THE WORLD'S BEST FANTASY ARTISTS SHARE THEIR SKETCHES

NO.1 FOR DIGITAL ARTISTS
ImagineFX
PRESENTS

SKETCHBOOKS
VOL. 3



164
PAGES OF
STUNNING
SKETCHES

Digital Edition

FUTURE

VOL 3
SIXTH
REVISED
EDITION

See how the masters begin their art…

RANDY BISHOP | FENG ZHU | CHARLIE BOWATER | BILL CARMAN
CLAIRE WENDLING | GENZOMAN | IAIN MCCAIG | AND MANY MORE…

Welcome to SKETCHBOOKS

The sketching stage is integral to any piece of art – it forms the foundations that everything else balances on. Sketches can often provide interesting insights into the processes and thinking behind the finished piece as well as showing off technique and skill. An artist's sketchbook is sacred and personal – often thought of like a diary – filled with uncensored thoughts, emotions and unique flourishes that are special to them. The freewheeling excitement in sketches – where artists don't hold back, don't over-think, don't censor – is hard to beat.

Wes Burt's faces, for example, that can be seen in full on page 38 and as a background to this page, are an explosion of distinct features, expressions, angles and lines that all merge together to create a beautiful sort of chaos. There'd be no earthly reason to take such a familiar head sketch exercise to a finished stage; it remains a compelling piece of art in itself.

This book is about such captured moments bursting with creativity, straight from the minds of the finest illustrators around the world. Whether made by pencil or stylus, sketches may be loose and generous or precise and economic, but all reveal something about the pure fun of creation.

FUTURE

SKETCHBOOKS

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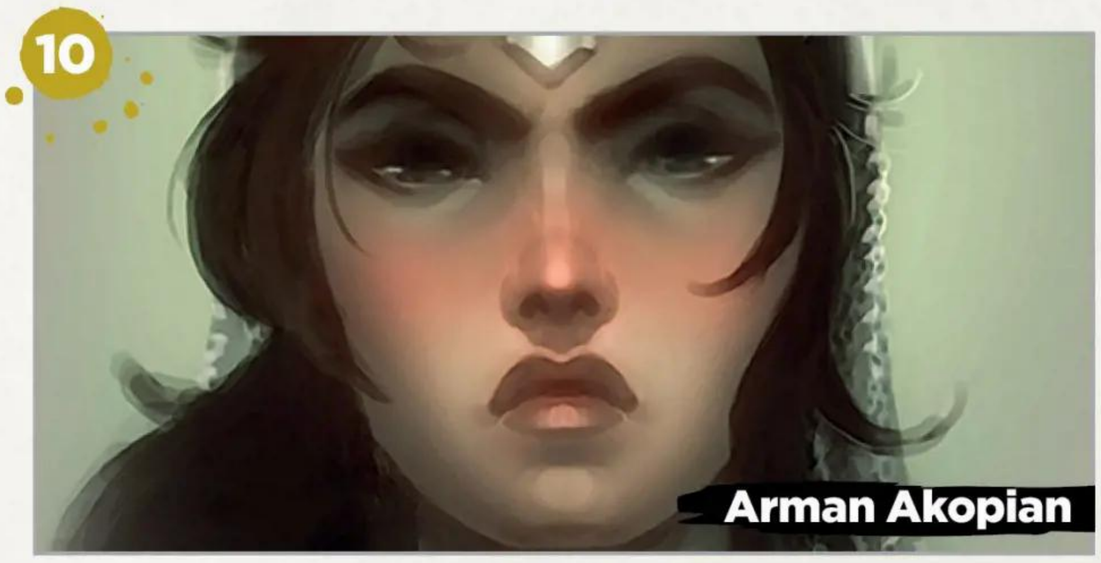
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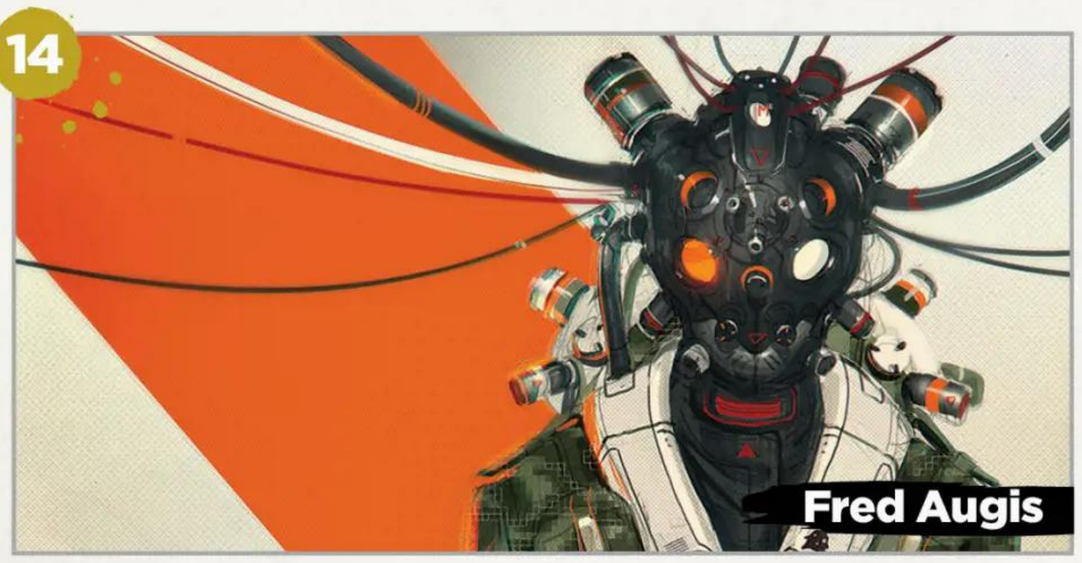
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ImagineFX
PRESENTS

SKETCHBOOKS

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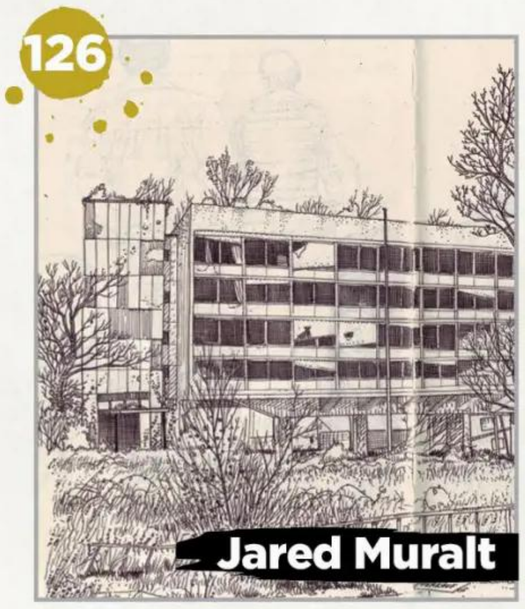
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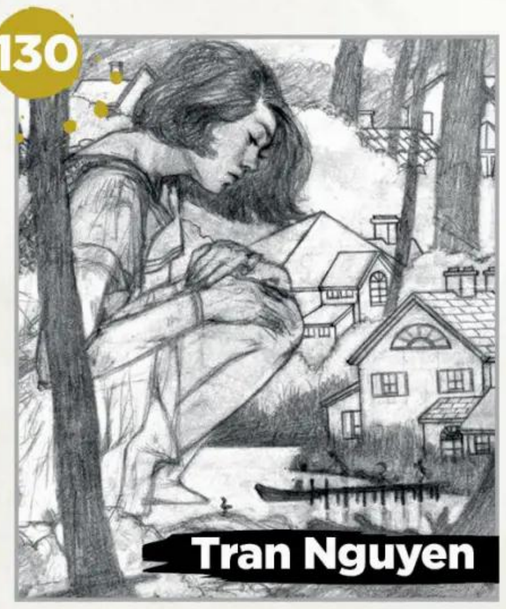
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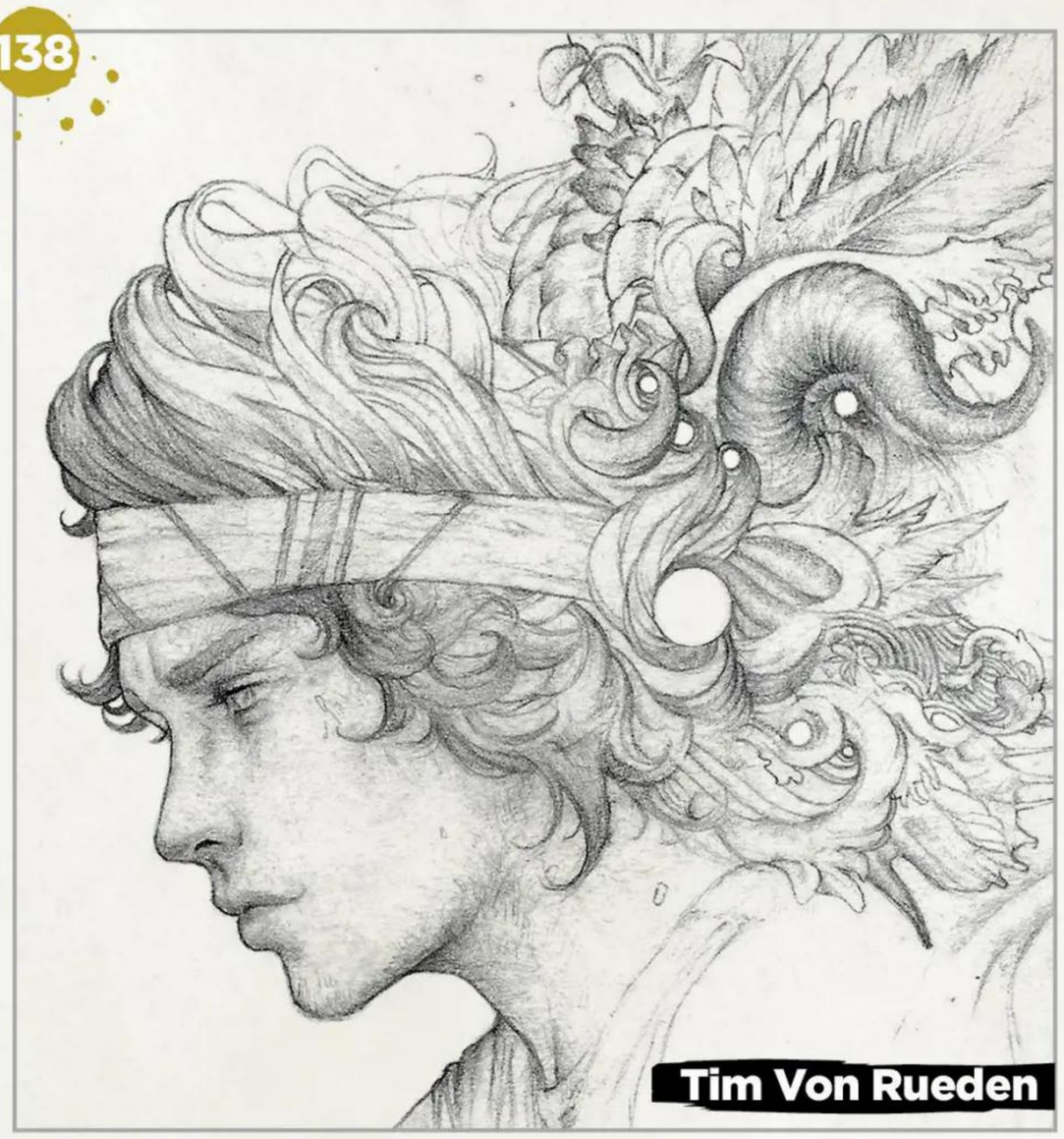
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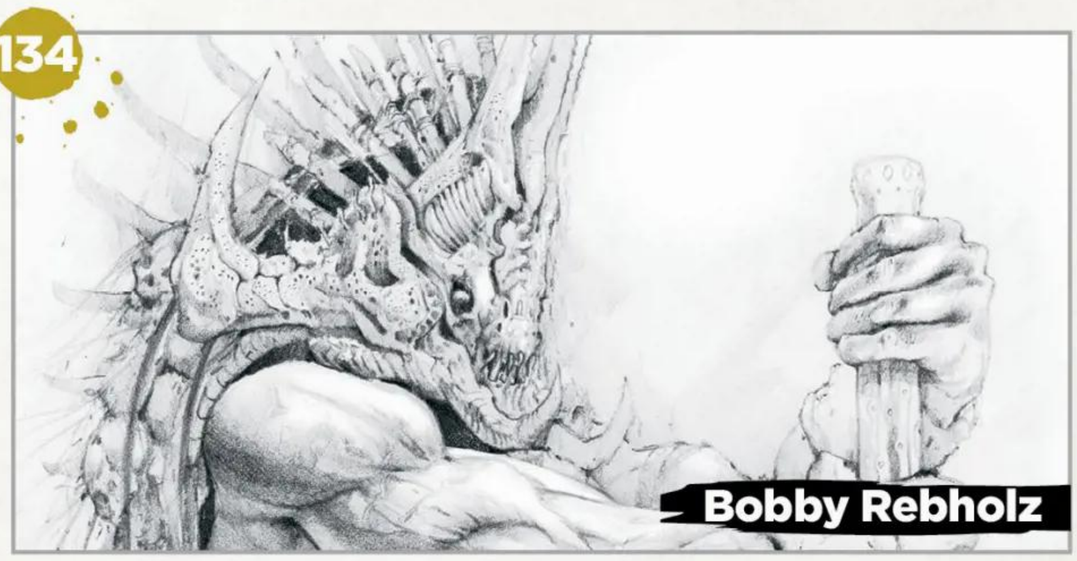
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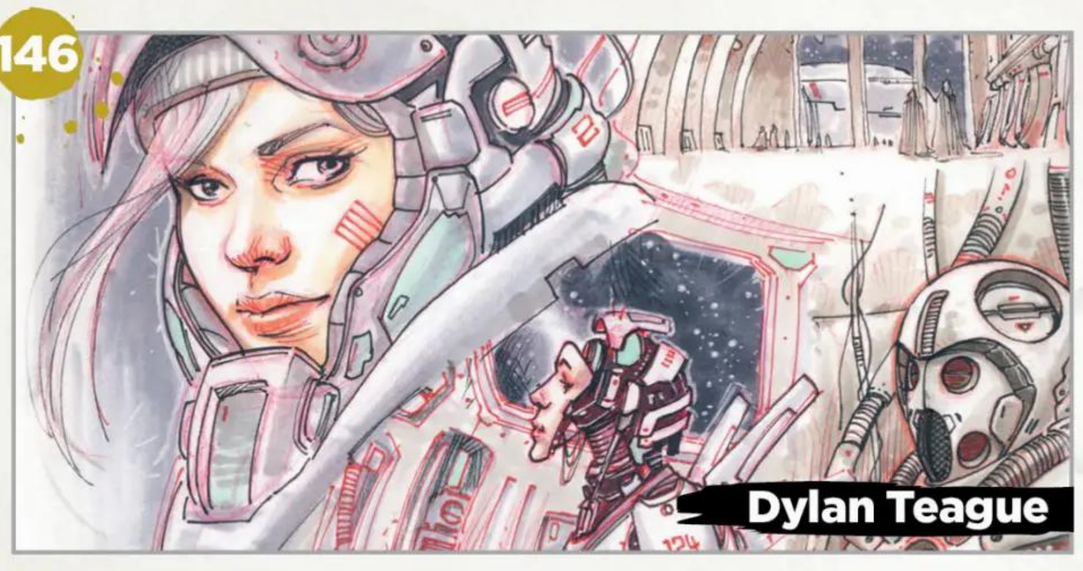
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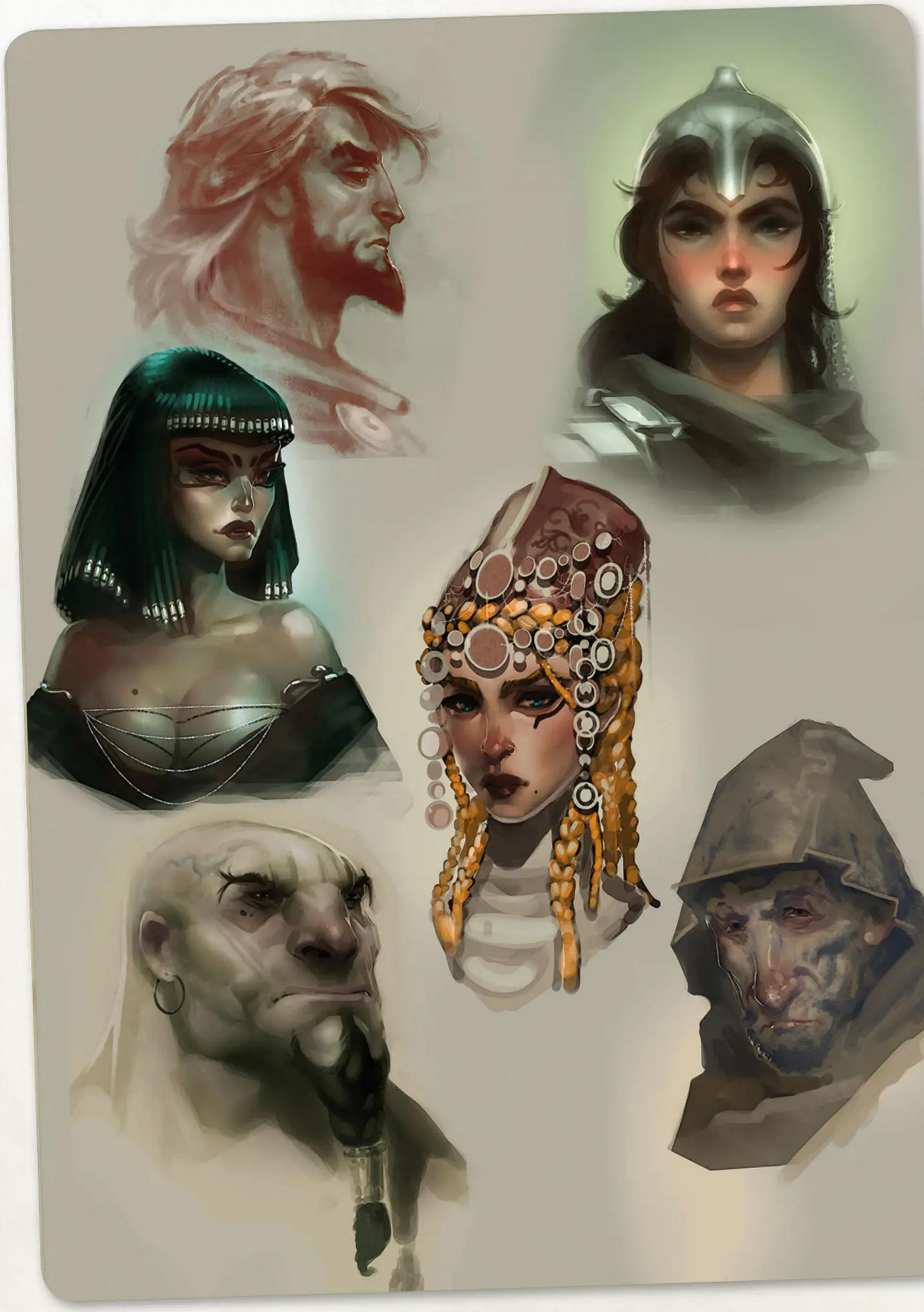
Claire Wendling

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Feng Zhu

Arman Akopian

The Armenian-born concept artist is inspired by folk tales from his heritage and Western popular culture



Artist PROFILE

Arman Akopian
COUNTRY: Canada



Born in Armenia, at the time part of the USSR, Arman moved to Canada in the early 90s, studied 3D animation and started his career in video games at Ubisoft Montreal. In 2008 he joined the Eidos Montreal studio as a lead character artist, then became a full-time concept artist and illustrator. He's currently working for Ubisoft Montreal again.
novamesh.blogspot.ca



MERC

"A character sketch of a mercenary, done in pencil. My sketches tend to be more about what characters might feel like rather than the details of design."

HEROES OF SASSOUN

"The ancient Armenian epic called 'The Daredevils of Sassoun' was my favourite fairy tale when I was a kid and now I have the pleasure of reading it to my own kids. Here I tried to imagine how its characters would look if I designed them for a cartoon feature."

"I've always had a fascination with female androids. Who doesn't?"



WARMUPS

"I was really impressed with the new Godzilla, so the morning after, I started my work with a lizard-like warmup sketch. Then I jumped right back into my comfort zone of robots and big-eared creatures."



FEM BOT, HUNTER AND NINJA

"I've always had a fascination for female androids. Who doesn't? I guess that primal hunter with the donkey ears feels very comfortable in the company of a fem bot and a sexy ninja girl..."



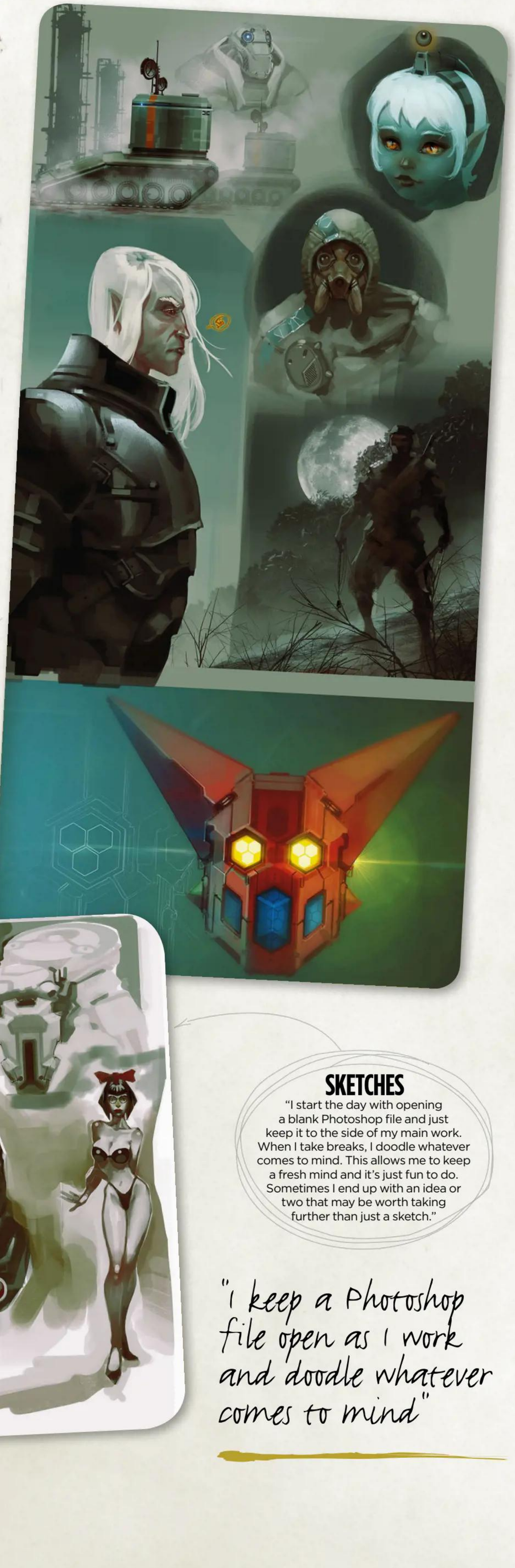
MIXED BAG

"I started with a possible sci-fi battle scene, then turned to a cartoony character face mashup. And then I decided to try to imagine what a fantasy fortune teller would look like."









ANIME VIBE

"I started the day with Elric of Melnibone, then remembered that it's been a while since I watched Nausicaa, which eventually led my thoughts to ninjas. (I love ninjas. I am one myself, but don't tell anyone.) Then the same anime vibe brought me to another giant robot – the Getter. Staying on the 80s wavelength, this in turn led me to paint Themis, the girl from the Ulysses 31 series."

MASTER AND PET

"Sketches for a story idea about a primal tribe of humanoid creatures, their pets and the demons that hunt the land they live in."



SKETCHES

"I start the day with opening a blank Photoshop file and just keep it to the side of my main work. When I take breaks, I doodle whatever comes to mind. This allows me to keep a fresh mind and it's just fun to do. Sometimes I end up with an idea or two that may be worth taking further than just a sketch."

"I keep a Photoshop file open as I work and doodle whatever comes to mind"

HEROES

"Some research sketches of the main hero of an Armenian folk tale, David of Sassoun, mixed up with a sketch for the main hero of the Thief game, Garret, and some action-posed thug slash dark hero type thing."

PAGE

"A random page. Here we have Bruce Wayne, some pissed-off golem thing, a cartoony Paganini, an outdated cyborg dude and some environments."

Fred Augis

Somewhere between the ravings of David Cronenberg and Daft Punk, you will find...

Artist PROFILE

Fred Augis
COUNTRY: France



Fred Augis is a concept artist and illustrator currently working in the video game industry. His clients include Ubisoft, Wizardbox, DTP Entertainment and many more. He's channelled his skills into projects at Arkane Studios, Torn Banner and Dontnod Entertainment.
www.fredaugis.tumblr.com

ROCKET

"Rockets are a fascinating object of war and virility. It's fun to push the boundaries until your image becomes absurd, with over-abundant muscles and tattoos."



CHARMEUSE

"I like to add graphic symbols to my compositions to inject more impact. There's certainly something symbolic about this snake."





GUINEA PIG

"I placed high saturation colour on the orange strip to make it stand out against the other images."

GUINEA PIG TATTOO

"Here's a rough design for some skin ink. It's important to me that I can create symbols which are very different to others."



SERIES 5

"Technological heads and masks often bring about a weird feeling that I like."

POLE

"The shape of active movement is an integral part of the composition for me, personally."

"It's important to me that I can create symbols that are very different to others..."

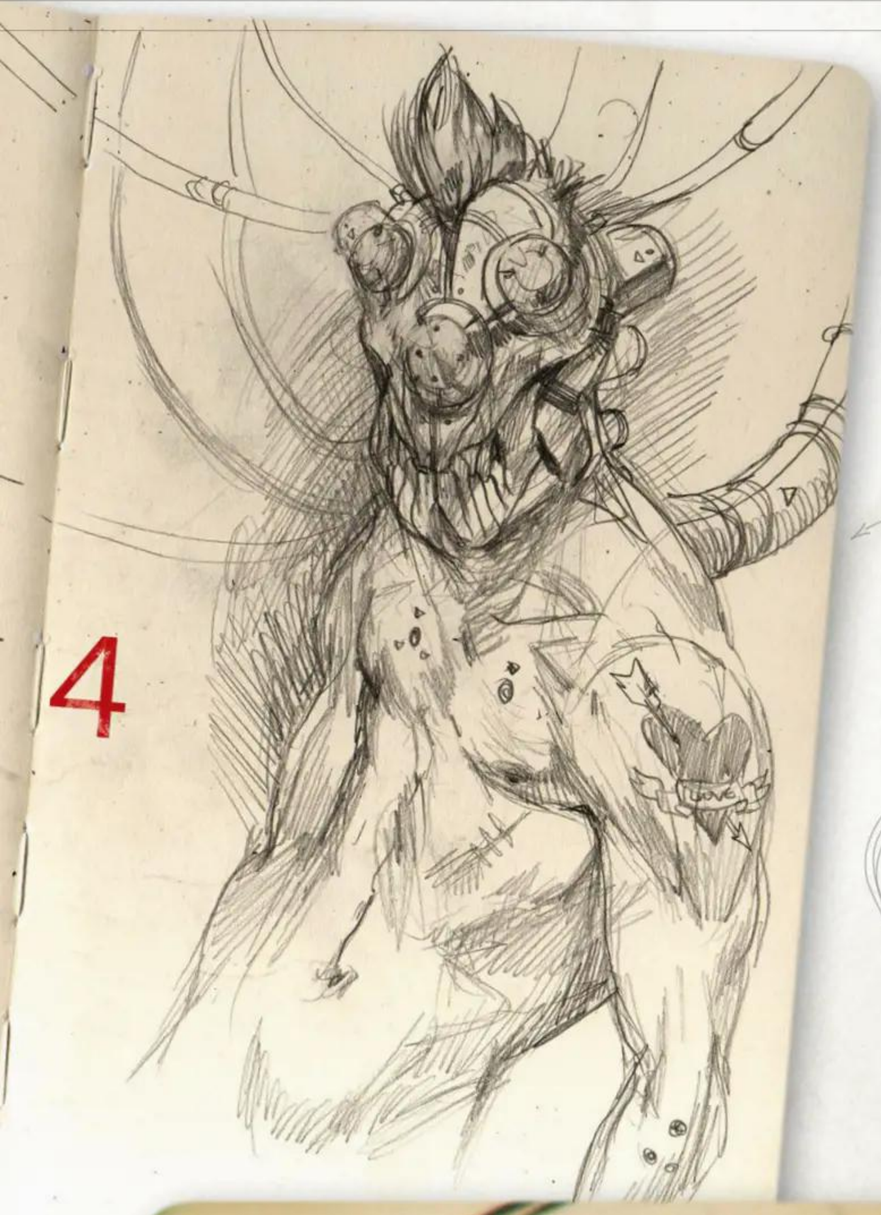
MERCENARY

"I like to integrate teeth into my masks. There's something pleasing about the nonsense of a carnivorous cyborg. You wouldn't want to marry one."

ROCKET SERIES 3

"This pin-up sketch is my twist on the cliché of a good-looking girl riding a rocket. How did I do?"

"There's something pleasing about the nonsense of a carnivorous cyborg"



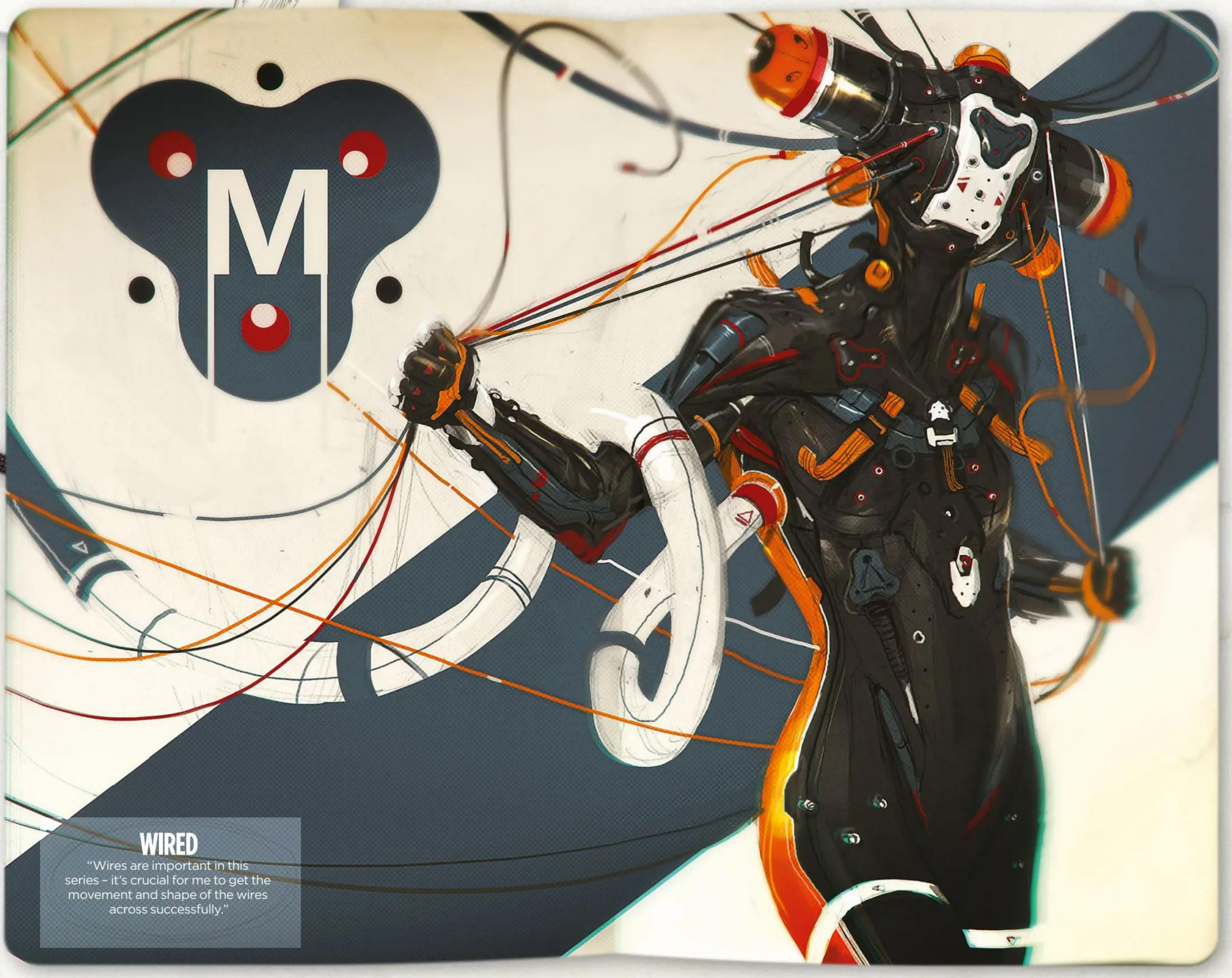
OTHER TATTOO

"The notebook is where all my sketches start their lives – I use a large moleskine sketchbook with a 2B pencil."



TECHNO CLOTHES

"Some research doodles for character design."



WIRED

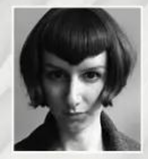
"Wires are important in this series – it's crucial for me to get the movement and shape of the wires across successfully."

Wylie Beckert

Her paintings mix digital and traditional media, creating "simultaneously grim and playful images"

Artist PROFILE

Wylie Beckert
COUNTRY: US



Wylie is an illustrator and fine artist with a love of all things fantasy. Her work blends pencil linework with transparent layers of ink, watercolour and oils to create paintings with flowing lines, rich textures and a dramatic balance of light and dark. Her illustration work has appeared in books, magazines, advertising and the pages of Spectrum 21 and 22.

www.wyliebeckert.com

THE QUEEN OF DIAMONDS

"Here I wanted to explore a contrast between blindness and sight, and between acquired knowledge and intuition."

KING OF CLUBS

"Any excuse to draw a pangolin! I let the pattern of the animal's scales inform the armour design."

QUEEN OF CLUBS

"Here's a look at how one of my pencil drawings comes together: I nail down the rough sketch in Col-Erase before making the final pass in graphite."

"Often a piece will evolve quite a bit from the thumbnails, but it helps to get ideas on paper"

Wylie Beckert

THUMBNAIL SKETCHES (QUEENS)

"Often a piece will evolve quite a bit from the thumbnail stage – but it's still helpful to get my ideas on paper at a small scale."



QUEEN OF SPADES

"Revisiting the concepts I brainstormed for the King of Spades gave me a strong starting point for the Queen."

SNOW WHITE

"Reference material in action! Many of the forms in this piece were inspired by (or lifted outright from) my earlier tree studies."

TINY DRAWINGS

"I sometimes like to draw without any particular plan in mind... Every now and then, I hit on something that's worth exploring."

Wylie Beckert



KING OF SPADES

"The first card in my ongoing illustrated playing card series, Wicked Kingdom. A tight pencil drawing is the starting point for all of my paintings."

"I try to pack my drawings with detail, especially if it adds to the narrative"



KING OF HEARTS

"I try to pack my drawings with a ton of detail – especially if it adds to the narrative of the piece, like the Bleeding Heart flowers in this illustration."

Randy Bishop

When he's not painting or storyboarding, Randy likes to sketch kooky characters...

SURPRISE
"I found a photo of a girl wearing this expression and had to draw it."

Artist PROFILE

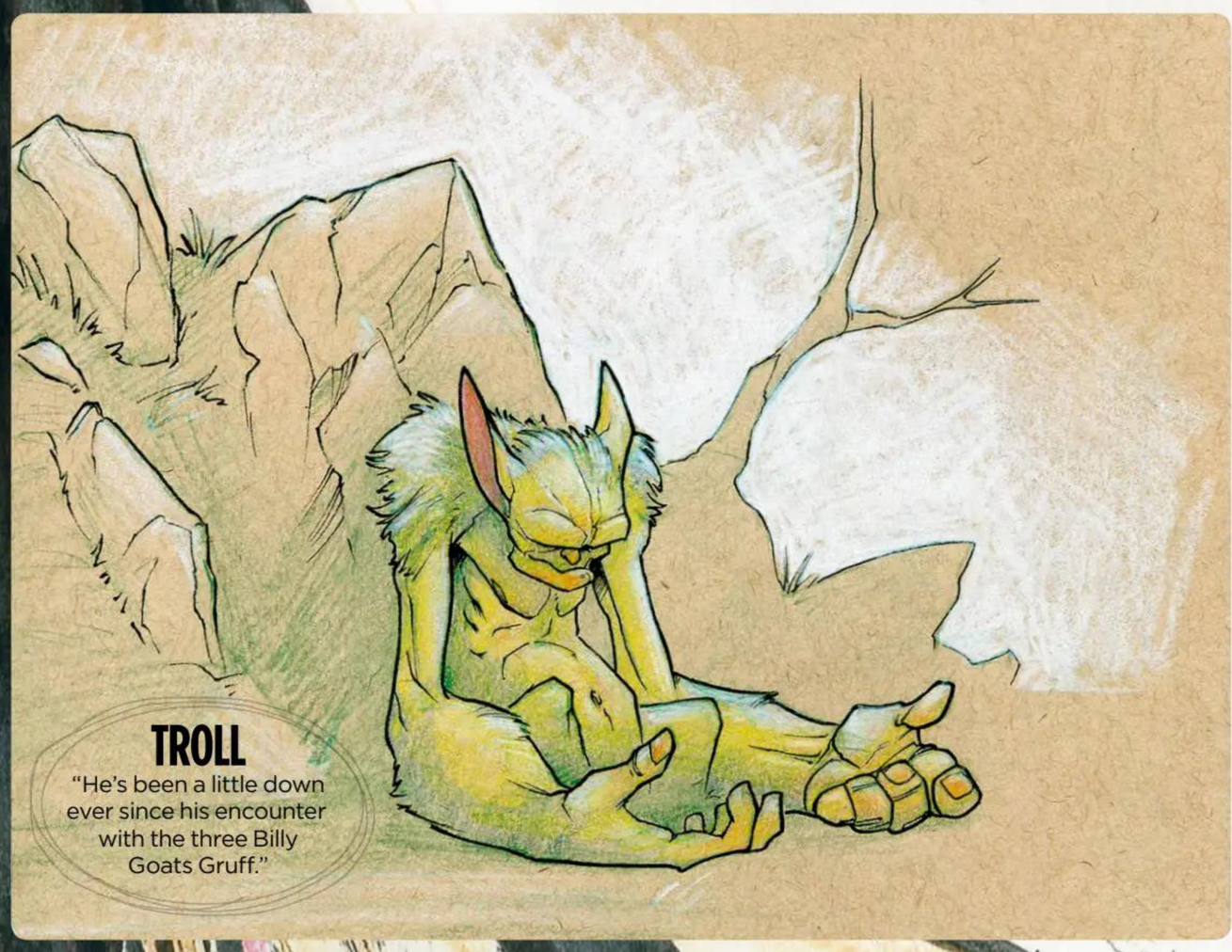
Randy Bishop
LOCATION: US



Randy is a character designer and illustrator who lives with his wife and children in Idaho Falls, Idaho. He's been working as a freelance artist for the past several years, primarily as a character designer for animation and games, but has also worked as an illustrator, creating artwork for the publishing and education industries.
www.randybishopart.com

WIGS
"A few sketches of skulls wearing wigs. I'm not sure why."





TROLL
"He's been a little down ever since his encounter with the three Billy Goats Gruff."

Randy Bishop

SHE'S A GIRL

"It took me a minute to decide whether I was drawing a man or a woman when I was drawing this. She's a little ambiguous, but I kind of like it."

HEAD SKETCHES

"I love drawing faces! Here are a bunch of them."

BA!

CONTROL YOUR CANINE

"I wanted to practise drawing two characters interacting. I was seeing a lot of photos of girls holding little dogs and decided to do something similar."

"I was seeing a lot of photos of girls holding little dogs and decided to do something similar"



THIS IS SERIOUS

"A couple of random dudes from my sketchbook."



FULL-MOON THIEVERY

"I drew this around Halloween time. It was meant to be an illustration, but I never finished it."

HOW YOU DOIN'?

"I was thinking about how much we could miss out on when we're completely absorbed by our devices. Then I drew this."

Randy Bishop

YOU'RE CUTE

"I'm a big fan of English fashion. This was an attempt to capture my favourite parts of it."

PRETTY PROFILE

"There's something gorgeous about a strong profile. I absolutely love drawing women with chiselled noses and chins."

BOWLER

"I'm a fan of bowler hats. I'm also a fan of arbitrary skin colours."

"I absolutely love drawing women with chiselled noses and chins"

WHITE ELEPHANT

"This was an invitation to a Christmas party that my wife and I threw last year."

Paul Bonner

The veteran games industry designer and illustrator introduces us to his dwarfs, goblins and dragons

Artist PROFILE

Paul Bonner
COUNTRY: Denmark



Born in Yorkshire, Paul studied illustration at Harrow College. For some years he worked at Games Workshop in Nottingham, including on Warhammer 40K, and has also done art and design for World of Warcraft, French game publisher Rackham and Swedish game company Riotmind, which produces both online and boardgame adventures.
www.facebook.com/paulbonnerart

DWARF WITH HELMET

"I've always loved dwarfs, especially the grooming of their hair, beards and moustaches. It can be difficult to see how they'd angle any food or ale in, but I feel a need to keep to a certain iconic look. Even if I'm tempted to festoon them in plaits, rings and trinkets, they end up pared down to that simplified look."

TROLL WITH HUGE TUSKS

"Most of my sketching is very scrappy – a necessary evil – before I can get on with painting, but I do get caught up in the characters, needing to establish someone believable to hang the narrative on. The tiniest tweaks to a nose, brow or jawline can make a huge difference, so it can be difficult to stop. Occasionally I stumble upon it and instantly know 'There's my leading actor!'"

"I often have great ideas and happily scribble away, only to find that ideas just won't fit together"

LITTLE SHRUNKEN HEAD

"This was sketched from life, or death I suppose. A little friend I got from wizard sculptor Thomas Kuebler. I should do it more – it's quite relaxing, drawing something that is already there without having to tax my imagination. A good reminder of how it's always about looking – and understanding what you're looking at."

DWARF WITH HAMMER

"This was more of a 'technical' drawing, as I was far from sure how to get his armour and accoutrements to sit properly on his body. I often have great ideas and happily – or naively – scribble away, only to find that ideas just won't fit together. Then it's compromise after compromise until the whole thing is diluted to nothing, scrapped and redone."

DRAGON

"This will eventually be a dead dragon, thanks to Beowulf. He's not there yet. His top jaw will be caught on a rock, the bottom one hanging loose. Very tricky jaw angles, and deceptive perspective when the jaws are open. When I get around to painting it, it will be fun to try to give the dragon a hint of character or personality yet not stray too far from a cold and primitive reptilian force of nature."

BEOWULF

"Here's Beowulf entering Grendel's lair, knowing Grendel's mother is waiting. Early sketches trying to show him not so much as an invincible hero – boring! – but rather a very apprehensive warrior, just being sensible and careful, not knowing what to expect. It will all be down to the eyes!"

WOLFRIDERS

"I knew the body language I wanted for the goblin, just had to fit him on a wolf. I love doing animals, so it was fun – like with the dragon – playing with giving the wolf some character, without falling over into clichés. I wanted an animal, not a monster."

GOBLIN WITH STRIPEY EARS

"Beady eyes. Big noses. Jagged teeth. I never get tired of goblins scuttling around in my imagination. It's just difficult settling on characters when tiny tweaking can change everything. I suppose I'll just have to do a painting with hundreds of them in it. One day."

Paul Bonner

DRAGON FACING RIGHT

"A very much alive dragon... for the time being. I much prefer dragons showing their age and cunning, with lots of scars, scratches and wrinkles. I guess they can be noble, golden and majestic, awe-inspiring creatures. Just not in the worlds that I tramp around in."



BROWN WOLFRIDER 2

"I got the basic face I wanted, then spent ages trying to get the body to conform to it and sit on the wolf. Sometimes I know I should work up the whole anatomy together as one organic thing but individual eureka moments demand subservience from the rest of the composition!"

LAST DWARF

"Playing with ideas for Beowulf's boar's-head helm and face-hair. Sometimes something that looks okay from the front just looks silly from the side, or is just impractical. Would the helm's cheek armour press down into his moustache? Would the moustache ends be on top of it? Could he tie a strap under his beard? Where will his ears fit? See? Who'd want to be an artist?"

Charlie Bowater

The Atomhawk artist reveals a sketchbook that mixes images from the imagination and photography

Artist PROFILE

Charlie Bowater
COUNTRY: England



Charlie lives in the north east of England. She works as a concept artist for Atomhawk by day and is a doodler of everything else by night.
www.charliebowater.co.uk



DANCE

"A little compilation sketch that's half-painting, half-sketch. This was based on rhythms and dancing after I ended up with a particular song stuck in my head."

SARINA CONCEPT

"Some early concept sketches for the design of Sarina, the young protagonist from Atomhawk's The Realm project."



ORCHID

"This is a fun character study inspired by the Princess Amidala character from the Star Wars prequels."





Charlie Bowater



PORTRAIT

"I wanted to work some slight feline features, such as the nose and ears, into this character study."

"I wanted to work some slight feline features, such as the nose and ears, into this character study"

LYING COLOUR

"A lunchtime sketch that ended up being a little more! No particular character in mind but a definite mix of Game of Thrones and Star Wars served as the inspiration."

RABBIT HOLE

"An Alice in Wonderland-inspired sketch. I recently began working on a faerie tales series and this is the next potential artwork in the lineup."









ANATOMY SKETCHES

"A group of sketches based around a bit of anatomy practice. There's a mixture of sketching from imagination and sketching from some photo reference."

SET OF DEMO SKETCHES

"A small group of very quick sketches that were originally created during an Atomhawk Design live demo, all about concept art."



ELLIOT

"A character sketch of a young girl. This was an early character design sketch for the main protagonist of a personal project I'm slowly working on."

PORTRAIT 2

"Just another quick and simple character sketch. I was pleased with how the headdress and jewellery turned out."

"A definite mix of Game of Thrones and Star Wars served as the inspiration"

Sergi Brosa

The Spanish artist's notebooks are full to bursting with characters, concepts and environments for his pet project

Artist PROFILE

Sergi Brosa
COUNTRY: Spain



The Spanish-born artist currently runs his studio Fury Beats in Barcelona, where he concentrates on concept art for video games. He is working on a set of vinyl figures based on his own characters, and running a successful Patreon site. "I love to develop characters and vehicles, thinking about fashion design and colour combinations," he says.
www.sergibrosa.blogspot.com

ZIA

"The main character. Really strong for a girl, she is always getting into trouble. She had a difficult childhood, which made her tough. She works with her big brother robbing carriages in the wasteland. She'll soon discover something that will change her fate."

ZIA'S MOTORBIKE

"Zia is one of the only users of a hoverbike, inspired by Star Wars and scrambler tracker motorbikes. Zia uses her sword as a key for the bike, so she's the only one who can ride it."

Sergi Brosa

BLACKSMITH BROTHER

"One of the Parche Blacksmith gang from our Atomic Delivery game. He is a blacksmith, and the one who makes the deals with players to costume them and create new and amazing weapons. He is based on my friend and brother Jean Paul Egred. I couldn't create all these universes without his brilliant mind. We are a team now, and call ourselves Fury Beats."

"I love to develop characters and vehicles, thinking about fashion design and colour"

BIKERS PLACE AND YOLO PLACE

"These are supposed to be environments where we can find these gangs of people in the stand-by videogame project called 'Atomic Delivery'."

Sergi Brosa

FURY BEATS

"Characters for a videogame we are developing. A crazy racing game, with races to the death. We are developing a lot of art and content for the story, vinyl figures and more. We are also in touch with companies who could be interested in producing it for PS4 and Xbox. Fingers crossed!"

"We're doing a lot of art and designs for the videogame we are developing"

FOX

"This is one of the main characters in the Atomic Delivery game project. He is a lone wolf, someone who deserted from his army to fight against it after discovering the truth."

BLACK ARMY VEHICLE

"This is the concept for the main villain's vehicle. He would be sitting on the throne, while his driver drives very fast chasing their enemies."

Wes Burt

The Massive Black ace opens his Moleskine and reveals the thinking behind his striking visions

Artist PROFILE

Wes Burt
COUNTRY: US



Wes works out of San Francisco at the offices of Massive Black, as a concept artist. He's produced art for films and games, most recently the Dinobots for Transformers: Age of Extinction, and The Sims 4. He's a huge fan of sketching on paper, either in a Moleskine or on pads of Bristol paper that are scattered around his desk.
wesleyburt.tumblr.com

BATMAN

"I've always been a big Batman fan and one day at a coffee shop I started sketching out a loose idea I had in my head for a Batman cover. I wanted to make Robin a bit different, almost like a mutant."

JUMBLE

"Sometimes I start working up drawings of forms and shapes in a more abstract manner, and then bring it all together through rendering and uniform lighting. It's a real mix of improvisation and retooling."



THUNDERCAT

"This started as a quick sketch of a musician, Thundercat, sort of taken into a sky pirate RPG idea. I took the original sketch a lot further for this drawing and worked up the whole body."

FLYING LOTUS

"As I was working on the Thundercat drawing, I had ideas for a compatriot of his, Flying Lotus."



FRENCH JAEGER PILOT

"I did this one after seeing Pacific Rim. I was just having fun drawing at a brunch place in town."



"Sometimes I start working up drawings of forms and shapes in an abstract manner..."

ENTANGLEMENT

"I had this image in my head of a page filled with a sea of heads – not quite a crowd of people, but forms flowing in and out of each other a bit and lots of interesting features to drift around and look at."

SOOTHSAYER

"This page started out as some random sketches and doodles but quickly became all tied together, and I worked it up as a character for a world I've been envisioning."

INKHEADS

"I've been experimenting a lot with these Mangaka flexible pens and markers. They have a great marker tip and really nice ink for my Moleskine pages."

HOMELESS

"This was done for a group art show about different neighbourhoods in San Francisco. It's an amalgamation of people and scenes I'd seen downtown and then remade through my imagination."





MOLESKINE

"This was a fun drawing I worked up for a group show in San Francisco, where each artist did a two-page spread in a Moleskine. They were all framed identically and it was cool to see all the different ideas and mediums each artist chose to work in for their pages."



DERVISH

"This image started fairly improvisational, but I found some interesting lines and shapes in the early sketch phase and then the idea really took hold."

"I found some interesting lines and shapes in the sketch phase and then the idea took hold"



LUCHADORES

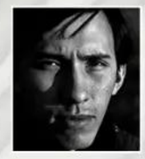
"There's a storefront in the Mission district in San Francisco that has a huge wall of luchadore masks for sale. I was always interested in the way it looked, and thought it would make for a great sketch."

Devon Cady-Lee

A long-held fascination with Frank Herbert's Dune has helped shape this artist's sketchbook...

Artist PROFILE

Devon Cady-Lee
COUNTRY: US



Devon is an illustrator originally from New York City, who's been working in the games and entertainment industries for nearly 10 years. He currently lives in Seattle, where he works for Motiga Games as a concept designer on the upcoming title Gigantic.
www.gorrem.tumblr.com

JESSICA

"A character from Dune, who's a concubine and love interest of a duke. I always thought she should be portrayed as a strong-willed character."



EGGDROP

"I drew this based on what I imagined a big egg dropped on a face would do. I couldn't stop thinking about what this would feel like!"



Devon Cady-Lee

LONE WOLF

"I think this was inspired by Lone Wolf and Cub, a well-known manga. Sitting in a coffee shop sketching is where a lot of my drawings tend to happen."

"My take on characters from Dune is based on close study of the text descriptions"

STILGAR AND CHANI

"Portraits from Dune. My take on the characters is based on close studies of the text descriptions, as well as my own artistic licence."

EYESTAB

"My worst fear is being stabbed in the eye, and that's pretty much what inspired this sketch."

CARICATURES

"Here are some digital sketches of comic book characters and people I saw one day. One of them is a character from Y: The Last Man!"

YA JUST CAN'T

"People sketched in a café. Observing people in their natural habitat reveals expressions that I don't normally see from a model."

MORNING AFTER

"Sometimes that moment in the morning is so awkward, you've just gotta laugh!"

"Observing people in their natural habitat reveals expressions I don't normally see from a model"





WANDERER

"A creepy dude with his eyes burned out, who's also from the Dune books. I tried to capture an urgent feeling in his pose."

PAUL

"Paul Atreides from Dune, as a hipster I guess? I'm really into this sci-fi classic."

Bill Carman

The illustrator and fine artist's work has been described as "different, strange, sometimes a little weird..."

Artist PROFILE

Bill Carman
COUNTRY: US



Since graduating with a BFA in illustration and visual communication and an MFA in painting, Bill has freelanced and exhibited, and has been included in annuals like the Society of Illustrators, Spectrum, 3x3 and American Illustration. He's even finagled some medals. His client list includes a children's book with Random House.
billcarman.blogspot.com

MONSTER

"A great project where I did lots of monster drawings for theatre design. I could hardly turn down a monster project."

LETTING GO

"It's great to let the pen just go. My sketchbook is a safe haven."

SOMETHING FISHY

"I've caught a lot of fish, a few of them hairier than others."

"Using different tools in my sketchbook is just par for the course. I'm a pen whore"



HEROIC

"There are no repercussions for sketchbook work, so I can poke fun at whomever I want."

THE REAL ROCKET MAN

"Of course personal history is a must in my sketchbook. Using different tools in my sketchbook is just par for the course. I'm a pen whore."



PET PROJECT

"Even with looming deadlines, sometimes ya just gotta play. I never stop sketching. And I have lots of pets."

PAINTING

"Sketchbooks aren't just for pencil or pen. I love to draw with paint. Rarely I finish something and someone will buy it from my sketchbook. Very rarely."

FLIGHT

"Flight, my superhero wish. Always make time to keep an active sketchbook no matter how hard, how bad, or how little time you have. I love drawing. Sketching from life is best but finding time is difficult and drawing from a photo will do just fine."

RHINO

"Simple can be beautiful. Humour can be serious. And obviously at some point we have all contemplated being a rhinoceros."



"Always make time to keep an active sketchbook no matter how bad or how little time you have"

IN THE BAND

"A guy I played in a band with. Sometimes my sketchbook is not enough. I have scraps and pieces of paper, including antique pages, surrounding me in my studio. When I feel the urge for a different surface I grab something and draw or paint. Sometimes I'll paste them into my sketchbook or find them another home. Or I just lose them."

DUOPUS

"This is a typical excerpt from my sketchbooks. Mostly ignored cousin of Octopus."



Paul Dolan

The video games artist hones his skills through life drawing but admits he's fascinated by the grotesque

Artist PROFILE

Paul Dolan
COUNTRY: UK



A traditionally trained artist, Paul has 16 years experience working in the video games industry on titles as diverse as Warhammer 40,000: Kill Team for THQ and Driveclub for Sony. He is currently expanding his client base by moving into TV, film and advertising and splits his time working between the North West and London.
pauldolan.artstation.com

MUTANT FAMILY PORTRAITS

"I can't help but fill my pages with notes... from criticisms of the work itself to ideas for the next drawing and how a design may evolve."

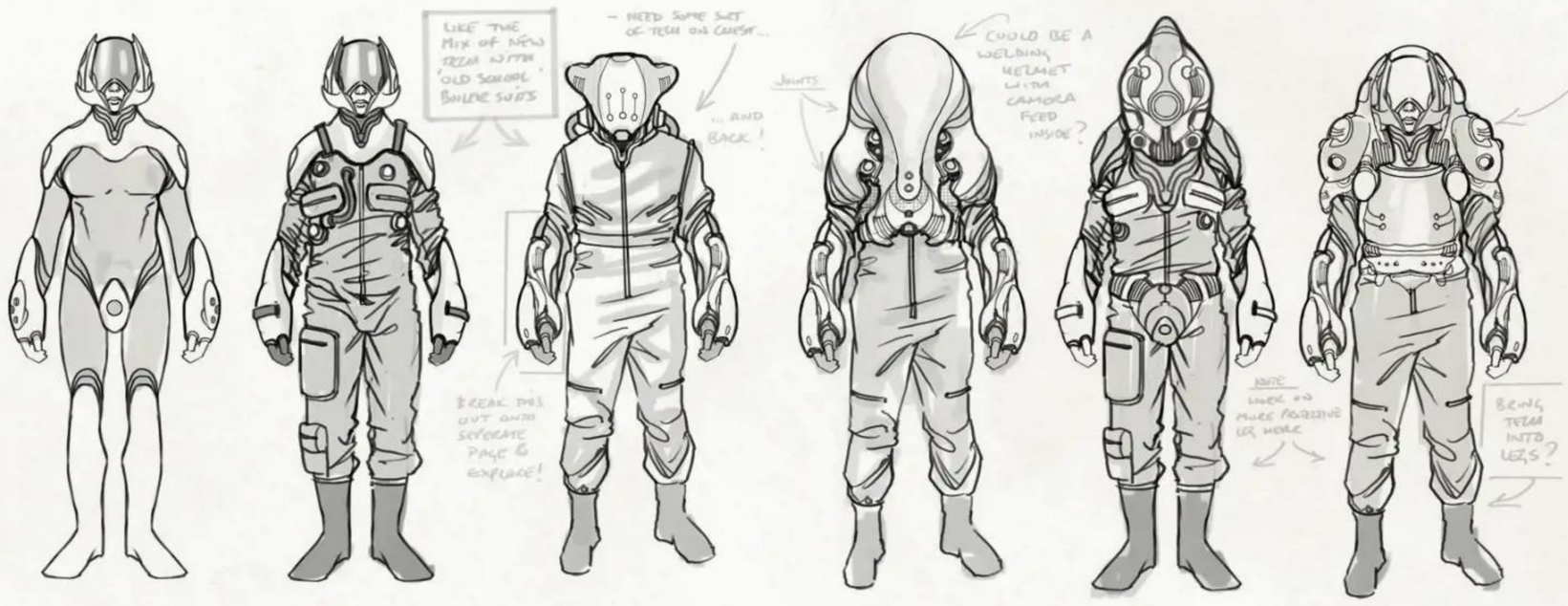
FLAT HEAD

"I'm fascinated by the grotesque and this seems to always end up in my work. I just love to play with distorting anatomy."





"I'm fascinated by the grotesque and just love to play with distorting anatomy"

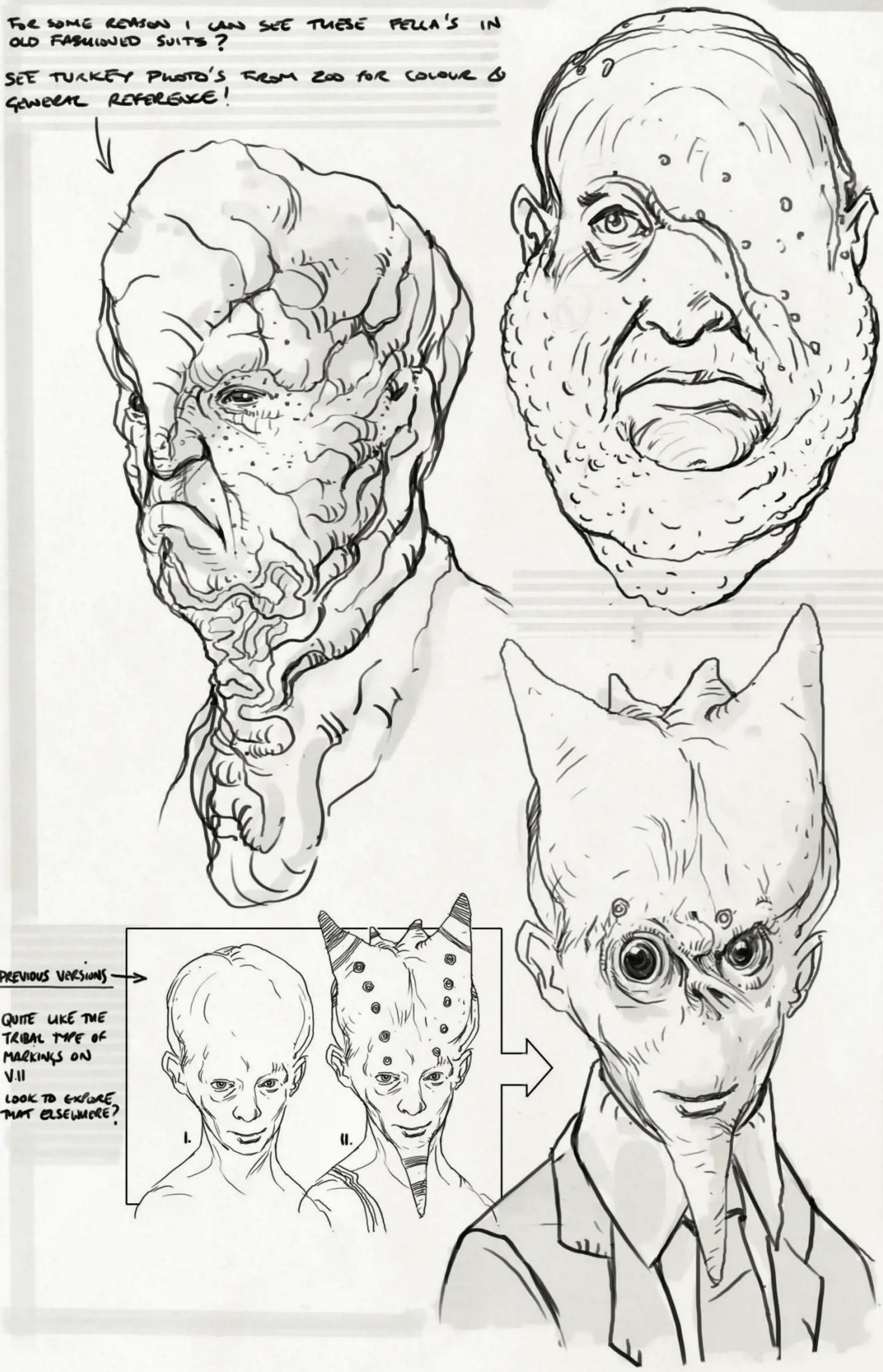


INDUSTRIAL WORKERS

"I'm working here to blend technology with basic clothing, in this case boiler suits to give an industrial feel to the designs."

DISTORTED FACES

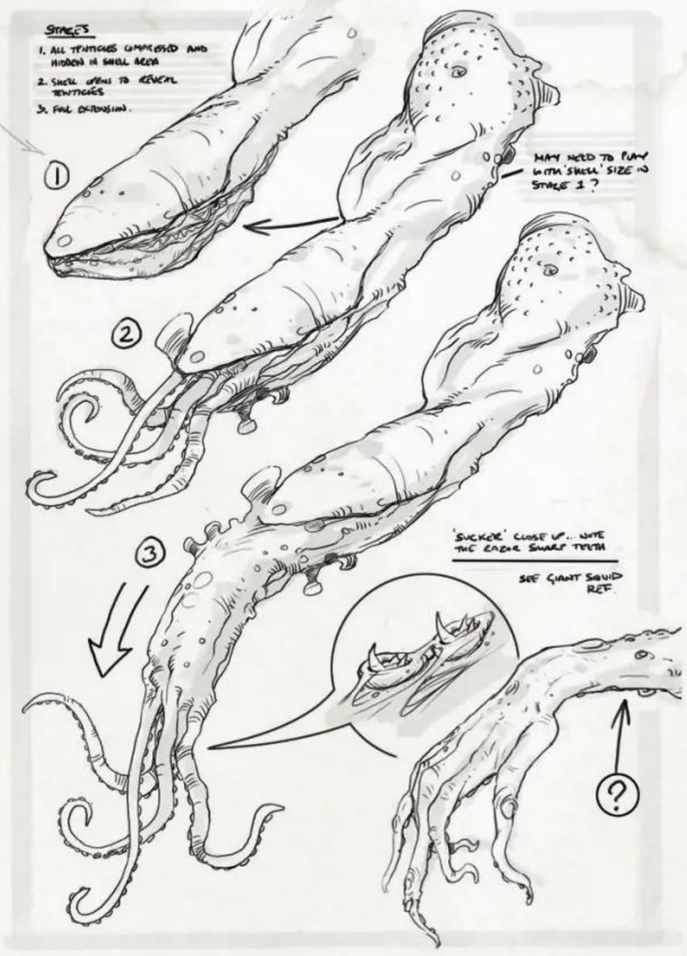
"I always try to create bold shapes as well as bringing some of the character's persona across in the design."





TENTACLE HEAD

"An initial sketch of the creature and another page working out the arm detailing – working digitally and being able to duplicate and iterate helps with this process enormously."



"Working with a pen I use contour lines to describe the body and different line weights to define edges"

LIFE DRAWING: SEATED MAN

"This is an A3 drawing completed with Conte crayons and took about an hour to complete."

LIFE DRAWING: WOMAN

"I started to work directly in pen as it really makes you think before you commit to a line. This is a 15-minute sketch of the life model."

LIFE DRAWING: SEATED MAN

"Experimenting with a fibre-tip pen gave this image a rougher feel than usual."

LIFE DRAWING: HEAD SKETCH

"Five-minute poses are tough but essential to develop your drawing skills. Note that the lines here are a lot looser than normal as it was a fight to get the image completed in the time."

LIFE DRAWING : SEATED MAN

"With only a pen to work with I find myself using contour lines to describe the form of the body, and different line weights help define edges."

LIFE DRAWING: MAN STANDING

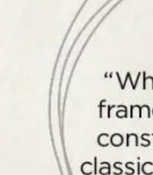
"This is a 20-minute pen sketch. You can see the small 'dots' all over the image – these were my first marks and measurement points."

Edin Durmisevic

A love for films informs much of this artist's character design and animation work, as his sketchbook reveals...

Artist PROFILE

Edin Durmisevic
LOCATION: Bosnia and Herzegovina



Once it was clear that Edin had a natural talent for art, he channelled that into his education, and graduated from Sarajevo's Academy of Fine Arts. He also achieved success when studying character animation at the online Animationmentor School. He has a particular love of developing and creating different creatures and funny characters, having worked as a character animator for over five years. Edin's currently busy working as a character and concept artist at a design agency, and loves watching films in his spare time.
www.edind.artstation.com

AKAN CREATURE DESIGN

"This is a drawing for one of my personal projects. Sometimes I build up a back story for my creatures or characters, asking what do they do, where do they live, what do they eat and so on."

DIRTY BIRDY

"When I was in a Western film frame of mind, I drew cowboys constantly and watched a lot of classic Westerns. I love to take the time to focus on specific subjects and fully explore a genre."

Edin Durmisevic

JEKYLL AND HYDE

"My idea was to draw Mr Hyde like some rat-like, evil creature. Actually, these are just three designs out of 50 or so that I did on this subject. I love the exploration phase of the design process."

FILM CHARACTERS STUDY

"I like films and enjoy studying the personalities, mannerisms and emotional states of characters. This helps with my own figure designs."

MIGHTY THOR

"Vikings, Vikings, Vikings... I like drawing those ferocious warriors."

BIG

"Art is a fantastic medium for working out abstract and complex ideas or premises."

"I love to take the time to focus on specific subjects and fully explore a genre"

KAIJU DESIGN

"Interesting shapes, an organic design and a large scale, coupled with monsters and mythology often equals cool results. It's great fun playing with shapes and then spend time exploring different textures and surfaces."

CREATURE DESIGN

"Creatures and fantasy animals are my bread and butter. When I design creatures I try to base my design on existing creatures or combination of the creatures so they look more believable. Usually I use HB, B2 or B3 pencils to draw."

THUMBNAILS

"My aim here was to come up with different shapes and designs. I do these type of sketches all the time, and the subject matter can be anything, because they're not based on a specific story or theme."

"A clear story and humour are crucial for drawing, painting or illustration"

Edin Durmisevic

LEAVE THE TREE ALONE!

"My girlfriend loves plants and has a fair few of them, so I decided to present myself as a hero to her through this illustration. A clear story and humour are crucial for drawing, painting or illustration."

ALIENS

"I wanted to draw an alien's face, but came up with this cool, black hat instead. Then I drew an alien's head using just one simple abstract design. I love to play with shapes."

GUARDIAN KNIGHT

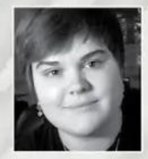
"He looks scary until you notice that pathetic spear. But even then I wouldn't mess with him."

Tara Fernon

The appeal of wildlife – both friendly and aggressive – comes across clearly in this artist's sketchbook

Artist PROFILE

Tara Fernon
COUNTRY: US

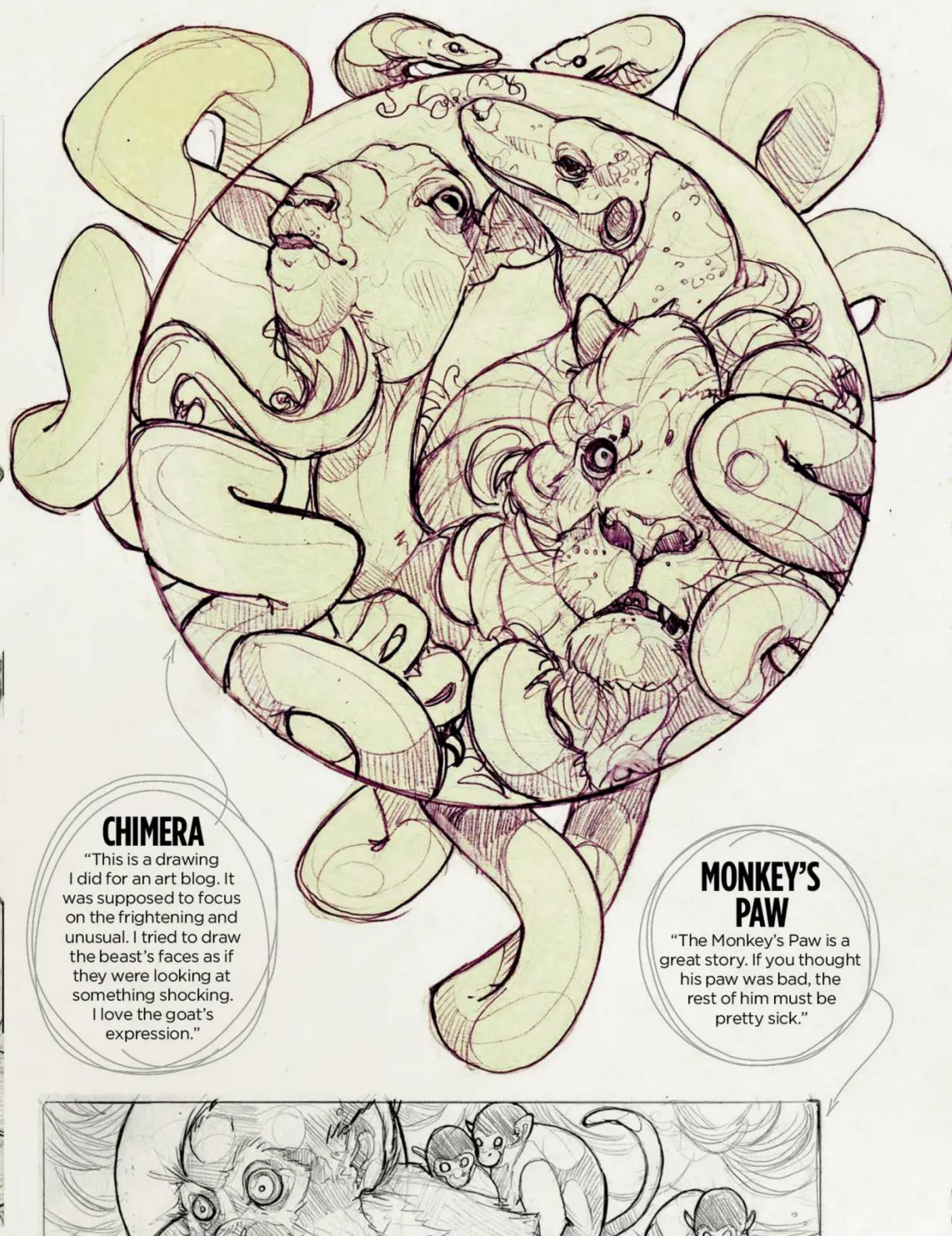


Tara works on a sustainable-living farm in Redmond, Washington, US, and her first big break was when she was chosen by Jon Schindehette to be his concept art/illustration intern at Wizards of the Coast for a summer.
www.tarafernon.carbonmade.com

SEVEN SNAKES

"A seven-headed serpent is the symbol of Cambodia. You see it everywhere there, alongside religious symbols. I drew this when I returned home from holiday there."



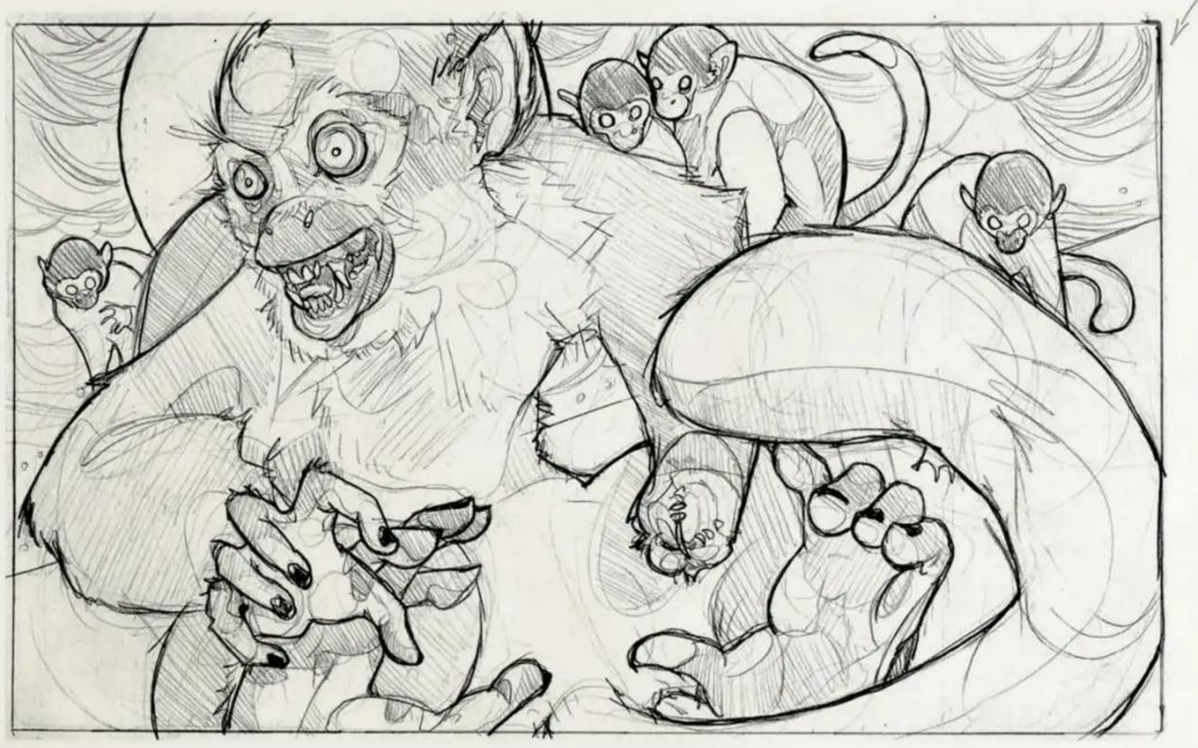


CHIMERA

"This is a drawing I did for an art blog. It was supposed to focus on the frightening and unusual. I tried to draw the beast's faces as if they were looking at something shocking. I love the goat's expression."

MONKEY'S PAW

"The Monkey's Paw is a great story. If you thought his paw was bad, the rest of him must be pretty sick."



"I tried to draw the beast's faces as if they were looking at something shocking. I love the goat's expression"

SICK

"This will always bring me back to Vietnam because the circles in this sketchbook drawing were from me tracing around the cups in my hostel. This is another one for the odd art blog."

WARDOG

"While I was drawing this, I imagined the feeling of being laid out in the snow and just how cold it must feel. That's what high school in Colorado felt like during winter!"



TIGER HEARTS

"Tigers seem to come up in my drawings a lot. I just feel like sometimes, you need to draw a demonic tiger over a platter of sacrificial hearts. Yeah, that looks good."







"Sometimes you need to draw a demonic tiger over a platter of sacrificial hearts"

ODYSSEY CIRCE

"I started doing an artist's study of John Waterhouse's Vanity. I tried to transform it into something else. I love depicting stories, so I turned it into Circe from the Odyssey, because I'm inspired by mythology. I love this drawing so much that I decided to do more of Odysseus' travels and am now working on a series of them."

ODYSSEY SIREN

"This is my favourite drawing right now. This is the second piece in my personal project for illustrating parts in the Odyssey. Can you see Odysseus' ship in the waves?"

Tony Foti

Well known for his card and games illustrations, Tony reveals some early sketches and his evolving techniques

Artist PROFILE

Tony Foti
COUNTRY: US



Tony Foti is a freelance illustrator who landed his first job painting cards for the Warlord CCG and has since created imagery for books, magazines, board/tabletop/video games, trading cards and film. These days he regularly contributes to Dungeons & Dragons and Fantasy Flight Games' Star Wars, The Lord of the Rings, and Call of Cthulhu lines.
tonyfotiart.com

STRIDER

"This sketch of Strider was for the Lord of the Rings card game for Fantasy Flight. You can see I'm still putting a lot of value in my preliminary work at this point, which I have since stopped doing."

© Fantasy Flight Games

JESSE

"This is an old one, but Jesse was one of my favourite models to draw in school and I think it shows. He posed like someone who was an art model for a living, basically. If the chance comes up during a long session, I like to get in close and do a quick portrait."

FIGURE 2

"As I now do with my illustration sketches, here I'm cutting down the number of lines I'm using to describe forms."

FIGURE 1

"It's probably not that surprising, but my sketchbook is almost entirely figure drawing. There are some nature studies and such in there, but it really is just a sea of naked people and their faces."

"My sketchbook is almost entirely figure drawing, a sea of naked people and their faces"

DEBRIS SPRAY

"Back before I got hold of a Cintiq, I was always having to make the decision between drawing digitally and having it be a bit rough around the edges, drawing traditionally on 11x13 and scanning it in, or drawing huge and taking a photo. Each has its pros and cons, but this was a DnD job where I went the whole hog and drew it 18x24."

© Wizards of the Coast

PILOT LUKE

"This is one of my early sketches for Fantasy Flight Games from when I was still in art school. I can feel in this one that I'm starting to question spending all of that time on value and have left more areas unshaded."

"These days I draw digitally. It saves a lot of time and helps retain the freshness of the sketch"

HOTH TROOPER

"An assignment for Imperial Assault, actual illustration work this time. This is a good example of how I'm working these days, drawing clean and digitally so I can use the lines later on. It saves a lot of time, and helps the final retain the freshness of the sketch."

TITANSGRAVE

"Keg-E. Done for Geek & Sundry's new TitansGrave web series. Not surprisingly, he is a robot made from a keg."

Star Wars images © Fantasy Flight Games & Lucasfilm

Tony Foti

OBI-WAN

"Originally I'd put Chewie and some other bar patrons in the background of this one, but it was (reasonably) suggested that the final should just have the Jedi master."

OSKARA

"This was an alternative idea I had for the Oskara illustration. I knew some of the lines could be incorporated into the final, so around this time I started doing more of my sketches digitally."

WOOKIEE FIGURE

"There was this one wild weekend where I got to help Fantasy Flight design a bunch of the figures for Imperial Assault, and this wookiee was a favourite of mine."

Tom Fowler

The illustrator and cartoonist introduces us to his motley collection of characters and creatures

Artist PROFILE

Tom Fowler
LOCATION: Canada



Tom's worked in comics, advertising, and film and game design for clients including Disney, Marvel and Wizards of the Coast. He also writes and sometimes draws the Rick and Morty comic series. Tom's blog, D&D&D, is so named because he draws while playing D&D. These sketches and more will appearing in Tom's forthcoming book.
www.tomfowlerddd.tumblr.com

ATTAINABLE GOALS

"If nothing else, it proved Knekbeerd's vision-board had worked."

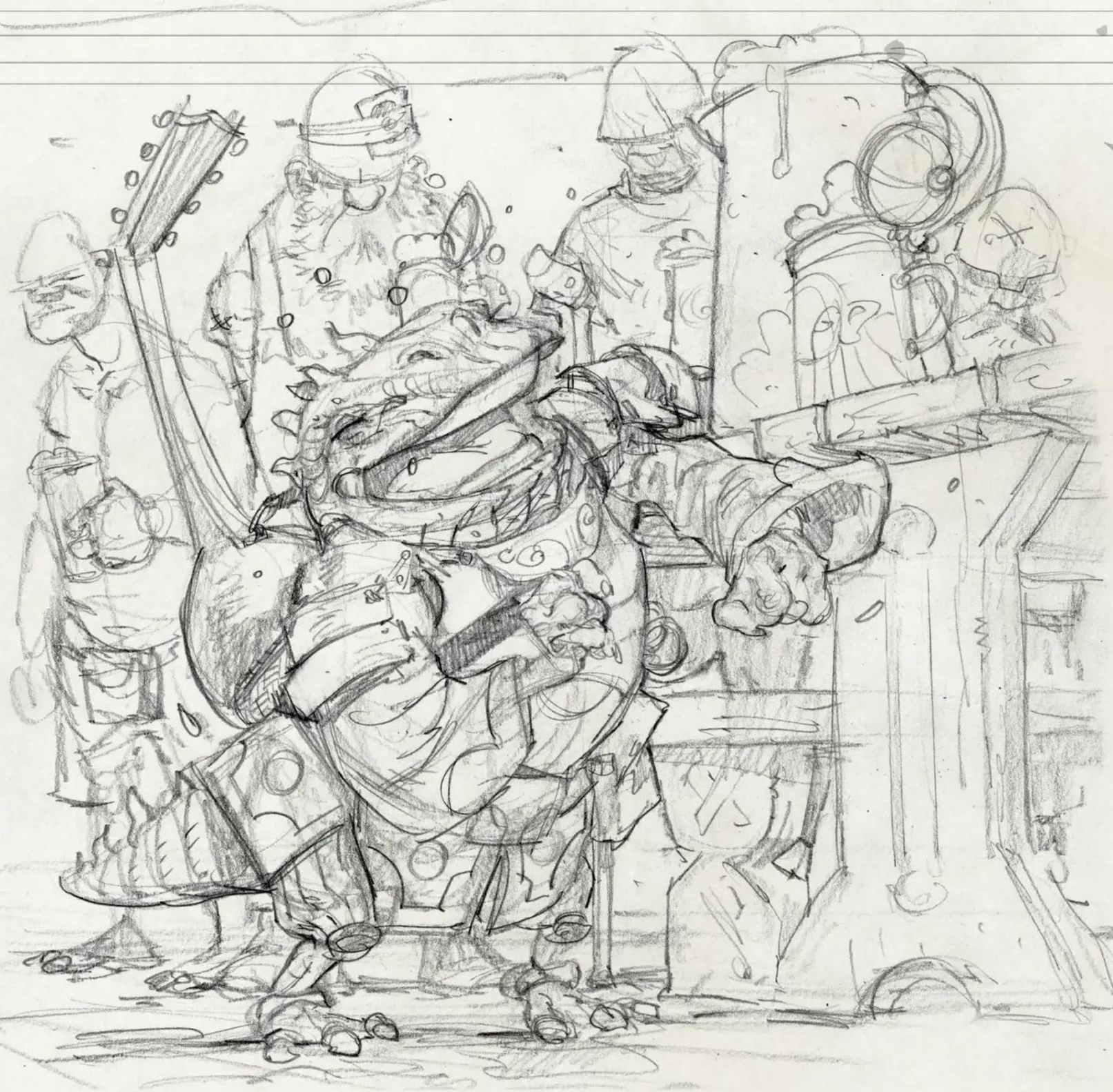
ODD MAN OUT

"Rypurt suspected he was being left out, but he just couldn't put his finger on why."

FAMILY OUTING

"Even with all the noise from the birds, no one ever bothered the Grismunds' aviary caravan."

Tom Fowler

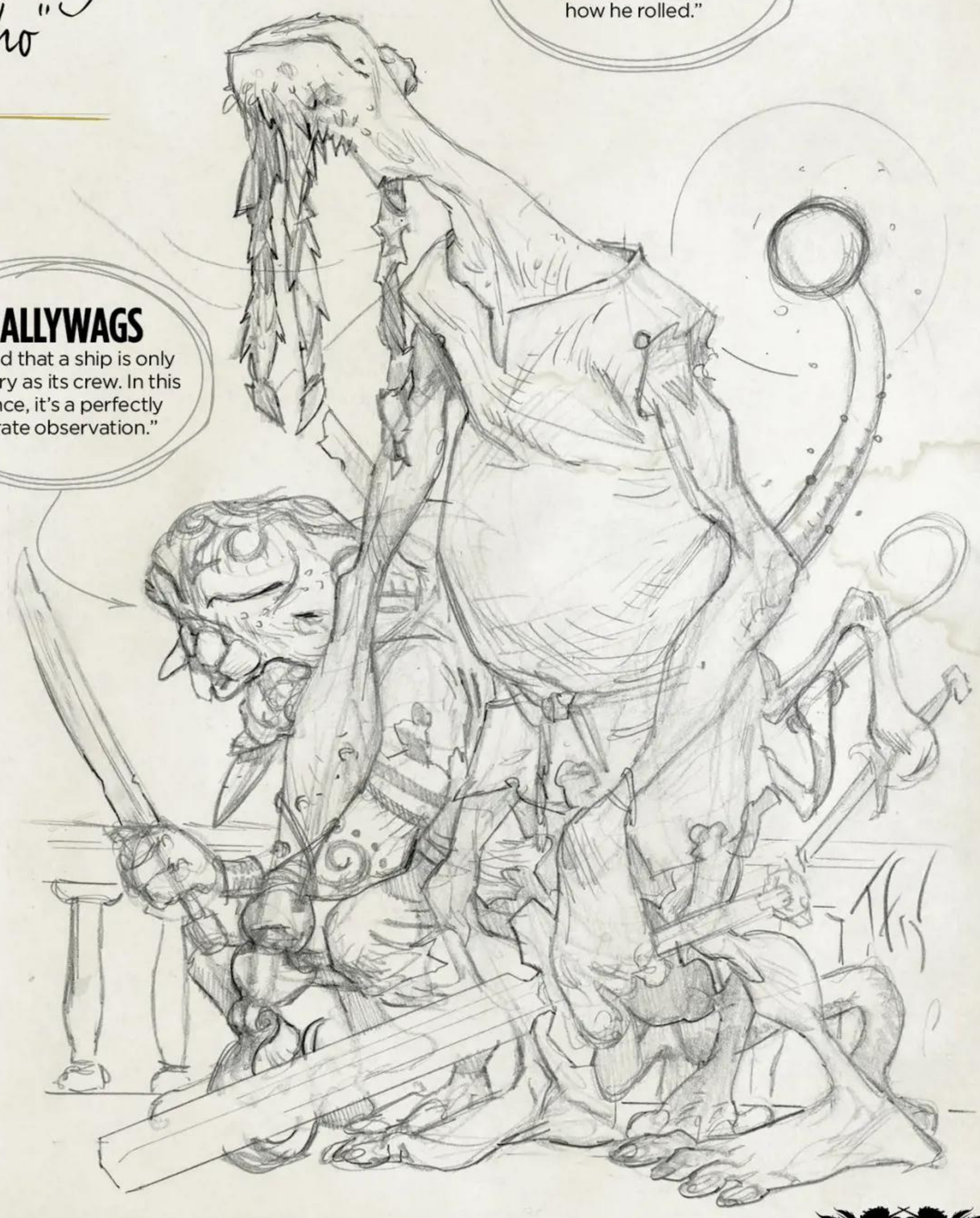


LIFE OF THE PARTY
"He sang, 'Mmbodumby bodumbow bodumby bodumbow,' but no one joined in. Hey ho."



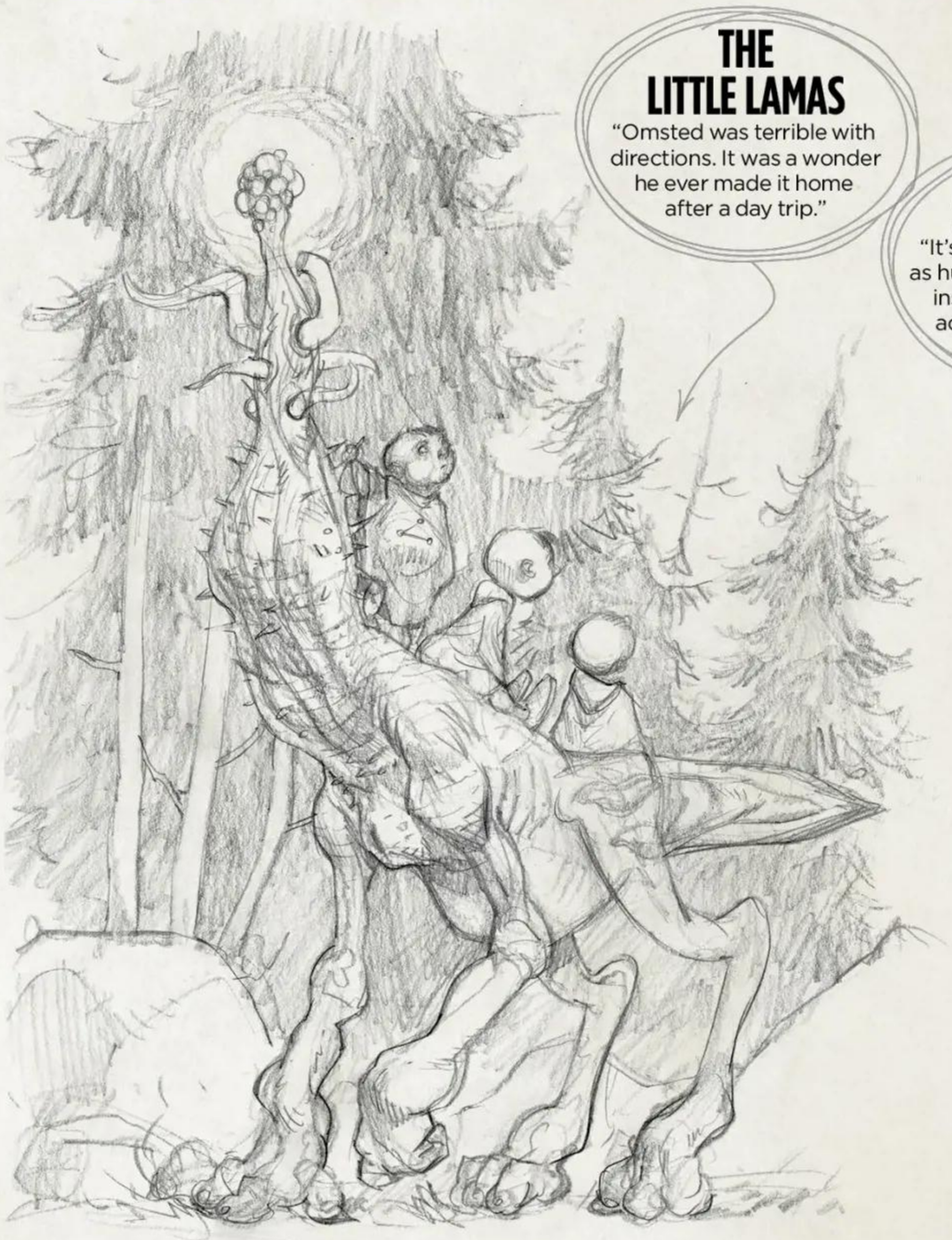
"He sang, 'Mmbodumby bodumbow bodumby bodumbow,' but no one joined in. Hey ho"

BAD JUR
"Bad Jur regretted little in life – that was just his nature, how he rolled."



THE LITTLE LAMAS
"Omsted was terrible with directions. It was a wonder he ever made it home after a day trip."

SCALLYWAGS
"It's said that a ship is only as hungry as its crew. In this instance, it's a perfectly accurate observation."



PRESTIDIGITATION
"Fongo only knew one spell. And it was a good one."

CHARTER
"Herbit hated the 'nun runs', but the pig was happy for the exercise."

CHIN UP
"Gru'up had his pride, if nothing else."

"Krrun loved his unicorn. No one had the heart – or the guts – to tell him it wasn't a unicorn"

EQUESTRIAN
"Krrun loved his unicorn. No one had the heart – or the guts – to tell him that, actually Krrun, that's not a unicorn."

Tom Fowler

NESTING
"Birt would give her absolutely anything."

SNACK ATTACK
"Ba'a'all watched the flame and remembered his mother."

PLYK
"He'd caught them all, without breaking into a sweat. Something to tell the lads back home."

TALL MAN'S BURDEN
"Junk hadn't the foggiest idea what basketball was, but he knew he was sick of hearing people talk about it."

Genzoman

Pirates, fairies and street brawlers in a love-hate relationship are just some of the characters to appear in this leading artist's sketchbook

HORUS

"Egyptian mythology is a great source of inspiration. Usually the gods are shown as thin characters, so I decided to make Horus bulky and massive."

Artist PROFILE

Genzoman
LOCATION: Chile



Gonzalo Ordoñez, also known as Genzoman, is a self-taught illustrator who's spent the past 20 years creating art for video games, magazines, films and card games. You can see examples of his art in Udon Entertainment's Street Fighter comic, and World of Warcraft.
www.genzoman.deviantart.com

"Fairies are a fine balance between strong magic and delicate character design"



SPIKE SPIEGEL

"Back in the 1990s I was a big fan of Cowboy Bebop and anime. Shinichirō Watanabe creates such interesting worlds and characters."





CLIDNA

"This sketch was done for the Myths and Legends TCG. I love to draw fairies – they're a fine balance between strong magic and delicate character design."

PRIESTESS OF ODIN

"Another sketch for Myths and Legends. When the editor sees this basic colour sample sketch he'll have a good idea of what the final design will look like."



"The secret of NIMH was my first big inspiration to start drawing when I was a kid..."

RYU VS KEN

"Here's the cover sketch for Street Fighter Unlimited #1, featuring two eternal rivals and friends, Ryu and Ken."

Genzoman

HILDA

"Once I was without my computer for a whole month and tried to do a daily sketch of all the Pokémon trainers. This is one of them."

ATHENA

"A rejected sketch for an unreleased game. I like the idea of a calm Athena, instead of the typical fierce warrior stereotype."

MRS BRISBY

"Don Bluth's film The Secret of NIMH was my first big inspiration to start drawing when I was a kid. I still love that movie!"

INSPECTOR AND PENNY

"Inspector Gadget was one of my favourite cartoons when I was a child. Here I was going for a gritty vibe, while staying true to the cartoon's roots."

THE MERMAID

"A couple of years ago, my office was really close to a branch of Starbucks. I used to go there for coffee and sketch there on my break time."

"I love drawing pirates – there are a lot of cool elements to work with"

AQUERONTE

"Sketch for an unreleased game. I tried to maintain a HR Giger vibe on Aqueronte's design. Greek myths are great!"

PIRATE GIRL

"A sketch for the upcoming board game The Pirate's Flag. I love drawing pirates – there are a lot of cool elements to work with."

PATHFINDER

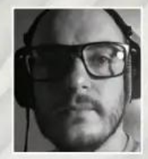
"Compositional sketches for the covers of Pathfinder: City of Secrets #1 and #2."

Dan Howard

The illustrator opens up his sketchbook to reveal floating trees, horned women and mutant turtles

Artist PROFILE

Dan Howard
COUNTRY: US



Dan is a freelance concept artist and illustrator in Los Angeles, California. His past work includes Ubisoft, Rocket Games, Gaia Interactive, Chocolabs and more.
www.danhowardart.com

BIKER

"This is the basic idea of how I work. A few thumbnails to give ideas of where I want to go. From there, I tighten up the sketch as much as possible."

ENVIRONMENTAL

"An environment idea. I sketch these in lines first, then go in and do a black-and-white mood exploration. From there I add colour on top. These are relatively small and quick."

Dan Howard



HORNS TWIST

"More tight sketches as well as some random ideas and gestures."

SHAPES

"Not every idea is gold, so some days I draw familiar characters just to stay in shape, so to speak, and get something drawn."

"Not every idea is gold, so some days I draw familiar characters just to stay in shape"

RED SONJA

"Random sketches and a Red Sonja. I'll do small black-and-white studies as well to explore lighting and mood ideas."

MUTANTS

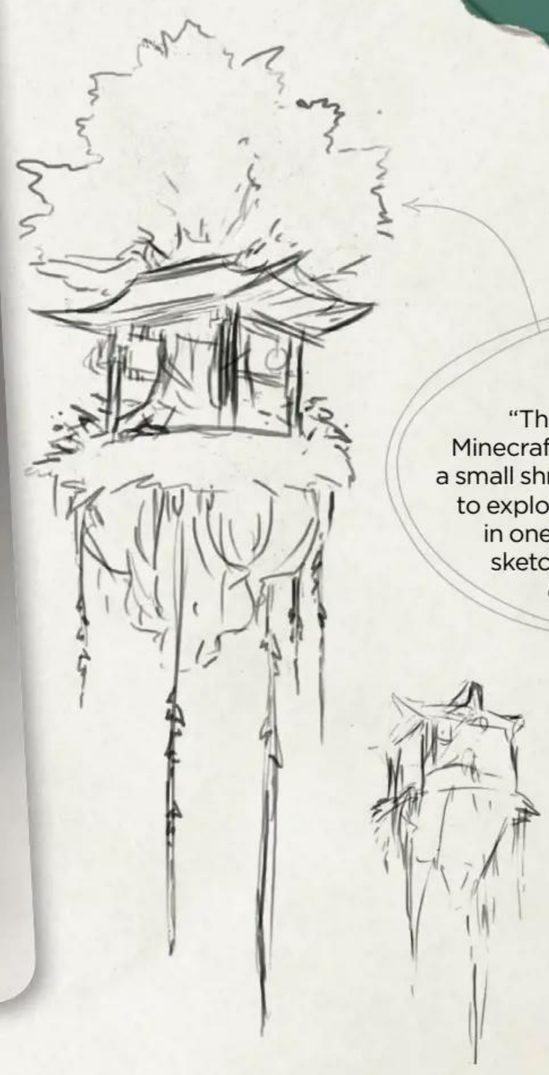
"The rough gestures, sketches and final lines for two of the four Ninja Turtles I decided to 're-design' for a bit of fun."

Dan Howard

FIGHT OF FANCY

"Sometimes I get to where I think I have a final sketch ready for preparation to paint... and then I'll do something I like even more. The figure on the left looked nice for a while, but I had a feeling I could sell the pose a lot better with dynamics, as illustrated with these two sketches."





MINE CRAFT

"This is an idea I had from a Minecraft build – basically a tree with a small shrine around the base. I wanted to explore different times of the day in one illustration. These are the sketches and black-and-white compositions used."

"I wanted to explore different times of the day in just the one illustration"

How to Train Your Dragon 2

Artists who worked on the dragons 'n' Vikings tale reveal some of the sketches that led to the smash-hit sequel

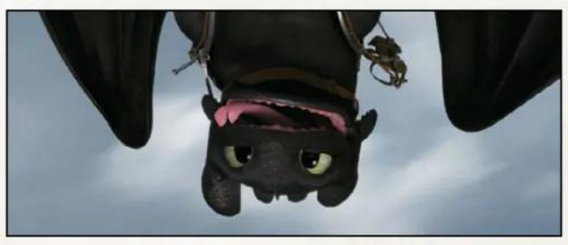
Studio PROFILE

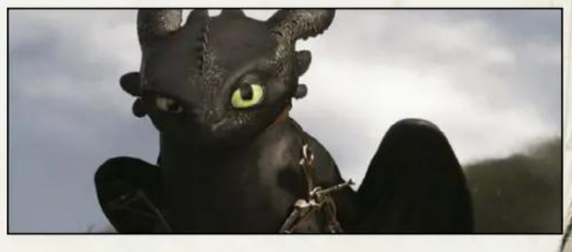
DreamWorks Animation
COUNTRY: US

DreamWorks Animation has produced animated feature films since 1998's Antz, which featured the voice of Woody Allen. How to Train Your Dragon 2 is its 29th film, and the accompanying Art Of HTTYD2 book (including over 300 concepts, preliminary drawings, architectural plans and digital artworks) is published by Titan Books. For more information on the art book visit **http://ifxm.ag/ifxHTTYD2**

TOOTHLESS

Concept artists Tron Mai, Ryan Savas, Paul Fisher and Johane Matte tackle Toothless. Character designer Nico Marlet: "We added a few refinements to make him look a little older."











DRAGO

Nico Marlet came up with the first idea for this character. After a couple more passes by other artists, Nico then finalised it with a dragon-skin cape.



THUNDERDRUMS

Nico Marlet came up with the design and look of these thunderously scary dragons with his trusty pencil and markers.



AT EASE

Tron Mai, who has previously worked on Kung Fu Panda 2, Tangled, The Croods and the first Dragon film, captures the peaceful essence of Toothless with this rough sketch.

PENS

HTTYD 2's screenwriter and director Dean DeBlois sketches characters Toothless and Hiccup with pen, getting an idea of them mid-flight.

WATERCOLOURS

Dean DeBlois works up his own pen sketches with ink and watercolour, much as he did for his first co-writing and directing project, Disney's Lilo & Stitch, which was released in 2002.

"We added a few refinements to make Toothless look a little older"

HEADS UP

These studies by Jean-Francois Rey show some versions of Cloudjumper. In the film he flies with Toothless, so the artist wanted a bold look to help differentiate the two, even at a distance.

MORE PENS

Director Dean explores the heroes of the film, Toothless and Hiccup, from another angle in pens. Dean and Co have already started work on the third instalment of the dragon franchise, set for a 2016 release.

"There's always more freedom when you're designing a villain..."

DRAGO

Head of character animation Simon Otto: "There's always more freedom when you're designing a villain. For Drago we explored many different hair and beard styles. We needed a design that felt like it was not from the Viking world, but we didn't want to be too specific about where he was from."

CLOUDJUMPER

Director and artist Dean DeBlois: "I liked the idea of two sets of wings that form an X in the sky. They could be stowed into one another so as to create a surprise reveal."

Miles Johnston

The English illustrator opens up his sketchbook to share his love of visual metaphor and creative composition

Artist PROFILE

Miles Johnston
COUNTRY: UK



English artist Miles is a largely self-taught illustrator who recently moved to Sweden to study at an atelier. Having finished his studies, he now works as a freelancer and also runs the Dirty Sponge podcast, in which he hosts unscripted interviews with his favourite sci-fi and fantasy artists.
http://ifxm.ag/miles-j

NO TITLE

"I liked the way this looks in person. The graphite is shiny and the red pen is a lot more matte. As I moved it around in the light it reminded me of old shiny Pokémon cards."





CREEPER

"Artists have dedicated a ton of their work to glorifying the pain and longing of failed relationships and unrequited love. I felt like making something to highlight the absurdity of our desires, especially when viewed on a truly cosmic scale. Next to the infinity of everything, sometimes I feel more like a creepy horny puppet caricature than anything else."

Miles Johnston

GROWTH

"This is intended as a visual metaphor of the way biological life transforms over time. From organism to organism and species to species, the whole thing is one giant, several-billion-years-long, seamless swarm of growth emerging out of the planet we inhabit."

"The whole thing is one giant, seamless swarm of growth emerging out of the planet we inhabit"



CYBER DUCK

"Not much to say about this one ... It's me poking fun at myself because I'm not very good at designing a lot of the concept art standards. So, Cyberduck."

GREETINGS

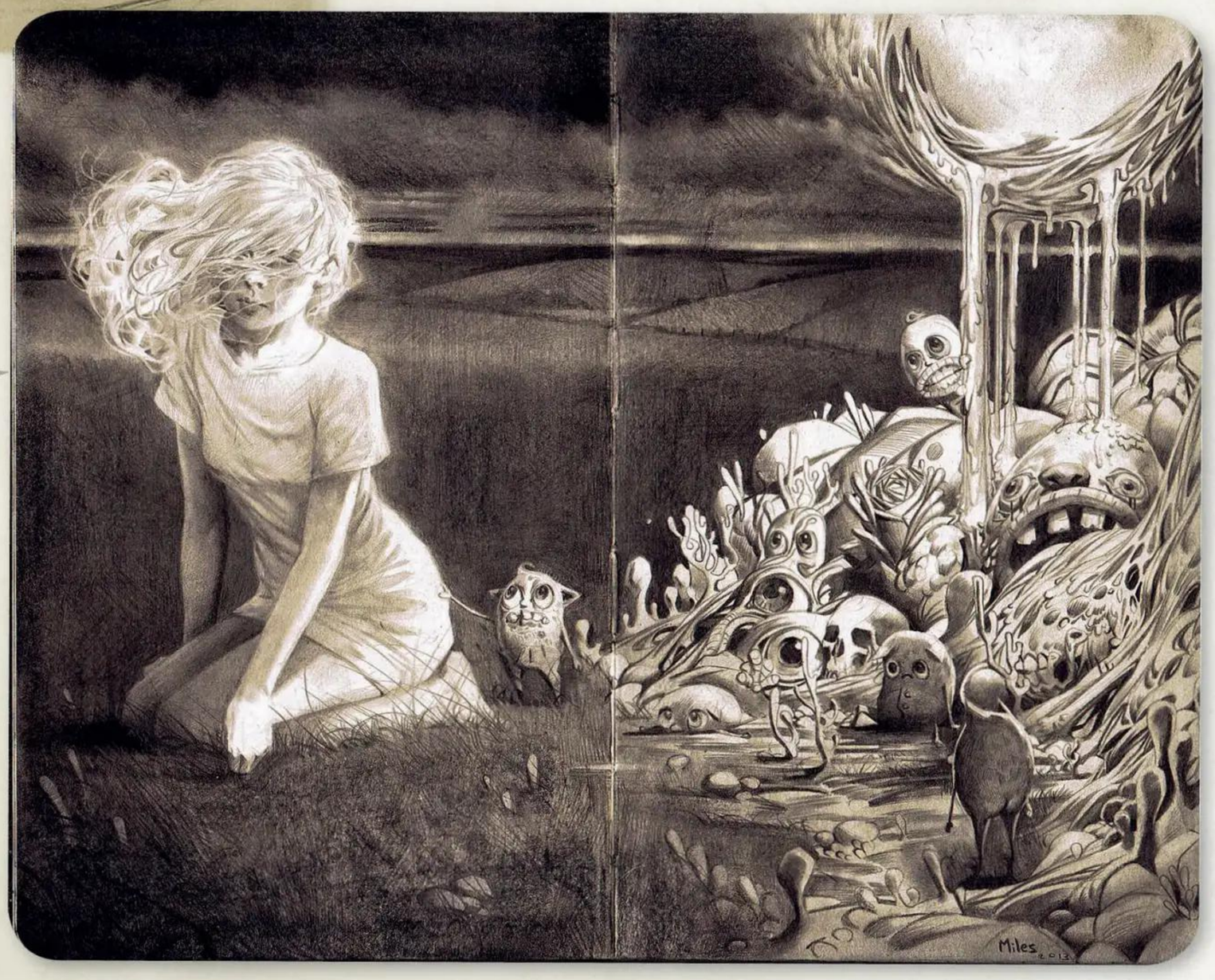
"This was a double-page spread for the Moleskine Project #3 at Spoke Art Gallery in San Francisco. The idea is that a portal opens up next to a young woman in a field as she is mourning the loss of a lover. Tiny little creatures spill out of it that are equally fascinated and somehow sympathetic to her sadness."

"A portal opens up next to a young woman in a field as she is mourning the loss of a lover"

STORM

"I started this one evening and got progressively more drunk as I worked on it to try and really loosen up on the markmaking. If you want to try something like this, get all the important focal points finished whilst still sober".





Miles Johnston

KISS

"I recently went through a big obsession with Klimt and this was a tribute to his painting 'The Kiss'. Sometimes a drawing doesn't have to be 'about' anything in particular; there were a lot of themes in my head when I drew this one, but I'd rather leave any interpretation up to the viewer."

Viktor Kalvachev

This Eisner Award nominated artist mixes stylised and realistic pin-up portraits in his sketchbook

Artist PROFILE

Viktor Kalvachev
COUNTRY: France



Born in Bulgaria, where he earned a master's degree in fine arts, Viktor moved to the US to work in video games, and produced the graphic novel Pherone and crime series Blue Estate, the latter of which received two Eisner nominations. He now lives in Paris, where he's opened a studio and developed a video game.
www.kalvachev.com

RIVI MADISON

"A quick drawing inspired by the lovely model Rivi Madison. Japanese brush and ink over pencils on Moleskine."

RIVI MADISON II

"This is another drawing of Rivi Madison, which I started from life and finished later. I was inspired by her bursting-with-energy curves, and created these little creatures and elements based on her silhouette line."

"she is happy to punish, he is happy to take it.""

RUE SAINT-DENIS

"Inspired by the famous red-light district in Paris."

SPANK GIRL II

"Spank Girl and Jean-Luc. She is happy to punish, he is happy to take it."

CHERRY POPZ

"A style exploration for the intro movie of Blue Estate: the game. This character, Cherry Popz, is an exotic dancer who's part of both the comic and the video game. I ended up choosing the more realistic one because it matched the game's style really well."

TIP TOPPI

"When I look at Sergio Toppi's work I always have the urge to draw immediately afterwards. This drawing happened after I spent a couple of hours admiring his art. I wish I'd known his work when I was younger."

EASTER BUNNY

"Easter bunny gone wild-egg hunting."

SHARK GIRL

"This is Shark Girl. She's my top Olympic swimmer, who literally eats the competition."

DANCER

"A digital sketch in Photoshop. I used a sharp calligraphic ink brush combined with a soft Airbrush."

THANK YOU

"A little thank-you note to my followers on Instagram when I reached my first thousand. I love this place and the people who show up. I started posting daily drawings and it's where you could see my most recent work."

SKETCHBOOK COVER

"This became the basis of the cover of my sketchbook for San Diego Comic-Con in 2014, with the addition of some colour and a little discreet clothing. Copies are still available to buy online!"

"When I look at Sergio Toppi's work I always have the urge to draw immediately afterwards"

Waldemar Kazak

This artist comes from Russia with love, and brings with him plenty of sketchbook fun along the way

Artist PROFILE

Waldemar Kazak
COUNTRY: Russia



Waldemar lives in a town between Moscow and St Petersburg. In 1994 he graduated from college with an art degree, then worked in book design. At the same time he produced packaging for alcohol bottles, but once he had enough of that he got in contact with an art director of a Moscow men's magazine and started a seven-year career as a magazine illustrator.
www.waldemarkazak.com

SCI-FI PIN-UP

"A work-in-progress piece showing someone operating computers with their hands. I did this for an energy company's corporate calendar."

APPLE PIN-UP

"Just a piece of personal art. Although I did have a playing card project in mind when I drew her."

TWO MEN IN TIME

"Characters for an illustration in a book of stories about time travellers. The stories were set during World War II."



BOUDICA

"I wanted to paint the queen of the British Celts who led a rebellion against the Romans."

MAD CAT

"This was the development of an idea for some card art. The client worked at a factory that produced food packaging."





MARS ATTACK

"You have to be very careful when wandering around an alien planet..."

"Be careful when wandering around an alien planet..."

RED BEAR

"A crazy Russian in an even crazier Wild West film. Ride 'em, cowgirl – or should that be beargirl?"

CATWOMAN

"This was a simple sketch for a petroleum company. I thought that making her catsuit resemble a coating of oil worked well."





"I thought that making her catsuit resemble a coating of oil worked well"

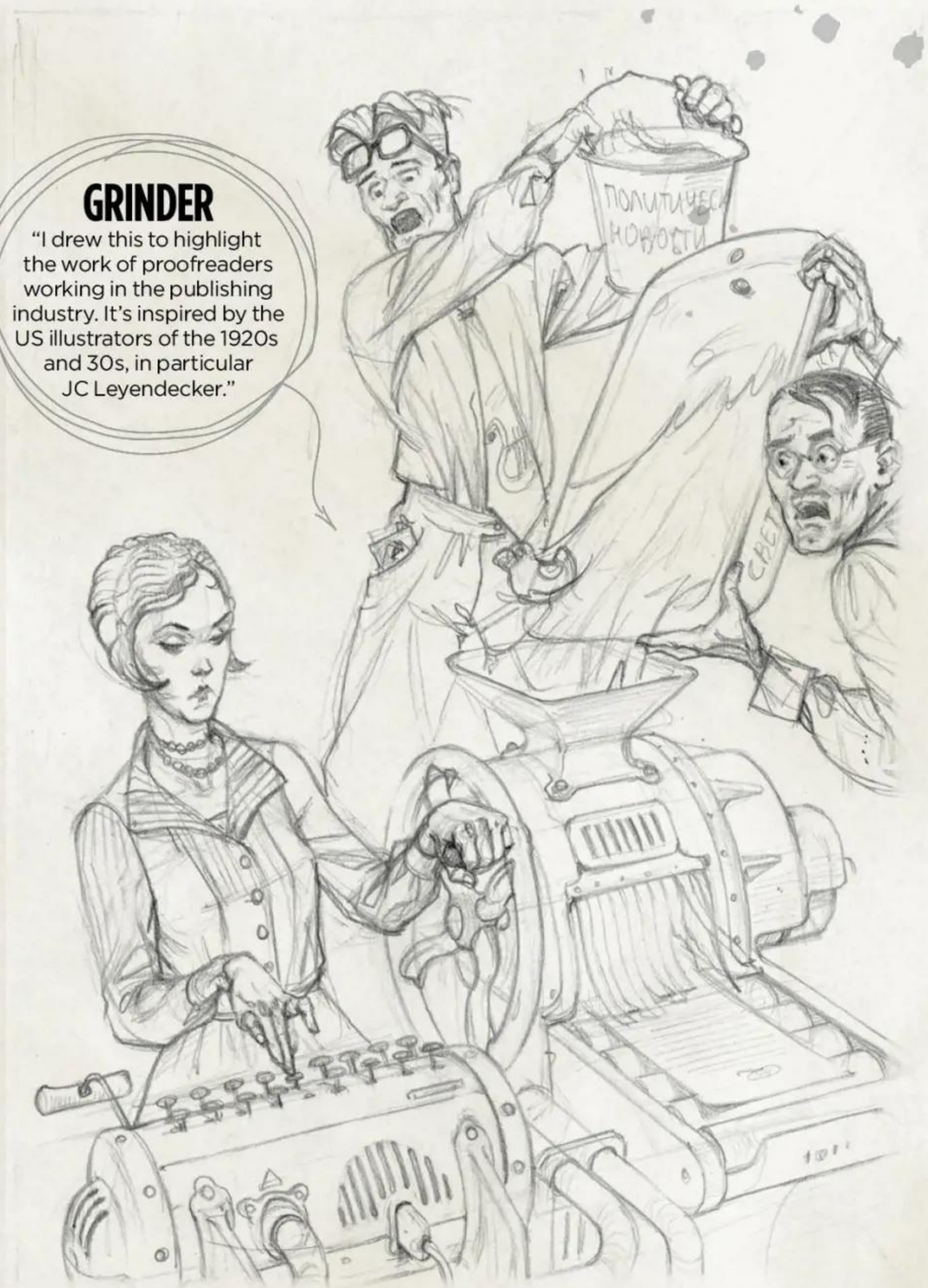


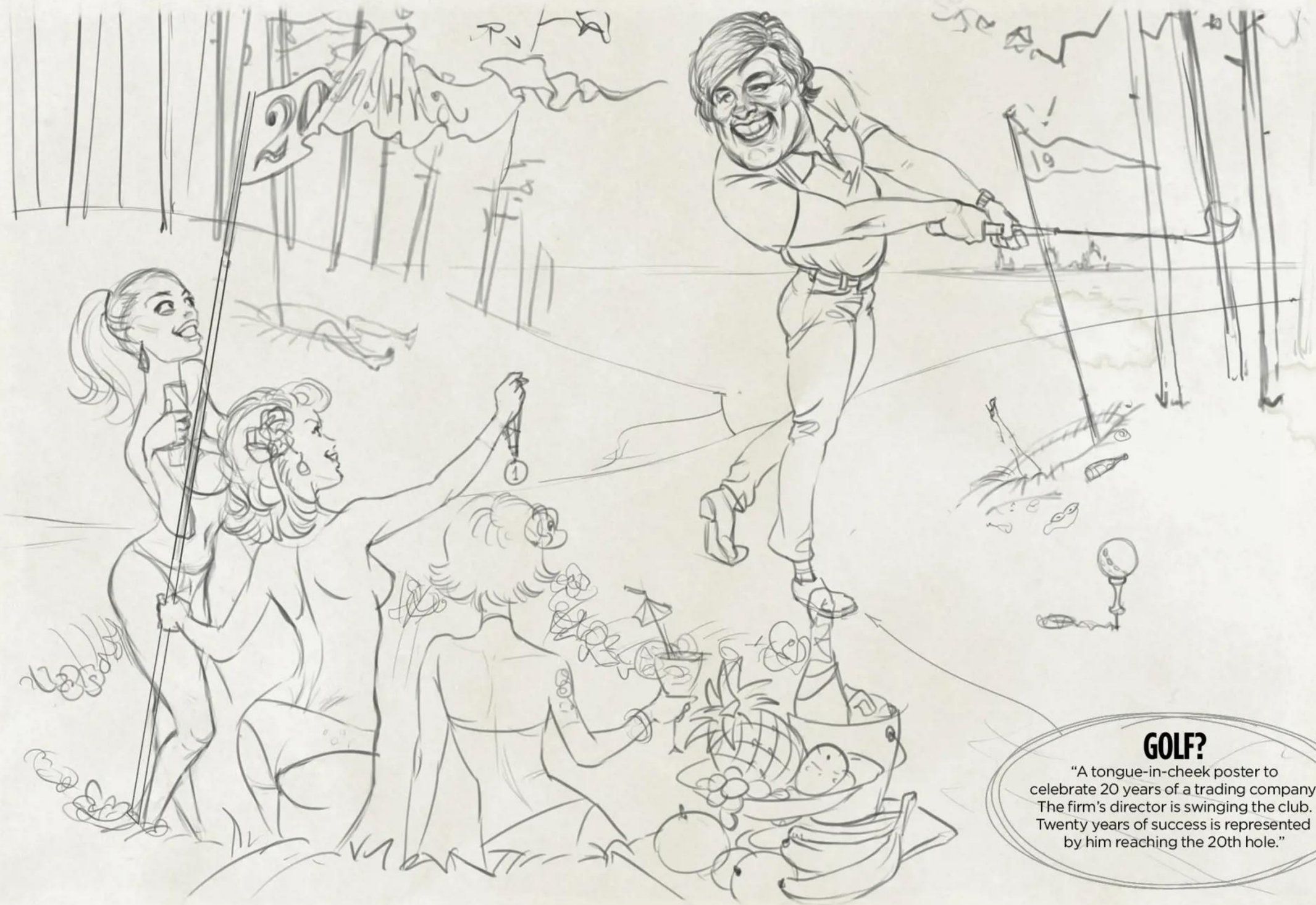
POSES

"Here I just came up with ideas for a character image, to appear as part of an advertising campaign."

GRINDER

"I drew this to highlight the work of proofreaders working in the publishing industry. It's inspired by the US illustrators of the 1920s and 30s, in particular JC Leyendecker."





GOLF?

"A tongue-in-cheek poster to celebrate 20 years of a trading company. The firm's director is swinging the club. Twenty years of success is represented by him reaching the 20th hole."

Chuck Lukacs

This artist likes to draw fantastical creatures rubbing shoulders with characters from the land of '70s sitcoms

Artist PROFILE

Chuck Lukacs
COUNTRY: US



Chuck is an award-winning artist who's best known for his illustration work on Magic: The Gathering and Dungeons & Dragons. He's also written art tutorial books, and has created sci-fi and fantasy art on a range of media, including ceramics and wood. He teaches character design at the Pacific Northwest College of Arts in Ohio, US.
www.chucklukacs.com

THE YOUNG ONE

"This was an insectoid character, born from a Fantasy Genesis role, along with being a concept test for creating a creature to function as both an adult and a young adolescent."





"TV'S FRANK CANNON, COMPO & FRIENDS"

"I love to freeze-frame old '70s shows and sketch all the folks that time's forgotten. Here are the characters from Last of the Summer Wine."

MY INNER CANADIAN

"A self-portrait from when I was thinking of dual citizenship. Och, they'd probably nae have me... The runes say, 'Take off to the Great White North'."



"Sometimes it's the photo reference that leads the mind through the sketch"

MUDDY FINGERS

"Sometimes it's the photo reference that leads the mind through the sketch. This bloke appears in a couple of my sketches and paintings. Here he's a giant, rooting around for something, but he's been at least four other characters over the years."

BELA LUGOSI

"I almost never go to this level of finish on a sketch, but I started this as an in-class demo and it just wanted a bit more time. I love to lay down a tone over the line work, then cut deductive marks in with an eraser."

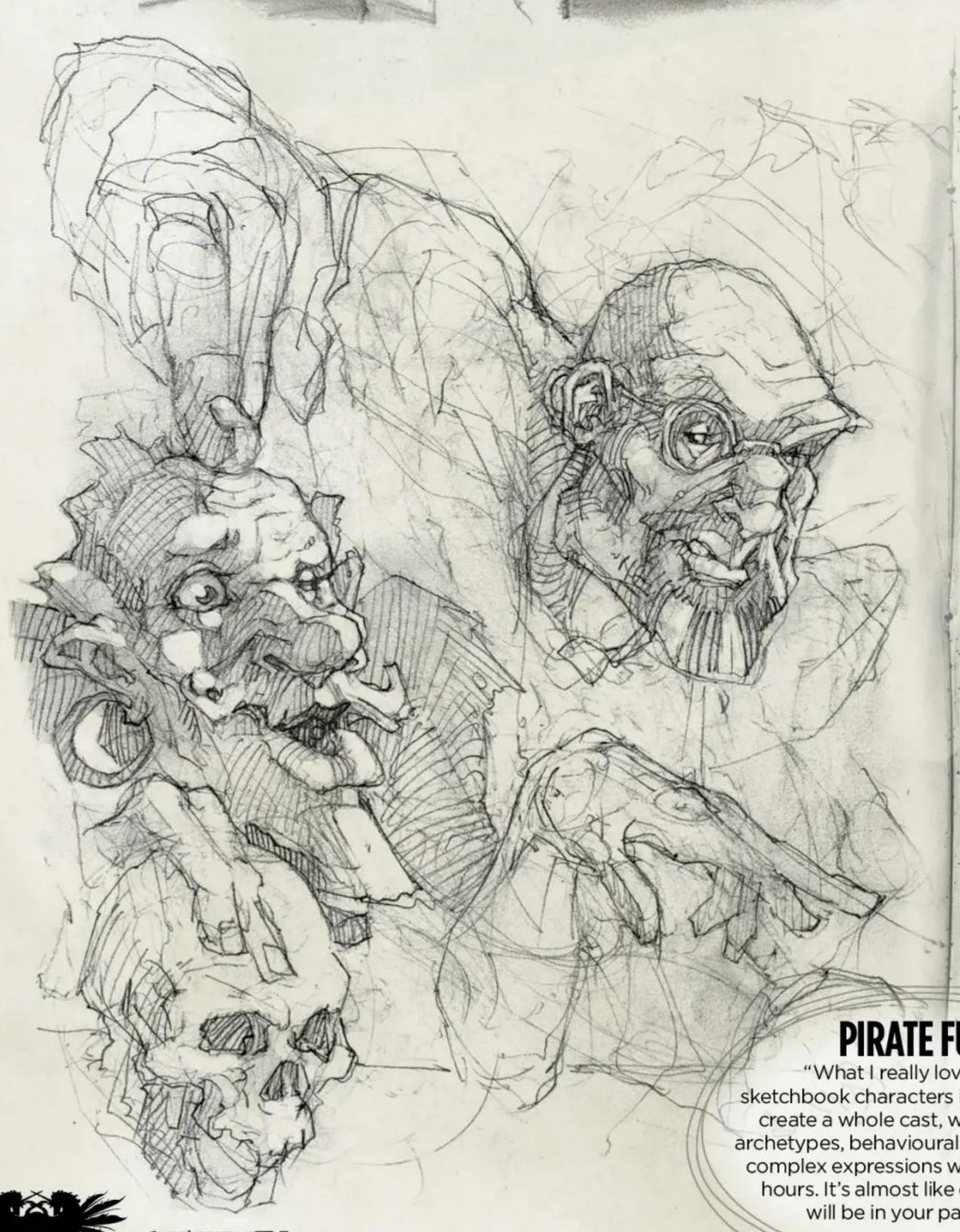


BROCCOLI SHEEP

"I used this character as a sample for my class as we got into anthropomorphism. I think it's important to pay attention to period, multiculturalism and ritual or rites of passage, because so much can be said about your character's world without ever saying a word."



"So much can be said about your character's world without ever saying a word"





PIRATE FUN

"What I really love about sketchbook characters is that you can create a whole cast, with narrative archetypes, behavioural intricacies and complex expressions within a couple hours. It's almost like casting who will be in your painting."

Chuck Lukacs



GUN CONTROL

"This page came from a homeless cat that I needed to get down right away before I forgot his wonderfully puckered features, and a role from my game book Fantasy Genesis."

Rodney Matthews

From Wonderland to the Mines of Moria, this artist has made his mark in a multitude of fantasy lands

Artist PROFILE

Rodney Matthews
LOCATION: England



Rodney worked in the advertising industry, before leaving to become a full-time freelance artist. He built up a distinctive catalogue of 'spikey' sci-fi and fantasy work in the 1970s and 80s, creating album and book covers, and poster and calendar art. Rodney's still busy painting, and is also a keen drummer.
www.rodneymatthews.com



MIRADOR

"The preliminary drawing of the focal point of my 1981 illustration Mirador. The finished colour work was licensed for use as an album cover by Magnum."

WARRIOR AND LIZARD

"This is an old one. A preliminary sketch for the TSR Hobbies brochure 1983. Whack it with an axe and ask questions later!"

"Interpreting JRR Tolkien is a serious business. You can't please everyone..."

YOU SHALL NOT PASS

"Interpreting the writing of JRR Tolkien is a serious business. You can't please everyone: 'a Balrog doesn't look like that!' and so on. I've gone beyond caring. This is my take, like it or not. The Lord of the Rings has become a well-plundered book for illustrators."



CLAWD

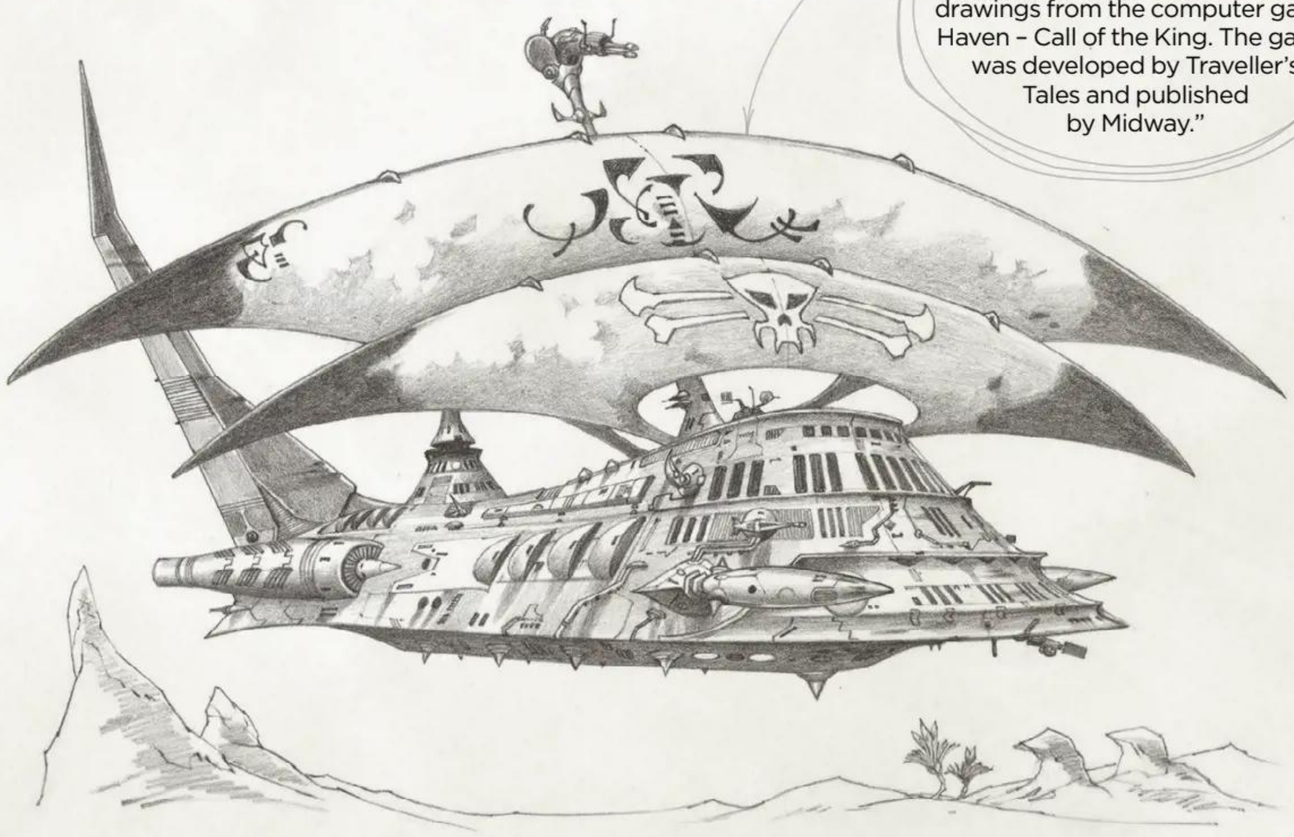
"An extract from one of my many intellectual properties awaiting finance – it would be easier to jump over the moon! Clawd the giant fantasy cat features in my story The Fantastic Intergalactic Adventures of Stanley and Livingston, written with Marco Palmer."

RIGHT ON THE NOSE

"Amusement at the random misfortune of others (slapstick) seems to be a universal fodder. I knocked this one out in a moment of boredom, along with a few similar pieces."

LEVITATING PIRATE SHIP

"One from a number of concept drawings from the computer game Haven – Call of the King. The game was developed by Traveller's Tales and published by Midway."





"I've been a huge Alice fan since watching Walt Disney's 1951 animated film"

A LONG TALE

"Alice again, with her bedraggled accomplices as they contemplate having a caucus race in an attempt to dry themselves. I really enjoy penciling this kind of subject."

THE MOUSE – THE POOL OF TEARS

"From my 2008 illustrated book Alice in Wonderland, published by Templar. I'm sure a mouse uses a different stroke than this crawl – most likely a sort of dog-paddle – but hey, this is fantasy!"

NOTHING BUT A PACK OF CARDS

"My interpretation of the grand finale of Lewis Carroll's Alice masterpiece. I've been a huge Alice fan since watching Walt Disney's 1951 animated film, in a little Somerset cinema, accompanied by my elder sister – I was around six years old at the time."

THE HAG

"From a series of concept drawings commissioned by an animation house in Los Angeles. I had previously done a sketch from the Brother Grimm story Hansel and Gretel and just recycled it."

Iain McCaig

Entertainment industry veteran Iain still feels the magic of picking up a pencil...

Artist PROFILE

Iain McCaig
COUNTRY: Canada



Iain is an artist and writer with 35 years of film, game and illustration credits to his name. He's best known for his album cover for Jethro Tull's Broadsword and the Beast, for his contributions to the Fighting Fantasy gamebooks, and for his Star Wars designs for Darth Maul and Queen Amidala. He carries Tombow pencils and a hand-cranked pencil sharpener with him everywhere.
iainmccaig.blogspot.com



SARAH AND VEKTOR

"Titanfall was a gift of a project: the only brief was to design a rag-tag band of adventurers. Sarah is my nod to Terminator 2's Sarah Conner, a blood relative of Mad Max's Furiosa. I tried to capture the moment just before her inner armour comes down, her eyes betraying a whisper of vulnerability. And Vektor is also a 'yet-to-be-used' character from the game. Thank God for sequels!"

ELLIE

"I've made umpteen attempts to bring Terri Windling's Sorcerer's Apprentice to the big screen. In this version, the apprentice is a brawling street rat who flattens opponents with her enchanted fists."





"Titanfall was a gift of a project: the only brief was to design a rag-tag band of adventurers"

Iain McCaig

INTERVIEW WITH A MONSTER

"A portrait of me on a typical day in my studio, fresh from fighting deadlines and greeting an unexpected visitor."

PELLUCIDAR

"Draw what you love, 'cause passion makes better pictures. What I love best are people, but I've found that dressing them up with claws and wings or little floating droids tends to make them sell better."

Iain McCaig

YODA

"Wendy Froud channelled the essence of faerie into her sculpt of the Jedi Master, and I could happily sit and sketch him all day. One of the world's most perfect designs."

"I started sketching Frankenstein's Monster the second week of school, right after dinosaurs, and never stopped"

HATTER AND HARE

"Reinventing well-illustrated icons like those in Alice in Wonderland is always a challenge. You have to look for yourself in the characters, or search for inspiring models – I found my Mad Hatter in a tea shop near Stonehenge."

FRANKENSTEIN

"Speaking of perfect designs, Boris Karloff's Frankenstein's Monster takes the cake. The trick is in his expression, the naive child inside his big, square head. I started sketching him the second week of school, right after dinosaurs, and never stopped."

FAERIE

"As a concept artist, it's not enough to make nice paintings – you also have to present images that are well designed. If it's a costume, the actor has to be able to act in it; if it's an alien creature, it's got to have bones."

THE MUSE

"Muses rarely bring inspiration when it's convenient. Often, it's the middle of a movie, or a good night's frolick."

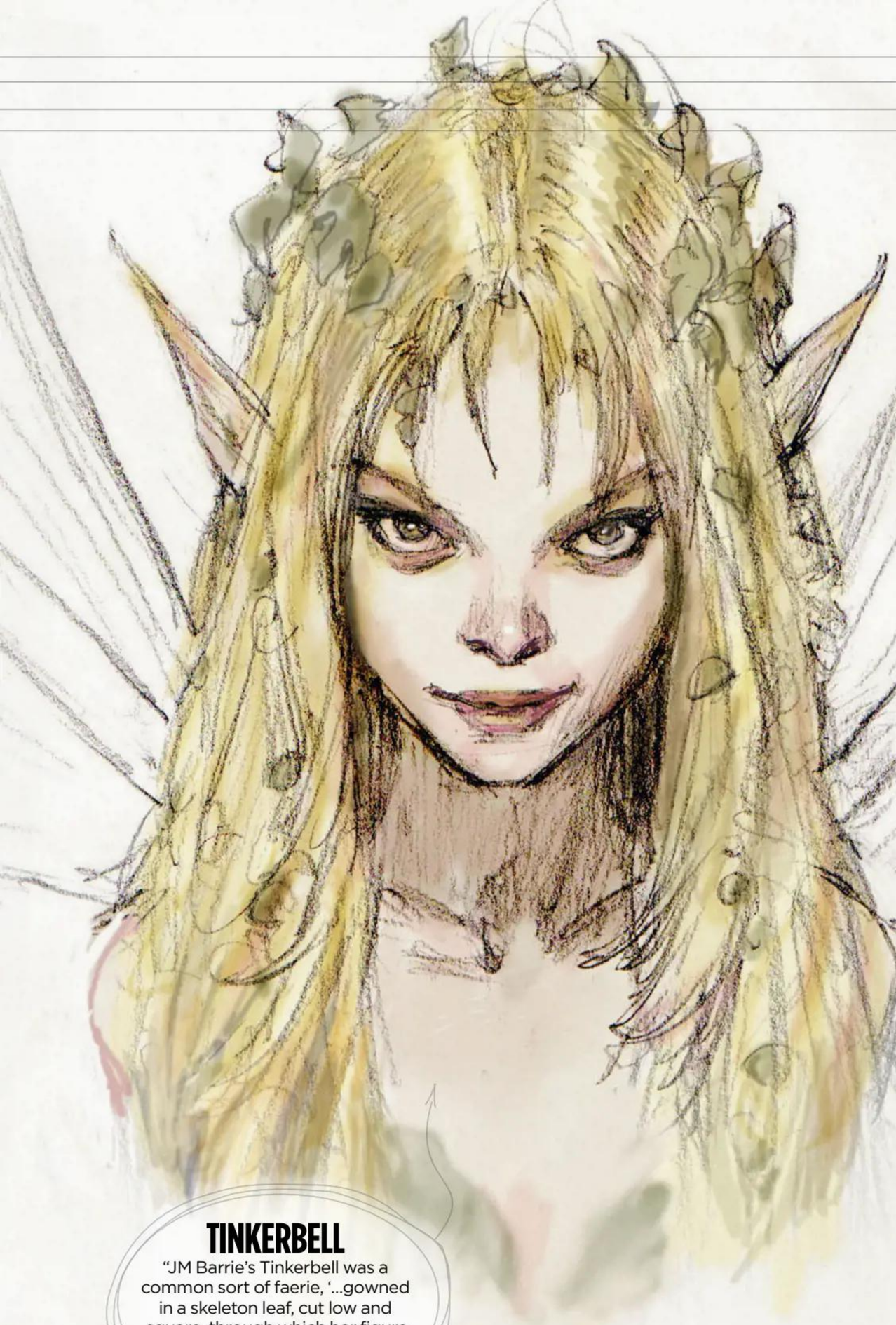
KING KONG

"I'd just watched Johnny Cash's music video Hurt, and something about Cash's expression reminded me of King Kong. Moments later, this sketch tumbled from an 8B Tombow."

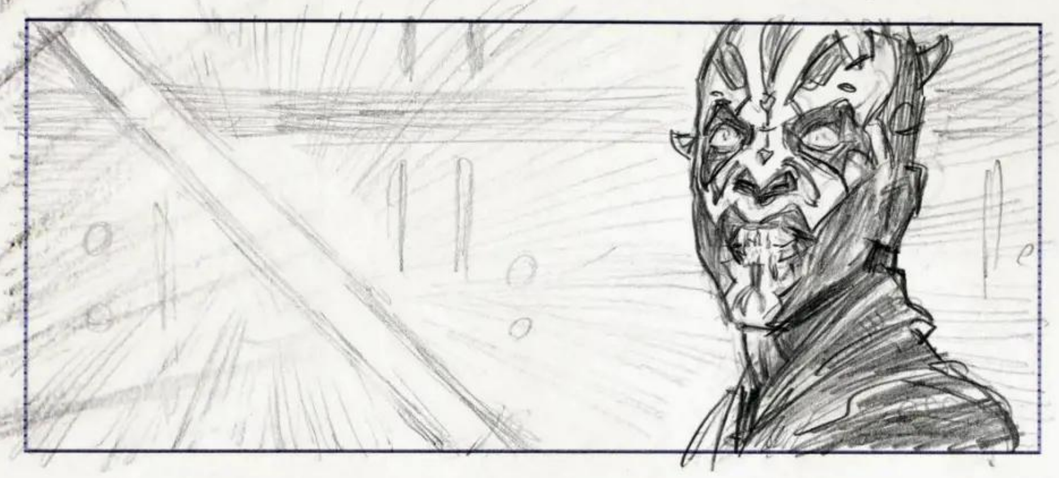
"The first rule of concept design: never fall in love with a drawing"

CHEF

"The first rule of concept design: never fall in love with a drawing. Even Titanfall's Chef eventually hit the cutting board."









TINKERBELL

"JM Barrie's Tinkerbell was a common sort of faerie, '...gowned in a skeleton leaf, cut low and square, through which her figure could be seen to the best advantage'."

DARTH MAUL

"Drawing Darth Maul, you have to remember not to overplay him. He's not evil, like Palpatine; he just wants to kick some Jedi ass."



JOHN CARTER

"Good keyframes try to capture a pivotal action or turning point in the scene. Here, John Carter attempts to steal the amulet that will send him back to Earth, but Tars Tarkas catches him in the act."

Nadia Mogilev

Russian faerie tales and a friend's bad dreams are some of the inspirations behind this concept artist's sketches

Artist PROFILE

Nadia Mogilev
COUNTRY: England



Nadia lived and worked in San Francisco, where she moved to study illustration at Massive Black's Safehouse Atelier. She moved to England in 2011 and established herself as a freelancer for video games, television and advertisements. In 2013 Nadia joined the MPC Film Art Department in London, producing concept art work for feature film projects.
www.nadiamogilev.com



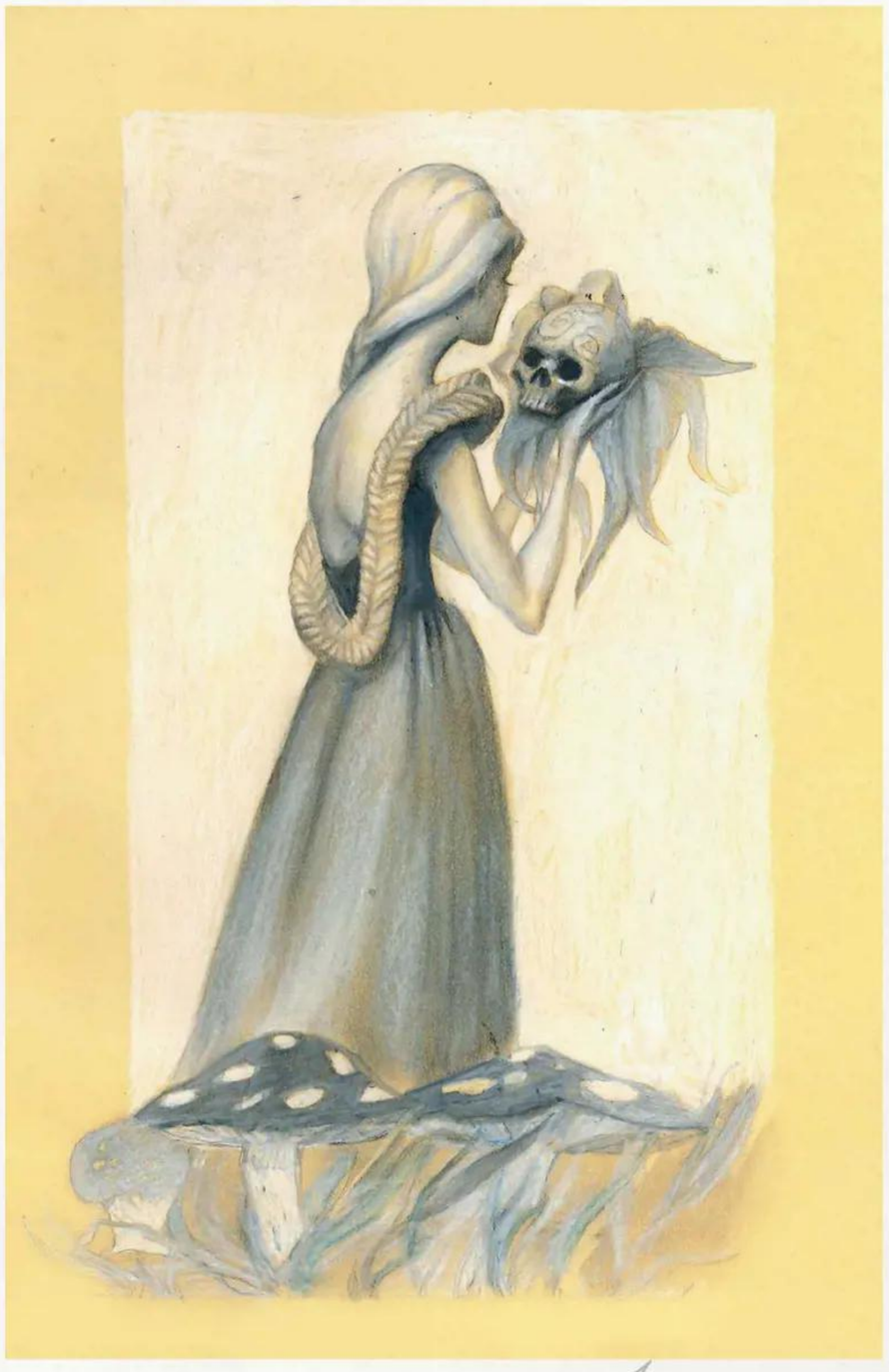
GENSHII

"This is an early concept for a character from Avalon: The World Within, a graphic novel project by Brothers Harrow."

MAKE THE TERRORS GO AWAY

"A good friend of mine was experiencing night terrors. I hoped this drawing of the caring hands of her family and friends would stop them and turn them into beautiful dreams. My friend has this sketch at home and she mentioned that she barely had any terrors after she put it on the wall. Art magic!"

"Sometimes I use a ballpoint pen to sketch, which makes your marking decisions bolder"

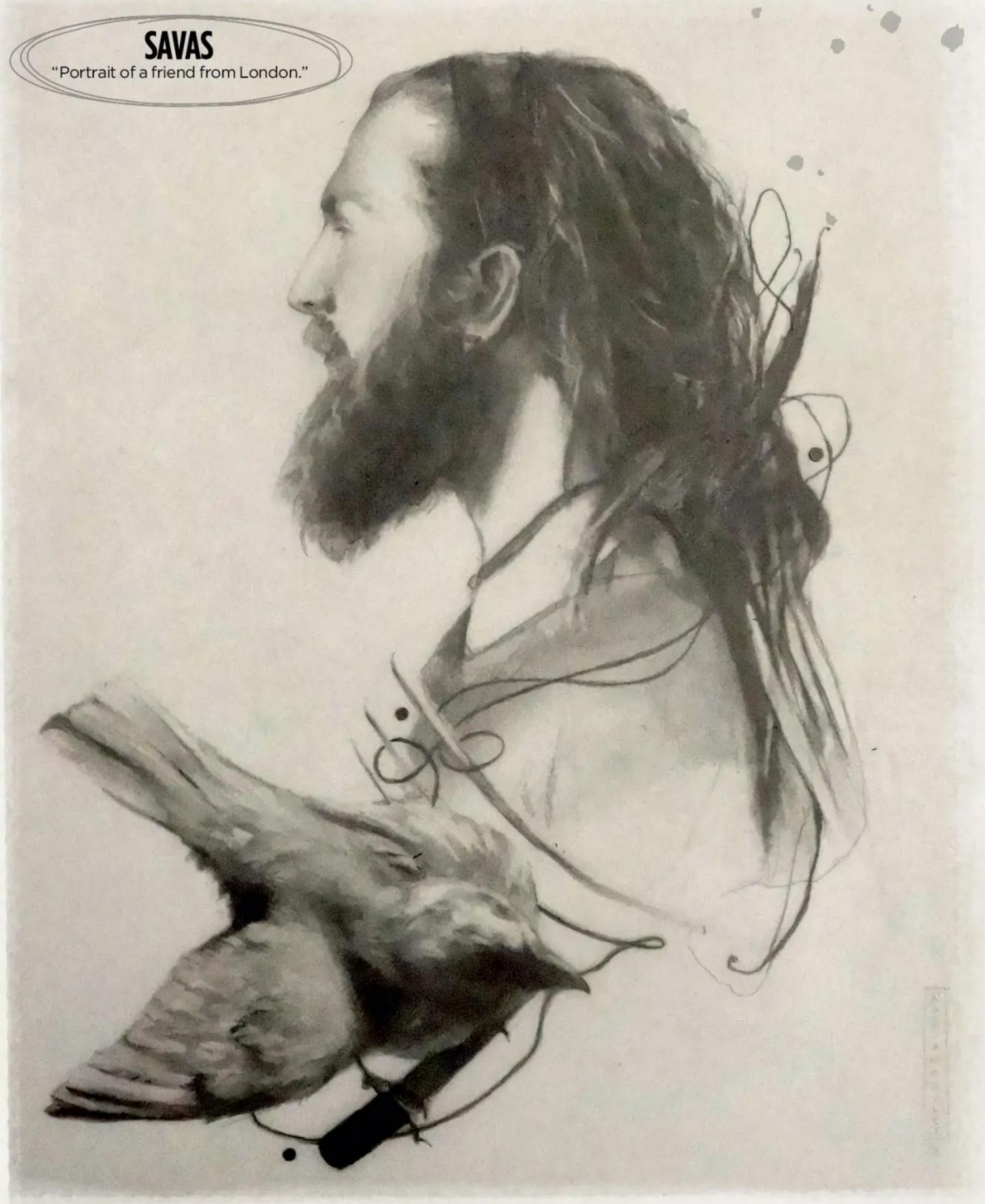


CONVERSATION

"I drew this after being inspired by a dark spirit of Russian faerie tales."

SAVAS

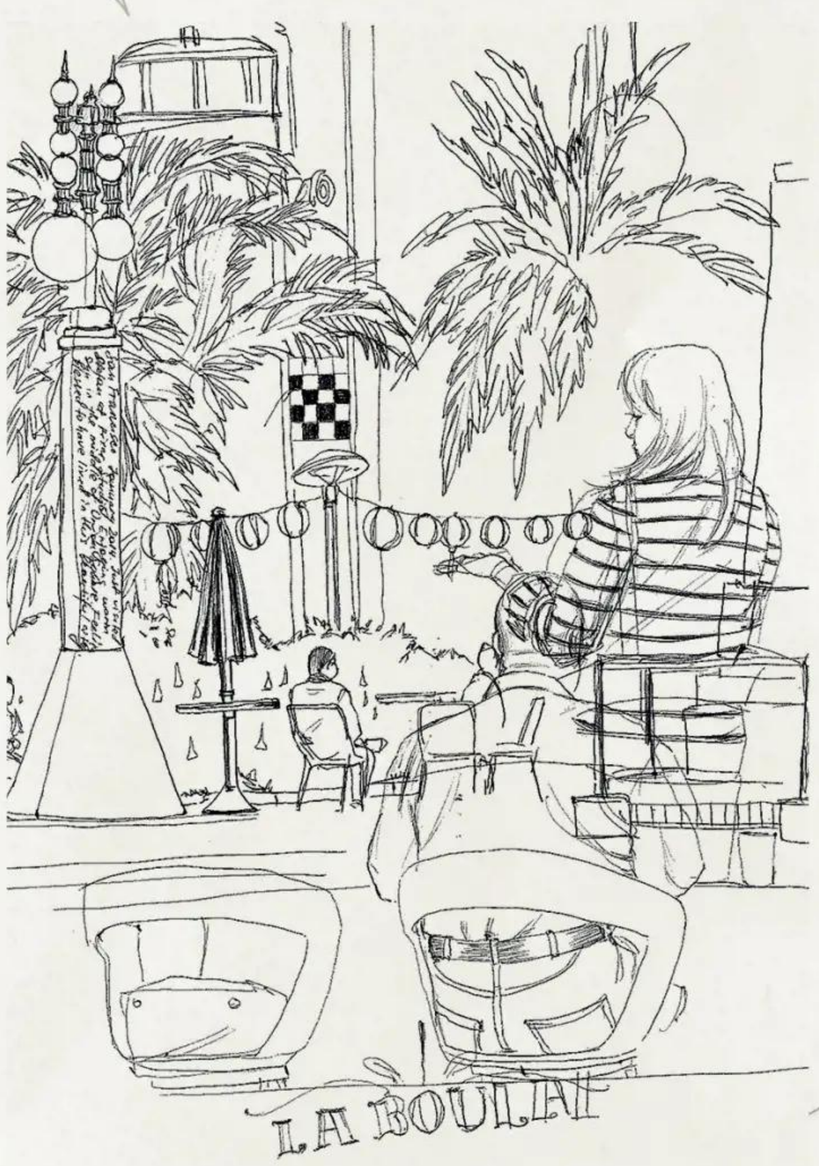
"Portrait of a friend from London."



SAN FRAN

"Sometimes I use a ballpoint pen to sketch. Every line is a commitment, which makes your marking decisions bolder and boosts your confidence. These are a few sketches from my last trip to San Francisco."









PHIL IN AMSTERDAM

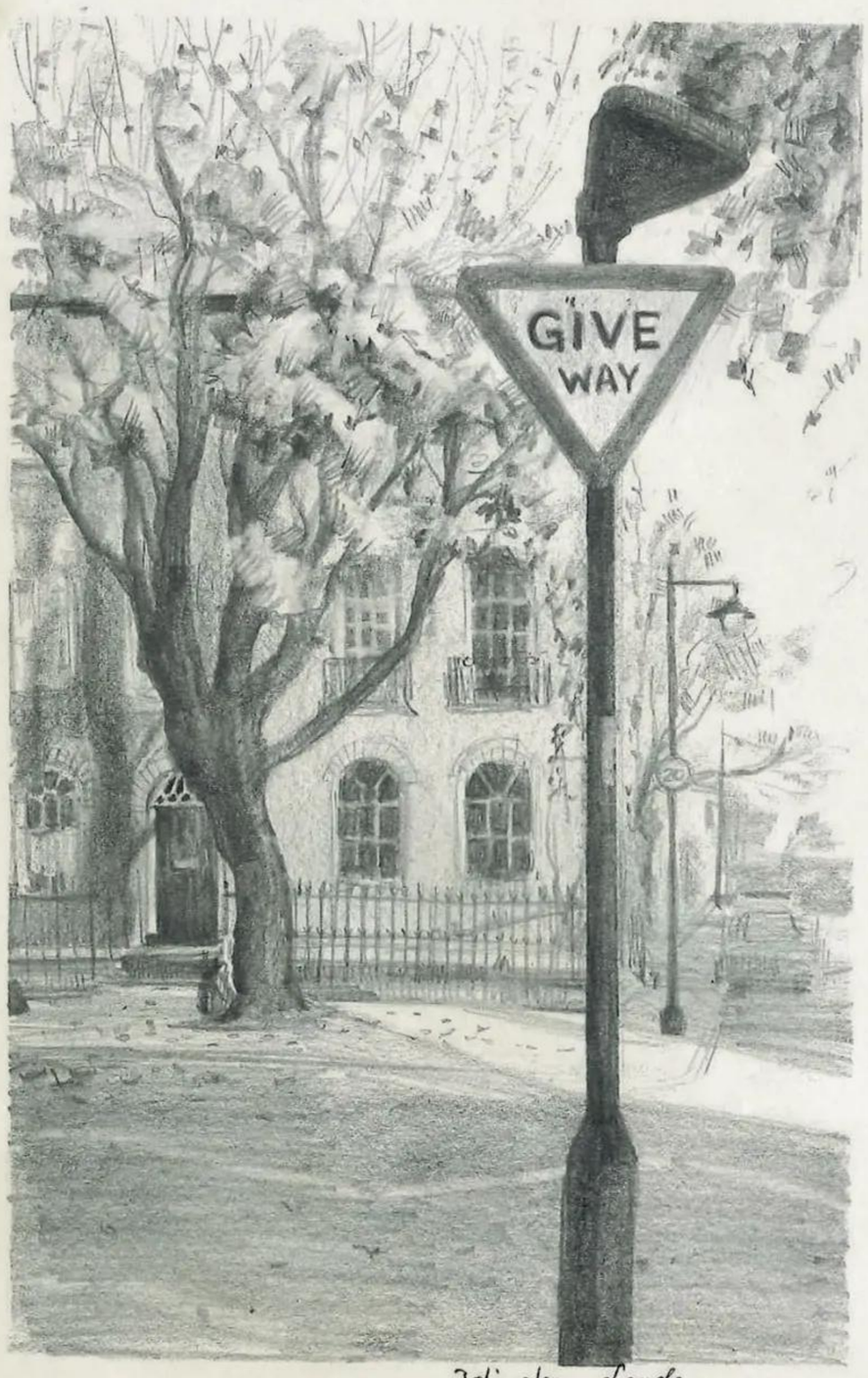
"A sketch of my husband enjoying a cup of hot chocolate at a Dutch Christmas market."

MOKOSH

"This is a Slavic goddess. I get inspired a lot by myths and fairy tales, where characters are timeless and enchanting. I recently went to Japan and discovered a book of the Japanese ghost stories. What a bizarre and fascinating world of creatures that is!"



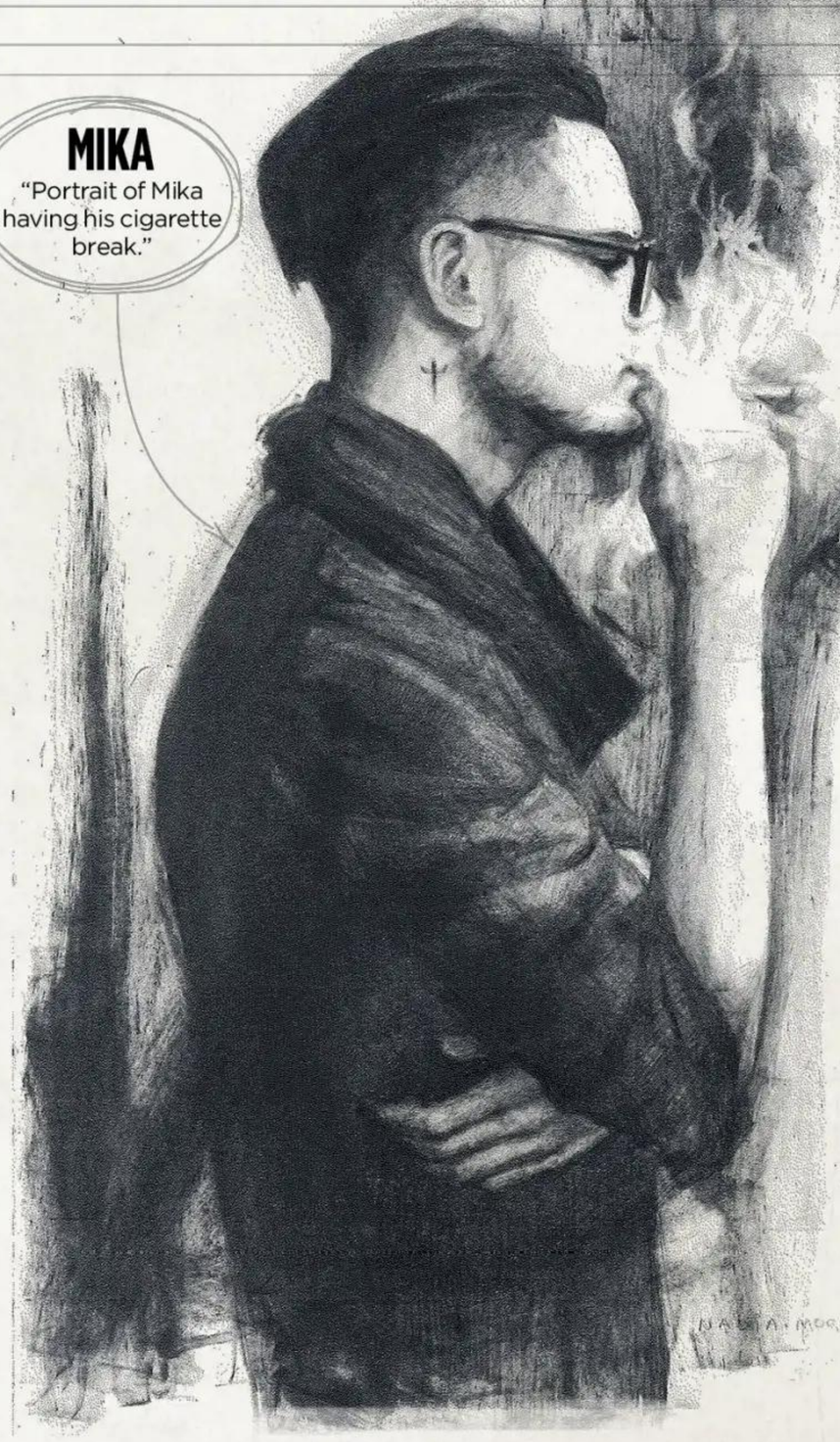
"Drawing with vellum paper and graphite powder feels much more like painting"



Islington, London

TRAVEL SKETCH

"One of the main reasons to live in Europe is the proximity of various countries and cultures. My husband and I have been travelling quite a lot in Europe, where I often find new inspiration and reference material. So I always keep my sketchbook and a camera handy."



MIKA

"Portrait of Mika having his cigarette break."

DRAGON'S DAUGHTER

"Lately I've been experimenting with drawing tools, and discovered vellum paper and graphite powder. They make you forget that you're drawing – it feels much more like painting."





RAVEN'S SISTER

"I like the theme of dark fairy tales projected on to everyday life. My friend Nina posed for me in this drawing, and I surrounded her with ravens and fading plants. There's a certain beauty in decaying flora."



NEIKA

"A portrait sketch of my friend's daughter. I wanted to capture her astonished look and subtle, beautiful smile."

Peter Mohrbacher

It took a bit of time for Peter to "learn" how to doodle, but once he did, the results were impressive

Artist PROFILE

Peter Mohrbacher
COUNTRY: US



Peter is an independent illustrator and concept artist living in the Chicago area. Primarily self-taught, he's been part of the game industry for around seven years. These days he works primarily on self-owned projects in addition to an online mentoring program aimed at helping aspiring artists establish themselves.
www.vandalhigh.com



SKYHOOK
"The original sketch for my airborne character. It was a random doodle done at a drink-and-draw."

STRANGER
"Took a few days off in Valencia while I was out there for a Magic event."

PRIDE DOODLE
"I drew this after looking at a bunch of Wesley Burt drawings."

"All airports exist next to each other in some super boring bubble of space."

HOPEFUL DOODLE

"One of my sketches from Illustration Master Class (IMC) 2012. I was just discovering how to doodle after years of only being able to draw with intention."

HEADDRESS 3

"Fashionable bunny ears."

HEADDRESS 2

"Part of a series of headdresses I was designing for the cancelled World of Darkness MMO."

SATISFIED DOODLE

"More IMC 2012 sketches. I was having an intense week."

FEAR DOODLE

"I drew this at Burning Man while inside a geodesic dome with a bunch of Wizards of the Coast employees."

GOLDEN KNIGHT

"I drew this at an airport. Some part of me feels that all airports exist exactly next to each other in some super boring bubble of space."

HEADDRESS

"A World of Darkness concept that never went anywhere."

NED STARK

"My take on the Game of Thrones character looks nothing like Sean Bean."

ACOLYTE

"Her powers of faith are causing the crystal to levitate. Probably."

STRESS DOODLE

"Why stress out when you can sketch it out?"

DARKO

"I challenged myself to draw at a local coffee shop every week. I think I only went twice. This was the first time."

SHAME DOODLE

"This once-proud character has made a terrible error of judgement that will stay with him forever."

SHYNESS DOODLE

"Spectrum Live 1 didn't have a lot of attendees, so I had plenty of time to doodle."

ANXIETY DOODLE

"Given the chance, this chap would like to hide away from the world."

"I challenged myself to draw at a local coffee shop every week. I only went twice"

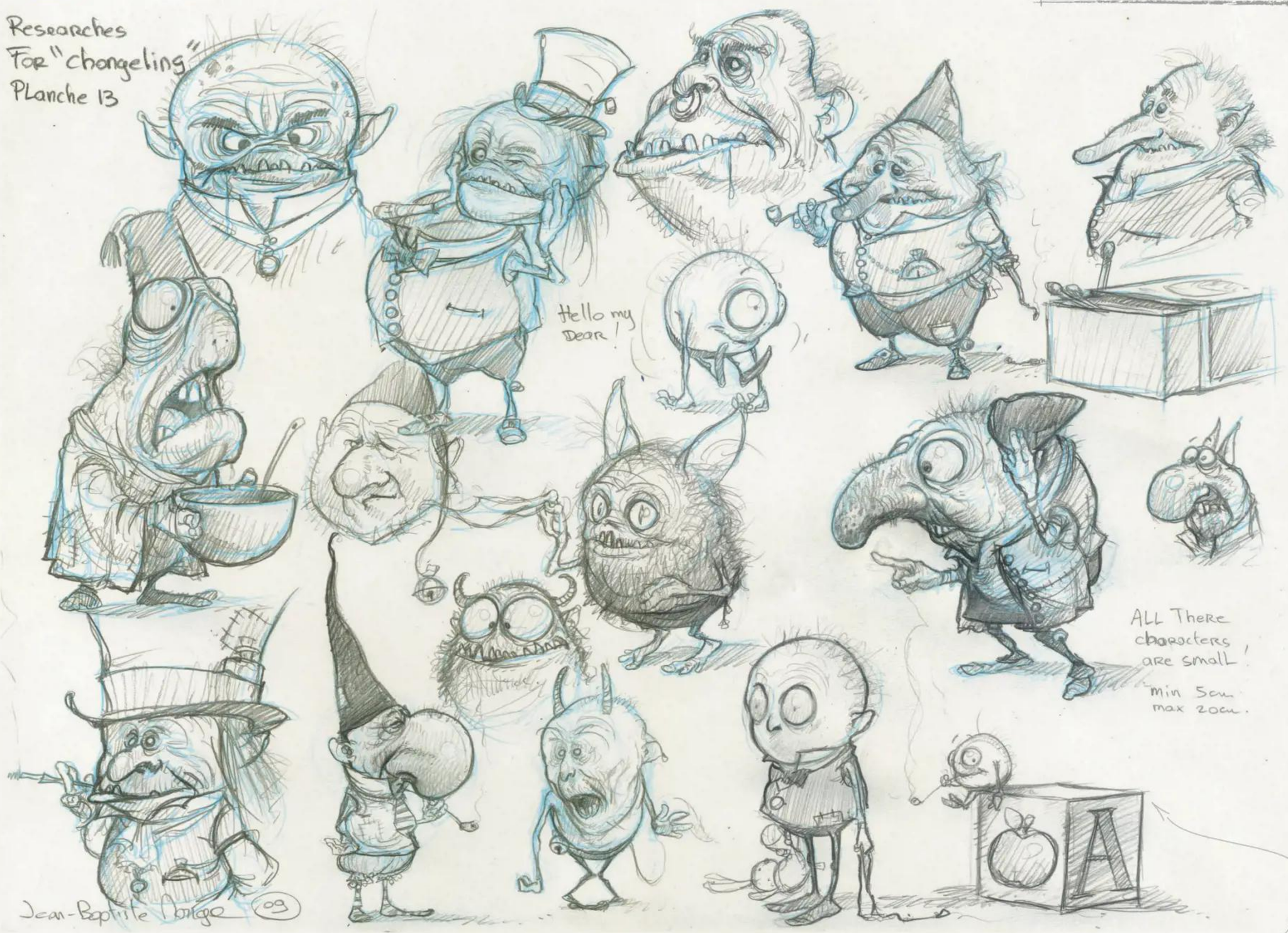
Jean-Baptiste Monge

The French-born character designer reveals his love of video gaming – and his enjoyment of the darker side...

Artist PROFILE

Jean-Baptiste Monge
COUNTRY: Canada

Jean-Baptiste is a French illustrator and character/creature designer who lives in Montreal, Canada. He works on his personal projects and the proper dissemination of his artwork with his partner Margo, under the infernal yoke of his two cats, Minus and Banana. Meanwhile, he also divides his time between different animation studios and freelance contracts where his talent is put to good use as a character designer and visual development artist.
www.jbmonge.com







© JB Monge / Sony Pictures Animation



© JB Monge

FAERY FOLKS

"An example of the type of board I draw at an early stage of character designs. After this step, the choice is the director's: the nose of one, the goggle eyes of another, the ears of a third! Just make some random choices and let's create a new one!"

GOBLINS

"This is a sample page from my sketchbook, which will be released in summer. I particularly like these fellows because they remind me of my old children's comics drawn by the likes of Peyo, Franquin and Roba."

Jean-Baptiste Monge

"I wanted to do this traditionally but the more I tried, the more it lost life"



LUCION

"This character was quite a challenge for me. I had only a few tips from the Blizzard team. He had to have specific physical features and had to be magnetic and badass. I wanted badly to draw this traditionally but oddly the more I tried, the more I was losing dynamism and life. I finally decided to go digital and he suddenly appeared in all his magnificent boniness! The final picture can be seen in the artbook Diablo 3: Book of Tyrael."

© JB Monge / Blizzard Entertainment / insight Edition

HEPHASTO

"An evil creature I drew for the second artbook Diablo 3 : Book of Tyrael. By chance this one had never been pushed in concepts, so I was very free to create him. The final design they chose has shorter horns, to make him less important than the Prime evil Demon Diablo. But I do prefer this version."

© JB Monge / Blizzard Entertainment / insight Edition

"Readers know me for my merry faery folks, so drawing something darker surprised them"

© JB Monge / Blizzard Entertainment / insight Edition

THE SUMMONER

"These two illustrations were built together for the second Diablo artbook. My readers know me for my merry goblin and faery folks, so drawing something darker surprised them, and I do like walking on this dark side!"

KORRIGANS

"My first job when I landed in Canada, in 2010. The character design of this game was fun and gave me a touch of my homeland when everything around was new to me, as if all the Celtic faeries had followed me in my journey! These are Korrigans, a species found only in Brittany: half goat, half humanoid, well known for their misdeeds."

WARLORDS

"Another sketch I drew for the great Diablo licence, when Blizzard contacted me few years ago for their first artbook, the Book of Cain. I was very happy to be selected: I've been a Diablo 2 player for a long time, and it reminded me of the sleepless nights I'd spent on the game looking for the best weapon ever!"

© JB Monge / Blizzard Entertainment / insight Edition

© JB Monge/ Spiders Faery: Legends of Avalon

Rembert Montald

It's not enough to be technically proficient, says this illustrator – you need to tell a good story, too...

Artist PROFILE

Rembert Montald
LOCATION: Belgium



Rembert is a freelance concept artist and animator. He has created marketing art and storyboards for animated films, and also worked in theme park design. He tells us that, "Design can't be just interesting visually, but has to serve the story as well. A good image is just a matter of technique, but image that conveys a story is art."
http://ifxm.ag/r-montald





BATTLE PILOT

"This is a fun game you can play with friends. Everyone says a random word and then you try to come up with a character design that encompasses all those words."

SARAH

"When I'm life-drawing I love searching the angles for deep foreshortening. This can be challenging but also a lot of fun!"

FISHERMAN

"Here's a drawing I did for the InkTober challenge. I always start with a light, ballpoint pen approach to search for the right gesture. Then I add darks with a Pentel brush pen."



VAGABONDS

"Here I wanted to practise drawing multiple characters with different sizes, seen from the same perspective, and make a funny story from it."

LINES PRACTICE

"Hatching with a pen can teach you a lot about mark-making in painting. I recommend keeping the marks varied and interesting."



"Tackling a problem through another medium can help you solve it"

BALLPOINT FIGURES

"This is a page out of my line sketchbook. It's good to have multiple sketchbooks. Tackling a problem through another medium can give you a better sense of how to solve it."

CONTOUR SKETCH

"This is a drawing I did in Beijing, where I tried to draw everything I saw as fast as possible with a brush pen. It's good to learn how to draw both fast and slow."



DANCING CENTAURESS

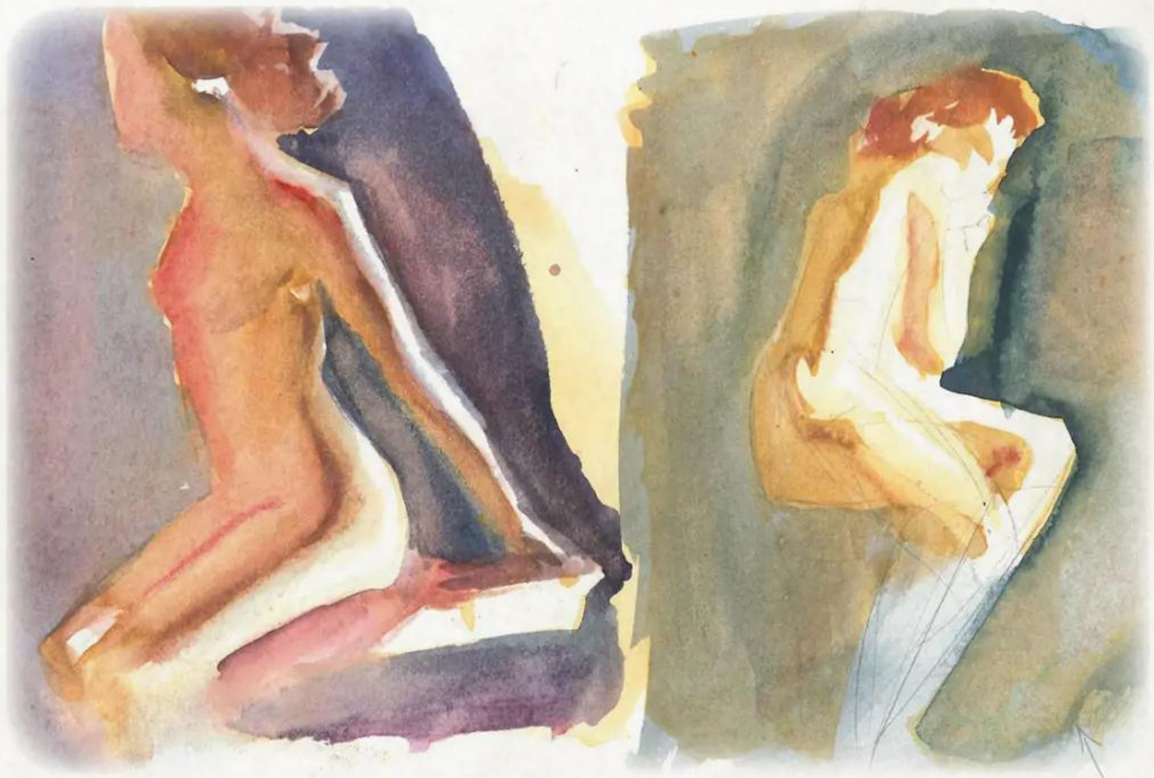
"This centaur girl was a drawing for the Facebook InkTober challenge. I like drawing horses and girls, so why not combine them? Double the fun, right?"

MASTER STUDIES

"These are master studies of Gil Elvgren and Frank Frazetta's work. Keep your influences varied, and then apply what you've learned from them to your own work. This is the hardest part: mixing various styles with your own tastes to achieve a personal style is our life's mission."

CLOTHING IDEATION

"When you draw something 'wrong' in your sketchbook, draw the same thing next to it again and again until it feels right. Voilà: you've made your own how to... guide."



"Keep your influences varied, and then apply what you've learned from them to your own work"

SARAH IN WATERCOLOUR

"One of the major factors of using watercolours, and art in general, is faith. Believing that you can create a painting out of this whole mess."



SHAPE EXPERIMENTS

"In these black and white sketches I was trying to discover different ways to suggest things with lines."



MONGOLIAN DANCE

"These dancers were also for the InkTober challenge. I tried to add some rhythm to the picture with the figure's gesture lines."

Jared Muralt

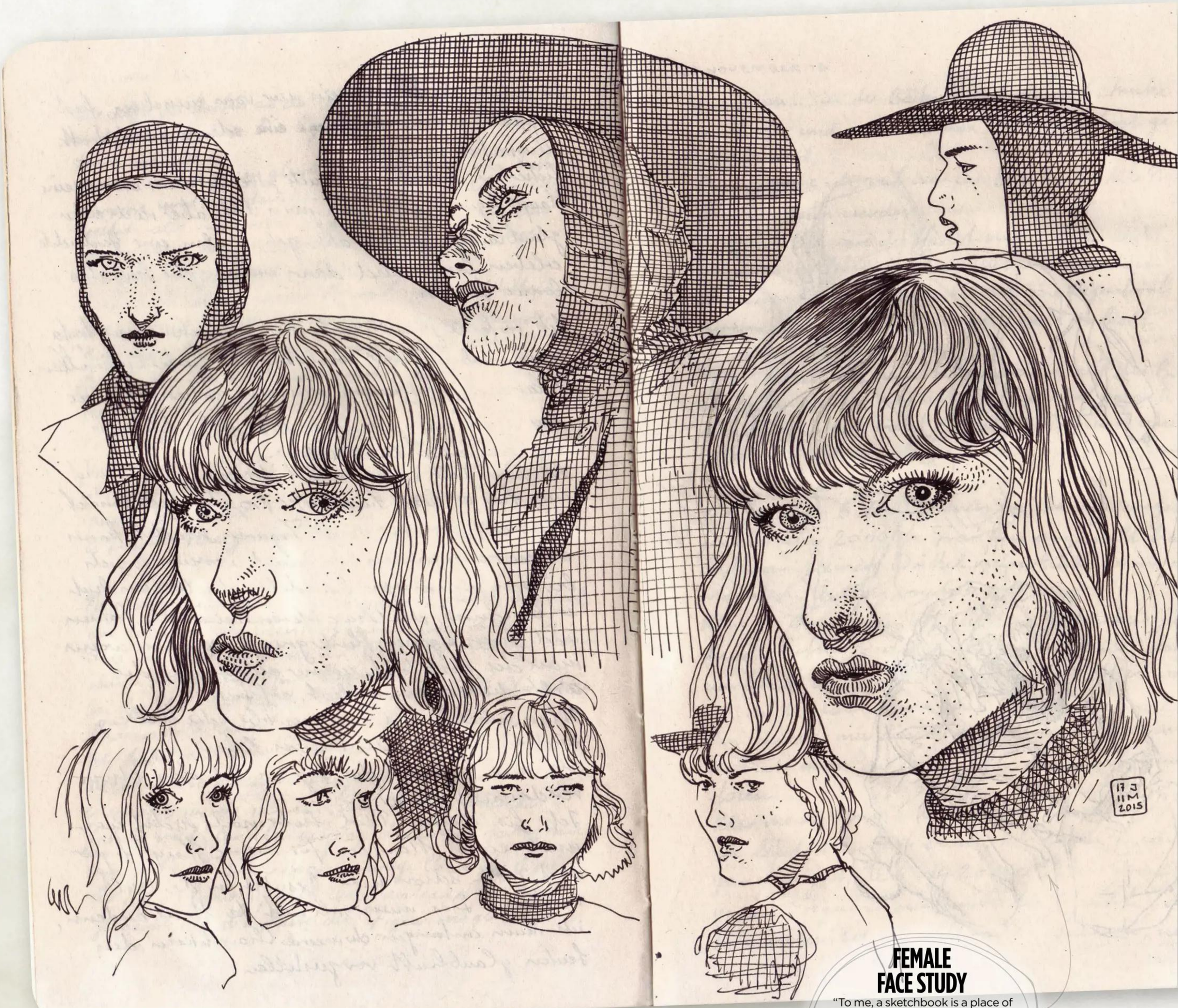
Character studies and detailed environments populate the pages of this Swiss illustrator's sketchbook...

Artist PROFILE

Jared Muralt
LOCATION: Switzerland



A self-taught illustrator and self-employed since 2006, Jared and three friends founded the award-winning illustrations and graphic design company BlackYard, and has self-published various prints and books under the Tintenkilby name. Jared's busy working on the first issue of The Fall, his post-apocalyptic comic series.
www.jaredillustrations.ch



FEMALE FACE STUDY

"To me, a sketchbook is a place of inspiration, self-teaching, playing around and experimenting. Here are character studies from a fashion magazine. I tried to focus on how contrasting black and white areas and cross-hatching work."

SOLDIER AND PILOT

"I never stop practicing and my sketchbook is filled with character studies and faces. It also serves as a diary and notebook, to continually improve my skills."

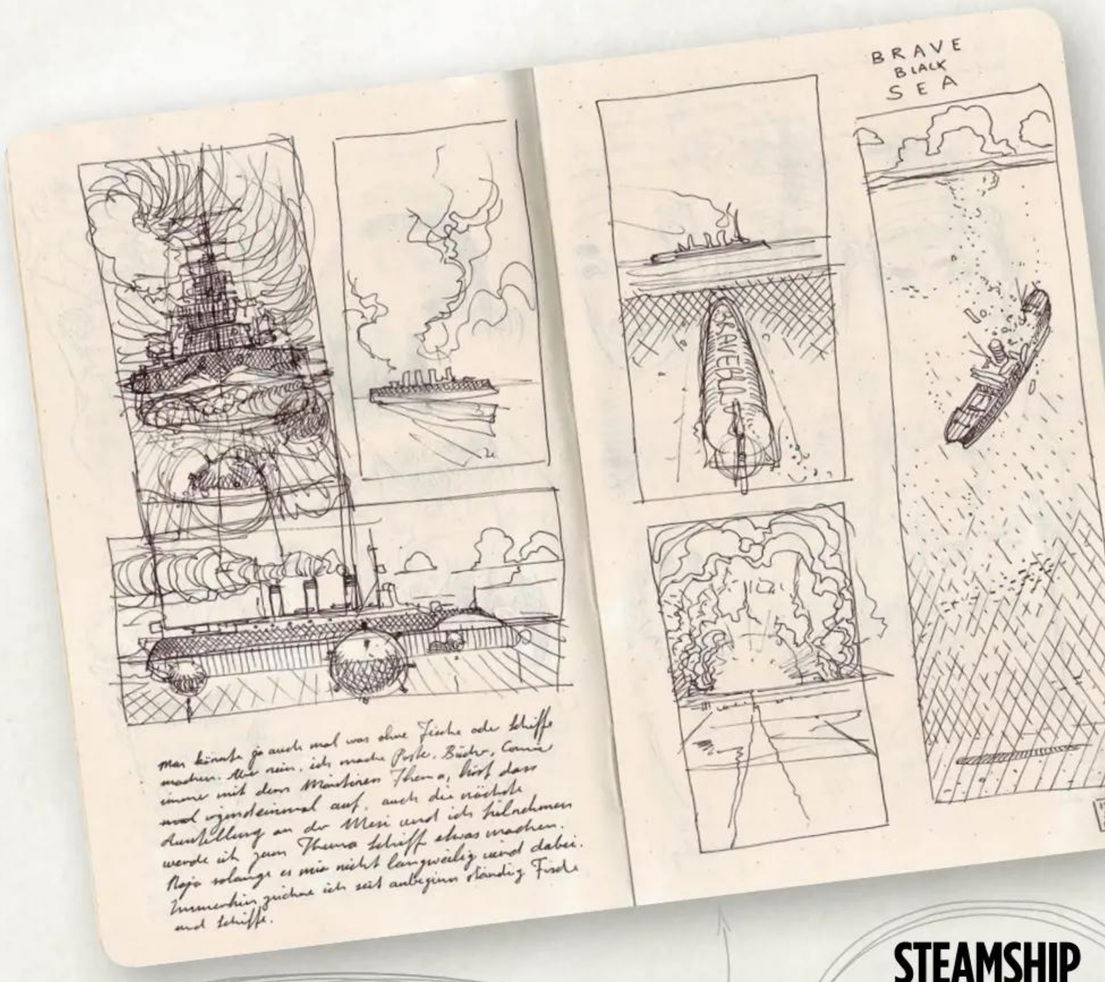
ENROUTE TO WORK

"The old town of Berne is just five minutes walk from our work space. My sketchbook is always on me and if time allows, I prefer to make studies on site and draw directly in ink, only very rarely a rough draught in pencil."

"To me, a sketchbook is a place of inspiration, self-teaching, playing around and experimenting"

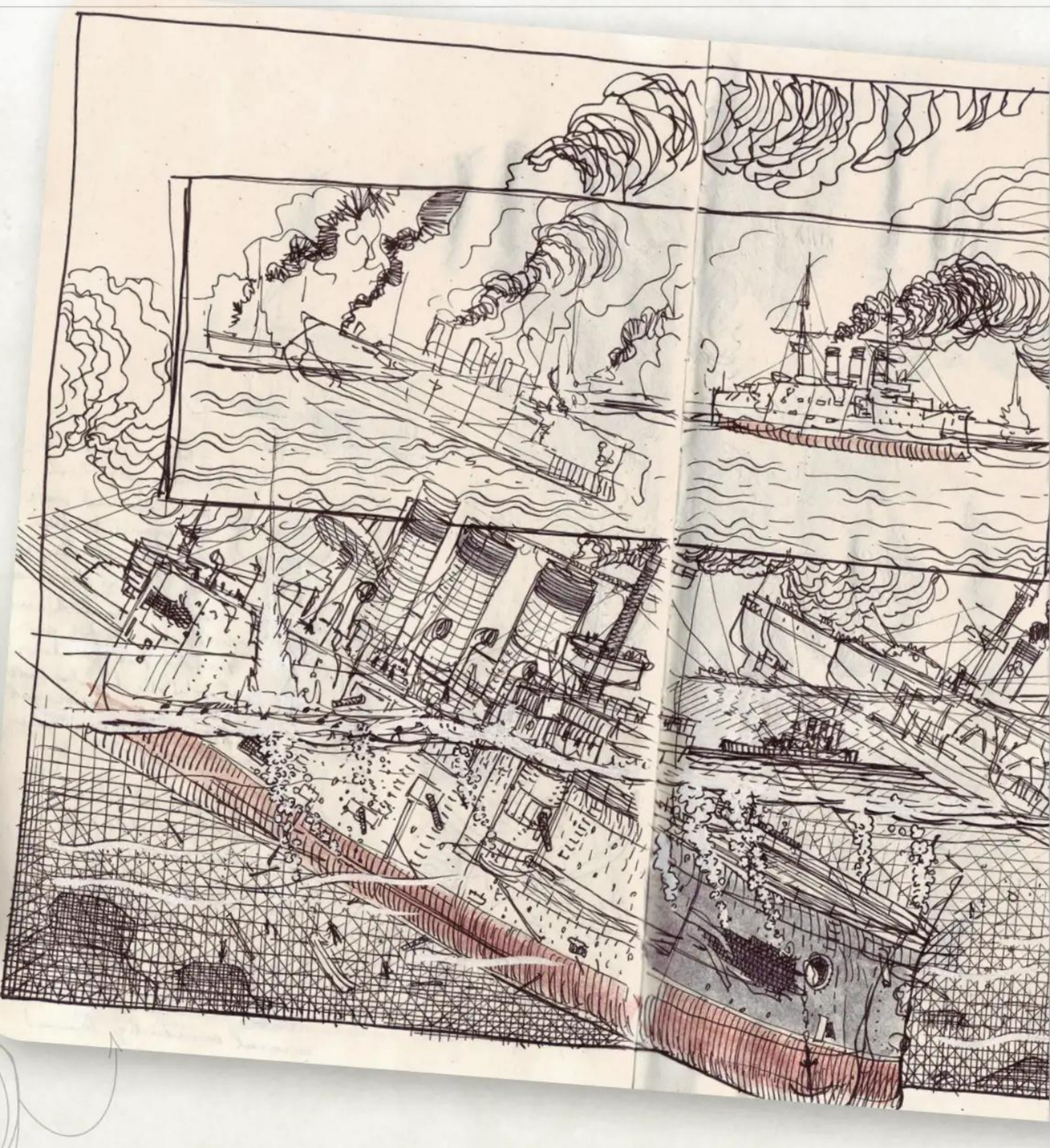
FIRST TREATMENT

"A sketch I drew after my first acupuncture appointment. The giant needles were an inspiration and motif I carried through an entire project that will be published as a book ."



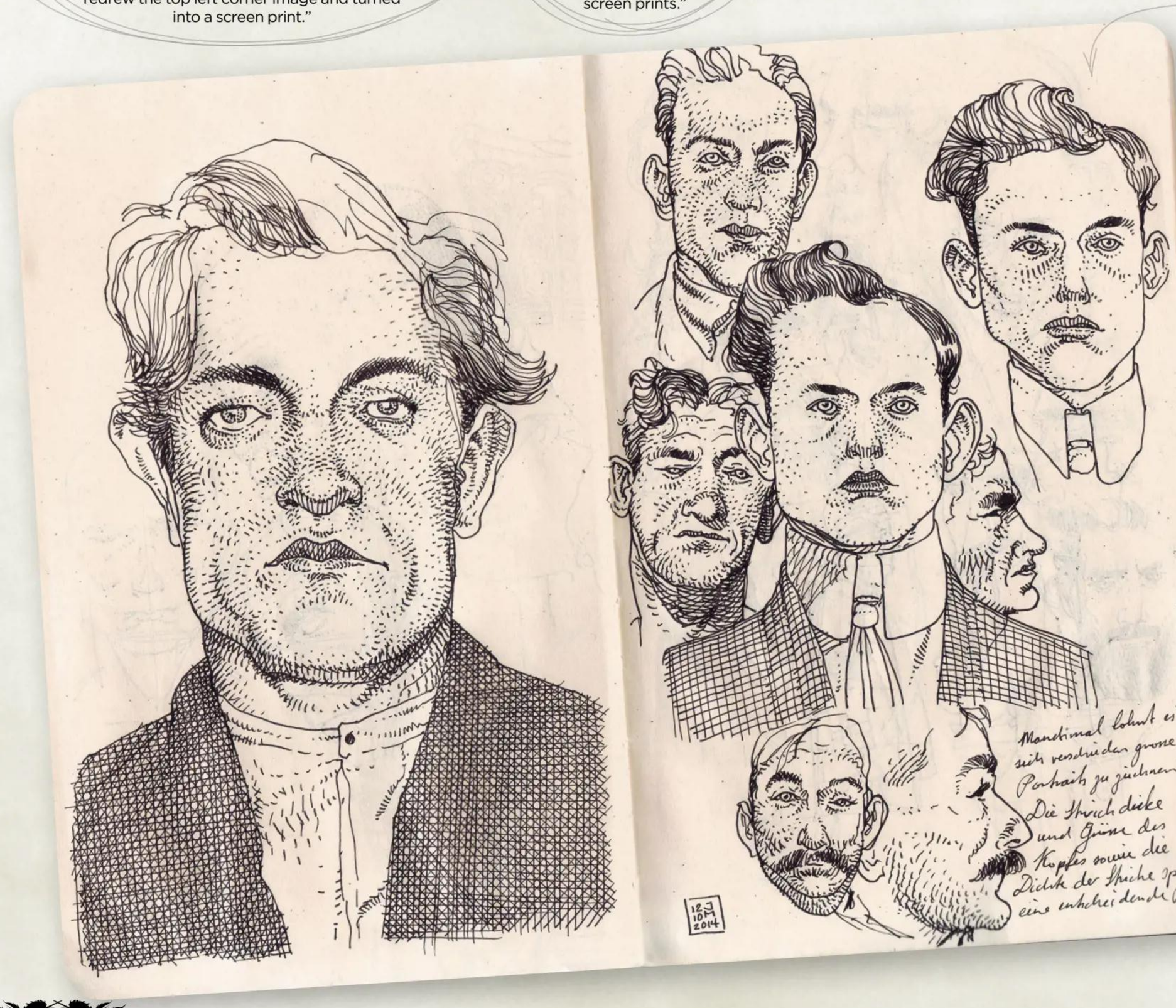
DREADNOUGHT STUDY

"Different ideas and approaches for a gig poster for Brave Black Sea. Studies like these often lead to ideas and images I can use for another project. I redrew the top left corner image and turned into a screen print."



STEAMSHIP STUDY

"Of course, my sketchbook also serves as the starting point for commission pieces and personal screen prints."



MALE FACE STUDIES

"A great challenge and interest of mine will always be faces and facial expressions, especially in old photographs, and trying to use different sketching techniques."









ABANDONED SCHOOL

"For my upcoming comic The Fall I'm creating an inventory of architectural studies around Berne. I choose buildings and let them fall to ruins on paper."

"My sketchbook also serves as a starting point for commission pieces"

THE END OF BON VOYAGE

"Some pages from my sketchbook end up almost identical in my print work. This sketch can be found in my comic book The End Of Bon Voyage."





WINTER GARDEN

"My front yard shed, December 2014. Since I almost exclusively sketch in black, I like winter scenes a lot. Snow gives you such great contrasts. This sketch was a study on how different textures work within one image."

Tran Nguyen

Tran's sketches explore themes of memory and emotion, and almost always end up as completed paintings

Artist PROFILE

Tran Nguyen
COUNTRY: US



Tran is a Vietnam-born artist who's living in Georgia. The painter is represented by Thinkspace Gallery in California, where she exhibits much of her work. She is inspired by the paradox of modern living, and believes that art can be a vehicle for psychotherapeutic support.
www.mynameistran.com

INSECTS OF LOVE

"These three thumbnails and the rough final sketch were completed for a short story over at Tor.com."





LIVE FOR THE SAKE OF YOUR SOUL

"Live for the sake of your soul, because doing otherwise would be irreverent. And if we don't, it will slowly but surely dissipate from our body, leaving a vacant shell bare of existential aesthetics. If you've no family or friends worth living for, then live for the sake of your soul."



"Live for the sake of your soul, because doing otherwise would be irreverent"



TREADING THROUGH AN UNTRIMMED MEMORY

"This is one of my favourite sketches, created for a series that explores the wonder of nostalgia and distant memories."

WANDERING ACROSS A BORROWED BELIEF

"One of the preliminaries for a two-person show I did at Thinkspace Gallery in California. The series emphasises mental rapture and turmoil."







ENVELOPED BETWEEN A PLEATED THOUGHT

"Illustrates that particular moment when we're caught in between two emotional complexities."

MONTAGE

"I seldom sketch freely without the intent of it becoming a finished painting. This is one of the few."



NOSTALGIA

"This is another sketch that illustrates my deep interest in nostalgia and distant memories, but one which wanders off into nature as opposed to suburban surroundings."

DREAM

"I came across a debonair fox and his fanciful monocle. He took me by the hand and said: 'Come, come, help my friend whose bulbous head is stuck in a tree hole'. Ducking, turning, twisting, churning, we came upon the peculiar girl and her peculiar situation. 'Save me!' she exclaimed..."

JUST ANOTHER OSCILLATE DISPOSITION

"I rarely paint multi-bodied paintings, but this is one such occasion – tighter than usual, this sketch showcases three figures struggling through a sea of billowing fabric."

"I seldom sketch freely without the intent of it becoming a painting"

Bobby Rebholz

From an eel, crab and fish hybrid to armadillos on a mission, someone's a little obsessed with creatures

Artist PROFILE

Bobby Rebholz
LOCATION: US



Bobby Rebholz earned a BS in Design from the University of Cincinnati – where he later returned to teach design drawing classes. He currently teaches creature design for film and games, and visual art classes. As well as a passion for teaching, as Bobby's career has evolved his other main area of focus has become concept design for games and films. Finding new ways to connect these two themes has been a joy, he says, and something he hopes to continue in the future.
www.bobbyrebholz.blogspot.com

THE JUGGERNAUT

"Sketching brutes has always been a joy for me. With this sketch, I made sure to keep the mask insect-like and unique as the Juggernaut stands over the fallen and collects their souls for dungeon torture."





KEATU

"Like the Gorateka bird (overleaf), the Keatu is a combination of different birds – but also a spider. It's a bit more intimidating and vicious, so I thought adding the fear of spiders into the mix would really help its cause!"

Bobby Rebholz

"I enjoy designing characters based on real animals, and armadillos offer a very cool opportunity"



THE BAHMBAR

"This was a particularly fun creature to sketch because even though it's a new take on the modern giraffe, there's so much room to explore with the design because of the height and long neck."

BEEPO

"Beepo gathers his gear and sets off on a dangerous adventure to find his long lost brother. I've always had fun designing characters based on real animals, and armadillos offer a very cool opportunity for it."

TRAPPED IN A WEB

"This was a sketch done for the Daily Spitpaint group on Facebook, with this title as the theme. Again, the fear of spiders is brought into full view in a terrifying and helpless scenario. Will he grab his sword in time?"





PAIRAMEDE

"In my quest to study wildlife, I took my sketches to the depths of the ocean. Many frightening things are swimming around in the oceans, and I wanted to come up with something that had the combination of an eel, a sea crab and an arapaima."

GORATEKA

"The Gorateka is a take on the modern-day eagle and several other exotic birds. The combination was done in part to study bird anatomy and to offer a cool new bird creation that could be believable in today's world."



"This was done to study bird anatomy, but also to offer a cool new creation, believable in today's world"

OWL MAGE

"This was also a sketch for the Daily Spitpaint Facebook group. The theme was Biomorphic Night Owl Mage and I thought it would be really fun to sketch a warrior owl. Owls already have such an iconic look to them."



ARCHENEMY

"This sketch was another for the Daily Spitpaint group. The theme was Archenemy and I immediately thought of a beast versus man scenario. These two have been enemies for a long time and finally fight."



PARA ZERNA

"This creature has an insect influence. It lives in the marshlands and hunts insects and small rodents. While designing it, I kept in mind the need for long, slender legs to manoeuvre through high foliage."

Tim Von Rueden

A concept artist returning to traditional media, Tim says you should embrace your fears to push past them

Artist PROFILE

Tim Von Rueden
COUNTRY: US



Like many artists, Tim has had a passion for drawing since his younger days, and over the years this has matured into a lifestyle he couldn't see himself without. He can currently be found in Wisconsin, USA, as the site manager, instructor and lead concept artist at Concept Cookie, where he's been heading the concept art department since 2011.
tvonn9.deviantart.com

THE MISCHANTRESS

"This piece was done throughout a month each night before falling asleep. This is the largest piece I've done and a reminder to continue pushing past any set limitations."

GODDESS

"I exhibit at many conventions each year, and typically I work on a sketch throughout the weekend. I created this one throughout Spectrum Fantastic Art Live."

"At conventions I typically work on a sketch throughout the weekend"

Tim Von Rueden

ACORN DEVIANT

"This piece was done after wanting to work with a subject matter other than a human and playing with more whimsical proportions."

SWIFT DEATH

"I am intrigued by shape language and what that visual representation can mean to each viewer. This was one of those studies."

ALWAYS ON MY MIND

"This piece was my first step into seriously getting back into a traditional medium. I will always look back on this one fondly."

THE SEA MAIDEN

"While at another convention I met the writer/artist of The Pirate Girl and was inspired to create a piece edging on going 'over the top' with decadence."

"I have a fascination with skulls and explore that quite often"

Tim Von Rueden

TRANSCENDENCE

"The second 'Bird Helmet' in the series. My intent was to experiment with negative spaces and refine the shading process."

SKULL KID

"I have a fascination with skulls and explore that quite often. This was a combination of that curiosity mixed with the innocence of youth."

THE RAVEN PRINCE

"This is the third 'Bird Helmet' piece and was a statement piece for me to present what I loved most at the time: profiles, feathers, and horns."

MERMAID EXPLORATION

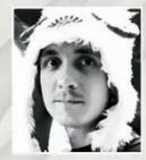
"While watching the series Face Off [where prosthetic artists compete in creating fantasy and sci-fi prostheses] I typically have a sketchbook open, following the challenge in my own way. This was the result of one of those."

Artem Solop

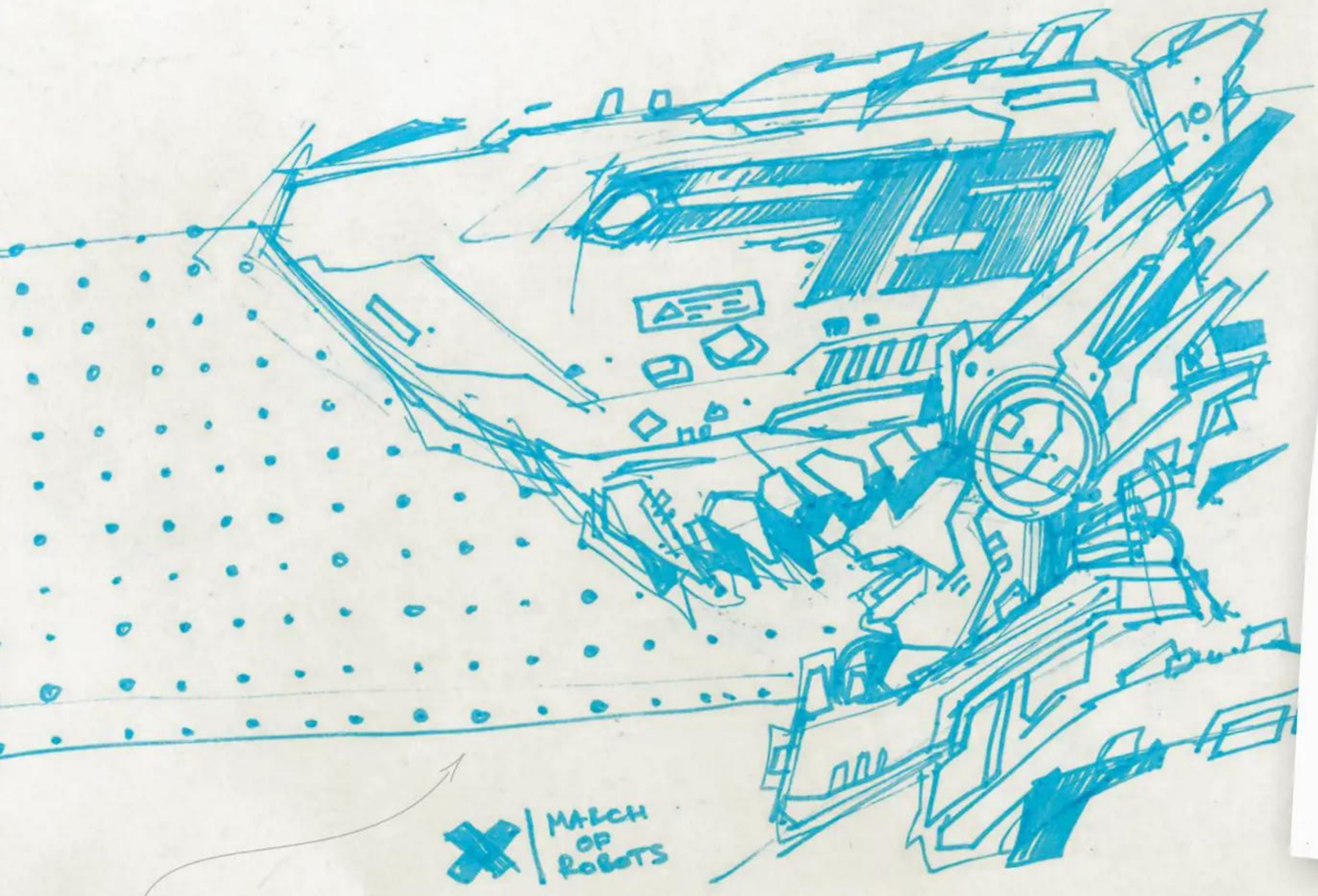
A Ukrainian living in China, Artem specialises in fusion – of east and west, of tech and the organic

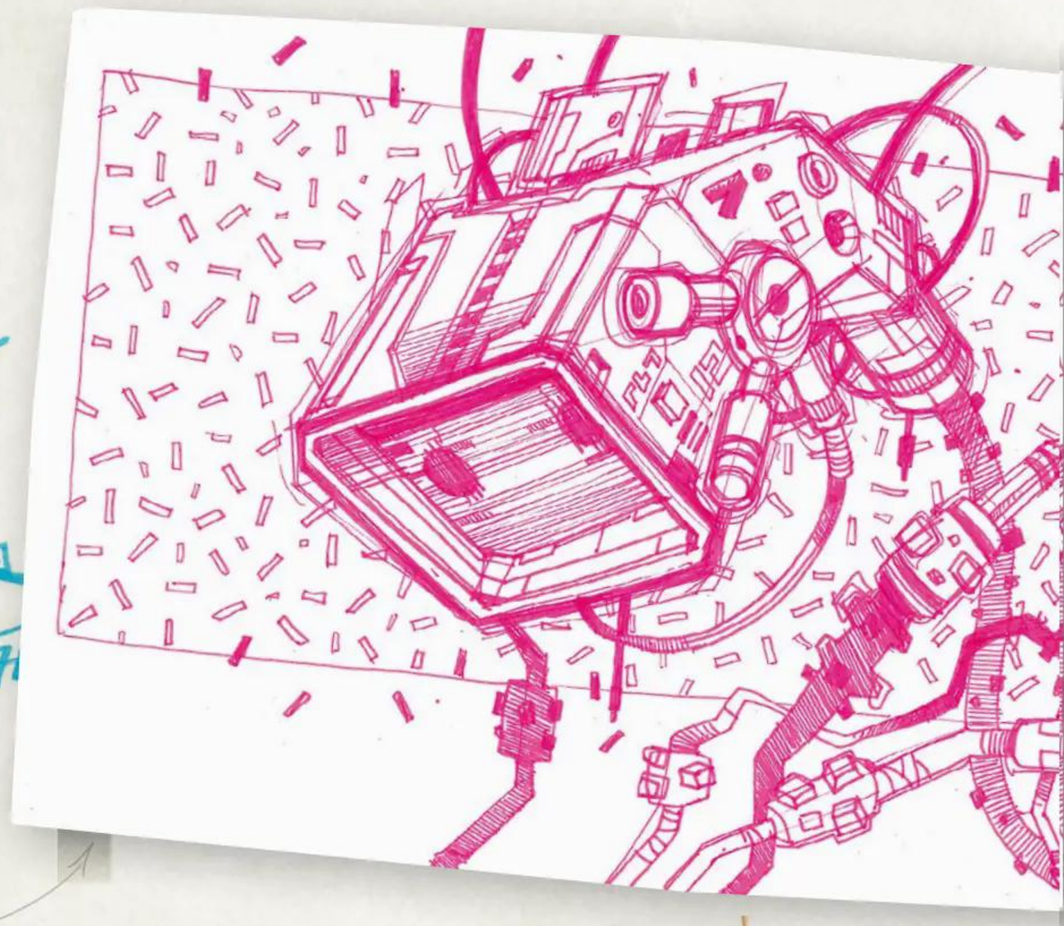
Artist PROFILE

Artem Solop
LOCATION: China



Artem is an Ukrainian artist who recently moved to China to explore his interests in animation and vector graphics, as well as punk graffiti culture. He's working as a freelance illustrator and mobile game art director, and is inspired by electronic music, retro video games and graphic designs. Artem's passion is to create a unique style using digital and traditional tools, a reminder of both the past and future of art.
www.behance.net/artemsolop





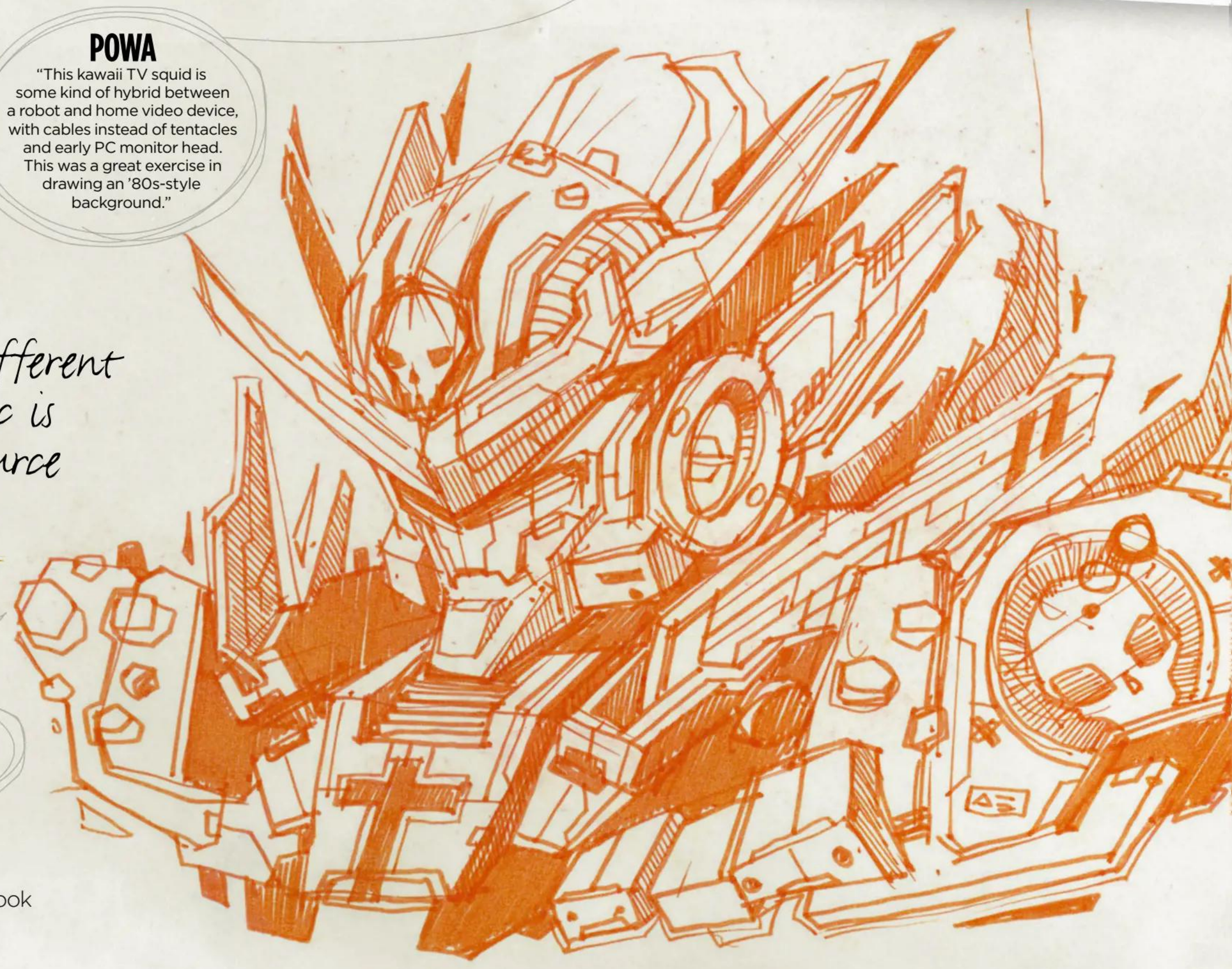
TIBURON BASSLINE

"This guy is the driver of a futuristic Formula 1 vehicle. But it's the future and so he drives a giant robotic shark instead of a car. I made a cool vector graphics piece based on this sketch."

POWA

"This kawaii TV squid is some kind of hybrid between a robot and home video device, with cables instead of tentacles and early PC monitor head. This was a great exercise in drawing an '80s-style background."

"I've played in different bands, and music is still my main source of inspiration"



GUNDAM

"This is a kind of gothic robotic knight. He could be a scary guy if I drew him with black pen."

BOPE

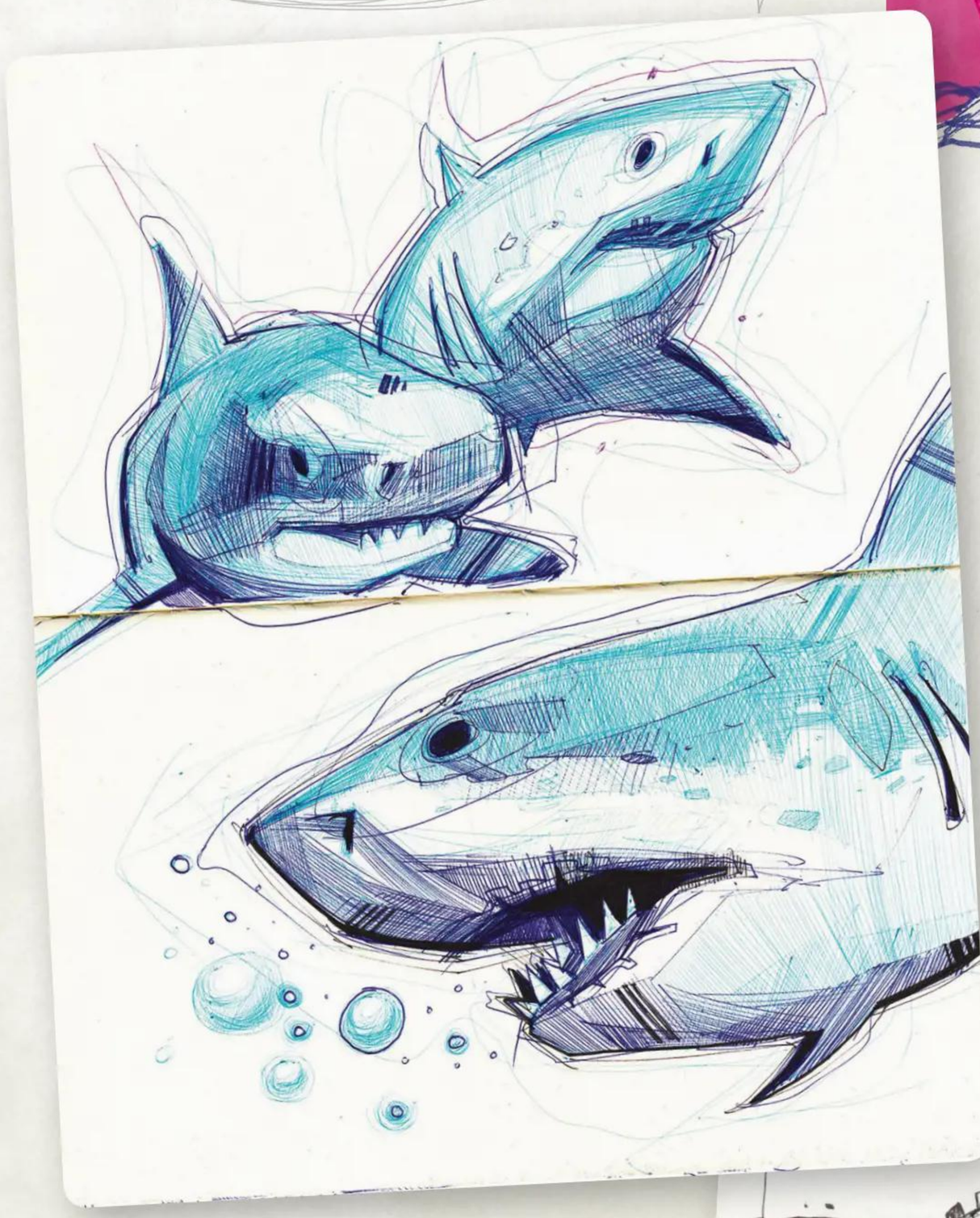
Artem Solop

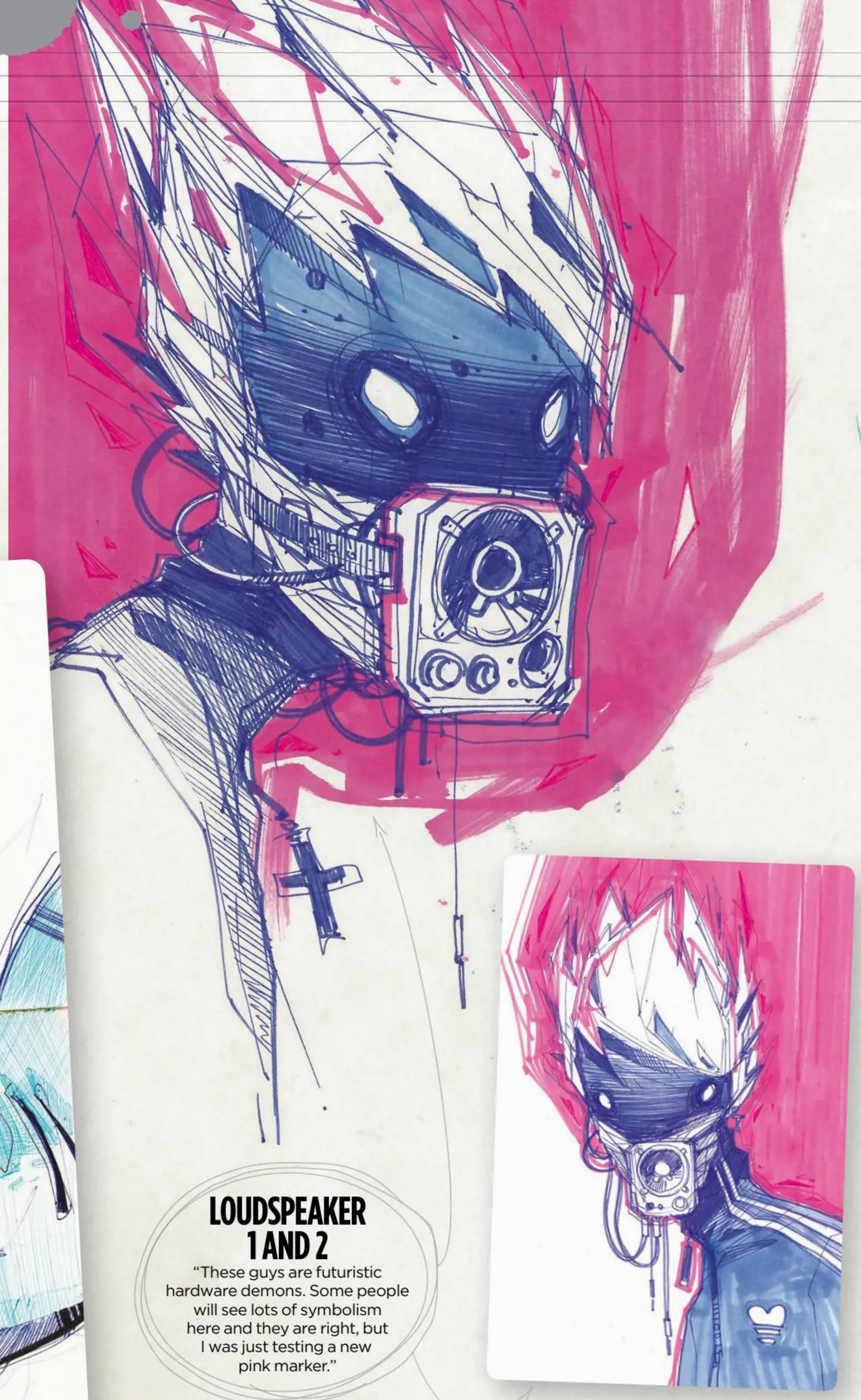
ACID PUNK

"This electronic musician mutant is playing some sort of bubble acid and having fun. So did I while drawing this picture. Just look at his amazing Roland TB-303 and kawaii creatures all around!"

SHARKS

"An old study of dangerous sea inhabitants inspired by a BBC nature programme. This was my first drawing to feature a thin, chaotic outline."





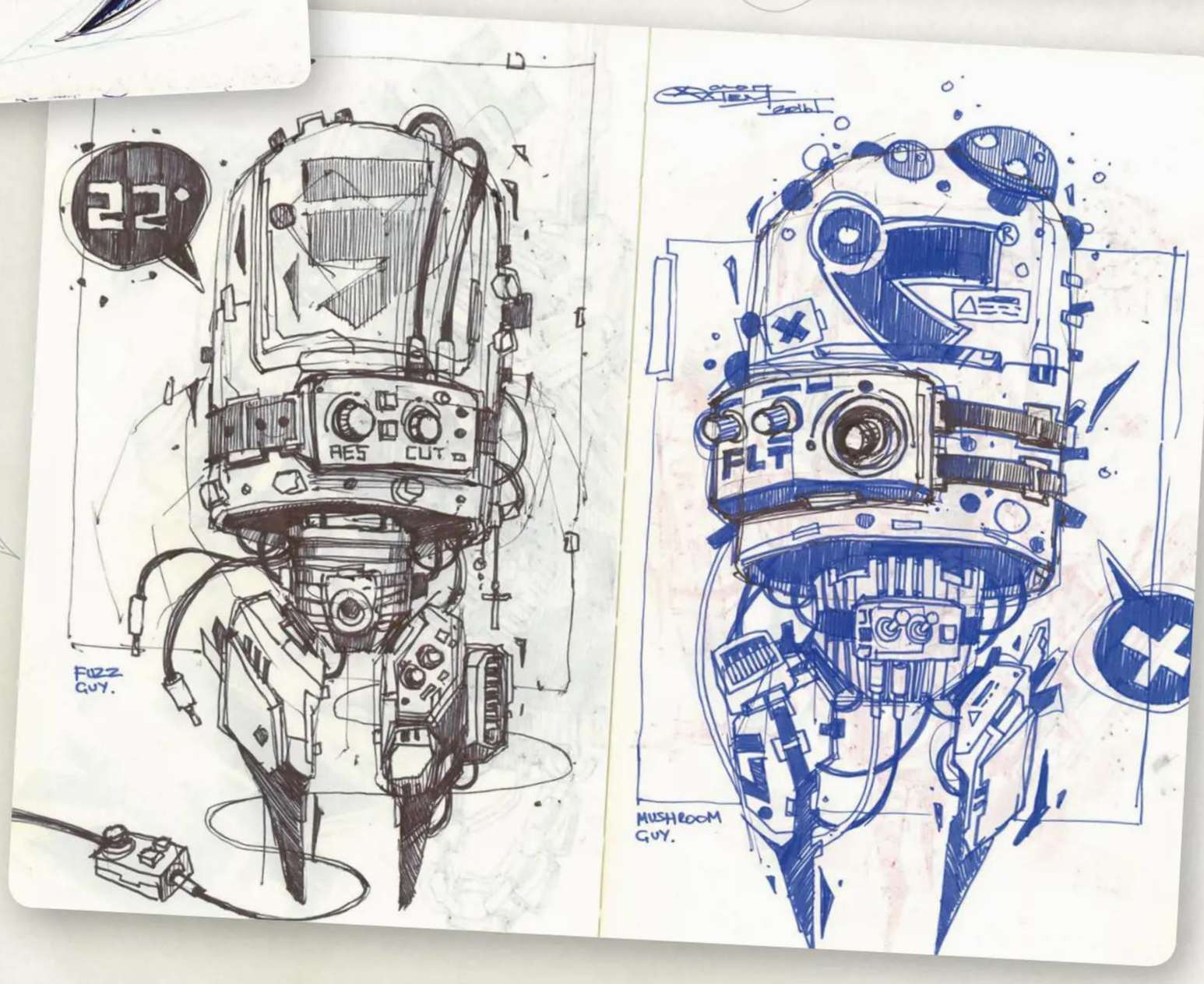
LOUDSPEAKER 1 AND 2

"These guys are futuristic hardware demons. Some people will see lots of symbolism here and they are right, but I was just testing a new pink marker."

"People will see lots of symbolism, and they're right, but I was just testing a new marker"

RETRO ROBOTS

"Seafood mixed with stompboxes. I just noticed they have names: Fuzz Guy and Mushroom Guy! My black pen stopped working while I was drawing the second one, but this is a case when a mistake worked out well. Beware of fake Japanese letters here."



HARDWARE TWINS

"They had many likes on my Instagram page and brought me lots of new fans. I mixed '90s cyberpunk with guitar pedals here."

BOOM!

"Tetsuo meets Wipeout 2097 in a dystopian cyberpunk world. It started as a doodle and the nimbus was inspired by blue water stains."

LO-FI

"I've played in different bands, from punk to electronic genre. And music is still my main source of inspiration. This is a Koi fish playing on a DIY eurorack module. Simple!"

Dylan Teague

Pages overflow with colourful characters and dramatic compositions in this 2000 AD artist's sketchbook

Artist PROFILE

Dylan Teague
COUNTRY: Wales



Dylan has been drawing and painting professionally for 20 years, mainly creating comics for 2000 AD, including Judge Dredd and Rogue Trooper. Over the past few years he's produced graphic novels for Delcourt and Kennes Editions. He's kept an updated sketchbook with him since he was a kid.
www.instagram.com/dylbot2099

ROUGH CHARACTER DESIGN

"Sometimes I just like to leave stuff at the pencil stage. I don't know why, but I always feel something gets lost when you finish up a drawing. I think in the rough stage your mind fills in the blanks and makes a better drawing."



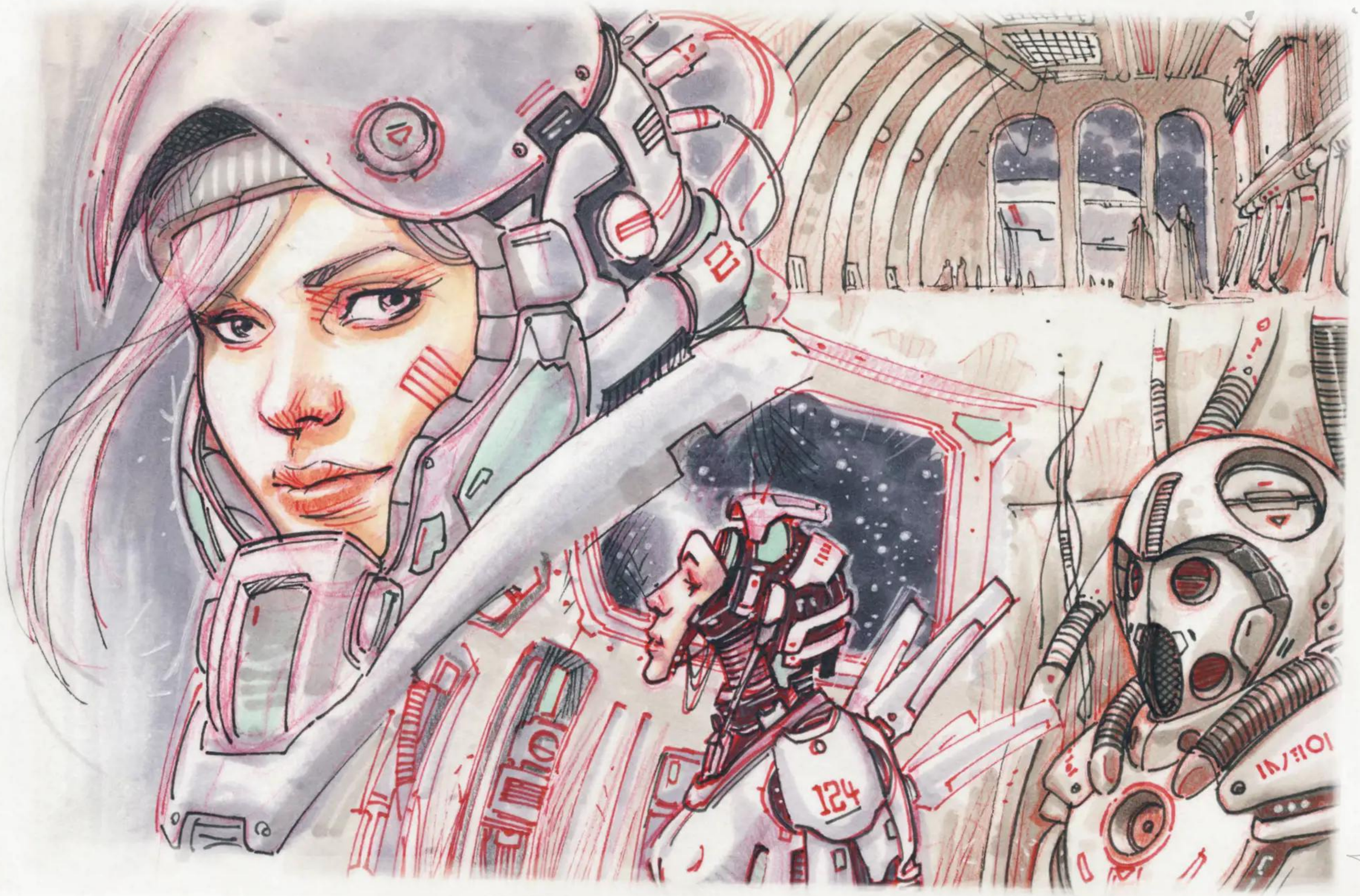
A6 SKETCHING

"I had the idea to fill up a little A6 sketchbook with scenes and character designs. It's a fun size to work on, because you can be quite loose with perspective, but it can be a little restrictive, too."

DOODLING

"I think I started with Batman on this and worked my way out from there."





"I don't know why, but I always feel something gets lost when you finish up a drawing"

A5 SKETCHING

"Again, smaller sketchbooks can be a lot less daunting to work in. You're not faced with a big blank page. I was also experimenting with some coloured fine-liners, which were fun."



PORTRAITS

"Sometimes I like to sketch from photos in magazines. I think doing this and life drawing can really help improve your drawing skills."

SCENES

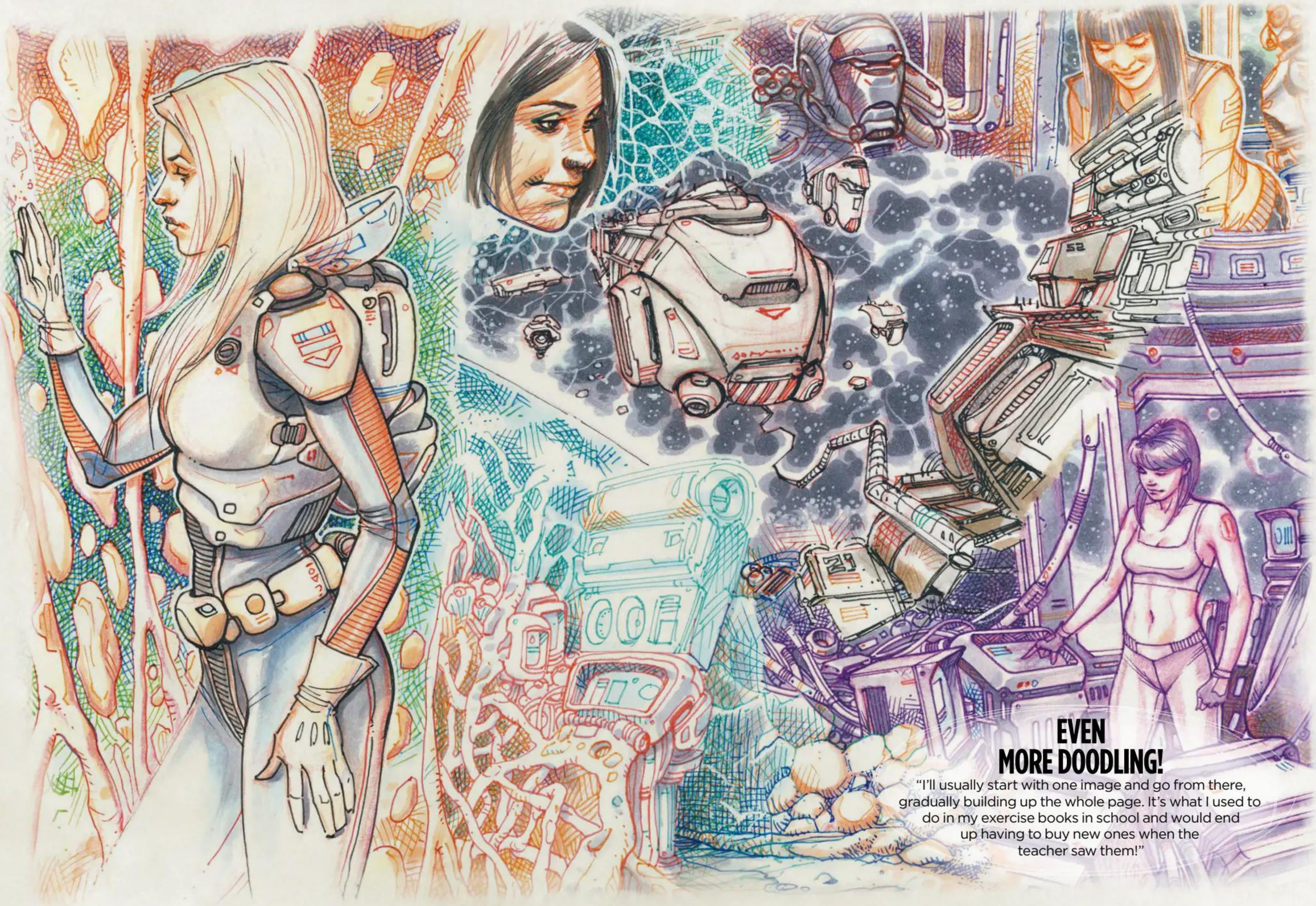
"I don't often have defined pictures in my head – I have to work stuff out on paper. Yet for some reason I had both these images quite worked out before I drew them. I ended up tidying both up with a bit of CG enhancement to the skies, but this is just the raw scan."

MORE DOODLING

"Here I was just coming up with scenes and ideas for a strip I'll get round to finishing one day..."

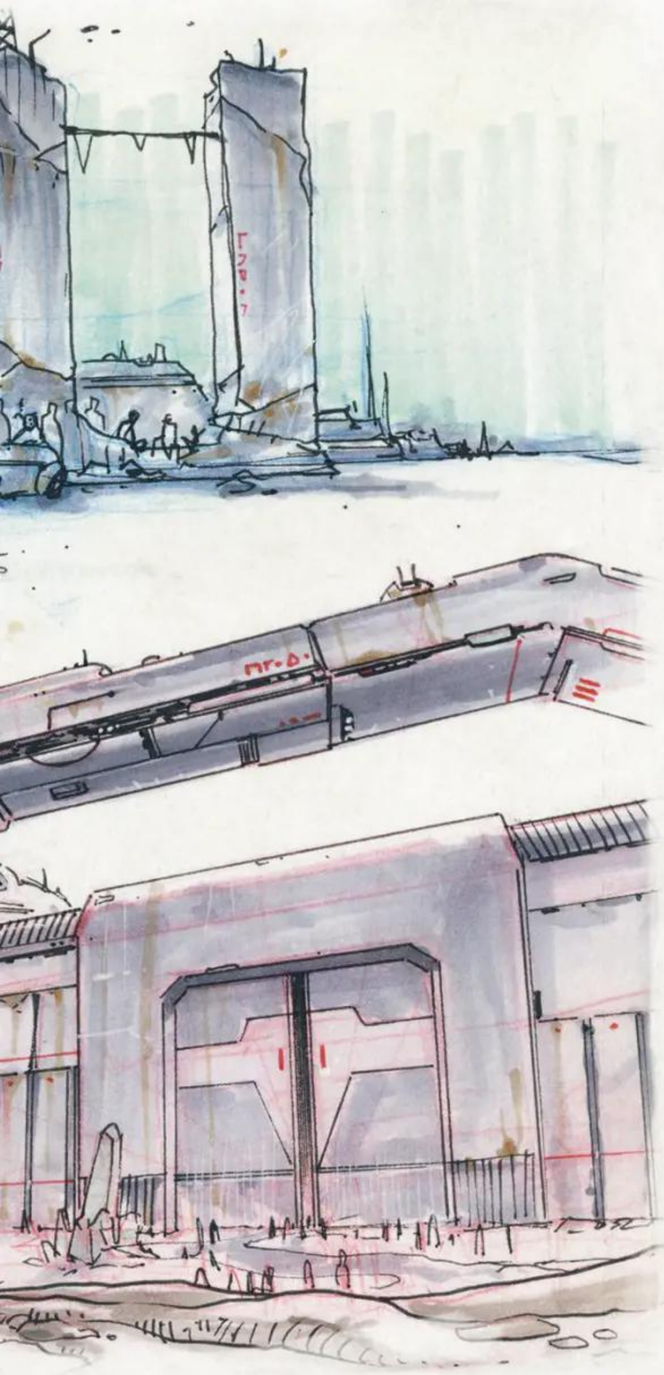






EVEN MORE DOODLING!

"I'll usually start with one image and go from there, gradually building up the whole page. It's what I used to do in my exercise books in school and would end up having to buy new ones when the teacher saw them!"



"I used to doodle in my exercise books in school and would end up having to buy new ones"

CHARACTER DESIGN

"This page started with me working out a robot design, but I ended up reverting to doodling again. The robot was for my Delcourt book Le Grande Evasion: Asylum. I simplified them a bit in the book because I had to draw a lot of them!"

Claire Wendling

The comic artist shares her sketchbook that's full of childlike wonder... and lots of animals!

Artist PROFILE

Claire Wendling
COUNTRY: France



Claire lives in the French region Angoulême, in the south-west of the country. Having started in comics with the award-winning Les Lumières de l'Amalou and Garance series, she moved on to producing artbooks and then on to animated films. In 2013 Claire suffered ill health and put her art on hold, but she has since returned to her work.
www.claire-wendling.net

TINY FASHION

"Here's one of the drawings for my next sketchbook, released soon I hope. I did this back in January 2014."

MATTER OF SHOES

"A personal sketch that I did just for fun, some time last year."

BIG NAP

"This was realised for an exhibition that ran in Paris in 2011. A lion lounging around in the sun never fails to raise a smile – or so people tell me."

"A lion lounging around in the sun never fails to raise a smile – or so people tell me"

CAMEL PAL

"Here's a drawing from 2012 that I eventually posted on Facebook, for the special attention of a friend who likes camels."

GRUMPY FACES

"Here's one more drawing that I did a while back from my next retrospective sketchbook. Cheer up, guys!"

OUR BIG BUDDY

"Personal sketch, for fun and for training. I wanted the passengers' wavy hair to reinforce the fact that it's an underwater environment."

NO TITLE 1

"Here's another one I did for personal improvement. I wanted to perfect how to draw curly hair and ribbons."

DAISY DAISY

"This is a really loose sketch from Daisies, which is a book collection of my work."

LITTLE FLY PRINCESS

"Another sketch from Daisies. It's from 2010, and I think I've improved as an artist during this time."

"Who wouldn't want to do the daily commute while riding a rabbit?"

RABBIT RIDE

"And here's another one from Daisies. Who wouldn't want to do the daily commute while riding a rabbit?"

ALONE IN THE DARK

"Something I did for the game Alone in the Dark 4 back in 1999 – research for the creatures."

TURTLE BEACH

"Personal drawing for training – my first big one since falling ill. I completed it in September 2013."

Feng Zhu

Best known as a concept artist, the veteran of Hollywood films and triple-A video games reveals much more from his sketchbook

Artist PROFILE

Feng Zhu
LOCATION: Singapore



With more than 12 years of experience in concept art, production design and character design for the entertainment industry ranging from films and TV commercials to hit video games and toy designs, Feng is the founder of the FZD School of Design in Singapore, and he recently launched a film production studio, FZD Films, which is based in Beijing.
www.fzdschool.com



CLAUSTROPHOBIC COCKPIT 2

"Inspired by the sci-fi cockpit designs from the 1980s and 1990s – full of equipment. I'm a huge geek when it comes to old electronic stuff, especially if it has to do with aviation."

REBEL MECHS

"You always see converted Toyota trucks used by insurgents as gun platforms, so I thought I'd swap the trucks for mechs!"

Feng Zhu

ALIEN PLANES

"A huge influence for me is Argentinian artist Juan Giménez. I grew up reading all his comics featured in Heavy Metal and of course the Metabarons series. He has a great way of combining organic elements with hardcore tech."

"I'm a huge geek about old electronic stuff, especially if it has to do with aviation"

NEO-SHANGHAI

"A fun environment sketch exploring the look of a top-down RPG action game."

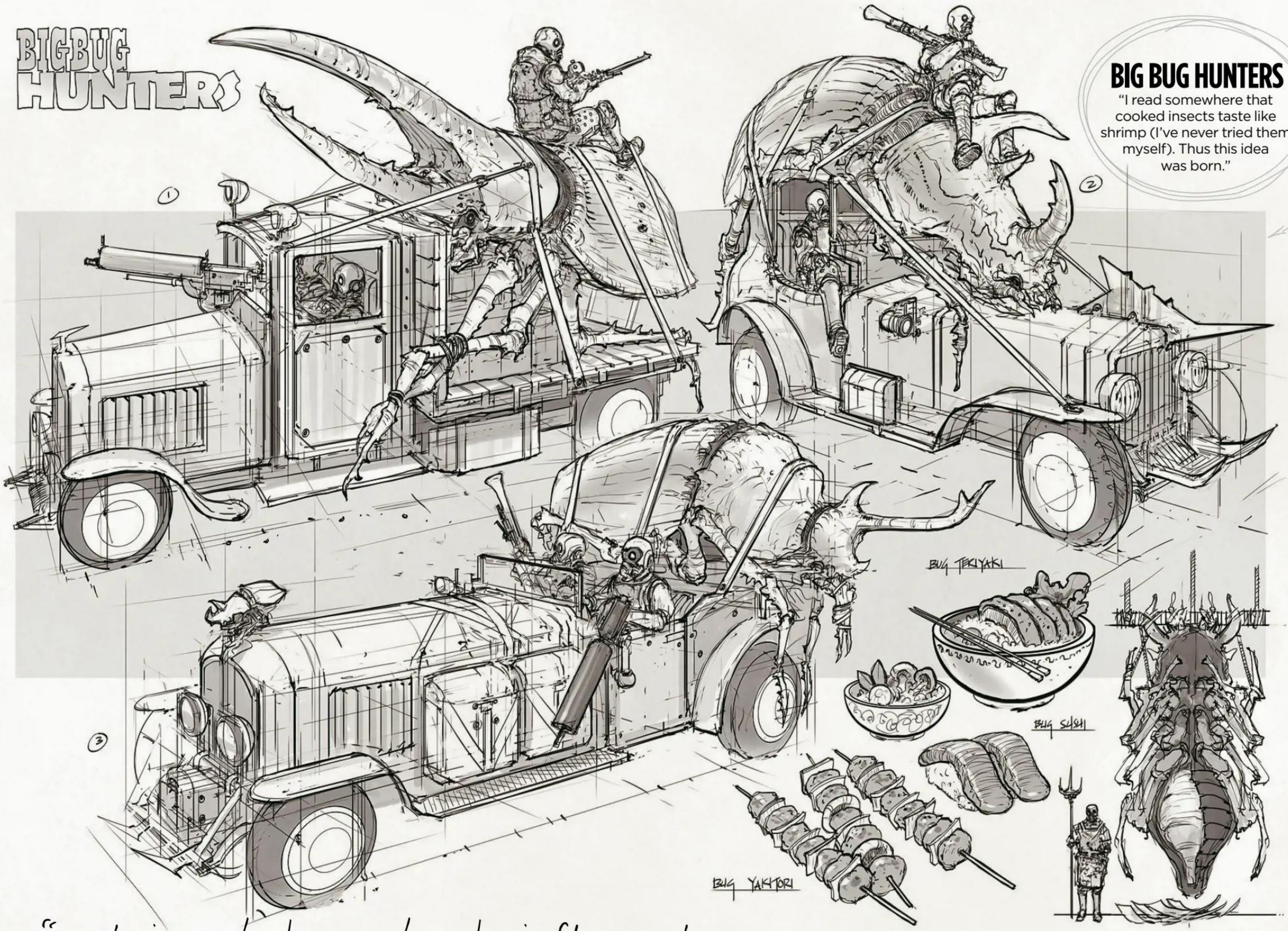
HERE BE DRAGONS

"Dragon designs for an episode of Design Cinema (76). I don't usually do a lot of creature work on my real jobs, so DC lets me explore random themes!"

FAT PLANES

"Back in design school, I was hugely influenced by Italian graphic novel artist Massimiliano Frezzato. I just love his styling when it comes to mechanical designs. I adopted a similar approach to these WW2 planes."

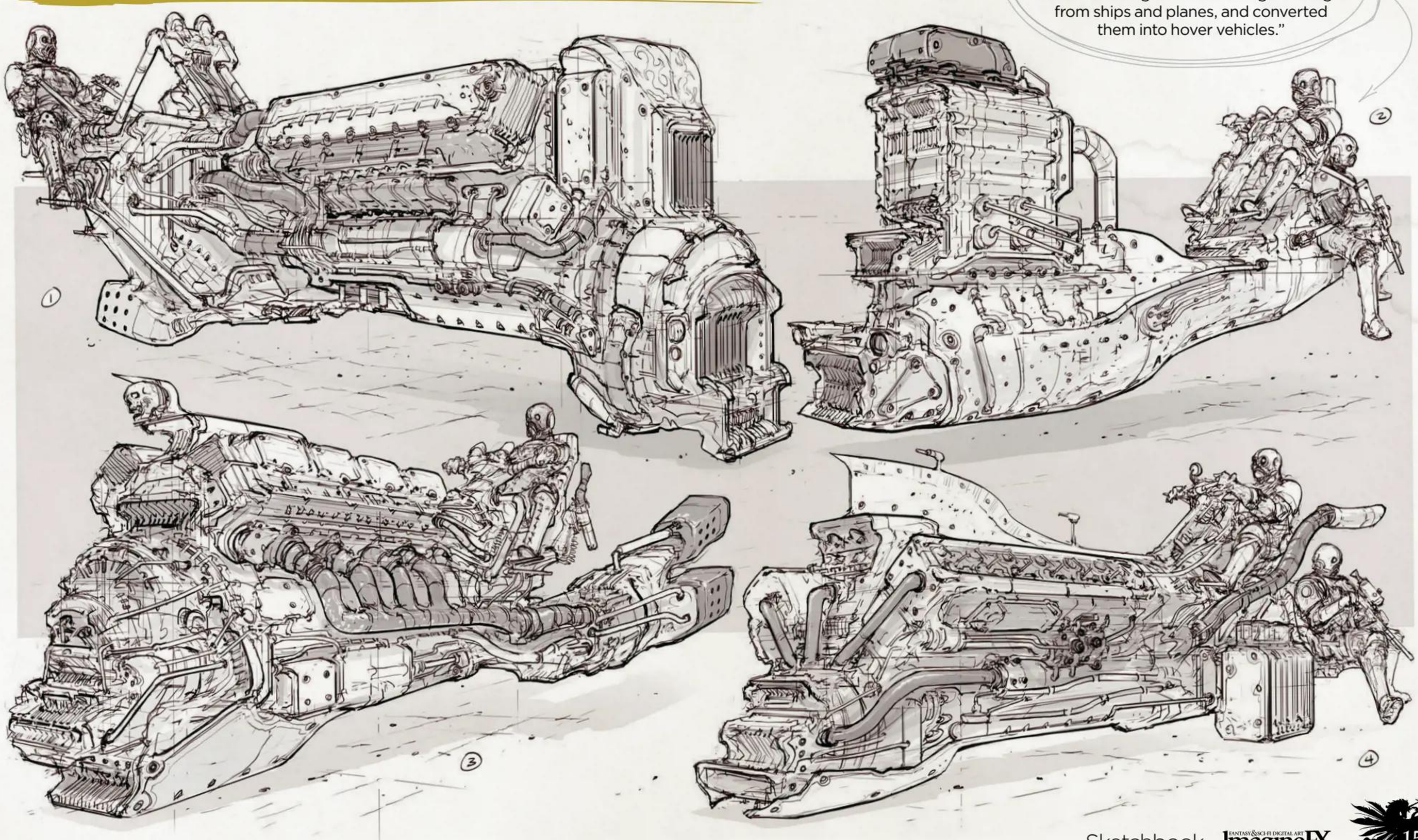
Feng Zhu



BIG BUG HUNTERS

"I read somewhere that cooked insects taste like shrimp (I've never tried them myself). Thus this idea was born."

"In design school I was hugely influenced by Italian graphic novel artist Frezzato"



ENGINE HOVERCRAFTS

"This was an exercise demonstrating form extraction design. I took the engine designs from ships and planes, and converted them into hover vehicles."

POLICE TOWER

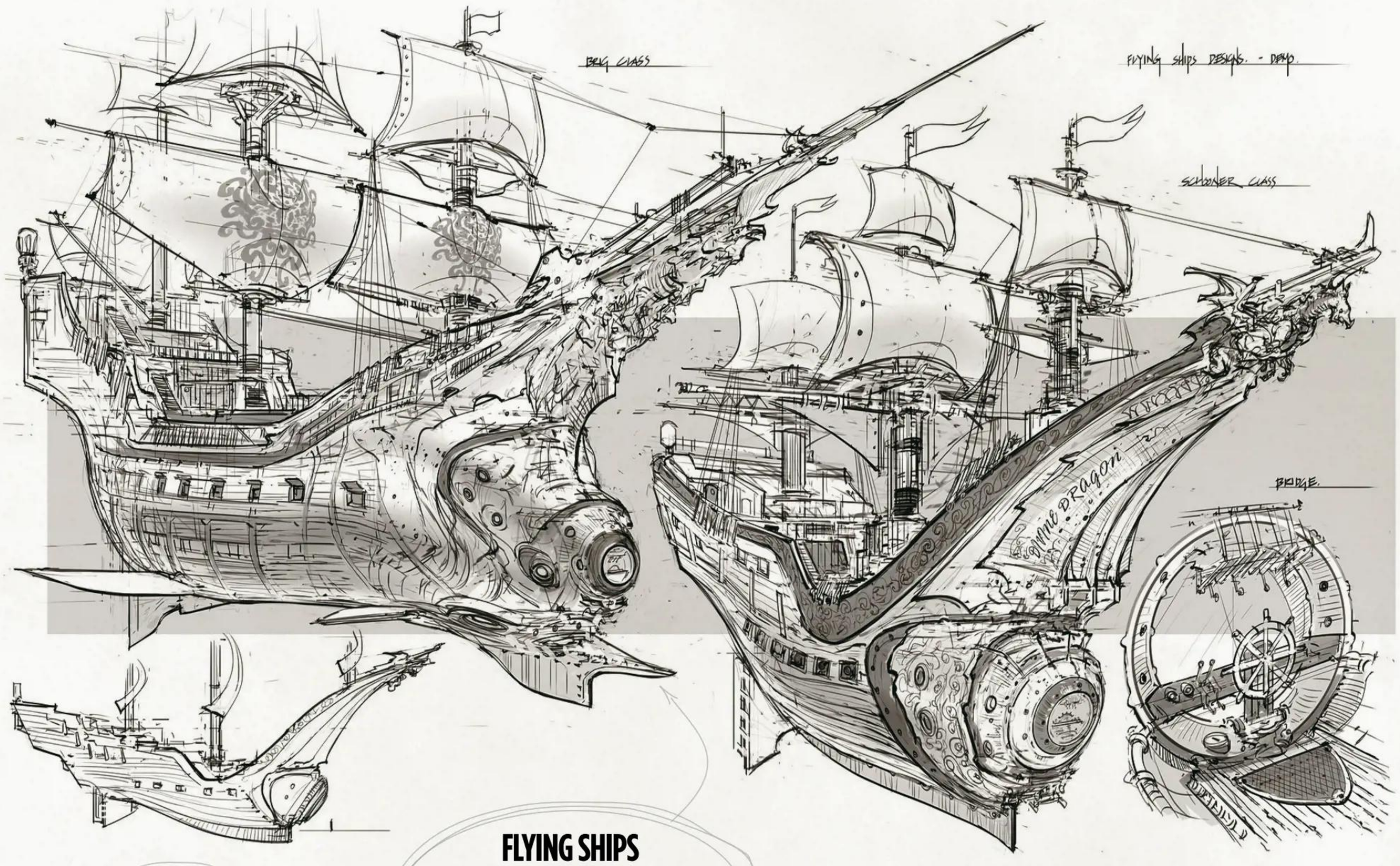
"I love everything cyberpunk. Here's a police watchtower built above a seafood restaurant in a crowded neighbourhood."

TURTLE PACK MULE

"The ever-trusting and hard-working giant turtle, turned into a pack mule for some RPG exploration."

T. REX MECH

"A mech design using the T. rex as the base form."



FLYING SHIPS

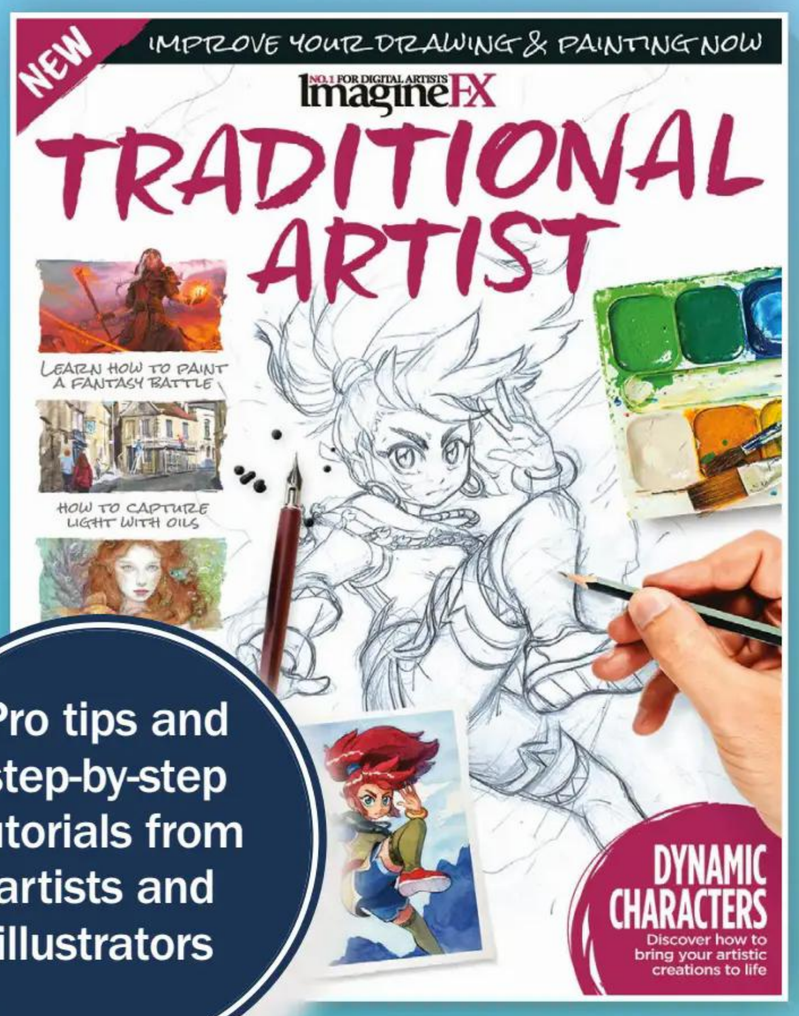
"I love flying airships, which comes from my childhood spent playing Final Fantasy. The slight twist here is to place the bridge near the front behind an 'eyeball'-like structure, which can also rotate, just like an eye."

BEASTS OF BURDEN

"I love doing these beasts of burden sketches. Here's an idea for beasts used by hunters."

"I love flying airships, which comes from my childhood spent playing Final Fantasy"





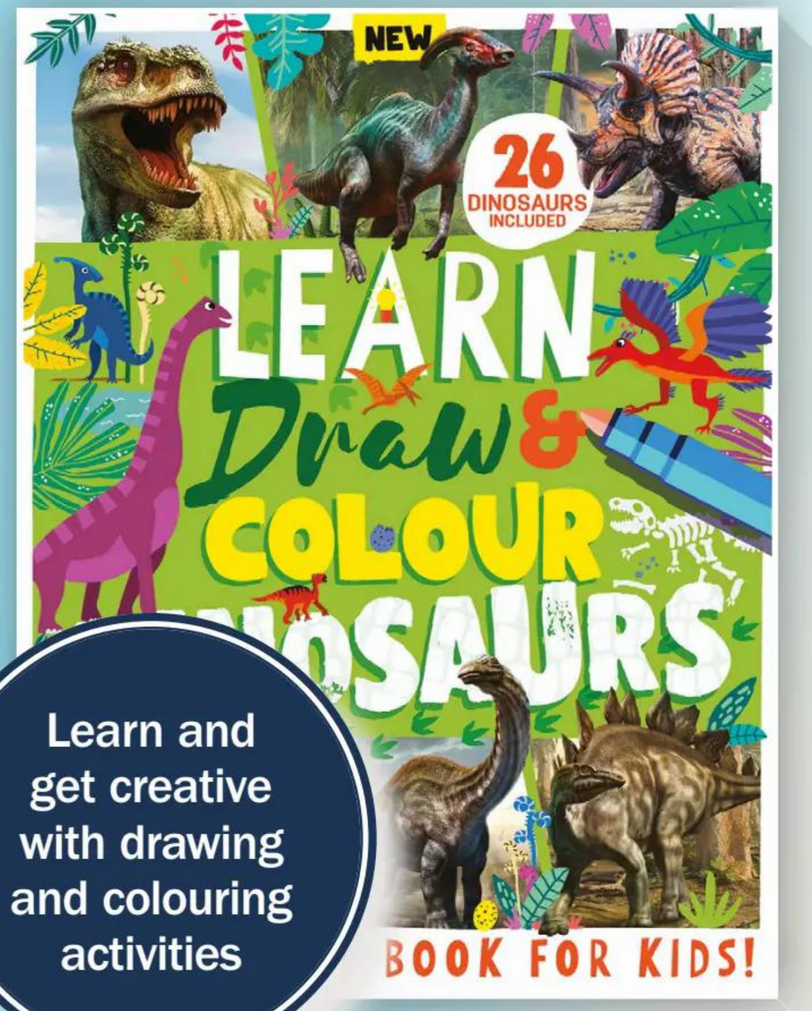
Pro tips and step-by-step tutorials from artists and illustrators











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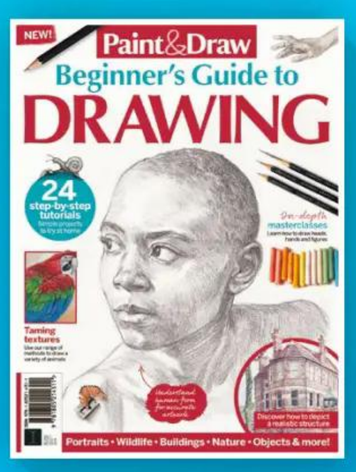












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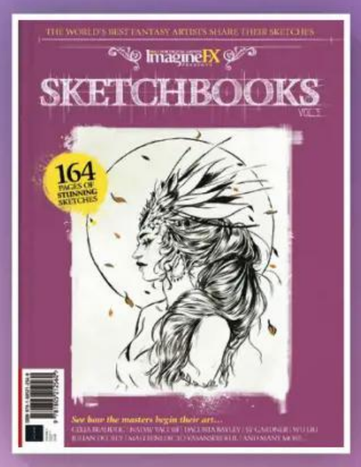
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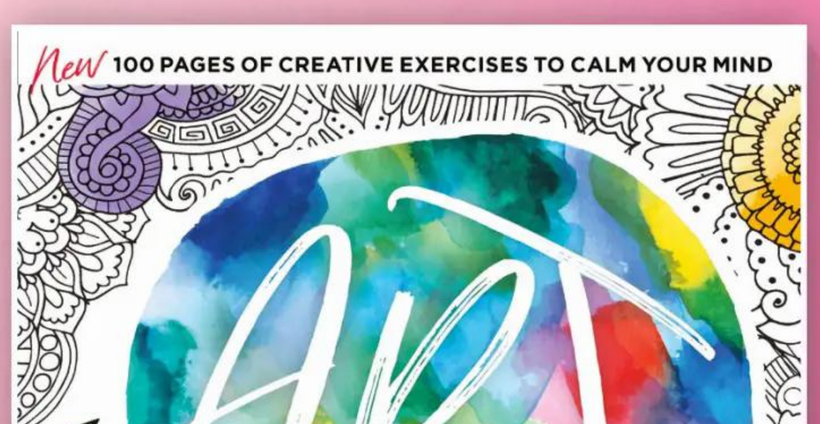
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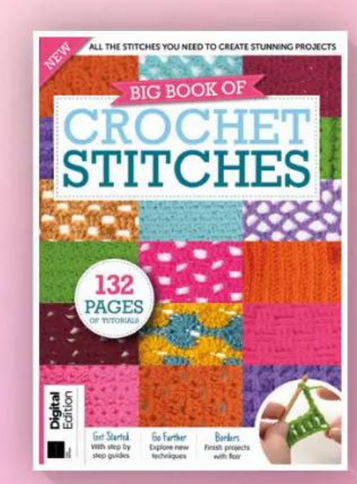














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