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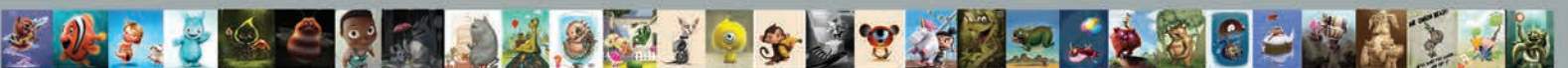
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Vol.4: CUTESIES Version 1.2

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Vol.4: CUTESIES

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We hereby declare this manifesto. It's the manifesto of all Independent artists, photographers, animators, illustrators, designers, sculptors, painters and other creative individuals. As independent artists, we realize that we must create, produce, and promote ourselves, our talent & artwork. We realize creating and promotion are two entirely different mind-sets and that the actual PROMOTION aspect may be much harder for some than actually creating it.

Let us all spread the word of world's up-and-coming artists, photographers, animators, illustrators, designers, sculptors, painters and other creative individuals. Let us reach our audience, potential clients, potential employers, through word of mouth and referrals.

We will do our best to promote artists, we will make our magazines available to everyone on the web and connect with our fans. We will listen to YOU and give you the power to make content and selection decisions. We will provide tools that will educate and our members in self-promotion.

We need you and everyone you know to spread the message of the Independent movement. It begins today and now, so join our websites and publications and start adding your portfolio content. The power of one equates to the power of many.

We hereby declare this Independent Artists Manifesto. It is time for us to wake each other up and showcase the talent that is brewing in the world. Learn, draw and share together on Sketchoholic.com and DailyTalent.com

Connect with great artists, take part in contest and populate your profile to be featured and mentioned in publications: Sketchozine.com, 3dFxMagazine.com, OfficialAnimator.com, OfficialSculpture.com, MadArtistPublishing.com.

Everyone deserves exposure!

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We're an independent artists community, aimed at assisting artists in promotion and employment opportunities. Sketchoholic's global community is composed of digital and traditional artists, photographers, animators, illustrators, designers, sculptors, painters and other creative individuals. It is the idea place for artists to come together, share ideas, learn from one another, and promote themselves in a fun and non-judgmental environment.

Our publications and websites are open and accessible to all types of members. Artists are sought out on a continuing basis through on-going international calls for entries, chosen from submissions on our website and contest entries. From these entries, members are selected purely on the merits of their work. Visit our website Sketchoholic.com or DailyTalent.com and submit your portfolio items, who knows you may be featured next.

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Why? Because we believe everyone deserves exposure. We provide resources, tools and representation to struggling students and talent that aren't familiar or have patience in promoting or selling themselves.

How? We promote talent and employers in our creative education books, sketchozine.com magazines, Television Shows, Youtube Channel. We showcase people, artwork, schools, companies and make the information available to our network of employers, companies, producers and enthusiasts.

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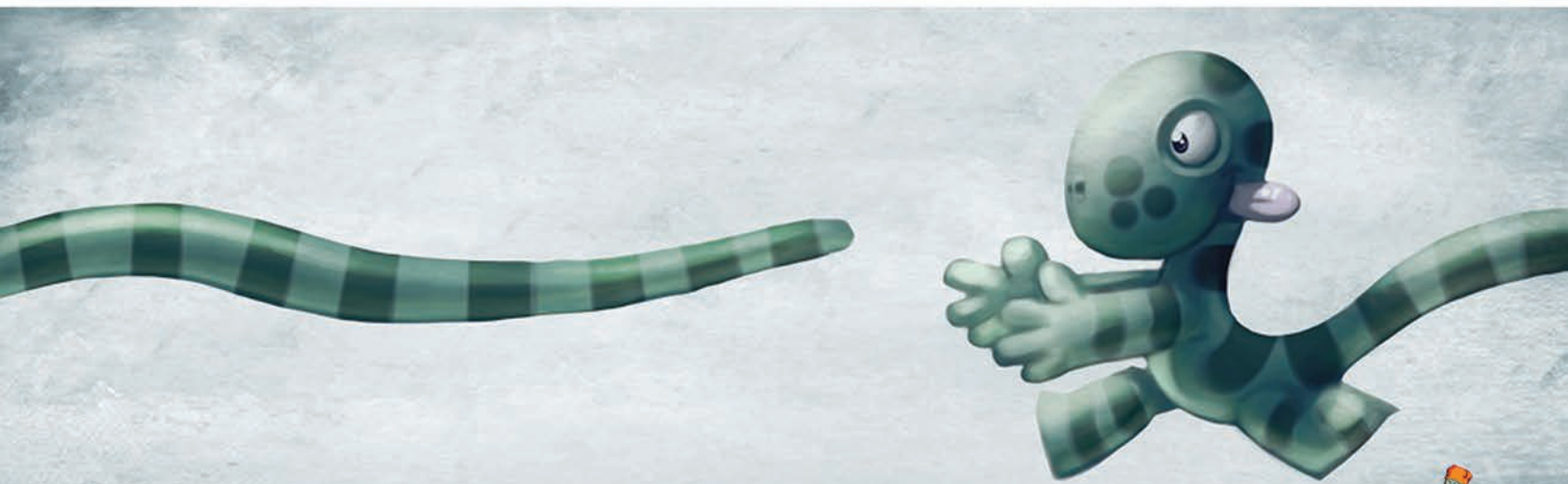


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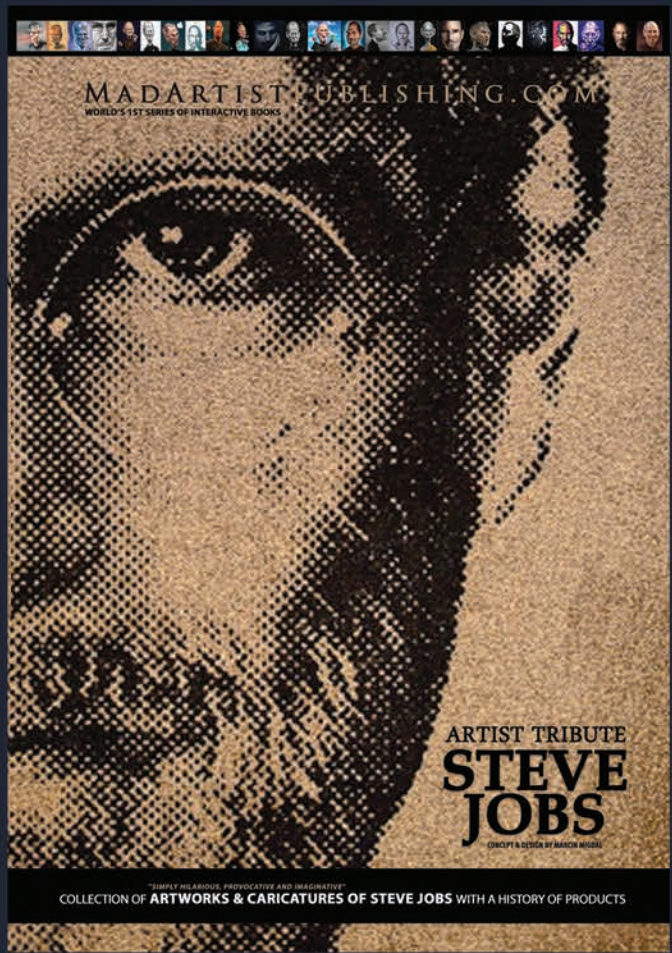


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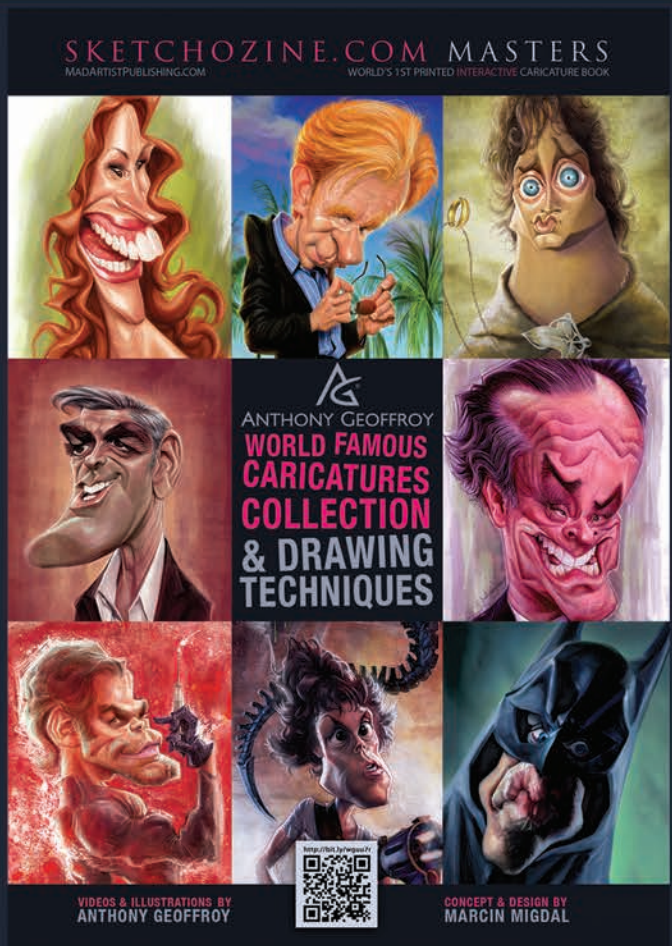




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Eduardo



EDUARDO SA CARNEIRO



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MM: Hello all of the MadArtists out there, my name is Marcin and today we have the privilege of talking with the awesome and artistic Eduardo Sa Carneiro. Eduardo is featured in a few of our Sketchozine books and we decided to finally pick his brain. Currently Eduardo is an instructor at an WarpZone Saga, school of Art, Game and Animation in Brazil, where he teaches applied art for game development, welcome Eduardo.

EC: Hello everybody! I have no words, especially in English, to express my happiness in being here. It's fantastic to be part of this entirely awesome initiative.

MM: So first is first, tell us a little about yourself, where you grew up, how you got involved with the world of art and illustration.

EC: I was born and raised in the beautiful city of Recife, in Brazil and I started drawing still very young. I did not have the privileges of attending an art school or learn from an art teacher because I did not have the enough money. Instead, I bought all the magazines I could find that taught how to draw, and I did the exercises. Some of them helped me with the fundamentals, others with techniques. People always praised my drawings, even as a child, it was really kind of them, that always kept me motivated. Later I studied Design at Federal University of Pernambuco, and in parallel I began learning digital art, doing some thankless freelancing. At least lack of money was no longer a problem and I could join a class of 3D character creation for cinematic, which happened to be the same school that I teach at today. There, I learned about the workflow, I met professionals and friends. I started to make better commissions and my work was being more and more known, so the school invited me to become a teacher for its new course. Now I'm teaching Art development for games in Minas Gerais, a state far away from Pernambuco enjoying my exciting career.

MM: How would you define your style?

EC: Very-ultra-special-high-quality-1080p-dynamic-and-too-much-cool-style. Could it be? Of course, I'm joking! I like the "Cutie" definition, but not all of my paintings are like that... I think. If you visit my sketcho profile or my blog you'll notice it too. Sometimes my designer side speaks louder which allows me to adapt to any project, I think I still have a lot of learning to get a precise definition of my style.

MM: What are your favorite drawing tools? Computer or Pencils?

EC: I like both. Each one has its own rules and fun and also, its magic. The pencil brings precision for the mind and freedom for the hand. The computer opens the curtain of the resources increasing the possibilities of experimentation and techniques, especially for the industry.

MM: Have you always been artistic as a child, did you ever want to be or do anything else, like fly out to space as an astronaut? :)

EC: I didn't know I would become an artist. As a child I remember that I wanted to be a scientist. Later I decided to make video games and I began to study game development. Only once I failed computer science, I discovered that art was what I was most interested in.

MM: Now you teach art for game development at WarpZone Saga, can you tell us a little about the school and what exactly your duties are as the instructor?

EC: Saga is an art school which operates in several states of Brazil. The school trains professionals to work both domestically and in an inter-

national market. Warpzone - the course which I teach, is an entirely new course designed to meet the large and growing demand for skilled art professionals in Brazil.

The WarpZone mission is to show the way that the artist must travel to become a professional in the gaming industry, directing their skills to meet the diverse situations of art project for gaming. During the course I teach concept art, 3D modeling, texturing, rigging, animation, level design and interface design. At a certain point, the students choose one of the simple game mechanics available to work them graphically. At the end of the course, the students have working games with their very own art.

MM: Aside from school, do you freelance?

EC: Yes, and it's a really good part of my job. The school allows me to improve my skills by taking parallel projects, if I have time. Also, I can do art for myself. I think this kind of motivation is important for an artist as to be financially stable.

MM: What one image or project are you most proud of?

EC: The art project of Cookie Rush, from Mobjoy Studios, because it helped to prove myself that I am capable of to start a project and take it to completion.

MM: Now we chose to interview you because your work showcased quite a lot of cuteness, can you tell us what inspires you to come up with such cuddly characters for your illustrations?

EC: I think it is as they say, that art reflects the artist in some point. As a person, I always loved video games and I'm addicted to cartoons. I had many pets as a child and I really enjoy the natural humor of children; I can play on equal terms with them. Artistically, I am a big fan of animation of Pixar and Dreamworks studios, both for aesthetic quality, as the context of their stories. Bobby Chiu's work influenced me a lot, too. My otaku phase also left marks on my style, especially in bodily expressions of my characters and in my trace. I think the sum of all these factors results in my style.

MM: What's the best & worst part about being an artist?

EC: The best part is not working, because there's such passion involved that you don't feel tired or stressed because of your job. The worst is the difficulties of to get a really satisfying art job.

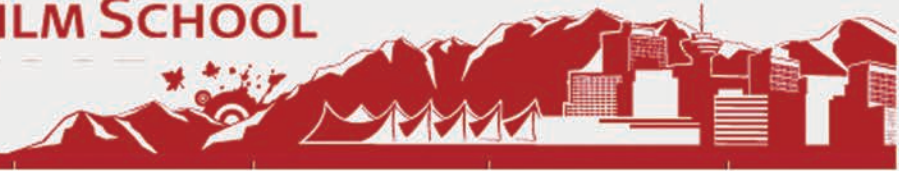
MM: What do you think is the best way to self promote?

EC: I echo the words of Bobby Chiu. Meet people who share of your appreciation for the art is the best way to self promote. This includes attending conventions, art forums and join an art school. Be nice to everyone and humble to accept the criticisms of those who understand certain aspects of art, better than you.

MM: Why did you join Sketchoholic and why do come back?

EC: I joined Sketchoholic to participate the sketch-o-daily contests promoted. At the time, the intense training made me really feel like the name says, a sketchoholic (:P), which made me**Read the rest of this interview at <http://bit.ly/qquwdMy> or scan the QR Code.** Find more of Eduardo at Sketchoholic.com/EduardoSCAR and on his Blog www.educarneiro.blogspot.com,





Vancouver Film School was founded on the philosophy that one year of concentrated production work combined with industry-led theory is more valuable than four years of purely theoretical instruction. This unique educational model has proven to be successful across our 13 programs, allowing students to achieve more in one year - or less - than at any other school.

Students at VFS receive a rigorous and comprehensive education including lectures, tutorials, productions, collaborations with other departments, mentorship with working professionals, and insight from guest speakers.

The keys to the VFS model are intensity and structure: there's no such thing as "down time" during a year at VFS - unlike university and college educations. Each term, each week, each day is filled with learning and creating. And rather than picking and choosing from a variety of courses, your VFS education is carefully designed so that the courses and projects in each term build directly upon what you learned the term before.

This is why one intensive year at VFS is the equivalent of a 3 or 4 year program at another academic institution. It's also what makes a VFS education perfect for students who don't want to spend a lot of time in school before starting their careers in the entertainment industry.

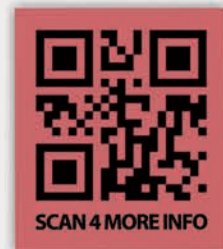
Results Matter

At VFS, results matter: the work you create while you're here, as well as the success in your chosen field. In one year or less, VFS students create a professional-quality film, reel, or portfolio that demonstrates their abilities and talent. VFS films have been screened at major festivals around the world, including Cannes, Siggraph, and Tribeca. Design pieces have won awards at international festivals such as Animex and MI6. VFS alumni have won Oscars, Emmys, and Independent Spirit Awards; they work for companies like Pixar, Lucasfilm, Electronic Arts, and Blizzard Entertainment; and over the last 20 years, they've contributed to more major films, TV shows, and video games than we can count. From blockbusters to the art house, international design firms to small studios, VFS graduates have made - and continue to make - their mark on the arts and entertainment industries.

Selected Curriculum Programmes

3D Animation & Visual Effects
Classical Animation
Digital Character Animation
Acting for Film & Television
Acting Essentials
Sound Design for Visual Media
Foundation Visual Art & Design

Digital Design
Entertainment Business Management
Film Production
Game Design
Makeup Design for Film & Television
Writing for Film & Television

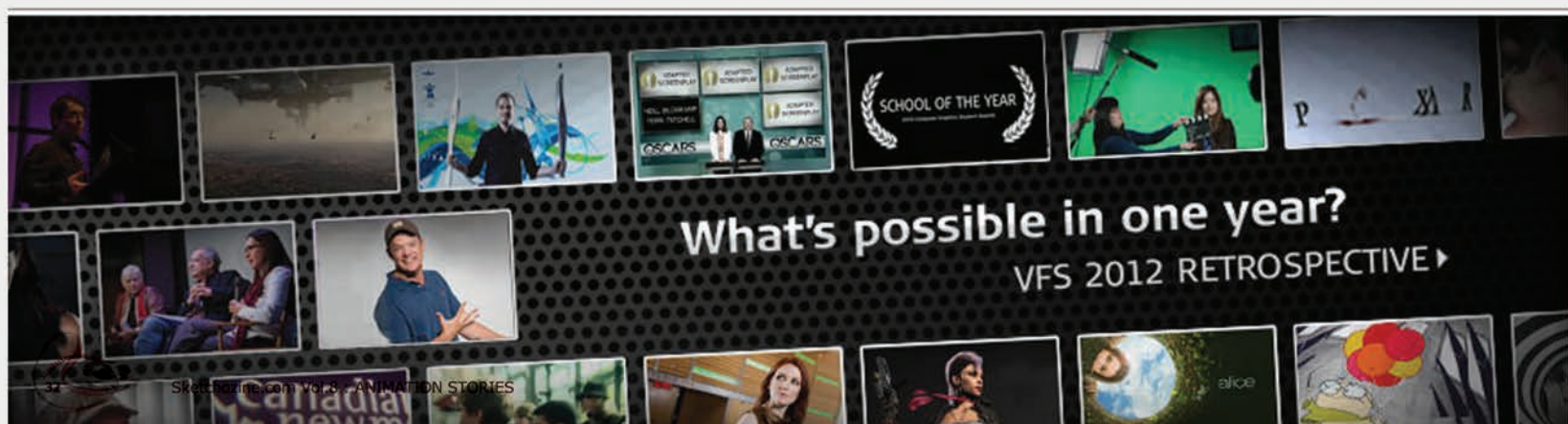


Contact Information

VFS Administration & Admissions Office
198 West Hastings Street
Vancouver, BC, Canada V6B 1H2

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<http://blog.vfs.com>
www.youtube.com/vancouverfilmschool

Phone: 604 685 5808
Toll-free in North America: 1 800 661 4101
Fax: 604 685 5830



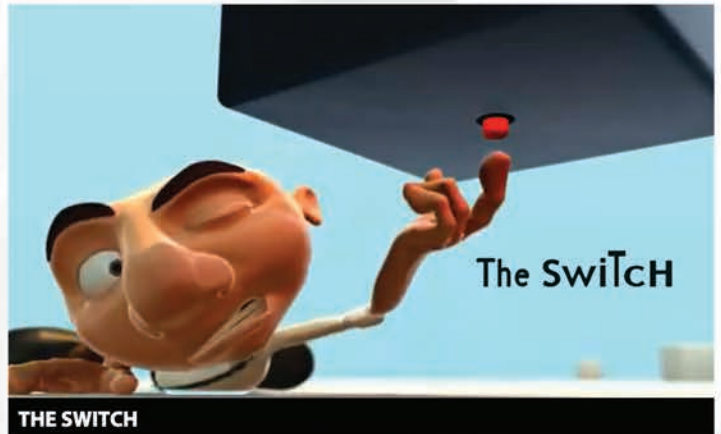
What's possible in one year?
VFS 2012 RETROSPECTIVE ▶

A business man stumbles on a strange sets of boxes with one specifically capturing his interest. Watch his curiosity suck him in...literally.

The Switch (2007) 02:24 | Animation - Comedy
Produced at Vancouver Film School (www.vfs.com)

CREDITS: Zack Mathew (Design, Modeling, Rigging, Lighting, Animation, Compositing).
Software Used: Maya 8.5, Renderman for Maya, Adobe Photoshop, Adobe Premiere, After Effects 7.0.

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A surreal room ends up being a trap for one man that controls the elements that make it up. Get ready for an awesome ride.

The Room (2008) 03:14 | Animation - Conceptual / Sci-Fi
Produced at Vancouver Film School (www.vfs.com)

CREDITS: Created, Directed and Animated by Christian Jason Smith. Sound Design by Jose Enriquez Rivaud & John Sawa. Music performed by Kruder & Dorfmeister.

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Do Cavemen get to heaven? See if he presses the right button to enter the gates.

Heaven (2008) 02:00 | Animation - Comedy
Produced at Vancouver Film School (www.vfs.com)

CREDITS: Created, Directed and Animated by Camilo Guaman (www.camiloguaman.com).
Dinosaur provided by Autodesk Maya. All other visual elements created by Camilo Guaman.

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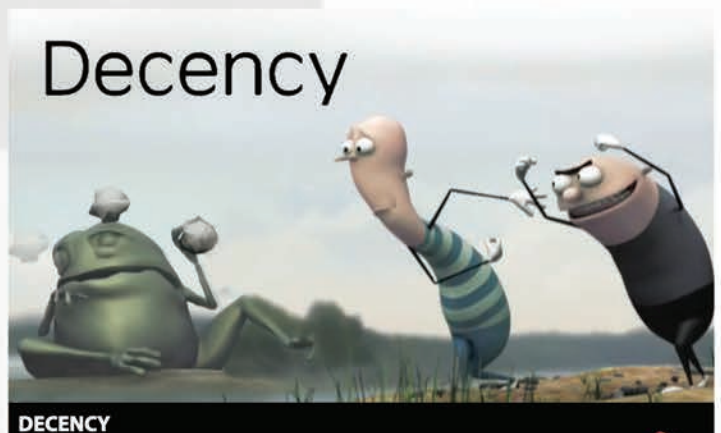


It's all fun and games until someone gets hurt...two boys decide to throw rocks at a toad that just won't budge...

Decency (2008) 03:14 | Animation - Comedy / Drama
Produced at Vancouver Film School (www.vfs.com)

CREDITS: Created, Directed and Animated by Dongkun Yoon. Based on original comic by Graham Annable. Music Composed by Pedro Mota, Sound Design by Chen Cui.

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Pepe delgado

Pepe

Artist: **LIRAN SZEIMAN** www.Sketchoholic.com/liransz

ILLUSTRATOR + ARTIST Title: **FOREST KIDS**



Artist: **PEDRO CONTI** www.Sketchoholic.com/pedroconti GENERALIST CG ARTIST Title: **LADYBUG**
Concept and Post Work by Tiago Hoisel, 3D sketch by Mariano Steiner (Tools: 3ds max, After Effects, Mental Ray, Modo, Photoshop, Zbrush)





Artist: **MAX KOSTENKO** ILLUSTRATOR+ CHARACTER DESIGNER Title: **INSECTS** (Tools: Photoshop) www.Sketchoholic.com/MaxKostenko www.max-kostenko.com



Artist: **KÓSA ZSOLT** www.Sketchoholic.com/zsoltkosa

ILLUSTRATOR Title: **GOLDFISH**



Kósa Zsolt
© KÓSA ZSOLT 2011

Artist: **MELISSA BALLESTEROS PARADA** www.Sketchoholic.com/melivillosa

ILLUSTRATOR Title: **NOCTURNO** melissaballesteros.blogspot.com



Melissa
2010

Sketchonline.com Vol.4 : CUTESIES







Sketchozone.com Vol.4 : CUTESIES Submit your artwork for upcoming Art Books





Artist: **PEDRO CONTI** | www.Sketchoholic.com/pedroconti | GENERALIST CG ARTIST | Title: **LITTLE BOY** (Tools: 3ds max, mental ray, Photoshop. Approx. 0hrs to complete) | www.pedroconti.com



PEDRO CONTI

Interviewed by Marcin Migdal & Arnaldo P. Quintini



Scan QR to read the full interview online. Please Like and Share the URL <http://bit.ly/pxxl2Q>

AQ: A warm welcome to all MadArtists and Sketchoholics out there, I'm Arnaldo here with Marcin and we have with us, all the way from Brazil a person that breathes creativity; Pedro Conti; He's an artist, photographer, illustrator, 3d Artist, digital painter and an all around incredible creative person. For some of the works mentioned today make sure you check out www.pedroconti.com. Pedro has worked for some of the prestigious media companies in Brazil and is taking a couple of minutes to chat with us....

PC: Hello Arnaldo & Marcin and everyone at Sketchoholic!, I'm really glad for this opportunity.

MM: Thanks Pedro, it's great to have you here...so you're a self-taught artist and your work really is incredible, that's why I'm wondering what your views are on a taking art in college versus learning from the web?

PC: Well, in my opinion it depends on the person. In fact a good school is always the best option because you will be side by side with many students and teachers. The material on the Internet is even more complete but learning to study and on your own "the right way" can take a long time and it's not easy. So for me it all depends on the personality of each person. Both are methods are completely effective, they just require focus.

AQ: When you told your parents you wanted to pursue a career in art without a formal education, what was their response?

PC: To be honest, things happened faster for me when I made a conscious decision I wanted to do it. When I was in college, I started studying 3d in parallel with my other studies. My studies in 3d have always been a priority and it was in this area that I got my first job. My mother always supported me very much.

AQ: How has growing up in Sao Paulo affected your endeavors as a creative person?

PC: I had an incredible childhood, I think everything was as good as it could have been. I grew up in a neighborhood where you really knew what it meant to be a kid, we constructed our own toys, skate ramps, goalposts, etc... I think that period was very important to my formation as a creative person.

MM: How would you define your style?

PC: Hmm, this is a hard question :P... In fact I don't think I have a defined style. I love many styles, like Disney, Pixar, but the main ones come from realism... I think that's the fusion I like: Realism with some stylization.

MM: What in your opinion is the most important element of an image?

PC: I think art direction is even more important than a good story or a good character...Tastefulness is what matters when working on images.

AQ: What are your favorite tools when working, do you prefer computer over traditional tools?

PC: Computers, absolutely! lol About software...I usually use 3D max, Photoshop, Zbrush, Uv Layout and Mental Ray.

AQ: Your work is so detailed and polished, tell us your secret, why are you so good?

PC: hahahaha! I'm pretty much a perfectionist, I always want to do the best I can and I always push it further and further on each project. References are also very important because they give us parameters to compare things. I always try to establish comparison between what I'm doing and the work I'd like to finalize...like movies and big productions.... this kind of comparison is very good because it makes us always aware of how how much we still have to evolve. It's a long path...hahaha

MM: On average how long does it take to complete a project?

PC: Personal projects usually take more time because they give me the greatest opportunity to study. The CG viking for example took about 5 months to complete. It was done in my spare time, with lots of breaks in between. I studied and researched heavily during that project. Different render engines, different hair systems, etc...Complex commercial projects usually take 1 to 2 weeks to be complete.

MM: You've worked for some of the biggest firms in Brazil, including Techno Image, Seagulls Fly, among others, how did you managed to get hired?

PC: Actually my focus is always try to grow and evolve as an artist, not just go for the money. Things have always simply "happened for me...." These days, we have the Internet, so all you really have to worry about is the quality of your work, the rest will just happen as consequence of your quality of work. I thank God that things have been happening the way they have been, it motivates me to keep studying and creating.

MM: In your opinion, what are these companies looking for in portfolios in new hires?

PC: I think tastefulness counts for a lot. Your capacity of selling a final product, whether it's an image, a 3d model, a concept, a good lighting scheme... I think the companies want to see the potential for what their final products could look like.

AQ: You also freelance, right?

PC: Yes and no...hehe. Actually since the begining of this year, I became a partner at Techno Image, so I've been trying to redirect most of the work that is sent to me to the studio. By doing that I can offer more services and work on shorter deadlines then I would do by my self.

AQ: How do you determine the cost of a job for a client? And what's been the best way to promote yourself?

PC: That's very subjective and thus difficult to determine. I've been learning a lot about that field. Costs are formulated on weighting many factors, the complexity of the project, the exposition it will have, who the final client is, etc. The first thing I try to do is figure out how much-time I will spend on it, but as I said it's not the only factor. Sometimes I see great projects and money becomes secondary, I just wanna do them!. Relating to personal promotion, I think a personal blog or website are very important. Forums are the best way to start new contacts and that's what makes things happen. Most of the work I do come from people that found me either in forums or through my online portfolio.

AQ: Can you offer some advice to struggling artists out there who want to freelance?

PC: I think being able to offer a final product is a good hint. When you mount a portfolio it's cool to think about things like "this character could be a good mascot" or "this image would sell as a good advertising campaign". Working as a freelancer requires lots of organization also.

MM: You've been busy working on a secret animated short with some of your friends, can you tell us a little bit about it, how about giving us a spoiler?

PC: In fact it's hard to work a double shift, but I'm working on a short movie with Ivan Oviedo, who is a talented animator. We're working on a short about elderly tones with loneliness, it's a really beautiful script. I'm also planning to do a short movie at Techno Image, it'll be simple but it will have great visuals and story.

MM: Besides this film project, you're also an avid photographer? Where do you find the time?

PC: Well, I'm a weekend photographer, hehehe. I try to take pictures when I travel and sometimes carry my camera in my backpack. Casually we prepare for cool situations... As an artist, photography helps a lot in terms of direction. Photography is a way to tell a history or show something with your vision. It's a very important study.

MM: With all the creative outlets you have, which is the one you would like to develop more?

PC: Drawing :). I'd like to develop my artistic sense. Technically, I think I already have a certain level of domain on 3d tools. Artistic domain is definitely something that makes all the difference, mainly if we consider software are always making things easier.

Scan QR code to read the rest of this interview or visit <http://bit.ly/pxxl2Q>

Sketchozine.com Vol.4 : CUTESIES





Artist: **BENOIT THERIAULT** ILLUSTRATOR www.Sketchoholic.com/OpticNerve
Contest Winner Topic: **FIGHTING CREATURES** (Tools: Adobe Photoshop, Cintiq Tablet.)

Sketchozone.com Vol.4 : CONTESTS Draw, Paint, Sculpt a submission for our contests!





THIAGO SOARES www.Sketchoholic.com/thiagos



CAIO BORACINI www.Sketchoholic.com/caiaestaca
 (Tools: Pencil sketch, Photoshop CSS; Approx. 4hrs to complete)



LEON ZOCCARATTO



CAIO BORACINI



LEON ZOCCARATTO



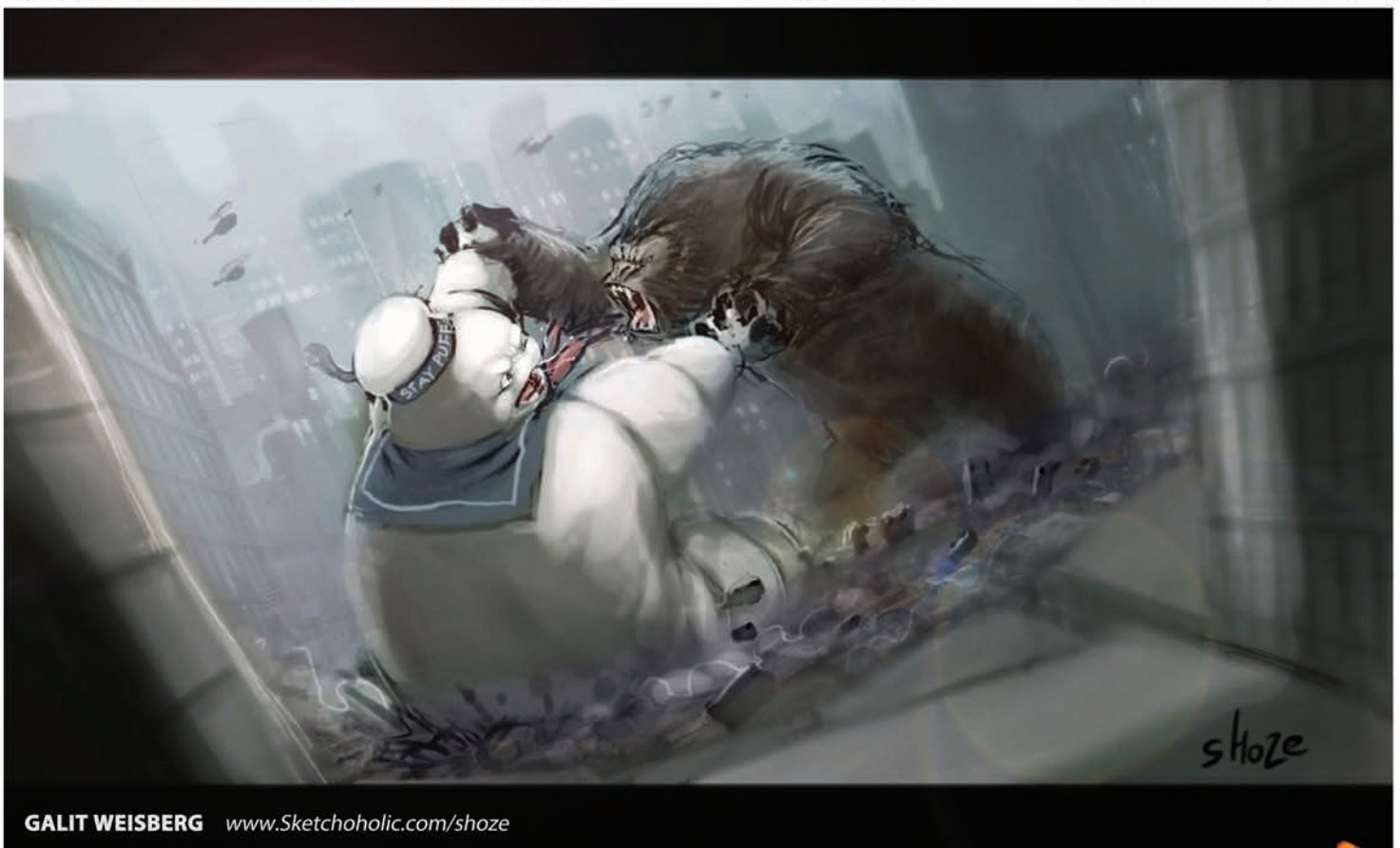
MARK SOUTHARD



RUI GOMES



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- Practical, hands-on learning that prepares you to 'jump right in' to the workforce



Reputation

Founded over 40 years ago, Sheridan has graduated over 100,000 alumni who have made an impact in the arts, business, technology and community service fields, both in Canada and internationally. With a graduate employment rate over 88% and an employer satisfaction rate over 93%, we are proud to say our reputation has grown as we have.

Sheridan has a long history of turning out well-rounded and capable graduates, so it only makes sense for us to make a significant investment in our facilities. Our leading-edge centres of excellence provide learning environments that will help our students develop the skills they need to succeed in today's rapidly changing world. These centres include:

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- Sheridan Centre for Animation and Emerging Technologies
- Centre for Advanced Manufacturing and Design Technologies
- Centre for Healthy Communities

Michael Hirsh, CEO of Cookie Jar, refers to Sheridan as the Harvard of animation colleges. We began offering animation courses in 1971 and have been leaders in the field ever since. Our Animation degree students come from all over the world, and after graduation they go to work for Pixar, Dreamworks, Cookie Jar, Cuppa Coffee, Studio B, Nelvana, Corus, Electronic Arts, and other giants of animation and gaming.

Selected Curriculum Programmes

- | | | |
|--|---|------------------|
| Animation (Bachelor of Applied Arts) | Game Development - Advanced Programming | Game Development |
| Computer Animation | Game Level Design | |
| Computer Animation - Digital Character Animation | Illustration (Bachelor of Applied Arts) | |
| Computer Animation - Digital Visual Effects | Interactive Multimedia | |
| Design (Honours Bachelor Degree) | Media Arts | |

Contact Information

The Animation Workshop - Center for Animation is Denmark's leading animation institution with activities within the areas of education, culture, communication and business. The Animation Workshop is an independent management unit under VIA University College, and has a strong network of international companies, artists and educations..

Write to us:
 Sheridan Institute of Technology and
 Advanced Learning
 PO Box 2500, Stn Main
 Oakville, Ontario, Canada L6L 7T7

By Phone (local calling):
 905-845-9430 (from Oakville/Mississauga)
 905-459-7533 (from Brampton)
 905-681-4611 (from Hamilton)

Email: InfoSheridan@sheridaninstitute.ca
 Twitter: www.twitter.com/sheridancollege



We visit a moment in time where a captain of a small cargo ship going through his routine travels encounter's some unexpected space turbulence and must get himself and his companion to safety.

Handle With Care (2009) 02:11 | Animation - Comedy
Produced at Sheridan College (www.sheridancollege.ca)

CREDITS: Asmin Zaidi (Design, Modeling, Rigging, Lighting, Animation, Compositing) Asimzaidi.com.
Voice of Mike Fabris, Music by Bence Kutrik (bencekutrik.com), Orange doll model/rig by Casey Kirkpatrick (caseykirkpatrick.com), Character face texture by Han Ung Lee, Computer voice by Gillian Chubb.

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Funny Story. True Story. A story told like never before. "Best Idea Ever" is a funny take on the actual anecdote of Sir Newton and the apple.

Cross (2010) 02:04 | Animation - Comedy
Produced at Sheridan College (www.sheridancollege.ca)

CREDITS: Arpan Jolly (Design, Modeling, Rigging, Lighting, Animation, Compositing).

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A cuddly creature on an island is being stalked by an predator. Once the predator neutralizes its prey it's ironic fate is met by another creature.

Symbiosis (2011) 02:11 | Animation - SciFi
Produced at Sheridan College (www.sheridancollege.ca)

CREDITS: Mitchell Counsell (Design, Modeling, Rigging, Lighting, Animation, Compositing).
Music by Simone Lalli (Autobam - Panorama, License provided by BeatPick.com)

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CROSS is a cute animated short about how to pass through the traffic with a scooter.

Cross (2011) 05:28 | Animation - Comedy
Produced at Sheridan College (www.sheridancollege.ca)

CREDITS: Forest Zhu (Design, Modeling, Rigging, Lighting, Animation, Compositing, Music - Pu Tao).
Sound Design by Shan Xin, Technical Support by Joe Chao.

Visit Forest other works at zhuhoulin.blogspot.com, Contact Forest at zhuhoulin46@gmail.com.

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pencil style

on 11"x17". \$14

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I will:

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Turn you into an ANIME styled character in one day for \$8.50

I will:

Ink your pages. Ch portfolio 1 -mples. \$10

I will:

Create a vector drawing of any photo or image for \$20

will:

Sketch a portrait of you in charcoal 8.5"x11" in 2 days for only \$15

will:

Concept Artist at UbiSoft will create concept designs at \$20/hr. Any Type...

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WANCHANA INTRASOMBAT



Scan QR to read the full interview online. Please Like and Share the URL: <http://bit.ly/n1155j>

MM: A giant hello to all of the MadArtists & Sketchoholics out there, this is Marcin Migdal here with the awesome Wanchana Intrasombat, also known as Kun Vic and Virctorior all across the Internet. Kun is a freelance 2D concept artist, character design and illustrator. His artwork is just "out of this world", and he has been featured in countless magazines, including a couple of Sketchozine Art books. He is interested in cartoon and fantasy world within the "cute style" genre. This is why he is the perfect person to grace the cover of our Cutesies Book. Welcome Kun! First tell all of the MadArtists and Sketchoholics a little about you.

WI: "Sawadee Krab" which means hello in Thailand.; Hi Marcin and everyone! I'm a 2D freelance artist who works in the entertainment industry as a Concept Artist. I produce concepts for animation, game and commercial projects, I also love character design and illustration. Three years ago I had graduated traditional painting and then I slowly self taught and developed my digital painting skills which was always my dream!

MM: So tell me what was the first time you decided to pick up a pencil and started drawing and what did you draw?

WI: If I remember correctly I was 5 or 6 years old and my first drawing was of the character from DragonBall Z. When I was young DragonBall animation was very popular in my country. I also know I drew influence from Japanese comics and cartoons as a young boy.

MM: Characters, visual language and execution is incredible in all your images, you've got vibrant colors, good layout, why are you so good?

WI: The main factor is the passion, I try and visualize my dreams as art pieces or take the idea of my dreams and turn them into pictures. To get my colors and layout, I always scan the web for artworks and try to find the reference with good color, visual stance, layout, etc then use those to try to improve my drawing skills...I like to draw something new and try to improve my weakest points.

MM: What are your favorite tools and media to use? Pencils or Computer?

WI: These days, my favorite is Computer. I've been using computer as an art tool for only 3 years, before that I always used pencils to create the pictures.

MM: Can you tell me where you draw your inspiration from, do you have stuffed animals & babies all around? :) is that why you're so good at "cute"?

WI: I get a lot of inspiration from Animation films around the world such as Disney, Pixar, Ghibli and many others. When i watch these movies I become a child and start dreaming again. I use to be an art teacher of kindergarten, at that time I very much enjoyed capturing a lot of expression of the kids. I had talked to them and asked a lot of questions and there were so many surprise answers that you can't expect or imagine! That also became inspiring to me.

MM: Do you remember your first paying gig as an artist? How did you get it?

WI: Ah, my first paying was from my friend. In 2008, he recommend a job to me., It was an illustration for a card game. At that time, I didn't use the computer yet, but I got it because I had a traditional painting portfolio.

MM: Your parents and friends, were they a big support when you were growing up? Did you ever want to be an astronaut or anything else?

WI: Yes, they are the biggest part of my life and they always support me to do everything that they think is good. Aha!...my childhood dream, I used to dream about becoming a football player, unfortunately I can't play well. After I saw Toy Story in 1995, my dream had changed completely, i said "I need to be a part of that!"

MM: What do you think is the most vital element of an image?

WI: I think the drawing skill is the most important for creating an image. If you have great basic skills you can have your imagination become real by drawing.

MM: What in your opinion is the best and worst thing about being and artist?

WI: The best thing for me is that I can display my dreams as picture, I call this "Painting language". So, it is not important whatever your nationality or which language you speak as we can understand each other by painting. The other best thing is that you're doing something that you love for a living, The worst thing about being an artist, is that an artist can't live without marketing themselves.

MM: I don't know any other artists from Thailand, tell us about the art industry in Thailand.

WI: It is in the developing process and will become more popular in the future because there are new universities that teach specific course about art, animation and design and there are so many new studios that have amazing quality of work and can accept big projects from clients.

MM: What in your opinion is the best way for artists to promote their work?

WI: I think, it is to use social networks. Almost all people use it and that is why I think it is very easy to promote everything.

MM: I very much agree with that, if it wasn't for Facebook and Twitter, it would be nearly impossible for us to help promote all of the great artists that we find on the web and get their bios for our books. So thank you Mark Zuckerberg & Jack Dorsey, what is it about Sketchoholic.com that you like the most?

WI: I love the theme of Sketchoholic website the most, it's open for sharing your work and to receive feedback from the other artists & friends. But I love that there are so many art & drawing competitions created by professional artists, so you can get feedback from them if you just join for free.

MM: Do you have favorite idols? If you could meet anyone who would it be?

WI: I have so many idols and would love to meet them all. John Lasseter, Bobby Chiu, Tim Burton, and my friends on the CG network such as Felideus Bubastis (his style is very wonderful).

MM: If you could have any impossible skill or talent what would that be?

WI: Yeah! I love this question... I would love to fly!! Even if I have acrophobia.

MM: So , what is your greatest fear?

WI: I fear something that is too extreme! Such as bungee jumping.

MM: From all of your pieces, do you have a favorite image and why is it?

WI: There are so many image that was my favorite, if you need just only one, it will be "The Beginning Of Freedom" because this artwork opened the closed windows in my brain to become a "freedom guy" and I started imagining everything from there.

MM: What are the top three websites you visit the most?

WI: Facebook for conversations with my friends, Google for finding references and CGwebsite for finding inspirations, such as CGSociety.

MM: If you could paint anything what would it be?

WI: HAHA!, I will paint only what I love!! and only personal work.

MM: If you could have any job you wanted, what would be your dream job?

WI: Artist

MM: So you've fulfilled your dream! Any final words of wisdom to all struggling creative persons out there?

WI: I'm not a professional artist yet and I have just very short time experience in this industry. There are so many things that I have to learn and improve more and more. I notice today that what I have now is 100% of what I love doing. I can tell you that if you do a job that you love, you too will be happy and enjoy life explicitly. So all artists out there, keep painting and sharing your work and join contests with sites like Sketchoholic. You will get your position in the industry soon.

MM: It's been awesome getting to know you, I know your career will just shoot you to the moon, even if you didn't want to be an astronaut!. I'd like to thank you for being here and everyone visit his Facebook page <http://on.fb.me/pNp9KS>. and find him on www.Sketchoholic.com/victorior.

WI: Many thanks Marcin and thanks a lot giving me this opportunity. I'm very appreciative about this interview and Sketchoholic. Keep inspiring!! Thanks!

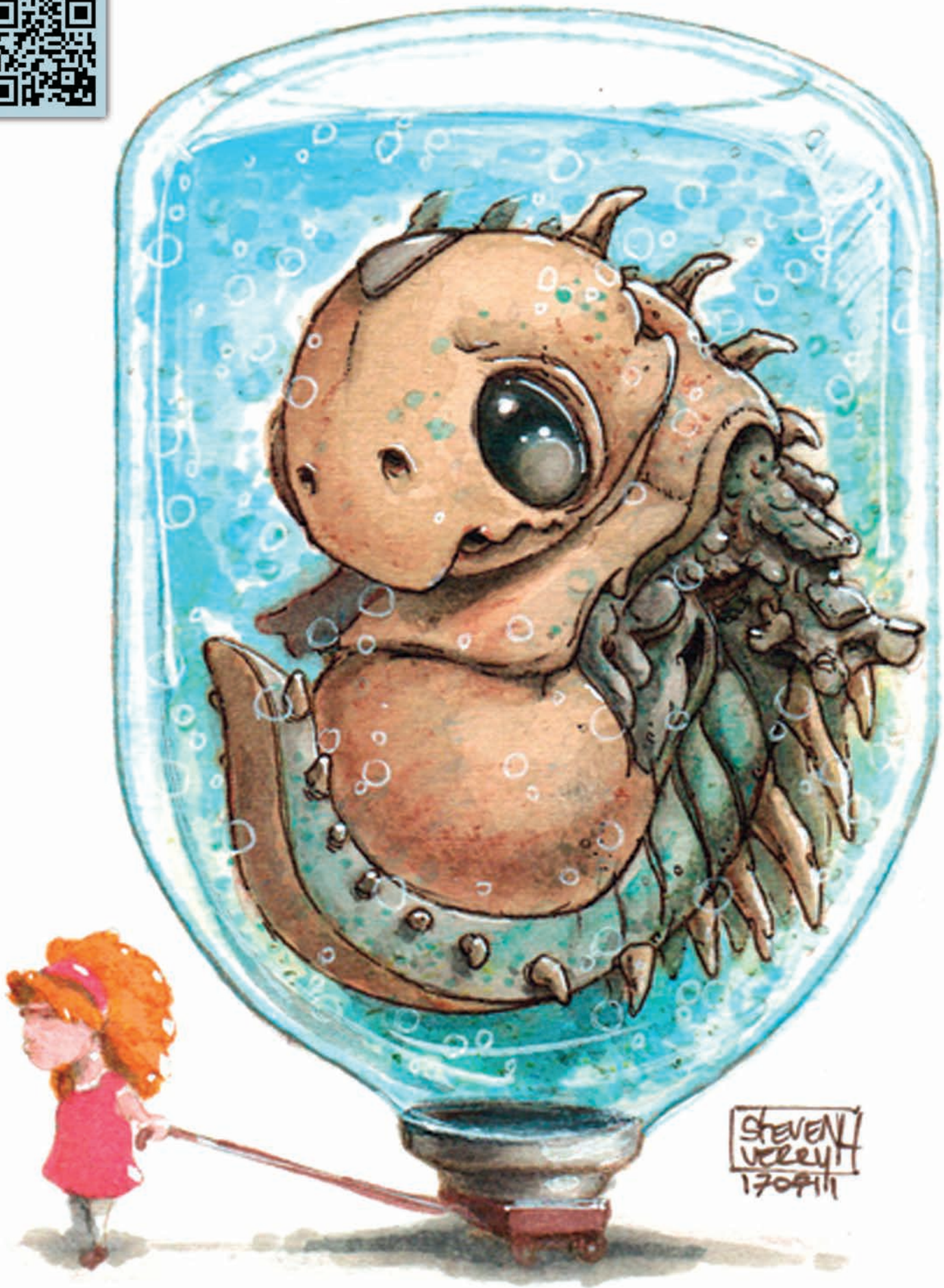
MM: Thanks Wanchana, when I see your work I always think you're a professional, it inspires me to know that I can spot talent like yours and help you out in promoting yourself so you can soon enough become a successful artists and continue living your dream!. Everyone visit our facebook.com/Sketchoholic and Sketchozine.com to read many great books and articles for free. This has been Marcin Migdal with Wanchana Intrasombat.



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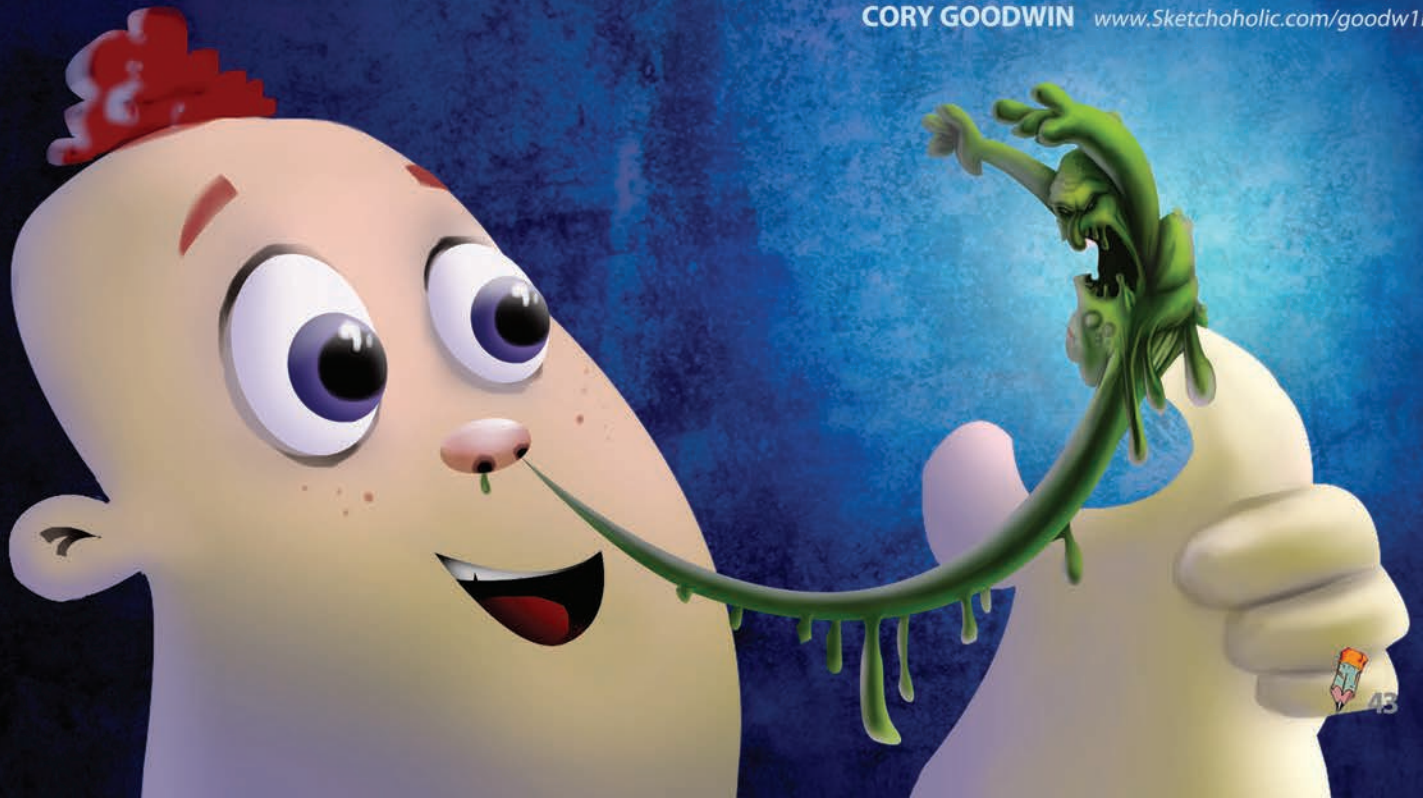
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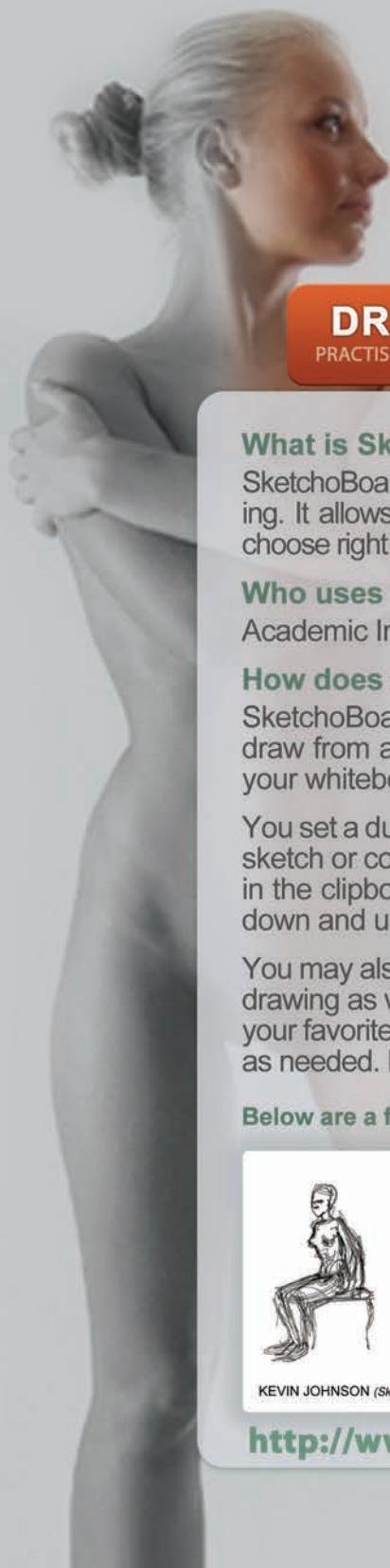
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SketchoBoard is an online drawing application that mimics traditional life drawing. It allows you to practice sketching, drawing with reference images you choose right on your computer using a mouse or a tablet or with a cintiq.

Who uses the SketchoBoard?

Academic Institutions, Your School, art enthusiasts & professional artists

How does SketchoBoard work?

SketchoBoard allows you to select multiple reference images you wish to draw from any of our image categories and places them in the corner of your whiteboard's screen, similar to a model posing for you.

You set a duration in minutes or seconds for each image you want to draw, sketch or colour in. Once the timer for each image hits 0, the image saves in the clipboard and switches to the next. As you draw, your timer count-down and upcoming images / poses appear on the screen for you.

You may also Draw with Videos and load any YouTube video as part of the drawing as well. This allows you to practice your drawing skills by watching your favorite video tutorials on the same screen, while pausing or rewinding as needed. No more switching back & forth between windows or 2 screens.

Below are a few examples of member drawings done with SketchoBoard



KEVIN JOHNSON (Sketchoholic.com/roa5t_email) JOSHUA OTERO (Sketchoholic.com/dark98502) HEATHER CULLYMORE (Sketchoholic.com/HCullymore)

<http://www.sketchoholic.com/sketchoboard/index.php>



A small selection of VFS Animation & Visual Effects credits includes **Alice in Wonderland** Ken Kaiser, Animator Veronica Marino, Composer | Phan Wantrakoon, Animator | John Iskandar, Visual Effects Artist | Jacob Curtis Miller, Digital Artist Geeta Basantani, Digital Matte Painter | Andrew Lawson, Character Animator **Assassin's Creed: Brotherhood** Zack Mathew, Animator | Wilson Mui, Team Lead Animation **Avatar** Michael Cozens, Lead Animator | Tamir Diab, Technical Director | Patrick Kalyn, Animator | Chrystia Siolkowsky, Motion Editor | Ben Sanders, Animator | Alfredo Luzardo, Layout Technical Director | Aaron Gilman, Character Animator | Jami Gigot, Texture Artist **Batman: Arkham City** Jason Martin, Character Artist **Bioshock 2** Jacob Palmer, Animator **Bob's Burgers** Tammy Dubinsky, Animator | Nathan Keane, Animation Effects | Jake Biberdorf, Animation Supervisor **Bolt** John Wong, Animator | Will McCrate, Lighter | Scott Lemmer, Animator | Lino DiSalvo, Supervising Animator/Voice Actor **Brütal Legend** Marke Pedersen, Senior Artist **Cloverfield** Nicholas Markel, Pre-Visualization Supervisor **Coraline** Brian Demoskoff, Animator **The Curious Case of Benjamin Button** Robert Bourgeault, Lighting Technical Director | Jose Julian Karam Lopez, Digital Composer | Geeta Basantani, Digital Matte Painter | Alberto Landeros, Digital Composer **The Dark Knight** Gia Sadhwani, Digital Effects Artist | Freddy Chavez, DMR Composer | Pietro Ponti, Lead CG Lighting Artist **Dead Rising 2** Fredrick Fassé, Animator **Dead Space 2** Wayne Gonsalves, Environment Art Lead **Despicable Me** Justine Codron, Lighter **District 9** Neill Blomkamp, Director/Co-Writer | Shawn Walsh, Visual Effects Executive Producer Samson Wong, Matchmove Artist | Robert Bourgeault, Lighting Lead | Richard Sur, Lighting Technical Director | Paul Copeland, Visual Effects Artist | Julianna Kolakis, Creature Texture Painter | Jelmer Boskma, Modeler | James Stewart, Creature Supervisor | James McPhail, Visual Effects Technical Director | Geeta Basantani, Composer | Derek Stevenson, Matchmove Lead | Christopher Ahrens, Lighting Artist | Brendon Morfitt, Digital Artist | Bernhard Kimbacher, Visual Effects Data Coordinator | Anthony Di Ninno, Animator | Anna Tonrungraj, Digital Composer | Adam Marisett, Visual Effects Artist **Drag Me to Hell** Thomas Schelesny, Visual Effects Supervisor **Dragon Age II** Nathan Zufelt, Senior Cinematic Animator **Family Guy** Michael Loya, Storyboard Artist **Far Cry 2** Namwo Noh, Additional Art | Magdalena Dadela, Cinematic Modeler **Fringe** Bob White, Visual Effects Artist | Scott Dewis, CGI Supervisor **Futurama** Claudia Keene, Prop Designer **Gears of War 2** Scott Dosssett, Senior Animator **GI Joe: The Rise of Cobra** Sean Lewkiw, Visual Effects Artist Ben Dishart, Texture Supervisor | Tom Piedmont, Digital Artist | Patrick Conaty, Digital Composer | Julianna Kolakis, Concept Artist | Jessica Wan, Lead Rotoscope Artist | Jeremy Stewart, Senior Animator | Jelmer Boskma, Modeler | Jeff Tetzlaff, Lead Modeler | Casey Rolseth, Effects Artist Aruna Inversin, Digital Composer **The Green Hornet** John Iskandar, Technical Director | Farhad Mohasseb, Composer | Casey Rolseth, Visual Effects Artist **Halo: Reach** David Helsby, Animator | Matthew Turner, 3D Artist | Rajevee Nattam, 3D Artist **Happy Tree Friends** Brad Rau, Animator **Harry Potter and the Half-Blood Prince** Pietro Ponti, TD Generalist | Gia Sadhwani, Digital Effects Artist | Teh-wei Yeh, Lighting TD | Kieran Tether, Digital Artist | Harry Mukhopadhyay, Lead Effects Technical Director **Harry Potter and the Deathly Hallows Part 1** Henry South, Digital Artist **Horton Hears a Who!** Brent Wong, Lighting Technical Director | A run Ram-Mohan, Lighting Technical Director **How to Train Your Dragon** Tyson Erze, Visual Effects Artist | Jjyoung Lee, Texture Artist | Fredrik Nilsson, Animator **Ice Age: Dawn of the Dinosaurs** Thom Roberts, Animator | Scott Lemmer, Animator | Brent Wong, Modeler **The Illusionist** Yann Tremblay, Senior Animator **Invictus** Sean Lewkiw, Digital Effects Supervisor | Geoffrey Hancock, Visual Effects Supervisor | Michelle Skrzyziarz, Matchmove Artist | Jose Yapor, Animator | Jason McKeeman, Lead Technical Animator **Iron Man 2** Teh-wei Yeh, Digital Artist | Stephen King, Animator | Simeon Bassett, CG Sequence Supervisor | Nicholas Markel, Previsualization Supervisor | Marc Roth, Lighting Technical Director | Kieran Tether, Digital Artist | Joshua Herrig, Lead Lighting Artist/Look Dev Artist | Henri Tan, Creature Technical Director | Ben Sanders, Animator | Allen Holbrook, Animator **King Kong** Chad Moffitt, Senior Animator | Joel Meire, Character Animator Patrick Kalyn, Animator **King of the Hill** Michael Loya, Director **Legend of the Guardians: The Owls of Ga'Hoole** Tim Rowlandson, Animator **The Lord of the Rings: Return of the King** Chad Moffitt, Senior Animator | Ben Dishart, Texture Painter 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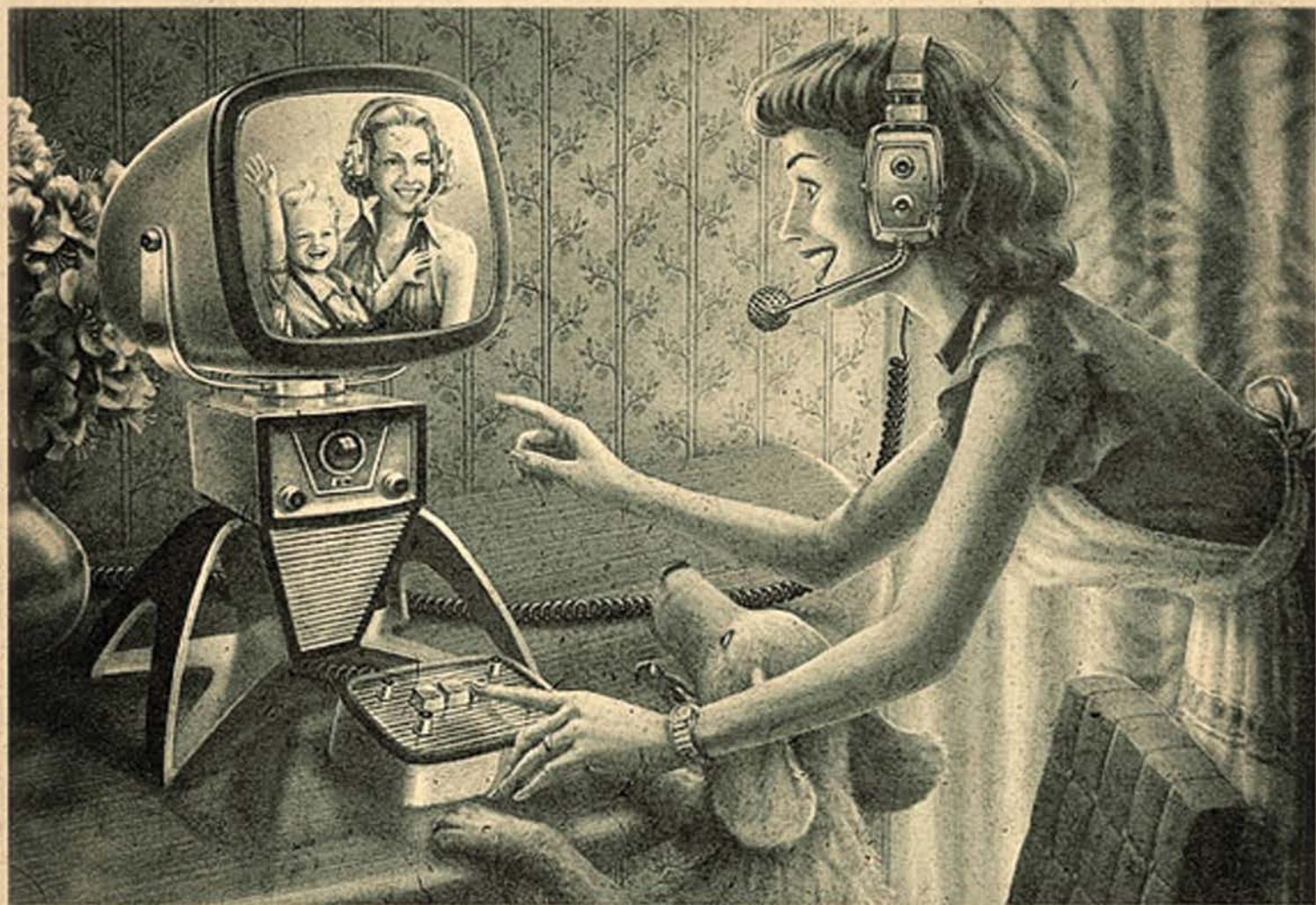
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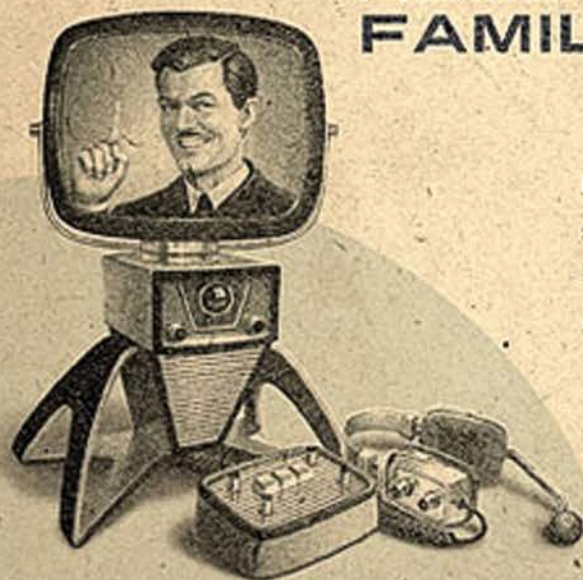
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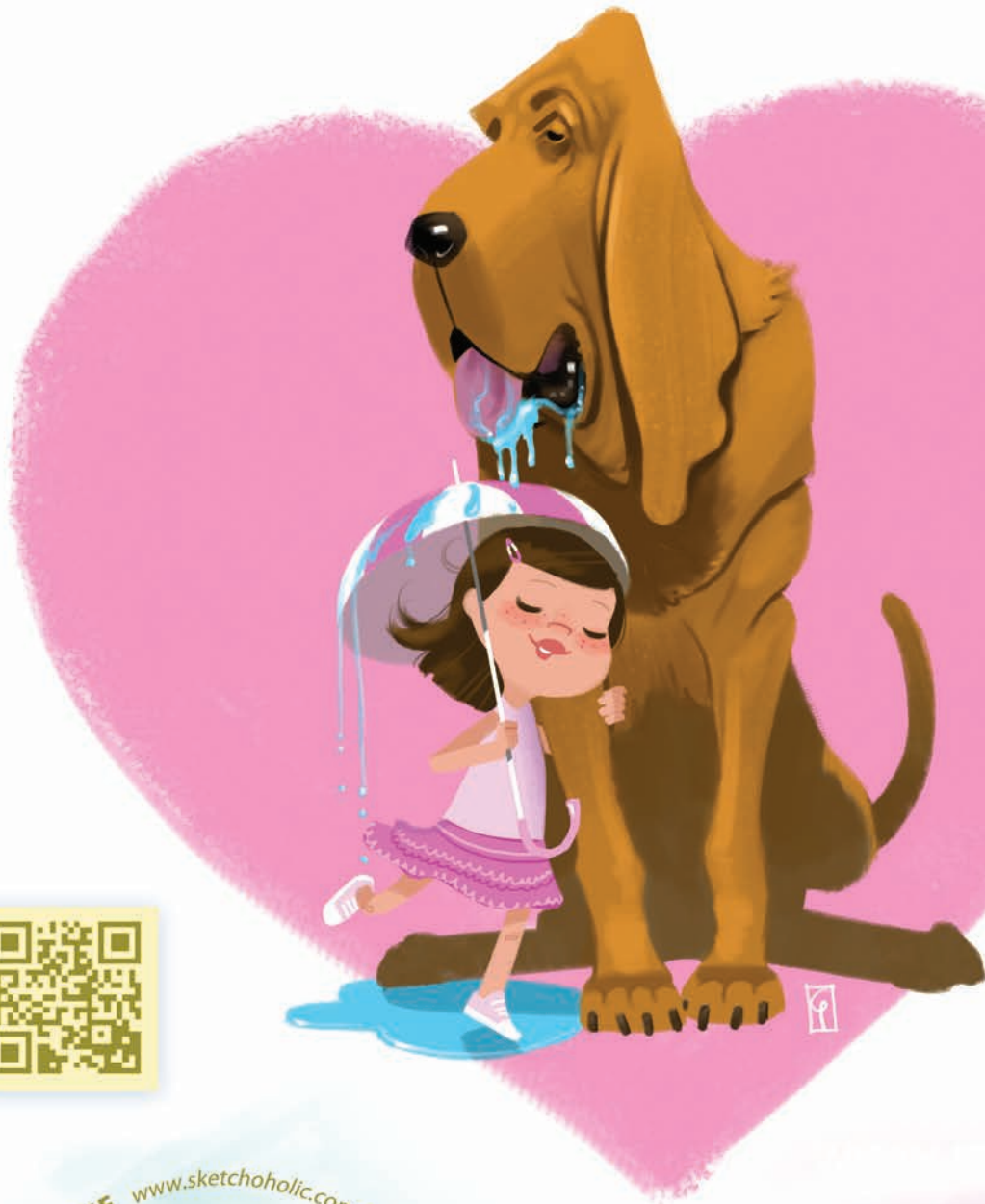


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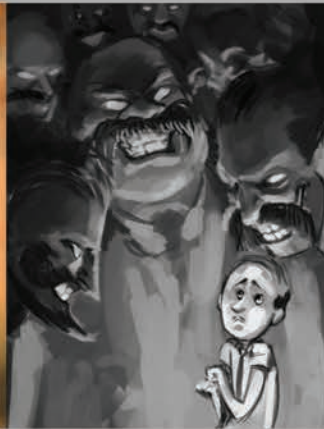


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Ringling College of Art and Design is a private, four-year accredited college located in Sarasota, Florida that was founded as an art school in 1931 as a remote branch of Southern College, which had been founded in Orlando during 1856. Located on Florida's Gulf Coast, the picturesque 35-acre campus now includes 90 buildings, and attracts close to 1,300 students from 43 states and 23 foreign countries. It is recognized as being among the best and most innovative visual arts colleges in the United States as well as a leader in the use of technology in the arts. With a better than 2:1 student to computer ratio, Ringling College's computing infrastructure rivals even that of the Massachusetts Institute of Technology [MIT].

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A character made of scraps wonders through the woods until he comes across a sign that will help him discover where he belongs.

Origins (2011) 02:10 | Animation - Cute / Sad

Produced at Ringling College of Art + Design (www.ringling.edu)

CREDITS: Directed/Animated by Robert Showalter, Original Score by Cody Cook, Audiobook Recording by Sean Daniel.

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ORIGINS

As things don't go according to plan, a grandfather cloud-maker and his grandson learn that good ideas come from happy accidents.

A Cloudy Lesson (2010) 01:58 | Animation - Cute

Produced at Ringling College of Art + Design (www.ringling.edu)

CREDITS: Directed and Animated by Yezo Xue, Sound Design by Tom Lecher : Echo-Sound.

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A CLOUDY LESSON

A determined young boy, Ragu, is sent by his master on his final quest to become a monk. A seemingly simple task becomes an unexpected challenge for Ragu as he discovers the real value of his quest.

The Monk and the Monkey (2010) 04:27 | Animation - Adventure

Produced at Ringling College of Art + Design (www.ringling.edu)

CREDITS: Created, Directed and Animated by Brendan Carroll & Francesco Girolidini. Music by Erez Koskas. Sound Design by Gadi Raz & Ohad Tzachar: Echo-Sound.

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THE MONK AND THE MONKEY

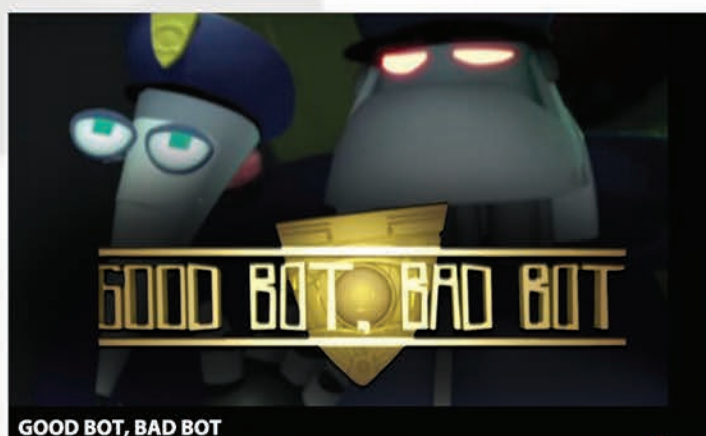
When Joe is brought in for questioning after a toaster's murder, he meets an odd couple of robot police. Tensions rise as the interrogation drags on and it's anyone's guess how Joe will get out alive!

Good Bot, Bad Bot (2010) 03:26 | Animation - Comedy

Produced at Ringling College of Art + Design (www.ringling.edu)

CREDITS: Created, Directed and Animated by Nick Matthews & Marcus NG. Voices: Chris Russo, Nick Matthews, Zavox. Music by Erez Koskas. Sound Design by Rafi Chen.

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"Enrolling at Animation Mentor was the best decision I ever made. The curriculum is very thorough and the community – mentors and students – is awesome. Being surrounded by so many incredibly talented people from all over the world is a total blast and definitely boosts the learning experience! I am thankful for the opportunity to turn my dreams into goals."

*- Jean-Luc Delhougne
Animation Mentor Graduate*



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MAX^{the} MUTTTM ANIMATION SCHOOL

Max the Multi Animation School, a private career college in Toronto, founded by artists and animators is one of the few schools in North America offering an intensive, four year program devoted to Concept Art for Animation & Video Games. The program was developed over a full year of consultation and curriculum advice from top concept artists both in Canada and the United States. It offers a unique blend of traditional fine art, animation, product design, illustration and concept specific courses.

The strength of the Concept Art program begins with a solid foundation in traditional, representational skills that all students receive in year one. This includes Structural Drawing; a year of Perspective; Painting in Oils; Life Drawing; Design & Composition; Colour & Water Based Media; and Principles of Drawing.

The program continues with a blend of academic, representational fine art training, illustration, animation, and concept courses. Basic courses depend on drawing skills, not computer skills, and lead to advanced courses that use Photo-shop, Maya and Zbrush.

In this developmental approach, students are left, for example, through a course in Animal Drawing that stresses structure and movement, to a 6 hour a week course in Creature Design. Creature Design begins with pencil and paper before selected ideas are taken into the computer to be fully developed using a combination of Photoshop, Maya and ZBrush. For their final project, fourth year students are given a script and use their last semester to actually function as concept artists, working with an art director.

Instructors at Max the Mutt, such as Alex Ahilov, Don Gauthier, Jelena Sisic and Branislav Perkovic, are respected concept artists working in Toronto. Graduates of this program have the flexibility to work either in animation or video games, and have been sought after and hired. This summer, undergraduates are working as well both as interns and, in one case, as the main concept artist for a Toronto-based video game company.

Phone: 416-703-6877 Toll-free: 1-877-486-MUTT

maxthemutt.com

Artist: **HOLLY WADE**
www.Sketchoholic.com/noiselessness





Artist: RICARDO MUÑOZ
www.Sketchoholic.com/YAJERUS



Sketchozine.com Vol.4: CUTESIES

Title: HUNTING (Tools: Adobe Photoshop) sionwidjaja.squarespace.com





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Sketchyozine.com Vol.4 : CUTESIES If you haven't created your free account, what are you waiting for?







Artist: **CHAD WELCH** CARTOONIST + ILLUSTRATOR Title: **LOVE IS IN THE AIR** www.Sketchoholic.com/ChadWelch



Artist: **TOBY GRAUBERGER** ILLUSTRATOR + ARTIST
www.Sketchoholic.com/TobyArt Title: **FLYING MAMMAL**

Artist: **KIM HANSEN** ILLUSTRATOR + ARTIST
www.Sketchoholic.com/weissmuller Title: **WAIT UP MAAN**





Owen's



ALMA CANCHOLA
www.sketchoholic.com/canchola





Malgorzata Arska

MALGORZATA ARSKA

Interviewed by Arnaldo P. Quintini



Scan QR to read the full interview online. Please Like and Share the URL <http://bit.ly/p1AKOC>

Sketchozine.com Vol.4 : CUTESIES

AQ: I'm Arnaldo, the Creative Director at MadArtist Publishing and Sketchozine.com. Today we're sharing this wonderful afternoon with Malgorzata Arska who is featured in our Vol.4. Cutesies Art Book at www.Sketchozine.com. She is also known as Gosia and 'Argot' on the web. She is a freelance polish Artist, specializing in Illustration, Character Design and visual development and she is an avid Sketchoholic user and member.
MA: Hi there! I am very pleased to be interviewed here.

AQ: So I've been wanting to ask you this since the first time I saw your Sketchoholic Profile...Why are you so fond of mice as your subjects for your illustrations? Is that because you like Mickey Mouse so much? :)

MA: Yes, I am mice obsessed. It's really hard to say why... I've always loved cartoons with mice, like 'Tom & Jerry', 'Pinky and the Brain', and of course Mickey Mouse. It's my favorite animal and lets say the cutest one.

AQ: Which school did you attend and what made you get into art?

MA: I started my art education in London, England, but then after few months I returned to Poland and studied on Academy of Fine Arts and Design in Wroclaw, where I graduate this year.

AQ: Was your family supportive in your pursuit of art or did they want you to do something else?

MA: Oh, my Mom was always scared when she heard that I want to be an artist...I think I made this decision when I was 5, so art has always been my thing, but it took me many years before I decided to be a visual development artist and illustrator.

AQ: What's your favorite media to work with? Tell me about your style.

MA: Well, I love digital Painting and Photoshop for sure is my favorite program, but there is part of me that loves the traditional way and sometimes I use watercolors. I want my characters to be very unique, they are not just drawings, I want them to be seen as if they are alive so I like realistic paintings with a cartoon edge.

AQ: What in your opinion is the best way to promote yourself?

MA: I think that sites like Sketchoholic.com or deviantart.com help a lot. It's great way to free promotion and best place to meet other artists.

AQ: What is the best and worst thing about being an artist?

MA: I am never self-satisfied and always think that I could do something better than I did. But getting paid for doing what you love is the best thing in the world.

AQ: It definitely is! What is the most vital element of an image or film?

MA: For me it's interaction between characters.

AQ: You said you want to do animation, why the change?

MA: It's not a change, I am illustrator and character designer and I would like to be part of visual development group in some animation studio.

AQ: Well, maybe this interview will help you get noticed and some animation studio will hire you. So, what are the career prospects in Poland, our very own Marcin will be interviewing Grzegorz Jonkajtys and hopefully others from Platige Studio in Warsaw for our upcoming "Animation Stories" Art Book, is that one studio you'd consider working at?

MA: I am not planning my future in Poland, now I work as a freelancer with companies like 'Saatchi & Saatchi' but I'm thinking of moving out...

to California, in my opinion there are better opportunities and I love Californian sun :).

AQ: Do you have any favorite films or shorts?

MA: Too many to mention them all on here but I love 'Gremlins', 'Monsters, Inc.', 'Bolt', 'How to train your Dragon' and 'Tom and Jerry series'.

AQ: If you could meet one person dead or alive, who would it be?

MA: May I say 3 names? Glen Keane, Nicolas Marlet & Peter de Seve.

AQ: Do you have any other interests aside from drawing and art?

MA: I am collecting vinyl toys.

AQ: You've been a Sketchoholic for over a year now and as you know we constantly add self promotion and drawing tools for all artists to use to improve their skills. I was wondering what keeps you coming back and what else would you like to see in the future that would make your life easier and more successful as an artist.

MA: I love Sketchoholic contests, and interviews with artists are great too.

AQ: What is your dream Job?

MA: Being a visual development artist in one of world famous studios but I won't say the name :)

AQ: The next couple of questions will be more about you...So, what is your greatest fear?

MA: Lack of creativity...

AQ: If you could have any skill or talent, what would it be?

MA: I've always wanted to play the piano.

AQ: What 3 websites do you visit the most?

MA: Sketchoholic.com, DeviantArt.com, Blogspot.com

AQ: If you could do ANYTHING, what would you do with a billion dollars?

MA: Well, I have so many dreams...but I will start with nice house by the sea.

AQ: Any words of wisdom you would like to share with artists out there?

MA: Hmm... I have one favorite: Failing is a part of learning.

AQ: I couldn't agree more. Well, It has been a pleasure getting to know you Gosia, I hope all your dreams come true and you continue on your path of art. Where can our readers find out more about you aside from Sketchoholic.com/argot-ma?

MA: I post regularly on my blog: malgorzataarska.blogspot.com.

AQ: Also, we'll be scheduling contests by all of the interviewees, would you mind coming up with a topic and providing an original drawing as the prize for the topic you create?. Let me know, you would choose the winner.

MA: Sure, I have the perfect topic... 'You are a MOUSE - draw yourself :), thanks Arnaldo.





The Animation Workshop is an international centre of knowledge and development for animation as well as related professions and businesses. It is located in Viborg, Denmark, and is a significant institution within both the Danish and the international animation industry. Since the late 1980s, The Animation Workshop has trained animators for the Danish as well as the international animation, computer game and visual effects industry. Teachers as well as students are from both Denmark and the rest of the world. The Animation Workshop attracts highly recognized teachers from well known studios such as Pixar and Dreamworks.

Curriculum

The Animation Workshop offers two Bachelor programmes of study: Character Animation (CA) and Computer Graphic Artist (CGA). Both programmes last 3½ years. Due to the mixed origin of teachers and students, all the classes are conducted in English and each program approximately educates 25 students per year.

The CGA Bachelor develops students' traditional artistic skills as a solid foundation for their life's work. It focuses on developing strong storytelling components of images using computer graphics as the medium. The courses introduce students to new tools and original methods that will begin to take them beyond the confines of mainstream computer culture. The programme explores art and design theory throughout history, as well as within contemporary culture, and the students receive a thorough knowledge of aesthetic sensibility, often lacking in today's saturated 3D world. This will provide them with a distinct advantage as they progress to the more complex work within the 3D platform.

During their final semester, students perform a three-month internship in a production studio. The internship experience provides students with the opportunity to put their hard work to the ultimate test and to establish themselves in the animation work environment.

The CGA Bachelor is taught by expert practitioners who are professionals from the animation and gaming industry gathered from all over the world, offering our students comprehensive, quality-oriented and state-of-the-art teaching.

Because of their superior qualifications, the majority of the graduates quickly find jobs at animation or computer game productions all over the world. Among other places, bachelors from The Animation Workshop have achieved jobs at Cartoon Network, London, and Telltale Games, United States.

Contact Information:

The Animation Workshop - Center for Animation is Denmark's leading animation institution with activities within the areas of education, culture, communication and business. The Animation Workshop is an independent management unit under VIA University College, and has a strong network of international companies, artists and educations..

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Denmark

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Fax: +45 8755 4901
Office hours
Monday - Thursday: 8:30 - 4 pm
Friday: 8:30 am - 3 pm

Email: Info@animwork.dk
Facebook: <http://on.fb.me/qppwOF>
Twitter: www.twitter.com/TAW_Denmark
www.animwork.dk



"Out Of A Forest" is a student film, about a young rabbit who, gets invited to a late night dinner party in a forest. With lamps and chandeliers in the trees, the moon in the starry sky, and his elders around him sipping wine and telling stories, it all seems too good to be true... And maybe it is. A forest at night holds many things.

Out of a Forest (2010) 05:53 | Stop Motion on Location - Adventure / Thriller
Produced at The Animation Workshop (www.animwork.dk)

CREDITS: Tobias Gundorff Boesen (Director, Animation, Conceptual), Animation: Katrine Poulsen, Frederik Villumsen, Christophe Peladan. Light and Photography: Andreas Berg, Martin Bested. Emil Tvilum Toft (Light & Photography), Assisting Modellers: Hiromi Scintu, Jakob Kousholt, Gert Gundorff (Rigs, Dollycam and Propbuilding), Birgit Kousholt (Costumes), Majken Jakobsen (Fur costumier), Colorgrading: Tobias Gundorff Boesen, Martin Bested, Andreas Berg, Music: "Slow Show" by The National, Thomas Ahlmark (Sound Engineer), Jody Ghani (Violinist), Tod Polson (Story Supervisor), Christophe Peladan (Stop Motion Supervisor and "Stage Magician"), Stop Motion consultants: Anja Perl, Hannah Habermann, Sunith Parekh Gaihede (Technical Supervisor), Tech Support: Svend Nordby, Thomas Ahlmark, Thomas Christensen, Michelle Nardone (Producer), Assistant Producers: Katrine Talks, Henrik Malmgreen.

"Best Picture" Wallabout Film Festival, New York, "Diamond In The Rough" Topanga Film Festival, California, "Best Music Video" Anim'est International Animation Festival, Bucharest Romania, "Most Surprising National Film" Odense International Film Festival, 3rd Place Hamburg Animation Awards 2010, "ANOBÅ Award" 2010 Nominee, Helsinki Finland Oct. 2010, "Melies D'or" 2010 Nominee, SITGES Spain, Oct. 2010, "VIEW! Award" nominee, Turin Italy Oct 2010, "2nd Place, Best new director" Musicclip Festival, Barcelona nov. 2010, "Best Animated Film" METERS film festival, Russia.



OUT OF A FOREST

A father escapes his stressful life with his many tadpoles to his favourite hideout by the river. His peace and quiet is suddenly disturbed by his neighbour's attempt to catch the fish of his dreams. A movie about the perfect day.

Elk Hair Caddis (2010) 04:27 | Animation - Comedy
Produced at The Animation Workshop (www.animwork.dk)
Visit www.elkhaircaddis.com for extra material and info.

CREDITS: Peter Smith (petersmith-portfolio.blogspot.com) - Directing, Rigging, Storyboard, Animatic, Animation, BG-shoot, Compositing), Alice Holme (aliceholme.blogspot.com) - CG-backgrounds, Character Development, Storyboard, Animation), Anders B. Jepsen (andersbrogaard.blogspot.com) - Matte-painting, Vehicles design, Sets building, Animation), Magnus I. Møller (magnusim.blogspot.com) - Directing, Character design, 3d models & textures, Animation, BG-shoot, Compositing). Light and Render: Ole Guldbrandsen, Andreas Thomsen, Frederik Valentin, Louie Ishii. Sound & Music: Thomas Richard Christensen, Svend Nordby, Tony Furtado, Lara Mixtelena.

This and hundreds of other great student films, independent & studio produced shorts are featured in our upcoming ANIMATION STORIES Vol.8 Book. Preview the book online only at www.Sketchozine.com. Watch awesome animated & stop motion films, speed-paint illustration videos & workshops, 3d reels at www.Youtube.com/MadArtistPublishing. Thank you to all of the great schools producing talented individuals.



ELK HAIR CADDIS

Captain Awesome is about to save the day once again, when an upset stomach threatens to ruin it all. A story of a superhero's race against time to save his image or humanity before it all goes down the drain!

Captain Awesome (2011) 08:11 | Animation - Comedy
Produced at The Animation Workshop (www.animwork.dk)

CREDITS: Ercan Bozdogan, Mikkel Aabenhuus Sørensen, Andreas Husballe, Jonas Mølgaard Jensen, Ninni Munch Pettersson, Lars Kramhoft.

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CAPTAIN AWESOME

Three young birds long to experience what is beyond the high mountains of the valley. Flap must overcome his fear of flying after a terrible accident, if he is to migrate out of the valley with his two friends.

Last Fall (2011) 05:58 | Animation - Drama
Produced at The Animation Workshop (www.animwork.dk)
For additional information on the film visit www.elkhaircaddis.com.

CREDITS: Film By Andreas Thomsen, Esben Andersen, Ole Guldbrandsen, Louie Ishii. Music by Thomas Ahlmark, Thomas Christensen & Lasse Wingreen. Additional 3d Animation by Morten Helge-land, Peter Smith, Magnus Møller, Nicolai Slothuus, Sylvester Rishøj, Kirsten Rosengran, Anders Brogaard Jepsen.

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LAST FALL







Artist: **LEE STEVENSON** ILLUSTRATOR www.sketchoholic.com/mrSameFace pixelbrushpencil.blogspot.com
Title: **THE BABY SITTER: THE PROTECTION AND TIREDNESS THAT COMES WITH MINDING KIDS!**



KRIS LEWIS www.Sketchoholic.com/Greykitty



ALBERTO BIANCHI Title: **FAIRY QUEST**
www.Sketchoholic.com/quellobianco



Artist: **DARNELL LYSIUS-DICETTE**
www.Sketchoholic.com/Demento-Phobia



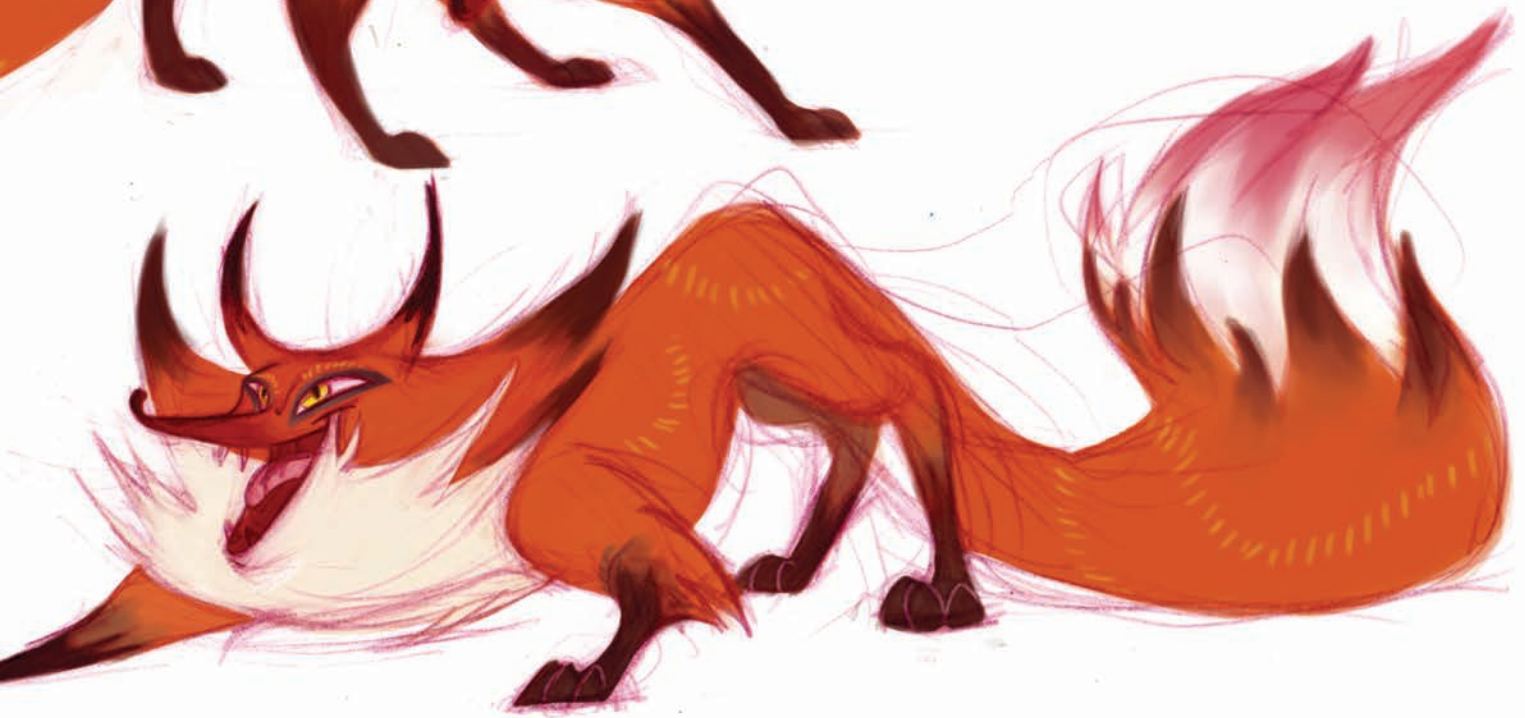
STREMENA TUZSUZOVA
www.Sketchoholic.com/XThrill



JISSA TOTESORA
www.Sketchoholic.com/Jitta



Artist: **DARNELL LYSIUS-DICETTE**
www.Sketchoholic.com/Demento-Phobia



CHRISTINA LOBIANCO
www.Sketchoholic.com/Sweetochii



LIXANDRO CORDERO Produced at Vancouver Film School (vfs.ca)
www.Sketchoholic.com/lixandro Watch Film at <http://bit.ly/o6J4GP>



NATA NIETLUKH www.Sketchoholic.com/Notofagus ILLUSTRATOR + ARTIST
Title: **FLYING NOTO**
Tools: (Adobe Photoshop)



KALLE BLADIN ILLUSTRATOR + ARTIST
www.Sketchoholic.com/k-bladin Title: **ANIMAL SPY**



Sketchozine.com Vol.4: CUTESIES If you have any awesome artwork go to www.Sketchoholic.com

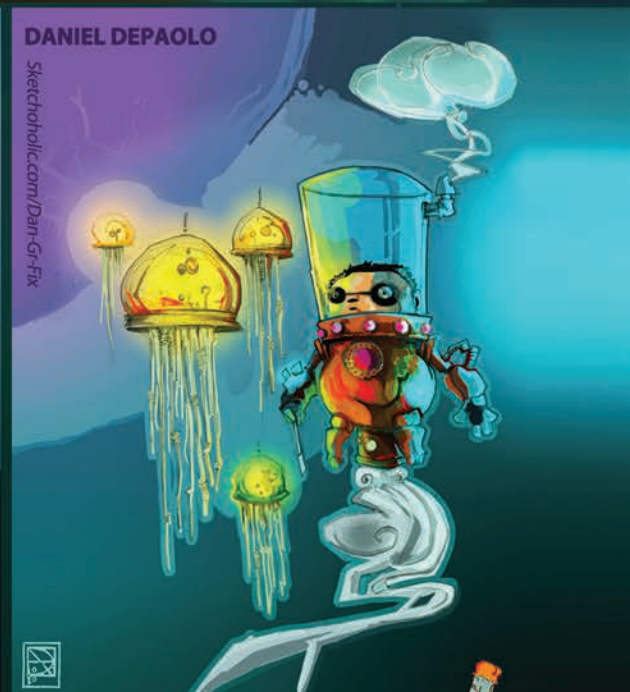




HANA AUGUSTINE www.Sketchoholic.com/Qnoi



VIKRAM ATHAVALE Sketchoholic.com/vikartoons



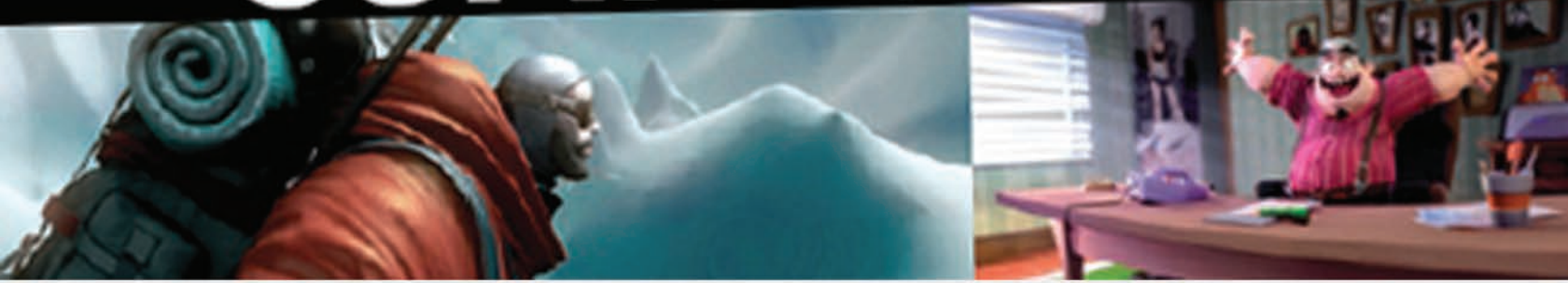
DANIEL DEPAOLO

Sketchoholic.com/Dan-G-Fix





SUPINFOCOM



Supinfocom (école SUPérieure d'INFORmatique de COMmunication, roughly University of Communication Science) is a computer graphics university with campuses in Valenciennes, Arles (France) and Pune (India).

Founded in 1988 in Valenciennes, the school offers a five-year course leading to a diploma of digital direction (certified Level I). A second campus in Arles opened in 2000, while a third one opened in 2008 in Pune, India.

Curriculum

Two years of preparatory courses in design & applied art, perspective, film analysis, video, color, 2D animation, art history, sculpture, communication, English.

Three years of specialization in computer graphics 3D software, screenplay, storyboards, animation, compositing, 3D production, sound, editing.

External URLs

Official site of Supinfocom Valenciennes - www.supinfocom.fr
Official site of Supinfocom Arles - www.supinfocom-arles.fr
Official site of DSK Supinfocom Pune - www.dksic.com
Unofficial student site - www.supinfocom.org

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PUNE (Inde)
DSK Supinfocom International Campus
Survey 54/55, Tarwadi, Pune-Solapur road
Pune - 412308 - Maharashtra, India
Tél. : +91 (20) 66784310
Email : info@dksic.com
Site : www.dksic.com

External URLs

Official site of Supinfocom Valenciennes - www.supinfocom.fr
Official site of Supinfocom Arles - www.supinfocom-arles.fr
Official site of DSK Supinfocom Pune - www.dksic.com
Unofficial student site - www.supinfocom.org

Our Take

Supinfocom in producing stunning narrative films. So again, basic overview is that it was founded in 1988 in Valenciennes and then expanded in 2000 to Arles. Yes this awesome school was only founded in 1988 and is already a world player! In terms of curricula structure....The first two years of study are preparatory courses in design, art history, sculpture, 2D animation, color, perspective, etc. Then the students move onto three years of intensive 3D study, focusing on not only software, compositing and production, but also scripting and storyboards. The final year is spent working within a group to create a short CG film. In 2007, they expanded the program from four to five years.

Please preview the next three pages and watch the films wither with your QR enabled barcode mobile device or launch the URLs and watch them on your computer. Just take a look at the quality of these films....both from a technical and narrative perspective....and what excites is the sheer variety of styles and stories.

So notable films for you to look at include: Marin by Bernard Alexandre, PagesPierre, Laurent Damien.
StoryVille by Patrick Krafft, Florian Mounie, Marion Nove Jossierand. Gorgeous.

Jacky Rondelle, the perfect french policeman.

Jacky Rondelle (2011) 01:14 | Animation - Action Comedy
Produced at Supinfocom (www.supinfocom.fr)

CREDITS: Created, Directed and Animated by Charles Bouet & Nicolas Desprez.

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A burgler who's about to steal a coffee shop encounters his worst nightmare, a naive cop enjoying a doughnut.

Café Serré (2009) 01:14 | Animation - Comedy
Produced at Supinfocom (www.supinfocom.fr)

CREDITS: Vincent E Sousa, Bertrand Avril, Yann de Préval, Denis Bouyer.

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*You may like having a good lunch in a quiet place as a park... But what if your lunch doesn't?
In the street everyone can hear you scream, anyway who cares?.*

Hambuster (2010) 06:53 | Animation - Horror
Produced at Supinfocom Arles (www.supinfocom-arles.fr)
For more information on the film visit www.hambuster.com

CREDITS: Co-Directed by: Paul ALEXANDRE, Maxime CAZAUX, Dara CAZAMEA, Romain DELAUNAY, Bruno ORTOLLAND. Music by Matthieu Santos, Jilles Deparis, Emmanuel Cier. Sound Design by Nicolas Balas, Fanny Brotot, Martin De Coudenhove, Laura Foglino, Valentin Gasarian, Anne Labedie, Colin Laubry, Candice Theuillon, Benoit Viougeas.

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Incredible way to give an Homage to one of the biggest musical creative minds; Mozart.

Master (2011) 02:08 | Animation - Cute / Musical
Produced at Supinfocom (www.supinfocom.fr)

CREDITS: Guillaume Klein.

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Zombie Caricatures are from the twisted minds of artists Sean Gardner and Nick Mitchell. They infect the living by drawing at various "live" events and conventions. COMMISSIONS AVAILABLE Check out ZOMBIECARICATURES.COM for details. Visit www.Zombiecaricatures.com.



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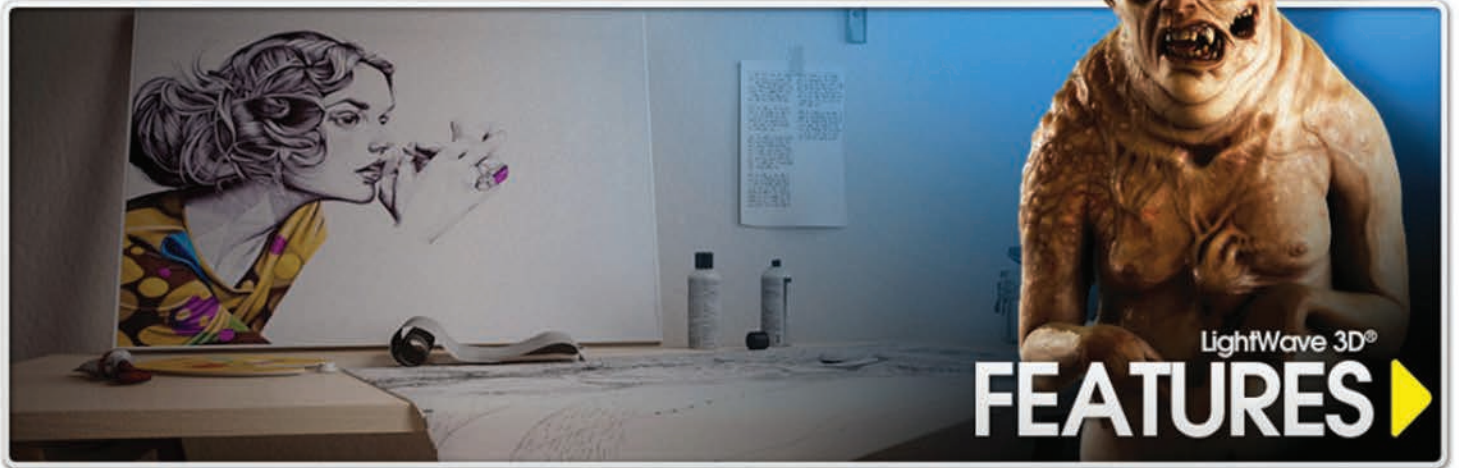
You love cartoons, you look at them and maybe even draw yourself? Then you are at the right place here at toonpool.com. Join the great wonderful world of toonpool.com! At toonpool.com you can upload drawings with a comment overview and collect them on your own profile page.

You could create your own personal portfolio to share your humor, your drawing style and the way you experience the world with others. Even if you don't draw yourself, toonpool.com offers you a creative platform. You can comment and rate other cartoons, translate funny drawings from a foreign language and spread the spirit of toonpool.com. Discuss with other users and test your cartoon-competence. Get to know new friends and discover new unknown worlds of humor.



Wittygraphy.com is a vibrant social network of people with caricature interests. Wittygraphy is a forum for self expression, an inclusive art gallery and a supportive and welcoming community.

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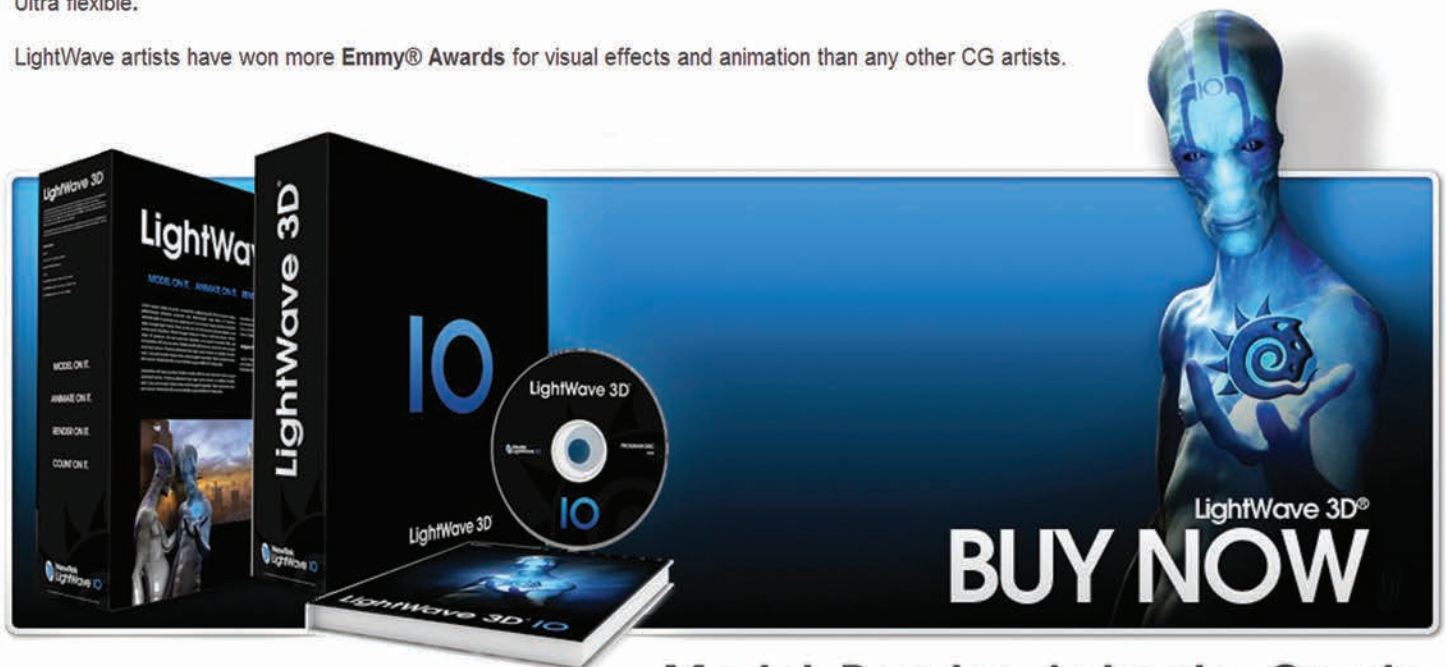


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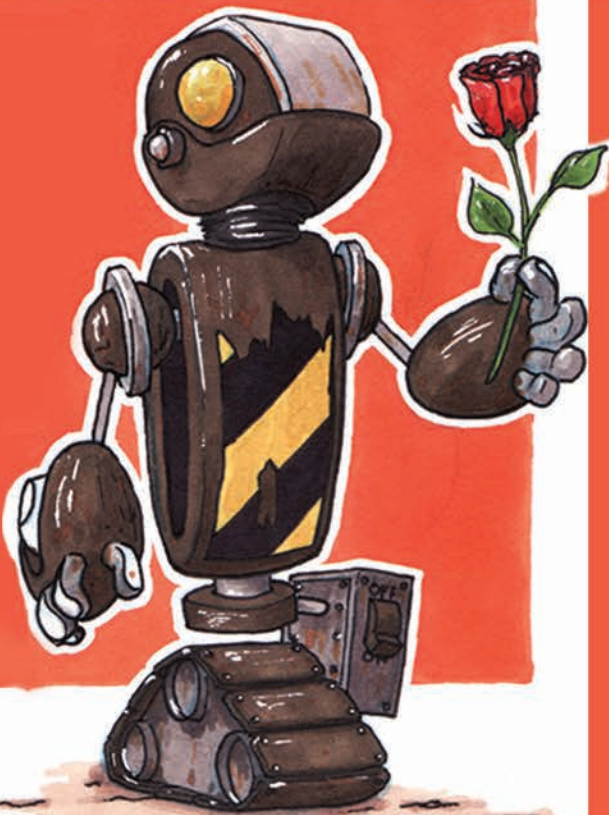
Model. Render. Animate. Create.







Artist: **MARTIN HERNANDEZ** ILLUSTRATOR www.Sketchoholic.com/aladecuervo
Contest Winner Topic: **SCI-FI ROBOT** Title: **COQUE BOT** (Tools: Adobe Phothshop)



CYRIL BRENNER-LOEGEL Sketchoholic.com/video

DIRK VAN DULMEN Sketchoholic.com/dirk





HIEN TRAN www.sketchoholic.com/tranhien



JOSE RAMOS Sketchoholic.com/jose-ramos



LAZAR BORIŠEV
www.Sketchoholic.com/raindog

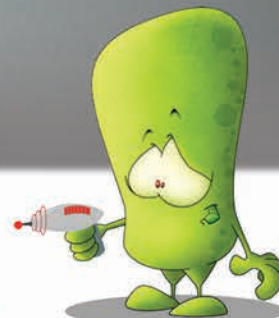
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DESSLAVA TANOVA
www.Sketchoholic.com/kotka



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SKETCHO MINUTE WITH ILLUSTRATOR + ARTIST... GEORGE MACKAY

Interviewed by Marcin Migdal + Anna Yamasaki



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MM: We have the pleasure of interviewing George Mackay from www.eejits-online.co.uk and www.Sketchoholic.com/eejits. Living in the Highlands at the very top of Scotland, there are weird and wonderful creatures and people roaming the fields. One man, an artist and illustrator; George Mackay manages to capture their funny, stupid and cute characteristics and calls them "eejits". Hello all MadArtists & Sketchoholics, I'm Marcin Migdal here with Anna Yamasaki. Today we have the privilege of introducing George Mackay to the rest of the world, welcome George.

GM: Thanks, I'm absolutely delighted to have my wee eejits featured and interviewed for Sketchozine. I must say that the volumes and previews I've seen look amazing, great work guys.

AY: Thanks George! I guess we should start with the most obvious question, what inspired you to draw these little eejits, how did you happen to come across them?

GM: I would like to say that it was a cold and dark night, as there is no other type of night here...and this strange wee creature knocked at my door, looking for shelter from the wild Highland weather. Being the skinflint that I am, I demanded that it paid rent. Unfortunately, it had no coin so we agreed a deal where I would draw it's portrait and share this unique wee fella with the world and hopefully gain fame & fortune for us both...BUT...in reality, I had just finished battling with creating a truly unsuccessful webcomic called The Mis-Adventures of FEEK and needed another creative outlet. I couldn't write gag-a-day strips any more but still wanted to draw. I had sketched a few weird looking creatures on paper but wanted to finish them off digitally: inking and fully colouring them. So I used these first few sketches learning the ways of inking and colouring with Paint Shop Pro and from there eejits were born.

AY: In your gallery there are 341 varied eejits, are there any characteristics that link them all as this particular subspecies? What would you say draws them together as a whole?

GM: I would definitely say that stupidity would be the one over-riding characteristic for these creatures. That and curiosity. Some maybe aren't as stupid (or stupid looking) as others, but that is the common theme that I strive for. 'Eejits' after all is the Scottish/Irish term for an idiot.

MM: Do you remember what was the very first thing you ever drew?

GM: Crickey, that would be a while ago. Probably copying pictures of Garfield from the Strip collection books I used to buy with my pocket money (or get as presents). I used to love Jim Davis' style for drawing his characters (big eyes and round features) and get a kick outta trying to get my versions exactly right.

MM: Let's take you back to childhood, tell us what were you like as a "youngin-boyicious", did you have dreams of being a pilot...or a shepherd or did you always know you were destined to be an artist?

GM: I was never sure what I wanted to be when I was growing up, In fact I still don't know. Art was always just a distraction and hobby, I was always doodling in my jot-ers. If I had my time again, I would have definitely studied art at school and maybe tried for a profession in Graphic Design, designing logos, packaging and corporate stuff for corporations. I would love to have 'Art' as my full time vocation now though.

AY: What else interests you art-wise, outside of cataloging cute eejits?

GM: I still enjoy reading comics, mainly webcomics now as they are so accessible and there are so many themes (stems from my days of reading Garfield and the Beano, etc.) I love how people can tell stories using panels of art. I also love looking at character designs from animated movies, turnarounds, sketches and ideas that have then come to fruition on the big screen, that sort o' thing. All of it feeds into my love of cartoon art and eventually into what I draw.

AY: I especially like Eejitus Gothicus. What are your favorites?

GM: Haha, I change my mind almost every week with each new addition that comes to the gallery. At the moment, I quite like the Captain America themed one - eejitus notsosuperius solderius but then I quite like the one I'm sketching right now....

MM: Why Paint Shop Pro? And which tools do you like use the most?

GM: Why Paint Shop Pro? Because I grew up with it, plus it's cheap and can do everything I want. I use vectors for the black lines (the inks) and sometimes the items that my creatures are interacting with and then switch to raster layers for the flat colours,

shadows and highlights. I know the industry standard is to use Photoshop/Illustrator and I really wish I could get my head around them, but I'm happy with what I'm using right now.

MM: Tell us about the art industry in Scotland?

GM: Being as isolated as I am up in the far, far, far North o' Scotland. One more step North and you're in the sea, I've not really been involved in the Scottish Art scene. I do know that locally there is an art association where they showcase traditional paintings and arts. I went to their last show with my bairns and was blown away by some of the talent on show there. I pretty much only promote and show my stuff online, I'm incredibly shy and not very confident at promoting my stuff face to face! Something I'm going to have to get over methinks....

AY: Are there other artists that have played a part in inspiring you?

GM: I would definitely say that Bobby Chiu is a great inspiration, not only through the great creatures he paints but his whole positive philosophy to life. It's something I try and apply to my life (but am failing miserably at). I thoroughly enjoy his work. Cartoonist Dave Kellest is another great inspiration. I love his comic strip Sheldon and love the way he draws. He conveys his ideas with such little effort and confidence of pen stroke. I try and catch his Ustreams when I can and he seems like such a great, fun guy to be around.

AY: Is there any advice you could give to a new artist, striving to be seen?

GM: As someone who's struggling to be seen himself sometimes this is a tricky one to answer. I would definitely say use the internet to its full potential. Get your stuff out there on your own website or blog, use Twitter, Facebook, Tumblr, DeviantART and Sketchoholic.com (of course) as well as any other communities or forums you are a member of. Try and build a rapport with your fan base as they will invest in you and your personality as well as your art. That will bring dividends when you transfer from project to project or build your brand into something big. That's what I've trying to do and it's only this last wee while that I've been putting more effort into that aspect of my 'brand'. Failing that get yersel an interview with an established art community with contacts (like, I dunno, Sketchoholic.com for example.)

MM: Hint, hint :) What in your opinion is the most vital part of an image?

GM: Character. Any image has got to have character regardless of what your depicting, be it a stupid wee creature, a building, a landscape, whatever. Something that catches the eye and presents its message through its character is definitely a vital part of any image for me. Of course everything is down to personal interpretation and what I think is a crackin' picture someone else may hate. That's the beauty of creating art I suppose.

AY: What's the best and worst thing about being an artist?

GM: The best thing about being an artist is having a final product you are proud of and looks great. I love the way my creatures transform from initial pencil sketch to fully 'inked' and coloured. It's only then that their full personalities shine through. The worst bit for me personally is the constant frustration with myself and trying to get what I want down on paper. There's many a night I've amongst a pile o' crumpled up paper because I not happy with the way I've drawn something. But usually the creatures or commissions that have caused me the most frustration turn out the best. It's a catch 22 situation.

MM: Now George, You have your own book, great video intro, an awesome website, eejits stickers, coloring book...essentially you've created a brand around your work. Did you do everything on your own, did you get funding, assistance?. Can you offer any tips or advice on how our readers, if they're also interested in publishing their own books can get started?

GM: Yup, I've done everything by myself, just me on my lonesome (with support from family as well of course). Unfortunately, I haven't had any funding assistance from anybody. There are great services out there that allow to create and publish your own books, make stickers and other such merca....To read the rest of the interview with George please visit <http://bit.ly/pfFQA1>

Sketchozine.com Vol.4 - CUTESIES





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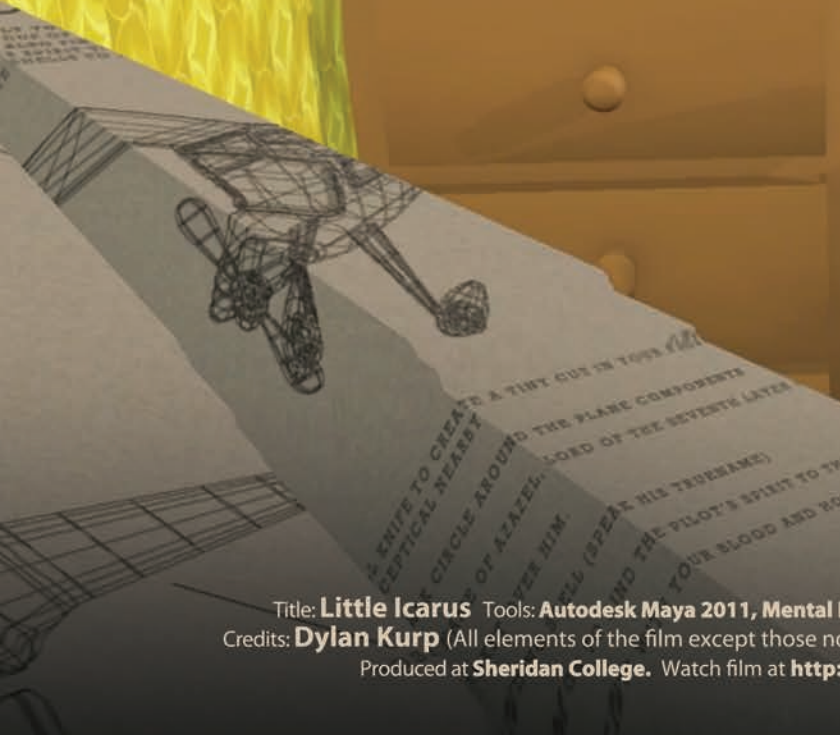


MAKING-OF



Little

ICARUS



Title: **Little Icarus** Tools: Autodesk Maya 2011, Mental Ray, Adobe After Effects CS5, Premiere Pro CS4, Photoshop CS5
Credits: **Dylan Kurp** (All elements of the film except those noted in credits). **Massimo Guida, Liza Leung, Brandon Gunning.**
Produced at **Sheridan College**. Watch film at <http://bit.ly/io0urs> More of Dylan at Sketchoholic.com/Kurp



MR ONION HEAD!



HE'LL MAKE YOU LAUGH ...
... AND CRY !!

Artist: ANN-MARIE DENHAM ILLUSTRATOR www.Sketchoholic.com/protowilson
Contest Winner Topic: DESIGN A NEW MR. "BLANK" HEAD protowilson.blogspot.com



DMITRY BURMAK
Sketchoholic.com/Burmak



JESSE ACLIN Sketchoholic.com/Jessie



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MAURO BONELLI www.Sketchoholic.com/Krusty

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Mr Tyred Head





Sketchzine.com Vol.4: CUTESIES Join Contests and Upload your images to be featured in our issues



©2009 Ashley Leuthardt





Artist: **JOSE ALVES SILVA** 3D CHARACTER ARTIST www.sketchoholic.com/zeoyu www.artofjose.com
Title: **A BREAK FROM BAMBOO** (Tools: 3DSMax, Photoshop CSS, Approx 2 weeks to complete)
Completion time: 2 weeks

© Imagine Publishing

Artist: **SANDER MOSK** www.Sketchoholic.com/Mosk



HUNG-FU KORALA



Sketchozine.com Vol.4 : CUTESIES

Artist: **SVETLANA SABLINA**
www.Sketchoholic.com/vestaNevesta





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HW 2010



CHRISTIAN LIESCH Sketchoholic.com/ia97lies



RAFSYA BASITH Sketchoholic.com/puppetvector



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MATTHEW BLAIR Sketchoholic.com/matthewjblair



JARETT SITTER Sketchoholic.com/jarett

DANIEL GUTIERREZ Sketchoholic.com/Dantrev



MICHAEL YATES Sketchoholic.com/yyates05



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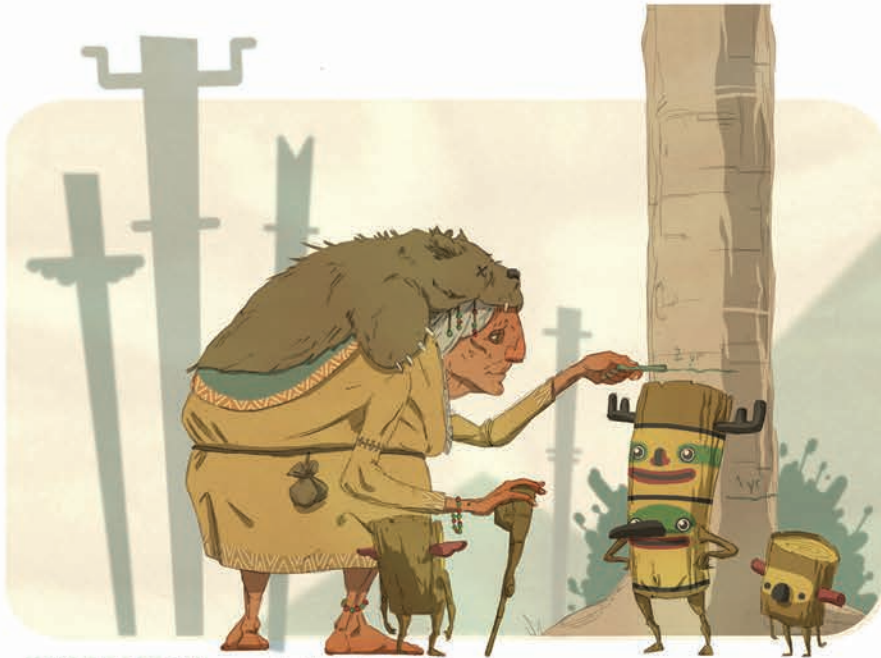




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TOO CUTE...



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KATIE VLIETSTRA Sketchoholic.com/anklebones



JUAN ROMAN ANGEL
Sketchoholic.com/nastybeggar

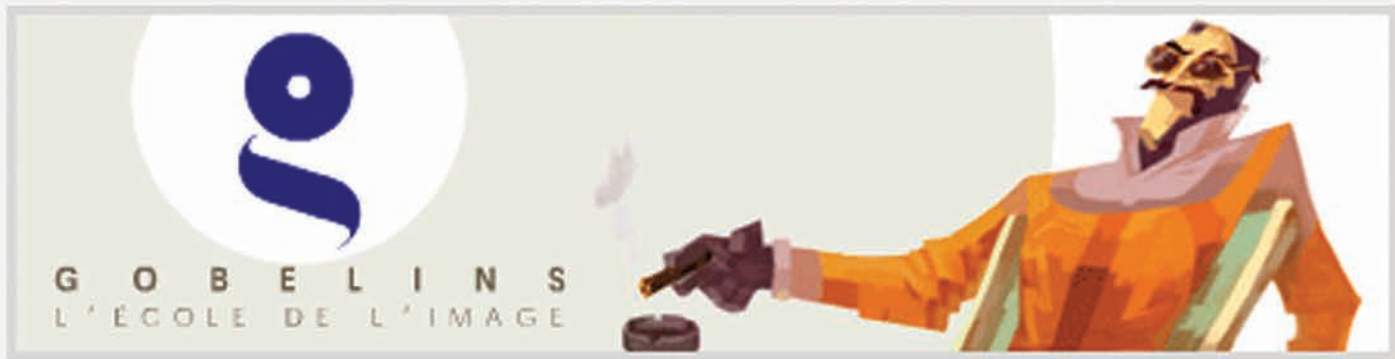
...TO LEAVE OUT

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MORE CUTESIES



Sketchozine.com Vol.4 - CUTESIES Incredible artists, illustrators, designers, sculptors, animators, photographers await you!





Gobelins L'Ecole de L'Image or Goblins School of the Image is a Parisian school, located near the Latin Quartier, dedicated to the visual arts. A consular school funded by the Chamber of Commerce and Industry of Paris, it provides training in various formats at a variety of different costs. It is best known for the Cinéma Department of Animation, founded in 1975 by Pierre Ayma, who brought the school into the spotlight. It acquired an international reputation, producing numerous talented individuals and teams which found their place within studios as prestigious as Disney, Universal Studios, Hanna Barbera, Pixar, Dreamworks and Warner Bros. Some of its former students include a great number of strip cartoonists and animation artists such as Didier Cassegrain, Cromwell, Jean-François Miniac, Pierre Coffin and many others. Many industry people of international fame have also taught at Gobelins.

It offers both basic and professional training in the fields of photography, multimedia (web design, interactive projects), communication and industrial graphics, video, and animated films (hand-drawn, digital and 3D). Gobelins' philosophy is to allow the students to attain a professional level of skills in order to join the professional world of animation. At the end of the year there is a jury composed of professionals from the animation world. Very strong links with French, European and overseas studios.

Curriculum

The three year programme builds on the traditional curriculum, providing the students with the opportunity to work with both traditional (hand-drawn) and digital techniques for animation, while at the same time nurturing their creative skills. We seek to train young artists who will help shape the future of animation in France and around the world. As such, the programme takes into account a rapidly evolving industry. It is designed to enable students to work with new methods and technologies while still enhancing their classical animation skills, including those valuable skills for all animators - acting, timing and observation.

Degrees offered are 3 year animation artist programme and 1 year animation and film production management course: University degree (Master) in partnership with the University of Marne-la-Vallée.

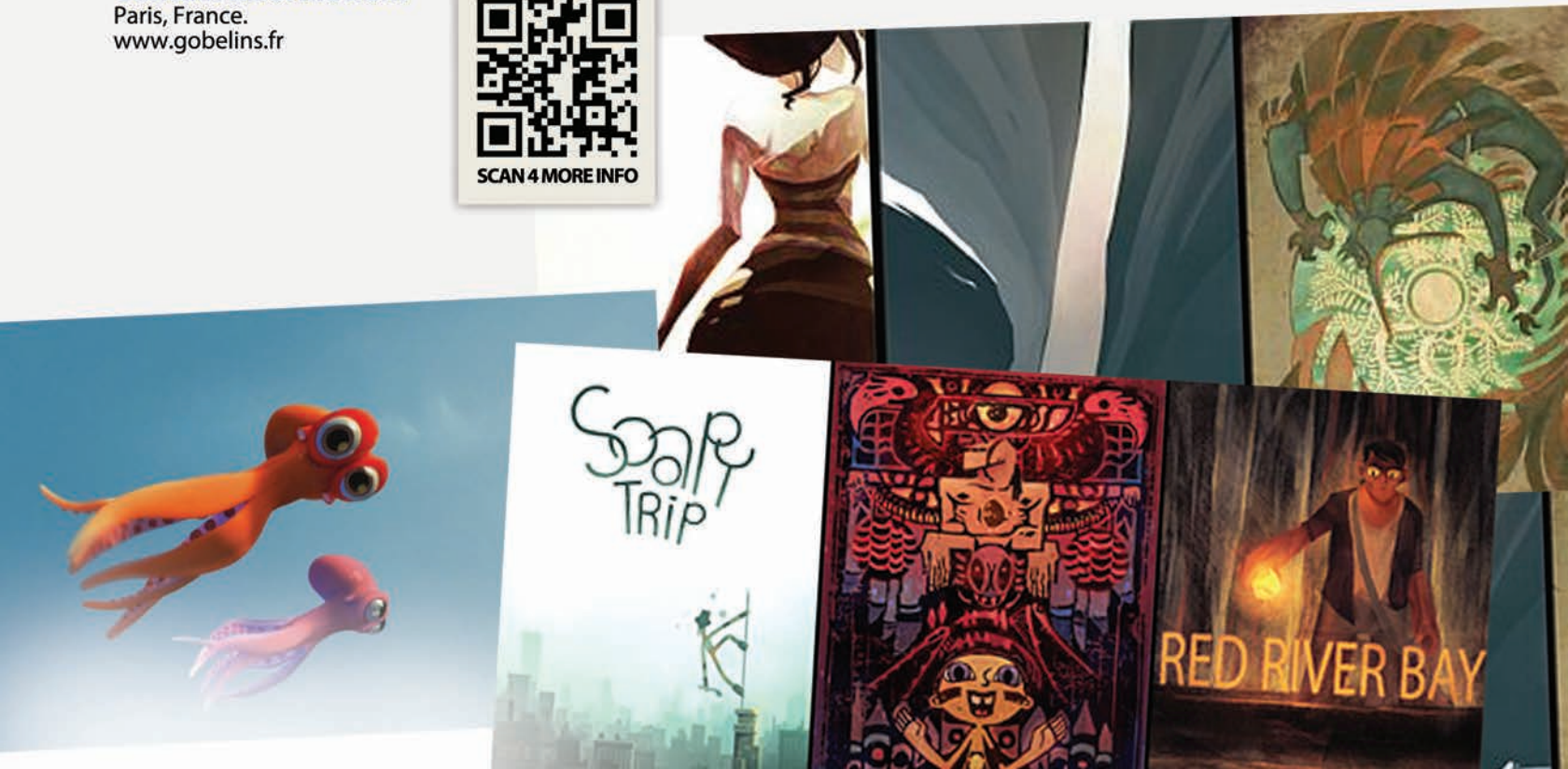
There are 60 to 80 teachers (95% are professionals from the animation world). There are 80 Animation artists and 20 Production management students. Exchange programmes with Calarts (Los Angeles, CA, USA) and Filmakademie Baden-Württemberg (Germany) allots up to foreign students per year.

Entry requirements

Three stage entrance exam for the animation artist course (written test for drawing, storyboard, narrative skills, artistic culture; portfolio review; interview)

Contact Information:

Paris, France.
www.gobelins.fr



A seamstress is waiting for her husband to come back from the war.

Trois Petits Points (2010) 03:33 | Animation - Conceptual / Thriller
Produced at GOBELINS, l'école de l'image (www.gobelins.fr)

CREDITS: Created, Directed and Animated by Lucrèce Andree, Alice Dieudonne, Tracy Nowocien, Florian Parrot, Ornélie Prioul, Rémy Schaepman. Music by Pablo Pico, Sound Design by Vincent Hazard.

- Best Animation Music award, Aniwo2010, International Student Animation Festival (CISAF), Chine
 - Best Short, View Award 2010, Italie
 - Best 2D Animated Short Film - Student - INTERNATIONAL, 2010, 24FPS, Inde
 - Grand Prize, Tokyo International Anime Fair 2011, Japon
 - 2nd prix, Festival International du Film de l'Étudiant 2011 (FIFE), Maroc
 - Animated Short Film Student, FICO BAF Awards 2011, Inde
 - Prix spécial du Jury, Catégorie Films de fin d'études, Festival International du Film d'Animation 2011 (FIFA), Anney, France
- Trois Petits Points a été sélectionné au :
- Festival Paris Courts Devant, France
 - PISAF 2010, Corée du Sud
 - Festival ArtCourtVidéo, France
- ...See more of the festivals this film has been screened at on the web.

This and hundreds of other great student films, independent & studio produced shorts are featured in our upcoming ANIMATION STORIES Vol.8 Book. Preview the book online only at www.Sketchozine.com. Watch awesome animated & stop motion films, speed-paint illustration videos & workshops, 3d reels at www.YouTube.com/MadArtistPublishing. Thank you to all of the great schools producing talented individuals.

Having just arrived in a wood, a king wants a beaver to help him build a castle.

LE ROYAUME (THE KING AND THE BEAVER) (2010) 04:09 | Animation - Comedy / Drama
Produced at GOBELINS, l'école de l'image (www.gobelins.fr)

CREDITS: Created, Directed and Animated by De Nuno Alves-Rodrigues, Oussama Bouachera, Julien Chheng, Aymeric Kevin, Sébastien Hary, Franck Monier, Ulysse Malassagne. Music by Mathieu Alvado, Violin by Justine Vervelle, Flute by Johane Favre-Engel. Music Mix by Benoit Navarret, Sound Design by Vincent Hazard. Sound Effects by Andre Fevre. Mix by Julien Alves. Clement Naline.

- Best Digital Character, View Award 2010, Italie
- First prize of the public, Future Film Festival 2011, Italie
- PISAF 2010, Corée du Sud
- VIEW Award 2010, Italie
- International Short Film Festival Leuven 2011 (ISFFL), Belgique
- Festival International du Film de l'Étudiant 2011 (FIFE), Maroc
- Festival International du Court-Métrage Étudiant de Cergy-Pontoise 2011, France
- Ici et demain 2011, Festival artistique étudiant (Paris), France
- Festival National du Court Métrage Étudiant 2011, France
- SIGGRAPH 2011, Canada

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A child fishing in a puddle using bananas as bait catch to fish. He catches a fish bigger than he can handle and flees while the giant fish pursues him.

Après La Pluie (After The Rain) (2008) 02:57 | Animation - Adventure
Produced at GOBELINS, l'école de l'image (www.gobelins.fr)

CREDITS: Charles-André Lefebvre, Manuel Tanon TCHI-Louis Tardivier, Sébastien Vovau, Emmanuelle Walker.

- Festival CICDAF 2009 (China International Animation and Digital Arts Festival)
- Festival SIGGRAPH 2009
- Festival of Very Short 2009
- Always Short Festival 2009
- FICCI BAF AWARDS Festival (India)
- Festival PISAF 2008

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Three young birds long to experience what is beyond the high mountains of the valley. Flap must overcome his fear of flying after a terrible accident, if he is to migrate out of the valley with his two friends.

Pandore (2009) 02:25 | Animation - Comedy / Cute
Produced at GOBELINS, l'école de l'image (www.gobelins.fr)

CREDITS: Marion Stinge, Meryl Franck, Benoit Guillaumot, Nicolas Caffarel, Elen Le Tannou.

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Animation

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DYLAN KURP *Sketchoholic.com/Kurp* Film: www.bit.ly/nGyzXX

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Produced at www.facebook.com/lascanofilms

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Produced at www.AnimationMentor.com

Marcelino and Bartolomeo

Present:

MARIO POCHAT *Sketchoholic.com/pochat* Film: www.bit.ly/qdellB

SCAN QR CODE TO WATCH THE FILM

Produced at The Animation Workshop www.animwork.dk

**THE SAGA OF
BIORN**

BENJAMIN KOUSHOT Film: <http://bit.ly/oh1vlv>

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Produced at SVA (School of Visual Arts) www.schoolofvisualarts.edu

RABBIT KADABRA!

KRZYSZTOF FUS *Sketchoholic.com/VikingBear* Film: www.bit.ly/qF5056

SCAN QR CODE TO WATCH THE FILM

Produced at Digital Rebel Studio www.Digital-Rebel.com

HOLY MONKS

LUIS ARIZAGA RICO *Sketchoholic.com/Arizaga* Film: www.bit.ly/r4EmxP

SCAN QR CODE TO WATCH THE FILM

Produced at www.AnimationMentor.com

GRIP

ALLI SADEGIANI *Sketchoholic.com/Alli* Film: www.bit.ly/nTfyu

SCAN QR CODE TO WATCH THE FILM

Produced at Ringling School of Art and Design www.ringling.edu

origins

ROBERT SHOWALTER *Sketchoholic.com/RobertShowalter* Film: www.bit.ly/nO4Bzs

SCAN QR CODE TO WATCH THE FILM

Vol.4: ARTIST INDEX

SKETCHOZINE'S INDEPENDENT ARTIST MANIFESTO

We hereby declare this manifesto. It's the manifesto of all Independent artists, photographers, animators, illustrators, designers, sculptors, painters and other creative individuals. As independent artists, we realize that we must create, produce, and promote ourselves, our talent & artwork. We realize creating and promotion are two entirely different mind-sets and that the actual PROMOTION aspect may be much harder for some than actually creating it.

Let us all spread the word of world's up-and-coming artists, photographers, animators, illustrators, designers, sculptors, painters and other creative individuals. Let us reach our audience, potential clients, potential employers, through word of mouth and referrals.

We will do our best to promote artists, we will make our magazines available to everyone on the web and connect with our fans. We will listen to YOU and give you the power to make content and selection decisions. We will provide tools that will educate and our members in self-promotion.

We need you and everyone you know to spread the message of the Independent movement. It begins today and now, so join our websites and publications and start adding your portfolio content. The power of one equates to the power of many.

We hereby declare this Independent Artists Manifesto. It is time for us to wake each other up and showcase the talent that is brewing in the world. Learn, draw and share together on Sketchoholic.com and DailyTalent.com

Connect with great artists, take part in contest and populate your profile to be featured and mentioned in publications: Sketchozine.com, 3dFxMagzine.com, OfficialAnimator.com, OfficialSculpture.com.

Everyone deserves exposure!

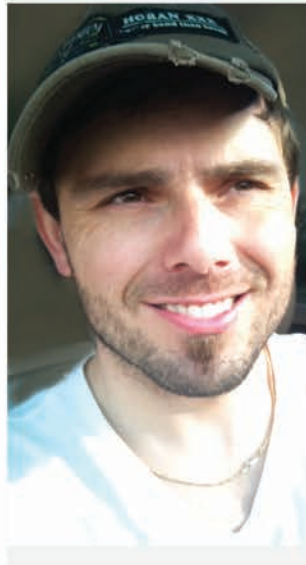
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Register on Sketchoholic.com, LIKE US and give a shout out on our Facebook page, include your Sketcho username and a link to one of your illustrations. Offer open to existing members also.



LETTER FROM THE EDITOR

I'd like to take this opportunity to once again thank the Editorial Team, every single artist, individual, volunteer, blog, sponsor, company that has graciously agreed to be part of our ongoing publications. Volume 4 solidifies our spot in this industry and has allowed for MadArtist Publishing to collaborate on additional creative books and tribute series. We continue to promote thousands of artists from all around the globe. I thank all the artists who have written in with the testimonials and praises of how Sketchoholic and Sketchozine has helped them in their careers.

We are working hard on giving you newer features that will further assist you in training, promotion and employment opportunities. I want to thank all of the academic institutions that have endorsed our books and have agreed to use our reference books as reference materials for their students. If you would like us to make an alumni or grad book for your talented students or company visit us at www.MadArtistPublishing.com.

I hope that whoever you are, have enjoyed looking at this book online or off and will support our artist and us in continuing this project. There are some great things coming to our books and to our websites. If you have any questions, suggestions or ideas feel free to add me to your Facebook, Sketchoholic or LinkedIn network.

Marcin Migdal - Editor In-Chief
Facebook.com/MarcinMigdal
Sketchoholic.com/MarcinMigdal



COVER

WANCHANA INTRASOMBAT

I'm a freelance 2D concept artist, character design and illustrator. I'm very interested in cartoon and fantasy world within the "cute style". I get an inspiration from childhood dreams and try to explain my imagination to the world. I had finished bachelor's degree of Fine Art.
www.Sketchoholic.com/Jessea
<http://victorior.cgssociety.org/gallery>
<http://on.fb.me/rFRsUm>

PAGE 5

RASHID ZAKARIA

Ex-Storyboard Artist in Selangor, Malaysia. I studied and worked in Mechanical Engineering field for more than 3 years. I decided to move into the art industry in 2010 when I discovered Deviant Art website and became interested in comic coloring. In drawing styles, I like Humberto Ramos & Francisco hererra drawing styles. I'm not really experienced in art but I will never stop to expand and develop my skills in traditional or digital art. Currently, I'm working as a site supervisor and trying to find my place in art industry.
www.Sketchoholic.com/Chiko
www.chiko666.deviantart.com

PAGE 9

BRANDON KALLMES

My name is Brandon Kallmes and I am an Artist/Animator living in Seattle Washington. I like to think I am young at heart so I like to create work that reflects that. You can visit my blog to see some of my work in progress at my blog.
www.Sketchoholic.com/bouncybox
www.bouncybox.blogspot.com

PAGE 10,11

KITTY FUNG

A 2D animator who also loves storytelling, drawing and painting.
www.Sketchoholic.com/kitty
<http://kittyfung.blogspot.com>

PAGE 12

SALVADOR RAMIREZ

Salvador Ramirez lives in Guadalajara, Mexico. he has been working professionally as a concept artist for around 5 years, but drawing his entire life. Hi has developed his art mainly focused on the animation market, although he participated in other kind of projects like children's books, commercial campaigns and character design for multiple companies. "inspire and entertain"
www.Sketchoholic.com/reevolver
<http://reevolver.deviantart.com>

PAGE 12

DAVE NEALE

I've been a professional illustrator for around 6 years, working on things as varied as games art, logo design, educational publishing and CD cover art. Past clients include EA games, Oxford University Press and the BBC.
www.Sketchoholic.com/DaveNeale
<http://daveneale.blogspot.com>

PAGE 13

COEN HAMELINK

Hi, my name is Coen met een C (in English: Coen with a C), Dutch illustrator & designer, living in Utrecht, The Netherlands. I grew up close to the quiet beaches in Zeeland, the south of Holland and have drawn ever since. I love fresh jus d'orange, (playing) good music, cats, children's books, animation, theatre, strange people and nature. Projects & experience: animation, education, music, theatre and art. I am available for independent projects of illustration and design or collaborations. Feel free to contact me and I will surely create something great for you.
www.Sketchoholic.com/coenmeteenc
www.coenmeteenc.nl

PAGE 14

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My name is Brandon Kallmes and I am an Artist/Animator living in Seattle Washington. I like to think I am young at heart so I like to create work that reflects that. You can visit my blog to see some of my work in progress at my blog.
www.Sketchoholic.com/bouncybox
www.bouncybox.blogspot.com

PAGE 15

BRANDON GREEN

I LOVE TO DRAW! I graduated from Ringling School of Art and Design in 2006 with my Bachelors degree in Illustration. I currently live in Lubbock, TX where I work as an illustrator for kid's apparel and gift products. Feel free to check out my stuff at links below.
www.Sketchoholic.com/meanmeanbg
bgreenillustrator.blogspot.com

PAGE 15

ALEX MELIK-ADAMOV

Introduce you to OMG, a team of talented illustrators and designers, producing cutting-edge imaging work for clients on a global basis. Our multidisciplinary team produces digital illustrations, animations and design for advertising, architecture, packaging, games, publishing and TV/Media. We have produced work for the following international brands: Coca-cola, Pepsi, Red Bull, Muller Dairy, LG, AMD, De'Longhi, Yo-plait, Nestle, Volkswagen, Jaguar, Henkel, Proctor & Gamble, Wrigley.
www.Sketchoholic.com/omg88
<http://alexmelik.cgssociety.org/gallery>
<http://on.fb.me/p8qWp5>

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EDUARDO SÁ SCARNEIRO

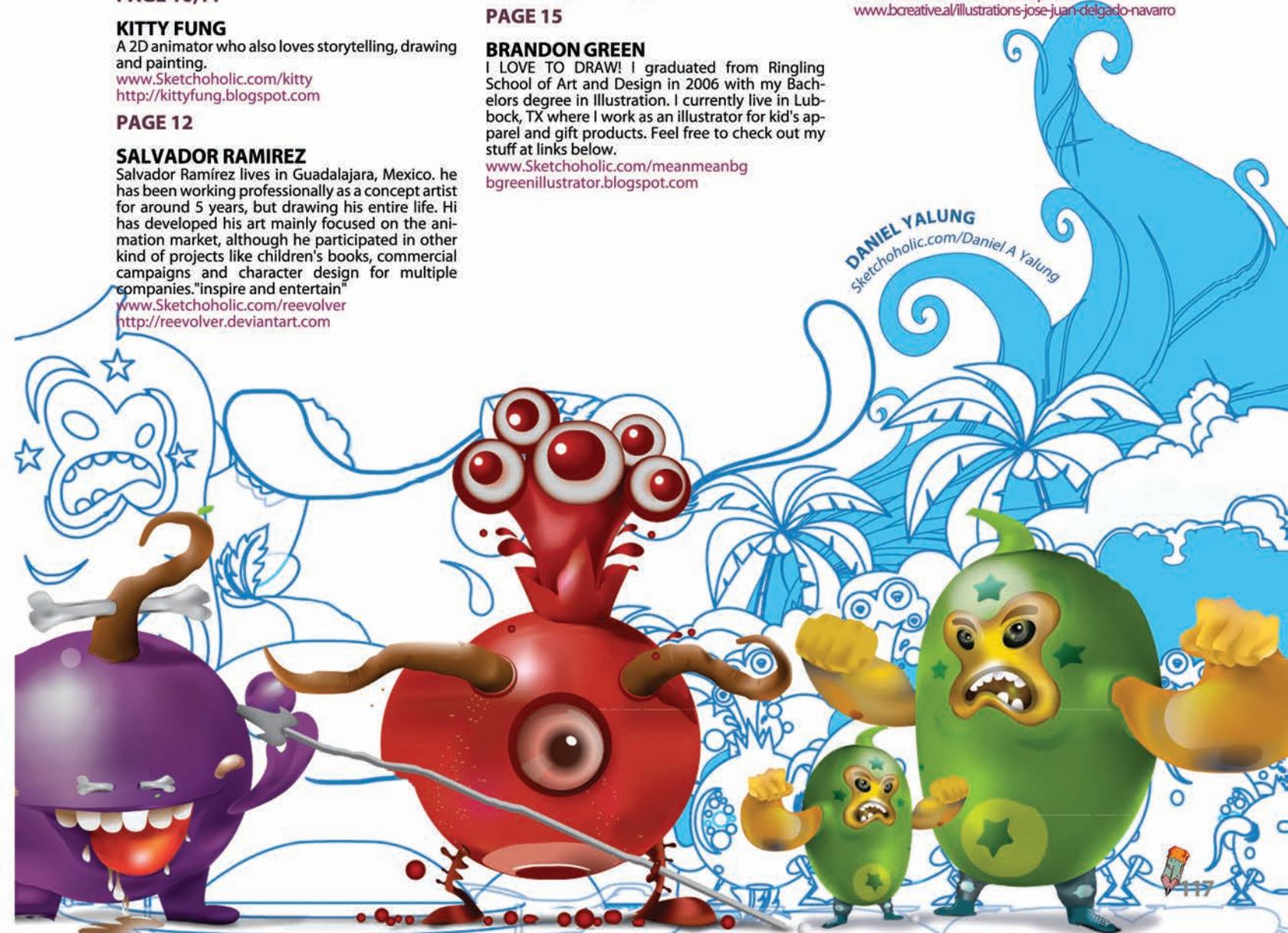
Hi, My name is Eduardo Sá Carneiro and I'm an art lover. Currently I am living in Brazil with friends and I am instructor on a art school, teaching art applied on game development. Feel free to contact me to ask anything about my work or share informations about art.
www.Sketchoholic.com/EduardoSCAR
www.educarneiro.blogspot.com

PAGE 22

JOSÉ JUAN DELGADO NAVARRO

Currently studying animation, also working as a concept artist in a vfx studio. Drawing its a very meaningful word, it has become my full time hobby. Since I can remember I always wanted to make drawing not just a hobby, but my lifestyle...And i think I'll still love it after I die.
www.Sketchoholic.com/PepeDN
www.bcreative.al/illustrations-jose-juan-delgado-navarro

DANIEL YALUNG
Sketchoholic.com/DanielAYalung



PAGE 23

LIRAN SZEIMAN

Hi, I'm an Illustrator and Graphic Designer living in Barcelona, Spain. I'm actually working as a Game Developer and Staff of the Hispanic artist online collective HystericalMinds.com
www.Sketchoholic.com/liransz
<http://szeiman.com>

TIAGO HOISEL

A renowned Digital Illustrator & Artist
www.Sketchoholic.com/TiagoHoisel
<http://hoisel.zip.net>

PEDRO CONTI

Born in Sao Paulo, Brazil. Pedro is a 3D artist, digital painter and photographer. I currently work at Techno Image and freelance in computer graphics and animation. Contact me using links below.
www.Sketchoholic.com/PedroConti
www.pedroconti.com

MARIANO STEINER

I'm a 3D character artist and digital sculptor, working with advertising companies in Brazil for three years and as freelancer character artists for cinematics and film features. I'm fascinated by art since i was just a kid, so now i see my childhood dreams becoming true when i work with characters and creatures.
www.Sketchoholic.com/marianosteiner

PAGE 24

MAX KOSTENKO

I work full time as a Web Programmer for a small university as well doing some freelance Web Design on the side. I am also a published writer, artist, and cartographer for Nevermet Press. I live with my wife and two children in Harrisonburg, VA and enjoy all the stereotypical geeky stuff.
www.Sketchoholic.com/MaxKostenko
www.max-kostenko.com

PAGE 25

KÓSA ZSOLT

Unavailable
www.Sketchoholic.com/KosaZsolt
<http://zsoltkosa.deviantart.com>

MELISSA BALLESTEROS PARADA

I was born on January 31th, 1989 in Guadalajara, Mexico. I studied Graphic Design and I've been working in the industry for 4 years now doing Concept Art, Character Design & Animation Storyboards.
www.Sketchoholic.com/melivillosa
<http://melissaballesteros.blogspot.com>

PAGE 26

BOXHEAD STUDIO

BoxHead is an art studio that specializes in children's books and graphic novels, as well as high-end creative services for the entertainment industry.
<http://boxheadstudio.deviantart.com>
www.Sketchoholic.com/BoxHead
boxheadstudio.com

GEORGE REDREEV

Coming Shortly
<http://light-child.cgsociety.org/gallery>
www.Sketchoholic.com/GeorgeRedreev

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BRANDON GREEN

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www.Sketchoholic.com/meanmeanbg
bgreenillustrator.blogspot.com

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PEDRO CONTI

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www.Sketchoholic.com/PedroConti
www.pedroconti.com

PAGE 30

BENOIT THERRIault

Benoit Therriault is currently working as a Concept Artist and Animator at Shed Montreal. Benoit loves everything about animation but mostly storytelling. He has done many illustration projects over the years and when he's not having fun with his family he can be found doodling on his cintiq tablet.
www.Sketchoholic.com/OpticNerve
<http://benoittherriault.blogspot.com>

PAGE 31

THIAGO SOARES

Born in Sao Paulo, Brazil, in 1986 I've been drawing and creating stories since I was a child. I started my career with illustration in 2004, drawing child books and course books in a company in Santo Andre, also in Brazil. Nowadays I'm still drawing child books, concepts, character design and background for 2D animation, and now I'm animating in Flash and 2D traditional.
www.Sketchoholic.com/thiago5
<http://thiagolog.blogspot.com>

CAIO BORACINI

I'm a cartoon lover since I was a kid. I started drawing when I was 2 years. Nowadays I work with cartoons for school books and also make my own art.
www.Sketchoholic.com/caiu aestaca
caiu aestaca.deviantart.com/gallery

LEON ZOCCARATTO

Leon, Brazil. Illustrator and artist, working in a studio specialized in illustrations for children's books and schoolbooks, moreover working as a freelancer. Creating watercolors, prints, graffitis, acrylic/oil paints, and their digital versions. Dealing with areas such as creating characters, comics, cartoons and realism. Currently searching to specialize in the field of animation.
www.Sketchoholic.com/mondodeleon
www.Sketchoholic.com/Leon-SZ
<http://www.ilustracartoon.com.br>

PAGE 31

MARK SOUTHARD

I've had training in Computer Aided Drafting(CAD) & a lifetime of self teaching in various forms of art. CAD-drafting, blueprints, 3d modeling(from a single machine part to a full house, & 3d characters). Art jobs-tattoo & custom car paint template designs, commissions, & web banners.
www.Sketchoholic.com/Necabart
<http://legendsfromtheblog.blogspot.com>

RUI GOMES

Hi, i am from Portugal, i am graduated in Multimedia Design. Currently I just draw at my spare time. I am more focusing at digital painting and animation, but besides that I never lost interest in the traditional media. I love to give a lot of movement and action to my works, as so making things that do not exist, appear real.
www.Sketchoholic.com/Foice
<http://elfoice.wordpress.com>

GALIT WEISBERG

A jack of many trades. Currently working as a concept artist for a start-up company in Israel. I have worked as a 3D general artist, a 2D compositor and motion designer, but my secret passion was always illustration and i still do freelance when I can. i hope to someday be a full-time illustrator.
www.Sketchoholic.com/shoze
www.galitweisberg.com

PAGE 32

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www.Sketchoholic.com/shoze
www.galitweisberg.com

PAGE 33

EWA LUDWICZAK

Ewa was born in Poland in 1988. At the age of nineteen, she moved to Germany and joined an esteemed art school, where she learned traditional drawing and painting. After graduating, Ewa moved to Berlin and now works as a freelance artist. She loves traditional media and her primary passion is illustrating children's picture books.
www.Sketchoholic.com/EwaLudwiczak
<http://ewaludwi.wordpress.com>

PAGE 38,39

WANCHANA INTRASOMBAT

I'm a freelance 2D concept artist, character design and illustrator. I'm very interested in cartoon and fantasy world within the "cute style". I get an inspiration from childhood dreams and try to explain my imagination to the world. I had finished bachelor's degree of Fine Art.
www.Sketchoholic.com/victorior
<http://on.fb.me/pNp9KS>



NATHANAEL LARK
www.Sketchoholic.com/NathanaelLark



PAGE 40

STEVEN VERRY

Steven Verry, 25 year old Belgium based artist interested in illustration, design, photography, etc. Currently working as a Designer for an Online Interactivity Agency. Likes cake, movies, drawing, art supplies, buying stuff, cookies, his Mac, art/animal/baking books, cocktails, 80's music, standup comedy. Dislikes government employees, cables tangling up, Belgium and rice cakes
www.Sketchoholic.com/stevenverry
www.rainbowengine.com

PAGE 41

SYDNEY HANSON

I'm a medical storyboard artist/ animator currently working in Minneapolis. I love to draw funny stuff so I was pretty enthused when I stumbled upon Sketchoholic. It's a great change from drawing kidneys and intestines all day. Visit my blog!
www.Sketchoholic.com/sydwiki
www.sydwiki.blogspot.com

CYRIL BRENNER-LOEGEL

Ideo is a french illustrator/character designer based in Korea. He loves to create cuddly cute creatures and the story around them. His influences and inspirations are among others Greg Baldwin, Bobby Chiu, David Guertin, Florian Satzinger and Kim Jung-gi.
www.Sketchoholic.com/ideo
blog-ideo.blogspot.com

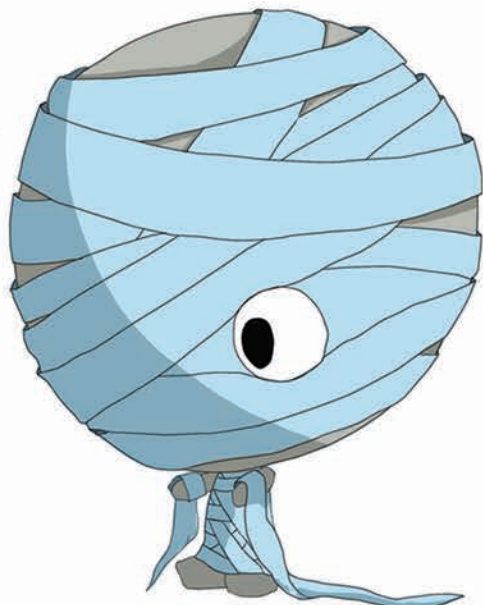
LANE GARRISON

Lane Garrison graduated from the University of Arizona with a Japanese History and Illustration degree. He had the opportunity to intern at Walt Disney Imagineering in the Creative Entertainment department from 2010 to 2011 doing creative design and concept illustration and is currently working with Walt Disney Imagineering Research and Development as a creative consultant.
www.Sketchoholic.com/khoru
<http://oolongchronicle.blogspot.com>

PAGE 42

BIANCA VAN LOON

Graduated at the University of Amsterdam, I'm a freelance illustrator based in the middle of the bulb region in the Netherlands. I like working with both Photoshop and Illustrator. I am inspired by animated films, comics and by the beautiful nature that surrounds me.
www.Sketchoholic.com/Bianca_van_loon
www.biancavanloon.nl



HAMLATUL ARSY www.Sketchoholic.com/Alquimie

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MIKE MEDICINEHORSE

I've been a slave to my artistic tendencies since I was a child. My inspirations are comic book art, 3D animation and film. Daily I work as Chief Animator at Hybrid Medical Animation with a focus in rendering and look development. Nightly I can be found digital painting to movie soundtracks.
www.Sketchoholic.com/medicinehorse
mikeisrendering.blogspot.com

ANGELA BELL

I studied traditional illustration back in 1997. In 2006 I fell in love with digital painting and started teaching myself from online resources. From there I studied Jason Seiler's caricature course on Schoolism. I'm presently gradually building up my portfolio with commissions and studio pieces. Concentrating on caricatures and fantasy themes.
[www.Sketchoholic.com/Little Black Wings](http://www.Sketchoholic.com/Little_Black_Wings)
http://littleblackwings.tumblr.com

TOBY GRAUBERGER

Toby Grauberger is a talented Illustrator/Artist based in Dallas TX. He has worked on projects ranging from Paintings, T-Shirts, Short Animated Films, Kids Books, Logo Design, CD Design, to Webpages and Magazines. His off the wall webpage at www.TobyArt.com shows off the work that spews forth from his hand in a colorful artfest of fun.
www.Sketchoholic.com/TobyArt
www.TobyArt.com

FRANCIS JAMES ARANDEZ

I was born 1990 and graduated at CIIT majoring in Computer Graphics Design and Multimedia Application. As a young artist I am still currently experimenting with different styles and mediums finding the best fit. That said sketching and painting hold a certain freedom I enjoy being able to experience.
www.Sketchoholic.com/Franandez
http://franandez.deviantart.com

KEISUKE CHRISTOPHER HIRATA

I'm an illustrator/animator who lives in Japan now. I've graduated the traditional character animation program at VanArts in Canada, in 2010. I really love drawing and animating kids and everything cute. Currently I'm taking a 3D animation course at Animation Mentor, and exploring more possibilities for my creation.
www.Sketchoholic.com/c_box
http://cboxanimation.blogspot.com

CORY GOODWIN

Animator from Toronto, Canada
krop.com/corygoodwin
www.Sketchoholic.com/goodw1n
http://rockintheroad.blogspot.com



LUIS GOMEZ-GUZMAN www.Sketchoholic.com/LuisGG

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REINALDO RODRIGUES DE CASTRO ROCHA

Hi! I'm Reinaldo Rocha and I love what I do. I make all works the best as I can. That's what make me happy and bring me the trust to be on the right way. I'm graduated in Design, Now working as freelancer. My blog: reinaldorocha.blogspot.com.
www.Sketchoholic.com/reinaldorocha
www.reinaldorocha.com

CAIO BORACINI

I'm a cartoon lover since I was a kid. I started drawing when I was 2 years. Nowadays I work with cartoons for school books and also make my own art.
www.Sketchoholic.com/caiuuastaca
caiuuastaca.deviantart.com/gallery

ANNAGRACE PETERS

My name is AnnaGrace Peters and I live in the county side of Alaska. I have been drawing for as long as I can recall. Although I have taken a few college art classes, most of my improvement has been due to my own daily hours spent drawing.
www.Sketchoholic.com/Kailan

PAGE 49

SANDER MOSK

I'm a self thought freelance Digital Painter and childrenbook illustrator living in the Netherlands. My passion is to bring as much magic and atmosphere to my work as possible.
www.Sketchoholic.com/Mosk
http://m0sk.deviantart.com

PAGE 50

SABINE RICH

Was born in France in 1980, but lived everywhere else in the world while growing up. So I'm not really from "anywhere". I have always loved drawing, and have been doing it professionally for the last 10 years. I'm a self taught artist and I'm still having fun learning.
www.Sketchoholic.com/sabrane
http://sabrane.deviantart.com

KIMBERLY WYCKOFF

Kimberly Wyckoff was born and raised in Tucson Arizona and graduated from the University of Arizona's Illustration and Graphic Design program in 2010. Kimberly mainly works by combining digital and traditional media. She enjoys creating anything from logo designs to personal fine art work. Currently Kimberly is working as a freelance illustrator and Graphic Designer.
www.Sketchoholic.com/kimiii
www.kimiii.com

MIKE MEDICINEHORSE

I've been a slave to my artistic tendencies since I was a child. My inspirations are comic book art, 3D animation and film. Daily I work as Chief Animator at Hybrid Medical Animation with a focus in rendering and look development. Nightly I can be found digital painting to movie soundtracks.
www.Sketchoholic.com/medicinehorse
mikeisrendering.blogspot.com



ANNA JOHNSTONE www.Sketchoholic.com/derSpunk 119

PAGE 50

JONAS MIKKELSEN

I'm an animation student and spare-time artist /illustrator living in Denmark. Creating characters, worlds and stories to go with them is what I love to do. I usually have a little project in the works and I'm always up for a challenge.

www.Sketchoholic.com/jonasbm
www.jonasbm.blogspot.com

PAGE 51

MARTIN ZVEDELA

Hello my name is Martin, I'm 30 and I live in the heart of Europe - Slovakia. I am married, we are expecting our first child in January. My occupation is making and designing decorative items predominantly from wood. I make for both small and large customer orders. In my spare time I love to draw various comic characters, which I am trying to use my resources to delight and amuse people who pursue my creative work. I have not studied design or animation, it is my hobby of which I am very keen and enthusiastic.

www.Sketchoholic.com/zvedo
zvedoart.blogspot.com

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MALGORZATA ARSKA

My name is Malgorzata Arska aka Argot, I am a freelance polish Artist, specialising in Illustration, Character Design and visual development. Art has always been my thing. Now I am concentrating on improving my drawing skills and personal style. Looking to the future, I hope to one day get into the animation industry.

www.Sketchoholic.com/argot-ma
<http://malgorzataarska.blogspot.com>

PAGE 53

SALVADOR RAMIREZ

Salvador Ramirez lives in Guadalajara, Mexico. he has been working professionally as a concept artist for around 5 years, but drawing his entire life. He has developed his art mainly focused on the animation market, although he participated in other kind of projects like children's books, commercial campaigns and character design for multiple companies. "inspire and entertain"

www.Sketchoholic.com/reevolver
<http://reevolver.deviantart.com>

PAGE 54

VICTOR GATMAITAN

I've been working as a freelance storyboard and comp artist for the past 10 years. Working on storyboards, cartoons, comics, fantasy, portraits, and caricatures just thrills me. I enjoy it so much that I am always open for more freelance projects! Please check out my other work at the websites listed.

www.Sketchoholic.com/victorgatmaitan
<http://victorgatmaitan.blogspot.com>

PAGE 55

EDIT SLIACKA

A Slovak artist based in Prague, Czech rep. who specialises in children's books and advertising illustration. Visual Development is one of her aspirations, and she has already begun that journey with an Internet. Animation project which she is cocreator of.

www.Sketchoholic.com/edit
www.editsliacka.com

DAVID MILES

David cut his teeth in Philadelphia and New York City working for clients like Nickelodeon, Disney, Sesame Street, and many others during his time at Unbound Studios. After leaving New York in 2001 David pursued a career in freelance illustration and currently designs children's books for trade and self publishing.

www.Sketchoholic.com/davemiles
www.davidmiles.us

NATA METLUKH

Nata Metlukh is a San Francisco based artist, specializing in editorial and children's illustration. She was born and raised in Ukraine, where had studied applied mathematics, graphic design and painting. Art prevailed and after working in advertising companies for 6 years, she has started illustrating children's books and applications.

www.Sketchoholic.com/Notofagus
www.notofagus.com

RAYA GOV

Born in Byelorussia in what was then the USSR, moved to Israel. Graduated from Beit Berl College and received Master of Arts degree in Contemporary Art from the University of Liverpool. Over the years has worked for multimedia and animation. Currently working as illustrator for children books, advertisements, and more.

www.Sketchoholic.com/Raya
www.rayagov.com

PAGE 58

STEVEN DEGENNARO

Steven DeGennaro is a middle school United States history and special education teacher by day and a self taught amateur digital illustrator by night. He enjoys drawing and painting cute animals and stylized people that appeal to kids of all ages. He hopes to one day work freelance and illustrate a children's book.

www.Sketchoholic.com/It's Steve!
<http://steved1998.blogspot.com>

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www.Sketchoholic.com/victorgatmaitan
<http://victorgatmaitan.blogspot.com>

SANDRA THIEME

My name is Sandra Thieme. I am 23 years old and a student from Berlin, Germany. Next year in spring I will do my bachelor's degree in fashion design. Since I was a little girl I fetched a smile from people, just by my drawing abilities. One wonderful thing about drawing is that you actually notice a rapid development from sketch to sketch. My favorite drawing materials are graphite pencils and also colored pencils. I even gave digital drawing a trial and drew some caricatures with my tablet and photoshop.

www.Sketchoholic.com/sandyzone
sandrathieme.wordpress.com

MATT LATCHFORD

Since graduating in 2005 I have been working as a freelance illustrator and 2d animator. My clients have included Honda, Ninja Tune, Oxford University Press, Richmond Publishing, Pearson Educational and Spec Savers. In 2008 I won a British Animation Award for directing the Music video 'HomeTime' for the band One Eskimo. I also run art workshops for schools in my area and regularly sell original artwork at exhibitions around the UK via the SoulfulGallery.com. My choice of software for digital illustration is Photoshop and Flash for animation.

www.Sketchoholic.com/mattgrafix
www.mattlatchford.com

PAGE 64

HOLLY WADE

Holly Wade is a freelance illustrator and concept artist with a passion for games, apparel design, and story telling. She is expected to graduate from the Academy of Art University in 2013 with her master's degree in character animation.

www.Sketchoholic.com/noiselessness
www.facebook.com/HollyWadeIllustration

SION WIDJAJA

Sion Widjaja is a 3D / 2D artist residing in Canada. His passion for art started from his early age. He is currently working as a character and concept artist for videogames and films. He believes that art is a constant learning process and that we will always be learning something new. More of his work can be found on his website.

www.Sketchoholic.com/SionLee
<http://sionwidjaja.squarespace.com>



PAGE 65

RICARDO MUÑOZ

Born and raised in Quito, Ecuador. I studied Design in my hometown and Arts in Osaka, Japan. I currently live in Dallas, TX and will move to New York in a couple of weeks. I work as an Advertising Art Director and love to explore different ways of communication. Illustration has always been my passion so I keep myself busy with art projects that range from commercial to volunteering.

www.Sketchoholic.com/yajerus
<http://yajerus.deviantart.com>

PAGE 66

DARKO KREČULJ

I study animation and illustration at Faculty of Applied Arts in Belgrade, Serbia. I've been drawing and painting frequently for 11 years. I had and still have a lot influence from traditional art, illustration, animation. I'm anime addict. My goal is to work in entertainment industry as concept artist, illustrator, animator.

www.Sketchoholic.com/TestosteronMan

PAGE 67

DAVID RICHARDSON

Greetings! My name is David Richardson and I was born in the Philippines on May 10 1984. I studied Fine Arts majored in Advertising and also did a Diploma in Digital Animation. I have worked as an illustrator, animation lecturer, interactive designer, and as a 3D Artist. I have worked in Chimney Pot and Candy Lab as a 3D Artist. I really like what I do and I believe that no matter how hard it is, I will try to achieve my goals in this field. To push myself to the limits. At the moment, I am working as a freelance artist and hopefully, find and be part of a motivated and creative team in the films or games industry.

www.Sketchoholic.com/david-richardson
<http://david-richardson.blogspot.com>

PAGE 68

KATY SHANAHAN

Katie Shanahan is a cartoonist from Toronto, Canada. She's worked in the animation industry for the past 5 years as a storyboard artist, animator and designer. She loves making comics, a few of which are featured in the critically acclaimed anthologies "Flight" + "The Anthology Project".

www.Theanthologyproject.com
www.Sketchoholic.com/ktshy
www.ktshy.com

PAGE 69

CHAD WELCH

Chad Welch is an Illustrator and Concept artist who grew up on comics and animation in the small town of Hamshire, near the coast of Texas. He currently lives in Tulsa, Oklahoma, where he weaves together illustrative alchemy for the entertainment and publishing industries.

www.Sketchoholic.com/ChadWelch
<http://chadwelchart.com>



WILLIAM APPLDORN
www.Sketchoholic.com/wjapple12

PAGE 69

TOBY GRAUBERGER
Toby Grauberger is a talented Illustrator/Artist based in Dallas TX. He has worked on projects ranging from Paintings, T-Shirts, Short Animated Films, Kids Books, Logo Design, CD Design, to Webpages and Magazines. His off the wall webpage at www.TobyArt.com shows off the work that spews forth from his hand in a colorful artfest of fun.

www.Sketchoholic.com/TobyArt
www.TobyArt.com

PAGE 69

KIM HANSEN

Unavailable
www.Sketchoholic.com/weissmuller

PAGE 70

WILLIAMS, OWEN

Since gaining a degree in traditional animation, I've worked as a concept artist in the video games industry for the past 5 years in the UK. I'm currently freelancing whilst actively seeking visual development opportunities in the tv and feature animation industry

www.Sketchoholic.com/dalostboyz
<http://dalostboyz.blogspot.com>

PAGE 71

RIMMEL LIVERA

I'm a self taught artist/illustrator from india, currently working as a freelancer. I enjoy doing traditional drawings and paintings (ie. watercolors, acrylics & oils) though I do a lot of digital paintings on photoshop. I love creating characters and various interesting designs. I love what I do and have a passion to keep learning. I like working on illustrations for book, character designs & cool stuff. I'm not limited by these, I'm still learning 3D texturing and lighting.

www.Sketchoholic.com/rimmel
<http://mycupoart.blogspot.com>

ALMA CANCHOLA

A Mexican girl with a degree on Science of Communication, but loves Animation. I've been working since 2009 in diferents animation and videogame projects for a mexican company named KAXAN MEDIA GROUP as: Storyboard Artist - For some short animated films Modeling and texturing Artist- For several Apps for IPOD-IPAD and a Party videogame for Wii. I also have worked as a concept artist desining charactes and backgrounds for videogames.

www.Sketchoholic.com/canchola
www.canchola.deviantart.com

PAGE 72,73

MALGORZATA ARSKA

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www.Sketchoholic.com/argot-ma
<http://malgorzataarska.blogspot.com>

PAGE 76

MIKE BURNS

I am a professional Illustrator specializing in the fantasy, concept art, and children's book genres. I specialize in cuddly kids and critters as well as creepy creatures. If you would like to contact me, please feel free to email me at mrburns928@aol.com.

www.Sketchoholic.com/flammableperson
<http://artburns.blogspot.com>

PAGE 76

EDWIN SCHAAP - ROOTED FILM

Once upon a time in 89' a child was born, which was just fine. He had everything, a nose, a mouth, a chin. His parents decided to call him Edwin. He grew up very happy, and had a tame parakeet, People said the boy grew up to 6.5 feet!. He discovered the 'movie' on his first school. he really wanted to do something with it, because it was cool. Then suddently 3d movies appeared, and he started to explore, after a couple of years he became an Animator!

www.Sketchoholic.com/edwindschaap
www.edwindschaap.com

PAGE 76

JEROEN HOOLMANS - ROOTED FILM

Unavailable
www.Sketchoholic.com/jeroenhoolmans
jeroenhoolmans.nl

PIM REINDERS - ROOTED FILM

Unavailable
www.Sketchoholic.com/pimfm
www.pim.fm

FLOYD ANGENENT - ROOTED FILM

Unavailable
www.Sketchoholic.com/FloydAngenent

VIDJAY BEEREPOT - ROOTED FILM

Unavailable
www.Sketchoholic.com/VidjayBeeropot
www.soundvibe.nl

PAGE 77

LEE STEVENSON

Joined here to hopefully make friends and improve (loosen up) as an artist. I'm currently coming to the end of my time at university and will then be heading out into the great wide open where my dreams may or may not get crushed! My dream is to move to America or Canada and work as a character artist.

www.Sketchoholic.com/mrSameFace
<http://pixelbrushpencil.blogspot.com>

KRIS LEWIS

I'm Kris, I work for Jasper Sinclair Media Publishing Group LTD. I graduated Animation Mentor with a certification in "advanced character animation" in 2008. I love animals, as is pretty clear in my art, and I'm a huge computer geek.

www.Sketchoholic.com/Greykitty
www.mithmeoi.net

ALBERTO BIANCHI

Unavailable
www.Sketchoholic.com/quellobianco



DANIEL SCHERER www.Sketchoholic.com/derSpunk

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DARNELL LYSIUS-DICETTE

My name is Darnell Lysius-Dicette. I am a Montreal born Animator who studied at Sheridan College's Animation program. My passion is Design and concept, which is what I am currently doing for work. I've only been out of school for a year, and I hope to see and experience many things in the years to come.
www.Sketchoholic.com/Demento-Phobia
<http://demento-phobia.blogspot.com>

STREMENA TUZSUZOVA

I'm a professional web and graphic designer with a passion for sketching and painting. When at work, I'm a self motivated person with an extremely well developed sense of humor. Find more information about me, my projects and contacts on www.stremena.com.
www.Sketchoholic.com/XThrill
www.stremena.com

JISSA TOTESORA

I'm a self-taught artist currently living in the Philippines. I will be taking up Fine Arts major in Advertising this school year. Art has been my passion and music fuels my creativity. I like to draw animals and cute kids. I would like to be a conceptual artist in the future.
www.Sketchoholic.com/jitta
<http://jitta005.blogspot.com>

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CHRISTINA LOBIANCO

Unavailable
www.Sketchoholic.com/Sweetochii

LIXANDRO CORDERO - FOX AND THE CROW

Lixandro Cordero, Dreamer, Visual Artist, Illustrator, Motion Graphics Designer and 3D Animator. Has come a long way from Cuba, with lots of projects and an open mind and heart. Graduated in 2009 at Vancouver Film School with the short film "the Fox and the Crow". Still have the ultimate dream of working at Pixar Studios.
www.Sketchoholic.com/lixcordero
lixcordero.carbonmade.com

PAGE 80

BRETT BEAN

Brett drew on everything from his homework margins to the living room walls, thus starting his slow descent into the underbelly of visual design and illustration. Since those fateful years he's worked in video games, apps, card games, board games, books, and film. He has 4 published art books, is currently freelancing in California, and teaching character design at Gnomon school of visual FX. He lives with his wife Julie, a brilliant jewelry designer, and Chaplin, his near silent Chihuahua / Jack Russell terrier.
www.Sketchoholic.com/2dbean
www.2dbean.blogspot.com

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NATA METLUKH

Nata Metlukh is a San Francisco based artist, specializing in editorial and children's illustration. She was born and raised in Ukraine, where had studied applied mathematics, graphic design and painting. Art prevailed and after working in advertising companies for 6 years, she has started illustrating children's books and applications.
www.Sketchoholic.com/Notofagus
www.notofagus.com

KALLE BLADIN

Hi, I'm a self-taught illustrator/artist living in Sweden. I have a passion for creating characters and creatures with storytelling and style. I mostly draw using Photoshop but I love traditional drawing and painting. I'm currently working with book illustrations, T-shirt designs and CD-covers.
www.Sketchoholic.com/k-bladin
www.kallebladin.carbonmade.com

PAGE 82

PATRYK HARBYN

My name is Patryk Harbyn, I'm 21 and I was born in Belchatów, PL. I'm a CG artist, mainly specialized in matte painting, and generalist / character TD. Currently I'm working Digital Matte Painter at SCANLINE VFX, Munich, DE.
www.Sketchoholic.com/phabryn
www.phabryn.com

PAGE 83

HANA AUGUSTINE

Heya guys!! nice to see artists from all around the world here.. !! ^^ i wish to meet you guys in the contests and please visit my blog at www.qnoisartworks.blogspot.com
www.Sketchoholic.com/qnoi
www.qnoisartworks.blogspot.com

VIKRAM ATHAVALE

Hi folks, my name is Vikram Athavale, an illustrator, concept artist and animator from India. I am a graduate from an art school with portrait as the specialization subject. You can contact me at vikartoons@hotmail.com and I would love to have feedbacks on my paintings as well. I hope you enjoy my work.
www.Sketchoholic.com/vikartoons

DANIEL DEPAOLO

I'm a hard working free-lance illustrator living in the Portland area. I've worked for a wide variety of clients creating character designs, producing storyboards, and working scripts into fully realized, printed comic books. I enjoy a good challenge from anyone interested in contracting my services. My influences include current and past masters of street art, as well as comic creators too numerous to mention within these short confines.
www.Sketchoholic.com/dan-gr-fix
www.danieldepaolo.blogspot.com

PAGE 85

TIBI ELAD

I came from Israel to L.A to pursue my dream of illustrating for the entertainment industry. After learning about Art Center College of Design, and what was then their Illustration and Entertainment program, I knew that was the place for me. Four years later I graduated and, after a few freelance projects, landed my current job as Art Director at Lantern LLC on a very fun cartoon oriented game.
www.Sketchoholic.com/tbelad

PAGE 90

AUGUSTO KAPRONCZAI

As a graduate of Vancouver Institute of Media Arts, Augusto spent several years in Vancouver working in the animation industry as an animator. He's worked on such shows as Mucha Lucha, The Buzz on Maggie, Being Ian, Viva Pinata, Chaotic, Wow Wow Wubbzy! and Sinbad the Dreamworks feature. Augusto specializes now in conceptual art and character illustrations in the gaming and animation industries. Visit www.gugz.ca for more of his work.
www.Sketchoholic.com/Googs
www.gugz.ca

PAGE 91

MARTIN HERNANDEZ

Illustrator, creative and comic colorist. Improving and experimenting with new ways to communicate ideas, and create great and cool concepts. More about my work on my website www.aladecuervo.com.
www.Sketchoholic.com/aladecuervo
aladecuervo.deviantart.com

CYRIL BRENNER-LOEGEL

Ideo is a french illustrator/character designer based in Korea. He loves to create cuddly cute creatures and the story around them. His influences and inspirations are among others Greg Baldwin, Bobby Chiu, David Guertin, Florian Satzinger and Kim Jung-gi.
www.Sketchoholic.com/ideo
blog-ideo.blogspot.com

DIRK VAN DULMEN

Coming from a freelance illustrator background, Dirk currently works as a graphic artist for Zylom Gamestudio, powered by Gamehouse, in Eindhoven, the Netherlands. He has a passion for visual storytelling, and believes that true art is in the doing of it. Feel free to contact or have a look at his work on his blog.
www.Sketchoholic.com/dirk
dirkvandulmen.blogspot.com

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HIEN TRAN

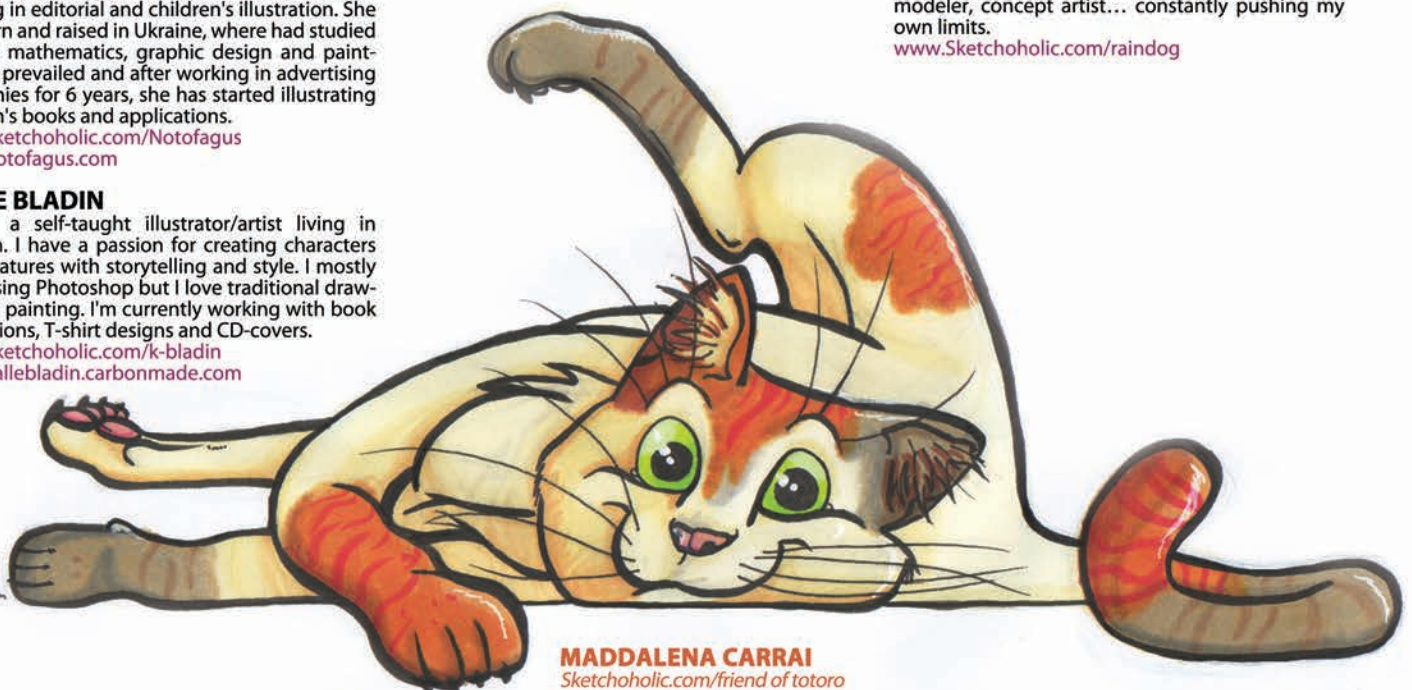
Unavailable
www.Sketchoholic.com/tranhien

JOSE RAMOS

My name is Jose Ramos, and I'm from Spain (Canary Islands), and I'm a freelance artist.
www.Sketchoholic.com/jose_ramos
<http://josedarias.blogspot.com>

LAZAR BORIŠEV

Drawing and painting, experimenting with various art techniques over 25 years since I could hold the pencil. Air-brush artist, caricaturist, tattoo artist, spray artist, character designer, digital painter, 3D modeler, concept artist... constantly pushing my own limits.
www.Sketchoholic.com/raindog



MADDALENA CARRAI
Sketchoholic.com/friendof totoro

PAGE 93

DEISLAVA TANOVA

Traditional and digital artist. Worked as 2D animator. Employed as 3D environment artist at Ubisoft. Experienced in various styles of creating art, combines different techniques to create unique and rich illustrations. www.Sketchoholic.com/kotka

ILKER YUKSEL

I was born in Ankara, Turkey, (1984) started drawing in my early childhood with the effect of comic books. In Gazi University, department of graphics I studied graphic design for four years. I don't have any formal training for illustration I trained myself and my teachers. I worked for various places doing graphic and illustration studies, book covers, also magazines and books for children. My works have been published in several magazines. www.Sketchoholic.com/ilkeriyuksel <http://06ilker.deviantart.com/gallery>

PAGE 94,95

GEORGE MACKAY

George Mackay is the creator of the infamous eejits! eejits are born in the Highlands of Scotland (and even rarer than the famous haggis). Due to their incredibly stupid nature and natural curiosity, they have now been collected together for their own safety. A curious collection of creatures studied and drawn by George Mackay. www.Sketchoholic.com/eejits www.eejits-online.co.uk

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RICARDO MUÑOZ

Born and raised in Quito, Ecuador. I studied Design in my hometown and Arts in Osaka, Japan. I currently live in Dallas, TX and will move to New York in a couple of weeks. I work as an Advertising Art Director and love to explore different ways of communication. Illustration has always been my passion so I keep myself busy with art projects that range from commercial to volunteering. www.Sketchoholic.com/yajerus <http://yajerus.deviantart.com>

PAGE 97

MAX KOSTENKO

I work full time as a Web Programmer for a small university as well doing some freelance Web Design on the side. I am also a published writer, artist, and cartographer for Nevermet Press. I live with my wife and two children in Harrisonburg, VA and enjoy all the stereotypical geeky stuff. www.Sketchoholic.com/MaxKostenko www.max-kostenko.com

RAZEL MANLAPAZ

Unavailable
www.Sketchoholic.com/razel

HAKAN FRISK

Digital and traditional artist from Stockholm, Sweden. Self taught not only in painting and drawing, but also in music. Loves creativity and will study Game design for the game industry starting in the fall 2011 (2 year education). www.Sketchoholic.com/fresh <http://fresh-h.deviantart.com/gallery>

IRIS COMPIET

Telling stories has always been important to Iris, she sees herself as a visual storyteller and has been working as a freelance illustrator for many different clients in Europe, among them is bestselling author Michael Peinkofer. She designs characters and concept-art for animations, illustrates book covers, illuminates books and stories of many different authors and is even working on her own children's book about weird witches and not so scary monsters. The medium she works with depends on the project, she loves the traditional feel of watercolour, oil, acrylics, gouache and just plain old graphite pencils but has also mastered the use of digital media to enhance her skills. Always eager to learn and grow in her profession she grabs every opportunity with both hands and dives in the exciting projects that are offered to her, giving it the Eyeris treatment. www.Sketchoholic.com/eyeris www.eyeris.eu

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PETER ANG

The options are unlimited, only the imagination is..... www.Sketchoholic.com/cgdigi petera.deviantart.com

PAGE 98

STEVE HARPSTER

Steve Harpster lives in Cincinnati Ohio with his wife, baby boy and two dogs. Harpster has been working as a professional illustrator for over twelve years and has recently launched his own publishing company that aims at getting young kids to draw and use their imaginations. More of Harpster's work and portfolio can be seen at www.studioharpster.com and www.harpstoons.com. www.Sketchoholic.com/sharpie99 www.studioharpster.com

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DYLAN KURP - LITTLE ICARUS FILM

Dylan Kurp is currently working/living in Toronto, Canada as a Modeler/Rigger in the CG Animation Industry. Prior to that, he studied at Sheridan College and the University of Guelph completing programs in Computer Animation and Fine Art respectively. Dylan's youth was built on a foundation of cartoons, Star Wars and videogames. He spent most of his school days doodling on scraps of paper and hopes one day to use his abilities to become famous, wealthy and handsome. In his spare time, Dylan enjoys wandering around the city in search of food and warmth. www.Sketchoholic.com/Kurp <http://vimeo.com/dylankurp>

MASSIMO GUIDA - LITTLE ICARUS FILM

The options are unlimited, only the imagination is..... www.Sketchoholic.com/MassimoGuida

LIZA LEUNG - LITTLE ICARUS FILM

The options are unlimited, only the imagination is..... www.Sketchoholic.com/LizaLeung

BRANDON GUNNING - LITTLE ICARUS FILM

The options are unlimited, only the imagination is..... www.Sketchoholic.com/BrandonGunning

PAGE 100

ANN-MARIE DENHAM

Animator trying to make a living that doesn't involve working two jobs. www.Sketchoholic.com/protowilson <http://protowilson.blogspot.com/> <https://twitter.com/protowilson>

PAGE 101

DMITRY BURMAK

Hello, my name is Dmitry Burmak and I'm a freelance artist and Illustrator in Moscow, Russia. www.Sketchoholic.com/Burmak <http://burmak.ru>

PAGE 101

ACLIN, JESSE

I am a freelance designer in the Animation, Game and Toy industry working out of Brooklyn, NY. I graduated with a degree in Toy Design from FIT. My true passion is in character design. I love developing characters with appeal. www.Sketchoholic.com/Jessea www.jesseaclin.blogspot.com

MATT MITCHELL

Unavailable
www.Sketchoholic.com/mattmit

ANNA J

Unavailable
www.Sketchoholic.com/Duckie

JESSICA THOMPSON

Unavailable
www.Sketchoholic.com/jet097 www.jessicaellen.com

DAWNSON CHEN

Unavailable
www.Sketchoholic.com/Dawnsong

SUE ANNE CHAN

Unavailable
www.Sketchoholic.com/sue911

MAURO BONELLI

Unavailable
www.Sketchoholic.com/Krusty

PAGE 102

ASHLEY LEUTHARDT

A young digital artist with a passion for fuzzy critters and a dedication to creating. She taught herself how to use Photoshop while the rest of her high school classmates concerned themselves with the latest fashion and who was dating who. Ashley is a hard working, skilled illustrator ready and willing to take on any new challenge! www.Sketchoholic.com/katanimate katanimate.blogspot.com



PAGE 103

JOSE ALVES SILVA

I'm a 3D Artist working as a full time freelancer, dedicated to Character creation and 3D illustration. I have experience working in the fields of Advertising, Games, Film and Rapid prototyping. You can visit my website at: www.artofjose.com
www.Sketchoholic.com
www.artofjose.com

SANDER MOSK

I'm a self thought freelance Digital Painter and childrenbook illustrator living in the Netherlands. My passion is to bring as much magic and atmosphere to my work as possible.
www.Sketchoholic.com/Mosk
<http://m0sk.deviantart.com>

SVETLANA SABLINA

Unavailable
www.Sketchoholic.com/vestaNevesta
vestanevesta.blogspot.com

PAGE 104

HOLLY WADE

Holly Wade is a freelance illustrator and concept artist with a passion for games, apparel design, and story telling. She is expected to graduate from the Academy of Art University in 2013 with her master's degree in character animation.
www.Sketchoholic.com/noiselessness
www.facebook.com/HollyWadeIllustration

ADRIAN ZHANG

Unavailable
www.Sketchoholic.com/GNAHZ

CHRISTIAN LIESCH

I'm 40 years old and live in Switzerland. I'm working as a Programmer. I do draw in my spare time since school. I started a blog <http://liesch-sketchbook.blogspot.com> in October 2009 and bought me Wacom Intuos4 medium and started to make drawings for the public. I also re-draw old drawings in the beginning of the blog. I actually don't want make a living doing art. I just wanna have fun. And now we have summer and I am too lazy to draw :) But winter time is perfect for drawing comix.
www.Sketchoholic.com/ia97lies
<http://liesch-sketchbook.blogspot.com>

PAGE 104

RAFSYA BASITH

I'm a t-shirt illustration artist and a college student.
www.Sketchoholic.com/puppetvector

PAGE 105

MATTHEW BLAIR

Background has included work as a TV Cameraman, Toy Sculptor, High School Teacher, Media Specialist, College Adjunct, Lab tech and Graphic Designer. All of this has fueled my personal work as a Illustrator and Concept artist. I am always looking for a way to form a connection with the viewer.
www.Sketchoholic.com/matthewjblair
www.matthewjblair.com

JARETT SITTER

My name is Jarett Sitter. I am an illustrator, who is inspired by music, counter/pop culture, and by the imaginary. I draw stories trapped in a moment. Narratives of the unreal which communicate real emotions. And sometimes I just want to make something that looks bad ass. For more of my artwork and information on me you can take a look at my website jarett.com and my blog jarett.blogspot.com.
www.Sketchoholic.com/jarett
jarett.blogspot.com

DANIEL GUTIERREZ

Unavailable
www.Sketchoholic.com/Dantrez

MICHAEL YATES

Unavailable
www.Sketchoholic.com/yyates05

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MICHAEL PEREZ

Unavailable
www.Sketchoholic.com/ArtofMeek

JUAN PABLO CASTRO MORA

I'm a story teller who studied animation and loves illustration. I'm 23 years old and in the past years I have developed experience in animated shorts production. Concept, story, character design, modeling and texturing I consider being my strong abilities. Animated shorts are my passion but I've work mostly in publicity in my country Costa Rica. For me the most important thing is to send the message efficiently and to be faithful to the concept, from this fact I would say I find interesting most of the subjects and that if there is something I don't know anything about I get excited for doing research.
www.Sketchoholic.com/Juanpablo_Casstromora
juanpablocasstromora.blogspot.com

PAGE 106

ROBERTO ARRONIZ

I have an academy of design and computer science. I spend my free time drawing and designing things.
www.Sketchoholic.com/artysmedia
artysmedia.blogspot.com

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RALF VAN DER HOEVEN

My name is Ralf. I'm from a little town in the middle of the Netherlands. Very peaceful... I'm an illustrator at the beginning of his career. I work with digital and traditional tools to complete mine illustrations. Pencils are my passion, though. Worked as an illustrator for books and card-games. I also did some comic stories.
www.Sketchoholic.com/ralfvdh

PAGE 108

COURTNEY BROWN

I'm an artist residing in Houston, Texas. Currently working and going for my Associates Degree in Animation at the Academy of Art University. 2D & 3D animation films are something I love. For art I try to widen my horizon using every media. Hopefully one day seeing my name at the end credits of a film.
www.Sketchoholic.com/cjoshbrown

ARTHUR VERGANI

Unavailable
www.Sketchoholic.com/ArthurVergani

GRIEG RAPSON

I am an illustrator based in Toronto, Canada. I graduated from Seneca college where I studied 2D and 3D animation, storyboarding, character design, and life drawing. I love character and creature design. Creating worlds and the characters to inhabit them is my passion.
www.Sketchoholic.com/rapson
www.greigrapson.blogspot.com

CELESTE SMITH

Unavailable
www.Sketchoholic.com/Toktobis

PAGE 109

KASIDEJ HEMPROMARAJ

A Character Designer, Children Book Illustrator and 2D Conceptual Artist. Now I am freelance artist working for commissions but still interesting in studio job. I was influenced by both east and western cartoon style. You can see the result of the 2 worlds combination here.
www.Sketchoholic.com/galgard
www.galgard.deviantart.com

KEVIN SLAWINSKI

Unavailable
www.Sketchoholic.com/Honey_Boy

KATIE VLIETSTRA

A Canadian born Illustrator, sculptor, and general creator of things, I do a little bit of everything from traditional pen and ink to original art dolls. You can find me and more of my work @ wormsandbones.deviantart.com
www.Sketchoholic.com/anklebones
<http://wormsandbones.deviantart.com>

JUAN ROMÁN ANGEL

Juan Román Angel (Soldado Visual) is a line addict from Medellín, Colombia who found the greatest site on the web, just like you: Sketchoholic.com. He is a publicist, illustrator and a university teacher. He is currently working in advertising design at the moment and feeling so tempted to make a great change in his life: the faith jump to the artist life!
www.Sketchoholic.com/NastyBeggar
<http://soldadovisual.wordpress.com>



OLEG YURKOV Sketchoholic.com/Oritey

PAGE 110,111

NIC PARRIS

Nic Parris here, I have always been fascinated by animation. I was actually raised on the East coast in the good ol state of Virginia. I moved out to the West coast for art college and I have been in Los Angeles ever since. It just makes sense with the industry being here and stuff. I'm currently a freelance Illustrator and Animator.
www.Sketchoholic.com/nicmundo
nicparris.blogspot.com

PAGE 116,117

DANIEL YALUNG

Welcome to the tropical paradise of juicy fruits gang! The fruits of the earth with semi-divine origin from nature featuring wild berry, pomegranate, mango, octagreen, these gangs are boosting with full of vitamins and character and of course they're are expecting sympathy.
www.Sketchoholic.com/Daniel A Yalung
<http://withrps.com>

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NATHANAEL LARK

Unavailable
www.Sketchoholic.com/Nathanael Lark

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HAMLATUL ARSY

Hamlatul or also known as Hammy is an illustrator/concept artist who believes that her brain is a weave of dreamcatchers. She dreams, invents and imagines strange, surreal and bizarre tales constantly. Has a fondness for unicorns, bumblebees and butterflies. Drawing much inspiration from Tim Burton and Neil Gaiman, she hopes to be able to work and share ideas with them one day. Drawing just simply makes her happy. She is also working on her own set of vinyl toys at the moment. She can be contacted at hamzarsy@gmail.com.
www.Sketchoholic.com/Alquimie
www.bugliee.blogspot.com

LUIS GOMEZ-GUZMAN

Luis Gomez-Guzman, 2D/3D artist, my work is about generalism from 2D concept design to 3D animation and final render.
<http://www.Sketchoholic.com/LuisGG>
<http://luisgomezguzman.blogspot.com>

ANNA JOHNSTONE

Freelance graphic designer / illustrator based in Nelson, New Zealand. I think eating cheese and illustrating crazy characters is the most exciting thing in the world. You can find more of my work here www.anna-johnstone.com or on my facebook page www.facebook.com/artbyaj.
www.Sketchoholic.com/Anna J
www.anna-johnstone.com

PAGE 120

TIAGO ROVIDA

I always loved to draw. I started my carrer as an animation assistant in a great 2D movie called "The Secret of Kells", after that, I worked as 2D animator in a some other movies and TV Shows, together I'm always helping the art department with characters design, my second passion.
www.Sketchoholic.com/tiago_rovida

SHAWN ESCOTT

Unavailable
www.Sketchoholic.com/sketch
www.shawnescott.com

PAGE 121

WILLIAM APPELDORN

William worked professionally as a retail caricature artist from 2005 to 2006 For kaman's art shoppes, since 2007 he has worked as a freelance artist doing mostly caricatures for parties and private commissions. He is currently pursuing a degree in illustration, and is hoping to find a full time position.
www.Sketchoholic.com/wjapple12

DANIEL SCHERER

Unavailable
www.Sketchoholic.com/derSpunk

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MADDALENA CARRAI

Unavailable
www.Sketchoholic.com/friend of totoro

PAGE 123

KURTIS AIKINS

Unavailable
www.Sketchoholic.com/Kanimator

PAGE 124

OLEG YURKOV

Hello world! My name is Oleg Yurkov, i live in Russia and i am freelance cartoon character designer. You can check my stuff at mypersbasket.blogspot.com put there just things not for work.
www.Sketchoholic.com/Oritey
<http://mypersbasket.blogspot.com>

PAGE 125

PHILLIP VANCE JR.

Phillip Vance has joined our team as a contributing editor on the Sketchozine. He is currently an illustration student studying at the Savannah College of Art and Design. He plans on working as an illustrator in feature film animation in the visual development department. Phillip enjoys watching movies, most of them animated. He also has a real love of fairytales, folklore, mythology and any kind of stories in general. His tastes in both art and music tend to lean more toward older influences and preferences, most of these influences from many decades and even centuries ago.
www.Sketchoholic.com/phil-vance

PAGE 148 ENDCOVER

SALVADOR RAMIREZ

Salvador Ramirez lives in Guadalajara, Mexico. he has been working professionally as a concept artist for around 5 years, but drawing his entire life. He has developed his art mainly focused on the animation market, although he participated in other kind of projects like children's books, commercial campaigns and character design for multiple companies."inspire and entertain"
www.Sketchoholic.com/reevolver
<http://reevolver.deviantart.com>



PHILIP VANCE JR. www.Sketchoholic.com/Phil-vance



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IMAGE DRAWING BY LINDA HUBER www.Sketchoholic.com/Imaginee



www.wacom.com

MENTIONS

FADWA SULIEMAN (Special Mention)

A special shoutout and thank you to Miss Fadwa Sulieman (Print, Sales & Technology Consultant in Toronto, Canada) for collaborating on the QR barcode technology strategy and execution within MadArtist Publications. Miss Sulieman's networking brought forth advertiser accounts and endorsed opportunities for Sketchozine series of books. QR codes give MadArtist Art books and digital publications an extra dimension level of interactivity unlike ever seen before.

www.Sketchoholic.com/FadwaSulieman

ANGEL BRKIC (Special Mention)

Angel plays a key supportive role as a project manager overseeing projects in the ATVN & MadArtist pipeline. In this position Angel is responsible for assisting and coordinating winning strategies, writing plans, populating our websites and promoting ATVN & Madcap Media Inc.'s series of services and products. Angel is also an avid Marketing Guru, promoting Sketchozines using various social networking techniques. Being a fresh face on the block with an unbeatable personality, Angel proves to be beneficial asset in ATVN's future strategies. Angel's experience spawns mainly from Henry Company Canada. Angel's flare of Graphic Design led him to graduate from Lambton College and attend George Brown College for Graphic Design. In his spare time, he enjoys writing children's books and spending time with his family.

www.Sketchoholic.com/angelbrkic

GAURAV KUMAR SINGH (Special Mention)

Gaurav is a skilled video editor and compositor. His past experience in creating intros and web commercials has proven to be a great benefit in the promotions of our books. Additionally Gaurav assists MadArtist and Sketchozine publications in the editorial department.

www.Sketchoholic.com/gauravsingh

JAMES PEARCE (Special Mention)

James is the Founder and CEO of "Soltek Crative", UK Based Motion Graphics studio. James heads the WEB-FX Program in conjunction with Madcap Media & Soltek Creative. Astound your clients and customers by creating a custom introductory video or web commercial that will make your company stand out. Visit ActiveTvNetworks.com/WebFX. When not working, James spends time with his young lad.

www.Sketchoholic.com/JamesPearce

PHILLIP VANCE JR. (Special Mention)

Phillip Vance has joined our team as a contributing editor on the Sketchozine. He is currently an illustration student studying at the Savannah College of Art and Design. He plans on working as an illustrator in feature film animation in the visual development department. Phillip enjoys watching movies, most of them animated. He also has a real love of fairytales, folklore, mythology and any kind of stories in general. His tastes in both art and music tend to lean more toward older influences and preferences, most of these influences from many decades and even centuries ago.

www.Sketchoholic.com/phill-vance

EDITORIAL TEAM



MARCIN MIGDAL Editor-in-Chief

Marcin is the Founder and driving force of Creative agency Madcap Media Inc. and its divisions MadArtist Publishing, Software Division ATVN, WEBFX (Web commercials + VFX) Marcin is an entrepreneur, investor and a mentor at Canadian Youth Business Foundation (CYBF). Marcin has 13 Years of experience in launching web and social startups and serves on the Board of Directors of York-Buddy & FunnyBang and is involved in the BIG IDEA initiative to help businesses & students prosper. "I found a way to merge all things I love and share them with the world. I spend my days meeting exceptional artists and people whom I can assist with promotion, technology and services." Marcin also counts the day he'll take the suborbital spaceflight on Virgin Galactic.

www.Sketchoholic.com/marcinmigdal
www.activetvnetworks.com



JAWAD AHMAD Managing Director

Jawad heads Madcap Media's software division consisting of 12 full time experts. Jawad has more than 10 years of extensive experience in different aspects of software development, from programming to analysis to design. Jawad ensures the Digital Books and Magazines of MadArtist Publishing meet quality expectations. When not working (having fun), Jawad enjoys cooking, internet and spending time with his lovely wife and daughter.

www.Sketchoholic.com/Jawalnc



ANNA YAMASAKI Executive Editor

I am an Executive Editor Director at MadArtist Publishing, a division of ActiveTvNetworks.com. I have both journalism and marketing and have been published in Southwest Southern Californian magazines and newspapers. I am a self taught graphic designer specializing in promotional flyers and graphics. When I can, I volunteer my time as a publicist to several non-profit groups, including Southwest Women's Chorus. In my free time, I enjoy singing and songwriting, honing my skills as a writer, hitting the gym, and spending quality time with my husband and kids.

www.Sketchoholic.com/mrsyamo



ARNALDO PEDROZA QUINTINI Associate C.D.

Arnaldo was born in Caracas, Venezuela. He is currently the Creative & Web Promotion Director at Madcap Media & ActiveTvNetworks.com. He also handles the promotions and layout for MadArtist Publishing and their series of Interactive Books and Digital Magazines. Hand-picked by Marcin to handle the creative strategies of the books, Arnaldo has proven to be an indispensable asset to the companies. He has studied Architecture at UCV in Venezuela... "I simply take visual language, advertising & multimedia and merge them to create an idea for the client; and it works everytime". When not working, his other passion is soccer, music and travel.

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KAROLINA KO CZUR HR & Project Manager

Karolina handles day to day operations at the Madcap Media headquarters and ensures all deadlines meet and exceed expectations. Her background in accounting and computer programming has assisted her in taking on a lead management roles on ATVN software projects. Karolina's experience comes from working in the E-commerce industry in Europe. Her direct and outgoing nature gets the job done with time to spare.

www.Sketchoholic.com/KarolinaKoczur



STEVEN YAMASAKI Promotions & Editorial

Having drawn his entire life, Steven had pretty much given up on his dream to become a successful comic book artist in his early twenties. Years later while skimming the Internet, Steven found a YouTube video by Bobby Chiu that rekindled a love for artwork that had been smoldering. Since that day, he has worked very hard to become a better artist so that he can achieve his goal. He has designed t-shirts, tattoos, logos, and fine art. He lists among his inspirations Bernie Wrightson, Jim Lee, Dave Sim, and now, Bobby Chiu.

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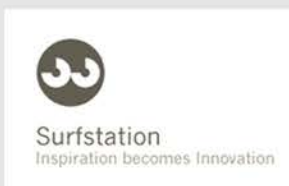
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 University of Graphic Arts,Zagreb - on.fb.me/pa9tzc
 University of Hertfordshire Digital Animation - uhanimation.co.uk
 University of Lima - www.ulima.edu.pe
 University of San Carlos (Guatemala) - www.usc.edu.ph
 University of Southern Mississippi (USA) - www.usm.edu
 Utrecht School of the Arts HKU (Netherlands) - www.hku.nl
 Vanarts Canada (Canada) - www.vanarts.com
 Vancouver Film School (Canada) - www.vfs.com
 Vassar College - www.vassar.edu
 WarpZone Saga (Brasil) - www.saga.art.br
 Young Rembrandts North Dallas (USA) - www.youngrembrandts.com/north-dallas
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CaLARTS



The California Institute of the Arts, commonly referred to as CalArts, is located in Valencia, in Los Angeles County, California. It was incorporated in 1961 as the first degree-granting institution of higher learning in the United States created specifically for students of both the visual and the performing arts. It is authorized by the Western Association of Schools and Colleges (WASC) to grant Bachelor of Fine Arts and Master of Fine Arts in the visual, performing, and as of 1994, literary arts.[1] The Herb Alpert School of Music was accredited in 2009 to grant a Doctor of Musical Arts.

The school was founded and created by Walt Disney in the early 1960s and staffed by a diverse array of professionals.[2] The institute was started as Disney's dream of an interdisciplinary "Caltech of the arts." CalArts provides a collaborative environment for all sorts of artists. Students are free to develop their own work (over which they retain control and copyright) in a workshop atmosphere, as respected members of a community of artists in which authority is constantly tested and where teaching works through persuasion rather than coercion. Intercultural exchange among artists helps in practicing and understanding of the art making process in the broadest context possible.

Academics

CalArts offers degree programs in music, art, dance, film and video, animation, theater, puppetry, and writing. Students receive intensive professional training in the area of his/her career purpose without being cast into a rigid pattern. Its focus is in interdisciplinary, contemporary art, and the Institute's stated mission is to develop professional artists of tomorrow- artists who will change their field. With these goals in place, the Institute encourages students to recognize the complexity of political, social and aesthetic questions and to respond to them with informed, independent judgment.

Admissions to CalArts is based solely on the applicant's creative talent and future potential. Every school within the Institute does require that applicants send in a artist's statement, along with a portfolio or audition (depending on the program) in order to be considered for admission. The school does not review an applicant's SAT scores without consent, and does not consider an applicant's GPA as part of the admission process.

Curriculum degree programmes include:

School of Art: Fine Arts, Graphic Design, Photography and Media

School of Critical Studies: MFA Writing, MA in Aesthetics and Politics, MFA Interschool Degree, Integrated Media (MFA)

The Sharon Lund School of Dance: Various Dance Programs

School of Film/Video: Film and Video, Experimental Animation, Character Animation (BFA), Film Directing (MFA)

The Herb Alpert School of Music: DMA Composer-Performer, Composition, Composition for New Media/Experimental Sound Practices (ESP) (MFA), Performer/Composer, Performer/Composer: African American, Improvisational Music (MFA), Music Technology (BFA), Performance, Musical Arts (BFA), World Music (BFA and MFA)

School of Theater: Acting, Directing (MFA), Writing for Performance (MFA), Puppetry (MFA), Design and Production: Costume Design, Lighting Design, Producing (MFA), Stage Management, Production Management (MFA), Scene Design, Sound Design, Video for Performance (MFA), Technical Direction, Scenic Painting, (MFA).

Contact Information

California Institute of the Arts
24700 McBean Parkway Valencia
CA 91355, USA
661.255.1050

www.calarts.edu
admissions@calarts.edu

www.Twitter.com/calarts
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This spiritual journey of two friends becomes a story about life and death whose refreshing aesthetic consists of paper/pencil cell animation.

Second Wind (2011) 06:37 | 2D Animation - Drama / Surreal
Produced at CalArts | California Institute of the Arts (www.calarts.edu)

CREDITS: Created, Directed and Animated by Ian Worrel (enworrel.blogspot.com). Music by James Mark, Sound Design by Jeff Shiffman. Additional Animation by David Nam, Destiny Wood, Ethan Metzger.

This is the 4th year final film by Ian Worrel at CalArts. Animated with pencil and paper, coloured in Photoshop, and composited in After Effects

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A Short heroic film about a street magician, a professional illusionist, and the mafia.

Serenade to Miette (2011) 02:00 | 2D Animation - Thriller / Romance
Produced at CalArts | California Institute of the Arts (www.calarts.edu)

CREDITS: Created, Directed and Animated by Toniko Pantoja. Music by Phillip Wareborn, Sound Design by Glenn Hårfagre.

This is the uncut version of the film, produced in 1st year of CalArts study.

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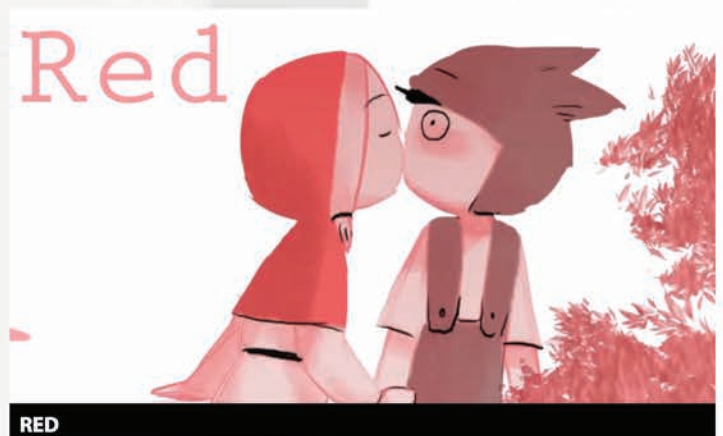
A horrifyingly cute alternate version of the Red Ridinghood fairytale. It's just so bloody cute! (Literally..)

Red (2010) 02:33 | 2D Animation - Horror / Thriller
Produced at CalArts | California Institute of the Arts (www.calarts.edu)

CREDITS: Created, Directed and Animated by Hyunjo Song (hyunjoosong.blogspot.com). Music by Steve Mahpar (mopsmusic.com).

This is the 3rd year film at CalArts. Animated with pencil and paper, coloured in Photoshop, and composited in After Effects.

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A wonderfully dark and violent take on the Grimms story, Hansel and Gretel...full of evil, danger, self-reliant heroes, terrible and disgusting villains, and threatening environments.

Who's Hungry? (2009) 05:04 | 2D Animation - Horror / Thriller
Produced at CalArts | California Institute of the Arts (www.calarts.edu)

CREDITS: Created, Directed and Animated by David Ochs. Post Production Assistant Michelle Kim. Music 'Turkey in the Straw'.

This is the 1st year film at CalArts where David won the Peer's Pick award at the CalArts Character Animation Producer's Show 2009.

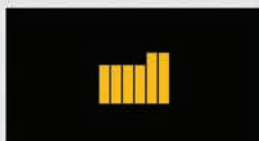
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