

## *Interviews*

Mikko Kinnunen  
Stephan Stolting  
Ryohei Hase

## *Tutorials*

How to paint a Landscape,  
how to paint Clouds & how  
to paint Ice

## *Making Of's*

Baby Sitter by Roy Stein,  
Jealous Bodyguard by  
Andrew Berends &  
Set out for Lover by  
T.G.Jay

## *Galleries*

Seung Ho Henrik Holmberg  
Sasha Podgorny  
Andrew Berends  
T.G.Jay  
Roy Stein  
JF Bruckner  
Vijoi Daniel Iulian  
Asaf Damti  
Hoang Nguyen  
Tomáš Müller

# *Ryohei Hase*

The Weird and Wonderful Artwork from the dreams of Ryohei Hase...

# 2d *Artist*

Concept Art, Digital & Matte Painting Magazine  
Issue 010 October 2006 \$4 / €3.25 / £2.25



*This issue's* **Contents**

# contents



Image : Stephan

**2DARTIST**  
www.2dartistmag.com

**EDITOR**  
Ben Barnes

**ASSISTANT EDITOR**  
Chris Perrins

**MARKETING**  
Lynette Clee

**CONTENT MANAGER**  
Warin Pismoke

**DESIGNERS**  
Alex Price  
Bobby Brown

**INTERVIEWS**  
Ryohei Hase  
Mikko Kinnunen  
Stephan Stoltzing

**TUTORIALS**  
Adonihs  
Marek Hlavaty  
Richard Tilbury  
Benita Winckler  
Roy Stein

**Andrew Berends**  
T.G.Jay

**GALLERIES**  
Seung Ho Henrik  
Holmberg  
Sasha Podgorny  
Andrew Berends  
T.G.Jay  
Roy Stein  
JF Bruckner  
Vijoi Daniel Iulian  
Asaf Damti  
Hoang Nguyen  
Tomáš Müller

INTERVIEW Influenced by his dreams and his dog... 006  
**Ryohei Hase**

INTERVIEW Self Taught Digital Artist 012  
**Mikko Kinnunen**

INTERVIEW German Film School Graduate 018  
**Stephan Stoltzing**

GALLERIES 10 of the best images from around the world 027  
**Galleries**

TUTORIAL Digital painting tutorial by Adonihs 035  
**Painting a Landscape**

TUTORIAL Digital painting tutorial by Marek Hlavaty 042  
**Clouds from above**

TUTORIAL Digital painting tutorial by Adonihs 050  
**Ice Tutorial**

TUTORIAL Digital painting tutorial by Richard Tilbury 056  
**Elements - Flesh Wounds**

TUTORIAL Digital painting tutorial by Benita Winckler 060  
**Elements - Flesh Wounds**

PROJECT OVERVIEW Project overview by Roy Stein 067  
**Baby Sitter**

PROJECT OVERVIEW Project overview by Andrew Berends 073  
**Jealous Bodyguard**

PROJECT OVERVIEW Project overview by T.G.Jay 079  
**Set out for Lover**

ABOUT US Company & Magazine Info 087  
**Zoo Publishing**





Welcome Editorial

# Editorial

## Welcome

To Issue 10! Still going strong...We are actively searching out new and experienced 2D artists to contribute towards the magazine! If you think you could contribute gallery images, tutorials or just answer a few questions then please get in touch with us! Contact details are on the About Page at the end of the magazine. Also, feel free to let us know what you think of the magazine and give us any helpful feedback or suggestions towards future content. We do listen to what you have to say and we also reply to every email we get so don't delay...do it today!

## Artist Interviews

Lined up 3 Artists this month. Cover artist Ryohei Hase from Japan, who has some really different Character designs from influences such as his dreams and his dog! We talked to self taught digital artist Mikko Kinnunen about his great style of painting. German Film School graduate Stephan Stolting makes it 3. Stephan has both 3D and 2D skills but feels you can only be truly creative when painting.

## Tutorials

Kind of Top-Heavy on the tutorials this month. We have digital painting tutorials for Landscapes and Ice by Adonihs, Clouds by Marek Hlavaty & Elements 'Flesh Wounds' by Richard Tilbury and Benita Winckler.

## Making of's

Baby Sitter by Roy Stein, Jealous Bodyguard by Andrew Berends and Set out for Lover by T.G.Jay, gives us 3 different insights into the digital artist creative processes.

## 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](http://www.3dcreativemag.com)). We are very grateful for the support of the following CG sites which have help 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.



Image : Tomáš Müller



*This month's* **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.

# Contributors



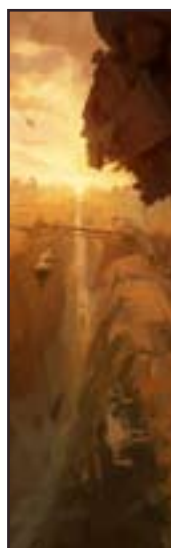
## **Roy Stein**

Illustrator/3d and compositing artist/graphic designer. Tel Aviv, Israel. I have studied illustration at the Maryland institute college of art in Baltimore, Maryland,

and I am graduate of the visual communication department at the Bezalel academy of arts and design, Jerusalem. Since my graduation working as a 3d artist and compositor for an advertising related animation company, and doing freelance 3d and illustration.

[roy\\_splinter@walla.co.il](mailto:roy_splinter@walla.co.il)

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



## **Mikko Kinnunen**

Artist > Team17 Software >

United Kingdom. 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)

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



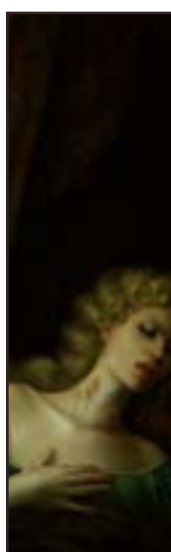
## **Daniel LuVisi**

A.K.A 'Adonihs'. Conceptual Artist, California, USA. I got into art around the age of 3, my dad told me that I couldn't draw this crocodile villian from Teenage

Mutant Ninja Turtles. He came home that night & was proved wrong, from that day on I always drew, everyday. I would create my own characters, stories, creatures, vehicles, etc. As you can see, I'm into art: mostly conceptual art. I want to major in Production Art, & work on films once I graduate from school.

[dmxdmlz@aol.com](mailto:dmxdmlz@aol.com)

[www.adonihs.deviantart.com/gallery/](http://www.adonihs.deviantart.com/gallery/)



## **Benita Winckler**

Student / Freelance Illustrator Berlin, Germany.

I have always been interested in visual storytelling, and when I first discovered Wendi Pini's work, I knew that I wanted to do my own graphic novel some day. Creating characters is another great love of mine. After I have finished my studies I want to work as a concept artist for computer games..

[benita@dunkelgold.de](mailto:benita@dunkelgold.de)

[www.dunkelgold.de](http://www.dunkelgold.de)



## **Ryohei Hase**

2D artist, Freelancer, Yokohama, Japan

I have been working as freelancer since my time as a university student. I have recently been working as a character designer for videogames and have also illustrated a book cover.

[ryohei\\_hase@f6.dion.ne.jp](mailto:ryohei_hase@f6.dion.ne.jp)

[www.h4.dion.ne.jp/~ryohei-h/test/table/main.html](http://www.h4.dion.ne.jp/~ryohei-h/test/table/main.html)



## **Marek Hlavaty**

Freelance Illustrator / Concept artist . Bratislava, Slovak Republic.

I have several years of experience in game industry as modeler and texturer, but last year I have changed my orientation to illustration and concept art, which is closer to my nature. I'm working as a freelance for more than year.

[prasssa@gmail.com](mailto:prasssa@gmail.com)

<http://artillery.sk/prasa/>





# 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.

What's new?  
This new collection consists of 272 materials, comprising of 938 individual maps!! (Colour, Bump, Specular and Alpha maps). We have also included 36 psd files for some of the textures, allowing you to customize some new textures of your own.

DVD Contents:  
31 Creature Eyes  
11 Creature Furs  
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)



15 Collections of amazing Textures

For full information and pricing including discounts of up to 25% visit [www.3dtotal.com](http://www.3dtotal.com)  
Existing v4 owners can get the new upgrade for only \$29 usd!



After disastrous results for art at school, and now taking inspiration from his dog, Ryohei tells us why he likes to create weird and wonderful characters from his dreams...

RYOHEI  
HASE





*An interview with* **Ryohei Hase**

# /RYOHEI HASE/

Could you tell us a little about your art background and how you came to be an illustrator?

I was a very bad at art during high school and achieved only embarrassing grades in the subject. However, in my third grade I became engrossed in drawing, but unsure of what influenced me at the time. Now it is perhaps the face of Kotaro, my small Japanese dog. Whilst studying art at university I eventually developed some technical ability which was important in order to work professionally, and also help my overall enthusiasm. I now work for a graphic design company in Tokyo, but I try to create as much of my own work as I can.

Your work is obviously very character driven, but how did you come to develop the interest in cross pollinating humans and animals?

Hmm. I am not sure if I look for the human in the animal - again, Kotaro my dog would be an influence here, or perhaps I cannot avoid





the animal in the human. Really, though, my interest is in fantasy populations where the human-animal is physically, as well as psychologically, mixed up.

Do you ever see your characters as being part of a story that relates them to one another and if not would you like to somehow tie them together in a graphic novel for example?

At this point nothing relates to each other as I am still in the middle of a phase looking for ways to express things with my art. However, I really would like to create a story tying my characters together some day.

What do the animals in your work represent ?

Either people I love, people I am scared of or gremlins and fantasies from the dark corners of my mind.

When you mention the dark corners of your mind it is somewhat suggestive of dreams and nightmares. Do your sleeping hours ever have a bearing on your work at all?

Yes. Sometimes dreams and nightmares inspire my work. I really enjoy looking back at dreams especially when I had really fantastic ones as they could come from feelings deep in my mind. As you know, remembering dreams is not very easy after waking up, but it is very interesting as it is like a finding treasure filled with ideas.







## An interview with **Ryohei Hase**



There seems to be a strong theme in much of your work concerning the relationship between humans and nature. Do you see this as being something close to the Japanese heart?

As my heart is Japanese, it is difficult for me to know how much of my work is influenced by this. Surely it must be a factor, but then again I promise that not all Japanese hearts are full of these images!

Your work appears to share some characteristics with that of the 15th century Dutch painter Hieronymus Bosch. Is that a fair comment?

I love Bosch, but I am not sure that he is a direct influence. H.R.Giger is somebody who I feel has been a stronger influence, but even more so I think my student friends and colleagues have and continue to influence me.


In what way do your friends and colleagues influence you?

Yes. I get influenced by people I know personally more than old masters. For example, works of old great artists' are really wonderful, but I get a feeling of nothing more than just wonder. On the other hand, works by living people of the same generation and same environment as me do give me a lot of inspiration and prompt questions such as "How do they come up with this idea", and "How could I improve on this work if I were him." Just like thinking about how to arrange colour, shape, and composition in my work. Also, especially when somebody of my age group creates something really wonderful, it fuels the spark of my imagination.

Many of your pieces are made up of muted and limited palettes and are almost monochromatic. What is the reasoning behind this?

Perhaps I am trying to capture the emotion of ruins, where part of what exists now is a hardly visible memory of what existed before. A limited palette seems best to capture this air of memory that is not physically there but still lives on without ever completely disappearing: it creates a beautiful space that I strive to represent.





Have you ever worked on any computer games and if not would you like the opportunity to do so – say as a concept artist. I'm thinking of something like Silent Hill?

No and yes. By the way, the Art director of the Silent hill games went to the same Tama Bijyutu University and studied the same design subject as me - although a different generation.

If you had the chance to work on a computer game what would it be and what type of role would you ideally like ?  
I would like to work as a concept artist creating monsters' or on package illustrations.

Thank you for taking the time to talk to us

***Ryohei Hase***

You can see more of this artists work at:  
[www.h4.dion.ne.jp/~ryohei-h/test/table/main.html](http://www.h4.dion.ne.jp/~ryohei-h/test/table/main.html)

And contact them via:  
[ryohei\\_hase@f6.dion.ne.jp](mailto:ryohei_hase@f6.dion.ne.jp)

Interview by : Richard Tilbury





# digital-tutors<sup>TM</sup>

"We are delighted with the Digital-Tutors RenderMan® for Maya® Training. Containing over 3 hours of lessons and examples, it is proven to be an invaluable resource for many artists using RenderMan for the first time. As the first educational product for RenderMan for Maya, Digital-Tutors has set an excellent standard and we look forward to future training initiatives together."

- Chris Ford  
Business Director, Pixar RenderMan




## Introduction to RenderMan for Maya

A comprehensive guide to getting started with RenderMan for Maya

over 3 hours!

order today at [www.digital-tutors.com](http://www.digital-tutors.com)



Mikko been playing around with computers since he was a kid, and It was only a few years back when he realized that you could actually paint with a computer. Nobody ever taught him much about painting, despite the fact that he spent a while in an art school.

AN INTERVIEW

WITH:

MIKKO  
KIHIMUKSEN





This is the Free Lite Version of

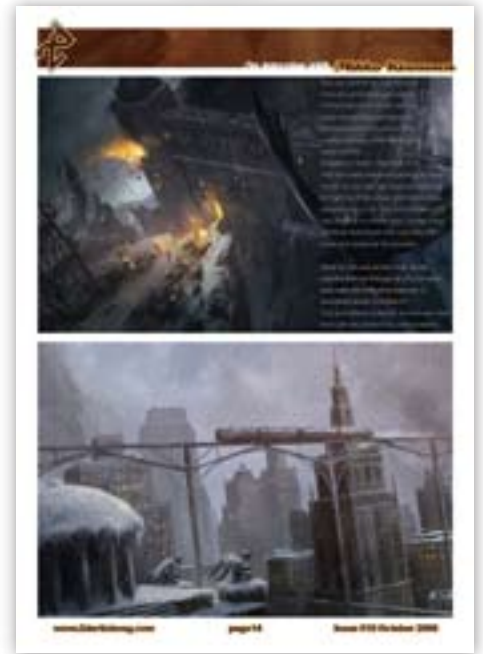
# 2dartist

Buy the Full version for only \$4

An interview with **Mikko Kinnunen**

# MIKKO KINNUNEN

# 5 pages



THE FREEDOM TO CREATE,  
**MORE POWER** TO RENDER.

INTRODUCING

# APEXX<sup>TM</sup>8

**SUPER** VFX WORKSTATION

SIXTEEN CORES.

WORK ON MASSIVE SCENES  
AND COMPLEX EFFECTS WITH EASE.

RENDER FRAMES FASTER THAN EVER.

STORE WORK OF ANY SIZE  
ON YOUR OWN WORKSTATION.

ROCK-SOLID PERFORMANCE  
WITH VFX APPLICATIONS.

LEGENDARY BOXX SUPPORT  
FOR DIGITAL ARTISTS.



# BOXX

**We Know VFX, and it Shows.**



**1.877.877.BOXX**  
**[www.boxxtech.com/apexx8](http://www.boxxtech.com/apexx8)**  
**[sales@boxxtech.com](mailto:sales@boxxtech.com)**

BOXX and APEXX are registered trademarks of BOXX Technologies, Inc.  
All other trademarks are property of their respective owners.





stephan

Uninspired by the  
Advertising Industry,  
Stephan began his  
education at the German  
Film School, deciding to  
invest time doing what he  
felt was his passion...



This is the Free Lite Version of

# 2dartist

Buy the Full version for only \$4

*An interview with* **Stephan Stolling**

# STOLLING

# 9 pages





# Vue 5

Solutions for Natural  
3D Environments

Create, Animate  
and Render  
Natural  
3D Environments



House model imported and rendered in Vue 5



Red Max car rendered in a Vue environment with Vue 5 xStream



Scene created and rendered in Vue 5 Infinite

“With Vue in our tool kit, we can push our work to the next level of organic environments!”

Suzanne Kobayashi, Digital Matte Supervisor at ILM



FOR ILM THE  
LIFE OF TREES

Vue 5 xStream for LightWave and  
Cinema 4D Pre-Release Available!

Vue 5 xStream is a suite of plug-ins  
that enables the seamless  
integration of Vue  
environments into  
the industry's  
leading 3D  
applications.



**VUE 6 FREE!**

For a limited time, buy  
a copy of Vue 5 and  
get the corresponding  
version of Vue 6 (when  
it is released) for free!

For more information [www.e-onsoftware.com/2dca](http://www.e-onsoftware.com/2dca)



Product and company names are trademarks of their respective owners. All rights reserved. © 2004 e-on software. All other names are trademarks of their respective owners. All other names are trademarks of their respective owners. All other names are trademarks of their respective owners.





10 of the best images from  
around the World Including

Seung Ho Henrik Holmberg  
Sasha Podgorny  
Andrew Berends  
T.G.Jay  
Roy Stein  
JF Bruckner  
Vijoi Daniel Iulian  
Asaf Damti  
Hoang Nguyen  
& Tomáš Müller

WTC





This is the Free Lite Version of

# 2dartist

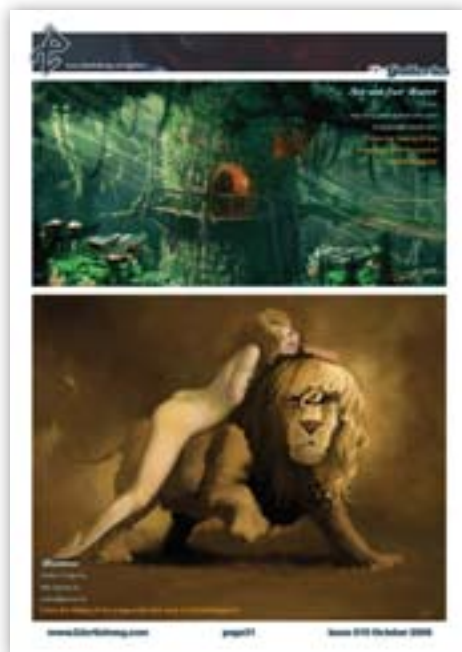
[www.2dartistmag.com/gallery](http://www.2dartistmag.com/gallery)

Buy the Full version for only \$4

*The Galleries*

# GALLERIES

# 7 pages





COLOR



REFLECTIONS



DEPTH



SHADOWS



# THE POWER OF LAYERS



**STRATA 3D CX 5.0**  
DESIGN AT A HIGHER POWER

Digit Magazine (July 2006) says, "Strata 3D™ CX feels like an Adobe® application - graphic designers will feel right at home... The traditional look (of Strata 3D CX) makes the program friendly to new users." Version 5.0 of CX... "makes the program even more like Photoshop's® 3D cousin."

Digit named Strata 3D CX the number one 3D app for designers, and awarded it "Best Buy" in its 3D Design Software Shootout.

**SEE FOR YOURSELF!**



The 30-Day unlimited tryout of Strata 3D CX 5.0 is now available. Visit our website to find out what users and industry publications have been raving about.

<http://www.strata.com/cx5demo/>



Visit our website to learn about our entire line of products for designers: Strata 3D CX, Strata Live 3D, and Strata Foto 3D.

WWW.STRATA.COM

**STRATA™**  
THE POWER OF 3D

Strata, Strata 3D CX, Strata Foto 3D, Strata Live 3D, and The Power Of 3D are trademarks of and/or licensed by Corastar Inc. All other trademarks are the property of their respective holders. Image by Thorbjørn Haarup Laursen.





# Painting a Landscape

In this tutorial, I will teach you how to paint a landscape, mostly a cloudscape, but put into a grassy field. I'll teach you a quick and easy way to lay out your clouds, a new way of blending, and getting your light beams in them. Then I will teach you how to paint some quick mountains, lighting and so forth. So let's begin!



This is the Free Lite Version of

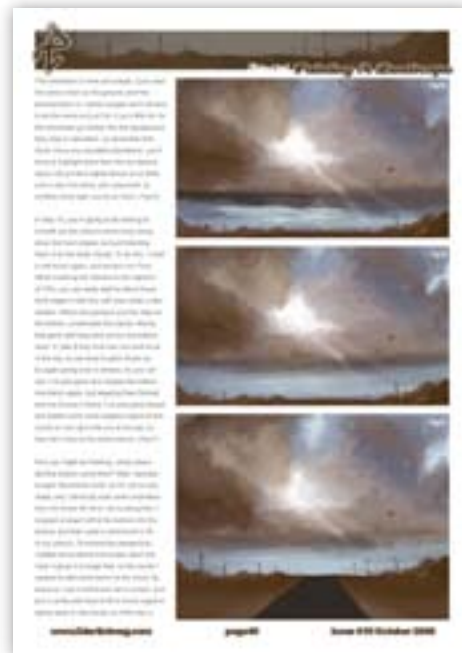
# 2dartist

Buy the Full version for only \$4

*Tutorial* **Painting A Landscape**

# Painting a Landscape

# 6 pages





Pixologic  
makers of ZBRUSH



ZBrush.com ZBrushCentral.com

Disney Enterprises, Inc.  
Bruckheimer, Inc. All rights reserved  
Photo Credit: Industrial Light & Magic



"ZBrush has initiated a renaissance on sculpture. It's the first and only sculpting software that gives the artist freedom to work creatively without the constraints of conventional modeling packages also eliminates the need to work with physically based maquettes because it is, better than clay, more intuitive to use, and far more productive."  
- Geoff Cambell, ILM Senior Model Supervisor

Painting clouds is not as hard as it looks,  
Let Marek Hlavaty show the you the way to paint  
amazing clouds in a easy, simple and efficient way...

# CLOUDS *from* ABOVE







This is the Free Lite Version of

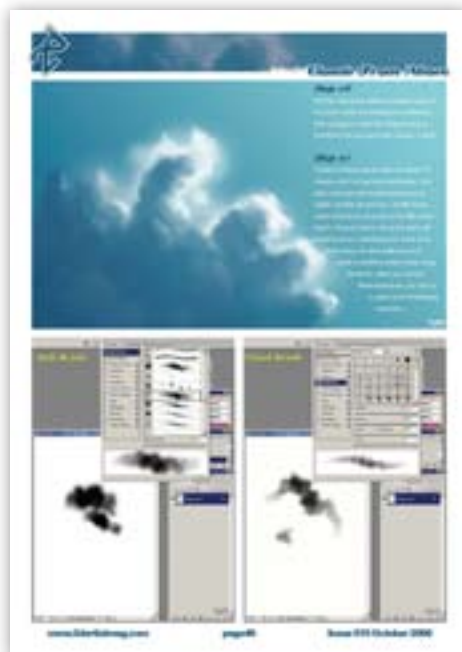
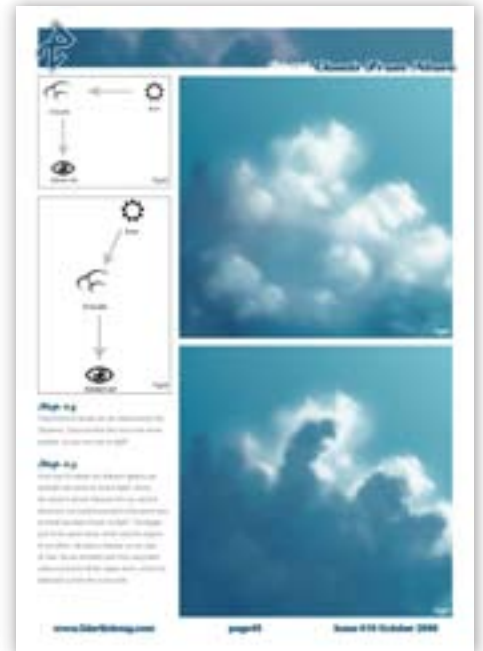
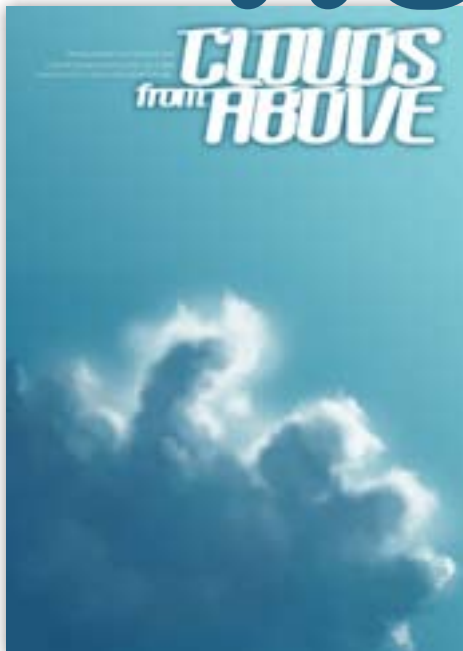
# 2dartist

Buy the Full version for only \$4

*Tutorial: Clouds From Above*

# Clouds from ABOVE

# 7 pages





Zoo Publishing presents the new issue of **3dcreative**  
 magazine: a downloadable monthly magazine for  
 concept art, digital & matte painting for only **\$4us**

ZOO PUBLISHING

ISSUE000 MONTH 2006 \$4 / €3.25 / £2.25

# 3dcreative MONSTER HOUSE

Interview with VFX Supervisor Jay Redd & Animation Supervisor Troy Saliba

## SIGGRAPH2006

>>All the news from the years biggest CG event in Boston

### SWORDMASTER

>>continuing complete monthly tutorial for 3DS Max, Maya, Lightwave, C4D & XSI

### TEXTURING MASTERCLASS

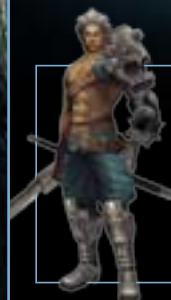
>>Cartoon and Stylised Characters part 2 by Siku

### INTERVIEWS

>>with Justin Lassen, Sebastian Schoellhammer & BUCK Studio LA

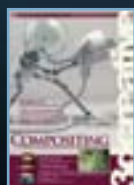
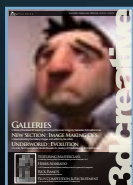
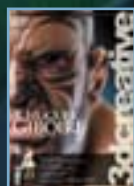
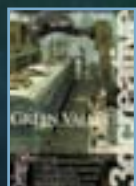
### MAKING OF'S

'Rusty' by Cesar Alejandro Montero Orozco, 'Flower' by Xu Fei & 'Upside-down' by Mathias Koehler



visit **www.3dcreativemag.com**

to download the free 'lite' issue, the full issue, subscription  
 offers and to purchase back issues.



ZOO  
 PUBLISHING

HAPPY  
 BIRTHDAY



# ICE

BY ADONIS

Hello and welcome to the tutorial on how to create Ice on Photoshop. In this short, but useful tutorial, I will teach you how to go from a simple line art sketch, to a nice glossy piece of ice. Let's begin!



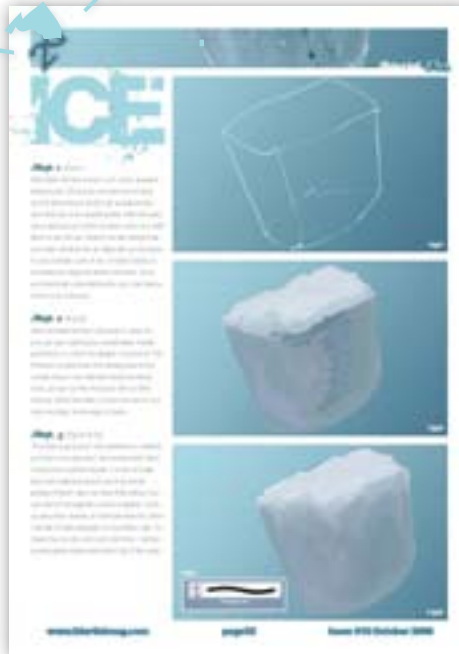


This is the Free Lite Version of  
**2dartist**  
Buy the Full version for only \$4

*Tutorial Ice*

# ICE

# 5 pages







By Richard Tilbury

# ELEMENTS

## 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 will be doing skin.

### SUBJECTS:

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

Issue 07 : July 06 : part 7 : FUR & HAIR

Issue 08 : August 06 : part 8 : EYES

Issue 04 : September 09 : part 9 : SKIN

Issue 10 : October 06 : part 10 : FLESH WOUNDS



This is the Free Lite Version of

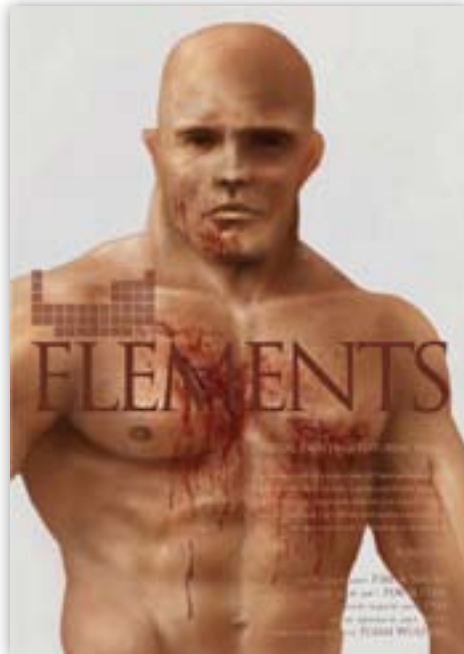
# 2dartist

Buy the Full version for only \$4

Elements *Flesh Wounds*

# ELEMENTS

# 4 pages







By Benita Winckler

# ELEMENTS

## 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 will be doing skin.

### SUBJECTS:

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

Issue 07 : July 06 : part 7 : FUR & HAIR

Issue 08 : August 06 : part 8 : EYES

Issue 04 : September 09 : part 9 : SKIN

Issue 10 : October 06 : part 10 : FLESH WOUNDS



This is the Free Lite Version of

# 2dartist

Buy the Full version for only \$4

Elements *Fresh Wounds*

# ELEMENTS

# 7 pages





# THE BABYSITTER

Throughout this tutorial, Roy will show you how to use Texture manipulation.

In order to help achieve that realistic, messy look, Simple and effective it gives you the ability for shorter deadlines and great results.

BY ROY STEIN





This is the Free Lite Version of

# 2dartist

Buy the Full version for only \$4

*The making of* **Babysitter**

# THE BABYSITTER

BY ROY STEIN

6 pages







In this tutorial you will find out how Andrew Berends made his Jealous Bodyguard, surprisingly using only 1 brush...

# JEALOUS BODYGUARD



This is the Free Lite Version of

# 2dartist

Buy the Full version for only \$4

The making of *Jealous Bodyguard*

# 6 pages

## JEALOUS BODYGUARD







This is a story about love, expectation and courage. When light comes through the darkness, they will meet again.





This is the Free Lite Version of

# 2dartist

Buy the Full version for only \$4

*The making of* **Set Out for Lover**

# Set Out for Lover

# 7 pages







# 2d

**artist**

## *Interviews*

Tomáš Müller

Seung Ho Henrik Holmberg

## *Articles*

Creatively Self - Employed part 1 of 3  
Lemmings with Team 17 Concept art &  
evolution

*Plus!*  
*Tutorials*  
*Galleries*  
*Making of's*  
*& more*

***All for only \$4!***

go to [www.2dartistmag.com](http://www.2dartistmag.com) for full  
details and to purchase current, back  
issues and 6 & 12 month subscriptions

Image by Daniel Kvasznicza



About us **Zoo Publishing**



### Partners

If you have a CG Community website, and would be interested in reselling 3DCreative or 2Dartist magazine please contact  
lynette@zoopublishing.com

### Zoo Publishing

Is a new Company, publishing downloadable online magazines. It is based in the West Midlands in the UK. Zoo currently produces two online downloadable magazines, 3dcreative and 2dartist. Zoo's intention is to make each issue as full of great articles, images, reviews, interviews, images and tutorials as possible. If you would like more information on Zoo Publishing or It's magazines, or you have a question for our staff, please use the links below.

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

[www.3dcreativemag.com](http://www.3dcreativemag.com)

[www.2dartistmag.com](http://www.2dartistmag.com)

Editor > Ben Barnes

[ben@zoopublishing.com](mailto:ben@zoopublishing.com)

Assistant Editor > Chris Perrins

[chris@zoopublishing.com](mailto:chris@zoopublishing.com)

Marketing > Lynette Clee

[lynette@zoopublishing.com](mailto:lynette@zoopublishing.com)

Content Manager > Warin Pismoke

[warin@zoopublishing.com](mailto:warin@zoopublishing.com)

