

ISSUE

x2
rendezvous



art ARTZMANIA

Art Showcase from Global Designers

supernova

deland

feimo

fox

yueshuxin

Focus

MarcinXP

The M-PEOPLE

(more to come)

xclusive designers:

Marco, Desmond, Nelson, NOPATTERN, Hello Color, Mirage, Urban Cowboy, Erfin, Diplomatic-Cover, Via Grafik, Flat-it, DOU, Karol, danone, Maciej

Full Art



TMNT

ONLY IN THEATERS
3.23.07



Time is precious. Time is priceless. Abstract expressions in art are parallel. Let it be the perfect date delivering your abstract mind. Nurture it in design and give it to the world. We want hear your side of the story. Let's get closer to your world. **Express through yourself. Let it be the perfect date delivering your abstract mind.**



SPOTBIT E-BOOK EXPLAINED!
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Legar Putra, Putra World Trade Centre (PWTC), Kuala Lumpur
27th April 2007 – 6th May 2007

Content^{*}x2

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Supernova
Deland, Feimo, Fox, Yueshuxin

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Focus
THE M-PEOPLE (more to come)

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>> next . / end story

Thanks for all contributors


/intro

art Showcase from Global Designers


Artzmania
WWW.ARTZMANIA.COM

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issue.x2
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theme

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Cover artwork:
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supernova
issue x2

deland
page.016

feimo
page.024

fox
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yueshuxin
page.036

First, we should introduce ourselves. All of us live in China. Fox, Deland and Yueshuxin are in Shanghai, and Feimo lives in a beautiful city called Quzhou. All are female, but many people thought Deland is male. Cause generally people understand or guess us just from our artworks.

In China, illustrator is a new occupation, parents used to think that children should have a stable job to go work at 9 and come back at 5. Really, it takes quite a long time for them to accept the fact that people can also work at home, which is called SOHO now. On this point, we are lucky, the understanding and support from parents and friends are the best motivity to us.

We have many craft brothers in other cities, but distance can't keep us apart. But in here, let's just talk about us four.

Thank the editor of this e-magazine to invite us, it's very happy for us to know many new friends.

Among us, Fox is the oldest one who is 25, so she has most experience in sociality and negotiation about the commissions. Next is Deland, 24, who has the best achievement. She is popular for her horrendous expressive force, imagination and gorgeous colour. These two are good at hand-painting. Brushpens, pigment, ink and paper are the parts of life. Feimo, who has just pass the 23rd birthday, is a freshman and draw pictures by CG, but her exquisite style, commanding of the figures and successful using of colour make her popular in mainland and Taiwan, HK and periphery countries. Finally, Yueshuxin, who will be 23 in the coming August, is the youngest one, but she enter this occupation when still in the school. She began release artworks from high school so that when she began working after graduation, we almost forgot that she has just graduated. Her style is various, being good at both hand-painting and CG, and painting books and children books. Major of our job is the cover of novels and magazines, while there're also other interesting jobs such as games, animations, posters and character design. Fox, Deland and Yueshuxin are experienced drawer in black and white comic story.

In China, or to say in Asian areas, the style and taste of comic are influenced by Japan very much, which is now called the Asian style. Surely, we don't think there's any question, cause we draw pictures in that kind of style for we loving it. No matter how it will be in the future, can make the interest be the job is very lucky.

Maybe the culture factors in grain, though we love, even adore the European and American styles, our ability is not equal to our ambition to express in that style. We are still studying, studying while working is a joyful process.

Something irrelative, Fox and Deland almost took no formal painting education. Fox is major in something related to environment construction, while Deland used to be major in history and was major in indoor design. In fact, Deland is also good at writing, we often say that she will also perform well as a writer. So, maybe there're many question in our artworks, but we paint because we are happy and love painting and wish to make new friends.

Welcome to communicate with us and thanks for support us.

Here is our website, welcome!

Yushuxin :

<http://yueshuxin.deviantart.com/>

Feimo :

<http://feimo.deviantart.com/>

Deland-fox :

<http://deland-fox.deviantart.com/>

If you can understand Chinese, welcome to our blog.

Yushuxin :

<http://blog.sina.com.cn/u/1276125580>

Feimo :

<http://blog.sina.com.cn/u/1250749625>

Deland :

<http://delandkinki.blog.hexun.com/>

Fox :

<http://ouc-cn.com/blog/user1/20/index.html>

At the same time, thanks to our translator Fengyi who help us to communicate with external world especially foreigners, and Beibei, who is in Singapore and always helps us. Thank you for your help, let's keep making progress.



Arabesque 千昼夜梦



<http://deland-fox.deviantart.com/>

Deland
chilly



Arabesque 千
夜
昼
梦



<http://deland-fox.deviantart.com/>

Deland
devil



Arabesque

千昼夜
夢





Arabesque
千
夜
昼
梦



<http://feimo.deviantart.com/>



<http://feimo.deviantart.com/>

<http://feimo.deviantart.com/>



[Summer...



<http://felmo.deviantart.com/>



<http://deland-fox.deviantart.com/>



雨



<http://deland-fox.deviantart.com/>





<http://yueshuxin.deviantart.com/>



<http://yueshuxin.deviantart.com/>



<http://yueshuxin.deviantart.com/>



<http://yueshuxin.deviantart.com/>

marcinxp



Name :

Marcin Stryczek

website :

www.marcinxp.ic3d.net

Marcin Stryczek (marcinxp) was first drawn into the digital art world in late 2004.

From there he began in 2D art which soon expanded into 3D. As a designer and freelance artist, he has worked with various parties producing in both graphic and web design. Marcin is currently attending college and plans to pursue a career in the art agency.

Contact :

marcinxp@hotmail.com



Artworks title:
Substance



Focus.Interview
MarcinXP



Tell us a little about your background.

I have always been interested in art, but I first came across digital art in late 2004 while taking a computer class at my high school. From there things just progressed, I really enjoyed what I was doing and wanted to expand my knowledge of digital art. I got into the 3D aspect of digital art a few months later. Originally I started off creating simple abstract art, but then as things progressed I found myself making more complex things.

I don't know what is "MarcinXP" words.

It's nothing spectacular, I didn't know what to call myself really so instead of making up some crazy name I just took my own and added "xp" at the end of it.

What is your source of inspiration?

Music. There is something about music that makes me want to create art.

Who is your favourite artists/designers?

Peter Jaworowski (hejz) , Vincent Lai (niteangel) , Pawel Dabrowski (polaus)

Why?

These artists always come up with something original and their art is always something you can take a second look at.



SUBSTANCE
IT RUNS THROUGH OUR VEINS
MARCINXP 2005



Artworks title:
Hornet >>

HORNET *

MARCIN



LEVIATHON
HUNTING BELOW THE CALM WATERS
MARCINXP 2005

When I go to create a graphic I always ask myself what direction could I go to create a “wow factor” in the image. Another thing I do is ask myself If this has been done and to what extent, originality is key.

Focus.Interview
MarcinXP



Tell us the basic principles of your work.

Do you have a certain style in work to represent you?

I think most people see me as a pure 3D Abstract artist but I am always trying new things outside of 3D.

why?

It's a style that I've grown to love about digital art so I can't change that.

Looking to the future, what is your dream projects?

I would love to someday do graphics or websites for high end companies like Sony or Nike.

Life is wonderful with design. Do you believe that?

Of course, sometimes you have to just escape reality and immerse yourself with art. It's all around us, it has been since the beginning, and without it life wouldn't be the same.

//Artwork title :
Leviathon



//Artwork title :
Project__AI

>>

You feel happiest when you ...
Accomplish a goal set for myself.

Focus.Interview
MarcinXP



Favourite colour is Blue

Do you listen to music while you
design? What's your favourite
music band?

Of coarse, it is the main source of
my inspiration. There are many
artists that I enjoy their music but
if I had to choose a favourite, it
would have to be Armin van
Buuren. His music is very well put
together.

Any exciting personal projects
coming up?

I have a few of my own ideas that I
will be working on coming up. I'm
currently working on things for my
art group, Konvulse, next pack
release, but I can't say anything
else beyond that.



PROJECT : AI
THE NEW INTELLIGENCE OF MACHINES

DIGITAL ART OF MARCIN STRYCZEK 2007

x
x
x

THE MARCINKA

INJECTION

TECHNIKA I

DEATH COMES SLOWLY

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x
x
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APOCALYPSE

MARCINXP 2006

//Artwork title :
Apocalypse

//Artwork title :
Nerve



Nerve
MARCINXP 2006

>>



Electromagnetic Field

Electromagnetic field (EMF) is a field of electromagnetic energy that is produced by electric charges and currents. It consists of electric and magnetic fields that are intertwined and propagate through space as electromagnetic waves. EMF is a fundamental force of nature and is responsible for many of the phenomena we observe in the natural world, such as the propagation of light, the behavior of atoms, and the formation of galaxies.

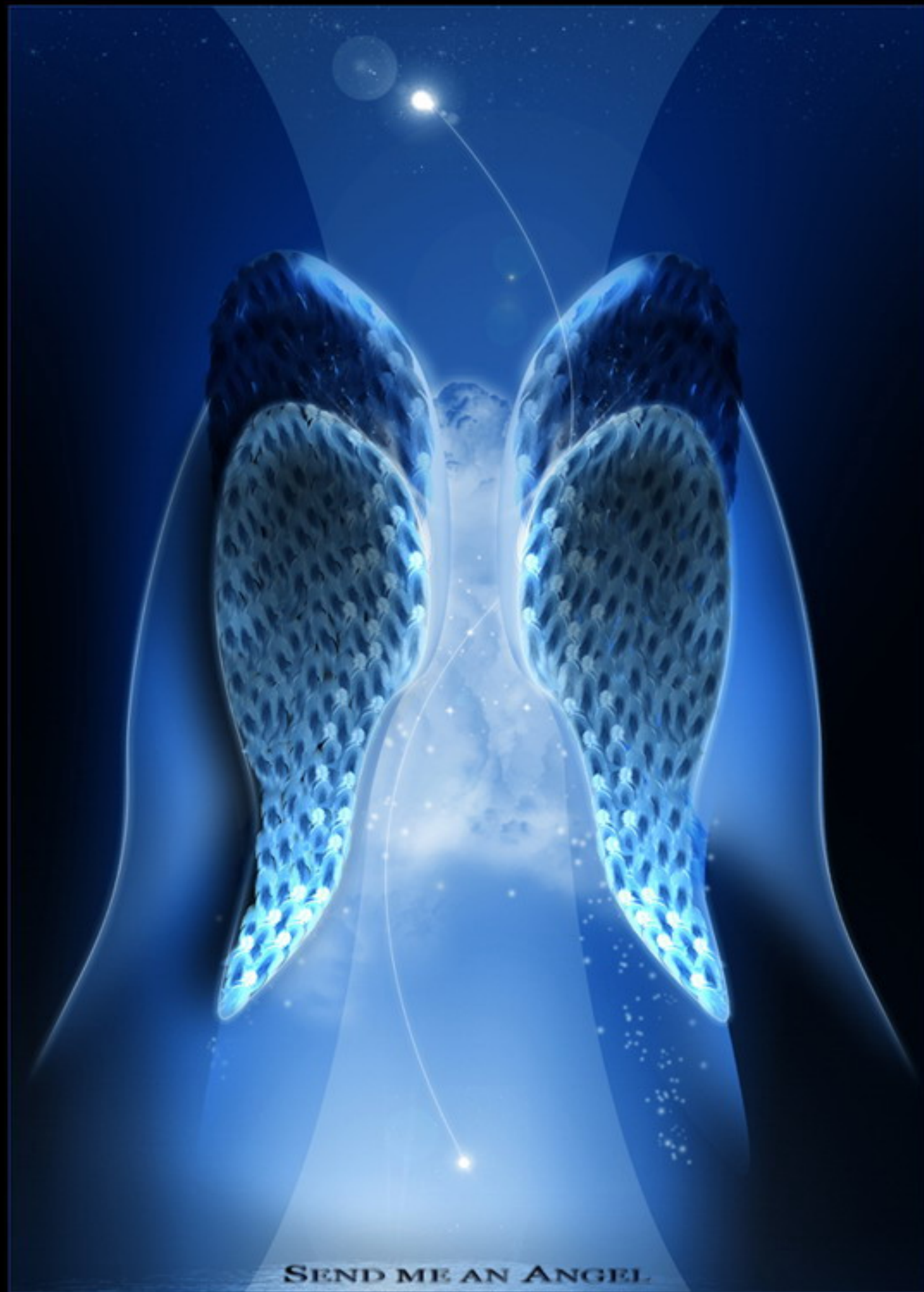
EMF is a vector field, which means that it has both a direction and a magnitude. The direction of the electric field is determined by the direction of the electric charges, and the direction of the magnetic field is determined by the direction of the electric current. The magnitude of the electric field is proportional to the strength of the electric charges, and the magnitude of the magnetic field is proportional to the strength of the electric current.

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EMF is a vector field, which means that it has both a direction and a magnitude. The direction of the electric field is determined by the direction of the electric charges, and the direction of the magnetic field is determined by the direction of the electric current. The magnitude of the electric field is proportional to the strength of the electric charges, and the magnitude of the magnetic field is proportional to the strength of the electric current.



MARCINXP



CATAclysm
WORLD'S TORN APART

MARCINXP

//Artwork title :
Send_me_an_Angel

//Artwork title :
Cataclysm

>>



E X E R T I O N
THE POWER OF ENERGY

MARCINXP 2005



<< ^
//Artwork title : //Artwork title :
Exertion Emission

EMISSION

MARCINXP 2005

>>



VIRUS
SYSTEMS CORRUPTED
MARCH/APR 2007



Allure

<< ^
//Artwork title : //Artwork title :
Virus Allure

>>

R1 Concept

MARCINXP 2005



^ >>
//Artwork title : R1_Concept //Artwork title : Mitsubishi_Evolution_VIII >>



MARCINXP 2006
MITSUBISHI LANCER EVOLUTION VIII



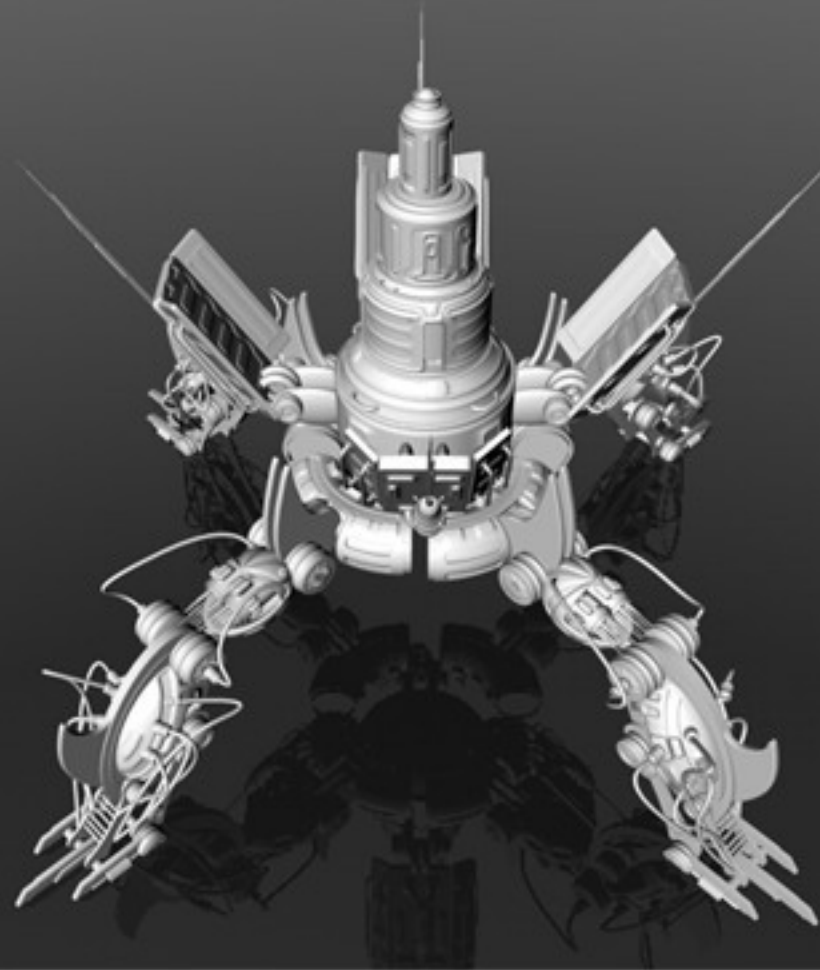
//Artwork title :
Destroyer Droid



DESTROYER DROID 
MARCINXP

//Artwork title :
Model_X

CINEMA 4D MODELING •
MARCINXP •



//Artwork title :
Byzantine



BYZANTINE
THE NEW GENERATION OF WAR MACHINES
MARCINXP 2005



the smiling black guy proudly presents:

**SMILE THE
FUCK UP!!**

desudesu.com

Name :

Desmond Arsan

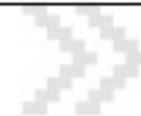
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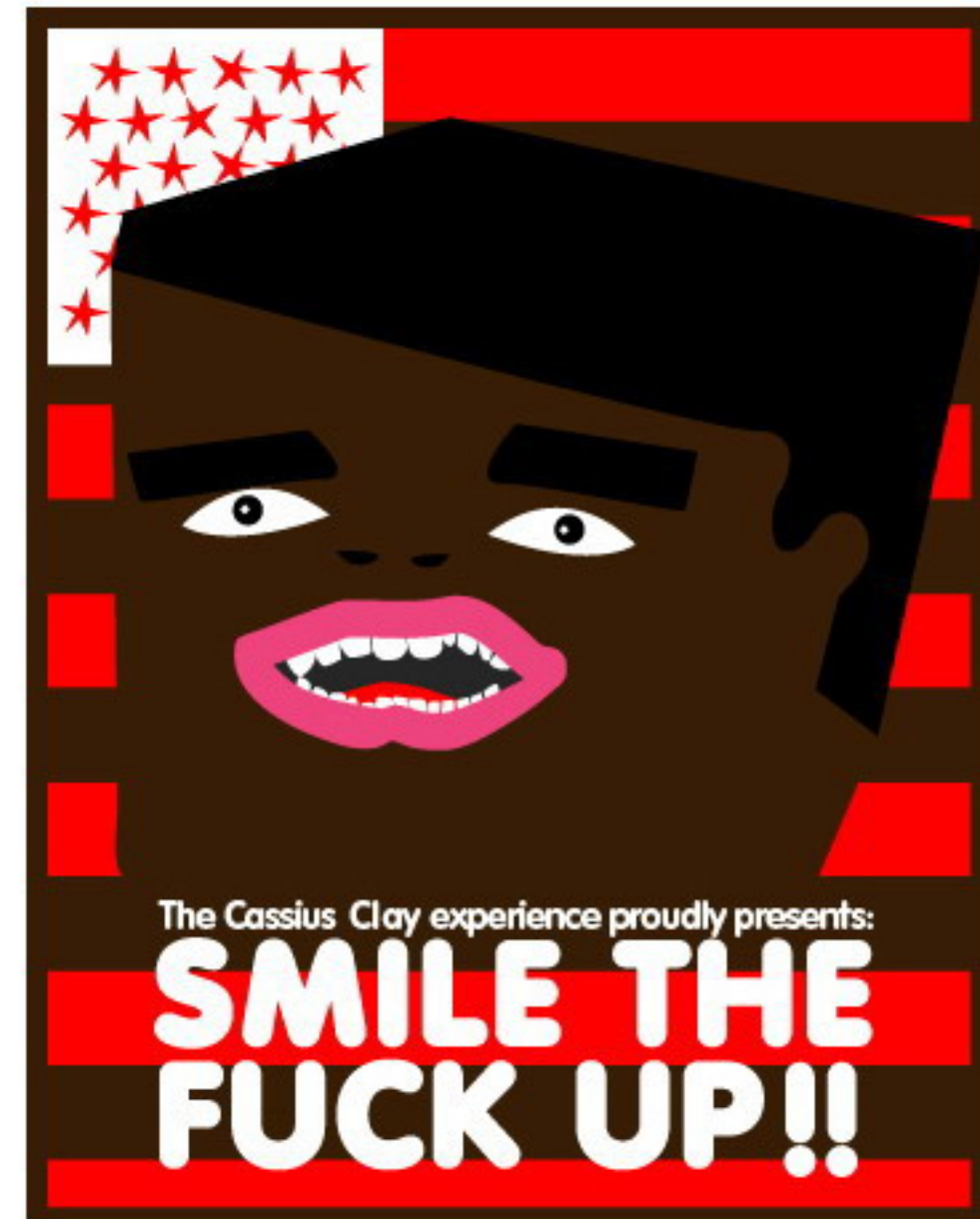
www.desudesu.com

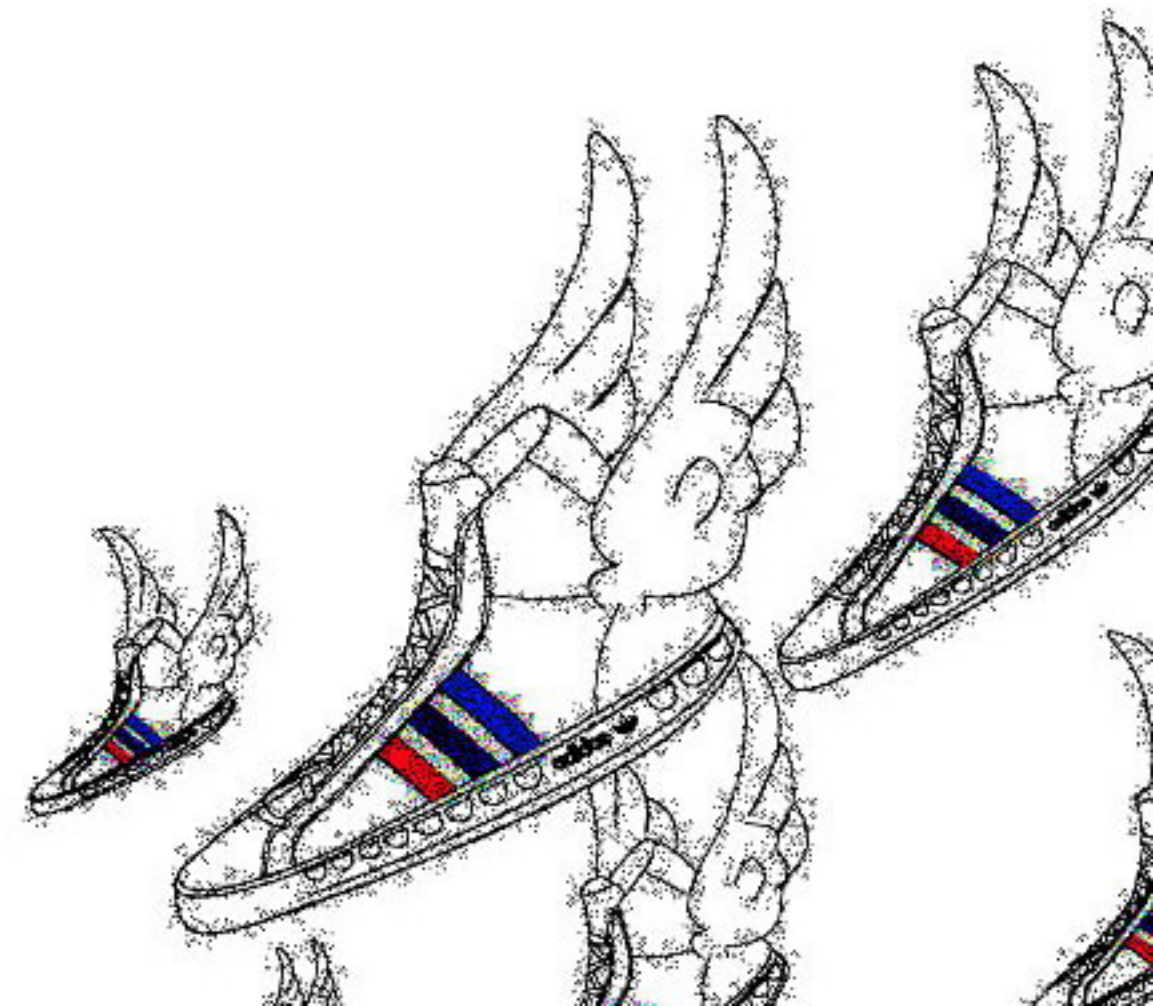
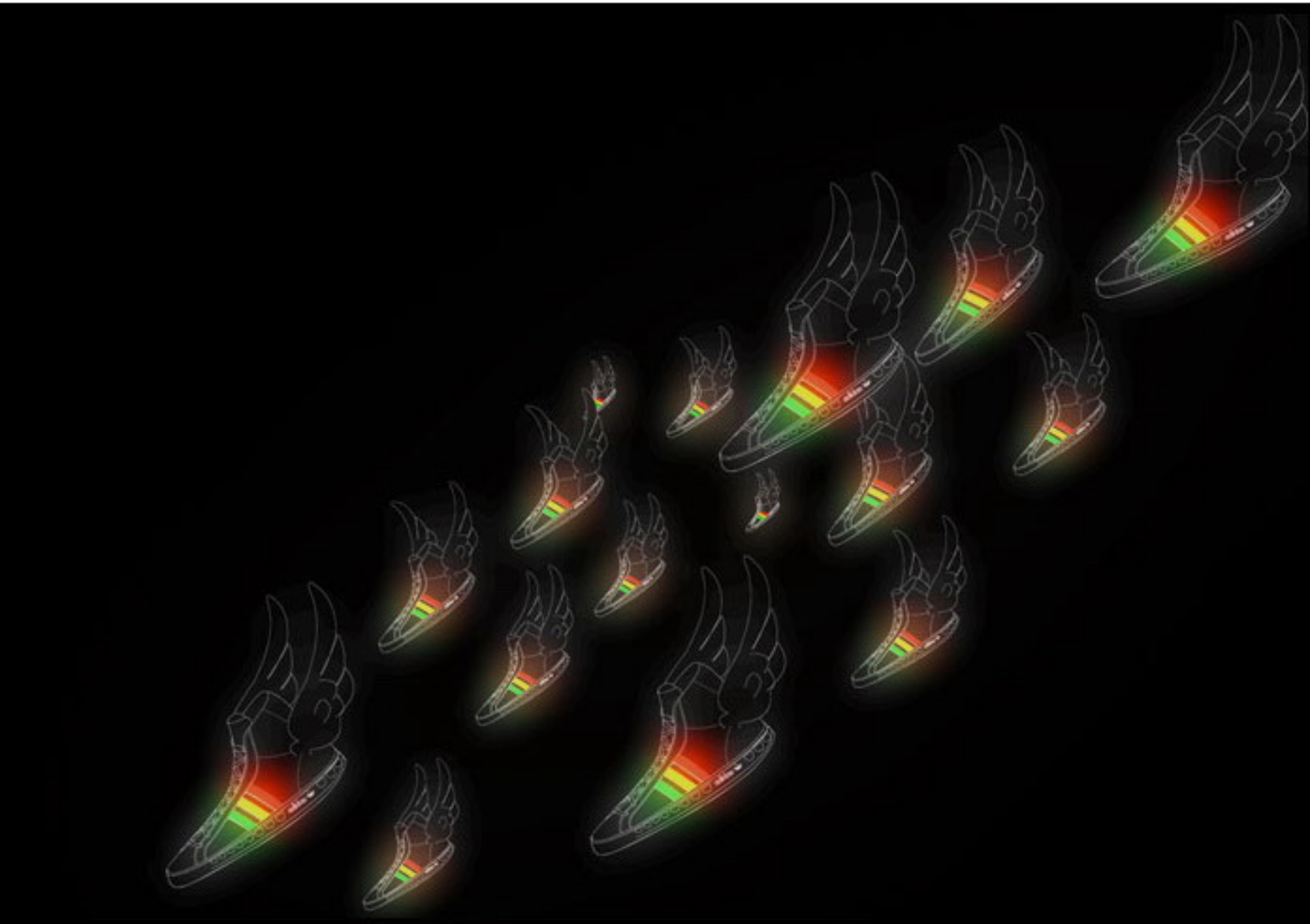
Desmond Arsan is a 22 year old graphic designer/illustrator/creator of freshness With a background of skateboard/graffiti, he has been active in creation since 1997. He went to Hyper Island School of New Media (www.hyperisland.se) in 2003 and graduated 2005. Doing a 7 month internship at DNA studio, Los Angeles. he went on to work with the happy people at AREA3 (www.area3.net) in barcelona, spain. After a year of freelance he is now Art Director at ACNE digital (www.acne.se) in sweden.

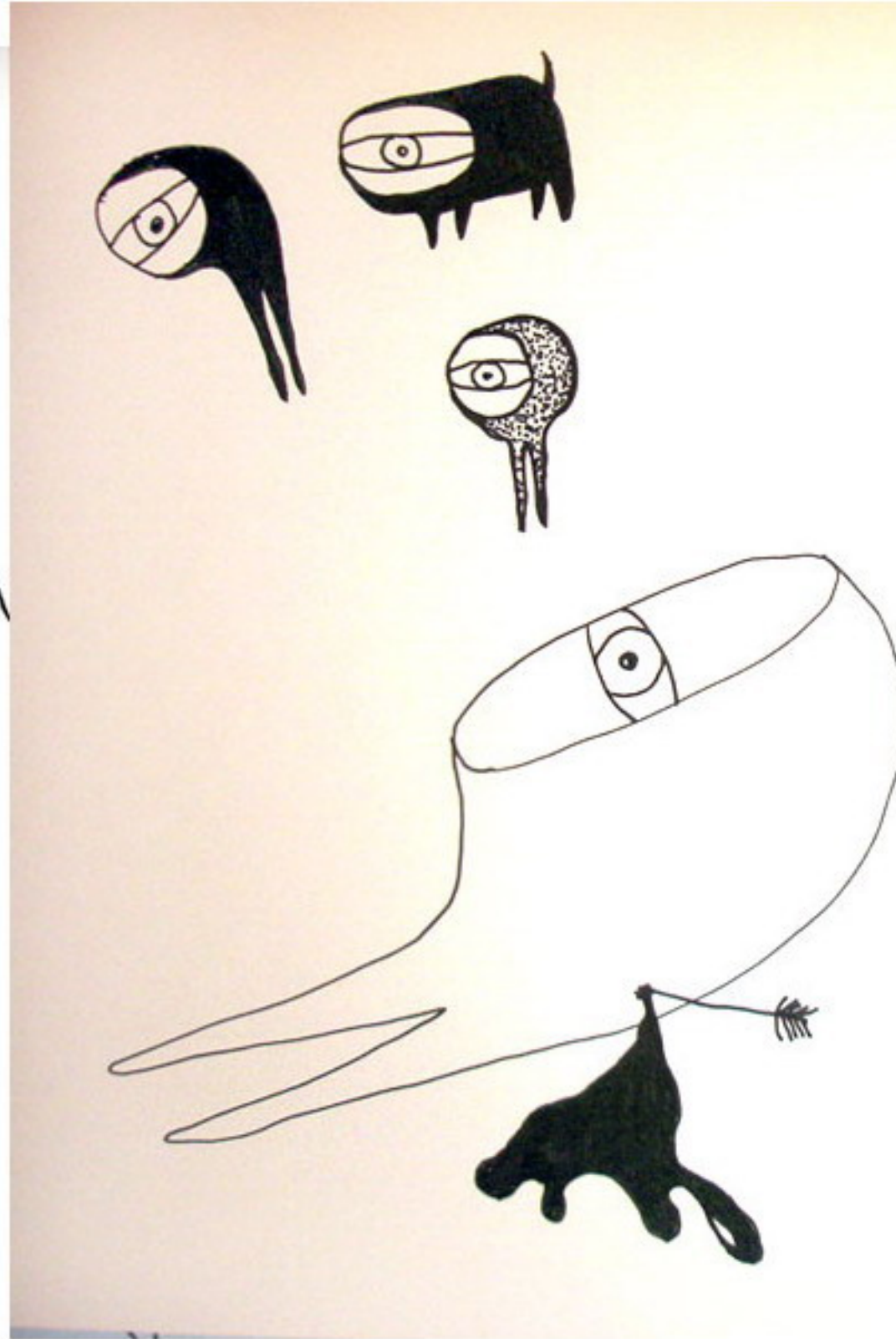
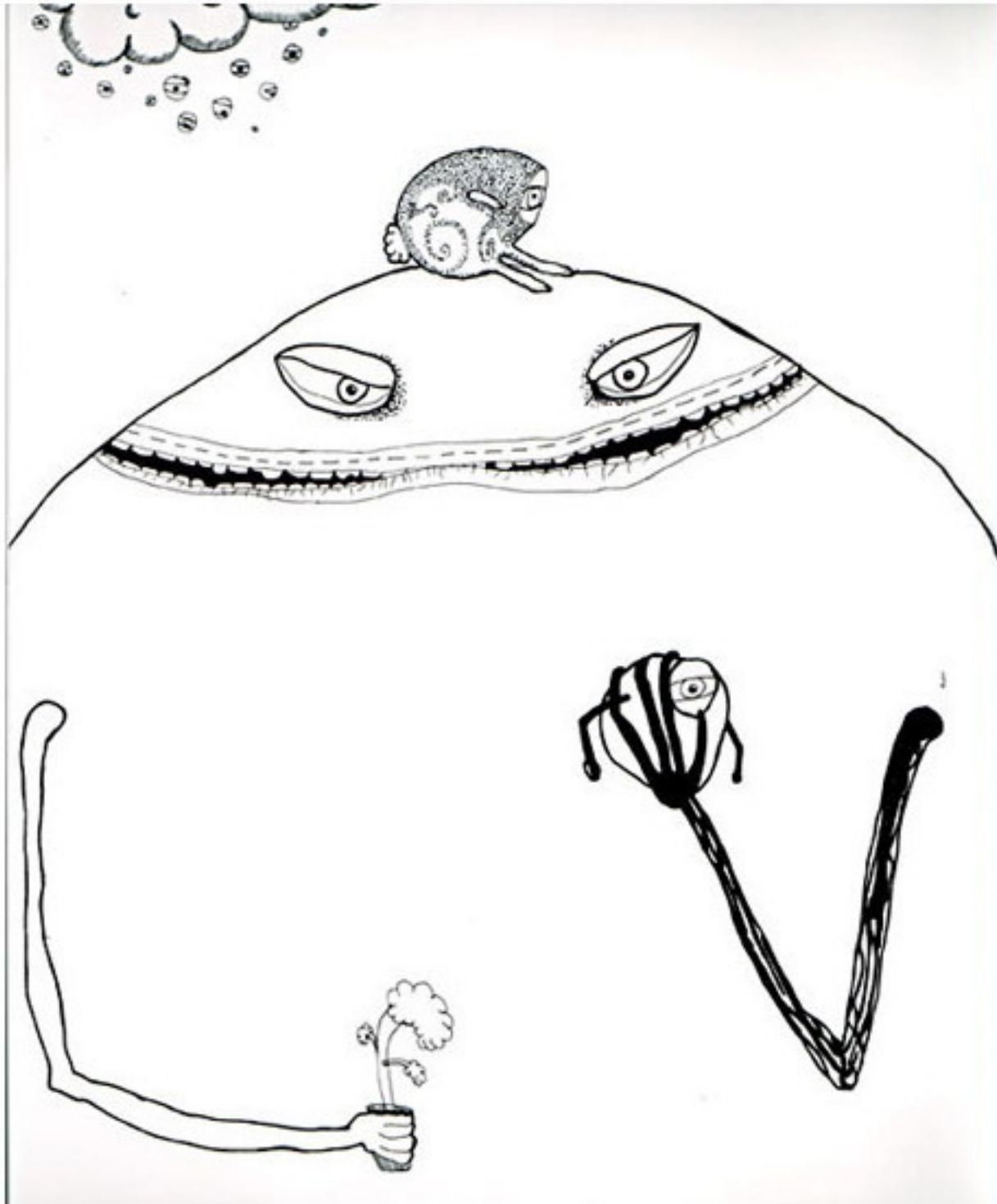
Contact :

desu@desudesu.com



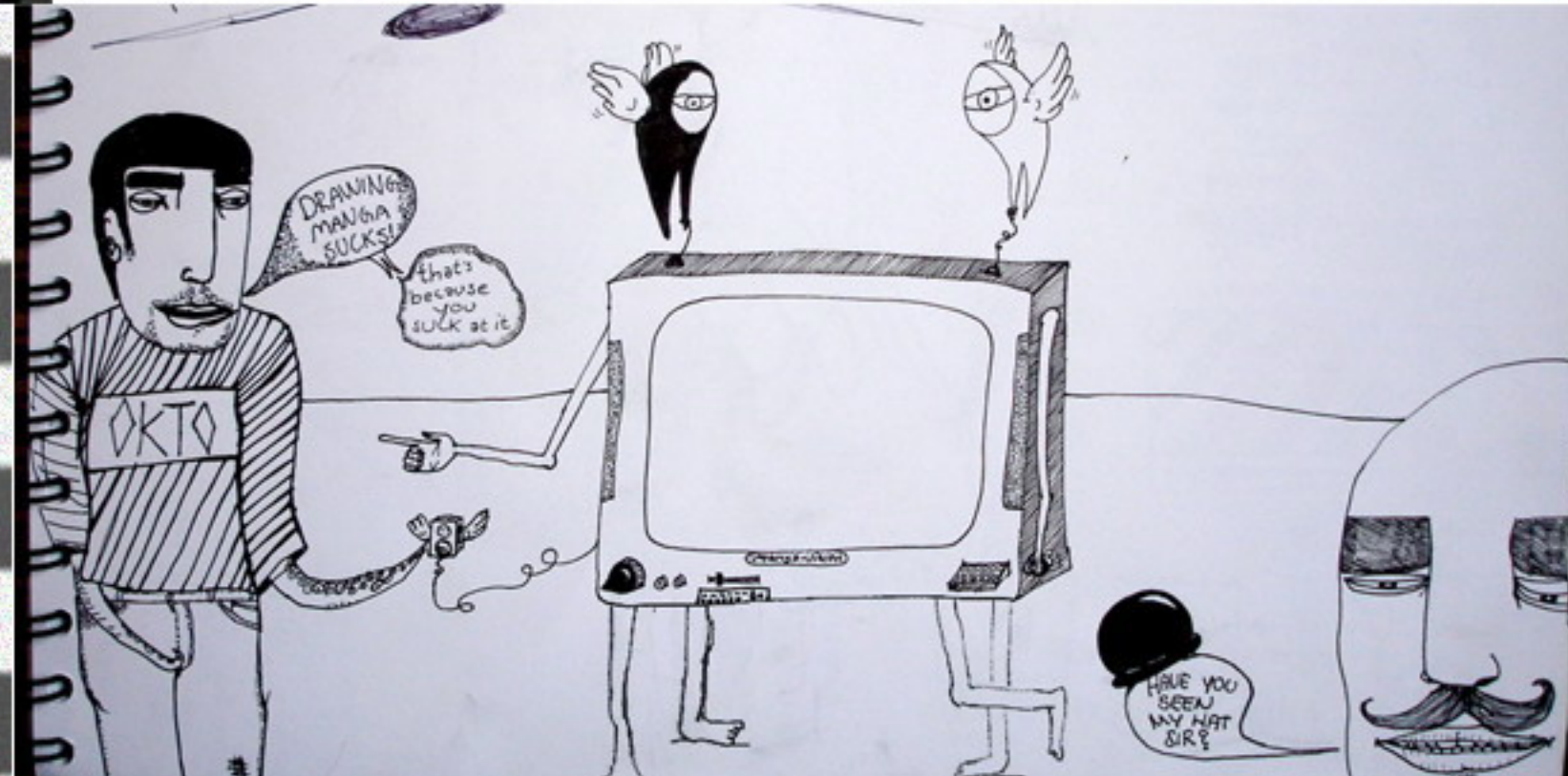
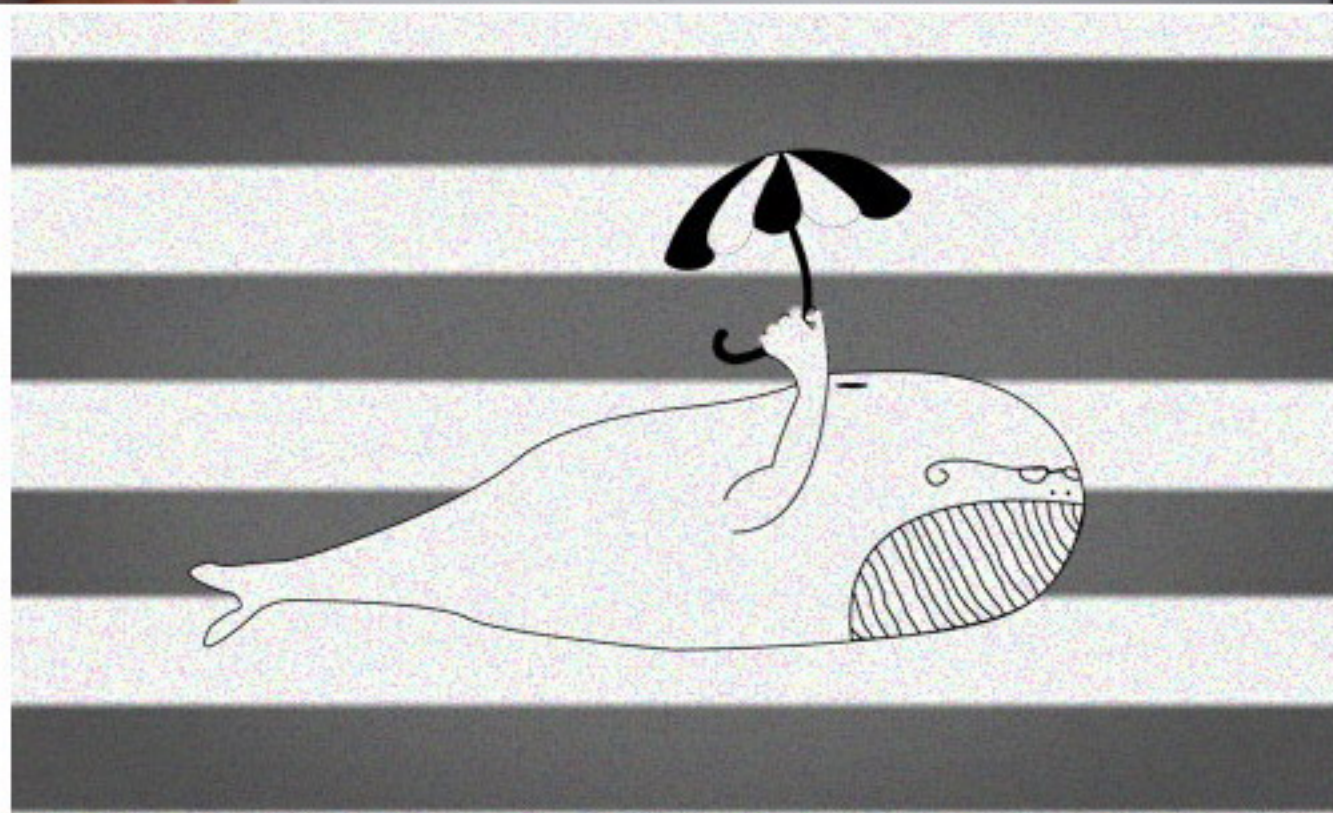














Marco

Name :

Marco Menco

website :

<http://drummer.cgsociety.org/gallery/>

Bachelor of Arts, 3D creature artist, freelancer, hope to be into the CG movie industry soon.

Contact :

drummermenco@yahoo.it

Italy









Artzmania2 >>

Marco Menco
<http://drummer.cgsociety.org/gallery/>



nelson

Name :

Nelson Liaw

Online Portfolio :

www.neellss.deviantart.com

I was born in Pontianak, Indonesia 1981. After having graduated from Atmajaya University Indonesia in architecture, I work for architecture company in Jakarta. Now I established my own studio, **Nelson Design Architects**, in Jakarta. Not only do architecture and interior design, we provide an architectural rendering for our clients around the globe until now.

Contact :

nelson_lie2000@yahoo.com

Indonesia



Nelson Liaw
www.neellss.deviantart.com

Artzmania2 >>

//artwork title:
sitting_room

//artwork title:
bed_room_night



nelson_lie2000@yahoo.com NELSON DESIGN

//artwork title:
NIGHT_SCENE



Nelson Liaw
www.neellss.deviantart.com

Artzmania >>

NELSON DESIGN
architecture, interior & 3d artist

nelson_lie2000@yahoo.com



//artwork title:
_my_showroom_in_da_morning

Nelson Liaw
www.neellss.deviantart.com

Artzmania2 >>



DESIGN nelson_lie2000@yahoo.com

//artwork title:
car_showroom

//artwork title:
meeting_room

Nelson Liaw
www.neellss.deviantart.com

Artzmania2 >>





//artwork title:
castle



//artwork title:
tilt_the_cam_yoo

//artwork title:
sitting_room_DOI

Nelson Liaw
www.neellss.deviantart.com

Artzmania2 >>



//artwork title:
classic_house

//artwork title:
minimalis_house

Nelson Liaw
www.neellss.deviantart.com

Artzmania2 >>





//artwork title:
console



//artwork title:
terrace_update







NOPATTERN

Name :

Chuck Anderson

website :

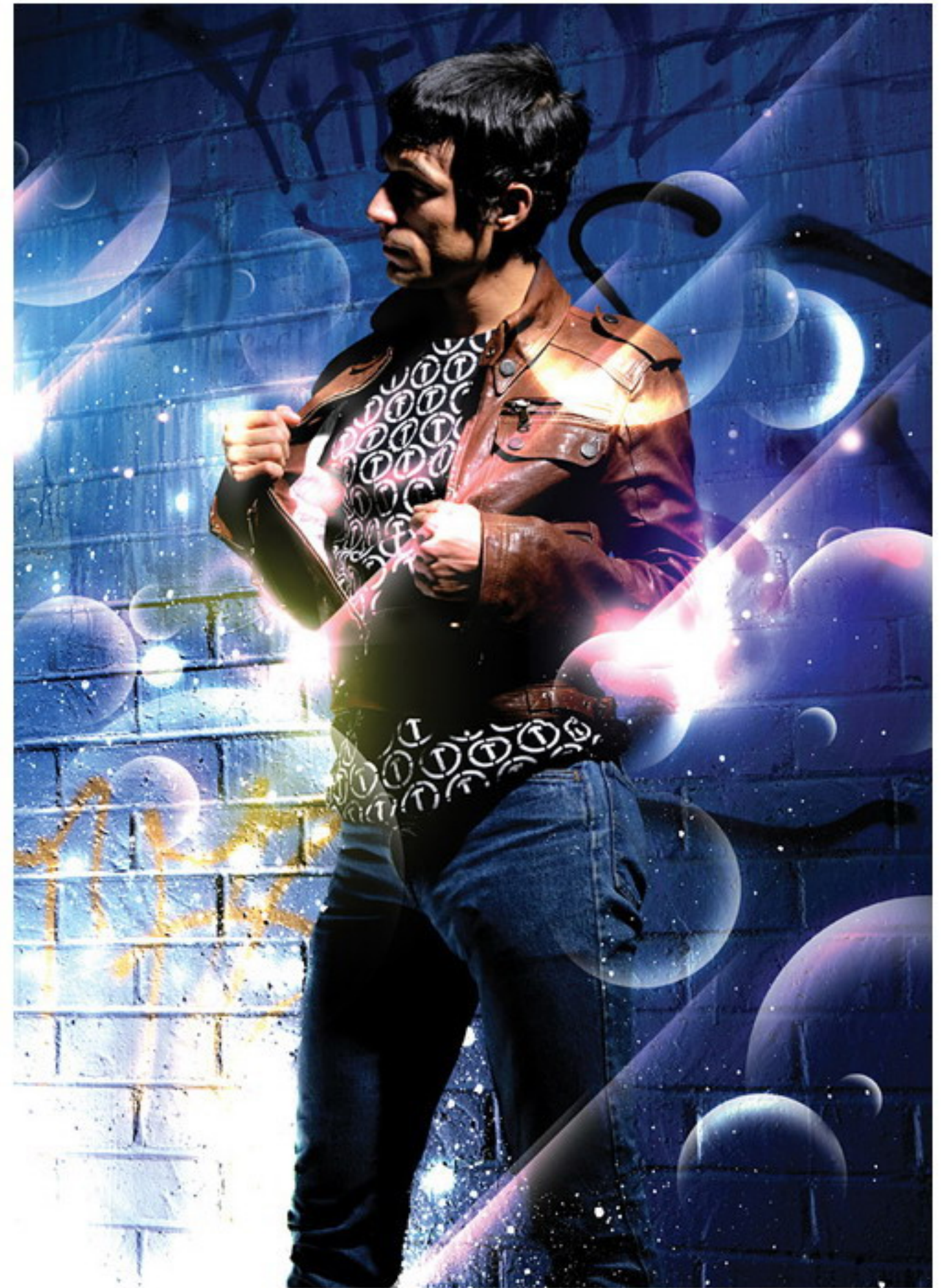
www.nopattern.com

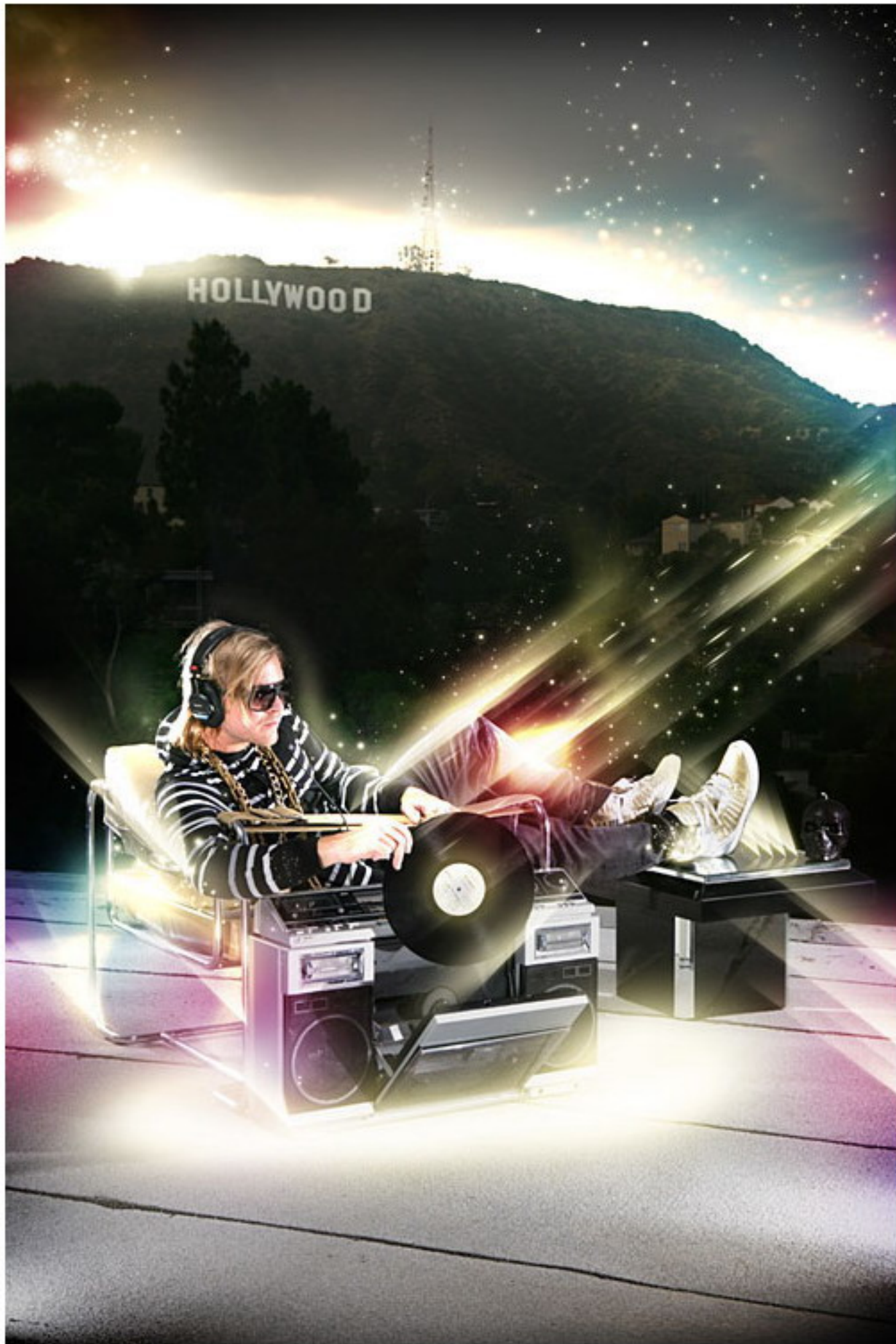
Hello... I am an artist/designer from the Chicago area. I have been freelancing since 2004, when i was 18. Now approaching 22 in 2007, i have had the great privilege of working with many clients such as Nike, Microsoft, ESPN magazine, Reebok, Island / Def Jam, Warner Brothers Recores, Nylon Magazine, and Teen People, among others. Aside from my commercial work, i also run an online store at www.npando.com selling prints of my work as well as my self-published 2006 book "NOPATTERN - THE ART OF CHUCK ANDERSON" which has sold over 1,000 copies to date. I frequently speak at events, universities/colleges, and have judged several design competitions and awards shows including The 2006 Art Director's Club Awards in New York.

Contact :

chuck@nopattern.com

Chicago, IL - USA









ABSOLUT
Country of Sweden
RASPBERRI

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40% ALC./VOL. (80 PROOF) 1 LITER

IMPORTED

RASPBERRY FLAVORED VODKA
40% ALC/VOL (80 PROOF) 1 LITER
ABS V RASPB 88 7/02



hello color

Name :

Pawel Nolbert

website :

www.hellocolor.com

HelloColor is the creative portfolio of Pawel Nolbert, a 22 years old freelance graphic designer located in Poland & active in various design medium like graphic design, web/interactive, branding, 3D. With a wide variety of works he is always open for all types of collaboration & jobs.

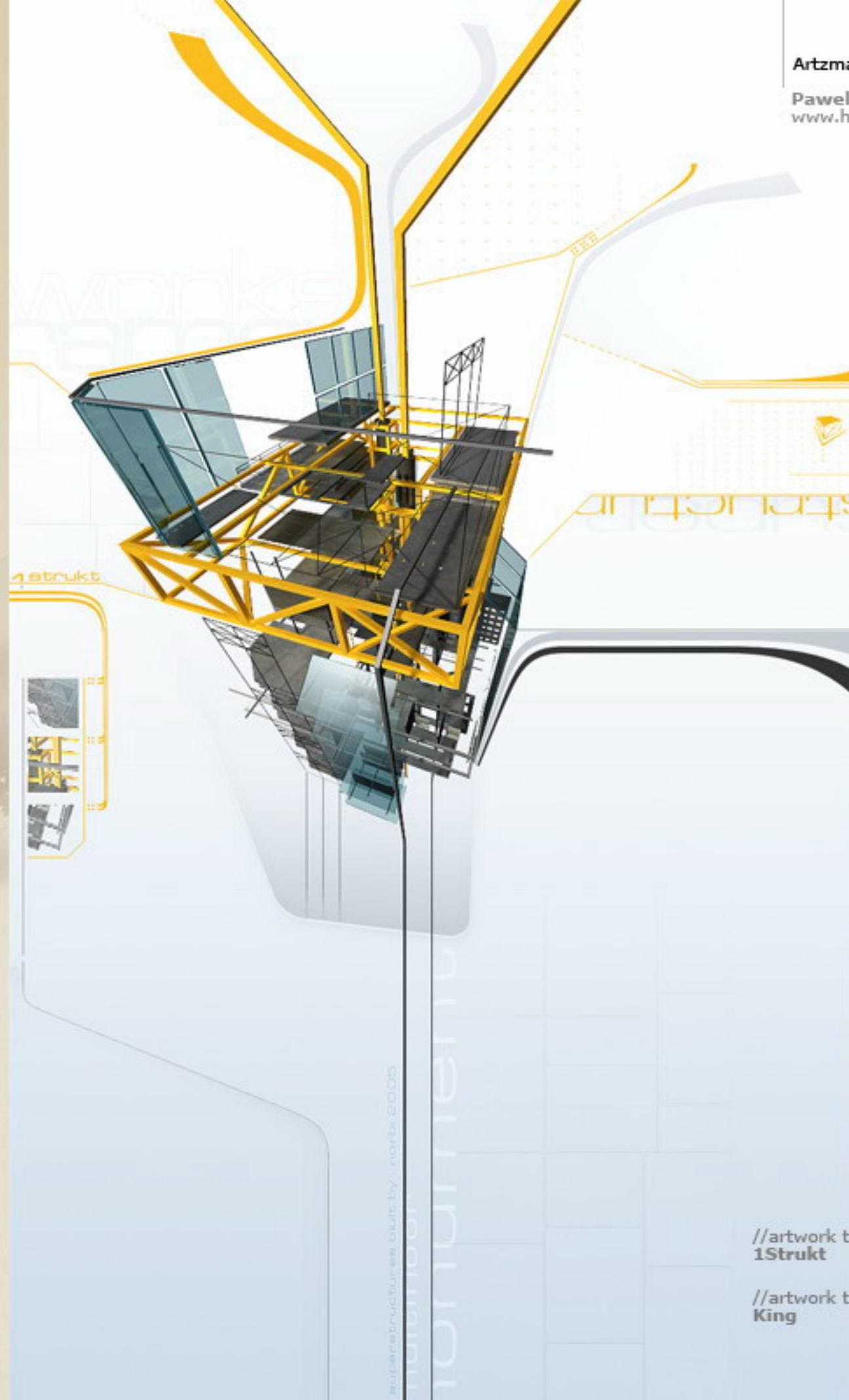
Contact :

color@hellocolor.com

Poland

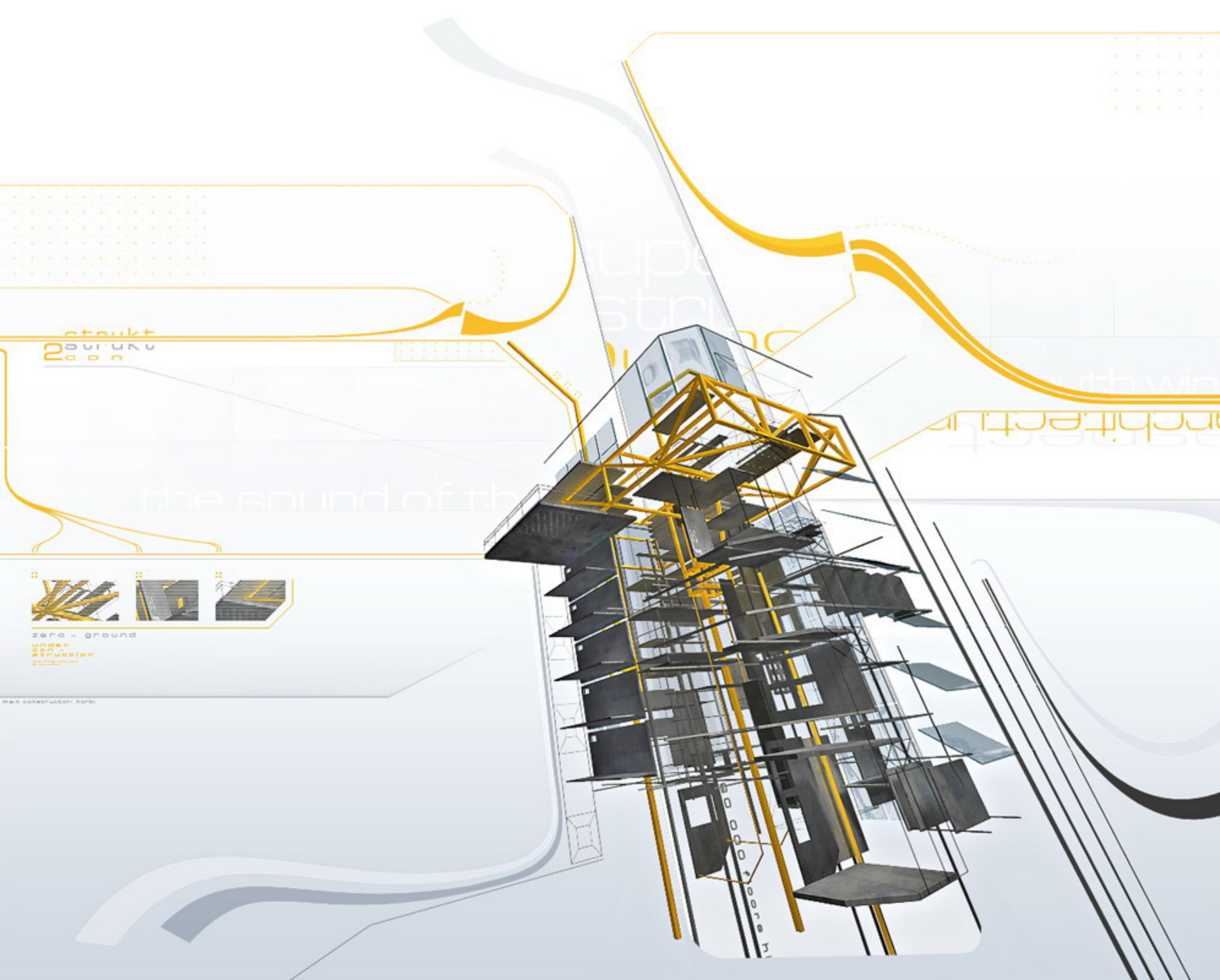
Lucid Concept Pawel Nolbert 2005





//artwork title (right)
1Strukt

//artwork title (left)
King



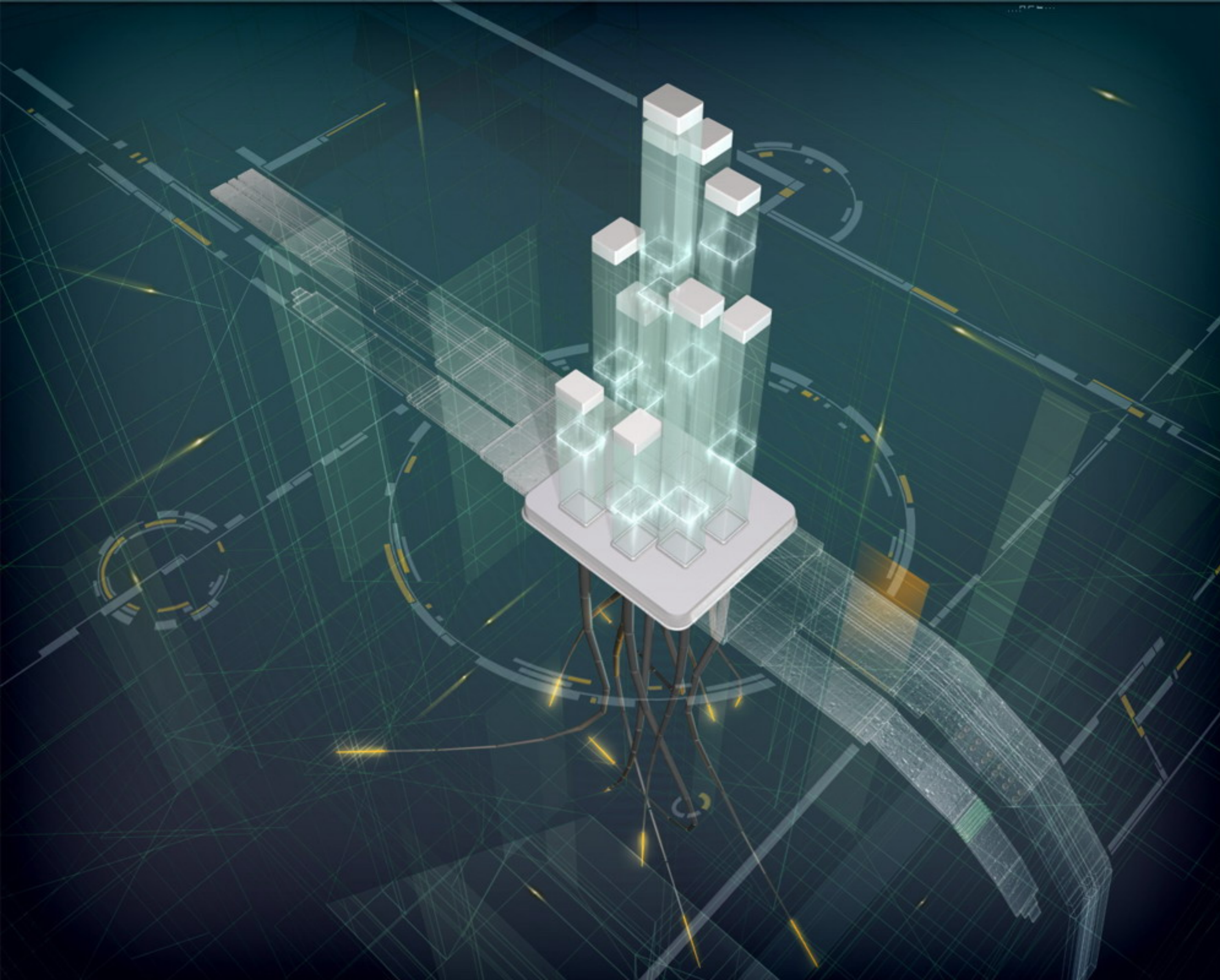
stpunkt
2000
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zero - ground
LEVEL
SECTION

>>

//artwork title (right)
2conStrukt





INSPIRATIONS

WWW.AELICO.NET
WWW.NOLBERT.COM

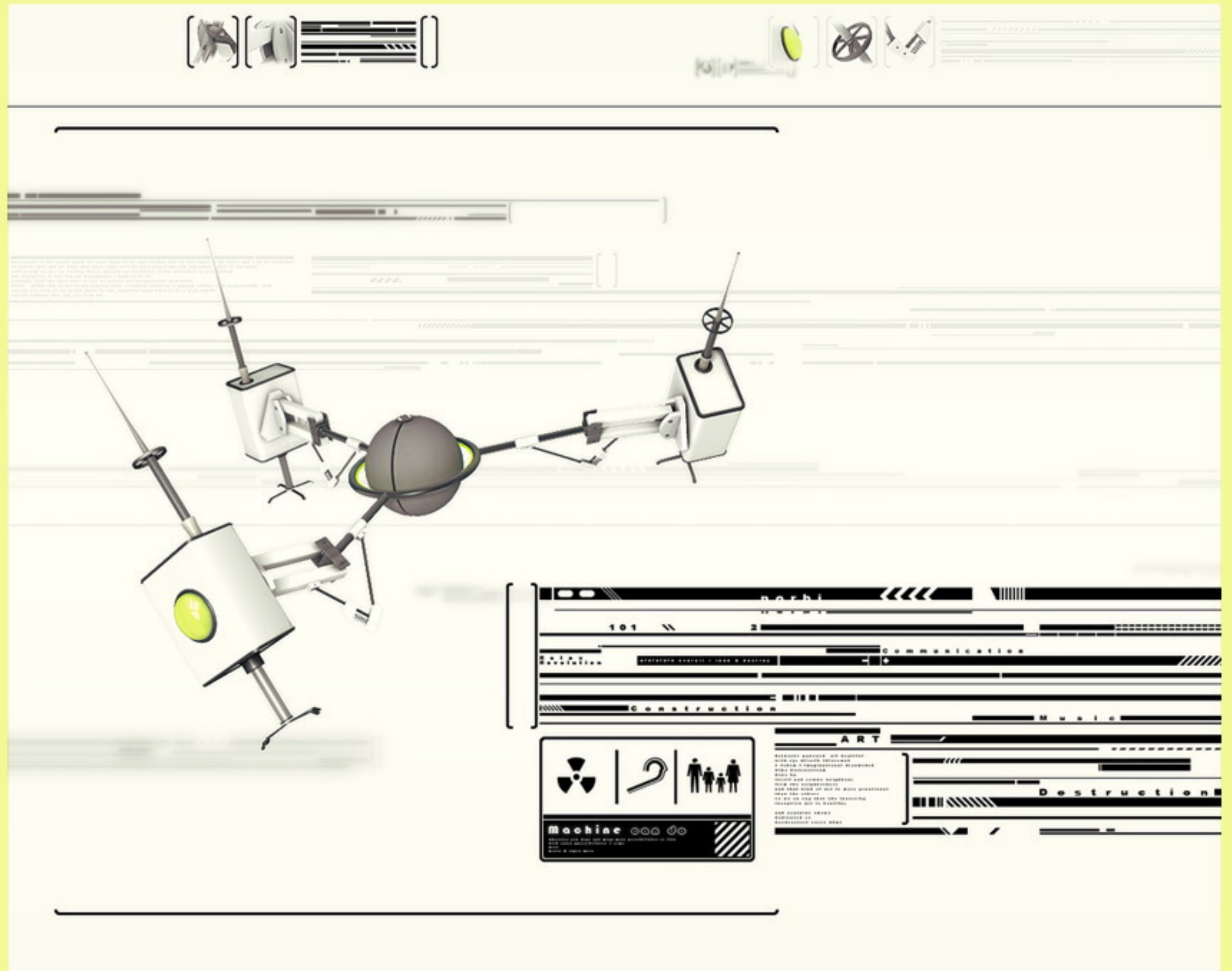


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Red_Ink



//artwork title:
Kholdinme





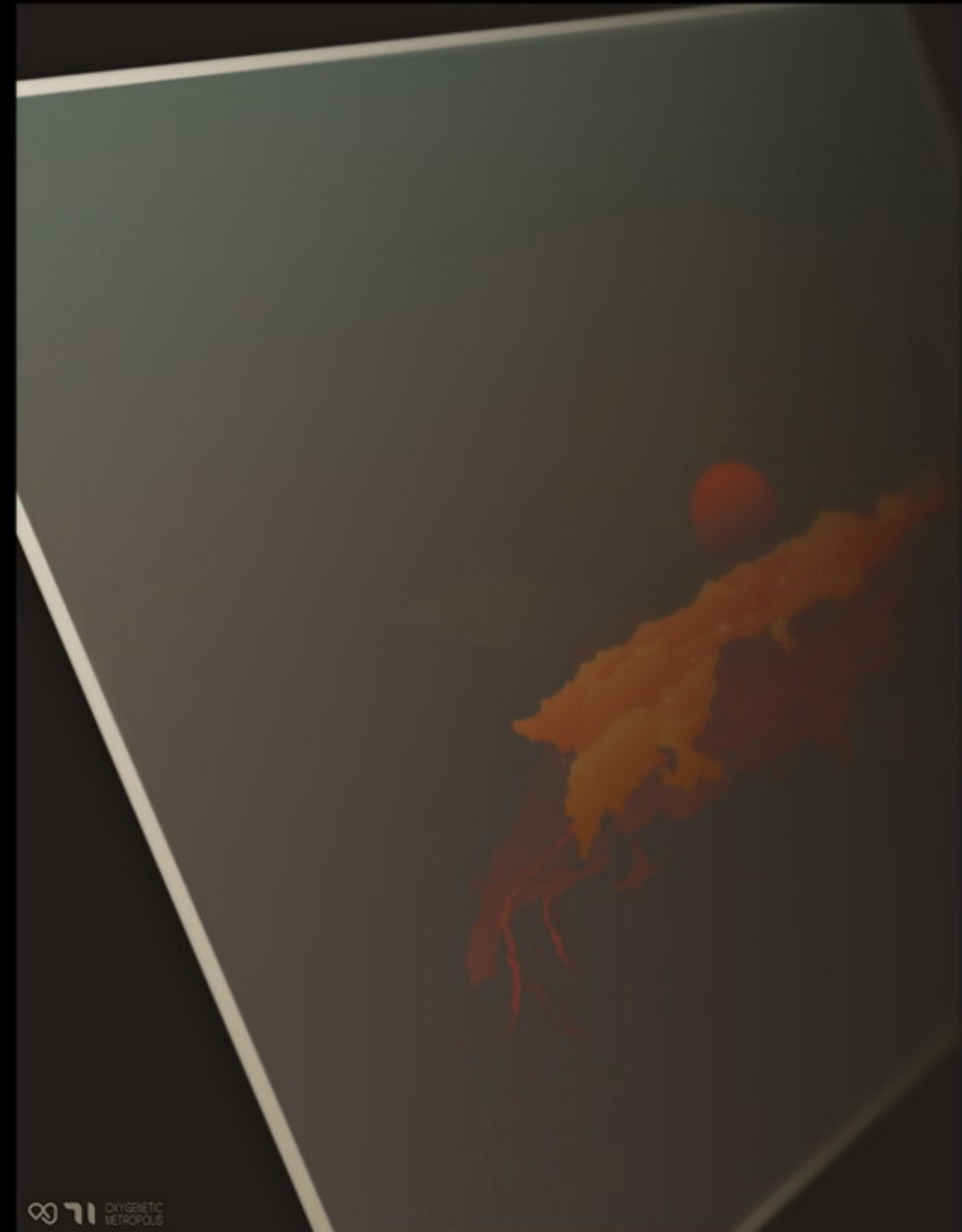
Mono directed >>

fatal error

Artzmania2
Pawel Nolbert
www.hellocolor.com

//artwork title (left)
Mono_directed





//artwork title (right)
Postcard_from_Africa

Mirage

website :

<http://zeiva.net/>

Contact :

zeiva@hotmail.com





Art by Mirage XXIII - Color by Nitarou

19 December 2006 - Mirage XXIII



- SAGITTARIUS -

//portfolio title (left, right):
Other Age Princess
Sagittarius

Mirage
<http://zeiva.net>

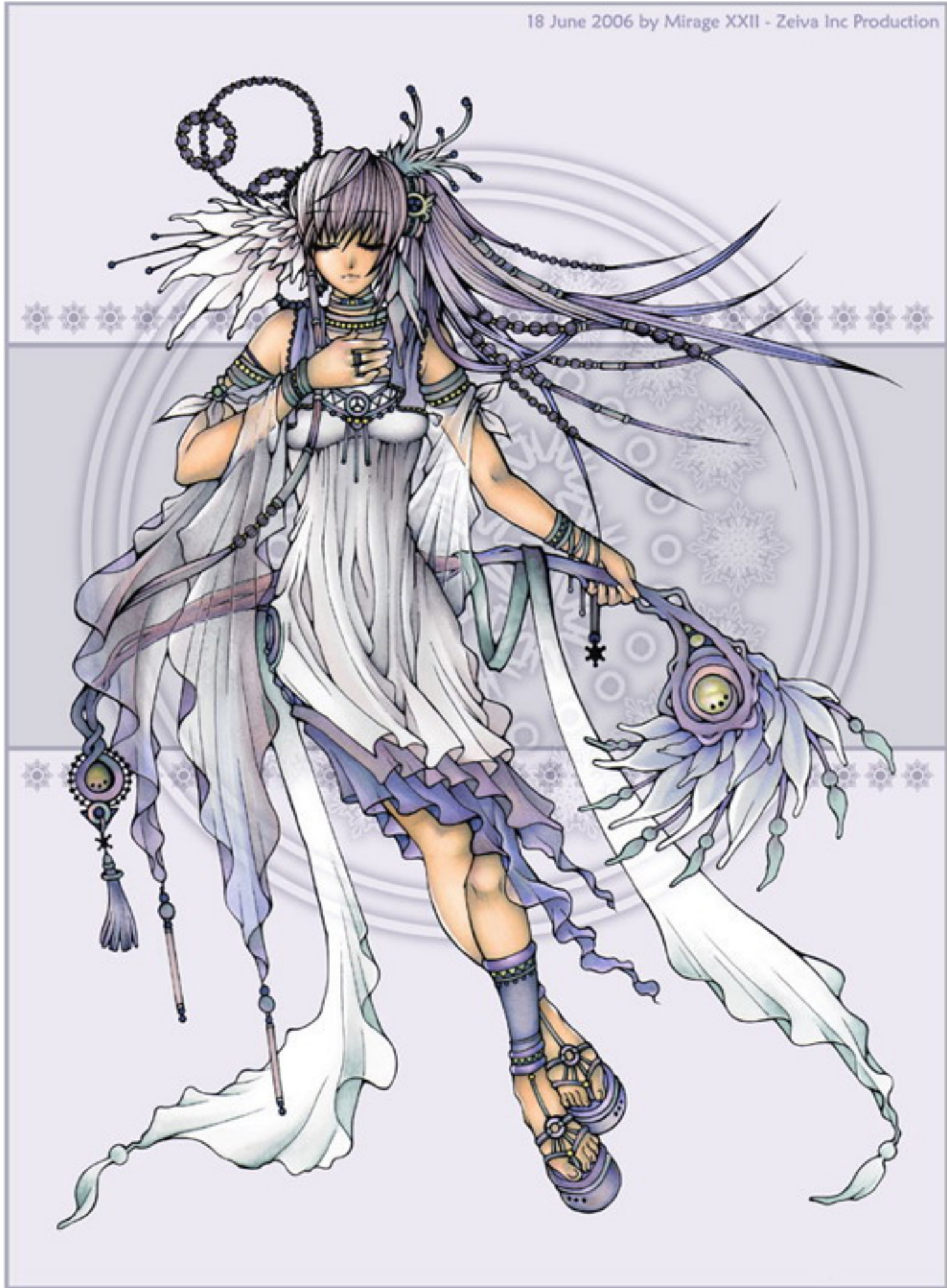
Artzmania2

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//portfolio title (left, right):
Chess_Pieces_Bishop
Chess_Pieces_King



18 June 2006 by Mirage XXII - Zeiva Inc Production



Mirage
<http://zeiva.net>

Artzmania2

//portfolio title (left, right):
Light
Chess_Pieces Queen



5 January 2006 by Mirage XXII - Zeiva Inc Production



26 November 2006 by Mirage XXIII - Zeiva Inc Production



//portfolio title (left, right):
Faraway_Dream_
Glass_Kingdom_

It's such a faraway DREAM



14 April 2005 - For Yanz

Mirage
<http://zeiva.net>

Artzmania2 >>



5 May 2006 - Mirage XXII - For Yanz

12 August 2005 by Mirage XXI - Zeiva Inc Production



10 April 2005 By Mirage Maiden - Zeiva

//portfolio title (left, right):
Lightning_
Summoner_

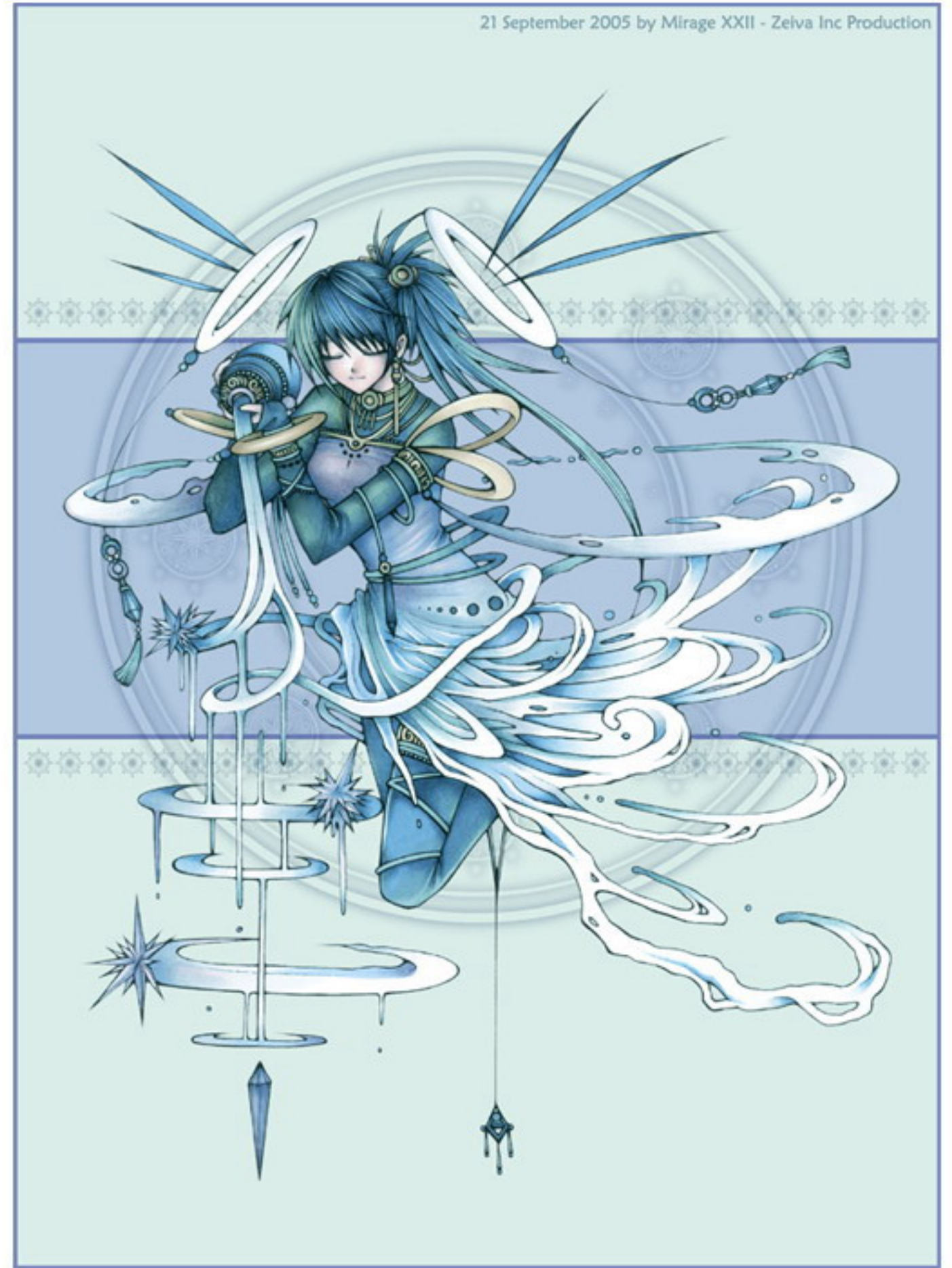
Mirage
<http://zeiva.net> Artzmania2 >>



何玉莉



//portfolio title (left, right):
Mage_
Water_



28 January 2006 by Mirage Maiden - Zeiva Inc Production

//portfolio title :
Weapon_

Mirage
<http://zeiva.net>

Artzmania2 .. /



zeiva



urban cowboy

Name :
Patrick Boyer

Online Portfolio :
<http://urbancowboy.net>

Acknowledged as one of the most influential designers of 2004 by WebDesign Magazine, Patrick Boyer began his career as a Designer/ Art Director in 1998 through 'UrbanCowboy', an international acclaimed creative design identity. With a strong background in Marketing and Communication, Patrick has used his distinct style and knowledge of the industry to develop a growing reputation as "one of the hottest designers around" (Digital Creative Arts). He has been featured and profiled in numerous press coverage including magazine covers and features on DVDs and books for Illustrations, Branding, Art Direction, Fashion, Animation and Design. Patrick's profile was also used for Corel's International Campaign in 2004/2005. His work for Casio was awarded the American Graphic Design award for excellence in Communication and Graphic Design for 2006.

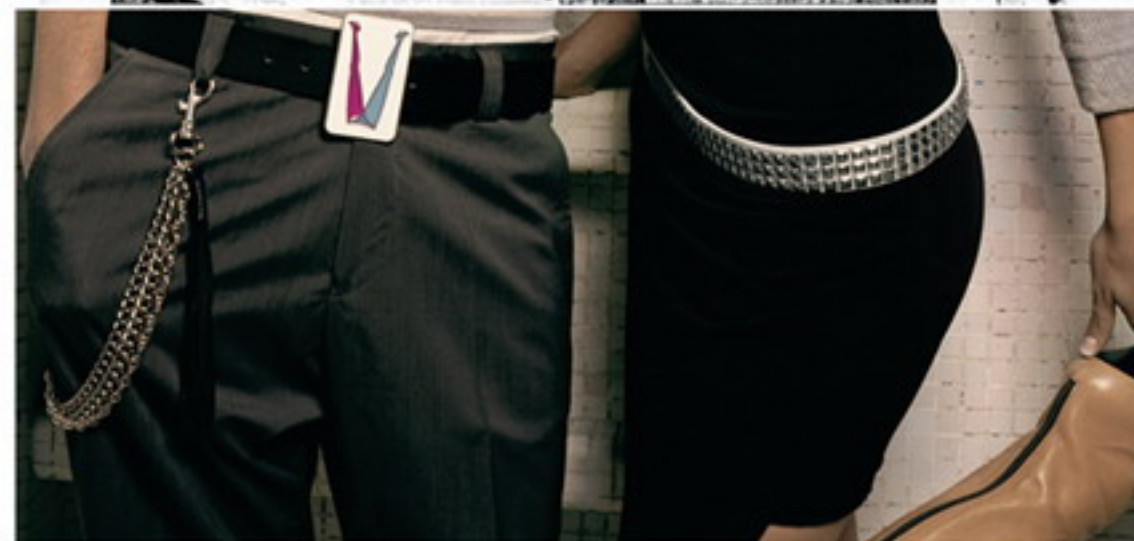
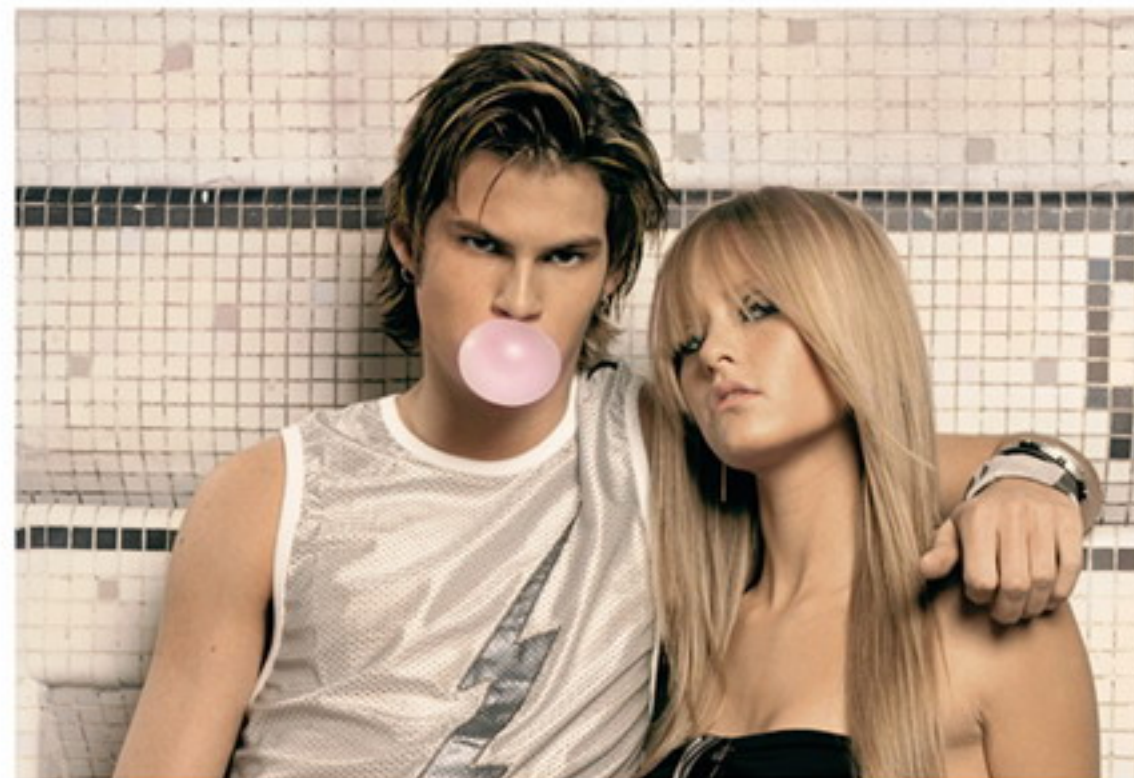
Contact :
contact@urbancowboy.net



//artwork title (left, bottom left, right):
popstarrs2
flashincan
ponitz



S. Babila
MILANO



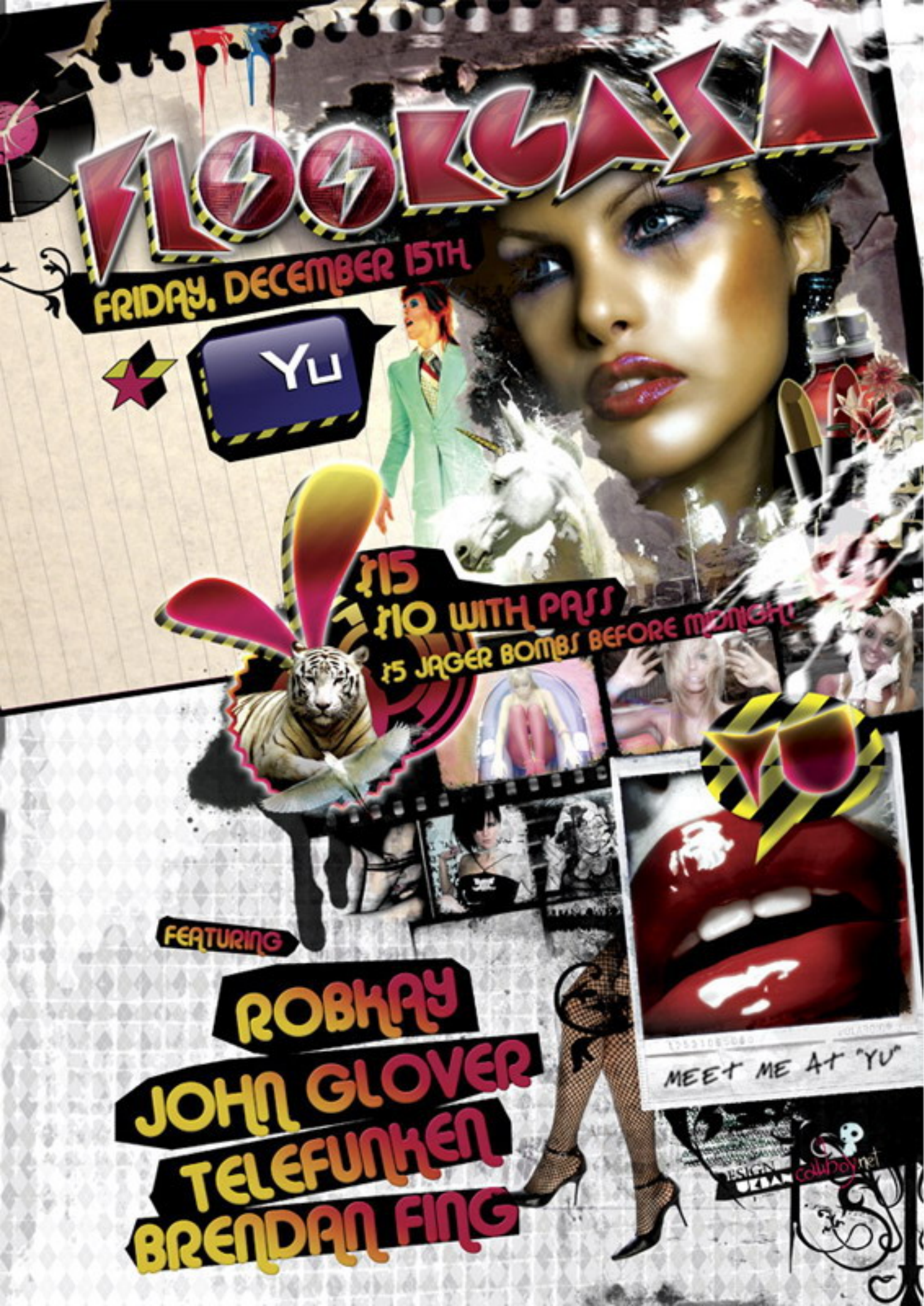
//artwork title (left, right):
san_babila
aldo



//artwork title (left, right):
everybody_knows
anti_pop_new

Patrick Boyer
<http://urbancowboy.net/>

Artzmania2 >>



//artwork title (left, right):
floorgasm
ink_uc_page

Patrick Boyer
<http://urbancowboy.net/>

Artzmania2

>>





Need More Sleep

IN TECHNOLOGICAL DREAMS

//artwork title (left, right):
sleep
freedom

Patrick Boyer
<http://urbancowboy.net/>

Artzmania2





//artwork title (left, right):
pirate_show
uc_mos

Patrick Boyer
<http://urbancowboy.net/>

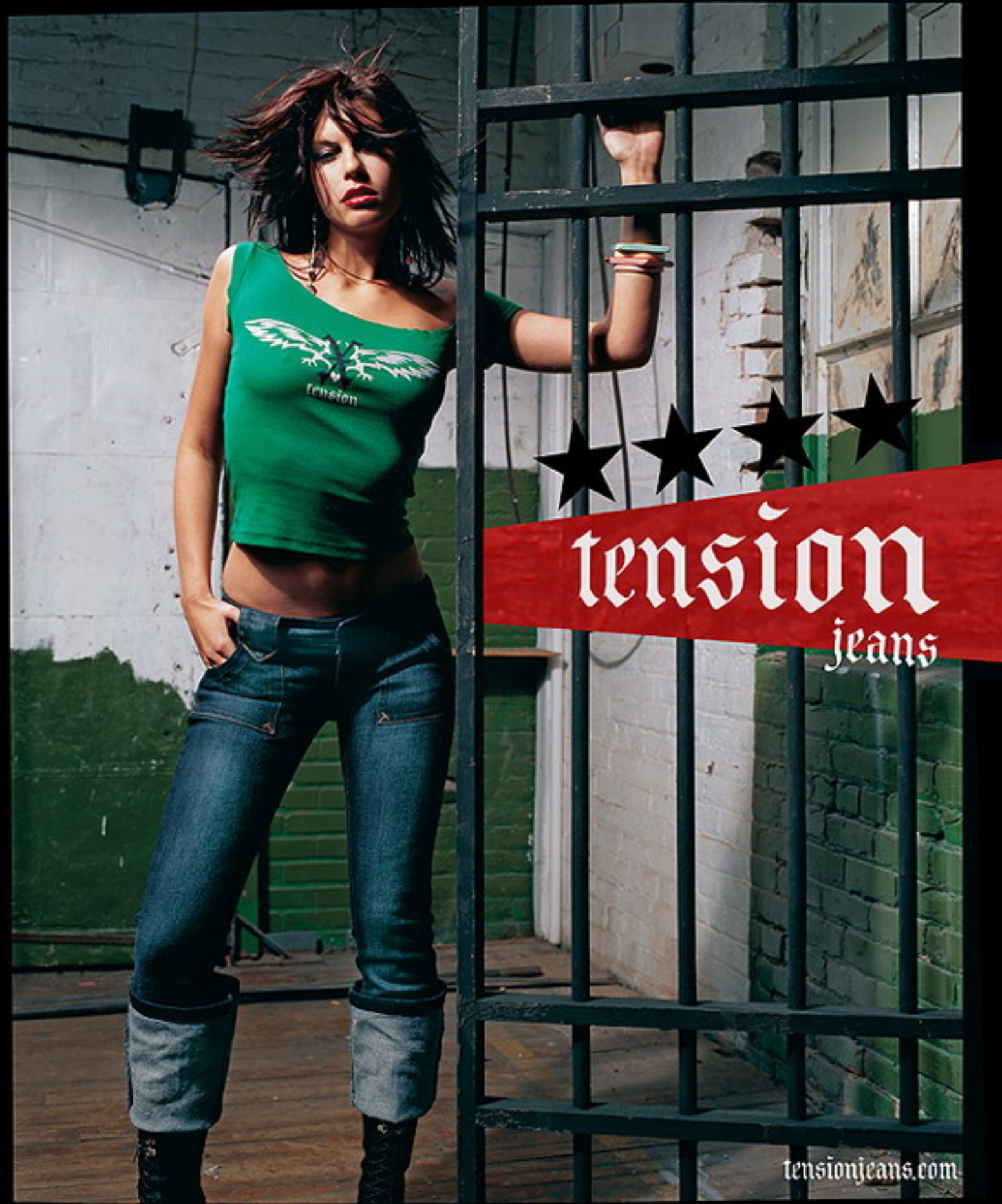
Artzmania2



//artwork title (left, right):
ladder_uc
uc_ilove4play_new

Patrick Boyer
<http://urbancowboy.net/>

Artzmania2



Erfin Infitar

Name :

Erfin Infitar

website :

**www.venetianmacau.com
[www.the123d.com/portfolios/
portfolio_ErfinInfitar.php](http://www.the123d.com/portfolios/portfolio_ErfinInfitar.php)**

Graduated from National institute of Science and Technology also known as ISTN Jakarta,Indonesia six years ago. Majoring in Architectural engineering.I've worked for several Architectural Design consultant,Right at this moment i have been working for The Venetian Macau Ltd.

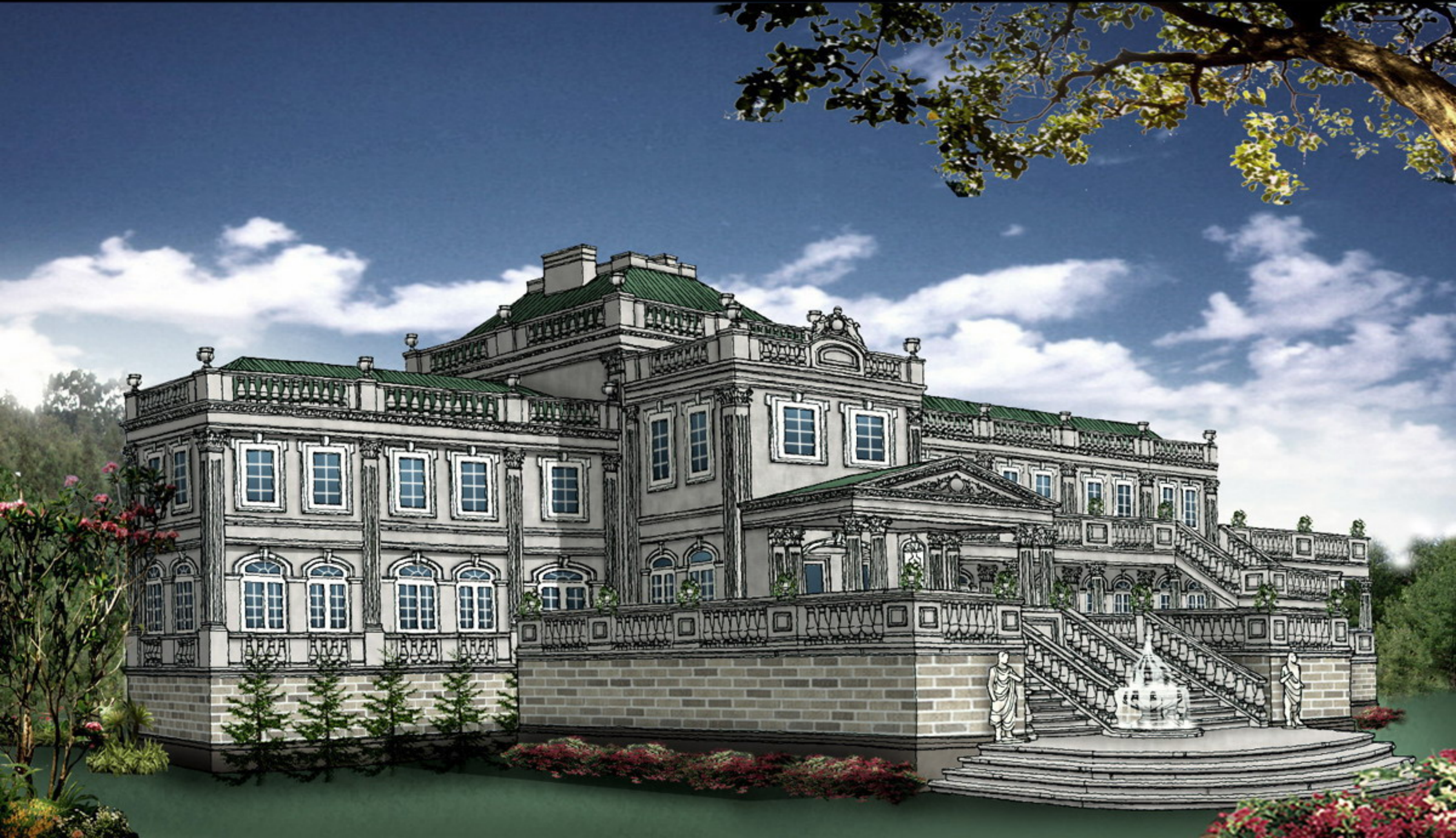
Contact :

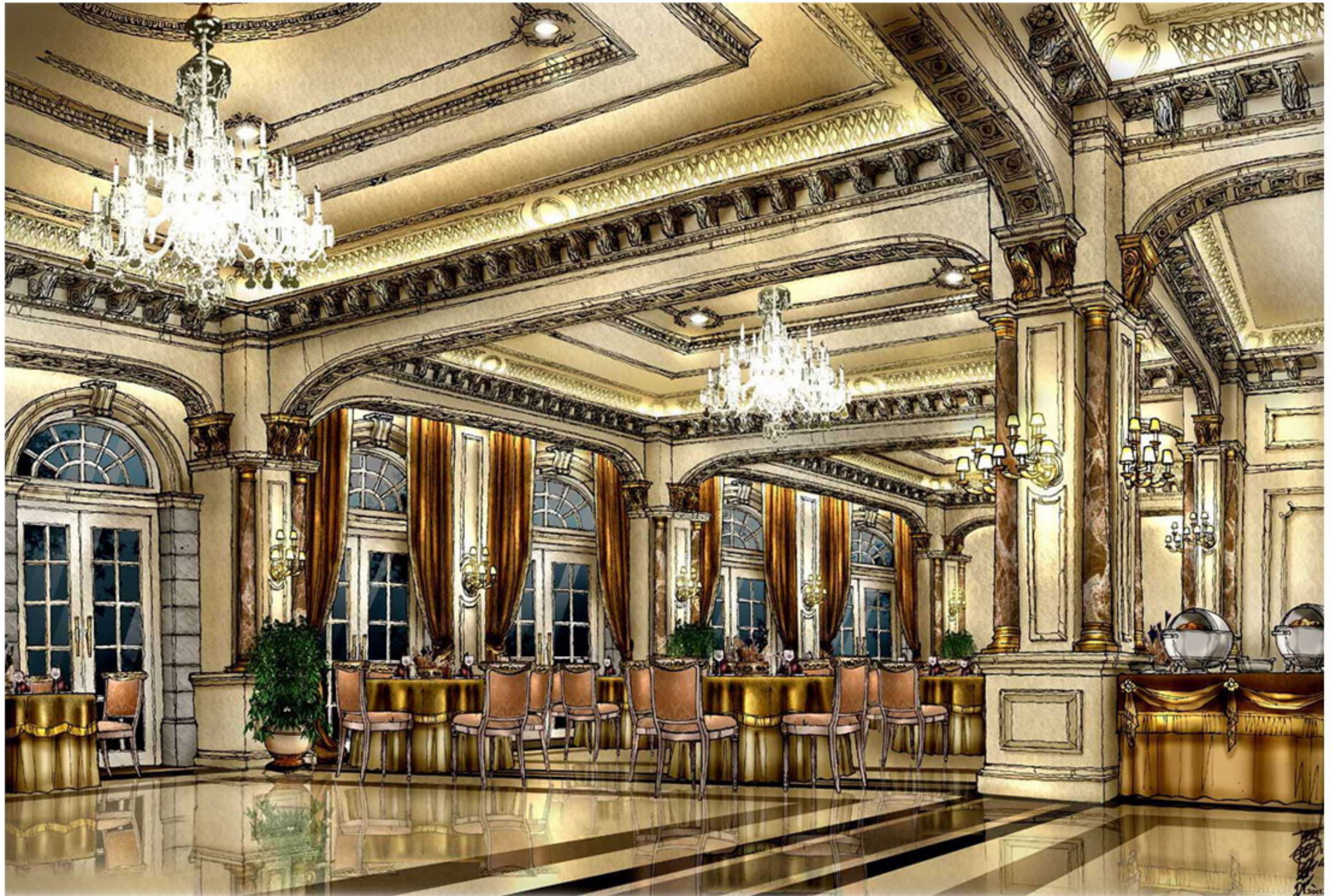
rvnvtar@yahoo.com

Indonesia







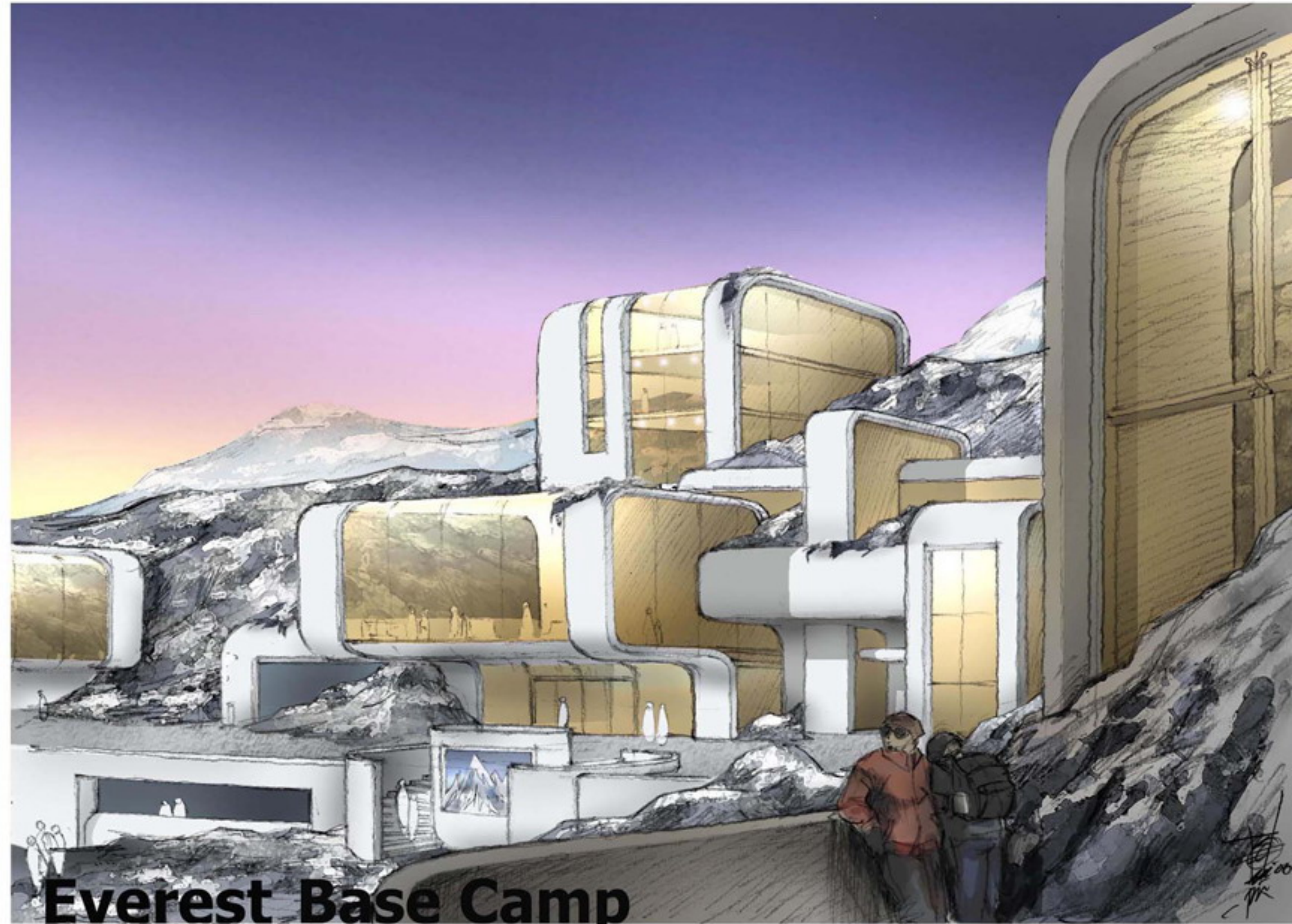








Erfin Infitar



Everest Base Camp
Blend Into The Ice



diplomatic-cover

Name :
Michel BIANCO-LEVRIN

website :
www.diplomatic-cover.com

My name is Michel BIANCO-LEVRIN, I am the Artistic Director and the Co-Director of Diplomatic-cover.

I have followed studies of traditional graphics print, and even time I have discovered the Web, and I have used flash since 1999. I have worked in different studios as graphist / web designer (2 years). And I started freelancing under the name of DIPLOMATIC-COVER.

Two and a half years later I joined Marilyne Andine Allard my collaborator and accomplice - marketing formation - to develop the company that we drive today.

Now we have stopped expanding the company's structure in order to keep a qualitative line, our principal aim.

DIPLOMATIC-COVER is composed of a team of passionate psychopaths.

Contact :
studio@diplomatic-cover.com

Tel : + **33(0)472733710**
Fax : + **33(0)478728953**



*Diplomatic
Cover*



Diplomatics-Cover

PROJECT: BELLECOUR
CLIENT: AAB BELLECOUR

GO



1600 x 1200

1280 x 1024

1024 x 768



1600 x 1200

1280 x 1024

1024 x 768



1600 x 1200

1280 x 1024

1024 x 768



1600 x 1200

1280 x 1024

1024 x 768



 ESIA 3D
BELLECOUR

Sélectionner un autre site

Demande de Doc.
Envoyer à un ami
Contact

Présentation

Formations

Vie de l'école

International

Infos pratiques

Goodies

Liens

Stages et
emplois



Diplomatics-Cover | PROJECT: RAYMAN
CLIENT: UBISOFT



Wii

NINTENDO DS
GAME BOY ADVANCE



PlayStation.2





Découvrez la Savoie



Galerie photos

Actions éducatives



Séminaires Colloques

Actualités



Groupes

Contact

- Présentation
- Actualités
- Découvrez la Savoie
- Groupes
- Actions éducatives
- La littérature
- Colloques, Séminaires
- Territoires et développement
- Galerie photos
- Librairie
- Contact

FACIM

Recherche OK >

- Presse
- Partenaires
- Mentions légales
- Crédits

Diplomatics-Cover

PROJECT: FACIM
CLIENT: FACIM

GO

Via Grafik

Via Grafik Gestaltungsbüro

Rheinstrasse 38
65185 Wiesbaden
Germany

phone:

T. +49. (0)6 11. 17 46

from wall to screen to everything™

Viagrafik is an art & design studio founded in late 2003.

Right now viagrafik consists of: Leo Volland (boe/bstrkt), André Nossek (mnwrks/slave), Robert Schwartz (n6), Tim Bollinger (g13), Till Heim (sign) and Lars Herzig.

We are a professional design studio located in Wiesbaden, Germany. We offer a wide range of services. On one hand we are specialised in print design, that means everything related with print: logo design, corporate identities, illustration, fontdesign, book & catalog design, but also interior/exterior design and web design.

On the other hand we are offering motion and animation design & live visuals.

We are also an art studio. Everyone of us has a background in graffiti or streetart and we are always trying to combine our artistic skills with our design skills. We participate in exhibitions, thus we share a great diversity in our artistic visions we combine them in our projects and love to work free!

website :

www.vgrfk.com

Email :

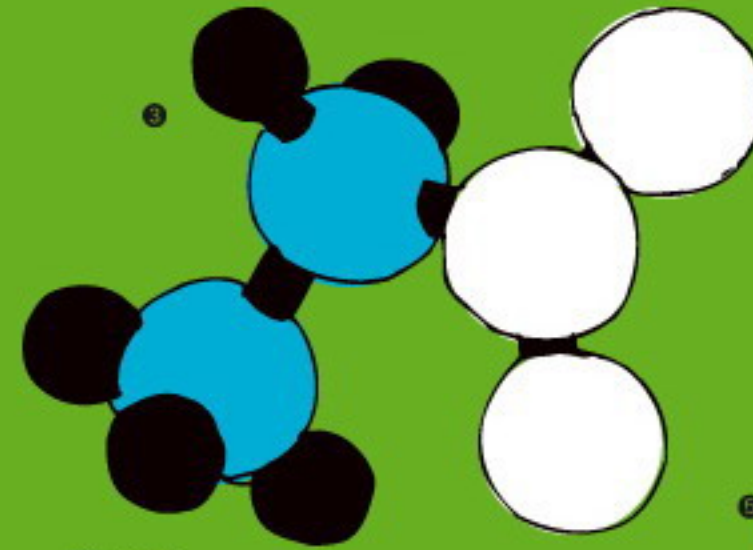
mnwrks@viagrafik.com



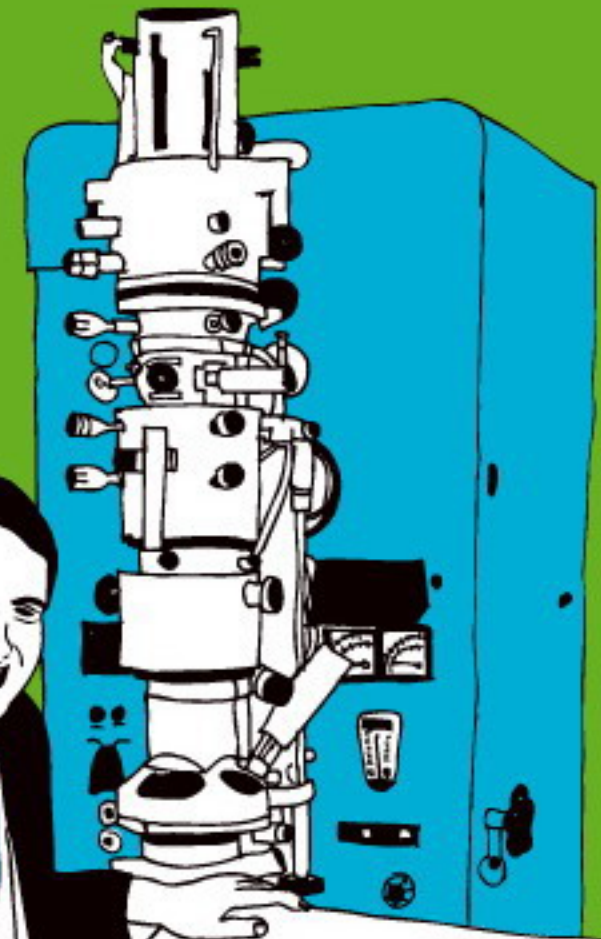
© 2008 CDRIVO™ - CHAOS IS MY CO-PILOT



P03.01 // Watson-Crick



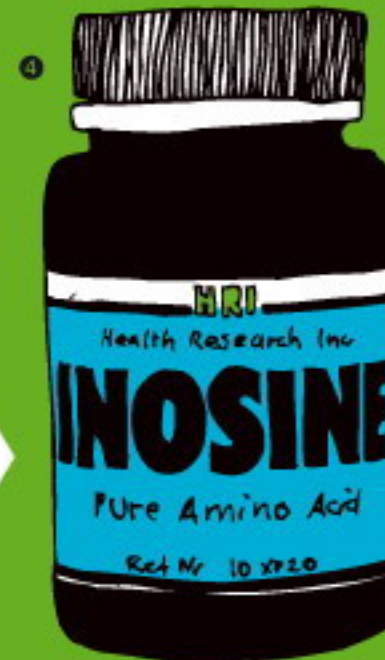
P03.03 // Molecule



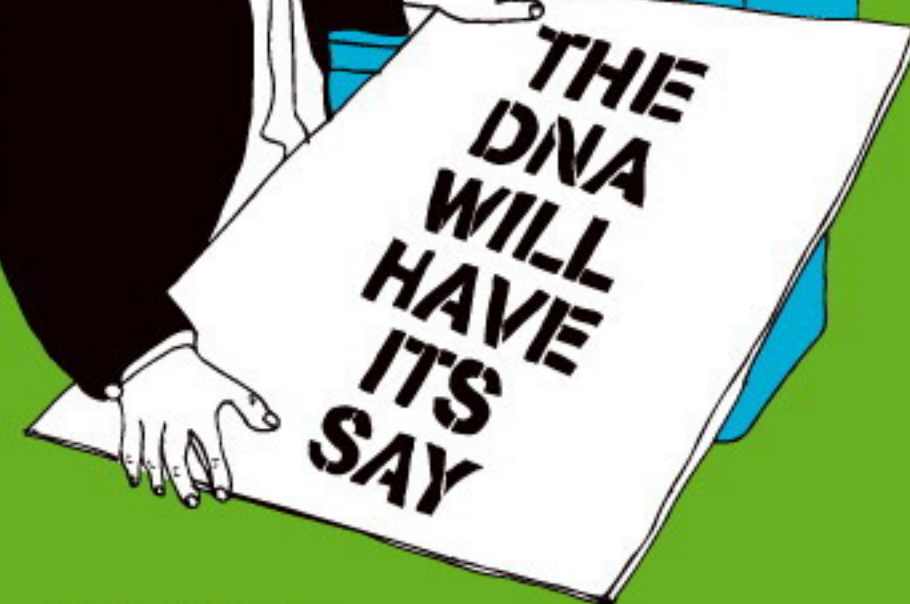
P03.05 // THE DNA WILL HAVE ITS SAY



P03.02 // DNA



P03.04 // DNA



The History of
DNA

- Watson-Crick
- DNA
- Molecule
- PAA
- The DNA will have its say

Acronyms™

the DNA
will have its say.



enjoy
errorix

LET'S
BE
CHAOTIC

mnwrts™
*** GRAPHIC TALKER ***

you are
lead to™



//artwork filename:
via_grafik_hiphop_lady

>>









//artwork filename (left & right):
via_grafik_nintendo_sculpture

Via Grafik Gestaltungsbüro
www.vgrfk.com

Artzmania

>>

//artwork filename (left & right):
via_grafik_objects

Via Grafik Gestaltungsbüro
www.vgrfk.com

Artzmania 2 >>





flat-it

Name :

Ryoichi Tsunekawa

website :

<http://flat-it.com>

Ryoichi Tsunekawa is a Typeface designer. His typefaces have quickly found their way into the work of designers around the world.

Contact :

info@flat-it.com

Japan

“La Pela”
Quality Typeface



“Back Drop”
Quality Typeface



Vesvy

1875

EXISTRA

1934

COTORIS

Quality Type Family

TOKOROEN

Alternates & Ligatures

ALPHABETS

SMALL CAPITALS & ORNAMENTS

MUSIC OF THE BIRDS

CIGARETTE

QUALITY TYPEFACE



1. SMOKING CAUSES CANCER
2. SMOKING IS ADDICTIVE
3. SMOKING KILLS
4. SMOKING CAUSES HEART DISEASE
5. SMOKING WHEN PREGNANT HARMS YOUR BABY
6. YOUR SMOKING CAN HARM OTHERS

DOU

Name :

Duryagin Oleg

website :

www.douart.ru

I have always been interested in human individuality and self-expression. Visially I am inspired by culture of fashion and surrealists. I often shock peple. I try to create the my personal aesthetics of the works, I try to combine reality with artificiality.

Contact :

dou@douart.ru

Russia

//artwork title:
Nun



DOU

//artwork title:
swimmer



DOU

//artwork title:
albino



DOU

//artwork title:
glasses



DOU

//artwork title:
Neck2



DOU

//artwork title:
Paper



DOU

//artwork title:
swimmer3



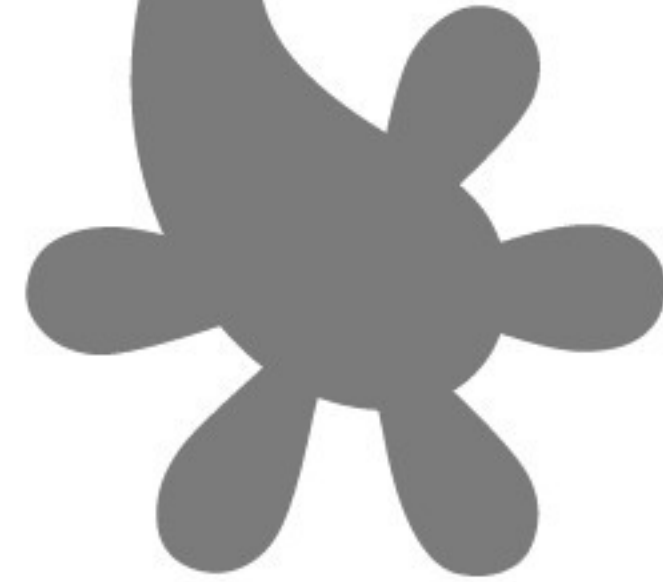
DOU

//artwork title:
puppet2



DOU

//artwork title:
Nurse



**Artzmania need
your comments
and opinions
about our e-zine.**

comments



Name :

Karol Kolodzinski

website :

www.sugarrhyme.com

"Karol is a 20 year old graphic designer/illustrator from Poland. As a freelancer and a fulltime employee he produced some print and interactive work, which is presented at his website **www.sugarrhyme.com**. He currently studies Computer Arts at Polish-Japanese Information Technology Institute. Since design became his passion he wants to explore the digital media in every possible way and create outstanding works for his own and his clients satisfaction.

Till now Karol's works were satisfying for: Vichy, Garnier, 4kids Productions, Lech Brewery, Life Sciences Magazine."

Contact :

karolkolodzinski@gmail.com

Warsaw/Poland



//artwork title: mAb

Karol Kolodzinski
www.sugarrhyme.com

Artzmania2

>>



//artwork title: bouffon



Bouffon
sugarrhyme.com

//artwork title: tower



Karol Kolodzinski
www.sugarrhyme.com

Artzmania2

tower
sugarrhyme.com



 collector
sugarrhyme.com

Karol Kolodzinski
www.sugarrhyme.com

Artzmania2 //artwork title: collector

>>



//artwork title: chasinthewind

Karol Kolodzinski
www.sugarrhyme.com

Artzmania2 ..J



danone

Name :

danone

website :

its down at the moment, new one will come soon

my name is danone. i live and work in bern. the capital city of switzerland. i start workin as graphic designer 3-4 years ago. but it was just fun at this time. i started with a stolen version of an old photoshop version... and i teached all by myself. it tooks years till i checked all the tools and stuff. but im sure i just rule a little part of all the functions of photoshop. later i started with photography. the first years just with a fucking lousy snapshot cam, as i get some money from comission works, i buyed me a better camera and started to took some more "serious" pics.

i always try to capture a emotion or feeling in a puicture. and perhaps thats what the people like in my works... its very strange. i started that all just for me and for fun... it was more like teaching myself because i want to work later as a graphic designer. but now i have thousands of people who watched my pictures and get so much mails of dudes who like what i do. that feels nice but also strange.

my internet fucked up at the moment. so i decide to took a little breakout for this time. and it feels very nice.

Contact :

black-butterfly@gmx.ch

age: **19**



//artwork title:
angel_of_death



//artwork title:
freedom_for_my_soul



danone
black-butterfly@gmx.ch

Artzmania2 >>

//artwork title:
happinessinlavery



1
d

//artwork title:
fading

danone
black-butterfly@gmx.ch

Artzmania2 >>



DANIEL '05

//artwork title:
direality



DIREALITY
DANIEL RÖLLI

//artwork title:
point_of_imagination

danone
black-butterfly@gmx.ch Artzmania2 >>



//artwork title:
_butterfly_soldier_



//artwork title:
v

danone
black-butterfly@gmx.ch

Artzmania2 >>



//artwork title:
hopefulness

danone
black-butterfly@gmx.ch

Artzmania2 >>



Hopefulness
DANIEL ROLLI



//artwork title (left):
feedthebirds



//artwork title (right):
ATLANTIS



mosk

Name :

Maciej Mizer

website :

www.mosk.pl

Frelance graphic designer based in Lodz/Poland.

Specjalizing in 2d and 3d graphic, web design and photography

Contact :

mosk@mosk.pl

Poland

//artwork title: mosk_showoffyourskills_2_v3



14022006 ©

showoffyourskills.#2
dget.pl

//artwork title: mosk_magic_bottle

Maciej Mizer
www.mosk.pl

Artzmania2 >>



mosk Design
www.mosk.pl

www.mosk.pl

//artwork title: mosk_whisper



mosk Design
www.mosk.pl

//artwork title: mosk_digital_form



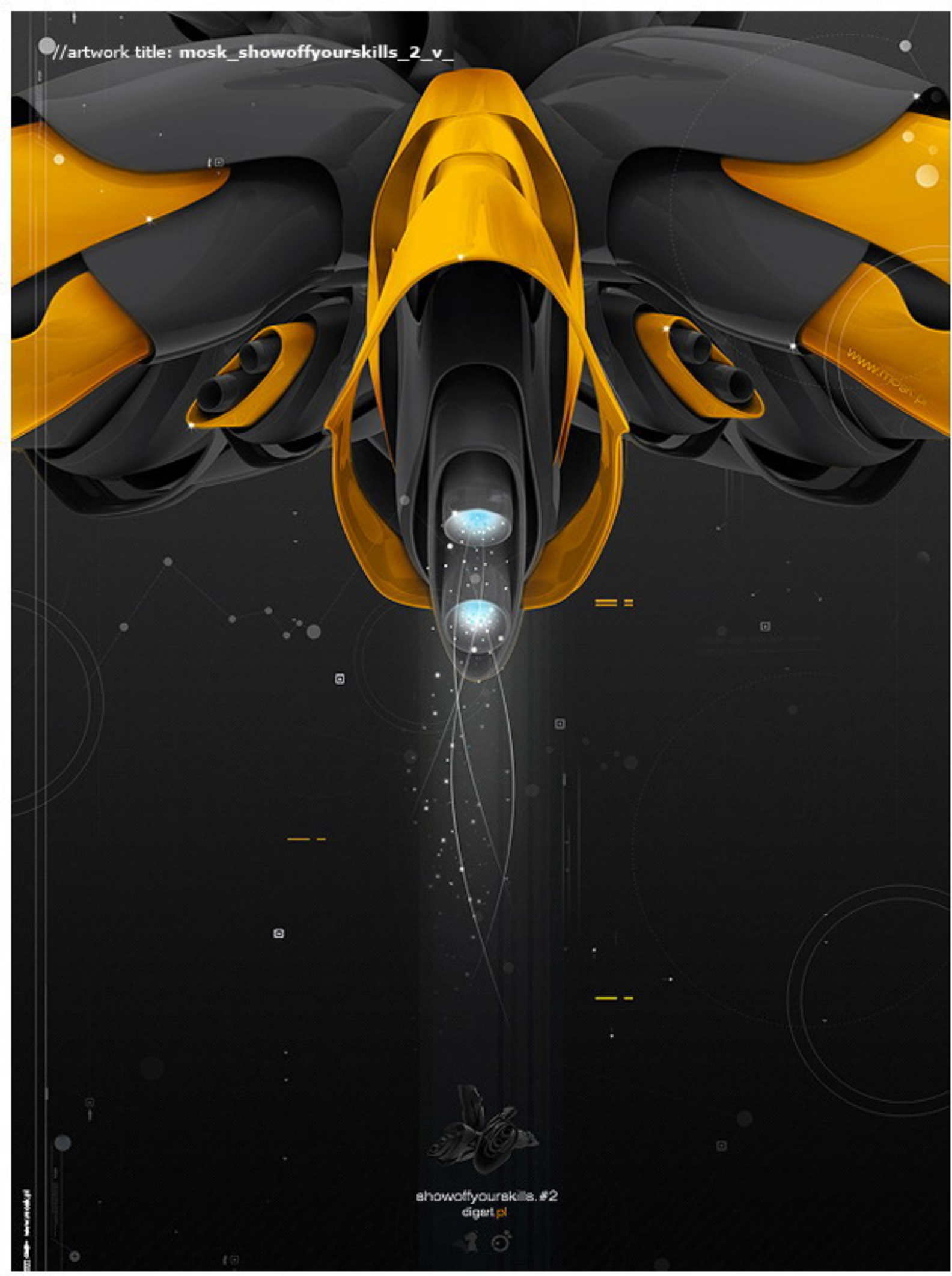
Maciej Mizer
www.mosk.pl

Artzmania2



06 DigitalForm

//artwork title: mosk_showoffyourskills_2_v_



showoffyourskills.#2
digit.pl

//artwork title: mosk_butterfly_effect



Maciej Mizer
www.mosk.pl

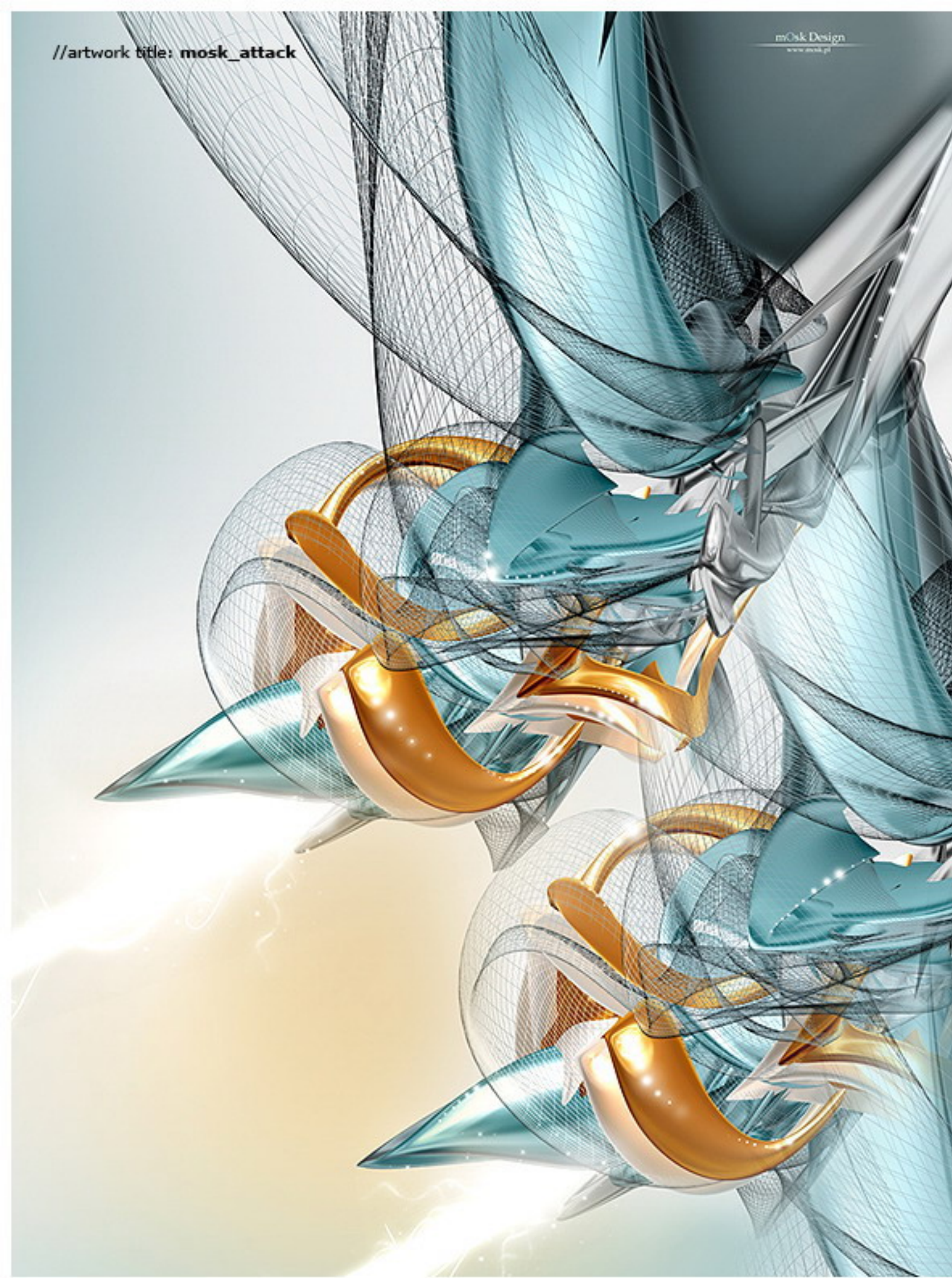
Artzmania2

Butterfly Effect

mOsk Design
www.mosk.pl

//artwork title: mosk_attack

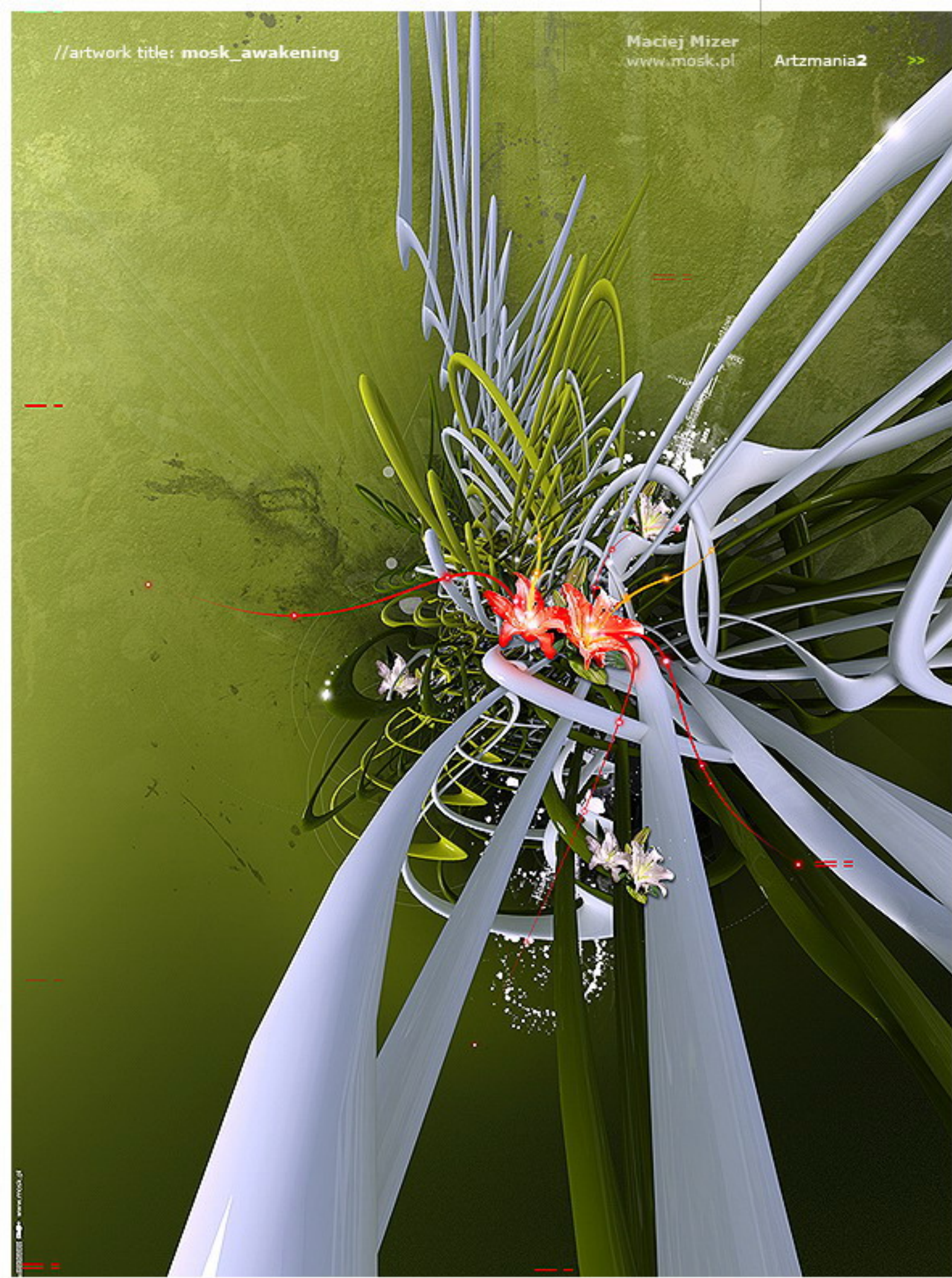
mOsk Design
www.mosk.pl



//artwork title: mosk_awakening

Maciej Mizer
www.mosk.pl

Artzmania2 >>



//artwork title: mosk_konwalinchen



mosk design
www.mosk.pl

//artwork title: mosk_showoffyourskills_1_v_

Maciej Mizer
www.mosk.pl

Artzmania2



showoffyourskills.#1
digart.pl



//artwork title: mosk_surprise



Surprise
mosk
www.mosk.pl

//artwork title: mosk_darkness

Maciej Mizer
www.mosk.pl

Artzmania2 >>



Darkness

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//artwork title: mosk_showoffyourskills_2



showoffyourskills.#2
digart.pl

//artwork title: mosk_tans

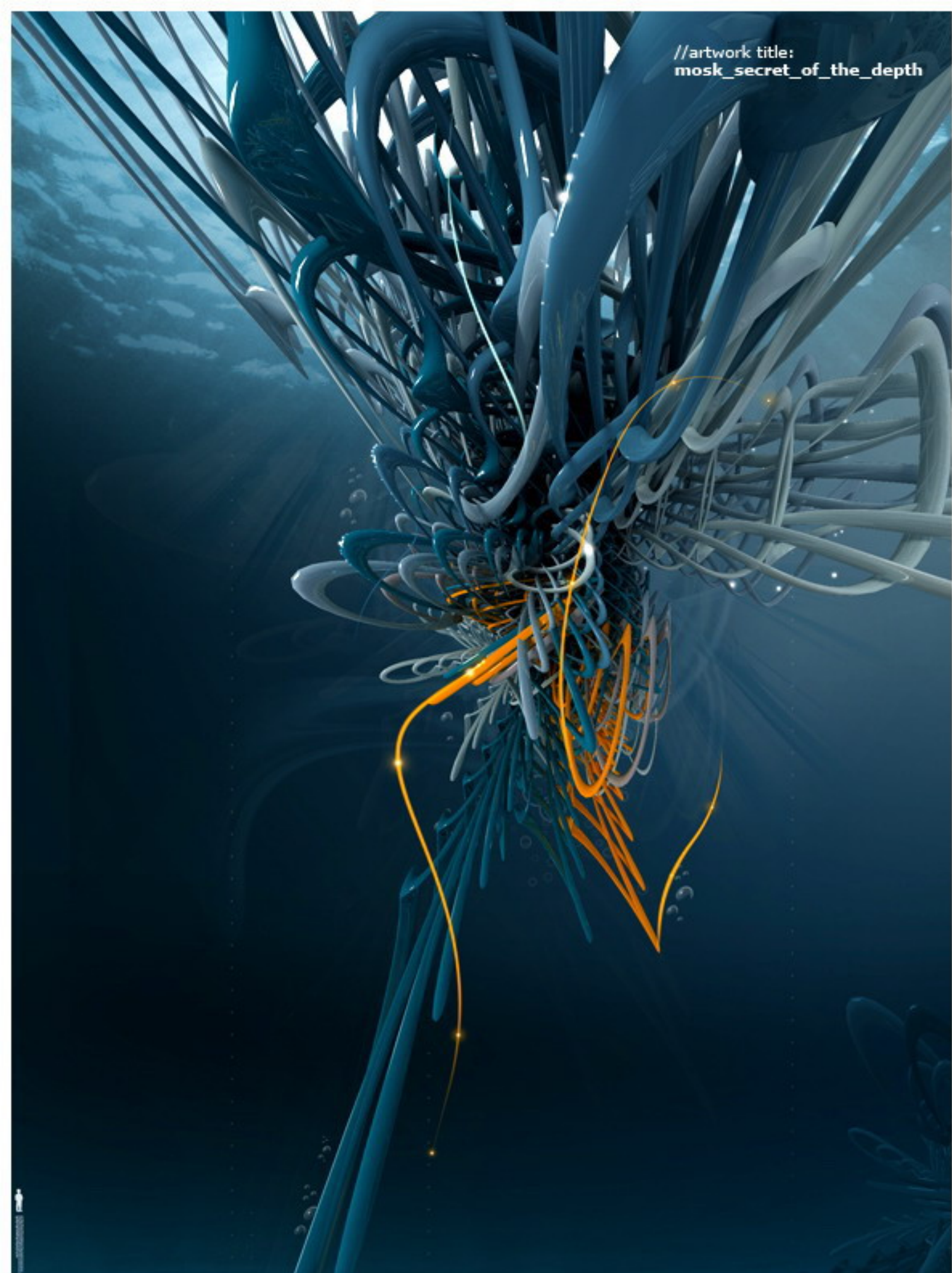


Maciej Mizer
www.mosk.pl

Artzmania2



//artwork title:
mosk_secret_of_the_depth



mosk

Maciej Mizer
www.mosk.pl

Artzmania2



supernova
issue x2

The M-PEOPLE (more to come)

Tell us a little about your background.

- + I don't talk about myself that much. It's not really necessary. I prefer for people to focus on what I do. I believe in action.

How would you describe yourself in one sentence?

- + Low profile / hard working

How did you get into photography?

- + In October 2006, I saw a documentary on James Nachtwey. I was so deeply touched by him that I bought my first camera the next day.

I like your "THE M-PEOPLE (more to come)" artwork project, can you explain it what you made it?

- + The M-PEOPLE is a fake world where you can meet Mickey Mouse, Marilyn Manson, Matthew Barney, Marie-Antoinette, Miles Davis, Magritte, Mick and Marianne and many others... It's a world full of Make-up, Music and Mystical emotions. It's Mirror to our reality. A Mirror that asks questions. Everything you find in the M-People is what you can find on TV. No more, no less. Violence? Watch your TV! Sex? Watch TV! Broken heart? Watch TV! My photos don't give answer to these kind of problems. They just ask questions.







Artzmania.x2 / Supernova

artwork title

- 1 Revolution (part 1)** top left
- 2 Revolution (part 2)** bottom left
- 3 Revolution (part 3)** bottom middle
- 4 Revolution (part 4)** top right
- 5 Revolution (part 5)** bottom right



Why you use ugly faces?

Some of my models are really beautiful. So I will not talk about ugly faces. It's more like the monsters and characters of our childhood. It can be really scary but you always know that it's fake... It's just too much... It's a way of talking very seriously with a dimension of humour. Like children can do sometimes...

I think "THE M-PEOPLE" must have a next continue story. What do you think?

Maybe this in fact is my perception for "THE M-PEOPLE". Very interesting question... in fact, this project is becoming more and more precise and will be divided in 2 or 3 different sections. It's more than a sequel. I think there will be new developments...

Do you think your concept of "THE M-PEOPLE" can changes the way people think?

It will be pretentious to imagine that these pictures could change the way people think. I never have that goal in mind when shooting. I'm just trying to touch people emotionally. The meaning behind my photos are always very open. Even if my idea is really precise, I don't give all the keys. When it's more open, it's easier for people to be touched. Sometimes people write to me and try to explain a photo or another. I never reply that they're wrong. The viewers are always right. A picture, after the photo shoot, has its own independent life.



artwork title:
King's games top left
Beautification bottom left
Travellin' right

>>





artwork title (top, bottom):
club Jenna
Scissor Brothers

artwork title (top, bottom):
Inside the pain
The private life of Dirty Mick

Describe your style of photography?
Who can influences you for inspirations?

My favorite photographers are all photojournalists, such as : Nachtwey, Salgado, Davidson, etc... And of course, all the classical painters of the Italian Renaissance and painters like Ingres or Jacques-Louis David.

Did you ever collaborate with another person?

I am recently collaborating with a close friend of mine on video and photography projects to come. All relationships with all models are collaborations. I try to choose them very carefully to have creative and well-balanced people. It's very interesting to develop a middle ground or a long-term relationship with models because they generally get better in every new context.

artwork title (left, right) :
Inferno
philosophical rambling





Artzmania.x2 / Supernova

Tell us the basic principles of your work.

I always try to organize some creative session instead of plain photo shoots. Most of the time, I have many models in the same photo shoot. The make-up and clothes are chosen on the spot by myself or the models, with no preparation, and we start shooting. It's more or less like a jazz band. Everybody can express themselves but in a frame. (I really love jazz...)

What is the most creative thing you have done in a past job?

It's perhaps the first photo that I was proud of. The moment I took it, I knew that something new appeared in my mind. A new way of thinking. It was 3 months after I had bought my camera and after hundreds of photos I had shot.

How did it occur?

I was in the street and I met a homeless person. I asked to photograph him in a very directly manner. He accepted immediately. I made only one shot. I was too shy to make two at this point. And this shot was my first real step in photography.

artwork title (left, right):

Relaxin'
Madame

>>





Artzmania.x2 / Supernova

What is your craziest dream you wish to accomplish before 6 feet under?

Making a photo with a woman and a hundred elephants (with make-up, of course!!). It will be like a gigantic symphony of M-People made for a woman.

Are you satisfied with your photography?

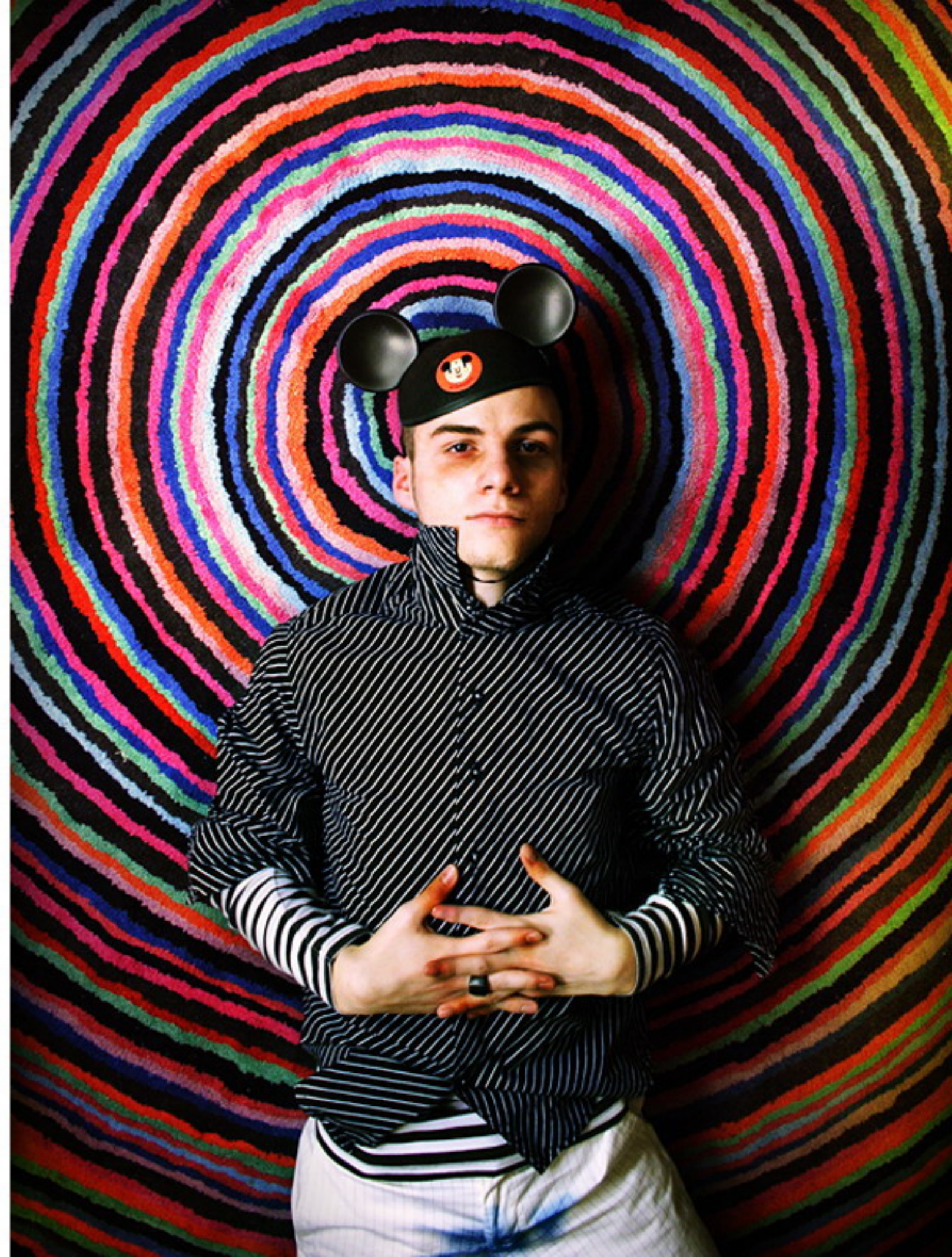
I always try to make photo like a beginner. And I always have the same doubts about what I do. I've taking photos for only 1 year now. How can I be satisfied? There are many, many things to learn, many directions to explore, many doors to open. I don't want to be satisfied of my photography and turn in a caricature of myself.

Windows or MAC you are using now?

I'm and was always a Mac user

What equipment are you using?

I'm using a G5 with a 30 inch screen + an iMac with a 20 inch screen



artwork title (left, right) :
Let there be sound
Dream in blue

THE M-PEOPLE
(more to come)

GO



x03.Fantasia

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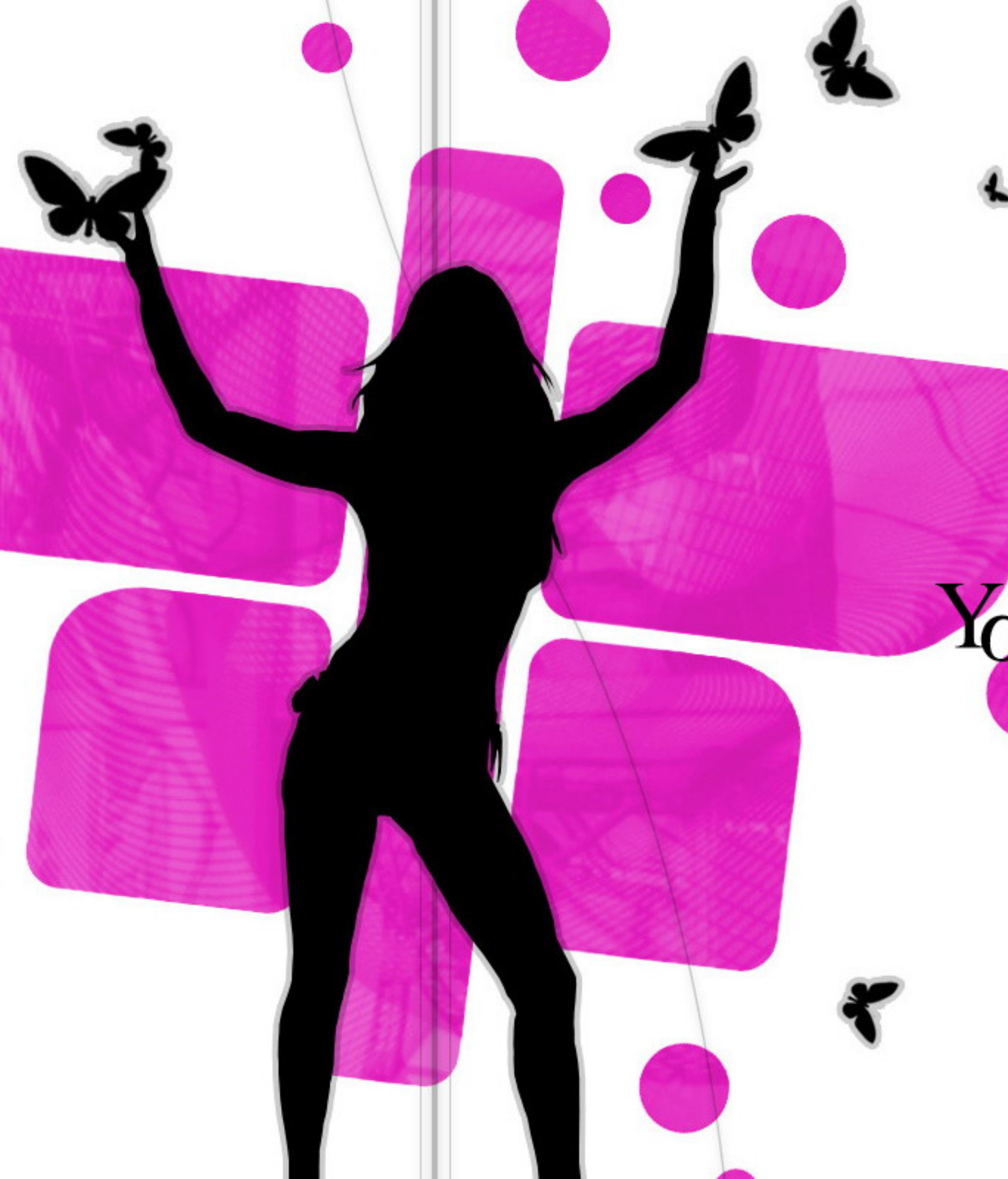
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March 2007 issue

COMING UP NEXT

LIFEbeat

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