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FEATURING ART & ILLUSTRATIONS OF WANCHANA INTRASOMBAT DESIGN & CONCEPT BY MARCIN MIGDAL

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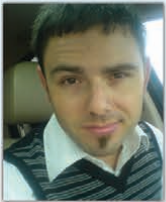
FOREWARD BY ARTIST WANCHANA INTRASOMBAT (KUN VIC)

I'd like to thank you for getting a copy of my book, it has been my dream to have a book for a long time. I studied at King Mongkut's Institute of Technology Ladkrabang in Thailand and I'm with the girl of my dreams Nitchamana Nitchamon. I live in Bangkok, and freelance illustration. I love drawing characters and concept designs. The art industry is quite nice around here. Only this year I have begun being noticed for my work and then I then found www.Sketchoholic.com and that is one of the reasons I had a chance to meet Marcin who made it possible for me to share my dreams, inspiration and illustrations with all of you. I hope to keep making great illustrations for a long while.

This book is not simply a collection of illustrations, it is more than that, it is about story and characters. In addition you will find some fantastic breakdowns of illustrations and articles on some of my bigger projects and even a few video speed-paints and video lectures which will be added to the bonus section of the digital book on www.Sketchozine.com. You will hopefully pick up some art fundamentals and learn concepts and techniques that will help you approach your projects in a different way.

I hope you enjoy the artwork I have spent many years creating which I can now share with all of you, my fellow friends and colleagues. I also hope that you discover a way to combine the things I teach in this book with your own skillsets and become an even greater artists and human being. Please feel free to contact me anytime and join my facebook page and show me what you are working on.

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LETTER FROM THE EDITOR, MARCIN MIGDAL

"I'd like to thank Wanchana for allowing me the opportunity to get to know him and assist him in delivering his work and knowledge to other artists. He is a great artist and friend.

There is a void and a big hole in the art community and industry that needs to be filled and if you enjoy any form of creative arts then I require your attention and assistance. There are many minds and creative individuals who's brilliance and talent won't reach mainstream. Please support my vision and assist me in continuing to provide platforms and media that inspires, promotes and assists students and independent creative individuals, including entrepreneurs in promotion and employment opportunities. Support [Sketchozine.com](http://www.Sketchozine.com) and [MadArtist Publishing](http://www.MadArtistPublishing.com) by purchasing our reference and collective books which support the artists and our cause. We are always looking for donors and sponsors for our non for profit projects, please contact us at info@madartistpublishing.com or me directly. Remember Everyone deserves exposure."

I'm a forward thinking and sales centric Creative and Interactive Art Director with 14 years experience in advertising, book publishing, web technology start-ups & software development. I specialize in online growth, customer retention and content acquisition. I've worked at top advertising agency Dentsu Boss, TMP Worldwide, Loyalty One, Robert Half International in senior Interactive and Art Director roles. I've produced web and print collateral for Rogers, Toyota, lamGold, Air Miles, Royal & SunAlliance Group, Flint Energy, URS, Husky Energy, Remax, General Mills, Lavalife, Canada Post, York University, AOL, Dell.

In 2006 I formed a creative and technology team to build and launch sophisticated IPTV software solutions that became Aerocinema.com. At ATVN, I have architected and supervised front-end development of white label CMS products: EducationCMSwebsites.com, EstoreCMSwebsites.com, VideoManagementWebsites.com and single handedly conceptualized architecture and front-end design of million dollar companies including CacheMetals.com, Schoolism.com as well as www.Sketchoholic.com. In 2011 I founded [MadArtistPublishing.com](http://www.MadArtistPublishing.com), currently highly established brand with 26+ book titles, Youtube.com/MadArtistPublishing channel with 20K subscribers and secured partnerships and endorsements with Disney.com, [Aston Martin](http://AstonMartin.com), [IO-Interactive](http://IO-Interactive.com), ArtBattles.com, [Its Art Magazine](http://ItsArtMagazine.com) and many prominent creative brands and celebrity artists.

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Sketchozine.com Masters: The Imagination of Victorior: Character Development, Illustration & Digital Painting Techniques

Authored by MadArtist Publishing, Editor-in-chief Marcin Migdal, Illustrated by Wanchana Intrasombat, Authored with Wanchana Intrasombat







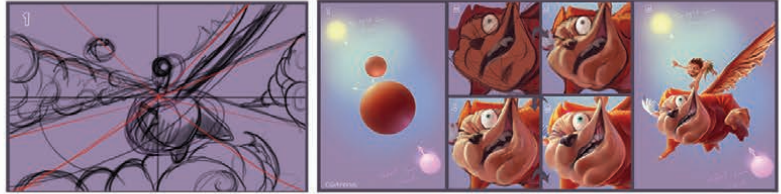




HOW TO TRAIN YOUR CREATURE (5 DAYS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: The inspiration for this image came from animation movies I watched from Pixar studio. The story here is about a boy from "the unbelievable Island" who wanted to train his creature to fly around the world with him, this pet is a combination of a Dog & Parrot & Monkey. The toughest thing to make the character look fresh and full of life was the color and lighting. Second was to show the perspective so the image was full of energy. Visit my web tutorial at <http://bit.ly/sajw9F>. I had started with the main character. The sun light is coming from the top right and behind the head of the character. Sun light is very brightening on the right and effect light is from the clouds that reflect from the sun light. I continued same process on background.



MY CAMEL IS MY FRIEND (2 DAYS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: I have done this piece once I heard news about Cabon Credit for Camel Killing. I don't have special opinion about it but i felt I needed to paint a camel. I decided to illustrate the concept of the relationship between human and the camel. The scene shows a boy riding his friend and them having a really good time together.



I always draw my characters individually, sometimes I start with a rough sketch or outline. Always start your characters with easy shapes, like circles to map out the base of the figures.

Concentrate on the proportions of body and face to show personalities of your characters. Try really working on the facial expressions as well.



THE ADVENTURE OF SANITARY WARE (5 DAYS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: The story is about all of the the stuff in your bathroom that gets dirty and wants to come to life. I came up with the idea while taking a shower. As soon as I got out, I quickly came up with 3 sketches of the boy, remember to always sketch out your ideas as soon as you have them.



Once i did the characters i had an idea of my concept and I begun illustrating them in photoshop and lay out the composition with all the characters.

The concept ended up being a boy who loves adventure and he happened to tell of the stuff in his bathroom how great it is on the outside, and so the journey begun.

To the right you'll find the series of characters i created for the adventure, I hope you enjoy.



MY BEST VACATION (5 HRS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: The concept is about a little big boy who visited our world on his vacation and decided to go to the ocean for some diving...but where is he come from?.



To watch the making-of teaser video tutorial, scan the QR Code or visit <http://www.youtube.com/watch?v=dgigR45Wofw>. Make sure you get the digital version of this book to unlock the bonus workshop lectures of many videos in this book.

Learn character development and digital painting techniques from the famous Illustrator and Concept Artists Wanchana Intrasonbat. (Aka Kun Vic).

To the right you'll find the initial sketch concept.



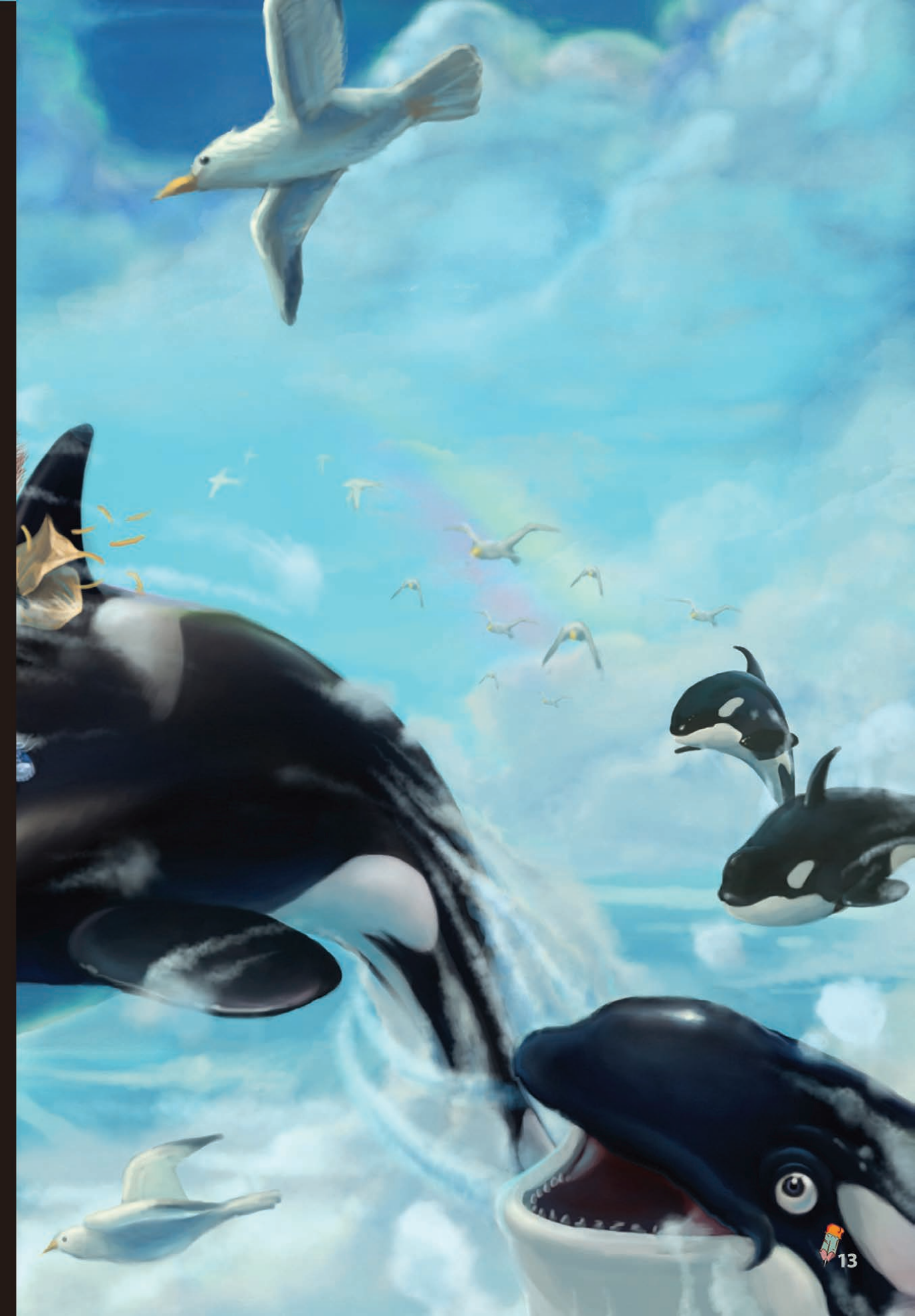
SCAN QR CODE ABOVE TO WATCH SECRET
MINI WORKSHOP VIDEO
LEARN MY TECHNIQUES BY UNLOCKING
THE TUTORIAL VIDEOS ON SKETCHHOLIC













I LOVE MY PLANET (2 DAYS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: The concept of this image was based around a possible natural disaster which could occur in the future. The image shows that the land is so flooded by water that we the people have no place to go. This boy stands up on a cloud as it is the last place that he can stand on. If the rain continues I don't know what will happen next. He loves the world and holds a life saver around him to save him from the flood. Please take care our world before it too late....

The composition of this picture was standard, i wanted to focus on the concerned expression of the boy and to make him look helpless. To do this I decided to play with the lighting that came across his head and body, I added the toys floating to show that he is still a kid and make the scene seem more sad.



RUNNING RAINBOW (2 DAYS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: I was inspired to do this image as I remember a movie I watched when i was young, the movie was "Free Willy". The concept was to show freedom, I wanted the character to ride and fly across the sky.

I first did this in 2009 and it opened my eyes to the world of imagination, this is when i discovered how powerful my imagination could be and i realized how much i love to paint from my head, this this piece means a lot to me. I started to realize my own style from that point as well, don't worry about your style, it will develop on its own in time, just keep sticking with you enjoy doing most.



THE BEGINNING OF FREEDOM (1 WEEK TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: Here is another image that I spent a long time working on. This image opened my brain to the world of fantasy and dreams, it was based on a childhood dream I had and I was very excited to see it complete.

I started with the boy riding a whale and everything else followed. I usually do the sketches on the computer, however I carry a sketchpad with me all the time when I'm outside. You should always carry a pad with you everywhere you go and draw out your ideas.



FOREST MAN (4 HRS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: This character was inspired by Snowman. It was a warm up digital painting from my head.

To watch the making-of teaser video tutorial, scan the QR Code or visit the youtube website at <http://www.youtube.com/watch?v=b-DelchVGQ>. Make sure you purchase the digital version of this book to unlock the bonus workshop lectures of many videos in this book.

Learn character development and digital painting techniques from the famous Illustrator and Concept Artists Wanchana Intrasonbat. (Aka Kun Vic).



Scan or access the video at <http://bit.ly/12FbtYC>
MINI WORKSHOP VIDEO









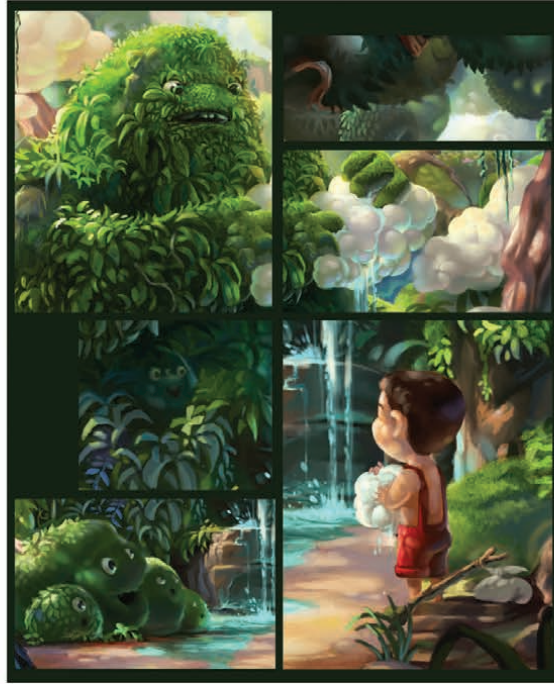




MAKING OF WATER (5 DAYS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

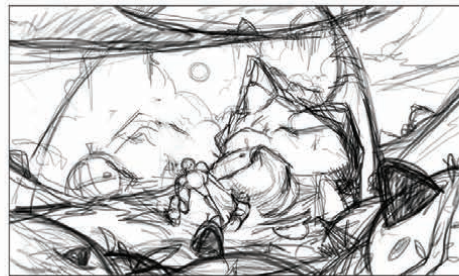
DESCRIPTION: I was inspired to do this image by a Pixar animation film I saw and by studio Ghibli. I wanted to create a character that came from nature and show how cute of a relationship this type of a creature can have with humans. The story is about a boy who went into a dream like forest to learn how to make water with a spirit of the forest (A Big brother). The boy's journey was long and he's experienced things he won't soon forget.



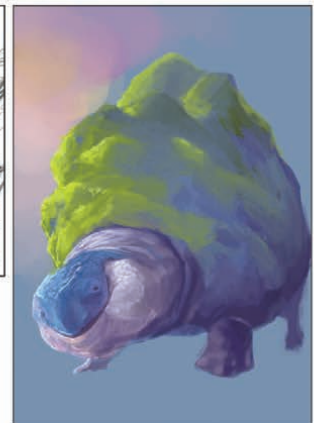
TO THE WATERFALL (2 WEEKS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: I get inspiration from everything I'm interested in at a particular moment, such as movies, fine art, eating noodles etc. *To The Waterfall* concept came from a doodle I had done, it was unplanned and drawn freely. I then combined this doodle with the idea of my childhood dreams and that is when the story and the fantasy world started to come together for me. It's important to always have a story in mind when creating your characters as that will help you envision the final image.



Original doodle sketch I did in pencil



Started the digital painting

My story for the image is about a little boy wanting to visit the waterfall with his friend (maybe it is me.) The waterfall is on the back of the creature (tutle + land) and is called "The World". This creature only visits once every 86 years, so they're rushing to get there. The place is a very happy place, it could be heaven, hence the clouds or not.



REFRESHMENT FROM THE MOON (1 WEEK TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: I was inspired to do this image when the moon was close to our world. The moon was up in the sky and it was big and bright and the reflection was shining on the sea.

The concept of the image is about the Chinese boy who is a monk who travelled to the tallest mountain to learn about nature and natural elements. While there, he encountered a giant and kind white tiger that took him to the moon and allowed him to see the world in a different way. They truly enjoy the time they spent together and the boy's spirit became a part of nature.



THAI SPIRIT IN THE PARADISE (1 WEEK TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: The symbolic animal of Thailand is an elephant, in some Thai cities elephants are common-pets. The Thai elephant is very close with people and they are treated good. This image shows a man and his elephant jumping into the waterfall to take a bath. I wanted to make it more of a paradise falls. In Thailand elephants always visit waterfalls to do this type of bathing. For the image I combined the cultural concept with my imagination. You will notice a lot of perspective and movement in the image, I wanted to show this off in a big way. I did not use reference for elephant or a man in this image.



Above is the concept painting for the paradise falls and the environment the image was based on.











SUPER KONG'S FIGHTING... (4 DAYS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: The concept was this, Super Kong tried to help a little boy from a dinosaur but they boy's parent didn't understand, so they tried to help the little boy escape from Super Kong. And well Kong is annoyed as you can tell.

In this image I wanted to show the composition and the detail of the characters. There is quite a lot going on in the image, take a close look at all of the characters to appreciate the image fully and you will see how the characters are all inter connected and the entire image tells a story, try to do the same in your images., you will involve your viewers much longer and they will appreciate your image more.



THE END OF THE JOURNEY (1 DAY TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: This scene shows an epic journey of a monster and a boy magician that wandered into a wonderful forest where they met many animals. They made great friendships and had a very happy and pleasant time. This image shows the time when they had to say goodbye to their friends and continue on their journey.

I wanted to make the image very smooth, and i achieved this with lighting, it's very soft and hopefully carries the message i wanted to achieve.



FEEDING FOOD (2 DAYS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: This is an image that I did for fun in 2009, I was inspired from a master artist Bobby Chiu, I learned a lot from his work and some common sense. This is quite a funny concept that i chose to show using a food chain. The character was inspired from a Korean comic and combined with my personal style.

It's a good tip to find proper reference for you images, Internet is a great resource to find animals, creatures, environments, etc. If you want an easy way to create a mood or atmosphere in your painting or illustrations look for references. Finding good references is 30% of your final image, the rest will come from your skills.



CAN I BE YOUR LITTLE BROTHER? (1.5 WEEK TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: I decided to do the pandas because in my country they are very popular and have their own cable TV channel where people can see their behavior. I love them a lot and they are very cute.

Please keep reading this book to see a detailed article about the making of this image. The concept of the image is that one boy wants to be part of the pack of pandas, his body shape is similar to that of a panda and he has painted himself to look more like one to try and be adopted into the group.

The boy started his journey to the bamboo forest and tried to become a member of Panda family. In this screen the leader of Pandas tries to explain to the the boy that he can't be one of them. The Panda says "You should be what you are and we are really the same because we live on the same blue planet".





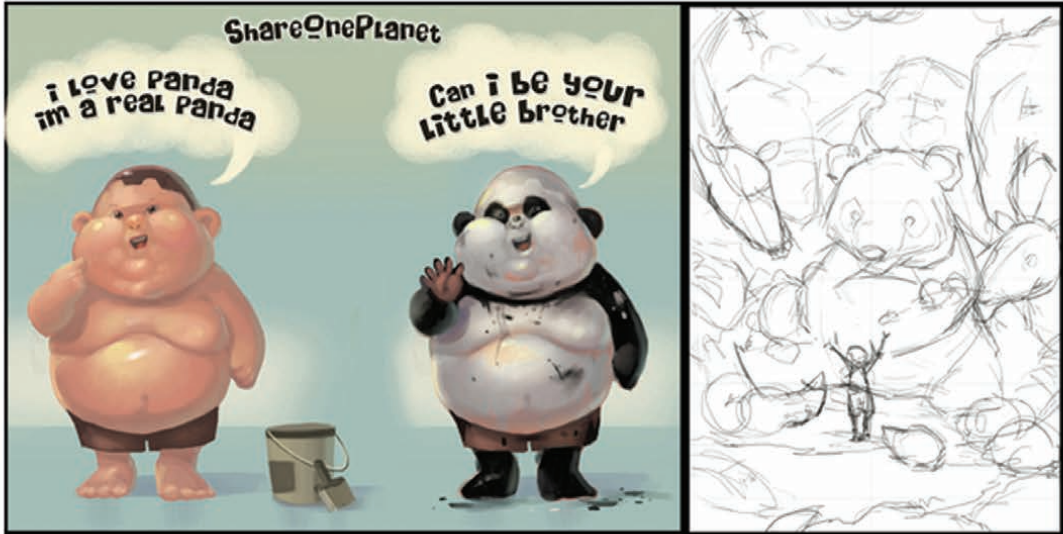


THE MAKING-OF "CAN I BE YOUR LITTLE BROTHER?"

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

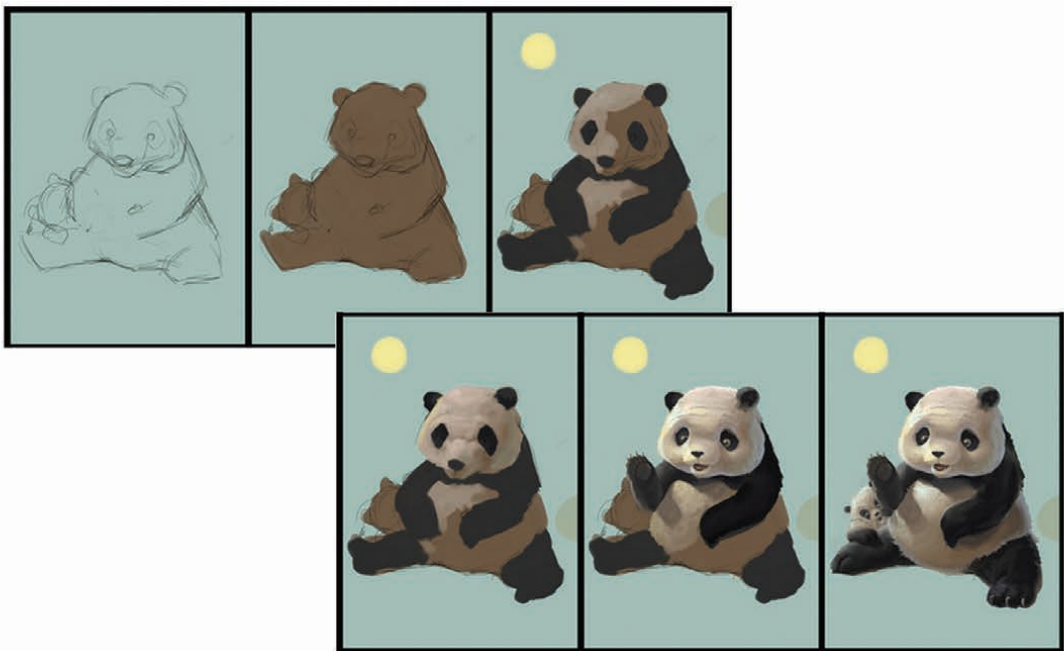
I want to share this tutorial with you all and I hope you'll find it interesting. My technique is quite relaxed and I work freely by following my imagination while making sure i don't lose sight of the concept. For this particular illustration I used a Round brush in photoshop to digitally paint the image. Okay, let's get started!

First I started by looking for inspiration, Inspiration is something that creative minds working at the animation & movie studios do extensively to help them develop their concept and the main story. I tend to use inspiration and references as a guideline only and let the idea develop while I am executing the painting. Below is the concept of characters and sketch of the composition I've done first.



In above illustration I focused on the idea of a boy who wants to be a panda. I then started to sketch lots of different images to find the best direction for my concept. In this step I didn't concentrate on details because I wanted to work freely when I started to add color. I knew I could change the details later.

When adding color and details, I worked through the image section by section, painting the pandas one by one. I created a new layer for each new panda in Photoshop and set a direction for the light and shadow. The important thing at this stage was that the direction of the light needed to be the same on every layer. I also painted the background a neutral, middle color, see images below.

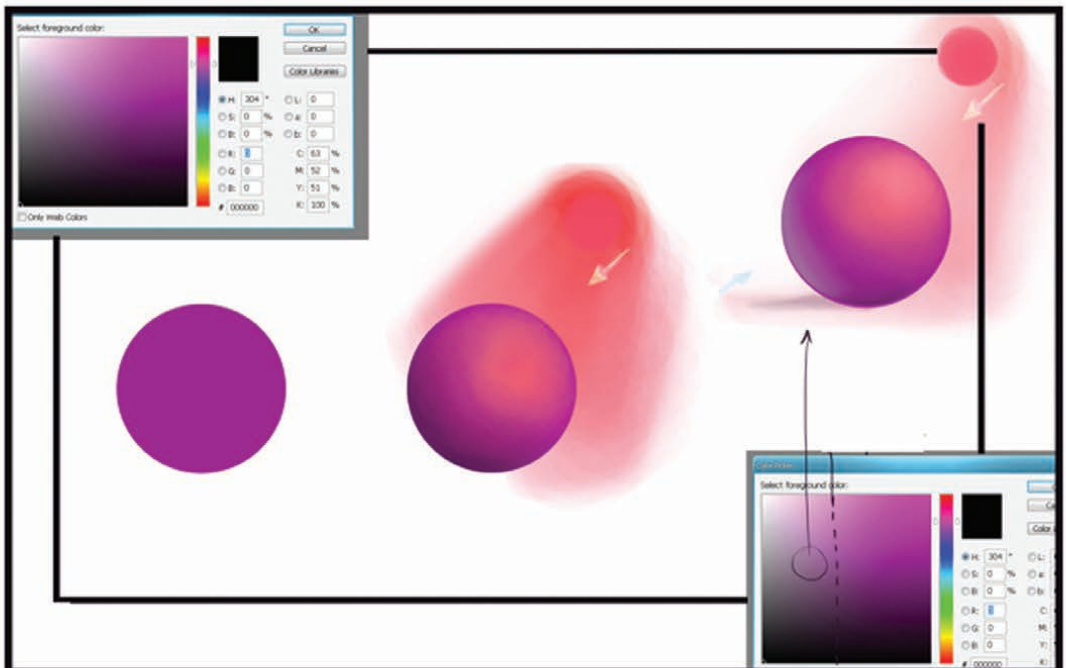


THE MAKING-OF "CAN I BE YOUR LITTLE BROTHER?"

Then I added the characters in one by one until they were all in the scene. I love this step the most because I was able to try out new expressions and emotions for each character. I didn't plan anything – I just let each character come out. If you work this way it's important to not get carried and forget about the main concept as sometimes it can pull the final image too far away from that original concept.



For the lighting I used a Main light and Reflex light, concentrating on two directions, see below.



THE MAKING-OF "CAN I BE YOUR LITTLE BROTHER?"

When all the characters were done, it was time for the background. I focused on the tone of the background and made sure that the atmosphere followed the color of the lighting that I'd used on the characters, see below.



I continued to focus on the lighting as every light and shadow affected the pandas; the light on their faces, the leaves, on the ground etc. I continued to paint the details of the background until I was happy with it.



THE MAKING-OF "CAN I BE YOUR LITTLE BROTHER?"

For the last step I still wasn't satisfied with the lighting, so I created a new layer and set it to Overlay. I then added more lights to give the image more life, realism and to create the same atmosphere in every part of the illustration. Sometimes it is necessary to reduce the sharpness to make the images more real, I used a Blur Circle brush to finish the lighting and a Circle brush to finish the characters and the background, all that is missing is the child to complete, see below. See Page 28 & 29 for a large poster of the finished image.











THE MAKING-OF "SIAM OCEAN WORLD POSTERS" (2 MONTHS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

This article will outline the process of the print ads I've completed for Siam Ocean World in Bangkok, Thailand which is ran by *Very Useful Company*. There were 2 themes to this concept; The first was about the ocean and the second was the jungle. These were art directed and be part of "Exploding head" series of ads produced by Very Useful Company. Feel free to visit this wonderful studio at You can learn more about this wonderful studio at www.veryusefulcompanyasia.com, visit www.siamoceanworld.co.th to learn more on Siam Ocean World.



When I received the concept and the theme from creative director, I did many sketches to find the best direction and style, I started those in color using color pencils.



THE MAKING-OF "SIAM OCEAN WORLD POSTERS" (2 MONTHS TO COMPLETE)



When my concepts were approved I did full detailed pencil drawings for compositions of both themes.



THE MAKING-OF "SIAM OCEAN WORLD POSTERS" (2 MONTHS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

Once the main composition was approved, the studio Very Useful company took reference photos of the main characters doing various poses, which i would then illustrate as part of the layout. The images featured boy and girl sitting on pet props, jumping up and down, really various poses that i could work with as I drew my animals and sea creatures.

The poses would have to match my elements and follow the action and movement in my drawing. I then had to digitally paint each sea creature and animal for the ads separately one by one.

Below you will see various animal and sea creatures i digitally painted using Photoshop & my Wacom tablet. Once they were complete, I added them into the main composition and mixed them together, painted the background, set the lighting, atmosphere until myself and the art director was satisfied.



THE MAKING-OF "SIAM OCEAN WORLD POSTERS" (2 MONTHS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET



Here are the final of the renderings. Then the studio use the retouch team to make the layout.



Thank you very much for taking the time to read and browse through my work and my process.











CANDY UFO (1 DAY TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET



DESCRIPTION: I had this cool idea about a UFO, at first the idea was to have a doll and turn into a UFO alien, but then then after a few sketches my imagination took over and my ideas exploded.

I came up with a story behind it, the story is about an alien that came from another galaxy with his ufo (I called it a candy-robot). The alien ran out of energy on his planet which survives only on candy. He decided to help the people on his planet and travel to our planet. This image turned into a series of characters that I call "UFO Team".



PEACE ROBOT (1 DAY TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: This is another character for my UFO Team. This alien character design concept is as follows; It came to earth from another galaxy to help humans stop wars. The reason I chose to make the alien look elderly and old is because the alien requires some mercy and respect from humans when they negotiate and talk during the war situations and no-one wants to kick an old man :).

I was inspired by Mickey Mouse and Mickey also required some mercy...hahaha, I hope you enjoy my images. Character design is my favorite subject, I love to make my characters look very unique and try to combine the object from a real life.



MY LOVER ROBOT (1 DAY TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: Here is another character for the UFO Team, this character was a gift for my girlfriend. I wanted her to be a member of the team. The concept of the character is about a robot that came to earth to catch my heart! hahaha. I have created a robot inspired by my girlfriend's image, the cute animal alien pet she is holding is inspired by her lovely real life dog whose name is nudee...Happy birthday!!



SUPPORTER ROBOT (1 DAY TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: Here is a character design of the UFO Team. The Supporter Robot image was completed for fun and was meant to be hopeful. Completion time was 4 hours from concept to final digital painting, Tools that were used Adobe Photoshop and Wacom Intuos4 Tablet. I don't think we need aliens to visit earth and protect the whales, it is us that needs protecting, hahaha.

The concept and story is that one alien has seen the news coverage from the blue planet (earth) about the slaughter of whales by humans. This did not please the alien and so he decided to build a robot to visit earth in support of an organization called *Sea Shepherd*. Sea Shepherd's mission is to end the destruction of habitat and slaughter of wildlife in the blue planet's oceans and to conserve and protect ecosystems and species of earth. "WE WON'T STOP UNTIL WHALING ENDS" is the official slogan of Sea Shepherd.











HELPER UFO ROBOT (1 DAY TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: Here is another character illustration for the UFO Team series of characters. This alien that i call "Helper Robot" came to our world with a mission to help people, especially children from disaster and bad situation. In this illustration you see the robot alien holding a child for the first time on our world. If you look closely, you can see the alien in the robot's green stomach.

Some inspiration and reference was taken from UNHCR and Angelina Jolie, I did my best to capture Angie's personality and behavior.

Another tip for you is to think more about whatever it is that you are seeing this will make you continue thinking about your story.



LOVELY COUPLE (1 DAY TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: Beauty and the beast was the main idea behind this piece. I did it based on my own personal idea. The Beauty in this pic is a celebrity that have a lovely the beast is a sweet Chi va va..^^

The composition of the portrait seems normal, but i spent a lot of time on the lighting. The inspiration behind this image was celebrity "Paris Hilton and her dog". It's my own personal spin on the cute dog, the reason it looks angry is because Paris just received a lot of bad news and the dog isn't too thrilled with it.

I made the lighting source come in front of the face to show the expressions of the characters. Play with light and you can achieve different results from the same image, especially when working with characters.



DROGBA-CAPTAIN IVORY ROBOT (1 DAY TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: Here is character design for the World Cup 2010 football event! did with ImagineFX magazine. I focus on making a strong character. Nothing stronger than a machine robot, I wanted to give the robot humanly qualities by making it seem he was working hard at his sport, that's why his shirt is all torn up.

I do a lot of characters, here are some of my tips for you to come up with good character ideas. The first is to push your initial character ideas as much as you can by drawing many revisions. Try different styles even if you don't like it too much. Next browse CG community boards and post your revisions to get input from other artists.

The second tip is to take your ideas and rough out your sketches always, don't miss an idea, always sketch them out for later, even if they aren't complete, you can always come back to it later and improve it.



COOL DOG (1.5 HR TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: Cool dog is a character based on my real dog. It is a good idea to see the outline shape and color of the creature or object you are drawing. Next, paint the light & shadows of your creature to make your character's dimensions come alive.

To watch the making-of speed-zzzpaint video tutorial of this image, scan the QR Code or visit www.youtube.com/watch?v=I-B20fh-p_U. Make sure you get the digital version of this book to unlock the bonus workshop lectures of many videos in this book.

Learn character development and digital painting techniques from the famous Illustrator and Concept Artists Wanchana Intrasonbat. (Aka Kun Vic).

To the right you'll find the initial sketch concept.



Scan or access the video at <http://bit.ly/Z4vjf5>
MINI WORKSHOP VIDEO

















THE CELEBRATION OF THE NATURE COPY (? DAYS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: ?



THE DREAMER (? DAYS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: ?



THE LONG TRIP TO THE SEA (? DAYS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: ?



RAINBOW GIRL (? DAYS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: ?



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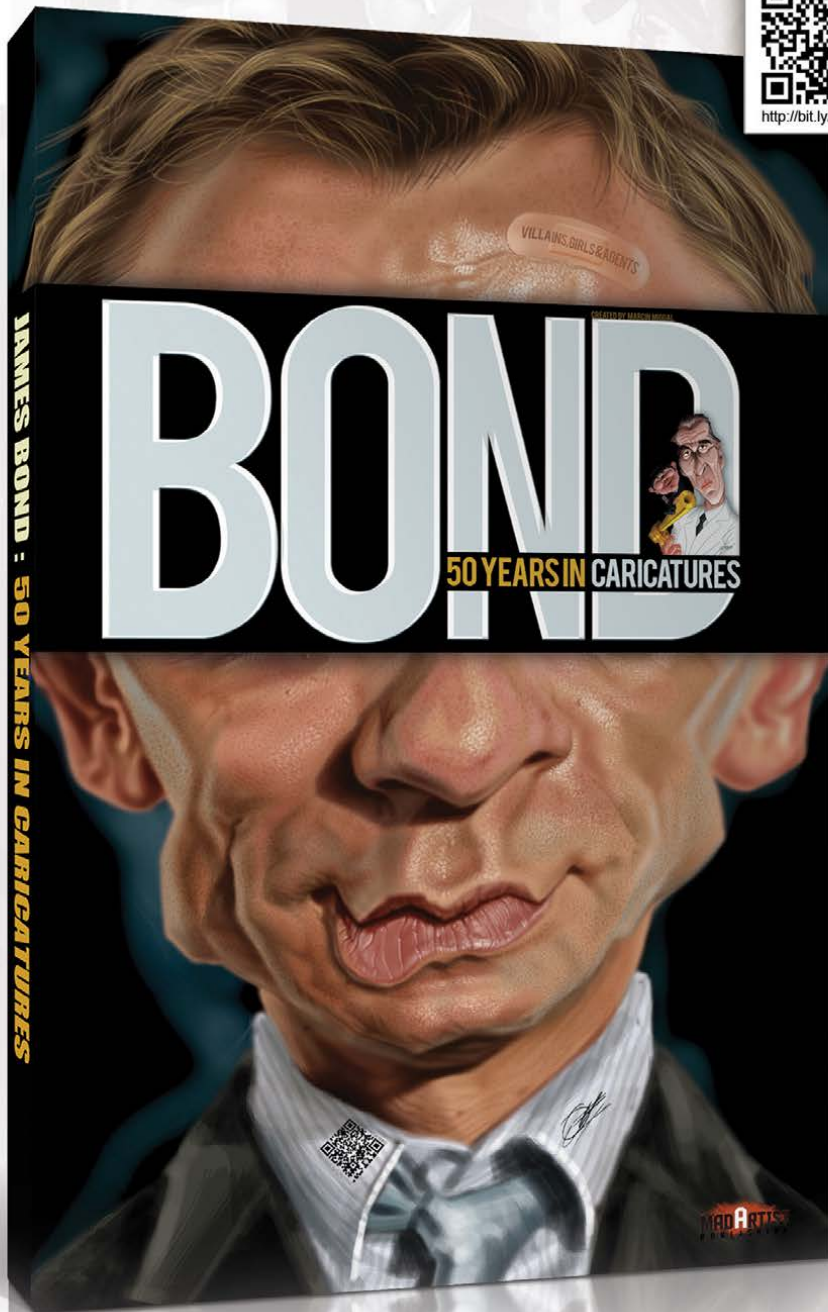
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FML ILLUSTRATION (2 HRS TO COMPLETE) **DESCRIPTION:** I have done for FML. "Today, I got a letter from the Navy saying that they accepted my application to join the Navy. I never applied. FML." after I had this sentence I had to think about illustration for it. So I got this picture. I hope you will enjoy with it.







THAT'S WHY THE BOYS LOVE BALLOONS (2 DAYS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: This picture is about a balloon. It's about that got a balloon in shape of a sexy girl.



FML ILLUSTRATION (2 DAYS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: I have done for FML "Today, I got a letter from the Navy saying that they accepted my application to join the Navy. I never applied."

"FML" after I had this sentence I had to think about illustration for it. So I got this picture. I hope you will enjoy with it.



DON'T TOUCH MY PLACE (4 DAYS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: This images' inspiration came from the movie "Finding Nemo". The concept of the image is that a boy thinks he is a fish hero and protects them from a demon. The little red fish name is Fishcules, the yellow fish is named Fishbin Hood, the orange one is Nemo.

I tried to make the image very colorful as I was going for the illustration for children.

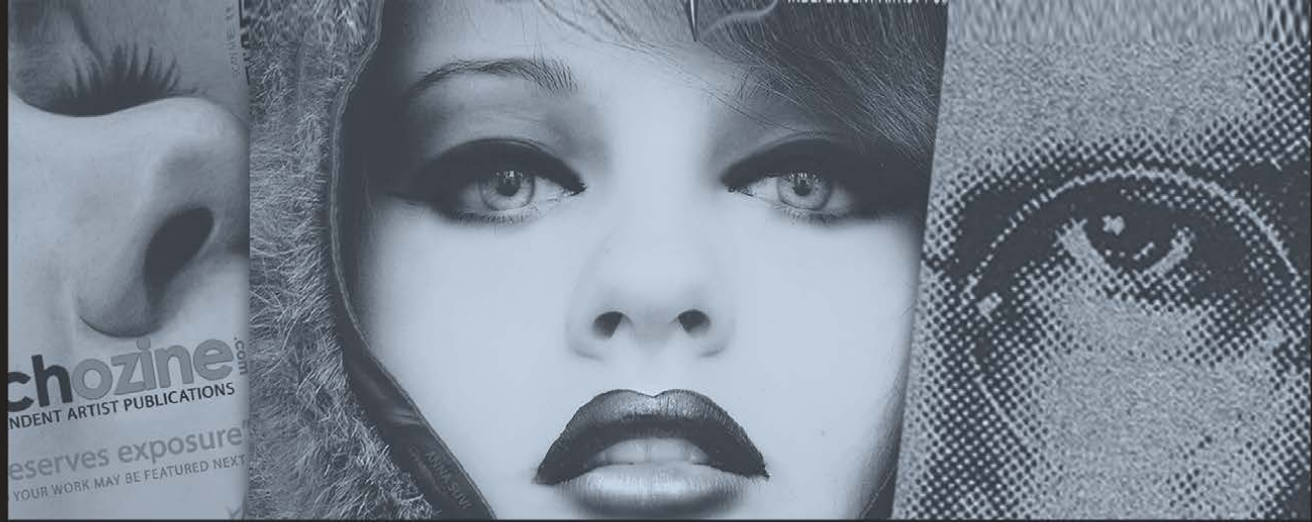


KEEPING THE STARS (5 DAYS TO COMPLETE)

TOOLS: ADOBE PHOTOSHOP CS2 + WACOM INTUOS4 TABLET

DESCRIPTION: The illustration is about a boy and his 2 friends; the Green Dragon and King Tiger. These three characters climbed to the top of the sky to catch some stars. I wanted the viewer to feel happy when they're viewing this image just as the characters are being displayed.

I did this piece to practice character design and atmosphere, I tried to make each character look personable. Each of the characters should work on their own and they should also work together as well to connect the scene.



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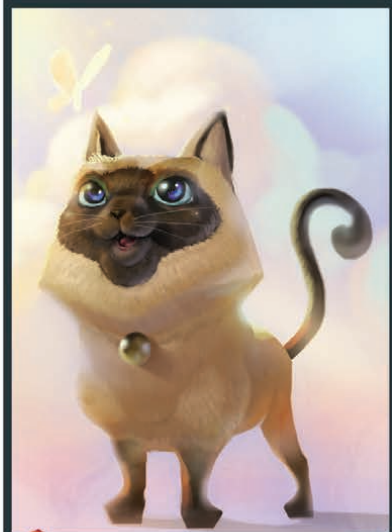
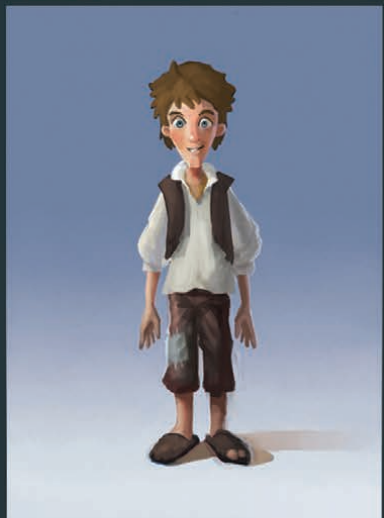
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ADDITIONAL "CUTE" CHARACTER DESIGN CONCEPTS IMAGINATION OF VICTORIOR: The Art of Wanchana Intrasombat









FINAL ADVICE BY WANCHANA INTRASOMBAT (KUN VIC)

By now you hopefully already realize that inspiration is around you; in this world and everywhere in the universe. Remember Inspiration can be the biggest variable in changing your life for the better and it is one thing that will keep you moving forward as an artist.

When we're young we have lots of inspiration, when we age we have less and less unless we practise. For me i loved to paint and draw when i was younger, and i took that inspiration and placed it on a sketchpad. When I was 10 years old my life was changed completely when i saw Disney Pixar animation film, that's when i realized how much creative and imaginative people are out there that create these types of films, that i am not alone. From that day forward i loved drawing cartoons and cute creatures and settings and i developed my stories and technical skills by practicing hours and hours every day.

When I get inspired to paint or do something I can't stop until it's done because the power of inspiration won't let me. For most beginner students of art and even good artists, I always hear that ideas and feeling inspired is the biggest problem, they can't "THINK" of an idea.

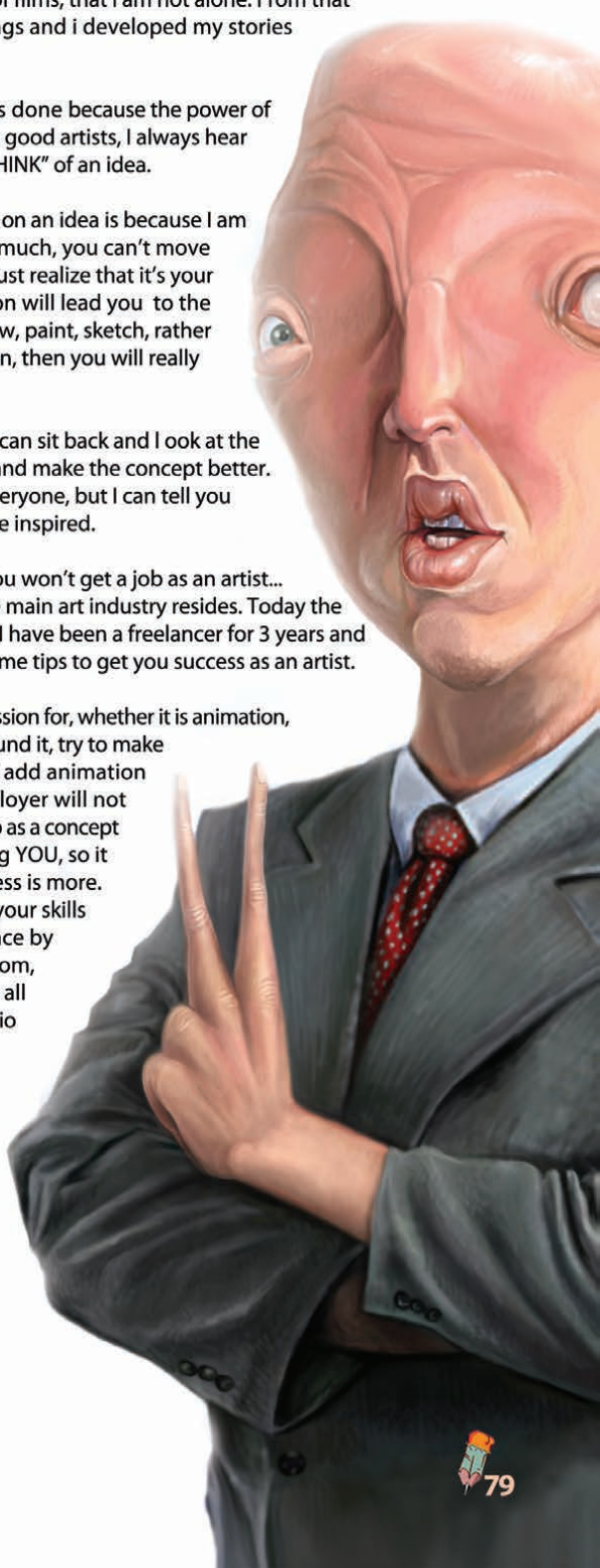
This was an issue for me as well until i realized that the reason I'm stuck on an idea is because I am "THINKING"....thinking often made me stuck!. When you think too much, you can't move forward as you're afraid of making mistakes or wasting time. You must realize that it's your imagination that plays an important role here and your imagination will lead you to the best piece of art you can do. Try not to think so much when you draw, paint, sketch, rather feel free to let your imagination take over and follow your inspiration, then you will really do something special.

For me "thinking" is helpful once my work or concept is complete. I can sit back and I look at the image with a critical eye, then judge it, think of the story behind it and make the concept better. This process may not be the best for painting and won't work for everyone, but I can tell you that this process will help you get more ideas and help you get more inspired.

To all artists out there that do not live in North America and think you won't get a job as an artist... I'm living in Thailand, far from Europe and North America where the main art industry resides. Today the internet had completely changed the world and the way you work. I have been a freelancer for 3 years and submit my work via internet to my global clients. I will now share some tips to get you success as an artist.

The main thing you need to do is find the field that you have the passion for, whether it is animation, illustration, game development, graphics, websites etc. Once you found it, try to make your portfolio based only on the work for that specific field, don't add animation films when you are applying for work as a concept artist, the employer will not be impressed that you can do animation when you are applying for job as a concept artist. Next part is the most important, your portfolio is representing YOU, so it should be professional and attractive, only put your best work in, less is more. To get better as an artist there is no magic, spend as much time on your skills as you can, you will ONLY get better. I had developed my experience by getting critiques from artists on social networks like Sketchoholic.com, CGsociety.org, Deviantart.com, 3DTotal etc. Post your portfolio on all top artist websites because you never know who will see your portfolio on which website. The social websites will give you feedback on improving your works and you may even get hired from those forums or websites, just as i have been and seen many artists.

I hope these tips will help you in your quest on being the best artist you can be. Contact me if you wish for more advice and make sure you visit my facebook IMAGINATION OF VICTORIOR.





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THE ART OF SELF PROMOTION

WRITTEN BY MARCIN MIGDAL - FOUNDER OF MAD ARTIST PUBLISHING

"Everyone deserves exposure" is the key idea and the essence of Mad Artist Publishing (MAP). It is the core of what drives the creative community Sketchoholic.com and primary reason I founded these two vehicles of promotion.

From 2011, the MAP team and I have had the honor and privilege of promoting, publishing and meeting incredibly talented people whom entrusted us with the mission of showcasing and distribution of their works through our websites, social channels and books. While the **brilliance of imagination and skill shines bright in the creative community, there is a lack of self-promotion education and fundamentals of business know-how** from academic institutions that shape these great talents. This paradox fuels the stereotype of the "starving artist" dilemma and is the reason I undertook the writing of this article.

There is a lack of academic support and promotion for grads of art, animation, photography and other creative disciplines. Many of today's occupations require some sort of creative skillsets, and yet school's devotion lies in pumping out and supporting academic professors for jobs that don't yet exist. Don't feel bad for those decision makers, it's their loss for not having an imagination and while I'm speculating, I'm sure most of them will spend their life tied to a career they don't enjoy and will later wish they had the courage to express themselves and follow their dreams like you. While you are following your dreams and don't fall into this boat, you may be drowning in your own creative genius! I am here to throw you a lifeboat, **with a few strokes of direction we will save your genius and grant you power to paint the world with your creativity.** The advice does come at a cost; time and application of the information I give you. It's easy enough, but statistics don't lie, and while this may be an interesting read for you, ninety percent of you will forget all about this tomorrow and continue doing what you're doing, and if you're happy, I'm happy. If you are one of the few that decides to take my advice and apply it to your way of doing this, don't hesitate to find me at Facebook.com/MarcinMigdal and tell me all about your progress.

You need to understand the simplicity of self-promotion and how it can propel you to heights of creative and personal success that you're striving for. Being good and having talent does not mean you'll be successful, look at Van Gogh, the poor guy died before he reached success. As an artist, **you must constantly inject promotion into your daily routine, you cannot rest on your achievements and skills alone,** you must become a branding and self-promotion machine. With Internet it's simple, create portfolio profiles on various creative community websites (start with Sketchoholic.com of course). Create a Facebook, Twitter and LinkedIn profile to expand your network and connect with your friends, idols and likeminded people. Step it up with a blog, add a Youtube channel and create time lapsed videos of your work. While all this may seem redundant, with time your efforts will come to fruition and you will understand the power of exposure on the web, people will find you! Continue by joining niche forum communities, Facebook groups, take part in challenges.. even if you think you're terrible. Most importantly, contribute, comment and give feedback to others. Start by applying these techniques first, as you require nothing more than a computer.

As an artist you must **realize that it's important for people to know about you and your work regardless of how you think you look,** speak, or feel about yourself. It is art in all of its forms that speaks to people; the person behind the mask is irrelevant in most cases. What I've found in running MAP and Sketchoholic is that people want to know the story behind the work and what the artist was thinking, they want to connect and find commonalities with them. I begun conducting interviews with artists and industry professionals to understand why they did what they did. One common thread between everyone I interviewed is that it took a lot of persuasion to get them in front of the camera. Talent is something very personal, by nature artists are introverted creatures, but you must get over this, because the sooner you do, the more confident you will be in every aspect of your being and **confidence is what will propel you to the next level in your work,** personal life and your professional network.

If I can pass one secret to you, is that **successful people love to teach others and share their knowledge,** as long they feel appreciated and don't feel they're wasting their time on you. I know the feeling because I have been a business mentor for years and I've donated my time to art interns and business leaders. I too was once a mentee and I was passionate and hungry to learn, even today I pick brains of people that peak my interest on a daily basis. People whom I asked for advice and help on growing MAP are Patrice Leymarie; the founder of itsArtMag.com, Sean Bono; the founder of ArtBattles.com, Meng To; the founder of Shadowness.com, Julien Bocabeille; Oscar nominated animation director, Jason Seiler; renowned illustrator, Saturno Butto; renowned and controversial surrealist painter. Regardless of who a person is, don't be intimidated, tell them your story and grow your network, someone is bound to help you.

From what I've seen, you're all brilliant, talented, imaginative, skilled and technical, but some of you (maybe even you) have a complete disregard and a natural procrastinative ignorance towards advertising of one's self and skill, therefore having your talent be unfairly compensated. Is self-promotion like dark magic to you? Or that left over yogurt in the back of the fridge? You know, the one that tastes great and is good for you. The one you keep avoiding because Cola and ice cream are more enjoyable and in plain sight... **Shift your thinking, break your habit, push the crap aside and eat up what's good for you.** Remember: if you don't have time to do it, someone else always will.

I've often said egos are meant to be broken, but confidence is something to be admired, let's not forget there's always someone who's done more or worked harder than you. The minute you get a big head is the same minute that reality smacks you in the head and you realize you aren't as cool and good as you thought you were. Self-promotion works and self-adulation doesn't; because **self-promotion is the art of spreading ideas, concepts, and a greater vision.** Self-adulation is just the promotion of accomplishments and deeds that have already been done. People will help you promote if you make them feel good about the message and themselves, they want something to cheer for and a cause to support; it's ideas that inspire, not achievements. Your ideas and creativity might inspire hope, thought, or action, but as a general rule bragging about how much you made from a project or how many books you sold isn't going to give you a sincere connection or reaction.

I will now attempt to present you with a seemingly basic promotional platform that can make a drastic change (for the better) in your life as creative individual; while the ideas here will apply specifically to creative people, the concepts presented can be adapted and adjusted by anyone in any industry.

1. **Be confident.** If you don't believe in yourself and get inspired by your ideas, no one else will be either.
2. Start spreading your ideas and your work everywhere, don't do it half ass either and stop for a week, devote a small portion of your time daily to create a stronger presence of yourself on the web and brand yourself as an artist in real life. **If you can't see yourself as a success, fake it till you make it, and then become it.** I know you will, you're just not there YET! We all start out pretty much the same, it's hard work, persistence and devotion to our craft that sets us apart.
3. Seek out others just like you, trust me they exist! Build up a loyal community that believes in you; then inspire, help and empower them to take action as well. Most of your success will come from others referring and promoting you when you're sleeping, so make sure you're a good person.
4. Continue working hard and being passionate about whatever it is that you do. Don't focus on immediate gratification and **keep your eyes open for opportunities and take them on,** even if you don't think you can do it. Learn from your mistakes! Fruits of your labor will bloom with time when you least expect it, and they'll be plump and juicy.
5. Write a promotional bio about yourself in third person, write about your accomplishments and DO WORRY about hyping yourself up. Always have it handy, and, always update it with your accomplishments, regardless of how small you may feel they are. You're only writing what you believe, so **believe in being great.** If someone grants you the a chance at being published, interviewed, take it and tell others about it.
6. Lastly, don't be afraid to talk about your ideas and your work. Just remember that it's not about your world, it's about how others can fit into it and how they feel about being around you.

These days, because of the wide competition, it is more important than ever to get a leg up on the other artists that may be competing for your business, commissions, jobs and projects. And don't be fooled! We are all in competition, regardless of how much we appreciate and value our network of friends. Loyalty and networks are equally important, and you already know that most of the industry is a close knit community, it's almost like a little city where you know a lot of people and **your next gig could come from someone you know.**

In conclusion, If you have a vision you want to bring to this world, don't let anyone stand in your way. Your ideas and your work need you to spread the word about their existence. If you follow the guidelines I've set out in this article you will be successful. People might label you over-confident or cocky, but that's good. Define yourself in such a way that people either love you or hate you, but be true to yourself, **there are fans out there for every self-promoter and person.** Your task is to find them and make it easy for them to cheer for you and what you stand for. **Are you ready?**

I say FAKE IT TILL YOU MAKE IT and then FAKE IT TILL YOU BECOME IT! ~ Written by Marcin Migdal

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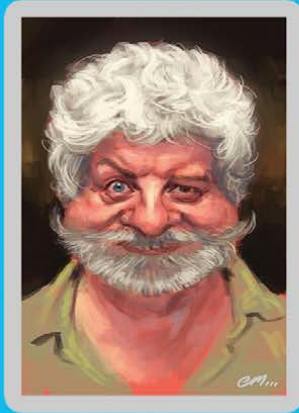
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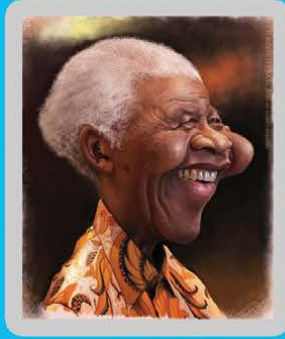
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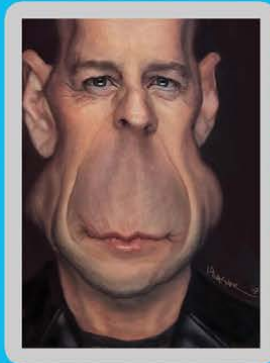
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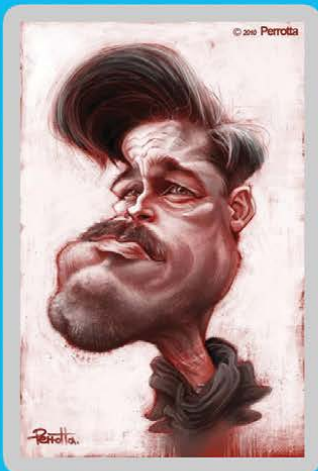
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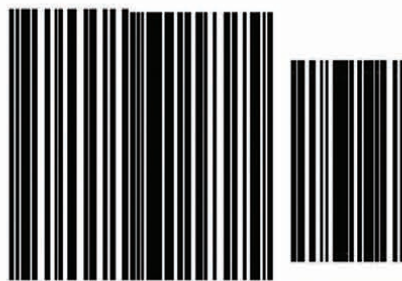
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