

# 20

Artist

Concept Art, Digital & Matte Painting Magazine  
Issue 014 February 2007 \$4 / €3.25 / £2.25

## Inside the Artist's *Sketchbook*

New series, delving deep into the sketchbooks, concepts and creations

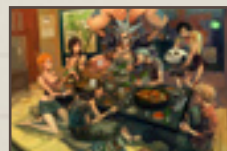
### *Articles*

Sketchbook with  
John Upchurch  
& Ghost in the Shell 2.



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Melanie Delon,  
JF Bruckner,  
Stephan Martinier  
& Arnold Tsang



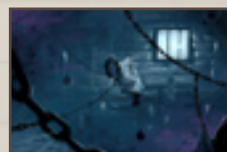
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Featuring Katarina Sokolova,  
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& More



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Amy Lee Portrait,  
Beautiful  
& Silent Prayer



### *Tutorials*

Custom Brushes,  
Painting Armour







## Editorial

Well. I'm pretty sure that this months mag is a record for 2DArtist. 130 pages and growing. The really good news is that as we feature minimal adverts thats pretty much 120ish pages of pure quality hand selected content to feast your hungry eyes upon. And, even better, this is the way things are

gonna stay. Its been a strange couple of months here at Zoo Towers... I seem to be emailing and interviewing artists in my sleep now, which is never good. Calling out artiosts names all night tends to annoy the neighbours...Anyway, I hope that our hard work is paying off and you will continue to support us as you have done just by purchasing this magazine today. Dont forget we also offer 6 and 12 month subscriptions at [www.2dartistmag.com](http://www.2dartistmag.com) with really good discounts available to those who sign up! Also, please keep your emails and suggestions coming in, we read and reply to every single one of them without fail. Also, apologies if you have emailed us recently and not recieved a reply, small technical error (entire email server blew up..) caused us a few problems which are now hopefully sorted. Anyway, enough babble from me. I'm off to dribble in a corner, muttering the phrase 'quality content' to myself over and over again... Ed.

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The much anticipated sequel

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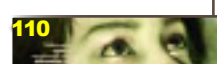
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### About us

Zoo Publishing Information & Contacts



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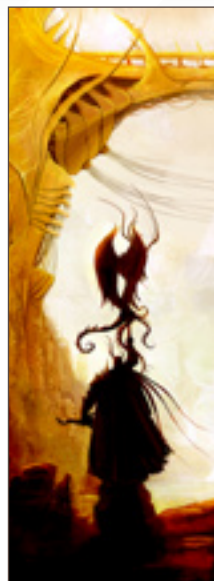
## Free Stuff!

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



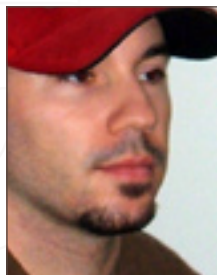
## Contributing Artists

Every month, many creatives and artists around the world contribute to 3DCreative & 2DArtist Magazine. Here you can read all about them. If you would like to be a part of 3DCreative or 2DArtist Magazines, please contact [ben@zoopublishing](mailto:ben@zoopublishing)



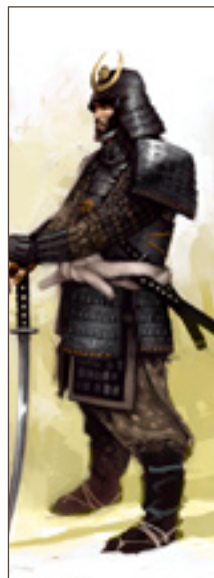
### JF Bruckner

Concept designer, illustrator, colorist and comic artist, Chambly France. Started with a pencil & a little later with Photoshop, 3DS Max, Lightwave & Maya. Self taught I began in the CG industry as a character designer and texture artist. I worked for a lot of companies (Delphine Software, Quantic Dream...) until I decide to go freelance. I work on comics, illustrations & concept art. [contact@jf-bruckner.com](mailto:contact@jf-bruckner.com) <http://www.jf-bruckner.com>



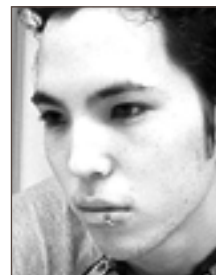
### Mike Corriero

Concept artist/ Illustrator > Freelancer > NJ, USA. Most of the work I do involves the creation of environments & creatures for video games. Some of the work I've done lately have included pre-visual concept sketches for Radical Entertainment, Card Game Illustrations for Breakaway Games & assets provided to Liquid Development. <http://www.mikecorriero.com> [mikecorriero@gmail.com](mailto:mikecorriero@gmail.com)



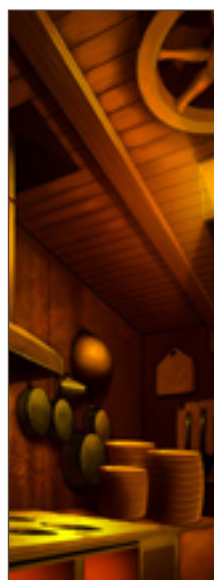
### Daarken

2D Illustrator/Concept Artist. USA. I began working in the gaming industry after graduating from the Academy of Art University, San Francisco, 2004. I have worked for Wizards of the Coast, Fantasy Flight Games, Widescreen Games, Digital Extremes, & BreakAway Games. <http://www.daarken.com> [daarkenart@daarken.com](mailto:daarkenart@daarken.com)



### Mikko Kinnunen

Artist, Team17 Software, UK I'm 24-years-old and I started out as an illustrator and 2d artist for mobile games. I've also worked as a freelance concept artist for companies such as KingsIsle Entertainment and Sucker Punch Productions. I'm currently working at Team 17 Software as a 2d/3d artist. [mikko\\_kinnunen@yahoo.com](mailto:mikko_kinnunen@yahoo.com)

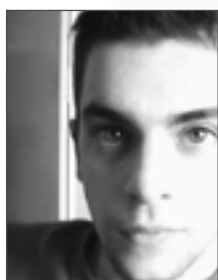


### Christign Gonzalez

2D artist, Freelancer & illustrator, Santiago, Chile. My first job was in High School, creating Short Comic-strips for a weekly publication. Finishing 90's. I started to work seriously like an Illustrator, but I change the pencils & watercolors for digital techniques in 2002. From that time, I've been working as a Graphic Designer, Illustrator and comic-artist. [invasor@invasorvisual.com](mailto:invasor@invasorvisual.com) [www.invasorvisual.com](http://www.invasorvisual.com)





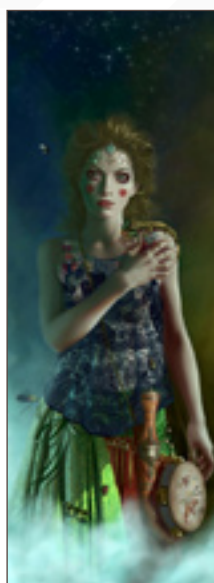


### *Rolando Cyril*

Freelance 2d artist /  
psychology student  
> Aubagne, France.

I started to draw two  
years ago. Little by  
little I found my own

style that I can't really define... quite melancolic,  
fantasy... or childish. I refused a lot of jobs  
& art propositions because of my studies of  
psychology. My artist career goals is to share  
more about my universe. Actually, my real goal  
is to be helped to have an artist career :]  
sixio@free.fr      <http://sixio.free.fr>



### *Melanie Delon*

I'm a freelance  
illustrator, (Paris,  
France), I usually work  
with Photoshop cs2  
, but all my sketches  
are done with Painter  
(with a Wacom). I discovered digital painting  
last year, since then i have become addicted to  
it. All subjects are interest, they just have to talk  
to me, but fantasy & dreamy subjects are my  
favorite.

esk@eskarina-circus.com  
[www.eskarina-circus.com](http://www.eskarina-circus.com)

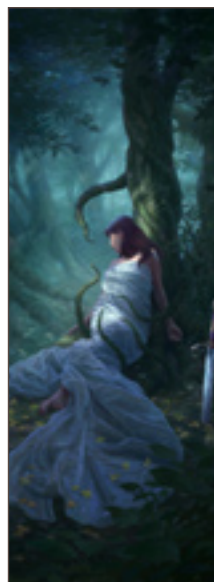


### *Richard Hilbury*

Have had a passion  
for drawing since  
being a couple of  
feet tall. Studied Fine  
Art & eventually was  
led into the realm of

computers several years ago. My brushes have  
slowly been dissolving in white spirit since the  
late nineties & now alas my graphics tablet has  
become their successor. Still sketch regularly &  
now balance my time between 2 & 3D although  
drawing will always be closest to my heart.

ibex80@hotmail.com



### *Christophe Vacher*

Illustrator, Concept  
artist & background  
painter. North  
Hollywood, USA.


I work with both  
traditional & digital  
mediums. I have been working in the animation  
& movie industry for more than 16 years, mainly  
for Disney Feature Animation & Dreamworks.  
I started working with Photoshop on Disney's  
"Dinosaur" in 1996. I also do book covers &  
personal work for Art Galleries.



## *Would you like to Contribute to 3DCreative or 2DArtist Magazine?*

We are always looking for tutorial artists, gallery submissions, potential interviewees, making of writers and more. For more information, send a link to  
your work here: [warin@zoopublishing.com](mailto:warin@zoopublishing.com)





interview with

# MÉLANIE DEILON

*"Love is the most  
important thing to me,  
it's the reason why I'm  
painting and my sad  
stories are probably  
illustrations of my  
fears..."*

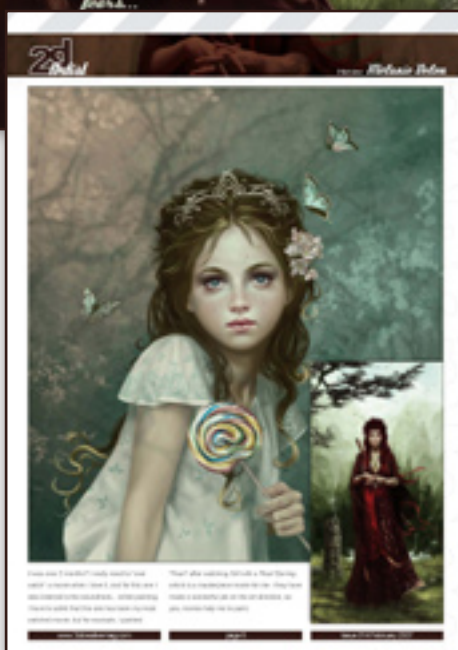


# MÉLANIE DELON

10  
TOTAL PAGES



*"Love is the most important thing to me, it's the reason why I'm painting and my sad stories are probably illustrations of my fears..."*





# totalTextures

v4: r2

## Humans & Creatures

The Original Total Texture collection was created in 2001, utilising the best methods and technology of the time. Since then, techniques and technology have both moved forward, and here at 3DTotal we felt that although the original collection is still widely used and highly regarded among artists and studios of all calibers, it was time for an update...

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

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

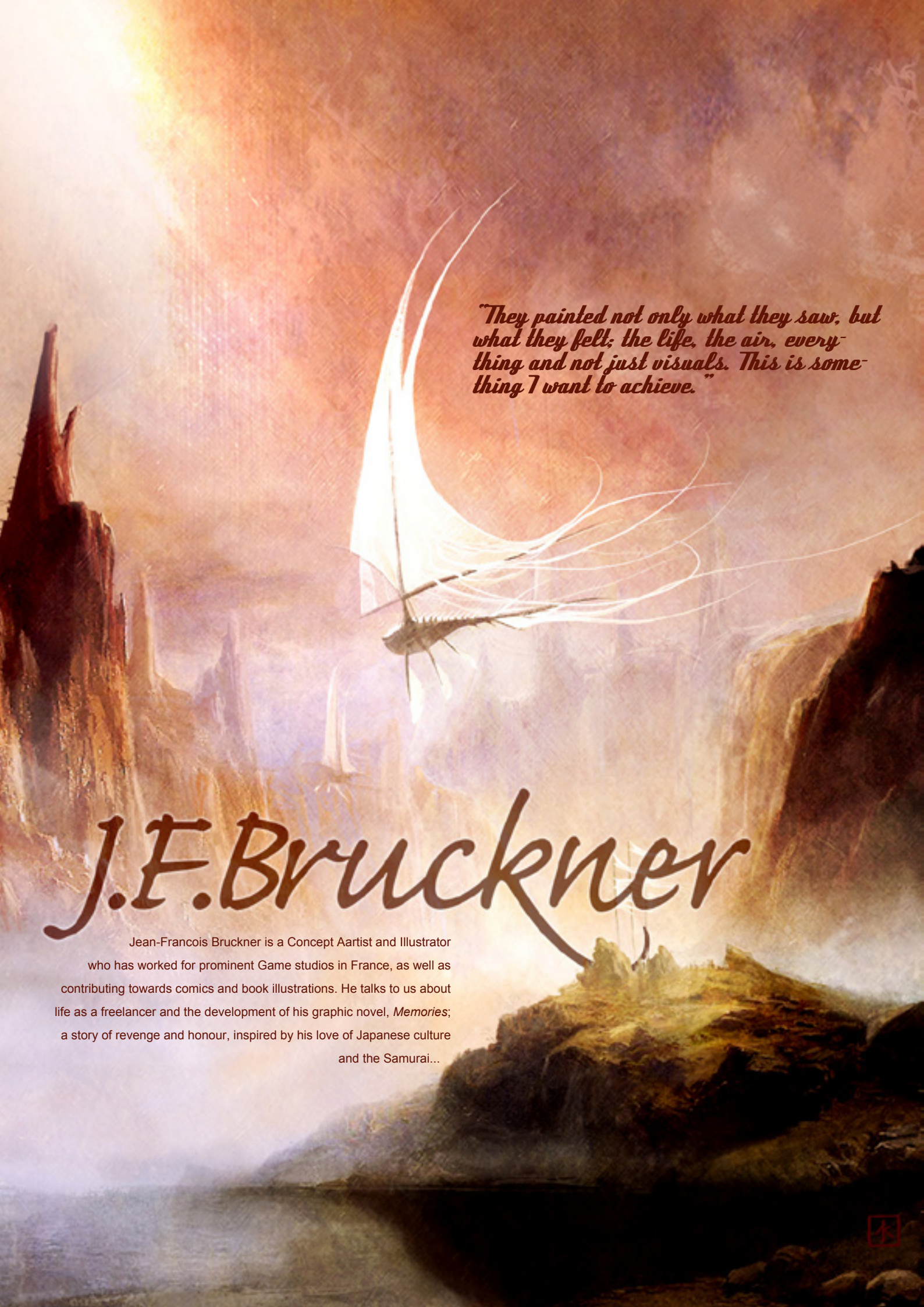


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*"They painted not only what they saw, but what they felt; the life, the air, everything and not just visuals. This is something I want to achieve."*

# J.F. Bruckner

Jean-Francois Bruckner is a Concept Artist and Illustrator who has worked for prominent Game studios in France, as well as contributing towards comics and book illustrations. He talks to us about life as a freelancer and the development of his graphic novel, *Memories*; a story of revenge and honour, inspired by his love of Japanese culture and the Samurai...





# J.F. Bruckner

7  
TOTAL PAGES



Time to try to learn another medium. But I'm really interested in all the new techniques that appear now. It is so amazing what progress can be seen in the CG universe.



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





*"I am now very comfortable with Photoshop. I think I have developed a technique that is very personal."*

# Stephan Martinier

Stephan is a veteran concept and digital painting artist. His portfolio shows an immense variety and imagination of a career which has spanned film, television, animation, theme park attractions and more...

Image : Charles Tross - Singularity Sky & Iron Sunrise.



# Stephan Martiniere

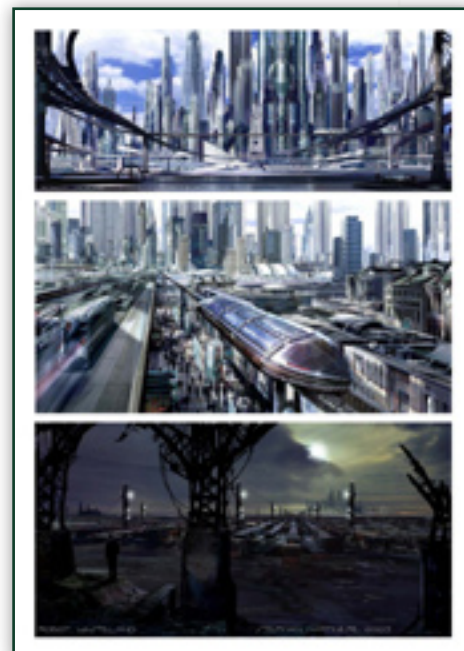
# 10

TOTAL PAGES



*"I am now very comfortable with Photoshop. I think I have developed a technique that is very personal."*

*"I am now very comfortable with Photoshop. I think I have developed a technique that is very personal."*







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*"He would  
always find  
a way to  
make every  
character  
in the piece  
do something  
rather than  
idle there,"*

# ARNOLD TSANG

Arn to his friends current pumps his conceptual juices from 9-5 for a South Korean games company and then lets them flow again later for Udon Crew Comics. We ask about these juices, why viewers just want to soak them up and how he stops them from running dry!



# ARNOLD TSANG

# 5 TOTAL PAGES



Dive into 3D!



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*"I personally don't spend too much time on a piece because I start to over think it and lose sight of my original idea."*



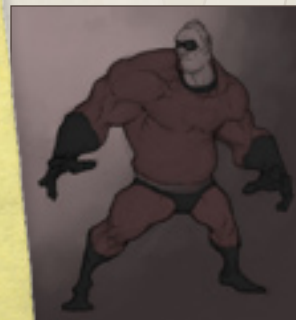
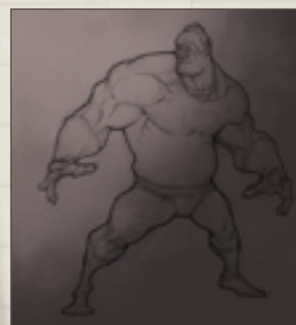
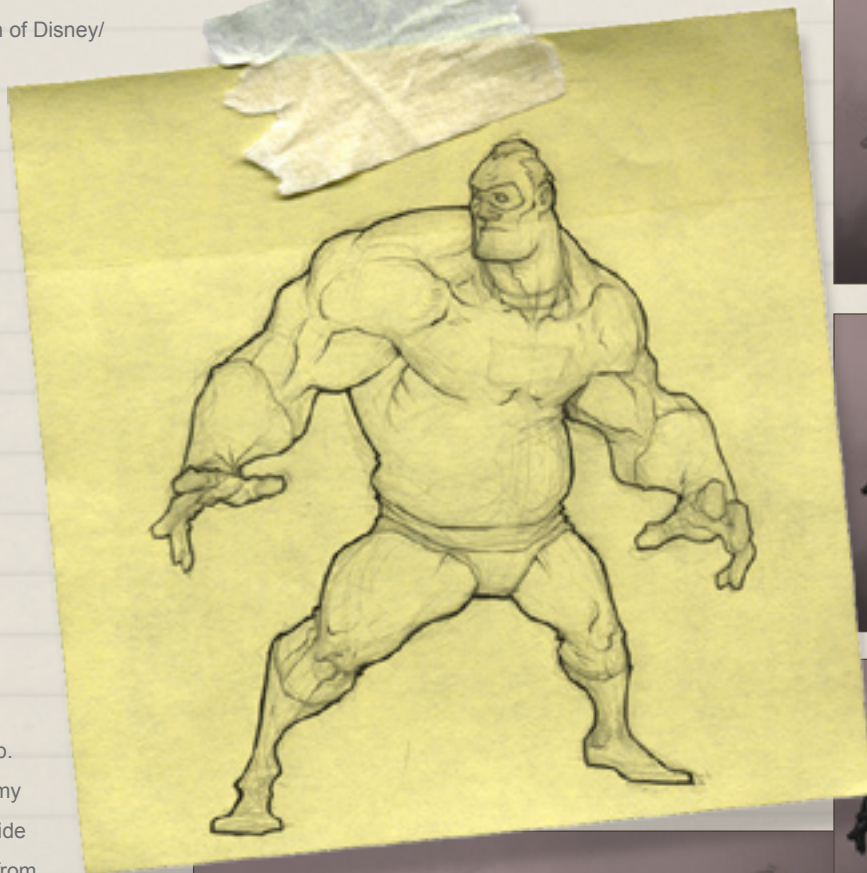
# *the Sketchbook* *of John Upchurch*

USA born artist John 'Roc' Upchurch, reveals the secrets behind his "comic book-ish" painting style. This month we delve into a collection of sketches from a concept artist for a video game company, called Rapid Reality, in Georgia. John mostly uses Photoshop to paint over his pencils, using a 2H to start and a 2B to finish.



## *Mr. Incredible*

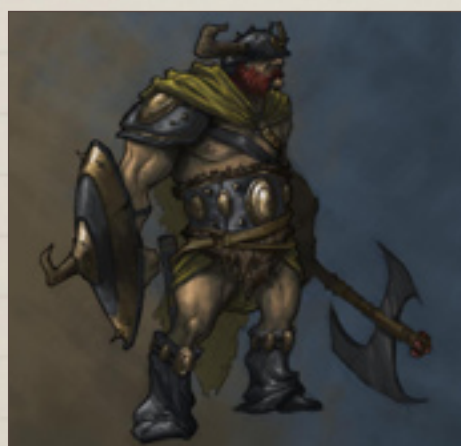
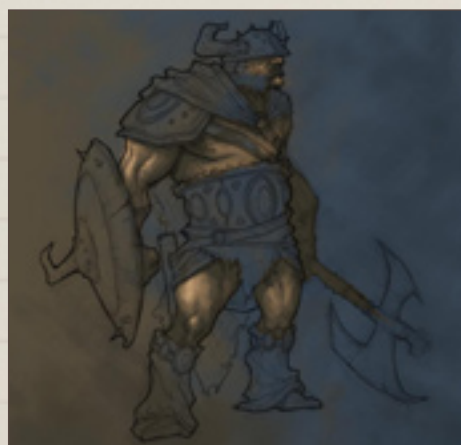
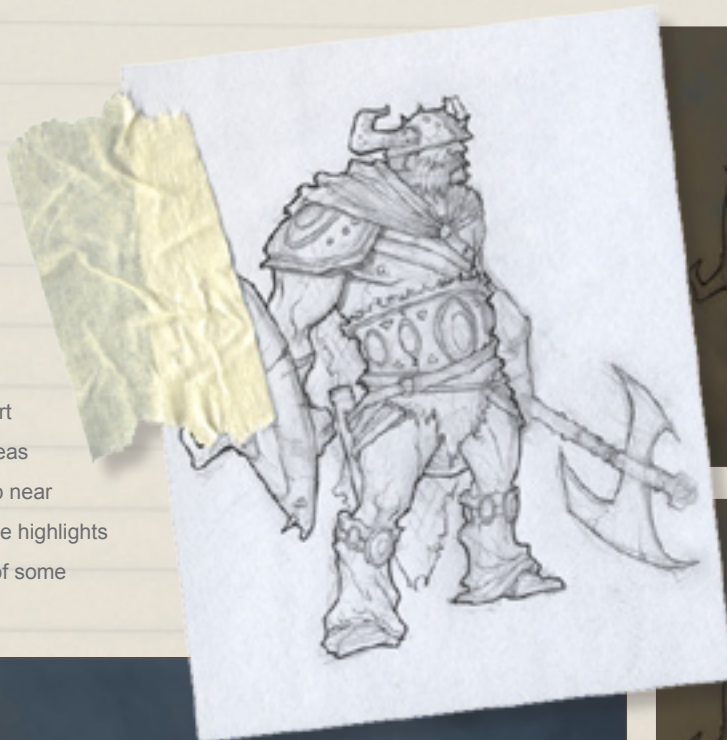
Mr. Incredible is a interpretation of Disney/Pixar's Mr. Incredible. I chose to do a different take on Mr. Incredible. It's more the way I would've designed him. A little rougher, exaggerated muscles, things like that. I started this off pretty much the same as every piece I approach. I had an idea and started thumbnailing the pose, trying to get the gesture right. Then I penciled in my idea. I always keep my pencils rough and sketchy looking. I do this because I like to see the construction of the drawing even after it's finished. Now I bring my pencils into Photoshop. The first thing I do is lay down my background color and then decide where I want the light to come from. The lighting helps me to determine the mood and overall feel of the piece. When I have a determined light source at the beginning, it helps everything else to fall into place. Next I start painting in the darkest colors I want to use so that I can build the light up from the shadows. Then I begin to lay down lighter colors. Here, I am basically sculpting out the forms using light. I tend to stay rough and sloppy at this point, not worrying about clean-up or fine details until the end. when i get a good feel for the form and the lighting, I add my highlights, reflective lights, and any of the smaller details or fixes that need attention. And that's pretty much it. I personally don't spend too much time on a piece because I start to over think it and lose sight of my original idea. I get to a level where I feel I've gotten my point across and I'm done. . . .not always satisfied. . .but done. I take whatever I've learned from the experience and move on to the next. I still end up feeling as if there's never enough time to get all the ideas I have in my head, out onto the canvas. . . .but I try.





## Galekeeper

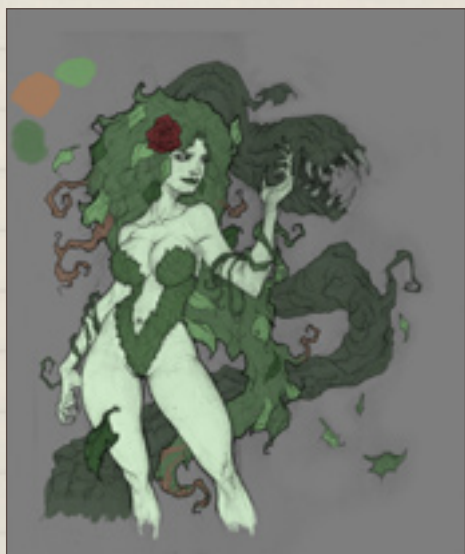
I started this one the same way I did "Mr. Incredible". I brought my pencils into Photoshop, threw some background colors down and my dark base color. I chose to start with just the skin and then work my way to the other parts of the character. Now I determine my light source and start painting it in. I rough out all the areas the light hits, and then tighten it up near the end. As soon as I slap on some highlights and final detail work, to the point of some satisfaction, I'm out.



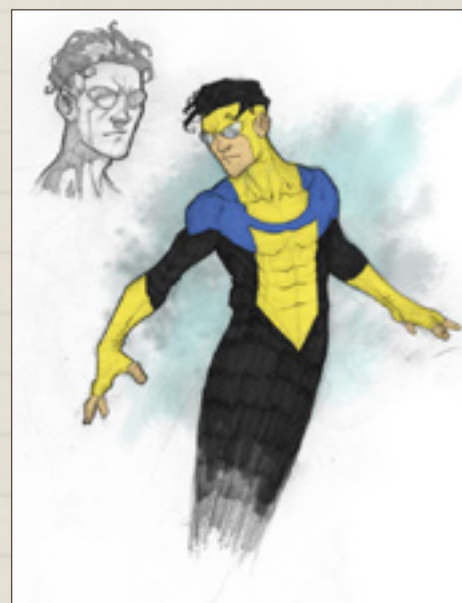


## *Poison Ivy*

This was my interpretation on D.C.'s Poison Ivy. For some reason, this one was really frustrating. I didn't know what I wanted to do with the background, so i just painted it solid grey for the moment. Then I chose a middle ground between light and shadow as my base colors. At this point I begin to add my lighting. I didn't really like the direction it was going in, and I eventually got bored. It was never finished.







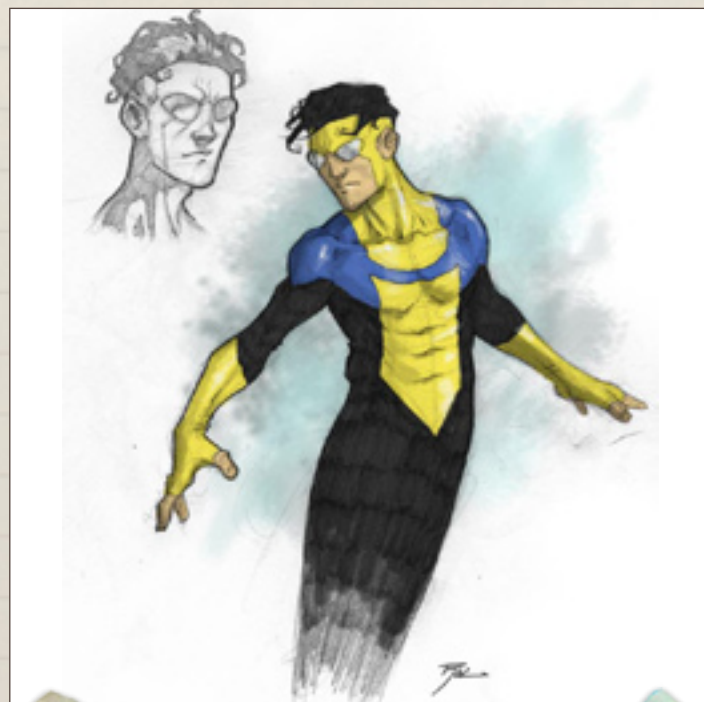
### *Invincible and Pulp Fiction*

These sketches were done pretty quickly. The invincible piece was just for fun, and the pulp fiction characters was for a project I was working on at the time. I sketched these up and painted them in Photoshop similar to the way I did "Poison Ivy". I wasn't really going for masterpieces here, so they served their purpose.

### *John 'Roc' Upchurch*

For more information please visit : <http://johnnyrocwell.blogspot.com/>  
or contact : [johnnyrocwell@gmail.com](mailto:johnnyrocwell@gmail.com)

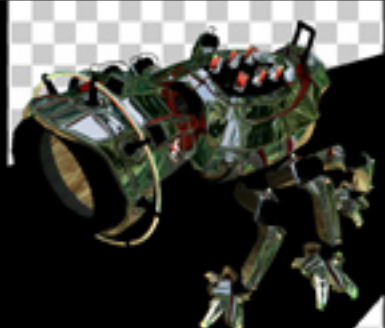
Article Devised & Collated by : Warin Greenway



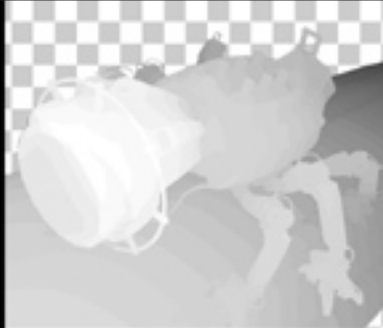




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*"If our gods and our hopes  
are nothing but scientific  
phenomena, then it must  
be said that our love is  
scientific as well."*

Villiers de L'Isle-Adam "L'Eve Future"

# GHOST IN THE SHELL 2: *INNOCENCE*

Nine years ago, writer/director Mamoru Oshii's widely influential "Ghost in the Shell" burst onto the international film scene, becoming one of the most successful anime films of all time. Now, Oshii returns with the long-awaited sequel "Ghost in the Shell 2: Innocence."



# GHOST IN THE SHELL 2: INNOCENCE

16  
TOTAL PAGES



With this film, I hope to reflect upon the uneasiness that pervades the world today. Under such conditions, what is the meaning of human existence?





IMAGE BY ZBRUSH ARTIST ALEXEY KUZNETSOV



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In Association with



2DArtist Magazine introduces the new 'Challenge' Section of the mag. Every month we will run the Challenges, available for anyone to enter, for prizes and goodies from [www.3dtotal.com](http://www.3dtotal.com) shop and to also get featured in this very magazine! The 3D Challenge runs in the threedy forums and the 2D challenge in the conceptart forums, links to which can be found inside! Here we will display the winners from the previous months challenges:

# Highland Cow

## Stylised Animal Challenge



## Highland cow

### Stylised Animal Challenge

Welcome to the Stylized Animal Monthly Challenge. Each month we will select an animal and post some images in the [www.conceptart.org](http://www.conceptart.org) Forum Thread as reference. All you have to do is create a 2D Image of this creature in a stylized/abstract/cartoon style whilst keeping your creature instantly recognizable. We wanted to publish some content in 2DArtist Magazine on how to create stylized animals such as you see in the many feature films and cartoon galleries. We thought this regular competition might bring in just the images/ making ofs we need whilst giving away great prizes and exposure. If it's a success we will start to boost the prizes up as much as possible! Last months 'Animal' was the 'Highland Cow'. You can see the top 10 placed entries, as voted for by the public.

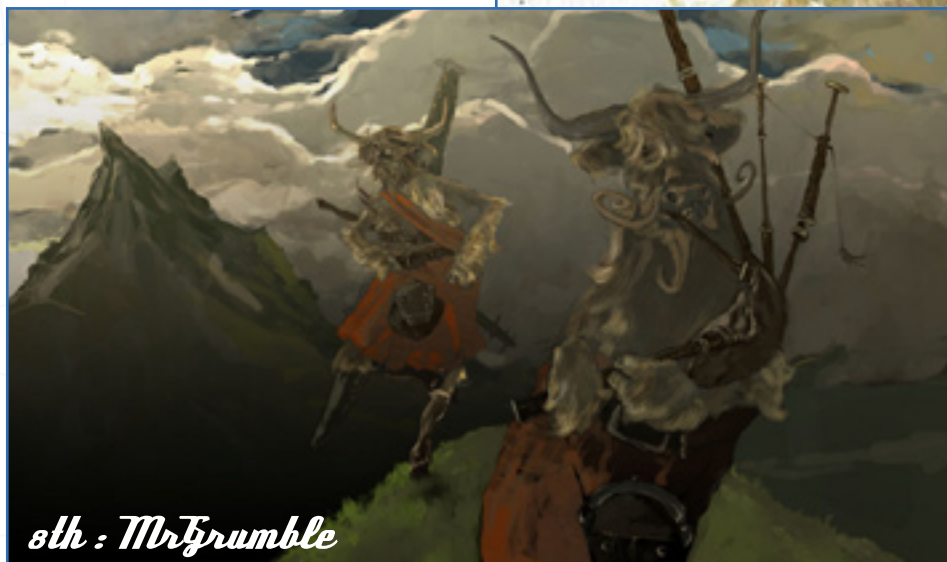
### *What are we looking for?*

Funny and humorous entries which break the animal down to its most recognizable components, emphasize these in whichever ways you think best and render your stylized/ abstract/cartoon masterpiece. The rules are pretty laid back, please submit 1x3d render,

10th : *Fiole*



9th : *Njord-Ess*



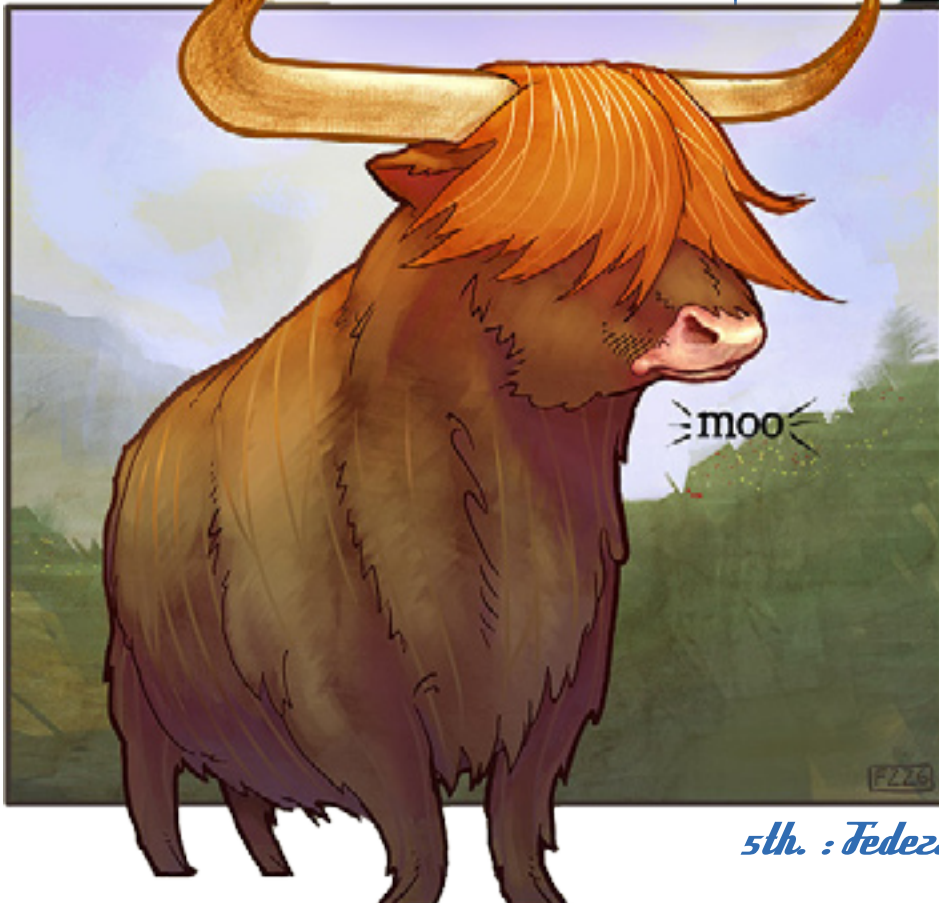
8th : *MrFrumble*

minor post work is ok, its up to you if you want to have a background, include some graphical elements or text on your image. Renders of the 800 pixel dimension sound about right, but the top 10 will be featured in 3DCreative Magazine so if you can create some higher res images too all the better. There will be 1 comp per month, with the deadline being the end of the month GMT. For a valid entry, just make sure your final image is posted in the main competition thread before this time. We require the top 3 winners to submit 'making of' overview articles that



6th. : *Guntbrouwer*

7th. : *Hookswords*



5th. : *Fedezz*

will be shown on either 3DTotal or 3DCreative Magazine , these need to show the stages of your creation, different elements and some brief explanation text, of why and how you did what you did. We will format this into some nice looking pages to give you some great exposure and us some quality content. Each competition will have one main thread that starts with the brief at the top. This is where all entrants post all WIPs give feedback and generally laugh at the crazy ideas that are emerging each month.





3rd : Entroid



4th. : Eric Lofgren





The Challenge now at the Voting Stage is  
*"Octopus"*

The Current Challenge taking place is:  
*"Camel"*

To Join the next challenge or view previous and  
current entries, visit

[www.conceptart.org](http://www.conceptart.org)

or for the 3D Challenge

[www.threeddy.com](http://www.threeddy.com)

or contact

[ben@zoopublishing.com](mailto:ben@zoopublishing.com) For more information

*2nd : Shaoshao*

*1st : Chuck\_Mate*

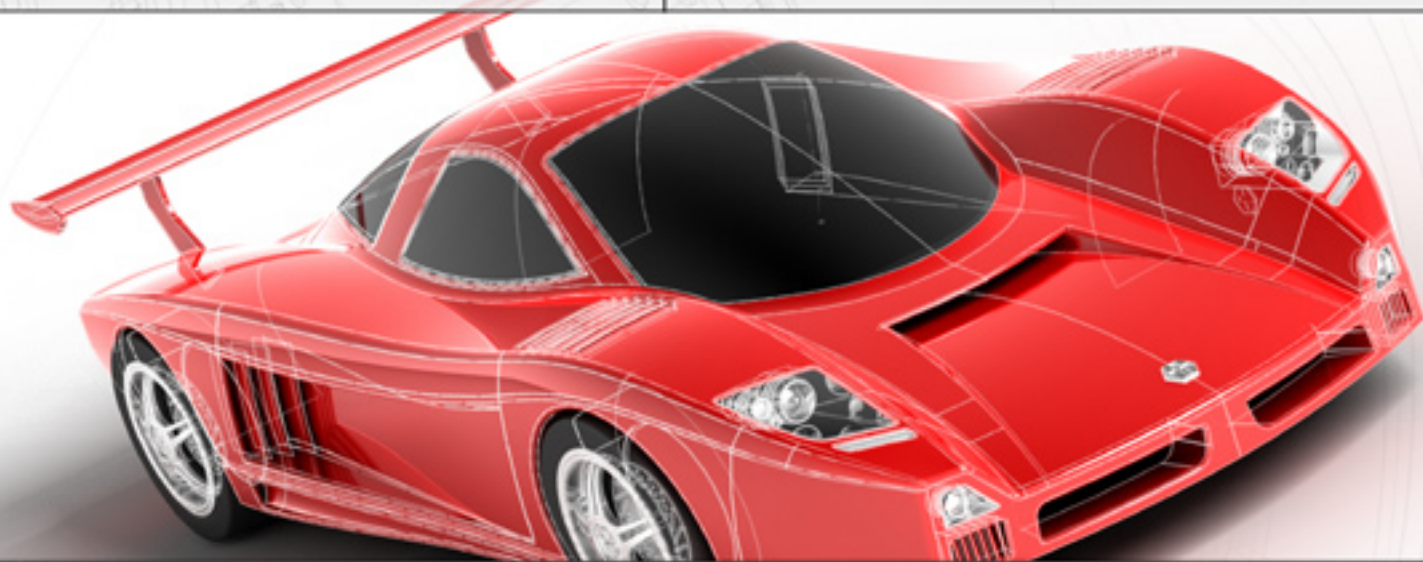






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10 of the Best *The Galleries*

Katarina Sokolova

Adam Vehige

christophe vacher

Tobias Trebeljahr

Adrian Baluta

Eric Pira

Adele Lorientne

Carlos Cabrera

Lukas Jevcak

B. Börkur Eiríksson

# GALLERIES



# Galleries

9  
TOTAL PAGES



Katarina Sokolova, Adam Vehige  
Christophe vacher, Tobias Trebeljahr  
Adrian Baluta, Eric Pira  
Adele Lorientne, Carlos Cabrera  
Lukas Jevcak , B. Börkur Eiriksson





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# Custom Brushes

The background of the entire page is a complex collage of various textures and images. It includes a large, rusted metal structure, possibly a ship's hull or industrial machinery, with a dark, textured interior. There are also images of a bridge, a large crane, and various natural elements like trees and birds. The overall color palette is dominated by browns, greys, and muted greens, giving it a gritty, industrial feel.

In the second part of this tutorial we will show you how to use Photographs online to produce a custom brush. Then showing how to take the brush and apply a custom texture.



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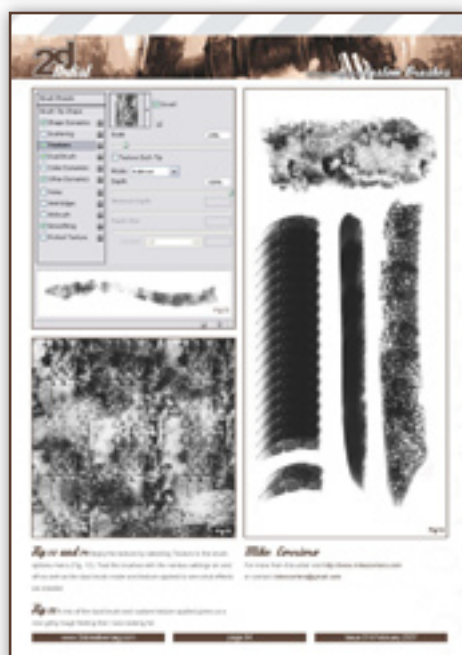
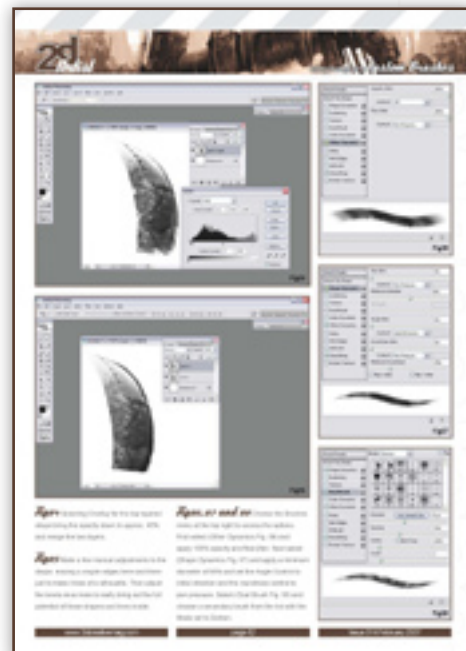
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# Custom Brushes

## 6 TOTAL PAGES

In the second part of this tutorial we will show you how to use Photographs online to produce a custom brush. Then showing how to take the brush and apply a custom texture.





# THE SKILLFUL HUNTSMAN

visual development of a Grimm tale at Art Center College of Design

Foreword by John McCarty



KHANG LE MIKE YAMADA FELIX YOON SCOTT ROBERTSON

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

This Month; *The Skillful Huntsman*. Entertainment Design Director at the Art Center College of Design, Scott Robertson said, "Several years ago it struck me that people would be interested to witness the creative visualization process we undertake within the entertainment design discipline." His interest in education and his desire to share the amazing things that were occurring in his studio classes at Art Center led him to the creation of this magnificent book.

A tale from the Brothers Grimm provides inspiration for three gifted students from the world-renowned Art Center College of Design in Pasadena, California. For

fourteen weeks, Khang Le, Mike Yamada, and Felix Yoon were guided by their instructor, Scott Robertson, to create original design solutions for the environments, characters, props, and vehicles found within *The Skillful Huntsman*. The trio's sketches and full-color renderings thoroughly document the creative process of concept design, revealing a host of intriguing places—from sci-fi cities to castles—and people—from giants to royalty. A running dialogue between Robertson and his students also lets readers in on the behind-the-scenes action of one of the world's leading entertainment design schools, as they discuss the ideas and techniques used to create this stunning collection of artwork. This exciting book surpasses the typical story-art book in that it takes the reader on a step-by-step journey in the creation of a fully realized vision. Using digital and traditional media, the artists and Robertson reveal some of their visual tricks of the trade. A must for artists, aspiring entertainment designers, comic aficionados, and anyone interested in the creative process, *The Skillful Huntsman* offers insight into the mysterious world of the imagination.



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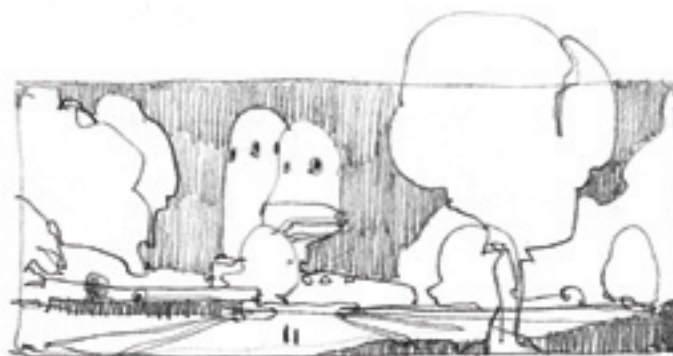
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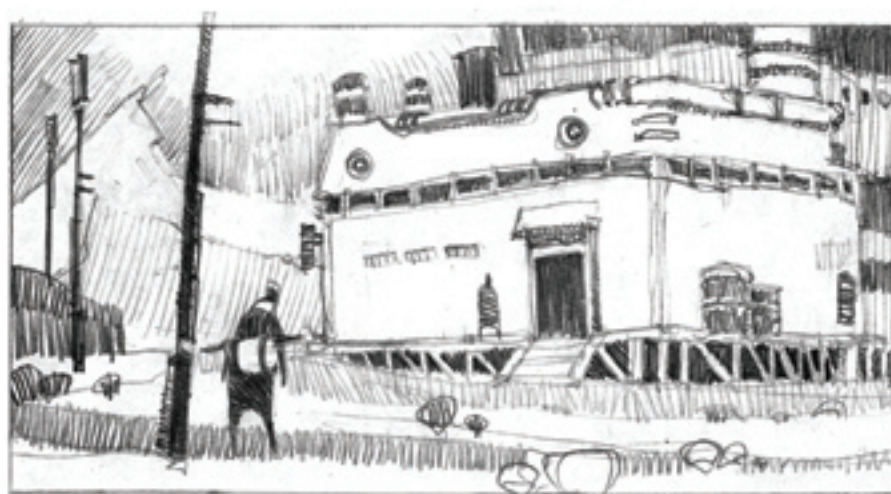




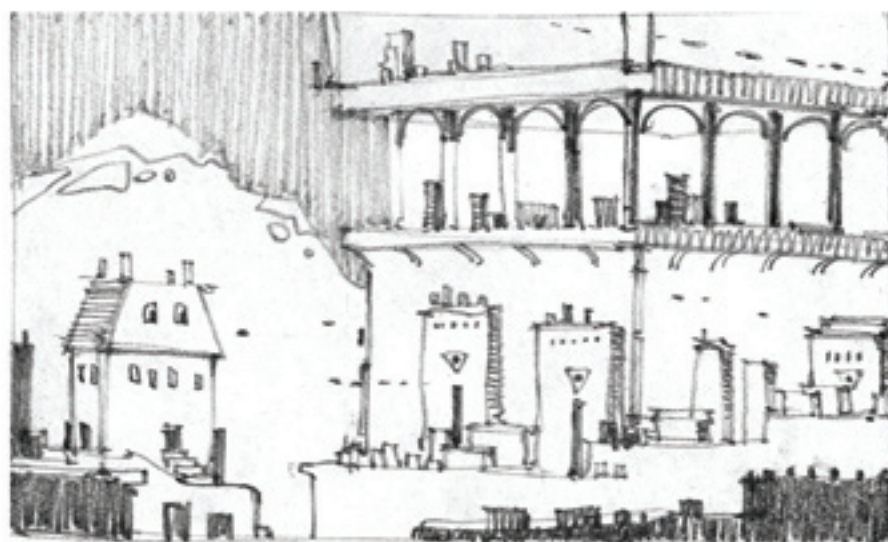


## TRAVELS

**Felix:** I randomly came up with thoughts and sketches of places where the hunter might have traveled. These places could be pure landscape, or could involve man-made structures. I was also experimenting with different time periods, times of day, and moods.

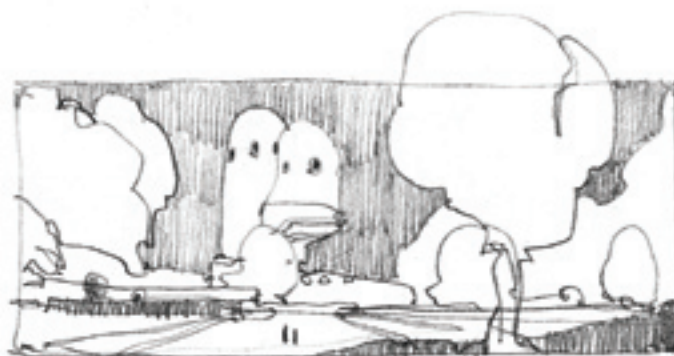


**Scott:** The design of new environments is quickly becoming one of my favorite subjects to teach and do myself when I can find the time. With this project we really let ourselves go freely to spin the story into different time periods. In addition, we wanted to consider a variety of levels of technological sophistication that the society of the time might possess. Once you make this leap into the future or the past and assume a certain level of technological ability of the people living in that place, it will feed your imagination on what the buildings, landscapes, and everything in that new environment might be like. When drawing and designing these new places, you need to be able to let your mind travel to this place and visit it in your imagination. When you get there, draw what you see.



FELIX YOON

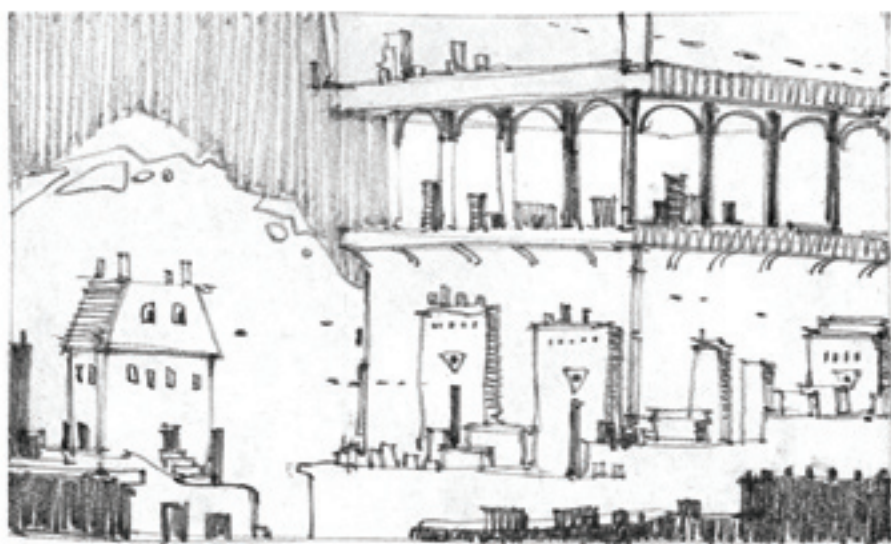
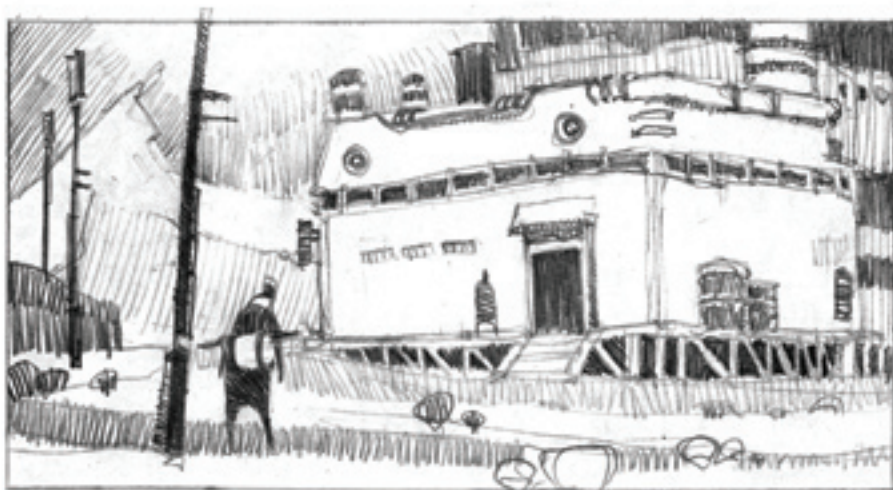




## TRAVELS

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FELIX YOON



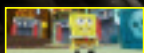
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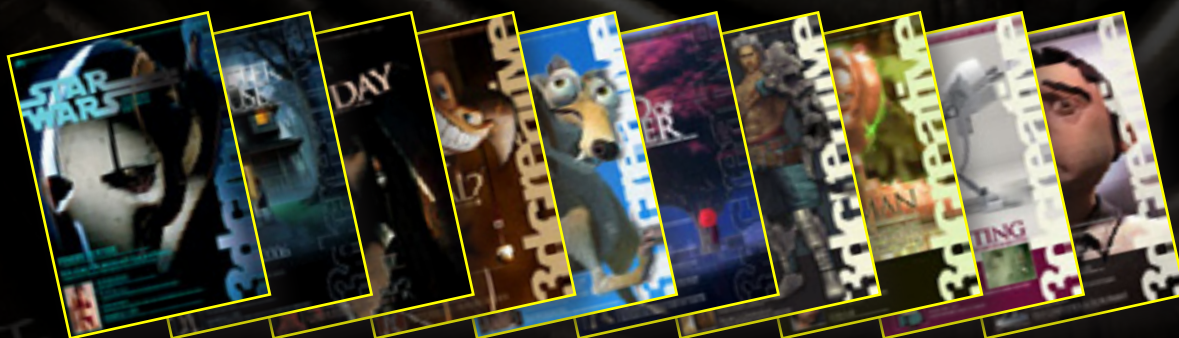
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ORIENTAL JAPANESE / SAMURAI

# Samurai

*painting armour*

DAORYEN



# SAMURAI 12

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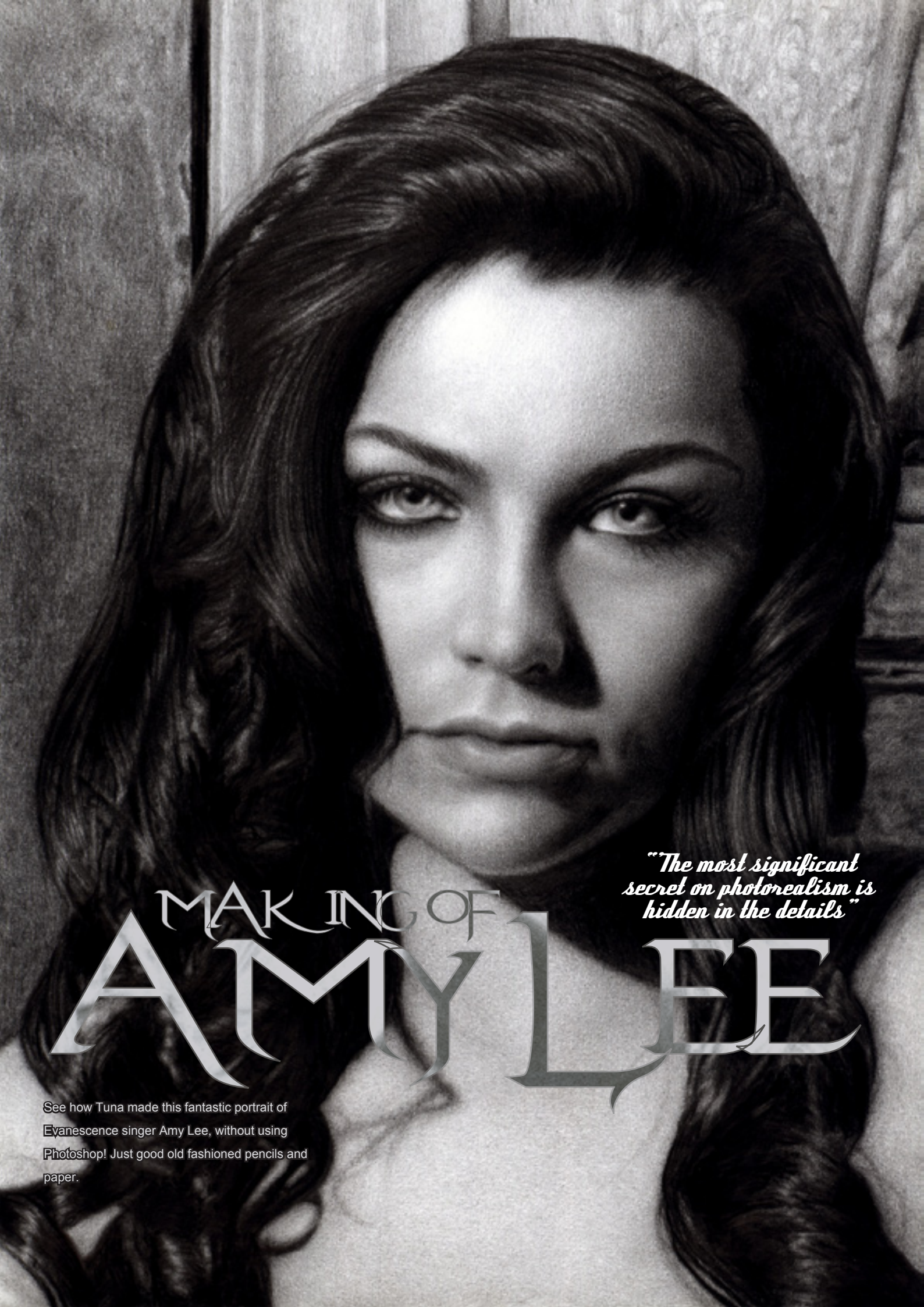
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# MAKING OF AMY LEE

*"The most significant  
secret on photorealism is  
hidden in the details"*

See how Tuna made this fantastic portrait of  
Evanescence singer Amy Lee, without using  
Photoshop! Just good old fashioned pencils and  
paper.



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# AMY LEE


# 8

TOTAL PAGES

See how Tuna made this fantastic portrait of Evanescence singer Amy Lee, without using Photoshop! Just good old fashioned pencils and paper.







*"Colorization  
requires  
considerable user  
intervention and  
remains a tedious,  
time-consuming, and  
expensive task."*

# BEAUTIFUL

This is A step-by-step walkthrough,  
explaining the techniques and  
processes that Nasrul Hakim used  
when creating Beautiful.




**BEAUTIFUL** **6** **TOTAL PAGES**

This is A step-by-step walkthrough, explaining the techniques and processes that Nasrul Hakim used when creating Beautiful.







*"The pictures are usually composed of different layers, such as a foreground and a background. The interest of the layers is not the number, but how you can create your drawing easily and faster."*

# Making Of Silent Prayers

For this complex tutorial, I chose to work on an old drawing that I created in November 2004, using the same method. "Silent prayers" is one drawing that combines many different layer properties, and quite an interesting perspective.



# Silent Prayers TOTAL PAGES



For this complex tutorial, I chose to work on an old drawing that I created in November 2004, using the same method. "Silent prayers" is one drawing that combines many different layer properties, and quite an interesting perspective.





# 2d

## artist

# next month

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Katarina Sokolova

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