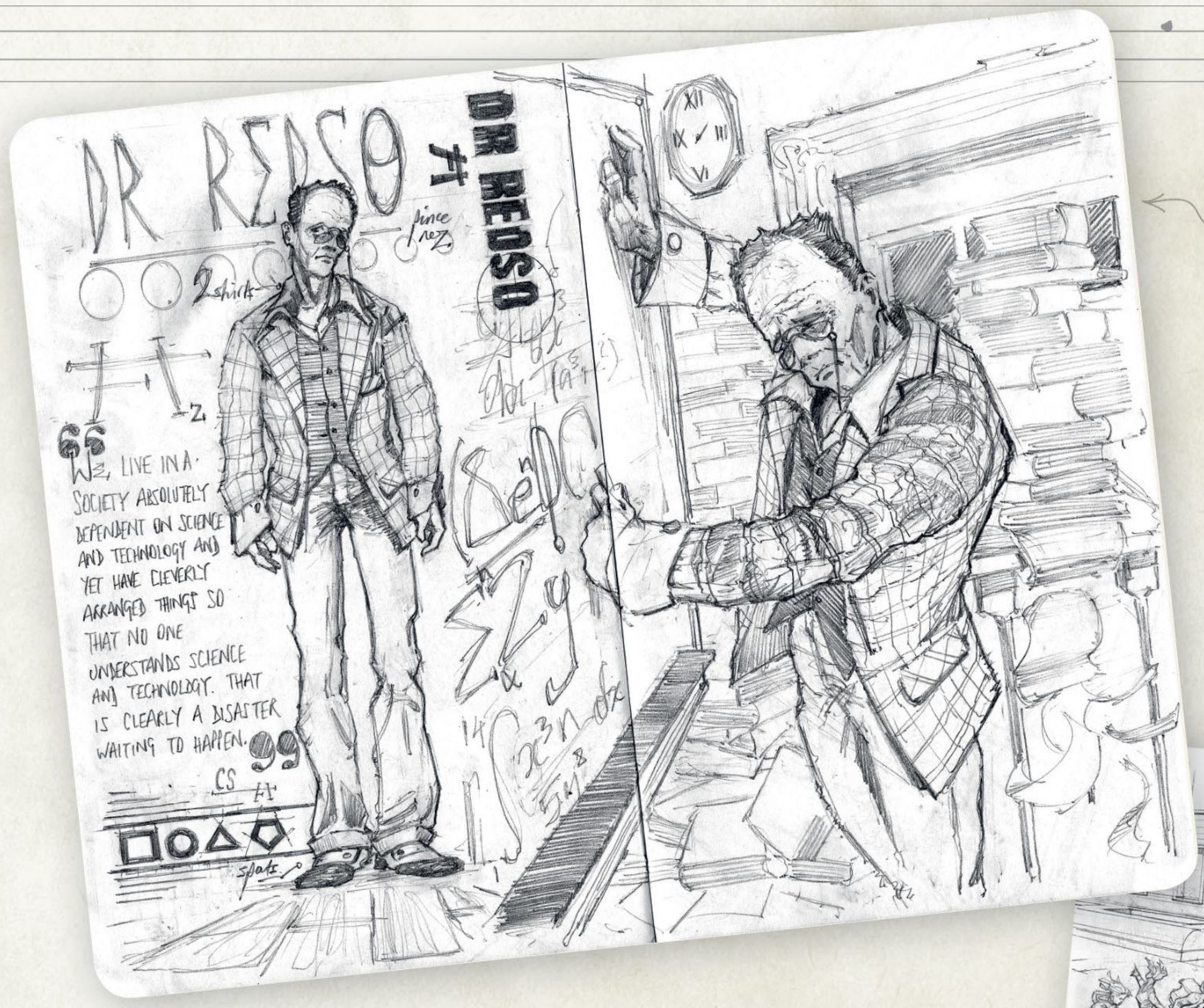
"I wanted to draw a stylised oaf and ended-up sticking a big, boring rock in his arms. I asked myself the question, 'Why would he be holding this?' And then it came to me: Why Not?"

MY TRUMP CARD

"One of my entries to the Sketch Theatre competition. I don't enter any now, though. Most of my time is spent working on my graphic novel, but every entry pushed me way beyond my normal sketching parameters. This one was A2 and was about 10 hours of work."

WINGING IT

"Would you ever get a group of paratroopers casually strolling along the full length of an aeroplane wing? No. But it looks good. (Probably a subconscious tip-of-the-hat to Commando comics' Ian Kennedy, too.)"



THEY DO THE MATHS

"This is a study into the characterisation of another love: mathematics. The legends of mathematical history are so colourful – their drive, their genius and their desperation. I love the paradox of a logical mind and a thoroughly disorganised lifestyle."

"I love the paradox of a logical mind and a thoroughly disorganised lifestyle"

CHALLENGES WORK

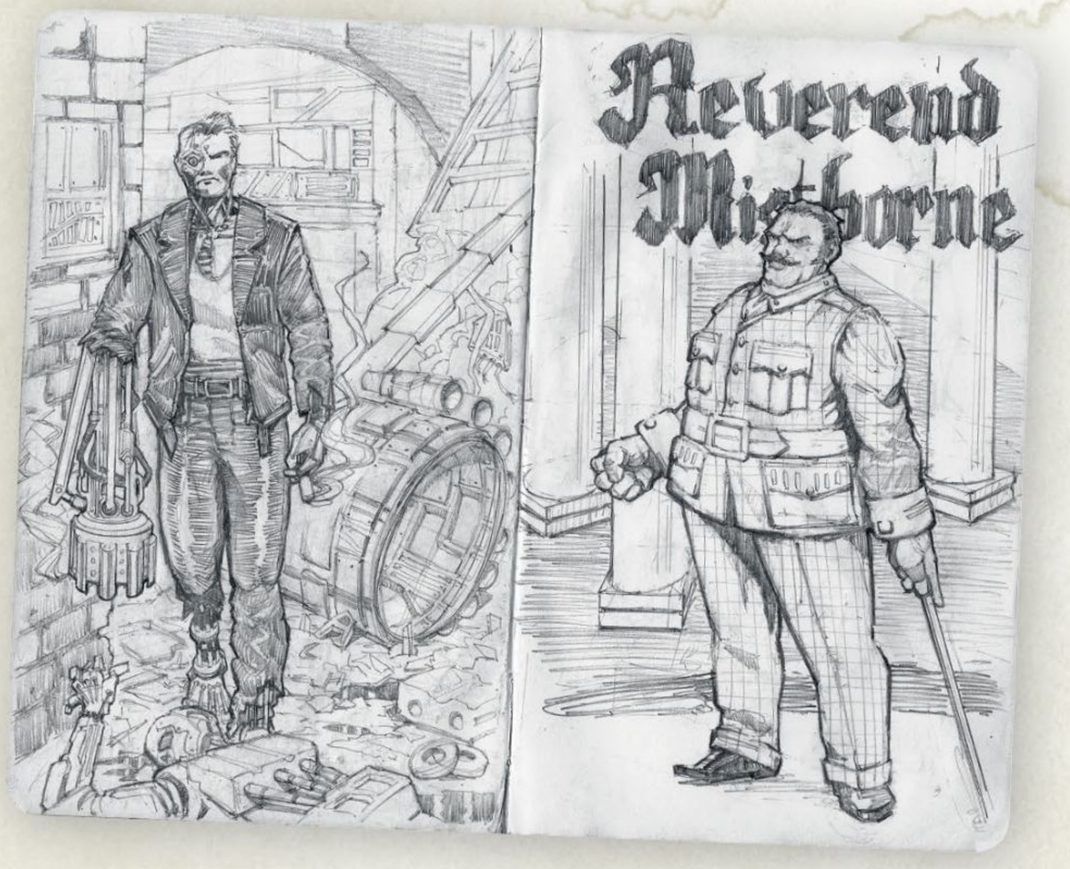
"My favourite Sketch Theatre submission. I won 15 Gnomon DVDs with this entry for a Viking Berserker. I think more people should submit work for the monthly competitions."

RUNNING CHALLENGE

"I sketch with prescribed technical challenges to help my storyboarding. For this drawing, I set myself the task of sketching as many people as possible running in different poses with receding perspective. I like its energy."

HASTA LA VISTA, BABY

"This is what happens when a drawing starts going wrong. My terminator was off balance and not looking very butch so I leant him against a wall, beefed-up his arsenal and surrounded him with destruction. When that didn't work I gave him a cigar and said, 'To hell with it!'"



Michael Stewart

Inspired by classic barbarian babes and mysterious men folk, Michael Stewart's sketchbook is a refreshing blast from another time...

Artist PROFILE

Michael Stewart

Michael is a freelance artist who attended the Gnomon School of Visual Effects, after which he had his first piece of work published in Grim Crew's zombie comic book anthology Dead Future.

www.michaelstewartart.com

GIGER GIRL

"This is essentially an HR Giger-inspired character. She's very similar to comic book heroes like The Darkness and Witchblade. The way I drew the skull behind her is what really makes this piece a killer. I ensured he has a devious smile on his face... er, skull."

ASSASSIN LADY

"A very quick sketch of a character that I worked on for another comic book project. I like to maintain a certain rhythm in my drawings by utilising shadows."

Michael Stewart

FACE SKETCHES

"Some very rough and rudimentary faces. This is also another type of practical exercise that I like to do. I just imagine the most wacky and the coolest-looking facial expressions that I can, and then sketch them out."

"I just imagine the most wacky and the coolest-looking facial expressions that I can, and then sketch them out"

FAIRY DEVIL GIRL, DAMIA

"This is a character I'm developing for an upcoming comic book. She's half devil and half fairy. To really sell an idea or character you have to get the viewer's attention first, then keep it long enough to have them wanting more. You can almost feel the flesh from these characters."

CAVE GIRL

"This was done as a gift for someone. They really love dinosaurs and hot babes so I put 'em both in the drawing! Raquel Welch is still the most epic cave babe ever!"

ARCHER

"A quick sketch of a sexy archer. I keep in mind connecting points and shadows when doing foreshortening. Pure fun!"

HOLDING HER

"Castal is a nymph whose faction is in conflict with Damia's devil clan. Having characters convey emotion is do or die. I typically use a 2H graphite pencil to quickly lay in the structural lines, and then I wipe it out with a kneaded eraser. Next I do the final rendering with a softer grade of graphite, usually F or B."

Michael Stewart

ELF GIRL

"I almost always draw the face of a character first before anything else. That way, you already have a sort of reference for what you want to convey in the first place."

SORCERESS

"Ureka's an evil sorceress who traps men's souls into her living tree of Magin. I was exploring the possibility of a villainess who tricks men and uses them for some nefarious agenda."

FIGURES

"I love to always do some quick sketches of figures. It helps to keep me fresh and it's a great way to fill up tons of sketchbooks!"

John Thacker

Getting close to the page with an artist that truly loves the joy of simply leaving lines on paper...

Artist PROFILE

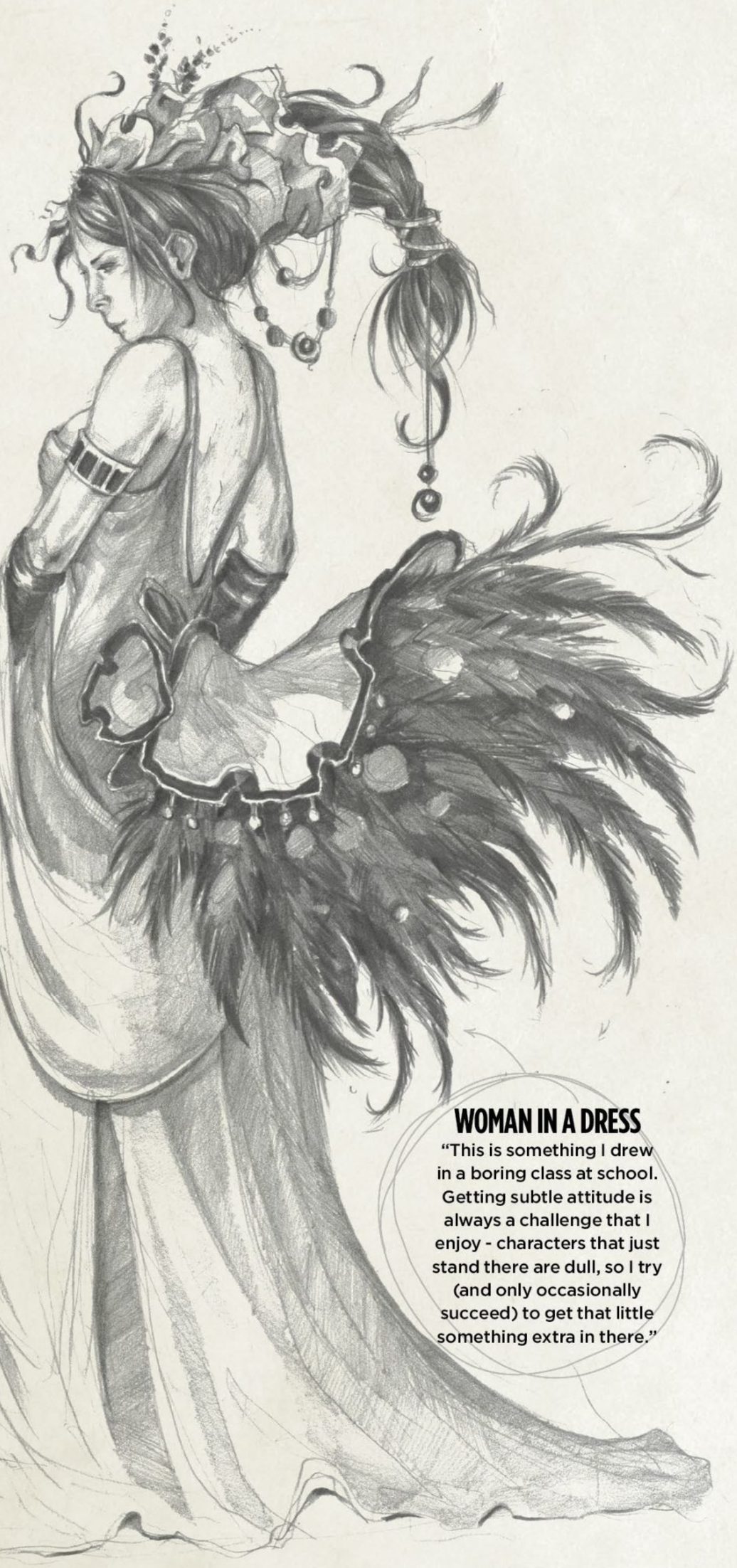
John Thacker

In 2004 John enrolled on an animation degree in Washington State, while continuing his passion for traditional drawing and painting on the side. In his third year he started working for Hidden Path Entertainment and has since worked on several titles that are soon to be released.
johnthacker.daportfolio.com

SITTING GENERAL

"I think this guy was born during a script writing class... I like to draw on quality typing paper, since there is no pressure and if it turns out bad it can just go right in the trash. It encourages bold choices, which is always a good thing."

"I like to draw on quality typing paper... if it turns out bad it can just go right in the trash"



WOMAN IN A DRESS

"This is something I drew in a boring class at school. Getting subtle attitude is always a challenge that I enjoy - characters that just stand there are dull, so I try (and only occasionally succeed) to get that little something extra in there."

SAM

"A quick line sketch. I love the simplicity of line drawings, as there's nothing to hide behind. It either 'is' or it 'isn't'. It is so pure in itself."

THIEF AND SKULL

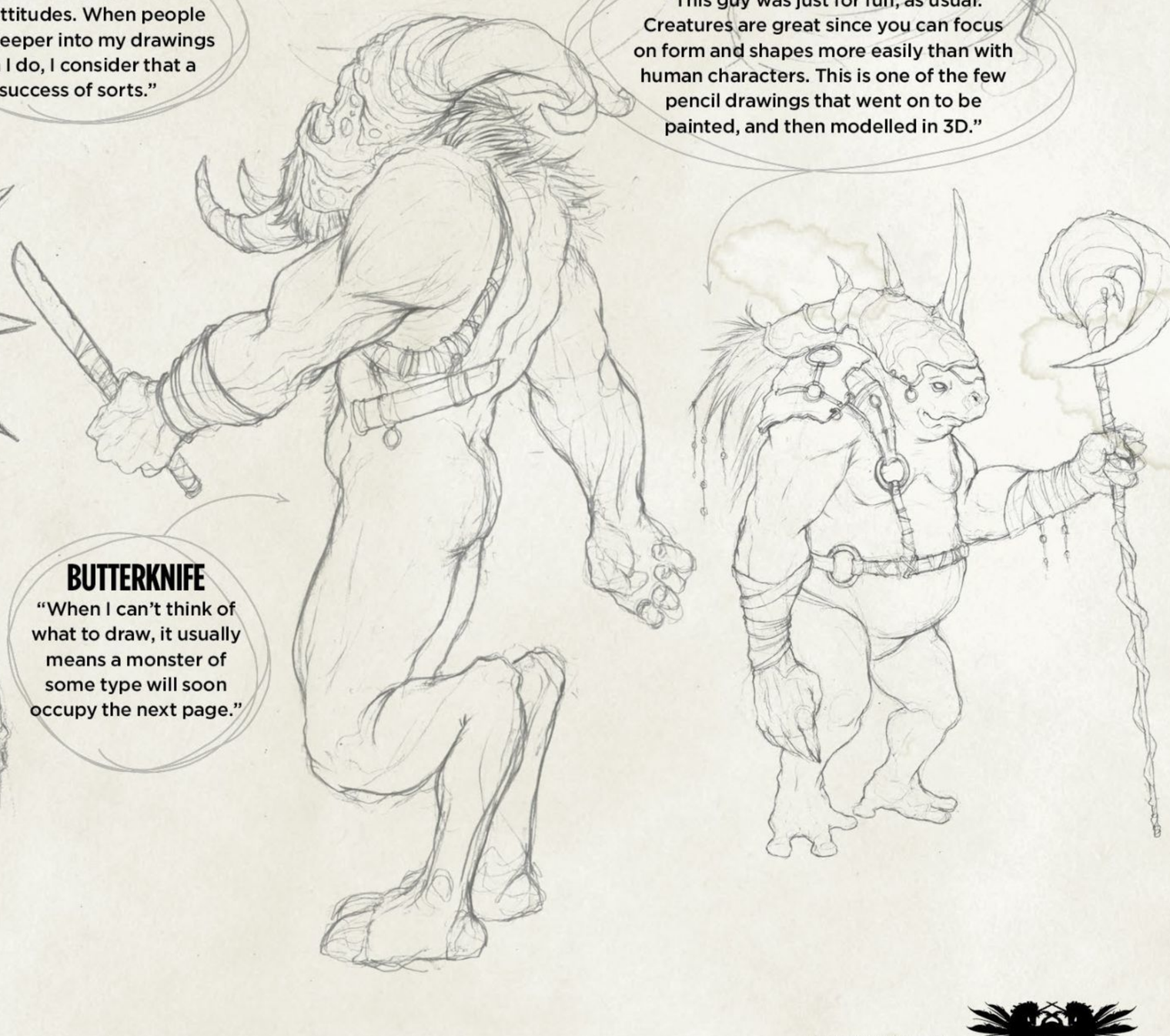
"With most characters I draw for myself I make just enough backstory for them in my head to get me inspired, and leave it at that. I find the viewer often makes stories more interesting than I would."

SB1-7

"Just another page of faces and attitudes. When people read deeper into my drawings than I do, I consider that a success of sorts."

UNGORSOLDIER

"This guy was just for fun, as usual. Creatures are great since you can focus on form and shapes more easily than with human characters. This is one of the few pencil drawings that went on to be painted, and then modelled in 3D."



BUTTERKNIFE

"When I can't think of what to draw, it usually means a monster of some type will soon occupy the next page."

"Getting subtle attitude is always a challenge... characters that just stand there are dull"

BETRAYAL

"This was yet another sketch done in class, an animation class if I recall correctly... I knew by then drawing was my passion, not animation."

SKULLS

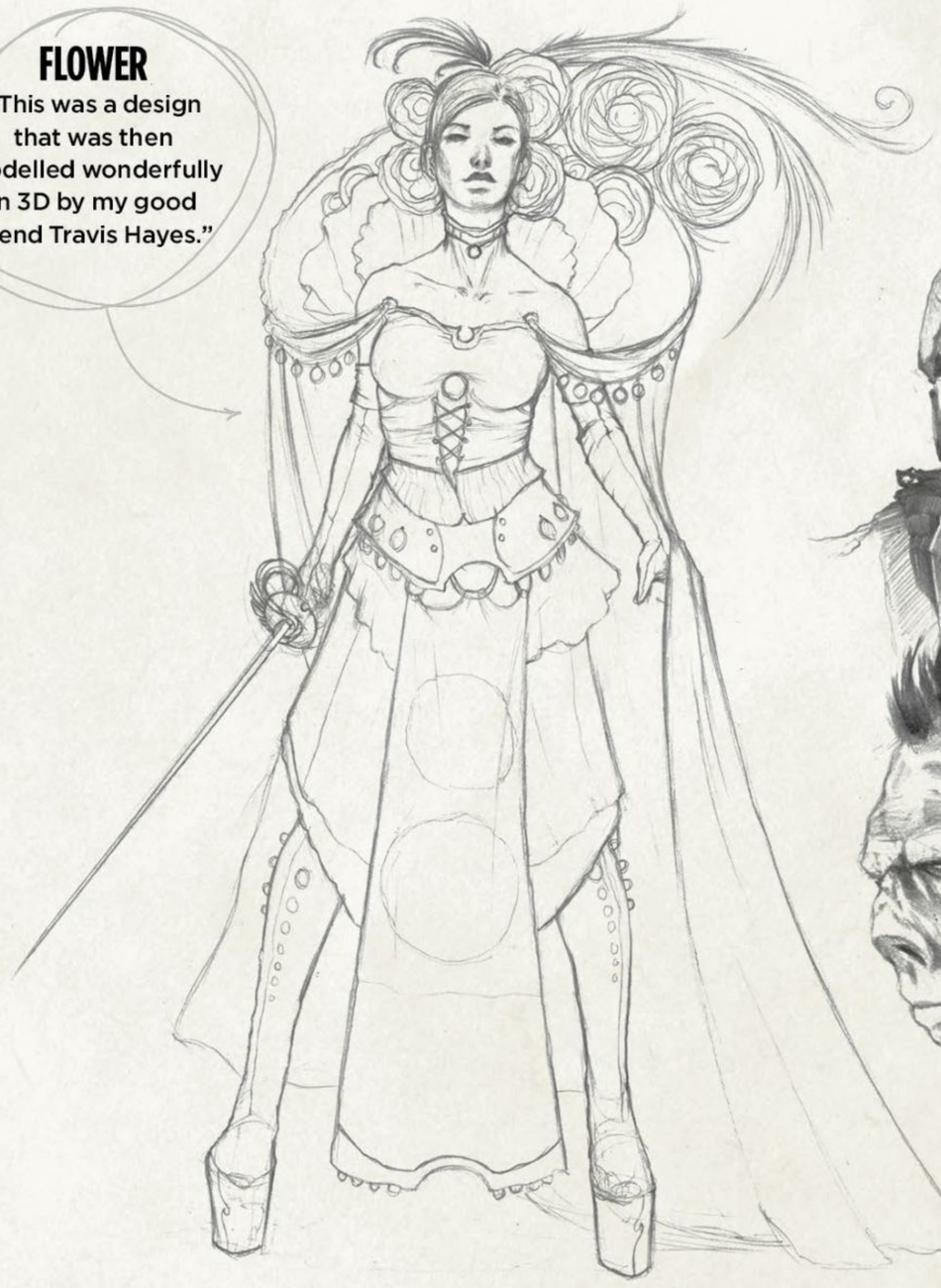
"I think this might have been for a demo. I'm not sure though. I just recall it was one of the many drawings that poured out in my time between classes."

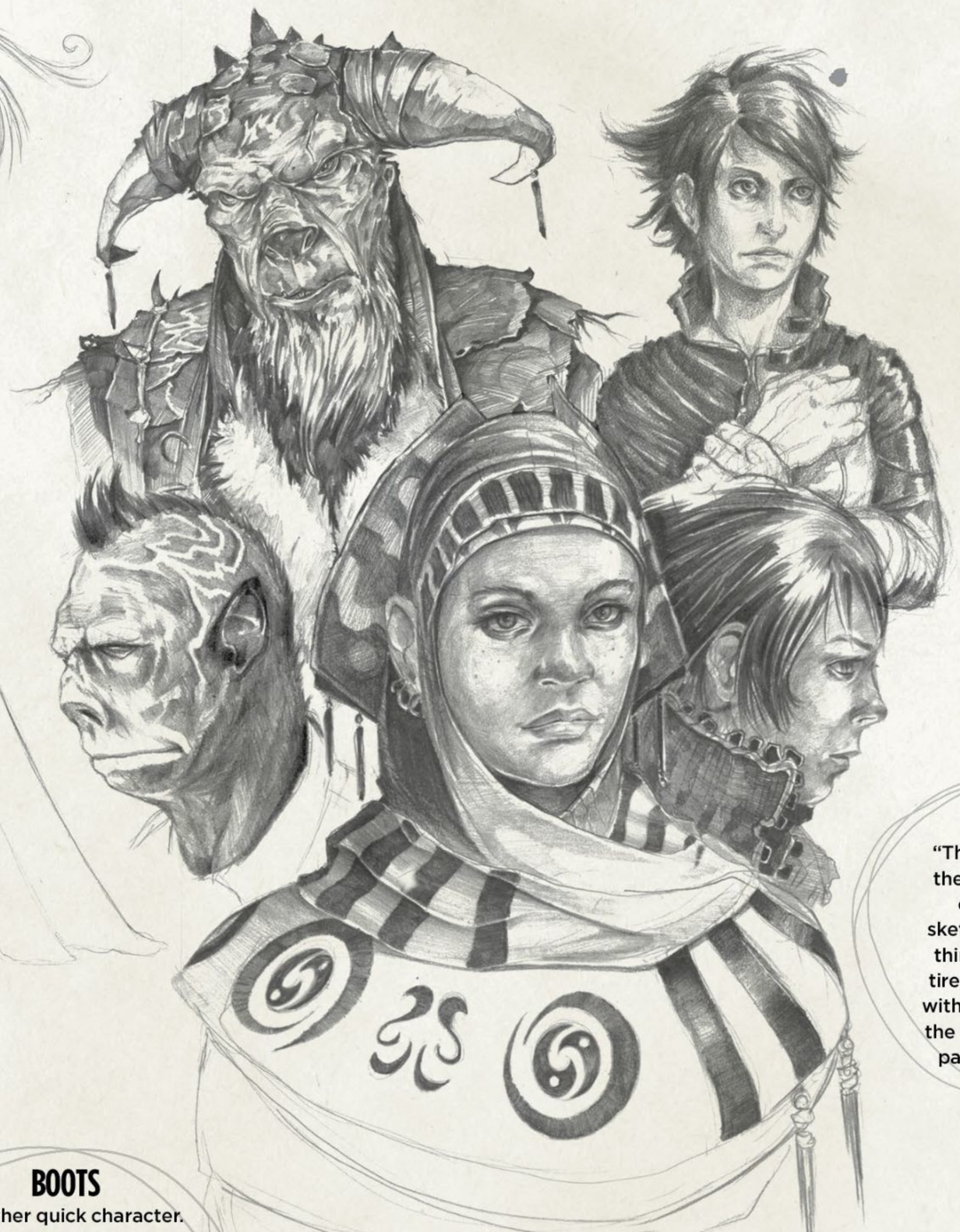
BEWILDERED

"Like many of my sketchbook pages, I was mostly just going for an interesting, page-filling drawing. People often assume a deep meaning to these, but there really isn't anything intentional."

FLOWER

"This was a design that was then modelled wonderfully in 3D by my good friend Travis Hayes."





ROBE 2

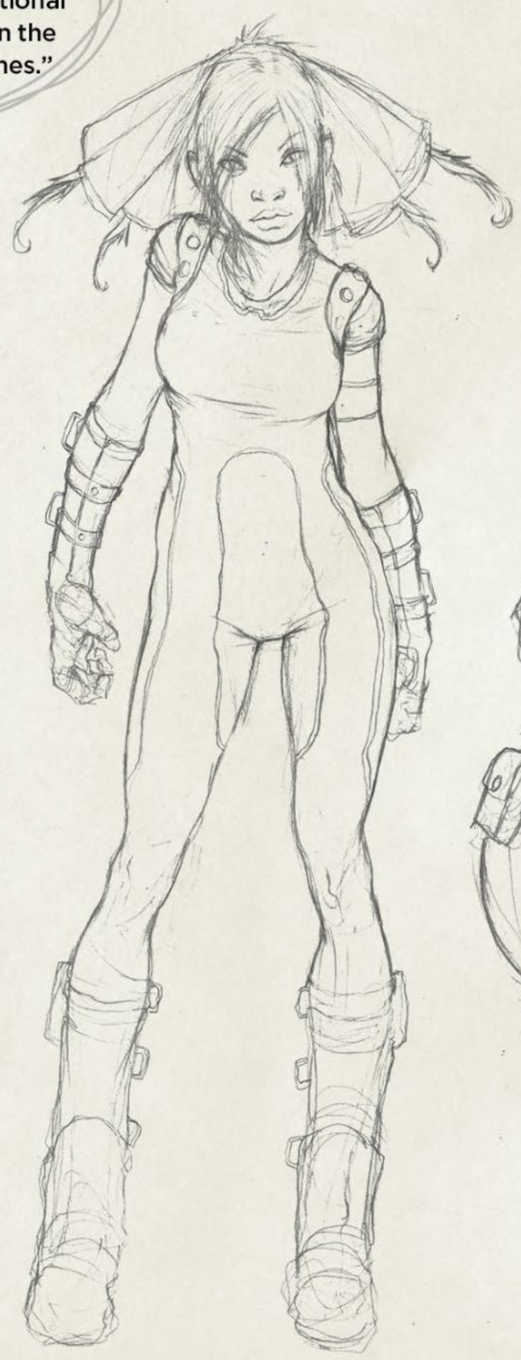
"This is yet more of the endless parade of faces in my sketchbooks. I don't think I will ever get tired of filling pages with faces, it is one of the most captivating parts of drawing."

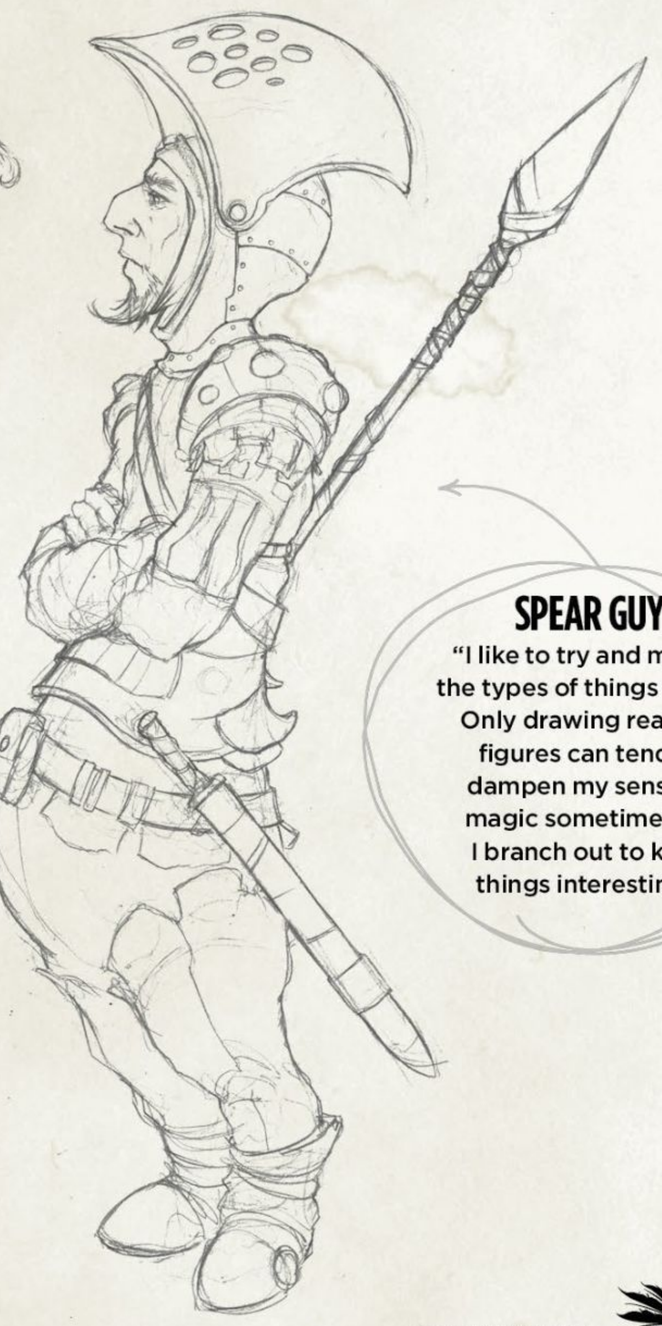
EXPLORERS

"People often comment on drawings like this one, asking what it was for and who these characters are? My answer is usually the same: I don't know."

BOOTS

"Another quick character. To me, simple drawings are where the majority of the satisfaction lies. Additional rendering all relies on the heart, which is the lines."





SPEAR GUY

"I like to try and mix up the types of things I draw. Only drawing realistic figures can tend to dampen my sense of magic sometimes, so I branch out to keep things interesting."

Allison Theus

This artist is able to slam together the most unlikely of bedfellows, producing fantasy mayhem in the process

ISOWEEE
"A random mushing together of a dog, isopod, fish and mango (there will be orange involved eventually). This non-practical design was inspired by the isopods that eat a fish's tongue and replace it with themselves."

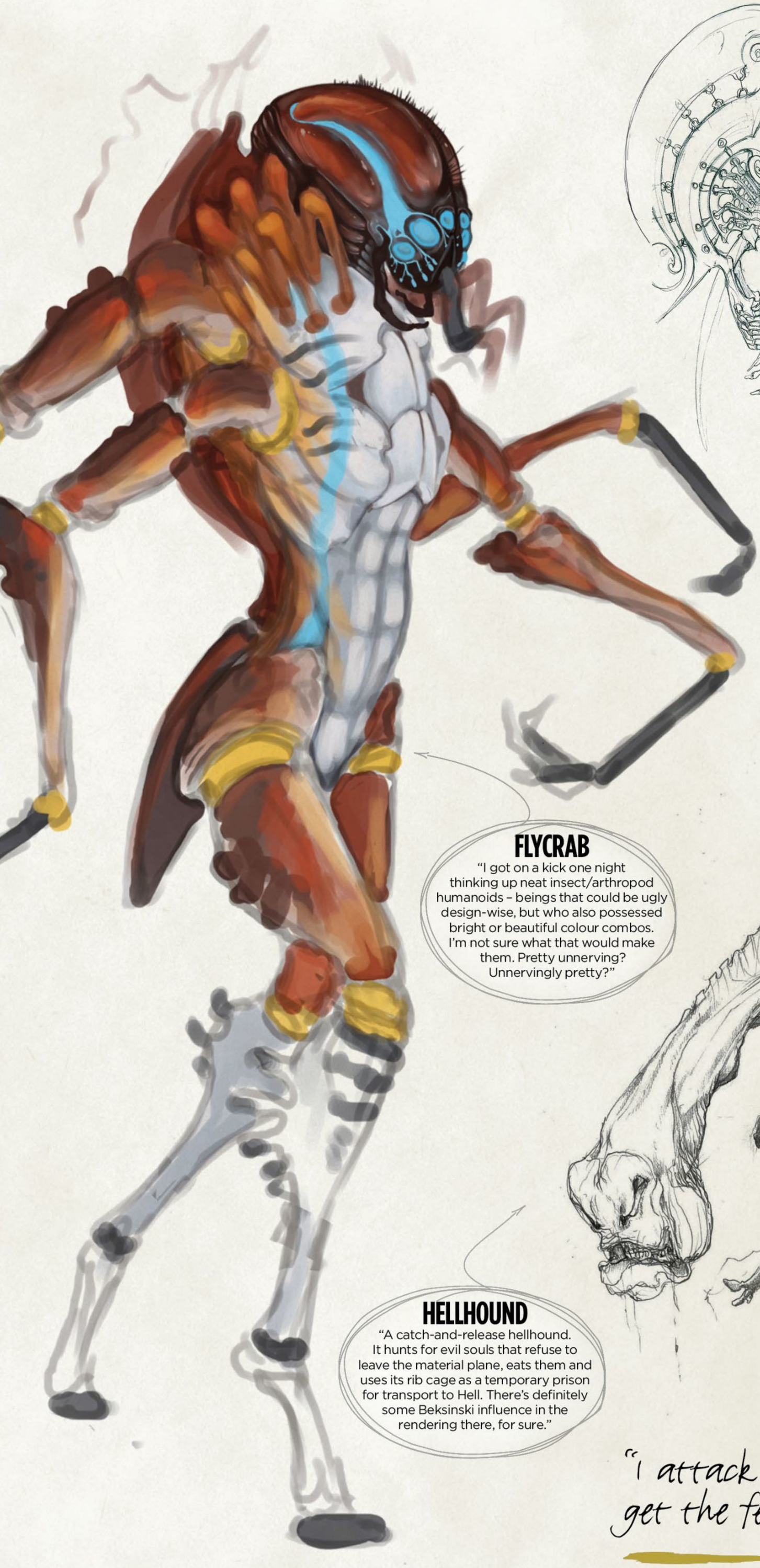
ANGRYRELK
"Ballpoint-pen scribble. I usually don't do any planning with these sorts of images; I tend to pick up a pen and attack my sketchbook, working quickly to get the feeling out that I want to convey."

GOOD FOR YOU!
"Exasperated beast. It's dancing toward you in false-congratulatory glee."

Artist PROFILE

Allison Theus

As a full-time freelance artist who loves creature design and illustration, Allison has worked for a variety of clients including Fantasy Flight Games, Rackham Games and Disney Interactive Studios. Her work is inspired by a desire to blur the line between fantasy and reality, and to capture a feeling of otherness that occurs when viewing something familiar yet alien. Her personal work is as much influenced by animals, anatomy and patterns, as her experiences as a competitive athlete and a practicing Catholic.
beastofoblivion.deviantart.com



MESSENGER

"I was tossing around the idea of some sort of messenger with this guy. Multiple wings, hands and fingers up the front that merge into something more metal-looking, all topped off with a single focused eye. Seems like a good guy."

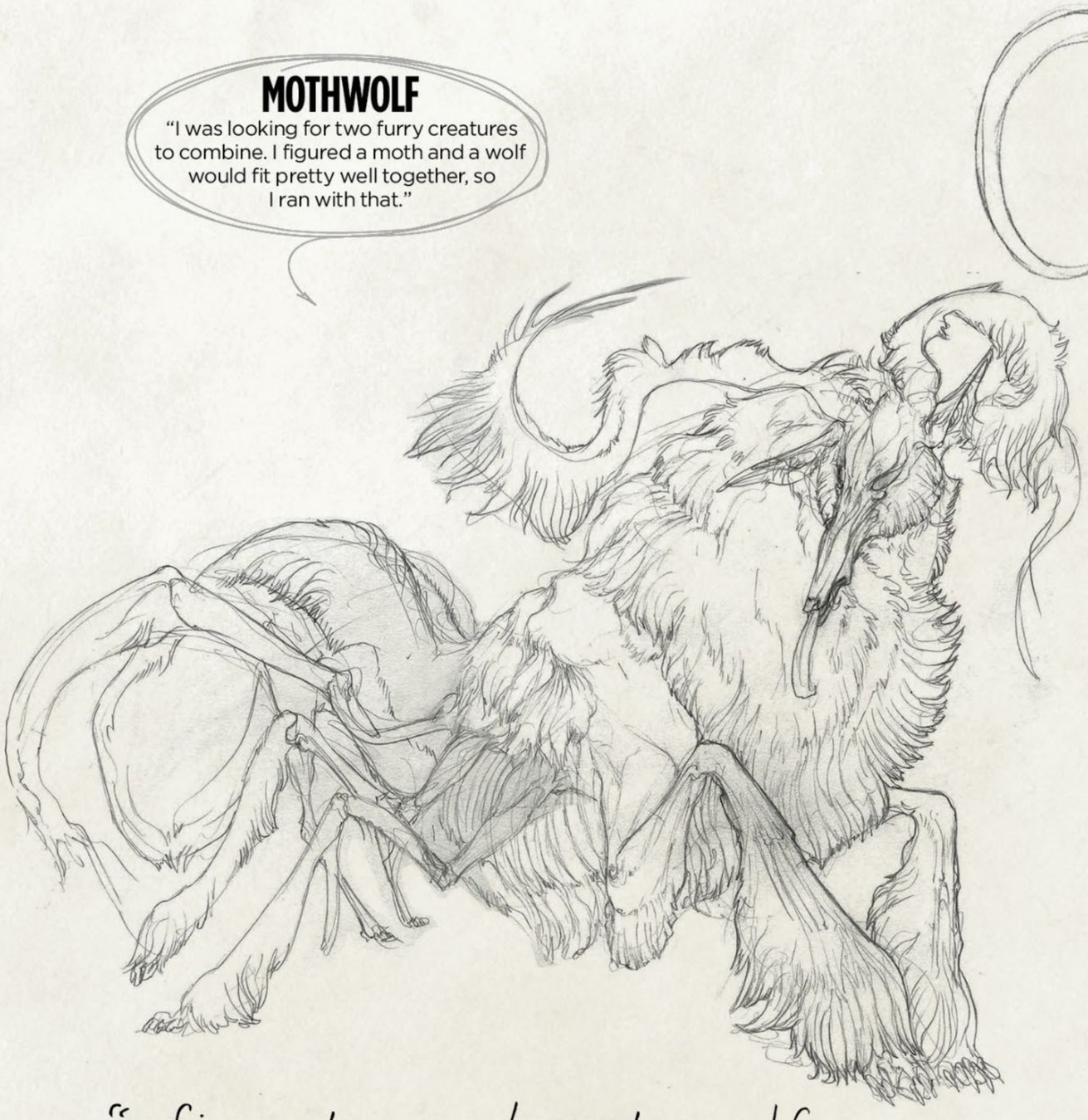
FLYCRAB

"I got on a kick one night thinking up neat insect/arthropod humanoids – beings that could be ugly design-wise, but who also possessed bright or beautiful colour combos. I'm not sure what that would make them. Pretty unnerving? Unnervingly pretty?"

HELLHOUND

"A catch-and-release hellhound. It hunts for evil souls that refuse to leave the material plane, eats them and uses its rib cage as a temporary prison for transport to Hell. There's definitely some Beksinski influence in the rendering there, for sure."

"I attack my sketchbook, working quickly to get the feeling out that I want to convey"



MOTHWOLF

"I was looking for two furry creatures to combine. I figured a moth and a wolf would fit pretty well together, so I ran with that."

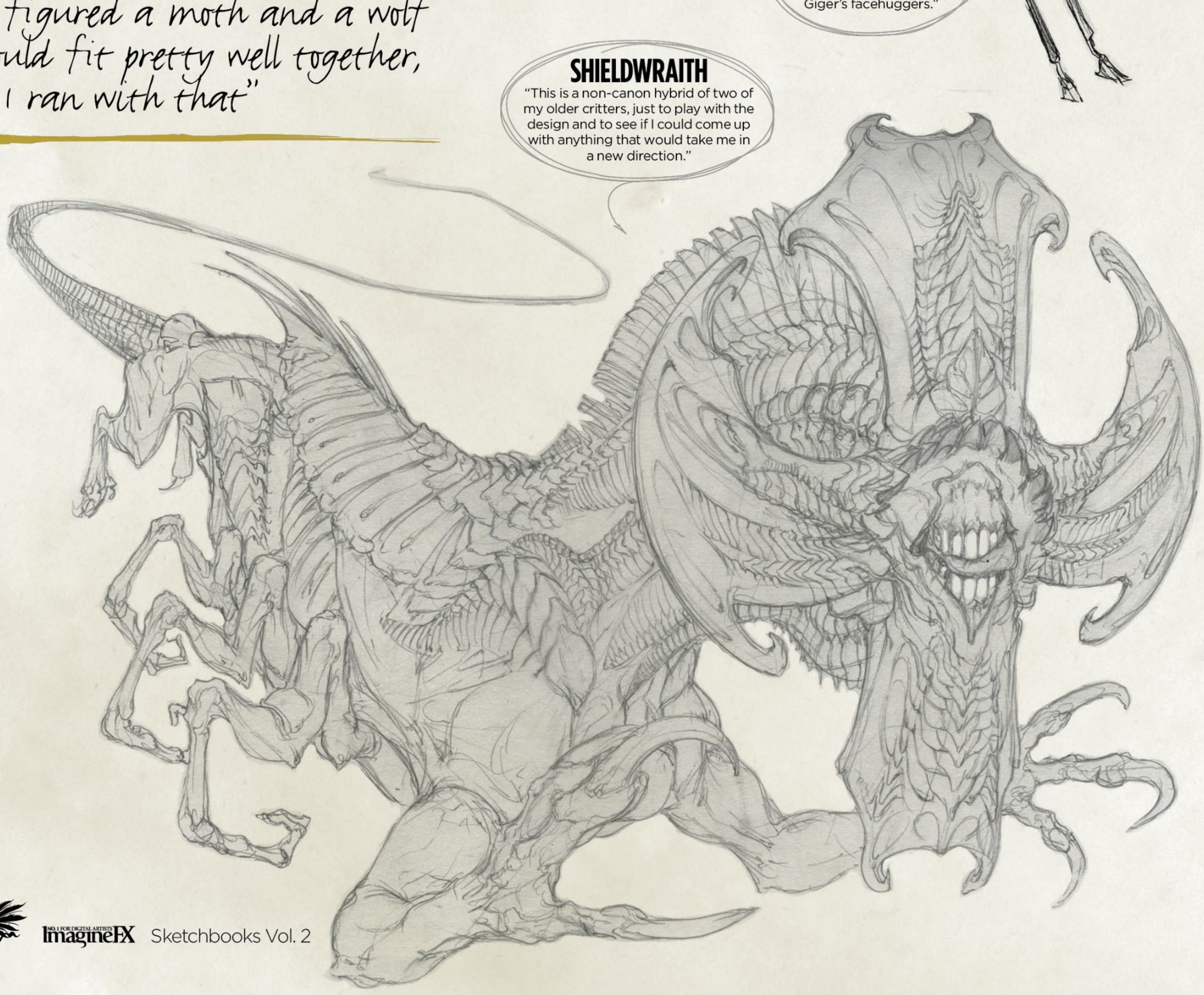
THE DEER HUGGER

"Super-obviously inspired by Giger's facehuggers."

"I figured a moth and a wolf would fit pretty well together, so I ran with that"

SHIELDWRAITH

"This is a non-canon hybrid of two of my older critters, just to play with the design and to see if I could come up with anything that would take me in a new direction."



Allison Theus

CERBERUS

"Thumbnail of a neck section on Cerberus. The original sketch encompassed the whole creature, but I wanted to clip out one of the necks to see how much writhing I could get out of it."

Trevor Truscott

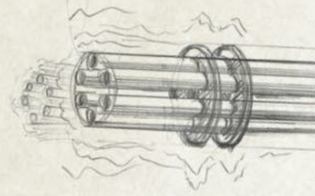
Branded snipers, eyeball ice creams and Peter Pan meets Mad Max – here's one artist's visual mix-tape

Artist PROFILE

Trevor Truscott

Despite having lost his student portfolio on a trip between South Africa and London, Trevor's saved artwork led to him being hired by Electronic Arts out of university. He has now progressed to become a content manager for Electronic Arts. Working in the game industry has inspired him to pick up his art again and start from scratch. "I started all of these drawings on the train to work," he says.

trevortruscott.deviantart.com



JOHN

"This is one of the main characters from the Peter Pan story, all grown up and battle hardened. Really battle hardened. It's my girlfriend's favourite image.

"This is one of the lost boys from Peter Pan... it's no longer the children's story we know"

EVERYONE'S FAVOURITE ASSASSIN

"Hope all those logos don't get me sued for this one."

CHAIN GUN SAVAGE

"This is me just figuring out another lost boy."

TIKKI MASSACRE

"This is one of the lost boys from Peter Pan. I know they don't grow old, but in my world they started killing their enemies and began to age at the same time. It's no longer the children's story we know. Tikki is fashioned with all the things that he's picked up along his battles. Anything goes in this fantasy world."

HIGHWAY SCAVENGER

"This character has engineered a gun onto a face mask. It collapses and folds away to his chest when deactivated. I guess he bites down on something or shouts 'Bang!' to shoot."

THE BRAVE

"I really want to paint this one someday."

THE TROLLS

"Military? Police? All of the above? They're the controllers."

BARCODE CAKE

"That's his name. He has a rhino horn to disguise his silhouette when sniping in the distance. It's doubtful whether it would work, but he's a bit of a quirky one."

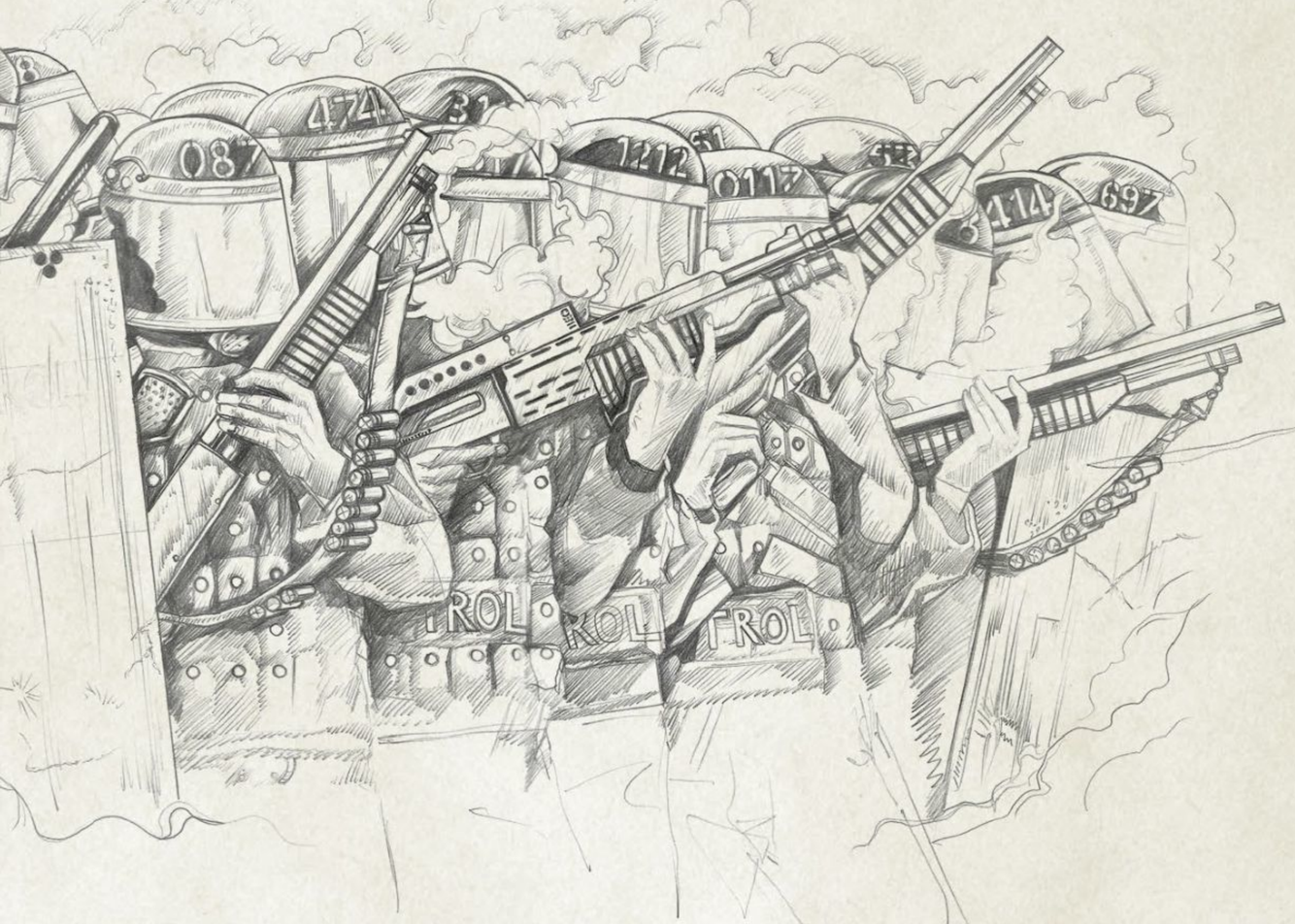
Trevor Triscott

BUTTONS

"Post apocalypse is my favourite genre. I think that as a subject it scares me more than the rest. And creatively you can get away with mixing styles convincingly."

POST APOCALYPSE GIRL

"Guns at the ready. She's gotta fend for herself out there, you know."



"Post apocalypse is my favourite genre. You can get away with mixing styles convincingly"

John Upchurch

John mostly draws characters – lots of characters. And he doesn't mind if it takes a while to nail the pose!

Artist PROFILE

John Upchurch

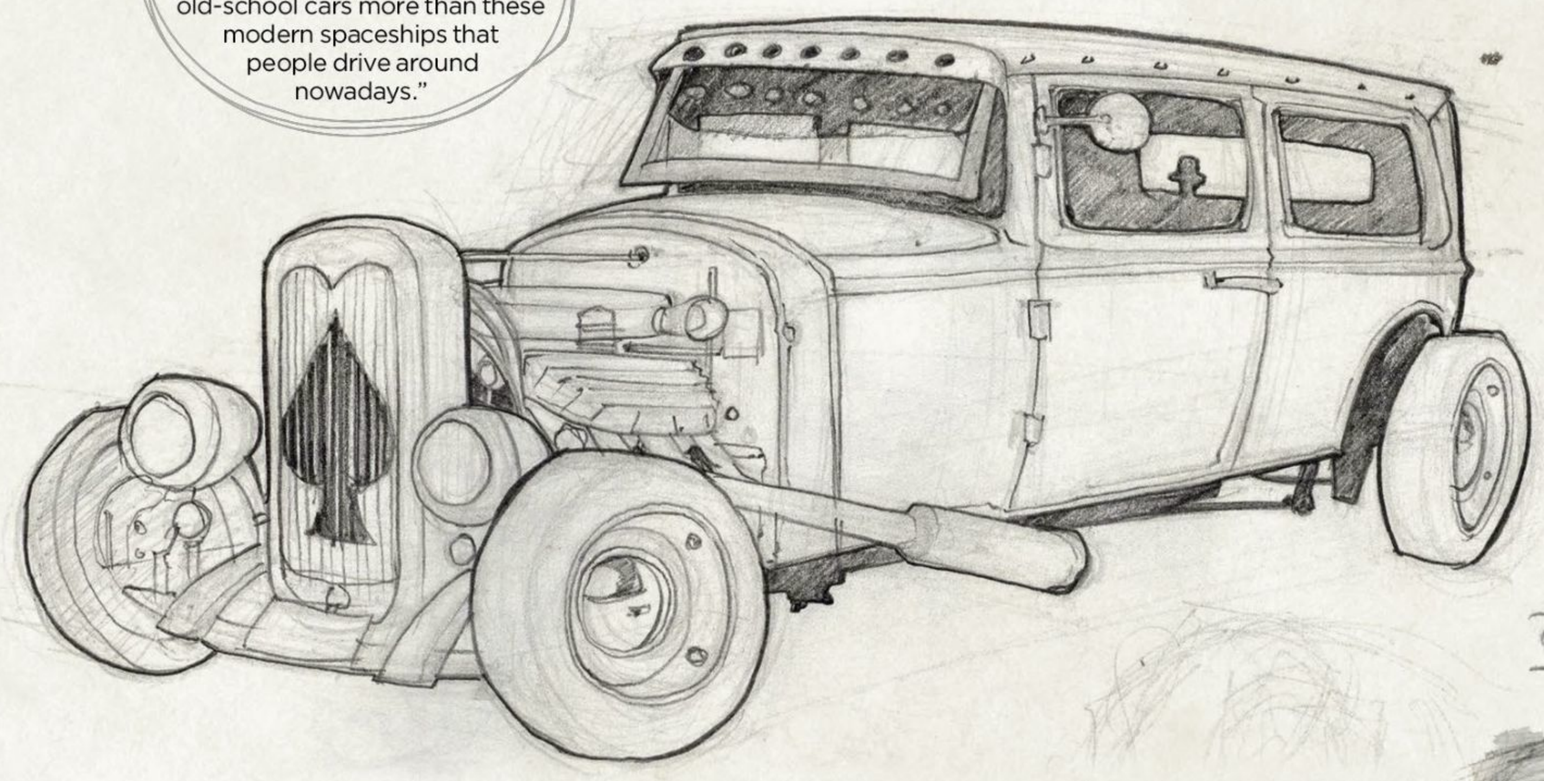
John was born and raised in Philadelphia, PA. His dad taught him everything he knew about art until he went off to study animation at the Art Institute of Atlanta. That's when he discovered digital art. Now John freelances for different clients in gaming, comics and more. He plans to set up his own company for the creation of intellectual properties for every entertainment medium.
johnnyrocwell.blogspot.com

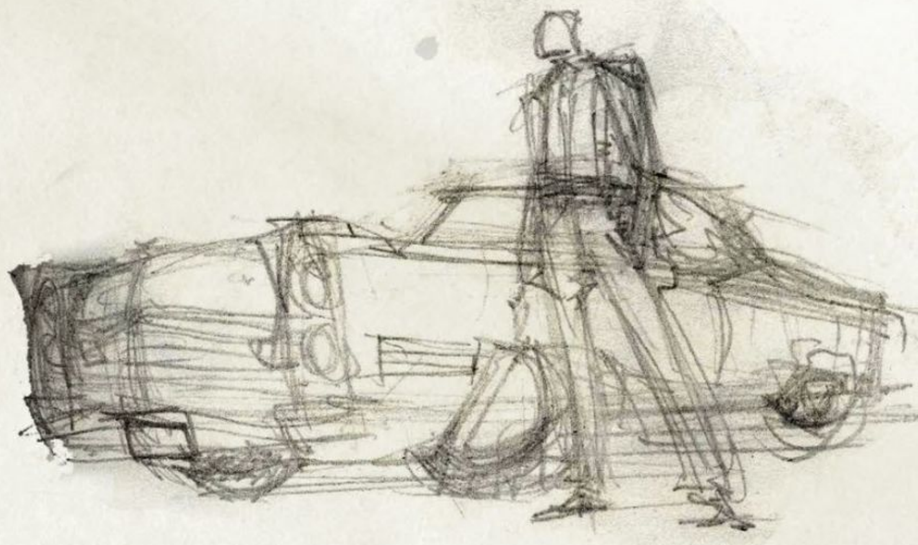
FACES

"To warm up, I used to just draw faces. Pages and pages of faces. In college I would just sit in the library and draw the people there. I got a lot of strange looks for that."

CARS

"I sketched this one while getting my oil changed and it kinda inspired more. I like old-school cars more than these modern spaceships that people drive around nowadays."

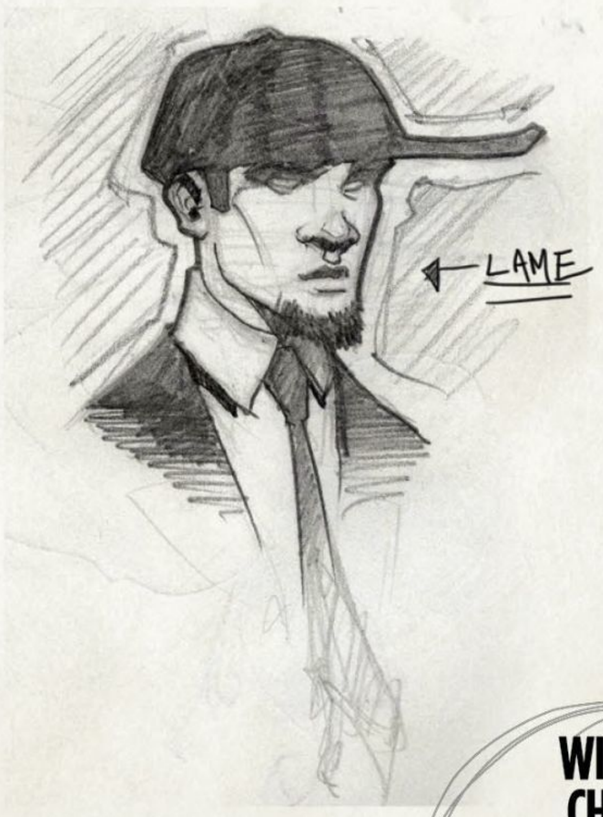


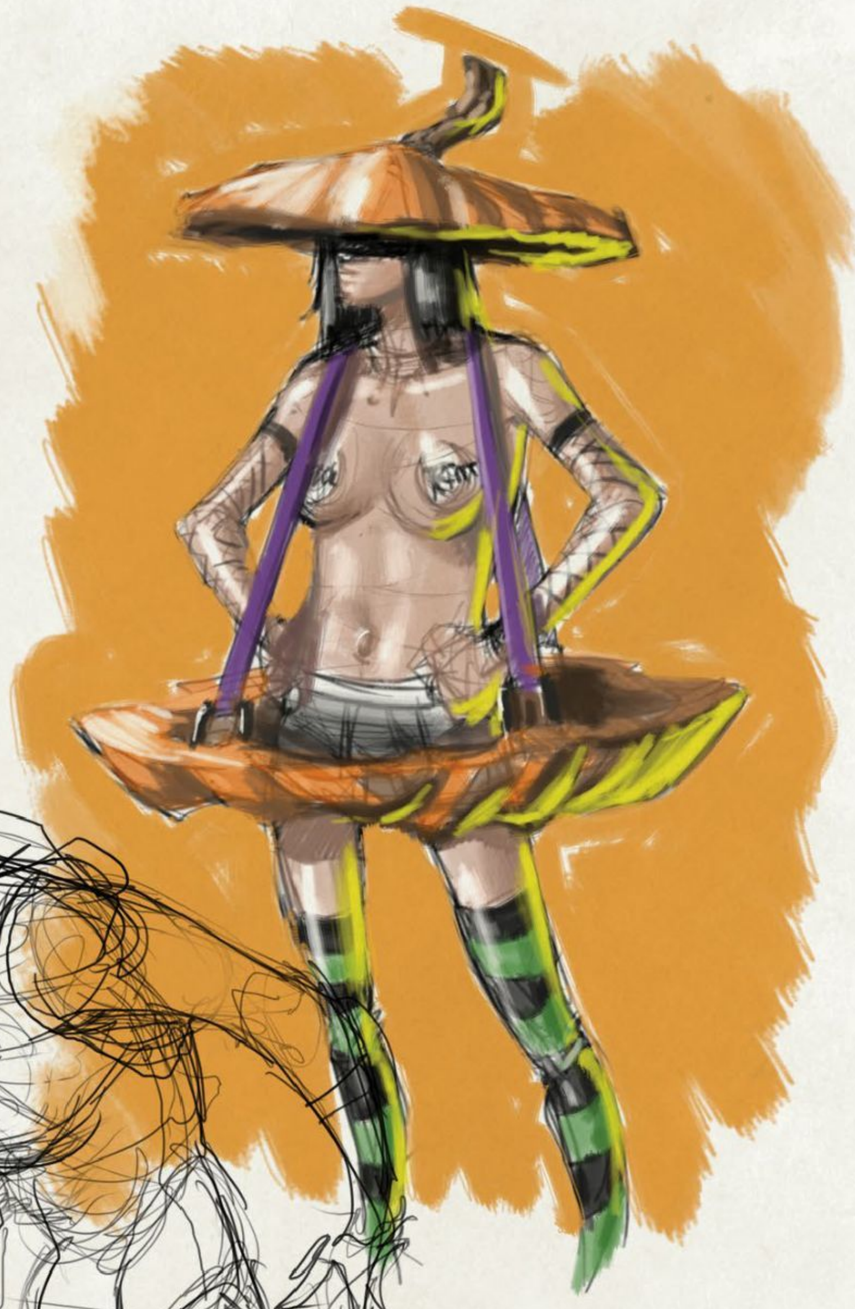


"I would just sit in the library and draw the people there. I got a lot of strange looks for that."

RANDOM CHICKS

"This was just my hand moving around while I waited for my little brother to take his college entry exams. The girl over on the right was actually there, but her head wasn't that small."

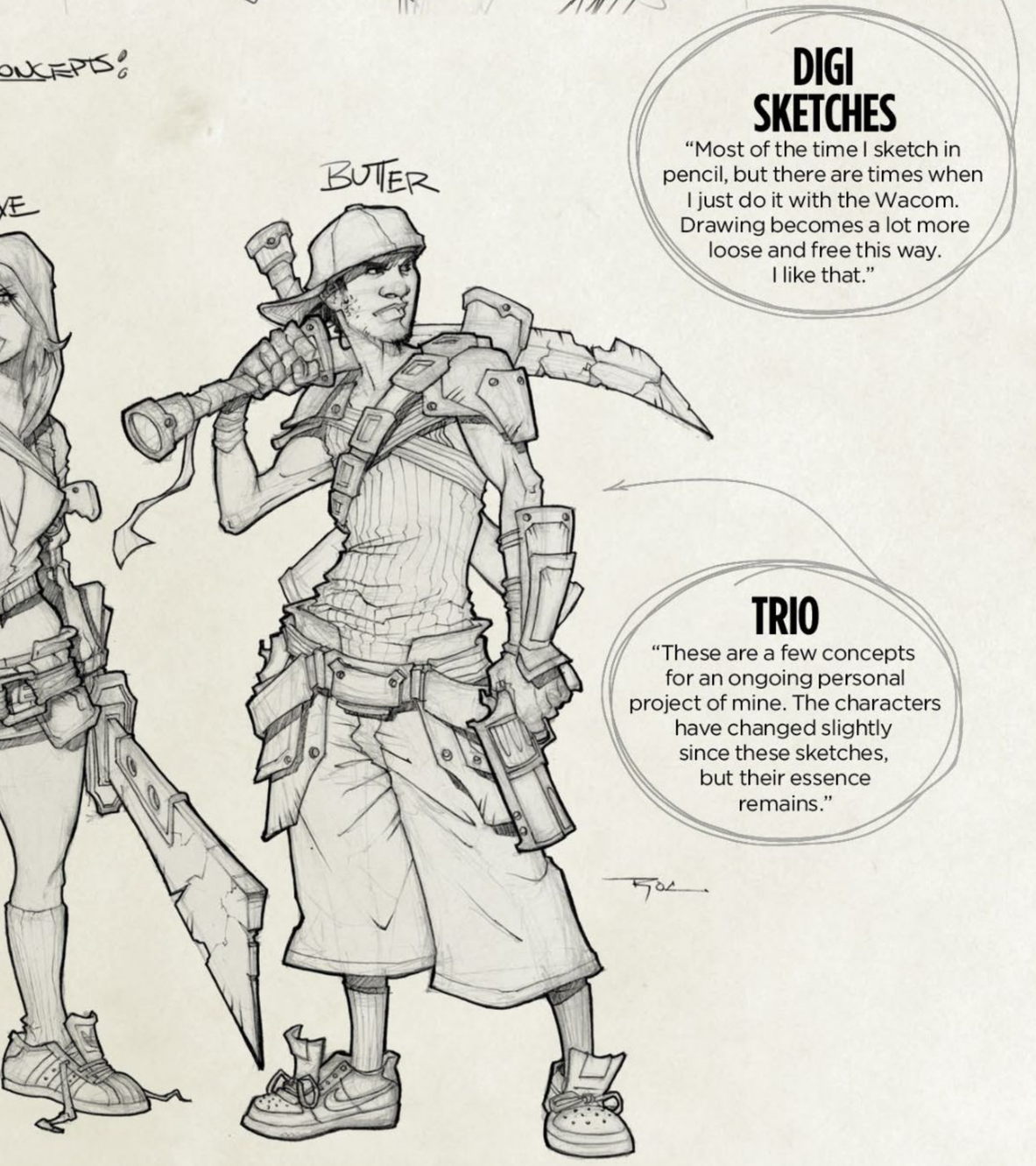




WISDOM CHASER

"This guy is a character in an upcoming project. The first attempt at the face looked too generic for me. Took a couple tries to get what I wanted. It's rare for me to go with the first attempt at a concept."

"Usually my thumbnails are so sketchy that only I know what they are!"



DIGI SKETCHES

"Most of the time I sketch in pencil, but there are times when I just do it with the Wacom. Drawing becomes a lot more loose and free this way. I like that."

TRIO

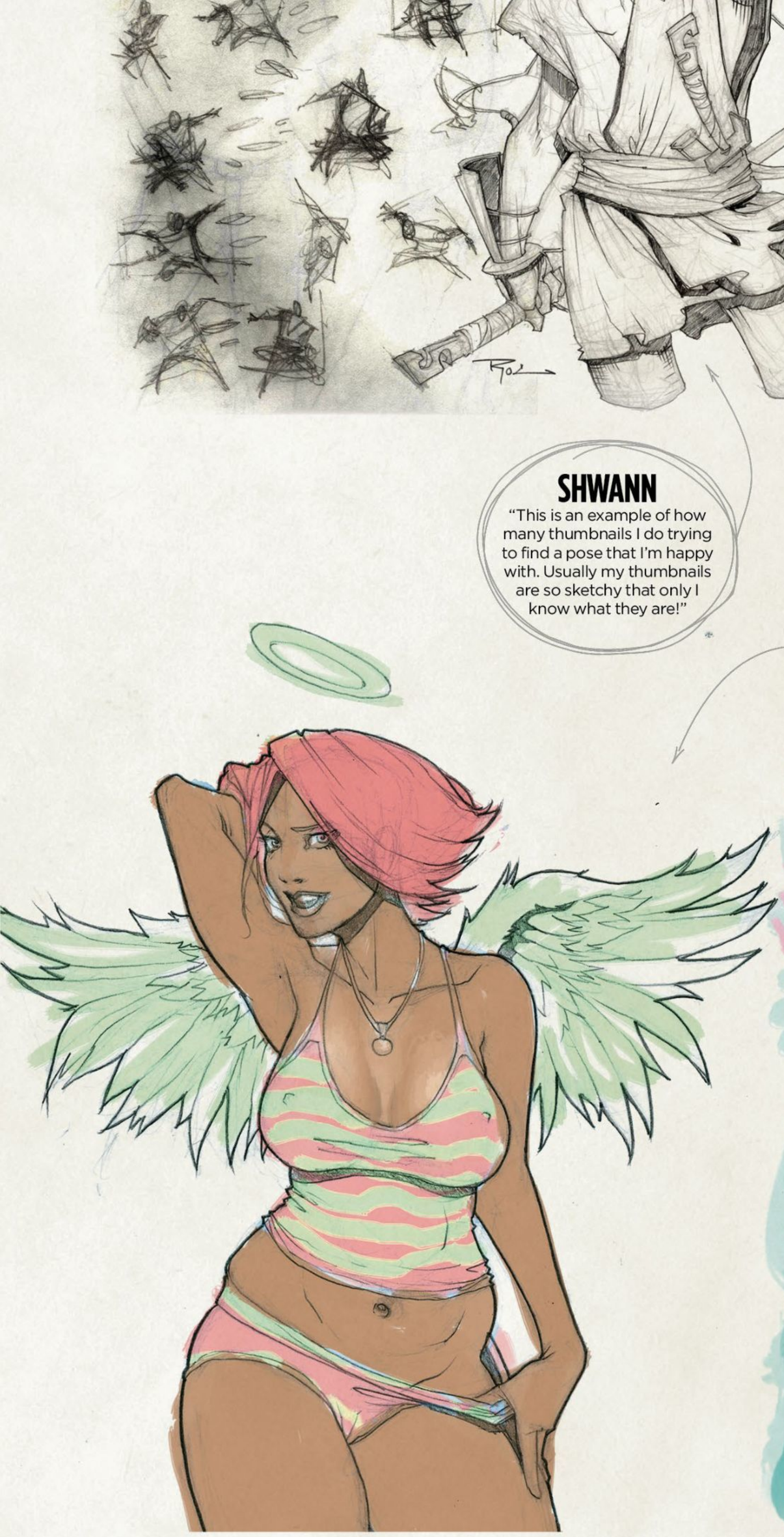
"These are a few concepts for an ongoing personal project of mine. The characters have changed slightly since these sketches, but their essence remains."

SHWANN

"This is an example of how many thumbnails I do trying to find a pose that I'm happy with. Usually my thumbnails are so sketchy that only I know what they are!"

COLOUR ANGELS

"These two were colour sketches. I tried to find the best way to utilise this pastel colour scheme. I like pastels, but I never use them in finished pieces. That's probably why these sketches never saw completion."



TAKU

"Here I was just warming up and getting a feel for a character that I'd be doing sequentials for. I do this for every new character that I draw."

Mingzhu Yang

Diverse fantasy characters are given a stylish Oriental touch in the hands of this Chinese artist

Artist PROFILE

Mingzhu Yang

Born and brought up in Wuhan province, China, Mingzhu studied illustration at Southwest University, Chongqing. She first worked for Tencent, a well-known Chinese IT company. Moving to its Shanghai studios, Mingzhu spent three years as a character artist. She has recently left work in China and aims to get further training abroad.

http://mingzhuyang.deviantart.com

Mingzhu Yang

"The patterns on their armour are based on those seen in traditional Chinese architecture"

CHARACTER DESIGNS

"Here's some concept art for a project that we're working on with an international group at the moment. The client wants to see a unique style that has never been explored in past works, yet they also want everything full of Chinese-influenced decorative and stylish details. These artworks are divided into three groups: hunters, priests and warriors. One of them is pictured with a mount, a mythological creature inspired by dogs and houses. The patterns on their armour are based on those seen in traditional Chinese architecture."

"I tried to use a calligraphic style in these works, while keeping realism in mind"

BEAST AND GHOST

"This is a poster created for one of my on-going projects. The client wanted me to create a floating character that resembled a ghost or elf. I chose to focus less on the lower part in favour of placing the emphasis on the upper half of the body. I painted African-style accessories around its ear and some industrial-looking patterns along the arms. It'll be fun to bring various design elements together on this character during the creative process."

DOUBLE BLADE

"This is a personal project I finished recently. The world for these characters is full of human and elves that follow a classic design. I tried to use a calligraphic style in these works, while keeping realism in mind. For me, it's fun to mix various styles within one character. "

Mingzhu Yang

Pawel Zawislak

No matter your style, shape or attitude, it's a unique personality that counts in the pages of Pawel's sketchbook

Artist PROFILE

Pawel Zawislak

Pawel is a Polish illustrator based in Sydney. Along with freelance work, he's spent the past few years creating storyboards and advertising visuals, with the ballpoint pen being his tool of choice. Pawel loves to create highly characterised art, and hopes for the chance to create character designs for a movie.
www.bit.ly/ifx-pzawislak

SATAN

"An old drawing from 2000 depicting Satan's life, full of torture and suffering. Yeah, right. Can I die now and go to Hell?"

GIRLS

"My goal was to come up with some extremely sexy, juicy, sultry girls. Those kinda girls some of us would die or kill for, which makes each of them potentially a perfect femme fatale character."

"Just another day with another monster sketch..."

GRUMPY OLD MEN

"Even though it's just a sketch, I wanted to tell the whole story of this fella. He's one heck of a character!"

BAD ASS DEMON

"A quickie of a bad-ass demon. Just another day with another monster sketch..."

CARICATURE

"He's a very sneaky, devious character. If he's around, you can be sure he has an eye on you."

"Enormous cascades of wrinkled skin are far more interesting to explore on paper than the smoothest of skins"

OLD

"I've always been fascinated by old people's facial features. Enormous cascades of wrinkled skin are far more interesting to explore on paper than the smoothest of skins."

INTELLIGENT CREATURE

"I wanted to bring something more thoughtful and intelligent to this character. Something a bit different than mere creepiness."

I WANT YOU TO BECOME A STRAIGHT EDGE

"As a veteran of Straight Edge philosophy I tend to draw lots of 'edge kids'. This one is just a goofy character that just happened to be edge. Well, a very big edge."

Pawel Zawistak

EXECUTOR

"An old ballpoint pen drawing depicting a merciless executioner and his victim. It takes a while to do this kind of rendering, but it's the kind I really enjoy doing."

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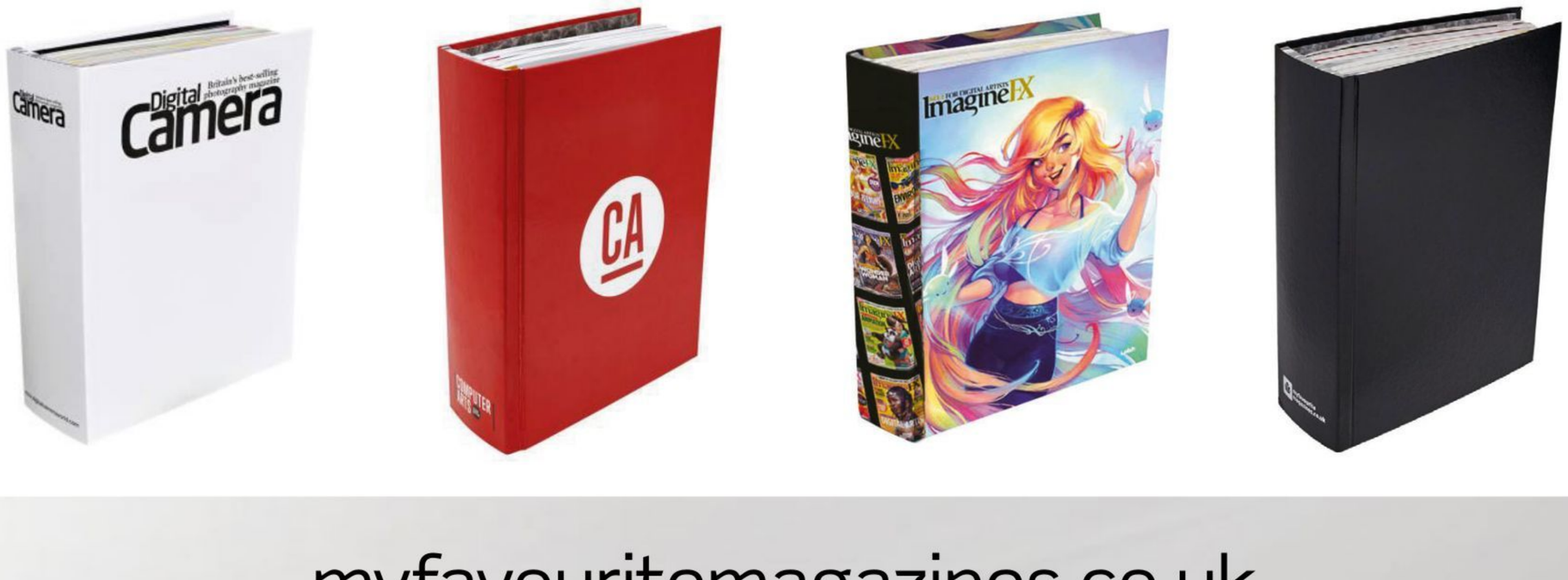

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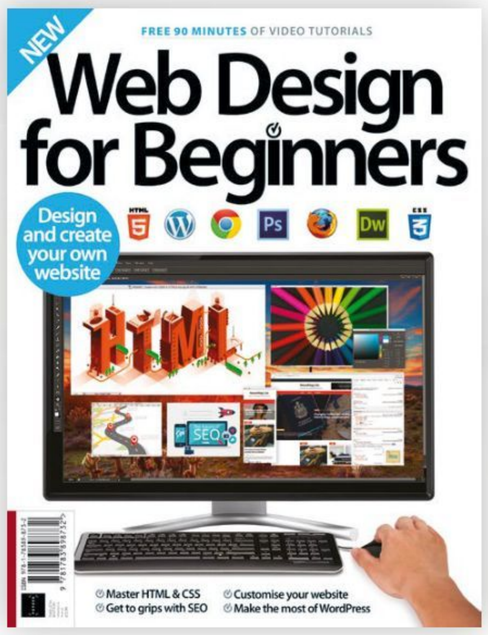

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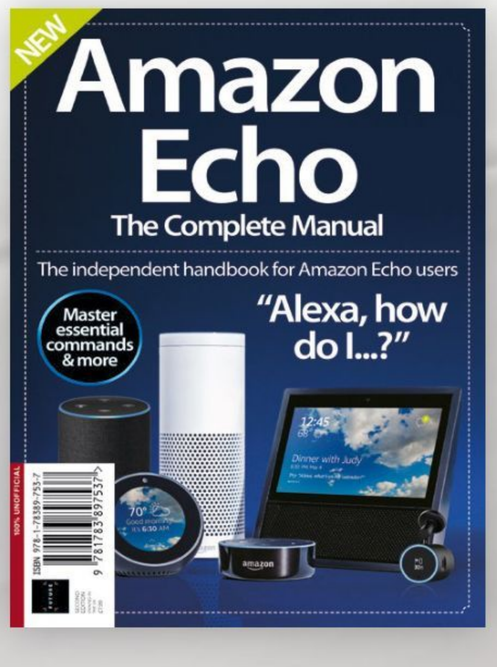

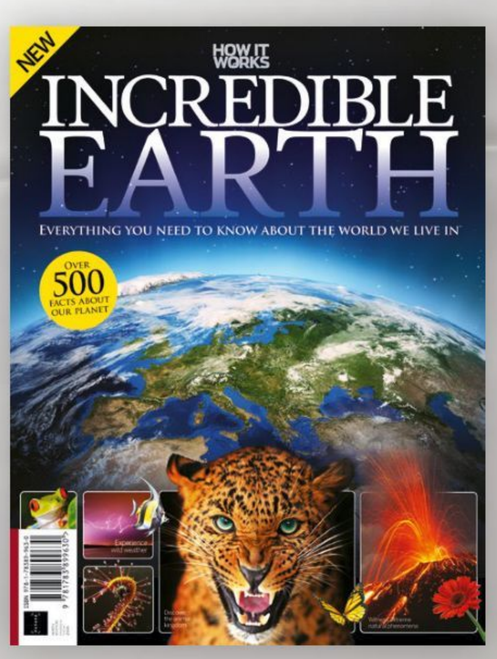

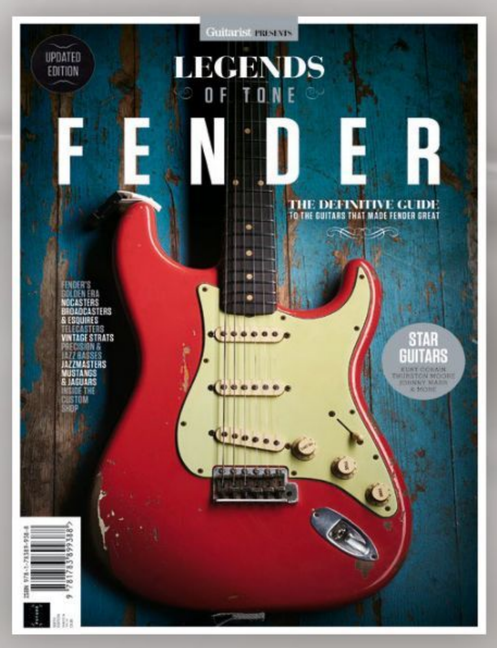

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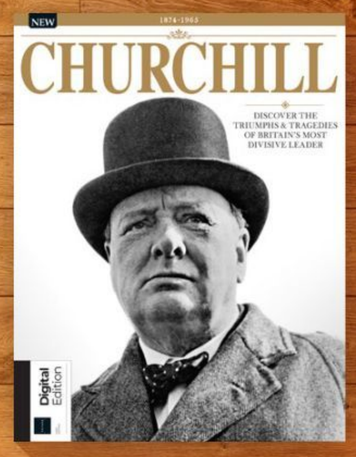

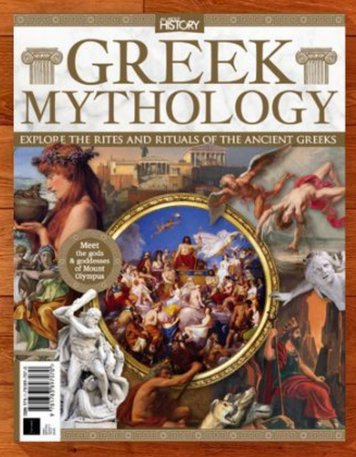

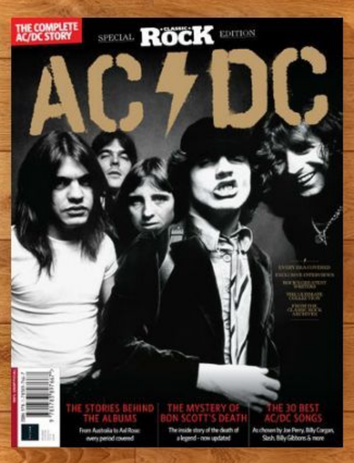

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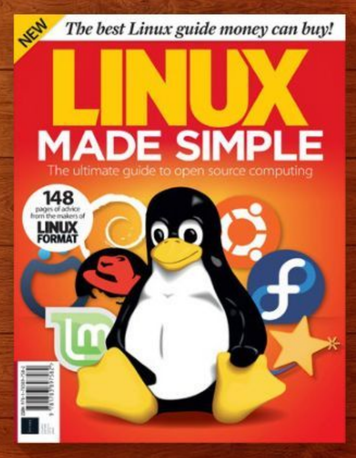

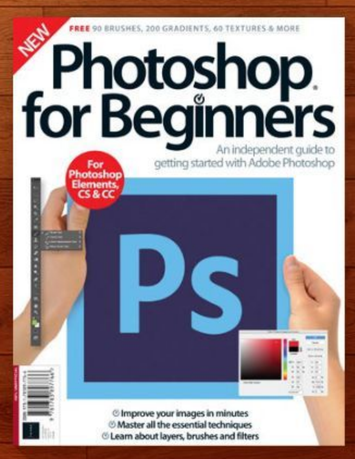

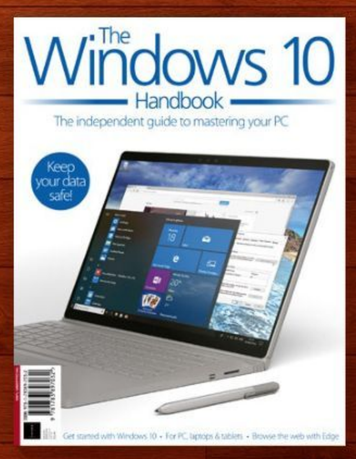

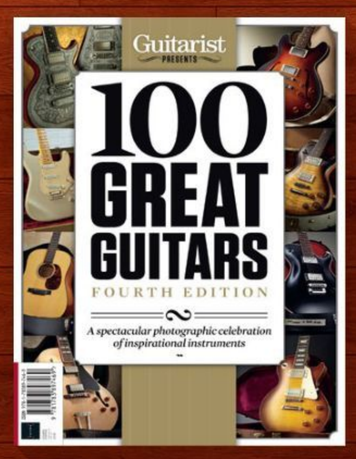

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