

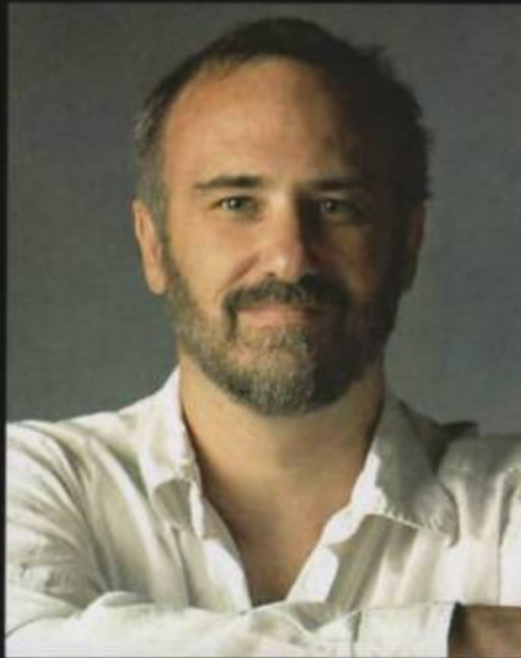
# EXPOSÉ 6

Finest digital art in the known universe



[www.CGGebook.com](http://www.CGGebook.com)





Mark Snoswell | President of the CGSociety & Creative Director, Ballistic Media



[CGSociety.org](http://CGSociety.org)

Congratulations to all of the artists that submitted work for EXPOSÉ 6. You are all winners and it's our continuing privilege to be able to showcase the amazing work you submit. The demand for and supply of quality digital art has steadily risen over the past year. As our community expands, we continue to see a relentless rise in work submitted from members all over the world. In these times of rising global environmental issues and a weakening western economy, the wellspring of creative output takes on more than just economic significance. It's an indication of an irrepressible creativity in human nature. The growth of work coming from Asian and eastern European regions is particularly notable. There is a vibrancy to the explosion of development in these regions. This energy shines through in the work we are seeing from artists. We are also seeing a continual pushing of the boundaries of artistic expression with interesting new software and images still arising.

We have seen some significant developments in the CGSociety this past year. The CGPortfolios continue to be outstandingly popular. There are over 30,000 portfolios on line now and we have just celebrated the 100,000th image upload to the CGPortfolios. Both the Portfolios and book submissions get a boost each year from the CGSociety's regular CGChallenges. These are the world's largest competitions for digital artists with regular prize pools that now exceeded \$100,000 for each competition. In the past year Challenges have been themed on 'Strange Behaviour' and 'Eon: Worlds within Worlds'. As I write this the next challenge 'Uplift Universe: Alien Relations' is about to launch. The CGChallenges run twice a year and are one of the other ways (besides books) that the CGSociety gives artists the opportunity to showcase their work to the world.

As we enter our 7th year, the prospects for digital art are better than ever. I feel privileged to be able to help artists at every level—from speaking in schools to press conferences in art museums. The important thing is the art and the artists themselves. More and more, digital art is being accepted as more than just a passing fad. It's being accepted as the expression of today's culture. It's relevant, it's emotive, it's critical, it's fun and it expresses a growing global consciousness. If you haven't ever visited our web site please do. It doesn't matter if you're not an artist yourself. Take a look at all of the great work that is being done around the world—all of the work that we can't possibly fit into books. If you are an artist or an aspiring artist then please join the community and show the world your work, or just join in for the sheer fun and for the learning opportunities. Whatever you do—participate, express yourself, enjoy life more and make a difference.

#### **Ballistic Media divisions**

##### **Ballistic Publishing**

[www.BallisticPublishing.com](http://www.BallisticPublishing.com)

##### **View All Entries**

[www.BallisticPublishing.com/bsw/](http://www.BallisticPublishing.com/bsw/)

##### **The CGSociety (The Society of Digital Artists)**

[www.CGSociety.org](http://www.CGSociety.org)

##### **Artist Portfolios**

<http://portfolio.CGSociety.org>

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<http://events.cgsociety.org>





Daniel Wade | Managing Editor &  
Co-Publisher of Ballistic Publishing



Paul Hellard | Assistant Editor  
of Ballistic Publishing

## / B A L L I S T I C /

WWW.BALLISTICPUBLISHING.COM

Every other month at Ballistic Publishing and CGSociety we celebrate major milestones whether it's a bigger, better edition of a book in our EXPOSÉ, d'artiste, EXOTIQUE, or ELEMENTAL series, a record-breaking number of entries for a book, or the 100,000th image posted to our online CGPortfolio. The preparation of EXPOSÉ is a milestone in itself as it always signals an impending flood of great artwork that needs to be squeezed into a book.

As with all of our EXPOSÉ books, we started with the Advisory Board. We welcomed Ryan Church (leading concept artist and Grand Master), Stephan Martiniere (renowned concept artist and Grand Master), Lorne Lanning (Oddworld Inhabitants), Chris Sloane (Art Director of National Geographic), Jeff Mottle (founder of CGArchitect.com), Brom (renowned fantasy artist), and Phil Straub (art director and concept artist) as returning judges. To round out the advisory board we were very fortunate to secure the help of Max Dennison (leading matte painter and founder of Matte Painting UK) and David Wright (Creative Director of NVIDIA).

The call for entries was a flood this year with 5,130 entries arriving in our entry system in the last few weeks before the deadline. To cater for the surge of entries in character and narrative entries we added a number of new categories. The new categories were: Warriors; Fantasy Femmes; Conflict; and Storytelling. The returning categories for EXPOSÉ 6 were: Portrait (Painted); Portrait (Rendered); Architecture (Exterior); Architecture (Interior); Fantasy; Creatures; Concept Art; Matte Painting; Science Fiction; Environment; Futurescapes; Abstract & Design; Product Design & Still Life; Humorous; Whimsical; and Transport. The categorizing and shortlisting process took just under one week to complete before the Advisory Board began judging their top twenty entries per category.

The judging results were then tallied to determine the award winners. The top images were awarded Master Awards and depending on merits 1-3 images received Excellence Awards in each category. With the high standard of entries for EXPOSÉ 6, almost all of the featured artists can consider themselves award winners with the Master and Excellence award winners leading a hugely talented group. With the judging complete, the real work then began with Lauren Stevens, our designer extraordinaire, working through the layouts of entries and hand-tweaking every image to achieve the best results for print. We were extremely fortunate to have Linda Bergkvist create a piece of art especially for the EXPOSÉ 6 cover, and I'm sure you'll agree that it is an exquisite example of Linda's wonderful work. We look forward to many more of her creations.

Of the 5,130 images entered, 334 were featured in EXPOSÉ 6. These featured images came from 257 artists in 43 countries (just over half of these artists were featured for the first time). As with EXPOSÉ 5 one in 15 entries was successful in EXPOSÉ 6 (compared to one in sixteen for EXPOSÉ 4, one in 25 for EXPOSÉ 3, one in 15 for EXPOSÉ 2, and one in four for EXPOSÉ 1). All featured artists in EXPOSÉ 6 receive a free hardcover copy of the book and six month's free membership to the CGSociety.

Promoting artists through Ballistic Publishing and CGSociety, and offering services like CGPortfolio, CGJobs, CGWorkshops keeps us at the forefront of a fantastic creative community whose work continues to amaze and drive us to raise the bar higher in everything we do. Congratulations to all the artists who have submitted work for the EXPOSÉ series and our other titles. We hope you enjoy EXPOSÉ 6 as much as we enjoyed producing it.





## Matte Painting

This category honored the artist's ability to create a compelling stage upon which an epic story could be told. The judging criterion was to create a landscape or space where depth, scale, and atmosphere were all well-executed. Technical skill, composition, and mood were also crucial elements.



## Environment

This category honored the best landscape or location (indoors, outdoors, underwater, or in space). The artist's ability to evoke a sense of wonder and a wish to see more was paramount. The category demanded a combination of artistic interpretation, detail, and lighting to create a believable and evocative environment.



## Warriors

The Warriors category recognized the most outstanding examples of character creation in the heroic style from armour-clad knights to vikings, demons, elves, and vixens. The judging criterion for the category was the artist's ability create heroic characters. Technical skill, composition, and menace were all crucial to success.



## Conflict

The Conflict category recognized the greatest talent in creating a scene of conflict. The defining criterion for the category was the artist's ability to capture a moment of danger just passed or about to happen. Successful entries encompassed technical skill, composition, mood, and narrative.



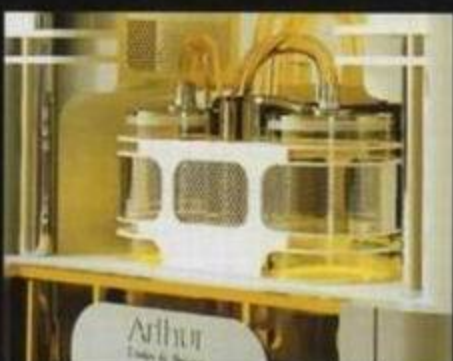
## Science Fiction

This category awarded the greatest talent in creating a believable environment or character with hints of its origins in the not-too-distant past. The defining criterion was the artist's ability to create an environment or character which though familiar, appeared otherworldly, and technologically advanced.



## Futurescapes

This category recognized the greatest talent in realizing a cityscape or civilization. The defining criterion was the artist's ability to create a city which enticed the viewer. It demanded a combination of artistic interpretation, detail, and lighting. Technical skill, believability, composition, and mood were also crucial factors.



## Product Design & Still Life

This category awarded the best examples of still life and product designs that demonstrated excellence in technical design and execution. The judging criterion for this category was a combination of the intricacy of the design and the technical excellence of the modeling, texturing, and lighting.



## Abstract & Design

This category recognized the most outstanding image that was abstract or predominantly abstract (fractal-generated, 3D or 2D). Here, the artist's design and artistic expression were paramount in creating a piece of artwork that defied categorization and excelled in its pure design and visual appeal.



## Storytelling

This new category recognized the best examples of visual narrative regardless of genre. The judging criterion was the artist's ability to entice the viewer into an unfolding story. Successful entries encompassed technical skill, mood, composition, and, most of all, a strong narrative.



## Humorous

This category recognized the most amusing image, whether 2D or 3D, cartoon, humorous, satirical, or just plain ridiculous. The judging criterion was all about making the viewers smile or even laugh out loud. In addition to humor, it was also crucial that the artist demonstrated technical mastery of character or creature design.



## Whimsical

This category awarded the best examples of artwork with a lighthearted feel or in a style that conveys childlike themes. The criterion for the category was very similar to Humorous with technical mastery of character or creature design a must. Most Whimsical entries would be ideally suited as illustrations for children's books.



## Transport

This category recognized the best vehicle for moving about in. Whether exotic vehicle, vintage aircraft, or futuristic ocean-going vessel, this category sought out the best examples of transportation. The defining quality was the artist's ability to capture and evoke the desire to travel to a place, or by a mode of transport.



# EXPOSÉ 6™

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by

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Australia

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**Red Robin**  
Photoshop  
**Linda Bergkvist, SWEDEN**  
[Front cover: EXPOSÉ 6  
Softcover & Hardcover editions]



**Books of the South**  
Photoshop  
Client: Tor Books  
Art Director: Irene Gallo  
**Raymond Swanland, USA**  
[Back cover: EXPOSÉ 6  
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**Golden Bee**  
Photoshop  
**Jeffrey M. de Guzman,**  
PHILIPPINES  
[Cover: EXPOSÉ 6  
Limited Edition], 15



# EXPOSÉ 6 CATEGORIES

## CHOOSING CATEGORIES

Each year we look at every image entered for EXPOSÉ and then choose the categories that best represent the balance of those entries. Several categories will regularly receive most of entries like Portrait (Painted), Fantasy, Science Fiction, and Architecture. In contrast to the smaller number of new categories added to EXPOSÉ 5, four new categories were added to EXPOSÉ 6—Fantasy Femmes, Warriors, Conflict, and Storytelling. The other category changes were a shift from Cityscapes to Futurescapes, the removal of Horror/Surreal, and the addition of Design to the Abstract & Design category. As with each previous EXPOSÉ, the quality of entries increased to the point where few votes separated the top ten in each category. EXPOSÉ 6 also returned to a record number of entries with just over 5,200 entries.



**Portrait (Painted)**

This category was created to recognize the greatest talent in bringing a character to life, independent of style, or nature of the character. The defining criterion was the ability that the artist demonstrated in breathing life into the subject. This encompassed technical skill, believability, composition, and importantly, emotion.



**Portrait (Rendered)**

This category recognized the greatest talent in bringing a 3D character to life. The defining criterion for the category was the ability that the artist demonstrated in bringing the subject to life, particularly with texturing and lighting. Successful entries encompassed technical skill, believability, composition, and, most of all, emotion.



**Architecture (Exterior)**

This category awarded the best exterior architectural visualization, independent of style, or setting. The category tested the artist's ability to create a commercial or residential space that was not just believable (lighting, scale and perspective), but inspirational and evoked a desire to visit the location/building/space.



**Architecture (Interior)**

This category awarded the best interior architectural visualization of a commercial, or residential space, independent of style, or setting. The judging criterion for the category was the artist's ability to create an interior setting that was not just functional, but also believable (lighting, scale and perspective).



**Fantasy**

The Fantasy category honored the highest achievement in the mythic fantasy style from traditional fantasy creatures to heroic characters and dragons. Here, the artist's talent in evoking an emotional response or attachment with the image was paramount. The artist's ability to place their characters in an unfolding story was also crucial.



**Fantasy Femmes**

The Fantasy Femmes category recognized the most outstanding examples of character creation in the fantasy style from elves and nymphs to heroic femmes. Here, the artist's ability to breathe life into fantastic characters was paramount. Technical skill, composition, and emotional resonance all played a major role in successful entries.



**Creatures**

This category recognized the greatest talent in bringing a creature (real or mythical) to life. This was independent of style or of the organic nature of the creature. The defining criterion was the artist's ability to create a living creature. This encompassed technical skill, believability, and composition.



**Concept Art**

This category recognized the highest achievement in bringing a concept into being, whether for a movie, TV, or game environment. The defining criterion for this category was to convey a sense of place or personality. Technical skill, composition, color palette, and mood all contributed to an entry's success.



# EXPOSÉ 6<sup>TM</sup>

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Edited by

**Daniel Wade & Paul Hellard**

Publishers

**Mark Snoswell & Daniel Wade**





# ADVISORY BOARD AND JURY

Each year we appoint an advisory board to assist in nominating and judging images for the EXPOSÉ awards. All of these people are either leading artists in their own right or are experienced and respected editors and reviewers of digital content and artists.



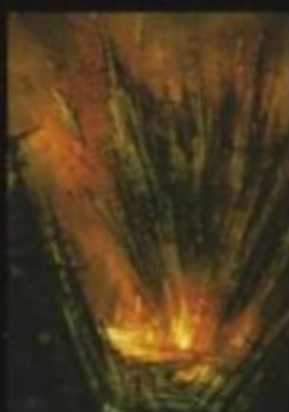
**Stephan Martiniere** is an internationally-renowned science fiction and fantasy artist and EXPOSÉ 4 Grand Master. An accomplished concept artist, he has worked on movies such as 'I Robot', 'Star Wars' (Episode II & III), 'Virus', and 'Red Planet'. He is currently Creative Visual Director for Midway Games.



**Ryan Church** worked as a concept artist at ILM on 'Star Wars' (Episode II & III). The EXPOSÉ 2 Grand Master's clients include ILM, Lucas Animation, Paramount Studios, Mattel, Bay Films, Lightstorm Entertainment, and Electronic Arts. Ryan is currently working on James Cameron's Avatar (2009).



**Lorne Lanning** is Co-Founder, President, and Creative Director of Oddworld Inhabitants. He serves on the advisory boards of organizations such as Academy of Interactive Arts and Sciences and the CGSociety. Lorne is now in active development on two major projects—his first CG feature film and a CG television series.



**Phil Straub** is an Art Director and Concept Artist for a wide range of clients including, Electronics Arts, NCSOFT, Mattel, Vivendi Universal, and Disney. In addition to overseeing three major Concept/Visual development groups in the games industry, he is also co-author of d'artiste: Digital Painting.



**Jeff Mottle** is the President and Founder of CGArchitect.com, and is the Creative Director—North America for Smoother, an award-winning design firm based in London, Manchester, and Calgary. Jeff has also worked for SMED International, one of the world's largest construction industry leaders.



**Christopher Sloan** is the Art Director for the National Geographic Magazine. Sloan is also the magazine's specialist in paleontology and paleoanthropology, writing articles for National Geographic including 'Feathers for T. rex' as well as several award-winning children's books.



**Max Dennison** is the founder of Matte Painting UK Ltd. His work includes: 'The Da Vinci Code', 'Harry Potter and the Goblet of Fire', 'XMen III', 'Superman Returns', 'The Lord of the Rings' trilogy, 'Star Wars: Episode III', 'Black Adder Back and Forth', 'Lost (Series 3)', and 'Hitchhikers Guide to the Galaxy'.



**Brom** is a painter of anything that is nasty and bites. For 20 years his work has featured in books, games, and film. His paintings are collected in two art books 'Darkwerks' and 'Offerings'. Recently, he turned his hand to writing a series of illustrated novels. His first novel 'The Plucker' received a Chesley Award.



**David Wright** is Creative Director of NVIDIA. David started as a 3D artist with the Commodore Amiga and primitive ray tracing software. He co-founded Artmaze, still a leading provider of integrated 3D animated visuals and multimedia services for real estate developers.





Divine Mother Ayahuasca  
Painter, Photoshop  
Andrew 'Android' Jones,  
USA

*Excellence*  
Abstract & Design





Oh God!  
Photoshop  
Alon Chou,  
TAIWAN

*Excellence*  
Humorous





**Cosmic Motors: Gravion**  
StudioTools, Maya, mental ray, Photoshop  
**Daniel Simon**, Daniel Simon Studio,  
GERMANY

*Excellence*  
Transport





'Guild Wars' ©ArenaNet



**Guild Wars: Norn Warrior**  
Photoshop  
Client: ArenaNet  
**Kekai Kotaki, USA**  
[top]

**External ship**  
Photoshop  
**Jong-Won Park,**  
KOREA  
[above]

**Dark Lord**  
Photoshop  
**Xavier Collette,**  
BELGIUM  
[top]









'Legends of Norrath' ©2008 Sony Online Entertainment LLC



**Samarium Dragon Elemental**

Photoshop, Painter

**Michael Corriero,**  
USA

[top]

**Darkness Monster**

SoftimageXSI, ZBrush, Photoshop

**Steve Jubinville and Yanick Gaudreau,**  
Hybride Technologie, CANADA

[above]

**Legends of Norrath: Gnoll high shaman**

Photoshop

Art Directors: Derek Herring, Joe Shoopack,  
Sony Online Entertainment LLC

**Patrick Ho,** USA

[top]





**Legend: Ripper**  
Photoshop  
Client: Wizards of the Coast  
**Francis Tsai**, USA  
[top]

**Quietus**  
Photoshop, Painter  
**Branko Bistrovic**,  
CANADA  
[above]

**Nausicaa**  
3ds Max, V-Ray, After Effects  
Inspired by: Hayao Miyazaki's 'Nausicaa'  
**Sergey Aleynikov**, n3 design, RUSSIA  
[top]

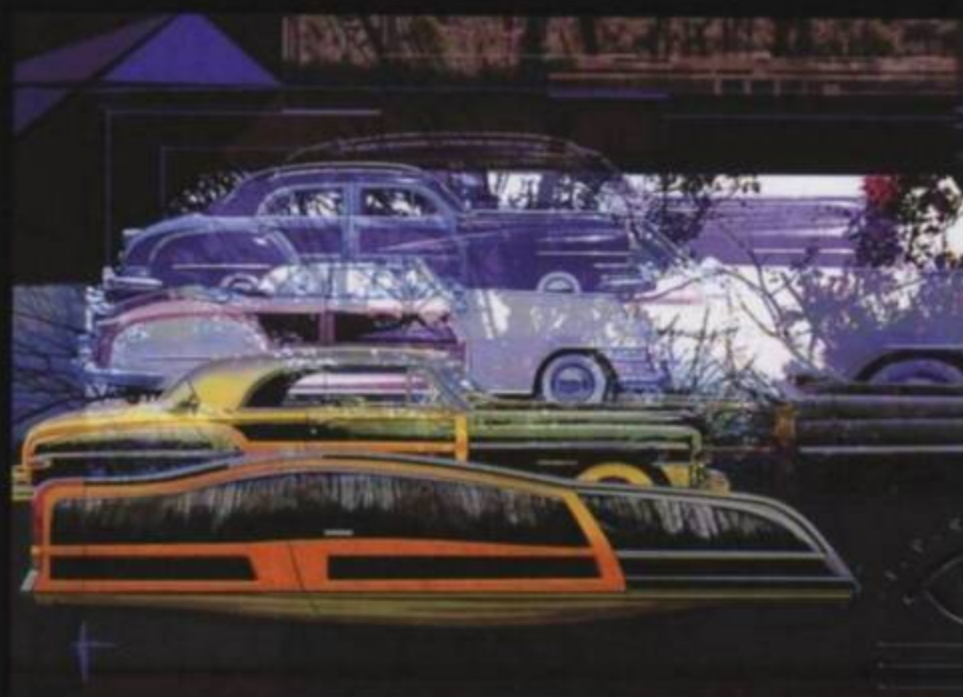
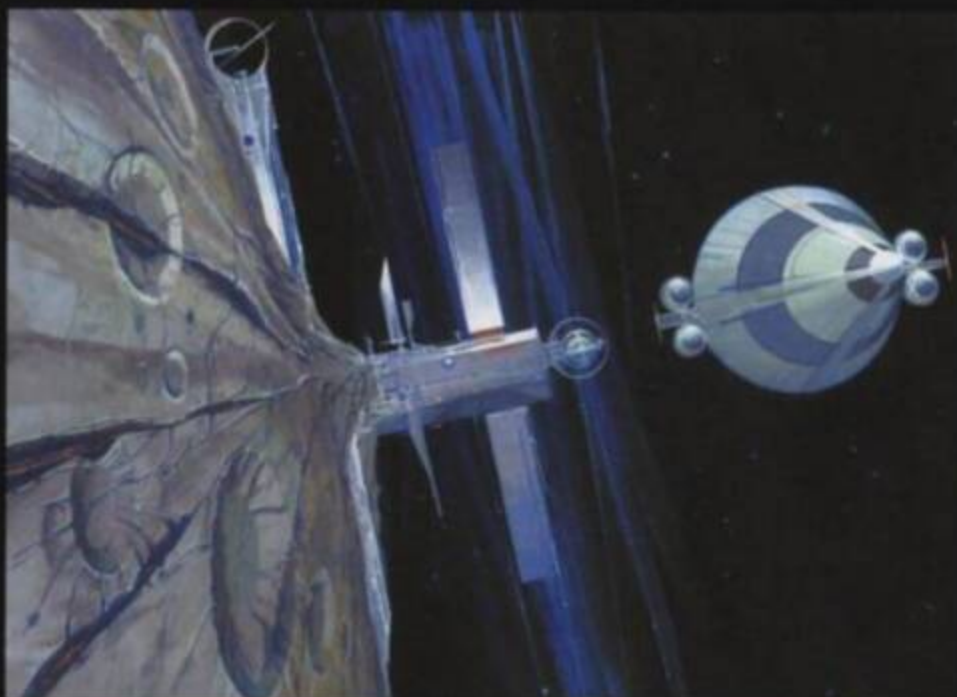












Over several decades Mead has developed a great understanding of the creative business: "First, have a grasp of context, detail, and the rationale which makes design and image-making worthwhile to yourself and commercially, to someone else. Try not to become a 'linear' professional. Learn a variety of techniques, of thinking methodology and most of all, don't become complacent. Honestly, I get scared shitless every time I start a new, big job. I read, I gather information and push the client to tell me what they want. (Sometimes they really don't know, and those jobs are usually nightmares!) Remember details, notice how people move, how

sunlight cascades over moving objects, why foliage looks the way it does (it's nature's own fractal magic) and how come velvet has about the same range of value as metallic surfaces but one is soft and the other is brittle. Finally, don't assume that technique alone will save your ass. It still is the idea that wins—every time. Remember that elaborate technique and dumb story produces a demo reel, not a narrative."

Syd Mead continues to present his work and thoughts to audiences worldwide. He is a truly talented and thoughtful artist and thoroughly deserving of the title 'Grand Master'.

#### A-GEE COIL

A gouache preliminary for a project that never went full size.

[top]

#### Asteroid Facility

A large cargo shuttle leaving a planetoid mining and processing facility.

[above left]

#### Eyes on the classics

Syd's first attempt to utilize a computer to create an illustration, back in the 1991 using a Macintosh IIfx.

[above]

#### Running of the Six DRGXX

Commissioned by the promoters of the first and last 'Tokyo International Sports Fair'. It depicts six huge robot 'dogs' coming around the turn on a racetrack scaled up for their 120 foot height.

[top right]

#### Hypervan (detail)

The first painting of Syd's Hypervan showing the vehicle parked on a brilliant red granite plaza with sculpture, foliage, and masonry accents.

[right]





*Master*  
Transport

CGebook.com



# GRAND MASTER



The EXPOSÉ 6 Grand Master Award winner is Syd Mead. Syd's extensive career reads like an artist's wildest dream being launched into prominence in the early 60s for his futuristic vehicle designs for U.S. Steel. In the late 1970s and early 1980s Syd worked at the forefront of science-fiction film with concept work on 'Star Trek: The Motion Picture', 'Tron', 'Aliens', '2010', and his best known work on Ridley Scott's 'Bladerunner'. Syd was asked what title he'd like for the film's end credits and came up with 'Visual futurist'. Though it was an off-the-cuff suggestion, the title perfectly describes the work for which Syd Mead has become synonymous.

Syd Mead's earliest creative memory wasn't set in the future, but a little closer to his surroundings in South Dakota: "It was a stencil illustration of a guy skiing down a slope when I was in the second grade. I used brown paper, cut out the stencil, and then sprayed it with a white paint supplied by the 'arts' class teacher."

With a Baptist Minister father, the Mead family was often on the move through Syd's childhood before they settled in Colorado. Syd's first job out of high school was for Alexander Film Co. as an animation cell-inker, character originator, and background illustrator. Shortly after, he joined the U.S. Army Corps of Engineers serving two years in Okinawa Japan: "Okinawan culture is a mix of Japanese and Chinese. I became fascinated by the decorative geometry and the stylized depiction of scenario. Then, before I checked out of the Army I spent a month in Hong Kong with a buddy on 'R and R' and got more exposure to the oriental culture."

On his return to civilian life Syd presented his portfolio at Art Center in Los Angeles and was accepted for the fall semester. In the interim, he was asked to work at a new studio in Albuquerque by the former head of studio at Alexander Film Co. He instead took a position designing window displays at the Lerner Shoppe (a chain of women's wear stores). The three state manager wanted Syd to take over as the three state head of display design, but Art Center beckoned.

After graduating from Art Center with 'Great Distinction' Mead joined Ford Motor Company's Advanced Styling Center at

Dearborn Michigan where he worked for just over two years. His next position was the chance of a lifetime with Hansen Co. in Chicago where Syd was commissioned to illustrate future vehicle scenarios for a variety of corporate clients. "The highlight of this time was the complete creative freedom I enjoyed doing the series of advertising books for U.S. Steel, Celanese Corporation, Allis Chalmers. The U.S. Steel books went worldwide and definitely launched my career."

At the beginning of the 1970s, Syd started his own company, Syd Mead Inc. which started a twelve-year account with Philips C.I.D.C., and also worked with Raymond Loewy in Paris and New York in addition to other contract work. Syd's first standalone book was published in partnership with Roger and Martyn Dean in 1976 titled 'Sentinel'.

In 1975 Syd headed to California while continuing his work for the automotive industry and other clients. The next chapter of his career in film began in 1979. 'Star Trek: The Motion Picture' was Syd's first movie project: "I worked with John Dykstra at Apogee in post production designing the V'ger entity—the climax of the film. I had to accommodate an existing hexagonal construct which Paramount had bought from a professor of mathematics at Boston University. The device created a hexagonal orifice when the periphery of the mechanism was rotated."

Syd's next movie with director Ridley Scott made Syd a household name for sci-fi buffs around the world: "'Bladerunner' happened through a series of links to other people in Hollywood,

and the book that Roger Dean printed using U.S. Steel illustrations," he explains. Though it was Syd's second movie, it was the first he worked on from the beginning of production. In 'Bladerunner', Syd's time in Japan and Hong Kong helped him to envision the memorable future cities complete with backgrounds, interiors, and the now famous 'Spinner' flying police vehicle. "While I was doing post production matte painting preliminaries for 'Bladerunner', I started work on 'TRON' for Steven Lisberger at Disney," explains Mead. His work on 'TRON' included the design of the Sark's carrier: tanks, light cycle; the CPU; Sark's camp; various scenic sets and graphics; the title graphic; and alphanumeric 'TRON' typeface. After 'Bladerunner' was nearing completion, Mead was asked by his agent what he'd like to be called in the end credits to which he replied: "Visual futurist." Mead's body of work revolves around visions of the future, however, he goes beyond simply painting outlandish futuristic scenes: "I read lay magazines and try to keep up with the technological 'wave front' so that when I concoct some fantasy device or scenario, it has some basis in rational concept."

In 1985 Mead formed OBLAGON, an acronym for a story he had started to write years before—Orbital Biolab@LaGrange Operational Node. OBLAGON has published several books of Mead's work including 'Oblagon', 'Kronolog', and 'Sentury' with help from his business manager and partner Roger Servick. "The books were our sales force and catalogue, and kept our presence worldwide while normal design account work was in progress."





'Guild Wars' ©ArenaNet, Inc./NCSoft Corporation

**Guild Wars: Griffon**  
Photoshop  
**Daniel Dociu**, ArenaNet, USA





**Nuri**  
Photoshop  
Model reference: JR Gallison  
Inspired by: Andrew E. Maugham's 'Convivium'  
**Nykolai Aleksander**, GREAT BRITAIN  
[above]



**Grandfather's Precious**  
Photoshop  
**Dennis Chan**,  
SWEDEN  
[top]



**Samurai Templar**  
Photoshop  
Client: Jesse K. Hill  
**Nykolai Aleksander**, GREAT BRITAIN  
[above]





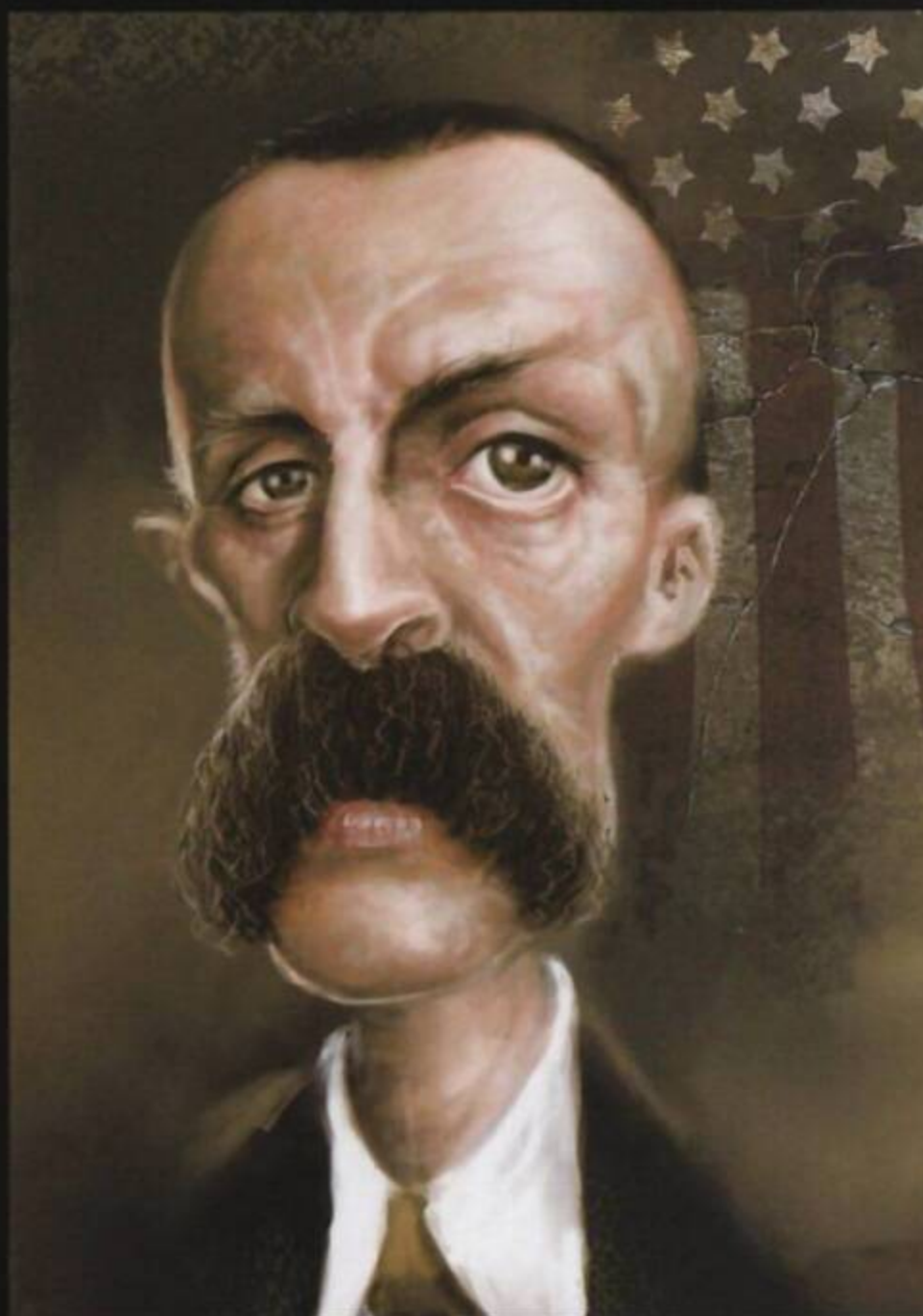




**Arthur**  
3ds Max, V-Ray, Photoshop  
**Gert Swolfs**, G2 BVBA,  
BELGIUM

**Master**  
Product Design & Still Life





Minded  
Photoshop  
Samantha Combaluzier, CANADA  
[top]

Ze Nicola & Ze Bartolomeo  
Painter, Photoshop  
Eric Scala, FRANCE  
[above]

Lady Jessica Atreides  
Painter, Photoshop  
Andrew 'Android' Jones, USA  
[top]






'Guild Wars' ©ArenaNet

Guild Wars: Jora  
Photoshop  
Client: ArenaNet  
Kekai Kotaki, USA

*Excellence*  
Concept Art





Fractal-8  
Maya, Photoshop, mental ray  
Lee Griggs, GREAT BRITAIN

*Excellence*  
Abstract & Design





Isabella  
Photoshop  
Per Øyvind Haagenen,  
NORWAY









Floating Fish  
Photoshop  
Mats Minnhagen, SWEDEN





Home Sweet Home  
Maya, mental ray, Photoshop  
Iker Cortazar, SPAIN

*Excellence*  
Whimsical





**Cold Heart**  
Painter, Photoshop  
Client: Beyond Time Comics  
Tae Young Choi, USA

**Excellence**  
Storytelling





**Lonely season**  
3ds Max  
**Aiqiang Hao,**  
CHINA













**Dreaming Rome**  
Photoshop, Maya, Combustion  
**Marco Genovesi, ITALY**  
[top]

**City of delusion**  
Photoshop  
**Martin Bland, GREAT BRITAIN**  
[above]





Rooftop Blues  
Photoshop  
Joe Studzinski,  
USA

**Master**  
Matte Painting





**Excellence**  
Matte Painting

CGebook.com





Yuln Harbor  
Photoshop, Vue Esprit  
Mark Goldsworthy, USA





©King of Houston



**Hokkaido**  
Photoshop  
**Tiberius Hoaghea-Viris,**  
King of Houston, ROMANIA  
[top]

**Remnants of the Past**  
Photoshop  
**Daniel Alekow,**  
GERMANY  
[center]

**Long Way Home**  
Photoshop  
**Christian 'Tigaer' Hecker,**  
GERMANY  
[above]





Hall of the Dragon Mist  
Photoshop  
Tiberius Hoaghea-Viris,  
King of Houston, ROMANIA

*Excellence*  
Matte Painting





**Cliff dwellings**  
Photoshop, 3ds Max  
**Brenton Cottman**, USA  
[top]

**Kingdom**  
Photoshop  
**Dana Daukshta**, LATVIA  
[above]





**Mars Terraformed**  
Photoshop  
**Tuomas Korpi, FINLAND**  
[top]

**Area 53**  
Photoshop  
**Amir Salehi, USA**  
[above]





**Before the storm**  
Photoshop, Vue Esprit  
**Dimitar Tzvetanov,**  
BULGARIA  
[top]

**Checkpoint C**  
Photoshop  
**Joe Studzinski,**  
USA  
[center]

**The last ship**  
Photoshop  
**Ehsan Dabbaghi,**  
IRAN  
[above]





**A man in the red hat**  
Photoshop  
**Lubos dE Gerardo Surzin**, dE Gerard-Studio,  
GREAT BRITAIN  
[top]

**Drakko: At the Edge of the Realm**  
Photoshop  
**Tiberius Hoaghea-Viris**, King of Houston,  
ROMANIA  
[center]

**Dreamscape**  
Photoshop  
**Sarel Theron**,  
SOUTH AFRICA  
[above]





**By the River of tears**  
Painter, Photoshop  
**Jeremy Vickery**, Jermilex Inc, USA  
[top]

**The Labyrinth of Tsan-Kamal**  
Photoshop, 3ds Max  
**Jesse van Dijk**, NETHERLANDS  
[center]

**Falls Funeral**  
Photoshop  
**Björn Wirtz**, GERMANY  
[above]





**By the River of tears**  
Painter, Photoshop  
**Jeremy Vickery**, Jermilex Inc, USA  
[top]

**The Labyrinth of Tsan-Kamal**  
Photoshop, 3ds Max  
**Jesse van Dijk**, NETHERLANDS  
[center]

**Falls Funeral**  
Photoshop  
**Björn Wirtz**, GERMANY  
[above]





'Guild Wars' ©ArenaNet, Inc./NCSoft Corporation

**Guild Wars: Destroyer Dragon**  
Photoshop  
Daniel Dociu, ArenaNet, USA

**Master**  
Environment





*Excellence*  
Environment

CGebook.com





**Geisha**  
Painter, Photoshop  
**Lukasz Pazera**, GREAT BRITAIN





Gate of Gods  
Photoshop  
Jussi Lehtiniemi, FINLAND  
[top]

Lost city  
Photoshop  
Tomasz Jedruszek, POLAND  
[above]





Writers of the future  
Photoshop, Painter  
Client: Galaxy Press  
Stephan Martiniere, USA

*Excellence*  
Environment





'Guild Wars' ©ArenaNet, Inc./NCSoft Corporation

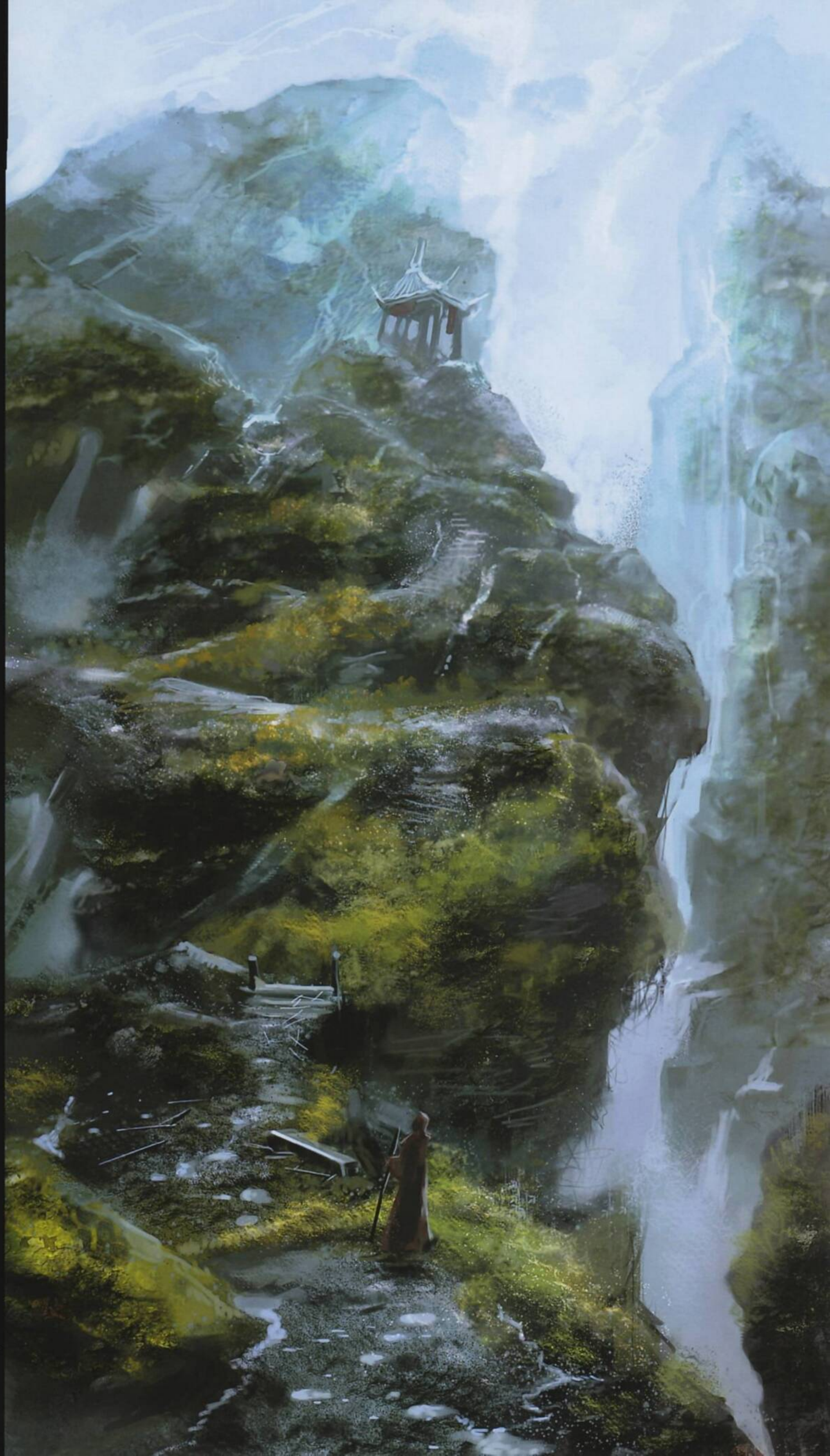
**Grave of Souls**  
Photoshop  
**Hong Kuang, SINGAPORE**  
[top]

**Guild Wars: Carnival Season**  
Photoshop  
**Daniel Dociu, ArenaNet, USA**  
[above]

**Fantasy Island**  
Photoshop  
**Peter Lee, USA**  
[top]

**Waterfall**  
Photoshop  
Client: ImagineFX  
**Hong Kuang, SINGAPORE** [right]









**Tolstadt**  
Photoshop  
**Sarel Theron,**  
SOUTH AFRICA  
[top]

**Renaissance**  
Photoshop  
**Marco Bauriedel,**  
GERMANY  
[center]

**Palenque Sinkhole:**  
**Pakal Excavation**  
Photoshop, Maya  
**Jim Maxwell,** CANADA  
[above]





**Lost**  
Photoshop, Vue xStream  
**Kerem Beyit,**  
TURKEY  
[top]

**First Sight**  
Photoshop  
Client: Suhrkamp  
**Björn Wirtz,** GERMANY  
[center]

**Cliff dwellings**  
Photoshop  
**Jesse van Dijk,**  
NETHERLANDS  
[above]





**Master**  
Warriors

CGebook.com

One Knight One Monster  
Photoshop, Painter  
Takkaya Leeladechakul,  
THAILAND





Books of the South  
Photoshop  
Client: Tor Books  
Art Director: Irene Gallo  
Raymond Swanland, USA

*Excellence*  
Warriors





'Dungeon Runners' ©NCSOFT Corporation. All Rights Reserved.



'Legends of Norrath' ©2008 Sony Online Entertainment LLC



**Dungeon Runners: Ghost image**  
Photoshop  
Client: NCSOFT Corporation  
Art Director: Jon Jones  
Aleksi Briclot, FRANCE [top]

**Ghost Samurai**  
Photoshop  
Anthony Moy,  
USA  
[above]

**Legends of Norrath: Mayong Mistmoore**  
Photoshop  
Derek Herring, Sony Online Entertainment LLC,  
USA  
[top]





'Viking: Battle for Asgard'  
©SEGA/The Creative Assembly

Viking: Battle for Asgard (pack front)  
Painter, Photoshop  
Client: SEGA/The Creative Assembly  
Michael Kutsche,  
GERMANY

*Excellence*  
Warriors





**Caballery**  
Photoshop  
**Pablo Vicentin,**  
ARGENTINA  
*[left]*

**Dragon's Knight**  
Photoshop  
**Pablo Vicentin,**  
ARGENTINA  
*[right]*



**The Warrior**  
Painter  
**Alan Lathwell,**  
GREAT BRITAIN  
*[left]*









'Medieval II: Total War Kingdoms' ©SEGA/The Creative Assembly



**Medieval II: Total War Kingdoms (Indian)**  
Photoshop, Painter  
Client: SEGA/The Creative Assembly  
**Michael Kutsche**, GERMANY  
[top]

**Dark Spell**  
Painter, Photoshop  
**Kyushik Shin**,  
USA  
[above]



**Forest Warrior**  
Photoshop  
**Galan Pang**,  
HONG KONG  
[top]

**Knight**  
Photoshop  
**Ruslan Svobodin**,  
RUSSIA  
[above]





**Garruk**  
Photoshop  
Client: Wizards of the Coast  
Art Director: Jeremy Jarvis  
Aleksi Bríclot, FRANCE

©Wizards of the Coast





'Phase' ©Alderac Entertainment Group



'Legends of Norrath' ©2008 Sony Online Entertainment LLC



**Phase: Gladiator**  
Photoshop  
Client: Alderac Entertainment Group  
**Steve Argyle,**  
USA  
[top]

**Mystria**  
Poser, ZBrush, GIMP  
Client: Mystria  
**Yohan Dupuy,**  
FRANCE  
[above]

**Legends of Norrath: Oathbound**  
Photoshop  
Client: Eclipse Advertising  
**Clint Langley, Rob Tepper, Deanna Dolph and**  
**Lagi Apostolou,** Sony Online Entertainment LLC, USA  
[top]

**The war is coming**  
Photoshop  
Client: Vector EA/Artes  
Electronicas  
**Alon Chou,** TAIWAN  
[right]









**Master**  
Conflict

CGebook. com

Dragon rider  
Photoshop  
Derrick Song,  
SINGAPORE





Autumn war  
Photoshop, Painter  
Client: Tor Books  
Stephan Martiniere, USA

*Excellence*  
Conflict





©Wizards of the Coast

**Excellence**  
Conflict

CGebook.com

Sea of Death  
Photoshop  
Client: Wizards of the Coast  
Art Director: Matt Adelsperger  
Raymond Swanland, USA





'Viking: Battle for Asgard' ©SEGA/The Creative Assembly

**Viking: Battle for Asgard**  
Photoshop, Painter, SoftimageXSI  
Client: SEGA/The Creative Assembly  
Michael Kutsche, GERMANY

**Excellence**  
Conflict





**Little Red Riding Hood**  
Photoshop  
**Nicolas Villeminot, FRANCE**  
[top]

**Forward!**  
Photoshop  
**Ilker Serdar Yildiz, TURKEY**  
[above]





Strange Behaviour: Fighting Arena  
Photoshop  
Yang Yuchi, TAIWAN





**The Gathering**  
Photoshop  
**Verónica Atanacio,**  
ARGENTINA  
[top]



'Topia World' ©LightCon Media



**Topia World: Sinja**  
Painter, Photoshop  
Client: LightCon Media  
**Tiziano Baracchi,** ITALY  
[top]



**Nymph**  
Photoshop  
**Zsuzsa Tasi,**  
HUNGARY  
[above]

**The spirit of forest**  
Photoshop  
**Olga Vinokurtseva,**  
RUSSIA  
[above]









Golden Bee  
Photoshop  
Jeffrey M. de Guzman,  
PHILIPPINES

*Excellence*  
Portrait (Painted)





Morning Sun Nap  
Photoshop  
Michael Corriero, USA





**The Fishmarket**  
SoftimagelXSI, mental ray, Photoshop  
**Petra Stefankova**, Animacia Creative Collective,  
GREAT BRITAIN

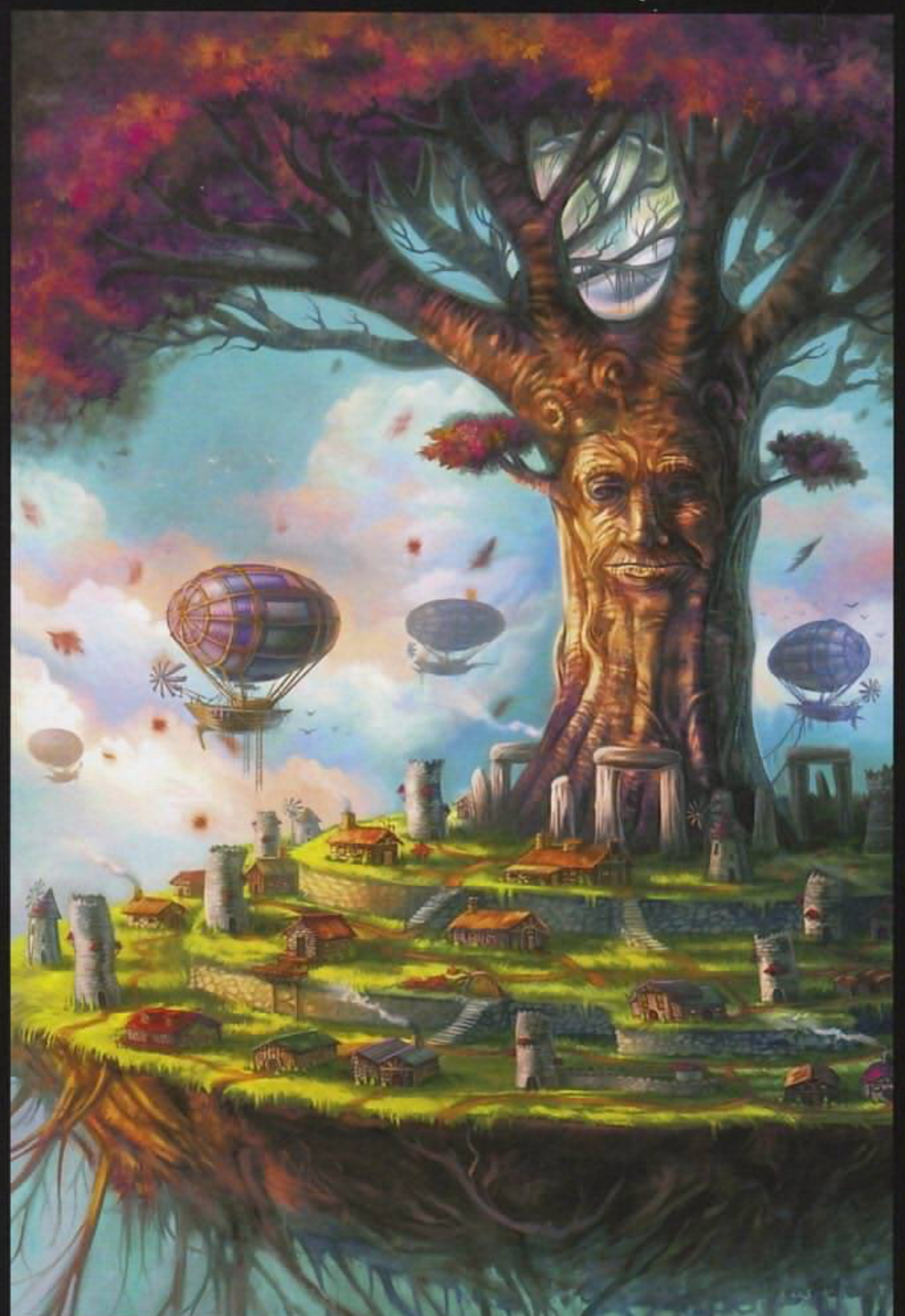
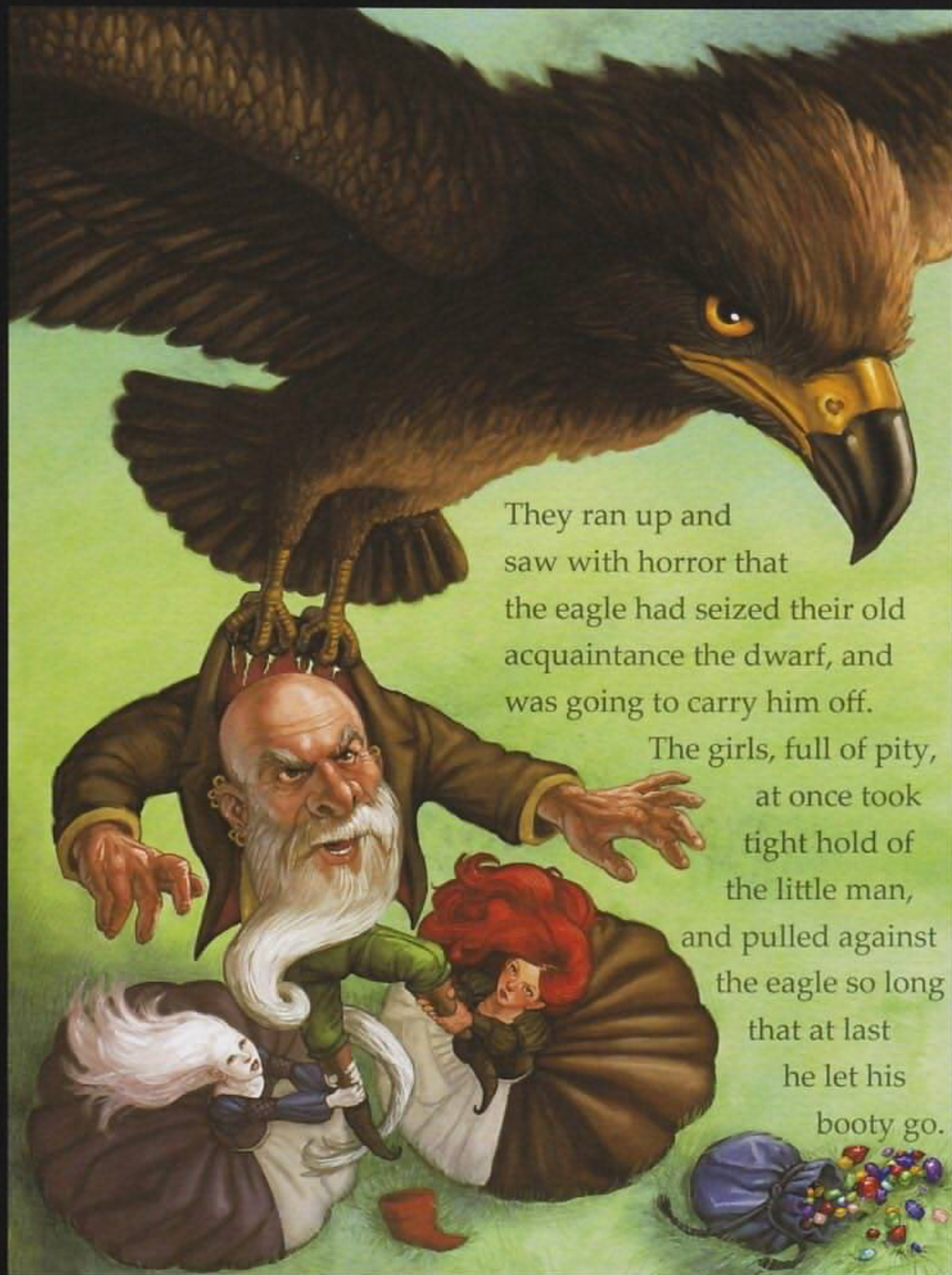




The Raven  
Photoshop  
Sandrine 'Senyphine' Replat,  
FRANCE

*Excellence*  
Fantasy





**Snow White and Rose Red Scene with eagle**  
Photoshop, Painter  
**Felicia Cano, USA**  
[top]

**Waste Management**  
Painter, Photoshop  
**Keith Port, CANADA**  
[above]

**Wizard City**  
Photoshop  
Client: KingsIsle Entertainment  
**Michael Corriero, USA**  
[top]

**The 13th Letter**  
Painter  
Client: Shadow Mountain  
**Bryan Beus, USA**  
[above]



Area 51: Blacksite ©Midway Games



©Haemimont Games



**Area 51: Blacksite (Iraq Overview)**  
3ds Max, Photoshop  
**Bruno Werneck**, Midway Games,  
USA  
[top]

**Afterwar**  
3ds Max, Photoshop  
Client: Haemimont Games  
**Dimitar Tzvetanov**, BULGARIA  
[center]

**Future City Concept**  
Photoshop  
**Björn Wirtz**,  
GERMANY  
[above]





'Natural Selection 2' ©Unknown Worlds

**Natural Selection 2: The Hive**  
Photoshop  
Client: Unknown Worlds  
Cory Strader, USA

*Excellence*  
Concept Art







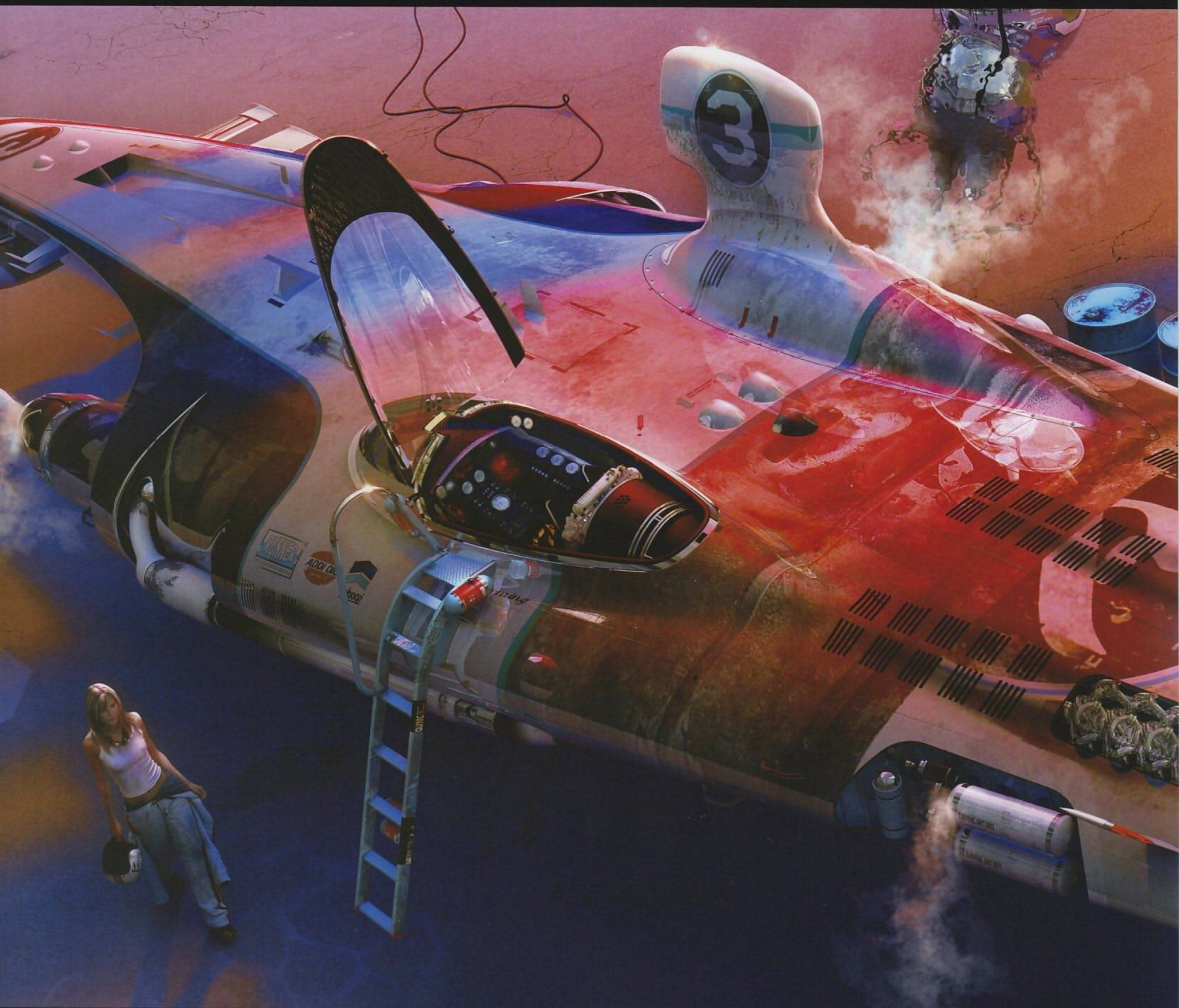


**Master**  
Portrait (Painted)

CGebook.com

Mantis Queen  
Photoshop  
Nicholas Miles, Blitz Games,  
GREAT BRITAIN





**Excellence**  
Transport

CGebook.com

**Cosmic Motors: Sexy Magrela (pit scene)**  
StudioTools, Maya, mental ray, Photoshop  
**Daniel Simon**, Daniel Simon Studio,  
GERMANY





**Excellence**

*Whimsical*

CGebook.com

**Ballet-bot**  
3ds Max, Photoshop, V-Ray  
**Alex Jefferies**, Digital Progression,  
GREAT BRITAIN





**Gasfloater II**  
Photoshop  
**Arthur Haas, NETHERLANDS**  
[top]

**Blind Dragon concept**  
Photoshop  
**Ismael 'Izzy' Medrano, USA**  
[above]

**Space Cowboys**  
Painter, Photoshop  
**Tae Young Choi, USA**  
[right]









**Wolf**  
Photoshop  
**Martin Deschambault,**  
CANADA  
*[left]*

**The Hunter**  
Photoshop  
**Pablo Vicentin,**  
ARGENTINA  
*[right]*



**Yeti**  
Photoshop  
**Martin Deschambault,**  
CANADA  
*[left]*









©Wizards of the Coast

**Master**  
Fantasy Femmes

CGebook.com

Chandra  
Photoshop  
Client: Wizards of the Coast  
Art Director: Jeremy Jarvis  
Aleksi Briclot, FRANCE





Ave Mari  
Photoshop  
Elena Klementyeva,  
RUSSIA

*Excellence*  
Fantasy Femmes

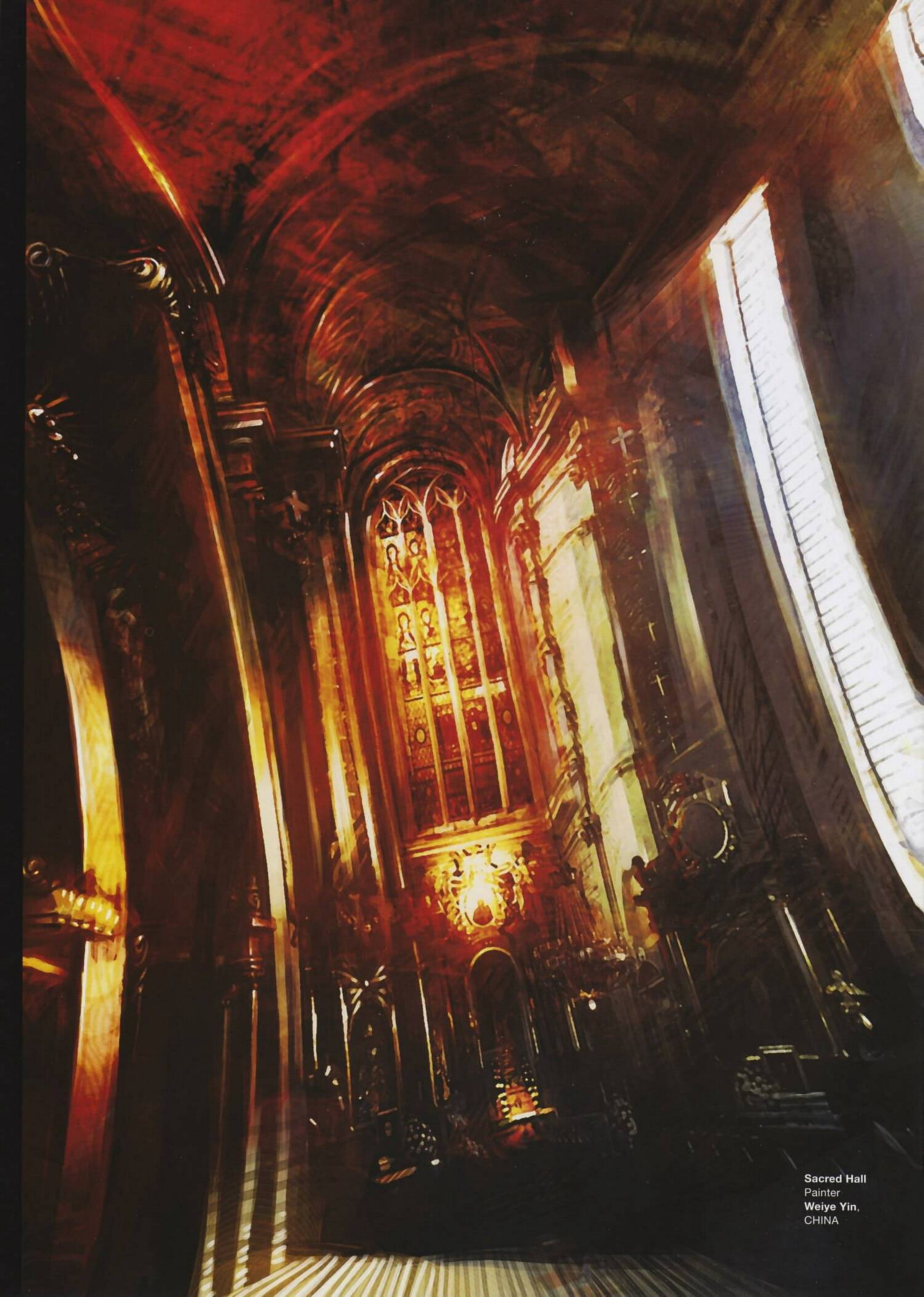




**The Queen**  
Photoshop, Painter,  
SketchBook Pro  
**Lawrence Williams,**  
L.A.Williams Art, Inc., USA

**Excellence**  
*Fantasy Femmes*





Sacred Hall  
Painter  
Weiye Yin,  
CHINA





**Red angel**  
Painter  
**Weiye Yin, CHINA**  
*[above left]*

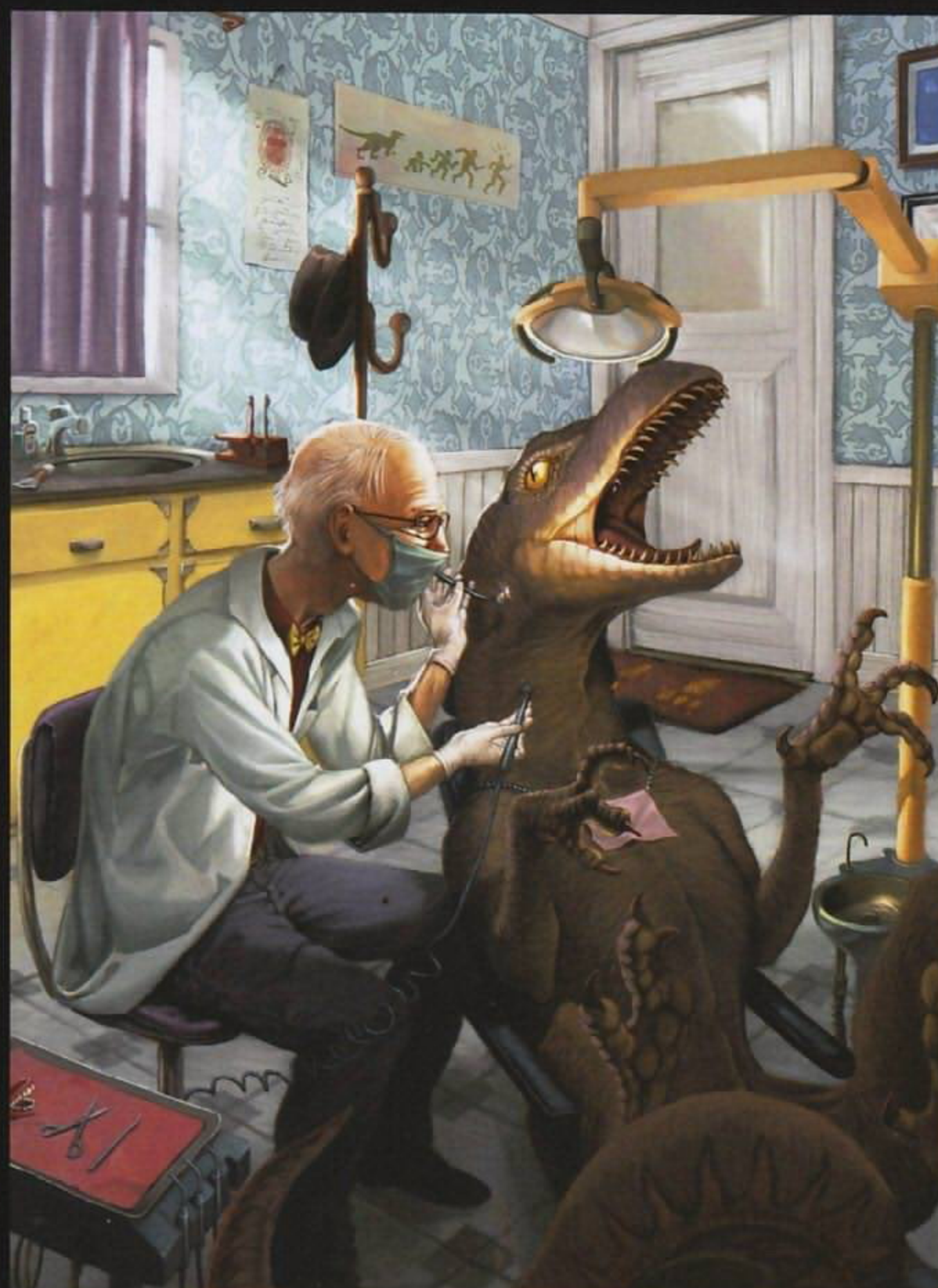
**Uriel**  
Photoshop  
**Peter Mohrbacher, USA**  
*[above]*

**Dragonlover**  
Photoshop  
**Senol Ozdemir, TURKEY**  
*[left]*

**Demon Portal**  
Photoshop  
**Sandara Tang, SINGAPORE**  
*[right]*







**May Day with mice**  
SoftimagerXSI, Photoshop, ZBrush  
**Pauli Pehkonen**, FINLAND  
[top]

**D artist**  
Photoshop  
**Peter Ang**, PHILIPPINES  
[above]

**Velociraptor at the Dentist**  
Photoshop  
**Hugo Araujo**, BRAZIL  
[top]

**Sophisticated English ostrich**  
Photoshop  
**Yazan Khalifeh**, JORDAN  
[right]





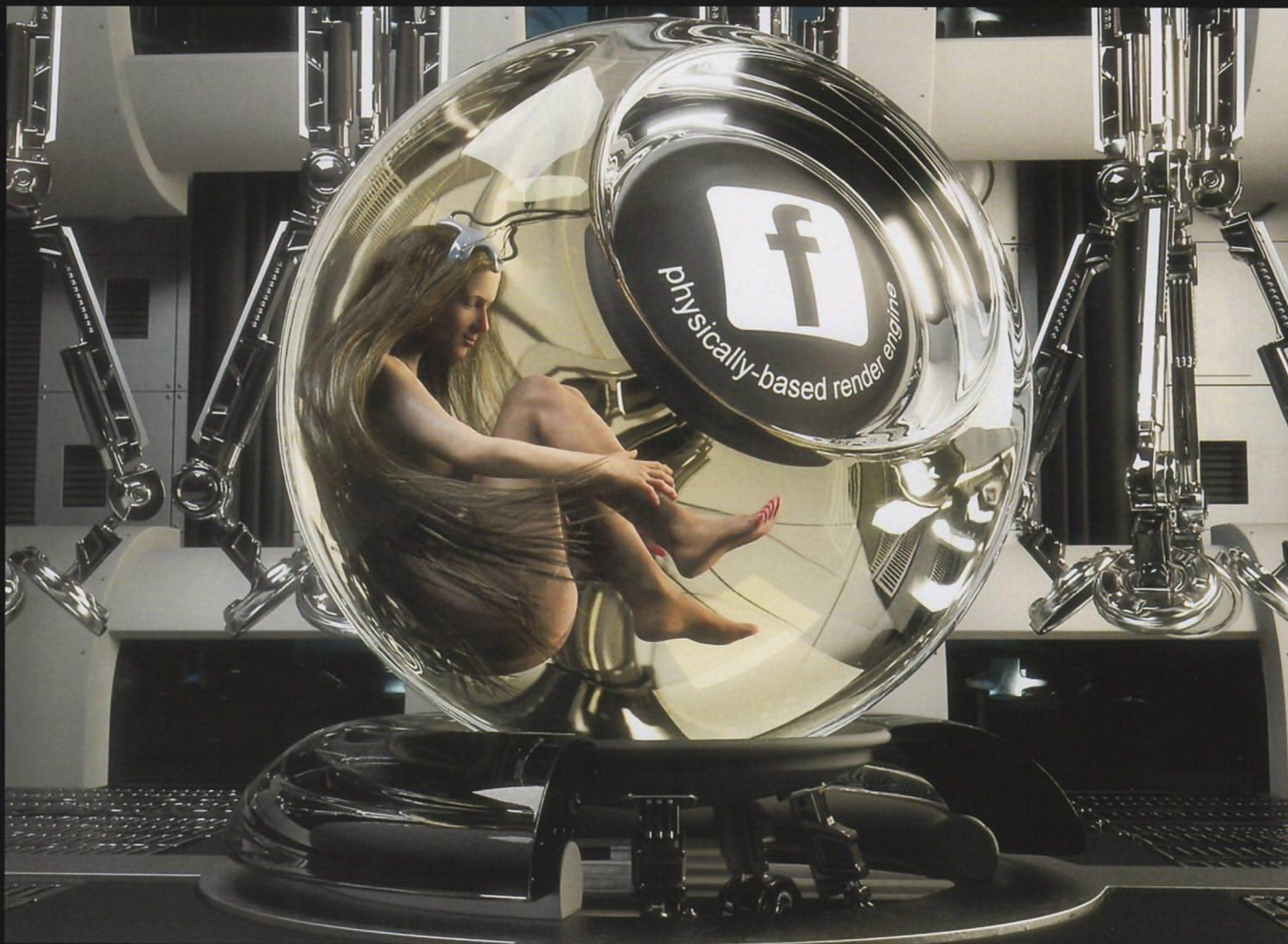
**Cityscape**  
Photoshop  
Client: Aranim Media Factory  
**Kerem Beyit, TURKEY**  
[top]

**Morningtide Serenity**  
Photoshop  
**Amir Salehi,**  
USA  
[center]

**Beacon**  
Photoshop  
**Andreas Rocha,**  
PORTUGAL  
[above]

**Multireal**  
Photoshop, Painter  
Client: Pyr Books  
**Stephan Martiniere, USA**  
[right]





**Homage to Fry**  
CINEMA 4D, ZBrush, fryrender  
**John Strieder**, GERMANY  
*[above]*



**Personal Robot**  
3ds Max, Photoshop  
**Franz Steiner**,  
Blutsbrueder Design,  
GERMANY  
*[left, right]*





**Master**  
Concept Art

CGebook.com

The Dump  
Photoshop  
Maxime Desmettre,  
CANADA









# Grand Master

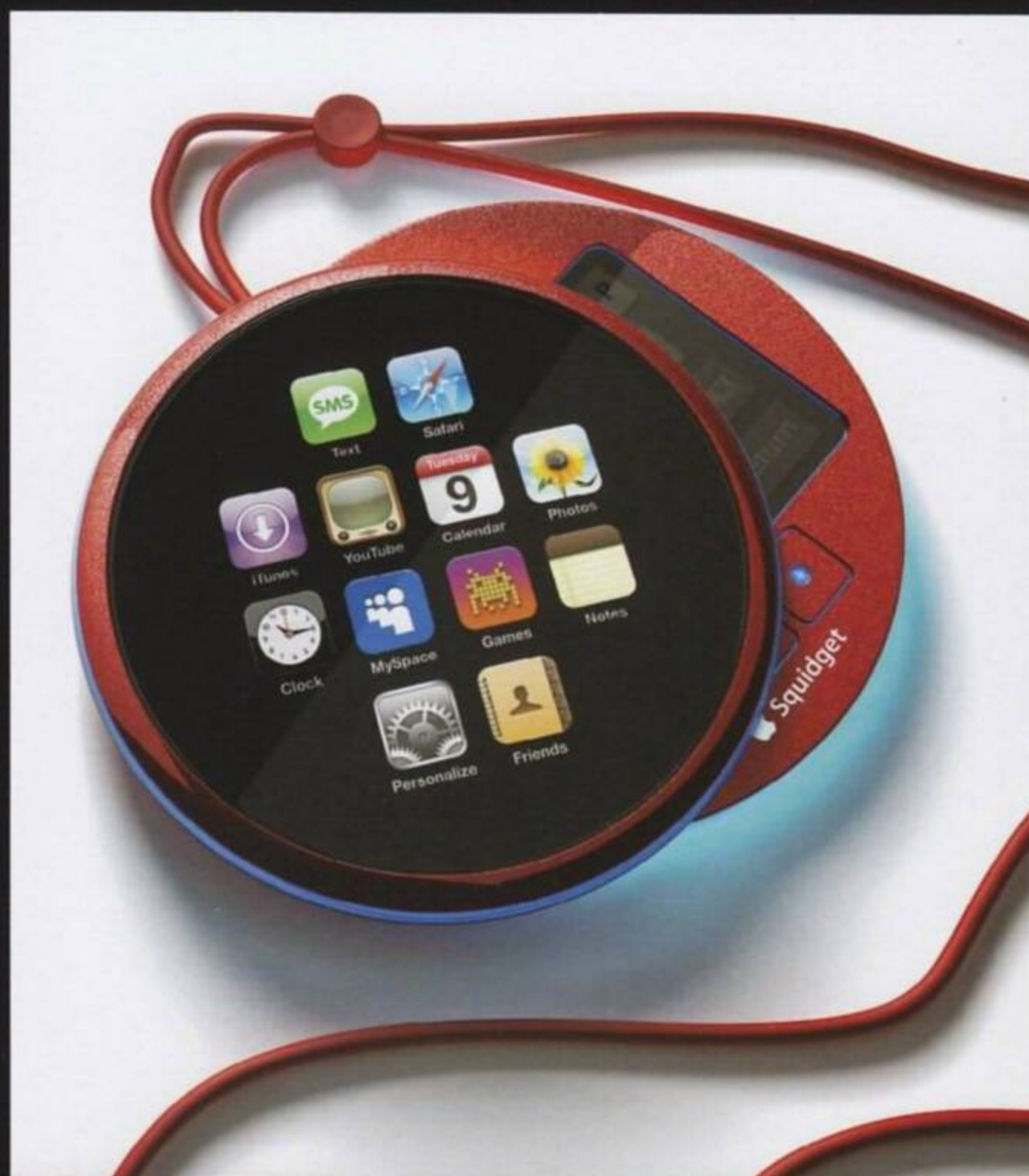
Syd Mead

**Control:** The control area for a lunar installation. We see the moon holographic image floating above operation consoles, EVA vehicles at right available for terrain exploration. In the background are defense fighters in their hanger space.









**Bottrax**  
CINEMA 4D, Photoshop, fryrender  
**Dave Davidson**,  
GREAT BRITAIN  
[top]

**Roboclock**  
3ds Max, Photoshop  
**Juliy Trub**, International Art Found.,  
RUSSIA  
[above]

**Apple Squidget**  
CINEMA 4D  
Client: Future US/MacLife  
**Adam Benton**, GREAT BRITAIN  
[top]





**Showtime**  
Photoshop  
Client: Advanced Photoshop Magazine  
**Suzanne van Pelt**, NETHERLANDS  
[top]

**Elenia**  
Painter, Photoshop  
**Katarina Sokolova**,  
UKRAINE  
[above]

**Beauty, Shanghai**  
Photoshop  
**Xiao Bing**, Gameloft,  
CHINA  
[top]

**A Lonely Heart**  
Photoshop  
Client: Vector EA - Artes Electronicas  
**Alon Chou**, TAIWAN  
[right]





**The princess and her servants**  
Photoshop  
**Dennis Chan**, SWEDEN  
[top]

**Dragon Mountains**  
Photoshop  
**Jason Juta**, GREAT BRITAIN  
[above]

**Relic of the Dragon**  
Photoshop  
**Hong Kuang**, SINGAPORE  
[top]













**Excellence**

Abstract & Design

CGebook.com









**Giants and Angels II**  
Photoshop  
**Amelia Mammoliti,**  
USA  
[top]

**Forest Minotaur**  
Photoshop  
**Kekai Kotaki,**  
USA  
[above]

**Guild Wars: Tyrant**  
Photoshop  
Client: ArenaNet  
**Kekai Kotaki,** USA  
[right]





**Dragonflyer**  
Photoshop, 3ds Max, Bryce  
Client: Fantom Print  
**Jan Patrik Krasny**, CZECH REPUBLIC  
[top]

**Ork**  
Photoshop  
**Ruslan Svobodin**,  
RUSSIA  
[above]

**Winds of Hope**  
Painter, Photoshop  
**Allen Douglas**,  
USA  
[top]

**Somewhere under the rainbow**  
Photoshop  
**Robin Olausson**,  
SWEDEN  
[right]





**The Intrigue of Goddess**  
Painter, Photoshop  
**Na Sun, CHINA**  
*[above left]*

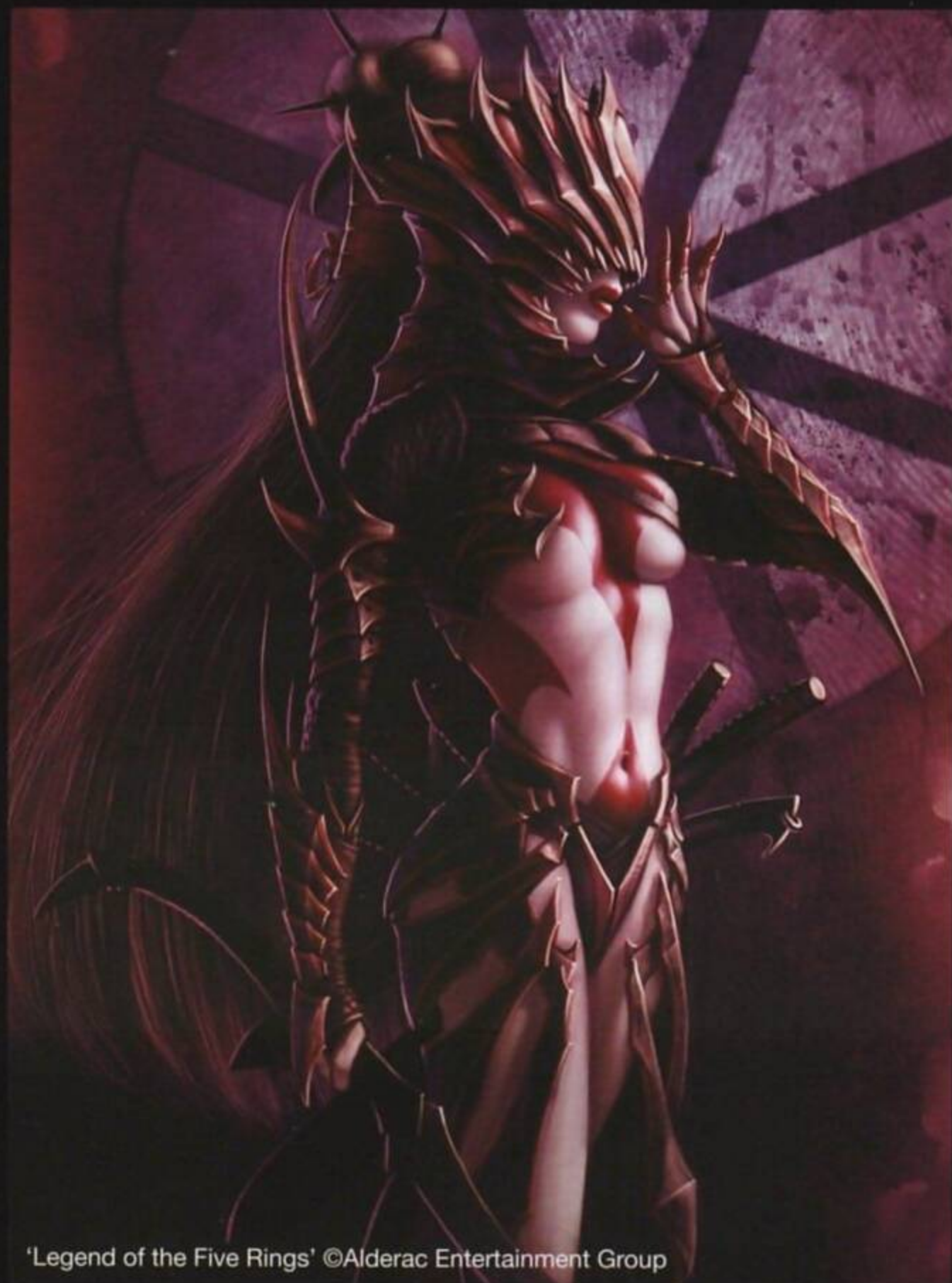
**The Gift**  
Photoshop  
**Peter Mohrbacher, USA**  
*[above]*

**Nightingale**  
Photoshop  
**Bente Schlick, GERMANY**  
*[left]*

**Hanagumori**  
Photoshop  
**Diane Özdamar, FRANCE**  
*[right]*







'Legend of the Five Rings' ©Alderac Entertainment Group



©Wizards of the Coast



'Topia World' ©LightCon Media



**Legend of the Five Rings: Obsidian**  
Painter  
Client: Alderac Entertainment Group  
**Steve Argyle, USA**  
[top]

**Topia World: Rhea Dragonsblood**  
Painter  
Client: LightCon Media  
**Liiga Smilshkalne, LATVIA**  
[above]

**Liliana**  
Photoshop  
Client: Wizards of the Coast  
Art Director: Jeremy Jarvis  
**Aleksi Briclot, FRANCE** [top]

**Entropy**  
Photoshop, Painter  
**Maria 'Ketka' Trepalina,**  
RUSSIA  
[above]





**Master**  
Science Fiction

CGebook.com

Elom  
Photoshop, Painter  
Client: Tor Books  
Stephan Martiniere, USA





**Fruits on Vacation**  
Maya, Photoshop  
Rui Xu, USA  
[top]

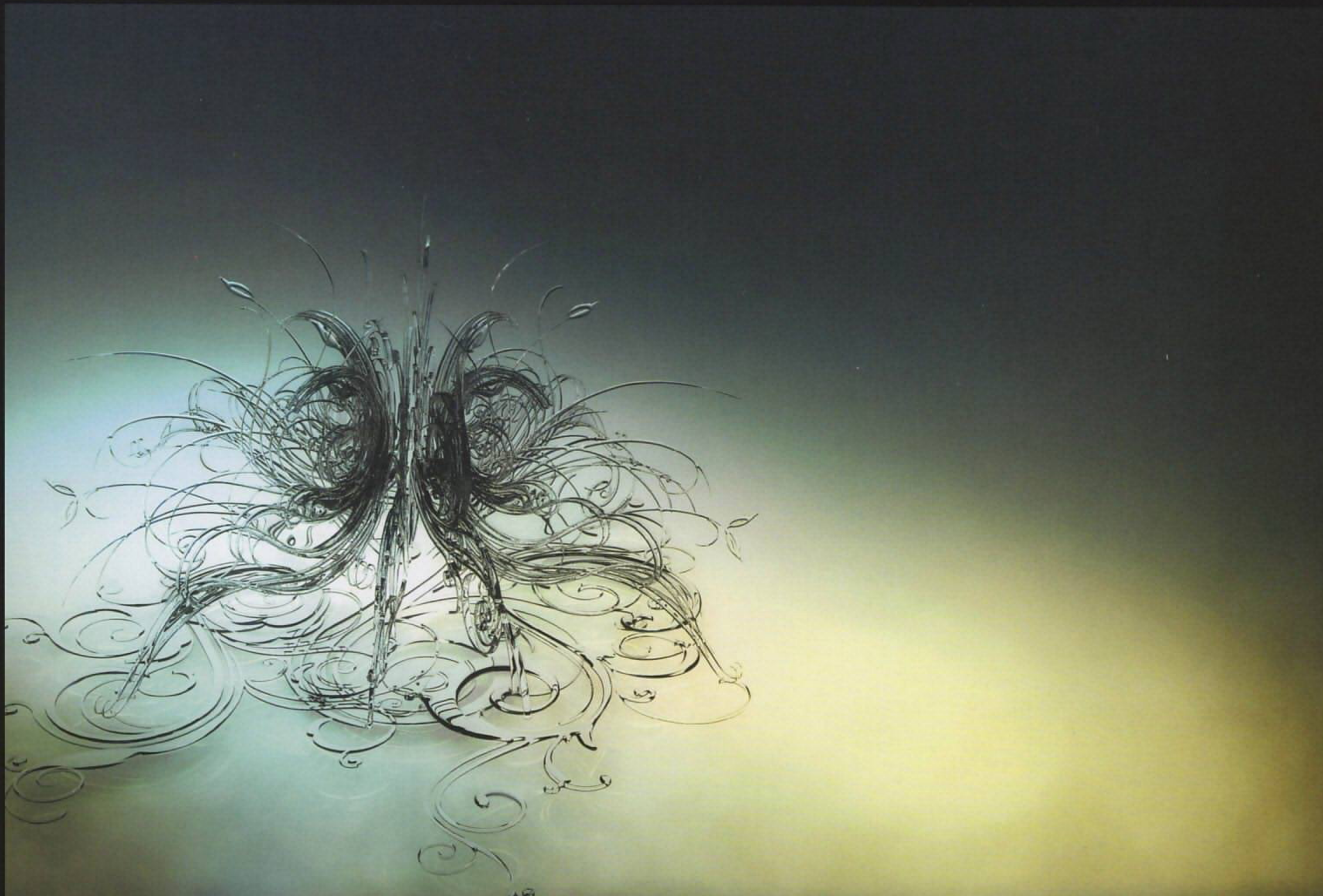
**Polar Circus Bear**  
Photoshop  
Patri Balanovsky, ISRAEL  
[above]

**Run Rabbit**  
ZBrush, Photoshop  
Mark Bannerman, SCOTLAND  
[right]









**The Birth of Crystal: Life**  
modo, Photoshop  
**Alvin Tea**, Liquidworks, NEW ZEALAND  
[top]

**Torn**  
Maya, Photoshop  
**Monsit Jangariyawong**, THAILAND  
[above]





Golden panda  
Painter, Photoshop  
Kirsi Salonen, FINLAND

**Excellence**  
Portrait (Painted)





**Horned God's Daughter**  
Photoshop  
Client: Triton  
**Michal Ivan, SLOVAKIA**  
[top]



©Wizards of the Coast



**Fomori Nomad**  
Photoshop  
Client: Wizards of the Coast  
Art Director: Jeremy Jarvis  
**Raymond Swanland, USA** [top]



**Demonic Evocation**  
ZBrush, Poser,  
Photoshop, Painter  
**Uwe Jarling, GERMANY**  
[above]

**Demogorgon**  
Photoshop  
Client: Paizo  
**Andrew Hou, CANADA**  
[above]





**Before War**  
Photoshop  
**Ilker Serdar Yildiz,**  
TURKEY  
*[left]*

**Dragon Style**  
Photoshop  
**Mathias Kollros,**  
AUSTRIA  
*[right]*



**Legends of Norrath: Play dead**  
Photoshop  
Art Directors: Derek Herring,  
Joe Shoopack  
Sony Online Entertainment LLC  
**Roel Jovellanos,** USA  
*[left]*

'Legends of Norrath' ©2008 Sony Online Entertainment LLC





**Master**  
Humorous

CGebook.com

5 O'clock in Orkzland  
Photoshop  
Mathias Kollros,  
AUSTRIA

















'Colin McRae DiRT' ©The Codemasters Software Company Limited

**Colin McRae DiRT: R4 Prototype**  
 3ds Max, Photoshop  
 Client: Codemasters  
**Richard Thomas**, GREAT BRITAIN  
 [above]



**Vantage at Dusk**  
 3ds Max, V-Ray, Photoshop  
**Ian Brink**, thebrinc,  
 SOUTH AFRICA  
 [above]





**Stilleben**  
3ds Max, Photoshop  
**Aiqiang Hao,**  
CHINA  
[top]

**Rebirth**  
3ds Max, V-Ray, Photoshop  
**Jason Godbey,** Bottlerocket  
Entertainment, USA  
[above]





**Hellgate: London cover 3**  
Photoshop, ArtRage  
Client: Dark Horse Comics  
Art Director: David Land  
**Aleksi Briclot, FRANCE**

'Hellgate London' ©Flagship Studios





**The Inevitable**  
3ds Max, Photoshop  
Stefan Morrell, NEW ZEALAND

**Excellence**  
Futurescapes





**Future City**  
Photoshop, Maya  
**Benjamin Ross, GERMANY**  
[above]

**Docking Station**  
LightWave 3D, Photoshop  
**Neil Maccormack, bearfootfilms, SWITZERLAND**  
[left]

**Devastation**  
Photoshop  
**Gary Jamroz-Palma, FRANCE**  
[right]







**Master**  
Fantasy

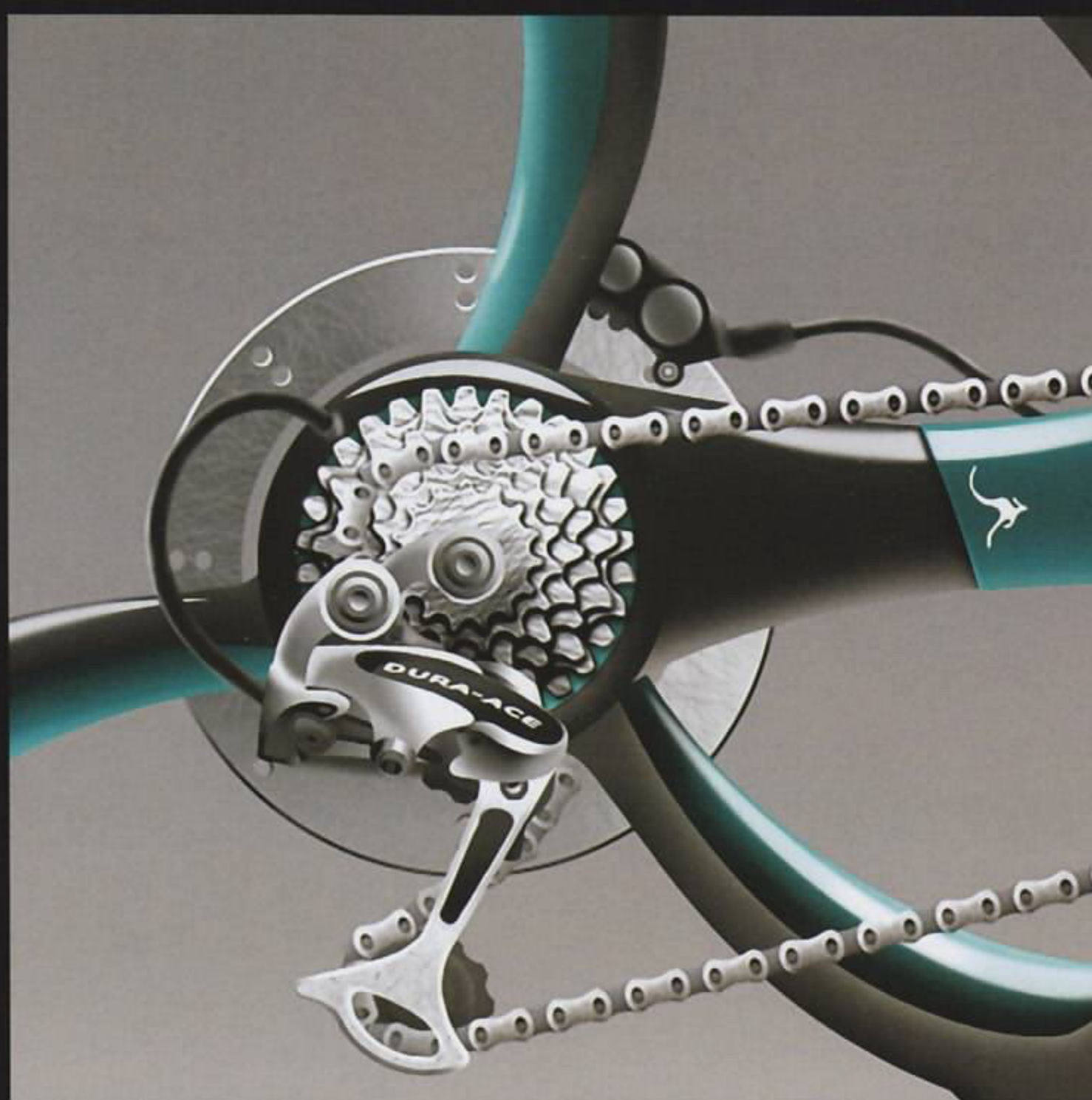
CGebook.com

Vampyre  
Photoshop  
Ruslan Svobodin,  
RUSSIA









Custom bicycle render  
Photoshop  
Michael Mahy,  
BELGIUM

*Excellence*  
Product Design & Still Life





'Legends of Norrath' ©2008 Sony Online Entertainment LLC



'Legends of Norrath' ©2008 Sony Online Entertainment LLC



**Legends of Norrath: Ariseph, Mistress of Verse**  
Photoshop  
**Derek Herring**, Sony Online Entertainment LLC,  
USA  
[top]

**Esprilandrhu**  
Photoshop  
**Jeffrey M. de Guzman**,  
PHILIPPINES  
[above]



'Phase' ©Alderac Entertainment Group

**Legends of Norrath: Queen Cristanos Thex**  
Photoshop  
**Derek Herring**,  
Sony Online Entertainment LLC, USA  
[top]

**Phase: Bloodwhisper**  
Photoshop  
Client: Alderac Entertainment Group  
**Steve Argyle**, USA  
[above]









Pirate  
Photoshop, Painter  
Eric Tranchefeu,  
FRANCE





Worth enough?  
3ds Max, ZBrush, V-Ray, Photoshop  
Radoslav Zilinsky, SLOVAKIA

*Excellence*  
Futurescapes





'Cremator Genesis' ©High Moon Studio



**Cremator Genesis: Hellion**  
Photoshop  
**Farzad Varahramyan,**  
High Moon Studios, USA  
[top]



**Maserati Road Shot**  
3ds Max, mental ray  
**Robert Stava,** Arup 3D Media Group,  
USA  
[above]

**Audi R8**  
3ds Max, V-Ray, Photoshop  
**Burzin Engineer,**  
Elemental Crafts, USA  
[above]





**Dependency**  
3ds Max, mental ray, Photoshop  
**Andre Kutscherauer**, GERMANY  
[top]

**Born to race**  
Photoshop  
**Bence Kresz**, HUNGARY  
[above]





**Revelations Robot**  
Painter, Photoshop  
**Andrew 'Android' Jones, USA**  
[top]

**Church on the run**  
3ds Max, Photoshop  
**Gert Swolfs, G2 BVBA, BELGIUM**  
[above]

**Robot vs girl**  
Photoshop  
**Silver Saaremäel, FINLAND**  
[right]





**Alien Shaman**  
3ds Max, mental ray, ZBrush  
Mark Skelton, USA  
[top]

**Queen**  
3ds Max, ZBrush, Photoshop  
Jordan Walker, USA  
[above]

**Horse Head**  
LightWave 3D, ZBrush, Photoshop  
Angel Nieves, USA  
[top]





Blowout at Exit 16A  
Photoshop, 3ds Max  
Till Nowak,  
GERMANY

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Confrontation  
Painter, Photoshop  
Client: ImagineFX  
Tae Young Choi, USA

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**The Shaved Bumblebee**  
3ds Max, Photoshop,  
ZBrush, V-Ray  
**Till Nowak**, GERMANY  
[top]

**The Daily Chase**  
Photoshop  
**Henry Gunawan**,  
SINGAPORE  
[above]

**Super Snail**  
CINEMA 4D, Photoshop  
**Andrés Hurtado**,  
SPAIN  
[right]













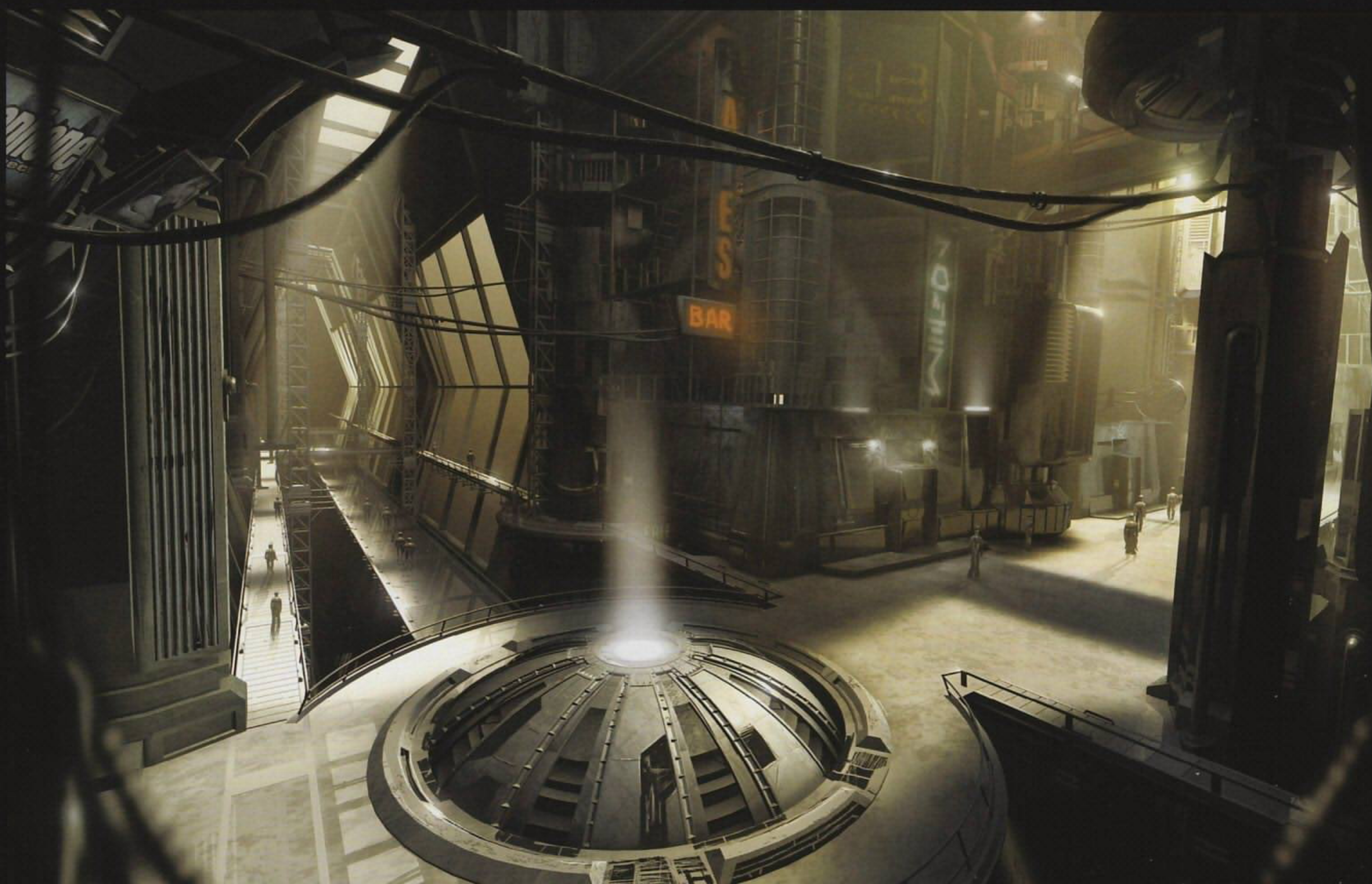




The Dragons of Babel  
Photoshop  
Client: Tor Books  
Stephan Martiniere, USA

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Fantasy

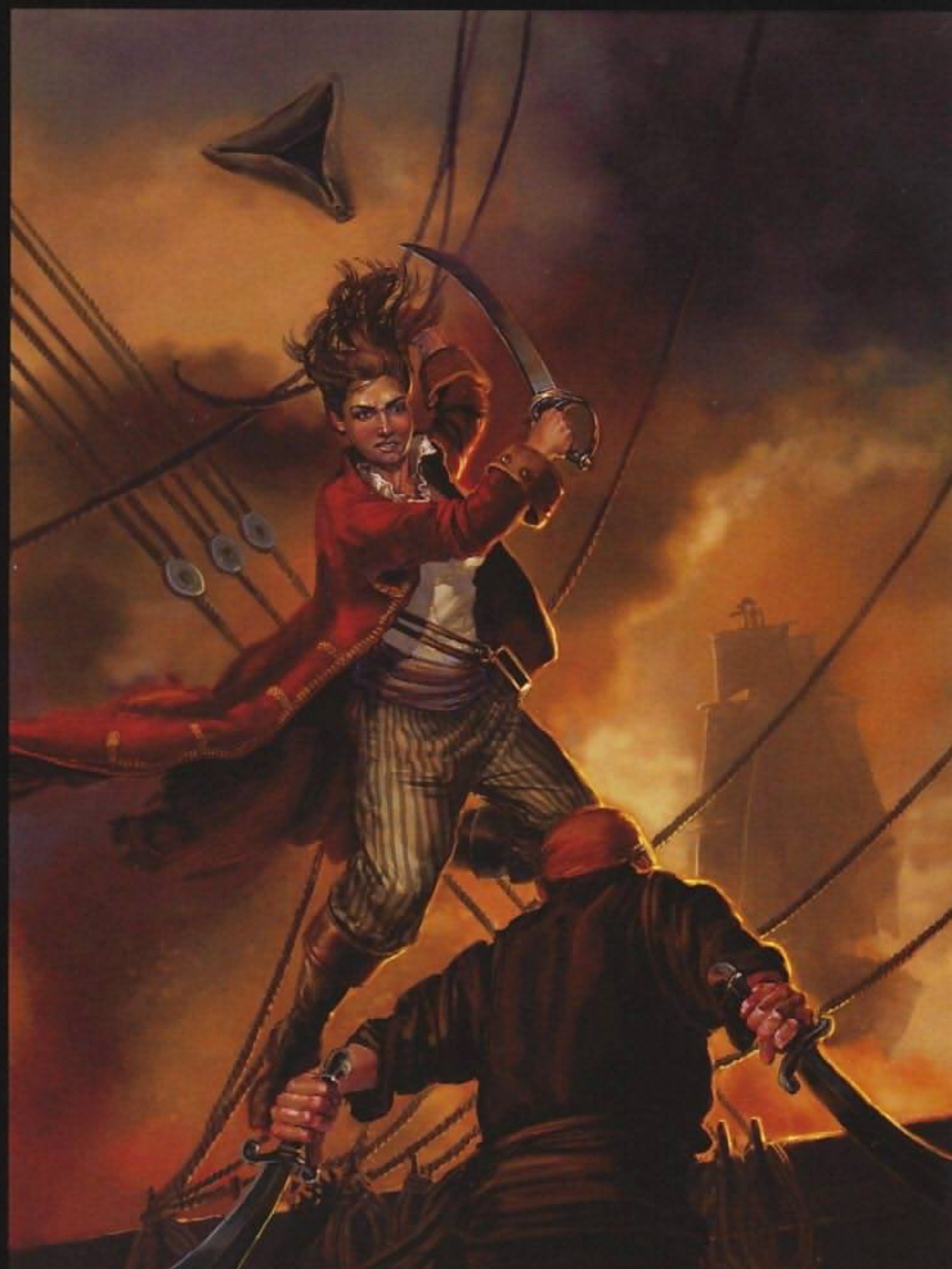




**Mechspider**  
ZBrush, SoftimageXSI, Photoshop  
**Pablo Vicentin, ARGENTINA**  
[top]

**Suburbs**  
CINEMA 4D, Photoshop  
**Rudolf Herczog, SWEDEN**  
[above]





**Victory**  
Maya, mental ray,  
BodyPaint 3D, Photoshop  
**Udom Ruangpaisitporn**, THAILAND  
[top]

**Battle of Four Armies**  
Photoshop  
Client: Magnificent Egos Miniatures  
**Jason Engle**, USA  
[above]

**Anne Bonny**  
Photoshop, Painter  
**Nicole Cardiff**,  
USA  
[top]

**Qin: Tian Xia 2**  
Photoshop, Painter  
Client: 7ème Cercle  
**Marc Simonetti**, FRANCE  
[right]





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Humorous

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Of What's to Come  
Photoshop  
Raymond Swanland, USA

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Creatures





Brothers of the Wind  
Photoshop  
Raymond Swanland, USA





**The Peacock**  
Photoshop  
**Bente Schlick,**  
GERMANY  
[above]



**Shades of Autumn**  
Painter, Photoshop  
**Anna Bird,** FW Publishing,  
GREAT BRITAIN  
[top]



**Yona**  
Photoshop  
**Tomasz Jedruszek,**  
POLAND  
[above]





**Void of spirits**  
Photoshop  
**Robin Olausson, SWEDEN**  
[left]

**The Greenwood Deep**  
Photoshop, Apophysis  
**Phil McDarby, IRELAND**  
[right]



**The Outpost**  
3ds Max, Photoshop  
**Ognian Bonev, BULGARIA**  
[left]





**Mr Octopus is late for work**  
Softimage|XSI, Photoshop  
**Vincent Guibert**, FRANCE  
[top]

**Like a Fish out of Water**  
Photoshop  
**Nykolai Aleksander**, GREAT BRITAIN  
[above]

**Vincent**  
3ds Max, ZBrush, Photoshop, V-Ray  
**Olivier Ammirati**, FRANCE  
[top]

**Licking my lonely island**  
Photoshop  
**Japi Honoo**, ITALY  
[above]





Red Witch  
Photoshop  
Photo: Leslie Ann shyble-stock  
Kieran Wakeman, Divine Chaos Art,  
GREAT BRITAIN

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*Fantasy Femmes*





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Futurescapes

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Starry rift  
Photoshop  
Client: Penguin Books  
Stephan Martiniere, USA





'Topia World' ©LightCon Media



**Awakening of the forest princess**  
Photoshop  
**Yanina Kucheeva,**  
GREAT BRITAIN  
[top]

**Her Eyes**  
Photoshop  
**Diane Özdamar,**  
FRANCE  
[above]

**Topia World: Glory Winddancer**  
Painter  
Client: LightCon Media  
**Liiga Smilshkalne,** LATVIA  
[top]

**Red forest's fairy tales**  
Painter, Photoshop  
**Katarina Sokolova,**  
UKRAINE  
[right]





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©Mlada Fronta



©Eden Co.

**Blue Dragon**  
Photoshop  
Client: Mlada Fronta  
**Jan Patrik Krasny, CZECH REPUBLIC**  
[top]

**Banshee**  
Photoshop, Painter  
Client: Eden Co.  
**Nicole Cardiff, USA**  
[above]

**I Alone Fly**  
Photoshop, DAZ Studio  
**Colin Foss, USA**  
[top]

**Shark Rider**  
Photoshop, Painter  
**Tae Young Choi, USA**  
[right]





**Ginger bread house**  
LightWave 3D, Poser, Photoshop  
**Bob Kayganich,**  
Itchy's Scratch Pad, USA  
*[left]*

**Escape from the Mountain Hall**  
Photoshop  
**Mats Minnhagen,** SWEDEN  
*[right]*



**Storytellers**  
Photoshop  
**Parinaz Shajareh,** IRAN  
*[left]*









**The Abyss**  
Photoshop  
Lorenz Hideyoshi Ruwwe,  
GERMANY





**Gas Walker I**  
3ds Max, Brazil r/s, Photoshop  
**Neil Blevins,**  
USA  
[top]

**Strength and honor**  
Photoshop, Painter  
Client: Penguin Books  
**Stephan Martiniere,** USA  
[above]

**Invasion!**  
Painter  
Client: Underwood Books  
**Tae Young Choi,** USA  
[top]

**Victory Conditions**  
Photoshop  
Client: Del Rey Books: Random House  
Art Director: Dreu Pennington McNeil  
**Dave Seeley,** USA  
[above]





**Sand Hopper**  
Photoshop  
**Mark Covell,**  
USA  
[top]



**Monster from Hell**  
CINEMA 4D, ZBrush,  
modo, Photoshop  
**Beatrix Papp,** HUNGARY  
[top]

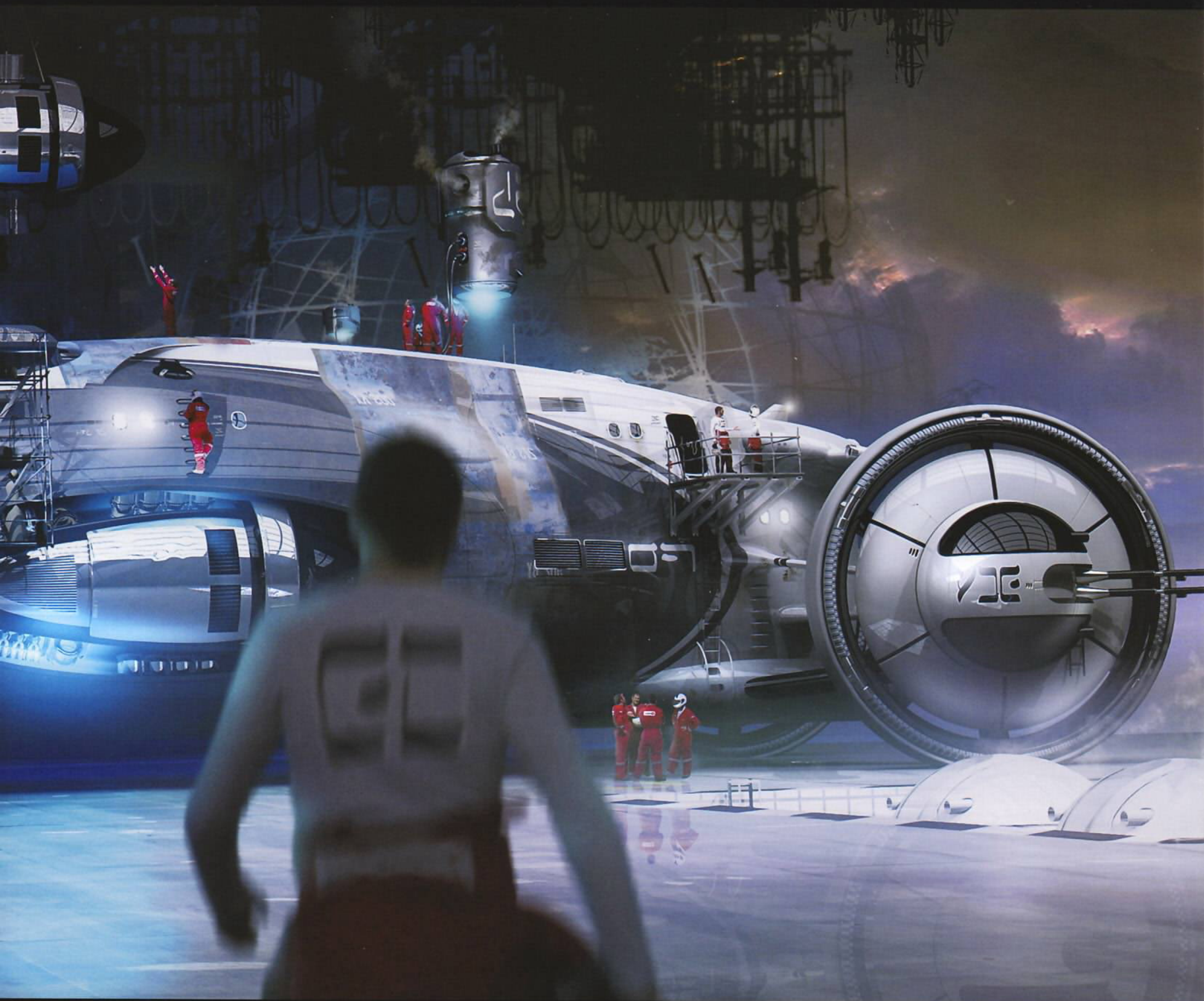


**Bird People**  
Photoshop, Painter  
**Halil Ural,**  
TURKEY  
[above]



**Manticore**  
Photoshop  
**Markus Neidel,**  
GERMANY  
[above]









**Parenthood**  
Apophysis, Photoshop  
**Georg Huebner, AUSTRIA**  
[top]

**Dusk**  
Ultra Fractal  
**Nicholas Rougeux, USA**  
[above]

**When Dreams Meet Reality**  
Ultra Fractal  
**Ana Lucia Pais, ROMANIA**  
[top]





Through the devastation  
Photoshop  
Michal Ivan, SLOVAKIA





**Master**  
Whimsical

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Fear of the dark  
3ds Max, Photoshop  
Patrick Beaulieu,  
CANADA





**Poet's Square**  
Photoshop  
Sergey Skachkov, RUSSIA  
[top]

**Rail haven**  
3ds Max, V-Ray  
Marco Edel Rolandi, ITALY  
[center]

**Fortress**  
Photoshop, Painter  
César Rizo, VENEZUELA  
[above]









Not another winning hand  
Painter, Photoshop  
Ramón Acedo,  
SPAIN

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Whimsical





Grendel  
Painter  
Simon Dominic Brewer,  
GREAT BRITAIN

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Storytelling





**Explorer**  
Photoshop  
**Björn Wirtz**, GERMANY  
*[left]*

**Spike meets the Tree**  
Photoshop  
**Lisa Allen**, USA  
*[right]*

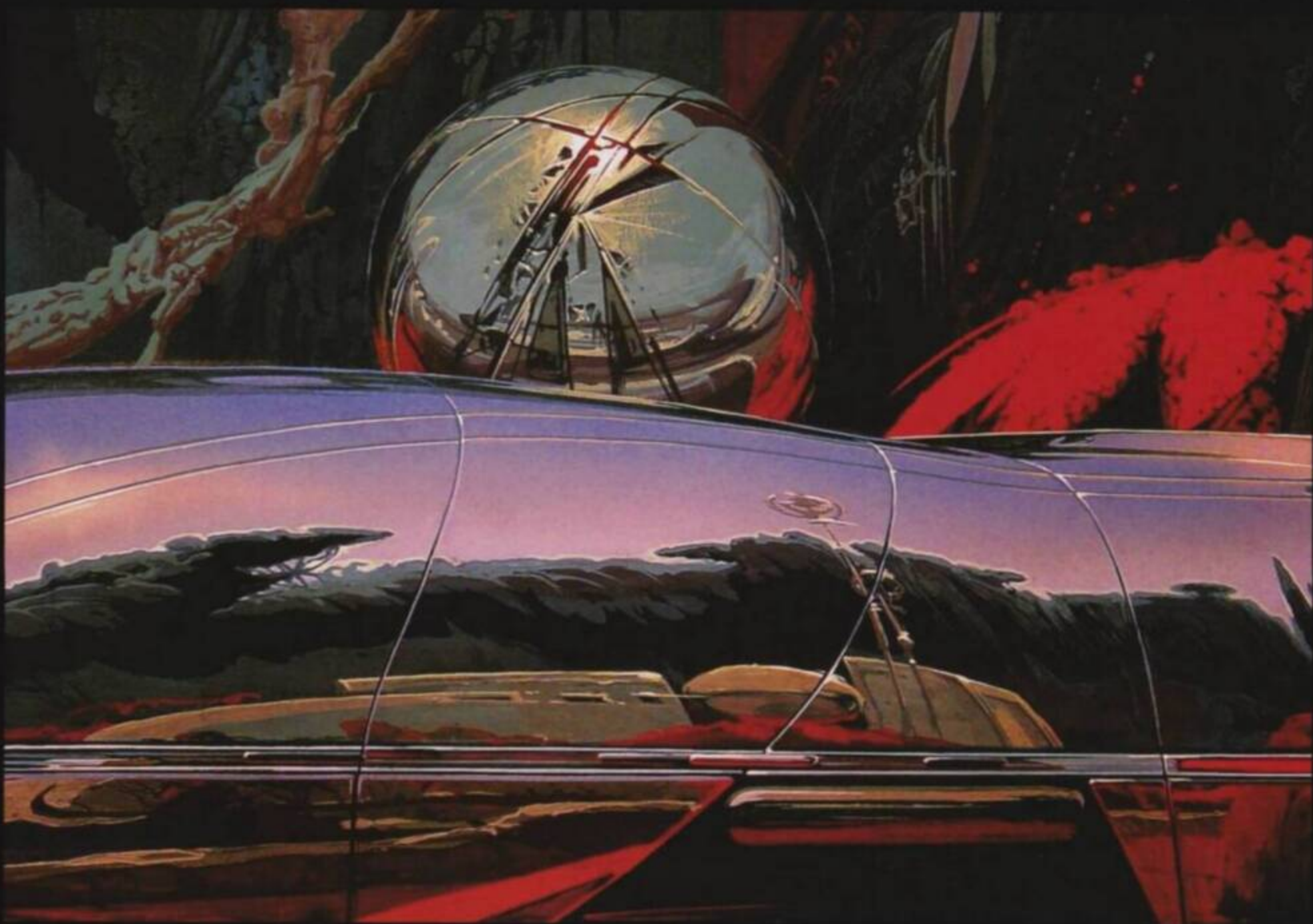


**Architectural Hobbyist**  
Photoshop  
Client: Advanced Photoshop Magazine  
**Michael Corriero**, USA  
*[left]*













**Joy Rider**  
Photoshop  
**Paul Gerrard**, GREAT BRITAIN  
[top]

**Desert runner**  
LightWave 3D, Photoshop  
**Neil Maccormack**, bearfootfilms, SWITZERLAND  
[above]

**Cosmic Motors: Icetrain (ceremony)**  
StudioTools, Maya, mental ray, Photoshop  
**Daniel Simon**, Daniel Simon Studio, GERMANY  
[right]