ZOO PUBLISHING

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digital

SWORD MASTER

>> Follow our new 'step by step' tutorial to create 'SwordMaster' (this months cover image) from head to armour, 8 months in a row! >>

EVE ONLINE

>>CCP' s Kari Gunnarsson talks to us about the online gaming pheonomenon>>

DIGITAL ART MASTERS

>>more exclusive content from this new and amazing digital art overview book>>

FRED BASTIDE

>> Self taught CG artist and monster obsessed!

JUAN SIQUIER

>> 3d Modeler & Texture Painter

TEXTURING MASTERCLASS

>> Texturing a scene part 2 by Richard Tilbury

PROJECT OVERVIEWS

>> 'Nintendo' by Michael Knap & 'Furniturecluster' by Mathias Koehler

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ZOO PUBLISHING

editonal

Welcome

Once again to another packed 3DCreative. Biggest news this month is the addition of our new 'SwordMaster' Tutorial. Over the next 8 months we will see the creation of the real-time cover character from the beginning to the end. Not only this, we have had it created in 3DSMax, Maya, Cinema 4D, Lightwave and Softimage XSI!

Techniques and Tutorials

Apart from SwordMaster, this months includes the 5th instalment of our 'Texturing Masterclass' series, 'Texturing a Scene' part 2. The series has covered a wide range of techniques and topics and you can still purchase any back issues if you missed a part! We start 'Alpine A443' an in depth Car modeling tutorial in 3 parts by Dettore Olliver Thomas. Parts 2 will follow in the next issue. Neil Maccormack has written an exclusive tutorial on 'Intergrating 3D objects into 2D environments'. This skill has been fairly overlooked and we thought it time to show you how! The 'Making Of's' section this month features 'Nintendo' by Michael Knap & 'Furniturecluster' by Mathias Koehler. We also have a look at 'Robo' by Juliano Castro, which features in the www.3dtotal.com book 'Digital Art Masters'.

Inspiration

3 Interviews this month alongside some amazing artwork. Fred Bastide, Juan Siquier & Vitaly Bulgarov tell us how they work and give us insight into the methods which have made them world class 3D artists.

Industry

Exclusive! In this Issue, we talk to Kari Gunnarsson from CCP, creators of the giant online game 'Eve'. From concept to online we find out the truth!

About Us

Zoo Publishing is a new company comprising of a small team here in the Midlands, UK. This magazine is our first project which we are hoping, with the support of the community, will build into a great resource and a highly anticipated monthly release. The 'support of the community' is an interesting point, where a 'magazine for 3d artists' is not an original idea, the marketing and distribution of this magazine, as far as we know, is a first. It follows the principle of traditional magazines that are sold on news stands and in many outlets, but being a digital downloadable mag the many established web communities on the net are our outlets and newsstands. 3DCreative is supported by 3dexcellence, 3dkingdom, 3dlinks, 3dm, 3dmonkeys, 3dnuts, 3dpalace, 3dresources, 3dtotal, 3dvalley,123d, ambiguous arts, cgchannel, cgdirectory, cgfocus, cgunderground, childplaystudios, daz3d, deathfall, digitaltutors, kurv studio, max-realms, mediaworks, rendezvous3D, spinquad, subdivision, the3dstudio, thebest3d, vocanson & vanishingpoint.

We look forward to lasting and successful partnerships with these CG community sites.

this issues contributing artists

Every month, many artists from around the world contribute to 3DCreative Magazine. This month, we would like to thank the following for their time, experiences and inspiration.

Fred Bastide

Montreux, Switzerland

I have been practicing sculpture & drawing since childhood. Artistic activities have always been very important for me, and art truly is my way of life. I got a classical artistic education, and I'm a graduate of the Ecole des arts appliqués de Vevey & Ecole supérieure d'arts décoratifs de Genève. However, I'm a self taught cg artist. I principally use computer generated images in addition to traditional art, I like to marry old and new techniques to make artworks.

fredbastide@vtxnet.ch www.texwelt.net

Mathias Koehler

3D artist > Freelancer > Braunschweig, Germany > I'm dealing with 3D for about 3 and a half years. My focus is modelling, lighting and texturing. Through CG I became interested in art in general and also started drawing. Currently I'm a student of Industrial Design at Braunschweig School of Art. I'm addicted to coffee, books and electronic music.

epost@optisch-edel.de

Juan Siquier

Born in Albacete / Spain

Before CG world I used to spend my days painting in traditional mediums & showcasing my art in many expositions. since 2000 I have spent more time self learning computer graphics. I have been a web designer in a small local company and freelance graphic designer, I am currently working as a 3d modeler and texture painter on a feature animation called "Dear Anne, the gift of hope" at 263films in Milan, Italy.

info@juansiquier.com www.juansiquier.com

Michael Knap

3D Artist > 3d-animation.dk, Denmark. I have been working professionally with 3d modelling, texturing and a little animation for the past 1½ year. I started out right afterschool being headhunted for the occupation. Most of the time I make interactive real-time models, but recently I was put on high quality realistic renderings. 3DS MAX is my current weapon of choice. Hope I will be doing more commercials in the future and maybe take part in the character animation part.

knap@3d-animation.dk www.3d-animation.dk

Neil Maccormack

freelance 3d artist > Bearfootfilms> Geneva Switzerland. i was first exposed to 3d at university where a house friend was using a very early version of LW on the amiga and i was just hooked since then. It took me a few years after that to start producing my own 3d images and animation but i soon realized that it was what i wanted to do. I have been working freelance now for the past 2 years after starting my own and very small studio in Geneva switzerland where i live.

neil@bearfootfilms.com www.bearfootfilms.com

SwordMaster
tutorial artists

SOFTIMAGE XSI

Luciano Iurino

I started back in 1994 with 3D Studio on MS-Dos as modeler/texture artist. In 2001 I co-founded PM Studios (an Italian videogame developer) with some friends and I still work for it as Lead 3D Artist. Recently we have developed the videogame "ETROM – The Astral Essence". I also work as freelancer for different magazines, web-portals, gfx and videogame companies. Recently I left the 3dsmax environment to move on XSI.

iuri@pmstudios.it

Vojislav Milanovic

3D modeler & animator, vfx compositor, Anigraph studio, Banja Luka, Bosnia

Self though allround 3D guy, started to doodle around in 3D about 8 years ago. In the last 5 years I have done a lot of various things from print and TV ads to gaming & movie graphics. Currently involved in multimedia study and character developing for an animated feature movie. One of my carrer goals is to work in a large studio and make my own animated movie.

vojo@teol.net http://users.teol.net/~vojo

lightwave

CINEMA 4D

Niki Bartucci

3d modeler > Freelancer Bari, Italy > I started working in the field of Computer Graphics in 2000 as an illustrator & web designer. In 2003 I started using 3d graphic software such as Cinema4D & later 3d Studio Max. That year I worked on ETROM - The Astral Essence, RPG video-game for PC, developed by PMstudios. Currently I'm a freelancer & I specialise in commercials. I Like 3d graphics and video-games, especially RPG & RTS video-games.

niki@pikoandniki.com www.pikoandniki.com

Taylor Kingston

3D artist > Digital Illusions (DICE) > London Ontario, Canada > Started out with 3D on Studio Max 1. Self taught through high school, going to Sheridan College for tradition art, and Seneca College for Computer Animation where I switched over to Maya. Hoping to one day break into film, perhaps even getting into the directing side one day. Currently working at Digital Illusions as an object artist.

taylor.kingston@sympatico.ca

puckducker.deviantart.com

Maya

CINEMA 4D

Giuseppe Guglielmucci

3d modeler / 3d animator > Freelancer > Bari, Italy > I have began to use computers with the epoch of the vic20 and Cinema4d was my first 3d software. I started working in the field of CG in 1999 in commercial design. In 2003 I worked on ETROM - The Astral Essence, RPG video-game for PC, developed by PMstudios. Currently I'm a freelancer specialising in commercials, hoping to work in the video-games industry and develop my own game.

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A fascination with monsters and an addiction to technology, talented CGI Artist, Fred Bastide, takes time out to talk to us about how he started out in this industry...He enlightens us into his love of Plastiline in the making of his characters, and how he is finding ZBrush a very useful tool...

fred Bastide

"It's the principle of caricature: choosing a determinant characteristic of a person's face and exaggerating at its paroxysm, a principle you could also find in childrens' drawing too. I think my approach is very similar"

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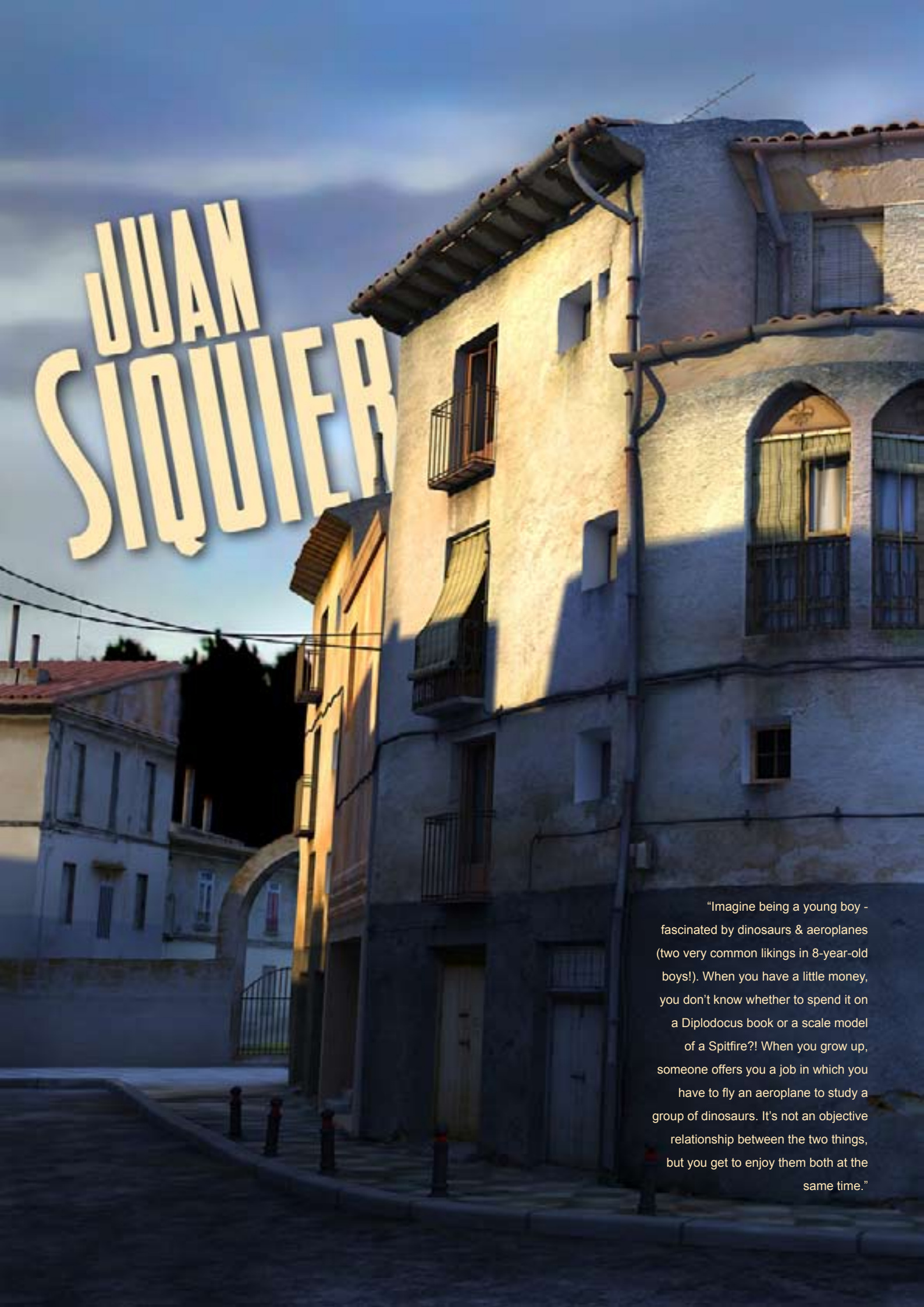
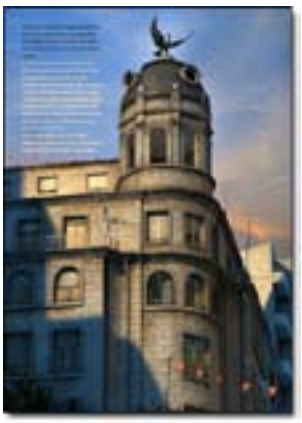


“Imagine being a young boy - fascinated by dinosaurs & aeroplanes (two very common likings in 8-year-old boys!). When you have a little money, you don’t know whether to spend it on a Diplodocus book or a scale model of a Spitfire?! When you grow up, someone offers you a job in which you have to fly an aeroplane to study a group of dinosaurs. It’s not an objective relationship between the two things, but you get to enjoy them both at the same time.”

JUAN SIQUIER

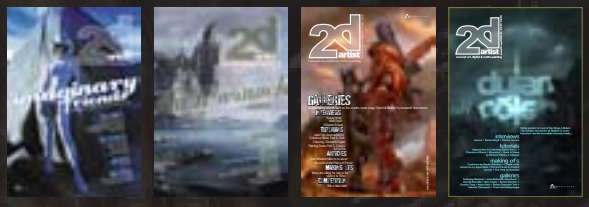
"Many of my scenes are real places but I have always modified them to filter the elements that I don't like or to change them for others that reinforce the general mood of the work. For that reason I don't need to visit magnificent tourist sites to find architectural beauty since these can exist in any corner of my modest city witch I just have to interpret with my own style".



2d artist

Zoo Publishing presents the new issue of 2dartist magazine a downloadable monthly magazine for concept art, digital & matte painting for only $4US

www.2dartistmag.com
to download the free 'lite' issue, the full issue, subscription offers and to purchase back issues.



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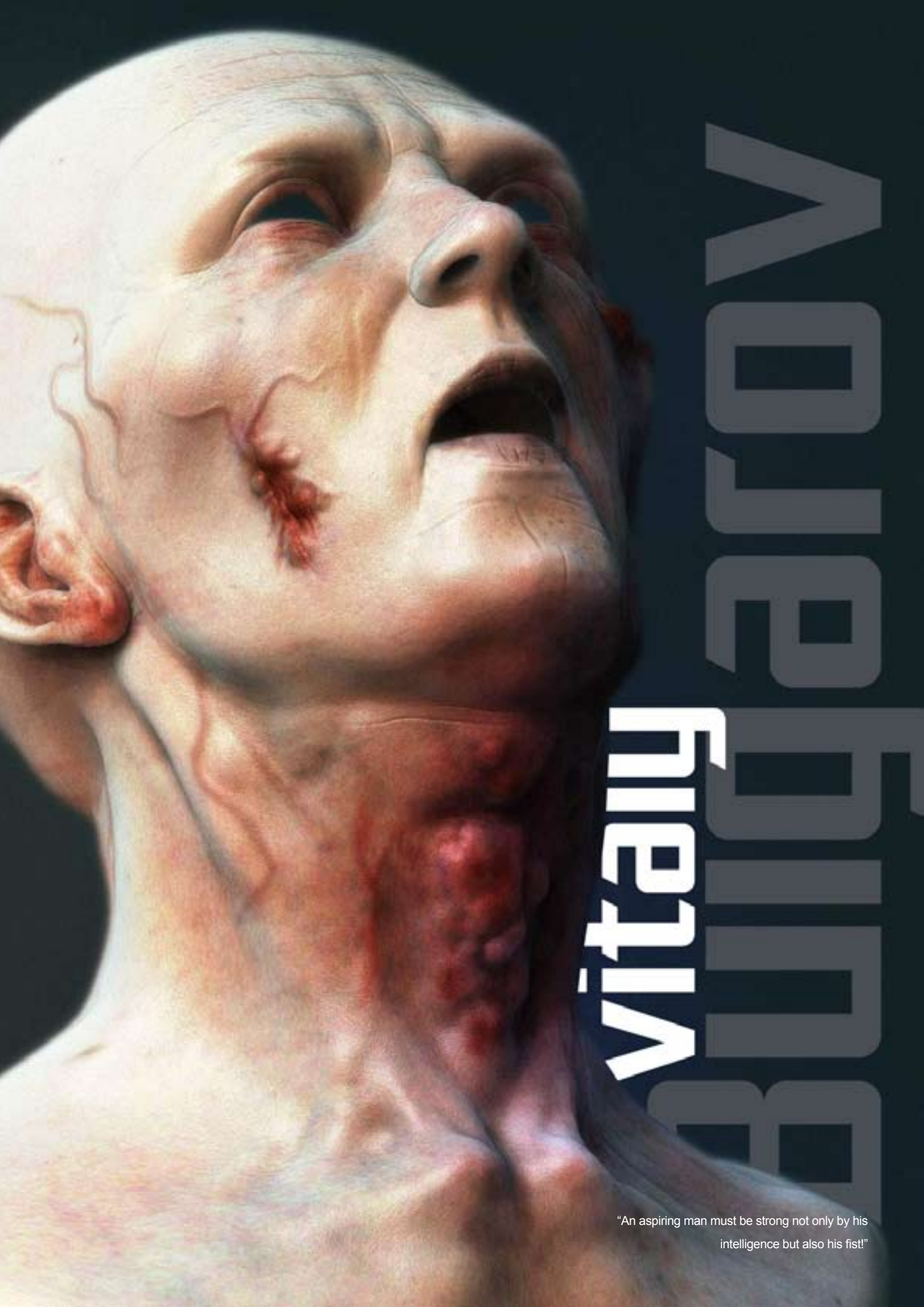

"An aspiring man must be strong not only by his intelligence but also his fist!"

vitaly Bulgarov

"Deep feelings inspire me. Many things create these feelings. But the most powerful one is music. When I listen to music I can see images in my mind. The imagination wakes up when I "see" profound melodies. It's really great in concept art when you need for "strong spontaneous strokes". Actually, I can't say exactly what inspires me the most. I'm always full of ideas, lack of time is the only reason why I can't bring all my "marasmus" to life"

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CINEMA 4D

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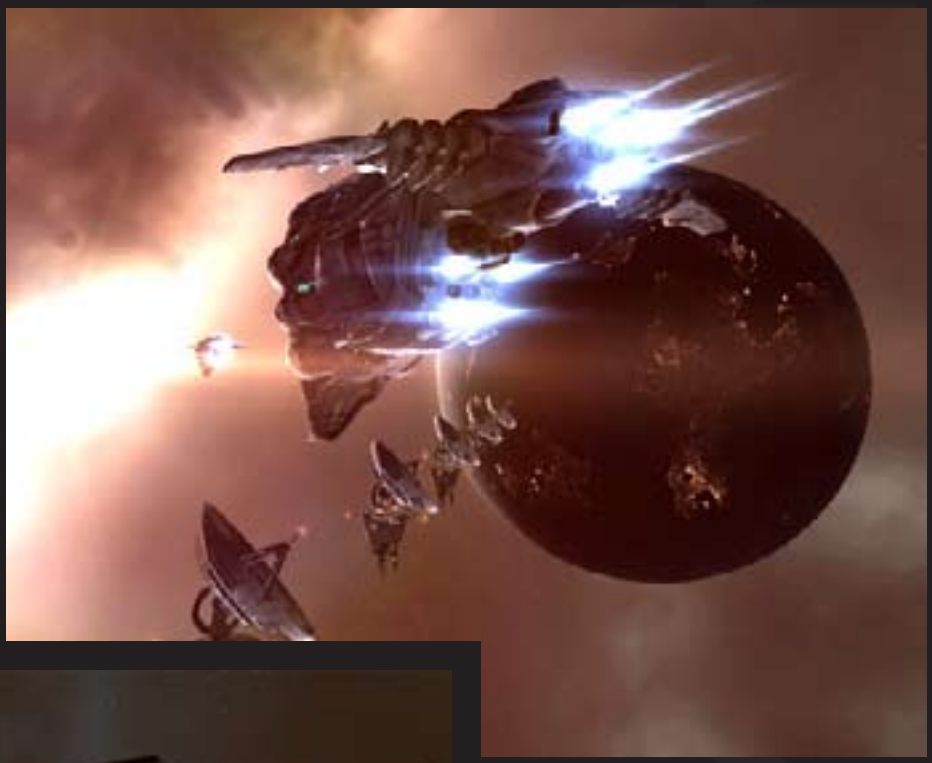
Visit us at www.maxon.net to download a demo or to discover more exciting details about HAIR and CINEMA 4D.

MAXON

KÁRI GUNNARSSON

Art Director for one of the biggest MMO (Massively Multiplayer Online) Game's today, EVE Online, Kári takes the time out to talk to us about each of the races that inhabit this huge space and the ideas behind their creation, whilst giving us an insight to the future of EVE...

Kári Gunnarsson
Art Director
CCP Games



Can we have a brief introduction from yourself; age, location etc, and for the Eve project..What is it? How many work on Eve? When did the Eve project start? etc....

My name is Kári Gunnarsson (25) and I am the Art Director for EVE Online, a single-sharded Massively Multiplayer Online Game. I came into the project initially back in 2000 as a 2d/3d Artist, which was about the time when the project came into full production. At the time we were about 20 employees, which quickly grew until the game's initial release in 2003 (and keeps growing). Currently we have around 90 employees, most of them working here at CCP HQ, Reykjavik, Iceland. Given the game's frequent expansions and updates, CCP is hard at work all year round making new ships, characters and other content to ensure that the game keeps being fresh and exciting.

Wow, that's some expansion! How is your working environment there at CCP HQ?

We just recently moved into a new and much larger building since the old place was stopping us from expanding. This has made the work environment even more pleasant then it already was. CCP has always kept a very strong family feeling within the company. We have a chef that makes excellent food for

lunch and sometimes dinner. While that family feeling is slowly changing due to the sheer amount of employees that we have now, we still maintain that friendly atmosphere that makes this a great place to work.

How is your team divided up? Concept, 3d, texturing etc? Do you have specialist individuals?

CCP has always had a rather small art team, requiring each and every member to contribute to parts of the project that are often outside his or her own speciality. We have one concept artist that designs almost all the 3d models that need to be built. Since we have several races that the player can choose from within the game, we try to divide the modelling tasks in such a way that one 3d artist handles one of the races exclusively. This helps define the racial variance even better, as each artist contributes his own touch to his creations. Aside from the 3d and texturing artists we now have a full time illustrator and junior concept artists.

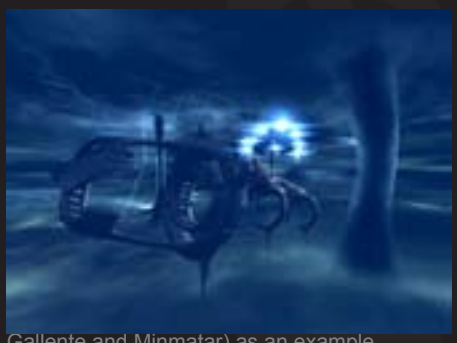
I can imagine many readers now thinking 'what a dream job, designing Sci-Fi concepts every day!' Is the team ever expanding or would you now say it is complete?

I would agree with those that would consider this a dream job, and I'm pleased to say that

we are always looking for great talent out there. While we are still expanding, we are getting increasingly demanding of the talent that's applying for a position at the company. It never hurts to apply though, and we consider each application with a great deal of thought.

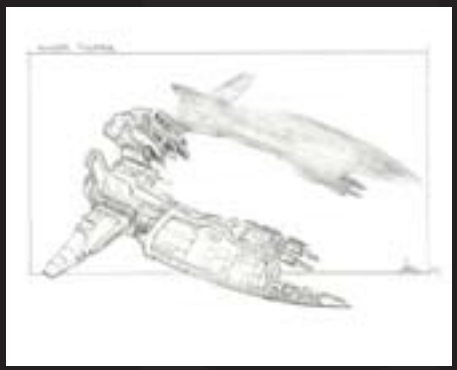
What are the inspirations behind the designs?

Well, since the game has so many different objects and designs, this question might beg for a few pages in answer. But since multiple pages might be a bit outside the scope of this interview, I can give you a small sample by taking the four player races (Amarr, Caldari, Gallente and Minmatar) as an example.



With the Amarr being a fervently religious race, yet arrogant and lusting for power, we took a look at alot of Gothic cathedrals and other religious architecture. The shape of their ships often resemble fangs or vulture's beak, which I think translates their character quite well into their architectural designs.

"The shape of their ships often resemble fangs or vulture beaks..."

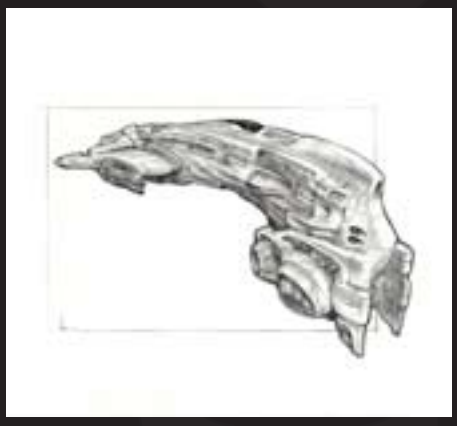


As for the Caldari, being a very disciplined and militant race, we drew designs from modern military hardware, including T-72 tanks, Apache helicopters and German WWII design elements. These all have jutting, sharp edges and a solid feel, that in turn describes a lot about how Caldari tend to do things; powerful and practical.

"...THE CALDARI, BEING A VERY DISCIPLINED AND MILITANT RACE, WE DREW DESIGNS FROM MODERN MILITARY HARDWARE..."

The Gallente have a taste for high-tech luxuries and aesthetic curves in their designs, and so we studied various vehicles including racing cars and Rolls Royce. Some of the Gallente designs were also inspired by the work of Jean Giraud (Moebius) and other artists.

"...Gallente have a taste for high-tech luxuries and aesthetic curves in their designs..."



When it comes to the Minmatar race, being the underdogs of EVE, we studied industrial machinery, worn and rusty ships (the sea-faring kind) and solar panels and details on near-modern space stations and rockets.

"...BEING THE UNDERDOGS OF EVE, WE STUDIED INDUSTRIAL MACHINERY, WORN AND RUSTY SHIPS..."

Very interesting Kári, how is your research material sourced? Do you get it all from the Internet?

While perhaps the majority of our research material comes from selected sites on the Internet, we have a collection of books here at the office that we frequently skim through when we need to refocus. These books include Star Wars design books, the work of H.R. Geiger, various volumes of drawing, painting and anatomy, an array of digital art books by Ballistic Publishing, to name a few.

We understand that Eve is a continually expanding game/universe, does this mean you are continually creating new designs? Will this go on forever!?

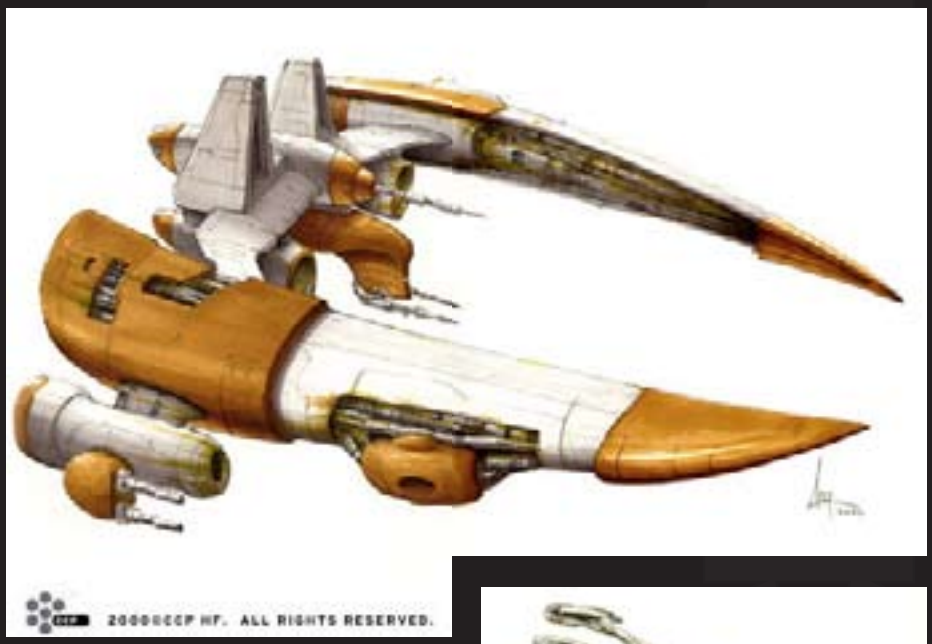
Yes, with each and every content patch we're creating new designs including ships, stations and characters. So CCP is working full-time making EVE's universe even richer in the amount of content the player can encounter or possess. We will continue adding upgrades and additions as long as we have people playing the game. There is really no end in sight :)

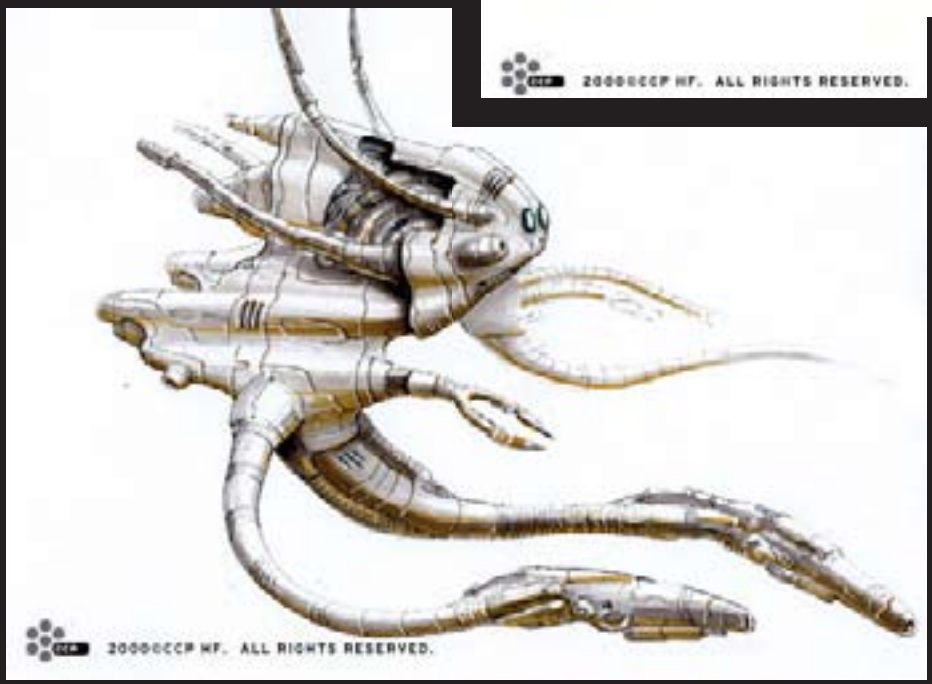
That's incredible, I find the concept of MMO's (Massively Multiplayer Online) amazing in this way, I guess it will change and adapt with the times for an indefinite amount of time. Does this apply to continually making it more advanced for ever improving players computer specs too?

What we will be doing are graphic and code updates in the future, utilizing modern hardware to it's fullest. There just might be an update project *hint* *hint* that hasn't officially been announced yet (stay tuned!). It's important to keep the game up to date, so we never fall into the "that old game" category. However, EVE has always been very forgiving for people with low-end graphics cards if all the settings are turned off. While we won't support ancient hardware forever, we will continue to support as wide a range of computer hardware as is logically viable.

Can you sum up how his different working on a MMO (Massively Multiplayer Online) game to a normal console game?

One of the great things about working on an MMO is the connection between the developer





and the community. It's often invigorating to hear people talk about the newly added graphics in-game and know that they'll be flying the ship you built for years to come. On the other hand, you must be ready to dedicate yourself to the project for a long time, as opposed to the short development cycle of the normal single player game (be it console or other platform).

Well your hard work and team's dedication is very apparent in the beautiful imagery you have produced and the incredible following 'EVE Online' has. Many thanks for taking time away from your latest creations to talk with us Kári, I hope we have not distracted you too much because we cant wait to see what you come up with next!

Thank you for your kind words. I urge those of you who haven't tried the game to download the free trial on our homepage www.eve-online.com. For those who are playing already; keep your eyes peeled as the future is bright and exciting times ahead in the world of EVE.

If you would like to know more about CCP Games and Eve Online then please visit their websites at:

http://www.ccp.cc
http://www.eve-online.com

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Tom Greenway

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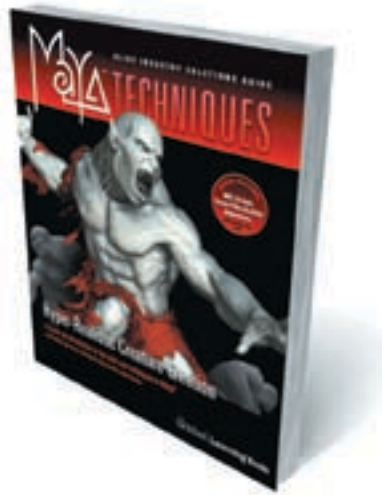

"From the instant you look at the very striking cover (featuring an impressive looking werewolf like beast), you know this book is a little different to most of the modeling/rigging tutorial books out there. It should be noted that, this book is not for beginners. It almost demands a good intermediate level knowledge of Maya. This is not a straight step-by-step tutorial on how to create a character, but more about looking into the techniques and tools needed to give your characters that extra edge".

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Introduction

Welcome to our ongoing tutorial which will provide a step by step guide to building a low poly character based upon a model by Seong-Wha Jeong. Over the next eight months we will be covering how to build, map/unwrap and texture the character. The tutorials can be found at the back of the magazine. You can reach them quickly by typing the page number you require in the page number box.

3DSMax Version
14 Page Tutorial

Cinema 4D Version
14 Page Tutorial

Lightwave Version
14 Page Tutorial

Maya Version
15 Page Tutorial

SoftImage XSI Version
15 Page Tutorial

TEXTURING A SCENE

PART 2

In this tutorial we shall texture an environment that has already been modelled and mapped (Fig 1) ready for a low poly character which we shall go on and texture and eventually place in the scene later on. In this case it will be an underground armoury set in the desert where our nomad character will equip himself ready for battle.

tutorial

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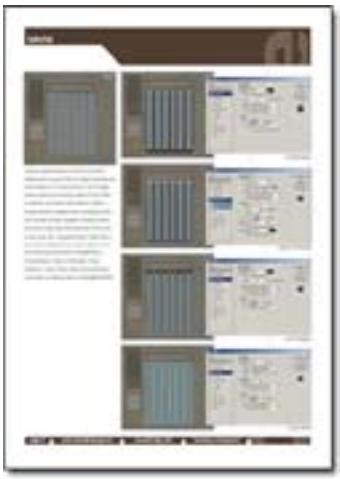
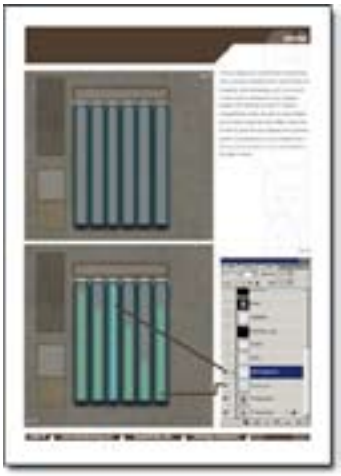
TEXTURING A SCENE PART 2





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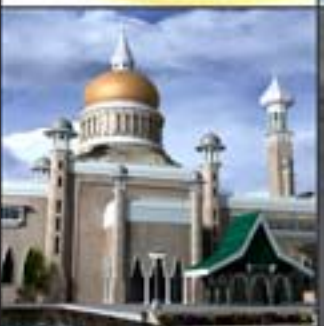
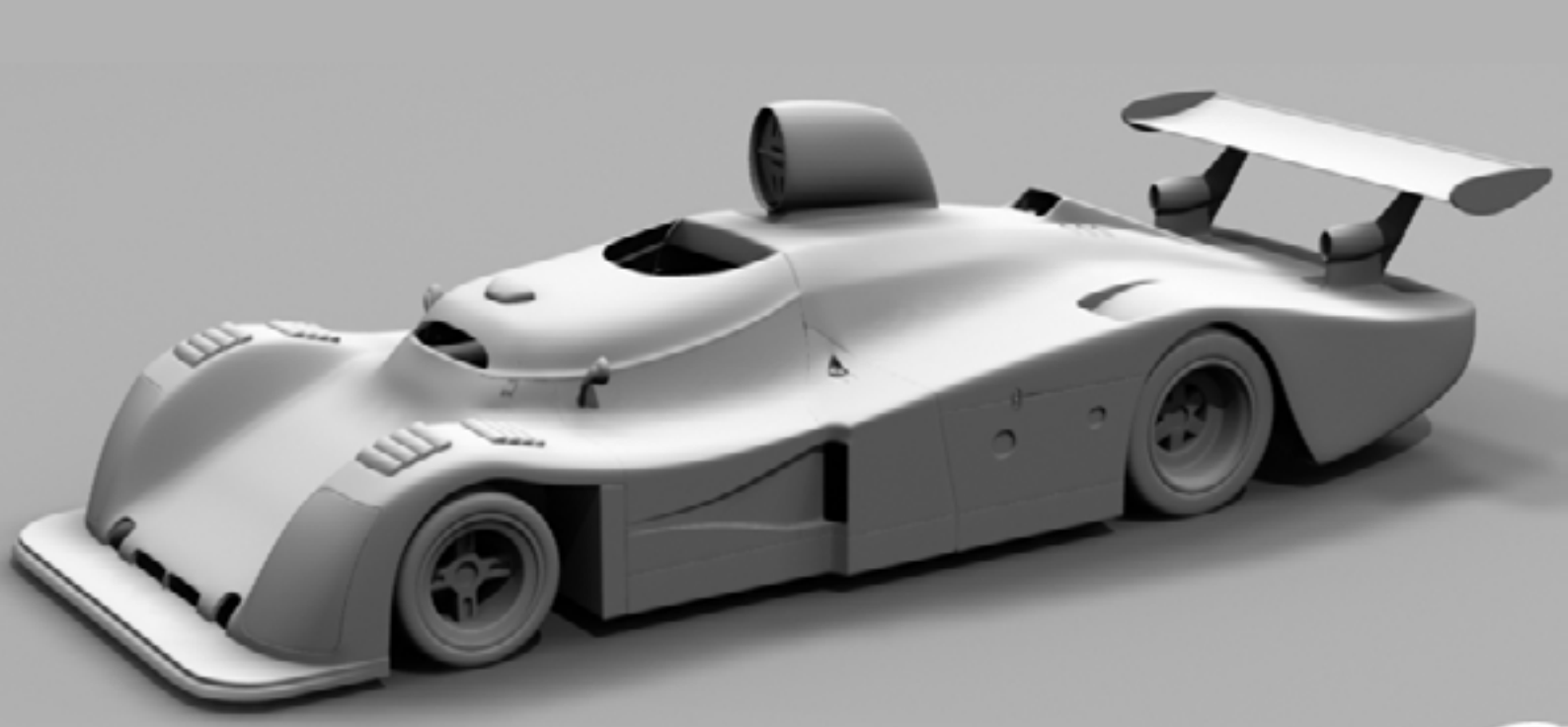
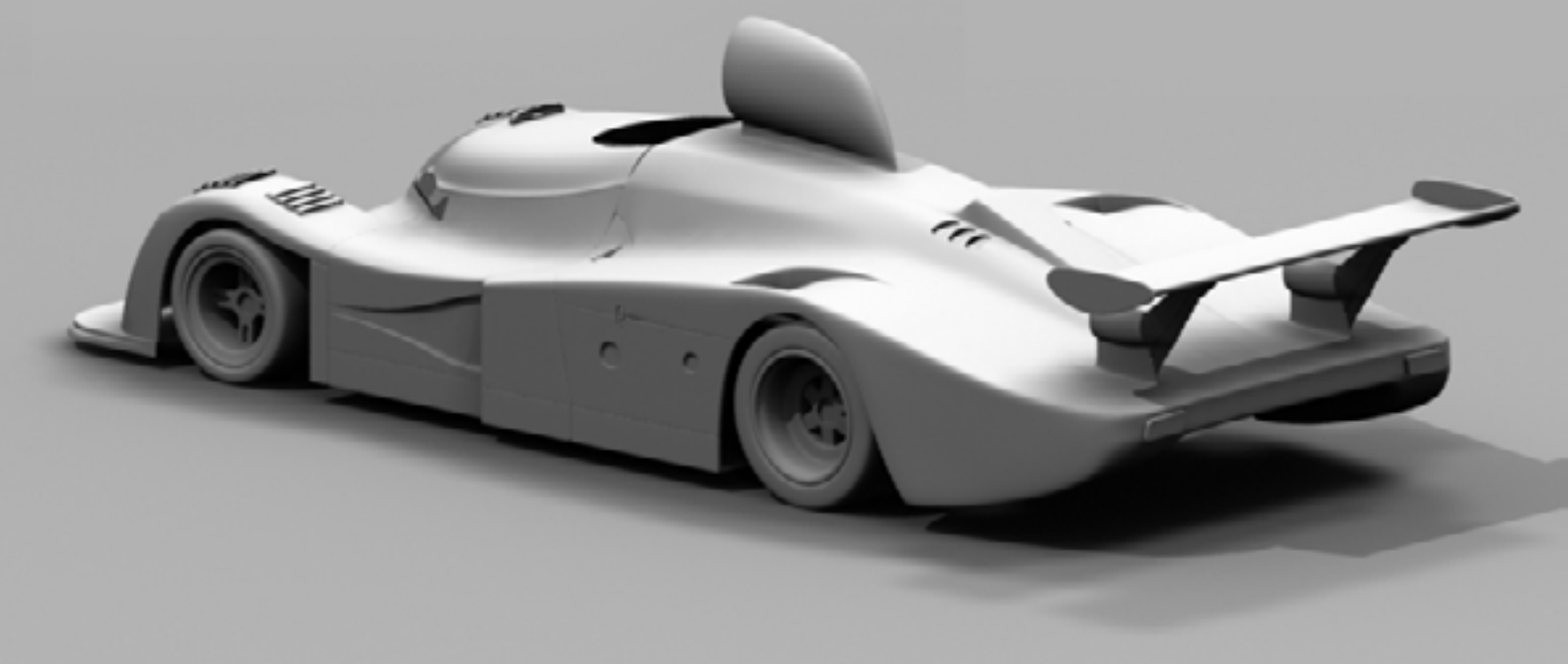


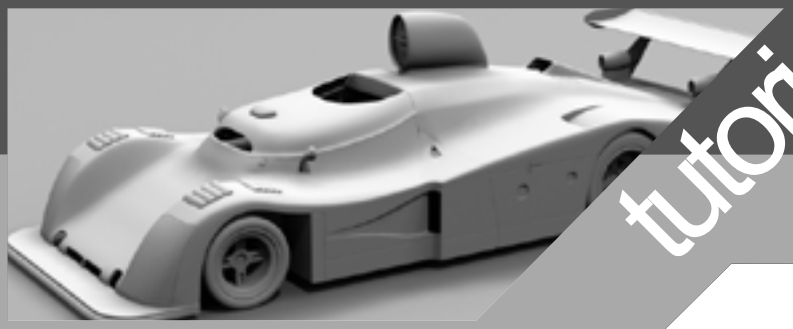


modelling an Alpine A443

by d'Ettorre Olivier-Thomas

part one





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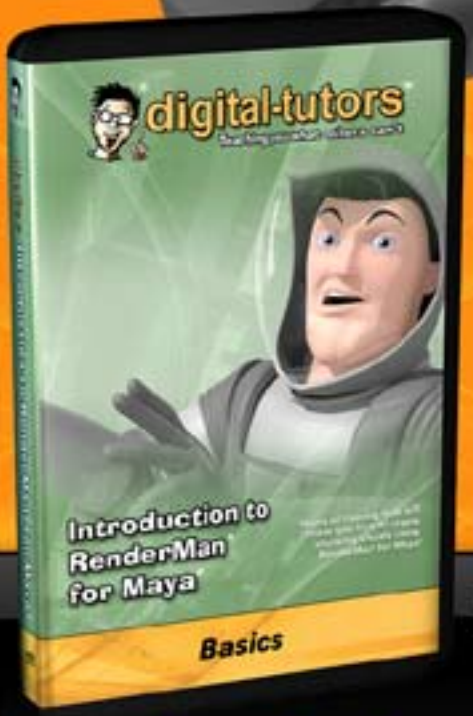

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integrating 3d objects into 2d environments

by neil maccormack

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MAKING OF FURNITURE CLUSTER

BY MATHIAS KOEHLER

Read on to discover what inspired the making of this fantastic 'Furniture Cluster', and find out exactly how Mathias Koehler went about creating it...

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DIGITAL ART MASTERS

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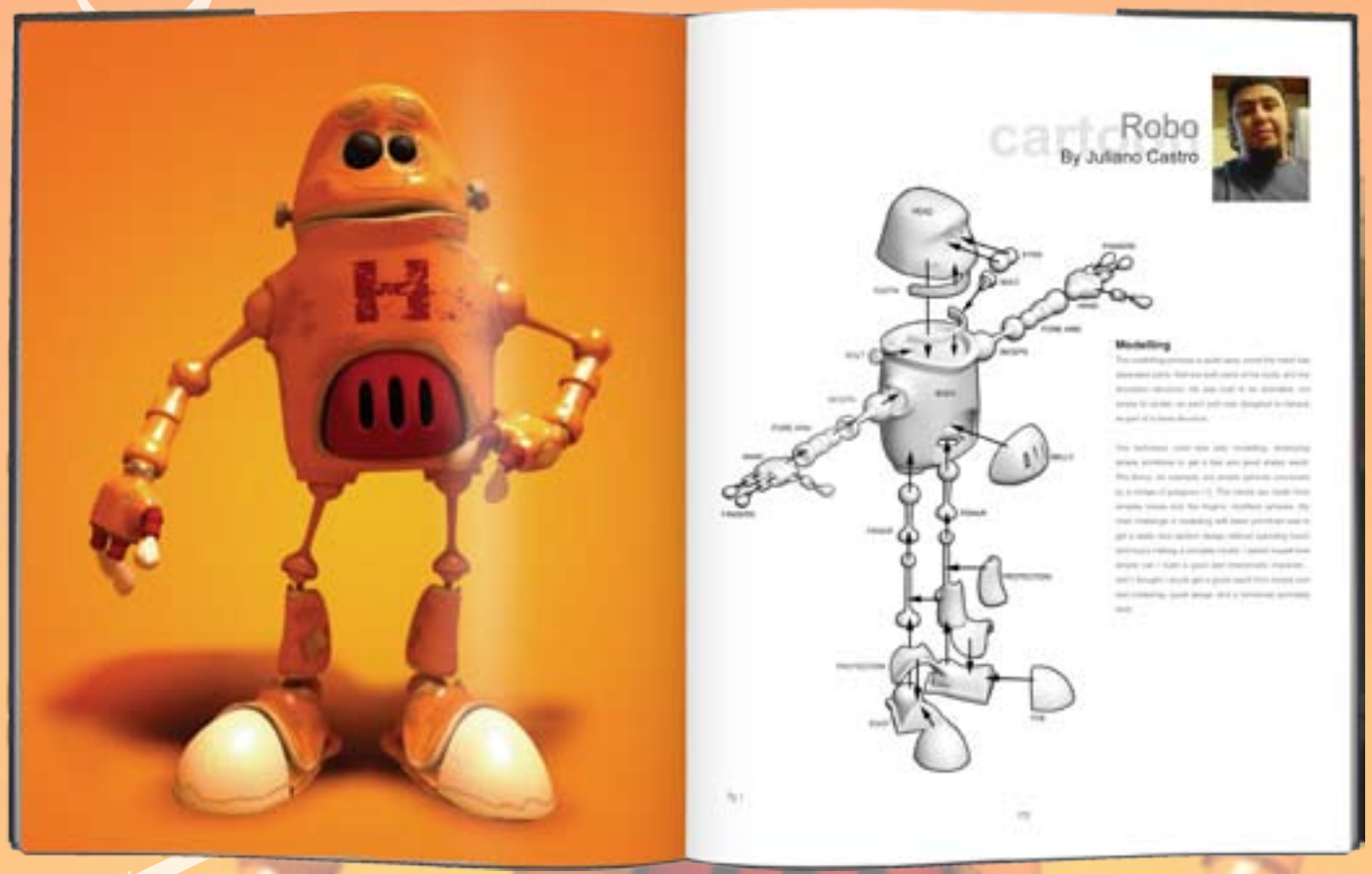
"..the book's packaging was really neat (very unique shipping box!), and the book arrived safely!" - YeeWu

"..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 3DTotal.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:

'Robo'
by Juliano Castro



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

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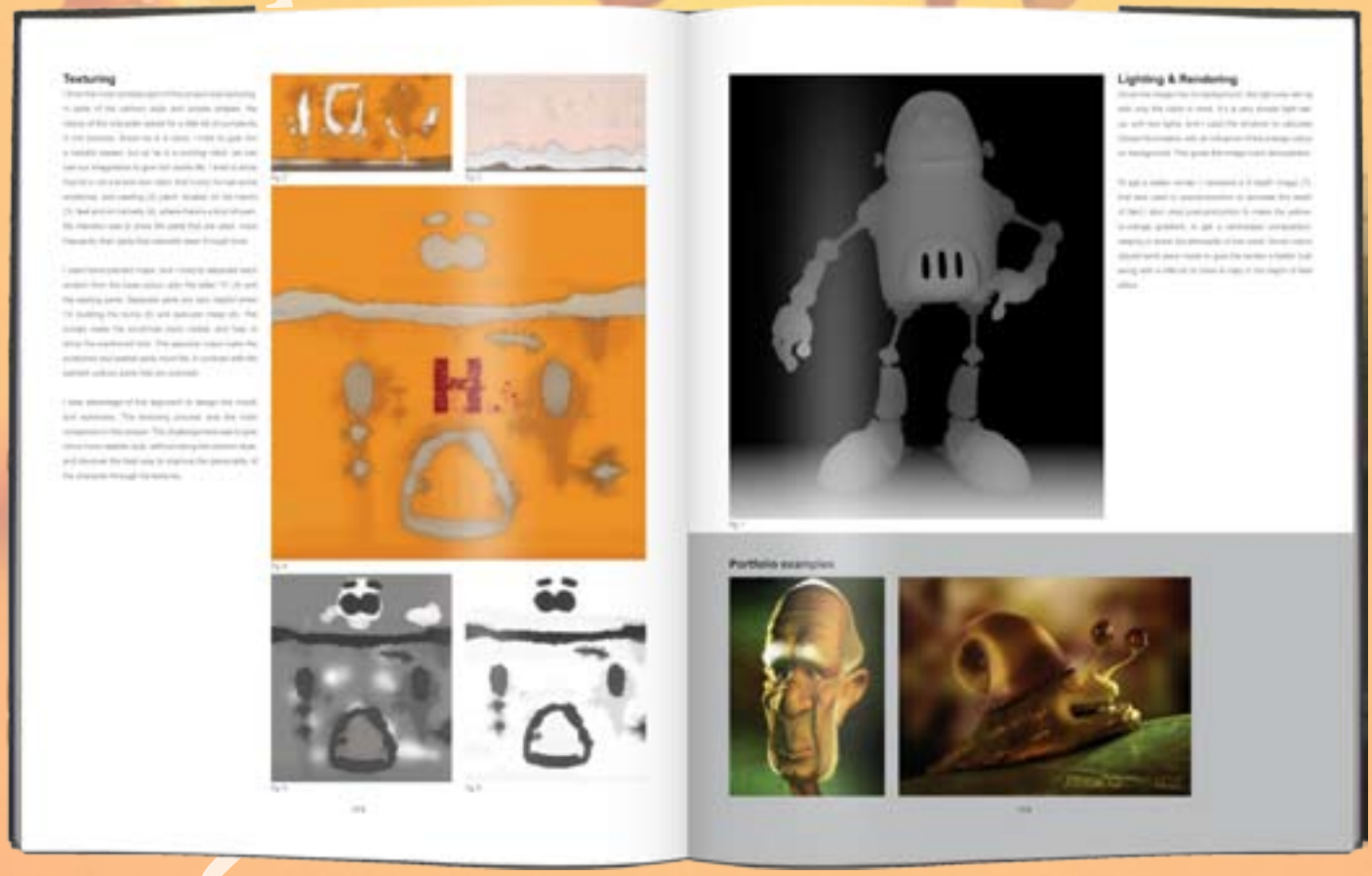

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The Meltdown
An interview with director Carlos Saldanha

Fin d'ete
An interview with Creators Patrick Harboun, Ronan Le Fur & Joaquim Montserrat

Interviews
Adel Adili
Erick Miller

Tutorials
Swordmaster
Part 2 - Modeling the torso, of the complete real-time character creation tutorial for 3DSMax, Maya, Lightwave, Cinema 4D & Softimage XSI
Texturing Masterclass
Low poly character texturing part 1 by Richard Tilbury
Alpine A443
Part 2 of 3 by d'Ettorre Olivier-Thomas
Rigging for Moosah & Chub
by Adam Scott

Digital Art Masters
The Fatman by Omar Sarmiento

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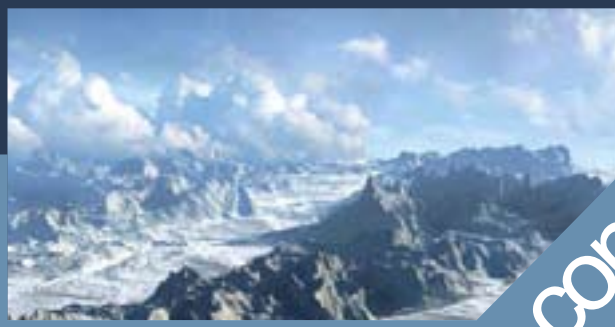

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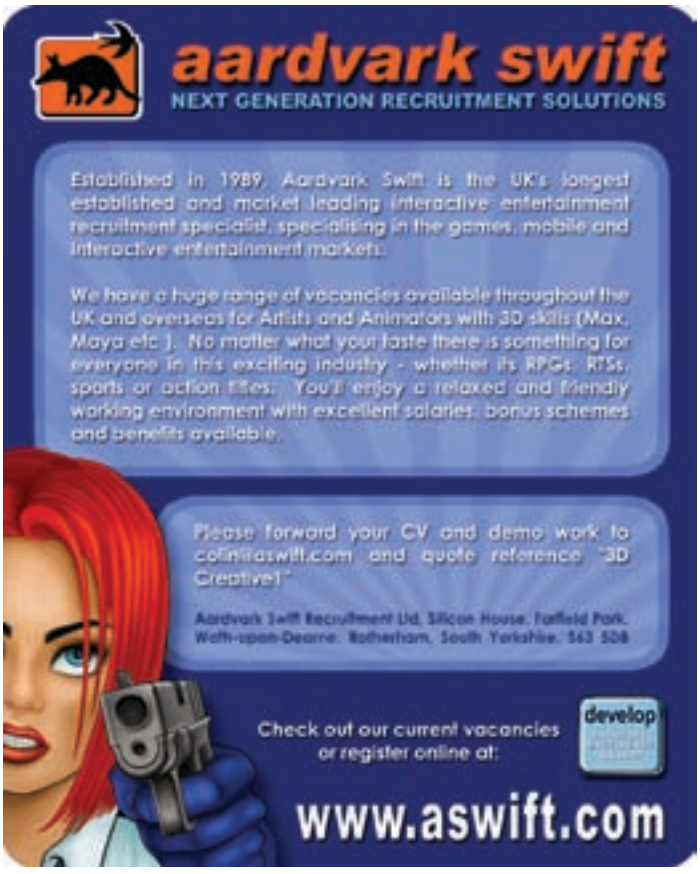
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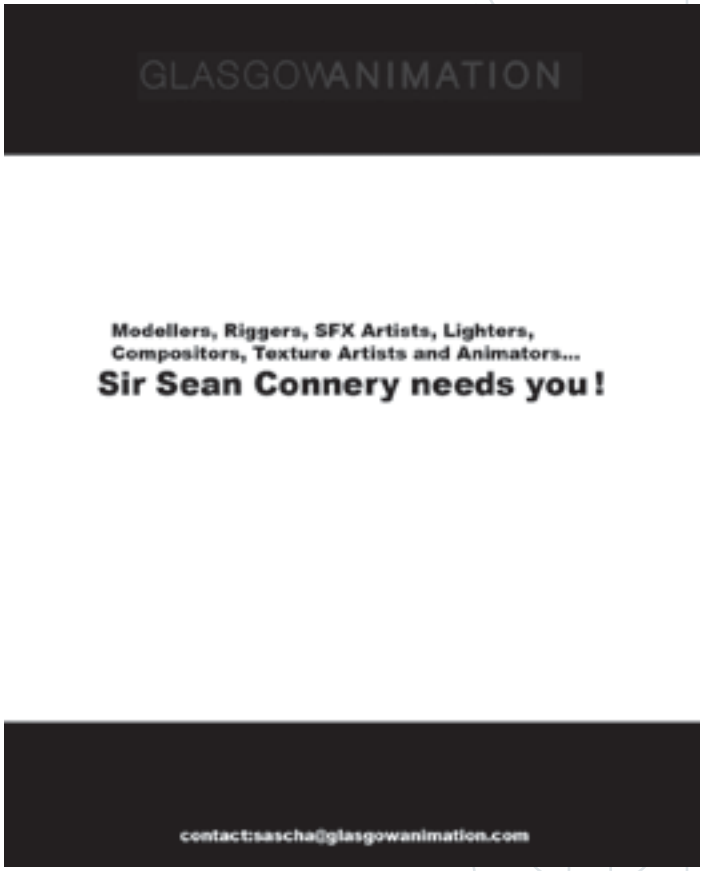

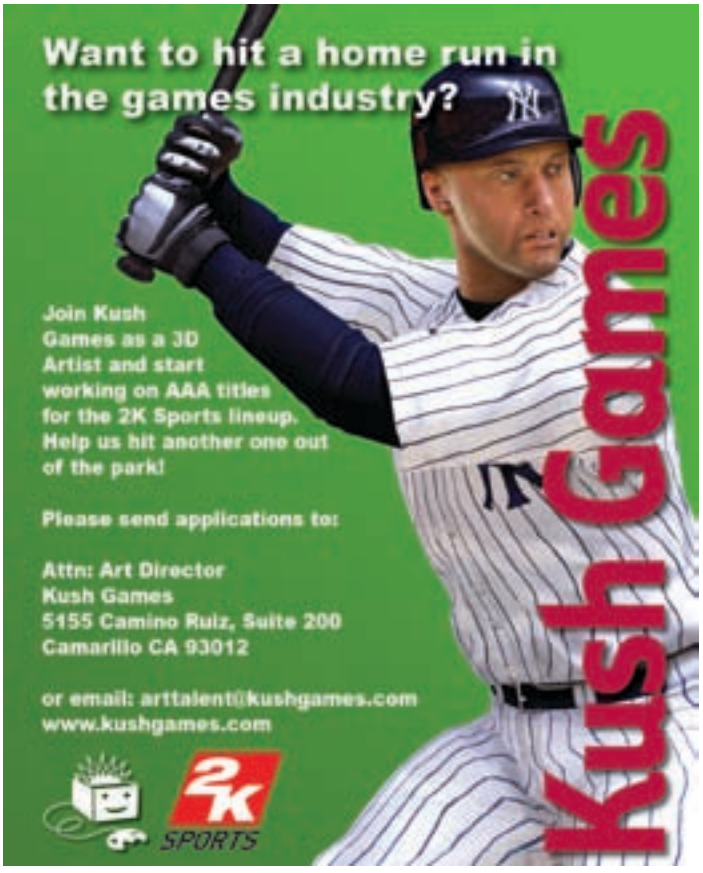

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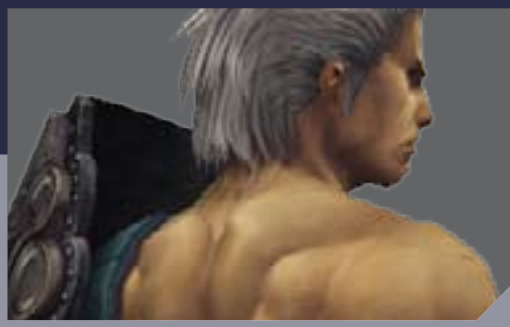

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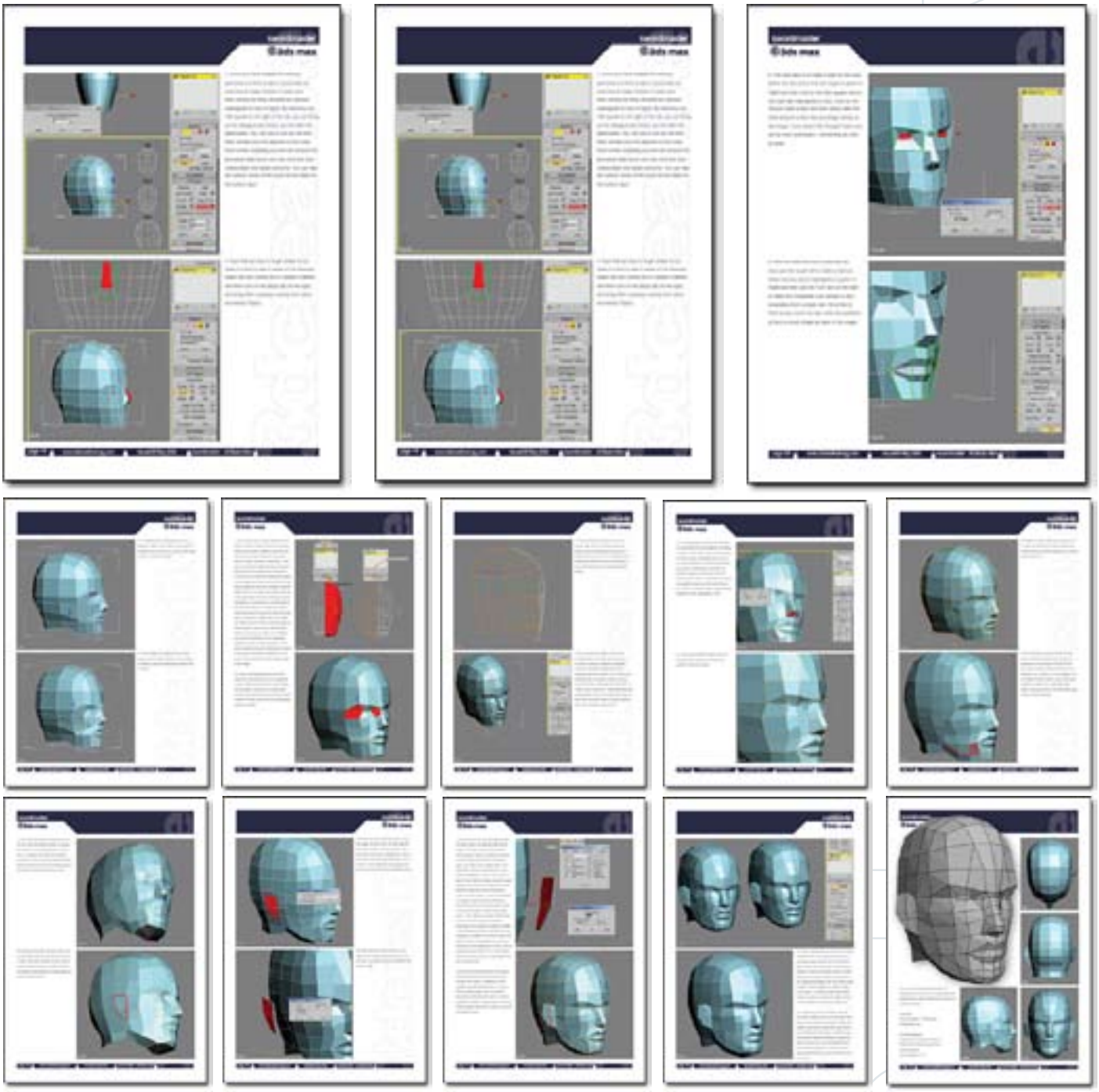

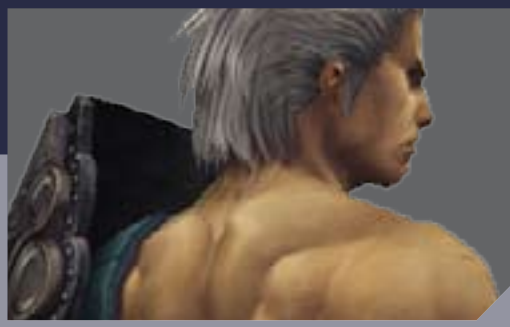

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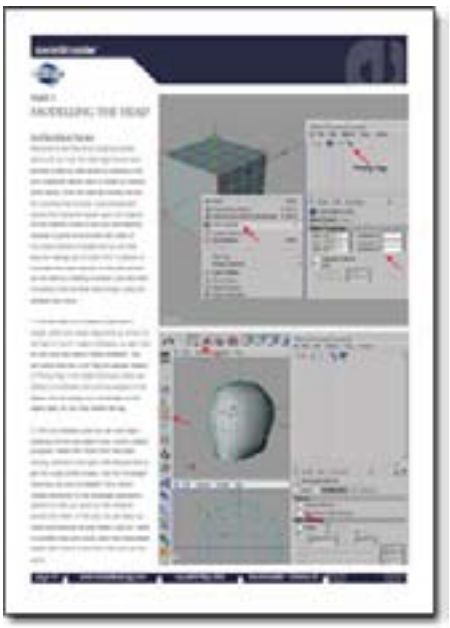
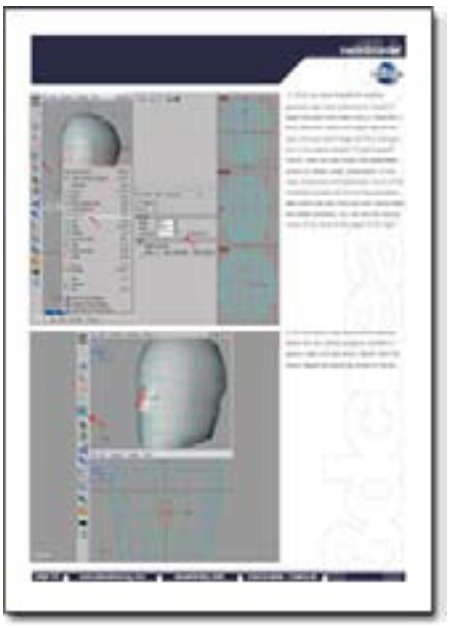

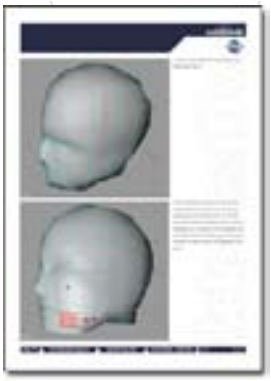
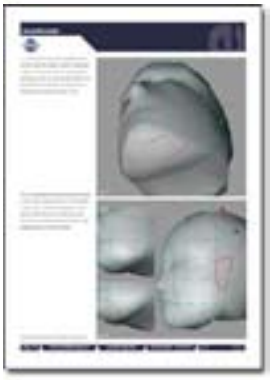
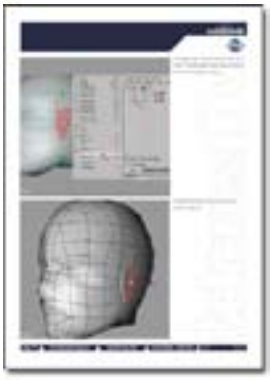
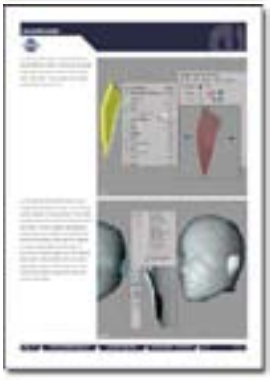

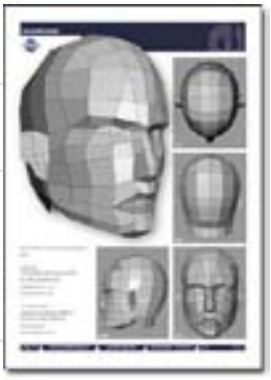

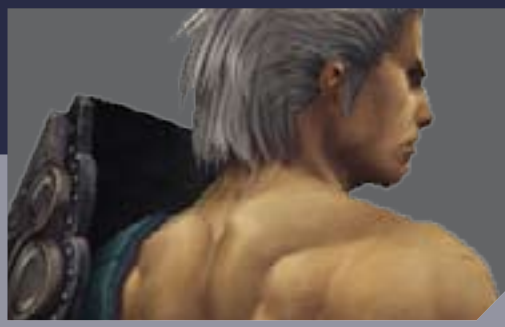

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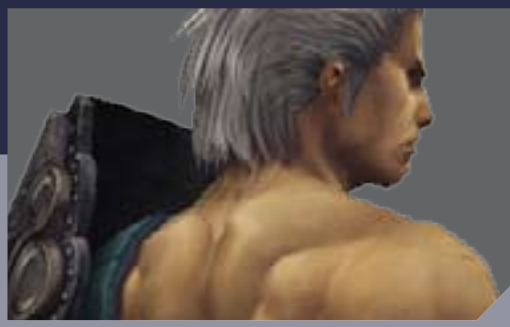
ENJOY...

THE SWORDMASTER



swordmaster

The Swordmaster

Maya

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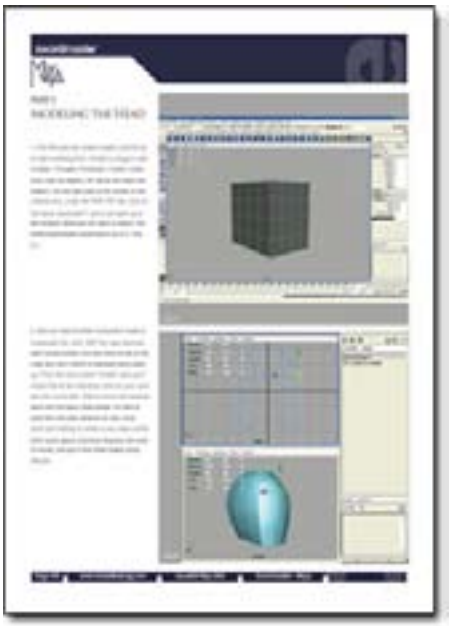
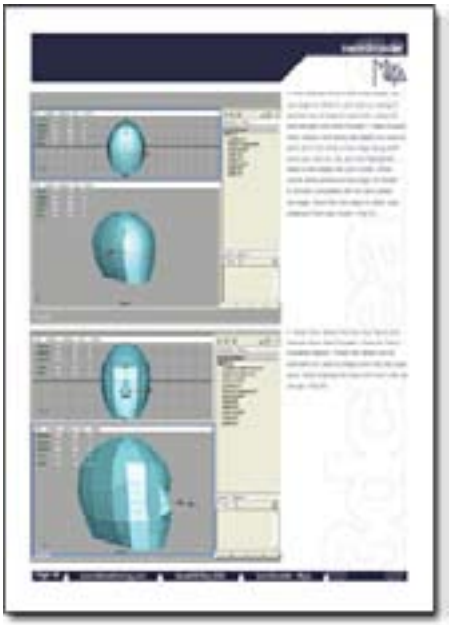
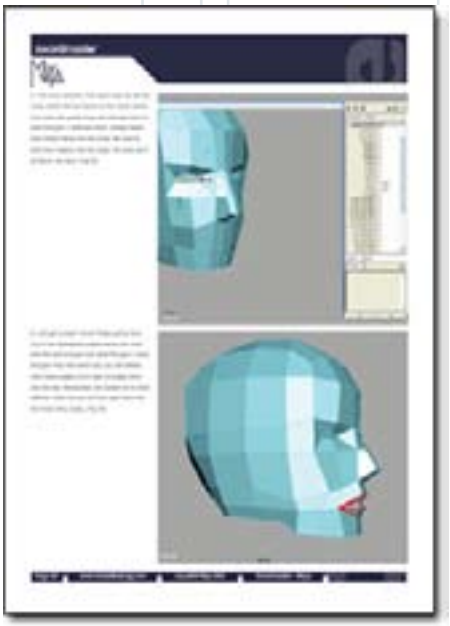
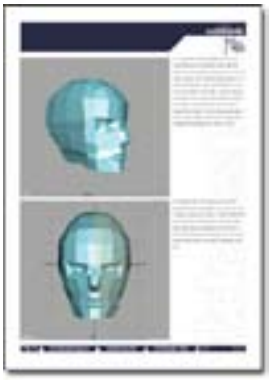
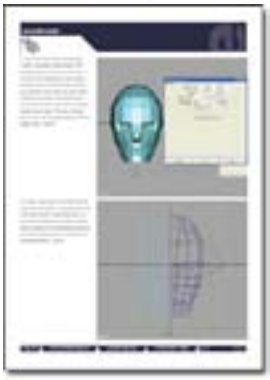
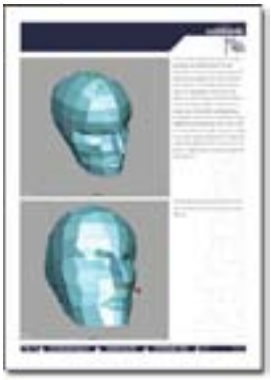
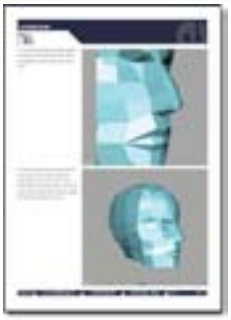
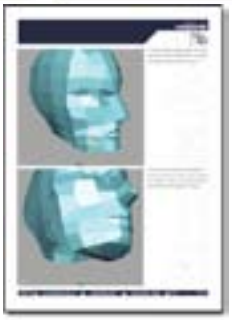
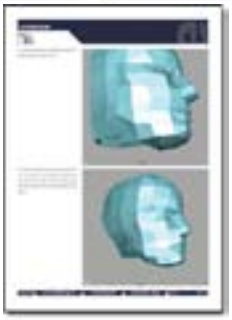
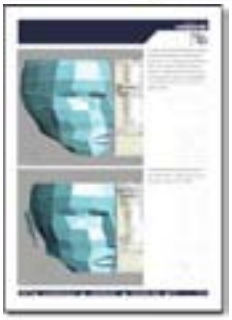
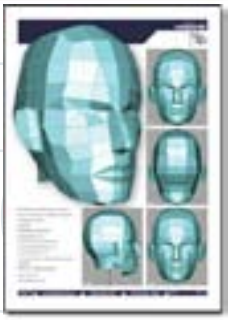
MODELING THE ARMOUR
Issue 014 October 06
MAPPING & UNWRAPPING
Issue 015 November 06
TEXTURING THE SKIN & BODY
Issue 016 December 06
TEXTURING THE ARMOUR & CLOTHING

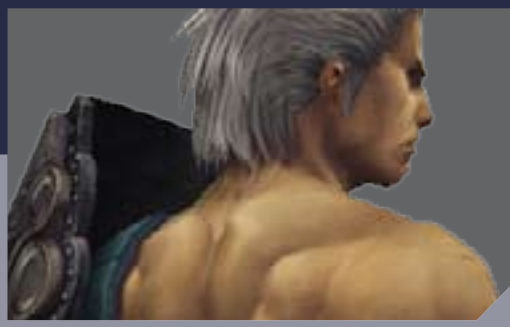
ENJOY ...

THE SWORDMASTER





swordmaster

The Swordmaster

SOFTIMAGE | XSI

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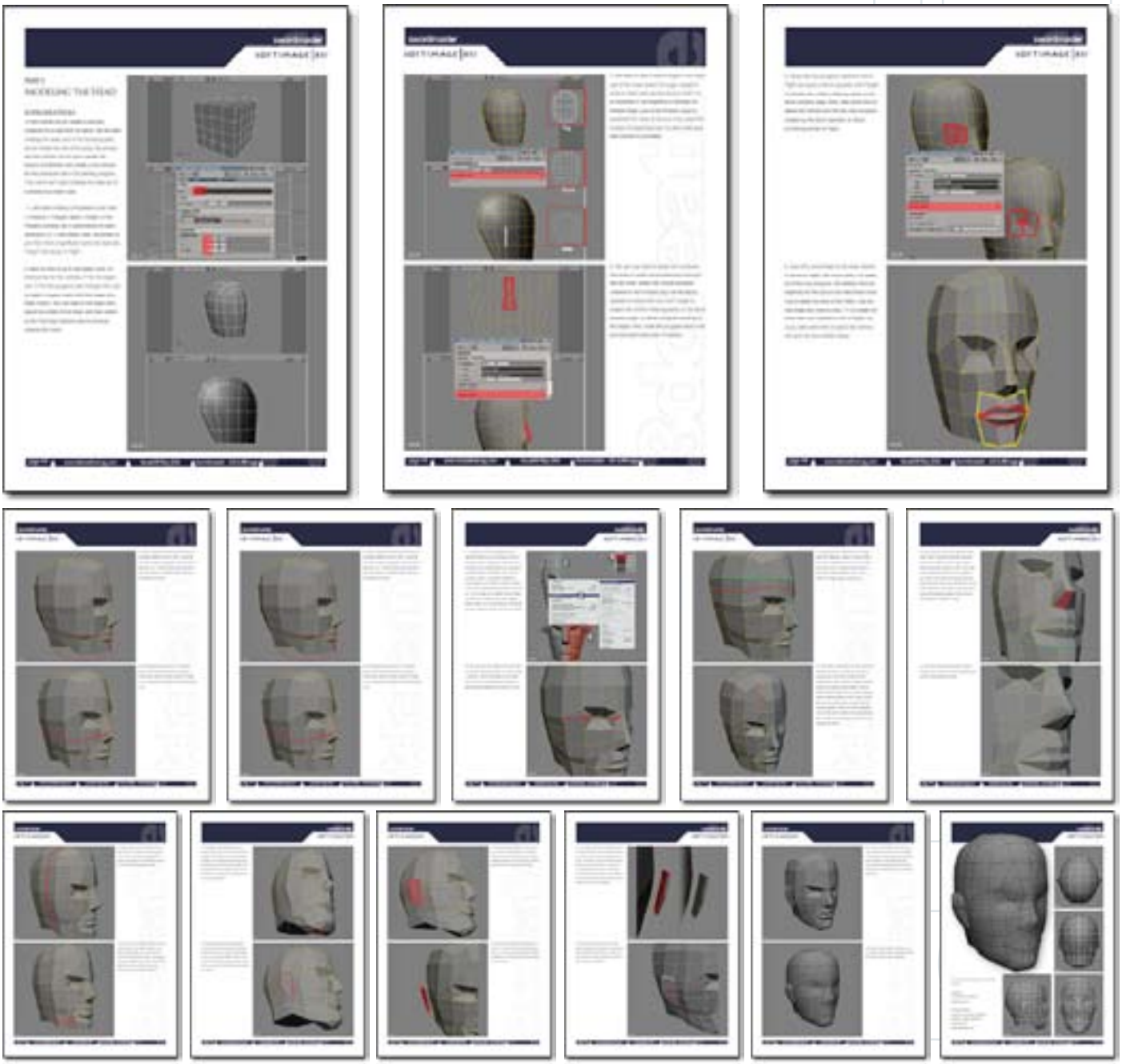
THE SWORDMASTER