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an objection the imagination

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design in europe



FROM EUROPE







If you would like to be part of them in contributing your design and arts, we welcome you to contact us at artz@spotbit.com

YAHOO! DESIGN INNOVATION TEAM





True to its word. Imaginative.Innovative.Creative.A step forward. Team of dedicated web enthuasists who teamed up together, in bridging the gap of dream and reality. Pretty straight forward webpage with portfolios to impress potential markers that may grant them a big break in developing the world of web.

BUILD YOUR OWN DEATH PROJECT

©2007

www.irreal.cl/byodp/

a collaborative project aiming on projects of arts customization and personalization, that can be done through painting and drawing over own individual simple object like boxes, tees, etc. This kind of ready-mades have artistic value for the artist depending on their individual skills. Winning submissions from interested ethuasists will get their works displayed in its less than ordinary websites.







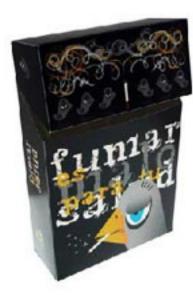




























brand:nu

Art direction, Illustration and Graphic Design by Radim Malinic



Designers Shop





The book (36pp A5) contains over 50 pieces of Radim Malinic's work, that has put Brand Nu to the top of international design community. Orders will ship on 10th October via Royal Mail.

Book Price £5.99

+р&р

www.brandnu.co.uk/index.php?shop



Designers Shop

Monster Medley Tote Bag
Lots of yummy monsters from the mind of
Miskellaneous.
Price: £8.00 + £1.50 p&p

www.miskellaneous.co.uk/newshop.html



Charuca's Shop

www.charuca.net

Chanuga News 😚

Charuca Toys: BBZ

Este es el prototipo de **BBZ**, el primer hijo de **Charuca** & **Kaching Brands**. Estos prototipos han sido presentados en la última edición del San Diego Comic Con.

Introducing BBZ, the first Charuca & Kaching Brands son. The prototipes where shown at the last San Diego Comic Con edition (July 2007)





New! Charuca 3D Characters

Ahora los personajes de Charuca también en 3D. Encarga tu mascota y sé el más fardón! Now the Charuca characters also in 3D. Command now your 3D design, It's ultra super cool!

Xiruca descubre Cataluña

La revista "Descobrir Catalunya" ha estrenado a Xiruca, el nuevo personaje diseñado por Charuca que conducirá la sección dedicada a los más peques.

The magazine "Descobrir Catalunya"

the character created by Charuca who will be the protagonist of the children section.



Charuca Shop

La temporada Primavera-Verano está a punto de terminar en **Charuca Shop**. Aprovecha para hacer tus últimas compras ya que el **21**

de Octubre la tienda cerrará por cambio de temporada! Lasts days of Spring-Summer season in Charuca Shop.

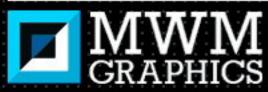
These is your last oportunity for buying The shop will be closed at **Octover 21** for new season.





WWW.CHARUCA.NET/SHOP WWW.CHARUCA.BLOGSPOT.COM







MWM Graphics is 27-year-old American artist and graphic designer Matt W. Moore

Art Direction Design Identity Web Illustration.

PORTFOLIO BLOG PRESS SHOP CONTACT LINKS

LOGOS & ICONS Logo Set 1 Logo Set 2 Logo Set 3 Deck of cards RECENT PROJECTS Smart Car **ROJO Magazine** TD Banknorth The KDU DB Twang Mavis Media JB Scotch Samsung Vormator **DJ Tosheba** Mazda UK Vectorfunk Series 2 Vectorfunk Series 1 Space Collabo Sticks & Bricks APPAREL! Nike SB Ecko Red Ecko Unitd Threadless Select Peace Denim MWM360 YRB 06 WEB DESIGN: Wallspankers **Burton 08** BumpHiphop Banners





BANGERS 3

BY MWM GRAPHICS



to peruse, both personal and commercial. I also went back to the archives

Bangers 3 Books and Vectorfunk Posters are available in the shop, and I've

prepared some free stuff too. 12 desktop wallpapers, 3 printable sticker

The MWM News Blog is updated often with news of upcoming shows and

and posted some of my favorite pieces from the past ten years. Enjoy!

sheets and a convenient pdf mini-book for agencies to keep on file.

projects. Hook up a bookmark and stay tuned.















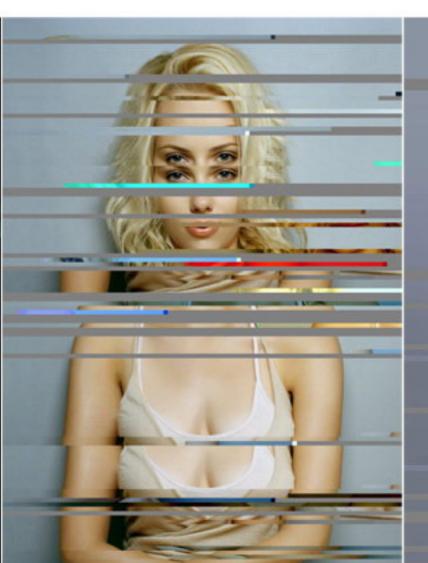




Couldn't Resist 01-10 Couldn't Resist 11-20 Couldn't Resist 21-30 TYPOGRAPHY. Alphafont Series **Crenshaw Font** Xacto Font 100 R's Series ART & ILLUSTRATION **BW Bangers Book 3** B/W Bangers Book 2 BAW Bangers Book 1 **Rewind Series** Mandalas **Tree Series** Skateboards Abstract Series Set 1 **Abstract Series Set 2** Abstract Series Set 3 **Hiphop Portraits** Eph The Buff **Painted Spray Cans** GRAFFITI Sketchbook Murais & Walls DOWNLOADS **Desktop Wallpapers** Sticker Sheets **PDF Portfolio** LATEST NEWS **MWM News Blog**

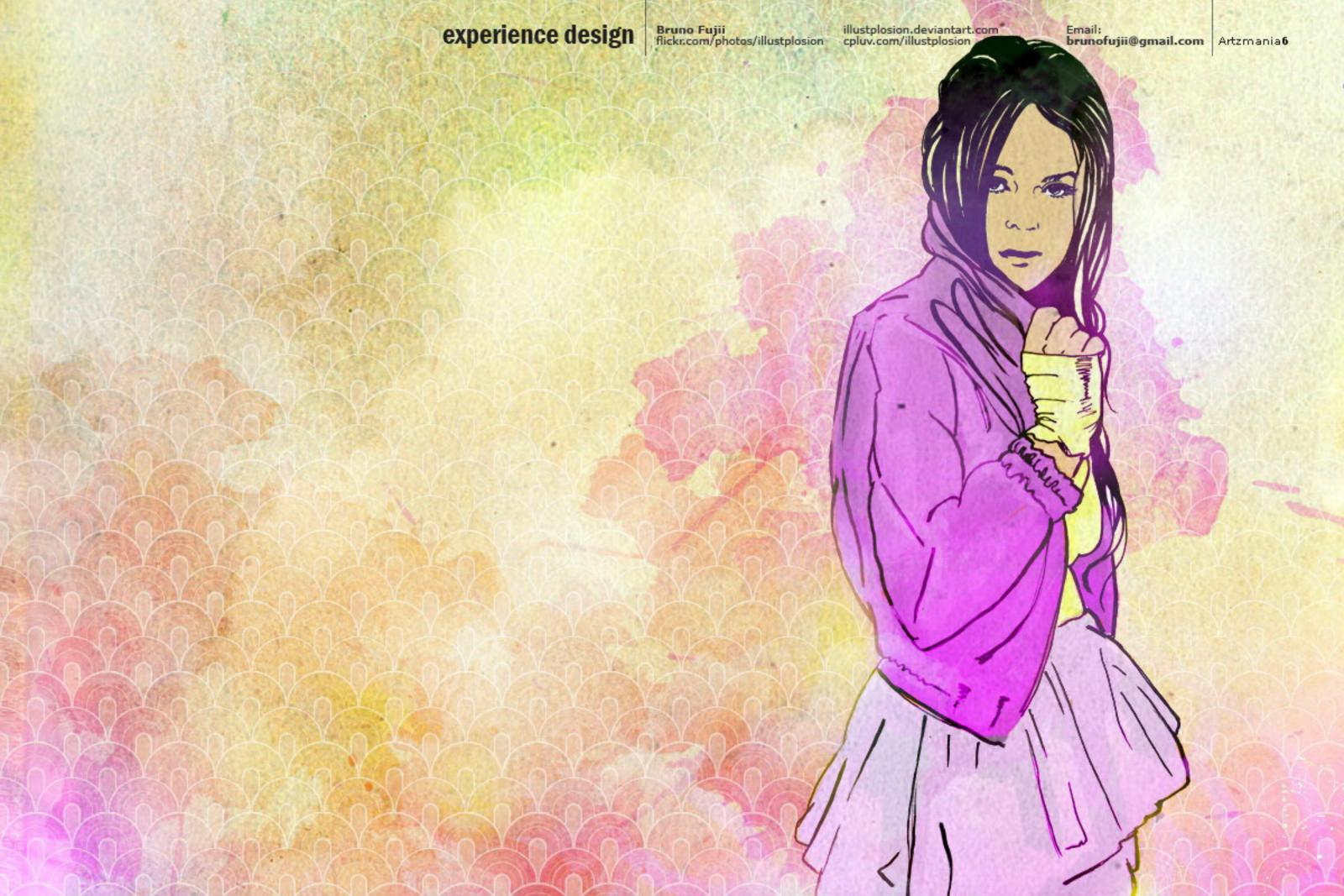
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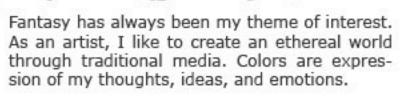














Artwork title: Necromancer REDONE



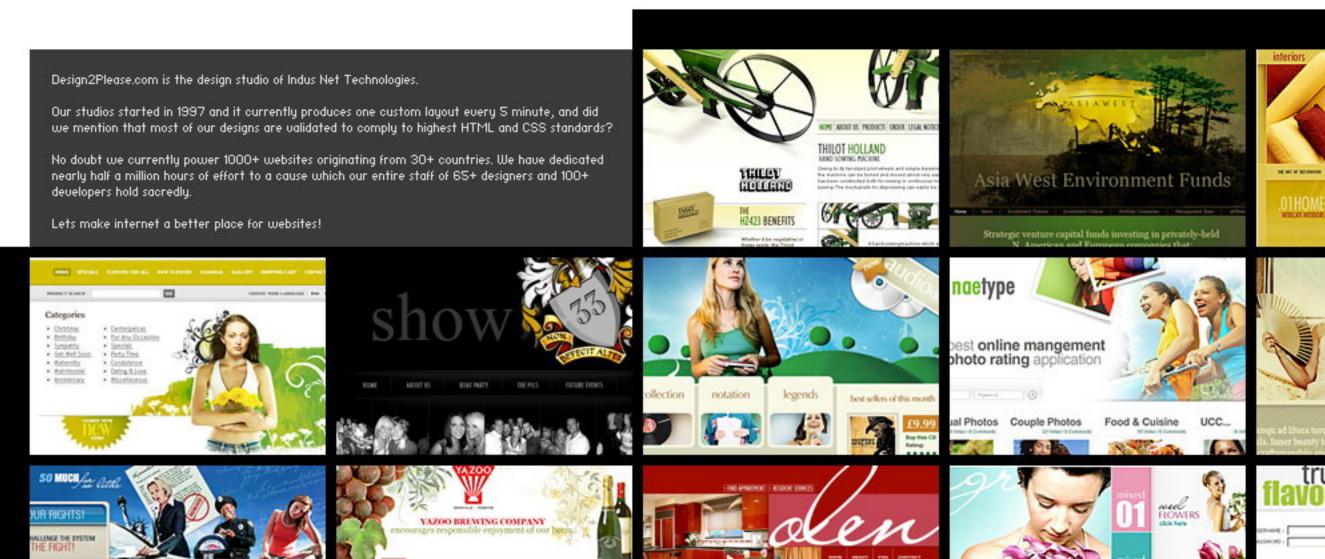
Artwork title: Eros and Psyche



DESIGN@PLease

Design2Please.com TemplateKingdom.com Hire-a-Designer.com

MAN BEHIND THE IDEA





SERVICES WOOFFER







GLOBAL RETAIL SALES











Posted news from Kate Andrews's blog

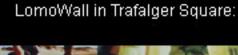
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London Design Festival 2007: Highlights **Events**

Firstly, I would like to thank the team at MocoLoco for mentioning the Anamorphosis coverage of London Design Festival this year - it has been a busy week of events in the UK capital! Do take a look at some of the greener coverage I have been on top of this year, over on Inhabitat.com.

Key articles include: Deptford Design Challenge, Tom Dixon's Light Giveaway, Top Ten Highlights of 100% Design, Greenpeace Light Garden and Trash Luxe. Plenty of personal highlights this year, including some of the following.

100% Design London:





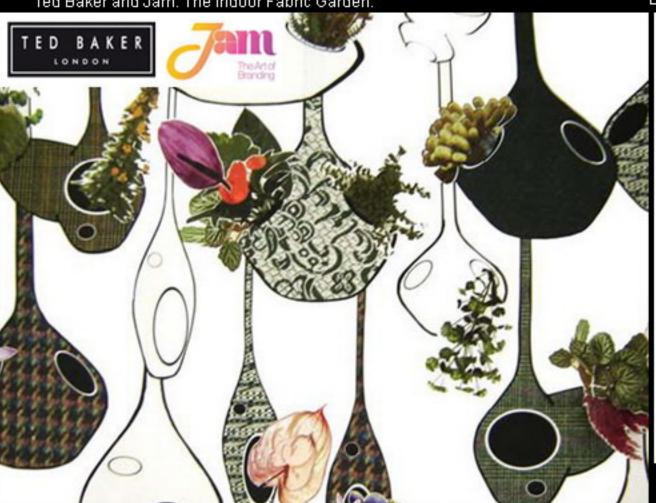


London Design Festival 2007: Highlights Events



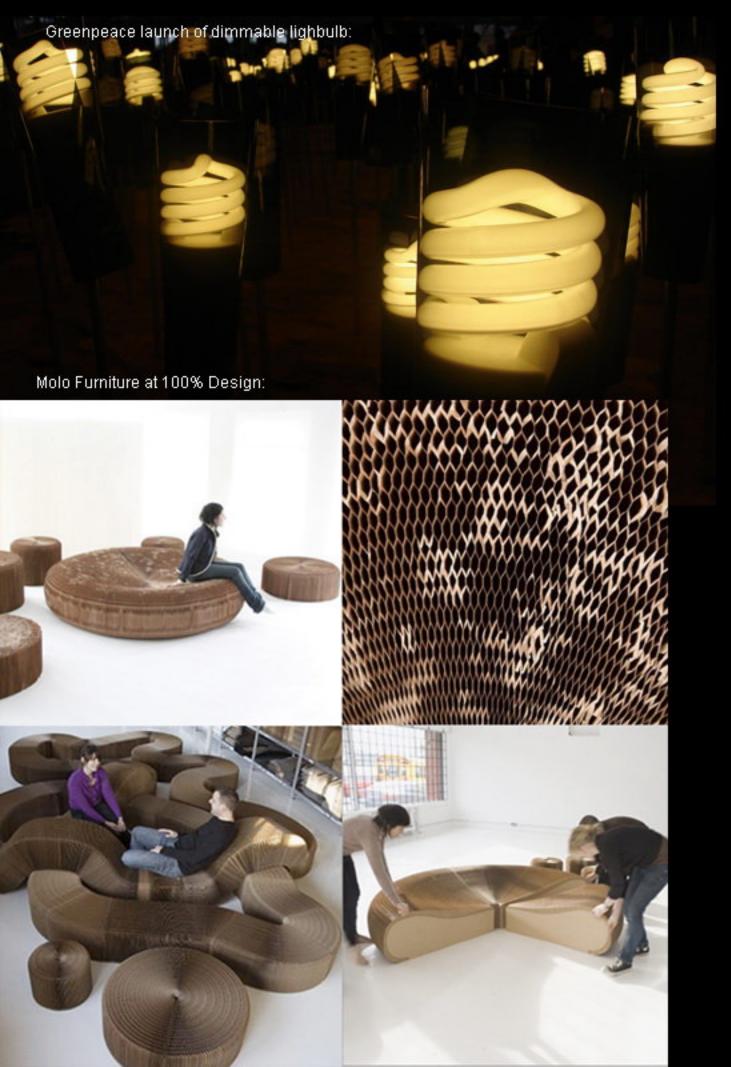


Ted Baker and Jam: The Indoor Fabric Garden:



Eco-Labs at London College of Communication:





London Design Festival 2007: Highlights Events



Deptford Design Challenge:



Again, plenty of images over on Flickr, and please await some specific event coverage to come on Anamorphosis.



GETTING TO SPEAK TO THE LEVEL OF 10.000 METERS The interview with exclusive web designer Wlad Marhulets by Michael Fridman

always enjoy getting to speak with somebody while traveling by plane for one particular reason. Simply, we become rarely open while disobliging conversation, being aware that after a short while we'll never meet each other again. I find the conversations like that unusually interesting, since they are unpredictably true and

honest. Being a journalist, I was ready to start a conversation with a man sitting on my left side and scribbling something on his sketchbook. After a few minutes I knew, that I just won't be able to say goodbye to him without any recording of our absorbing conversation.



Clipboard, Pen, and Paper

Michael: Well, Before I had started to record, you mentioned that you're an ART web designer. I've never heard before such a term. What actually does it mean?

Wlad: I guess...nobody besides me uses that term. It seems to be quite strange to me that such words as "ART" and "webdesign" are still so far to each other. Although the internet is supposed to be a sort of connection between all of integral parts incorporating into ART (image, sound and text), it has still nothing common with it. What I basically do, is create ART using the internet.

M: How your works practically look like? Is there a huge difference between your works and other websites we might find in the internet?

W: My works fully remind something known as a webpage, since first of all they play a role of source of informations, nonetheless there is a significant difference between what I make and what other web designers provide. It's similar to... sushi, I guess - when you eat it, you take pleasure in not only satisfying hunger, but also enjoying the wholeness of eating process, including admiration of form, aroma, uniqueness of atmosphere... in other words, you experience much more subtile pleasure. I don't claim to make better websites than others. I don't, because I make something completely different.

M: Are you trying to say that although you are a web designer, you provide utterly different product than others?

W: In fact, I'm not a web designer in the full sense of the word. I'm an artist, I realise myself through creating a web pages because I'm a good programmer also. However, what I'd like to emphasize, is that I'm not a follower of division of ART into some fake categories, you know, like: "I'm a designer, I make chairs only, don't bother me right now". I'm trying to not limit myself by some divisions. Since I'm not only a web designer, but also a musician, writer, painter and programmer, I prefer to describe myself by using such abstract term, as ART web designer.



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Marina Baranova



Events

Bio

Reviews

Repentoine

Recordings

Pictures

Contact

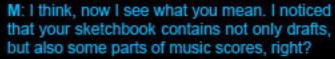
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W: As I said, I don't limit myself by doing one and only thing. I treat art as a way of expression. There are such emotions that can be expressed by sound, text, or image only. That's why I find the internet so interesting medium - it allows artist to fully express his personality through image, text, and sound. All what I need to create ART, is just my clipboard, pen, and paper. Each website I created was born in my sketchbook.

To become an actor while making design

M: It's not my stuff at all, but as far I know, usually websites are made by some teams. Who do you work with?

W: I create websites by oneself. You were right saying that usually work like that requires at least several people working together, separately working on graphic design, animations, typography and program code. But after all, all of these things can be performed on a professional level by one person. I don't need any team to create websites. Moreover, in my opinion, it's absolutely necessary to be able to make all of that by oneself, if we want to deal with something called ART.

M: It's pity I can't review your works right now, you made me curious. Could you tell me more about your websites?

W: Through web interface I try to express the wholeness of client's personality. However, I make it according to my own perception and imagination. It's similar to be an actor, who acts someone else, but at the same time, he does it according to own perception and creativity. The next thing which I find very significant to me, is to create some sense of 3D-space on website. It brings us closer to more natural perception of visual kinds of art.

I also care for making a possibility for client to manage the whole content of website in a simple way, that doesn't require programming abilities.

M: Sounds interesting...What is your target audience for this sort of art?

W: My websites are luxurious. It's not even about prices, it's about possibility to perceive and enjoy subtile aesthetics details. Let's say, someone for whom it makes no difference whether he eats mentioned sushi or hot-dog, decidedly will not become my client. Usually, my clients are associated somehow to miscellanears branches of art.

Gold, silver, velvet

M: How long have you been working as an ART web designer?

W: I've been interesting in web technologies as well as programming for many many years. I saw in it, through the code, letters, and numbers, something pertaining to art. I have been learning numerous programming technologies, and at the same time, developing my abilities as a graphic designer, painter, composer and writer. One day, I decided to incorporate all of that into one thing - a website. Recently, I've decided to make it professionally, that's why I established my own design studio, called "gold.silver.velvet".

M: Is everyone can order a website from you?

W: Actually, yes. I don't limit myself to the clients assiaciated to luxury life style and art, however they most often become my clients, as a people who highly value what I do.

[an attractive stewardess is just coming up and proposing some drinks]

Are you going to order something?

M: Well, no really, but maybe I should consider ordering some website from you... goto Wlad Marhulets Website

goto Michael Fridman's Blog

Self Publish Sell Worldwide in Minutes Fast, Easy and Free





www.spotbit.com



Alexandra V Bach

website: www.ravendusk.com

contact: webmistress@ravendusk.com

Country

France / Bordeaux

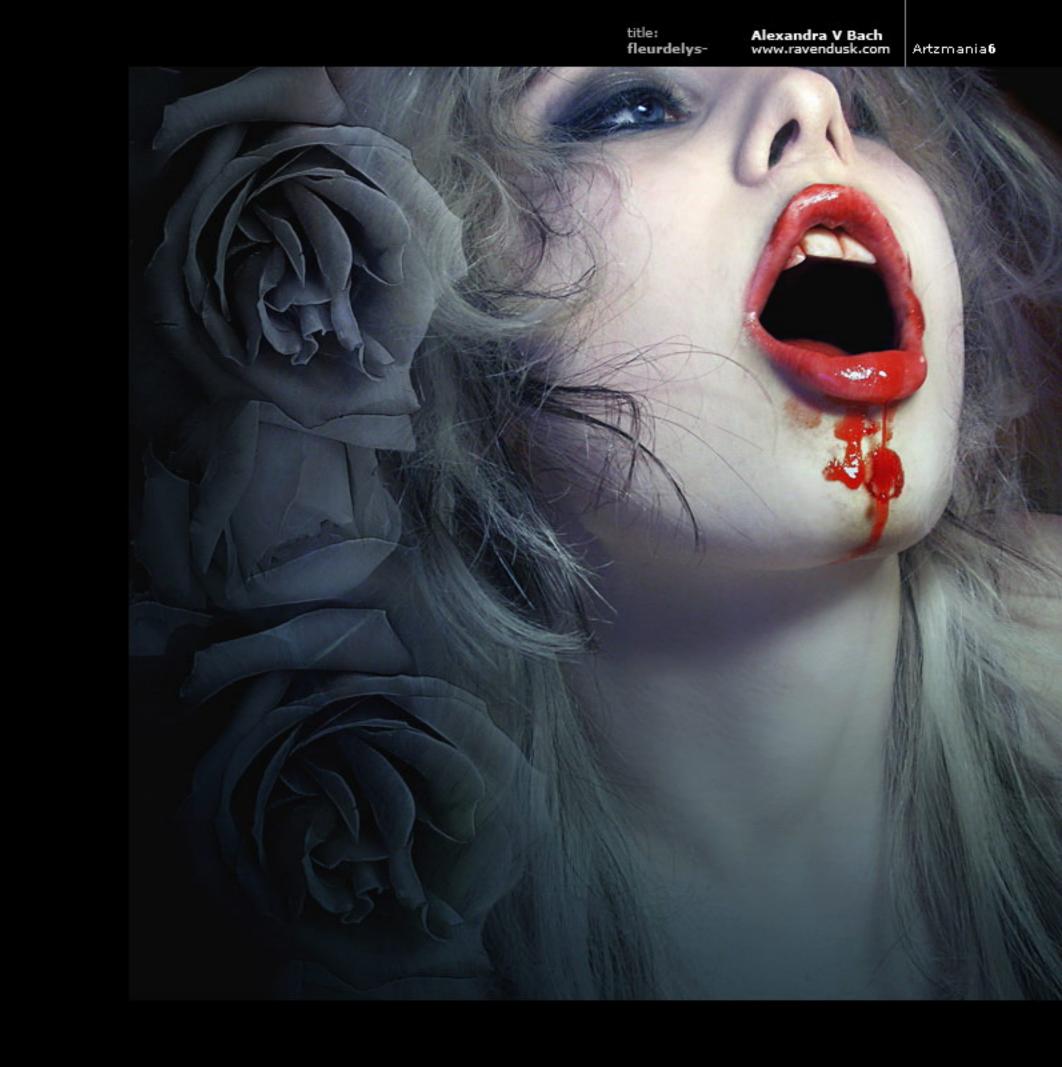
My name is *Alexandra V. Bach*, 28 years old, heading from France. I am a digital artist and graphic designer.

It's in late 2003 that I began to create digital artworks, first of a very macabre nature. After more than one year of digital creation, my style evolved. Leaving aside the horrific imagery of my beginnings, I turned myself to a more delicate, achieved and feminine vision of the beauty in darkness, depicting dark and always elegant beauties into a special world of my own.

My medium is called photomanipulation, so I use many basic pictures, postwork them and create something brand new.

I work especially as a graphic designer for metal and alternative bands worldwide and have worked recently for bands such as Kamelot, Wykked Wytch or Aesma Daeva.





title: frontierereve title: love Alexandra V Bach www.ravendusk.com

Artzmania**6**







flickr.com/people/scatti_frullati/ www.andreafrancescoberni.it

andreafrancesco@gmail.com

I attended art school and took a bachelor of Arts in Media Design, currently I'm attending a master at Istituto Italiano di Fotografia. I love shooting unusual portraits, building strange situations, full of patterns or glamour. I don't like photography as an end in itself, I prefer to put into my pictures concepts and creativity...

Current residence: Live, study and work in Milan, Italy







title: Bad Taste

title: Wild detenction

Andrea Francesco Berni flickr.com/people/scatti_frullati Artzmania6







Anna Kaminska

www.grafanna.it

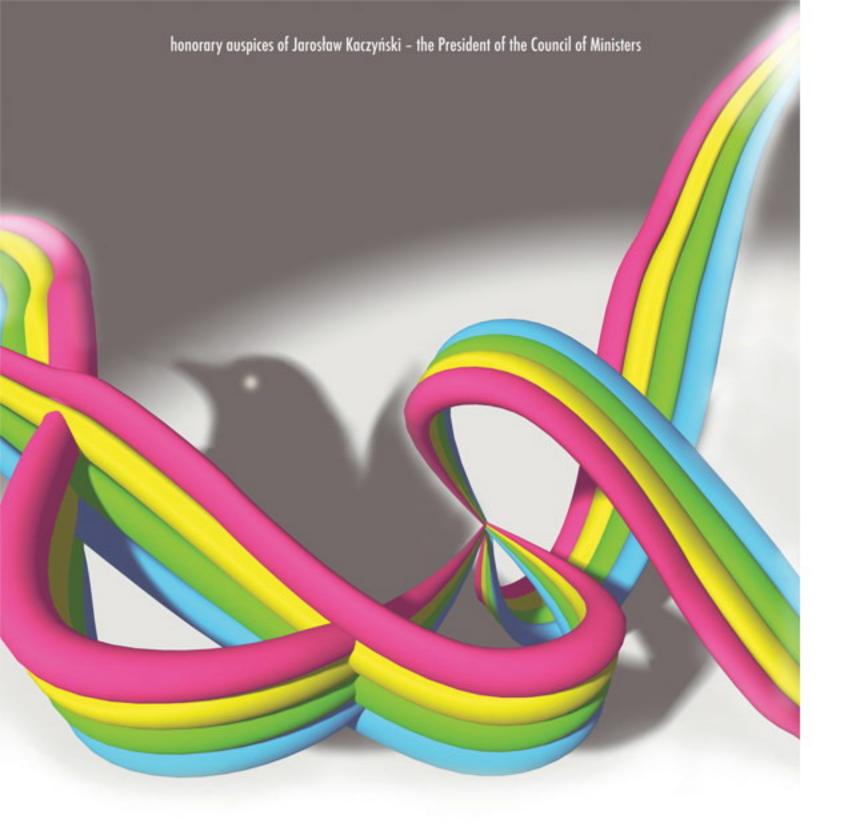
Email: anna@grafanna.it Italy/Piscina (Torino)/ via Airasca 22

My name's Anna Kaminska. I'm an Art Director.

For over 5 years I collaborate with a some large Adversting Agency in Italy and in the USA. I run an art department and I manage a team of graphic & web designers. I work on a concept for commercials and print & web advertisements. I'm responsable for the visual look and feel of the creative product.

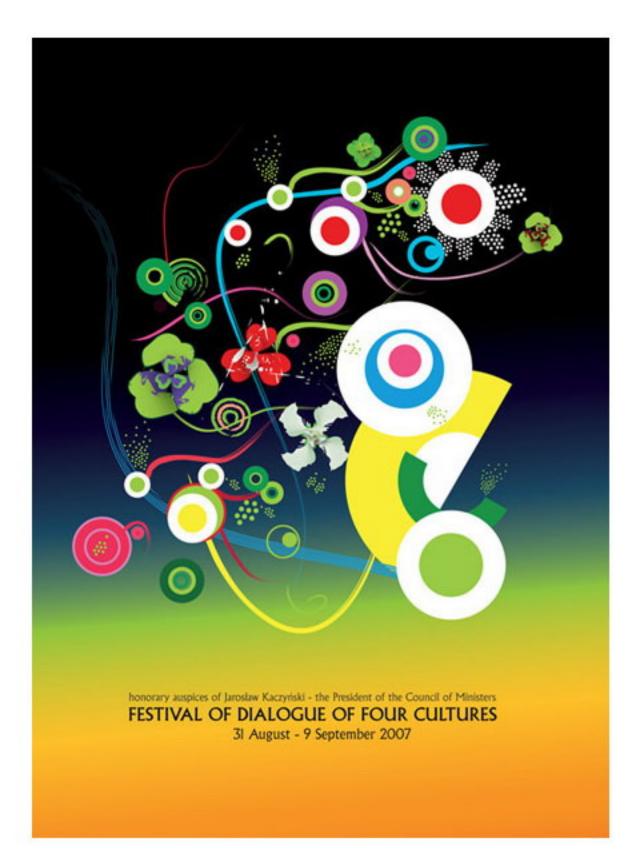
I'm graduated from the Academy of Fine Arts in Turin(Accademia Albertina delle Belle Arti). Actually I live in Italy.

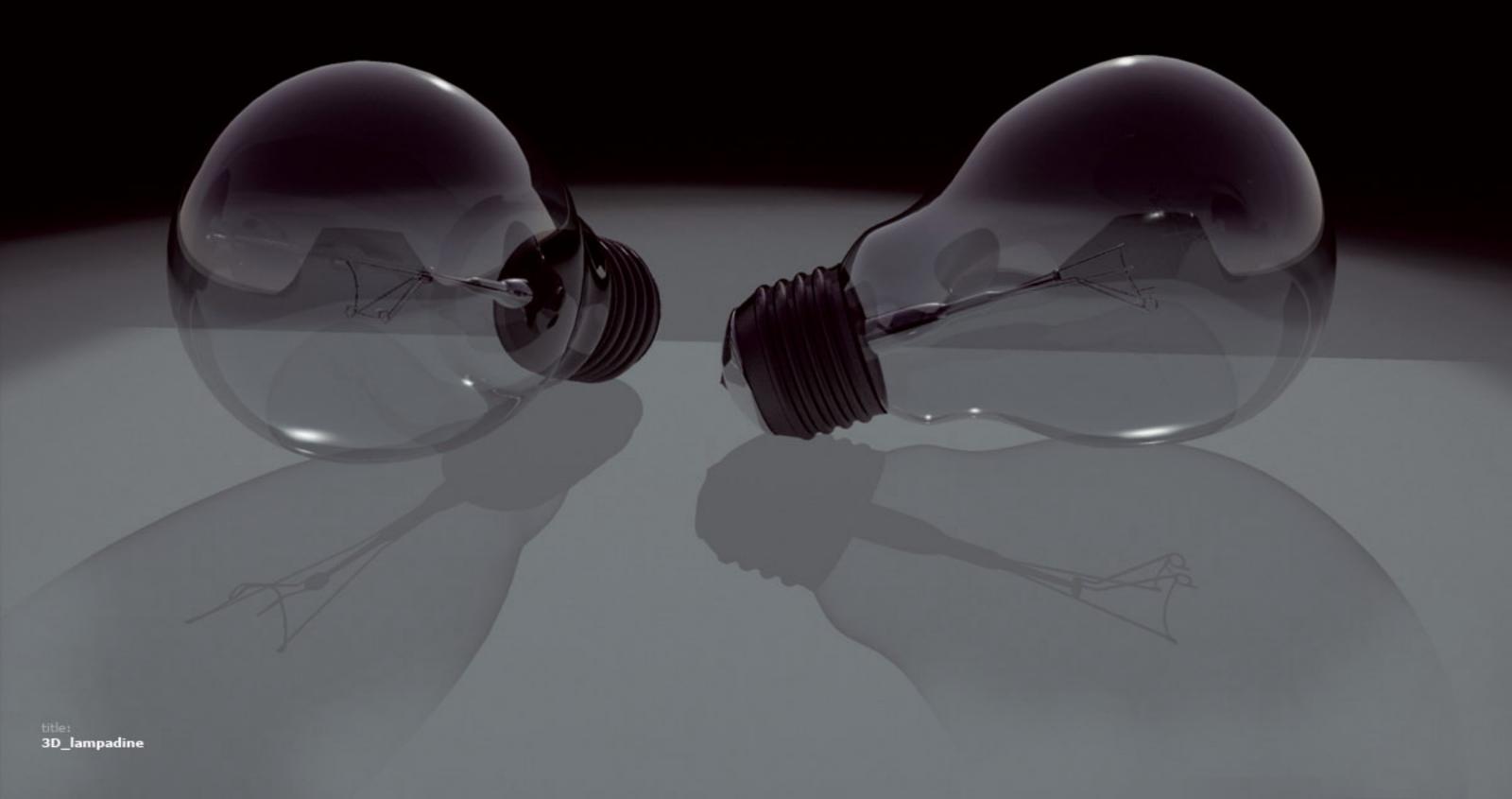
My motto: For many people graphic design is a part of they daily life. For me is A LIFE...



Festival of Dialogue of Four Cultures

31 August- 9 September 2007









contact: ivitaminv@gmail.com Country: India vitaminv.deviantart.com



title: Where I Am

///Day Dreamer///



if...one day i got wings like this...i will be unstoppable

Design is not for Philosophy, it's for life - vick singh







title: Bossa Nova Collab title: Green Chilly











I graduated at IADE in Lisbon as graphic designer. My passion is ilustration, my toys are a pencil and a paper, that? why my work is not part of a job, it? pure enjoyment. I think Creativity is freedom, it rules the world, it? evolution. In my work i love detail, I use mixed tecniques to enrich the composition. And I believe that concept is more important than the final look itself. Release your mind and dream so you can create.

website: fobdesign.blogspot.com

mobile: +351 91 347 00 05

fbastos@vinylplastik.com

country: Portugal





Right Illustration: **La timidité vaincue**

Left Illustration: 3 Inocent crimes







Illustration: Gangsta Illustration: 7Sins Illustration: Subversion



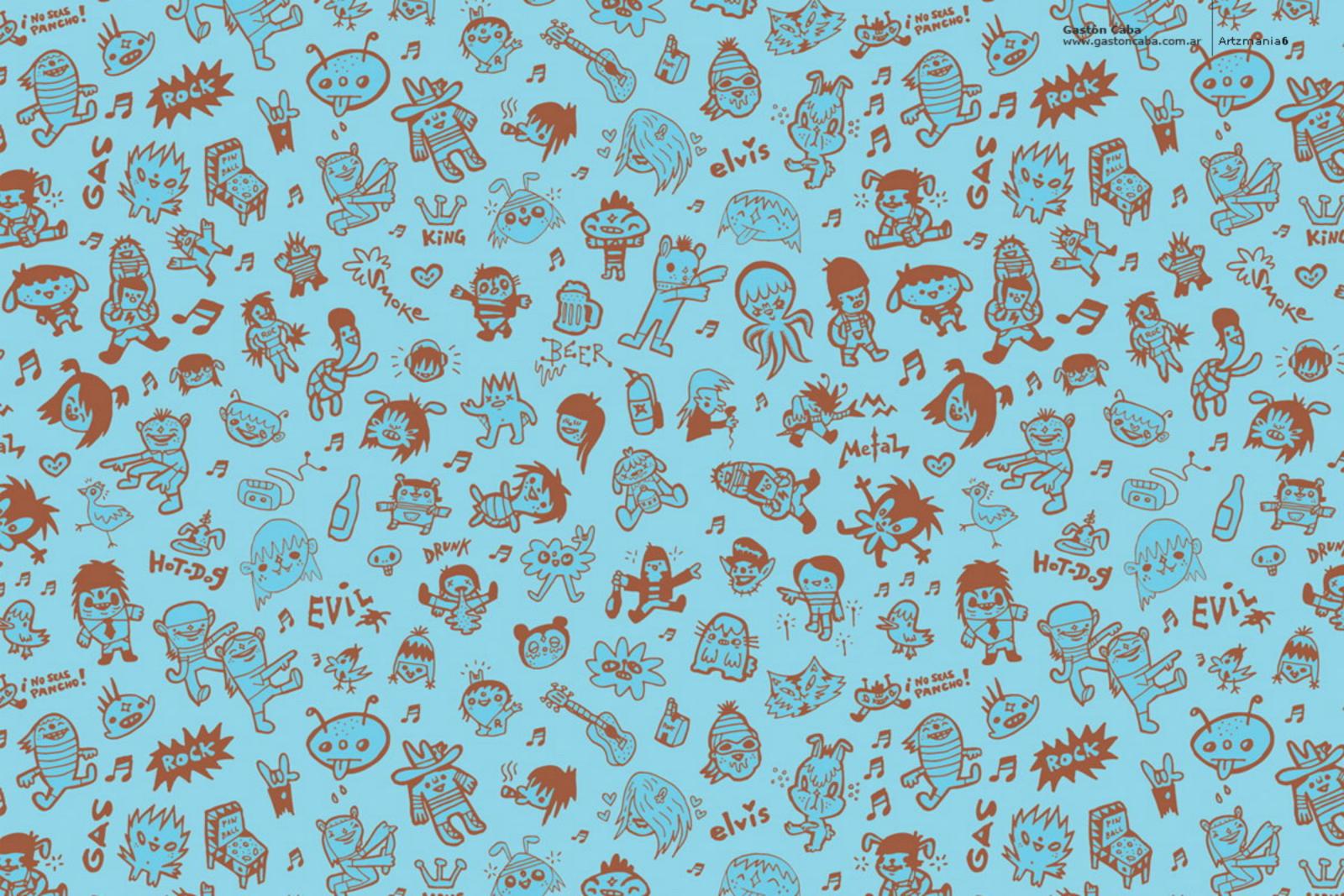
Gaston Gaba

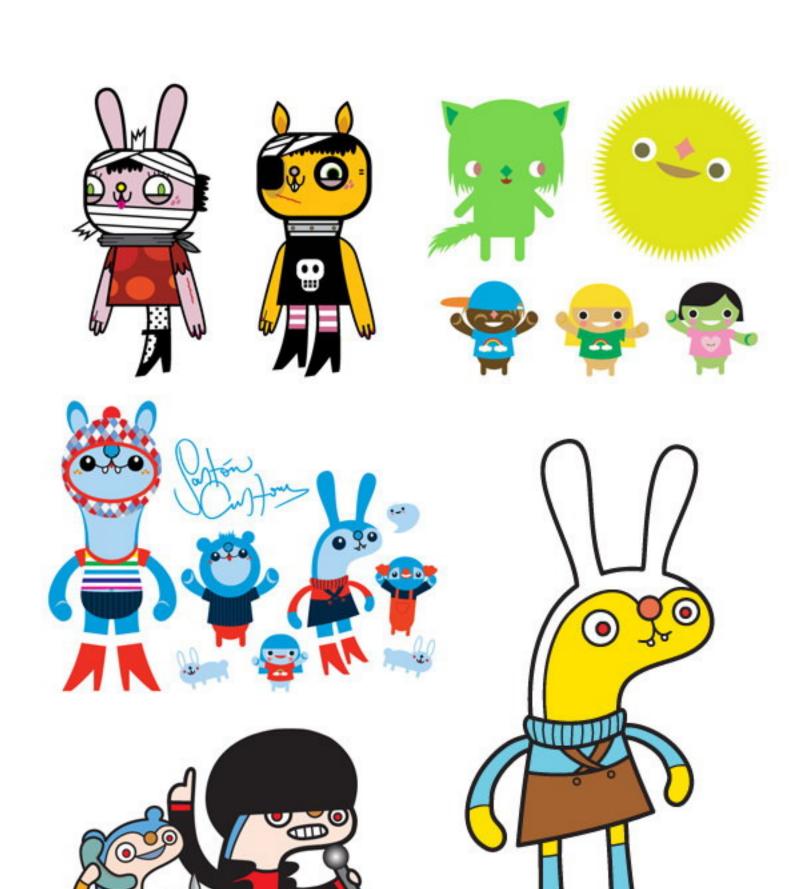
website : www.gastoncaba.com.ar Location: Buenos Aires - Argentina gatocaba@yahoo.com



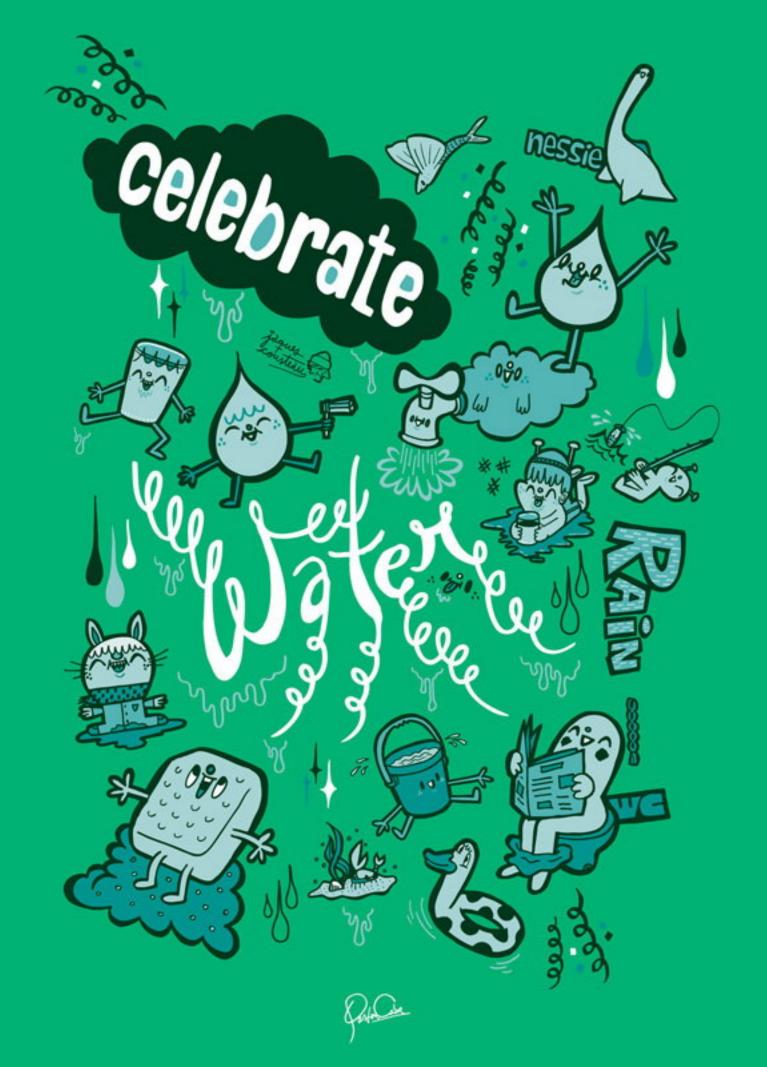










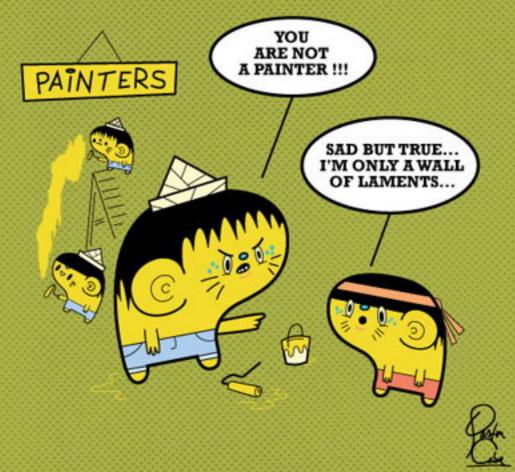








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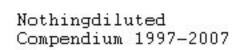




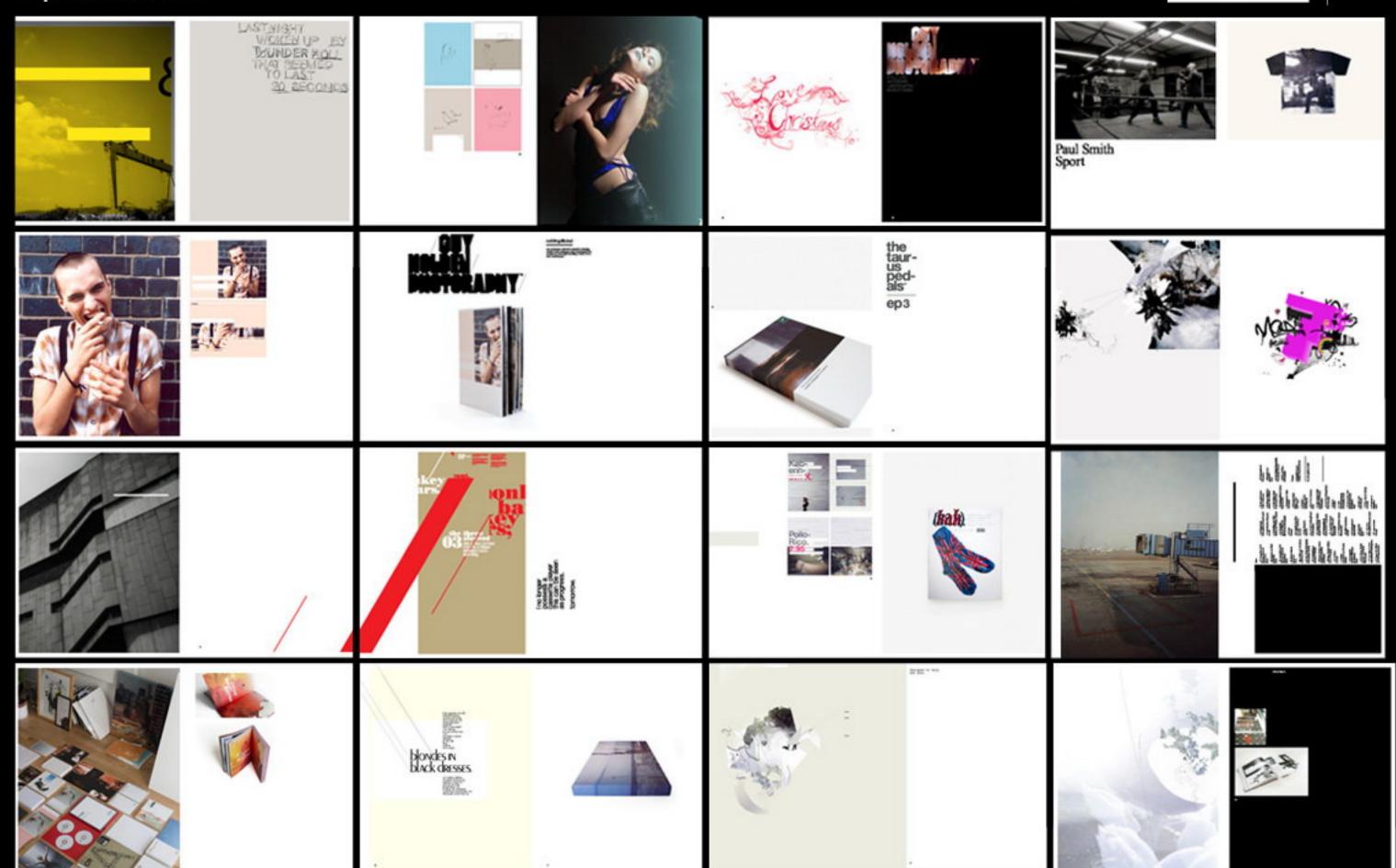








Design by Nothingdiluted. Experimental limited run of 10 hand made books displaying 10 years of projects. Encased in a hard back slip case foilblocked, 92 pages french folded 210x297mm. Includes Design, Photography and Illustration.



Ink– kisses–

paper.













Ink Kisses Paper Print Library

'Ink Kisses Paper' by Nothingdiluted and Hurson. A book that demonstrates Print Library's philosophy and absolute command of printing. 64 text pages, 280mm x 230mm (Portrait) and 4 page cover. It features a dust jacket with 4 cover designs. As featured in Creative Review The Annual 2006.





































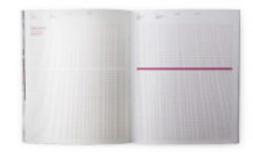








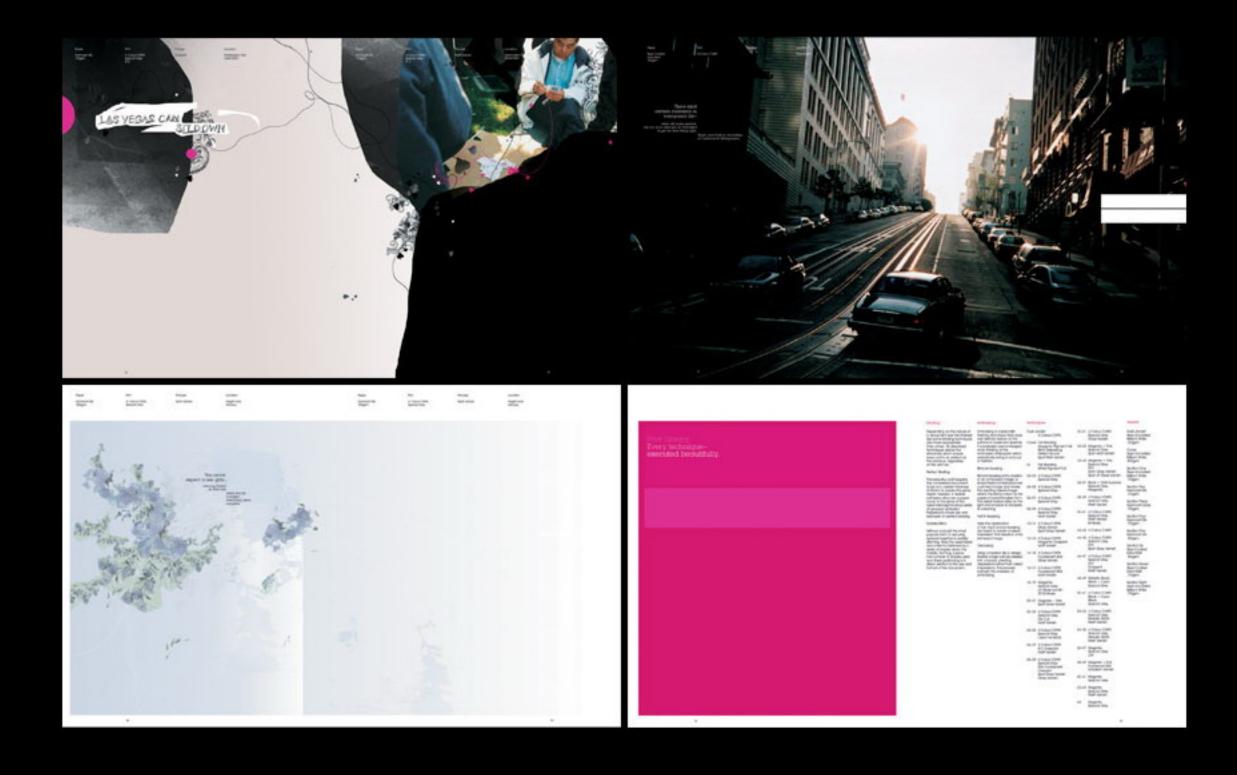








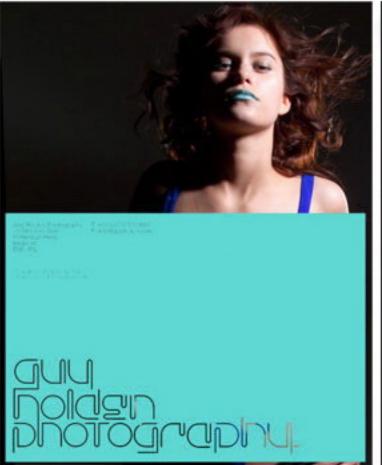




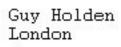










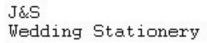


Guy Holden is a photographer based in London, his work concentrates in the field of fashion. Other areas he covers include still life and reportage, portraits and landscapes. Nothingiluted created an identity for his new venture. The brief seen us devise an unique identity, logotype mark and brand extensions including promotional literature. The identity set in a crafted typeface 'Syrup' it is offset with a vibrant youthful turquorise.









Nothingdiluted created an individual wedding staionery set for Jayne and Steven. Stationery used 2 colour pantone (PMS 8621 Metallic & PMS 468) offset on GFSmith Naturalis Smooth Vanilla. In addition a french folded photographic specimen book was produced.

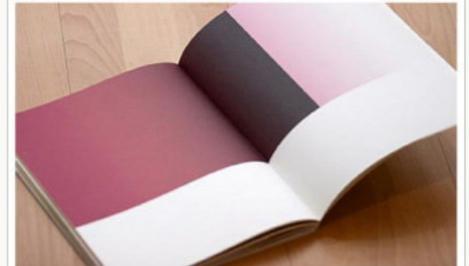






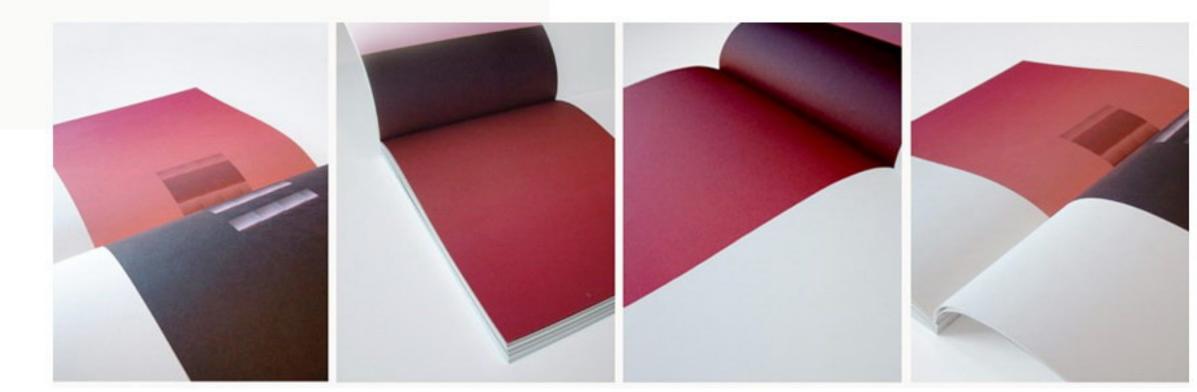








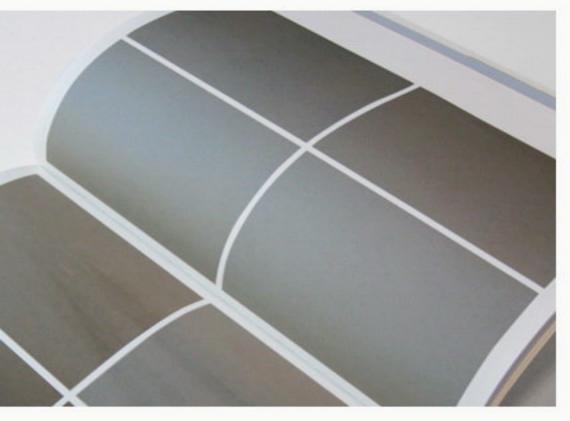
Artzmania**6**



Demanifest PhantomResearchFoundation

In collobration with PhantomResearchFoundation experimental submissions featured in Demanifest and published by DGV.





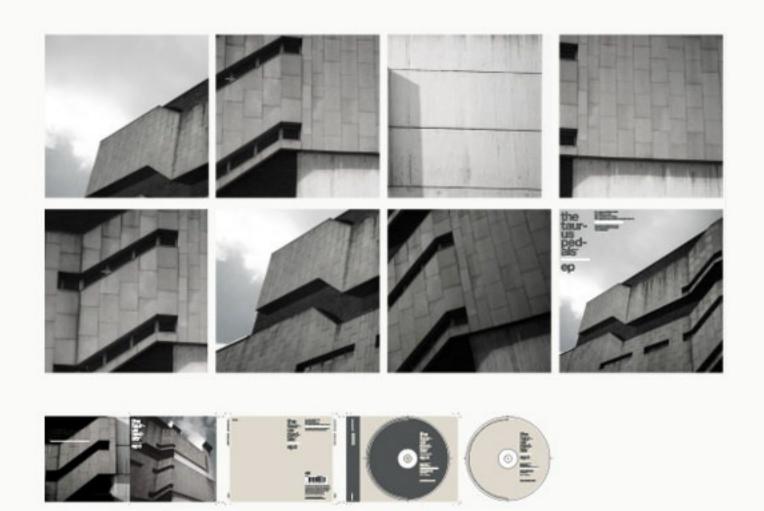




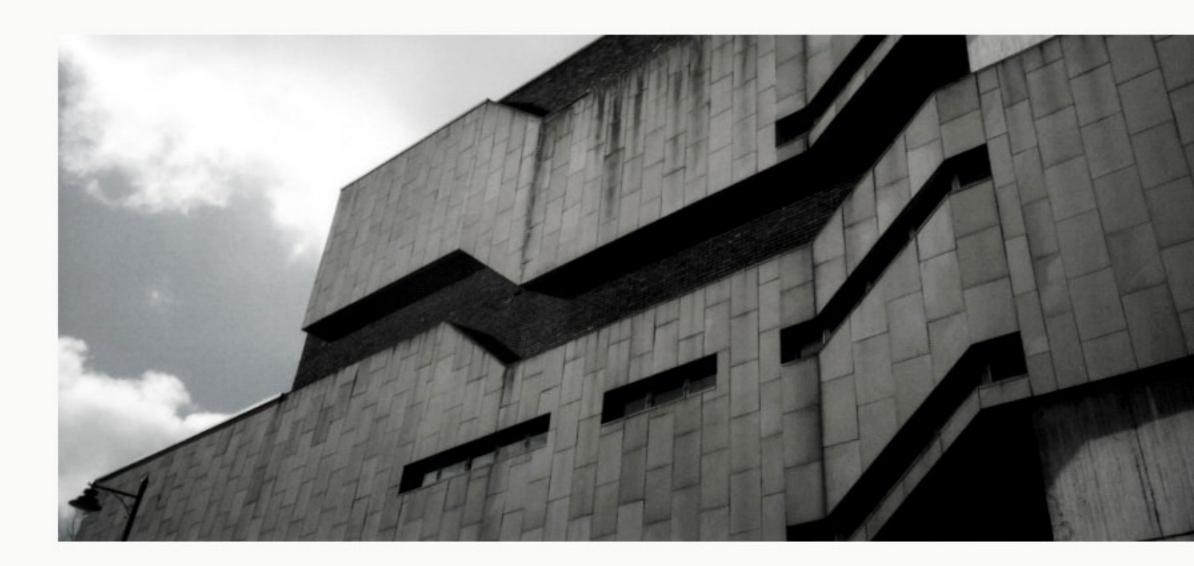
Taurus Pedals Seattle

After a one year absence Taurus Pedals from Seattle are back with their third EP Grey Cubicle Walls. Building on the success of their second EP Taurus Pedals are evolving, maturing and staying true to their roots. Nothingdiluted has redesigned the identity and produced their latest Ep3

the taurus pedals ep3







- Creative Multimedia Productions Band website: www.SerpentsKiss.de Band name : Location + City : Germany Kirchlengern

I started making graphics at about 11 years of age.
I am an audio engineering student working with the band
SerpentsKiss.

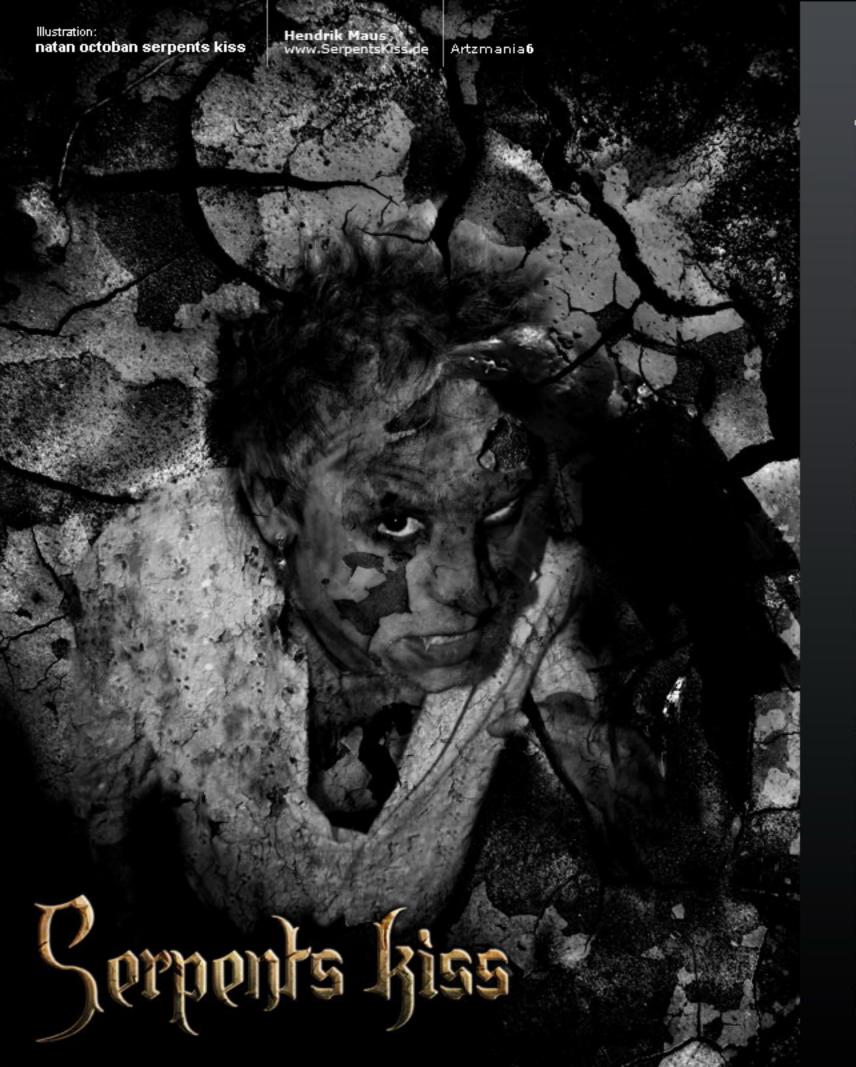
This project inspired me a lot. As you can see my favorite genre is dark art and grunge.

I am always searching for inspiration and with Artzmania you get the best view of what other people do.







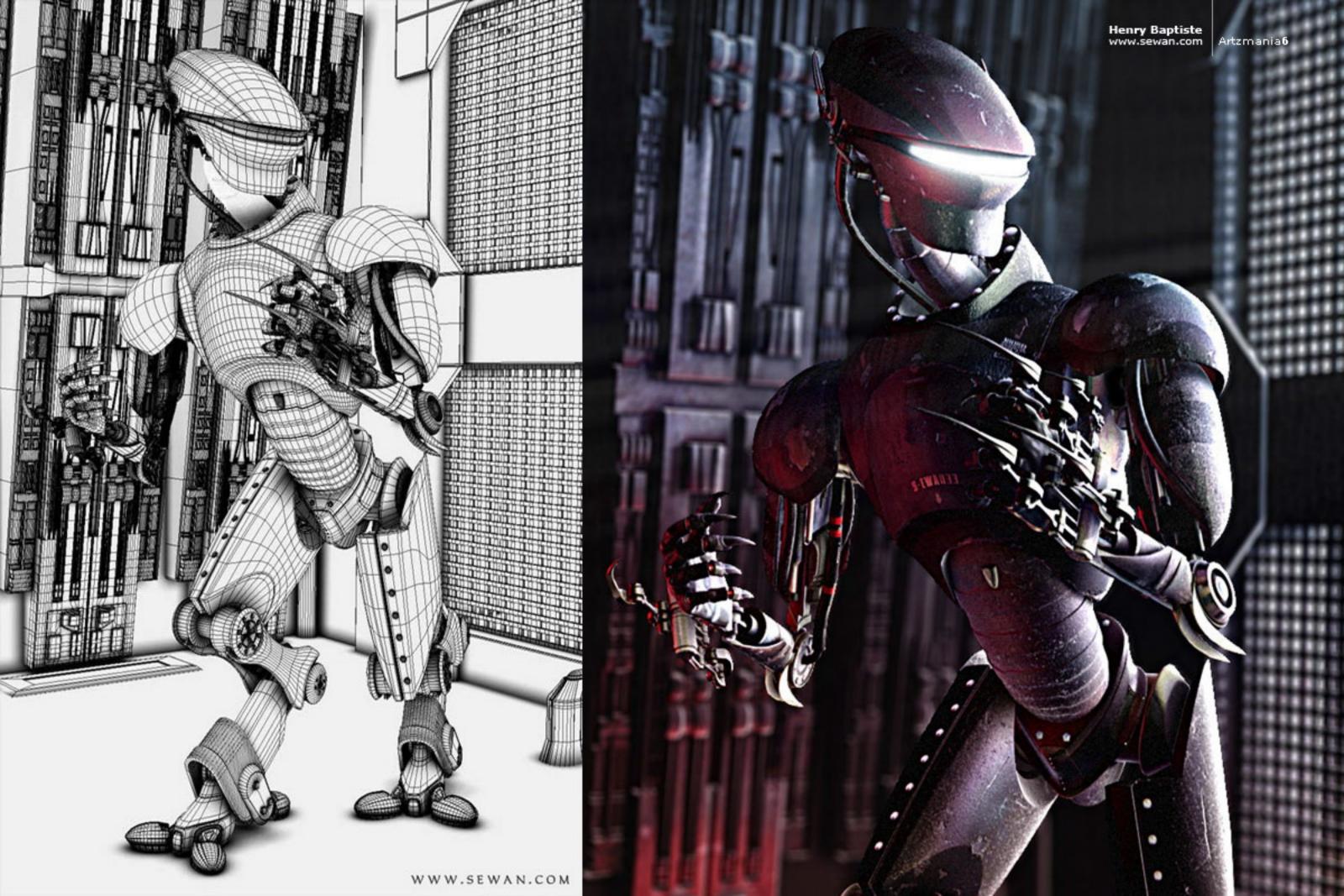


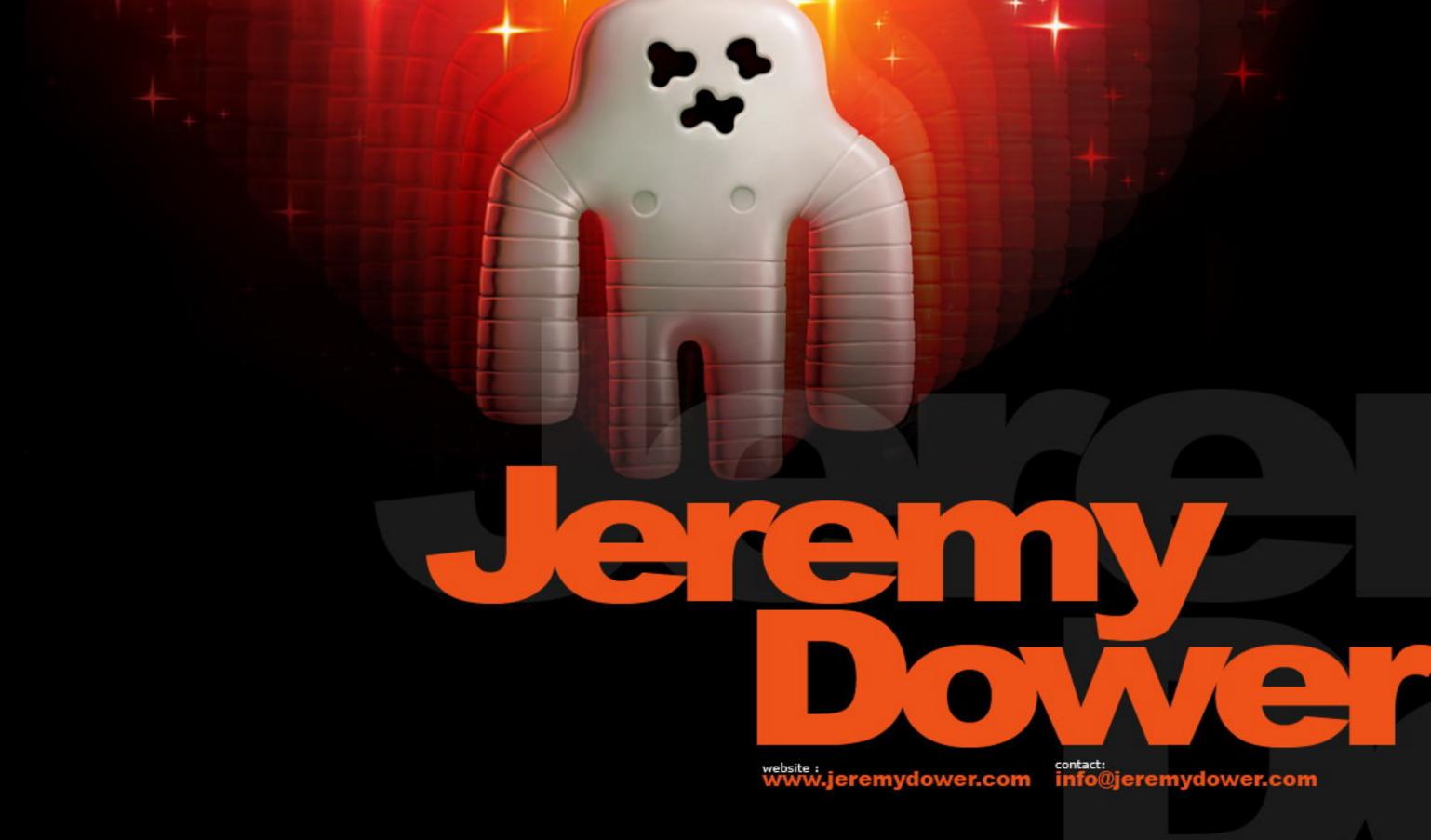
Why we love arts? Because we love Designers. Why we make inspire for people to design? Because we use Spotbit E-Book Builder to create inspiration E-Book. And why we want you to read this text? Because we want you to be like Artzmania, which use Spotbit to create art E-Book.

website: www.sewan.com contact: sewan@sewan.com



Henry Baptiste







01. animistic squid 05. public phone droid



02, mr home entertainment 06. vintage decor robot





03. mouseydroid 07. devo ninin



04. oshare robonerd

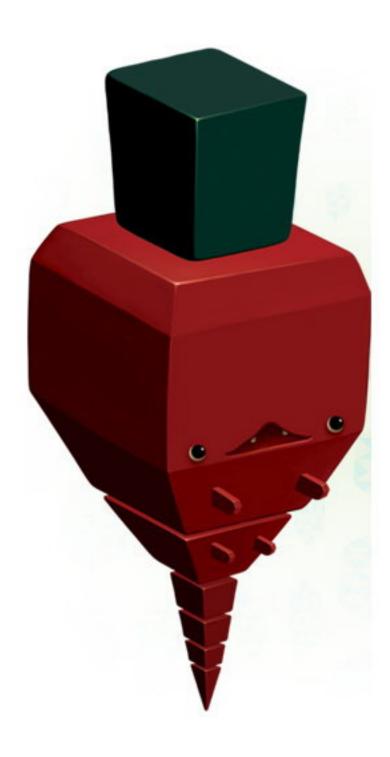




01. french radish on 03, mrs parsnip on



02. baby carrot on 04. big daddy carrot on



05. mr beetroot on









04. noggings

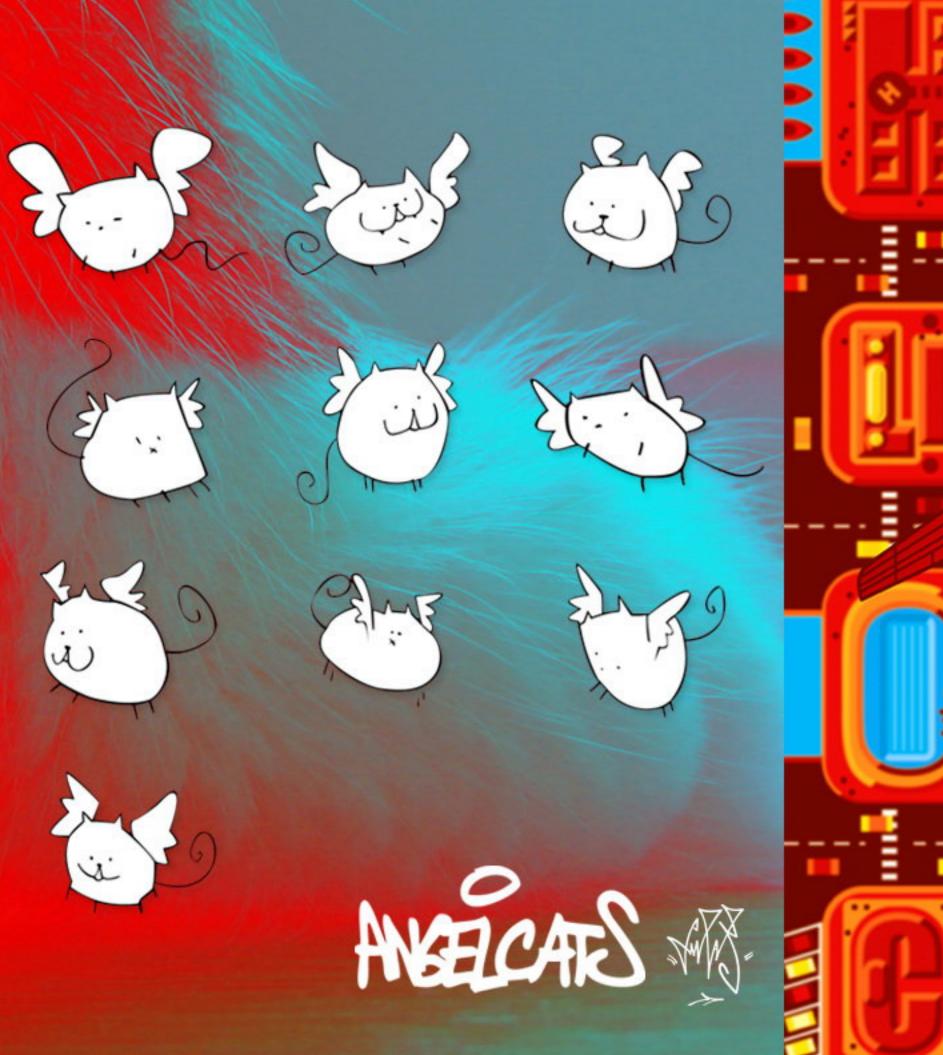
03. astro puppets static

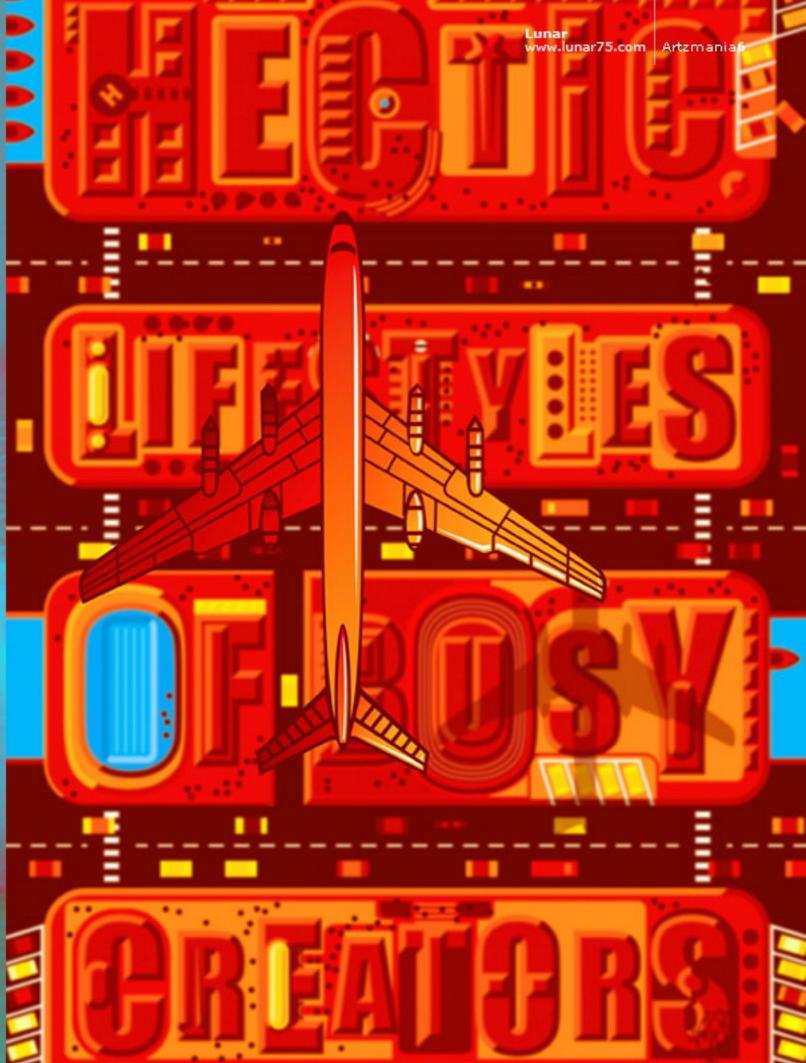


website : unar.ycp@gmail.com Zagreb, Croatia

I'm a graphic designer working at international advertising agency in Zagreb, started with graffiti in beginning of 1990's + in the middle of 1990's I stepped into graphic design which attracted my attention.

I was working as a freelancer for various clients till beginning of 2000's when I first started working 9-5 at a small studio. I still freelance beside, paint my classical graffiti pieces and exhibit. Love to travel and meet people.







Mario Sughi Sughi

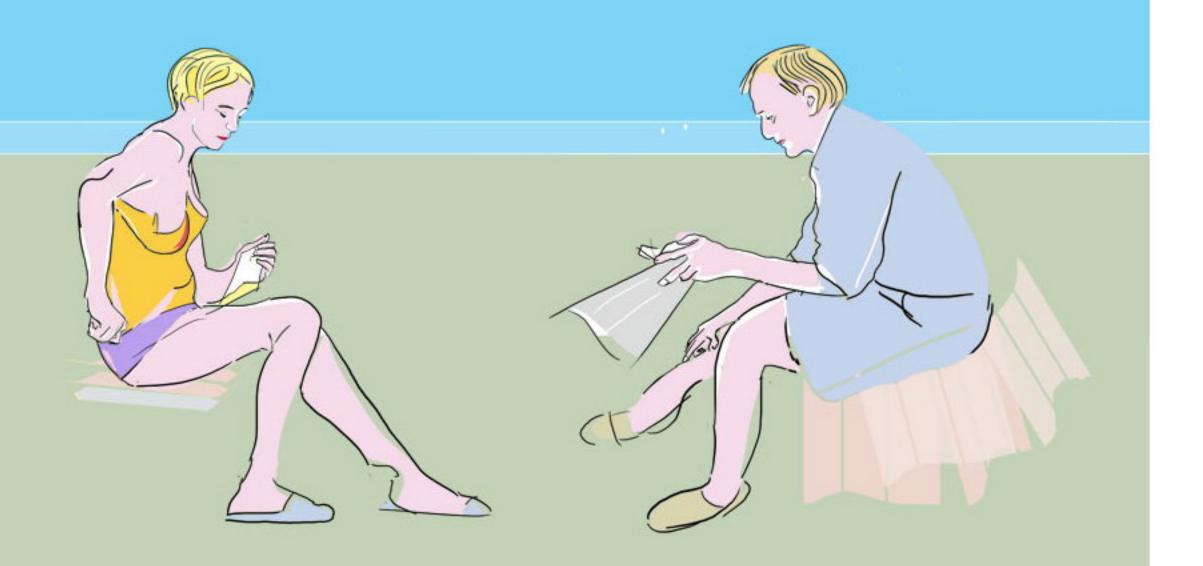
www.nerosunero.org nerosunero@nerosunero.org

Mario Sughi Italian cartoonist, illustrator and historian, living and working in Dublin, an associate member of the Guild of Illustrators of Ireland, the Donquichotte Website and Magazine Representative for Ireland, and the author of Nerosunero. In Rome, at the end of the Seventies, he worked as an humorist in the last year of IL Male and then for Zut, Italian satirical magazines. He moved to Dublin in the late 80s where he studied Medieval History and in 1995 he was awarded a PhD by Trinity College Dublin. However fortune wanted he had been working as an illustrator, graphic (for MGL, an archaeologist consultant group), and cartoonist. His illustrations and cartoons, satirical in humor and minimalist in style, have been published on different websites and exhibition catalogues.

Dublin Ireland



summer holidays



filename (top right): girlattheriver

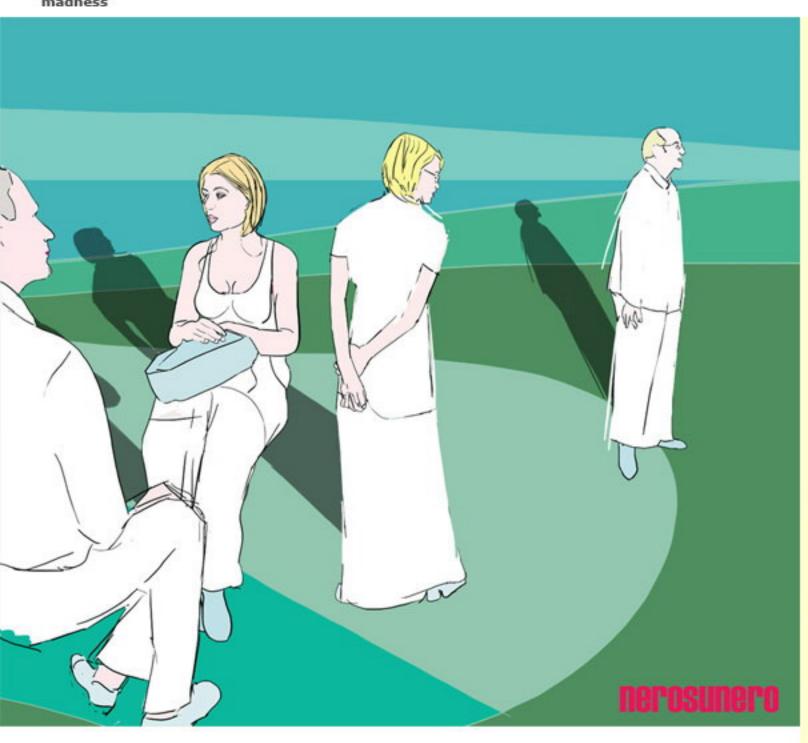




nerosunero

filename: madness

filename: Mario Sughi young girl with umbrela www.nerosunero.org Artzmania6





filename: madness





Vichael Latiner

www.michael-latimer.com www.lowercaseindustry.com

Michael@michael-latimer.com

England (south Yorkshire) 30

Michael uses a wide variety of mediums for his art and design, from acrylics, pencils and markers to solvent transfers. He works on an equally wide range of surfaces including canvas, wooden panels and paper.

His background is in skateboard graphics and now runs the independent art shop Lowercase Industry selling original art and T-Shirts amongst other things

Michael has a number of key styles he works in, most well known is his mind bending mazes of intertwining monsters and characters, almost resembling puzzles in their complexity and with an underlying suggestion of old school skate graphics but living fully in the modern world.



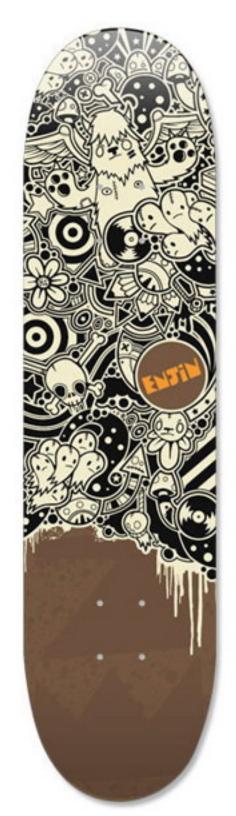
title: crossoff



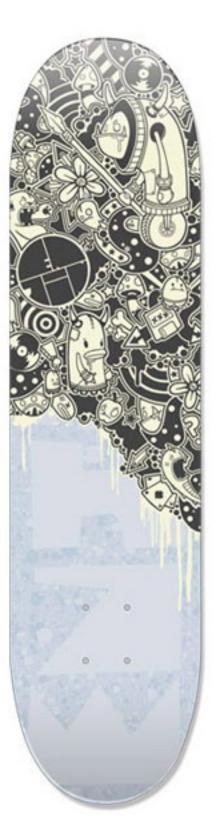


















artworks name (top): floater stickers

artworks name (bottom): choco block

artworks name (top): sun block



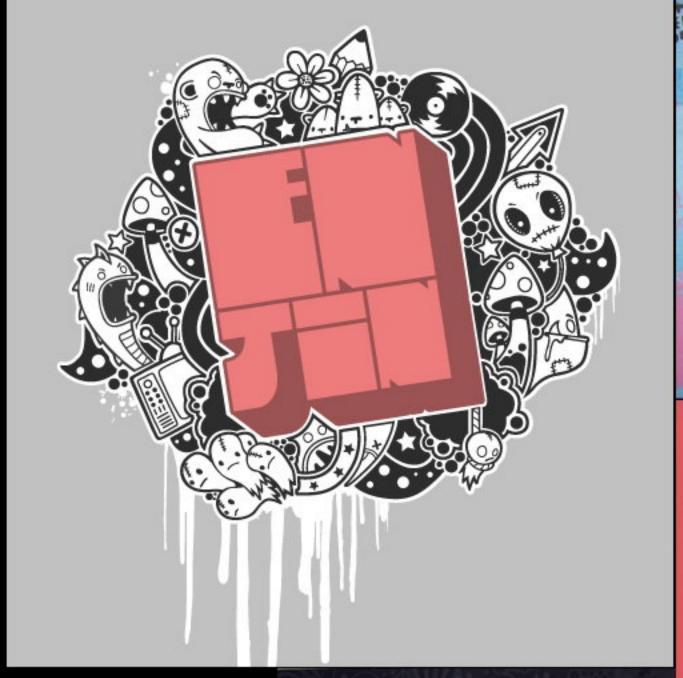


Michael Latimer www.michael-latimer.com www.lowercaseindustry.com

Artzmania**6**



artworks name: horror



Michael Latimer
www.michael-latimer.com
www.lowercaseindustry.com

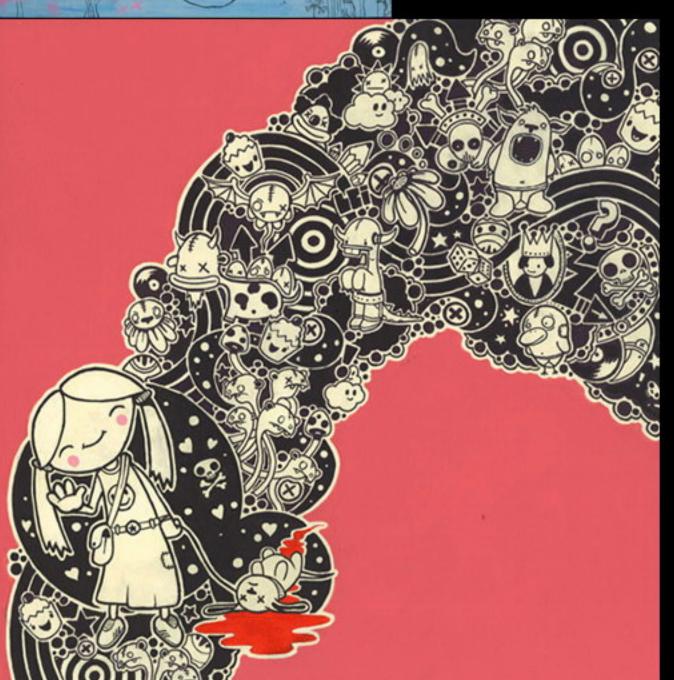
artworks name (left): 29 blue

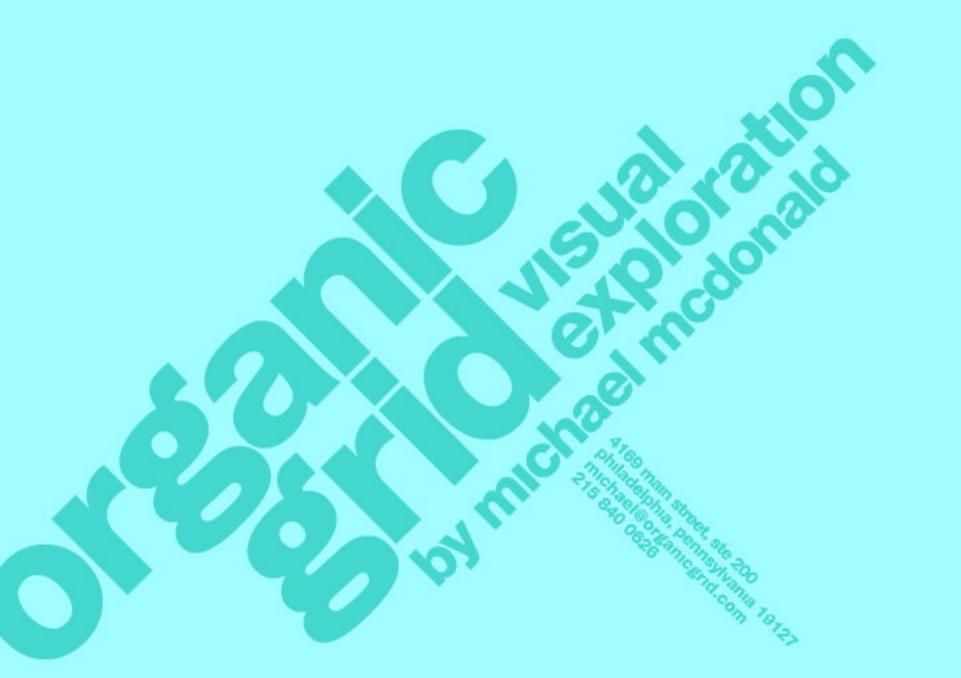
artworks name (bottom); doggydrag-fork-aches Artzmania**6**

artworks name (top): enjin shirt

artworks name (right): attero





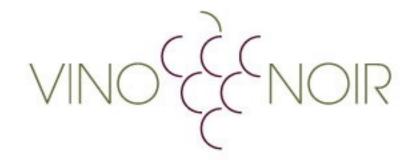








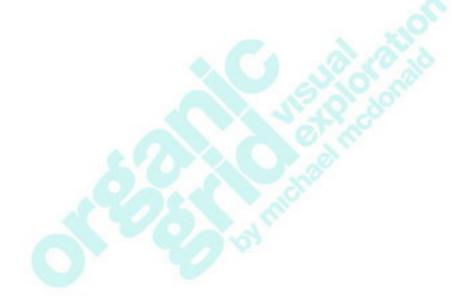








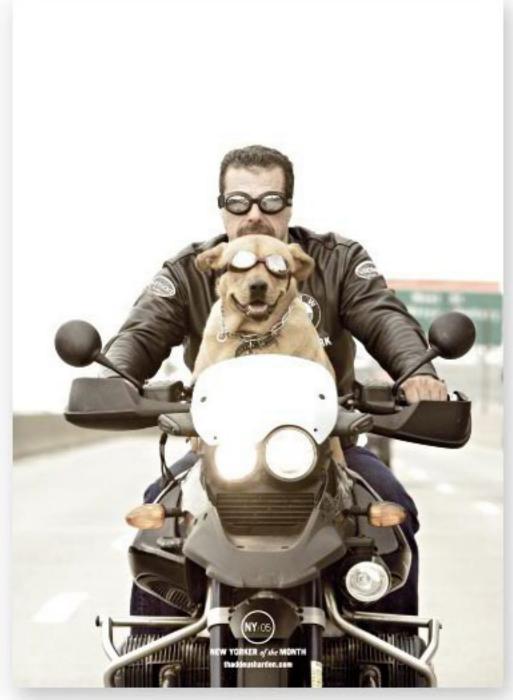






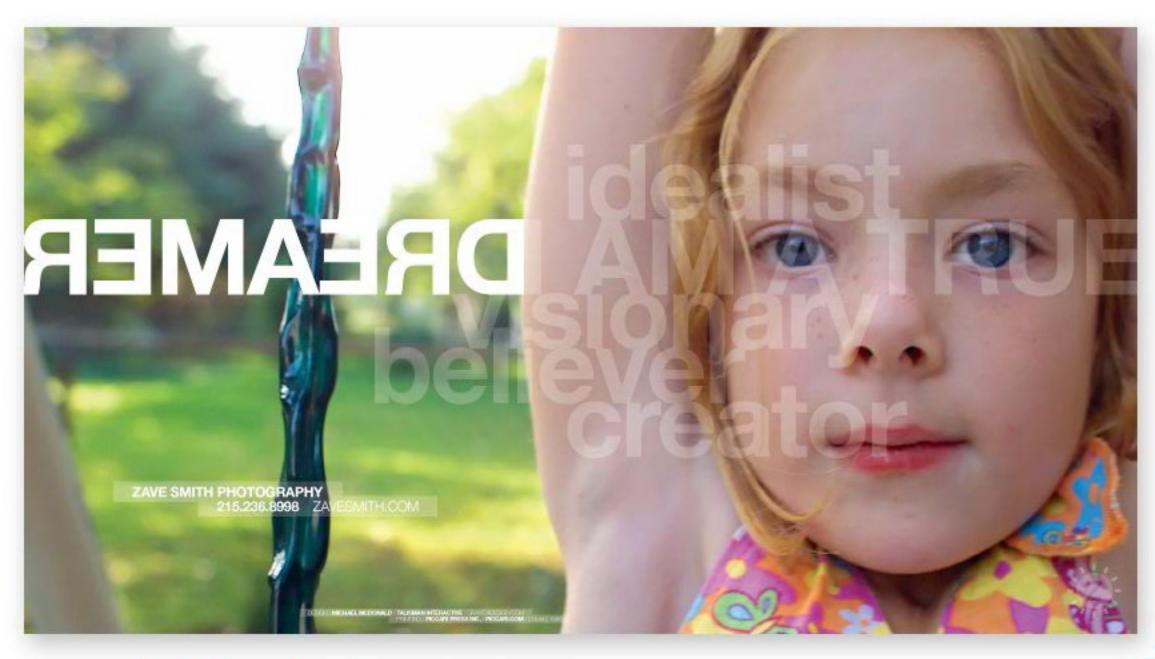














Hi I'm Mike, I've been into 3D graphics for a few years I first started on an Amiga 1200 using Dpaint and Imagine Then I got my first PC and started using Poser and Paintshop pro7 Now I use Poser6 with Photoshop CS3 and for my backgrounds Ill use either Vue6 or Lightwave, Occasionally I'll get asked to create a flyer or business card I've even made some wedding stationary!

Currently I'm at college studying E.C.D.L then hopefully find a full time job in either I.T or Graphic Design.













markof

Naomi Vona Milan, Italy

www.flickr.com/photos/mariko1 mariko_koda@hotmail.com

Naomi Vona is an italian photographer borned in 1982. She graduated in design in 2005 in Brera Academy of Fine Arts in Milan, where she's still studying the first of a two-years specialization in photography.

Accademia di belle arti di Brera

Naomi Vona - I° fotografia

Teoria e metodo della fotografia

8.00 a.m

Prof. Mario Cresci Ass. Davide Tranchina

anno 2006/07

"Il mattino ha l'oro in bocca" Proverbio

Questo lavoro si compone di una serie di autoscatti fatti alle otto del mattino. Ho voluto mostrare quanto possa influire il primo sguardo dato allo specchio all'inizio della propria giornata, in questo caso ho sostituito lo specchio con la macchina fotografica, in modo tale da poter verificare con una documentazione visiva il tutto. Dalla mia espressione sembra non trasparire alcun cambiamento di giorno in giorno, ma il contesto su cui si posa il mio volto determina il mutamento e lo scorrere del tempo.



Accademia di belle arti di Brera

Naomi Vona - I° fotografia

Teoria e metodo della fotografia

La notte apparente

Prof. Mario Cresci Ass. Davide Tranchina

anno 2006/07

"Il tempo raffredda, il tempo chiarifica; nessuno stato d'animo si può mantenere del tutto inalterato nello scorrere delle ore".

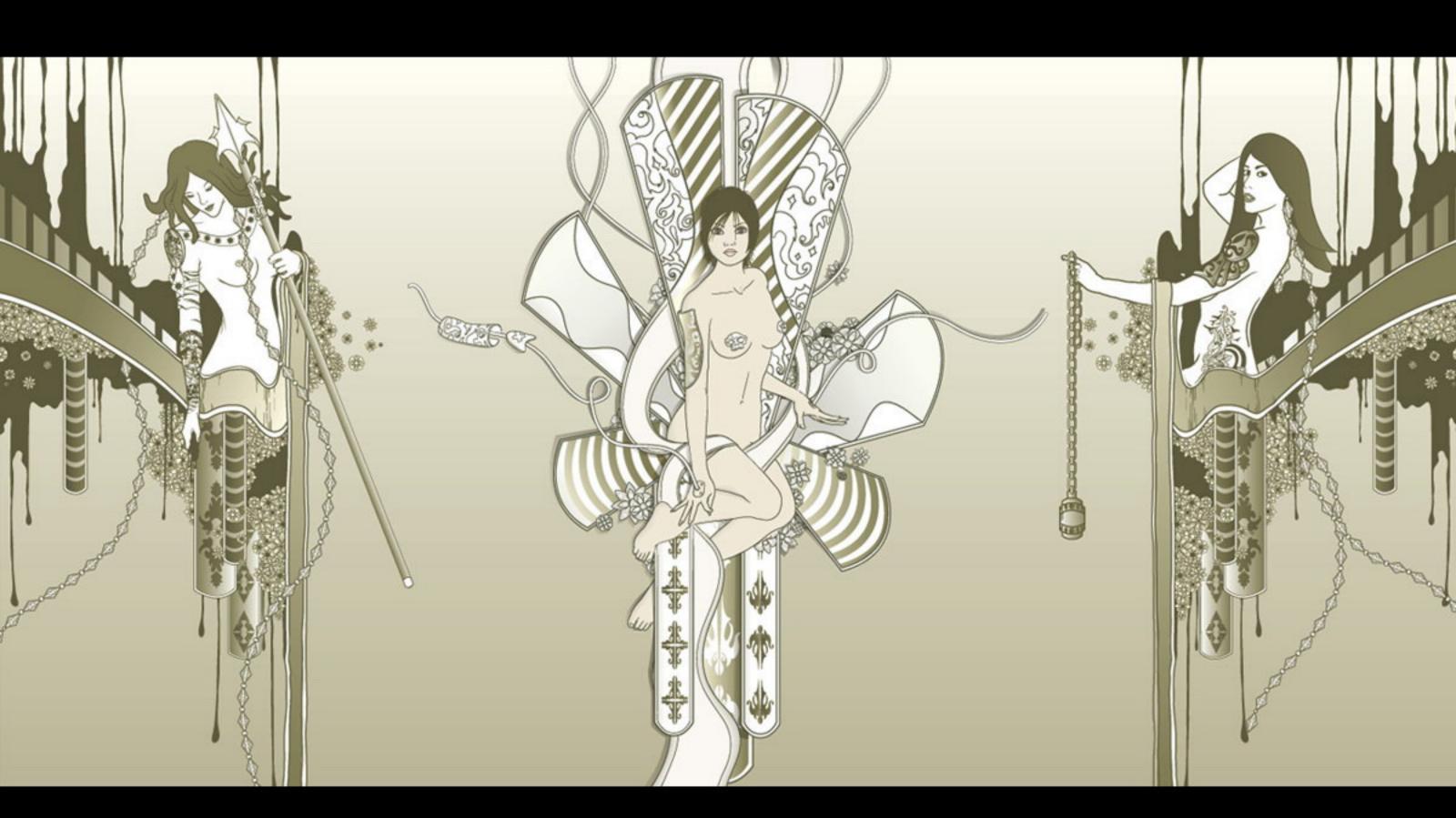
Thomas Mann

"Il tempo umano non ruota in cerchio ma avanza veloce in linea retta. E per questo che l'uomo non può essere felice, perchè la felicità è desiderio di ripetizione".

Milan Kundera



























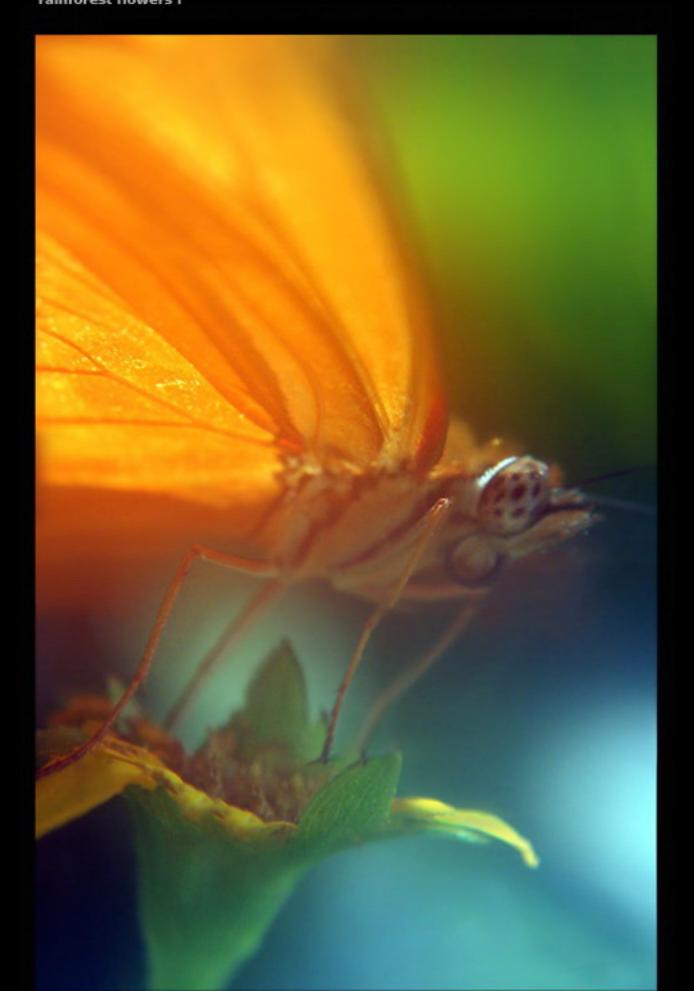
Rebecca Cusworth

website : lucias-tears.deviantart.com fake plastic_kisses@hotmail.com

Glasgow, Scotland

I am one of many teenage photographers struggling to get her name out there. However I really am passionate about my photography and I am always looking to improve and develop my style into something really successful. I first picked up a camera on holiday in Scotland a few years back and have been experimenting with subjects and techniques ever since, steadily developing my own brand of photography. I work with a wide range of subjects, from portraiture to macros, wildlife to waterscapes, but I have learnt that landscapes is where my heart lies. Its in landscape that I am able to capture the world around me through my own eyes, often translating uniquely different to traditional photos of the well known areas I photograph; which often give people who have been in this game longer than me something to think about! As soon as I can drive I plan to concur as much of the UK as I can with my camera, before hopefully forfilling my life long dream of photographing the Incan ruins of Machu Picchu!





title: Summer Rain



title: Land and Sky Rebecca Cusworth lucias-tears.deviantart.com

Artzmania**6**







title: Northumberland

title: Winter Sun



title: Twilight at Rabbit Bridge











website: www.gizmodus.com reto@gizmodus.com

Reto Kaul is a 20 years old swiss concept artist. He was introduced to digital art three years ago when he decided out of the blue to buy a graphics tablet - not knowing how much impact this decision would have on his life. Over the years, Reto developed a passion for creating dream-like paintings of foreign worlds, far away from where we live. With his works and the help of colour, he wants to inspire emotions in other people.

zurich, Switzerland

Reto Kaul's artworks: Parakeet











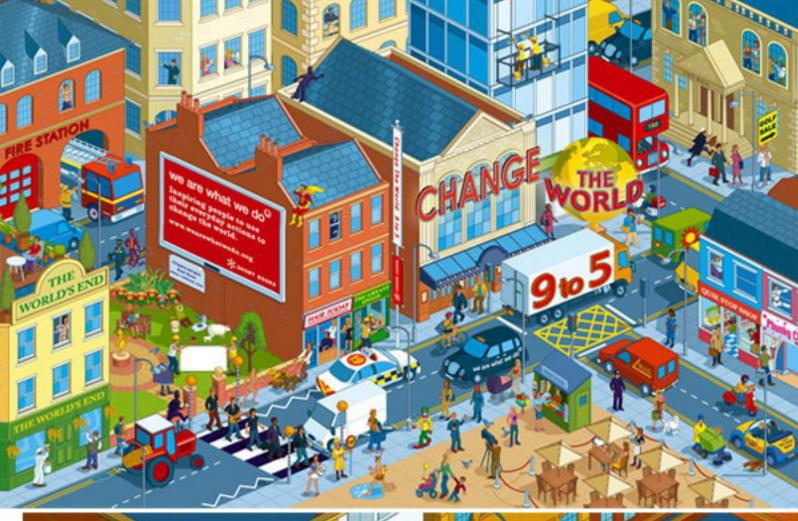




London, UK

Rod Hunt is a London based illustrator/designer. Working in Adobe illustrator & he draw's inspiration from humour, retro graphics & contemporary culture.

Some of his many clients include; BBC, British Council, Computer Arts Magazine, British Airways, FHM, IKEA, Maxim, Time Inc, Orange & Sunday Times. He's also the cover illustrator of "Change The World 9 to 5", the bestselling environmental book by We Are What We Do.



Rod Hunt's artworks title (top left): change-the-world-9to5

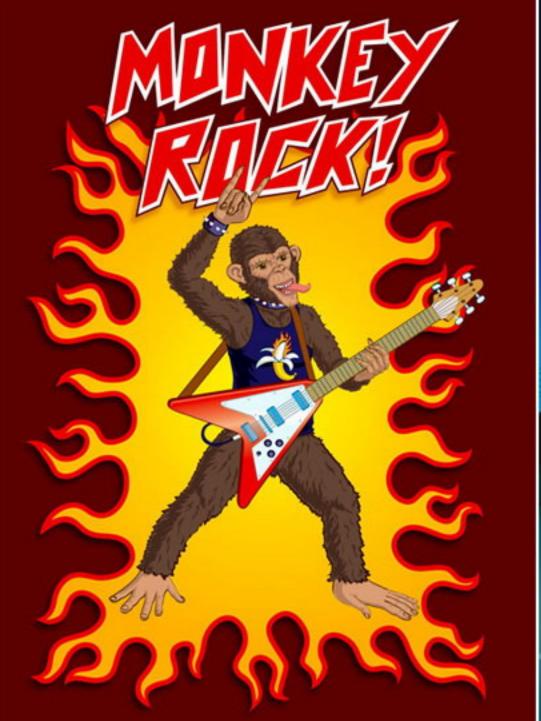
Rod Hunt's artworks title (bottom right): calor-village

Rod Hunt's artworks title (bottom left): **b-movie-city-big**











//filename: laika2-big

//filename: monkey-rock-big

//filename: my-brand-big

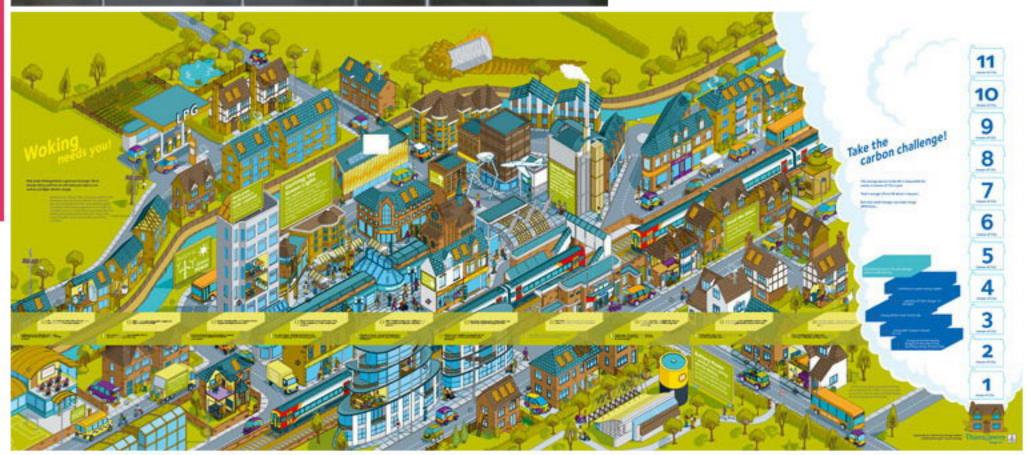
//filename: robots-and-girls











//filename: lightbox-big

Firstname: Surname: Surname: Surname: My digart jurney has began three years ago. The idea was to make a few non-commercial arts about Human and his soul and his place

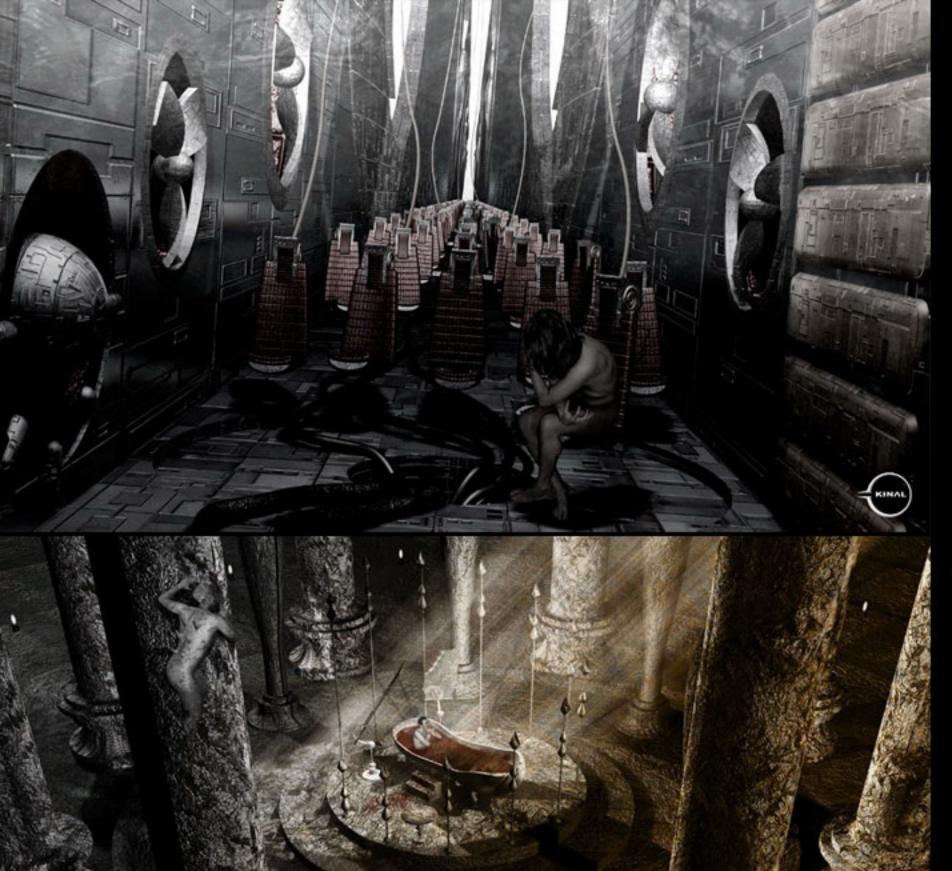
The idea was to make a few non-commercial arts about Human and his soul and his place in this crazy plastic world. Where everything you touch that is very artificial. Artificial people, affected cheerfulness, fake smile... About his fight between evil and God. Each step we have to make decision which way to go. The easiest way -dark way, or the much harder way -light way. My digarts are very gothic/dark. I do not use too much color to build climate of uncertainty, threat. But finally thay have positive transfer I try to create arts, which bear some meaning. I tried many times to make "happy" art, but I just can't do that. So it's very imortant to show each art with it's own name! So watch and think!

Website

www.freewebs.com/kinal-art

s_kinal@o2.pl

Country: Poland



title: all my friends

Slav Kinal www.freewebs.com/kinal-art Artzmania6

title: washing hands





title:





title: still fighting

title:





Tatiana Arocha

website: www.tatianaarocha.com

Tatiana Arocha is graphic designer, director, photographer, and illustrator based in NYC. Her artistic endeavors range from directing music videos to directing a gallery. Her work has been incorporated into a variety of practical objects: from clothing to bags to compacts and calendars. In addition to her commercial work, Tatiana is also involved in the arts community. Servicio Ejecutivo is a forum she initiated to support other artists who share Tatiana's passion for exploring new modes of communication.

tatiana@servicio-ejecutivo.com

New York



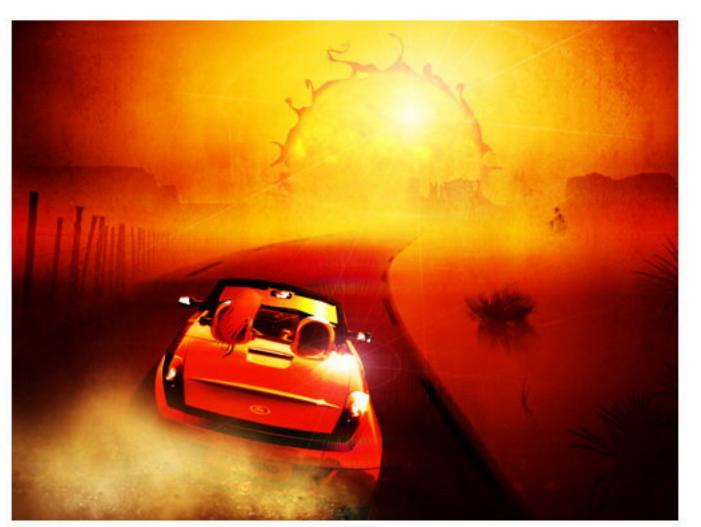














Ford Streetka

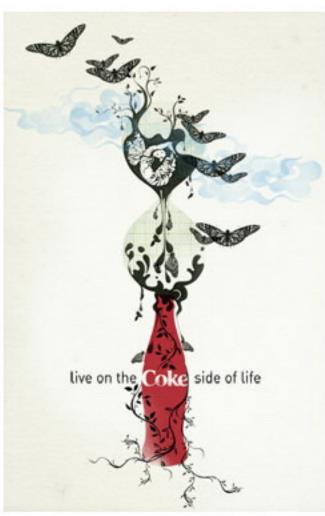
Client: Ford

Design Studio: Psyop

Thirty-second spot for a car

I was hired to work on the design and illustrations for the spot, which uses bright hues and the sun to evoke the ideas of energy and speed.

Illustrations done in collaboration with Heijin Cho and Kylie Matulick.



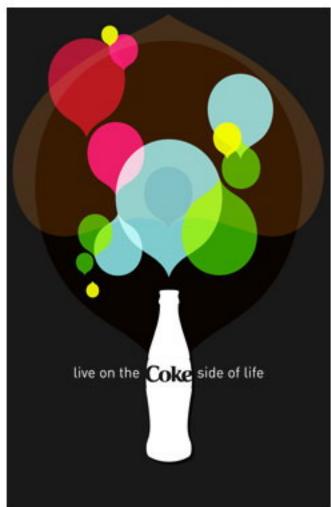


The Coke Side of Life

Client: **The Coca-Cola Company** Agency: AKQA

Illustration series

Created for the "Live the Coke Side of Life" campaign.

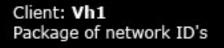














The imge spots is a series of id's that vh1 has been doing, they gave an edit done to a track with different music videos, I created an overall look to the footage and added design cards.

The look need it to be shiny and dreamy.







Client: Vh1 Show package for Jerry Hall's reality series

I was initially hired to do the design and animation for the package. Unfortunately my frames were not used, but I really like the result of the style.



Refugios Selvaticos

These images are part of a series that evoke the rainforests of Colombia. They are based on my memories of visiting La Ensenada de Utria and imagining all the rest of what I didn't see. The images are collaged using original material and botanical drawings done in the 18th and 19th centuries by different artists during a historical expedition led by Jose Celestino Mutis. This expedition was an effort to study and catalog the flora and fauna of the land and covered over 8000 square kilometers of South America.

This series was shown at Replicate Print Shop from December 2004 - January 2005 and were used as prints by fashion designer Julieta Suarez in her recent collection showcased at Colombiatex in 2005









Website: valexina.deviantart.com

valexina@hotmail.com

I'm 28 years old. I've begun to use photoshop in 2003, but the true increase, in the digital art, has happened in the last year, when I have uncovered this new way to express

my ideas and my inspirations.
my objective is to try to transmit what I feel, and is a indescrivibile joy when I succeed in the attempt!
I hope to give always some emotion to who watches my

creations.







title: Sweet Melody







title: Silence of Pain

title: Last Moon title: Water Mirror





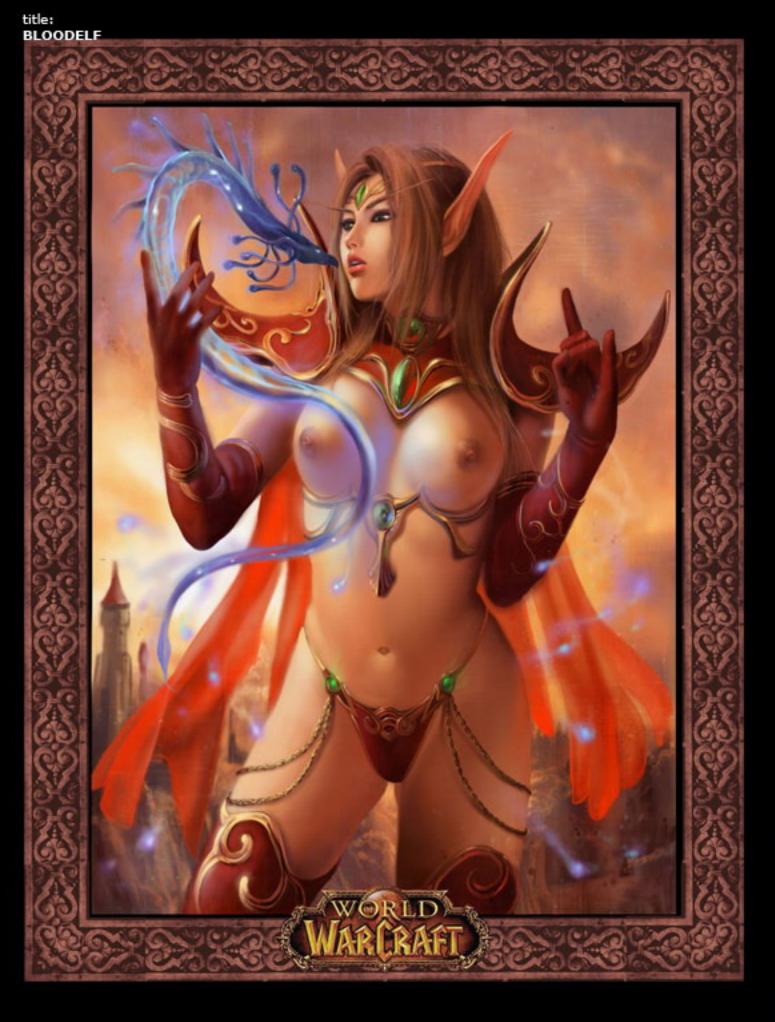




















lingy000@gmail.com lingy-0.com China

After my graduate in 2005, i was trying to get into game industry, i spent almost a year to learn 3d software but at last i found i like painting very much, so i decided to be a concept artist, then i worked at EA shanghai as a concept artist for a year and now I'm a freelancer.







title: s ship 2



title: starscream

