



ALL ABOARD

Read our latest interview with the talented 3D Artist, Marek Denko, and find out why he believes finding good reference material is the “key” to creating stunning images! ...



ARTICLES

'Scream', Axis Animation's Grid, plus more!



INTERVIEWS

Marek Denko, Neil Maccormack and Shilo



GALLERIES

Simon Reeves, Pedro Conti and Chris Wilson, plus more!



MAKING OF'S

'Voice' by Chris Carter, plus more!



TUTORIALS

NEW: Bugatti Veyron Car Modelling Tutorial Series, plus more!



EDITORIAL

Welcome to Issue 31! We managed to track down the extremely talented, and equally busy, Marek Denko this month for an in-depth interview about his life and work for this issue. Marek's work never fails to impress us, so have a wander over to **PAGE 008** to see some of his

work – both old and 'hot off the press' – and get yourself inspired for some hyper realistic CG creation! We've also had the great pleasure of catching up with Neil Maccormack, of Bearfoot Films, for this month's issue, so flick to **PAGE 025** to see his fantastic sci-fi/fantasy artwork and read all about how he found himself in Geneva after growing up in little ol' England! Our third interview this month is with the boundary-pushing studio, Shilo – check out **PAGE 018** to find out what these guys are working on now and what they've been up to, and how Shilo all came about in the first place! Our ZBrush and Bugatti Veyron Tutorials are still going strong this month, and we have ourselves an instrument-based Making Of theme going on with some great contrast, with the making of an electric guitar by Alexander Nadein (**PAGE 094**) and a classical violin by Chris Carter (**PAGE 104**). So if you too have a passion for music and have always fancied modelling yourself a banjo, bass, or even a kazoo (why not?), and setting it in a stunning/dramatic environment, then get stuck into these Making Of's and try it our for yourself! What's stopping you? Have fun, enjoy this month's issue and catch you next month! Ed.

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BUGATTI VEYRON

For 3ds Max, Maya, C4D, LW & XSI



EDITOR

Lynette Cleo

LAYOUT

Bobby Brown
Imogen Williams

CONTENT

Lynette Cleo
Tom Greenway
Richard Tilbury
Chris Perrins

PROOFING

Jo Hargreaves
Lynette Cleo

LEAD

DESIGNER
Chris Perrins

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Get the most out of your Magazine!

If you're having problems viewing the double-page spreads that we feature in this magazine, follow this handy little guide on how to set up your PDF reader!



SETTING UP YOUR PDF READER

For optimum viewing of the magazine, it is recommended that you have the latest Acrobat Reader installed. You can download it for free, here: [DOWNLOAD!](#)

To view the many double-page spreads featured in 2D Artist magazine, you can set the reader to display 'two-up', which will show double-page spreads as one large landscape image:

1. Open the magazine in Reader;
2. Go to the **VIEW** menu, then **PAGE DISPLAY**;
3. Select **TWO-UP CONTINUOUS**, making sure that **SHOW COVER PAGE** is also selected.

That's it!

CONTRIBUTING ARTISTS

Every month, many creative and talented artists around the world contribute to 3DCreative Magazine. Here you can read all about them. If you would like to be a part of 3DCreative or 2DArtist Magazines, please contact lynette@zoopublishing.com.

Our new car modelling tutorial series, Bugatti Veyron, brings a group of new talented artists to 3DCreative Magazine. These wonderful people are responsible for creating our 3ds Max, Cinema 4D, LightWave, Maya & Softimage XSi content this month!



CRAIG A. CLARK

Having worked on a wide range of projects, including games (Powerdrome, 8 Days, and Motorstorm), music videos (Muse: Sing for Absolution) and feature films (Goal 2, Harry Potter, Underdog, and The Golden Compass), Craig has a broad range of experience. Throw in commercials/product visualisations and the range is greater still!

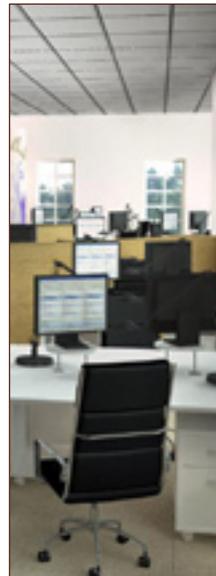
<http://www.f-nine.co.uk> caclark@f-nine.co.uk



ALI ISMAIL

is a 3D artist who has worked on everything from Hollywood movies to TV commercials to games. He started out by doing the first 3D games in Jordan, then freelanced to clients such as Microsoft and VW, and has also worked for ILM on projects such as Indiana Jones and the Kingdom of the Crystal Skull whilst at Lucasfilm Animation Singapore.

<http://www.aliismail.com/> ali@aliismail.com



EMLYN DAVIES

is a 27 year old freelance 3D artist, based in Birmingham, UK. He has four years experience in Cinema 4D and has freelanced mainly at Cadbury as a 3D consultant for most of his professional career. Passionate about all things 3D, he constantly strives to develop his expertise and blur the boundaries between the real and the digital world.

<http://www.cr8ivity.co.uk> info@cr8ivity.co.uk



KRISZTIÁN SZEIBOLD

is a 3D Artist living in Budapest, Hungary. In 2000, he started using 3D software such as 3D Studio R4, and later 3ds Max and Maya. He's currently working as a 3D Artist on post-productions and commercials with Softimage XSI and Fusion. He hopes that he's going to be able to work on feature films in the future.

<http://www.oryon.extra.hu/>
szkoryon@gmail.com



ANDREW HOBSON

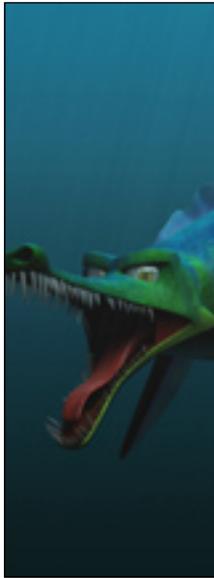
has been using 3D software for about 4-5 years, mainly as a hobby, and enjoys developing his skills through various tutorials and courses. He's most proficient at modelling, especially vehicles, but is looking to develop his organic modelling, particularly humans/fantasy figures. He would love to work in the film or games industry (especially on the Nintendo Wii) so he can further develop his skills.

andrewhobson2@gmail.com





JIRKA ŠIŠKA began playing with 3D at high school, and now studies Architecture in Prague. At the moment he's just a hobbyist, but he hopes to one day work in the film industry. His main skill is modelling, but he's also currently developing his skills in rigging and animation. He really enjoys, and is enchanted by, the capabilities of today's computer art.
jirka_siska@yahoo.com



CARLOS ORTEGA

is a 26-year old graphic designer and has been working in 3D for about 4 years. He's currently working in the TV department of Guanajuato University doing graphic design and 3D animation for TV spots and documentaries. He's also a multimedia freelancer and a shortfilm hobbyist with a production house called TG Productions. <http://www.zigrafus.com.mx>
strogg_tank@hotmail.com



WAYNE ROBSON is a very successful freelance digital sculptor living in Durham, England. Wayne is currently dividing his time between work on an upcoming creature documentary and his upcoming extensive book on ZBrush for Wordware publishing. Wayne's best selling DVDs on ZBrush and Mudbox are available through Kurv Studios.
<http://www.dashdotslash.net>
wayne@dashdotslash.net



CHRIS CARTER

joined the US Air Force in 2000, and discovered 3D two years ago when he was assigned to the 367TRSS at Hill Air Force Base, Utah, where they make e-learning titles. He's also in college earning his Computer Science degree. He enjoys spending every free moment working with 3ds Max and ZBrush. He also toys with Maya and XSI and wants to one day model for films and games. cg.carter@comcast.net



ALO ALVAREZ has been a 3D freelancer since 2004, mainly working with advertisements and video-games. He's also worked in studios for cinema and TV production. Self-taught, he began playing with 3D at 14 using 3D Studio 3.0 under MS-DOS. His professional ambition is animation cinema, but as a personal expression he likes working on conceptual images that transmit feelings and thoughts.
www.aloalvarez.com contact@aloalvarez.com



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: lynette@zoopublishing.com

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Every £, \$ or € that we make from 3DCreative sales go straight back into investing quality content for the mag – yep, all of it! We're a small company and these mags are not made for profit. Who are we making these mags for? You!! So help us by spreading the word and we'll continue to bring you 3D goodness for years to come. Don't help? And, well... pirates are mean, huh?



"FOR ME PERSONALLY,
PHOTOGRAPHIC
REFERENCES ARE A REALLY
IMPORTANT STARTING
POINT WHEN I'M CREATING
MY IMAGES."

Marek Denko

It's hard to be interested in CG and not have seen any works by Marek Denko. His images are sought-after in the many CG galleries on the net, often being listed at the top of the 'most viewed' rankings. Being incredibly busy with his freelance work, he still helps the community with his 'making of' tutorials and (if pestered enough) will even provide an interview...

Marek Denko

Hi Marek, thanks for your time. Can we start with just a quick introduction and a bit about yourself for the readers please.

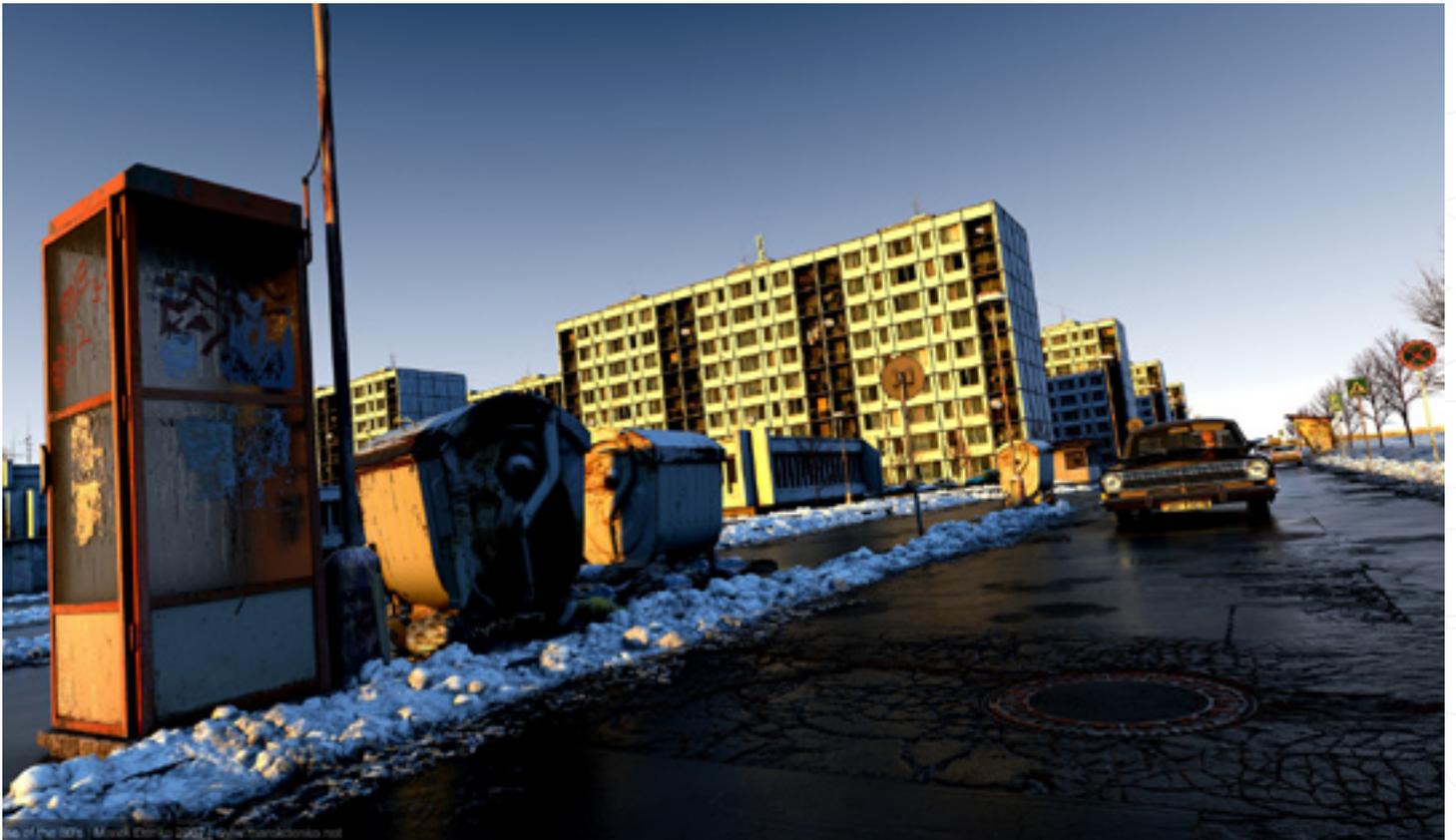
My name is Marek Denko. I was born in 1980 in a small town in the central part of the Slovak Republic. I've been interested in many different forms of art since I was a child, when I did painting, drawing, played the guitar and even tried to compose music. When I was attending high school in the historic city of Banska Stiavnica, my mother bought me my first personal computer and it wasn't long before I started to discover the secrets of computer graphics.

I went on to study at Brno University of Technology in the Czech Republic and after I graduated, I started to work with Jan Rybar's Imagesfx. This was followed by a move to Italy, where I worked on the CG movie Dear Anne,



Marek Denko 2005
denko.mazarska.com
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The Gift of Hope. After my son was born, I decided to work as a freelancer from home, so that I could see him grow up and spend more time with my family - which is what I'm still doing now.

What are the main differences coming from studio work to working from home? In terms of finances, motivation and self-discipline?

I get to spend more time with my family. I get to decide what I work on and how much time I spend on what. I'm being careful with my schedule, looking for freelance work etc. Everything has positive and negative sides... Nothing is just black or white, but for now I'm happy at home. Maybe in two months I'll be somewhere in the studio with lot of people around... who knows.

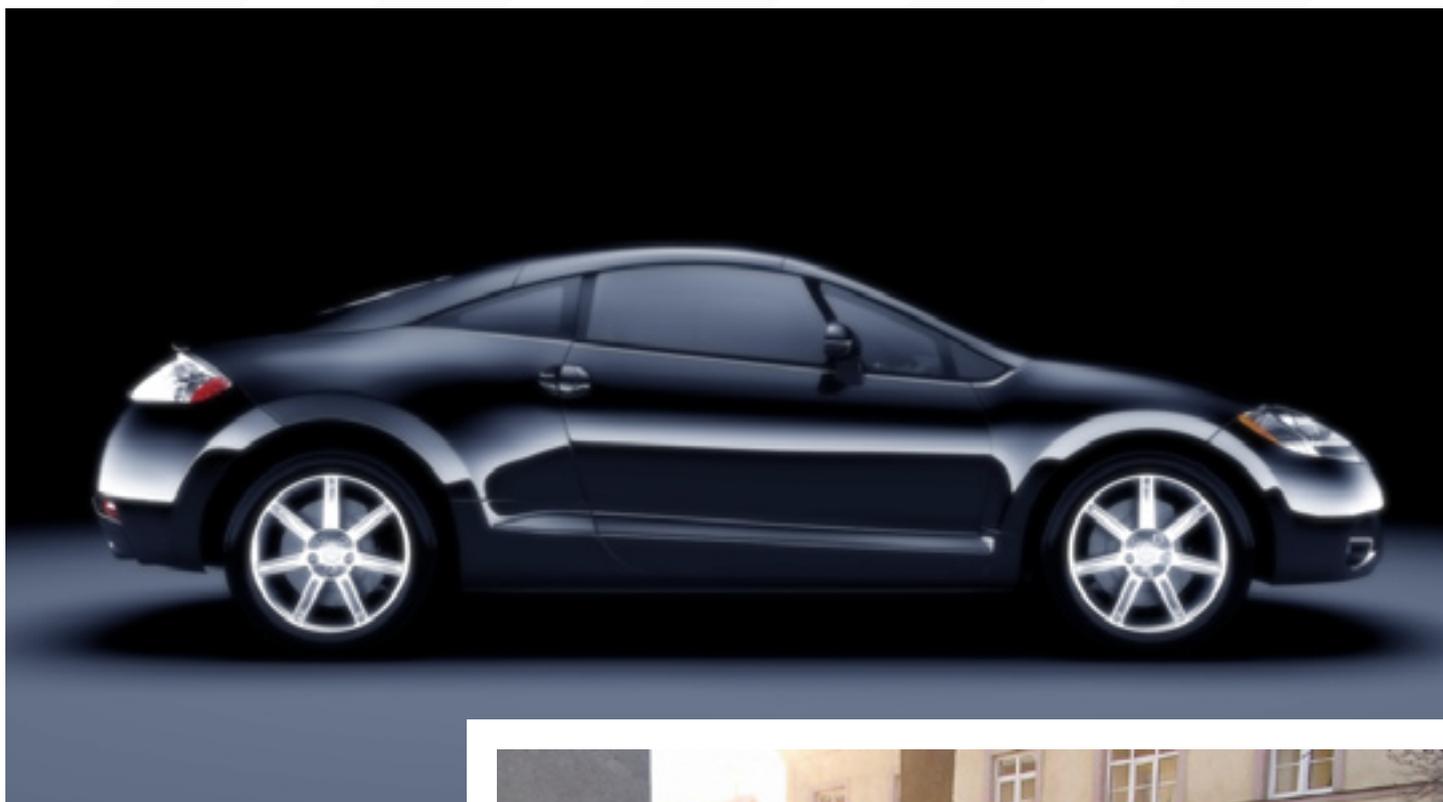
You have so many great images chosen for so many books, galleries and awards. Which ones really stand out for you and why?

Thank you. It's not an easy question to answer, to be honest. Each of my images is connected to a particular time in my life, so each one is special in some way. But if you really force me to choose one, it would be 'Street of Memories'. I put more from my personal life into this one than people realise. It contains lots of elements that reflect times and places from my life.

So would you say your personal gallery is almost a way of expressing a diary of things that have happened in your life?

Some of them, yes, but I wouldn't call it a "diary". When I look at my





images I know exactly what I was doing at the time when I was creating them; I know where I lived, what music I was listening to, what projects we were working on at the studio etc.

What has been your greatest artistic achievement in your life so far?

My little son of course! You know, I never think that way... artistic achievement.. I really don't know what to say. If you ask me about my career achievement it would be that I was chosen as Autodesk 3ds Max Master 2007. It was a really great honour for me.

You seem to enjoy recreating beautiful lighting to great effect, such as dramatic skies and rich sunsets. Can you tell us some of your secrets in producing these and what software you favour for your lighting work?

Most of these dramatic sky and sunset looks are done in postproduction when I'm playing with images in Photoshop or Fusion or wherever. There are really no secrets about it, I just take one colour corrector and play with colours, then I take another one, another, two more and then it's done. I end up with 15 layers of corrections!

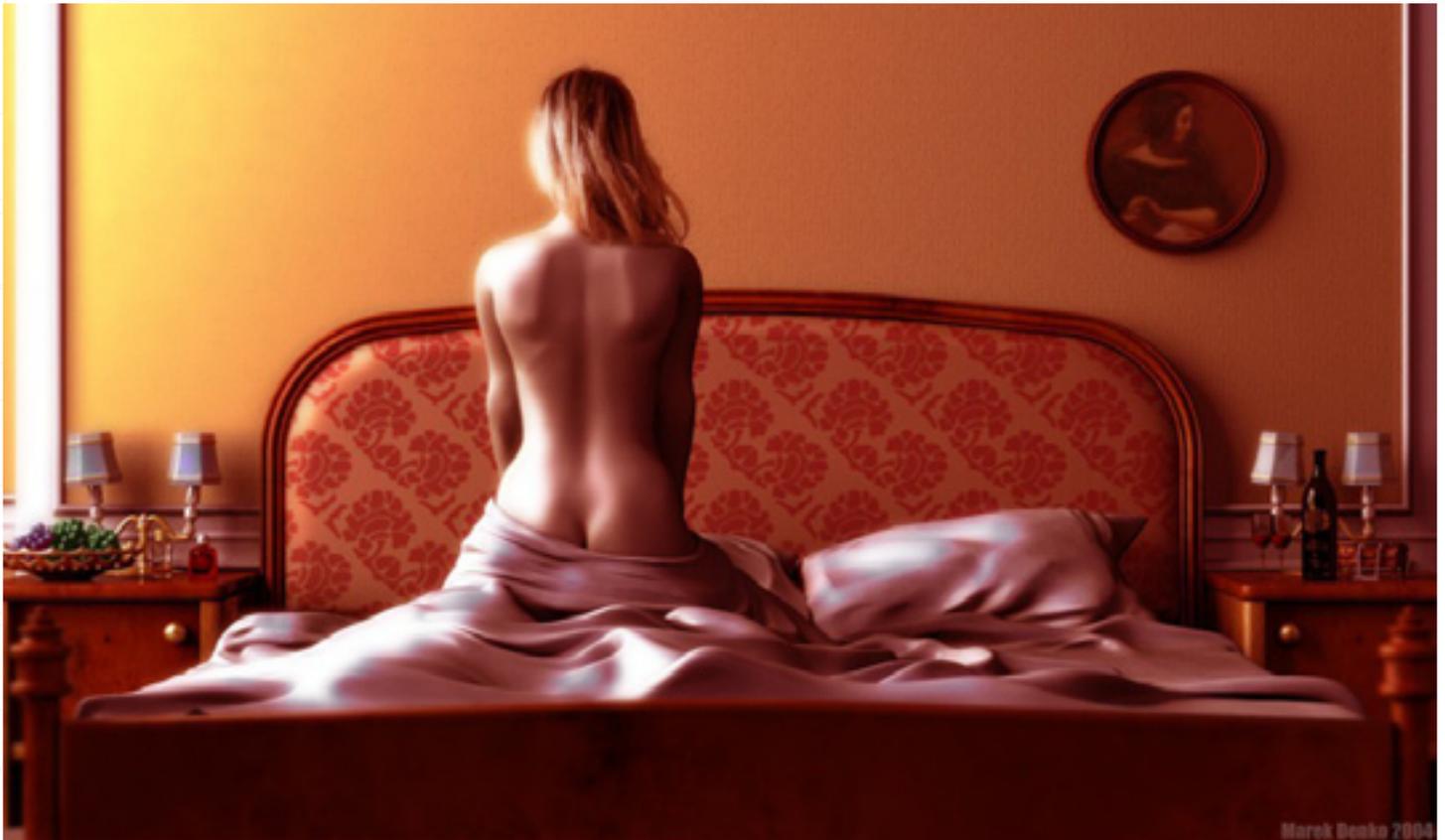


Yes I see, but do you have to make the initial render with the final result in mind? Or can you really change the whole look of the image in post if you want to?

Usually I know from the start what look I'd like to have at the end, but I also know what it's possible to do with images in postproduction. Someone can ask me: "But why are you putting so much detail into your models even when they are in the background". My answer to that is: "Because I want them to be detailed". I'm using

my models in other professional projects and sometimes I just don't know exactly where an object will be placed. I just know that I want it there.

Can you tell us a bit about how photography plays a part in your CG? Does it help you in general with things like perfecting compositions? I use a lot of photographs as references. For me personally, photographic references are a really important starting point when I'm creating my



images. Usually I spend several hours searching through the internet and my photo library, trying to find the best references. If it's needed, I'll often just go outside to take new pictures. I never underestimate this part of work. In reference photos you can find lots of interesting details that are harder to realise if you don't see them directly. They're also very helpful when it comes to modelling, texturing and shading.

We always seem to ask the question 'what advice do you have for our student readers?' but I would like to ask you if you have any recommendations for things art students should NOT do!?

They shouldn't be spending whole days on some CG forum asking questions. They should use their own resources, really think about what their struggling with and do their own research to find the solutions to their problems.

However in the end I'm not a teacher or someone who is in position to lead someone. Everyone is different and that's what makes the wonderful world of art so interesting!

MAREK DENKO

For more work by this artist please visit:

<http://marekdenko.net>

Or contact them at:

marek.denko@gmail.com

Interviewed by: Tom Greenway





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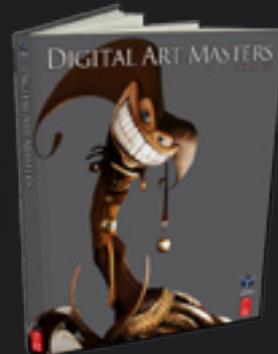
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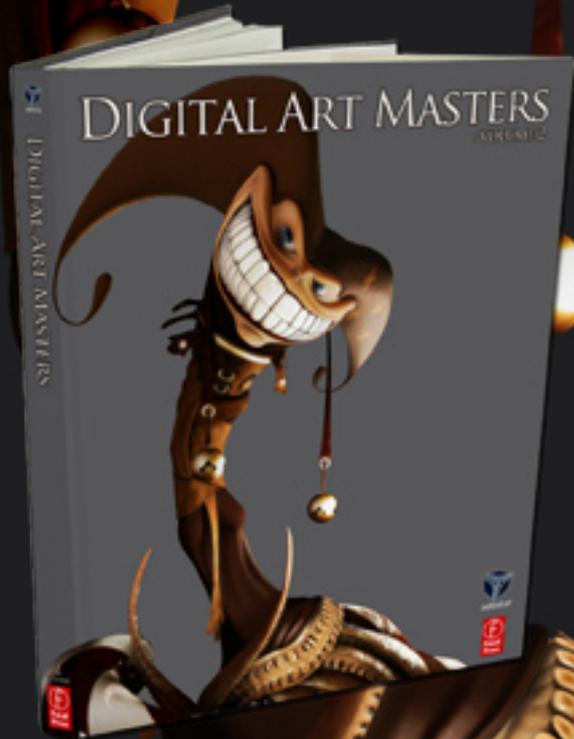


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Shilo's daring band of directors, designers, and artists strive to push the boundaries of contemporary commercial production, and strike a nerve in an increasingly numb audience. Co-founded by Jose Gomez and Andre Stringer, Shilo is distinguished by its passion for "design-infused storytelling".



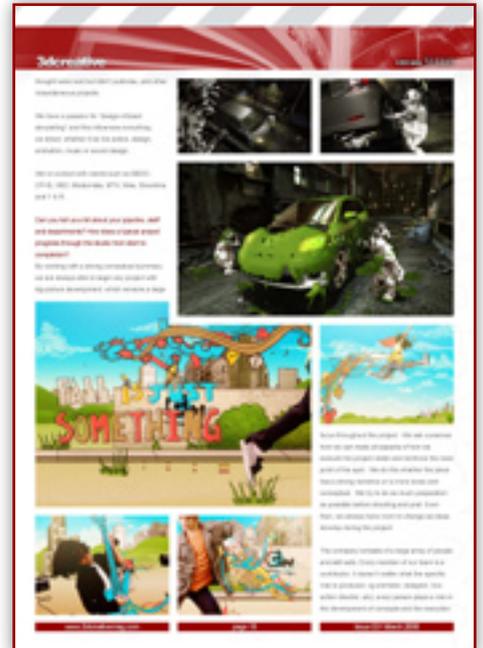

Shilo

Shilo

7 TOTAL PAGES

"WE TEND TO THINK OF OURSELVES AS NOT NECESSARILY HAVING A SPECIFIC STYLE PER SE. WE STRIVE FOR CREATIVITY AND EXCELLENT EXECUTION. WE THINK THOSE QUALITIES ARE DEFINITELY SHARED IN OUR BODY OF WORK"

Shilo's design team of directors, designers, and artists strive to push the boundaries of contemporary commercial production, and do this in a way that is an increasingly niche business. Co-founded by John Somers and Andre Gagneux, Shilo is distinguished by its passion for "design where it counts."



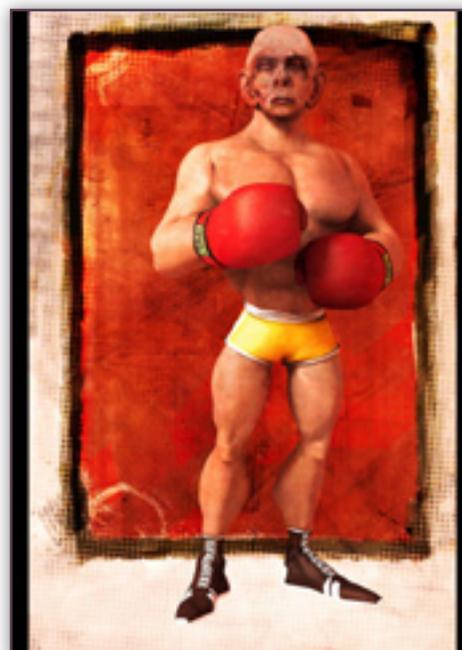
“...TEXTURING IS SOMETHING I ENJOY THE MOST AS IT GIVES ME THE OPPORTUNITY TO PAINT IN PHOTOSHOP WHICH IS SOMETHING I REALLY ENJOY...”

NEIL MACCORMACK

Driven by his passion for 3D has lead Neil Maccormack to set up BearFootStudios and become a freelance 3D artist in Geneva. We chat with Neil about why he left sunny old England to bask in the beauty of Geneva and we find out what has lead him to becoming the artist he is today.

NEIL MACCORMACK

9 TOTAL PAGES



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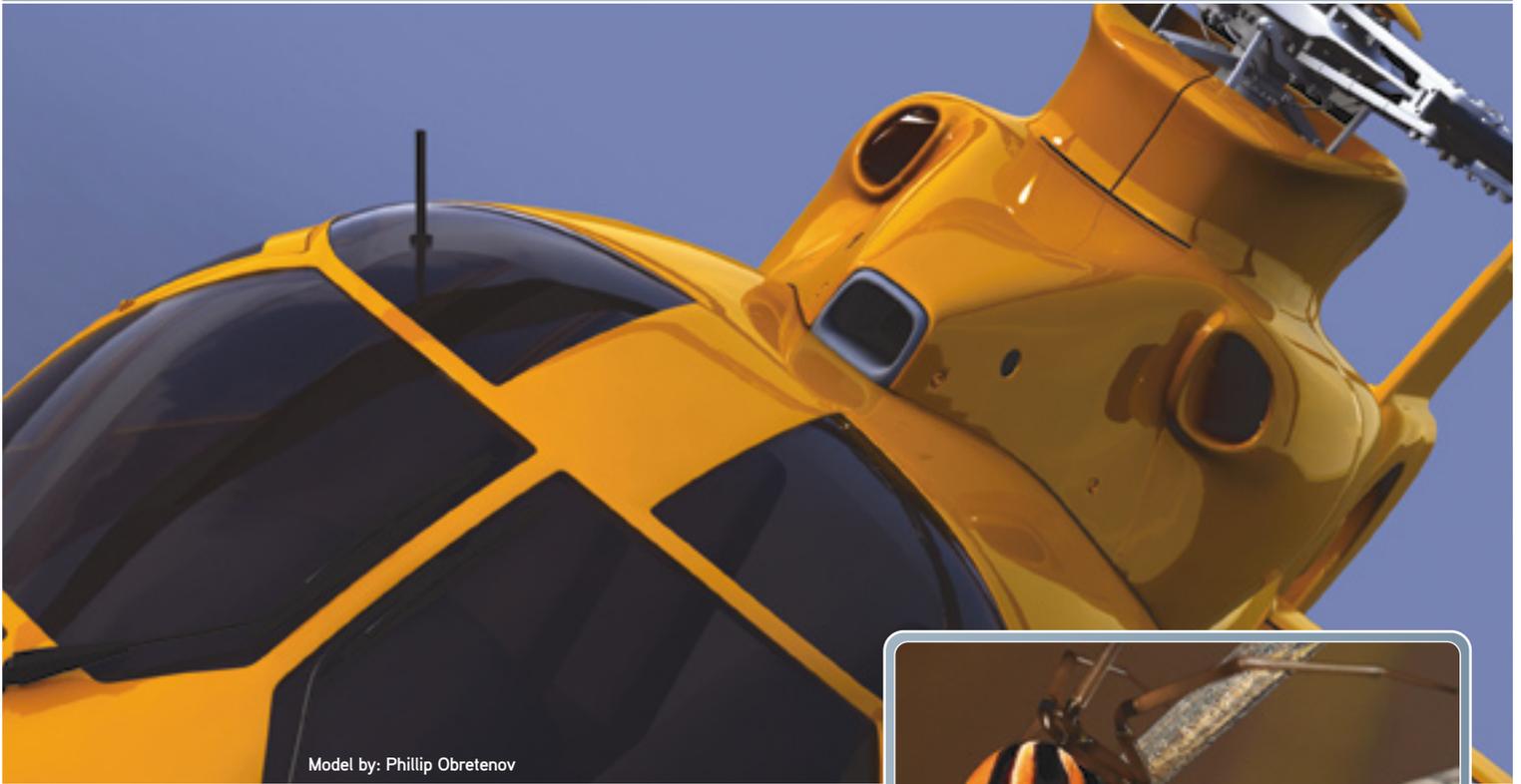


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“I LIKE TO SIMPLY LIE
DOWN IN THE
AFTERNOON AND
DRIFT INTO A VERY
SHALLOW SLEEP
WHERE I’LL LET
THOUGHTS
AND IDEAS
INTERWEAVE
OF THEIR
OWN

WHEN YOU’RE DOWN,
WHAT CAN FIRE YOU UP?

This month, we have asked 3D artists from a
variety of backgrounds and locations around the
world:

WHEN YOU’RE RUNNING
LOW ON MOTIVATION,
WHAT CAN FIRE YOU UP?

Here’s what they said...

WHEN YOU'RE DOWN ON MOTIVATION, WHAT CAN FIRE YOU UP?

4 TOTAL PAGES



WHEN YOU'RE DOWN ON MOTIVATION, WHAT CAN FIRE YOU UP?

ADRIAN TILIA
 3D Modeler, 3D Artist
 I like to simply lie down in the afternoon and drift into a very shallow sleep where I'll let thoughts and ideas interweave.

ALLI DINKEL
 3D Modeler, 3D Artist
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ANDRÉS LEZCANO
 3D Modeler, 3D Artist
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ANDRÉ HILDEMEYER
 3D Modeler, 3D Artist
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ANDRÉ KRETSCHBAUER
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ANNA CHABEK
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BOGDAN
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CECILIA AGUIAR
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DANIEL VOIC
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DAVID RINCO
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ERIC PICHANI
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DIANA DORRIN
 3D Modeler, 3D Artist
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SARAH AGUIAR
 3D Modeler, 3D Artist
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WHEN YOU'RE DOWN ON MOTIVATION, WHAT CAN FIRE YOU UP?

BOB ZACKWISER
 3D Modeler, 3D Artist
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LEAH REAP
 3D Modeler, 3D Artist
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EUGENIO GARDIN
 3D Modeler, 3D Artist
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CAROLLO GIORDANO
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MATTHEW KURBER
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MARC WINTERFELT
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HARSH DREHL
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MICHAEL SEEL
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NILS MACKERBACH
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NICOLA COLETTI
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PETER MINEKE
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PETE RICH
 3D Modeler, 3D Artist
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PETER SAMERS
 3D Modeler, 3D Artist
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WHEN YOU'RE RUNNING LOW ON MOTIVATION, WHAT CAN FIRE YOU UP?

Here's what they said:

PYRA STRANGLERA
 3D Modeler, 3D Artist
 I like to simply lie down in the afternoon and drift into a very shallow sleep where I'll let thoughts and ideas interweave.

RICH DOWDANT
 3D Modeler, 3D Artist
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SHAN DUMBERDIE
 3D Modeler, 3D Artist
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SCOTT RICH
 3D Modeler, 3D Artist
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TESSINA KIM GARDIN
 3D Modeler, 3D Artist
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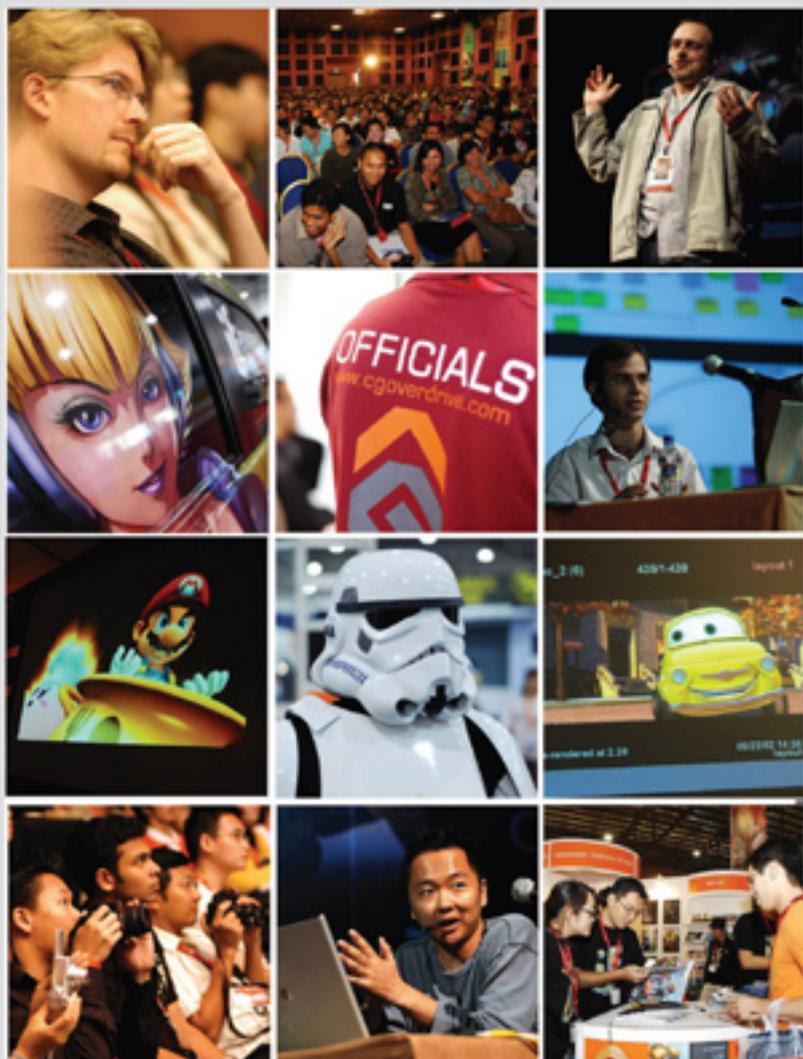
IVAN RARE
 3D Modeler, 3D Artist
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TESSINA FICHERI
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MORISIL MILANIC
 3D Modeler, 3D Artist
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ZENNIK URBANEK
 3D Modeler, 3D Artist
 I like to simply lie down in the afternoon and drift into a very shallow sleep where I'll let thoughts and ideas interweave.

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“‘SCREAM’ PRESENTS
CHESTER, A CHUBBY LITTLE
SQUIRREL WHO VENTURES
OUT ONTO A QUIET
COUNTRY ROAD IN PURSUIT
OF A PRIZED ACORN”

SCREAM

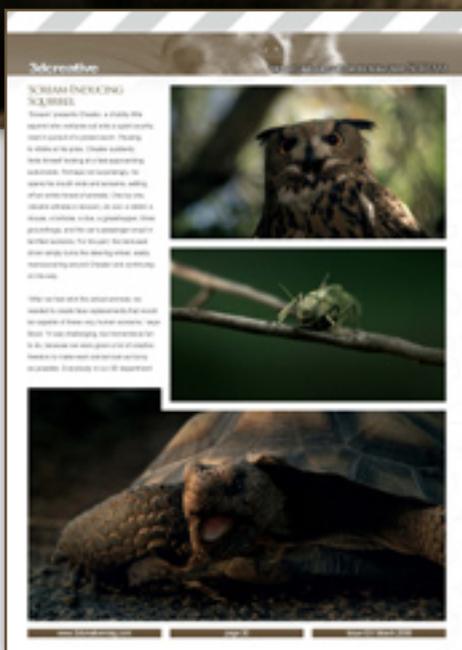
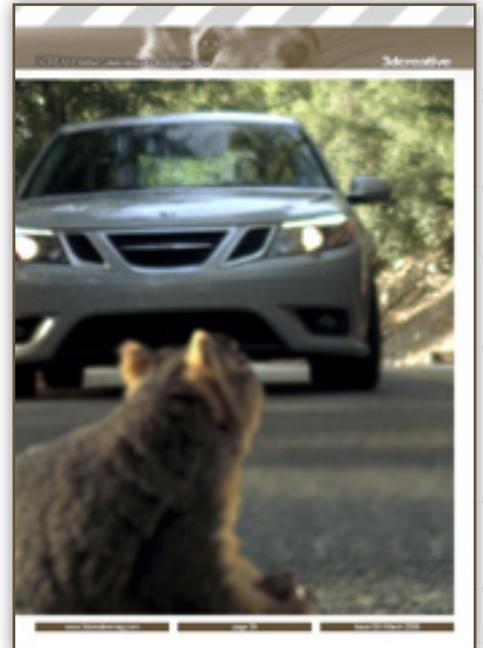
Method collaborates
with Director Kinka
Usher on Bridgestone
Super-Bowl Spots via
the Richards Group

SCREAM

7 TOTAL PAGES



"SCREAM" PRESENTS
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GRID

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JOAN OF ARC

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- Body

Chapter 2: Modeling of the Head
- Head, Ear & Assembly

Chapter 3: Modeling of the Accessories
- The Sword & Armour Legs

Chapter 4: Modeling of the Accessories
- Armour Bust, Hair & Glove

Chapter 5: Modeling of the Accessories
- Accessories & UVW Mapping

Chapter 6: UVW Mapping
- Sword, Clothing, Armour & Body

Chapter 7: Texturing & Hair
- Eyes, Skin & Hair

Chapter 8: Bones & Skinning
- Bases, Hierarchy & Skinning

Introduction:

Michel Roger's famous 'Joan of Arc' tutorial re-written for Maya by Taylor Kingston, Cinema 4D by Giuseppe Guglielmucci & Nikki Bartucci, Lightwave by Vojislav Milanovich and Softimage by Luciano Iurino and 3DCreative Magazine.com.

If there has been one single tutorial that has educated and inspired more budding 3d artists than anything else, this complete step by step project by Michel's must be it. The community is in debt to him.



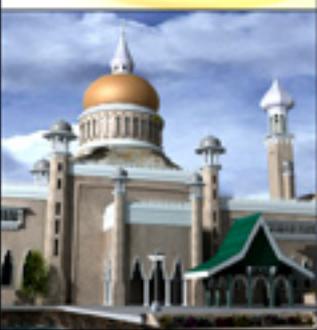
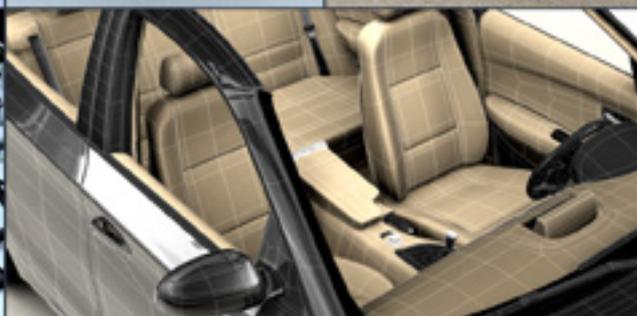
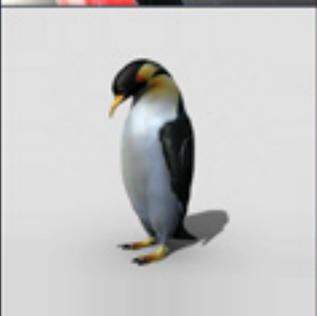
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GALLERY

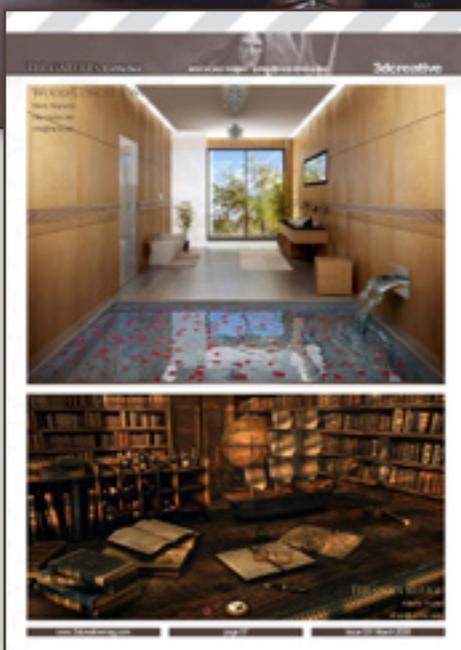
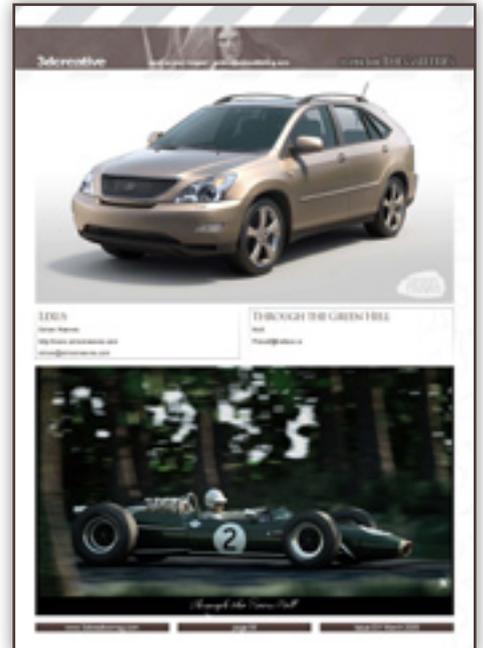
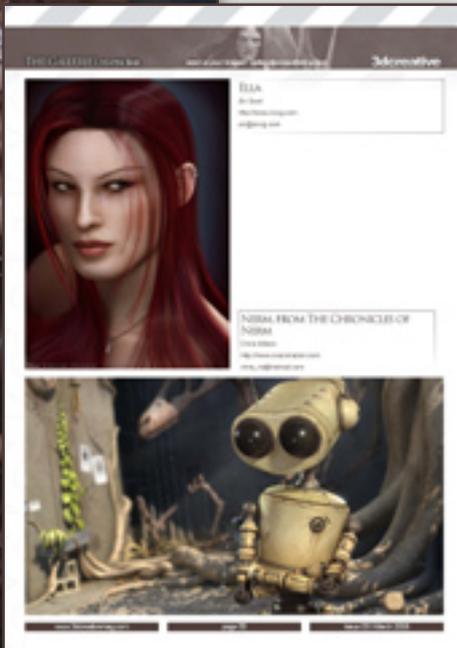
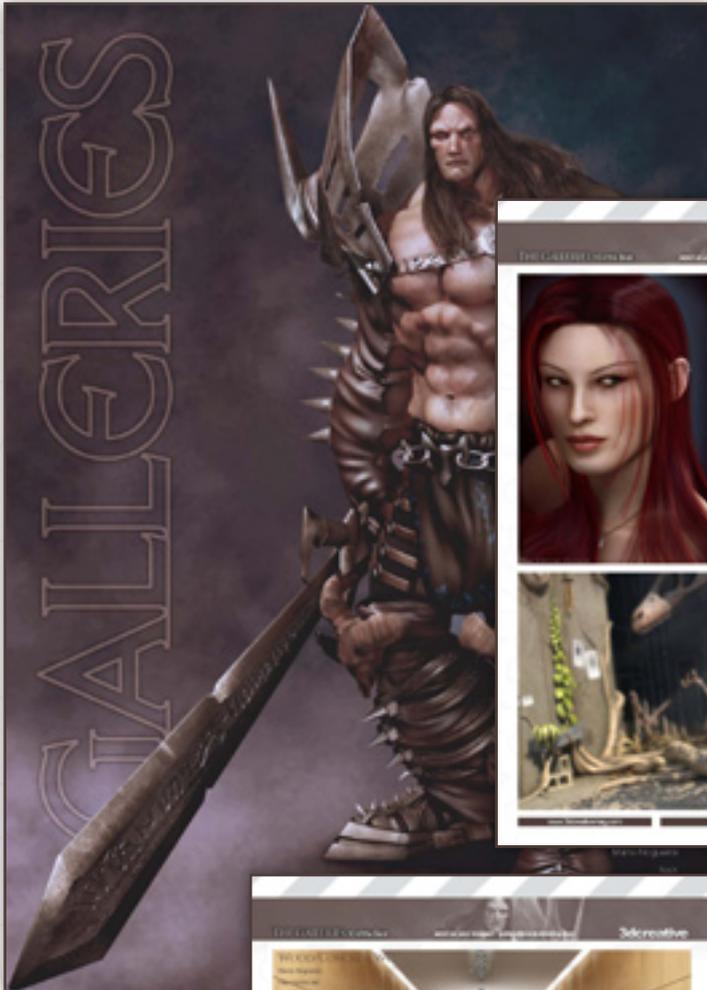


This Month we Feature:

- Pedro Conti
- Chris Wilson
- Simon Reeves
- Mario Nogueira
- NoX
- Miroslav Hundak
- Alberto Trujillo
- Romain Gouzenne
- Vivek Ram
- Ziv Qual

GALLERIES

7 TOTAL PAGES



the 3DC Challenge

3DCreative Magazine introduces the 'Challenge' section of the mag. Every month we will run these challenges, available for anyone to enter for prizes and goodies from the www.3dtotal.com shop, and also for the chance to be featured in this very magazine! The 2D challenge runs in the ConceptArt.org forums, and the 3D challenge runs in the Threeedy.com forums. Here we will display the winners from the previous month's challenge, and the Making Of's from the month before that...

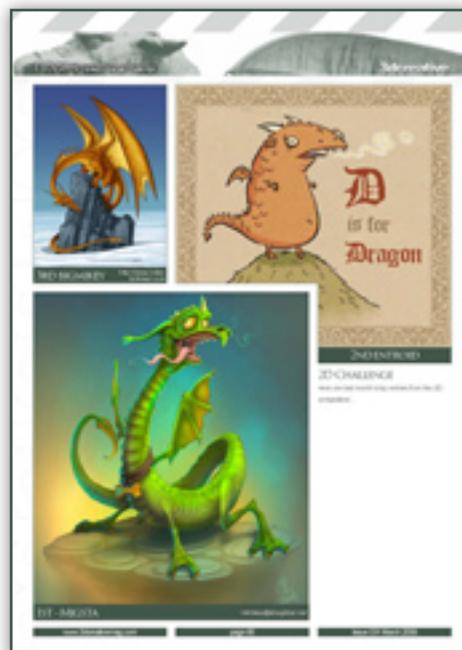
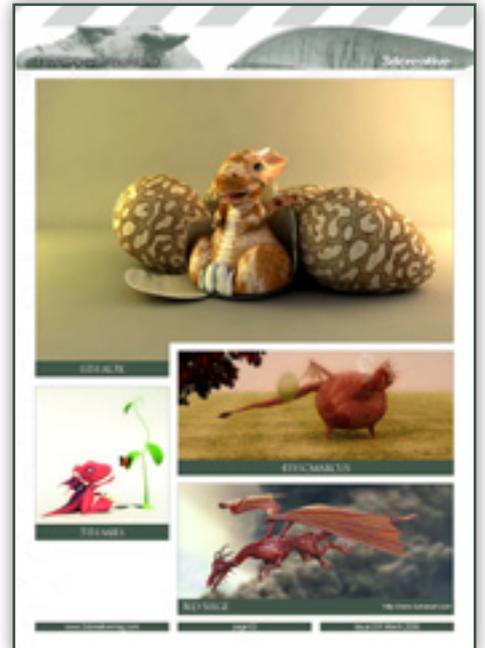
Dragon

Stylised Animal challenge

Stylised Animal Challenge

Dragon

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 **ZBRUSH 3.1**
THE NEXT STEP

Bugatti Veyron

car modelling series

Over the course of the next seven months we shall be running an in depth tutorial on how to go about creating the amazing Bugatti Veyron. The series will cover an in depth and comprehensive guide to modelling the car from start to finish and will focus on the key techniques and stages involved in building the chassis as well as details such as the windows, lights, vents, petrol caps and engine parts etc.

We will then move on to creating the wheels including tyres and hubcaps before going on to building and incorporating an interior, namely the dashboard and seating. The series will proceed with a section on creating and applying materials for the numerous parts of the car such as the paintwork, chrome, rubber and glass before concluding with a tutorial devoted to setting the scene for a finished render. This final part will cover the importance of a good lighting rig and light parameters, as well as the importance of a camera and the integral part that the rendering settings play in showcasing the model for a portfolio.



3DSMax Version
Page 117



Cinema4D Version
Page 139



Lightwave Version
COMING MID MONTH



Maya Version
Page 169



Softimage XSi Version
Page 187

This Month :

MODELLING THE CHASSIS:
PART 3 - LIGHTS, RADIATOR
GRILL & VENTS

Bugatti Veyron car modelling series

80 TOTAL PAGES

Bugatti Veyron car modelling series

3ds max

The series will cover an in-depth and comprehensive guide to modelling the amazing Bugatti Veyron car. From start to finish, we will focus on the key techniques and stages involved in building the chassis, as well as details such as the windows, lights, vents, petrol caps, engine parts and so on. The series will then move on to creating the wheels, including tyres and hubcaps, before going on to building and incorporating an interior, namely the dashboard and seating. This will be followed by a section on creating and applying materials for the numerous parts of the car, such as the paint work, chrome, rubber and glass, before concluding with a tutorial devoted to setting the scene for a finished render. The final part will cover the importance of a good lighting rig and light parameters, as well as the importance of a camera and the integral part that the rendering settings play in showcasing the model for a portfolio.

This series aims to offer a comprehensive guide to creating a finished car to people who are new to the use of 3ds max, but is not suitable for beginners who are not familiar with 3ds max software. The tutorial does not detail every single step of every individual edge loop and vertex, but it does endeavour to outline each important stage and explain the correct techniques necessary to following the exercise.

The schedule is as follows:

- Issue 001 January 2008 **MODELLING THE CHASSIS - Basics**
- Issue 021 March 2008 **MODELLING THE CHASSIS - Details**
- Issue 031 March 2008 **LIGHTS, RADIATOR GRILL & VENTS**
- Issue 052 April 2008 **WHEELS, TYRES & RIMS**
- Issue 060 May 2008 **INTERIOR**
- Issue 074 June 2008 **THE MATERIALS & FINISH**
- Issue 090 July 2008 **LIGHTING SET UP & RENDER**

Enjoy...

3ds max

Bugatti Veyron car modelling series

CINEMA 4D

The series will cover an in-depth and comprehensive guide to modelling the amazing Bugatti Veyron car. From start to finish, we will focus on the key techniques and stages involved in building the chassis, as well as details such as the windows, lights, vents, petrol caps, engine parts and so on. The tutorial series will then move on to creating the wheels, including tyres and hubcaps, before going on to building and incorporating an interior, namely the dashboard and seating. This will be followed by a section on creating and applying materials for the numerous parts of the car, such as the paint work, chrome, rubber and glass, before concluding with a tutorial devoted to setting the scene for a finished render. The final part will cover the importance of a good lighting rig and light parameters, as well as the importance of a camera and the integral part that the rendering settings play in showcasing the model for a portfolio.

This series aims to offer a comprehensive guide to creating a finished car to people who are new to the use of Cinema 4D, but is not suitable for beginners who are not familiar with Cinema 4D software. The tutorial does not detail every single step of every individual edge loop and vertex, but it does endeavour to outline each important stage and explain the correct techniques necessary to following the exercise.

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- Issue 001 January 2008 **MODELLING THE CHASSIS - Basics**
- Issue 021 March 2008 **MODELLING THE CHASSIS - Details**
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- Issue 060 May 2008 **INTERIOR**
- Issue 074 June 2008 **THE MATERIALS & FINISH**
- Issue 090 July 2008 **LIGHTING SET UP & RENDER**

Enjoy...

CINEMA 4D

Bugatti Veyron car modelling series

lightwave

The series will cover an in-depth and comprehensive guide to modelling the amazing Bugatti Veyron car. From start to finish, we will focus on the key techniques and stages involved in building the chassis, as well as details such as the windows, lights, vents, petrol caps, engine parts and so on. The tutorial series will then move on to creating the wheels, including tyres and hubcaps, before going on to building and incorporating an interior, namely the dashboard and seating. This will be followed by a section on creating and applying materials for the numerous parts of the car, such as the paint work, chrome, rubber and glass, before concluding with a tutorial devoted to setting the scene for a finished render. The final part will cover the importance of a good lighting rig and light parameters, as well as the importance of a camera and the integral part that the rendering settings play in showcasing the model for a portfolio.

This series aims to offer a comprehensive guide to creating a finished car to people who are new to the use of Lightwave, but is not suitable for beginners who are not familiar with Lightwave software. The tutorial does not detail every single step of every individual edge loop and vertex, but it does endeavour to outline each important stage and explain the correct techniques necessary to following the exercise.

The schedule is as follows:

- Issue 001 January 2008 **MODELLING THE CHASSIS - Basics**
- Issue 021 March 2008 **MODELLING THE CHASSIS - Details**
- Issue 031 March 2008 **LIGHTS, RADIATOR GRILL & VENTS**
- Issue 052 April 2008 **WHEELS, TYRES & RIMS**
- Issue 060 May 2008 **INTERIOR**
- Issue 074 June 2008 **THE MATERIALS & FINISH**
- Issue 090 July 2008 **LIGHTING SET UP & RENDER**

Enjoy...

lightwave

Bugatti Veyron car modelling series

Maya

The series will cover an in-depth and comprehensive guide to modelling the amazing Bugatti Veyron car. From start to finish, we will focus on the key techniques and stages involved in building the chassis, as well as details such as the windows, lights, vents, petrol caps, engine parts and so on. The tutorial series will then move on to creating the wheels, including tyres and hubcaps, before going on to building and incorporating an interior, namely the dashboard and seating. This will be followed by a section on creating and applying materials for the numerous parts of the car, such as the paint work, chrome, rubber and glass, before concluding with a tutorial devoted to setting the scene for a finished render. The final part will cover the importance of a good lighting rig and light parameters, as well as the importance of a camera and the integral part that the rendering settings play in showcasing the model for a portfolio.

This series aims to offer a comprehensive guide to creating a finished car to people who are new to the use of Maya, but is not suitable for beginners who are not familiar with Maya software. The tutorial does not detail every single step of every individual edge loop and vertex, but it does endeavour to outline each important stage and explain the correct techniques necessary to following the exercise.

The schedule is as follows:

- Issue 001 January 2008 **MODELLING THE CHASSIS - Basics**
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- Issue 060 May 2008 **INTERIOR**
- Issue 074 June 2008 **THE MATERIALS & FINISH**
- Issue 090 July 2008 **LIGHTING SET UP & RENDER**

Enjoy...

Maya

Bugatti Veyron car modelling series

SOFTIMAGE XSI

The series will cover an in-depth and comprehensive guide to modelling the amazing Bugatti Veyron car. From start to finish, we will focus on the key techniques and stages involved in building the chassis, as well as details such as the windows, lights, vents, petrol caps, engine parts and so on. The tutorial series will then move on to creating the wheels, including tyres and hubcaps, before going on to building and incorporating an interior, namely the dashboard and seating. This will be followed by a section on creating and applying materials for the numerous parts of the car, such as the paint work, chrome, rubber and glass, before concluding with a tutorial devoted to setting the scene for a finished render. The final part will cover the importance of a good lighting rig and light parameters, as well as the importance of a camera and the integral part that the rendering settings play in showcasing the model for a portfolio.

This series aims to offer a comprehensive guide to creating a finished car to people who are new to the use of Softimage XSI, but is not suitable for beginners who are not familiar with Softimage XSI software. The tutorial does not detail every single step of every individual edge loop and vertex, but it does endeavour to outline each important stage and explain the correct techniques necessary to following the exercise.

The schedule is as follows:

- Issue 001 January 2008 **MODELLING THE CHASSIS - Basics**
- Issue 021 March 2008 **MODELLING THE CHASSIS - Details**
- Issue 031 March 2008 **LIGHTS, RADIATOR GRILL & VENTS**
- Issue 052 April 2008 **WHEELS, TYRES & RIMS**
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by Jae Ham

Animation

General Tips and Techniques: Part Two

We must apologise to the readers of Jae Ham's 'General Tips and Techniques for Animation' tutorial series, as we are unable to bring to you the second part of the series this month. We are working on getting this tutorial back on track in an up-coming issue, so please bear with us and we will endeavour to get it for you as soon as possible! Thanks for your understanding. Ed.

Coming in a Future Issue

“WHEN MOVING AREAS
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WITH YOUR MOUSE”

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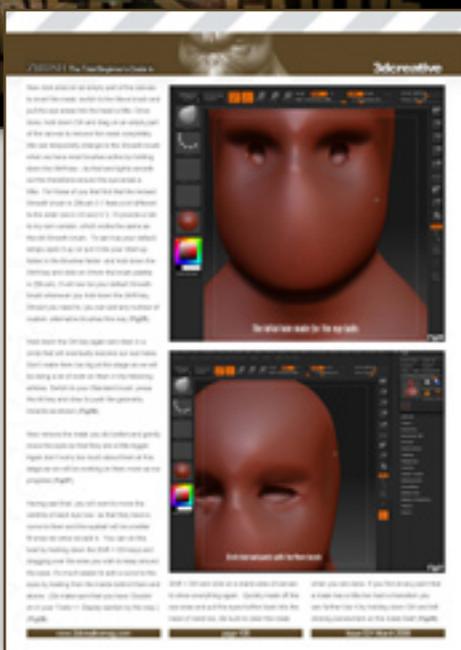
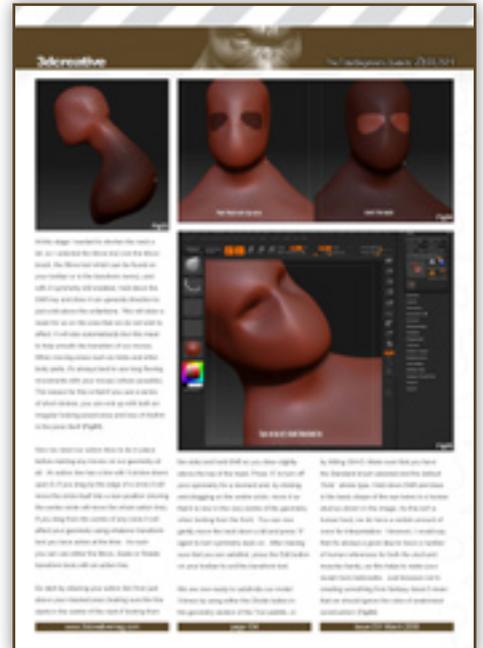


BEGINNER'S GUIDE

TO ZBRUSH PART 2 BY WAYNE ROBSON

BEGINNER'S GUIDE TO ZBRUSH PART 2

5 TOTAL PAGES





Pictures by Eran Oran, Diego Jarama, Jeroen Toes, Ken Welton

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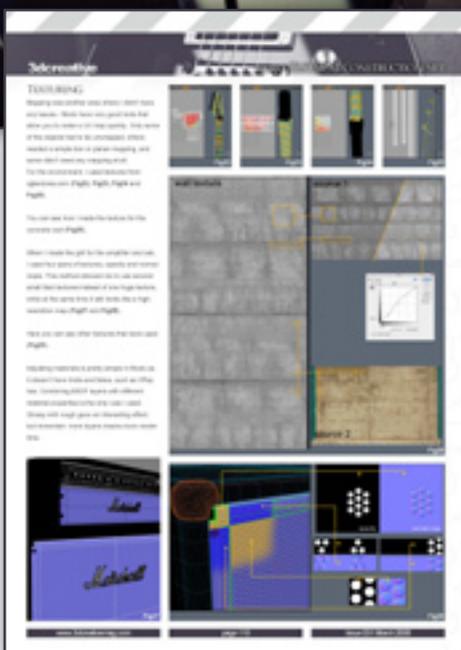
Chris Carter takes us through an in-depth look at how he went about creating his scene.

Guitar

At Construction Site

8

TOTAL PAGES



nPower CAD Translators for Maya

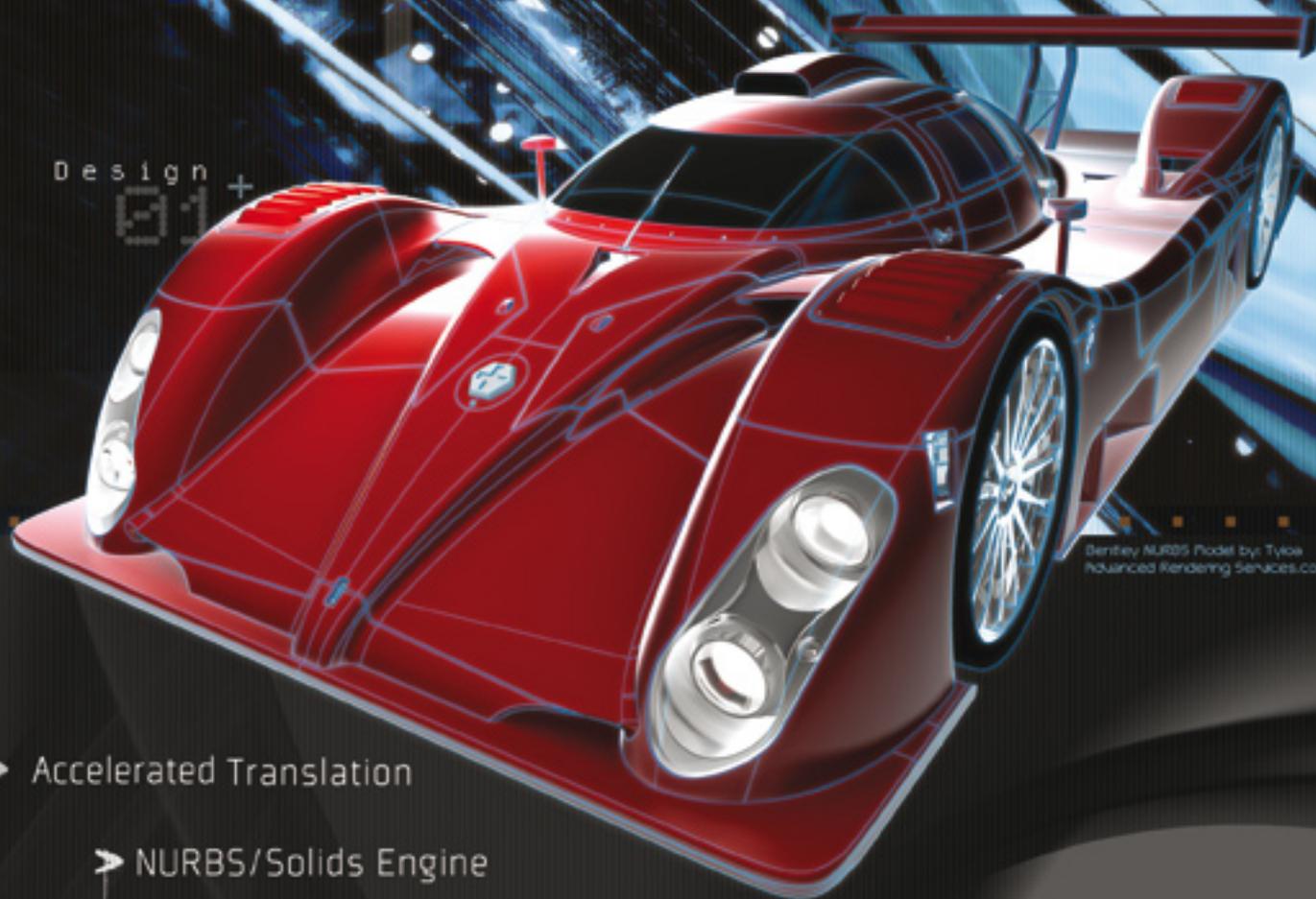
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2d Artist

Nicolas Orroc

From Prince of Persia to Splinter Cell 5, read our in-depth interview with illustrative concept artist for A2M, Nicolas Orroc

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Sketchbook of Bjorn Hurst
- INTERVIEWS**
Nick Orroc, Dave Neale & Andie Tong
- GALLERIES**
Tim Wamock, Nick Percival, Frederic St-Arnaud plus more!
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"WHEN I DO A PROJECT, I
TYPICALLY DO IT TO LEARN
SOMETHING AND TRY TO
END UP WITH SOMETHING
COOL ALL AT ONCE."

making a
VOICE



Voice

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recruitment

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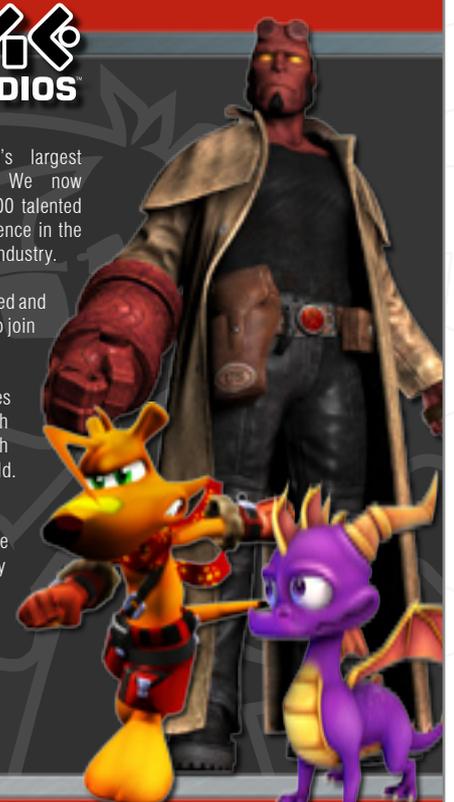
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Character Design By Zach du Toit, Newcastle, UK. zach@zachdt3d.co.uk
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Nest Egg Studios Inc. has an online work environment that promotes diversity, embraces change and is looking for those that understand the risk in working in an "startup" environment, able to exude unerring commitment to the quality development of its products.

We are on a fast track within the game industry and are seeking highly skilled individuals to take us even further.

So if you are looking to get your "foot in the door", or are a professional wanting to support a "independent studio", and are a highly motivated individual that welcomes new challenges

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REQUIREMENTS:
Spoken / Written Language: English
Compensation: Phantom Equity + Credit
Work Environment: Online
Portfolio/demo equivalent with resume & cover letter accepted and preferred:

Email to jobs@nesteggstudios.com
(or)
Mail materials (DVD or CD) to:
Attn: Artist Openings
Nest Egg Studios Inc.
P.O. Box 1235
Burlington, Vermont USA 05402-1235

CURRENT OPENINGS:

- Storyboard Artist
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CONTACT INFORMATION

www.zoopublishing.com
 www.3dcreativemag.com
 www.2dartistmag.com
 Editor > Lynette Clee
 lynette@zoopublishing.com
 Lead Designer > Chris Perrins
 chris@zoopublishing.com
 Content Manager > Lynette Clee
 lynette@zoopublishing.com
 Marketing > Lynette Clee
 lynette@zoopublishing.com

PARTNERS

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