

# EXPOSÉ 3

Finest digital art in the known universe





**Ballistic Publishing**  
 For an up-to-date list of Ballistic  
 Publishing titles, visit the web site at:  
[www.BallisticPublishing.com](http://www.BallisticPublishing.com)



**VESAGE**



**The Art of Oddworld  
 Inhabitants: 1994-2004**



**CG Challenge:  
 Grand Space Opera**



**CG Challenge:  
 Machineflesh**



**EXPOSÉ 2: Finest  
 digital art in the  
 universe**



**D'artiste: Digital  
 Painting**



**Elemental**



**EXPOSÉ 1: Finest  
 digital art in the  
 universe**



# CONTENTS



Fantasy 2D . . . . . 20



Fantasy 3D . . . . . 30



Abstract & Design 2D . . . . . 114



Abstract & Design 3D . . . . . 122



Architectural 3D . . . . . 36



Humorous 2D . . . . . 130



Humorous 3D . . . . . 136



Character in Repose 2D . . . . . 50



Character in Repose 3D . . . . . 60



Surreal 2D . . . . . 142



Surreal 3D . . . . . 150



Character in Action 2D . . . . . 66



Character in Action 3D . . . . . 76



Transport 2D . . . . . 156



Transport 3D . . . . . 164



Creature in Repose 2D . . . . . 84



Creature in Repose 3D . . . . . 92



Environment 2D . . . . . 172



Environment 3D . . . . . 180



Robotic/Cyborg 2D . . . . . 100



Robotic/Cyborg 3D . . . . . 108



Cityscapes 2D . . . . . 188



Cityscapes 3D . . . . . 196

Advisory Board . . . . .	4
Editorial . . . . .	5
Categories . . . . .	6

Publisher's Page . . . . .	12
Grand Master . . . . .	14
Index . . . . .	202



# ADVISORY BOARD AND JURY

Each year we appoint an advisory board to assist in nominating and judging images for the EXPOSE 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.



Syd Mead is one of the most celebrated concept designers of our time. His most well-known works include production designs for 'Blade Runner', 'TRON', 'Aliens' and '2010', the pivotal science fiction movies that got many budding visual effects artists inspired to enter professional careers in this field.



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.



Lorne Lanning is President/Creative Director and Co-Founder of the award-winning video game development company Oddworld Inhabitants. He serves as a member of the Visual Effects Society, the Wired Brain Trust, as well as the Executive Vice Chairman of the Academy of Interactive Arts and Sciences.



Dan Curry is VFX Producer/Supervisor for 'Star Trek: Enterprise'. Dan has worked on the 'Star Trek' TV series since 1987, first as visual effects supervisor on 'Star Trek: The Next Generation', and then as Visual Effects Producer on 'Star Trek: The Next Generation', 'Star Trek: Deep Space Nine', and 'Star Trek: Voyager'.



Eric Hanson is a visual effects designer specializing in the creation of digital environments and effects for feature films. Hanson has worked on 'The Day After Tomorrow', 'Spider-Man', 'Cast Away', 'Hollow Man', 'Mission to Mars', 'Bicentennial Man', 'Atlantis' and 'The Fifth Element', among others.



Jeff Mottle is President and Founder of [www.CGArchitect.com](http://www.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.



Tim McGovern, a Visual Effects Supervisor, began in CGI in 1981 when he started working at Robert Abel & Associates. Tim was a founding member of Metrolight Studios where the visual effects X-ray Skeleton sequence for 'Total Recall' earned him an Academy Award in 1992.



Stephan Martiniere is an internationally renowned Science Fiction and Fantasy artist. He is also an accomplished concept artist who has worked on movies such as 'I, Robot', 'Star Wars' Episodes 2 & 3, 'Red Planet', and 'The Time Machine'. Stephan is currently the visual design director for Midway Games in Chicago.



Scott Robertson is a luminary of the LA concept design community. He graduated with honors at Art Center College of Design with a B.S. degree in Transportation Design. Scott founded Design Studio Press, co-authoring 'Concept Design' and writing 'How to Draw Vehicles'.



Kim Bauman Larsen is a licensed Norwegian architect and the CEO and founding partner of PLACEBO EFFECTS. He has done computer visualization for over a decade and lectured at architecture schools in Scandinavia and the US. His works are published in magazines and shown on network television.



# THE EDITORS



Daniel Wade | Managing Editor & Paul Hellard | Assistant Editor of Ballistic Publishing

The EXPOSÉ series of annuals is the flagship of Ballistic Media's goal to advance and grow the digital arts industry worldwide. With the official launch of EXPOSÉ 2 at SIGGRAPH 2004, it took just six months to sell out the initial print-run and organise the printing of the 2nd Edition.

The Call for Entries for EXPOSÉ 3 also started at SIGGRAPH 2004, and in the six-month entry period another record number of entries were received. The styles of entries and their subject matter continued to evolve and this year we created new categories to keep up with this evolution. The new categories were: Surreal; Robotic/Cyborg; Creature in Repose; and Cityscapes. The addition of these categories allowed us to expand to meet the growing numbers of architectural and character entries that cover so many styles. With the growth of entries, we decided to grow EXPOSÉ 3 by an additional sixteen pages to make sure we included as many artists as we could fit. EXPOSÉ 3 is also the first time we have differentiated the pages of the Limited Edition to the softcover and hardcover editions. EXPOSÉ 3 Limited Edition features a sixteen page feature on the Grand Master and Master award winners for each category with extra artwork and artist information.

Beyond the number of entries, another measure of success for Ballistic Media is where the artists who enter their work

into EXPOSÉ come from. It was extremely gratifying for the Ballistic team to see entries from more countries than the previous EXPOSÉ, and we are pleased to welcome entrants from Bangladesh, Barbados, Colombia, Costa Rica, Ecuador, Honduras, Jordan, Lebanon, Lithuania, Moldova, Pakistan and Peru. Entrants literally came from the four corners of the globe to EXPOSÉ 3 from a total of 71 countries.

We were extremely fortunate to secure the talents of an Advisory Board renowned for their work in the field of CG. Luminaries such as Syd Mead, Chris Sloan and Lorne Lanning returned after their stint as EXPOSÉ 2 board members and Jeff Mottle, an authority in the architectural visualization area, rejoined us from the EXPOSÉ 1 board.

The number of entries for EXPOSÉ 3 increased by 25% over EXPOSÉ 2. Though this added a little more difficulty to the judging process, it was the jump in quality of entries that made every category a painstaking task to narrow down. On average one in 25 entries were successful in EXPOSÉ 3 (down from one in four for EXPOSÉ 1 and one in fifteen for EXPOSÉ 2). The preselection process alone took almost one week to complete narrowing down the almost-5,000 entries into manageable numbers of 50-70 entries per category for the judging to begin.

The Advisory Board used our online judging system to narrow down their ten preferred entries for each category which we then tallied to determine the award winners for those categories. The top images were awarded Master Awards and depending on merits 1-4 images received Excellence Awards in each category. In all, the whole judging process took around two weeks to complete narrowing down the initial 5,000-odd entries down to 248 images from 182 artists for printing in EXPOSÉ 3. The artists came from 37 different countries. Roughly half of the entries were 3D and half 2D (digital paintings)—a big jump for 2D from EXPOSÉ 2.

Easily the hardest part of the whole EXPOSÉ process was agonizing over all the fantastic images entered that we just did not have room to print. The quality of the entries was astounding this year, and only one in twenty-five images made it into the book, compared to one in fifteen for EXPOSÉ 2. We continue to explore ways to promote all of the talented artists who were not featured in EXPOSÉ.

Finally, we have managed to keep the entry process completely free and we are offering all the featured artists free hardcover copies of the book. So please, rave about the book, show it to all your friends and then go on-line and see all the work and join in yourself and tell us what you think!





## FANTASY

**Bamboo, Photoshop**  
Cory Strader, USA

The Fantasy category honors the highest achievement in the mythic fantasy style. Here, the artist's talent in evoking an emotional response or attachment with the image is paramount. This category focuses on the mythic or fairytale aspects of the work. Excellence in all technical aspects is a must so as to create the evocation of atmosphere required. As with EXPOSÉ 2, a significant percentage of the EXPOSÉ 3 entries met the fantasy criteria with most opting for the traditional faeries and dragons.

Of all the categories for EXPOSÉ 3, Fantasy was the one that could have easily become its own book. Of the five hundred images in the category, the judges narrowed the field down to seventeen. Not surprisingly, over half of those selected were award winners. All of the selected entries showed off the artist's great technical skills, while also meeting the main criteria of evoking an emotional response. The successful entries all combined a storytelling theme hinting at a depth of character and story beyond the

captured moment. The Master award winner for the Fantasy 2D category was Matt Gaser with 'Gluba Vander Hon the Giant'. Deak Ferrand, Martin Lisec and Kornél Ravadits picked up Excellence awards for the 2D category. The Master award winner for the Fantasy 3D category was Steven Stahlberg with 'The King's Fairy Catcher'. Laurent Pierlot, Alexander Hedstrom, Olivier Ponsonnet and Sang Hyun Bang picked up the Excellence awards in the 3D category.



## ARCHITECTURAL

**Almost White Room, 3ds max**  
Jorgen Bork, DENMARK

An ever growing number of architectural entries made it necessary to create a new sister category of Cityscapes for EXPOSÉ 3. This separation allowed us to show a wider selection of exterior pieces across the two categories. The Architectural category honors the best architectural visualization, independent of style or setting. The defining criterion here is the artist's ability to create an image that is not just believable but is inspirational, and in particular, evokes a desire to visit the

location/building/space. The Architectural category was dominated by interior visualizations for EXPOSÉ 3 encompassing restaurants, galleries, corporate settings, performance spaces, recreation areas and even a yacht interior. Of all the successful entries in this category the common link between each scene was well-executed lighting set-ups. With each new EXPOSÉ, it's the Architectural category that most clearly shows the progress in lighting tools and techniques that help to produce

more realistic visualizations. Another important technical skill is the correct choice of camera optics which simulates the results that a traditional photographer would achieve. The Master Award for the Architectural 3D category was Jorgen Bork for 'Almost White Room' visualizing a home entertainment space. All of the architectural visualizations were created in 3D which meant that there was no 2D sub-category and subsequently no Master or Excellence award winners for 2D.





## CHARACTER IN REPOSE

Restrictions, Photoshop, Painter  
Jiansong Chen, CHINA

Similar to the Architectural category, the character design categories were overflowing with entries for EXPOSÉ 3. The solution was to create two new categories of Creature in Repose and Robotic/Cyborg to accommodate the many great character studies. The criteria for Character in Repose was for artists to create organic characters encompassing technical skill, believability, composition and, most of all, emotion. The overall challenge was to test the artist's ability to bring their characters to life.

The level of artistry in the Character in Repose category was phenomenal with serious competition for the Master awards in both the 2D and 3D categories. The eventual winner for Character in Repose 2D Master was 'Existence' by Jose Manuel Fernandez Oli producing a wonderfully expressive character in an interesting setting. Other notable entries in the 2D category included 'Chinese Persons of Ancient Times' by Weng Ziyang, 'Your Eyes Would Explode (If You Had Seen What I Have Seen)' by Jack Youngblood

and 'Trading In Danger' by Dave Seeley. The 3D category was dominated by Eun-Hee Choi with two pieces: 'Oriental Heroine' and 'Oriental Hero'. Both of these character studies were stunning, and 'Oriental Heroine' was an early frontrunner and an eventual choice for the EXPOSÉ 3 cover. Pascal Blanché, the Grand Master award winner, was also well represented in this category. Overall, the Character in Repose category was an excellent example of the jump in the quality of entries for EXPOSÉ 3.



## CHARACTER IN ACTION

On the way II, Photoshop  
Xiao Yi, CHINA

The Character in Action category honors the highest achievement in capturing a character in a state of movement. This category celebrates the artist that best captures the sheer power, energy and elegance of a character in motion. Although many digital artists aspire to create animations that come to life, it is a rare talent to capture expressive motion frozen in a moment in time. The majority of entries for Character in Action were in the 2D category with only 25% in 3D.

A possible reason for the imbalance is that 3D characters, require a great deal of technical skill to produce a believable result. Add to this the complication of movement and the bar is set very high to achieve a great result. Finally, it takes courage to blur painstakingly-created details in pursuit of an expressive moment in time. The Master award for the Character in Action 2D category was won by the prolific and overly-talented Stephan Martiniere (who as an Advisory

Board member for EXPOSÉ 3 excused himself from the judging of this category) for 'Monster'. Notable entries in the category included 'Turtle' by Dave Seely, 'Undead Encounter' by Martin Bergstrom and 'Springheeled Jack 1' by Aaron McBride. The Master Award for Character in Action category was won for 'Octopus' by Platinum. Other notable entries included 'Kinnaree' by Udom Ruangpaisitporn, '3K-Athlete' by Carlos Bernardo Delgado Virgen and 'Calite' by Renaud de Bellefon.





## CREATURE IN REPOSE

**Oddworld Stranger's Wrath: Hero Pose,**  
Photoshop, Maya, Oddworld Inhabitants, USA

A new category for EXPOSÉ 3, Creature in Repose recognizes the greatest talent in breathing life and personality into a creature. This is independent of style or of the organic nature of the character. The defining criterion is the artist's ability to bring the creature to life. This encompasses technical skill, believability, composition and, perhaps most of all, emotion. The new category offered the opportunity to feature characters which would previously have been categorized in the Character in

Repose or Fantasy categories. The entries for the inaugural Creature in Repose category included game characters, movie-inspired categories and personal creations. Advisory Board member Lorne Lanning abstained from voting in this category, though this did not affect the high number of votes for several stills from Oddworld Inhabitants' 'Oddworld Stranger's Wrath'. The Master award for Creature in Repose 2D went to 'Riis, Lost in his Thoughts' by Pierre Droal. The rest of the 2D award winners spanned

the gamut of interpretations of creatures with alien-type beings, a regular pet cat, and a hybrid elephant creature which defied description. The Master award for Creature in Repose 3D went to the highly talented Fred Bastide for 'My Uncle Cthulhu' who also won an Excellence award in EXPOSÉ 2 in the Character in Repose category. Other notable entries in the 3D category were 'Oddworld Stranger's Wrath: Hero Pose' by Oddworld Inhabitants, 'Bumble-bee' by Eugene Rabok, and 'Mole Warrior' by Pete Sussi.



## ROBOTIC/CYBORG

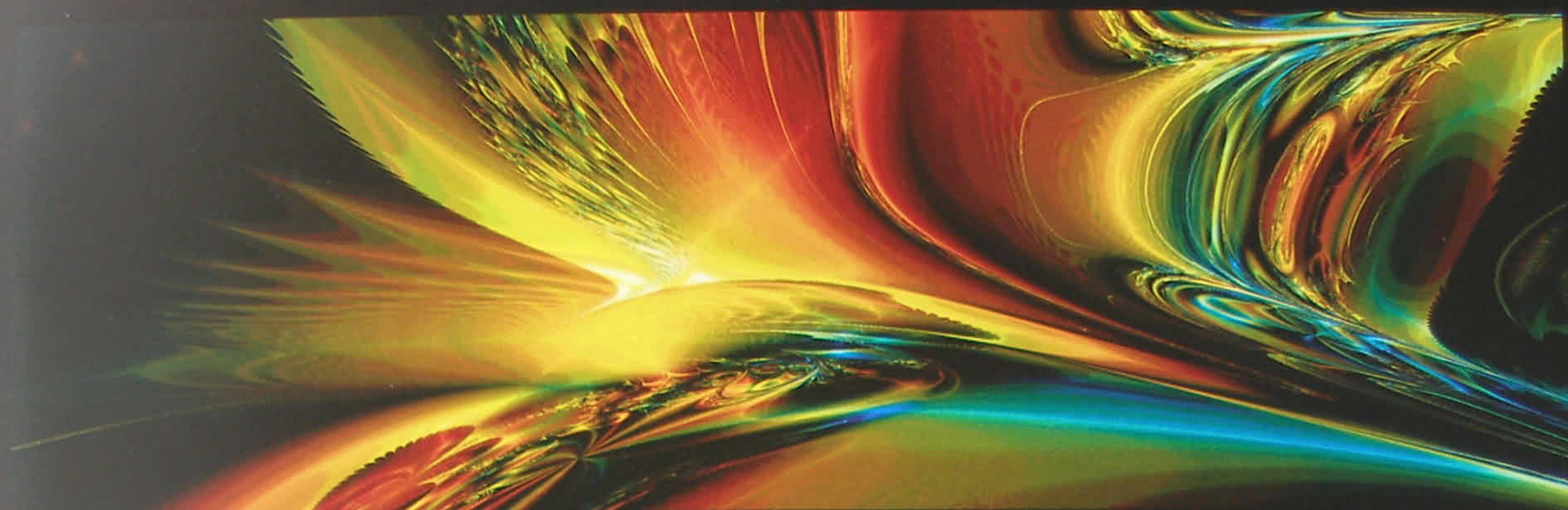
**Painful Upgrade, Painter**  
Mark Evans, USA

A new category for EXPOSÉ 3, Robotic/Cyborg was another category that lent itself to the abundance of character studies with a biomechanical theme. The Robotic/Cyborg category recognizes the highest achievement in bringing a robotic or cyborg character into existence. The defining criterion is the artist's ability to create a believable being whether totally mechanical, or a composite of organic being and machine. This encompasses technical skill, believability, composition and most

of all, emotion. This new category couldn't help but benefit from the Machineflesh CG Challenge run on CGTalk/CGNetworks with a handful of entries finding their way into EXPOSÉ 3. Many of the entries in this category were very successful in eliciting an emotional response. This is no small achievement considering that the characters with personality are metal. The Master award for the Robotic/Cyborg 2D category went to the atmospheric and confronting 'Synergy' by Eddie Smith. Notable entries in the 2D

category included the slightly disturbing 'Vision' by Jason Felix, and 'Click Drones' by Sparth. The Master Award winner for the Robotic/Cyborg 3D category went to the talented Meats Meier for 'The Last of the Leaves'. Meats was also a Master award winner for EXPOSÉ 1 for Visual Effects and an Excellence winner for Character in Repose. Notable 3D entries in Robotic/Cyborg included 'Xspace' by Ngo Hock Lim, 'Robot Carriste' by Bouchet Christophe and 'CyberSamurai' by Andrea Bertaccini.





## ABSTRACT & DESIGN

**Feelings, Fractal Explorer**  
Titia van Beugen, NETHERLANDS

The Abstract & Design category recognizes the most outstanding image that is predominantly abstract. Here, the artist's design and artistic expression are paramount in creating an image that defies categorization and excels in its pure design and visual appeal. Many of the difficult to categorize entries found a home in the Abstract & Design category. The number of entries in this category doubled from EXPOSÉ 2 making the choice of styles to feature all the more

challenging. The category was well represented by fractal-type illustrations along with more current exploded abstract designs and familiar traditional designs. The Master award winning entry for this category 'The Household' by Cherie Treweek offered a remarkable design with intricate elements that can take several viewings. The Excellence award winners covered the gamut of styles with notable entries including 'Avian Paranoia' by Dan Blomberg, 'Sequential Escalation'

by Brandon Williams and 'Crystal Light' by Agnes Dodart. The Master Award for Abstract & Design 3D went to Tim Borgmann for 'Shape.92#2'. In addition to cleaning up in this category with two more Excellence awards, Tim was also the Master award winner in this category for EXPOSÉ 2. Other notable entries in this category included 'Au Petit Matin' by Renaud Louis, Tomasz Opasinski for his two Graffiti pieces and Ryan Etter for his 'Armor' and 'Time' designs.



## HUMOROUS

**The (last) Flight Of A Mouse,**  
Maya, mental ray, Photoshop, Igor Kudryavtsev, RUSSIA

The Humorous category recognizes the most amusing image, whether 2D or 3D, cartoon, humorous, satirical or just plain ridiculous. This category is all about making the viewer smile and even laugh out loud. The Humorous category is a difficult category to fill thanks to the subjective nature of the humorous reaction. What one person finds hysterically funny might only elicit a smirk from someone else. Away from the fringes, a number of entries made the category easier to judge. Many of the

entries opted for the "bread and butter" approach to humor with cute characters with exaggerated features. However, even these entries plumbed a deeper level of humor through the character's situation or their surroundings. As a departure from the entries in EXPOSÉ 2, few successful entries opted for a satirical approach. The judging for the 2D category was surprisingly close with the Master award going to Bobby Chiu for his wonderfully executed 'Three Samurai on Horseback'.

The remaining plaudits for the Humorous 2D category went to Elena Sedova for two entries titled 'Just Married' and 'Crazy Cat'. 'Life is a leaf' by Xiao Yi was also a notable entry with great character expressions. The Master award winner for Humorous 3D was Nenad Jalsovec for 'Ceremonial Cats II (Cat no. 4)'. Notable entries for Humorous 3D category included 'Valentine's Day Piglet', 'The (last) Flight Of A Mouse' by Igor Kudryavtsev and 'Automatic Milking Machine' by Ila Soleimani.





## SURREAL

**Thallasa**, Photoshop, 3ds max  
Christos Magganas, GREECE

A new category for EXPOSÉ 3, Surreal recognizes the highest achievement in bringing a surreal character or scene into being. The defining criterion is the artist's ability to create a dreamlike or nightmarish scene which invokes an emotional response ranging from wonder to disturbance. This encompasses technical skill, composition and, perhaps more than any other category, emotion. Not surprisingly, there were several Dali-esque entries in this category with one particular

entry 'Out-Dali-ing' Dali according to one of the Advisory Board members for its disturbing content. There were also other styles of surreal paintings represented with several montage pieces inspired by the work of Hieronymous Bosch and Rene Magritte. The inaugural Surreal category was dominated in the judging by Teodoru Badiu with 'The Painted Horse' winning him the Master award for the Surreal 2D category. Teodoru also received an Excellence award in the category along

with Egil Paulsen for 'Furioso deluge' and Francesco D'Isa for 'Unfinished but ended'. Teodoru Badiu also won the Master award for the Surreal 3D category along with an unprecedented two Excellence award rounding out a near-sweep of the category. 'Ripeness' was a great combination of the surreal and the humorous, making it a worthy Master award winner. Also recognised in the Surreal 3D category was the hugely talented Christos Magganas with his beautifully executed 'Thallasa'.



## TRANSPORT

**The Jump**, Photoshop, Painter  
Damien Thaller, AUSTRALIA

The Transport category awards the best device for moving about in. Whether exotic vehicle, classical Venetian gondola or animal to be ridden, this category seeks out the best images of transportation. The defining quality sought after here is the artist's ability to capture and evoke the desire to travel to a place, or by a mode of transport or to travel in a particular way. The modes of transport represented in the category varied from space travel to futuristic vehicles, hot air balloon and

animal transport. The standard of entry for the Transport category was exceptional and in an eerily similar situation to the Environment 2D category in EXPOSÉ 2, Stephan Martiniere managed to win multiple awards (even while abstaining from the voting). Though the voting across the whole EXPOSÉ book was uniformly close, the Transport category saw the Master award winners take out their categories with huge margins. Nick Pugh won the Master award for the Transport 2D category with

'Liquid Car'. Stephan Martiniere cleaned up the rest of the Excellence awards in the 2D category with his paintings '0', 'Nautilus' and 'Skinner'. The clear Master award winner for Transport 3D was Michael Sormann for 'T.P.Barracuda'. The Excellence award winners in the category went to Daniel Trbovic for 'Marser', Razvan Maftai for 'Ducati on Street', Fred Bastide for 'Helix Rugens 1' (a finalist in the Grand Space Opera CG Challenge) and Riza Endartama for 'Palm Tungsten I M'.





## ENVIRONMENT

Glade, Photoshop, Painter  
Chris Beatrice, USA

The Environment category recognizes the best set or location. This could be indoors, outdoors, underwater, in space—wherever. Here, the artist's ability to evoke a sense of wonder and a wish to see more is paramount. This category demands a combination of artistic interpretation, detail and lighting to create a believable and enticing (or evocative) environment. The successful entries for this category varied greatly in scale and subject material, from vast panoramas to building interiors and

geological features. Half of the successful entries made great use of atmospherics such as mist and dust to add an extra dimension to the scene. The 2D category was overloaded with outstanding entries. The Master award for Environment 2D went to Gary Tonge for 'The Room' after winning an Excellence for the same category in EXPOSÉ 2. The Excellence award winners in the Environment 2D category included: 'Old Unused Passage' by Ales Horak, 'In the Jungle' by Emrah Elmasli and 'Dubrovnik

Matte Painting' by Patrick Jensen. The Environment 3D category was even more packed with quality images with four Excellence awards. The Master award for Environment 3D went to Frederic St-Arnaud for 'Waterfall Castle'. The Excellence award winners for the category included 'Mantra' by Thomas Juul Krahn, 'Notre Dame Sunday' by Luciano Neves (the Master award winner for the category in EXPOSÉ 2), 'La Hacienda' by Daniel Schmid Leal and 'Birdhouse' by Clement Choblet.



## CITYSCAPES

City Plateaus, Photoshop  
Dylan Cole, USA

A new category for EXPOSÉ 3, Cityscapes recognizes the greatest talent in realizing a cityscape independent of time or space. The defining criterion is the artist's ability to create a city or civilization which entices the viewer to virtually visit a city of the past, present or future. This encompasses technical skill, believability, composition and, perhaps most of all, mood. The new category allowed us to segment the Architectural category to feature more interior visualizations. The

Cityscapes category attracted a large number of matte painting style scenes. At the pinnacle of these matte paintings in the 2D category was Master award winner Dylan Cole with 'City Plateaus'. Dylan is a renowned matte painting artist whose recent work has included 'Lord of the Rings: Return of the King', 'The Chronicles of Riddick', 'I, Robot', 'Van Helsing', 'Sky Captain and the World of Tomorrow', and 'The Aviator'. Other notable entries in the 2D category included 'Avant World'

by Sparth, concept art from the movie 'I, Robot' by Stephan Martiniere and his 'A Shadow in Summer'. The Master award for the Cityscapes 3D category went to Rudolf Herczog for 'Traffic'. The Excellence award winners for the 3D category included 'Warfare and Harmony' by La Hodong (which was also a finalist in the Grand Space Opera CG Challenge), 'Fantasy Life' by Jiri Adamec and 'Memories of my hometown' by Wang Ranyun.



# THE PUBLISHERS



Mark Snoswell & Leonard Teo | Founders of Ballistic Media, Ballistic Publishing, CGSociety, CGTalk, CGNetworks, CGWorkshops, and CGProshop



Ballistic Media is just two years old. We established Ballistic Publishing to fund our global community of digital artists—CGTalk.com and CGNetworks.com. Between the books, conferences and advertising this has been hugely successful. The community has grown exponentially, and we have been able to add many new features and services while keeping everything free. At the same time we have done our best to lead the community, to implement guidelines, forum leadership and community-building activities like the Challenges. Now the CGNetworks community is the highest profile, strongest, largest and most dynamic group of digital arts professionals in the world.

As this book goes to press we are proud to announce the next stage in our growth: the CGSociety. This brings together everything we have been doing already—the community, the conferences, the awards, the training. The CGSociety will deliver member benefits in four main areas: events; training; publications; and artist promotions. There is way too much to cover here in detail and we invite everyone to visit us online, learn more, and join in!

#### **CGSociety Manifesto**

The CGSociety is for Creative Digital Artists. This is anyone who uses computers to tell a visual story. No matter what the format or scope, from a still image to a complete film or game, telling a visual story is the

thread that ties this community together. The CGSociety seeks to enhance the global state of creative digital arts. It celebrates, aggregates, supports, trains and promotes creative digital artists in their local and global communities. It's also way cool!

The CGSociety is the most respected and accessible global organization for creative digital artists. It is unbiased in its enthusiastic support of all genres, styles, tools and outlooks. It supports professional chapters in: Film; Games; Concept Design; and Visualization. It celebrates everyone from enthusiastic beginners to industry leaders in every aspect of our community: pure artists; designers; animators; directors; programmers; producers; and hardware developers.

The CGSociety offers value in a number of areas: publications; events; training; and artists promotions. Among these will be: special discounts and access to books, the CGN magazine and products on CGProshop; privileged access to CGNetworks, CGTalk and CGSociety web sites and services; the CGConference and film festivals; the CGAwards; CGPortfolio; member and industry promotions.

Above all the CGSociety will be the coolest and best way for creative digital artists to further their individual and collective goals.

#### **Creative digital artists—we salute you all**

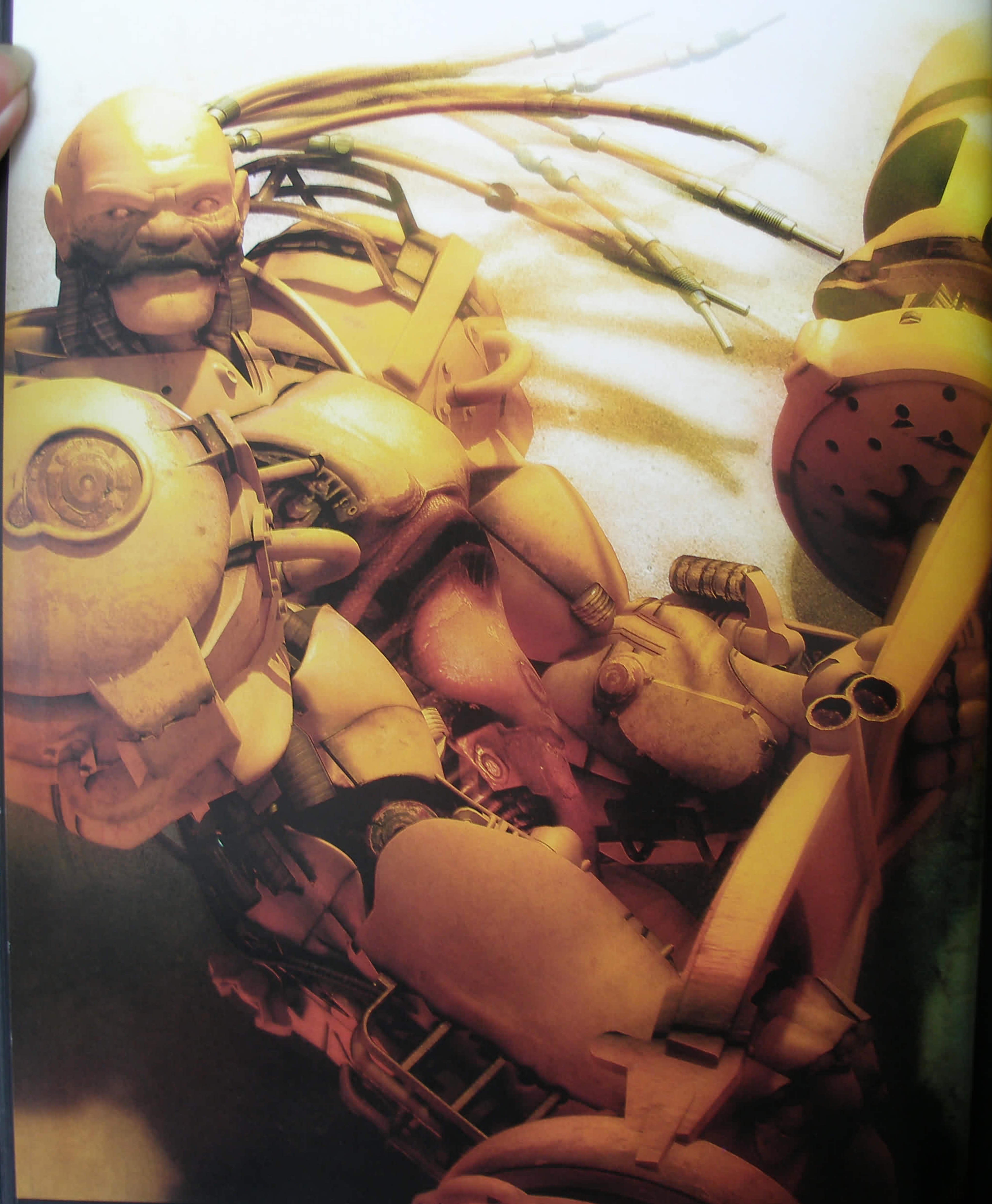
Creative digital artists strive to re-create the world around us and to extend it into future, alternate and fantasy realms. This includes: product design; character design; animation; architectural visualization; game design; matte painting; visual effects; and film design. More than just creating impressive work, the creative digital artist is characterized by the desire to reach out and touch the viewer—evoking a desire, a feeling, an empathy or a laugh.

No matter what the genre (fantasy, realistic, surreal, concept, manga), style, or number of dimensions (2D, 3D, 4D), creative digital artists have been empowered by a rich set of digital tools. Fueled by artistic desire and the never-ending onslaught of new hardware and software, the creative digital artist has a foot in two worlds—they must be super artist and super nerd at the same time. The CGSociety brings together the creative digital artists and the whole community that supports, supplies and enjoys their endeavors.

The tools and technology available now enable the digital artists to go way beyond the images and animations created by traditional hand methods. Digital artists can mimic reality or create fantasy with greater intensity and believability than ever before. Add interaction and the viewer now becomes a player or participant in the digital artist's world.

[CGSociety.org](http://CGSociety.org) [CGTalk.com](http://CGTalk.com) [CGNetworks.com](http://CGNetworks.com) [BallisticPublishing.com](http://BallisticPublishing.com) [CGWorkshops.com](http://CGWorkshops.com) [CGProshop.com](http://CGProshop.com)





# Grand Master

Pascal Blanché

**Gladiator**  
3ds max, Photoshop, V-Ray  
Pascal Blanché, Ubisoft, CANADA

As far as  
Blanché  
hand. He  
monsters

## Beginning

"I remember  
photograph  
magic wh  
landscapes  
five years o  
more recep  
because o  
I spent all  
shops or mo  
Strikes Bac  
for the tent  
Harryhauser  
puppets out

## First Steps

During his la  
started to se  
of video ga  
landed a job  
French video  
"Then came  
opportunity o  
was out for ho  
its first public  
they needed  
game test. I  
Photoshop on  
first illustrati  
one button me  
but I managed  
after that, and  
drawing."

## Movies

"In 2000, I mov  
a year as an a  
on the first Fre



# GRAND MASTER



**The EXPOSÉ 3 Grand Master Award winner Pascal Blanché shares his insight into the realm of 3D art today. Starting out as an art student in southern France, Blanché is now a prominent art director in one of the world's biggest gaming conglomerates, Ubisoft.**

**As far back as he can remember, Pascal Blanché has always had a pen in his hand. He was the guy at school drawing monsters on the corner of tables.**

## **Beginnings**

"I remember standing in my father's photographic darkroom, watching all those magic white papers turn into portraits, landscapes, and insects close-ups. I was five years old, maybe less but I think that I'm more receptive to framing and composition because of this early experience. Later, I spent all my free time in libraries, comic shops or movie theatres, watching 'The Empire Strikes Back' or 'Raiders of the Lost Ark' for the tenth time. I was also watching Ray Harryhausen's movies late at night and making puppets out of socks and ping-pong balls."

## **First Steps**

During his last years of art school, Blanché started to send CG pictures to the galleries of video game magazines. From this, he landed a job at Tilt magazine, the biggest French video game magazine at the time. "Then came a day when I jumped at the opportunity of my life. The official illustrator was out for holidays, the magazine was doing its first publication in full digital process and they needed a full-page illustration for their game test. I told the boss I could work Photoshop on a Mac. Of course, it was my first illustration with Photoshop, and the one button mouse was a nightmare to use, but I managed to get more illustration work after that, and my own column about CG drawing."

## **Movies**

"In 2000, I moved to Canada and worked for a year as an animator, then lead animator on the first French/Canadian full CG movie

'Kaena: the Prophecy', distributed by Sony. It was the first time a production of this scale used only standard out-of-the-box software and hardware. It was also the first time I had such a specialized animation assignment. The quality and level of complexity of this assignment was very high, and it really was a tough job. I remember animating a scene with ten human-like characters moving around and interacting each other at the same time—a real nightmare! Unfortunately, the production of the sequel was stopped. This was a pity because with the experience we'd gained, the second movie would have been interesting to do."

## **Fun and games**

Tilt magazine closed its doors, and Blanché found his first assignment in the video game industry with a little company called Virtual Xperience, where he worked with five other guys on a video game for three years. "I started creating characters in clay, then used a digital camera to take a picture of each pose and reproduce the whole animation with an Amiga 2000. The result wasn't bad considering the tools we had, but the hard drive melted and destroyed our work. We started over the whole visual in 3D with 3dstudio 4, the DOS version of what we now know as 3ds max. I learned every aspect of the software—from modeling and texturing, to lighting and animation. After two years of hard work, the game, 'Atripolis 2097' was almost done, with almost 50 minutes of cinematics, a whole city entirely modeled and its little citizens running everywhere. Then the boss came in and pulled the plug on the entire project. After that I worked two years at Xilam Studios on the adaptation of a French kid's cartoon called 'Home to rent'. I was in charge of the modeling of the characters and lead cinematics.

Thomas Szabo, the director and scriptwriter of the project was also one of the scenarists of the series. He taught me a lot about framing and storyboarding; how to place a camera; how to tell a story in a few shots. He would come in on Monday morning with a few strips and act out the entire cinematic in front of me. With no time for full modeling, half the time I was animating and modeling what I had in the frame, and the other half mixing up little recipes on After Effects to save time. Within three weeks, and after a lot of coffee, my first game was released."

## **Video game industry**

"I've been working in the video game field for eleven years now, and I still smile in the morning when I go to work. Working in video games is more about working with people. I still learn from my co-workers and each production has its own energy. I've worked in small companies with five employees, and I work now as Art Director at Ubisoft, one of the biggest development studios in the world. There are 1,300 employees in the same building and still counting. We put out three AAA games a year, with huge structures and pipelines, and short deadlines. But in the end, the work is all about passion."

## **Future**

I think that CG arts fields will continue to grow, and the 2D and 3D mediums will converge more and more. This will happen in all areas of professional creation: concept design; matte painting; architecture; and VFX. More traditional artists will switch to CG. Things are only starting to get interesting.





#### Steel

3ds max, ZBrush, Photoshop

This was my first attempt at using ZBrush in my work process. I quickly came up with a very nice re-definition of the muscles and general proportion.

**Pascal Blanché**, Ubisoft, CANADA

[top left]

#### Recon

3ds max, Photoshop, V-Ray

Inspired by old 60s Sci-Fi covers and posters. They always try to retell the entire movie in the one image.

**Pascal Blanché**, Ubisoft, CANADA

[right]



#### Boulderdash

3ds max, Photoshop, V-Ray

Revisiting old mythologies is a proven trick to get some new ideas and concepts. Here is my version of the Sisyphus Mythos. The ball is basically a medley of all the technological elements I've been modelling for the last six years.

**Pascal Blanché**, Ubisoft, CANADA

[above]

#### Snailmaster

3ds max, Photoshop

Inspired by the works of Arthur Suydam and Sam Keith. I really like the way they both play with human anatomy, and their attachment for surrealistic characters.

**Pascal Blanché**, Ubisoft, CANADA

[left]



rs and  
all the  
NADA







#### Mermaid

3ds max, Photoshop

It started with a little mind game around the mermaid theme. Maybe my best work so far, you never know when it happens, but suddenly, there is a clear picture in mind and you know that you can make it right.

**Pascal Blanché**, Ubisoft, CANADA

[top left]

#### Arcanum XIII

3ds max, Photoshop

An image built around dark ambience. I wanted to create something that inspired fantasy and lost civilisations, but without using the usual visuals. Perhaps H.R. Giger's 'Alien' design work was not so far-fetched.

**Pascal Blanché**, Ubisoft, CANADA

[right]

#### Journey

3ds max, Photoshop

Inspired by the odd, dark universe of Nihel Tsutomu. I like the way he drew his female characters. They look fragile and strong at the same time. Not the usual manga chick.

**Pascal Blanché**, Ubisoft, CANADA

[above]

#### Armoredsuit

3ds max, Photoshop

This is another illustration inspired by Sci-Fi covers and manga. I mixed those two main themes, half-rusty and old school, half-technological and sexy. It was really interesting to find a nice balance between the two worlds.

**Pascal Blanché**, Ubisoft, CANADA

[left]



e.  
at  
s,  
s.  
gn  
A







**Master**  
Fantasy 2D



**Gluba Vander Hon the Giant**  
Photoshop  
Matt Gaser, USA





Mermaid  
Photoshop  
Desk Ferrand, HatchFX, USA

Excellence  
Fantasy 2D





Excellence

Fantasy 2D





**Forest Dragon**  
Photoshop  
**Martin Lisec**, CZECH REPUBLIC





Excellence  
Fantasy 2D

Forest Dragon  
Photoshop  
Martin Lisee, CZECH REPUBLIC





**Excellence**  
Fantasy 2D

Playing card series  
Painter, Photoshop  
Kornél Ravadits, HUNGARY

Sir W  
Photos  
Keren





**Sir Wooden Sword**  
Photoshop  
**Kerem Beyit, TURKEY [top]**

**Deity-king Yangjian**  
Painter  
**Jiansong Chen, CHINA [above]**

**Serpent King**  
Photoshop, Painter  
**Jason Chan, USA [top]**

**Her Valentine**  
Photoshop  
**Ian Field-Richards, GREAT BRITAIN [above]**





LOCKWOOD  
©MMIII





**Glass Dragon**  
Painter, Photoshop  
Todd Lockwood, USA





Glass Dragon  
Painter, Photoshop  
Todd Lockwood, USA





江南可采莲  
莲叶何田田  
鱼戏莲叶间  
鱼戏莲叶东  
鱼戏莲叶南  
鱼戏莲叶西  
鱼戏莲叶北  
汉乐府



**Dance of the Lotus**  
Painter, Photoshop  
**Jian Guo, CHINA**  
[top]

**Bamboo**  
Photoshop  
**Cory Strader, USA**  
[above]





**Tears of fairy**  
Photoshop, Painter  
**Eric Tranchefeux, FRANCE**





Master  
Fantasy 3D





**The King's Fairy Catcher**  
Maya, Photoshop  
Steven Stahlberg, MALAYSIA





**Excellence**

Fantasy 3D

**Baektekado**  
Maya, ZBrush, DeepPaint  
**Laurent Pierlot** USA

**Toy Pa**  
**GINEM**  
**Alexan**





Fairies  
 Cinema 4D, Photoshop  
 Alexander Hedstrom, GREAT BRITAIN

Excellence  
 Fantasy 3D





**Excellence**  
Fantasy 3D

**Fairy World**  
3ds max  
**Olivier Ponsonnet, FRANCE**

Elf  
Softim  
Sang





Elf  
SoftimageXSI, Photoshop  
Sang Hyun Bang, KOREA

Excellence  
Fantasy 3D





Master  
Architectural 3D





**Almost White Room**  
3ds max  
**Jorgen Bork**, DENMARK





# Excellence

Architectural 3D

**Baby**  
3ds max, V-Ray, Photoshop  
Client: Meyer en Van Schooten  
**Olivier Campagne, FRANCE**





**DNA Stair v4.0**  
VRay, VIZ, Photoshop  
**Geoffrey Packer**, GREAT BRITAIN

*Excellence*  
Architectural 3D





**Excellence**  
Architectural 3D

**Symphony Centre**  
3ds max, V-Ray, Photoshop  
Jonathan Wells, GREAT BRITAIN

Apar  
3ds m  
Alex





**Apartments on Paseo de Gracia, Barcelona**  
 3ds max, finalRender, Photoshop  
 Alex Morris, GREAT BRITAIN [top]

**Quays Point**  
 3ds max, V-Ray, Anthony Hartley-Denton,  
 GREAT BRITAIN [above]





**Art Museum**  
VIZ  
**Chen Qingfeng, CHINA**  
[top]

**Indoor**  
LightScape  
**Chen Qingfeng, CHINA**  
[above]





**An Atrium**  
3ds max, V-Ray, Photoshop  
**Xu Zhelong, CHINA**





**DT lobby**  
LightScape  
**Chen Qingfeng, CHINA**  
[top]

**Interieur**  
3ds max, V-Ray, Photoshop  
Client: Meyer en Van Schooten  
**Olivier Campagne, FRANCE** [above]





**Wuxi Natatorium**  
3ds max, V-Ray, Photoshop  
Zhu Zhelong, CHINA





**Rebuilding Bank of China**  
3ds max, V-Ray, Photoshop  
**Xu Zhelong, CHINA**  
[top]

**Yacht Interior**  
3ds max, finalRender  
**Delta Tracing, ITALY**  
[above]





**Proposed Restaurant**  
3ds max, FormZ, Photoshop  
Lon Grohs, USA





**DNA Stair v2.0**  
VRay, Photoshop, VIZ  
**Geoffrey Packer**, GREAT BRITAIN  
[top]

**Square gallery, Midday**  
VIZ, Photoshop  
**Krystian Polak**, AUSTRALIA  
[above]





**A Restaurant**  
3ds max, V-Ray, Photoshop  
**Xu Zhelong, CHINA**





Master

Character in Repose 2D

Existence

Photoshop

Jose Manuel Fernandez Oli, SPAIN





**Bodhisattva**  
Photoshop, Painter  
**Jiansong Chen, CHINA**





**Rickster**  
Photoshop  
**Henning Ludvigsen, NORWAY**  
[top]

**Young Princess**  
Photoshop  
**Valentin Fischer, GERMANY**  
[above]

**Unknown Model Study**  
Painter  
**Ji Hyun Kim, KOREA**  
[top]

**Self Portrait**  
Photoshop  
**David Cathro, GREAT BRITAIN**  
[above]

China  
Photos  
Weng

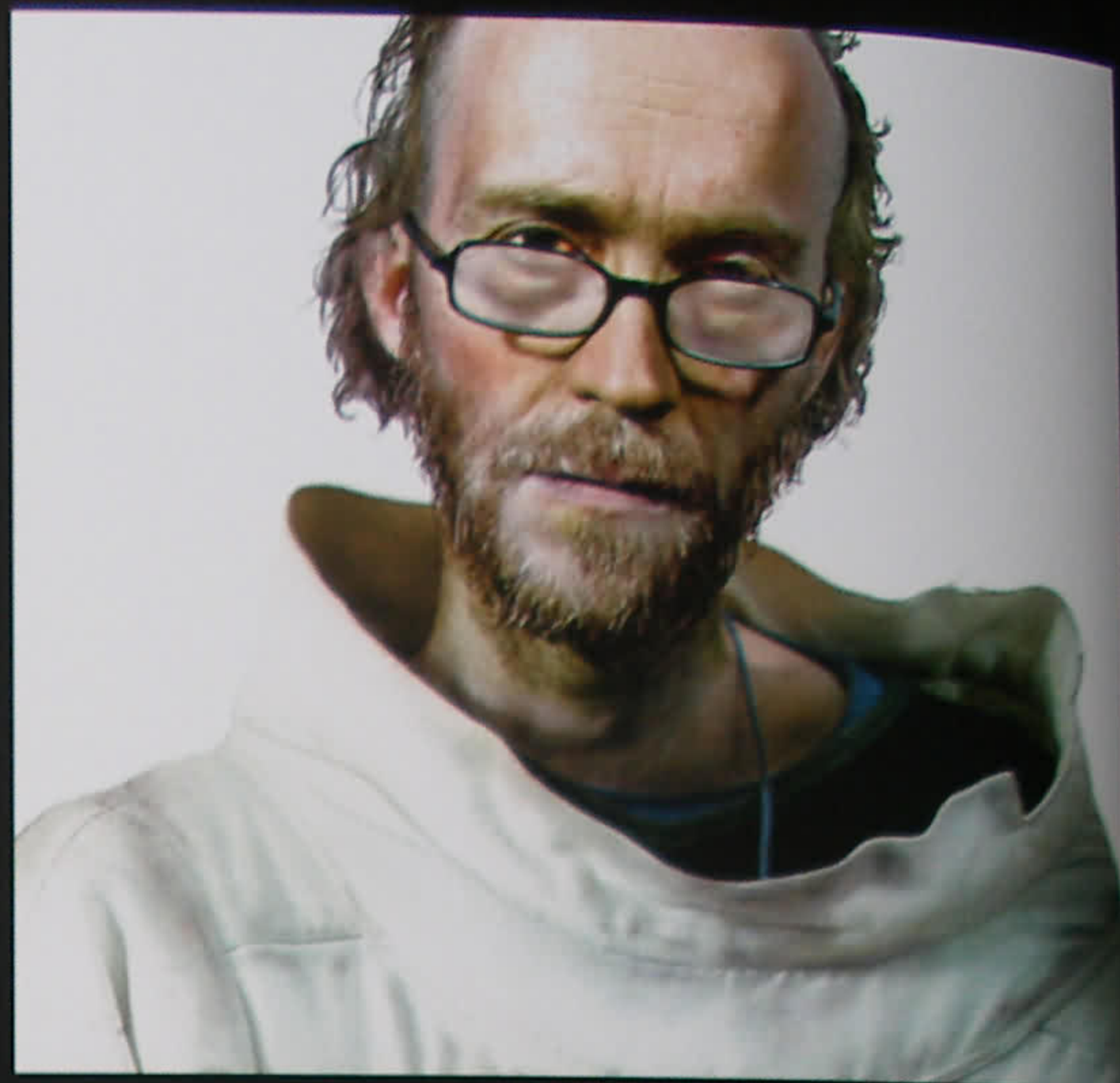




**Chinese Persons of Ancient Times**  
Photoshop, Painter  
**Weng Ziyang, CHINA**

*Excellence*  
Character in Repose 2D





**Excellence**  
Character in Repose 2D

Your Eyes Would Explode  
(If You Had Seen What I Have Seen)  
Photoshop  
Jack Youngblood, GREAT BRITAIN

Tradin  
Photos  
Dave S





Trading In Danger  
Photoshop  
Dave Seeley, USA

*Excellence*  
Character in Repose 2D









**Chalk**  
Painter  
**Eric Browning, USA**

**Elanie**  
Painter, Photoshop  
**Katarina Sokolova, UKRAINE**





**Elanie**  
Painter, Photoshop  
Katarina Sokolova, UKRAINE



**Chalk**  
Painter  
Eric Browning, USA





**Memories of Hangzhou**  
Painter, Photoshop  
**Robert Chang**, CHINA





**Restrictions**  
Photoshop, Painter  
**Jiansong Chen, CHINA**  
[top]

**Freya**  
Photoshop  
**Kim Syberg, DENMARK**  
[above]





# Master

Character in Repose 3D

**Oriental Heroine**  
3ds max, Photoshop, Brazil r/s, Client: SONOV  
**Eun-hee Choi, KOREA**

Orie  
3ds m  
Eun-





**Oriental Hero**

Rendered with Houdini, Maya, Photoshop, Brazil r/s, Client: SONOV

Artist: Sun-hee Choi, KOREA

**Excellence**

Character in Repose 3D





# Excellence

Character in Repose 3D

**Steel**  
3ds max, ZBrush, Photoshop  
**Pascal Blanché, CANADA**





**Armoredsuit**  
3ds max, V-Ray, Photoshop  
**Pascal Blanché, CANADA**

**Excellence**  
Character in Repose 3D





**Crucifixion: Shellshock Nam'67**  
Maya, Photoshop, Client: Eidos  
Xavier Marquis, FRANCE [top]

**I'm the Evil: Shellshock Nam'67**  
Maya, Photoshop, Client: Eidos  
Xavier Marquis, FRANCE [above]

**Rescue: Shellshock Nam'67**  
Maya, Photoshop, Client: Eidos  
Xavier Marquis, FRANCE [top]

**ReVisions**  
3ds max, Photoshop  
Kenn Brown, Chris Wren, CANADA [above]





A. Bird  
4D, BodyPaint, Photoshop  
Fendrik, HUNGARY

**Excellence**  
Character in Repose 3D





Master

Character in Action 2D

Monster  
Photoshop, Painter  
Stephan Martiniere, USA

Turtle  
Photoshop  
Dave S

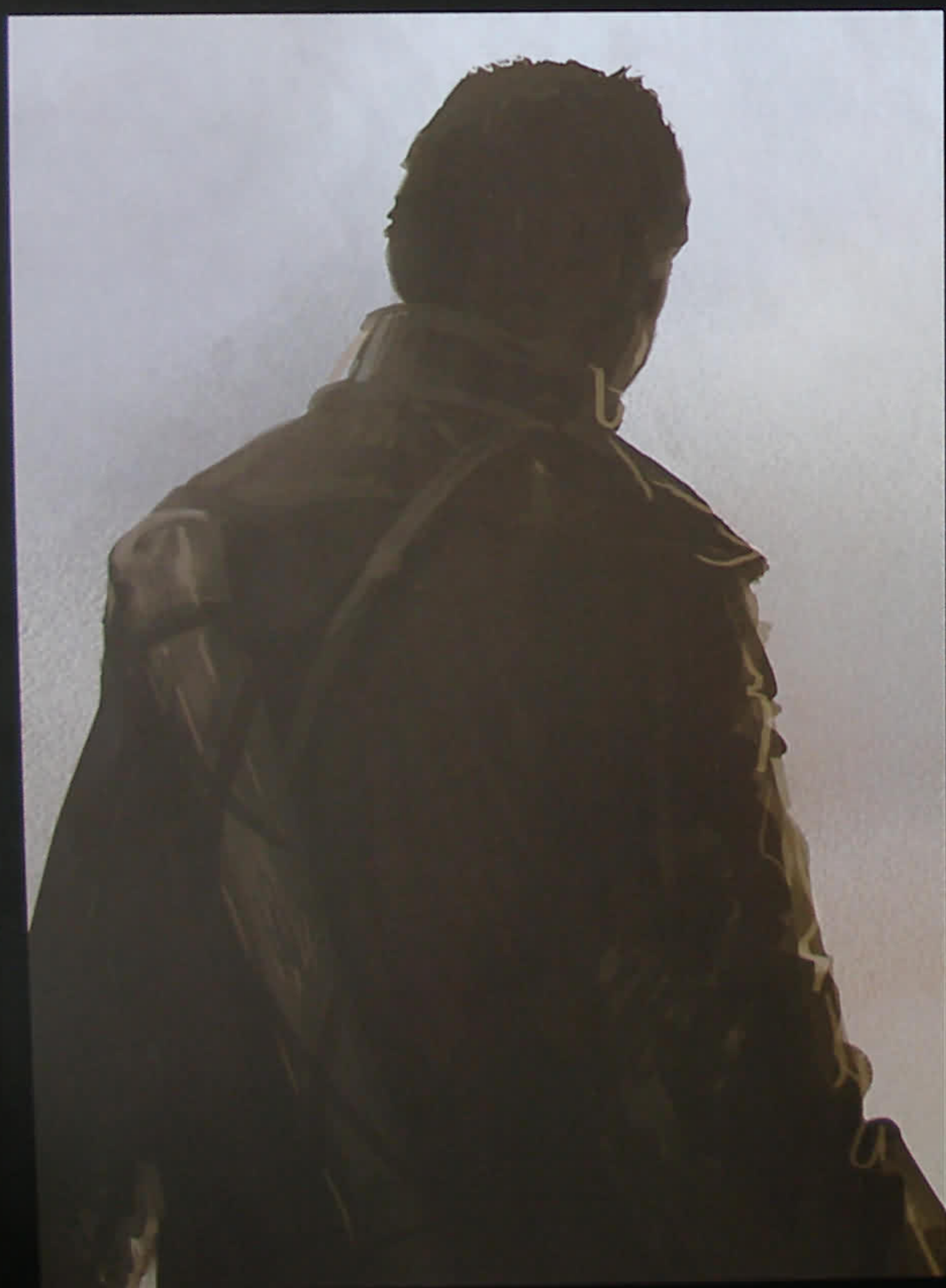




Turtle  
Photoshop  
Dave Seeley, USA

Excellence  
Creative Photography





**Excellence**  
Character in Action 2D

Undead Encounter  
Photoshop  
Martin Bergstrom, SWEDEN





Springheeled Jack I  
Photoshop  
Aaron McBride, USA

*Excellence*  
Character in Action 2D





**Olympic Runner**  
Sketchbook Pro  
**Bobby Chiu**, CANADA  
[top]

**Gathering**  
Painter  
**Christian Alzmann**, USA  
[above]



**Knight of fury**  
Photoshop  
**Jaime Jones**, USA  
[above]





**Zhai**  
Painter, Photoshop  
**Todd Lockwood**, USA  
[top left]

**The Crystal Shard**  
Painter, Photoshop  
**Todd Lockwood**, USA  
[above]

**The Grimoire**  
Photoshop, Painter  
**Djief**, Studio Grafiksismik, CANADA  
[top right]





**Immortals**  
Photoshop  
**Shawn Ye Zhongyi (Yap Chong Aik), SINGAPORE**  
[top]





**Sons of Grumsh**  
Painter, Photoshop  
**Todd Lockwood**, USA  
[above]



**Dust empire**  
Photoshop, Painter  
**Marc Simonetti**, FRANCE  
[above]





**Immortals**  
 Painted by:  
 Shawn Ye Zhongyi (Ye Cheng, AM), SINGAPORE  
 (top)



**Sons of Guns**  
 Painted by:  
 Todd Lockwood, USA  
 (above)



**Dark Empire**  
 Painted by:  
 Marc Simonetti, FRANCE  
 (above)





**The Baron's flight**  
Photoshop, Painter  
**Kornél Ravadits**, HUNGARY  
[top]

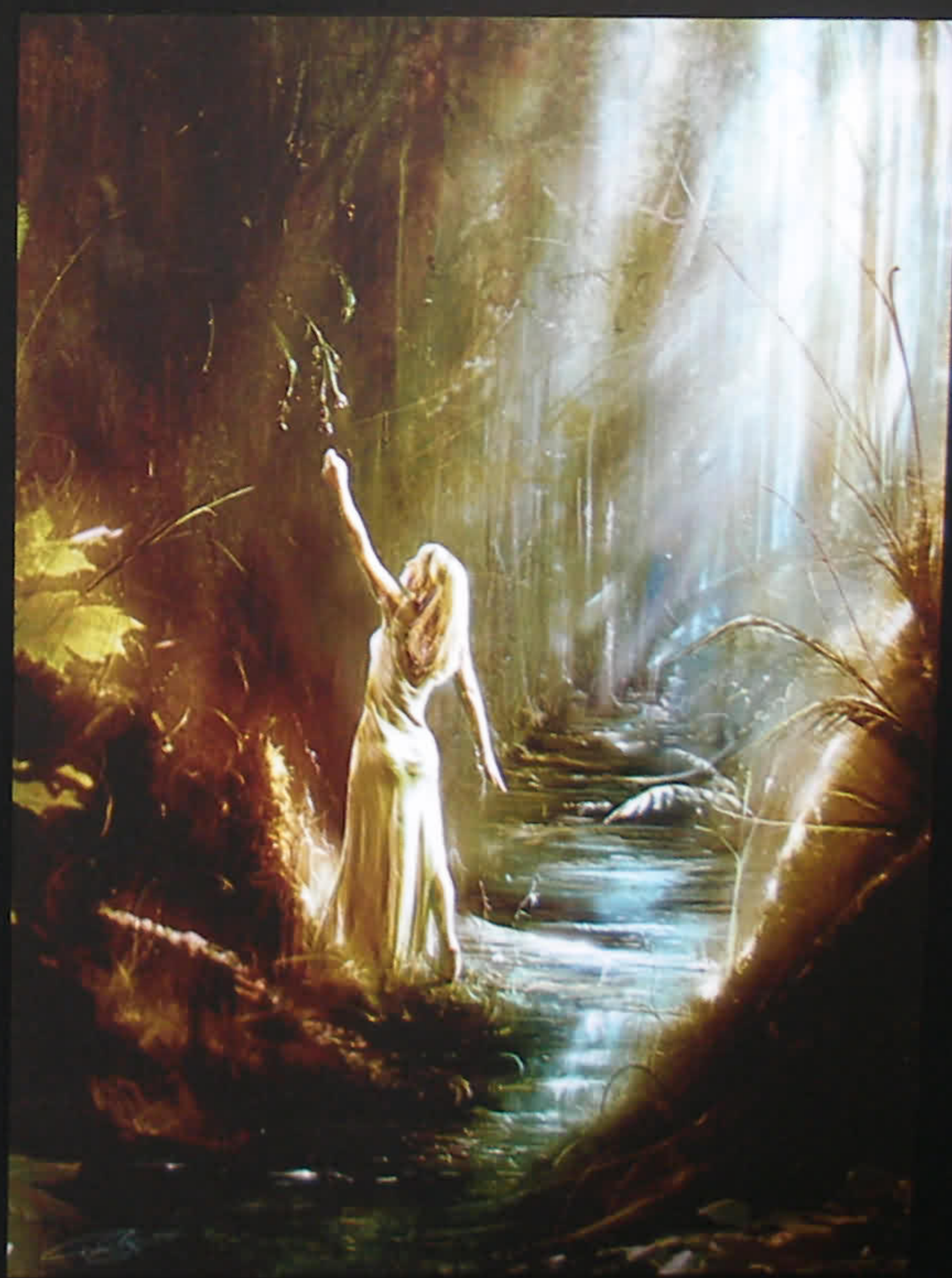


**On the way II**  
Photoshop  
**Xiao Yi**, CHINA  
[above]





**Escape in jungle**  
Photoshop  
**Pierrick Martinez**, FRANCE  
[top]



**In the Sewers**  
Photoshop  
**Gary Freeman**, USA  
[above]

**Wildberries**  
Photoshop  
**Franz Steiner**, GERMANY  
[above]





Master

Character in Action 3D

Octopus  
Lightbox 3D, CINEMA 4D, Photoshop  
Leonardo Wille, Flávio Albino,  
Luciano Honorato, Bernardo Barbi, Platinum, BRAZIL





Master

Character in Action 3D





**Octopus**  
 LightWave 3D, CINEMA 4D, Photoshop  
**Leonardo Vilela, Flavio Albino,**  
**Luciano Honorato, Bernardo Barbi,** Platinum, BRAZIL





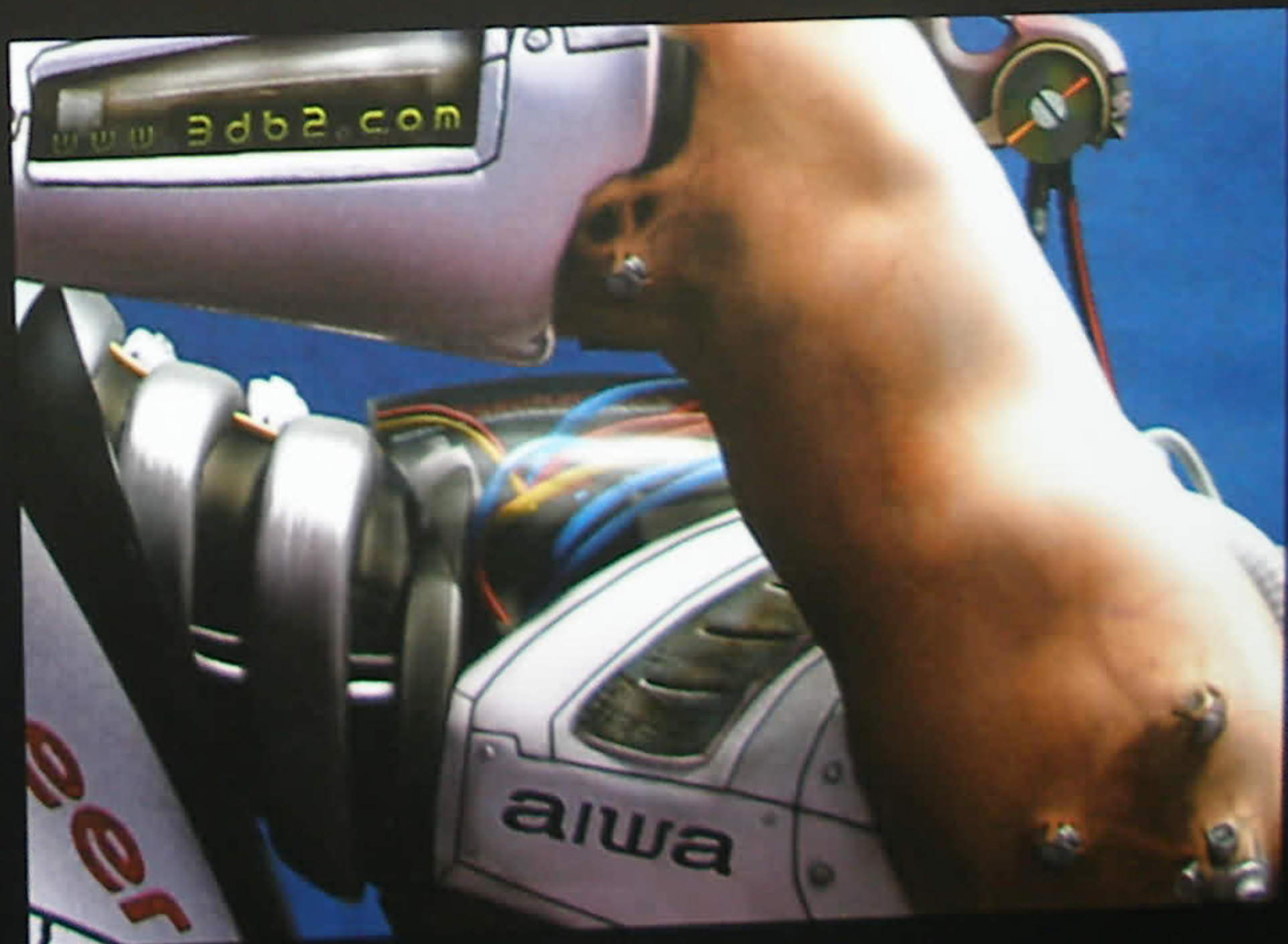
# Excellence

Character in Action 3D

**Kinnaree**  
Photoshop, Maya, BodyPaint  
**Udom Ruangpaisitporn, THAILAND**

3K-Athle  
3ds max, l  
Carlos B





**3K-Athlete**  
3ds max, finalRender, Photoshop  
Carlos Bernardo Delgado Virgen, MEXICO

*Excellence*  
Character in Action 3D



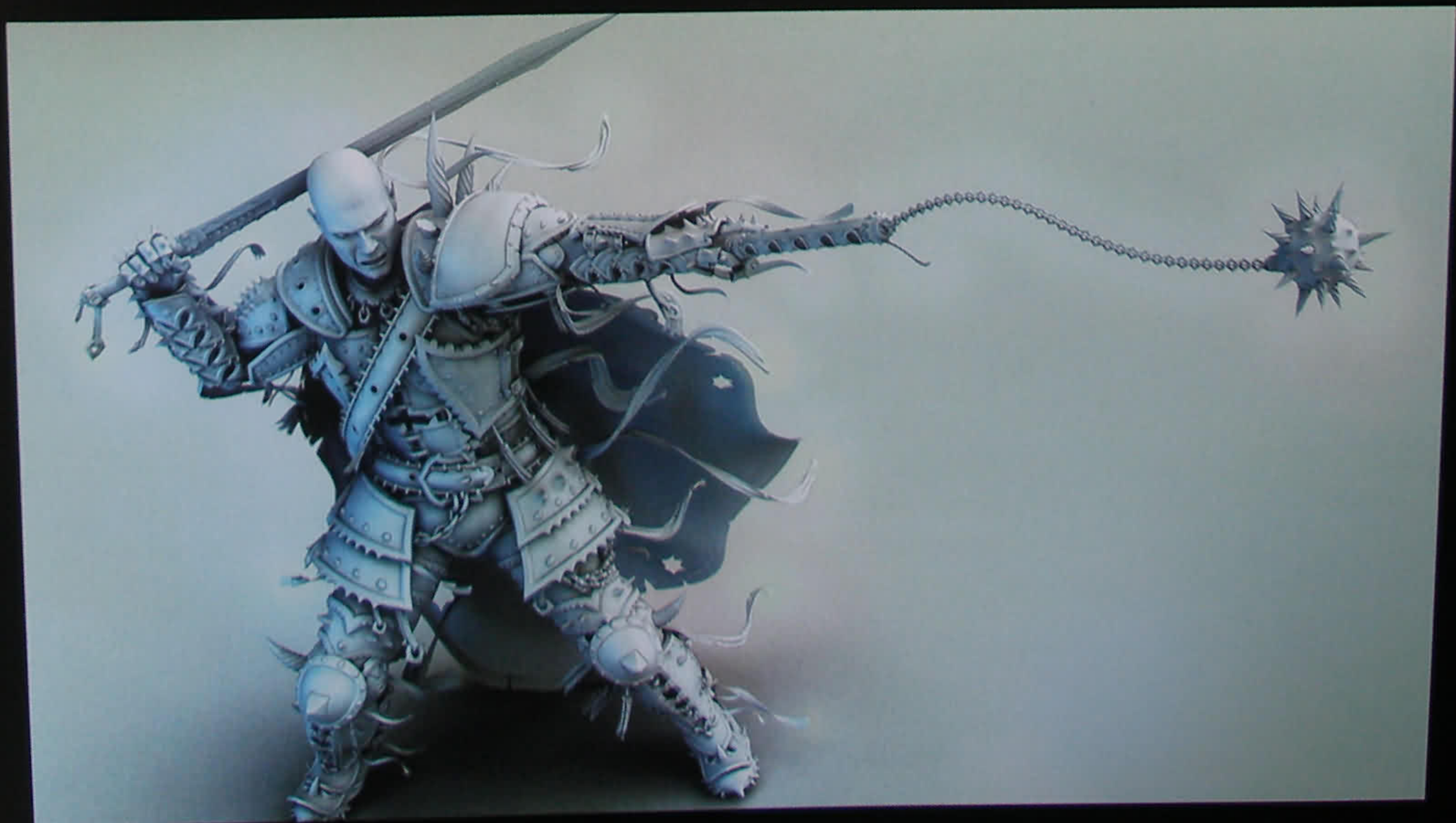


# Excellence

Character in Action 3D

**Calite**  
3ds max, V-Ray, Photoshop  
**Renaud de Bellefon, FRANCE**





**Goliath**  
Maya, Photoshop, Painter  
**Lukas Jevcak**, SLOVAKIA [top]

**Alone on the battlefield**  
3ds max  
**Vitaly Bulgarov**, MOLDAVIA [above]





Wait  
3ds max, V-Ray, Photoshop  
Jesse Sanlifer, USA  
(left)



**Battlefield: Shellshock Nam'67**

Maya, Photoshop

Client: Eidos

**Xavier Marquis**, FRANCE

[left]



**Crab in Living Room**

3ds max, Brazil r/s, Photoshop

**Fernando Reule**,

Seagulls Fly, BRAZIL

[left]



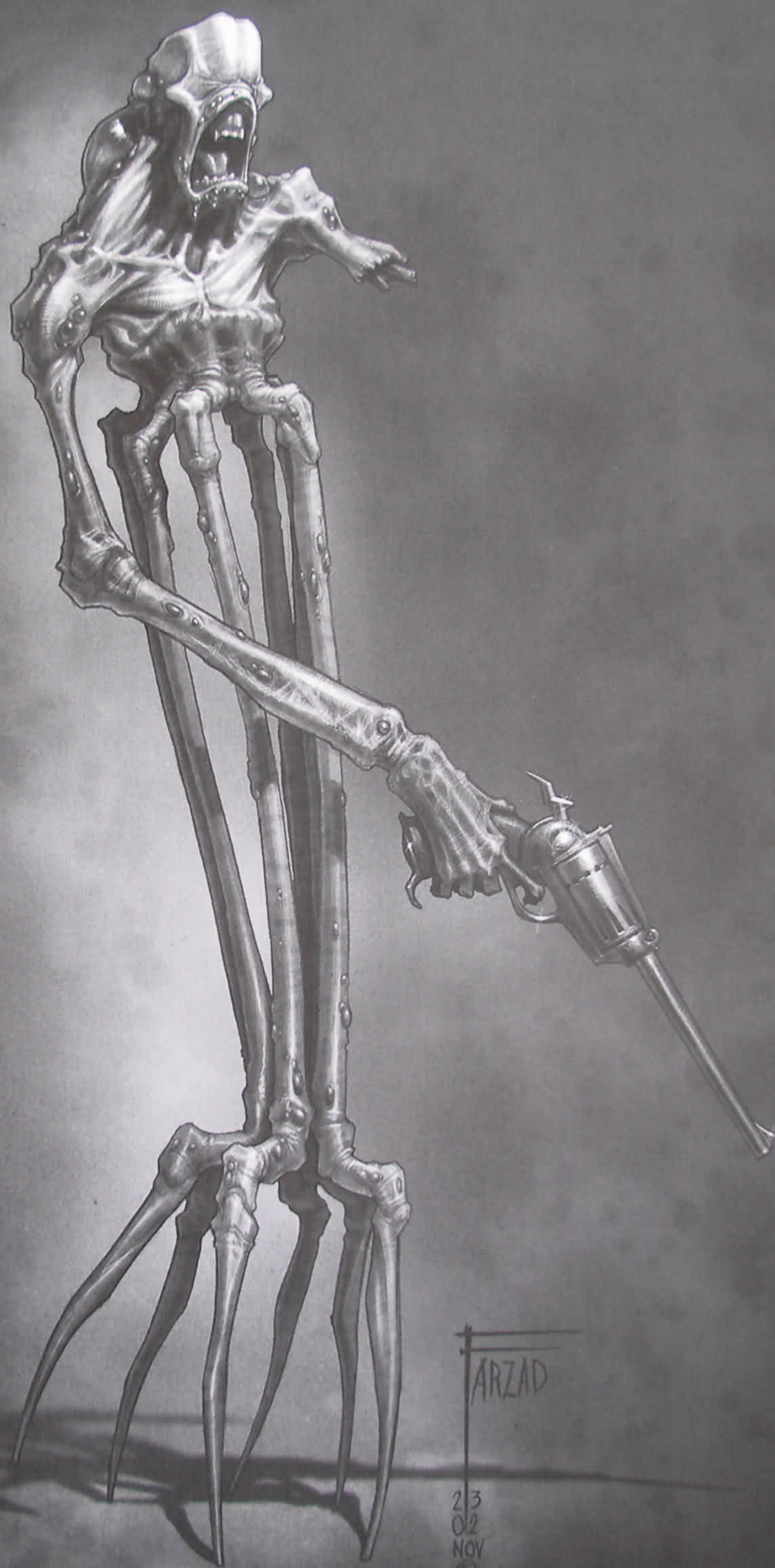


Master

Creature in Repose 2D

Rile, Lost in his Thoughts  
Painter  
Pierre Drost, FRANCE

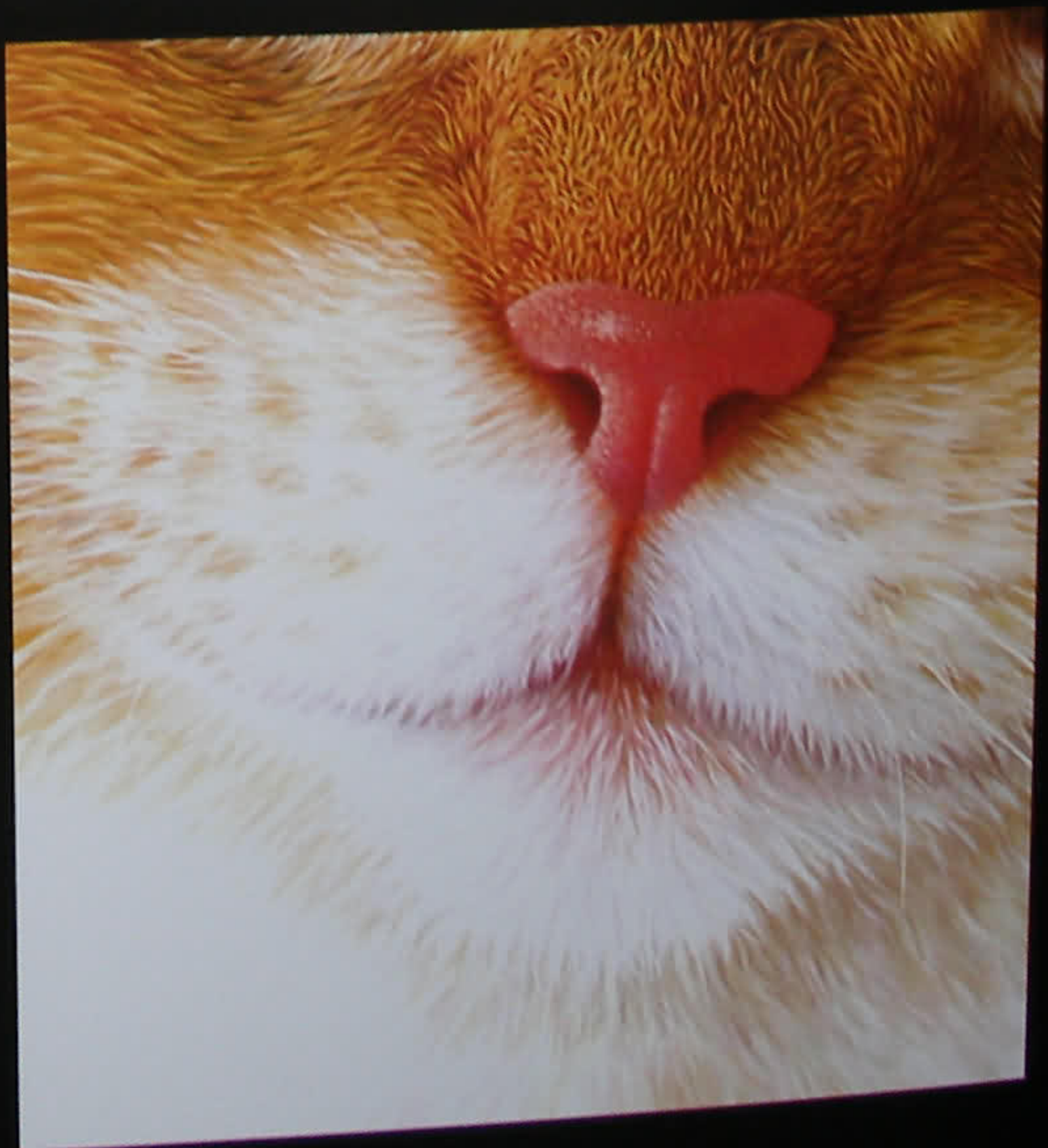




**Uncloaked Nightmare**  
Photoshop  
**Farzad Varahramyan,**  
High Moon Studios, USA

*Excellence*  
Creature in Repose 2D





Excellence

Creature in Repose 2D

**Pussy**  
Photoshop, Painter  
**Eric Tranchefeux, FRANCE**





Zoo3000  
Photoshop  
Alexander Lindt, GERMANY

*Excellence*  
Creature in Repose 2D





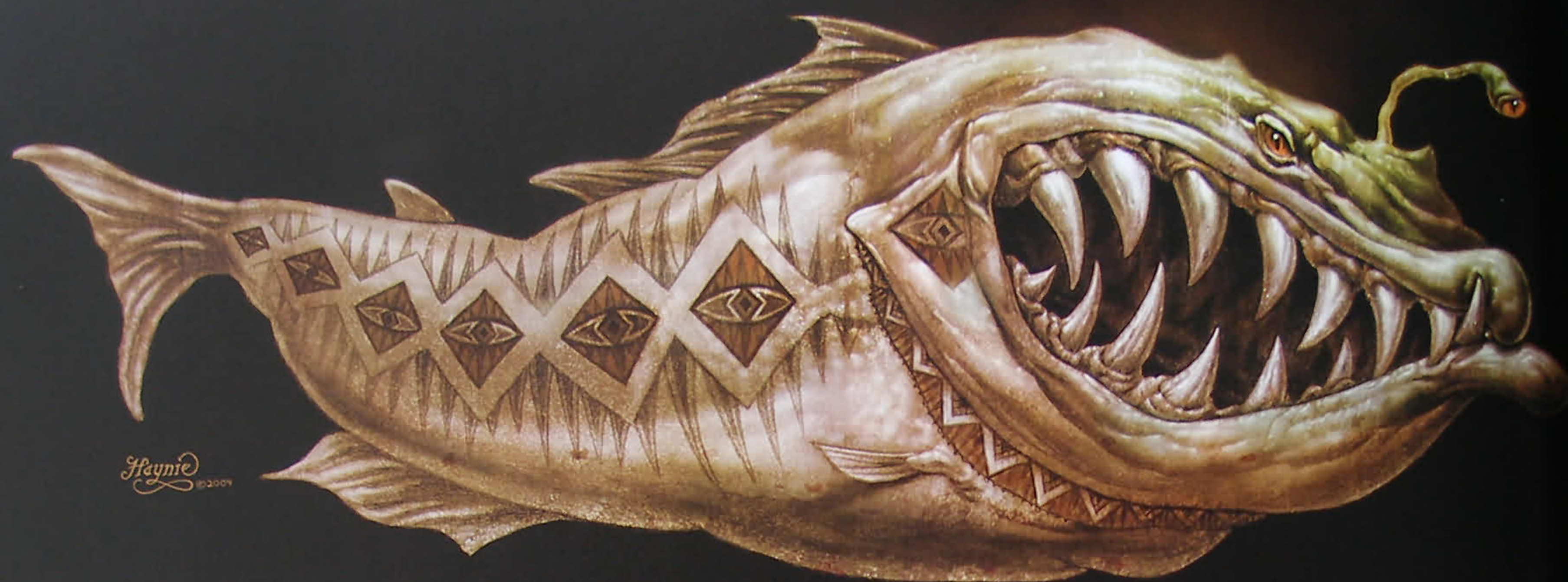
**King Kong Alone**  
Photoshop  
**Alexandre Tuis, FRANCE**





**Moonlight**  
Photoshop  
**Kerem Beyit, TURKEY**





Haynie ©2009



**Scary fish**  
Photoshop  
**Jeff Haynie**, USA  
[top]



**Hunter**  
Photoshop, Painter  
**Allan Fernando**, AUSTRALIA  
[above]

**Bullseye**  
Photoshop  
**Jeff Haynie**, USA  
[above]





**Wasp Minion**  
Photoshop  
Mark Covell, USA





# Master

Creature in Repose 3D

**My Uncle Cthulhu**  
3ds max, Photoshop, V-Ray  
**Fred Bastide, SWITZERLAND**

Odawa  
Photoshop  
CG: Rick  
Art Director





**Oddworld Stranger's Wrath: Hero Pose**

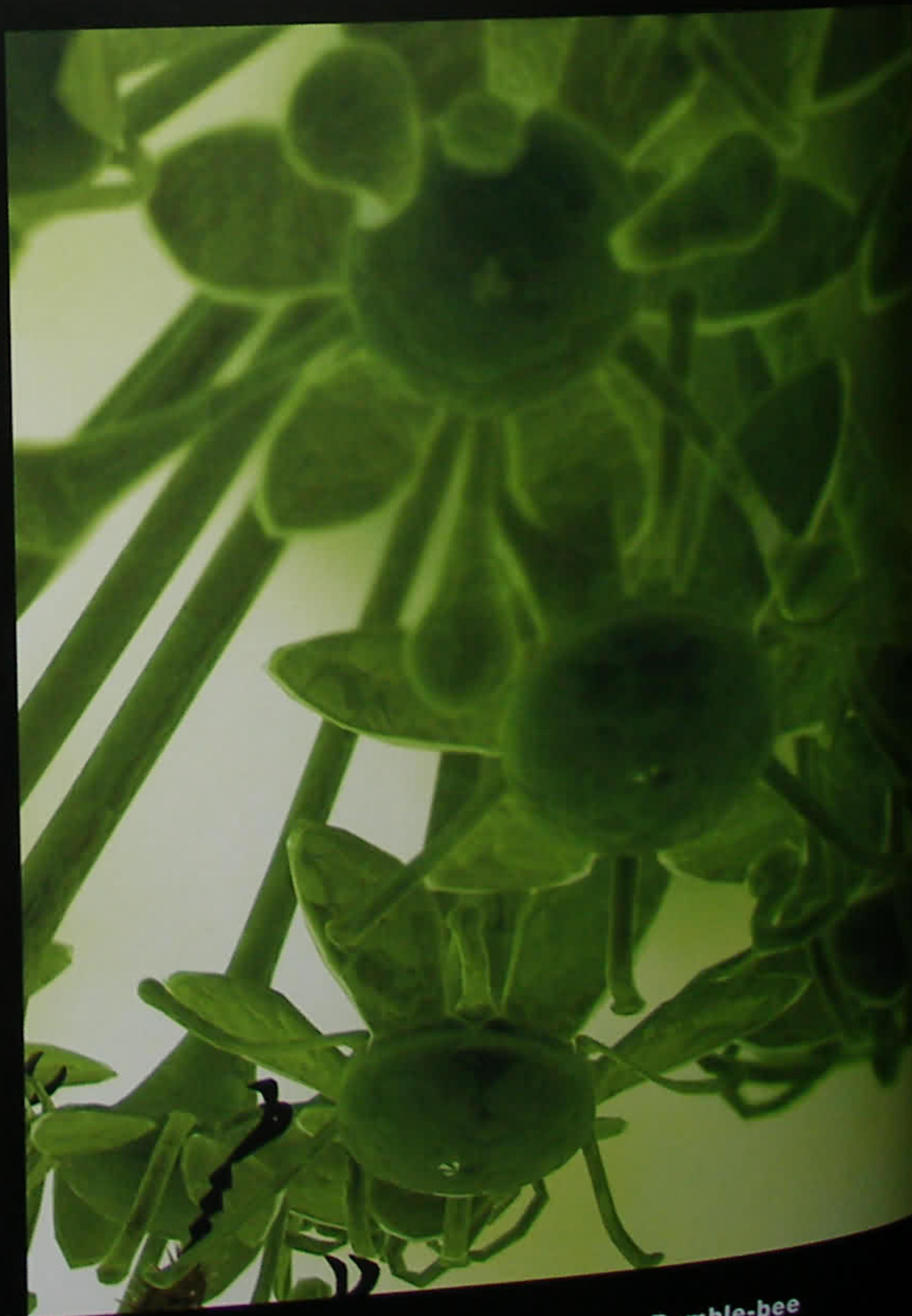
Photoshop, Maya

CG: Rich McKain, Iain Morton, Character Design: Raymond Swanland

Art Direction: Lorne Lanning, **Oddworld Inhabitants**, USA

*Excellence*  
*Creature in Repose 3D*





Bumble-bee  
3ds max  
Eugene Rabok, CANADA

Excellence

Creature in Repose 3D





ARASAKA



**Brachoide**  
3ds max, Photoshop, HDR Shop  
**Laurent Gaumer**, CANADA [top]

**Blue-bee**  
3ds max  
**Eugene Rabok**, CANADA [above]





Mole Warrior  
LightWave 3D, Photoshop  
Pete Sussi, USA





**The Germ**  
LightWave 3D, Photoshop  
Pete Sussi, USA





**Oddworld Stranger's Wrath: Captured By Outlaws**  
 Maya  
 CG: Rich McKain, Iain Morton, Rajeev Nattam  
 Character Design: Silvio Aebischer  
 Art Direction: Lorne Lanning, Gautam Babbar,  
**Oddworld Inhabitants, USA [top]**

**Oddworld Stranger's Wrath: Ending**  
 Maya, Shake  
 CG: Rich McKain, Iain Morton Matte Painting: Raymond Swanland  
 Character Design: Raymond Swanland, Silvio Aebischer  
 Art Direction: Lorne Lanning, Raymond Swanland,  
**Oddworld Inhabitants, USA [above]**





**Oddworld Stranger's Wrath: Native Rebels**  
Maya, Photoshop  
CG: Rich McKain, Iain Morton, Character Design: Silvio Aebischer  
Art Direction: Lorne Lanning, **Oddworld Inhabitants**, USA

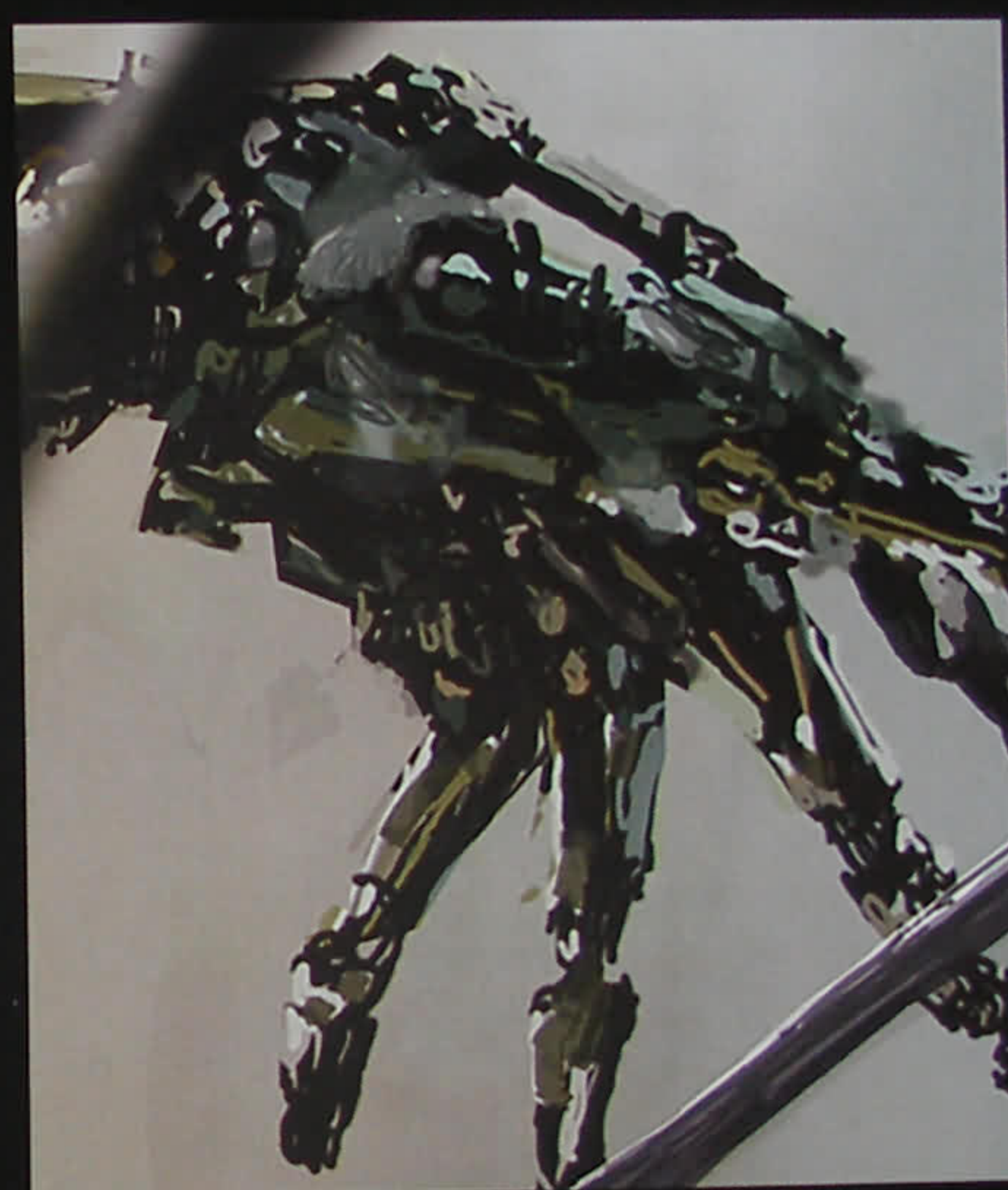
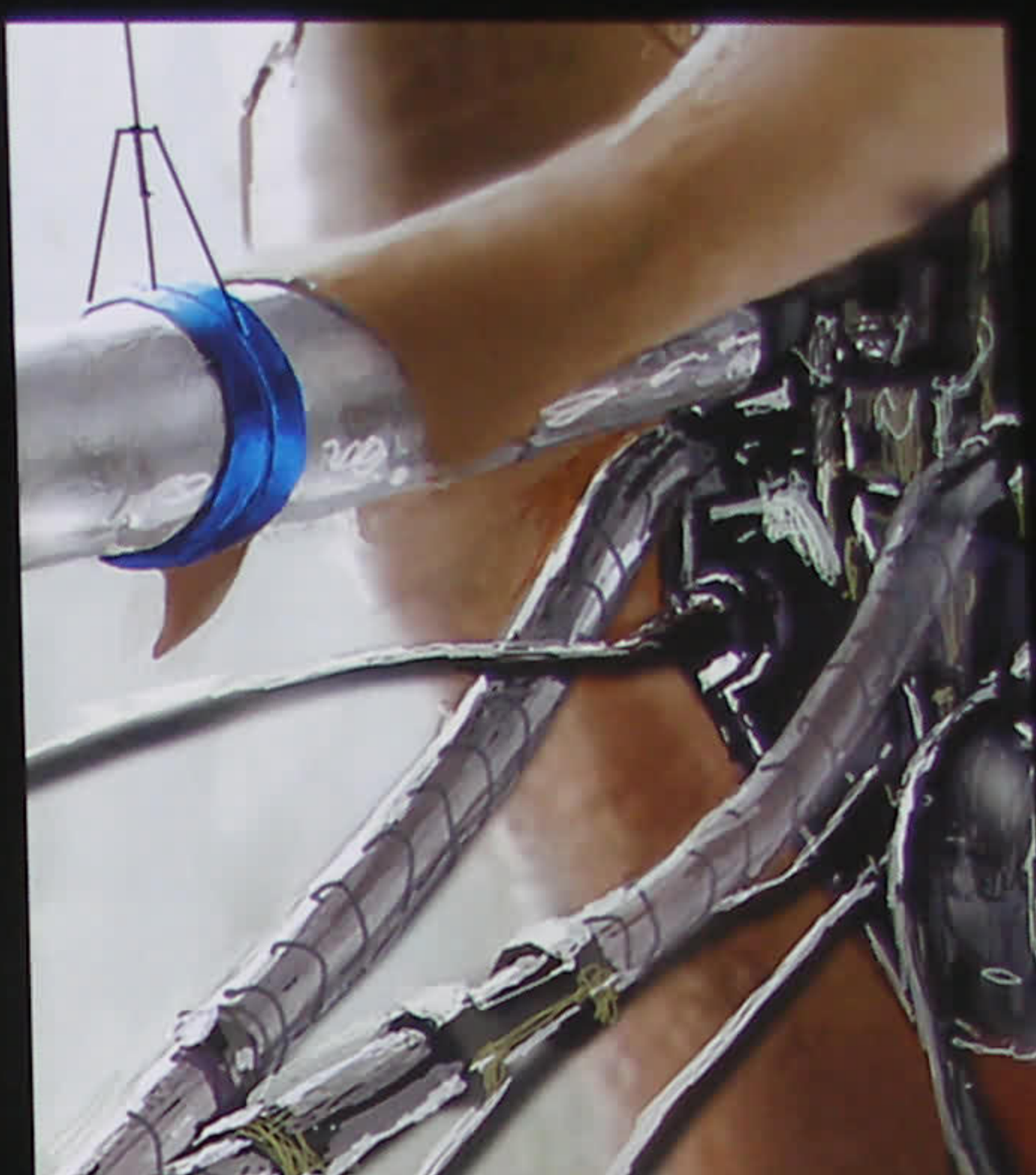




Master

Robotic/Cyborg 2D





**Synergy**  
Photoshop  
Eddie Smith, USA





**Excellence**

Robotic/Cyborg 2D

Vision  
Photoshop  
Jason Felix. USA





Click Drones  
Photoshop  
sparth, CANADA

Excellence  
Robotic/Cyborg 2D

Vision  
Photoshop  
Jason Felix USA

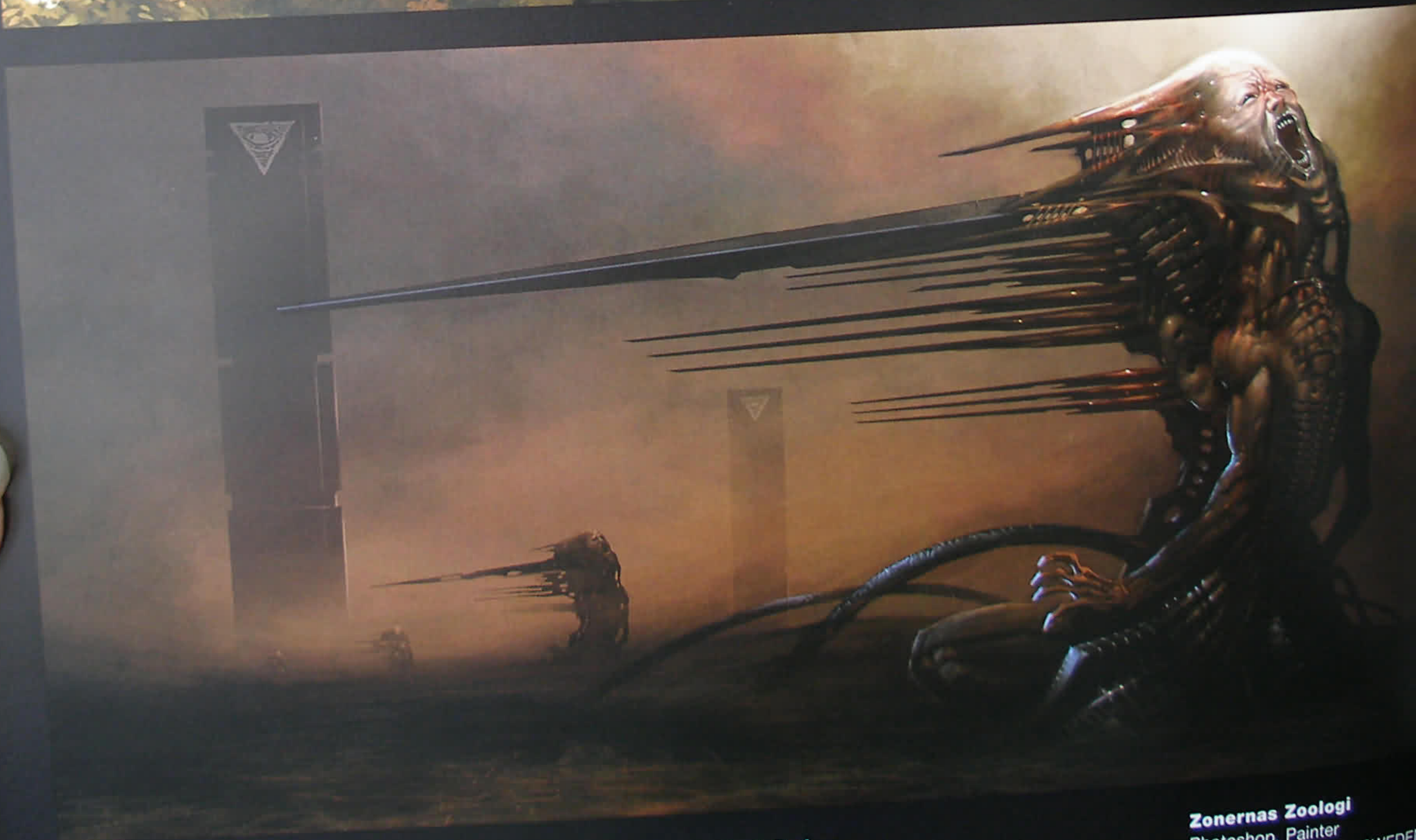




**Number Six finds a Friend**  
Photoshop  
**Matt Dixon**, GREAT BRITAIN  
[top left]



**Reluctant God**  
Photoshop  
**Francis Tsai**, USA  
[above]



**Zonernas Zoologi**  
Photoshop, Painter  
**Martin Bergstrom**, SWEDEN  
[top right]





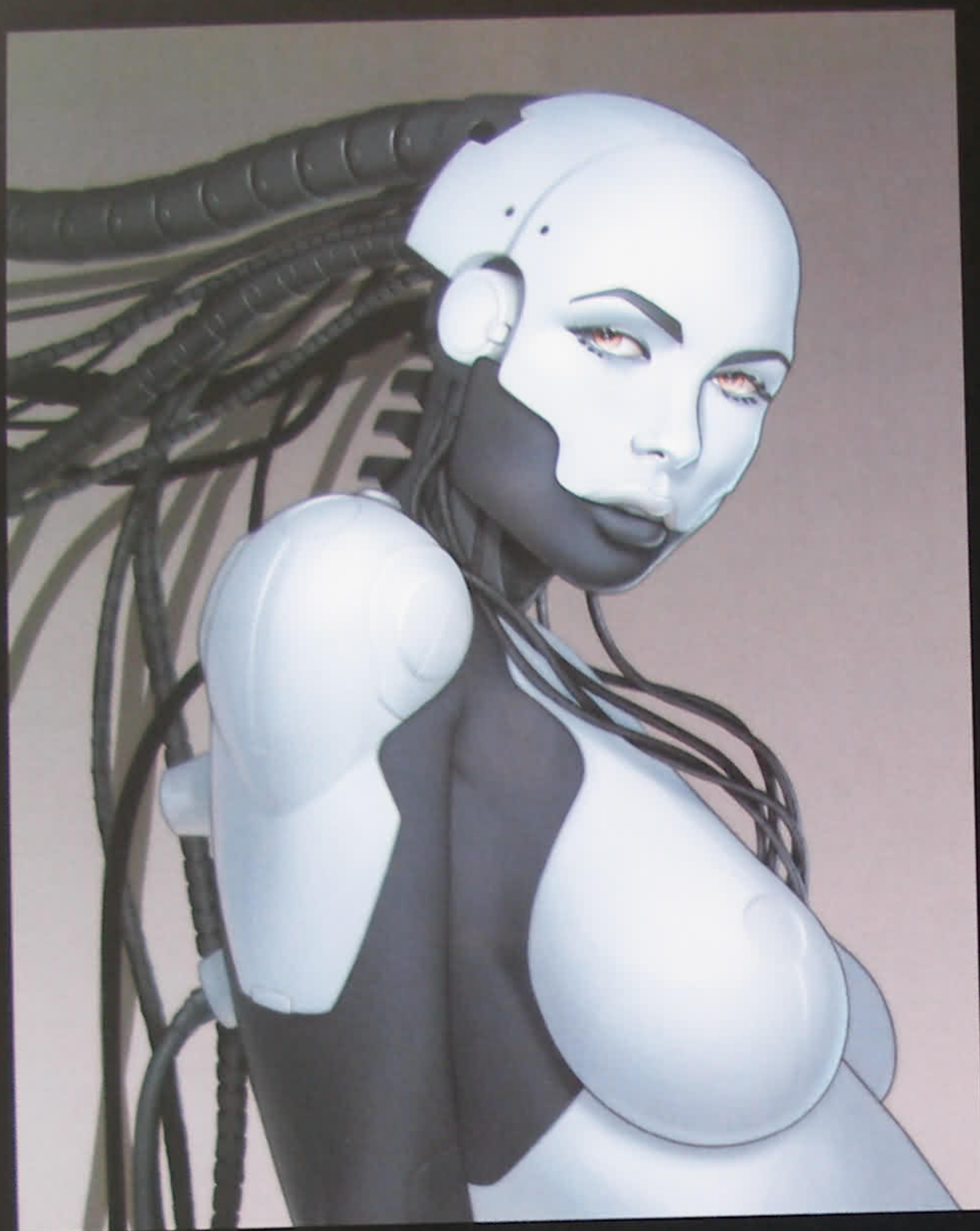
**The Heavy Unit**  
Photoshop  
**Mike Hill**, GREAT BRITAIN  
[top]



**Found At Last**  
Photoshop, Painter  
**Chris Young**, GREAT BRITAIN  
[above]

**Odds**  
Photoshop  
**Jiaxing Rong**, USA  
[above]





**RG002\_200\_03**  
Photoshop  
**Shawn Alan Peters**, USA  
[top]

**Gundam**  
FreeHand  
**Wei Ming**, CHINA  
[above]



**Cable Girl**  
Photoshop  
**Mikko Kautto**, FINLAND  
[above]

**Painful Upgrade**  
Painter  
**Mark Evans**, USA  
[right]





Painful Upgrade  
Painter  
Mark Evans USA  
[right]





# Master

Robotic/Cyborg 3D

The Last of the Leaves  
ZBrush, Photoshop  
Meats Meier, USA

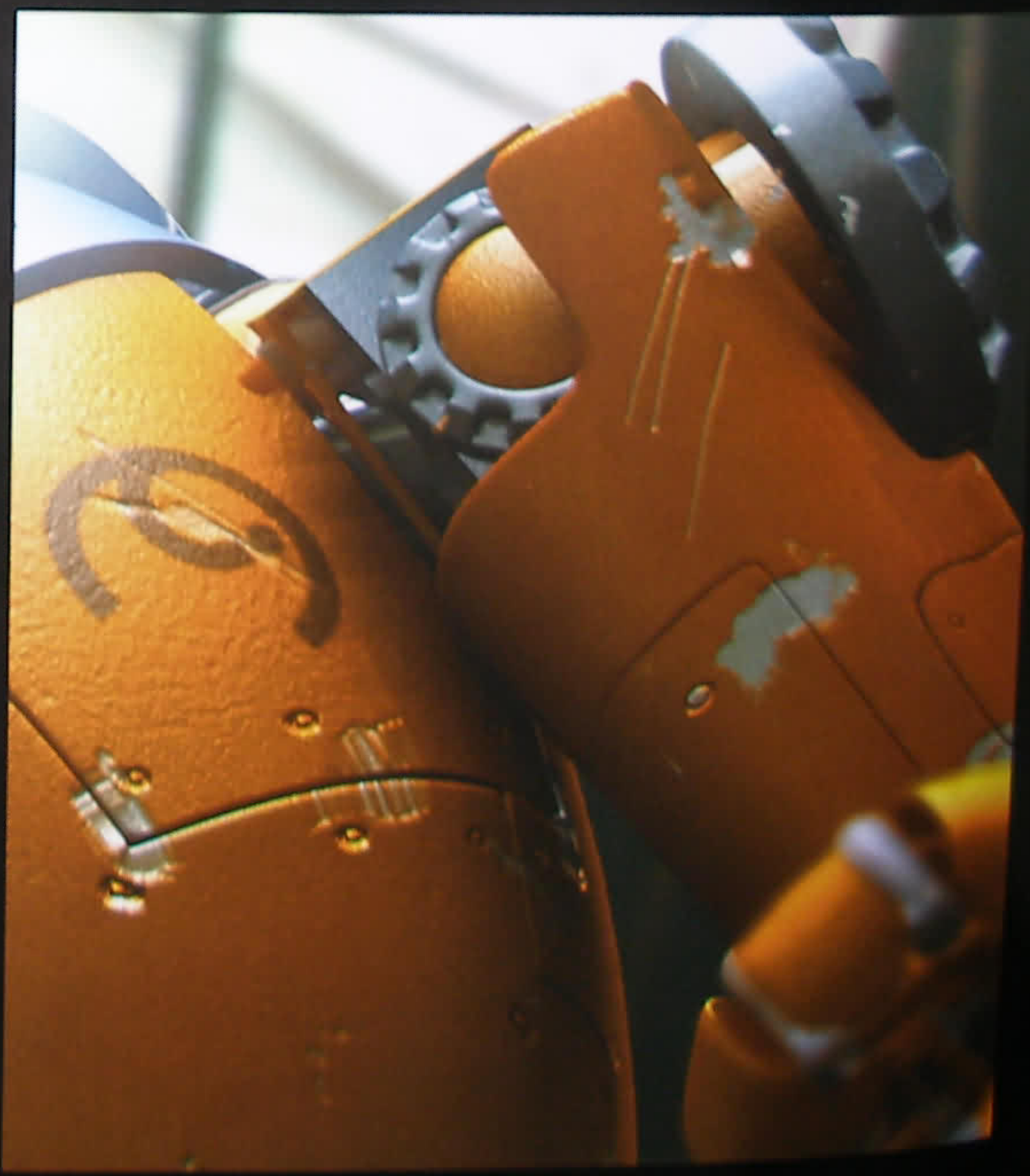
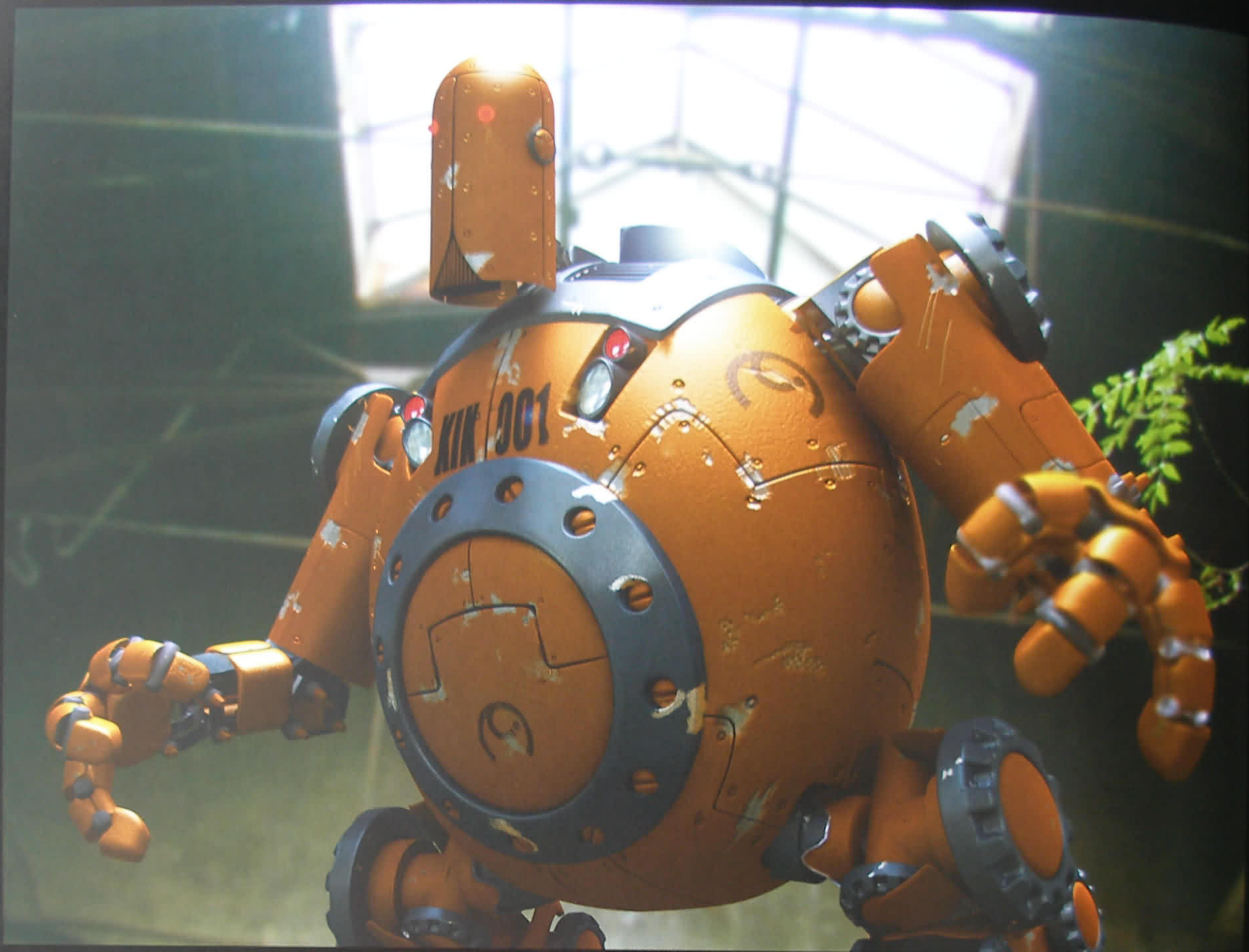




Xspace  
3ds max, Photoshop  
Ngo Heck Lim, SINGAPORE

*Excellence*  
Robotic/Cyborg 3D



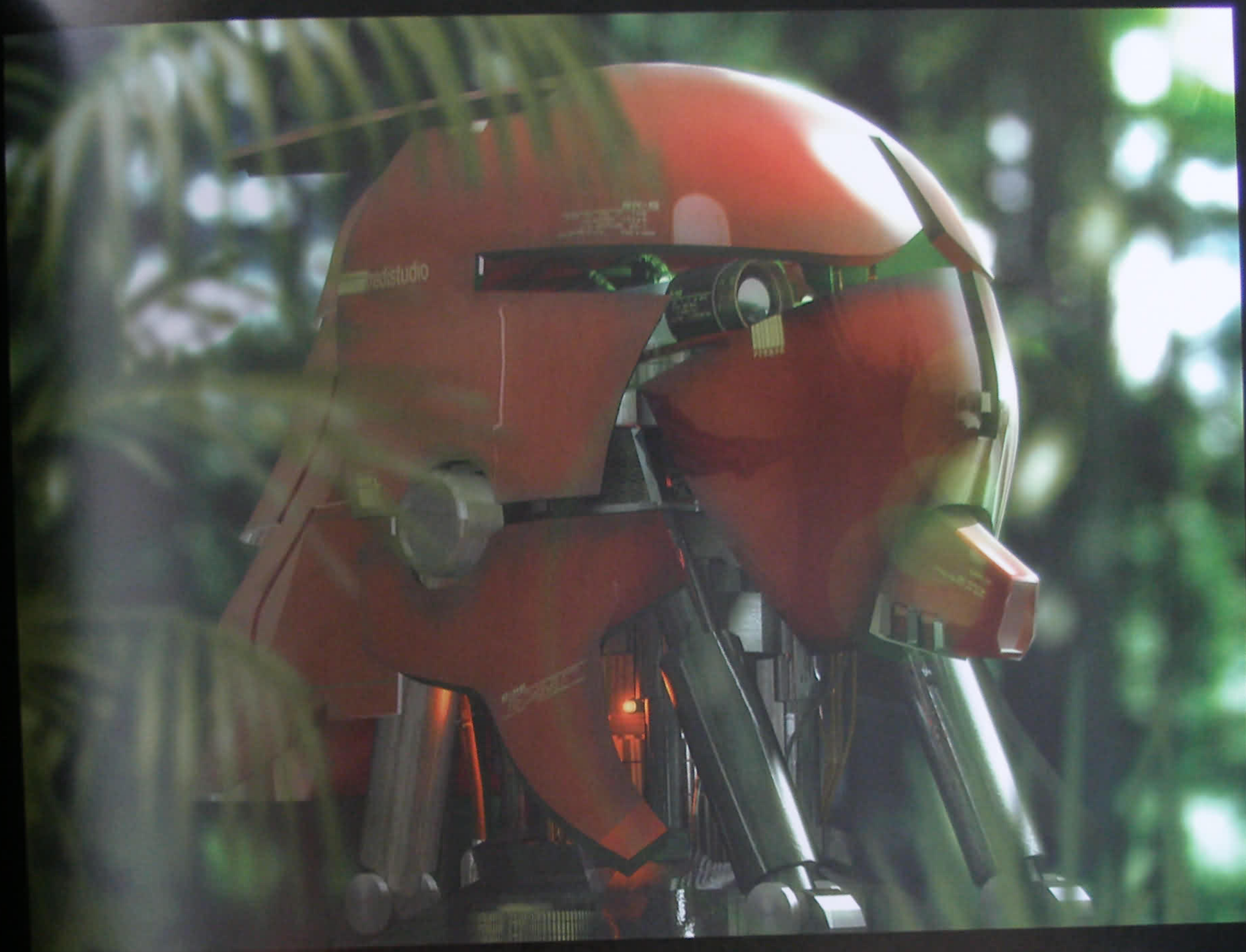


**Excellence**  
Robotic/Cyborg 3D

**Robot Carriste**  
LightWave 3D, Photoshop  
Bouchet Christophe, FRANCE

Cyber  
3ds max  
Andre





**CyberSamurai**  
3ds max, Photoshop, combustion  
**Andrea Bertaccini**, Tredistudio, ITALY

*Excellence*  
Robotic/Cyborg 3D



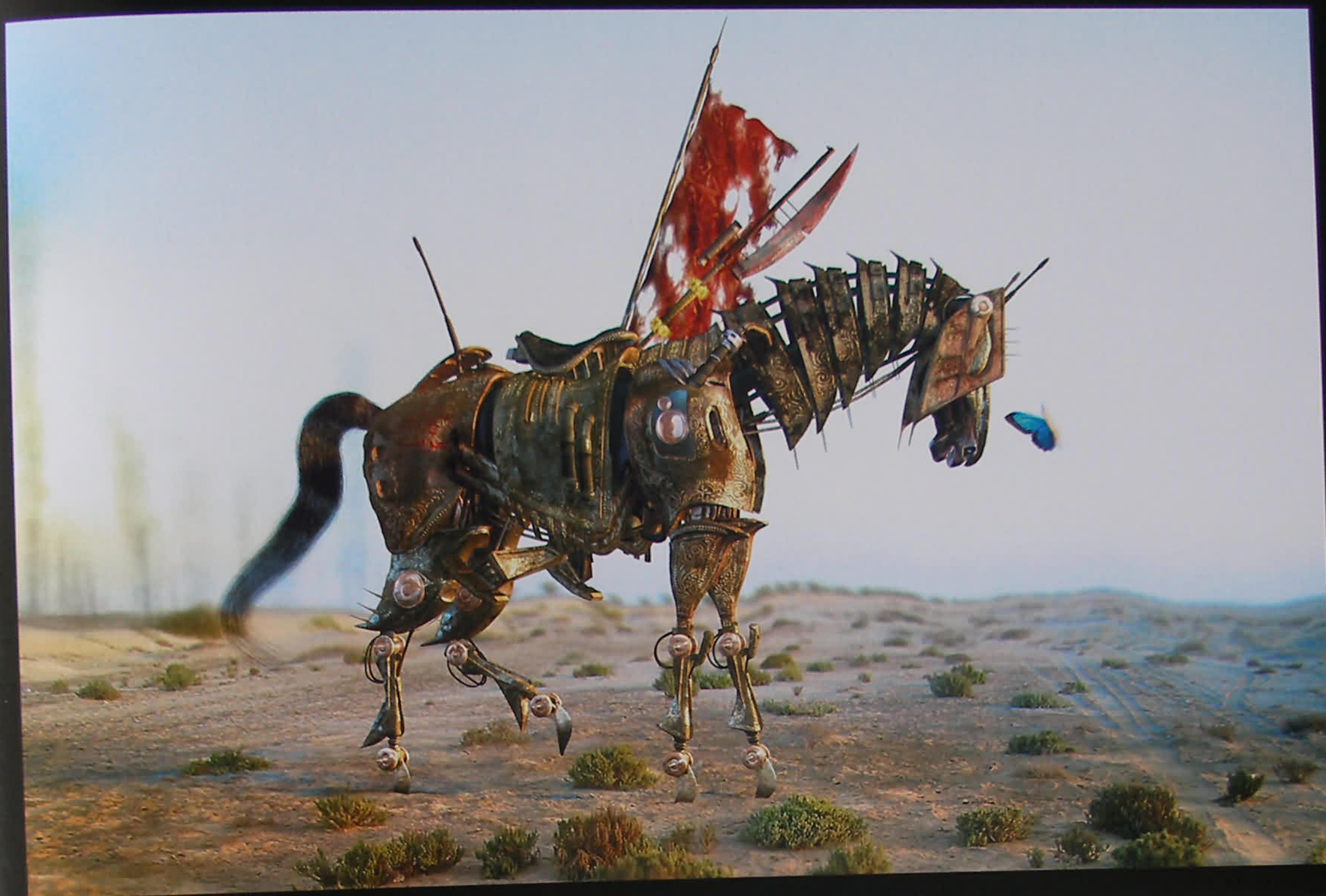


**Tree Frog**  
Maya, Photoshop  
**Kurt Boutilier**, CANADA  
[top]



**Robot Hopper**  
3ds max, Photoshop, Brazil r/s  
**Tristan Bethe**, NETHERLANDS  
[above]





**Arabian Warrior Horse**  
LightWave 3D, BodyPaint, Photoshop  
**Khalid Al-Muharraqi**, BAHRAIN  
[top]



**Prototype**  
3ds max, Photoshop  
**Nareg Kalenderian**, LEBANON  
[above]





Master

Abstract & Design 2D





**The Household**  
Photoshop  
Cherie Treweek, SOUTH AFRICA



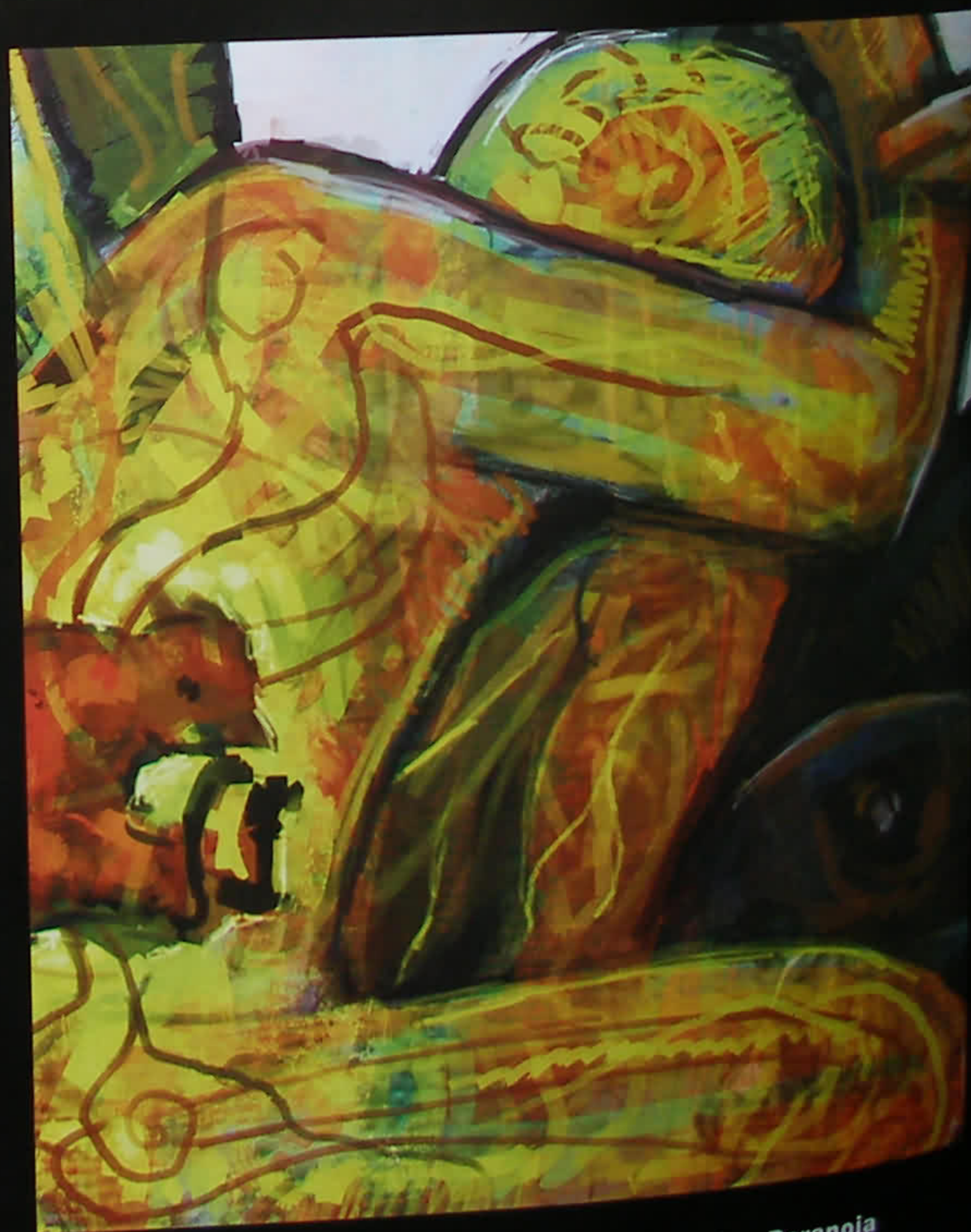
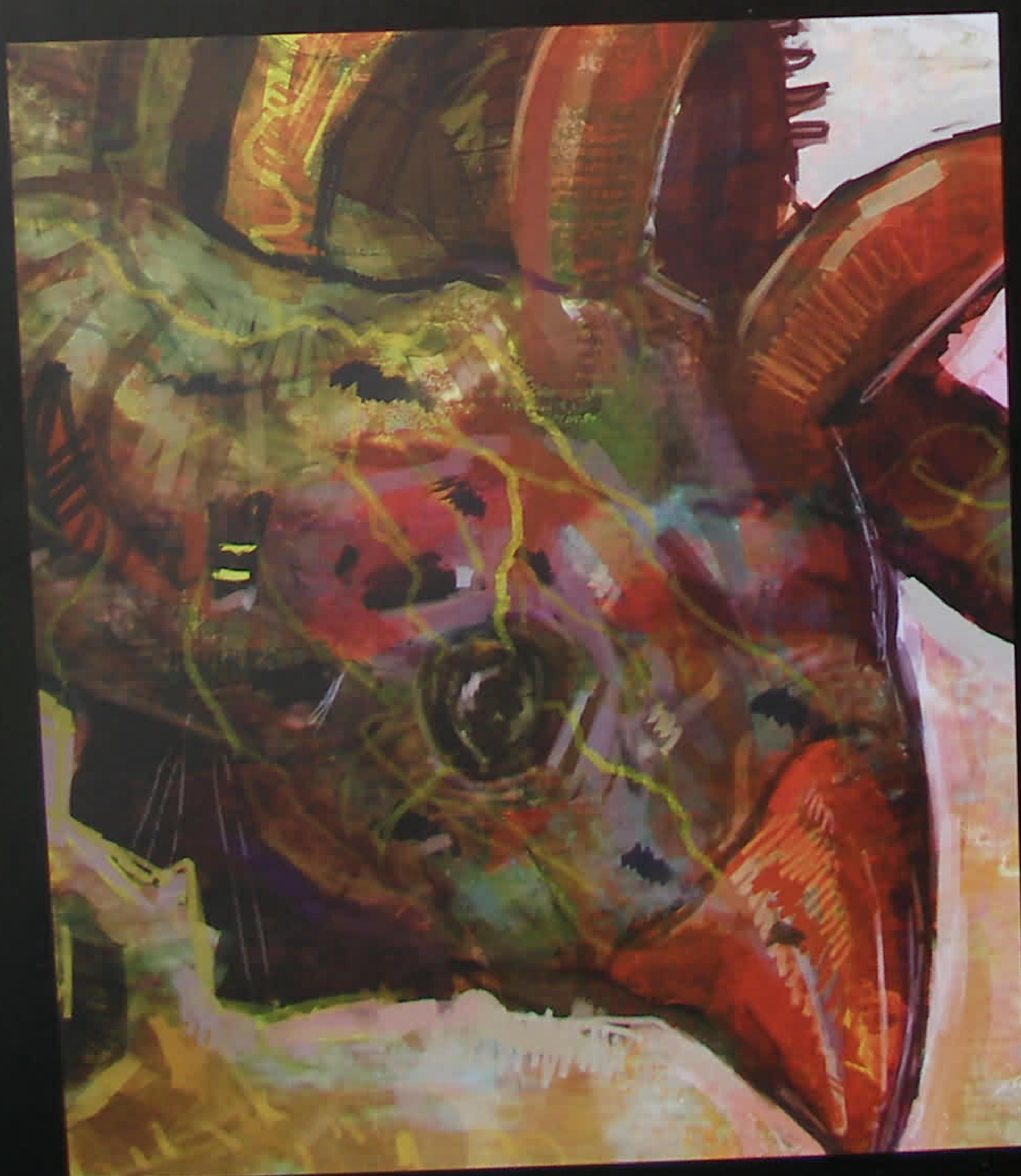


**Master**  
Abstract & Design 2D



**The Household**  
Photoshop  
Cherie Treweek, SOUTH AFRICA





Excellence

Abstract & Design 2D

Avian Paranoia  
Photoshop  
Dan Blomberg, SWEDEN

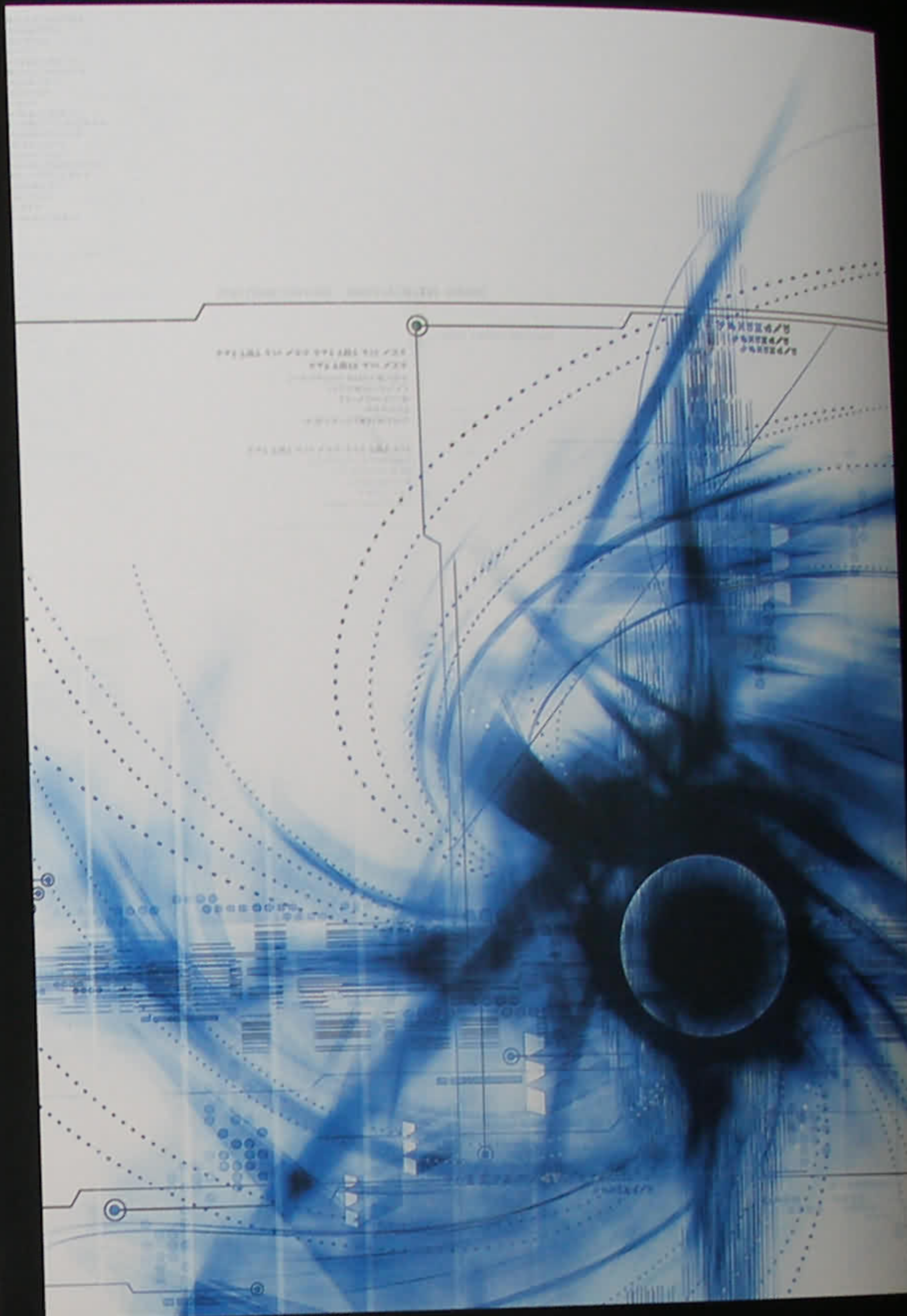
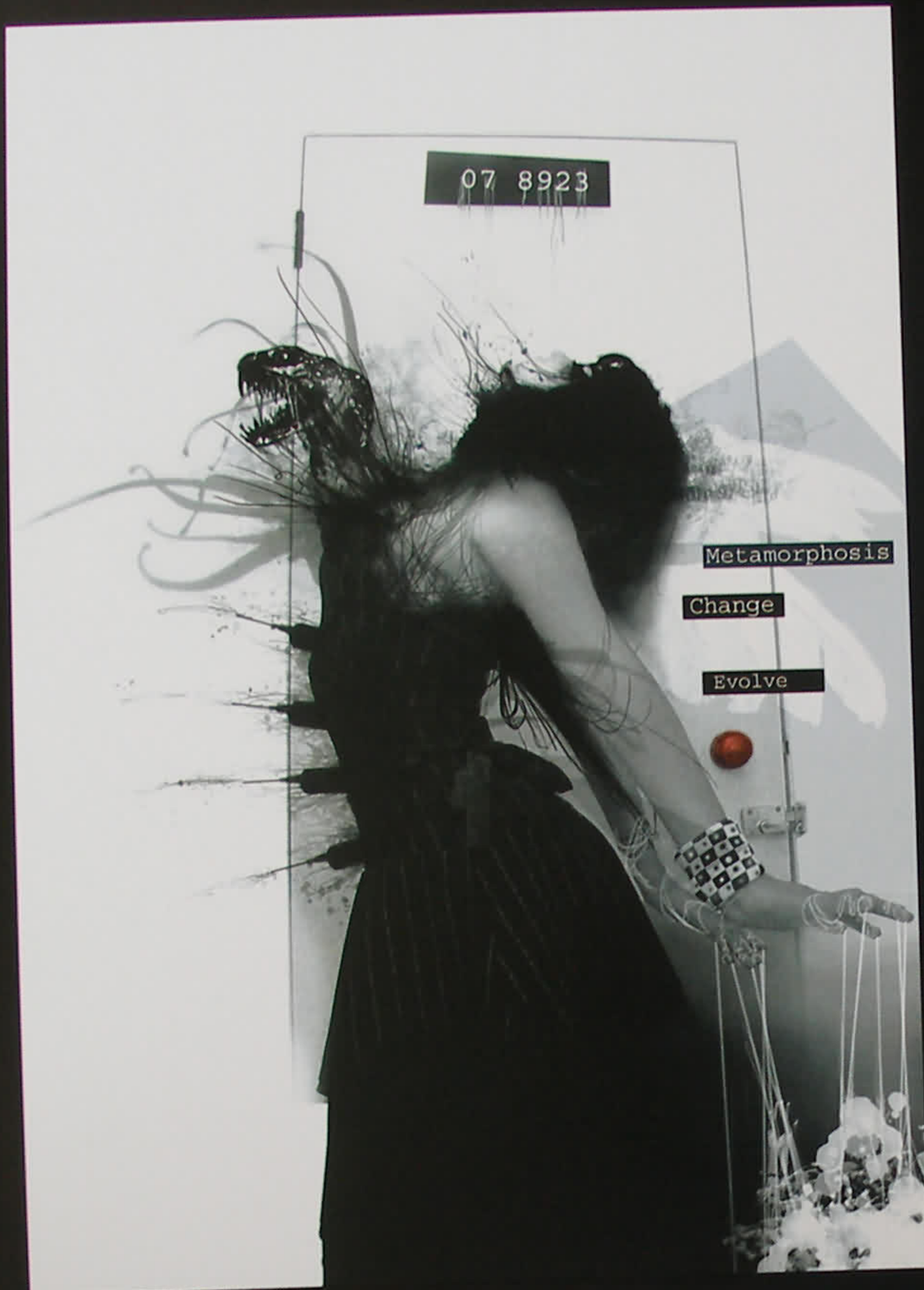




**Sequential Escalation**  
Photoshop  
Brandon Williams, USA

*Excellence*  
Abstract & Design 2D



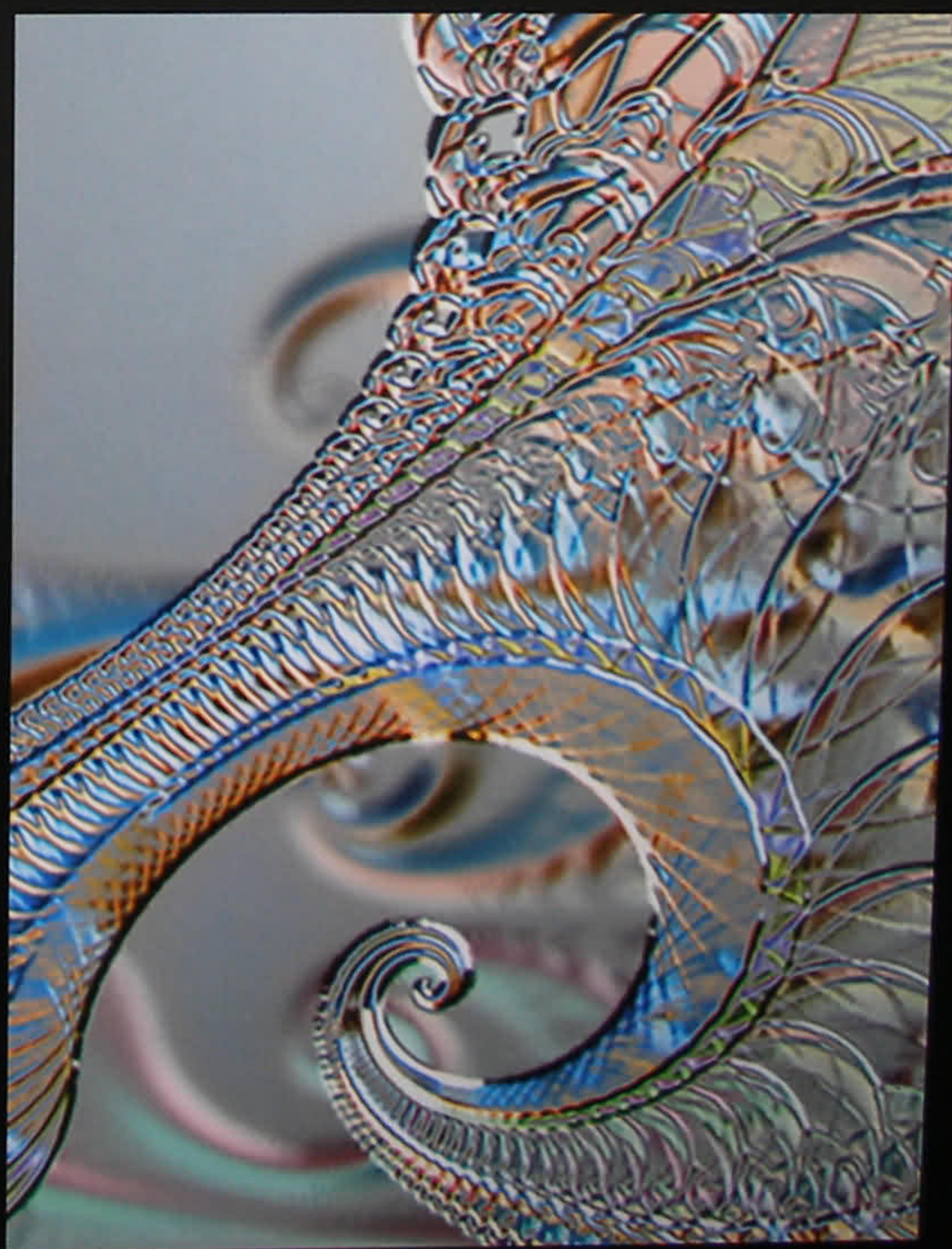
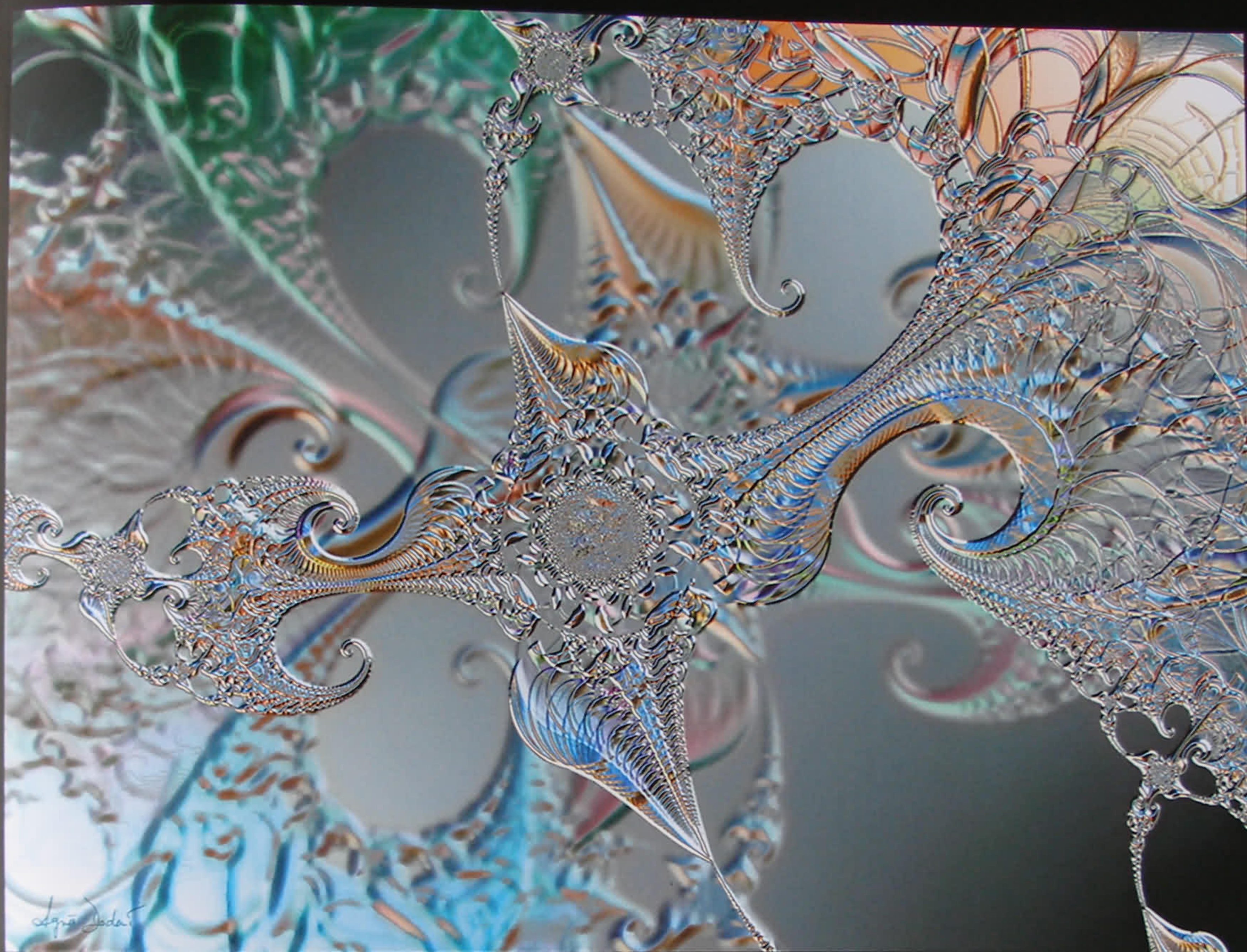


**Metamorphosis**  
Photoshop  
**Morten Bak**, DENMARK [top left]

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

**The Eye**  
Photoshop, Illustrator, AfterEffects  
**Stephany See**, Visual Line, MALAYSIA [top right]





**Crystal Light**  
Fractal Explorer, Photoshop  
**Agnes Dodart**, USA

*Excellence*  
Abstract & Design 2D





**Venustransit**  
Photoshop  
**Georg Huebner**, AUSTRIA  
[above]



**Sanctuary**  
Ultra Fractal  
**Nicholas Rougeux**, USA  
[top]





**Feelings**  
Fractal Explorer  
**Titia van Beugen, NETHERLANDS**





Master

Abstract & Design 3D

Shape.92#2  
Photoshop, Realsoft 3D  
Tim Borgmann GERMANY





Shaw  
Hofmann, Realsoft 3D  
Hofmann, GERMANY

**Excellence**  
Abstract & Design 3D





**Excellence**  
Abstract & Design 3D

**Au Petit Matin**  
Bryce, Rhino  
Renaud Louis, FRANCE

Sh  
Rea  
Tin





Shape: 57#0205.01  
Render: 3D, Photoshop  
T. Bergmann, GERMANY

**Excellence**  
Abstract & Design 3D







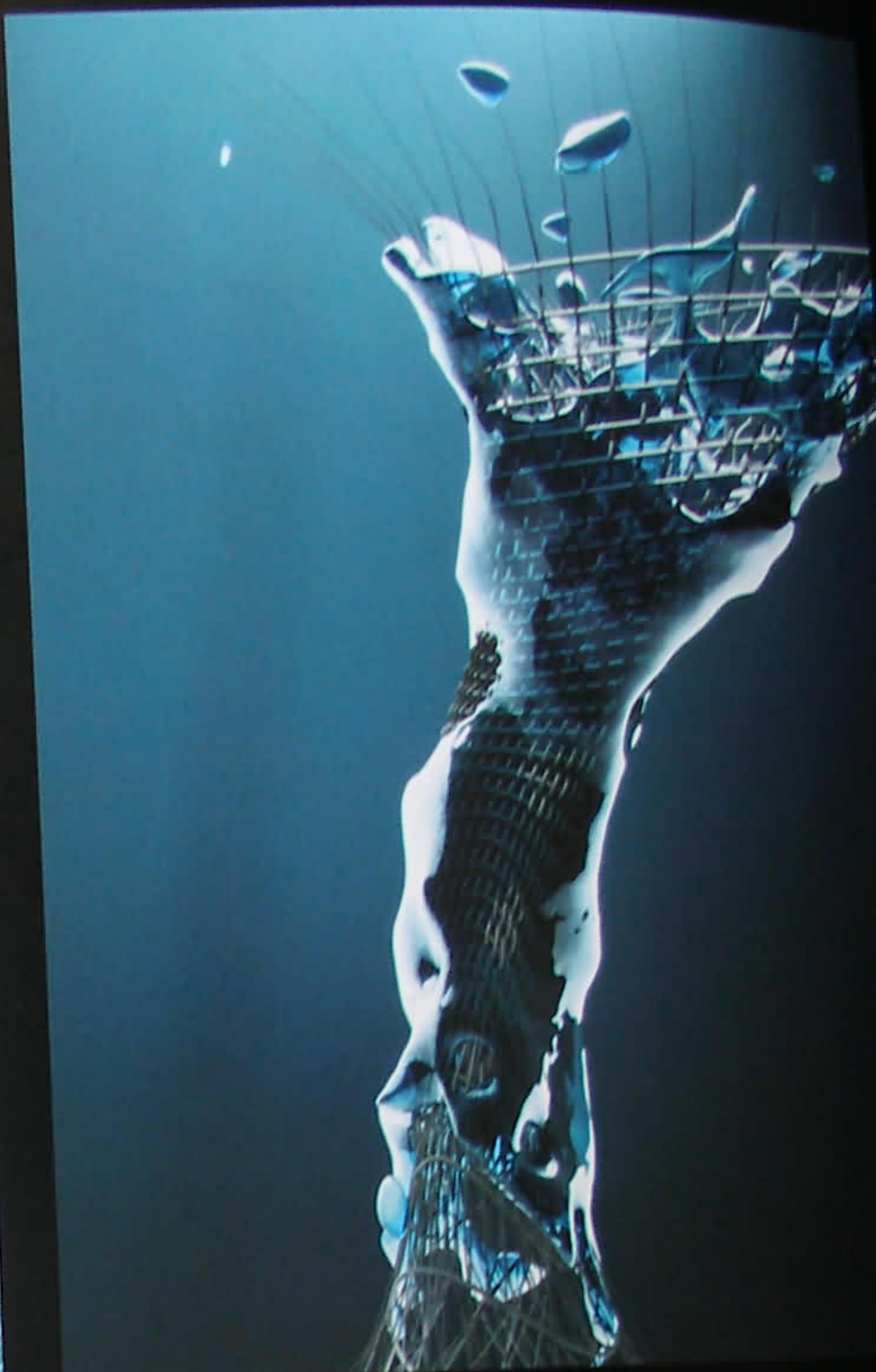
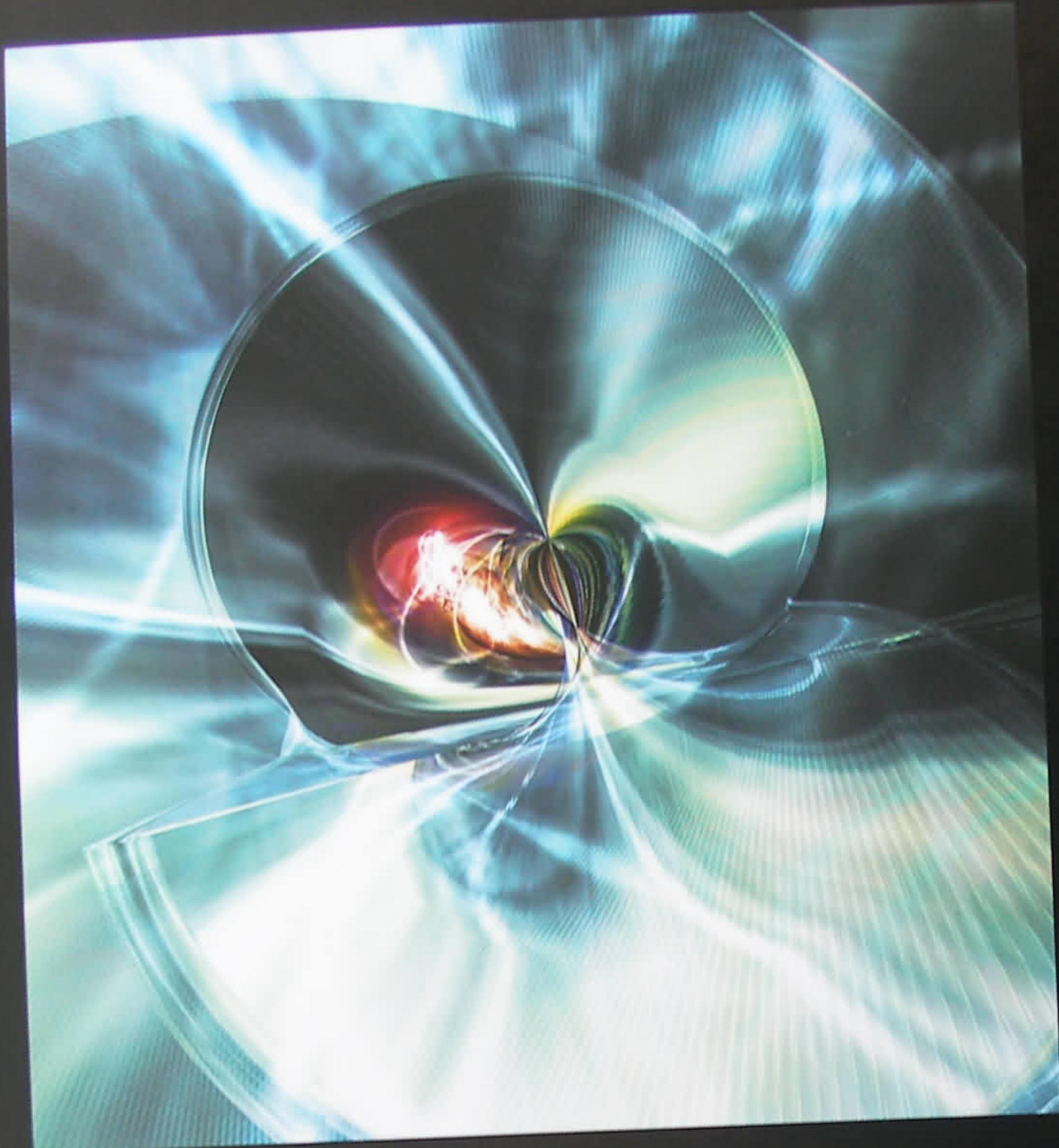


**Graffiti-D**  
Photoshop, CINEMA 4D  
Tomasz Opasinski, USA



**Graffiti-D**  
Photoshop, CINEMA 4D  
Tomasz Opasinski, USA



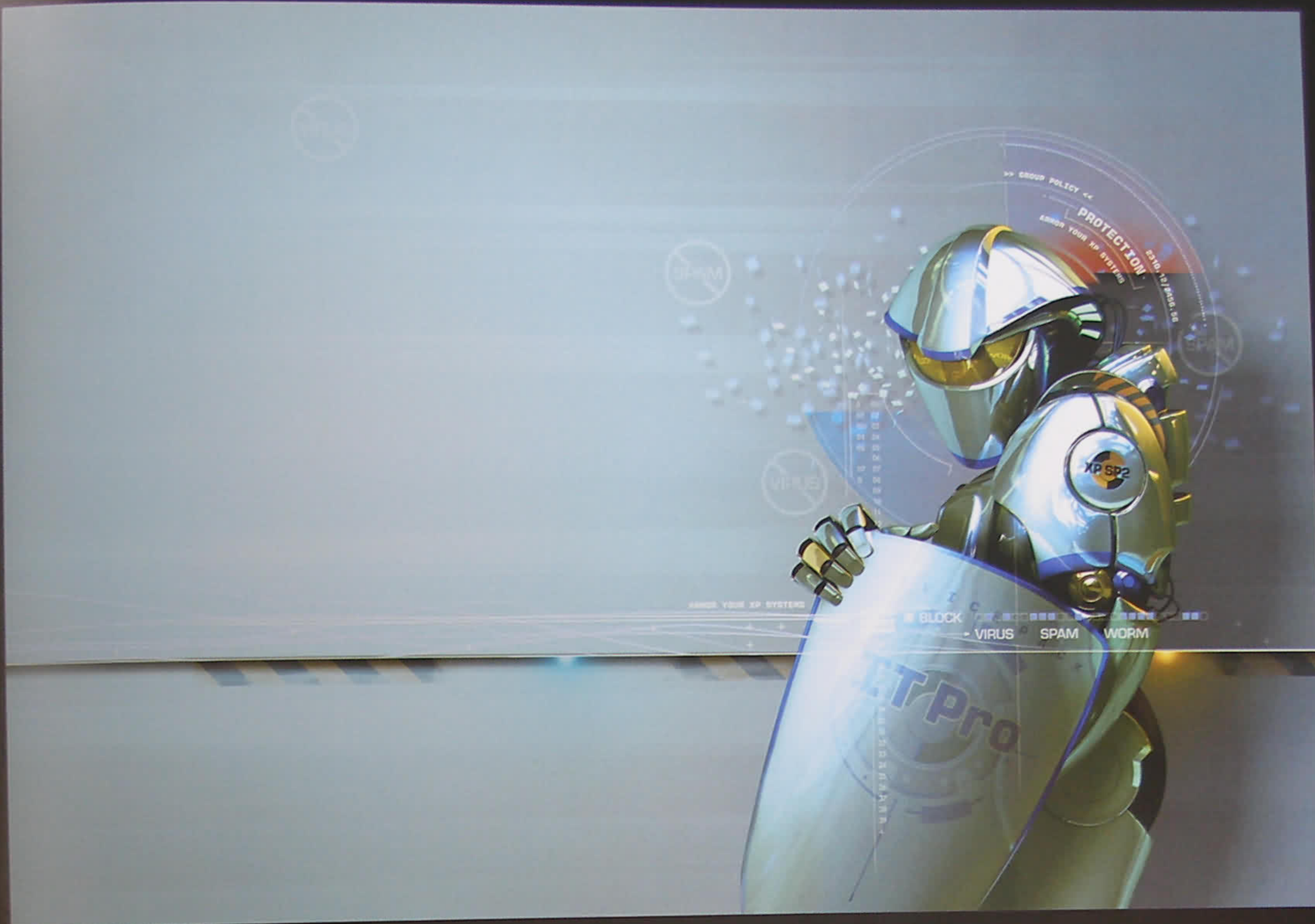


**Alien Heart Surgery**  
3ds max  
**John Vega**, USA  
[top left]

**mechONE**  
Photoshop, Maya  
**Mikael Lugnégard**, SWEDEN  
[above]

**Shape.60sp**  
Photoshop, Realsoft 3D  
**Tim Borgmann**, GERMANY  
[top right]





**Armor**  
LightWave 3D, Photoshop, Illustrator  
**Ryan Etter, USA**  
[top]



**Time**  
LightWave 3D, Photoshop, Illustrator  
**Ryan Etter, USA**  
[above]





**Master**  
Humorous 2D

**Three Samurai on Horseback**  
Photoshop, Painter  
Bobby Chiu, CANADA





Just Married  
Photostop  
Ekaterina Bedeva, RUSSIA

Excellence  
Humorous 2D



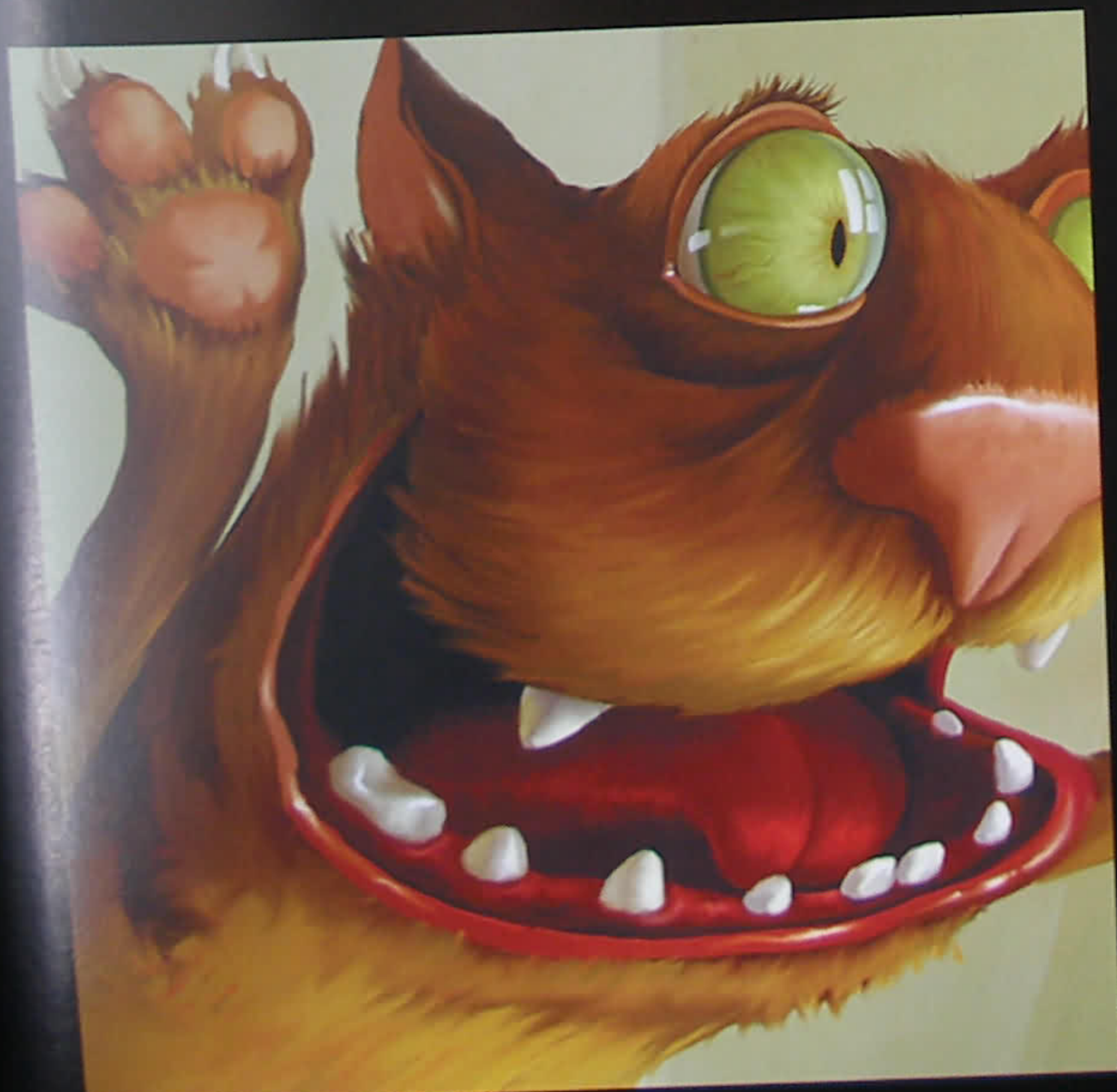


**Excellence**

Humorous 2D

Life is a leaf  
Photoshop  
Xiao Yi, CHINA





**Crazy Cat**  
Photoshop  
Elena Sedova, RUSSIA



**Excellence**  
Humorous 2D





**Sir Bunny Vs.  
The Wockwurm**  
Painter  
**Ursula Vernon, USA**  
[left]



**Bunnies with  
flamethrowers**  
Painter  
**Martin Rebas, SWEDEN**  
[left]





Bad Egg  
Painter  
Ursula Vernon, USA





**Master**  
Humorous 3D

**Ceremonial Cats II (Cat no. 4)**  
Maya, Photoshop, Illustrator  
**Nenad Jalovec, CROATIA**

Valent  
Maya, n  
Igor K





Valentine's Day Piglet  
Maya, mental ray, Photoshop  
Igor Kudryavtsev, RUSSIA

*Excellence*  
Humorous 3D





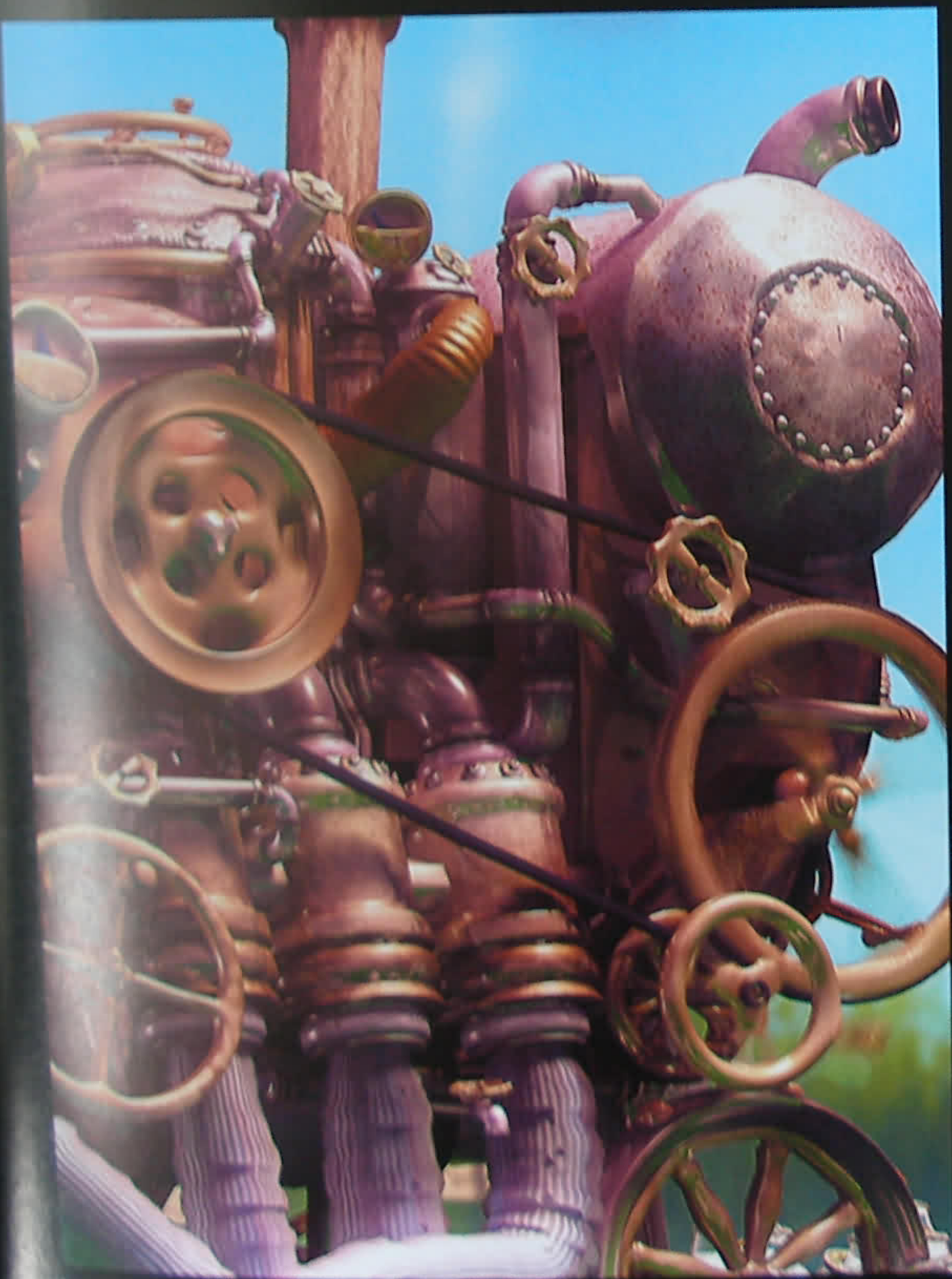
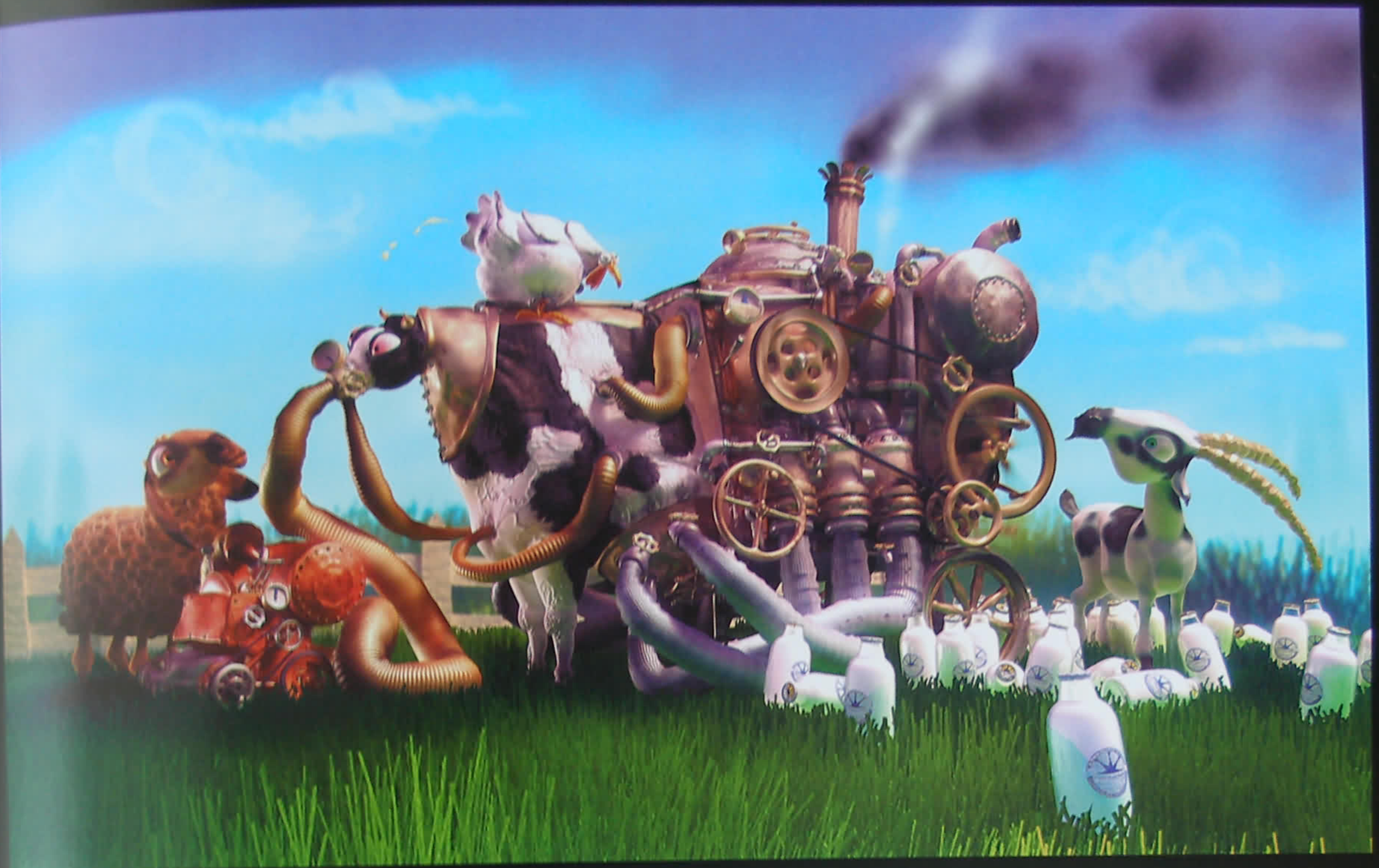
**Excellence**

Humorous 3D

**The (last) Flight Of A Mouse**  
Maya, mental ray, Photoshop  
Igor Kudryavtsev, RUSSIA

**Automatic**  
3ds max, VR  
Ila Soleima





**Automatic Milking Machine**  
3ds max, V-Ray, Photoshop  
Ila Soleimani, CANADA

*Excellence*  
Humorous 3D



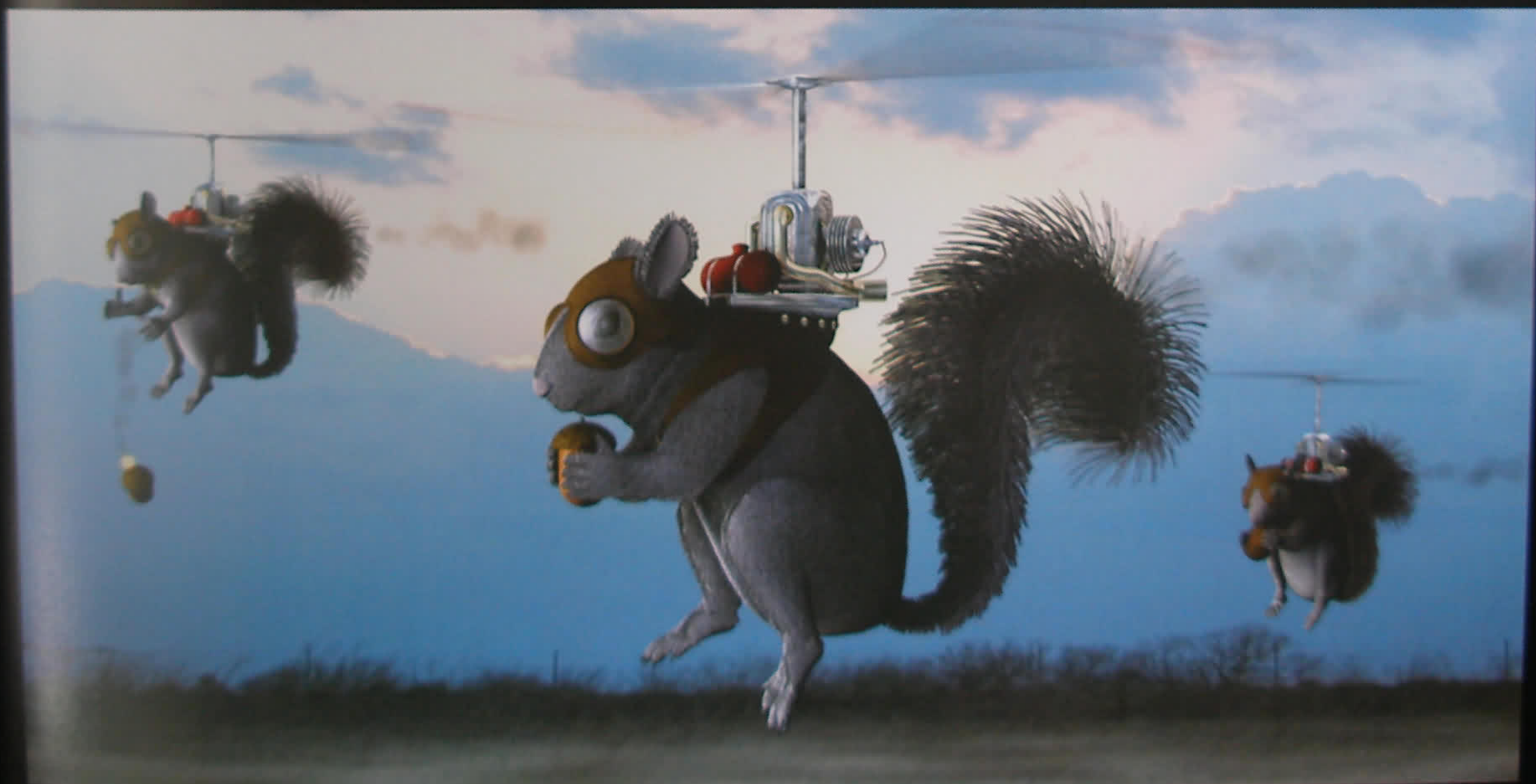


**Dr.Maxwell**  
3ds max  
**Keytoon Team, SPAIN**  
[top left]

**Dr.Maxwell Posing Test**  
3ds max  
**Keytoon Team, SPAIN**  
[above]

**Tiger**  
Maya, LightWave 3D, Photoshop  
**Dave Young, USA**  
[top right]





**The Incredible Power of Myopia**  
3ds max, V-Ray, Photoshop  
**Jose M. Andres, SPAIN**  
[top]

**Flying Squirrels**  
CINEMA 4D  
**Donald Hanley, USA**  
[above]





**Master**  
Surreal 2D

**The Painted Horse**  
Photoshop  
Teodoru Badiu, AUSTRIA





Break of Nature  
Photoshop  
Feodoru Badiu, AUSTRIA

Excellence  
Surreal 2D





**Excellence**

Surreal 2D

**Furioso deluge**  
Photoshop  
Egil Paulsen, NORWAY

Unfinis  
Photosh  
Frances





Unfinished but ended  
Photoshop  
Francesco D'Isa, ITALY

*Excellence*  
Surreal 2D





**Puberty**  
Photoshop  
**Francesco D'Isa, ITALY**  
[top]



**Harvester**  
Photoshop, Painter  
**Harri Halme, FINLAND**  
[above]



**Hat Trick**  
Photoshop, Maya  
**Felicity Rogers,**  
NEW ZEALAND [above]

**Drown the Sirens**  
Photoshop  
**Francesco D'Isa, ITALY**  
[top]





Infusion  
Photoshop  
Jason Felix, USA





**Perseus and Andromeda:  
A role reversal**  
Photoshop  
**Christina Neofotistou, GREECE**  
[top]

**Atlas**  
Photoshop  
**Teoderu Badiu, AUSTRIA**  
[above]



**A Ladder to the Sky**  
Photoshop  
**Teoderu Badiu, AUSTRIA**  
[above]





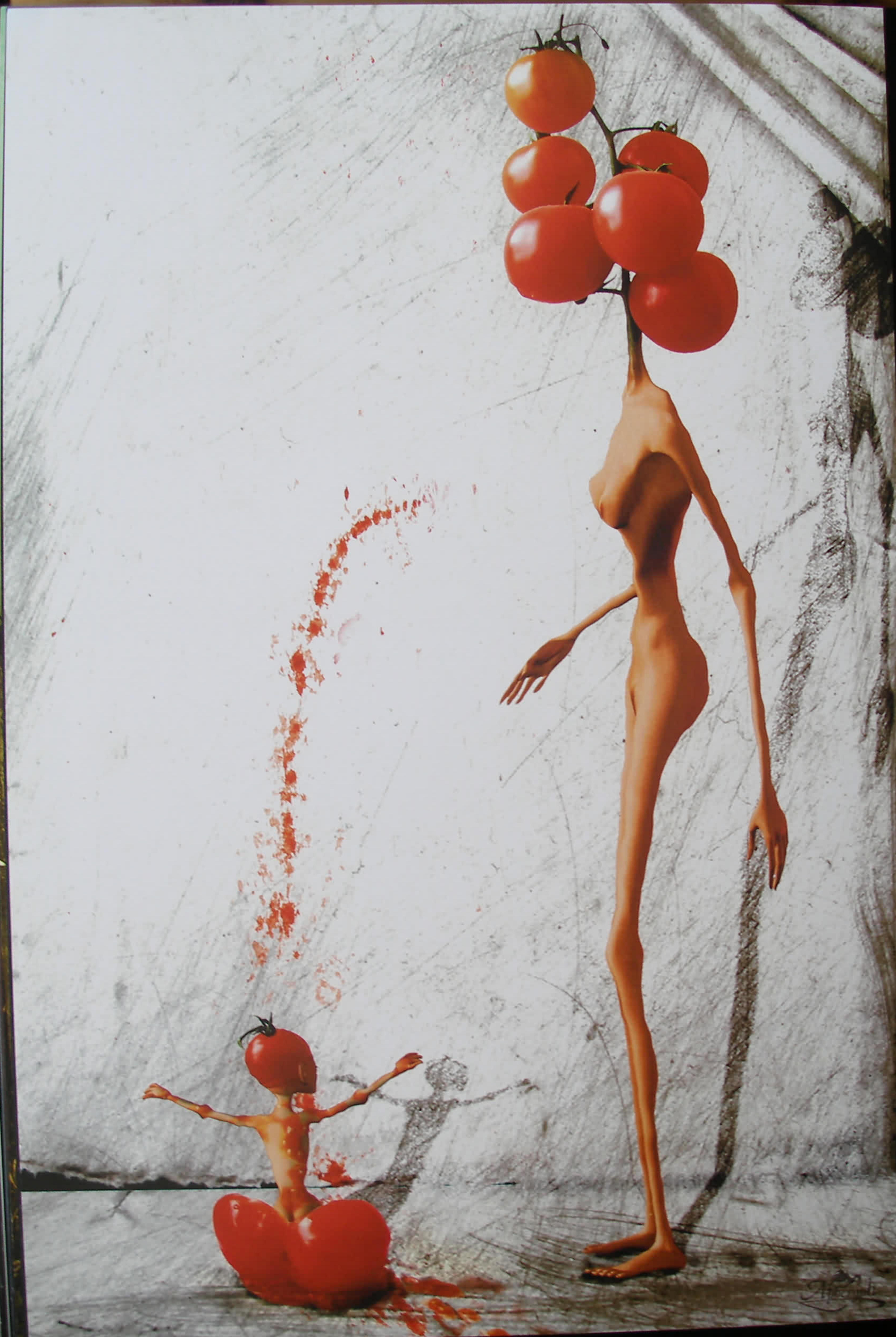
**The Dreamer**  
Photoshop  
**Teodoru Badiu**, AUSTRIA  
[top]

**Crucifixion**  
Photoshop, Painter  
**Christina Neofotistou**, GREECE  
[above]

**Greed**  
Photoshop  
**David Gentry**, GREAT BRITAIN  
[above]

**Escape**  
Photoshop  
**Daniele Cascone**, ITALY  
[top]





**Master**  
Surreal 3D

**Ripeness**  
Poser, Photoshop  
Teodoru Badiu, AUSTRIA





**Spread the word**  
Poser, Photoshop  
**Teodoru Badiu**, AUSTRIA

*Excellence*  
Surreal 3D





Excellence

Surreal 3D





**Thallasa**  
Photoshop, 3ds max  
**Christos Magganas**, GREECE





# Excellence

Surreal 3D

**Thalassa**  
Photoshop, 3ds max  
Christos Magganas, GREECE





**The Apple of Eternal Life**  
Photoshop, Bryce  
Teodoru Badiu, AUSTRIA





**Business as Usual**  
Photoshop, CINEMA 4D  
**Teodoru Badiu**, AUSTRIA

*Excellence*  
Surreal 3D





Liquid Car  
Photoshop  
Nick Pugh, USA

Master  
Transport 2D





©  
Photoshop  
Stephan Martiniere, USA

Excellence  
Transport 2D





Nautilus  
Photoshop  
Stephan Martiniere, USA

Excellence  
Transport 2D





 *stephen martinlere 2005*

Skinner  
Photoshop  
Stephan Martinlere, USA

Excellence  
Transport 2D





**Warship**  
Photoshop  
**Thierry Dolzon**, CANADA  
[top]

**The landing**  
Photoshop  
**Maciej Kuclara**, POLAND  
[above]

**Probability Sun**  
Photoshop  
**Stephan Martiniere**, USA  
[right]





e, USA





JP.



**Turtle Travel**  
Photoshop  
**Jason Pamment**, AUSTRALIA  
[top]

**The Jump**  
Photoshop, Painter  
**Damien Thaller**, AUSTRALIA  
[above]

**Balloon Vessel**  
Painter, Photoshop  
**Christopher Davis**, GREAT BRITAIN  
[right]









Master  
Transport 3D





TIP Barracuda  
Maya  
Michael Sormann, AUSTRIA





**Master**  
Transport 3D



**T.P.Barracuda**  
Maya  
Michael Sormann, AUSTRIA





**Excellence**  
Transport 3D

**Marser**  
3ds max, mental ray, Photoshop  
**Daniel Trbović, USA**





**Ducati on Street**  
3ds max, V-Ray  
Razvan Mattei, ROMANIA

*Excellence*  
Transport 3D



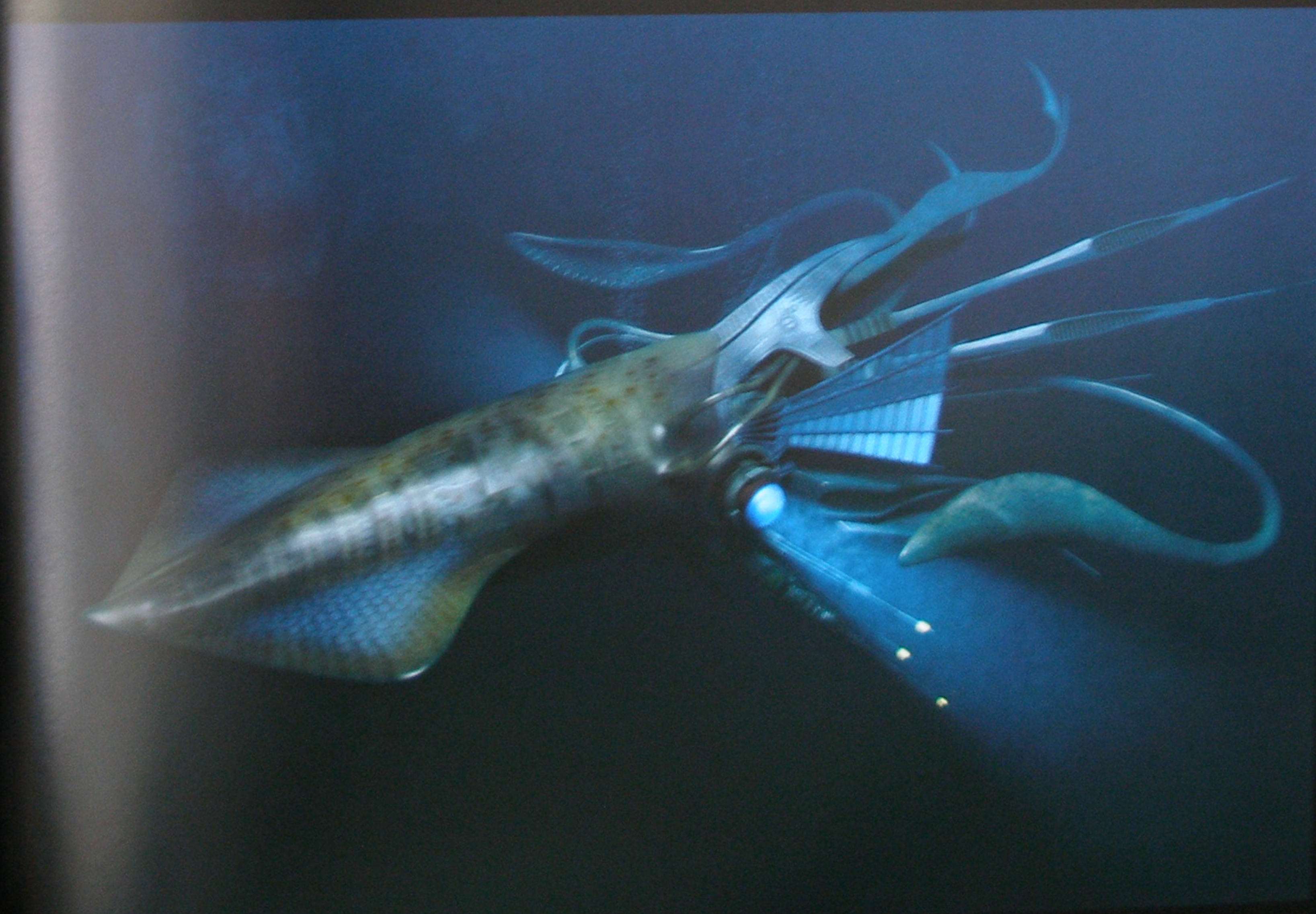


**Excellence**  
Transport 3D

**Helix Rugens 1**  
3ds max, Photoshop, V-Ray  
Fred Bastide, SWITZERLAND

**The broken**  
3ds max, Photoshop  
Alexander P.





**The broken armistice over Abulakin**  
3ds max, Photoshop  
Alexander Prouss, GERMANY [top]

**Ocean's Satellite**  
LightWave 3D, Photoshop  
Lim Jenn Yu, MALAYSIA [above]





Excellence  
Transport 3D

Palm Tungsten I M  
LightWave 3D  
Riza Endartama, INDONESIA

3D Render  
Maya, Photo  
Tommy Fo





3D Render Audi  
Maya, Photoshop, Painter  
Tommy Forsgren, GERMANY





**Master**  
Environment 2D

**The Room**  
Photoshop  
**Gary Tonge**, GREAT BRITAIN





**Old Unused Passage**  
Photoshop  
Ales Horak, CZECH REPUBLIC

**Excellence**  
Environment 2D





**Excellence**  
Environment 2D

In the Jungle  
Photoshop, Painter  
Emrah Emekli, TURKEY





by  
Shop, Painter  
Beatrice, USA





*Excellence*  
Environment 2D





Dubrovnik Wall Painting  
Photoshop  
Patrick Jensen, USA





**Hells Canyon**  
Photoshop  
Wongrub Song  
Art Director: Faroud Nazirizayen  
High Moon Studios, USA  
[top]

**Hidden in the Desert**  
Photoshop  
sparks, CANADA  
[above]



**The Last Stop**  
Photoshop, Paint  
Philip Strach, USA  
[above]





**Hell's Canyon**

Photoshop

**Mongsub Song**

Art Director: **Farzad Varahramyan**,  
High Moon Studios, USA  
[top]

**Hidden in the Desert**  
Photoshop  
**sparth**, CANADA  
[above]





**The Last Stop**  
Photoshop, Painter  
**Philip Straub, USA**  
[above]





**Master**  
Environment 3D

Waterfall Castle  
Photoshop: Softimage/STI  
Frederic: St. Anne's, Canada





**Mantra**  
Vue d'Esprit  
Thomas Juul Krahn, DENMARK

*Excellence*  
Environment 3D

e  
mageXSI  
naud, CANADA





**Excellence**  
Environment 3D

**Notre Dame Sunday**  
3ds max, PhotoPaint  
Luciano Neves, BRAZIL

**La Hac**  
3ds max  
Daniel





**Una Hacienda**  
 3ds/max, V-Ray, Photoshop  
**Daniel Schmidt** USA, MEXICO

**Excellence**  
 Environment 3D





**Excellence**  
Environment 3D

**Birdhouse**  
3ds max, V-Ray, Photoshop  
Clement Choblet, FRANCE

**Dragon**  
LightWave  
Marco





**Dragonshire**  
LightWave 3D, Painter, Photoshop  
Marco Genovesi, ITALY [top]

**Home: four seasons**  
LightWave 3D, Photoshop  
Roman Kessler, GERMANY [above series]





Twis  
Maya  
Rende  
Fabi  
[top k





**Twisted Tree**  
Maya, Photoshop,  
RenderMan  
**Fabio Zangia, ITALY**  
(top left)

**Sleepy Hollow Western Forests**  
3ds max  
**Dijacy Abreu Junior, BRAZIL**  
(top)

**The Sunlight of the Purple Vail**  
3ds max, Photoshop  
**Wei Weihua, CHINA**  
(top)

**Where Fears Roam**  
Photoshop, Painter, Maya  
**Philip Straub, USA**  
(above)





Master  
Cityscapes 2D





**City Plateaus**  
Photoshop  
Dylan Cote, USA

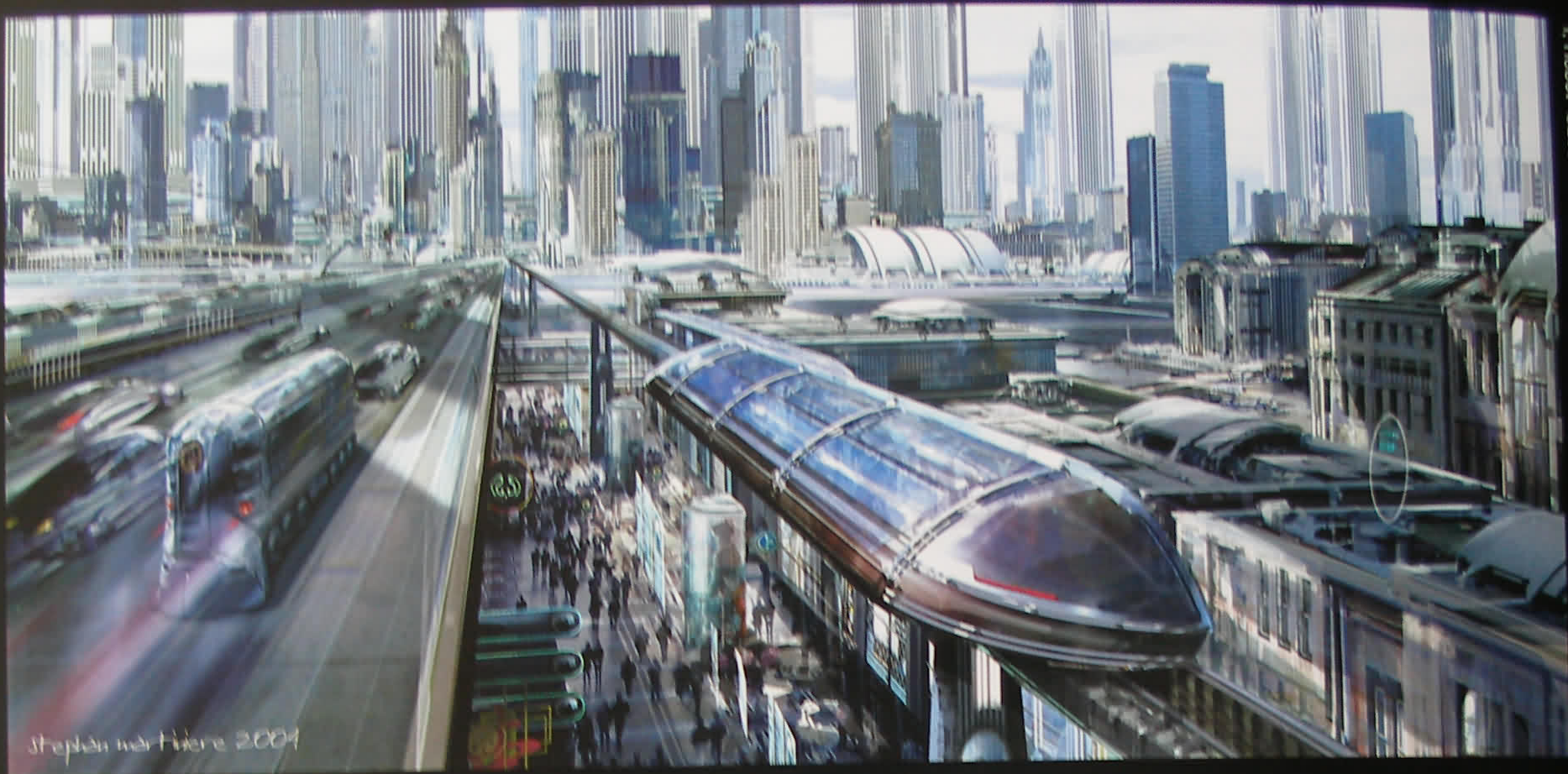




Master  
Cityscapes 2D

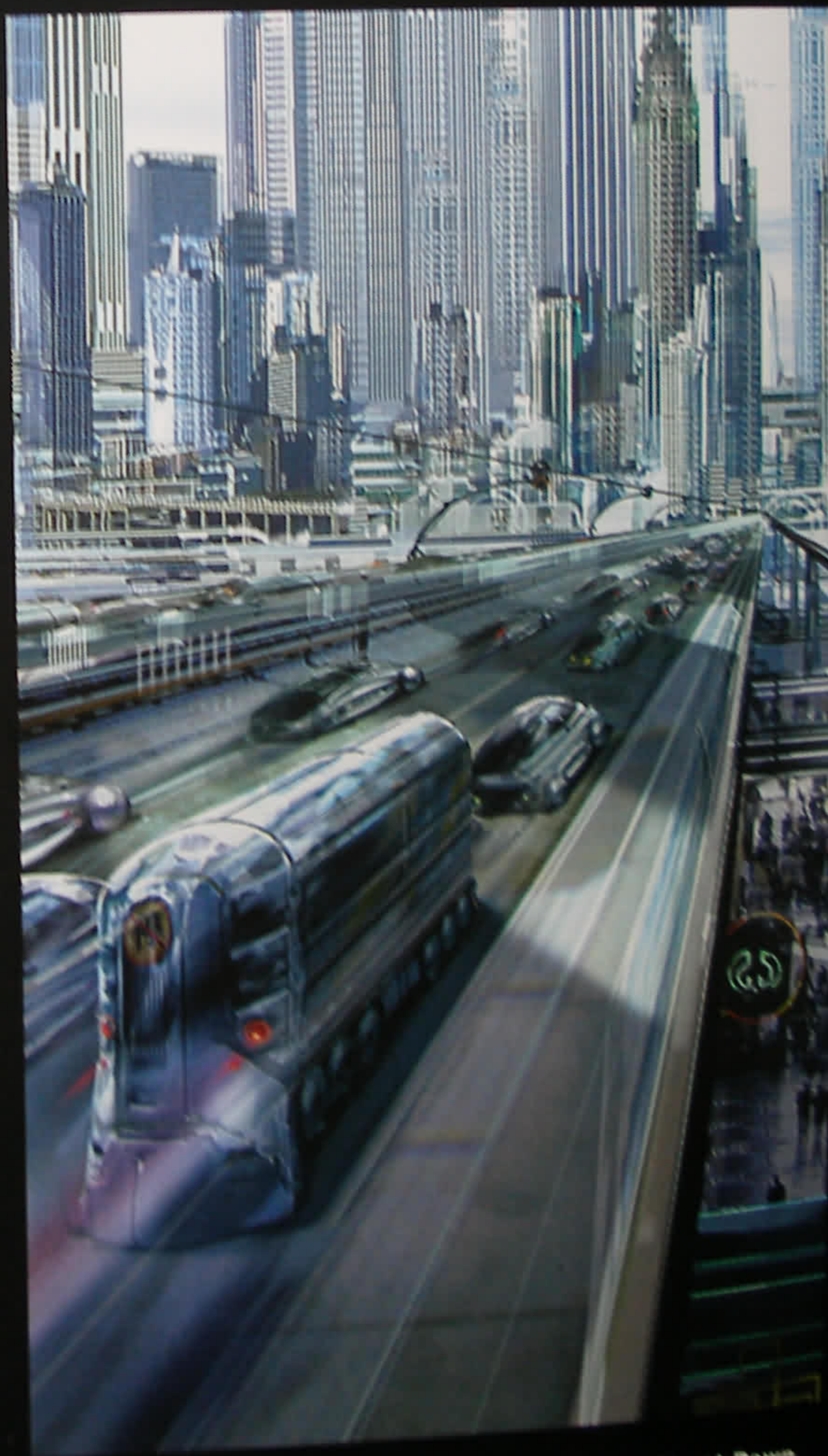
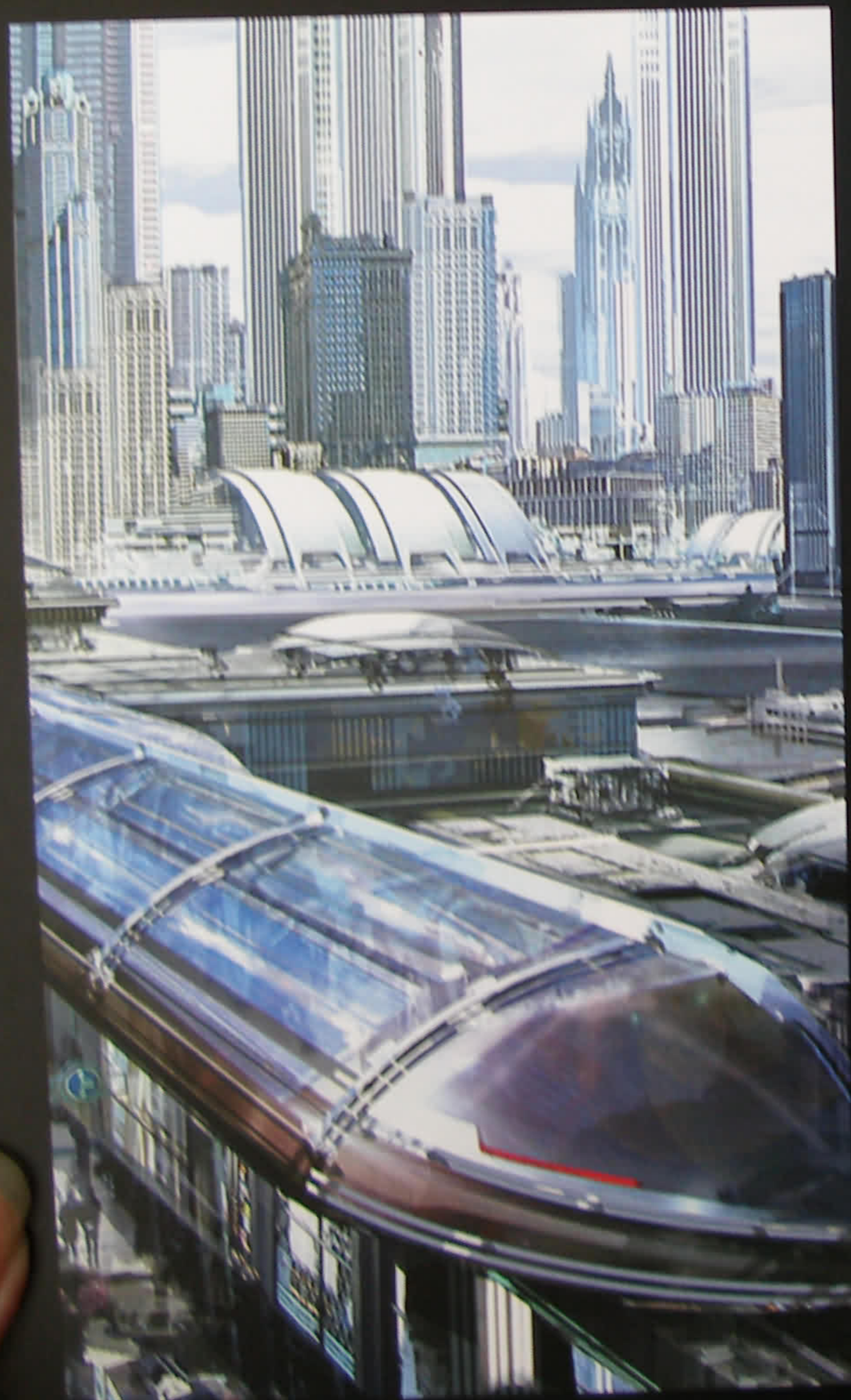
City Plateaus  
Photoshop  
Dylan Cole, USA





I, Robot ©2004 Twentieth Century Fox. All rights reserved

Stephan Martiniere 2001



I, Robot. Street Down  
Photoshop  
Stephan Martiniere, USA

Excellence  
Cityscapes 2D





**Cohabitation**  
Painter, Photoshop  
Philip Straub, USA  
[top]

**The Old City**  
Photoshop  
Gustavo Mendonça, USA  
[above]





**Excellence**

Cityscapes 2D

**A Shadow in Summer**  
Photoshop  
Stephan Martiniere, USA





Avanty World  
Photoshop  
sparth, CANADA

*Excellence*  
Cityscapes 2D

A Shadow in Summer  
Photoshop  
Shoshun Marlowe 2011









**Dead City**  
Photoshop  
**Ronan Cassidy, AUSTRALIA**  
[left]

**Irontown**  
Photoshop, Painter  
**Daniel Kwasznica, AUSTRIA**  
[above]



**Fjord**  
Photoshop, Painter  
**Daniel Kwasznica, AUSTRIA**  
[top]

**Winter Village**  
Photoshop, Painter  
**Daniel Kwasznica, AUSTRIA**  
[above]





194 ENVOI 3



**Dead City**  
[Photoshop / Painter]  
Hossein Ghasseini AUSTRALIA  
[Art]

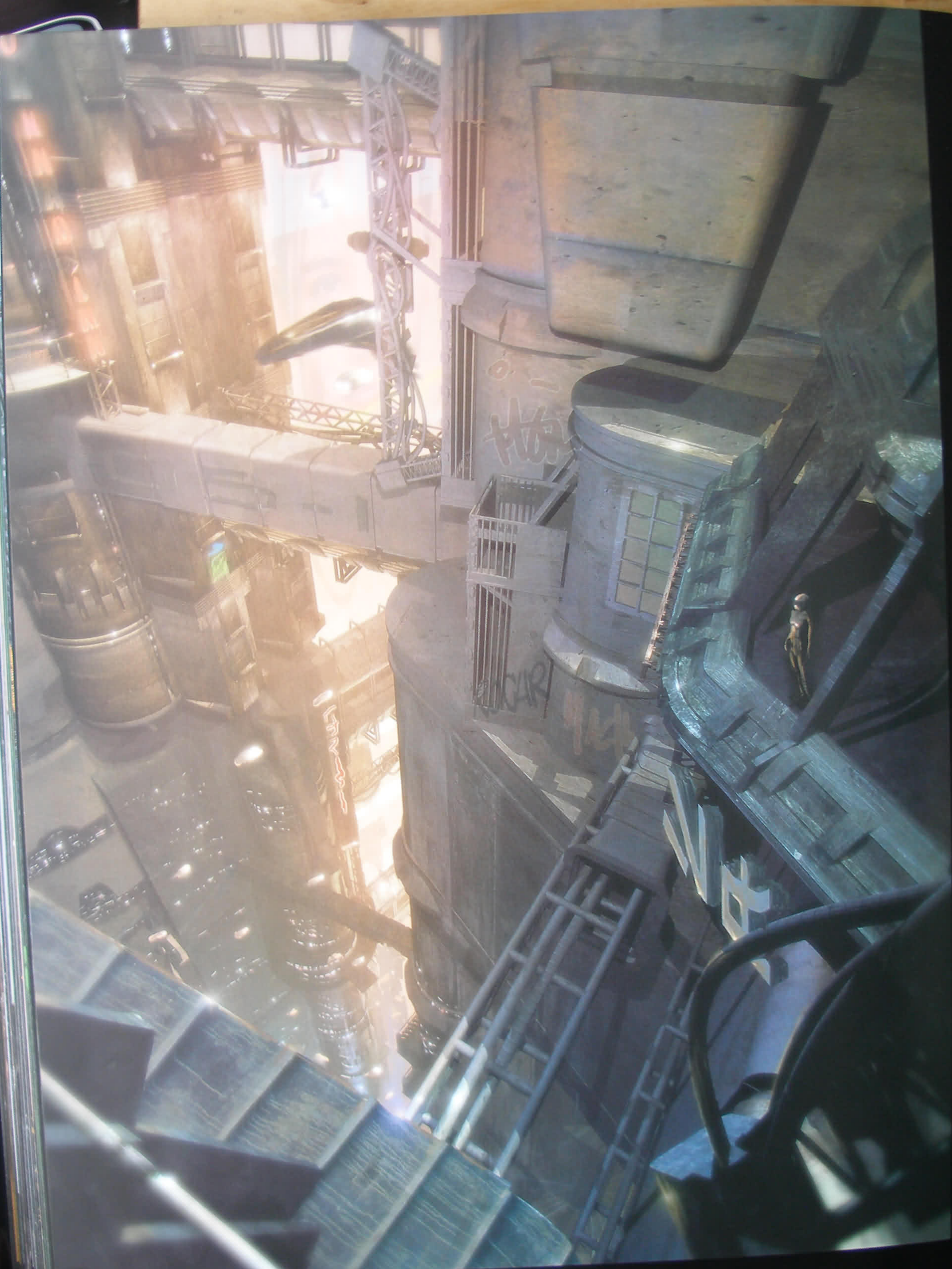


**Isentown**  
[Photoshop / Painter]  
Daniel Kusanica AUSTRALIA  
[above]

**Fjord**  
[Photoshop / Painter]  
Daniel Kusanica AUSTRALIA  
[Art]

**Winter Village**  
[Photoshop / Painter]  
Daniel Kusanica AUSTRALIA  
[above]



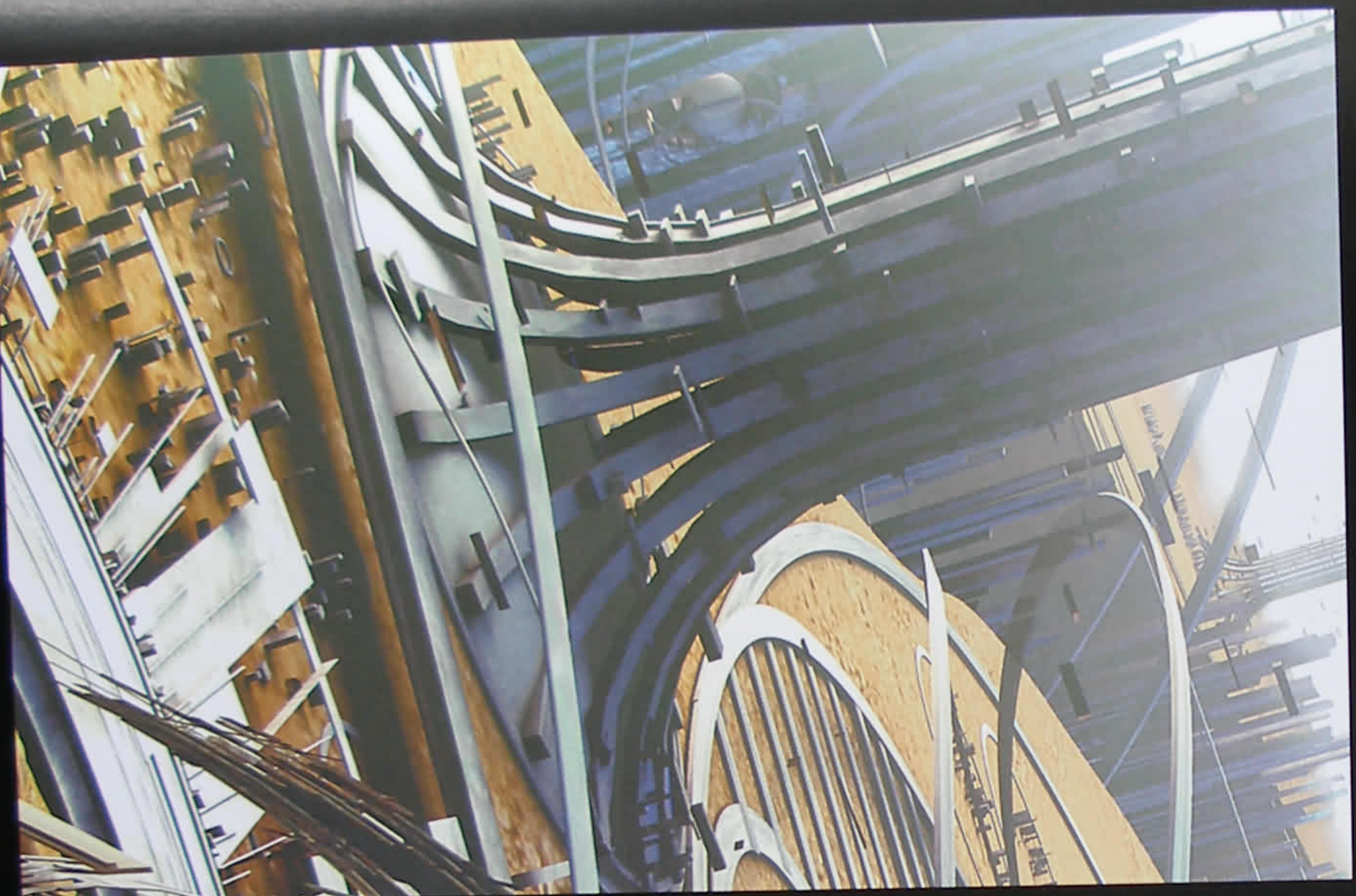


# Master

Cityscapes 3D

**Traffic**  
Bryce, CINEMA 4D, Photoshop  
**Rudolf Herczog**, SWEDEN

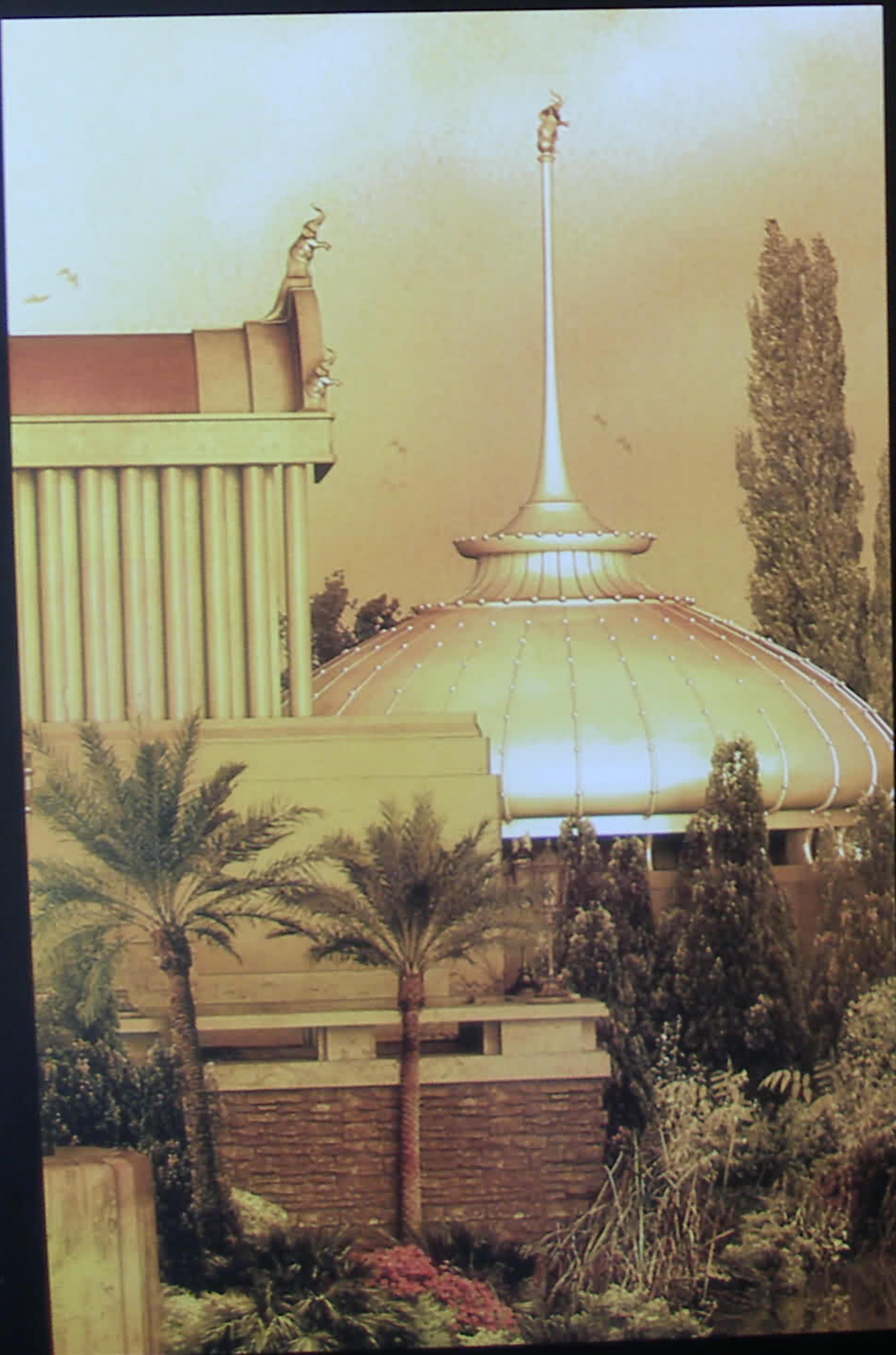




**Warfare and Harmony**  
3ds max, Photoshop  
La Hodong, KOREA

*Excellence*  
Cityscapes 3D





**Fantasy Life**  
3ds max, Brazil r/s  
**Jiri Adamec, CZECH REPUBLIC**





**The Old City Shuyi**  
3ds max, Photoshop  
**Wei Weihua**, FRANCE [top]

**Hagia Sophia**  
LightWave 3D, Photoshop  
**Juan Jose Gonzalez Diaz**, SPAIN [above]





**Excellence**  
Cityscapes 3D

**Memories of my hometown**  
3ds max, V-Ray  
Wang Ranyun, CHINA





Corner of the Street  
3ds max  
Jaime Jasso, Metacube, MEXICO



# INDEX

## EXPOSÉ 3 Limited Edition

The EXPOSÉ 3 Limited Edition features an extra section on the Master Award Winners. These pages can be found in the index with the following reference: *[Limited Edition, i-xv]*

### A

**Dijay Abreu Junior**  
BRAZIL  
dijabreu@yahoo.com.br  
ufelfo@yahoo.com  
188

**Jiri Adamec**  
Brno 47,  
Pardubice,  
CZECH REPUBLIC  
astil@volny.cz  
www.a-stil.com  
188

**Khalid Abdulla**  
Al-Muharraqi  
Muharraqi Studios,  
BAHRAIN  
khalid@muharraqi-studios.com  
www.muharraqi-studios.com  
113

**Christian Alsmann**  
San Rafael, CA,  
USA  
www.christianalsmann.com  
70

**Jose M. Andres**  
Santander, Cantabria,  
SPAIN  
webmaster@alzhem.com  
www.alzhem.com  
141

### B

**Teodora Badiu**  
Gupigasse 4/8/12/71,  
Vienna,  
AUSTRIA  
www.apocryph.net  
142, 143, 148, 149, 150, 151,  
154, 155, *[Limited Edition, xii]*

**Morten Bak**  
Mork Hansensvej,  
Frederiksberg,  
DENMARK  
xrepent@hotmail.com  
www.artstar.dk  
118

**Bang Hyun Bang**  
KOREA  
www.hyuna21.pe.kr  
38

**Fred Bastide**  
Grand Rue 56 bis,  
Montreux, Vaud,  
SWITZERLAND  
fredbastide@vtxnet.ch  
92, 188, *[Limited Edition, viii]*

**Chris Beatrice**  
Natick, MA,  
USA  
artist@chrisbeatrice.com  
175

**Renaud de Bellefon**  
3 rue Longjumeau,  
Massy, Essone,  
FRANCE  
contact@renaud-bellefon.com  
www.renaud-bellefon.com  
80

**Martin Bergstrom**  
Stockholm,  
SWEDEN  
www.dunster.se  
68, 104

**Andrea Bertaccini**  
Tredistudio  
Forlì,  
ITALY  
andrea.bertaccini@tredistudio.com  
www.tredistudio.com  
111

**Tristan Bethe**  
Bauerlandstraat 9,  
Alkmaar,  
NETHERLANDS  
tristanbethe@gmail.com  
www.imageafter.com  
112

**Kerem Beyit**  
60 Yil Koop. 34. Sokak No:21,  
06370 Batikent - Ankara,  
TURKEY  
kerembeyit@hotmail.com  
www.kerembeyit.gifxartist.com  
25, 89

**Pascal Blanché**  
4494 Garnier Apt # 2,  
Montreal, QC,  
CANADA  
lobo971@yahoo.com  
www.3dluvr.com/pascalb/  
14-19, 62, 63, *[Cover;  
EXPOSÉ 3 Limited Edition,  
Limited Edition, iii]*

**Dan Blomberg**  
Bicronaplatzen 2B,  
Helsingborg, Skaringsne,  
SWEDEN  
rasseltassel@hotmail.com  
116

**Tim Bergmann**  
BT-3D, Ravensberger Str. 20,  
Wuppertal,  
GERMANY  
www.bt-3d.de  
122, 123, 125, 128,  
*[Limited Edition, x]*

**Jorgen Bork**  
Brennerpasset 34,  
Kolding,  
DENMARK  
joergen\_bork@hotmail.com  
home1.stofanet.dk/cyborg-art/  
36-37, *[Limited edition, v]*

**Kurt Boutilier**  
371 Saddleback RD Apt# 103R,  
Edmonton, AB,  
CANADA  
kurt3d@go.com  
112

**Kenn Brown**  
6A-1385 West 15th Ave,  
Vancouver, BC,  
CANADA  
kennb@shaw.ca  
64

**Eric Browning**  
7 Minford Circle,  
Ladera Ranch, CA,  
USA  
www.ericbrowning.com  
57

**Vitaly Bulgarev**  
Kishinev,  
MOLDAVIA  
bulgarov@yandex.ru  
81

**Titia van Beugen**  
NETHERLANDS  
titiaivanbeugen@home.nl  
121

### C

**Olivier Campagne**  
112 Avenue du President  
Robert Schuman,  
Le Bouscat,  
FRANCE  
o\_campagne@yahoo.fr  
38, 44

**Daniele Cascone**  
Via Sac. G.M.Tomasi, 40,  
Ragusa,  
ITALY  
mail@danielecascone.com  
www.danielecascone.com  
148

**Rowan Cassidy**  
Sydney, NSW,  
AUSTRALIA  
rowan@rowancassidy.com  
www.rowancassidy.com  
194

**David Cathro**  
15 Evelyn Road, Wimbledon,  
London, SW19 8NU,  
GREAT BRITAIN  
davecathro@coyotedev.com  
52

**Jason Chan**  
P.O. Box 7234,  
Stockton, CA,  
USA  
jason@jasonchanart.com  
www.jasonchanart.com  
25

**Robert Chang**  
38 Fu-Yu Street, Hong-San  
Village, Gu-Lou District,  
Fuzhou, Fujian,  
CHINA  
luna@ethereality.info  
www.ethereality.info  
58-59

**Jiansong Chen**  
Guanganmen Nei Street,  
Beijing,  
CHINA  
chain\_jane@126.com  
www.chainandjane.com  
25, 51, 59

**Bobby Chiu**  
Markham, ON,  
CANADA  
bobwchiu@gmail.com  
www.artofbob.com  
70, 130, *[Limited edition, xi]*

**Clement Choblet**  
125 rue des Fosses,  
Fleury les Aubrais,  
FRANCE  
lopokin@wanadoo.fr  
184

**Eun-woo Choi**  
108-1501 Joogong Apt.  
Poongdeok,  
Cheon2-dong, Yong-in,  
Kyong-gi,  
KOREA  
www.kjun.org  
60, 61, *[Front cover: EXPOSÉ 3  
Softcover & Hardcover editions,  
Limited Edition, vi]*

**Bouchet Christophe**  
19 rue du Mont Cenis,  
Paris,  
FRANCE  
kyk@noos.fr  
110

**Dylan Cole**  
Los Angeles, CA  
USA  
dylan@dylancolestudio.com  
www.dylancolestudio.com  
188-189, *[Limited Edition, xv]*



# INDEX

**Martin Constable**  
(Jack Youngblood)  
13 Boughton House,  
London,  
GREAT BRITAIN  
jack@jackyoungblood.co.uk  
www.jackyoungblood.co.uk  
54

**Mark Covell**  
122 Pass Ave #3,  
Burbank, CA,  
USA  
markcovell@excite.com  
51

**Francesco D'Isa**  
Via del Gelsomino 111,  
Firenze,  
ITALY  
fdisa@interfree.it  
www.gicart.com  
145, 146

**Christopher Davis**  
37 Marville Rd,  
London,  
GREAT BRITAIN  
chrav@sequenz.com  
www.sequenz.com  
163

**Carlos Bernardo Delgado Virgen**  
Juan Rulfo #210, cp 28017,  
Colima,  
MEXICO  
bernardo.delgado@gmail.com  
bernardo.mx.gs  
78

**Matt Dixon**  
112 Edward Road,  
Nottingham,  
GREAT BRITAIN  
mail@mattidixon.co.uk  
104

**Dijet**  
Studio Grafikamik  
388, 11e Rue,  
Quebec, QC,  
CANADA  
info@grafikamik.biz  
www.grafikamik.net  
71

**Agnes Dédart**  
Indianapolis,  
USA  
agnessedart@ymx.net  
www.absoluthearts.com/  
portfolio/a/agnessedart/  
119

**Thierry Barontieri**  
4684 St-Denis #402,  
Montreal, QC,  
CANADA  
barontieri@gmail.com  
www.barontieri.com  
161

**Pierre Dreal**  
FRANCE  
contact@hyperborae.com  
www.hyperborae.com  
84, [Limited Edition, vii]

**Emrah Elmekli**  
Karsiyaka,  
Izmir, TURKEY  
emrah@partyculia.com  
www.partyculia.com  
174

**Risa Endartana**  
Persatuan 1011,  
Kelben Jaruk, Jakarta,  
INDONESIA  
www.rizaworks.com  
170

**Ryan Etter**  
Ryan Etter Illustration, LLC,  
Blue Springs, MO,  
USA  
info@ryanetterillustration.com  
www.ryanetterillustration.com  
129

**Mark Evans**  
163-49 130th Avenue #1E,  
Jamaica, NY,  
USA  
mark@cloudmover.net  
www.cloudmover.net  
107

**Jason Felix**  
1284 48th Ave,  
San Francisco, CA,  
USA  
jasonfelix@msn.com  
www.jasonfelix.com  
102, 147

**Peter Fendrik**  
Angyal u. 4.,  
Budapest,  
HUNGARY  
fendrik@akcio.co.hu  
65

**Jose Manuel Fernandez Oli**  
La Via 4 Esc Izda 3e,  
Zaragoza,  
SPAIN  
jman\_oli@yahoo.es  
www.mibbledpencil.com  
50, [Limited Edition, vi]

**Alfonso Fernando**  
Unit 857/243 Pymont St.  
Darling Harbour,  
Sydney, NSW,  
AUSTRALIA  
libtungcom@yahoo.com  
hometown.aol.com.au/  
libtungcom7/myhomepage/  
homepage.html  
90

**Deak Ferenc**  
HatchFX  
4051 Glencoe Avenue #13,  
Marina Del Rey, CA,  
USA  
www.hatchfx.com  
21

**Ian Field-Richards**  
19 Area Drive,  
Mukern, Wrocs,  
GREAT BRITAIN  
if@severnseventyfour.com  
25

**Valentin Fischer**  
Langer Weg 29,  
Winterbach,  
GERMANY  
lbaumias@web.de  
52

**Tommy Forsgren**  
Reimstr 5,  
Munich,  
GERMANY  
toyfon@yahoo.com  
www.toyfon.com  
171

**Gary Freeman**  
1344 Echo Creek Street,  
Henderson, NV,  
USA  
evltg@usa.com  
75

**Matt Gaser**  
P.O. Box 150027,  
San Rafael, CA,  
USA  
mgaser@mac.com  
www.mattgaser.com  
20, [Limited Edition, iv]

**Laurent Gaumer**  
H2P2G2 Montreal, QC,  
CANADA  
laurentgaumer@free.fr  
www.11th11.com/arasaki/  
95

**Marco Genovesi**  
via Caroceto, 31,  
Roma,  
ITALY  
marco.genovesi@brunikeret.com  
www.marco.genovesi.com  
185

**David Gentry**  
33 Speedwell Road,  
Whitstable, Kent,  
GREAT BRITAIN  
www.shahards.co.uk  
149

**Juan Jose Gonzalez Diaz**  
Oviedo, Asturias,  
SPAIN  
juanjo@genalvisual.com  
www.genalvisual.com  
189

**Len Greis**  
330 Congress Street,  
Boston, MA,  
USA  
len@necscape.com  
www.necscape.com  
47

**Jian Guo**  
280 Taimuxi Road,  
Shanghai,  
CHINA  
beatting2004@yahoo.com.cn  
28

**Harri Halmes**  
Kivimäki 4C,  
Espoo,  
FINLAND  
harri@shadowmechanics.com  
www.shadowmechanics.com  
146

**Donald Haring**  
USA  
dharon@imaginaria.com  
www.imaginaria.com  
141

**Anthony Harding-Denton**  
Unit G2A,  
Manchester,  
GREAT BRITAIN  
anthony@ahd-imaging.com  
www.ahd-imaging.com  
41

**Jeff Haynie**  
226 Kensington Ave South,  
Kent, WA,  
USA  
www.jeffhaynie.com  
90

**Alexander Hecht**  
Nottingham,  
GREAT BRITAIN  
alexhecht@yaho.com  
33

**Roch Hering**  
Halmstad, Halland,  
SWEDEN  
rochi@home.se  
www.rochi.com  
196, [Limited Edition, xiv]



# INDEX

## EXPOSÉ 3 Limited Edition

The EXPOSÉ 3 Limited Edition features an extra section on the Master Award Winners. These pages can be found in the index with the following reference: [Limited Edition, I-XV]

### < - H

**Mike Hill**  
3 Beechwood Rise,  
Southampton, Hampshire,  
GREAT BRITAIN  
mike@freefallgraphics.com  
www.freefallgraphics.com  
105

**La Hedong**  
Seoul,  
KOREA  
ohbaby78@hotmail.com  
www.hodongs.com  
197

**Alas Horak**  
Mezi Skolami 2321,  
Prague,  
CZECH REPUBLIC  
artie@clone.cz  
artie.clone.cz  
173

**Georg Huebner**  
1230 Vienna,  
AUSTRIA  
pixart1@yahoo.de  
art4heart.info/pixart/  
120

### J

**Nenad Jalsovec**  
Zagreb,  
CROATIA  
nenad@medix.com.hr  
136, [Limited Edition, XI]

**Jaime Jasso**  
Metacube  
Privada del no 25-b Colonia  
Camino Real,  
Zapopan, Jalisco,  
MEXICO  
james@metacube.com.mx  
201

**Lim Jenn Yu**  
130, Jalan SS14,  
Subang Jaya, Selangor,  
MALAYSIA  
lly1377@hotmail.com  
169

**Patrick Jensen**  
11 Hemlock Drive,  
Stamford, CT,  
USA  
www.metavisuals.com  
176-177

**Lukas Jevcak**  
Ondavska 949,  
Vranov nad Toplou,  
SLOVAKIA  
lukasjevcak@email.cz  
81

### K

**Nareg Kalendarian**  
Beirut,  
LEBANON  
nareg.k@h2oanimation.com  
113

**Mikko Kautto**  
Helsinki,  
FINLAND  
mikko.kautto@bugbear.fi  
106

**Roman Kessler**  
Friedenstrasse 42,  
Zeesen,  
GERMANY  
dough-cgi@gmx.de  
www.dough-cgi.de  
185

**Keyteen**  
Plaza Juan de Villarrasa 15-1,  
Valencia,  
SPAIN  
jonatan@keytoon.com  
www.keytoon.com  
140

**Ji Hyun Kim**  
KOREA  
masterpiece8086@hotmail.com  
www.gemeni8th.co.kr  
52

**Thomas Juul Krahn**  
Fruenshave 56,  
Hovedgård,  
DENMARK  
thomas.krahn@stofanet.dk  
www.thomaskrahn.com  
181

**Maciej Kuciara**  
Abrahama 48c/13 Street,  
Gdynia,  
POLAND  
fajny@maciejkuciara.com  
160

**Igor Kudryavtsov**  
Vinocurova Str., 11 Bld. 2, Apt. 8,  
Moscow,  
RUSSIA  
mail@eagerart.net  
www.eagerart.net  
137, 138

**Daniel Kvasznicea**  
Hubertusweg 22a,  
Lauterach, Vorarlberg,  
AUSTRIA  
daniel@inetgrafx.at  
www.inetgrafx.at  
194-195

**Che Kyeong-Min**  
Secho-Dong, Seochogu,  
Seoul,  
KOREA  
98km2303@naver.com  
13

### L

**Ngo Hock Lim**  
SINGAPORE  
hock3d@rocketmail.com  
109

**Alexander Lindt**  
Prenzlauer Allee 16,  
Berlin,  
GERMANY  
alindt@gmx.net  
www.znull.de  
87

**Martin Lisee**  
Prague,  
CZECH REPUBLIC  
www.freefallgraphics.com  
22-23

**Todd Lockwood**  
20825 SR410 E #186,  
Bonney Lake, WA,  
USA  
toddlockwood.com  
26-27, 71, 72-73

**Renaud Louis**  
La Motte-Plevenon,  
Frehel, cote d'Armor,  
FRANCE  
renaud.louis@laposte.net  
www.redinard.info  
124

**Henning Ludvigsen**  
Roveveien 77,  
3080 Holmestrand,  
NORWAY  
henlu@online.no  
www.henningludvigsen.com  
52

**Mikael Lugnagard**  
Kemigrand 14,  
Umea,  
SWEDEN  
mike@mikedesign.se  
www.mikedesign.se  
128

### M

**Razvan Maftel**  
Pan Halipa, Bld. C3, Ap. 15,  
Timisoara, Timis,  
ROMANIA  
razvan@raz.ro  
raz.ro  
167

**Christos Maganas**  
29 Aglaonikis Str,  
Athens,  
GREECE  
christos@ukonline.co.uk  
www.pvuk.com/artists/  
portfolio36\_1.html  
152-153

**Xavier Marquis**  
182 rue d'Alesia,  
Paris,  
FRANCE  
contact@xavier-marquis.com  
www.xavier-marquis.com  
64, 82-83

**Pierriek Martinez**  
rue des Roches, Cidex 08,  
Onans,  
FRANCE  
pletrix.m@infonie.fr  
www.p-rik.com  
75

**Stephan Martinere**  
Illinois,  
USA  
martiniere@netze.com  
www.martiniere.com  
66, 157, 158, 159, 161, 190,  
192, [Limited Edition, VII]

**Aaron McBride**  
2420 Steiner Street #11,  
San Francisco, CA,  
USA  
xexahylus@yahoo.com  
www.saganian.com  
69

**Meats Meier**  
1547 Cerro Gordo,  
Los Angeles, CA,  
USA  
meats@sketchovision.com  
www.3dartspace.com  
108, [Limited Edition, IX]

**Gustavo Mendonca**  
610 NE 34T St. Apt #1,  
Miami, FL,  
USA  
gkale@hotmail.com  
www.brushonfire.com  
191

**Wei Ming**  
Dongcheng Ganyuhutong  
33-2-101,  
Beijing,  
CHINA  
i3version@yahoo.com  
106

**Alex Morris**  
Hayes Davidson  
Studio A, 21 Conduit Place,  
London,  
GREAT BRITAIN  
alex.m@hayesdavidson.com  
www.hayesdavidson.com  
41



# INDEX

## N

**Christina Neofotistou**  
Bousiou 36,  
Athens,  
GREECE  
jade\_c\_green@hotmail.com  
www.christinart.da.ru  
148

**Luciano Neves**  
IT - Inutilia Truncat,  
Rua das Flandreiras, 170 apt.  
32 - Vila Olympia, Sao Paulo,  
BRAZIL  
luciano@infiniteog.com  
www.infiniteog.com  
182

## O

**Oddworld Inhabitants**  
PDD & OG Department  
869 Monterey St.,  
San Luis Obispo, CA,  
USA  
www.oddworld.com  
93, 98, 99

**Tomasz Arthur Opasinski**  
Critical Mess,  
USA  
www.tom-arthur-opasinski.com  
www.tom-arthur-opasinski.com  
126-127

## P

**Geoffrey Packer**  
GREAT BRITAIN  
geoff@dnastair.co.uk  
www.dnastair.co.uk  
38, 48

**Jason Pamment**  
36 King William Street,  
Adelaide, SA,  
AUSTRALIA  
jaspam@westnet.com.au  
162

**Egil Paulsen**  
Ovre Kalfarlien 27,  
5018 Bergen,  
NORWAY  
egil.paulsen@gmail.com  
www.ep-arts.com  
144

**Shawn Alan Peters**  
1409 South Lamar #242,  
Dallas, TX,  
USA  
www.shawnalanpeters.com  
106

**Laurent Pierrot**  
589 Venice Boulevard,  
Venice, CA,  
USA  
laurent@blur.com  
32

**Platinum**  
Rua do Catete, 92 - Casa 19,  
Rio de Janeiro,  
BRAZIL  
leovilela@platinumfmd.com.br  
www.platinumfmd.com.br  
76-77, [Limited Edition, vii]

**Krysztof Polak**  
McMahons Point,  
Sydney, NSW,  
AUSTRALIA  
krpolak@hotmail.com  
48

**Olivier Ponsonnet**  
53 rue Hoche,  
Bordeaux,  
FRANCE  
reiv.free.fr  
34

**Alexander Preuss**  
An der Rheinbahn 31,  
Meerbusch,  
GERMANY  
alexpreuss@web.de  
169

**Nick Pugh**  
3312 Lime Ave, Signal Hill, CA,  
USA  
nick@nickpugh.com  
nickpugh.com  
156, [Limited Edition, xiii]

## Q

**Chen Qingfeng**  
Room 201, No.990-1,  
Xiahe Road,  
Xiamen, Fujian,  
CHINA  
cqfcqfcq@vip.sina.com  
www.chen3d.com  
42, 44

## R

**Eugene Rabok**  
206 -128 8th St. W,  
North Vancouver, BC,  
CANADA  
eugene\_rabok@mail.ru  
94, 95

**Kornél Ravallits**  
Istvánföldi 52,  
1045 Budapest,  
HUNGARY  
kornel@formak.hu  
www.graphitelight.hu  
24, 74

**Martin Rebas**  
Dr Lindhs Gata 3,  
413 25 Göteborg,  
SWEDEN  
web@rebas.se  
www.rebas.se  
134

**Fernando Reute**  
Seagulls Fly  
116 Botafogo, CEP 22290-160,  
Rio de Janeiro,  
BRAZIL  
reute@seagullsfly.art.br  
www.seagullsfly.com  
83

**Felicity Rogers**  
PO Box 66081,  
Auckland,  
NEW ZEALAND  
felicity@handbird.com  
www.handbird.com  
146

**Jianing Rong**  
1713 Benson Ave,  
Brooklyn, NY,  
USA  
jrrat@yahoo.com  
www.jrtistic.com  
105

**Michael Rougeux**  
Arlington Heights, IL,  
USA  
c82@c82.net  
www.c82.net  
118, 120

**Udom Ruangsakulporn**  
Kantana Animation Co., Ltd.  
Huay Hwa, Bangkok,  
THAILAND  
tucker\_3d@yahoo.com  
7

## S - >

**Jesse Sandifer**  
2200 N. Lamar,  
Dallas, TX,  
USA  
jsandifer@greengrassstudios.com  
82

**Daniel Schmidt Leal**  
METACUBE,  
Privada del Nino 25-b,  
Guadalupe, Jalisco,  
MEXICO  
daniel@metacube.com.mx  
www.metacube.com.mx  
183

**Ilena Sebeva**  
Moscow,  
RUSSIA  
lena@krolkov.net  
www.krolkov.net  
131, 133

**Stephany See**  
Visual Line  
Subang Jaya, Selangor,  
MALAYSIA  
tsukino14@yahoo.com  
uk.geocities.com/nkdesign22/  
118

**Dave Seeley**  
Boston, MA,  
USA  
seeley@daveseeley.com  
daveseeley.com  
55, 67, [Back cover: EXPOSÉ 3  
Softcover & Hardcover editions]

**Marc Simonetti**  
4 rue le Mail,  
St Julien en Genevois,  
FRANCE  
m.simonetti@laposte.net  
perso.wanadoo.fr/marc.simonetti/  
73

**Edith Smith**  
12617 NE 130th Way E-302,  
Kirkland, WA,  
USA  
elsmith3@hotmail.com  
www.es-atium.com  
100-101, [Limited Edition, ix]

**Katarina Sokolova**  
5/12 Klovsky Spysk Street,  
Kiev,  
UKRAINE  
katarinasokolova@gmail.com  
www.piter.org/~greza/katya/  
56-57

**Ila Solomon**  
CANADA  
ila\_solomon@yahoo.com  
www.ilasolomon.com  
139

**High Moon Studios**  
High Moon Studios, Inc.,  
Carlsbad, CA,  
USA  
dkit@highmoonstudios.com  
www.highmoonstudios.com  
178-179



# INDEX

## EXPOSÉ 3 Limited Edition

The EXPOSÉ 3 Limited Edition features an extra section on the Master Award Winners. These pages can be found in the index with the following reference: [Limited Edition, i-iv]

### < - S

#### Michael Sormann

Hertha-Firnberg-Strasse 3/13,  
Vienna,  
AUSTRIA  
sormann@nexta.at  
www.sormann3d.com  
164-165, [Limited Edition, xiii]

#### Sparth

4802 Clark Street, Montreal, QC,  
CANADA  
www.sparth.com  
103, 178, 193

#### Frederic St. Arnaud

68A Chemin Des Amarantes,  
Ste-Anne-Des-Lacs, QC,  
CANADA  
fredericstarnaud@sympatico.ca  
www.frederic-st-arnaud.com  
180, [Limited Edition, xiv]

#### Steven Stahlberg

7-6-2 Menara Hartamas,  
Kuala Lumpur, Selangor,  
MALAYSIA  
stahiber@yahoo.com  
30-31, [Limited Edition, iv]

#### Franz Steiner

Gneisenaustasse 16,  
10961 Berlin,  
GERMANY  
contact@franzsteiner.de  
www.franzsteiner.de  
75

#### Cory Strader

125 Chiswick Rd,  
Brighton, ME,  
USA  
cory.strader@verizon.net  
www.corystrader.com  
28

#### Philip Straub

Maitland, FL,  
USA  
www.philipstraub.com  
179, 187, 191

#### Pete Sussel

7 Pennington Drive,  
Huntington, NY,  
USA  
psussel@optonline.net  
www.sussdesign.com  
96, 97

#### Kim Syberg

Copenhagen,  
DENMARK  
kimsyberg@hotmail.com  
59

### T

#### Damien Thaller

AUSTRALIA  
www.damienhalter.com  
163

#### Gary Tenge

34 Wendover Rise,  
Coventry, Warwickshire,  
GREAT BRITAIN  
gary@vision-afar.com  
172, [Limited Edition, xiv]

#### Delta Tracing

via Murri 2/A,  
Mestre, Venice,  
ITALY  
dt@deltatracing.com  
www.deltatracing.com  
46

#### Eric Tranchefaux

38 rue des Epinettes,  
75017, Paris,  
FRANCE  
studio@tranchefaux.com  
www.tranchefaux.com  
29, 86

#### Daniel Trbovic

3412 Cole Ave, Dallas, TX,  
USA  
mentalray2001@yahoo.com  
www.cgjungle.com  
166

#### Cherie Treweek

Unitd7 Molen Village,  
Cape Town,  
SOUTH AFRICA  
ree@unitd7.com  
114-115, [Limited Edition, x]

#### Francis Tsai

1221 Essex Street #8,  
San Diego, CA,  
USA  
tsai@teamgt.com  
www.teamgt.com  
104

#### Alexandre Tuis

15 rue du Versau,  
Combs-la-Ville,  
Seine et Marne, FRANCE  
alexandre.tuis@wanadoo.fr  
a.tuis.free.fr  
88

### V

#### Farzad Vazehramyan

High Moon Studios  
6197 El Camino Real,  
Carlsbad, CA,  
USA  
www.highmoonstudios.com  
85

#### John Vega

PMB 187 2525 Arapahoe  
Ave. E4,  
Boulder, CO, 80302,  
USA  
comm@dancingimage.com  
www.dancingimage.com  
128

#### Ursula Vernon

734 Branniff Dr, Cary, NC,  
USA  
setik@metalandmagic.com  
www.metalandmagic.com  
134

### W

#### Ranyun Wang

57-4-302, Balizhuangxili,  
Chaoyang district,  
Beijing 100025,  
CHINA  
ryw129@126.com  
200

#### Wei Weihua

Paris,  
FRANCE  
weihua@hotmail.com  
www.weihua.com  
187, 99

#### Jonathan Wells

"The Loft, The Old Mill",  
Godalming, Surrey,  
GREAT BRITAIN  
jonathan@designhive.co.uk  
www.designhive.co.uk  
40

#### Brandon Williams

4302 Fontenay, Mason, OH,  
USA  
willbrn@bgsu.bgsu.edu  
117

#### Chris Wren

6A-1385 West 15th Ave,  
Vancouver, BC,  
CANADA  
kennb@shaw.ca  
64

### Y

#### Xiao Yi

Block B, Yuehaimen Square,  
#2292-2300 Nanyou Ave,  
Shenzhen, CHINA  
owenxiaoxiao@hotmail.com  
www.artbyxiao.com  
74, 132

#### Chris Young

16 Ormonde Court, London,  
GREAT BRITAIN  
chrisyoung20@yahoo.co.uk  
105

#### Dave Young

San Diego,  
USA  
dave@cgsite.net  
140

### Z

#### Pablo Zangla

Via Albareto 363, Modena,  
ITALY  
z4n@moooz.com  
www.moooz.com  
43

#### Xu Zhelong

Shanghai,  
CHINA  
xuzhelong@163.com  
43, 45, 46, 49, 186



## SOFTWARE INDEX

Products credited by popular name in this book are listed alphabetically here by company.

Adobe	Photoshop	www.adobe.com
Adobe	Illustrator	www.adobe.com
Adobe	After Effects	www.adobe.com
Alias	Maya	www.alias.com
Apple	Shake	www.apple.com
auto-des-sys.	FormZ	www.formz.com
Autodesk	3ds max	www.autodesk.com
Autodesk	combustion	www.autodesk.com
Autodesk	flame	www.autodesk.com
Autodesk	LightScape	www.autodesk.com
Autodesk	VIZ	www.autodesk.com
Autodesk	AutoCAD	www.autodesk.com
Caligari	trueSpace	www.caligari.com
cebas	finalRender	www.finalrender.com
Chaos Group	VRay	www.vrayrender.com
Corel	Painter	www.corel.com
Corel	Bryce	www.corel.com
Corel	PaintShop Pro	www.corel.com
Corel	PhotoPaint	www.corel.com
CuriousLabs	Poser	www.curiouslabs.com
Eclectasy	Fractal Explorer	www.eclectasy.com
e-on software	Vue d'Esprit	www.e-onsoftware.com
eyeon Software	Digital Fusion	www.eyeonline.com
Frederik Slijkerman	Ultra Fractal	www.ultrafractal.com
GraphiSoft	ArchiCAD	www.graphisoft.com
Macromedia	FreeHand	www.macromedia.com
MAXON	BodyPaint	www.maxoncomputer.com
MAXON	CINEMA 4D	www.maxoncomputer.com
mentalimages	mental ray	www.mentalimages.com
NewTek	LightWave 3D	www.newtek.com
Paul Debevec	HDR Shop	www.debevec.org
Pixar	RenderMan	www.pixar.com
Pixologic	ZBrush	www.pixologic.com
Realsoft Graphics	Realsoft 3D	www.realsoft.fi
Right Hemisphere	DeepPaint	www.righthemisphere.com
Robert McNeel & Assoc.	Rhino	www.rhino3d.com
Softimage	SoftimageXSI	www.softimage.com
Splutterfish	Brazil r/s	www.splutterfish.com
Strata 3D Pro	Strata3D Pro	www.strata.com



## THE FINEST DIGITAL ART IN THE KNOWN UNIVERSE



Ballistic Publishing produces the world's best CG art books from the EXPOSÉ annuals which showcase the best CG art in the known universe, to the d'artiste series which offers a Master Class in CG techniques from the leaders of their craft. Ballistic Publishing offers each of its titles as Limited Edition collectibles. A single print-run of these black leather-bound, foil-embossed, numbered copies is produced with no more than 2,000 copies available. Each copy also comes with its own numbered Certificate of Authenticity. Visit: [www.ballisticpublishing.com](http://www.ballisticpublishing.com)

/ BALLISTIC /



## **Ballistic Publishing**

Publishers of digital works for the digital world

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

### **Correspondence**

[info@BallisticPublishing.com](mailto:info@BallisticPublishing.com)

### **Subsidiaries**

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

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

### **Affiliate**

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

### **About Ballistic Publishing**

Our mission is to create the highest quality publications for the Computer Graphics (CG) and digital art community. We are setting high standards in all areas of publishing from the quality of our content, design, delivery and responsiveness to the market.

Because we are CG people, with strong backgrounds and experience in serving the CG industry. We understand CG books, as we have either been involved in editing/writing some ourselves, or have peer reviewed many titles in our careers.

We work closely with our authors, giving them the valuable feedback needed to produce a high quality product. We are deeply in tune with the worldwide CG community through our website CGTalk.com, and we listen to the industry.

As CG practitioners, we don't accept anything but the best when it comes to image quality. Every single image that appears in our books has been hand tweaked and color corrected to get the best possible image quality in the transfer from the digital medium to the printed page.

Ballistic Publishing is a global publishing company created and based in Australia. We operate in the Adelaide Hills where we can be contacted:

### **Ballistic Publishing Pty Ltd**

Aldgate Valley Rd

Mylor, SA 5153

Australia

ABN: 63 104 352 758

[info@BallisticPublishing.com](mailto:info@BallisticPublishing.com)

For other Ballistic Publishing titles, visit:  
[www.BallisticPublishing.com](http://www.BallisticPublishing.com)



