

2d artist

concept art, digital & matte painting

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jean sebastien

rossbach

interviews

Jean-Sebastien Rossbach
Jessy Veilleux

articles

Massive Black & Conceptart.org Workshop

tutorials

Approaches to Colouring Series - General Colouring
Creating Custom Brushes
Elements Digital Painting Series
Water Surface, Waves & Waterfalls

making of's

'Boudicca 3060', 'Seheiah', 'Spirit Rising' & 'Scythe Wolf'

plus

Galleries, Competition & more!



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Articles
Massive Black
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Interviews
Jean-Sebastien Rossbach
Jessy Veilleux

Tutorials
Daarken
Abuze
Richard Tilbury
Don Seegmiller
John Keamey
Melanie Delon
Christophe Vacher
Robert Chang

Galleries
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Ravadits Kornél, Olivier
Derouetteau, Waheed Nasir,
Alexandru Negoita, Yildiz
Huseyin, Daniela Uhlig,
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Zoo Publishing



Editorial

Welcome

Keeping up to date in the world of concept art, digital and matte painting can be hazardous to your health! We are now realising that we are not even scratching the surface of the talent that lies out there and so we ask your help to keep supporting us and helping us make 2DArtist as valuable a resource as possible. Thanks once again for all of your support and suggestions over the last few months, we do take them all seriously and are constantly trying to ensure that you get value for money!

Artist Interviews

2 Freelancers this month. Some of you may recognise the work of Jean-Sebastien Rossbach from our cover this month as he is somewhat of a seasoned professional. Find out why he likes dancing in his underpants in this interview! Jessy Veilleux has created wonderful matte paintings for blockbuster movies such as 'Sin City', 'Sky Captain' and the recent 'Silent Hill'. Read more from him inside.

Tutorials

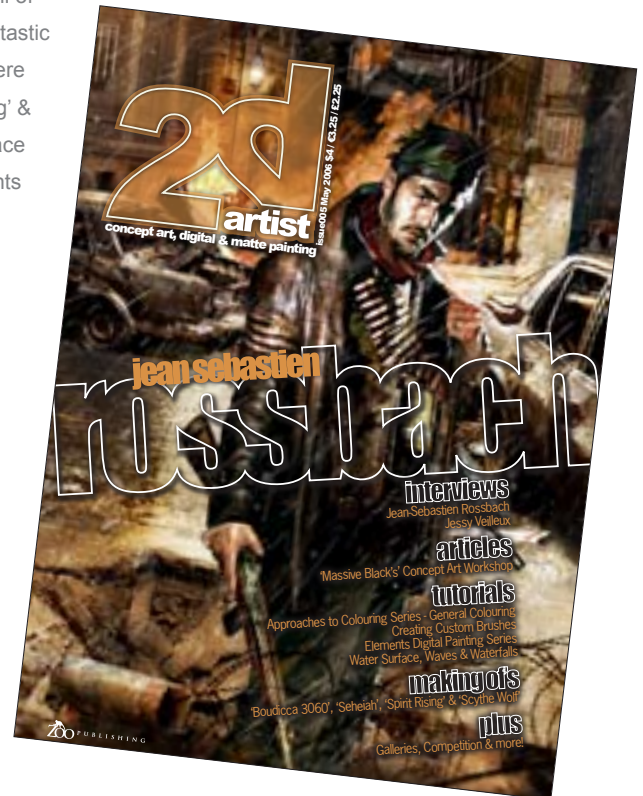
This month we are pretty much full of tutorials! Learn how to create fantastic custom brushes in Photoshop, there are more 'approaches to colouring' & Waterfalls, waves and water surface is the topic of this month's 'elements series'.

Making of's

This month we feature the magnificent 'Boudicca 3060' by John Kearney, 'Seheiah' by Melanie Delon & 'Spirit Rising' by Christophe Vacher.

Extra's!!

Competitions and galleries :- Win e-Frontier Manga Studio 3, and if there wasn't enough fantastic imagery already to make your head spin, we are throwing some dedicated gallery pages at you too.



Concept Art done in duo with Renoit Blouin

About us

Zoo Publishing is a new company comprising of a small team here in the Midlands UK. 2DArtist is our second magazine project following the successful 3DCreative (www.3dcreativemag.com). We are very grateful for the support of the following CG sites which have helped promote and spread the word about our publications. As well as ourselves, all digital artists owe a lot to these communities for the incredible amount of work they do for the CG Industry. 3DKingdom, 3DLinks, 3DTotal, 2DValley, 3DM3, CGUnderground, ChildPlayStudios, DAZ 3D, 3DExcellence, Epilogue.net, GFXArtist, the3DStudio, CGDirectory, MattePainting.org, Max-Realms and Mediaworks, we look forward to lasting and successful partnership with these CG community sites



this issues contributing artists

Every month,
many artists from
around the world
contribute to
2DArtist Magazine.

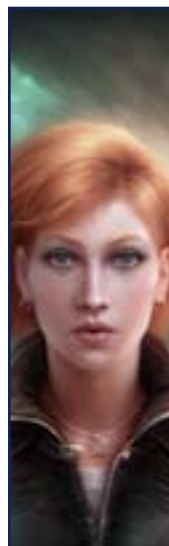
This month, we
would like to thank
the following
for their time,
experiences and
inspiration.



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 and dreamy subjects
are my favorite.

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www.eskarina-circus.com



John Kearney

Freelance artist

I am a 27 year old 2D/3D Artist.
I spent 7 years working as a 3D
modeler and texture artist the
games industry. During which
time I worked on titles for renowned publishers like
Konami. For the last few years I've moved into 2D
freelance illustration, and I have plans to release
a 3D character development tutorial DVD. When
I'm not drawing or painting my other interests and
hobbies include watching films, cooking, reading,
having the odd drink and travelling.

www.Brushsize.com JK@Brushsize.com



Jean Sebastien Rostbach

2d illustrator / concept artist /
graphic designer > Paris, France
> I'm Self-taught. First a traditional
artist. I began my career in the
video-game industry as a musician

between 1996 / 99. Learned the basics of Photoshop &
photography during this time. Then began to sell my first
covers for magazines & got a job as a lead designer for
a french miniatures company. Began freelancing 3 years
later. I am currently putting a book together with my friend
Aleksi named "Merlin". It will be out for Christmas 2006."

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Christophe Vacher

Illustrator, Concept artist &
background painter. North
Hollywood, USA. I work
with both traditional & digital
mediums. I have been working
in the animation and movie industry for more than
16 years, mainly for Disney Feature Animation and
Dreamworks. I started working with Photoshop on
Disney's "Dinosaur" in 1996. I also do book covers
and personal work for Art Galleries. I am currently
doing Concept artwork for Disney's next live
action/animation feature movie "Enchanted", and Art
Directing a CG animated short movie on the side.

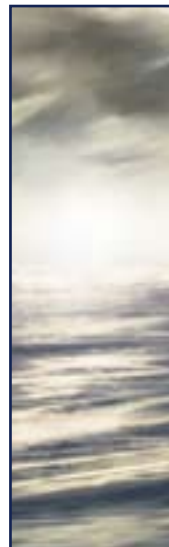




Daarken

After a year of studying computer science at the University of Texas at Austin, I decided to move to San Francisco to study art. In 2004

I graduated Cum Laude with a BFA in traditional illustration from the Academy of Art University. I am currently freelancing for various companies such as Wizards of the Coast, Fantasy Flight Games, Widescreen Games, Triad Toys, and BreakAway Games.
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Richard Tilbury

Have had a passion for drawing since being a couple of feet tall. Studied Fine Art and eventually was led into the realm of computers several years ago. My brushes have slowly been dissolving in white spirit since the late nineties and now alas my graphics tablet has become their successor. Still sketch regularly and now balance my time between 2 and 3D although drawing will always be closest to my heart.



ibex80@hotmail.com

Adina Krause

Student - Graphic Design / Multimedia. I always loved to draw & paint but I seriously started drawing at the age of 16 when I first discovered Photoshop. I was so impressed because of all the possibilities you had with that program. And when I saw the works of all those great artists on the internet I just had to know how they did those gorgeous pictures. From that day on the digital media became my favorite media until today and I'm constantly trying to learn more and become better.
abu.krause@gmx.de abuze.deviantart.com



Jessy Veilleux

Digital Matte Artist>Freelancer, Montreal, Canada. I started working as a matte painter in the film industry in 2001. Since that, I had the chance to work on many feature film such as 300, SinCity, Silent Hill, Sky Captain and Video games such as Prince of Persia 2. I'm currently working as a freelance senior matte painter and I'm also teaching matte painting at the NAD center.

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JEAN-SEBASTIEN ROSSBACH

"I eat and drink a lot of milk based food, I listen to music everywhere,
even sometimes late at night, tired of working, in my underwear
I'm acting like I was James Hetfield, "For whom the beeeeell tolls,
time-mar-ches-on ! Sing it for me baby!" ...
Jean-Sebastien Rossbach



JEAN-SEBASTIEN **ROSSBACH**



Hi Jean-Sebastien, thanks

for talking to us. Tell me, what first ignited
your interest in art?

Wow ! Tough question for a starter. I mean
for me. If I want to stay honest I'd say it's the
impossibility to communicate normally with
other people that led me to find an artistic
way of expression. I'm not very different from
many of my colleagues you know, the kind
of tormented, stressful, pitiful shy guy who's
unable to interact with the world another way
than transmitting feelings through art. Some of
my early work still available (but not for long)
on my website shows this pretty well. A few
years ago I was obsessed with what I was



calling the Eros & Thanatos duo and this is what you can see in all the women portraits I did over this era. But nowadays I'm not into this painful process at all. I want to say that today I don't feel like an artist at all. I mean when I do pictures for RPGs or videogames or even for my book Merlin, I consider myself more like a craftsman. A happy craftsman.

And what made you choose digital as a way of communicating your art?

Before Photoshop I was using acrylics and collaged scratched photos. The digital tool helped me achieve the result I had in mind.

I have to admit that





I'm not a very talented painter nor a good photographer but I do have a good eye I think. Photoshop has always been a good and quick way to go where I wanted to. Later I discovered Painter and I then had the possibility to emulate the brush strokes. I love so many painters, so many photographers, so many graphic designers... I have a hunger for their art, I'm such a fan boy! One day I saw this guy's art and I say "man, this is brilliant. I want to do this too!" and then I have to try to emulate... this is endless.

What does your working day involve?

Well, I think my working day is not very exciting. I try to wake up as early as possible. My mornings are dedicated to answering my e-mails and interviews ;) doing the administrative tasks, joining my employers, that kind of stuff. Afternoon to late in the night is dedicated to creating art. End of the story.

So If we followed you around all day (like a bad smell) what would we learn?

You'd learn that my woman says I do smell very good actually :D You'd learn that I don't like the phone much. You'd learn that I eat and drink a lot of milk based food, You'd learn that I listen to music everywhere, that even sometimes late at night, tired of working, in my underwear I'm acting like I was James Hetfield, "For whom the beeeeell tolls, time-mar-ches-on ! Sing it for me baby!"... I used to play the guitar and sing in a Metal Industrial band when I was younger. Actually I was a musician for the video game industry during three years before I began to be a 2D artist as a professional. I co-wrote the musical parts and sound designs for the game Alone in the Dark 4. I love music. It is a huge influence when I'm creating art.

And how do you work personal artworks into your spare time or do you merge both work and personal together?

Being a free-lancer brings the opportunity to find space for your personal work. I have the chance now to be paid for my personal work too. This is what happens for the Merlin





book I'm doing with my good friend Aleksi. And I have other book projects that are in the pipeline. Aleksi and I are going to release more books together. And I am also preparing a book of graphic design that has the codename "Boxing Club: a method for the everyday fighter".

Your website 'living rope', what does 'living rope' mean to you?

What does it mean to YOU ? The Living Rope has as many explanations as persons viewing it. This is a kind of open name, you find what you bring when you read it. I have my own version but I'll keep it secret.

Ah! That's cheating! Talking of secrets... anything you want to confess to the world whilst you have the chance?

Confess ? If I were to confess myself it means I'd have judges in front of me telling me I did bad things in my life. It leads me to different kind of thoughts: first, confession is for Believers. I used to be a believer but not any more. Second, confession is for people who refuse to be responsible of themselves, and I do try to take the responsibility for everything I



go at in my life. This said, if you really want me to confess something then I'll do: I confess, I cheated to the question just before this one.

You have been published in books several times, how did these opportunities happen?

Opportunities don't come to you at first. You have to grab them. You have to select people you want to work with and not wait for them to come because nothing will happen if you (un)act this way.

You have also created artwork purposely for certain books such as Vampire RPG book and Merlin, what led to you working on these projects?

When I was 20 I used to play Vampire RPG a lot. I had a passion for modern Vampires and authors Ann Rice, Poppy.Z Bright. Illustrators Tim Bradstreet and Ken Meyer Jr were a huge influence for me. I worked very hard to reach a point where my work would be good enough to show it to people at White Wolf. I sent an e-mail filled with my stuff and I had an assignment two days later. I felt so proud. I'm still very proud.

Merlin is another story. When Aleksis came to me with the idea for this book I was not willing to do it first. I had quit Rackham a few months before and I was so fed up with the Heroic-Fantasy genre. But Aleksis is not only a tremendous artist, he can also be very persuasive. He began drawing marvellous sketches, he was like boiling with ideas and crazy images... he was flooding me all the time with all this mass of wonderful art. I couldn't refuse anymore and I then involved myself into it too. Now I do believe that this book is going to be gigantic. I mean I'm doing all I can for that.

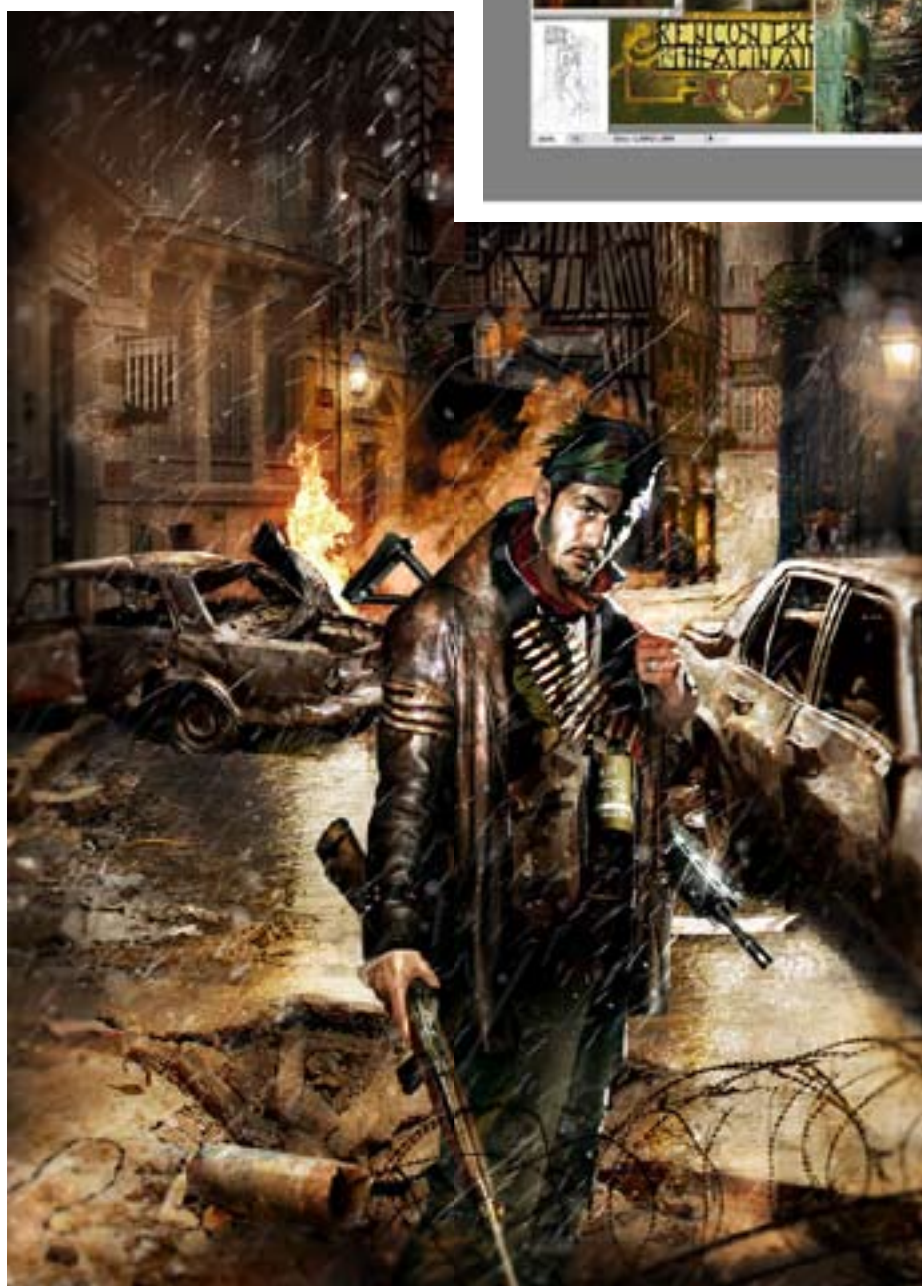
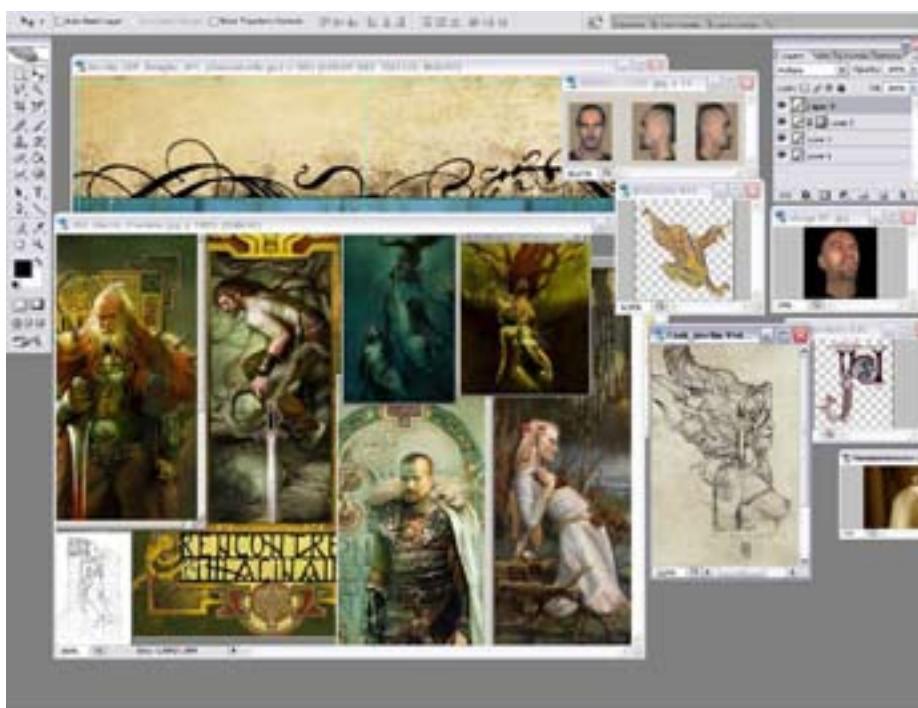
What can we expect from 'Merlin' as it is a character we are all familiar with?

Ok [mode promotion on] if you want to see the old Merlin with the big white beard and the pointy blue hat then get away from this book ! Celtic legends are so strong that they have the capability to always rejuvenate and change shape in order to keep close to the spirit of





today. Our Merlin is a slightly distorted one. He's connected with Mother Earth, a kind of shaman in a way, he lives in the forest, has dreadlocks, dines with Faeries and talks to wolves. He's a rover who knows the destiny of a whole country. It's an epic story and also a drama. Graphically it's a mix of influences, a clash of times. It's John Waterhouse Vs Slaine, it's Howard Pyle Vs Hollywood movies...[mode promotion off].



You have worked on a lot of projects with friends, is working with friends important to you? Well, honestly I do not care at all about having my name written big on the top of a book. I don't need recognition any more. My main purpose is having fun first. And working with friends is a good way to have fun, you can believe me. It's a good way to improve too. shutting my ego down is the best thing I did recently.

I've talked earlier about Aleksis's amazing art, I'm learning all the time beside this guy. He's an absolute genius. But I do hope I can show him a few tricks too... you should ask him. Last year I also did the graphic design of my friend Jason Felix's art book named "Salvaged". The art book will be in stores this year at the same time as Merlin I think. And it's a completely different project. This is Jason's book definitely and my task was to emphasize, to put his art into the most beautiful jewel case. It was a very interesting thing to do because I had to capture the essence of his art and then create a design around his powerful images.



That's what graphic design is all about to me:
you have to serve a cause and stay as humble
as possible but you must also be able to add
that little something that will emphasize the art.

What is your favourite piece of personal
artwork?

I happen to be somewhat proud of a few pages
of my Boxing Club book project. Not because
of its graphical quality but because of the
message I'm trying to put in. But it's a little bit
soon to talk about it, so stay tuned.

Thanks so much for taking the time to talk to
us. One last thing, as you have worked so hard
to have a job which you love (and get paid
for!), any good advice for our aspiring readers?

Thank you very much to you for being so
friendly and for giving me the opportunity to
talk a little about my job. To the aspiring pros
around reading me I'd say "draw, draw again,
draw 'till your hands bleed. Go to art school,
learn and stay open-minded, observe a lot.
Culture is everywhere so get off the Internet
and go to museums. Don't forget to live a real
life in order to have things to tell in your art.
Young artists always tend to emulate the style
of the artists they love. Copying someone
else's style is not a bad thing but at least
you should be able to find what concept lays
behind the style. Style is not the message.

There's this sentence I
like very much saying
"practice safe design,
always use a concept."

To see more
of Jean-Sebastien
work please visit
his website or
email him.
<http://livingrope.free>.



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>Jessy Veilleux is a Freelance Matte Painter and also teaches the subject at the National Animation and Design Center, Montreal. Jessy has worked on films such as 'Sin City', 'Sky Captain' and recent blockbuster 'Silent Hill'. Now he talks to us about his experiences>



JESSY VEILLEUX



“The main difficulty was to recreate Frank Miller’s particular comic book style and adapt it to the film medium. Frank Miller images are only made of pure black and white. Unfortunately, on film you’re not aloud to have pure black or pure white, because you always need to have information on the pellicle. So, we had to create a style as close to Frank Miller style as possible, but this without using pure black and white”



JASON MANLEY
ANDREW JONES
CORO
MARKO DJURDJEVIC
CARL DOBSKY
NOXIZMAD
WES BURT
JAMES KEI
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OP

SUN SHINES BLACK

12



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“Hosted by the online community are coming to Montreal this summer! The workshop dates are June 9-12, at the beautiful Darling Foundry run by Quartier Ephemere (www.quartierephemere.org). Come join an international group of Concept artists, illustrators, entertainment artists, and art students for a hectic weekend of learning and exchange”





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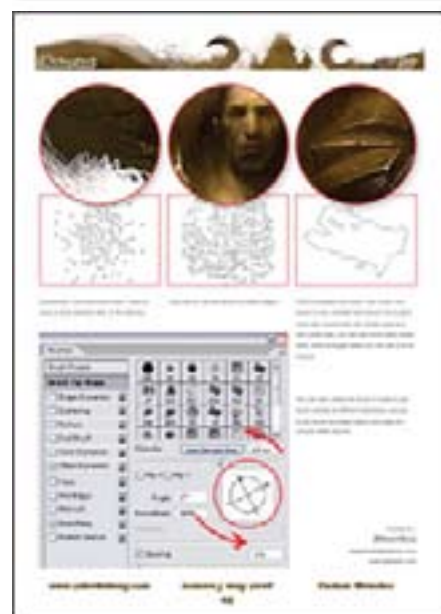
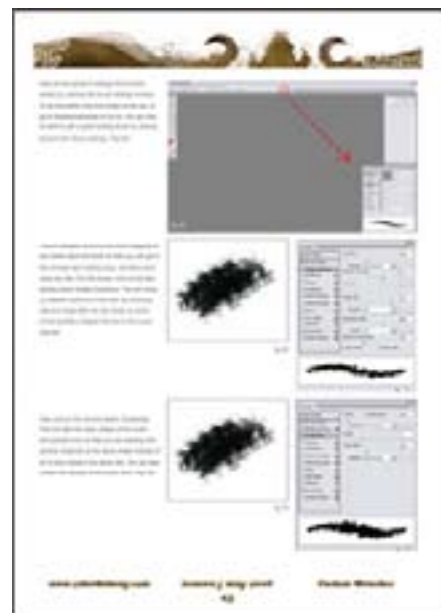
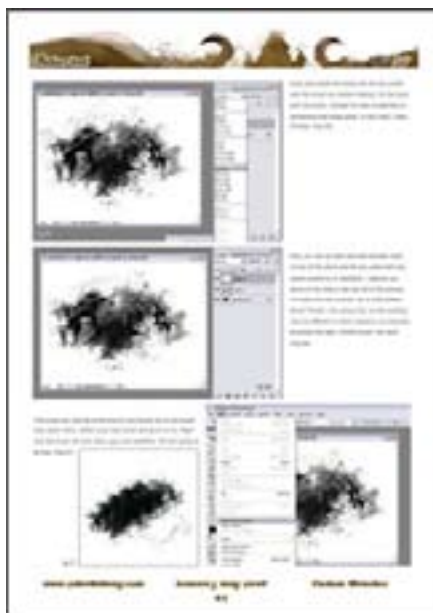


by daarken

custom crushes

custom brushes

"A lot of people ask me what kind of brushes I use and how I made them. Usually when I paint I only use a few brushes, most of which are just Photoshop presets with a few tweaks to the brush settings. When painting the figure I normally use the standard brushes and save my custom brushes for textures and for backgrounds"



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approaches colouring



Welcome to the third and final part of this three part series covering several aspects of digital colouring. If your a beginner we think that you will learn a basic knowledge of the techniques these artists have used, and maybe you professionals will pick up a few useful tips. In this 3rd part, Abuze shows us General Colouring Techniques.

This Series:

March Issue 03: Part 1 - Soft Colouring by 'Deji Chan'

April 04: Part 2 - Process of Doom by Shilin Huang

This Issue 05: Part 3 - General Colouring by Abuze



approaches to colouring



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ELEMENTS

by Richard Tilbury

DIGITAL PAINTING TUTORIAL SERIES

The 'elements' series is a guide to basic 2D Digital painting and can be followed in most software packages supporting paintbrushes and layers.

Each month 2 or 3 professional artists will cover a specific theme or 'element', resulting in 2 or 3 different styles and techniques which can be viewed side by side. This month we cover water

SUBJECTS:

Issue 01 : Jan 06 : part 1 : SKIES

Issue 02 : Feb 06 : part 2 : TREES

Issue 03 : Mar 06 : part 3 : FABRICS

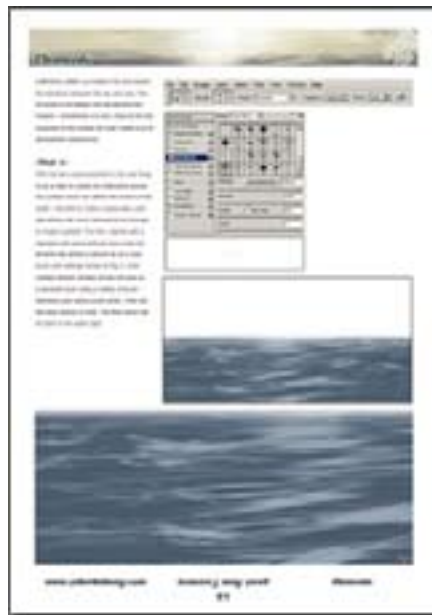
Issue 04 : Apr 06 : part 4 : ROCK & STONE

This Month : Issue 05 : May 06 : part 5 : WATER

Next Month : Issue 06 : Jun 06 : part 6 : FIRE & SMOKE



ELEMENTS



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ELEMENTS

by Don Seegmiller

DIGITAL PAINTING TUTORIAL SERIES

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Issue 06 : Jun 06 : part 6 : FIRE & SMOKE





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- Chris Ford
Business Director, Pixar RenderMan



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The Making of

Boudicca 3060 A.D.

By John Kearney

This article will provide you with a walkthrough of my experiences during the creation of this project.

I have narrowed down my creative journey into 6 stages. From this, I hope that you pick up some useful tips and find it entertaining and informative. Without further ado, here is my making of 'Boudicca 3060 A.D'.

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THE MAKING OF SEHELIAH BY MELANIE DELON



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Making Of Spirit Rising



DIGITAL ART MASTERS



"..the step by step of the picture quite help me to understand things I needed to understand. And the domain of the 3D artworks is well featured'.."
Rolando Cyril - Rising Star making huge waves in the 2D Industry

"..is one of the best digital art book I've seen. There's so much more to it than just a dry image gallery. It's really nice to read the making-of stories and see the in-progress illustrations."
Skyraider3D - Military Moderator, Military-Meshes & www.skyraider3d.com

"..the book's packaging was really neat (very unique shipping box!), and the book arrived safely!" - YeeWu

"..simply stunning and creates a WOW factor from the very first glance. :)"
Drazenka Kimpel, Professional in Art & Design



Starting last month and for the next 5 months, we have exclusive chapters from 3DTot.com's new book 'Digital Art Masters'. The book is more than just an artwork book as not only does it feature full colour, full page images, each artist has described the creation process in their own words, and exclusively for this book. This month we feature:

'Scythe Wolf'
by Robert Chang





Scythe Wolf
by Robert Chang



Editorial

For this paper, I used two existing instruments and three original ones, covering the most salient aspects of a person's overall health. I used three existing items: (1) the overall self-rated health status (three items) and (2) the presence of chronic conditions (two items) from the Survey of Health, Education, and Income (SHEI) (1994) (see <http://www.cph.ku.dk/shes/>); and (3) the presence of chronic conditions (one item) from the Survey of Health, Education, and Income (SHEI) (1994) (see <http://www.cph.ku.dk/shes/>).

[illegible]

These Shots of the book pages are full resolution and can be read by zooming in.

3DCreative readers can purchase **DIGITAL ART MASTERS**
with a special **15% Discount.**

To claim your discount purchase the book using this link:

http://www.3dtotal.com/services/shop/discount_book.asp

(If a security Dialogue box appears, tick 'Remember' then click 'Allow')

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Particular examples



Interviews

Vinegar

Kim Taylor

Tutorials

King Kong – Part 1 of 3 by Adonihs

Pier Duty by Graven Tung

Elements Digital Painting Series - Fire

Fire & Smoke by Rich Tilbury

Fiery Explosion by Alyn Hunter

Fire & Smoke by Adonihs

Making of's

"So, you really think i'm too fat?" by

Daniela Uhlig

"I might smile tomorrow" by Aqua Sixio

Digital Art Masters – Masquerade

by Egil Paulsen

Gallery Images

Ken Wong

Graven Tung

Waheed Nasir

Philip Straub

Kerem Beyit

Marek Hlavaty

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Image by Kim Taylor



win

Manga Studio 3 Debut

Manga, or Japanese-style comics, are extremely popular in Japan and are growing among young people in the U.S. and worldwide. Manga Studio was designed for both casual and professional comic artists. Manga Studio is the number-one software tool for creating manga in Japan and worldwide, where it is known as Comic Studio.

MANGA STUDIO 3.0 DEBUT

Manga Studio Debut is the ideal solution for first time manga and comic artists, as well as intermediate artists who wish to expand their creative toolkit with this intuitive 2D application.



For your chance to win simply answer this question:

Name the popular manga kid's cartoon series which features Ash and his trusty companion
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is it:

- a) Dogtagnian and the 3 Muskehounds**
- b) Pokemon**
- c) Jayce and the Wheeled Warriors**

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Rules: Zoo Publishing decision is final and there are no cash alternatives. No other correspondence will be entered into. Any entry that is late, illegible, incomplete or otherwise does not comply with the rules may be deemed invalid at the sole discretion of Zoo Publishing. Your details will be held on record by Zoo Publishing but will not be passed on to 3rd parties.



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Competition



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