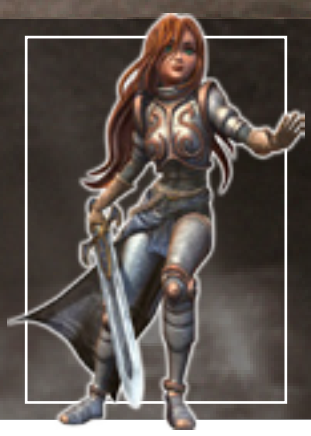
ZOO PUBLISHING

ISSUE002 OCT 2005 $4 / €3.25 / £2.25

# 3dcreative

# DEAR ANNE

>>Dario Picciau on his vision for his latest full-length animated feature.



## JOAN OF ARC

>>Continuing complete monthly tutorial for Maya, Lighwave, C4D & XSI

## MICHAL ROGER

>>The original Author of the Joan of Arc Tutorial interviewed.

## PAR TINGSTROM

>>Interviewed

## PREPARING A SHOWREEL & PORTFOLIO

>>Richard Tilbury's ongoing guide to a career in the 3D Computer Industry...

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we have 2 Limited edition Boxx iPod Mini's up for grabs (the ones with the screens that don't break ;-) ed.



**3dcreative**

www.3dcreativemag.com

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# editorial

## Welcome

to the second issue of 3DCreative Magazine
A digital publication for CG creatives around the globe.

3DCreative Magazine aims to focus on techniques, tutorials, interviews, articles, project overviews and galleries. We will have news and reviews too but we find that these topics are best covered by the online news and CG sites that thrive on daily updates. Our magazine will focus on becoming more of a timeless resource for artists to turn to again and again whether you view it from your screen or choose to print it off.

## Techniques and Tutorials

As packed as the first issue, one of this months continuing big selling points for many will be Michel Roger's famous 'Joan of Arc' tutorial, recreated for Maya, Lightwave, C4D & XSI and now onto part 2 : Modeling of the Head - Head, Ear & Assembly. 3DSMaxer's are treated to the second part of Richard Tilbury's 'Corridor Series' (Which is not a dull as it sounds!) A character modeling tutorial called Vladoom by Ervald Kullolli and a Porsche 356 Modeling tutorial cuertosy of Karabo Legwaila.

## Inspiration

This month, Dario Piccau talks to us about his latest full length animated feature 'Dear Anne, The Gift of Hope', about the technology they are using and his own personal views on the ethos of the project. We also have interviews with artists Par Tingstrom and Michel Roger of 'Joan of Arc' Fame. And as usual, we have 10 of the best images in our gallery section.

## Industry

A brief look at the Honda Civic, as it is Reborn in RPA's "Keyhole" Spot, Created Through A52's New Directorial Collective for Photoreal CGI Storytelling. Also, Part 2 of our 'Career in 3D Compuetr Graphics' Series which this month guides any hopefuls through the rigors of creating a Portfolio or Showreel.

Dont forget to take a look at Digital Tutors advert on page 12 and take advantage of 3DCreative's special 10% Discount!

So! Read on, be inspired, be enlightened and enjoy 3DCreative Magazine's second issue!

## 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. This first issue is supported by 3DKingdom.org, 3DLinks.com, 3DTotal.com, 3DValley.com, CGChannel.com CGFocus.com, CGUnderground.com, Daz3D.com, Deathfall.com, the3DStudio.com and Vocanson.fr and we look forward to lasting and successful partnership with these CG community sites.

Ben Barnes Editor

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Interview

# AN INTERVIEW WITH MICHEL ROGER

**Hi could you tell us a bit about yourself?**

I am 36, French, a senior modeller and I am working at Attitude Studio in Luxembourg.
I have worked in the video games industry for several years and for the past 2 years for cinema and television (3D films and 3D TV series).

**What first got you started in 3D?**

I really started 3D in 1993 when I realized it was possible to make interesting things with a PC at home, not only with an expensive workstation. :) Back then I was really into comic books and I found that 3D was a good way to bring volume to my 2D drawings.
I remember a 3D test film based on a comic book by Moebius which, unfortunately, was never achieved. It was really this kind of thing I was interested in 3D, much more than special effects.

**You are most commonly known for creating your Joan of Arc scene and producing that hugely in-depth tutorial. Does this give you a great sense of achievement or do you get bored of being known as the Joan of Arc guy?**

Honestly, I never thought this tutorial would be such a hit and have such a long lifespan.
I thought that eventually someone would come up with a better one and more in line with the techniques and tools available now (it was made with Max 3 and 4) but it does not seem to be the case. I don't consider this tutorial as a major achievement. It was something I did like that, just to help the French community

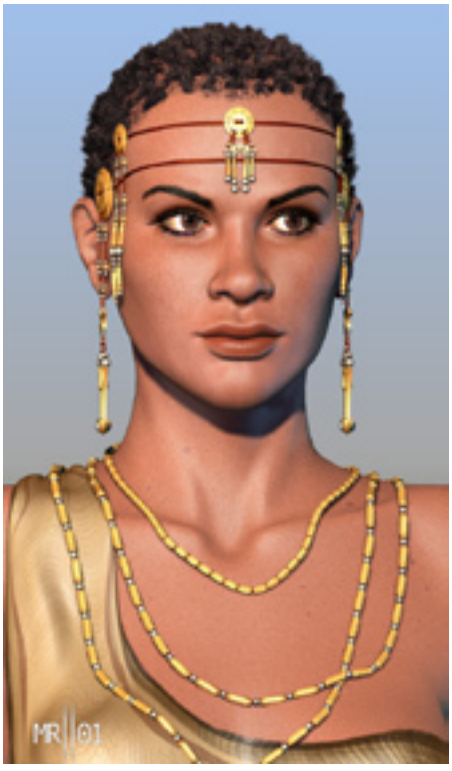
because most of the tutorials on the Internet were, and usually are, in English.
To be honest, I have also learned a few things while making it. This character was in fact my first attempt using sub-division modelling.
I sometimes happen to say « yet another Joan model … » but I prefer taking this with humour. :)

**Do you have plans on producing another character that could rival the success of Joan?**

I could have written a lot more tutorials like this one with more complex characters, other techniques or software but it has to remain enjoyable to do and after that one, I chose to work on more personal projects. Sometimes I think I should really freshen up this tutorial but I don't because I lack both time and motivation.

**You have worked for a few big name games companies in the past and are now working for Attitude Studios as a senior modeller. Do you miss the games industry or are you happy with what you are doing at the moment?**

I have no regrets for leaving the video games industry; I was getting bored of it. Not that I think it is not interesting but after several years I needed new horizons. For the past two years I have had the opportunity to work for Attitude Studio on a full 3D movie and a 3D TV series



(coming out in 2006).
I have learned a lot and met really friendly and talented people.

How long does it take to produce a character. From concept through to final rendering?
It depends on how complicated it is, but as a general rule, the more complicated a character the more you need to prepare it with sketches or low poly models for instance.
Then it depends on the inspiration (I am talking about personal projects here). You should give enough time to the character to mature. Be careful with your first attempt and do not hesitate to leave it aside for a while and get back at it later on.
So, it can take anywhere from a few days to a month or two.

You have worked with several different 3d software programs but could you tell us which one best suits your working style?
For the time being I would say Maya suits me well, I use it along with Zbrush to rough out volumes and I rework directly on the wire frame in Maya, with the Zbrush sketch as a guidance. This is only a matter of habit, I could as well use XSI or Max but at the moment, I am really comfortable with my customized settings in Maya. Other software offer the same tools and ability to customize the interface or keyboard shortcuts. The software is almost secondary, what matters the most is looking for the right shapes, volumes, the artistic rather than the technical side of the job.

What would be your ideal job?
I am in charge of the modelling team for the characters of the TV series I am working on and I really enjoy it. I don't want to do anything else at the moment. Make sure everything is fine and that what we model matches perfectly the graphical style of the character designer.

Make sure we have things well planned, work to deadlines, and, as long as it is possible, use at best the skills of the team members depending on their preferences.

Where do you see yourself in a 10 years time?

Honestly I have no idea. I never had a career plan and I am not going to have one now. :) Maybe in something else than 3D but it is too early to talk or think about it.

Who inspires you artistically?

Traditional more than 3D artists: illustrators or photographers, painters or sculptors.
It is important, especially in 3D where it is easy

to have only 3D references, to open yourself to other areas.

What has been your greatest accomplishment to date?

Surely the opportunity to have been involved in the third full length CG movie in France, which should be released in cinemas in 2006.
I was a member of the character modelling team and it was my first experience on this type of production. I never felt as motivated and happy to go to work every morning.
A great team, a challenging project, what else could you ask for?

What is one piece of advice you would give to any aspiring artist?

Get seriously into it, which means a lot of hard work but not only in learning 3D tools and techniques. If possible try yourself at different art forms such as drawing, traditional modelling or photography and develop a strong artistic knowledge base. And the most important is: never think « that's it, I'm good ». Always re-evaluate yourself and be humble as there are so many things to learn, it takes a lifetime.

INTERVIEW : CHRIS PERRINS

# Honda Civic is Reborn

## in RPA's "Keyhole" Spot, Created Through A52's New Directorial Collective for Photoreal CGI Storytelling

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***Global Creative Director, Nike***

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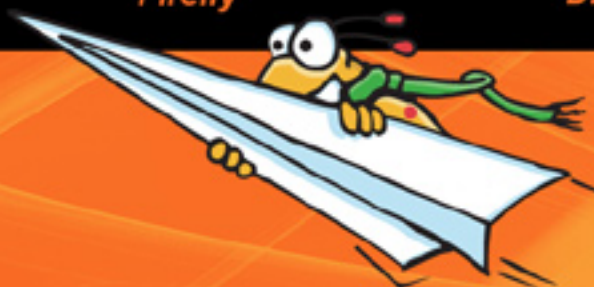

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interview

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# AN INTERVIEW WITH PÄR TINGSTRÖM

industry

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# A Career in 3D Computer Graphics Part Two

## Preparing a Showreel & Portfolio

dear anne

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# AN INTERVIEW WITH DARIO PICCIAU

# DIGITAL ART MASTERS

- The largest project from www.3DTotal.com/book features some of the finest 3D and 2D artwork you can see today

- Discover how certain parts were created and maybe find out some new tips and tricks

- These are not simple step by step tutorials but more the thought process behind the artwork

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tutorial

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# THE CORRIDOR: PART 2

BY RICHARD TILBURY

tutorial

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## Joan of Arc

We bring you Michel Roger's famous 'Joan of Arc' tutorial in Maya, Lightwave, C4D & XSI, if you are a Max user and this is new to you the original is free and can be found in French as Michel's site http://mr2k.3dvf.net/ and in English at www.3dtotal.com.

## INSPIRING

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.

STAGE 2
MODELLING THE HEAD

22 PAGE TUTORIAL — Maya

22 PAGE TUTORIAL — lightwave

17 PAGE TUTORIAL — SOFTIMAGE | XSI

23 PAGE TUTORIAL — CINEMA 4D

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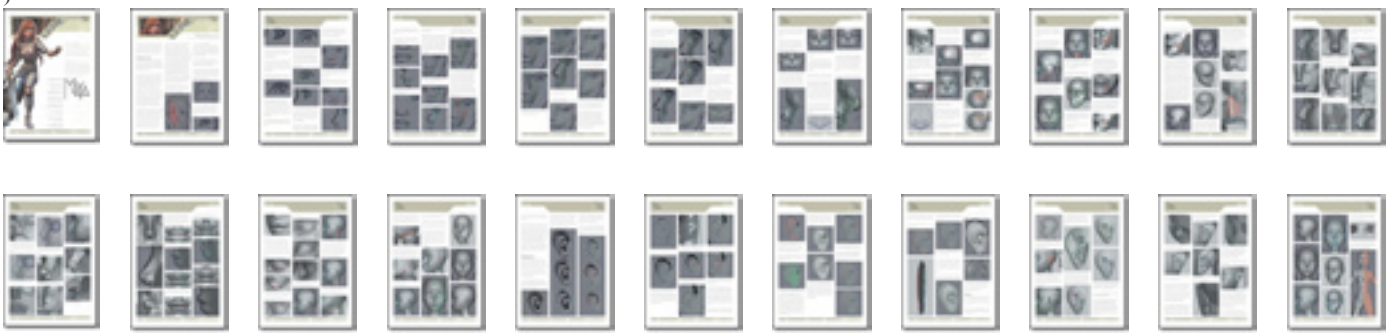
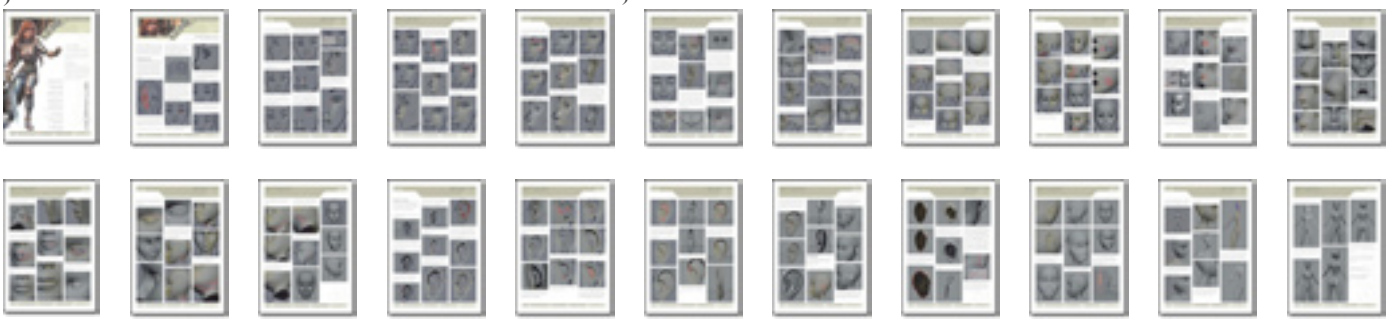
## Joan of Arc: remade for maya by Taylor Kingston



## Joan of Arc: remade for lightwave by Vojislav Milanovich



## Joan of Arc: remade for softimage xsi by Luciano Iurino

## Joan of Arc: remade for cinema4d by Niki Bartucci & Giuseppe Guglielmucci

tutorial

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# VLADOOM

POLY CHARACTER MODELING BY
ERVALD KULLOLLI

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**v4**
Humans & Creatures
Suitable for texturing human and creatures. The textures range from natural, realistic eye, skin and hair textures to bizarre creature skins and eyes.

**v5**
Dirt & Graffiti
Dirt masks/ maps and graffiti. These have many uses, the main ones being as a mask to mix two textures together or being placed as a layer over an existing texture to add in detail and 'dirty it up'.

**v6**
Clean Textures
Textures which are 'clean' textures that have little or no 'aged/stressed' elements.

**v7**
Sci-fi Textures
The texures range from Exterior Spaceship textures to decals and Damage maps

**v8**
Vehicle Textures
The texures range from Tyre bump maps to cool flame decals. Included are .dxf meshes of some of the more 'common' car objects. These include Alloy Wheels, brake calipers, dials etc.

**v9**
Ancient Tribes & Civilisations
The texures range from Aztec, Japanese, Medieval, Greek & Roman, Celtic & Viking, Egyptian, Neanderthal, Indian & Islamic, and African.

**v10**
Trees & Plants
This DVD has trees based on the four seasons, and a variety of plants and grasses and leaves with each one with the very own alpha map which makes them ready to pop into any scene.

**v11**
Alien Organic
From the wierd and slimey, to more subtle toned skins, these textures are like nothing you have ever seen before.

**v12**
Around the World Vol 1
Mostly architectural textures, derived from original photography, taken all over the world.

**v13**
Around the World Vol 2
Mostly architectural textures, derived from original photography, taken all over the world.

**v14**
Fantasy Textures
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tutorial

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# THE PORCHE 356

BY KARABO LEGWAILA

# Next Month

## Joan of Arc

continuing complete monthly tutorial for Maya, Lighwave, C4D & XSI

this month part 3 : Modeling of the Accessories - The Sword & Armour Legs

## Ninja Theory Studio

with Creative Director Hughes Giboire

## Interviews

Franck Balson from Aligatoon Studios

James Ku & Julien J mortimer

## Tutorials

The Corridor - Texturing Ancient Stone & Hospital by Richard Tilbury

Rio Grande by Andrey Yamkovoy

Porche 356 - Continuing Car Modeling Tutorial by Karabo Legwaila

## Galleries

another 10 of the best Images from around the world.

## PLUS

Competitons, Articles, Industry news and more.

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# galleries

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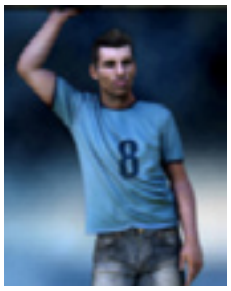
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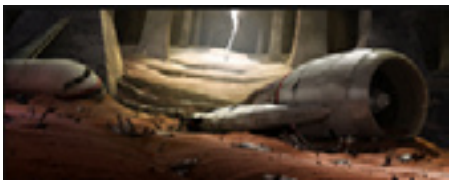
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1 - Irish Skin Disease - Hugues Giboire
2 - Rio Grande - Andrey Yamkovoy
3 - It comes a time of Death - Radoslav Zilinsky
4 - Luke - Jiri Adamec
5 - The Great Room - Serge Vasiliew
6 - Arcadia - Benjamin Leitgeb
7 - Christmas Amnesty - Dave Butler
8 - Sparrow - Marko Milankovic
9 - Aspidium - Axel Ritter
10 - Psycho Girl and the Mutant Kangaroo - Krishnamurti Costa

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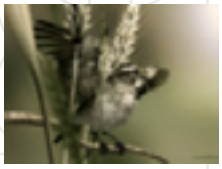
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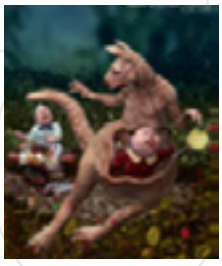
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competition

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