EXPOSÉ 7™

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EXPOSÉ 7™

Published
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Ballistic Publishing
Finest digital art books in the known universe

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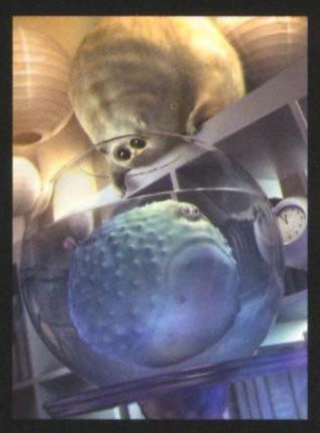

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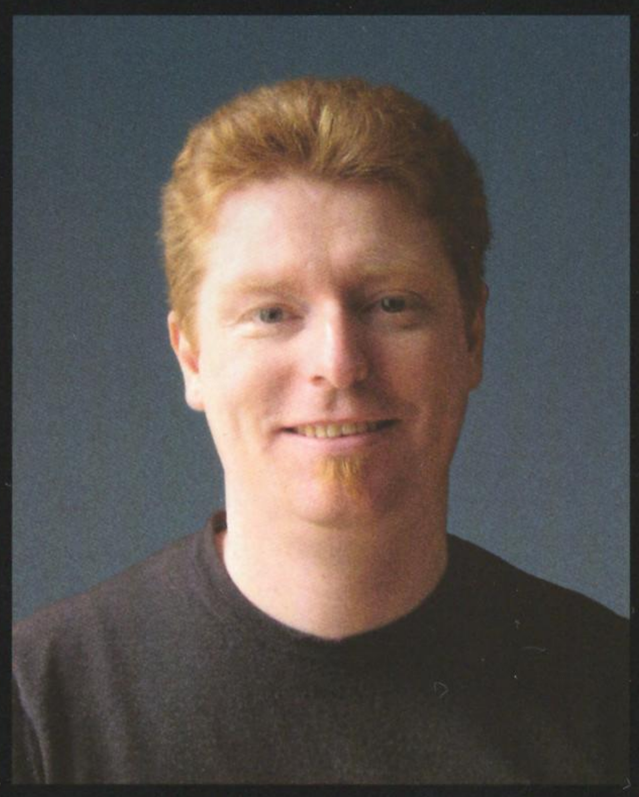

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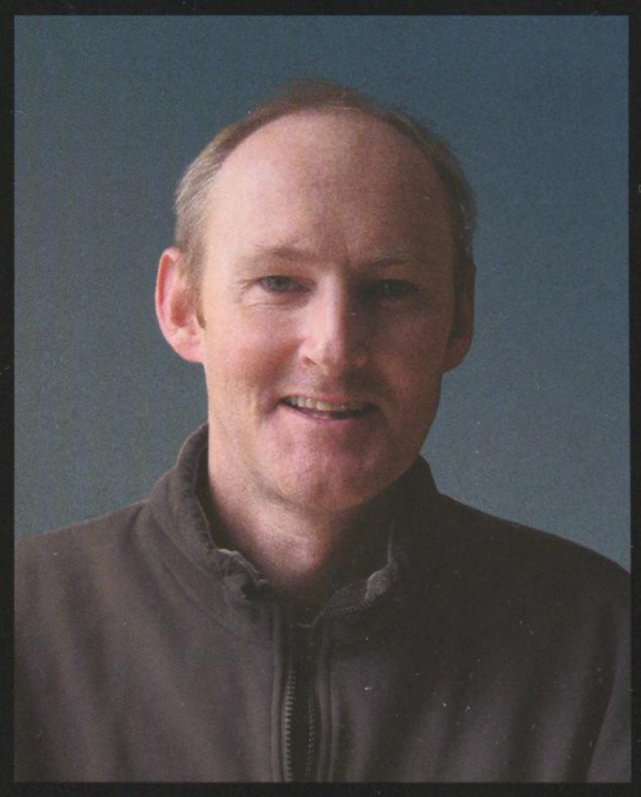

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Ballistic Publishing was started with the ideal of promoting the work of talented artists using digital tools. Over the seven EXPOSÉ books we've seen the number of artists participating in our call for entries continue to climb, and with each book we've seen the level of artistry and the breadth of subject matter explode. There are artists who have submitted work over more than four EXPOSÉ books, and we can recognize their work without looking at their captions. There are artists who have obviously practised their craft over many hundreds or even thousands of hours whose skill is evident in every brush stroke or rendered detail, and there are new artists whose work we've not seen before that show signs of great talent.

Artists like Daniel Dociu continue to amaze with the breadth of work behind them, but also the rate at which they are producing new and exciting art. Excitingly, for every Daniel Dociu there are many new artists who are closer to the beginning of their art journey who are also producing amazing artwork like Marta Dahlig, Kekai Kotaki, Mario Wibisono, Der Jen, Stefan Morrell, and James Paick. All these artists are featured in EXPOSÉ 7 and can lay claim to being a big part of the most successful EXPOSÉ book to date. By every measure, the book you are holding is a high-point in the progress of digital art.

A record number of entries were received for this edition (6,288) exceeding the previous mark by an amazing 1,000+ entries. With more artwork to get through than any previous EXPOSÉ, the challenge was well and truly ahead of the Ballistic team to fit the most artwork we could into EXPOSÉ 7. The first stage was categorizing the 6,000+ entries into the previous year's categories and determining which categories needed to be added or removed. We then enlisted the EXPOSÉ 7 Advisory Board to help make the difficult decisions on what artwork impressed most, and who stood above the crowd and were deserving of special attention. The Advisory Board boasted a who's who of renowned artists including: Stephan Martiniere (concept artist and Grand Master), Lorne Lanning (Co-founder of Oddworld Inhabitants), Chris Sloane (Art Director of National Geographic), Max Dennison (matte artist and founder of Matte Painting UK), Alex Morris (Director at Hayes Davidson), Chris Stoski (matte painter and concept artist), Brom (fantasy artist), and Philip Straub (art director and concept artist).

As clichéd as it sounds, every artist featured in EXPOSÉ 7 can consider themselves winners alongside the Master and Excellence Award artists. The votes across all of the categories were generally very close, and a record number of entries narrowly missed out despite including around 60 more pieces of art than EXPOSÉ 6. More than any other year, the judges were unanimous in how much great art was submitted for EXPOSÉ 7.

Of the 6,288 images entered, 391 were featured in EXPOSÉ 7. These featured images came from 288 artists in 51 countries (over one third of these artists were featured for the first time). As with EXPOSÉ 4 one in 16 entries was successful in EXPOSÉ 7 (compared to one in fifteen for EXPOSÉ 5, EXPOSÉ 6 and EXPOSÉ 2, one in 25 for EXPOSÉ 3, and one in four for EXPOSÉ 1). All featured artists in EXPOSÉ 7 receive a free hardcover copy of the book and six month's free CGSociety membership.

It's a rare privilege to bring together the amazing work featured in all of Ballistic Publishing's titles. We are big fans of the featured artists, and discovering new artists is just as much of a highlight for us as it is for anyone seeing our books. Congratulations to all the artists who have submitted work for the EXPOSÉ series and our other titles. We hope you enjoy EXPOSÉ 7 as much as we enjoyed producing it.

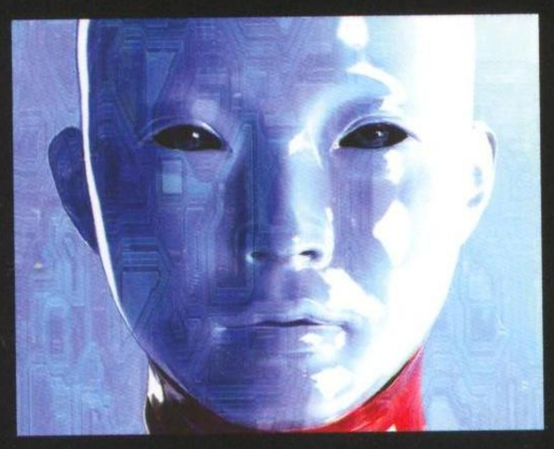
EXPOSÉ 7 CATEGORIES

CHOOSING CATEGORIES

Each year we look at every image entered for EXPOSÉ and choose the categories that best represent the balance of those entries. Several categories will regularly receive most of entries like Portrait (Painted), Fantasy, Concept Art, Science Fiction, and Architecture. To cope with the huge increase in entries to these categories, some housekeeping was required to feature as much great artwork as we could fit. The former Warriors and Conflict categories were combined, Robotic/Cyborg and Steampunk categories were added, and Creatures became Wildlife with a focus on real creatures. The quality of entries significantly increased to the point where few votes separated the top ten in each category. EXPOSÉ 7 eclipsed the previous entries of any other EXPOSÉ book with a record 6,288 entries. The end result is our best EXPOSÉ book with the most art and artists featured.

Portrait (Painted)

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

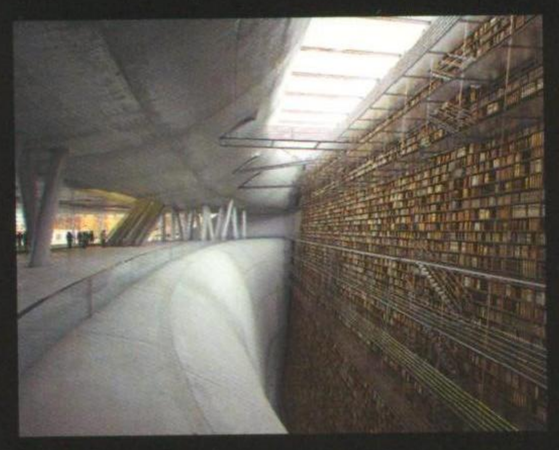


Portrait (Rendered)

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

Architecture (Exterior)

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



Architecture (Interior)

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

Fantasy

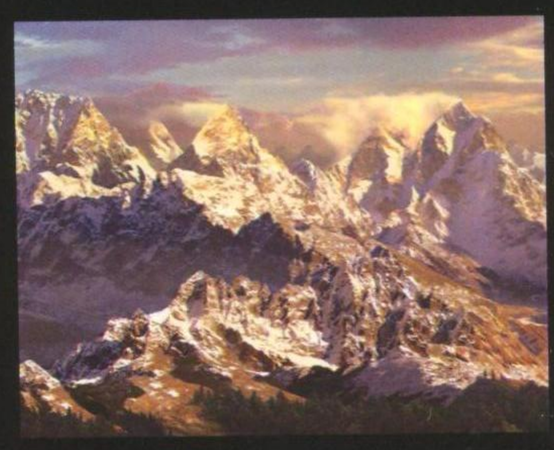
The Fantasy category honored the highest achievement in the mythic fantasy style from traditional fantasy creatures to heroic characters and dragons. Here, the artist's talent in evoking an emotional response or attachment with the image was paramount. The artist's ability to place their characters in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

Fantasy Femmes

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

Concept Art

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



Matte Painting

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

Environment

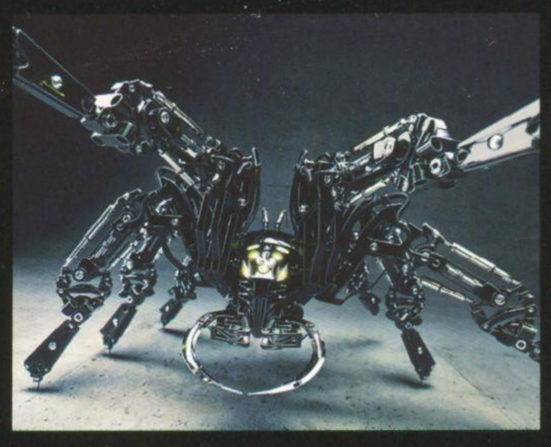
This category honored the best landscape or location (indoors, outdoors, underwater, or in space). The artist's ability to evoke a sense of wonder and a wish to see more was paramount. The category demanded a combination of artistic interpretation, detail, and lighting to create a believable and evocative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

Warriors & Conflict

This newly combined category recognized the best examples of heroic characters and epic battles, showcasing warriors of the past and future at work. The judging criterion for this category was the artist's ability create heroic characters and epic confrontations. Technical skill and composition were crucial to success.

Science Fiction

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

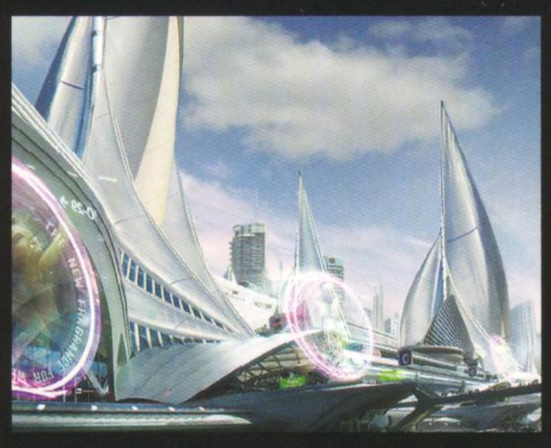


Robotic/Cyborg

This new category recognized the greatest talent in bringing a mechanical or cyborg character into existence. The defining criterion was the artist's ability to create a believable being either totally mechanical, or a composite of organic being and machine. This encompassed technical skill, believability, composition, and emotion

Steampunk

This new category honored the highest achievement in creating alternate Victorian-era realities where steam-powered technology is the height of progress. The defining criterion was the artist's ability to create scenes which though anchored in an alternate past, appeared technologically advanced.



Futurescapes

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

Product Design & Still Life

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

Abstract & Design

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

Storytelling

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

Whimsical

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

Wildlife

This category recognized the greatest talent in depicting a real creature. Unlike fantasy creatures, familiarity with the subject matter is central to success. The defining criterion was the artist's ability to breath life into a believable or stylized living creature. This encompassed technical skill, believability, and composition.

Transport

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

ADVISORY BOARD AND JURY

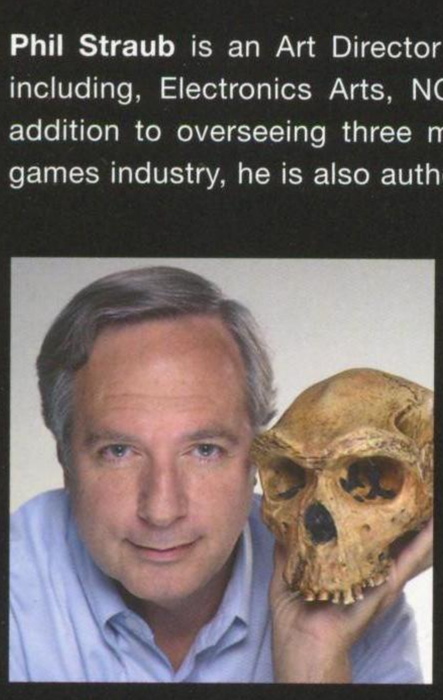
Each year we appoint an advisory board to assist in nominating and judging images for the EXPOSÉ awards. All of these people are either leading artists in their own right or are experienced and respected editors and reviewers of digital content and artists.

Stephan Martiniere is an internationally-renowned science fiction and fantasy artist and EXPOSÉ 4 Grand Master. An accomplished concept artist, he has worked on movies such as 'Knowing', 'I Robot', 'Star Wars' (Episode II & III), 'Virus', and 'Red Planet'. He is currently Art Director at ID software for the upcoming game 'Rage'.

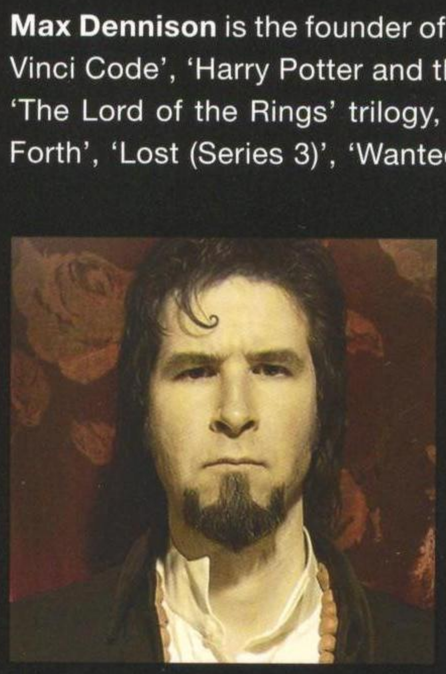
Lorne Lanning is Co-Founder, President, and Creative Director of Oddworld Inhabitants. He serves on the advisory boards of organizations such as Academy of Interactive Arts and Sciences and the CGSociety. Lorne is now in active development on two major projects—his first CG feature film and a CG television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

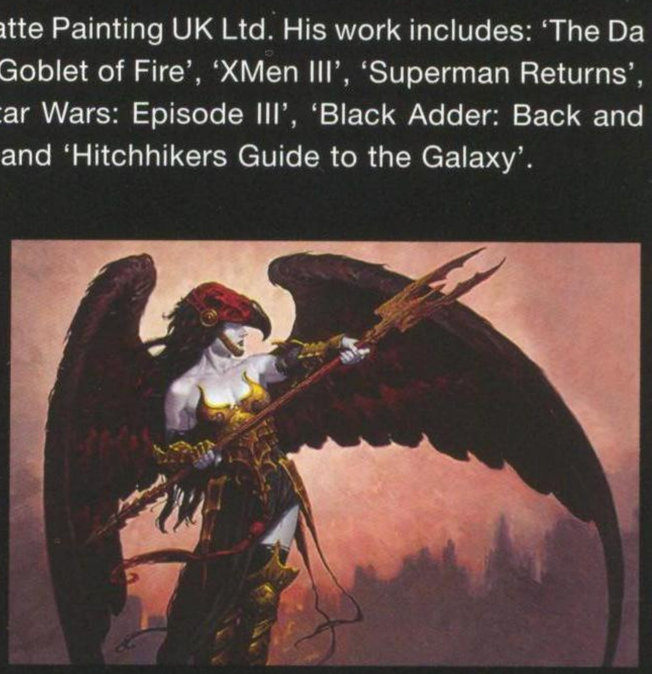
Phil Straub is an Art Director and Concept Artist for a wide range of clients including, Electronics Arts, NCSoft, Mattel, Vivendi Universal, and Disney. In addition to overseeing three major Concept/Visual development groups in the games industry, he is also author of the soon to be published 'Utherworlds'.

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



Christopher Sloan is a Senior Editor for National Geographic Magazine, and the magazine's Director of Mission Projects. As a science communicator, Sloan lectures on visual information and science illustration and has contributed to National Geographic books on art, information design, and science.

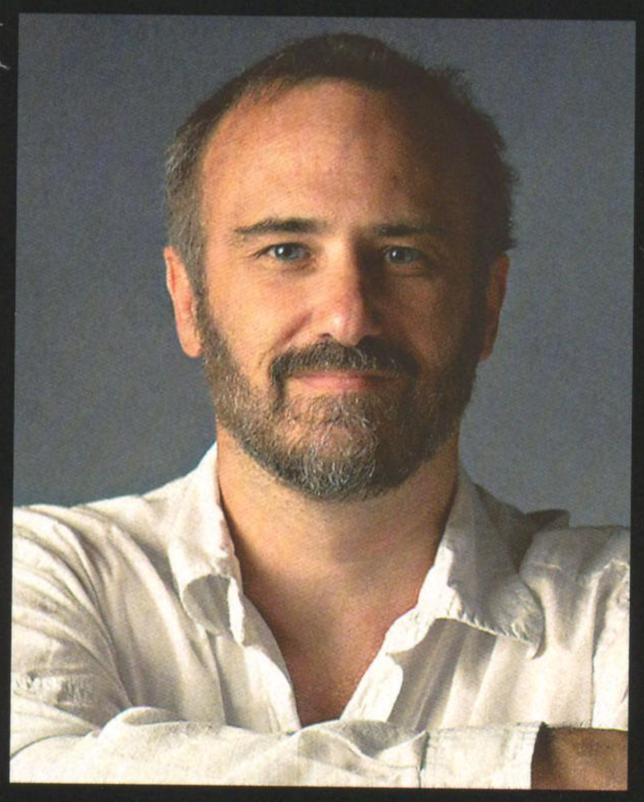




Brom is a painter of anything that is nasty and bites. For 20 years his work has featured in books, games, and film. His paintings are collected in two art books 'Darkwerks' and 'Offerings'. Recently, he turned his hand to writing a series of illustrated novels. His first novel 'The Plucker' received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

Alex Morris is a Director at leading architecture firm Hayes Davidson and was responsible for many landmark images of its Millennium Projects including the Dome and the Tate Modern. Alex is an advisory board member of a number of key industry organizations and magazines including The CGSociety.

Chris Stoski is a renowned Matte Artist with a list of high-profile projects to his name including: 'Jurassic Park III', 'Star Wars Episode III', 'Indiana Jones 4'. He supervised Matte Paintings at ILM on 'Iron Man', 'Pirates of the Caribbean: At World's End', and 'Star Trek'. He is currently a Concept Designer and Senior Matte Artist at ImageMoversDigital.



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

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Wow! Seven years. Who could have predicted where we would be today seven years ago when we released EXPOSÉ 1 in 2003? Like paint smeared across a canvas time is blurred—it seems like yesterday and an age ago all at once. Each year when it's time to send a new EXPOSÉ to press I feel I stand on a cusp, looking back on the year that has flown by and forward to a future hurtling every faster towards us. Every year I am astounded at all of the stunning art that the world's most talented artists send us. And every year there are more astounding artists that we have never seen before—young and old, people from every corner of the world. But this year is special. This has happened before—when the call for entries went out for EXPOSÉ 4 something wonderful happened. Up until then we had a growing community of digital artists from all over the world that had entered images. Each year the community had grown, and the number of entries and the standard of work rose as well. Then EXPOSÉ 4 happened—it was as if the whole world of artists had suddenly adopted us and we saw an explosion of genres and new artists that we had never seen before. Now it is happening again.

Here in your hands you hold a truly extraordinary icon of a momentous year in human history. With EXPOSÉ 7, we have been overwhelmed with the most amazing breadth and depth of entries. Not only have the number of entries jumped but the quality across every category has also jumped. Each year it nearly breaks my heart to see all of the awesome images that we don't have space to print. This year I weep for all of the talent and creativity that is represented in the extraordinary collection of works entered. For every artist and image honored in this book there are many others more than worthy of publishing. And there are so many new artists!

This year has been extraordinary in so many ways. It has been a year of tumultuous change. It will go down in history as the year of the unthinkable: the whole world watched with bated breath while the United States of America elected a vibrant young African-American as their president; greed and speculation peaked and pushed the world's economy over the brink of a cliff—followed by an unprecedented international cooperation that continues to fix the linked economies of the world; we lost continent-sized areas of ice as the world's climate swings ever more wildly to dangerous extremes; and here in Australia we suffered to worst bushfires in our history while at the same time the top-end of Australia suffered record flooding. Certainly, this past year has been one of hardship and of challenges that won't be easily solved. But, it has also been a year of triumph and hope. Out of the hardships and turmoil springs hope—and here in these pages we see the triumph of the human spirit and true creative genius.

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The CGSociety (The Society of Digital Artists)
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CGSociety Events
http://events.cgsociety.org

'Star Wars: The Empire Strikes Back'
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Grand Master

Ralph McQuarrie

Bounty Hunters sticker

Illustration by Ralph McQuarrie showing a motley collection of bounty hunters on the Cloud City of Bespin including: Zuckuss; IG-88; Bobba Fett; Bossk; and 4-LOM.

GRAND MASTER

Ralph McQuarrie's name was forever linked with George Lucas and 'Star Wars' when the movies launched the science-fiction genre into the stratosphere in the late 1970s. The concept artwork that McQuarrie created was instrumental in convincing movie studio executives to fund 'Star Wars', and inspired generations of artists who followed in his footsteps in not just the 'Star Wars' sequels, but the entire entertainment industry as it made its first steps into a larger world. Lorne Lanning, co-founder of Oddworld Inhabitants sat down with Ralph McQuarrie to talk about his work, and to thank a most worthy Grand Master Award winner for his contributions to our world.

Ralph McQuarrie started his life in Depression-era Billings, Montana where his mother and grandfather were active painters. Ralph began art classes at the age of ten displaying an early talent which even branched into art critiques: "My mother painted pictures—oil paintings," explains McQuarrie. "She would put figures in, put a tree over here, and then she'd put another tree to balance. I would tell her that maybe it shouldn't go there, but here. You know, she didn't like to hear from me on such things. She didn't need any comment."

On graduation, McQuarrie began technical art classes and in 1950 he secured a position at the Boeing Company in Seattle where he was the youngest of a group of 50 artists. Around that time, he was drafted into the military to serve in Korea on the front line of the conflict. During the final stage of the war, he received a head wound that could have taken his life if not for the lining of his helmet stopping the bullet just short of its target. On his return to the United States, McQuarrie rejoined Boeing where he continued his illustration work. He later moved to California and joined a company called Reel Three. During this time Ralph was producing illustrations for NASA which were used on CBS News's live coverage of the Apollo program to help explain what was happening hundreds of thousands of miles from Earth. The highly detailed paintings McQuarrie was producing were a prelude to the film work he would later do, but his time at Boeing had an effect on his approach: "I loved the precision of the product that they had. Of being able to walk through their workshops and see the big milling machine—it was half of a 747, practically! The mechanical things I got to see, and the scale of such things and the amount of work that went into building them. That was inspiring."

McQuarrie studied at the Art Center College of Design in California where he met a fellow traveller in Syd Mead. Though in a competitive field, he didn't see himself competing with other artists: "I looked at Syd Mead's stuff and how do you help but feel a bit intimidated? I liked his stuff from the very start. It always made me want to do better work, but it was inspiration, not competition. I think there's a difference."

In 1972 Ralph was approached by Hal Barwood to produce visualizations for a science-fiction movie project he was undertaking with his friend Matthew Robbins called 'Galaxy'. It just so happened that Hal and Matthew had another friend who was interested in getting his science-fiction movie off the ground, so when George Lucas saw the drawings he met with McQuarrie and explained his vision for a space-fantasy film. Lucas then went on to make 'American Graffiti', and two years later he was back to talk to Ralph about his space epic. At that point, United Artists and Universal Studios (who funded America Graffiti) had passed on 'Star Wars', but there was modest interest from 20th Century-Fox. The board were not grasping Lucas's vision for the movie, so McQuarrie was enlisted to produce a series of five concept paintings which would help get the movie greenlit. McQuarrie explains: "George figured it out right away. He said, I'll give you this script, read it, and when you come to something you like, make a little pencil drawing and we'll look at it later. I thought, well, that's really a guy that I would like to work with. Some people want to tell you what color to make it, and, what they want to see. They go off to have dinner and you're stuck at the drawing table with all these things that need to be done. But I look at it and I think the first thing that comes to my mind is going to be an incredible thing. He had a concept for a big spectacular visual, and it didn't come across in the script. So I tried to give it scale, juxtaposing the tiny little figures with the great spectacular backgrounds. George would say 'Don't worry about how we're going to do it. We just want to see an impression of what the scenes look like on screen'."

The five pantings that McQuarrie produced did the trick with 20th Century-Fox. On the strength of the pitch they were given funding to start pre-production on the film and with another round of McQuarrie paintings and illustrations, the film was greenlit and 'Star Wars' was underway. McQuarrie recalls his early experience in the production: "I'd sit with a pencil and dream about whatever I could imagine, sort of grotesque imagery. George would come by every week and a half or two weeks, look at what I'd done, and talk to me about what he'd like to see. I was reading the script to start with, but the script sort of got waylaid—the story was changing in his own mind—so George would just come and talk to me about what he wanted to see."

This spread: 'Star Wars', and 'Star Wars: The Empire Strikes Back'
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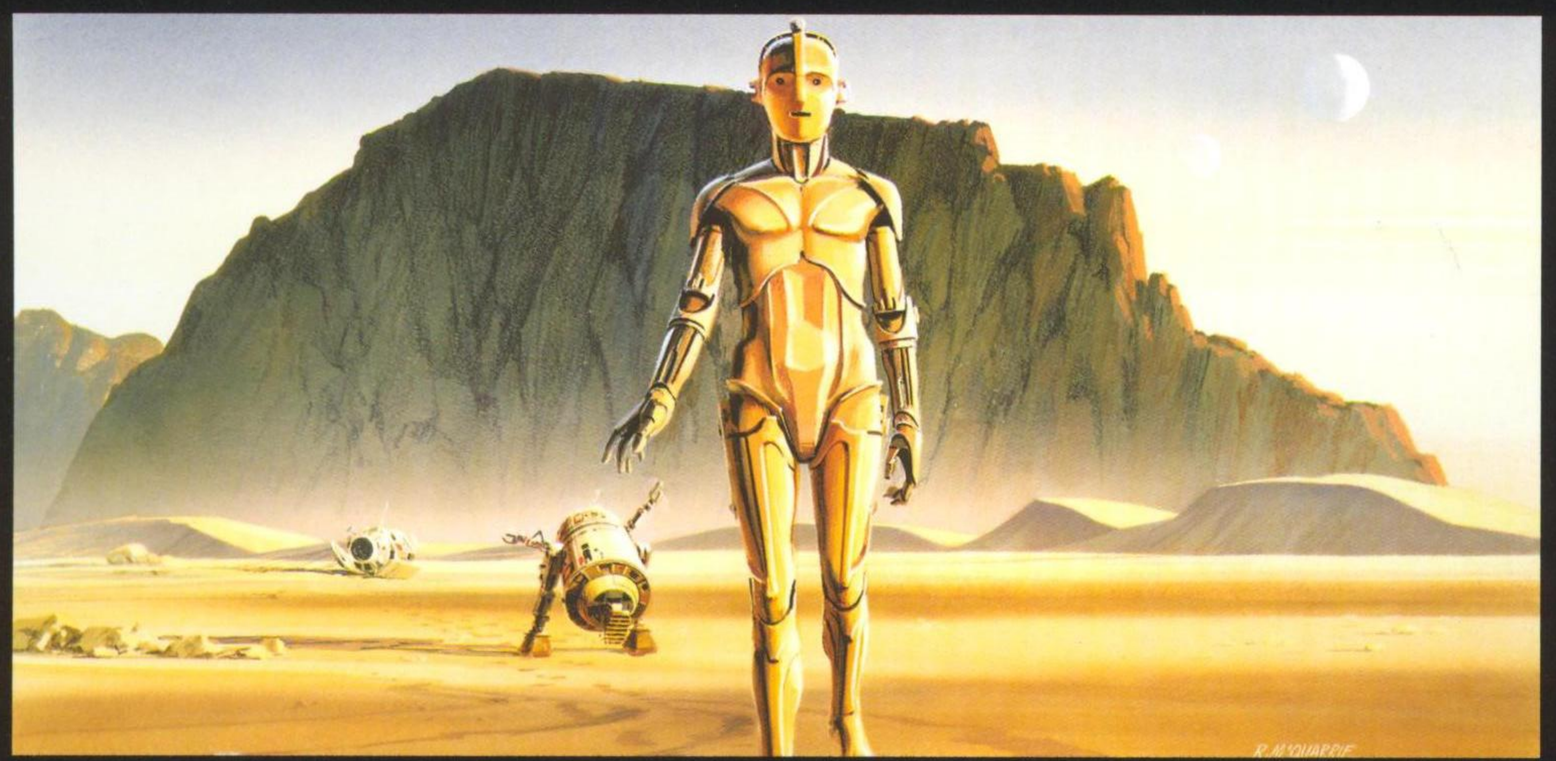
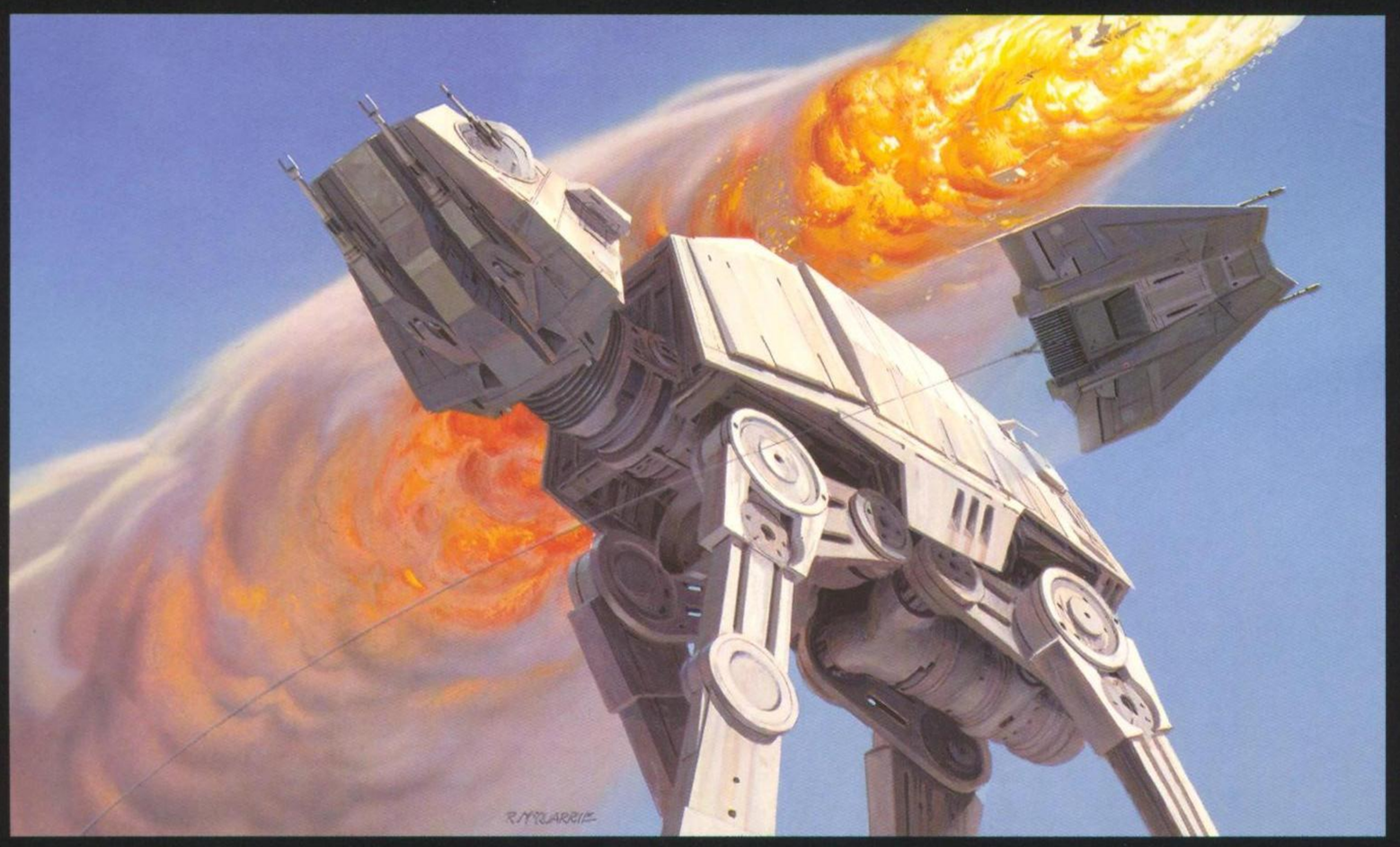
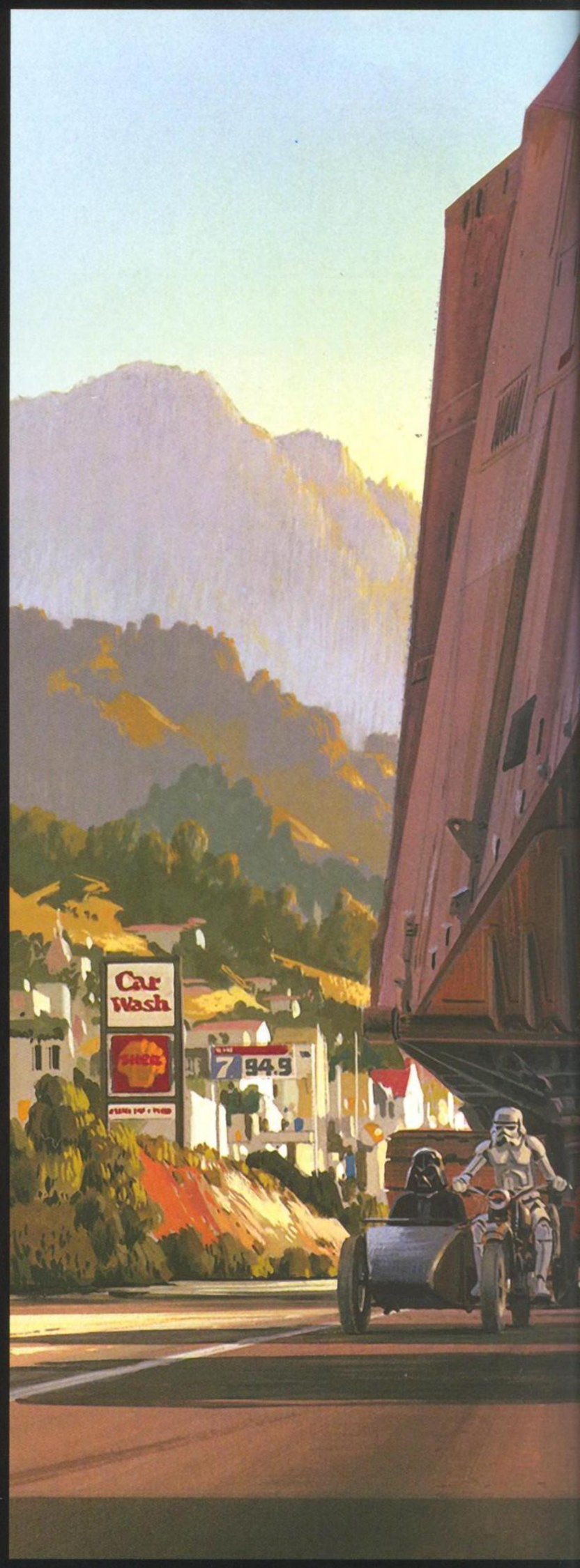






C-3PO and R2-D2
Early 'Star Wars' concept painting of two of the most memorable characters from a galaxy far, far away. *[top left]*

Vader vs. Skywalker
Early 'Star Wars' concept showing the unmistakable mask of Darth Vader chosen by Lucas for its sinister appearance. *[above centre left]*

Crash-landing
'The Empire Strikes Back' production painting of Luke Skywalker exiting his crashed snowspeeder ahead of an approaching AT-AT. *[above left]*

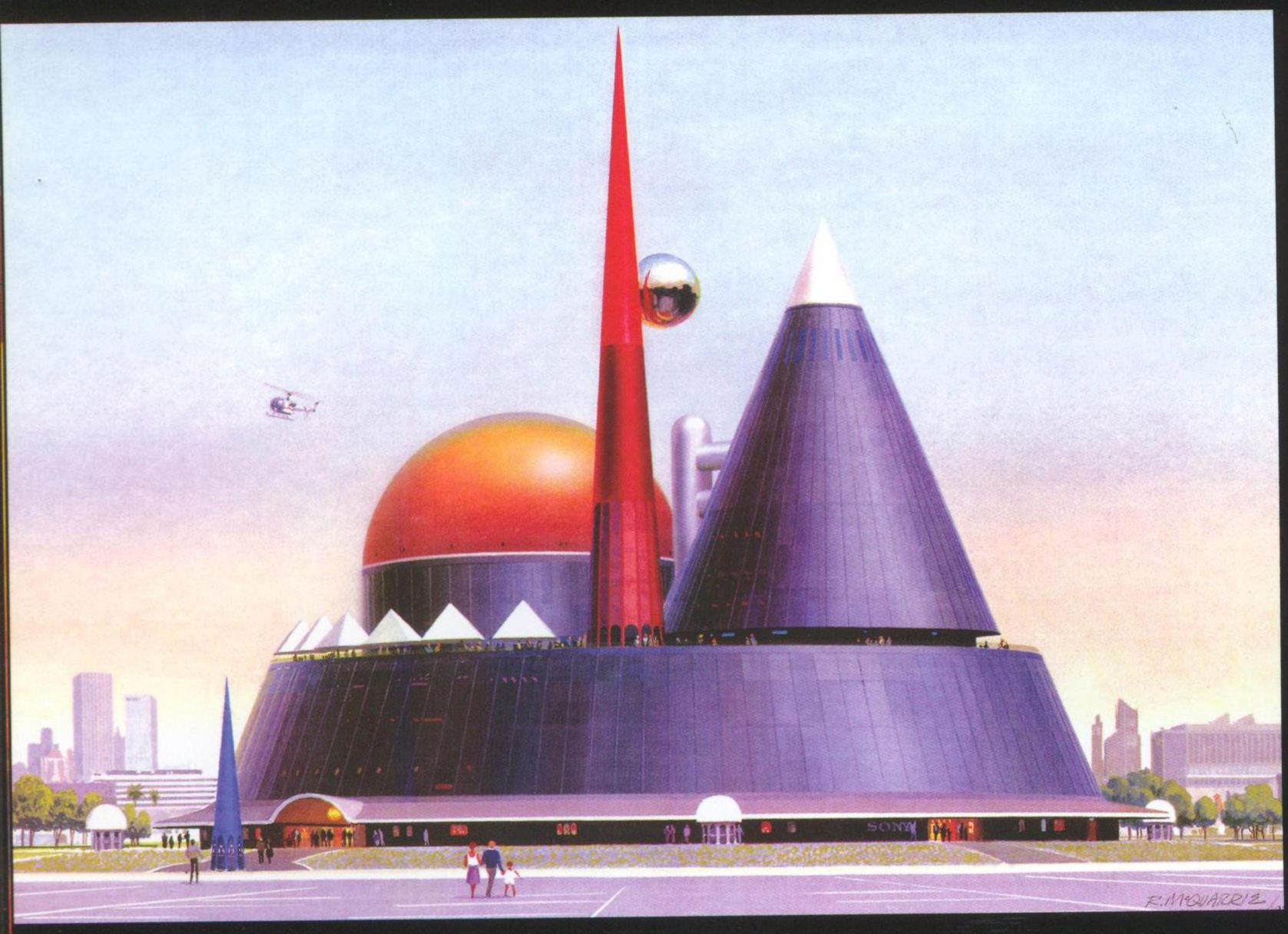
Lucasfilm moving card
A greeting card to let people know that Lucasfilm was on the move, and one of the McQuarrie's personal favorites. *[above]*

Snoswpeeder vs. AT-AT
'The Empire Strikes Back' production painting of a low-flying snowspeeder trailing a cable to entangle an AT-AT. *[left]*

Among the first sketches that McQuarrie produced were the designs for R2-D2, Darth Vader and C-3PO. With sketches and ideas bouncing between he and Lucas the main characters began to take shape. R2-D2 received his three-leg configuration on Lucas's suggestion, and C-3PO started life as a cousin of a famous female robot: "George brought a photograph of the female robot from 'Metropolis' and said he'd like Threepio to look like that, except to make him a boy." Production designer John Barry and sculptor Liz Moore took McQuarrie's concepts and made changes to C-3PO: "John, George and I had a meeting where John looked at my early sketches. In a few minutes, he'd drawn on a little pad the look of Threepio's head with the big round eyes. It did have a sort of humorous aspect, and I thought that was very successful."

Lucas founded Industrial Light & Magic to execute the herculean task of bringing the 'Star Wars' universe to life, and as the first artist employed on the project Ralph McQuarrie became the first ILMer. Ironically, McQuarrie went from being the youngest artist at Boeing to the oldest artist at ILM among an art department where many artists shared his background in industrial design. He worked from his own studio a few miles away from the main ILM studio, and moved on to matte paintings for the project when Lucas headed to England to start production. With no background in matte painting, McQuarrie began his own research visiting Disney Studios and talking to other matte painters. He also studied other movies and was surprised at how little detail was required, once film grain interacted with the paintings.

With the runaway success of the first 'Star Wars' movie, McQuarrie was genuinely surprised at how the audience for the film responded to his designs. When 'The Empire Strikes Back' started production he took on the role of matte painter working from the new ILM facility in Northern California producing highly memorable matte and production paintings. At the conclusion of 'The Empire Strikes Back', Ralph left ILM and returned to freelance work before coming back for 'Return of the Jedi'. When George Lucas announced the 'Star Wars' prequel in 1995 McQuarrie was invited to head up the design team, as he had done with Joe Johnston twenty years before. However, after arriving he decided that the existing design team (lead by ILM illustrator Doug Chiang) was more than sufficient, and declined to participate.



Though a huge part of Ralph McQuarrie's professional career, he also worked on a number of projects that were not 'Star Wars'-related. Notably, he was approached by Glen Larson shortly after 'Star Wars' to help design the 'Battlestar Galactica' universe. The final spacecraft in the series were virtually identical to his original concepts. McQuarrie was also approached by Steven Spielberg to help design the spaceship for 'E.T.: The Extra-Terrestrial' which after a number of concepts became the friendly spherical craft that left E.T. behind before returning for him. McQuarrie also worked on the movie 'Cocoon' as production designer where he was recognized for his work with an Academy Award. Other movie projects that Ralph McQuarrie worked as concept artist include: Clive Barker's 'Nightbreed'; '*batteries not included'; 'Close Encounters of the Third Kind' (uncredited); and also on 'Star Trek IV: The Voyage Home' as a visual consultant.

Thinking back on his legacy, Ralph McQuarrie is humble; "I never really thought about it. I just concentrated on the work in progress. It was interesting to me, the whole Star Wars idea that George had. I actually thought it was going to be too difficult. I thought, 'we're never going to get a film done with so much that's got to be totally constructed somehow'. It didn't seem to be a reasonable endeavor, but it sure was an exciting one!"

Dreams and Visions Press released a collection of Ralph McQuarrie art in 2007, titled 'The Art of Ralph McQuarrie'. Originally available in three editions, the Limited Editions and Lettered Editions quickly sold out while some standard editions remain. For more information on this book and commemorative Ralph McQuarrie posters, visit either: www.dreamsandvisionspress.com or www.ralphmcquarrie.com

Sony
Concept painting of a Sony entertainment preccinct. *[top left]*

Spaceship over city
Final painting in the 'To Dream a Rose' exhibiton in Japan. *[center left]*

Boeing P3 Orion
Visualization painting of Boeing aircraft in action.
[left]

Robot Visions
Cover artwork for Isaac Asimov's novel of the same name.
[right]

Master

Portrait (Painted)

Wielding a brush
Painter
Liang Yue, TAIWAN

Old Style Portrait
Photoshop, Painter
Larissa Dedkova, CANADA

Excellence

Portrait (Painted)

Excellence

Portrait (Painted)

Elegy
Photoshop
Ruan Jia, CHINA

Fashion Diva
Painter, Photoshop
Anne Pogoda, GERMANY
[top]

Wind of the demon
Painter
Liang Yue, TAIWAN
[above]

Venus wakes up
Photoshop
Hoang Le, VIETNAM
[top]

Moths
Painter, Photoshop
Marta Dahlig,
POLAND

Excellence

Portrait (Painted)

Excellence

Portrait (Painted)

Judith
Painter, Photoshop
Marta Dahlig, POLAND

Arbitrary
Photoshop, Painter
Der Jen, TAIWAN
[top]

Kookaburra Princess
Painter, Photoshop
Helen Chierego, AUSTRALIA
[above]

Miya Luo
Photoshop
Jane Liu, CHINA
[top]

Nirvana
Photoshop
Bala Subramanian, INDIA
[top]

Midnight Roses
Painter, Photoshop
Client: Elina Voronina
Katarina Sokolova-Latans'ka, UKRAINE *[top]*

Herald of Spring
Photoshop
Bente Schlick, GERMANY
[above]

[Y]
Photoshop, Painter
Nykolai Aleksander, SOUTH AFRICA
[above]

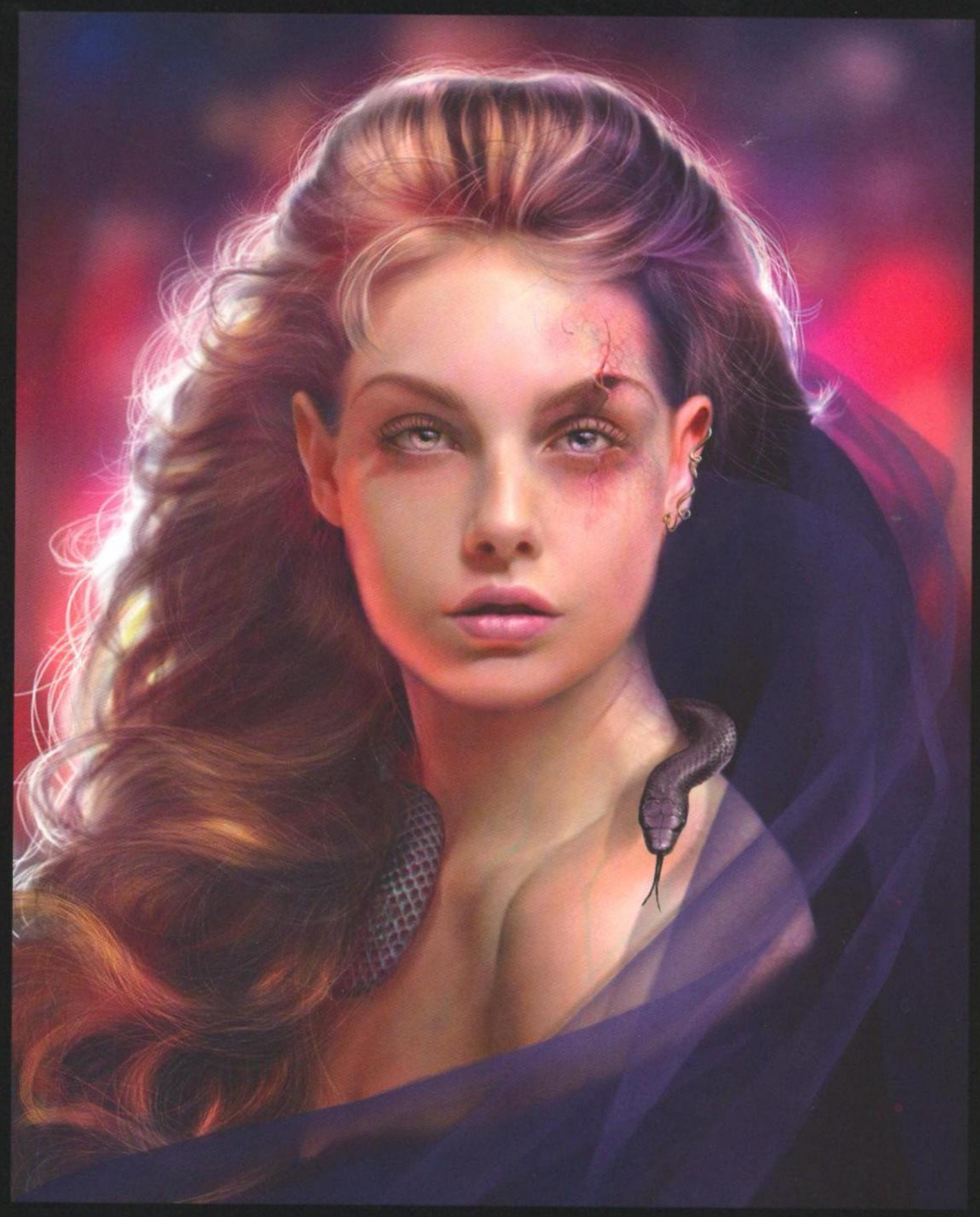
Only In Mirrors
Photoshop
Sara Justesen, USA
[top]

Kirsty
Photoshop
Paul Wright, GREAT BRITAIN
[above]

Ivoire
Photoshop
Bente Schlick, GERMANY
[top]

Sephira
Photoshop
Client: 2DArtist magazine
Nykolai Aleksander, SOUTH AFRICA *[above]*

The Magician
Photoshop
Nakai Wen, Funny Lab, TAIWAN
[top]



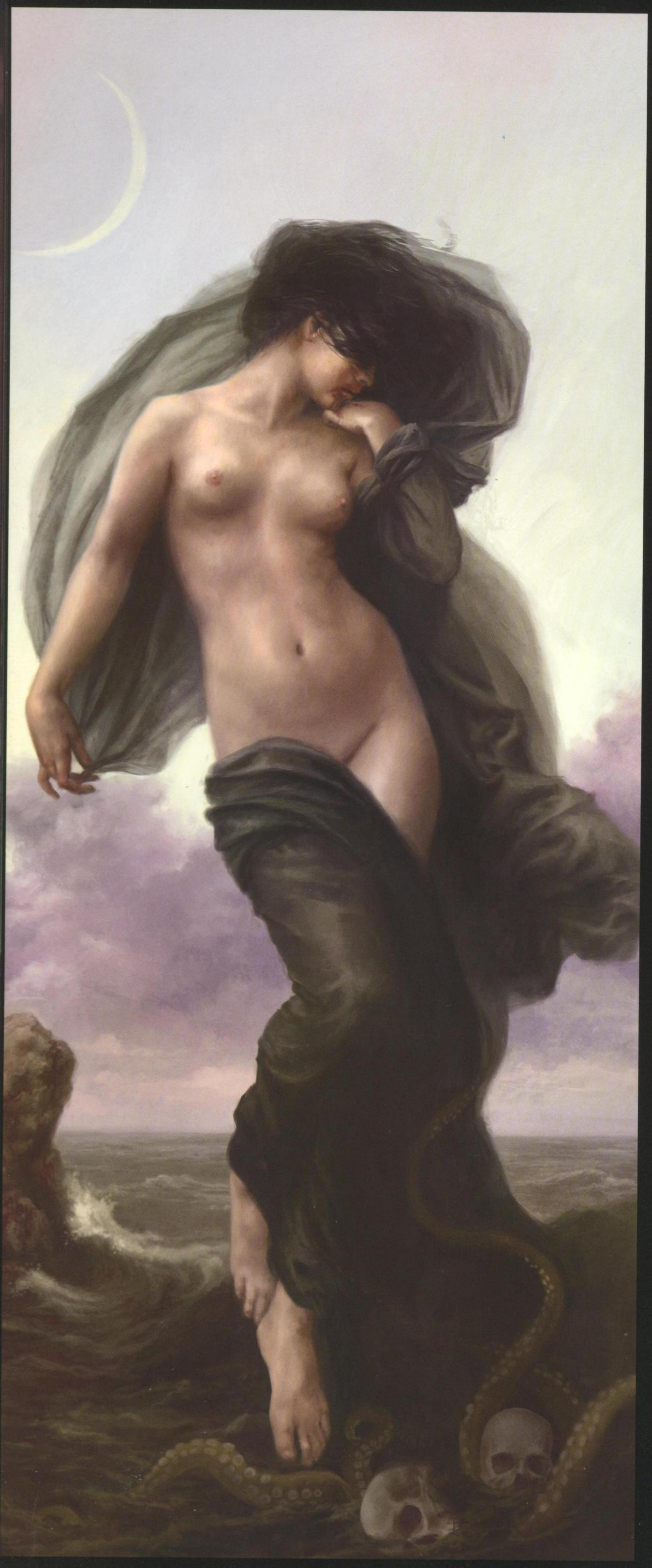
Conjurer
Painter
Katarina Sokolova-Latans'ka, UKRAINE
[above]

Tainted Jewel
Photoshop
Drazenka Kimpel, USA
[top]

Lady of the Camellias
Photoshop
Drazenka Kimpel, USA
[above]

© Brand Studio Press

Queen of Eden Kingdom
Photoshop
Client: Brand Studio Press
Sergio Melero Llamas, SPAIN



Evening Mood
Painter, Photoshop
Inspired by:
Bouguereau's
'Evening Mood'
Lauren K. Cannon,
USA
[far left]

Fog, portrait
Painter, Photoshop
Loïc Zimmermann,
FRANCE
[left]

sTrAngE oNe
Photoshop
Ching-Yun Camille Kuo, TAIWAN
[right]

Drawn to the depth
Photoshop
Jan Vidra,
GREAT BRITAIN
[left]

Mona Lisa
Photoshop
Jon Paul Ferrara,
Jon Paul Enterprises,
USA
[right]

Master

Portrait (Rendered)

Gobelin
ZBrush, V-Ray, Photoshop
Damien Canderle, FRANCE

'Mount&Blade' © 2008 Paradox Interactive.
Mount&Blade is a trademark of Taleworlds.

Mount&Blade game cover
Maya, Photoshop, mental ray
Client: Paradox Interactive
Piotr Fox Wysocki, NEW ZEALAND

Excellence

Portrait (Rendered)

Excellence

Portrait (Rendered)

Opal Child
3ds Max
Olivier Ponsonnet, FRANCE

SF Chinagirl
Maya, mental ray, Photoshop
Seokchan Yoo, T-entertainment, KOREA

Excellence

Portrait (Rendered)

BW
Maya, mental ray, ZBrush, Photoshop
Asan Umerov, UKRAINE
[top]

In The Tepidarium
3ds Max
Aiqiang Hao, CHINA
[above]

Control
Poser, DAZ Studio
Karice Martin, D'sign D'lite, USA
[top]

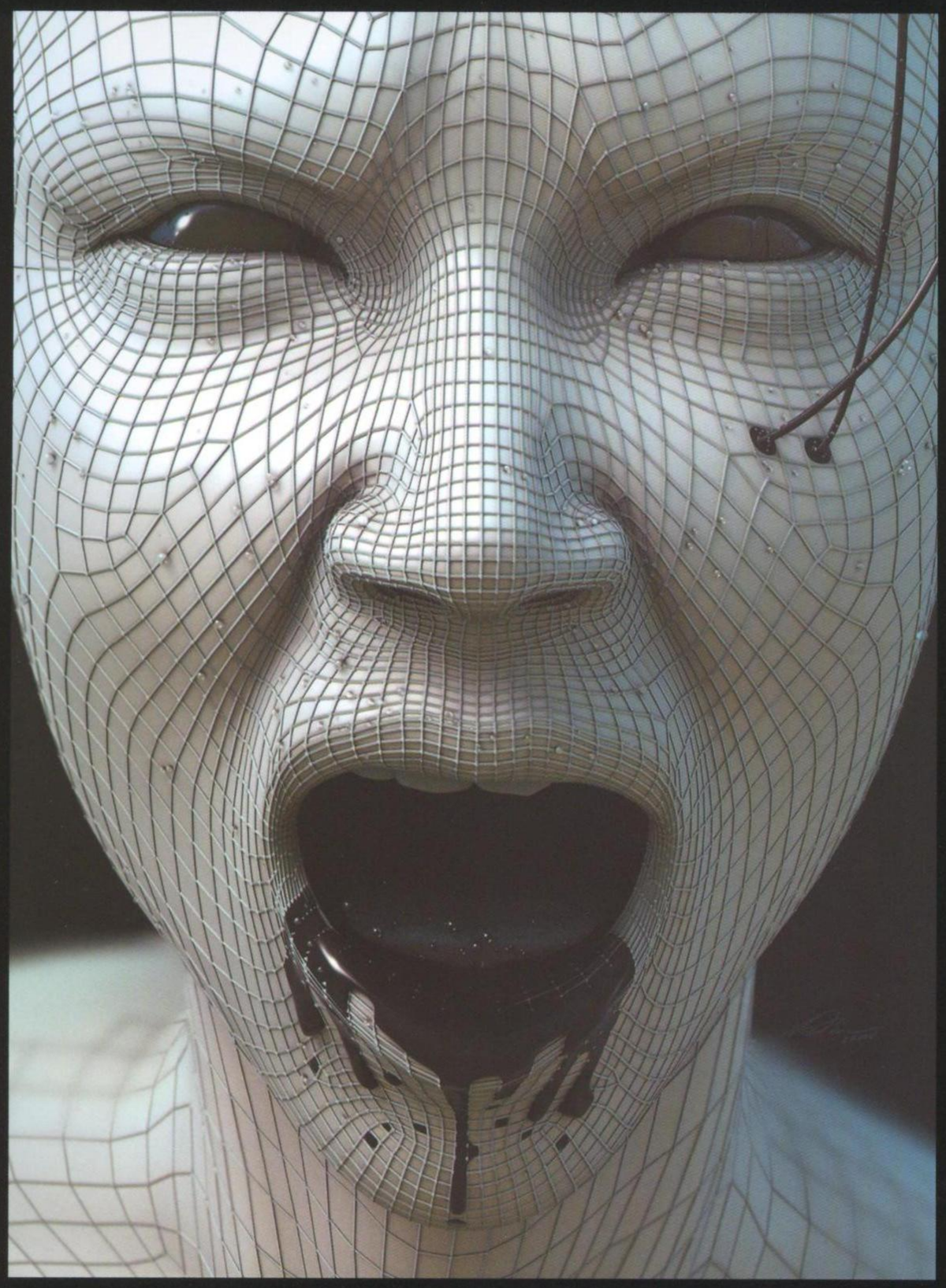
Bernadette
3ds Max, ZBrush, Photoshop, mental ray
Stephen Molyneaux,
GREAT BRITAIN
[top]

Girl of the Dreams
Maya, Shake, Deep Paint 3D, Photoshop
Yunwei Liao, Global Digital Creations Institute of Digital Media Technology Ltd., CHINA
[top]

Crow
3ds Max, ZBrush,
Photoshop, mental ray
Andrius Balciunas, LITHUANIA
[above]

Manolia
Maya, BodyPaint 3D,
ZBrush, Photoshop
Sebastien Haure, FRANCE
[above]

Portrait (Rendered)



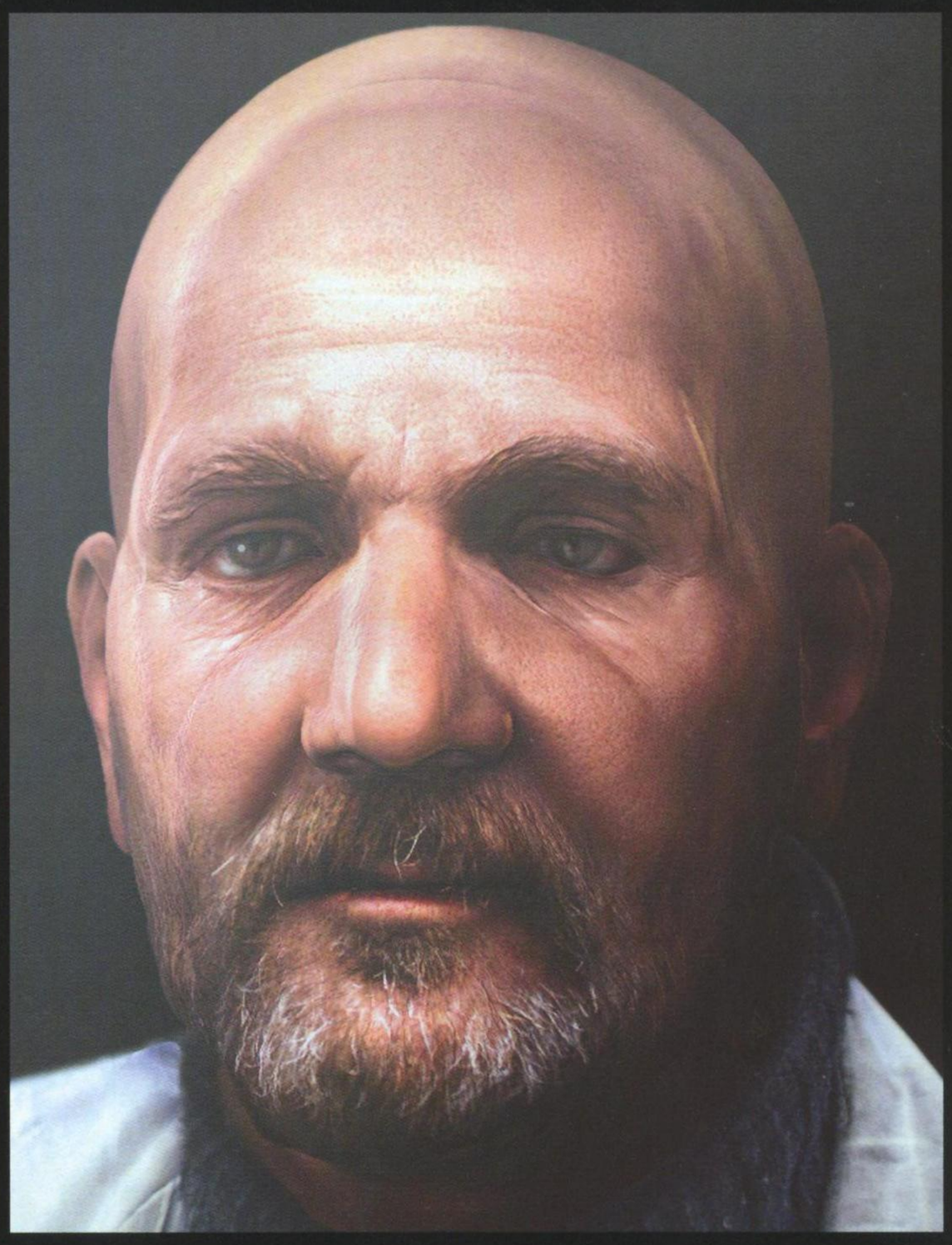
Thirst
modo, CINEMA 4D,
Photoshop, Poser
Steve Barrett, USA
[far left]

Sleeper in Metropolis
Poser, 3ds Max, Photoshop
Karola Kressmayer,
AUSTRIA
[left]

Flame
3ds Max
Olivier Ponsonnet,
FRANCE
[right]

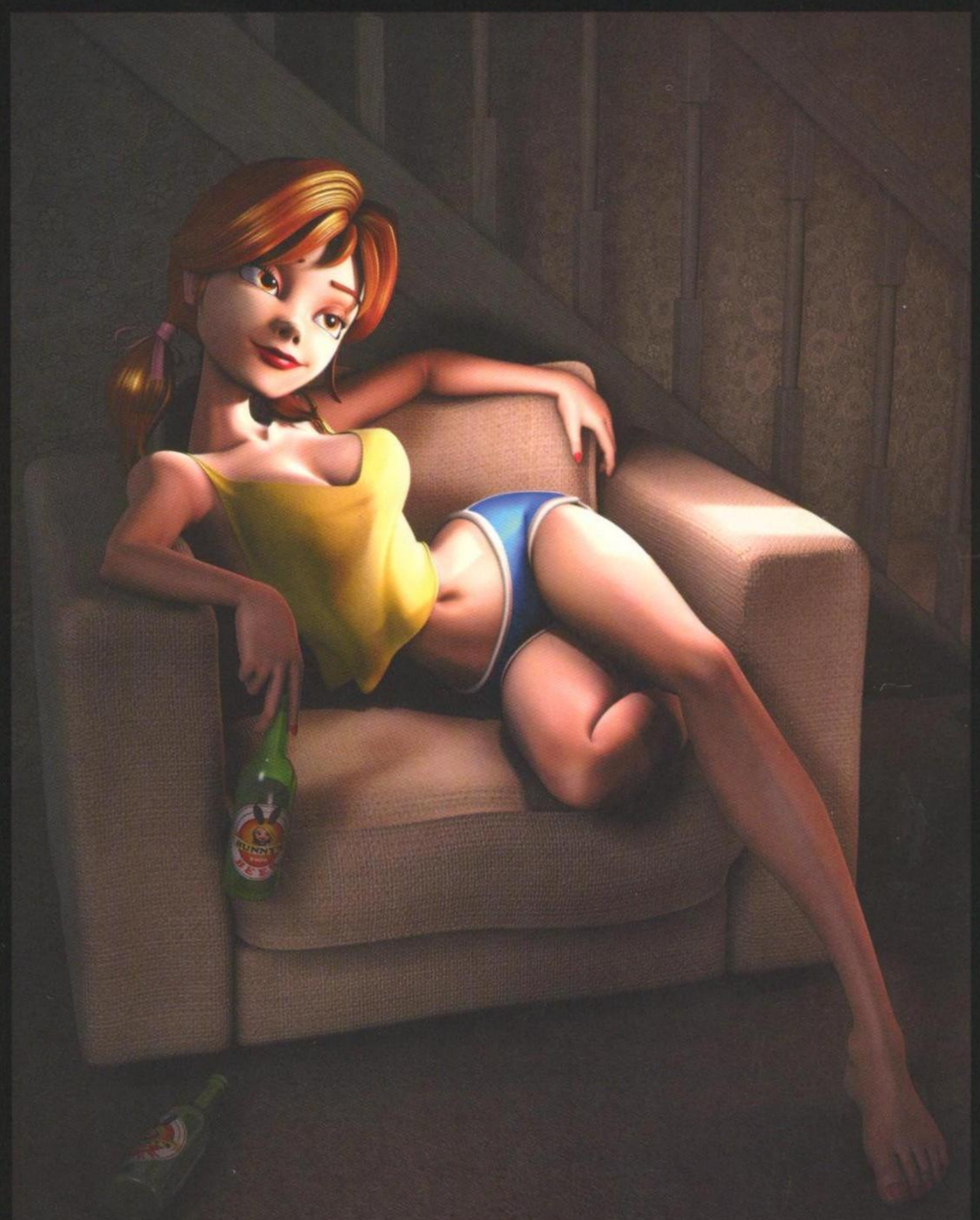
Mask
3ds Max, ZBrush,
Photoshop, V-Ray
Nikita Veprikov, UKRAINE
[left]

Young Girl
3ds Max, ZBrush,
Photoshop, mental ray
Viki Yeo, KOREA
[top]



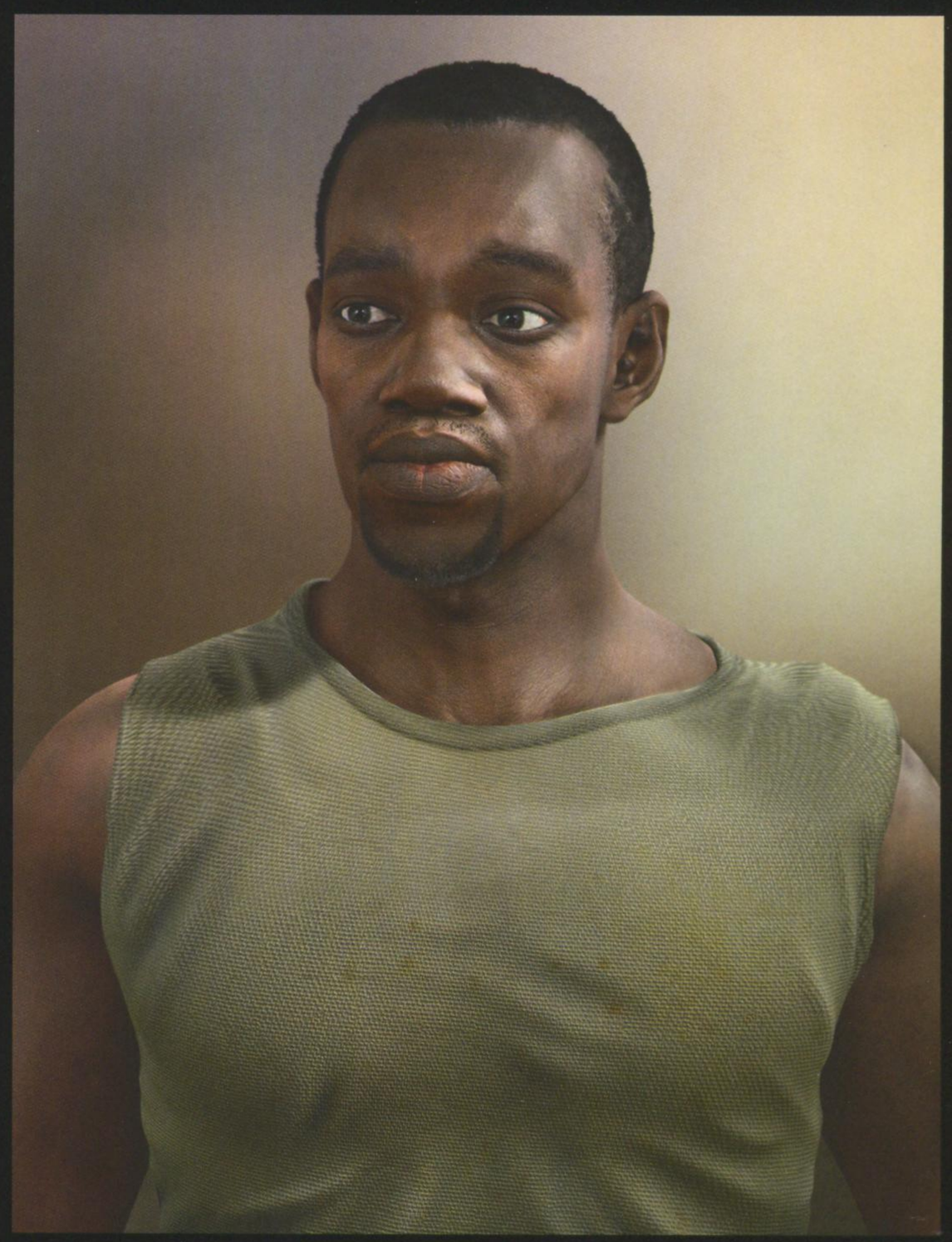
Old Man Steve
Maya, ZBrush, Photoshop
Karan Shetty,
INDIA
[top]

The Man from Another Place
3ds Max, ZBrush, Photoshop
Andrei Cristea,
ROMANIA
[above]



Suzie kickin' back
3ds Max, Photoshop
Inspired by: Dean Yeagle
Andrew Hickinbottom, GREAT BRITAIN
[above]

Thom Yorke
3ds Max, mental ray, Photoshop
Andrew Hickinbottom,
GREAT BRITAIN
[top]



Stifled Smile
Maya, mental ray,
Photoshop, ZBrush
Alexander Lashko, USA
[above]

Portrait of a Silent Man
CINEMA 4D, ZBrush
Patrick Eischen,
LUXEMBOURG
[top]

Classical Girl
Maya, mental ray
Wang Shiyong,
CHINA
[above]

Master

Architecture (Exterior)

Dubai High-rise
Rhino, Photoshop, V-Ray, 3ds Max
Jaroslaw Bieda and **Colin Benson**,
HOK, USA

© LSI Architects LLP

Office and R&D/Training Centre: Dusk
formZ, Photoshop, Maxwell Render
Client: Access Accounting Ltd.
Derek Jackson, LSI Architects LLP, GREAT BRITAIN

Excellence

Architecture (Exterior)

Excellence

Architecture (Exterior)

Istanbul High-rise: Close-up
Rhino, Photoshop, V-Ray, 3ds Max
Jaroslaw Bieda and **Colin Benson**,
HOK, USA

Deptford Bridge
3ds Max, V-Ray, Photoshop
Simon Ng, Visualisation One,
GREAT BRITAIN

Excellence

Architecture (Exterior)

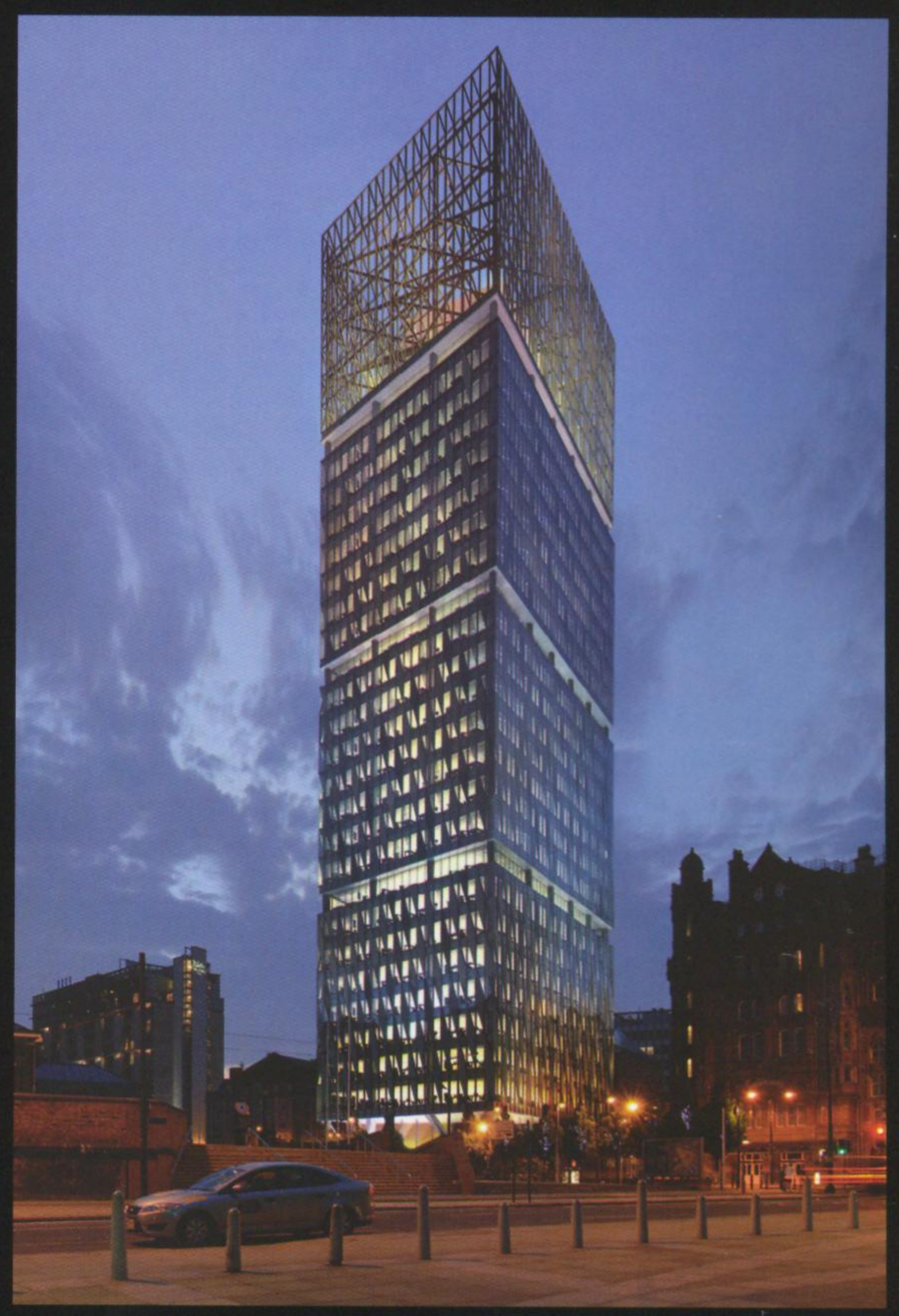
Silo Point: aerial
3ds Max, V-Ray, Photoshop
Yavuz Goncu, ASGvis,
USA
[top]

Railway Street: Night Shot
3ds Max, Photoshop
Andrzej Szaszkiewicz,
GREAT BRITAIN
[above]

Granite Hero Night
3ds Max, Photoshop
Laci King, **Jason Anderson** and **Ben Ortiz**,
Green Grass Studios, USA
[above]

Cylinder City
AutoCAD, 3ds Max, V-Ray, Photoshop
Architect: Richard Drinkwater
Travis Smith, DAVIS, USA
[above]

Abu Dhabi High-rise
Rhino, Photoshop,
V-Ray, 3ds Max
Jaroslaw Bieda and **Colin Benson**, HOK, USA *[top]*

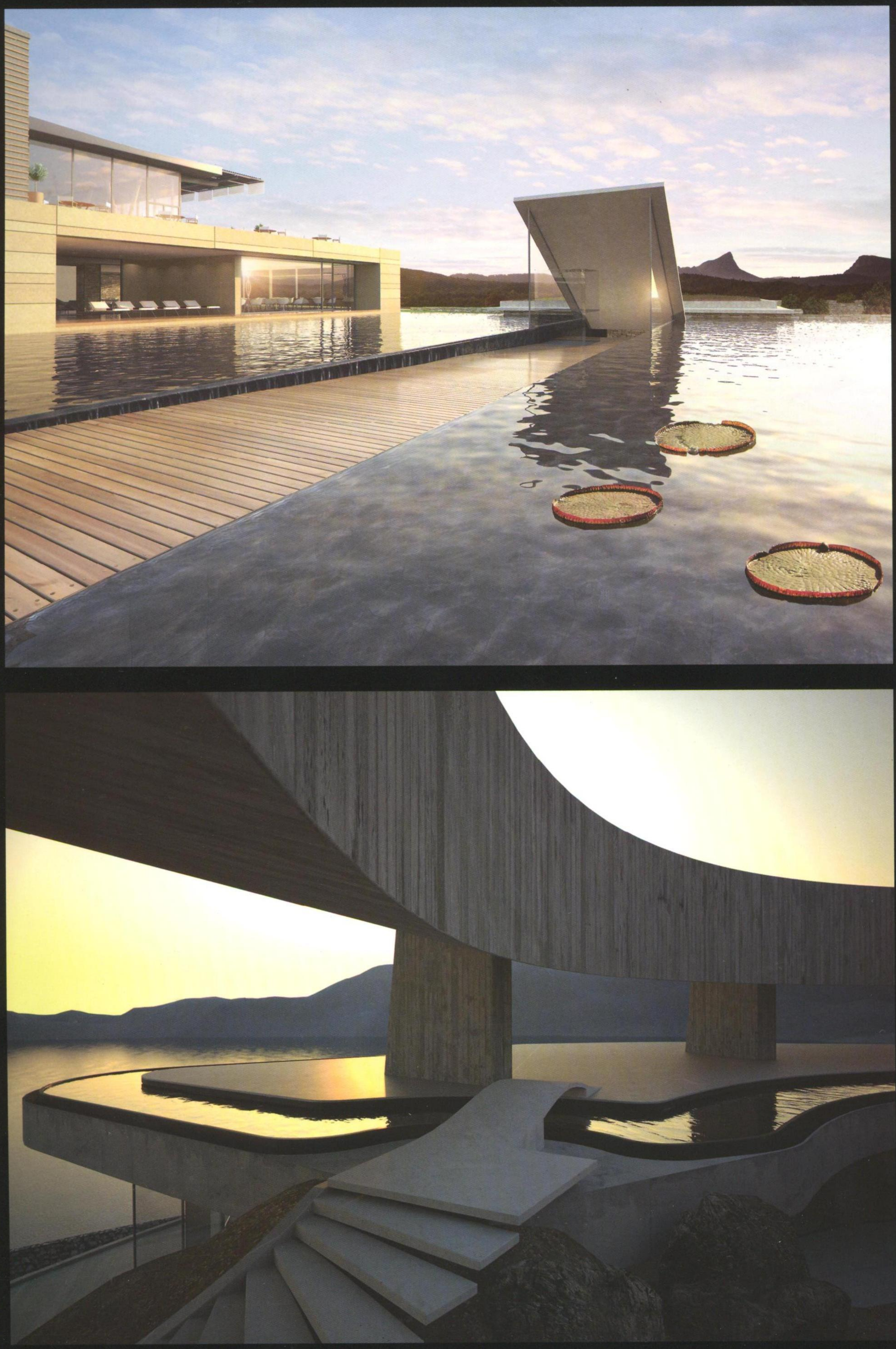


Mount Street
3ds Max, V-Ray, Photoshop
Ryan Waterfield,
Visualisation One,
GREAT BRITAIN *[above]*

Autodesk 3ds Max Cover Art
3ds Max, Photoshop
Client: Autodesk, Inc.
Spine3D, USA
[top]

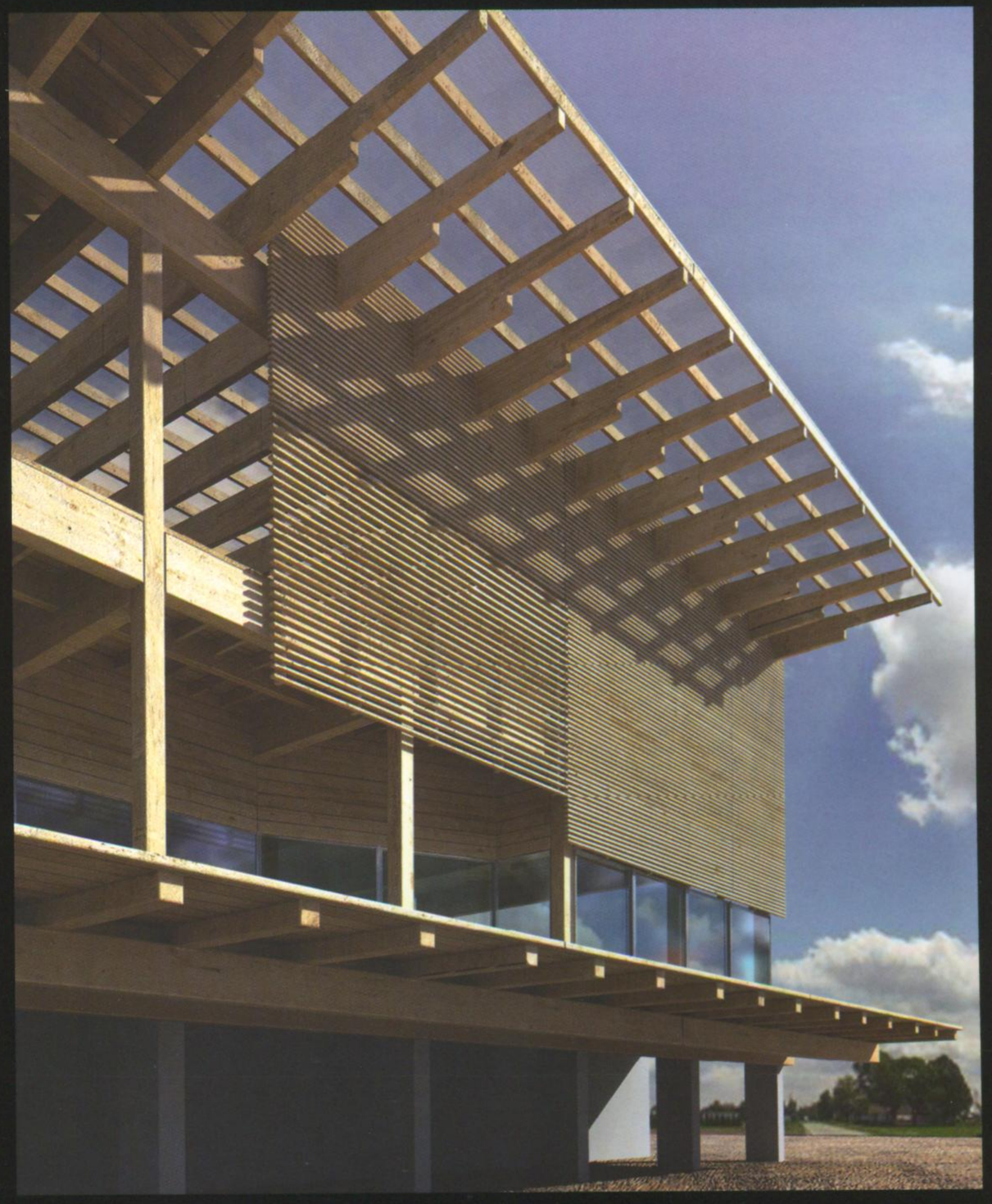
Look up
3ds Max
Chen Qingfeng,
Chen3D.com, CHINA
[above]

Street view
3ds Max
Chen Qingfeng,
Chen3D.com, CHINA



Lodge Saint Germain
3ds Max, V-Ray, Photoshop
Nigel Hunt, Glowfrog Studios, GREAT BRITAIN
[top]

Lautner reconstitution 02
3ds Max, Photoshop, Maxwell Render
Olivier Charles, FRANCE
[above]



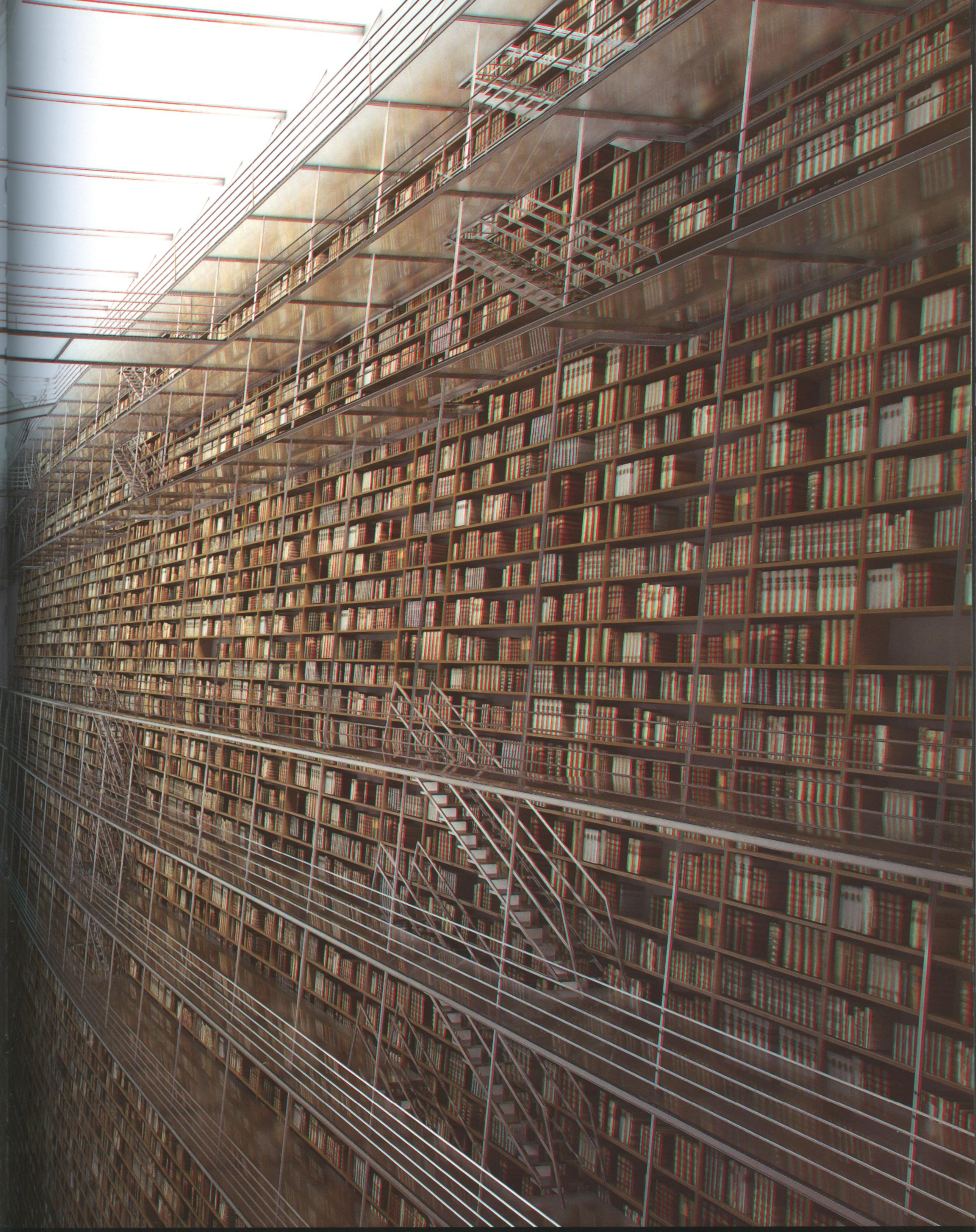
The Terrace
3ds Max, Photoshop, Maxwell Render
Jørgen Langevad, Bpositive, DENMARK
[top]

Casa am Alenquer
3ds Max, V-Ray, Photoshop
Manh Hung Nguyen, ZAS | PSE International Dubai, VIETNAM
[above]

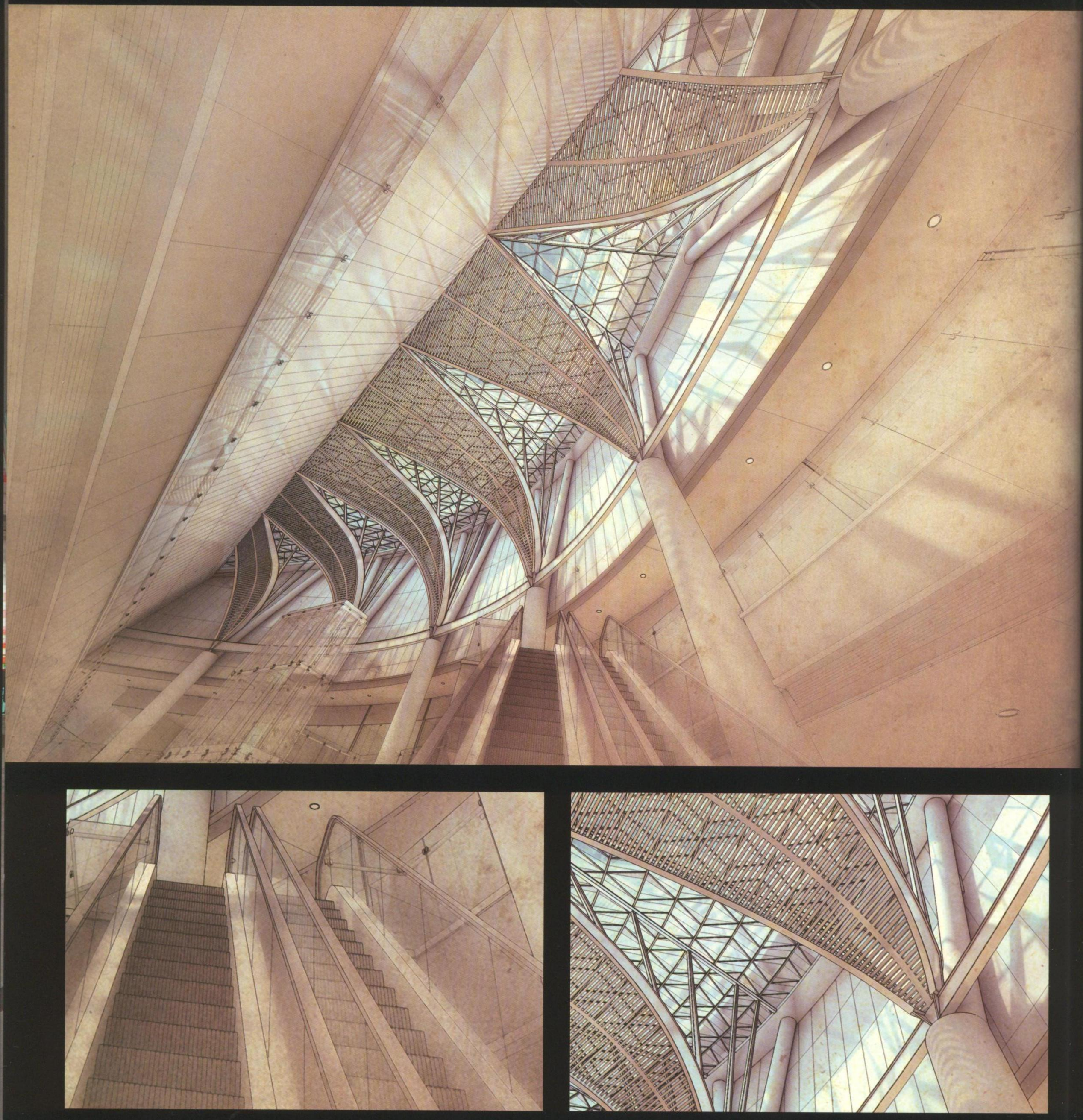
Kuma reconstitution
3ds Max, mental ray
Olivier Charles, FRANCE
[above]

Master

Architecture (Interior)



Stockholm Library interior
3ds Max, mental ray, Photoshop
Olivier Charles, FRANCE



Excellence

Architecture (Interior)

Mall Atrium Skylight
Rhino, Photoshop, V-Ray, 3ds Max
Jaroslaw Bieda and **Colin Benson**, HOK, USA

Open Space Bathroom: Day
SolidWorks, 3ds Max, V-Ray, Photoshop
X3 Studios SRL, ROMANIA

Excellence

Architecture (Interior)

Ortlos: view02
3ds Max
Chen Qingfeng, Chen3D.com, CHINA
[left]

Beach house interior
3ds Max, V-Ray, Photoshop
Shane Gee, SOUTH AFRICA
[left]

Office in Paris
3ds Max, V-Ray, Photoshop
Architect: Antoine Stinco
Maximilien Louguet, Perspicass, FRANCE
[left]

La Maison Baccarat
3ds Max, Maxwell Render
Benjamin Brosdau,
pure rendering GmbH,
GERMANY
[right]

Drawing Room
3ds Max, V-Ray
Pat Corcoran, Visualisation One, GREAT BRITAIN
[right]

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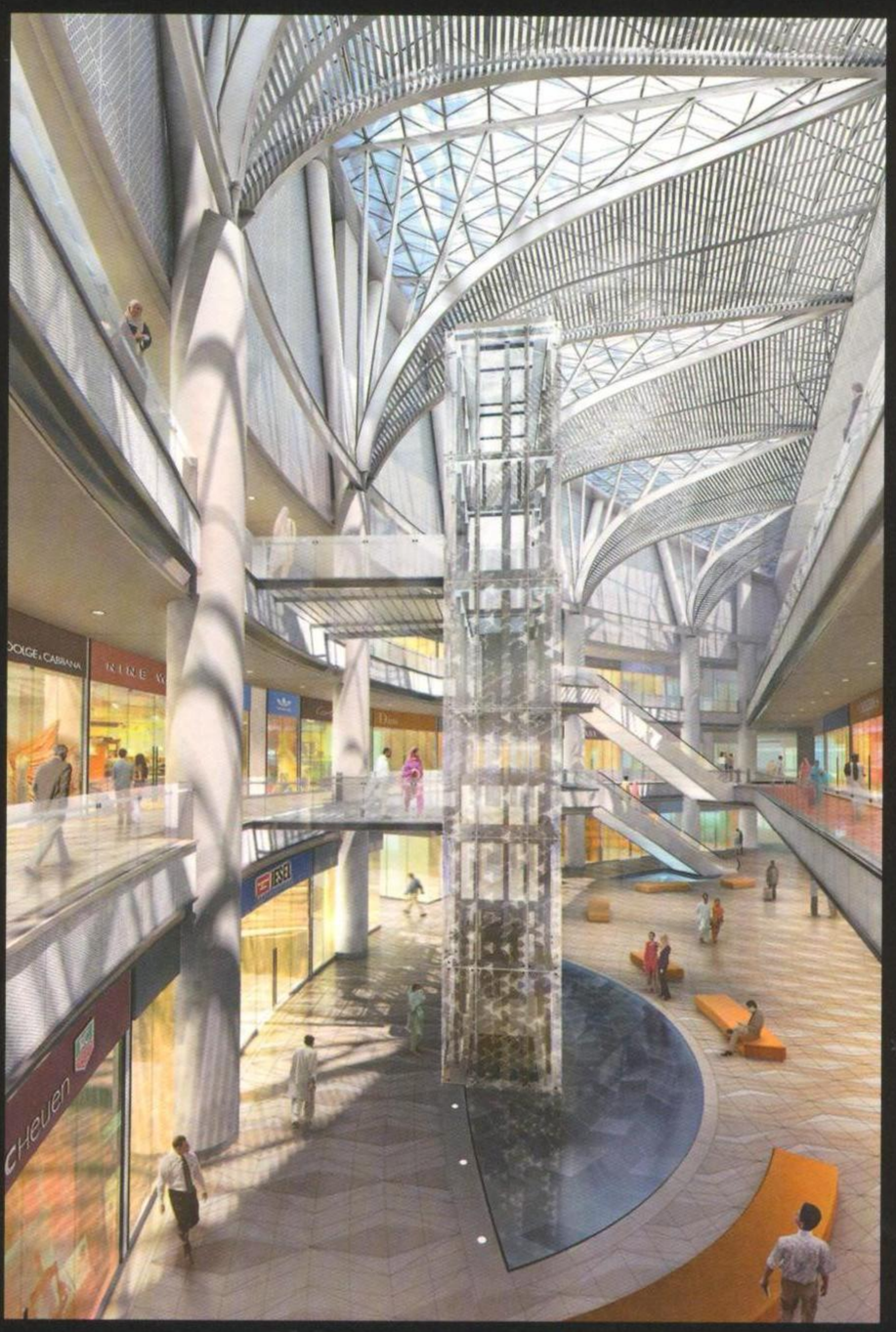


Aircraft Interior Design
3ds Max, V-Ray, Photoshop
Client: SCHOTT AG
Till Nowak, GERMANY
[above]

Marina Office Atrium
Rhino, Photoshop, V-Ray, 3ds Max
Jaroslaw Bieda and **Colin Benson**, HOK, USA
[far left]

Mall Atrium
Rhino, Photoshop, V-Ray, 3ds Max
Jaroslaw Bieda and **Colin Benson**, HOK, USA
[left]

Office Lobby
Rhino, Photoshop, V-Ray, 3ds Max
Jaroslaw Bieda and **Colin Benson**, HOK, USA
[right]

Broken Lines
3ds Max
Cyril De Araujo, Teranega
Architectural Viz, FRANCE
[top]

Baroque Bedroom: Day
SolidWorks, 3ds Max,
V-Ray, Photoshop
X3 Studios SRL, ROMANIA
[above]

Loft
3ds Max, Photoshop, V-Ray
Gert Swolfs, G2 BVBA, BELGIUM
[top]

Foyer
3ds Max, V-Ray
Pat Corcoran, Visualisation One, GREAT BRITAIN
[top]

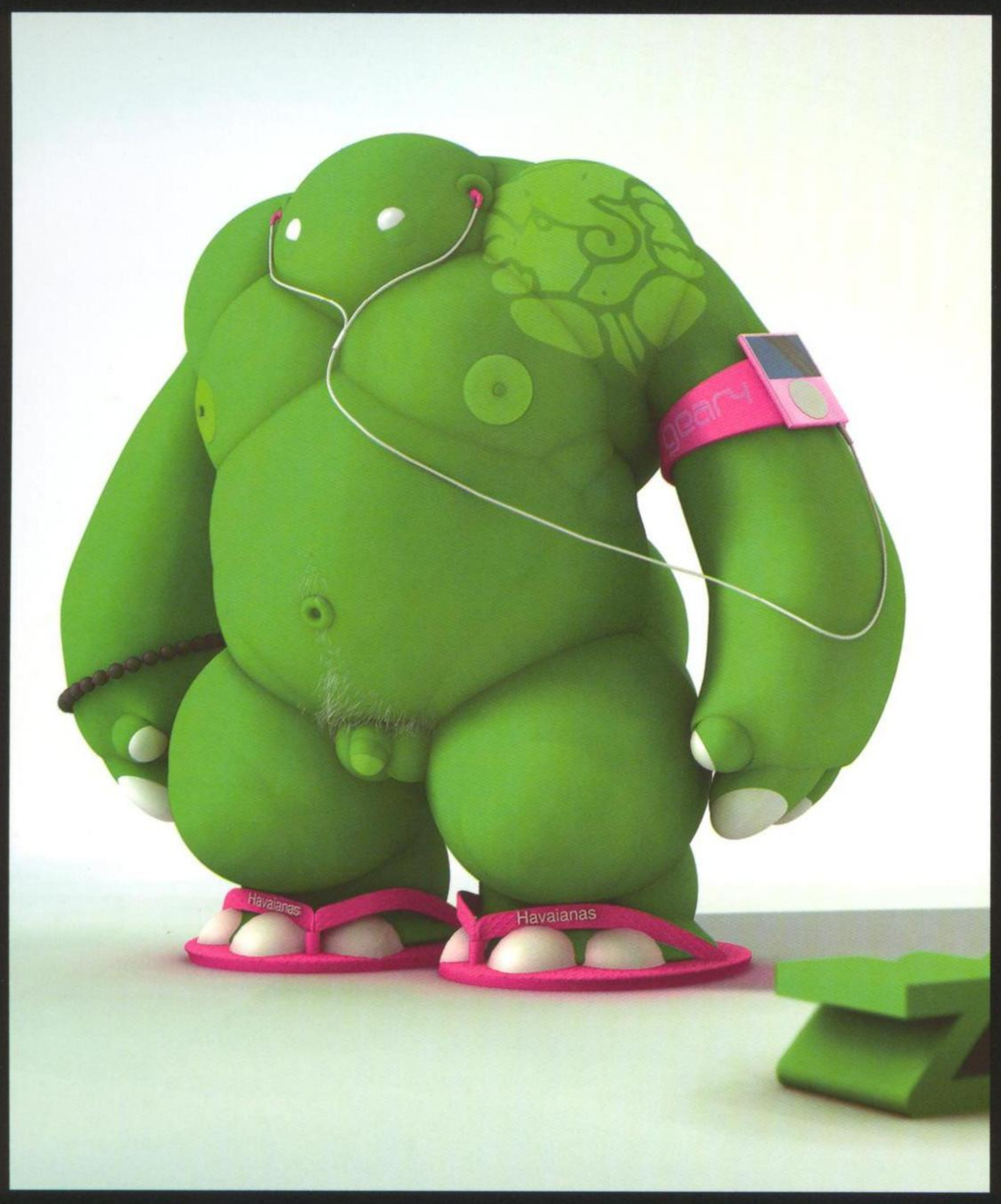
Housing in Rouen
3ds Max, V-Ray, Photoshop
Architects: AGMP
Maximilien Louguet, Perspicass, FRANCE
[above]

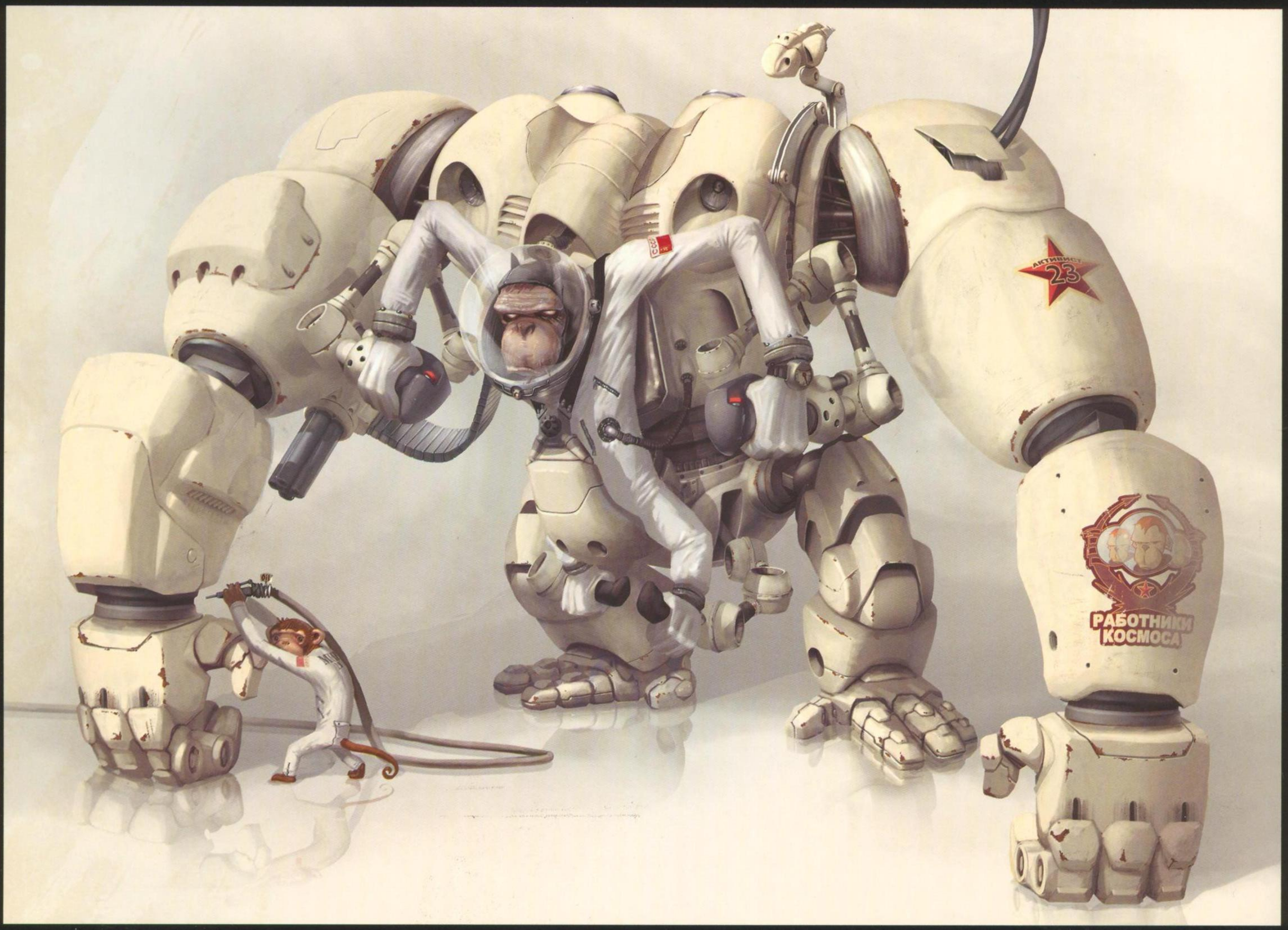
Belle Meade Kitchen
3ds Max, Photoshop
Jason Anderson and **Ben Ortiz**, Green Grass Studios, USA
[above]

Master

Fantasy

Forest Girl
Photoshop
Kerem Beyit, TURKEY





Mr.H
CINEMA 4D, Photoshop
Client: Peugeot
Olivier Bucheron, FRANCE
[top]

Activist 23
Photoshop
Kai Spannuth and **Mario Leuschner**, GERMANY
[above]

POrouge
CINEMA 4D, Photoshop
Client: Peugeot
Olivier Bucheron, FRANCE
[top]

Scared
Photoshop
Shreya Shetty,
INDIA

Excellence

Fantasy

Excellence

Fantasy

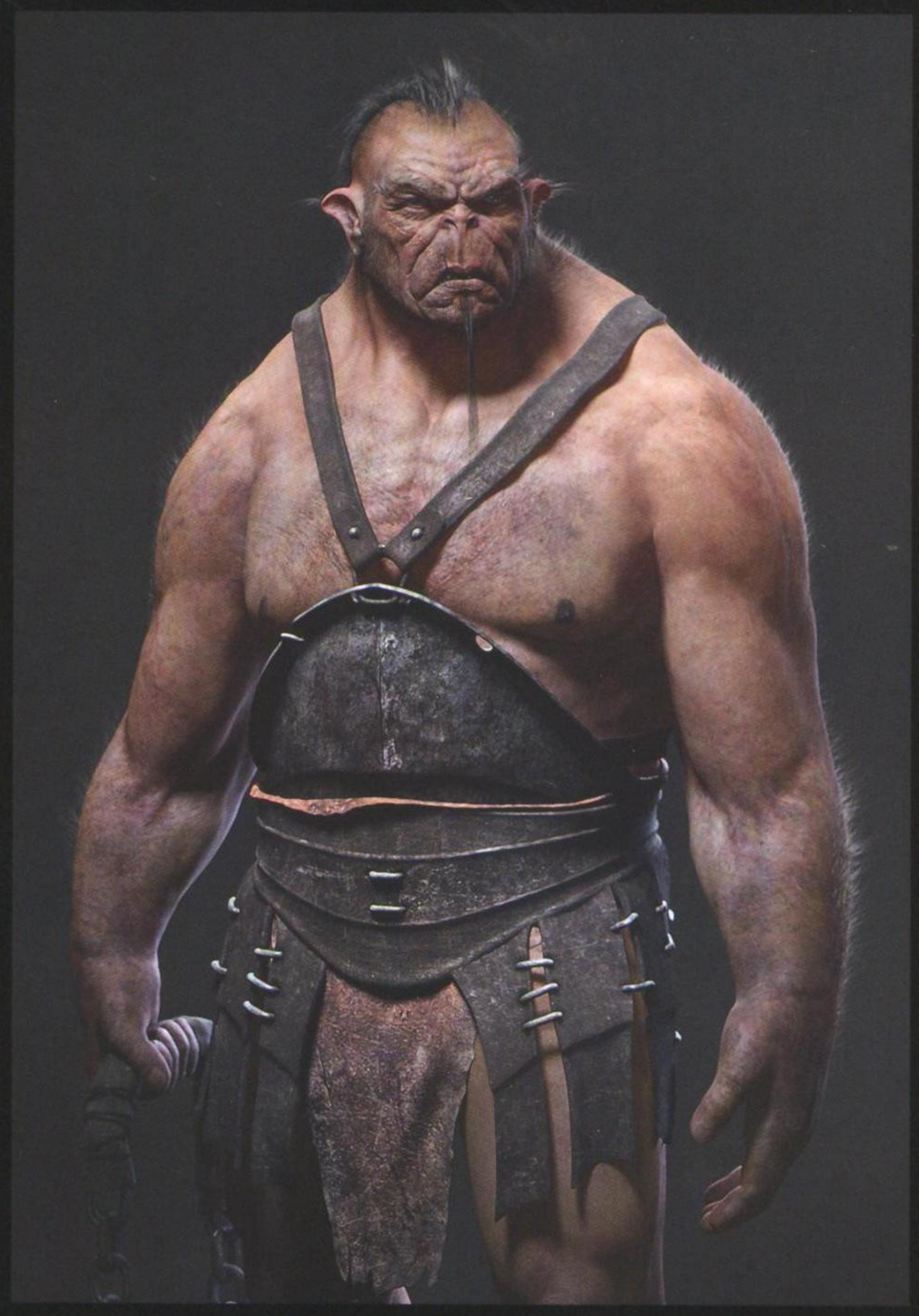
The Sculptor
Painter
Simon Dominic,
Painterly Arts,
GREAT BRITAIN

First Light
Photoshop
Art Director: Paul Tysall
Client: ImagineFX magazine
Raymond Swanland, USA

Excellence

Fantasy

'PoxNora' © Sony Online Entertainment LLC



© Wizards of the Coast

PoxNora: Siege Monger
Photoshop
Art Director: Bryan Rypkowski
Client: Sony Online Entertainment LLC
Jakub Kaspar, USA *[top]*

Kederekt Parasite
Photoshop, Painter
Client: Wizards of the Coast
Dan Scott, USA
[above]

Orc
Mudbox, 3ds Max, mental ray
Jukka Tahtinen,
SWEDEN
[top]

Orc Maori
ZBrush, Photoshop
Nicolas Collings,
CANADA

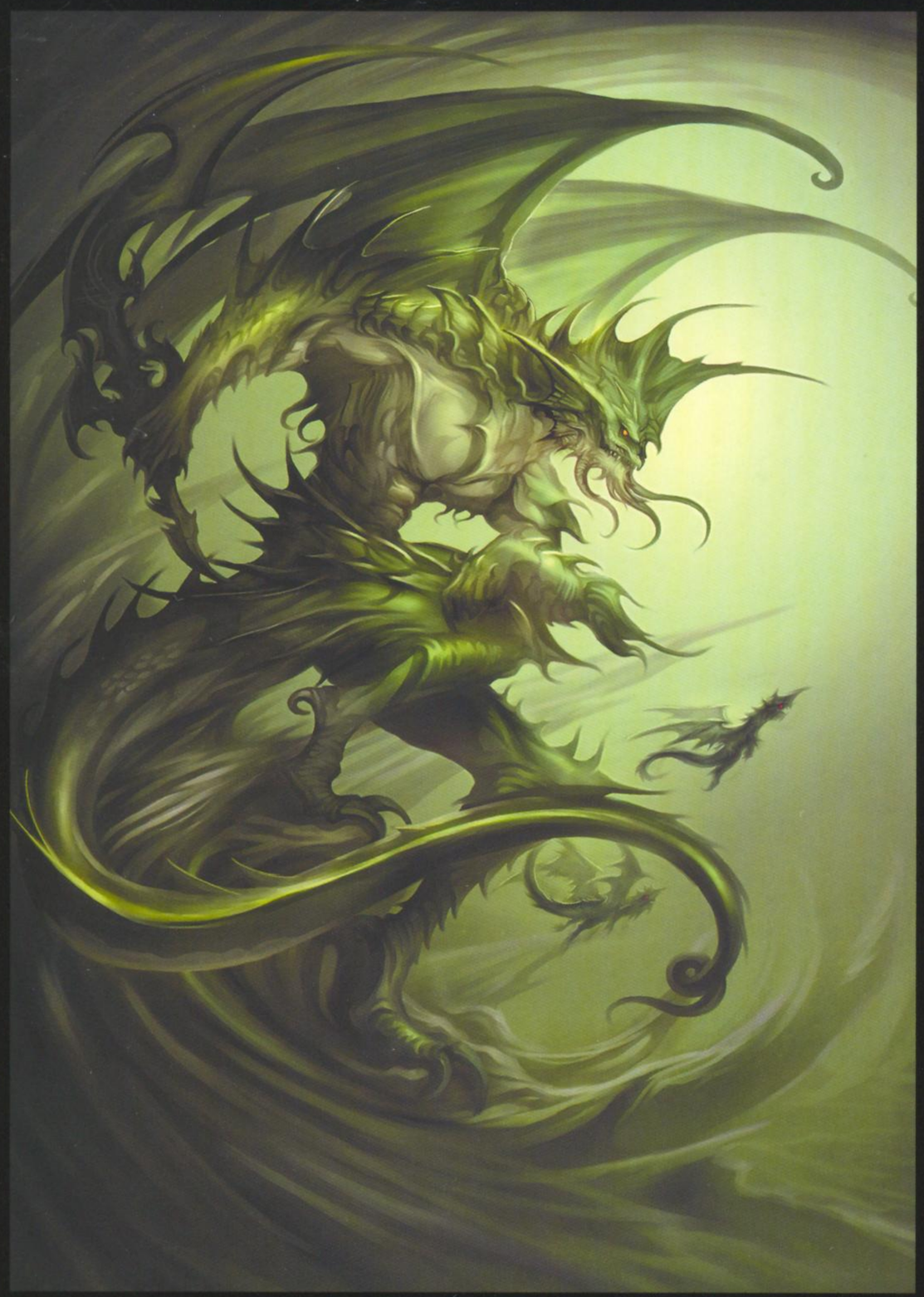
Excellence

Fantasy

© Wizards of the Coast

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

The Gift
Painter
Simon Dominic,
Painterly Arts,
GREAT BRITAIN
[above]



Green Dragonman
Painter, Photoshop
Chainarong Watcharinkarn,
THAILAND
[top]

Sandbirth
Photoshop
Markus Neidel,
GERMANY
[above]

Battle Dragon
Photoshop
Kerem Beyit,
TURKEY
[top]

Prophet of the devil
Photoshop
Jesse van Dijk, Jesse van Dijk Art, NETHERLANDS
[top]

God of Door
Photoshop
Yang Xueguo, CHINA
[above]

The Downfall of Icarus
Painter
Allen Douglas, USA
[top]

Come with Me
Photoshop
Gary Jamroz-Palma, FRANCE
[above]

© Perfect World Co. Ltd.

'PoxNora' © Sony Online Entertainment LLC

Priestess and Dragon
Photoshop
Client: Perfect World Co. Ltd.
Feng Guo, CHINA
[top]

Ghost Stories
Painter
Art Director: Cam Lay
Client: Easton Press
Patrick J. Jones, AUSTRALIA *[above]*

PoxNora: Eager Cyclops
Photoshop
Client: Sony Online Entertainment LLC
Bryan Rypkowski, USA
[top]

Dragon Mage
Photoshop
Kerem Beyit,
TURKEY
[above]

Legends of Norrath: Tythus
Photoshop
Art Director: Roger Chamberlain
Client: Sony Online Entertainment LLC
Lius Lasahido, USA
[top]

Castellan
Photoshop
Feng Wei, CHINA
[above]

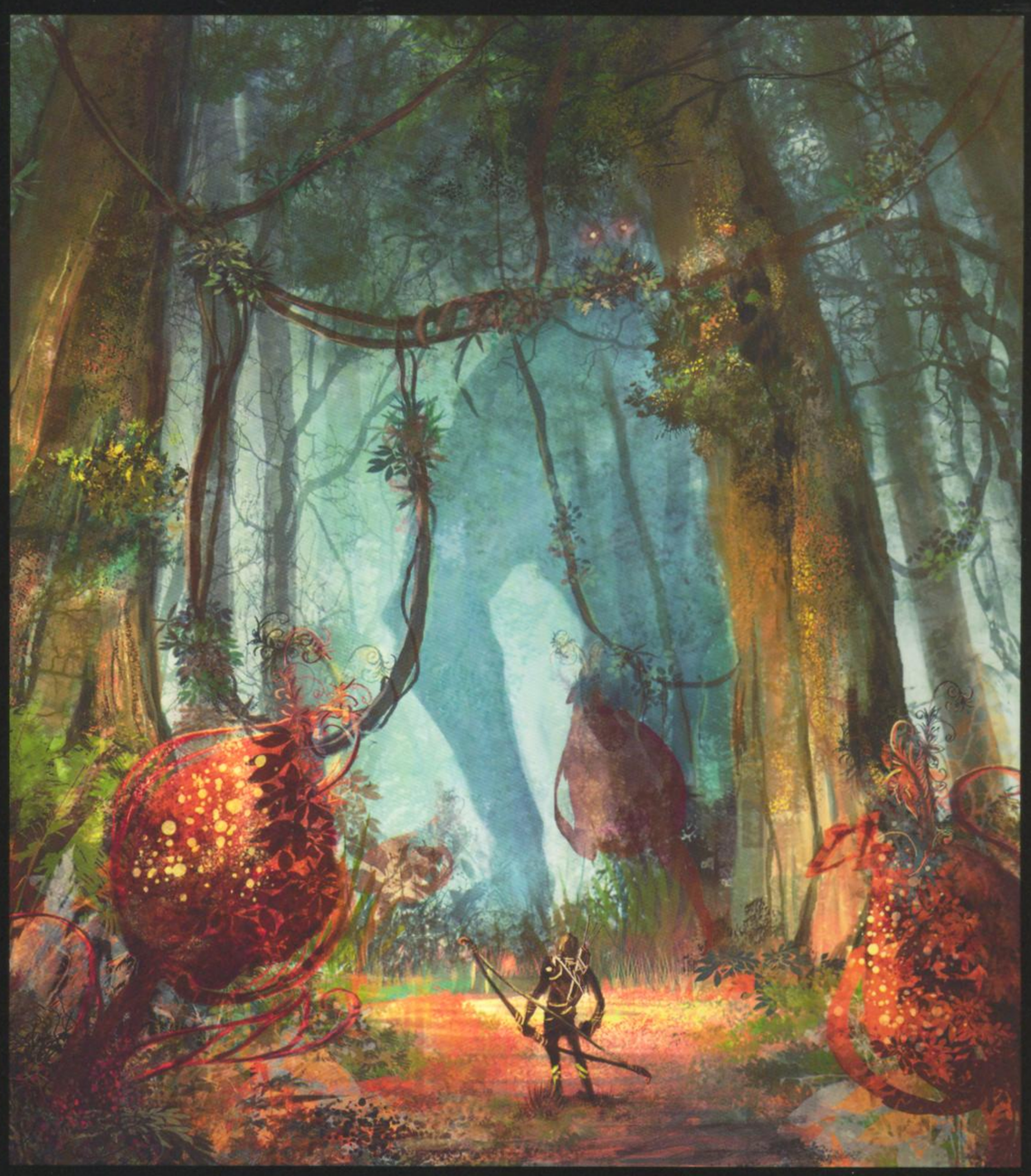
Legends of Norrath: Optocolypse
Photoshop
Art Director: Roger Chamberlain
Client: Sony Online Entertainment LLC
Kerem Beyit, USA
[top]

Ritual
Photoshop, Painter
Nicole Cardiff,
USA

Chill
Painter, Photoshop
Roden Chong, Magic three, MALAYSIA
[top]

The Wood Dragon and the Ladybird
Photoshop
Phil McDarby, IRELAND
[above]

Bluewater
Painter
Jian Guo, CHINA
[top]



Agaricales
Photoshop
Jason Juta, GREAT BRITAIN
[top]

Old junk town
Photoshop
Henryca Citra, INDONESIA
[above]

The hunter
Photoshop
Simona Ceci, ITALY
[top]

Master

Fantasy Femmes

Ari
Photoshop
Nikolay Yeliseyev, RUSSIA

Half-elf Girl
Photoshop
Kerem Beyit, TURKEY

Excellence

Fantasy Femmes

'Legends of Norrath' © 2009 Sony Online Entertainment LLC

Excellence

Fantasy Femmes

Legends of Norrath: Lyrirae Oakwynd
Photoshop
Art Director: Roger Chamberlain
Client: Sony Online Entertainment LLC
Michael C. Hayes, USA

Touch of Gold
Photoshop
Bente Schlick,
GERMANY

Excellence

Fantasy Femmes

Mercy
Painter, Photoshop
Agent: Norma Editorial
Mélanie Delon, FRANCE
[above]

Birth of a red Dragon
Photoshop
Gonçalo Pereira,
PORTUGAL
[top]

Sea soul
Photoshop
Duan Xue,
CHINA
[above]

Summers Eve
Photoshop
Model: Marjolein Gulinski
Colin Foss, USA
[top]

Enchanted Music
Photoshop
Bente Schlick,
GERMANY
[top]

Beauty and Death
Photoshop
Bing Xiao,
CHINA
[above]

Mitziwa
Painter, Photoshop
Leonie Jannien Baauw,
NETHERLANDS
[above]

She called herself 'Pride'
SoftimageIXSI, ZBrush, Photoshop
Florian Delarque,
FRANCE
[top]

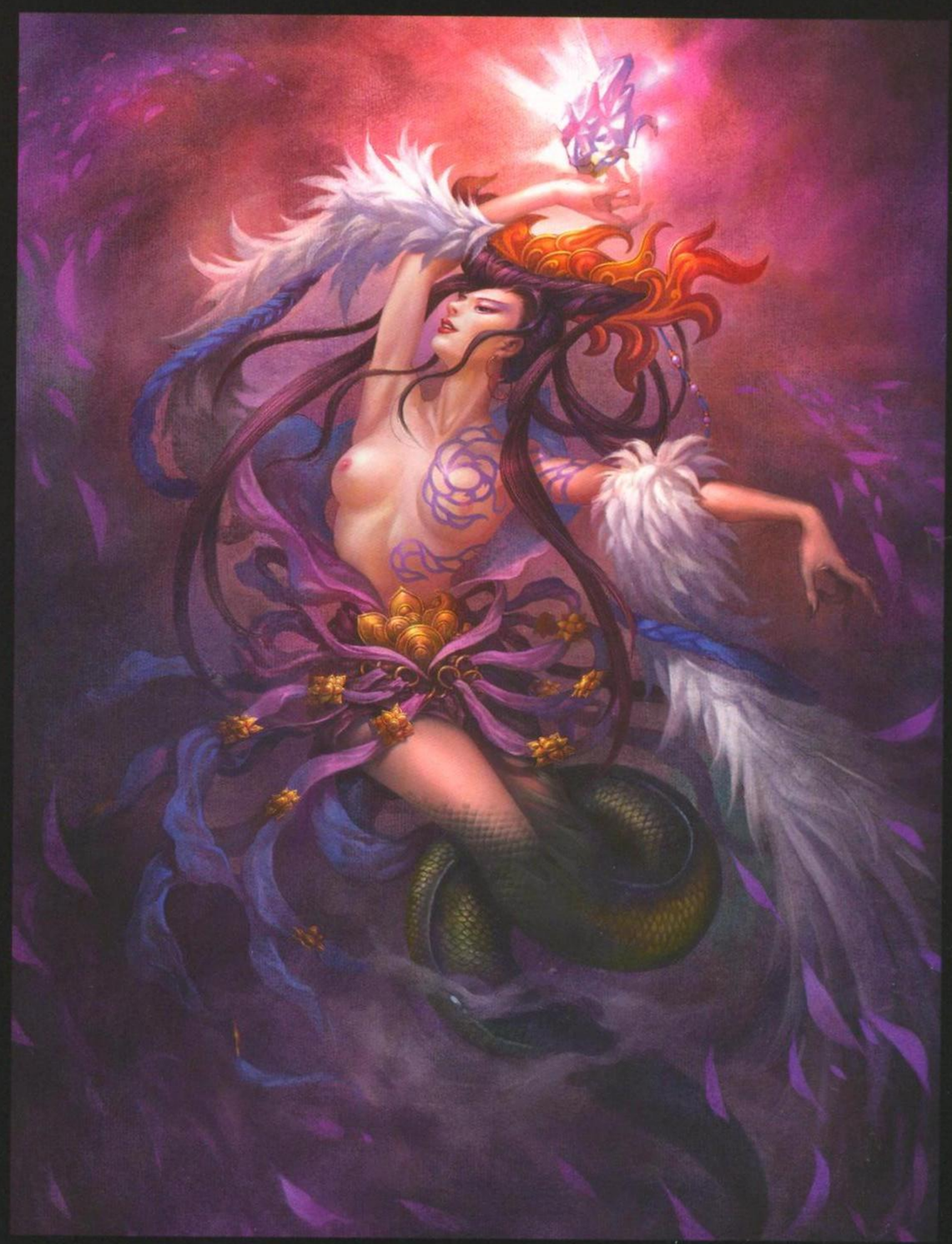
'Legends of Norrath' © 2009 Sony Online Entertainment LLC

Legends of Norrath: Favor of the dead
Photoshop
Art Director: Roger Chamberlain
Derek Herring, Sony Online Entertainment LLC, USA
[above]

Maleficent
Photoshop
Kekai Kotaki,
USA
[right]

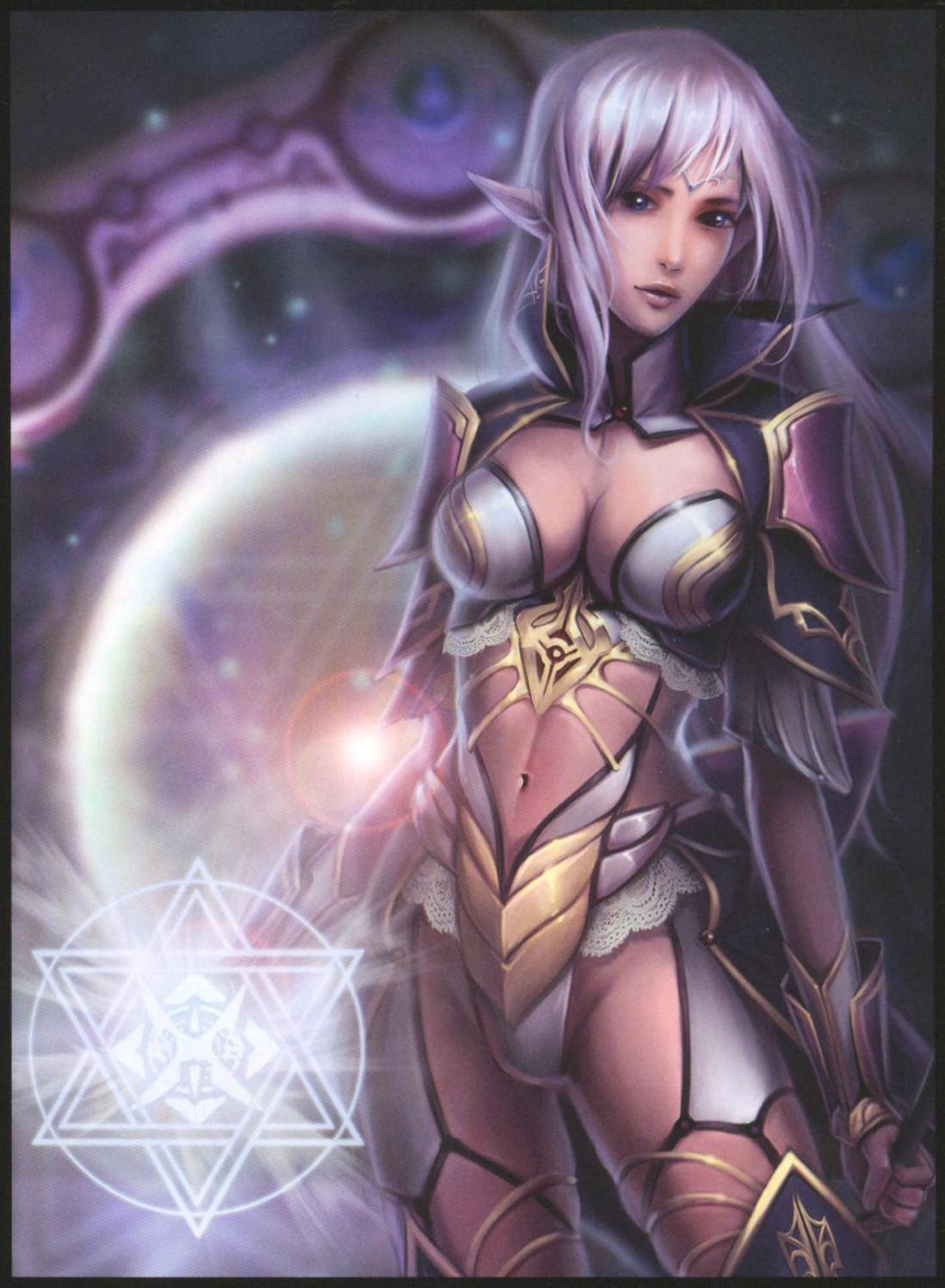
I Died
Painter, Photoshop
Anne Pogoda, GERMANY
[above]

Crab
Photoshop, Painter
Karoly Bera, Graph Art, HUNGARY
[top]



Nüwa
Photoshop
Feng Wei, CHINA
[above]

© Perfect World International



Perfect World
Painter, Photoshop
Na Sun, Perfect World International, CHINA
[top]

Female Rogue
3ds Max, ZBrush
Dani Garcia, SPAIN
[above]

Kora
Painter, Photoshop
Anna Linberger, GERMANY
[top]

'Legends of Norrath' © 2009 Sony Online Entertainment LLC

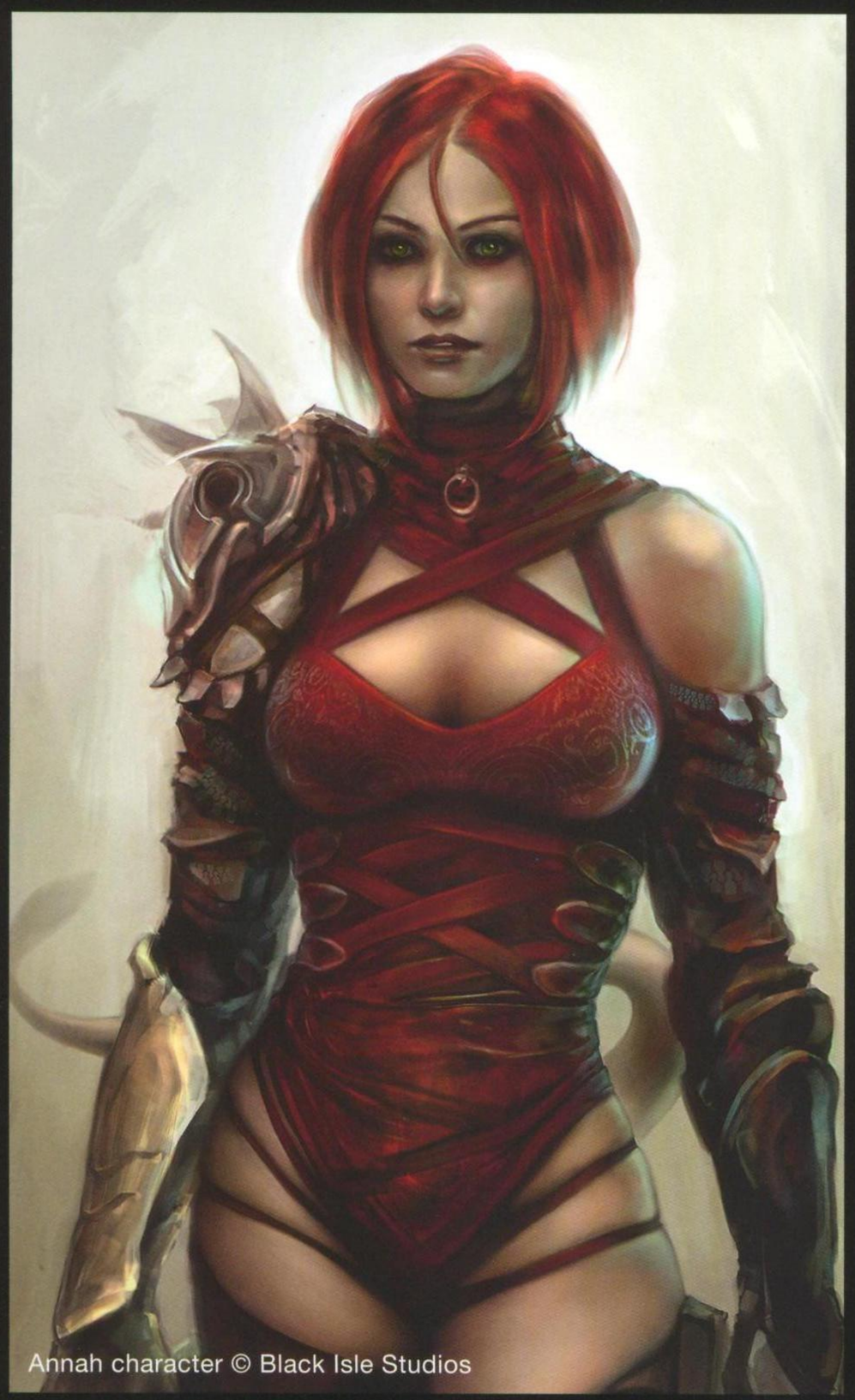
Friends
Photoshop
Jane Liu,
CHINA
[top]

Legends of Norrath: The Forest Guardians
Photoshop
Art Director: Roger Chamberlain
Client: Sony Online Entertainment LLC
Graciano Lucas, USA *[above]*

March of the Rainbow Shadows
Photoshop
Nicholas Miles, Blitz Games,
GREAT BRITAIN
[top]

'Legends of Norrath' © 2009 Sony Online Entertainment LLC

Legends of Norrath: Firebolt
Photoshop
Art Director: Roger Chamberlain
Derek Herring, Sony Oniine Entertainment LLC, USA



Annah character © Black Isle Studios

Annah
Photoshop
Inspired by: Planescape: Torment
Michele Chang, MALAYSIA *[top]*

Oust
Painter
Liang Yue, TAIWAN
[above]

Ashes
Photoshop
Charlie Bowater, GREAT BRITAIN
[top]

But his heart is mine
Photoshop, Painter
Karoly Bera, Graph Art, HUNGARY
[top]

Utherworlds: Adesonez
Photoshop, Painter
Philip Straub, USA
[above]

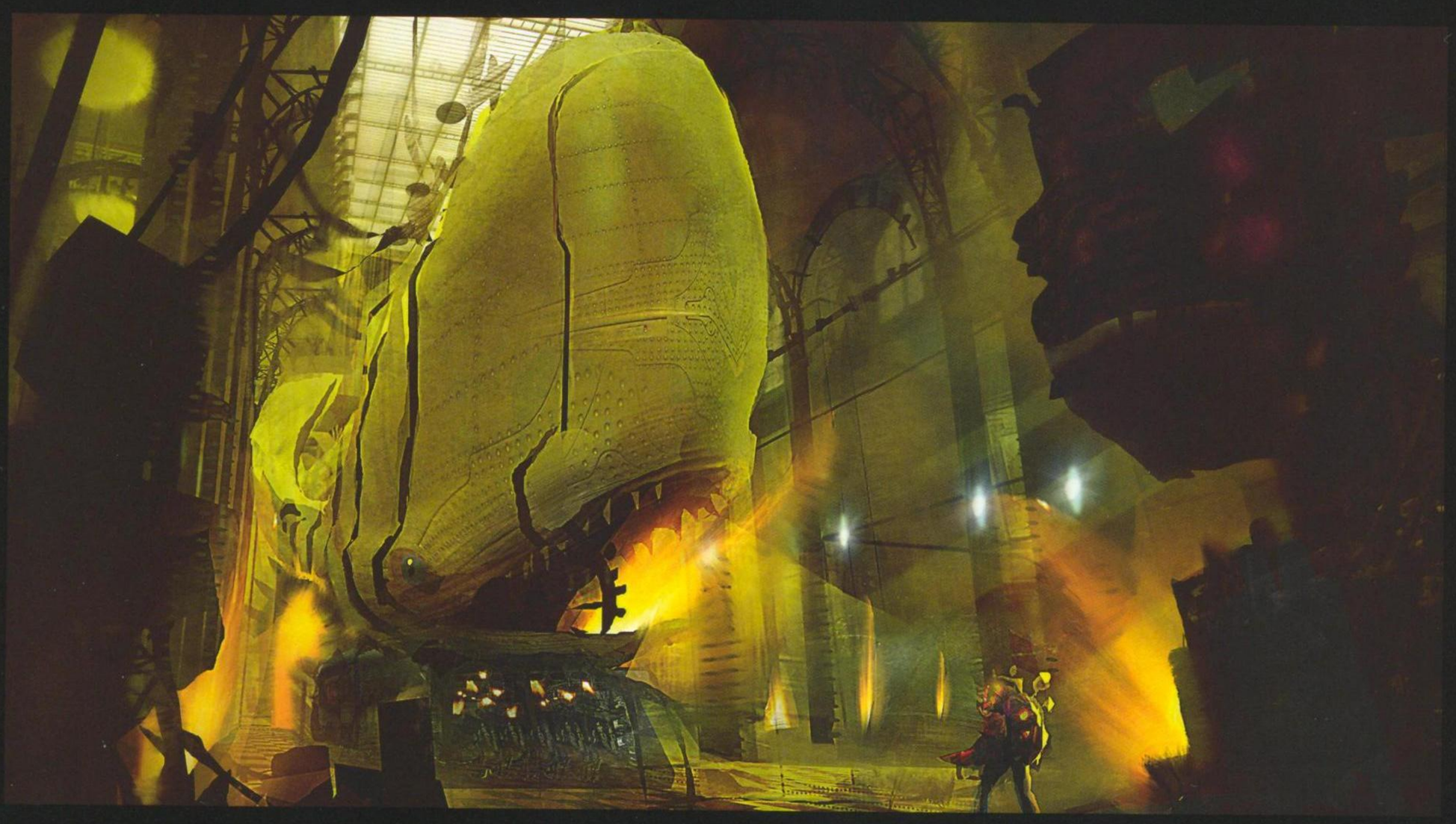
Erzsebet Bathory
Photoshop
-Rom- darkness.et.folly, ITALY
[top]

Master

Concept Art

‘Guild Wars’ © ArenaNet

Guild Wars: Construction Site
Photoshop
Daniel Dociu, ArenaNet, USA



Natural Selection 2: Biodome Control Room
Photoshop
Client: Unknown Worlds
Cory Strader, USA
[top]

Spaceport
Photoshop
Edward Del Rio,
USA
[center]

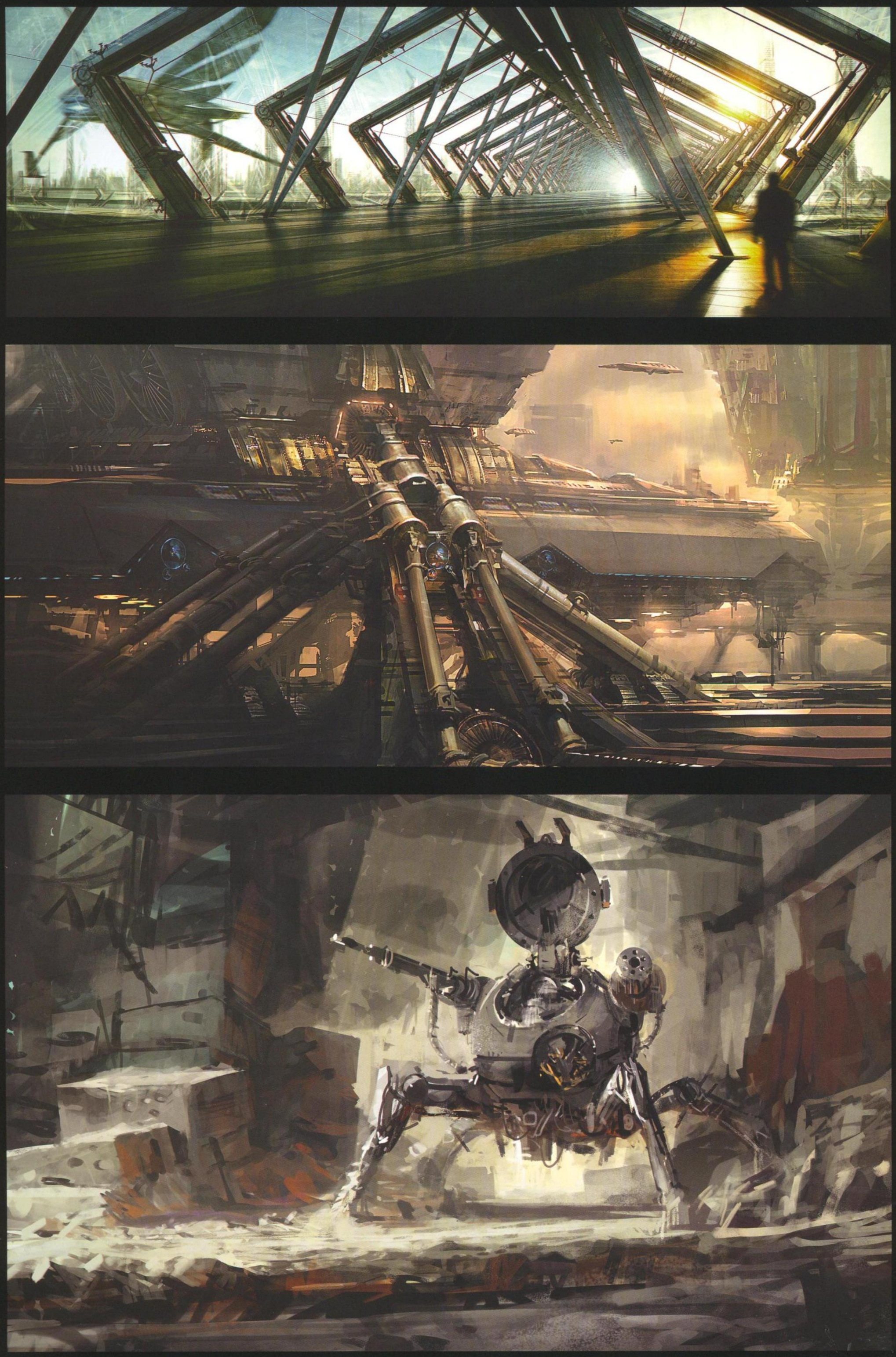
Belly of the Beast
Photoshop
Ben Mauro,
USA
[above]

Recon
LightWave 3D, Photoshop
Neil Maccormack,
bearfootfilms, SWITZERLAND

Excellence

Concept Art

Dragon Light Cathedral
Photoshop
James Paick, Scribble Pad Studios, USA



On my way
3ds Max, Photoshop
Ravinder Sembi, GREAT BRITAIN
[top]

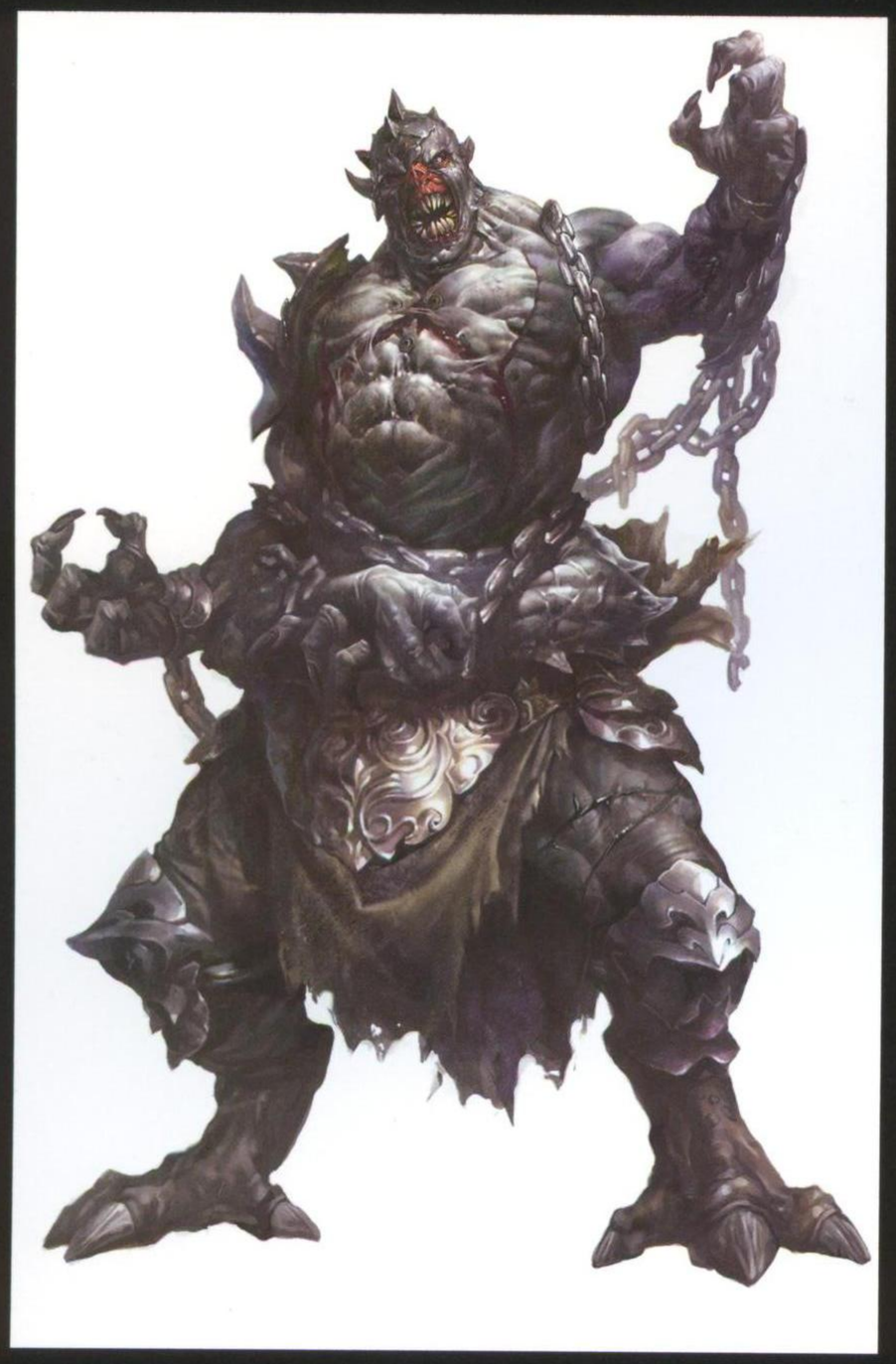
Generator Entrance
Photoshop
James Paick, Scribble Pad Studios, USA
[center]

Dust Bot
Photoshop
Anthony Wolff, FRANCE
[bottom]

Network System
Photoshop
James Paick, Scribble Pad Studios,
USA

Excellence

Concept Art



Mangle
Photoshop
Feng Wei, CHINA
[top]

Dementor
Photoshop
Feng Wei, CHINA
[top]

'Natural Selection 2' © Unknown Worlds

Natural Selection 2: The Onos
Photoshop
Client: Unknown Worlds
Cory Strader, USA *[above]*

Jolly
Photoshop
Kekai Kotaki, USA
[top]

Centaur Warrior
Photoshop
Kekai Kotaki, USA
[above]

Armored Guard
Photoshop
Daniel Ljunggren, SWEDEN
[top]

The Emperor
Photoshop
Peter Popken, GERMANY
[above]

Oriental Dragon
Photoshop
Li Jia Tan, USA
[top]

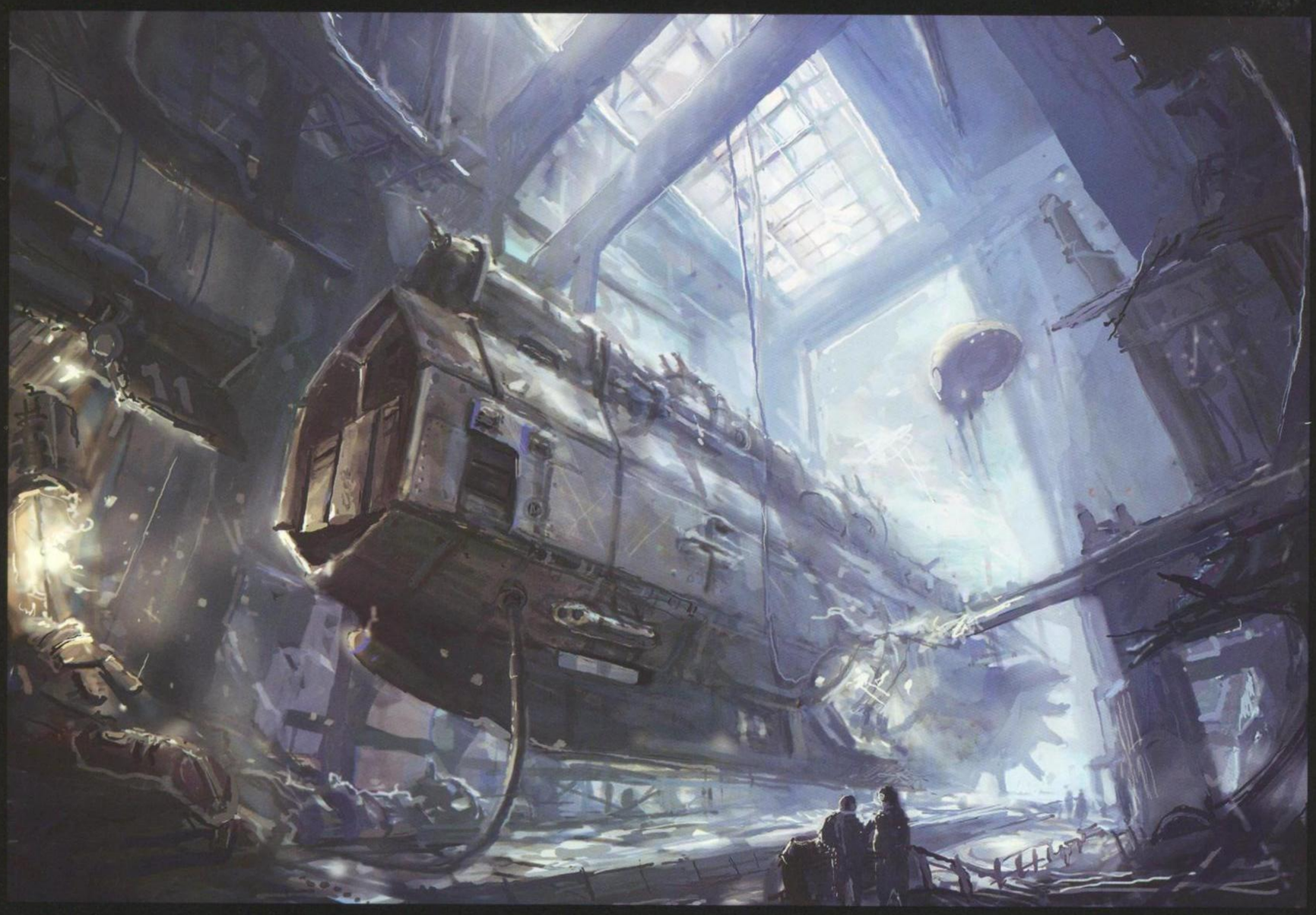
Guild Wars: Steel Flyer
Photoshop
Daniel Dociu, ArenaNet, USA
[above]

'Guild Wars' © ArenaNet

Guild Wars: Undead
Photoshop
Client: ArenaNet
Horia Dociu, USA *[top]*

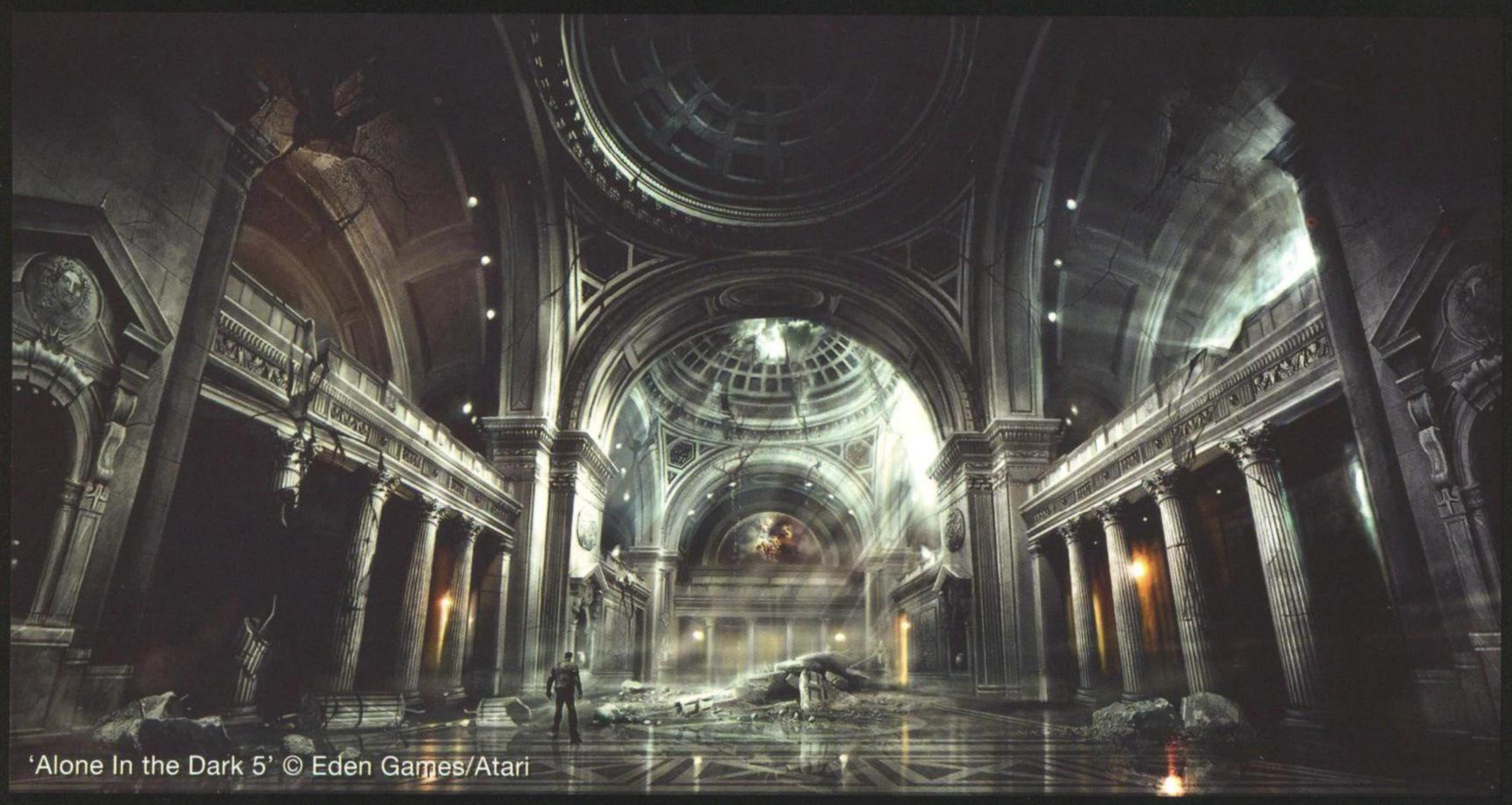
Utherworlds: The Clouding
Photoshop, Painter
Philip Straub, USA
[above]

X-girl
Photoshop
Isaak Lien, USA
[above]



Time Off
Photoshop
Rasmus Berggreen,
berggreenandersen&, DENMARK
[left]

Corridor
Photoshop
Dennis Chan, GERMANY
[left]



Alone In the Dark 5: The Great Hall
Photoshop
Client: Eden Games/Atari
Pascal Casolari, Edengames,
FRANCE
[left]

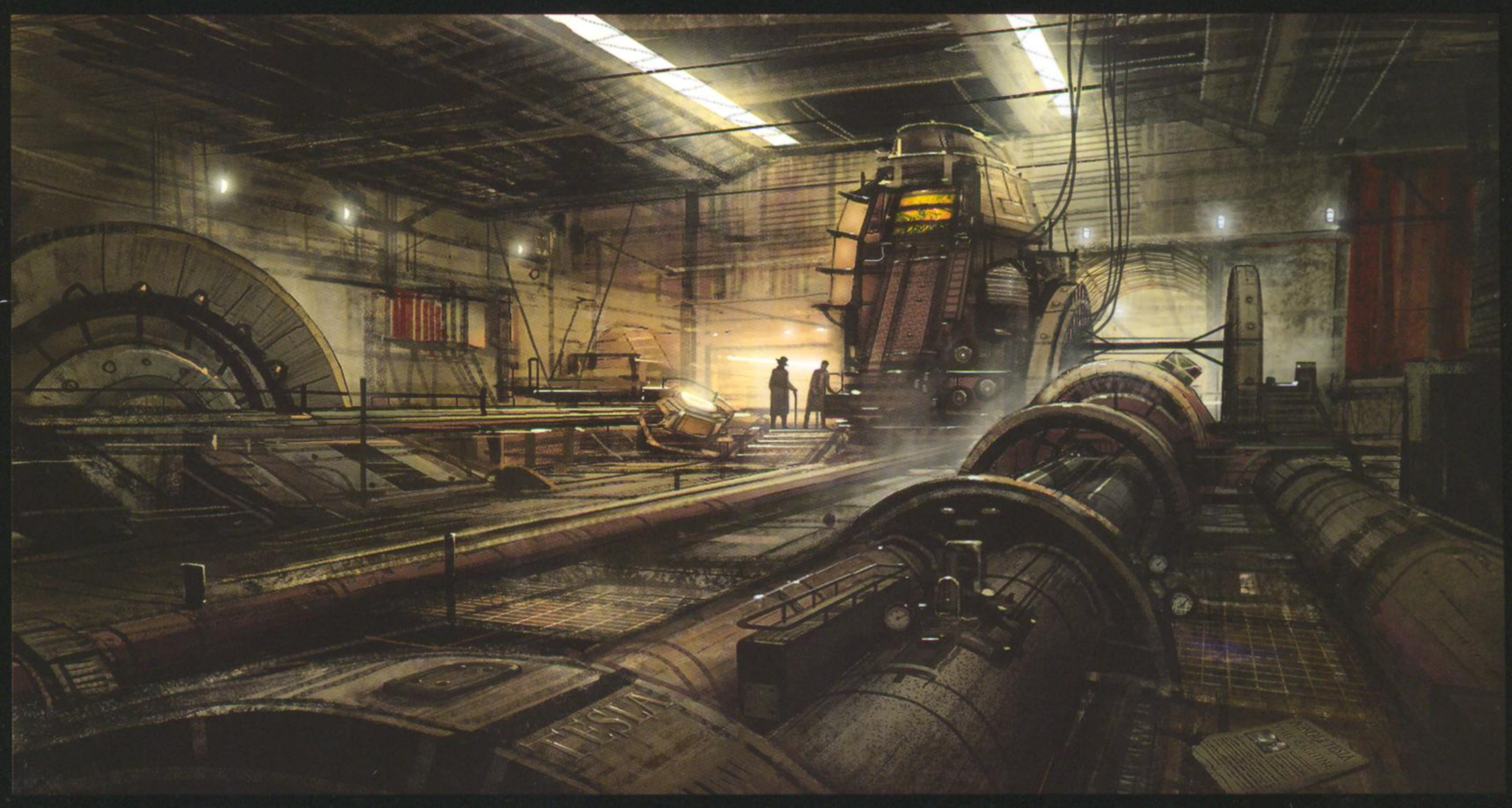
'Alone In the Dark 5' © Eden Games/Atari

Invasion
Photoshop
Anthony Wolff, FRANCE
[right]

Guild Wars: Wall
Photoshop
Client: ArenaNet
Horia Dociu, USA
[right]

'Guild Wars' © ArenaNet

Time Machine
Photoshop
Lorenz Hideyoshi Ruwwe,
GERMANY
[right]



Master

Matte Painting

Sentinel Bay
Photoshop
Sarel Theron, SOUTH AFRICA

Excellence

Matte Painting

Devil's Cliffs
Photoshop
Bastien Grivet, FRANCE

Cloud Temple
Photoshop
Tiberius Viris, ROMANIA

Excellence

Matte Painting

New Day
Photoshop
Fabio Barretta Zungrone, ITALY
[top]

Drakko: At the Edge of the Realm
Photoshop
Tiberius Viris, ROMANIA
[center]

The Cathedral
CINEMA 4D, Maxwell Render, Photoshop
Rudolf Herczog, SWEDEN
[above]

Waterfall
Photoshop
Mohammad Ahmadvand, Didar, IRAN
[top]

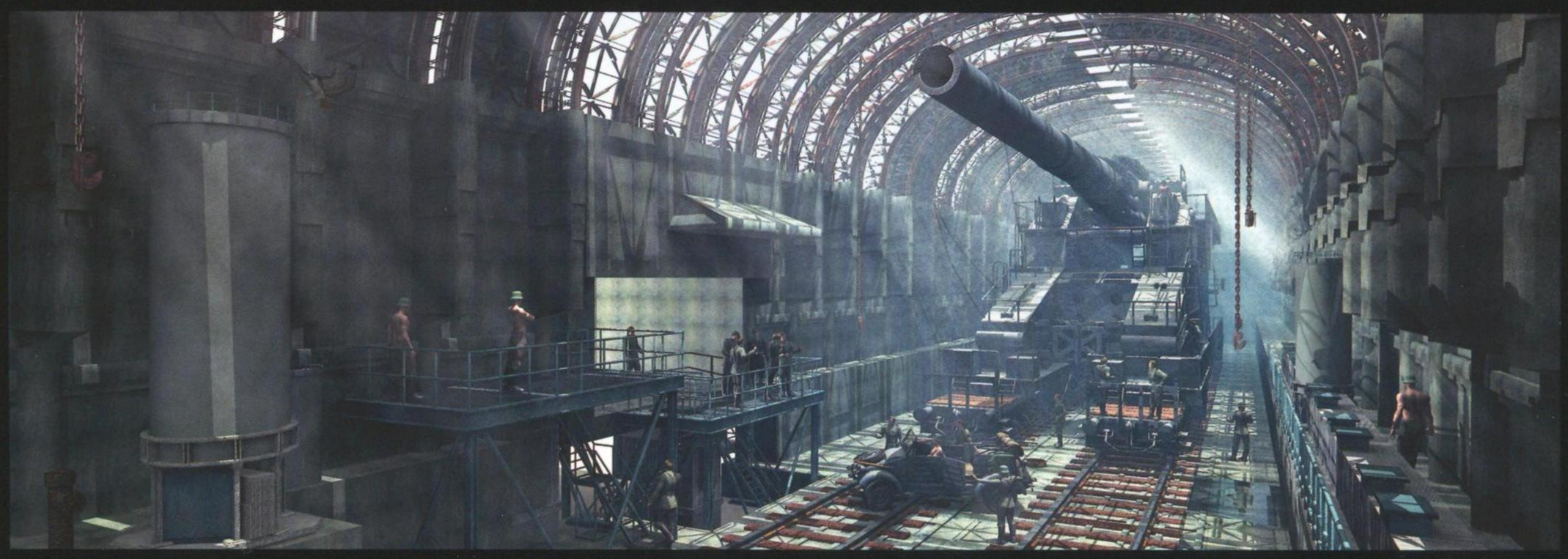
Kingdom
CINEMA 4D, Maxwell Render, Photoshop
Rudolf Herczog, SWEDEN
[center]

Tower
Photoshop
Dmitry Mitsuk, CANADA
[above]

Misty Mountains
Photoshop
Sarel Theron, SOUTH AFRICA
[top]

Palace
Photoshop
Emmanuel Shiu, USA
[above]

Fishing Village
Maya, mental ray, Photoshop
Eve Berthelette, **Stéphan Brisson, Dany Desgagné** and **Jessy Veilleux**,
Meduzarts Digital Environment Studio, CANADA
[above]



Global Warning
3ds Max, V-Ray, Photoshop
Nigel Hunt, Glowfrog Studios, GREAT BRITAIN
[top]

Passenger ship
Photoshop
Mojtaba Naderloo, IRAN
[center]

Dora, German rail gun, lying in wait in her tunnel
modo, Vue Esprit, Photoshop
Don Webster, Webster & Sons Studio, USA
[above]

Zeppelins
Photoshop, CINEMA 4D
Björn Norberg, DRAW, SWEDEN
[top]

YFAMO-VA
Maya, Photoshop
Ghislain Bruneau, **Dang Bubendorff** and **Tania Davoli**, Meduzarts Digital Environment Studio, CANADA
[center]

Ship Cemetery
3ds Max, Photoshop
Lubos dE Gerardo Surzin, dE Gerard-Studio, GREAT BRITAIN
[above]

Master

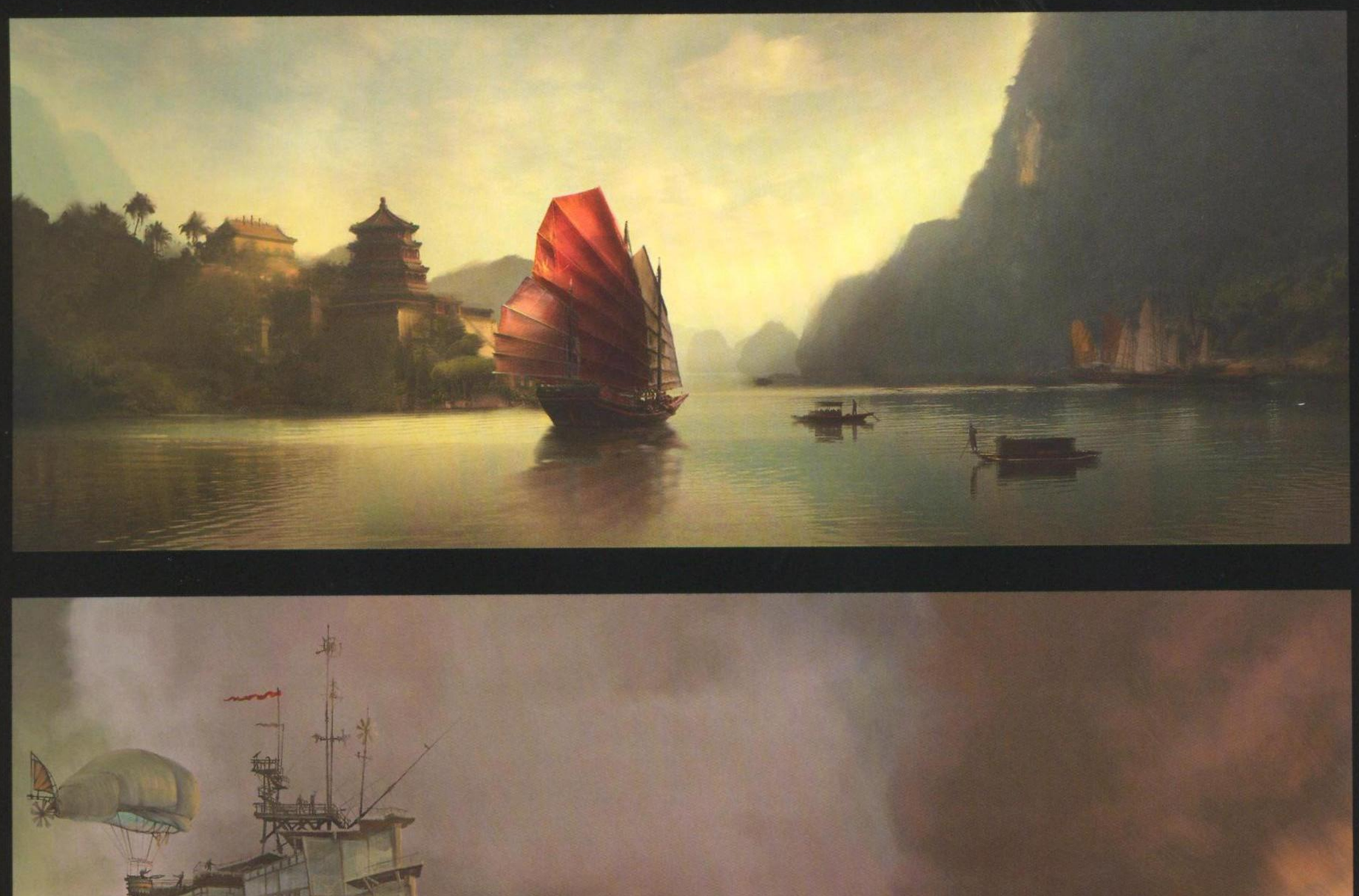
Environment

Tower of evil
Photoshop
Yang Xueguo, CHINA

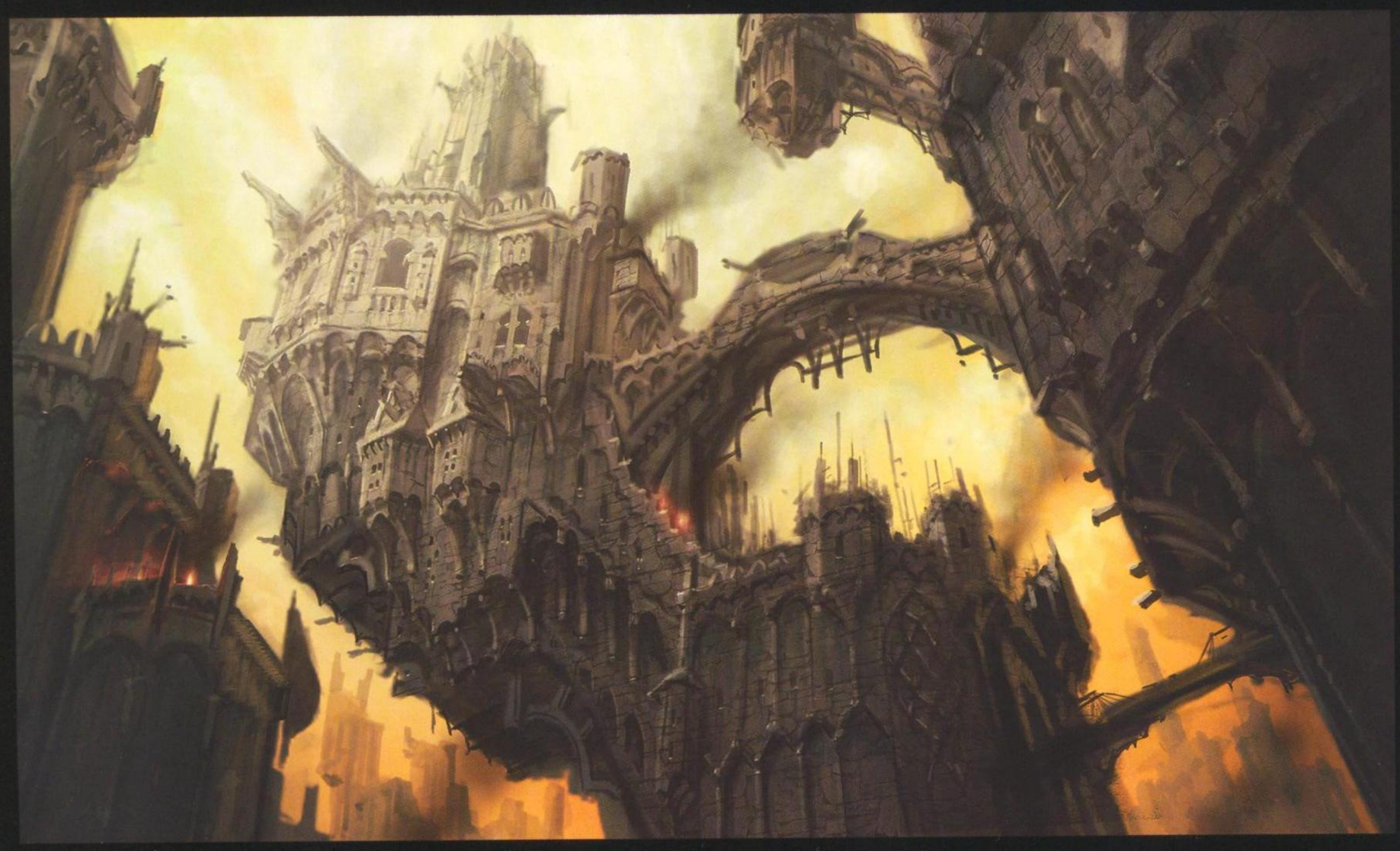
Morning Commute
Photoshop
Edward Del Rio, USA

Excellence

Environment



Fourth Magi: Yangtze
Photoshop, Painter
Wayne Haag, Ankaris, AUSTRALIA
[top]



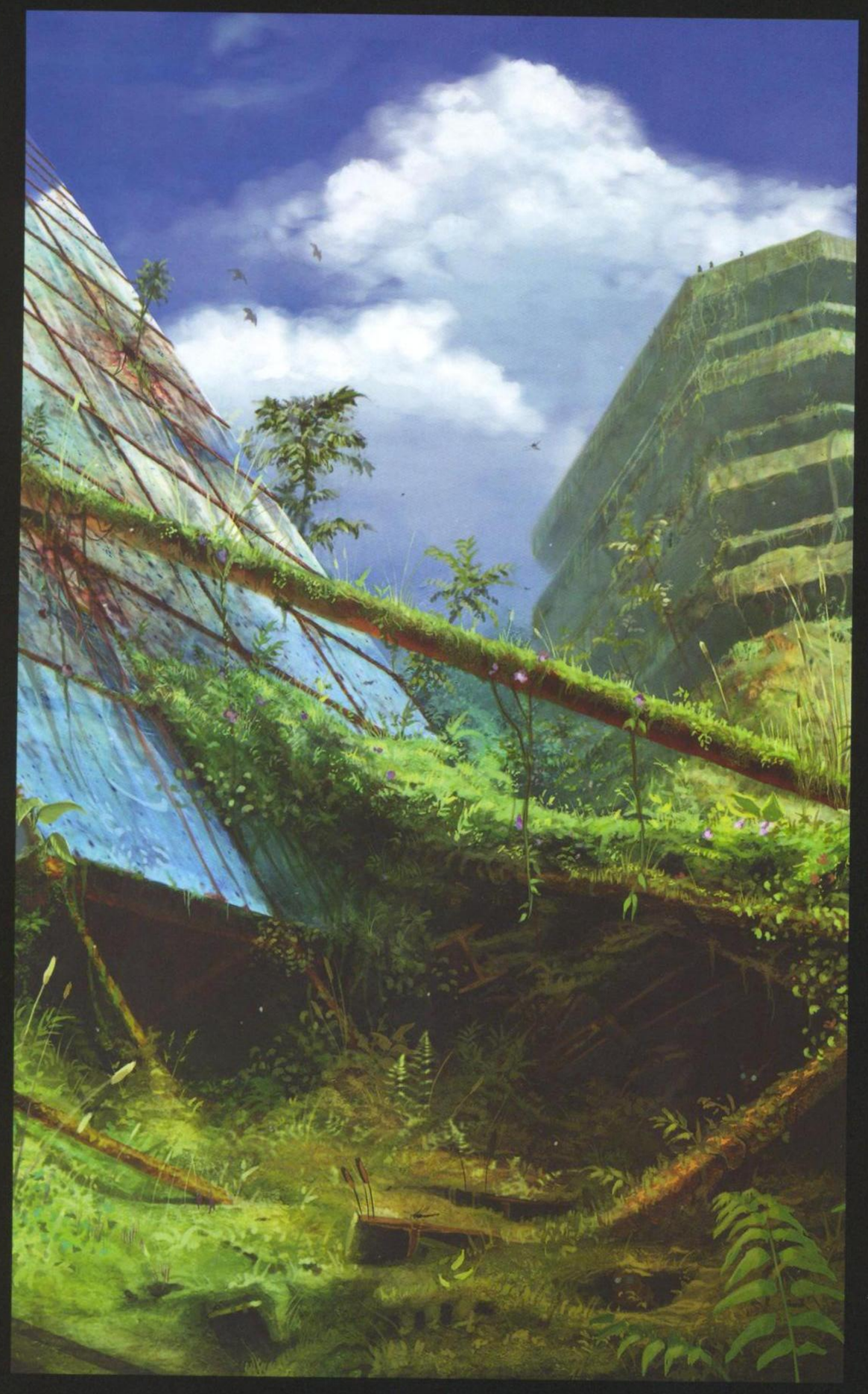
Wandering City
Photoshop
Sergey Skachkov, RUSSIA
[center]

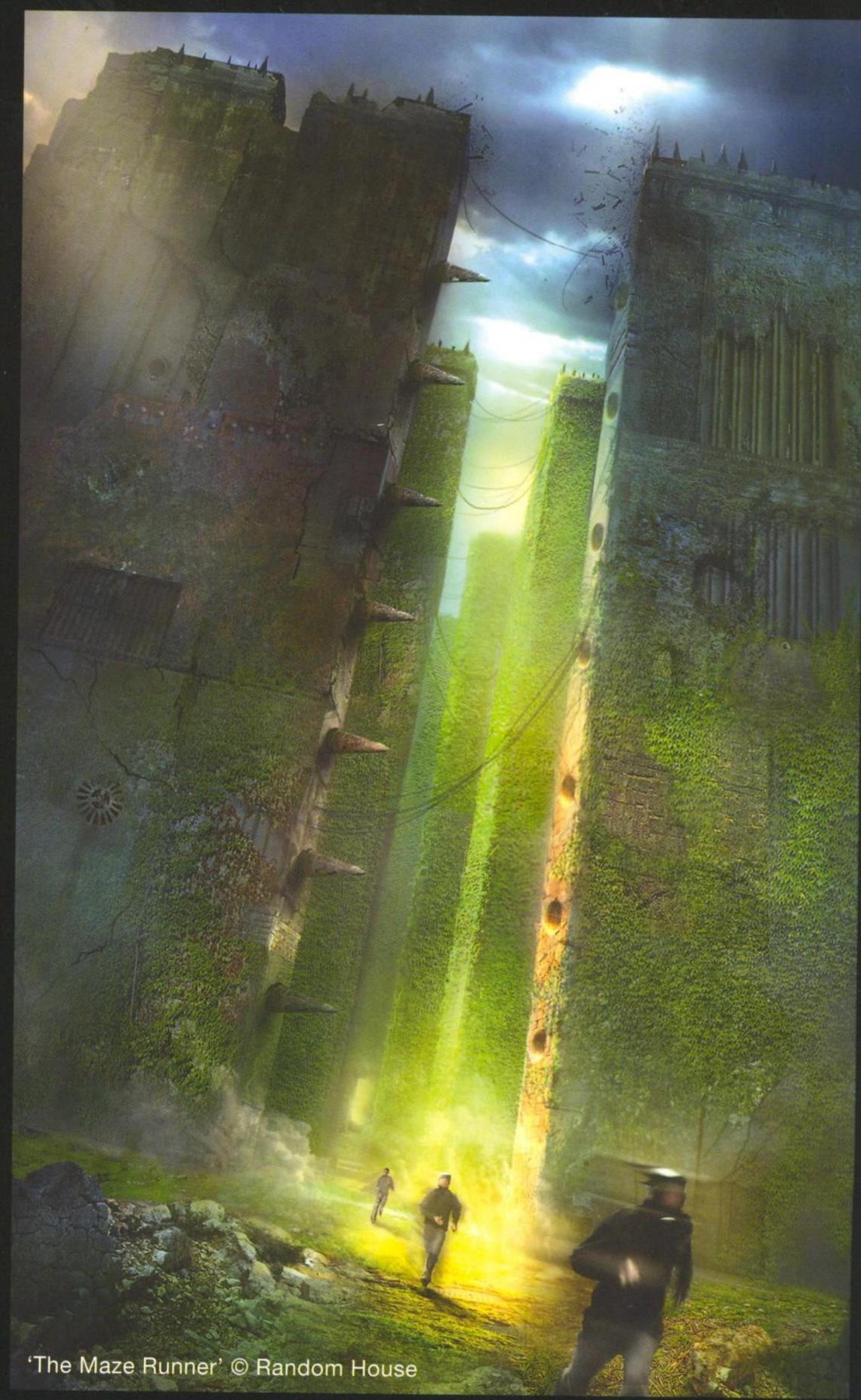
Isolated Tower
Photoshop
César Rizo, VENEZUELA
[above]

Eastern Diaojiao Lou
3ds Max, Photoshop, V-Ray
Ke Chen, CHINA

Excellence

Environment





'The Maze Runner' © Random House

Victory of the wild
Photoshop
James Strehle,
USA
[top]

Dean Observance
Photoshop
Hervé Leblan,
FRANCE
[above]

The Maze Runner
Maya, Painter, Photoshop
Client: Random House
Philip Straub, USA
[top]

© Big Fish Games

Riverside
Photoshop
Arthur Haas,
NETHERLANDS
[top]

The Farm
Photoshop
Client: Big Fish Games
Hamzah Kasom, USA
[above]

Invisible
3ds Max, Photoshop, V-Ray
Jason Godbey, USA
[top]

Sense of India
Maya, mental ray, Fusion, Photoshop
Iliya Atanasov, BULGARIA
[above]

Terra Macchina I
Vue Esprit, modo, Poser, Photoshop
Jacob Charles Dietz, USA
[top]

NY 1900
Photoshop
Chao Hui Lin, USA
[above]

Ancient Highway
Photoshop
Chao Hui Lin, USA
[top]

'Magic the Gathering' © Wizards of the Coast

Magic the Gathering: Keldon Megolith
Photoshop, Painter
Client: Wizards of the Coast
Philip Straub, USA
[top]

Ash
Photoshop
Yang Xueguo,
CHINA
[above]

'Guild Wars' © ArenaNet

Guild Wars: Mine shaft
Photoshop
Client: ArenaNet
Richard Anderson, USA
[top]

Sun will set
Maya, mental ray, Photoshop
Tiong-seah Yap,
MALAYSIA
[above]

Master

Warriors & Conflict

© Wizards of the Coast

Banefire
Photoshop
Art Director: Jeremy Jarvis
Client: Wizards of the Coast
Raymond Swanland, USA

Excellence

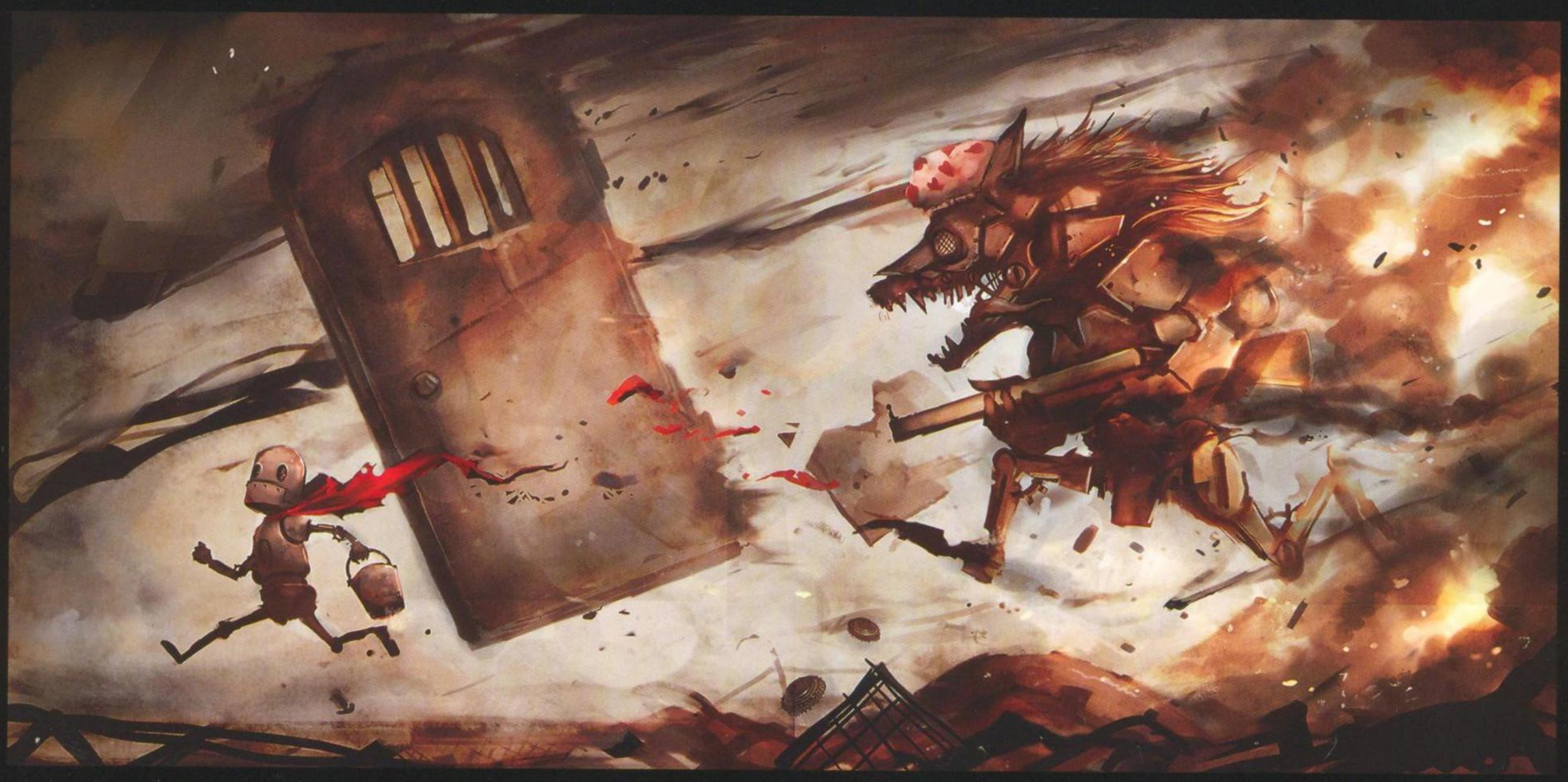
Warriors & Conflict

The two mighty kings
SoftimageIXSI, Photoshop
Jack Zhang, CANADA

Orient wizard
Photoshop, Painter
Wei Wang, USA

Excellence

Warriors & Conflict



Invincible warrior
Photoshop
Derrick Song, SINGAPORE
[top]

Mythology
Photoshop
Feng Wei, CHINA
[center]

Lil' Red
Photoshop
Jasper Ng, CANADA
[above]

Duel of the Warlocks
Painter, Photoshop
Ilich Henriquez, GERMANY

Excellence

Warriors & Conflict

Excellence

Warriors & Conflict

Slayer
Photoshop
Kekai Kotaki, USA

Supervillain SP
Photoshop
Michele Chang, MALAYSIA
[top]

Barbarian
Photoshop
Kekai Kotaki, USA
[above]

Mononofu
Photoshop
Nicholas Tey, SINGAPORE
[top]

'Legends of Norrath' © Sony Online Entertainment LLC

Legends of Norrath: One Way to Settle
Photoshop
Art Director: Roger Chamberlain,
Client: Sony Online Entertainment LLC
Ray Toh, USA

Assassin
Painter, Photoshop
Nicole Cardiff, USA
[top]

Agent of Chaos
Photoshop
Yap Kun Rong, JAPAN
[top]

Four Horsemen
Photoshop
Gordon Oscar, CANADA
[above]

Ambush
Photoshop
Client: S. Akdogan
Kerem Beyit, TURKEY
[top]

Seven Swords
Photoshop
Duan Xue, CHINA
[above]

'Legends of Norrath' © 2009 Sony Online Entertainment LLC

'Legends of Norrath' © 2009 Sony Online Entertainment LLC

'PoxNora' © Sony Online Entertainment LLC

'Legends of Norrath' © 2009 Sony Online Entertainment LLC

Legends of Norrath: Dagda Icefury
Photoshop
Derek Herring, Sony Online Entertainment LLC, USA *[center]*

PoxNora: Master Axeman
Photoshop
Client: Sony Online Entertainment LLC
Bryan Rypkowski, USA *[above]*

Legends of Norrath: Bayle
Photoshop
Art Director: Roger Chamberlain
Derek Herring, Sony Online Entertainment LLC, USA *[center]*

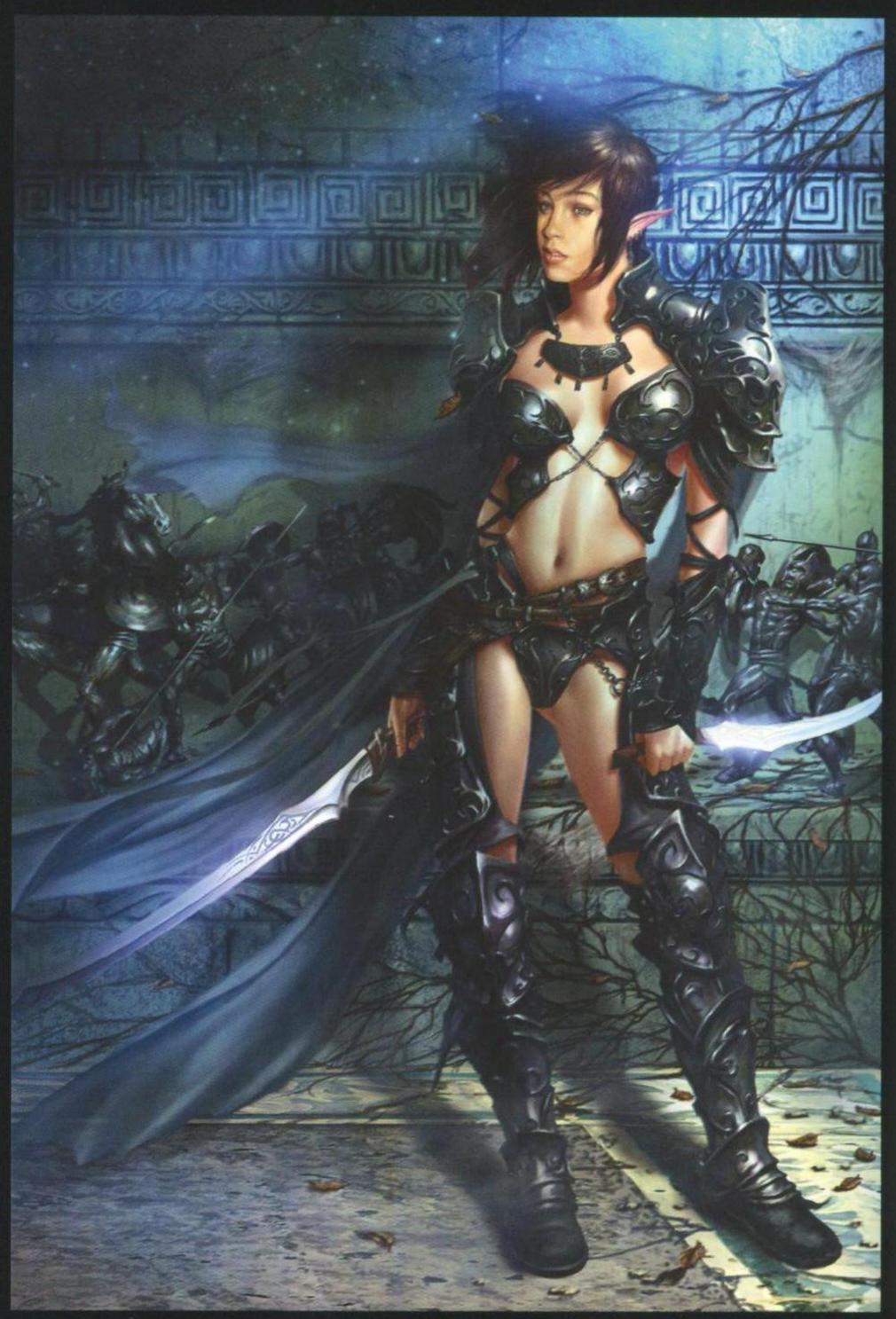
Legends of Norrath: Crested Mistmoore Shield
Photoshop
Art Director: Derek Herring
Client: Sony Online Entertainment LLC
Steve Argyle, USA *[above]*

Which fights! KU-No.1(kunoichi)
Painter, Photoshop
Getabo Hagiwara, Creative Works Pure Corporation, JAPAN
[opposite page, top]

Legend of the Five Rings: Mirumoto Kei
Photoshop
Client: Alderac Entertainment Group
Mario Wibisono, INDONESIA

Helena The Archer
3ds Max, Deep Paint 3D, Photoshop, V-Ray
Marthin Agusta Simny, INDONESIA
[above]

The warrior queen
Maya, BodyPaint 3D, mental ray, ZBrush
Udom Ruangpaisitporn, THAILAND
[top]



History Of The Ancient World
Painter, Photoshop
Ilich Henriquez, GERMANY
[above]

'Legend of the Five Rings' © Alderac Entertainment Group

Salvation
Photoshop
Mario Wibisono, INDONESIA
[top]

Legend of the Five Rings: Tsuruchi Saya
Photoshop
Client: Alderac Entertainment Group
Mario Wibisono, INDONESIA *[above]*

The fifth arrow
Painter
Gyula Pozsgay, Workshop Pozsgay, HUNGARY
[top]

Master

Science Fiction

Jungleman
Photoshop
Arthur Haas, NETHERLANDS

3rd Giant: Rebuilding
Photoshop
Andrew Kim, USA

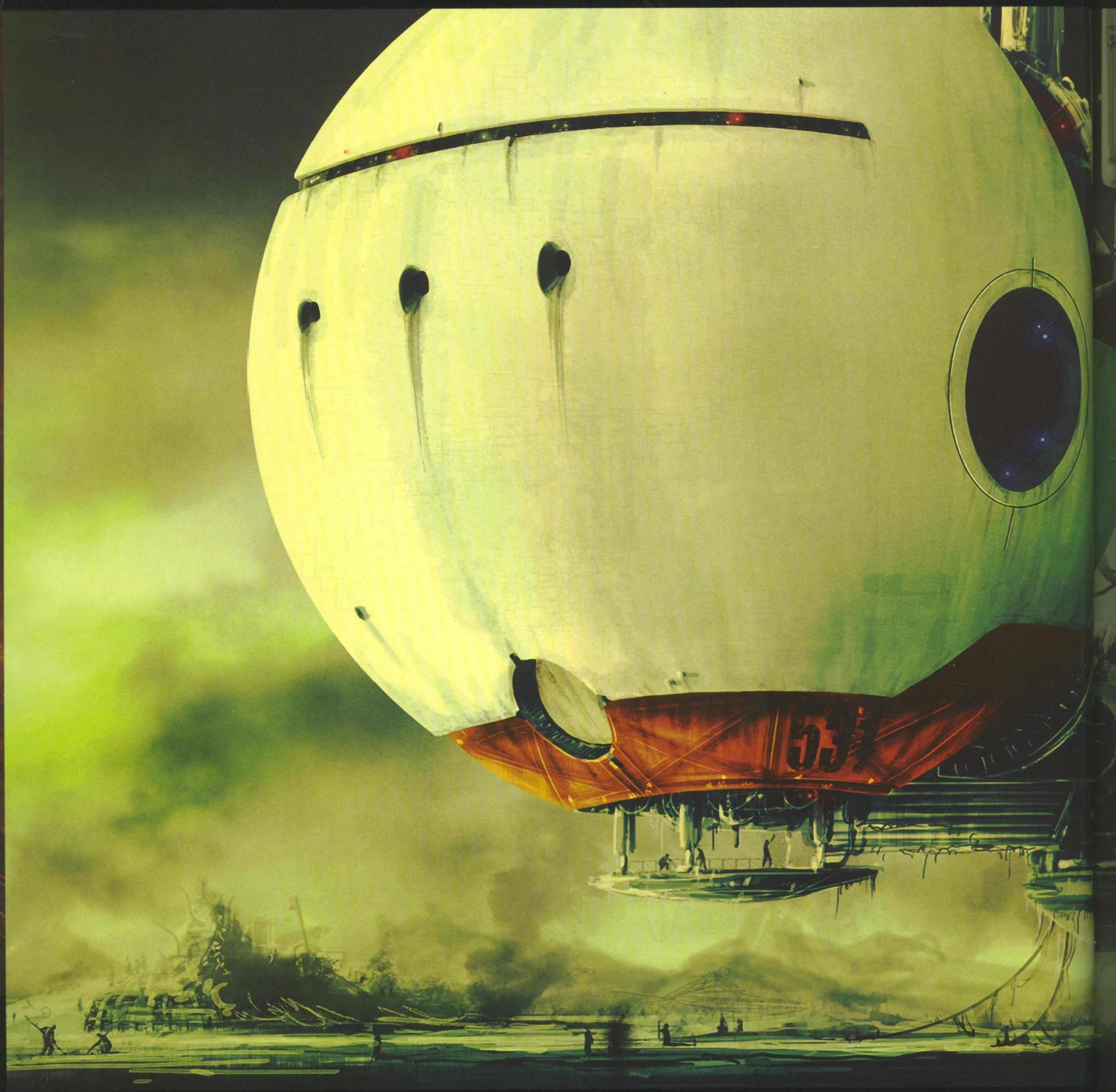
Excellence

Science Fiction

Excellence

Science Fiction

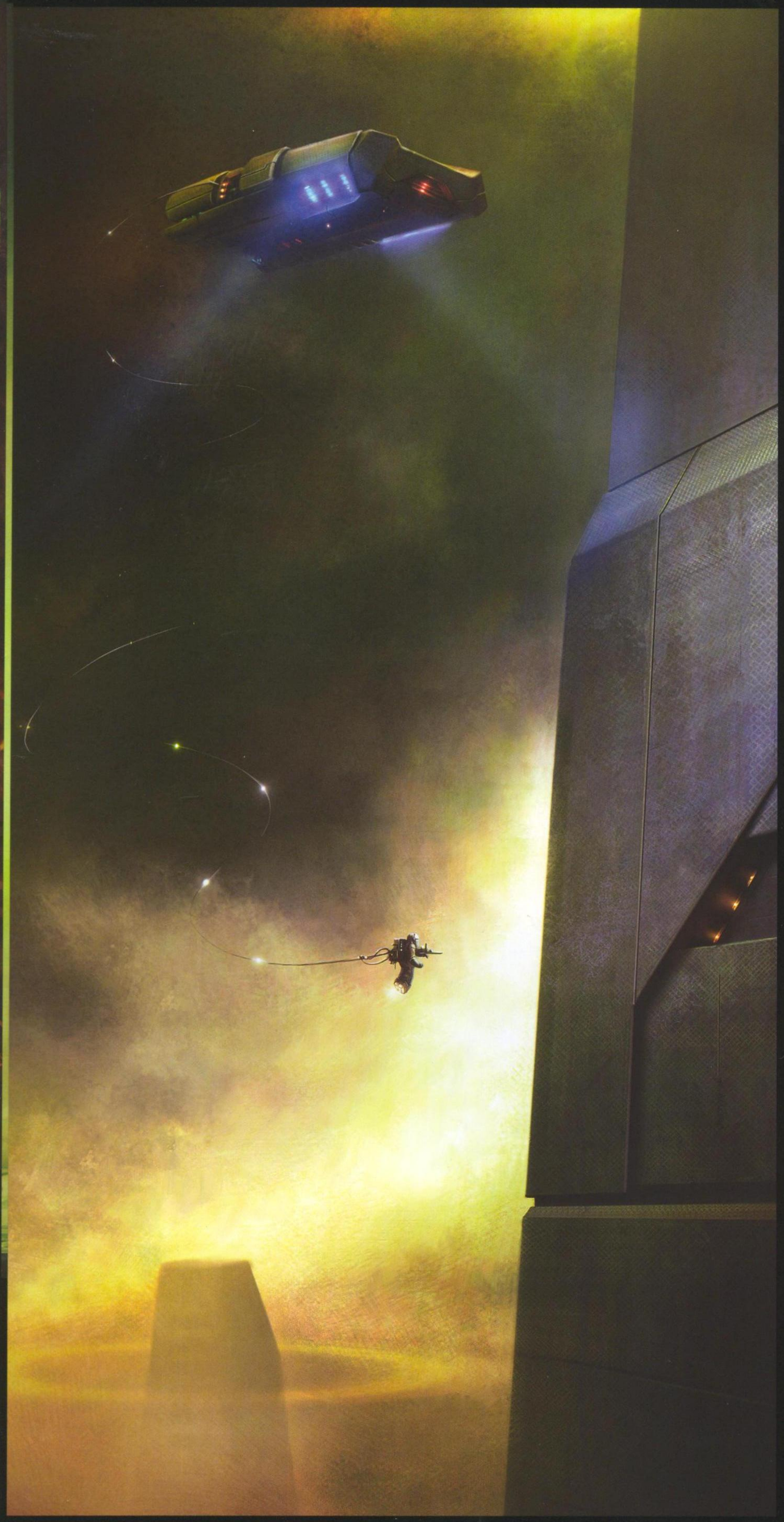
Expedition
Photoshop
Darek Zabrocki, POLAND



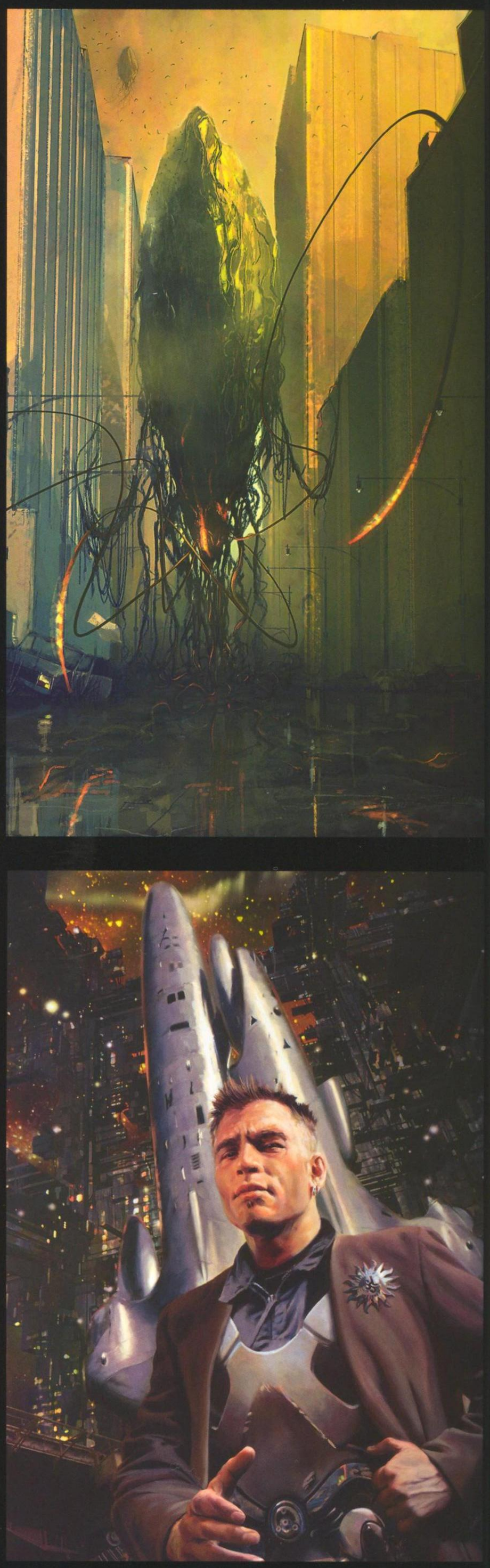
Excellence

Science Fiction

Garbage masters
Photoshop
Pavel Mikhailenko, RUSSIA

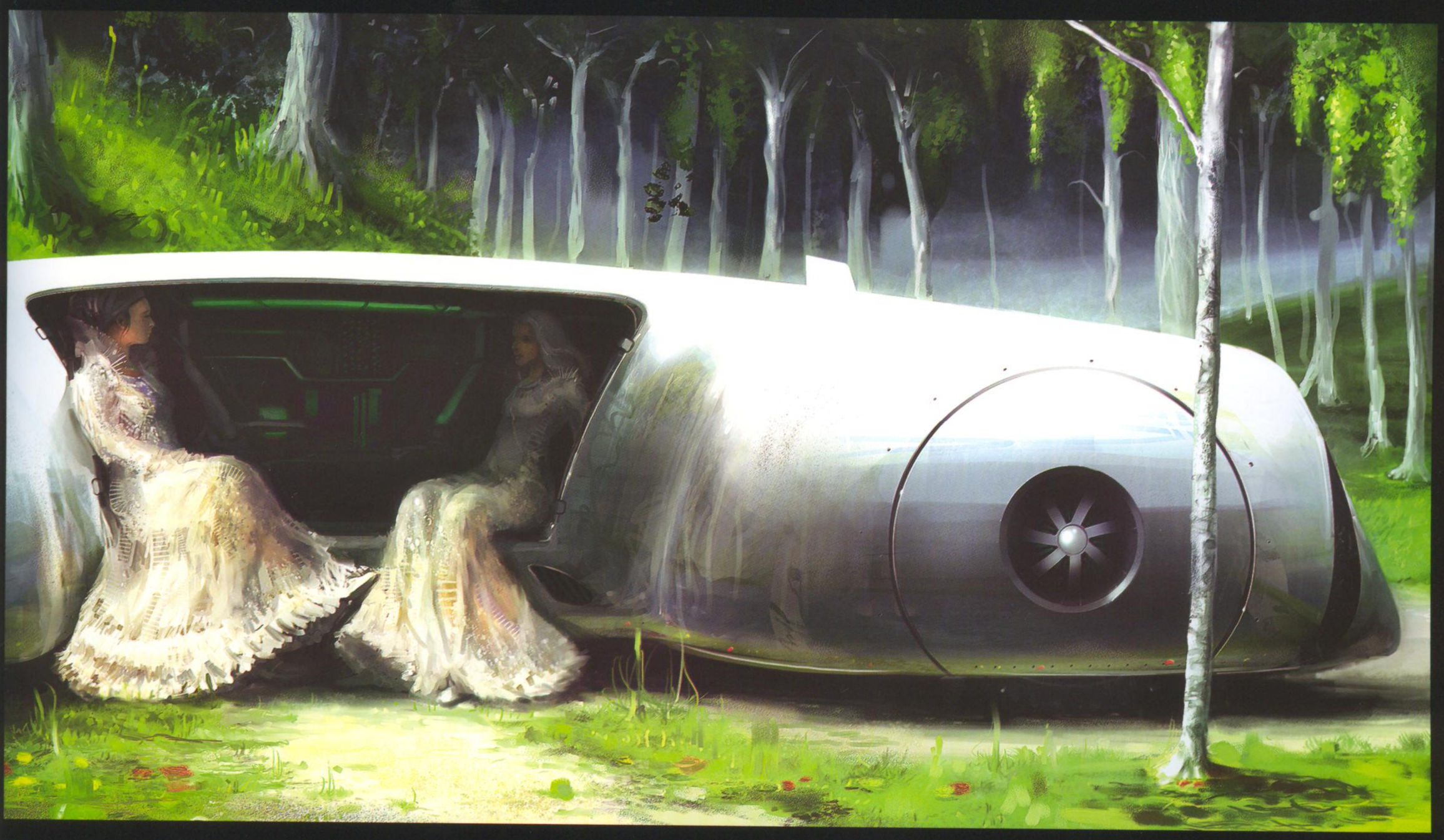


Repository treasure
Photoshop, Painter
Fahrija Velic,
GERMANY
[above]



Aaaaaargh! Run for your lives!
Photoshop, SketchUp
Andy Wright,
GREAT BRITAIN
[top]

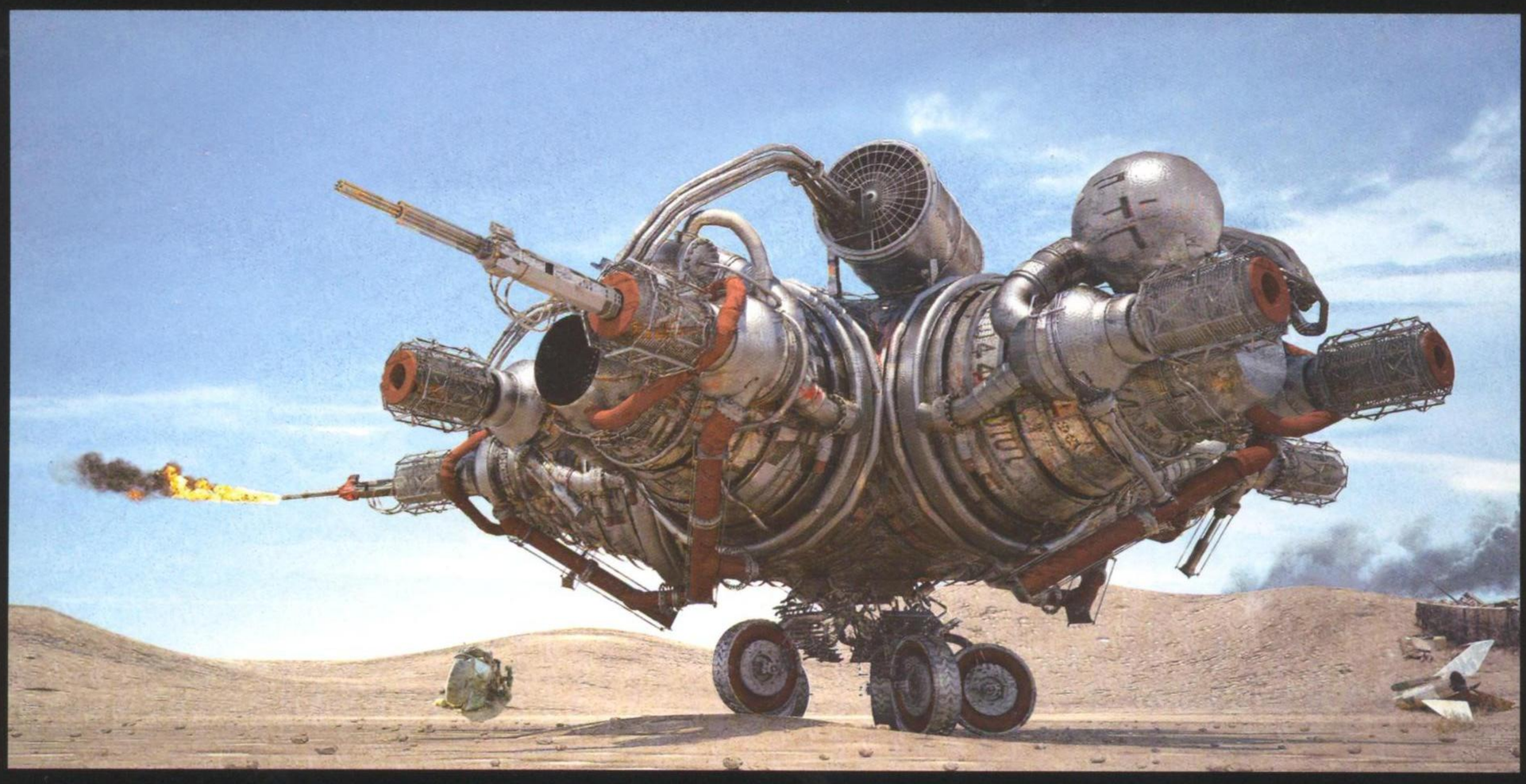
David Falkayn: Star Trader
Photoshop
Art Director: Toni Weisskopf
Client: Baen Books
Dave Seeley, USA
[above]



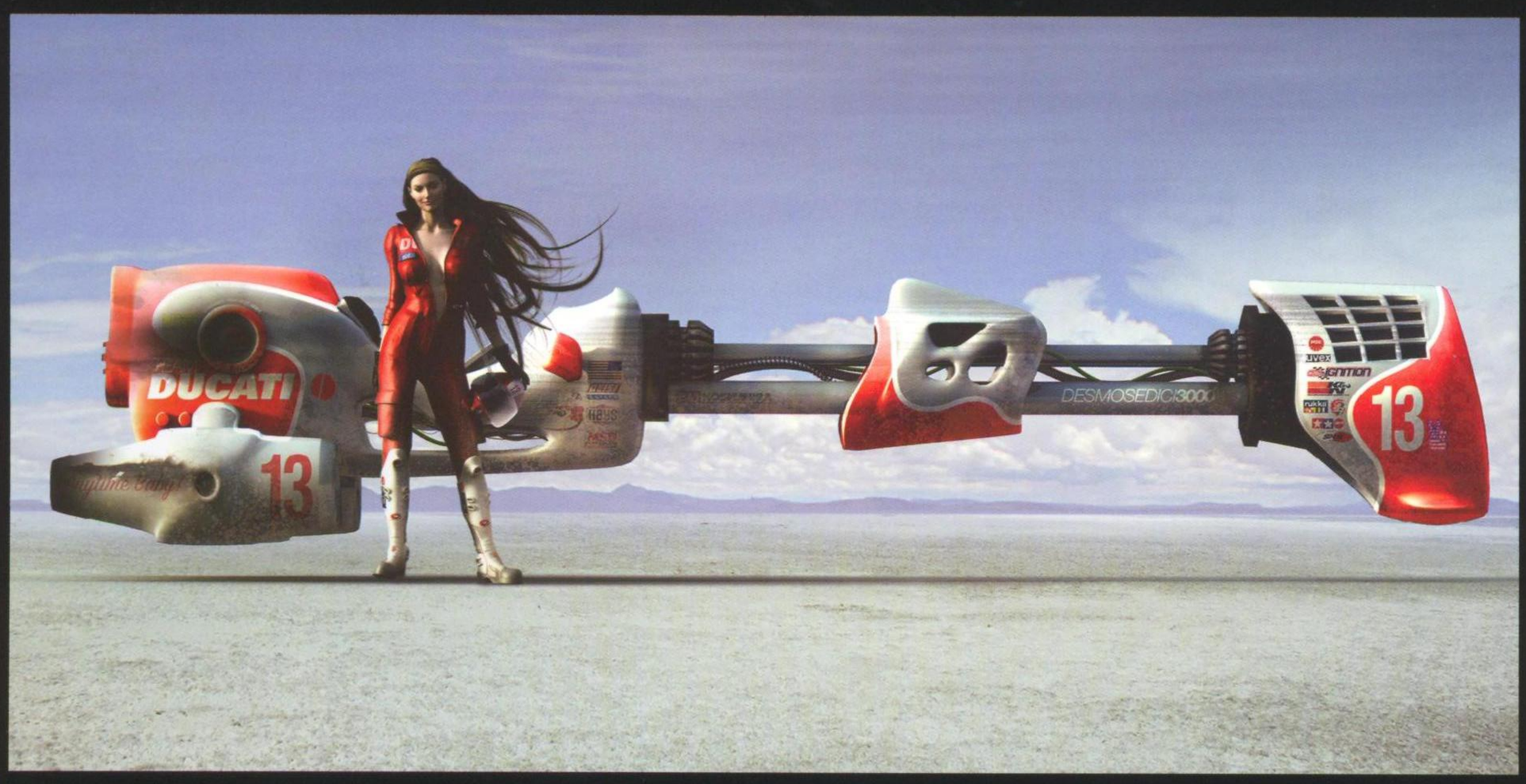
Capsula
Photoshop
Eduardo Peña, COLOMBIA
[top]

Sunday Afternoon
Photoshop, Painter
Micha Zimmermann, GERMANY
[above]

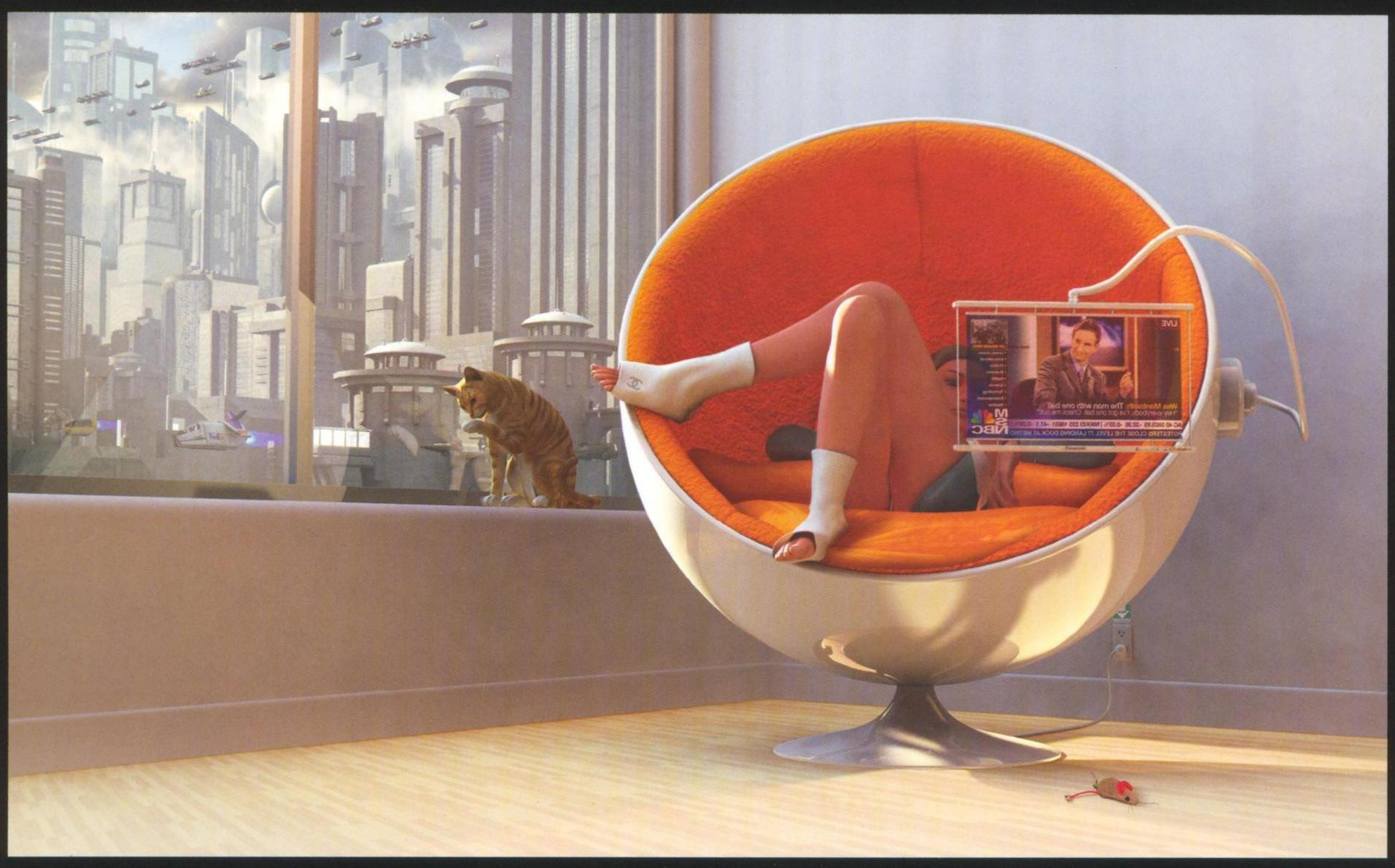
Monster robot
Photoshop
Richard Anderson, USA
[top]



Fighter2
modo, Photoshop, Maxwell Render
Hugh Sicotte, USA
[left]

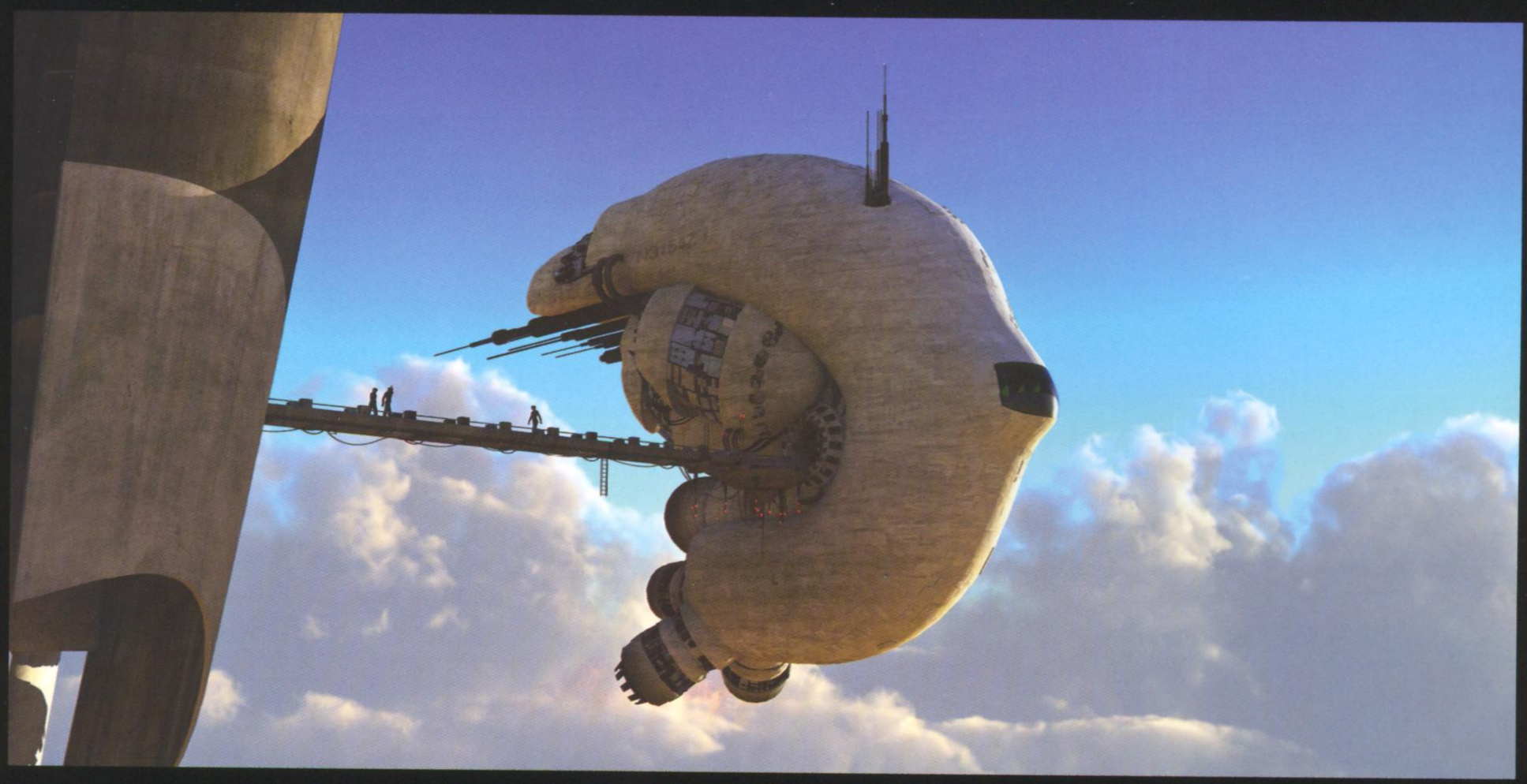


Bonneville
Vue Esprit, modo, Poser, Photoshop
Jacob Charles Dietz, USA
[left]



Sunday Morning
Vue Esprit, modo, Poser, Photoshop
Jacob Charles Dietz, USA
[left]

Kumo Station
Vue Esprit, Poser, modo, Photoshop
Jacob Charles Dietz, USA
[right]



Bridge
Photoshop
Galan Pang, HONG KONG
[right]

The mineral kingdom
Photoshop
Jane Liu, CHINA
[right]

I, Robot
Painter
Art Director: Cam Lay
Patrick J. Jones, AUSTRALIA
[top]

Huge creature
Photoshop
Jong-Won Park,
KOREA
[above]

Hana, the railway cannon dealer
Painter
Client: SciFi World magazine
Jian Guo, CHINA
[top]

Crash Site
Photoshop, Painter
Alejandro Diaz, Zerofractal Animation Studios, COLOMBIA
[top]

Quiescent
Photoshop, Maya
Mark Goldsworthy, USA
[above]

Discovered
Photoshop
Mike Dearden Clarke, GREAT BRITAIN
[top]

Master

Robotic/Cyborg

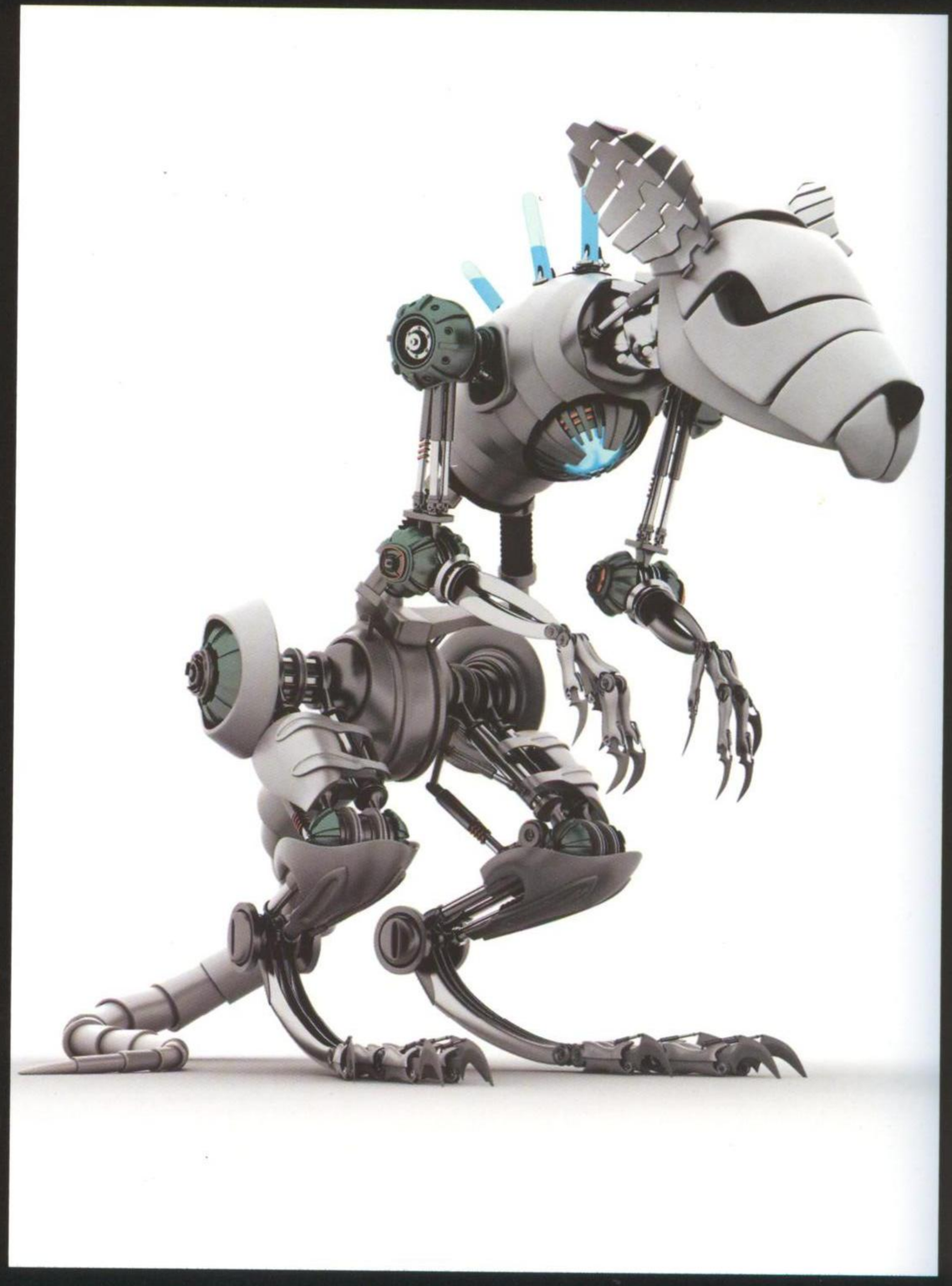
Lotus Born
Maya
Daniel Arnold-Mist,
GREAT BRITAIN

The Newbies
CINEMA 4D, V-Ray, Photoshop
Client: Peugeot
Olivier Bucheron, FRANCE

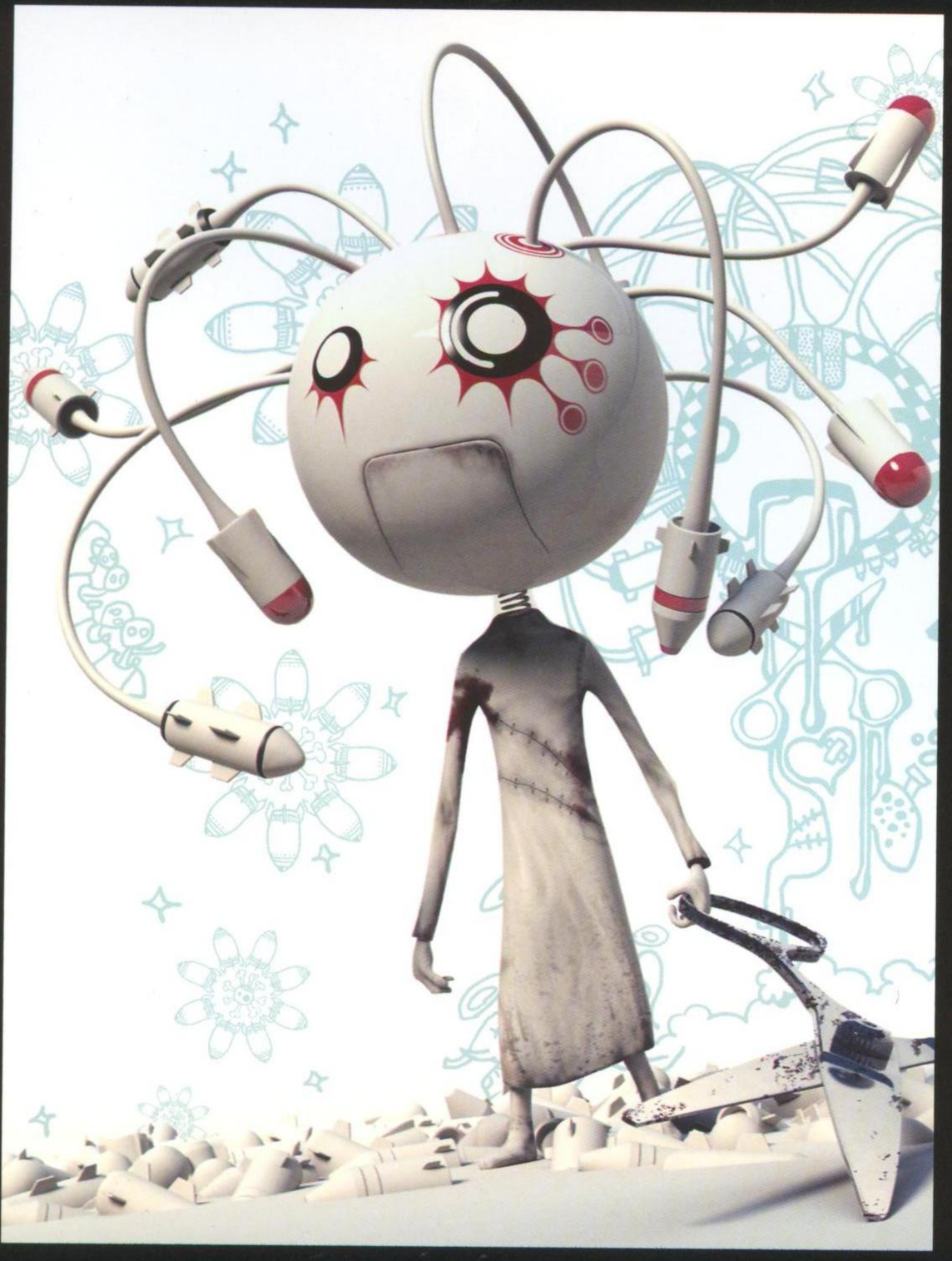
Excellence

Robotic/Cyborg

Jibabug
3ds Max, Photoshop
Dan Cormick, Extra Artists, AUSTRALIA
[top]



R.A.T.
modo
Benjamin Parry, NEW ZEALAND
[top]



Mad Earth
modo, 3ds Max, Photoshop
Boyang Zhu, CHINA
[above]

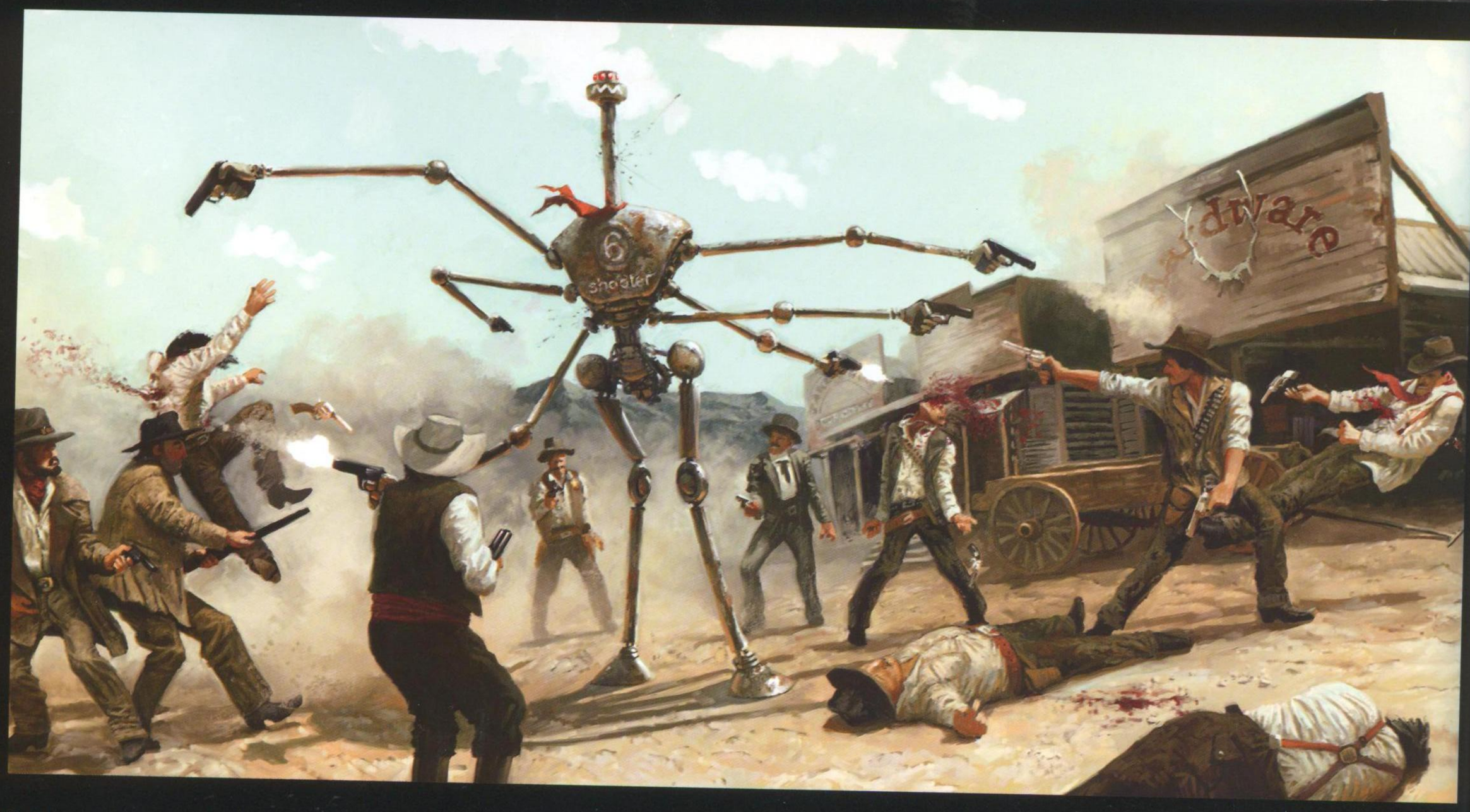
Fat-rob
CINEMA 4D, Photoshop
Client: Peugeot
Olivier Bucheron, FRANCE
[above]

Codename Cockroach (P02)
3ds Max, V-Ray, Photoshop
Dennis A. Hoppe,
GERMANY

Excellence

Robotic/Cyborg

Sam
Painter
Phillip Gerlitz, CANADA
[top]



Six Shooter
Painter
Simon Dominic, Painterly Arts, GREAT BRITAIN
[above]

Jumper
CINEMA 4D, V-Ray, Photoshop
Client: Peugeot
Olivier Bucheron, FRANCE

Excellence

Robotic/Cyborg

Cyberdreams
Poser, 3ds Max, Photoshop
Karola Kressmayer,
AUSTRIA
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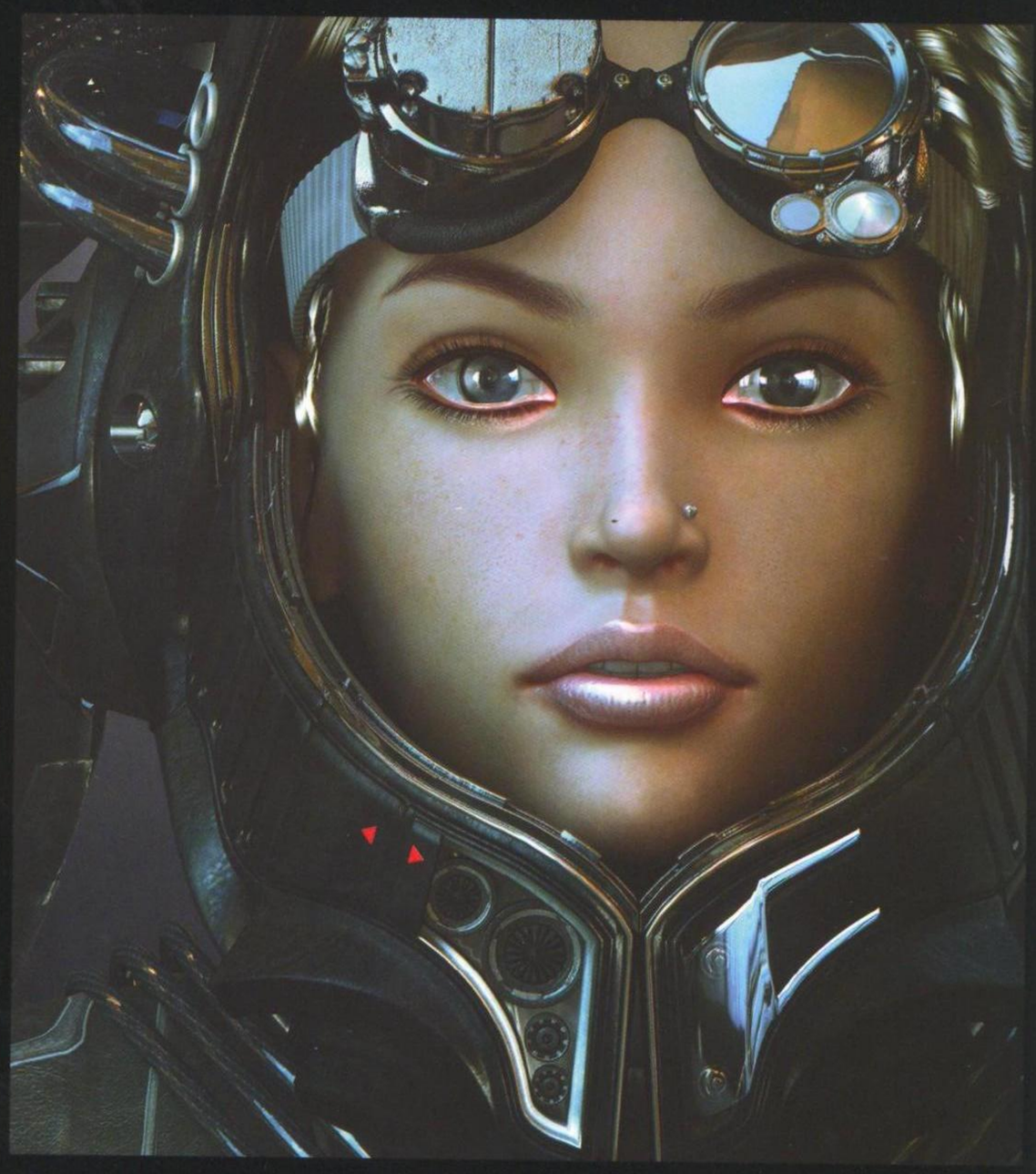
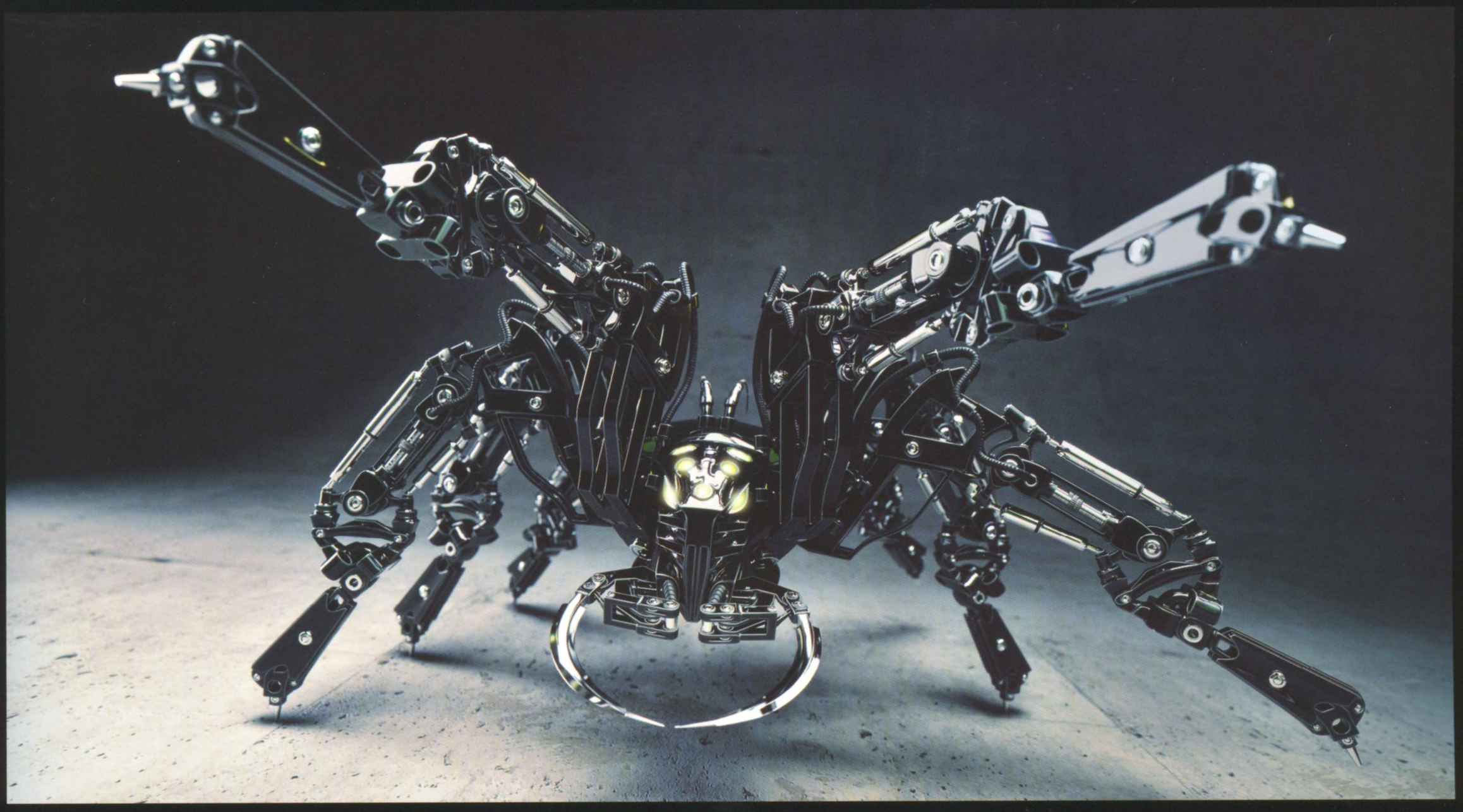


Queen Batooth
3ds Max, ZBrush, V-Ray, Photoshop
Yeonhee Lee,
KOREA
[top]

Section 8: Landing
3ds Max, Photoshop, ZBrush
Client: Timegate Games
Alessandro Baldasseroni, USA
[above]



Spider-Robot: crawling in the dark
3ds Max, V-Ray, Photoshop
Dennis A. Hoppe,
GERMANY
[top]

Björk android
Maya, ZBrush, Photoshop, mental ray
Inspired by: Björk's 'All Is Full of Love' video
Lee Davies, IRELAND
[above]

Red Mecha
LightWave 3D, Photoshop
Cem Gul,
TURKEY
[above]

Master

Steampunk

Steamnocchio
3ds Max, mental ray, ZBrush, Photoshop
Fabricio Moraes, BRAZIL

Excellence

Steampunk

New Times
Photoshop
Ioan Dumitrescu, ROMANIA

Odysseus' Departure
Photoshop
Aleksander (Olek) Novak-Zemplinski,
bioLINIA, USA

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Steampunk

David and Goliath
Photoshop
Roger Nobs,
SWITZERLAND
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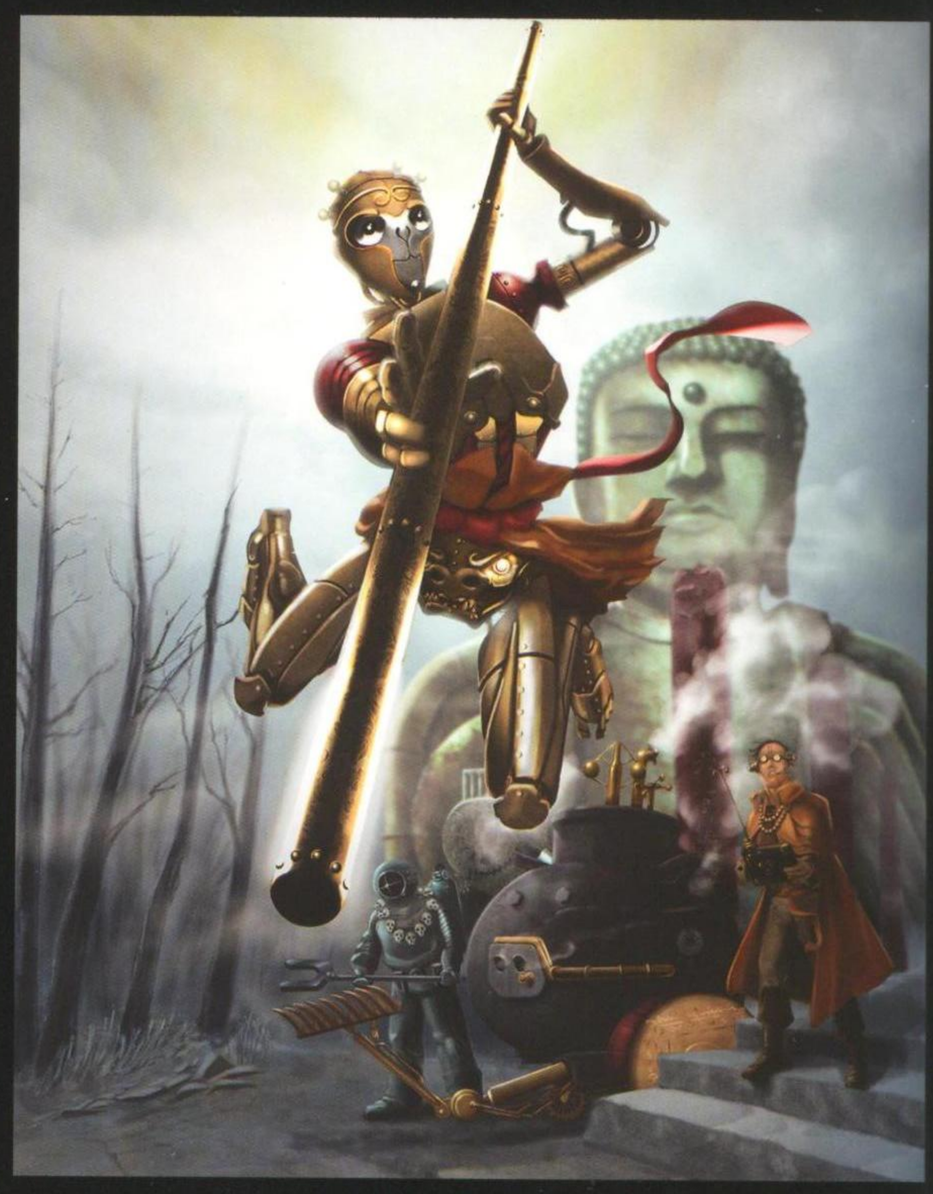

SteaMonkey King
Photoshop
Sandeson Gonzaga, Interactive Arts Services, PHILIPPINES
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Alice's adventures in Steamland
3ds Max, mental ray, Photoshop, ZBrush
Guillaume Dubois, BELGIUM
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Titanomachy: Fall of the Hyperion
Photoshop
Marcin Jakubowski, POLAND

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Steampunk

Escape Plan B
Photoshop, 3ds Max
Michael Dashow, USA
[top]

Tortoise and Hare
Painter, Photoshop
Jeff Zugale, USA
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Hermes vs Argos
Photoshop
Jeremy Love, AUSTRALIA
[top]

Wheels of Steel
Photoshop
Terry Archer, AUSTRALIA
[above]

Leprechaun Steampunk
Photoshop
Von Caberte, PHILIPPINES
[top]

The Rannamaari
Maya, Photoshop, mental ray
Hamid Ibrahim, MALDIVES
[above]

Steam Fairy
3ds Max, ZBrush, mental ray, Photoshop
Laurent Pierlot, Blur Studio, USA
[top]

Master

Futurescapes

Sail City
Photoshop
Alexandru Popescu, ROMANIA

The Majestic
3ds Max, Photoshop, Painter, finalRender
Stefan Morrell, NEW ZEALAND

Excellence

Futurescapes

Excellence

Futurescapes

ArchCity
3ds Max, Photoshop
Stefan Morrell, NEW ZEALAND

Alien city
Photoshop
Emmanuel Shiu, USA
[top]

Silvergate Harbor
Photoshop
Bastien Grivet, FRANCE
[center]

The Gold Light of Morning
3ds Max, Photoshop, After Effects, finalRender
Stefan Morrell, NEW ZEALAND
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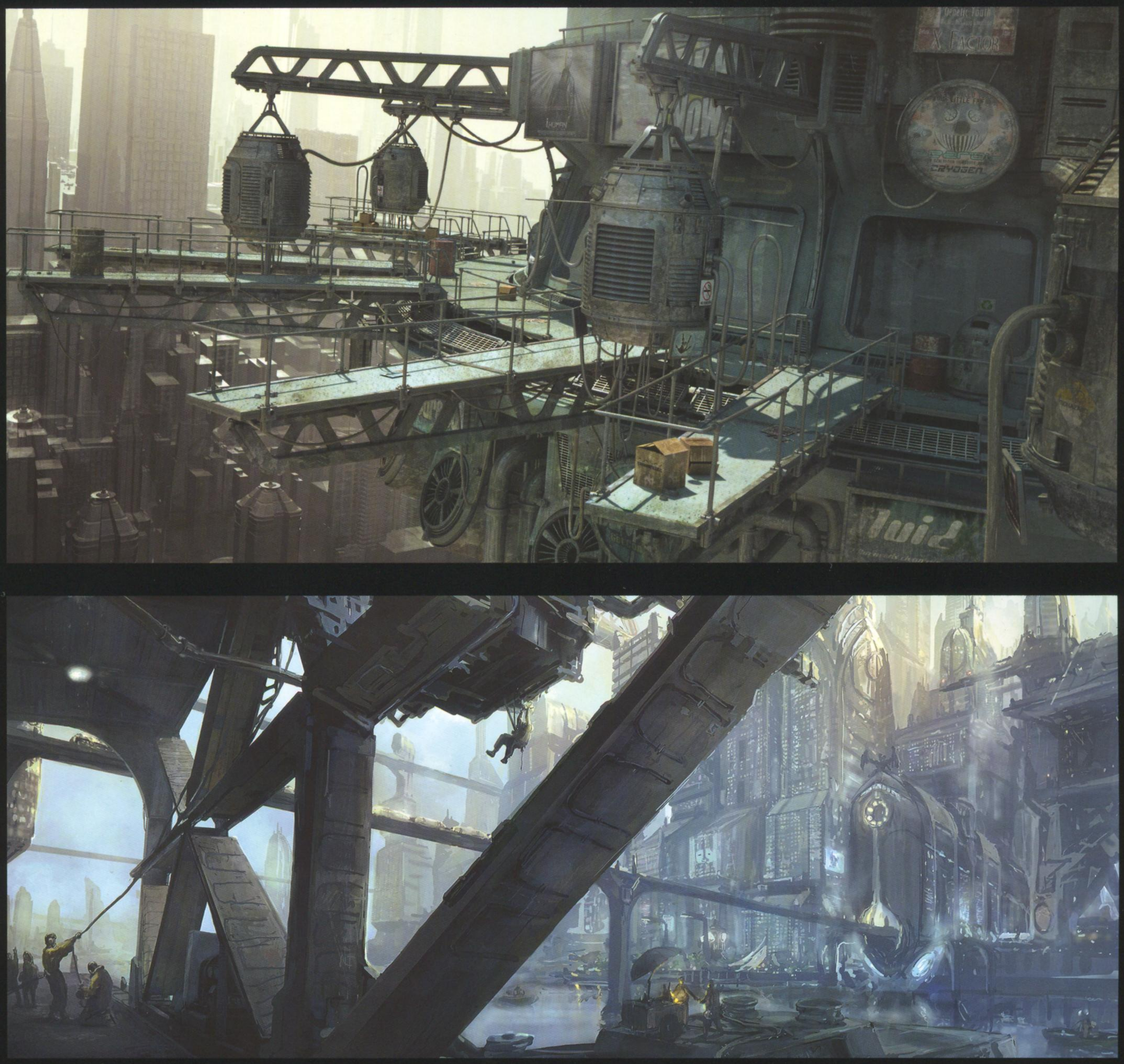

Fluid X
CINEMA 4D, Maxwell Render, Bryce, Photoshop
Rudolf Herczog, SWEDEN
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Another day in the City
Photoshop
Rasmus Berggreen, Berggreenandersen&, DENMARK
[center]

The Voyager Response
3ds Max, Photoshop, Vue Infinite
Stefan Morrell, NEW ZEALAND
[above]

Complex at the center of the universe
3ds Max, V-Ray, Photoshop, ZBrush
Stanislaw Marek,
POLAND
[top]

Building stem
Rhino, LightWave 3D,
Photoshop, Maxwell Render
Patterlini Benoit, FRANCE
[above]

Baselines
Photoshop
Mike Dearden Clarke,
GREAT BRITAIN
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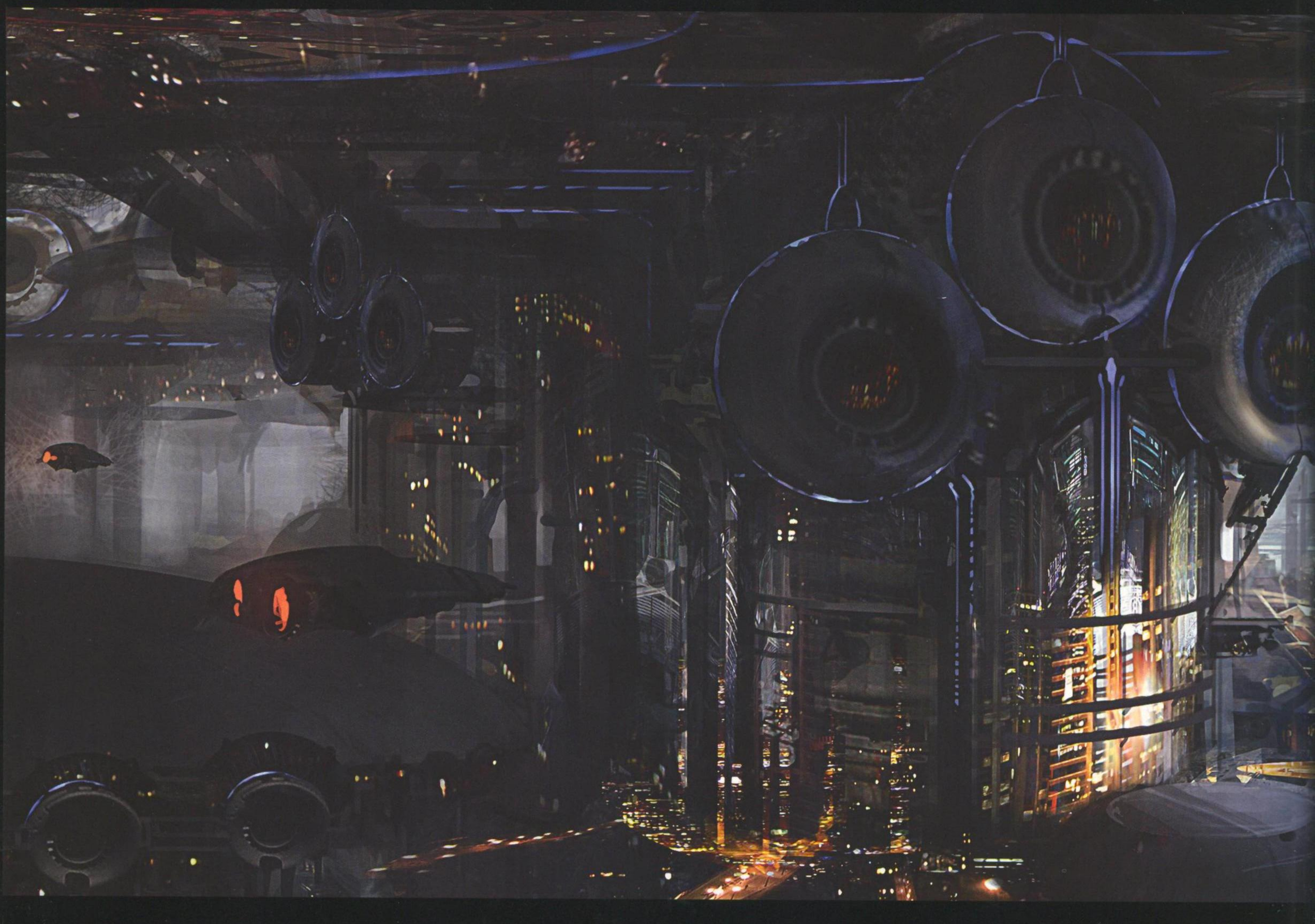
Sailing Through
Photoshop, Painter
Yap Kun Rong,
JAPAN
[top]

Defend Garth
Maya, Photoshop, mental ray
Ruidan Lv, Beijing Film Academy,
CHINA
[above]

District 75
3ds Max, finalRender, Photoshop
Stefan Morrell,
NEW ZEALAND
[above]



Muffin Top
Photoshop
James Paick,
Scribble Pad
Studios, USA
[top]

City 2050
LightWave 3D,
Photoshop
Neil Maccormack,
bearfootfilms,
SWITZERLAND
[left]

Future City
Photoshop
Sorin Bechira,
ROMANIA
[left]

Cityscape
Photoshop, Maya
Marco Bauriedel,
GERMANY
[right]

Trenchtown
3ds Max, finalRender,
Photoshop
Stefan Morrell,
NEW ZEALAND
[right]

Wii 2 concept
CINEMA 4D
Client: T3 magazine
Adam Benton,
GREAT BRITAIN *[top]*

Isotta Steering Wheel
3ds Max, V-Ray, Photoshop
Ben Althoff, **Tom Roseski**
and **Damien Alomar**,
ASGvis, USA *[above]*

Ipod Touch
3ds Max, V-Ray,
Photoshop
Ben Althoff,
ASGvis, USA *[center]*

The 01 Phone
CINEMA 4D
Client: T3 magazine
Adam Benton,
GREAT BRITAIN *[above]*

Robot Collectible
3ds Max, V-Ray, Photoshop
Per Nordlöf, SWEDEN

Master

Product Design & Still Life

Excellence

Product Design & Still Life

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

Elphic Fabergé
CINEMA 4D, Photoshop
Carlos Agell, Curare 3D Workshop,
VENEZUELA

Excellence

Product Design & Still Life

Nail's Revenge
CINEMA 4D, Photoshop
Patryk Habryn, POLAND
[top]

A Karma Story
3ds Max, Photoshop, V-Ray
Jason Godbey, USA
[center]

Story of time 1981
3ds Max
Aiqiang Hao, CHINA
[above]

Multiplayer Pinball
LightWave 3D, Photoshop
Jean-Marc Labal, USA

Excellence

Product Design & Still Life

Master

Abstract & Design

Madera #02 - Eclosión
3ds Max, V-Ray, Photoshop
Sergio Sotomayor, SPAIN

Excellence

Abstract & Design

The Triumph
Apophysis
Niklas Meijer, USA

Pandemonium
Apophysis
Niklas Meijer, USA

Excellence

Abstract & Design

D-Studio
Maya, mental ray, Photoshop, XenoDream
Lee Griggs, GREAT BRITAIN
[top]

Xe
Maya, Photoshop, mental ray, XenoDream
Lee Griggs, GREAT BRITAIN
[center]

One
Photoshop
Sorin Bechira, ROMANIA
[above]

Untitled Experimental Render
mental ray
Brian Nestor, USA

Excellence

Abstract & Design

Master

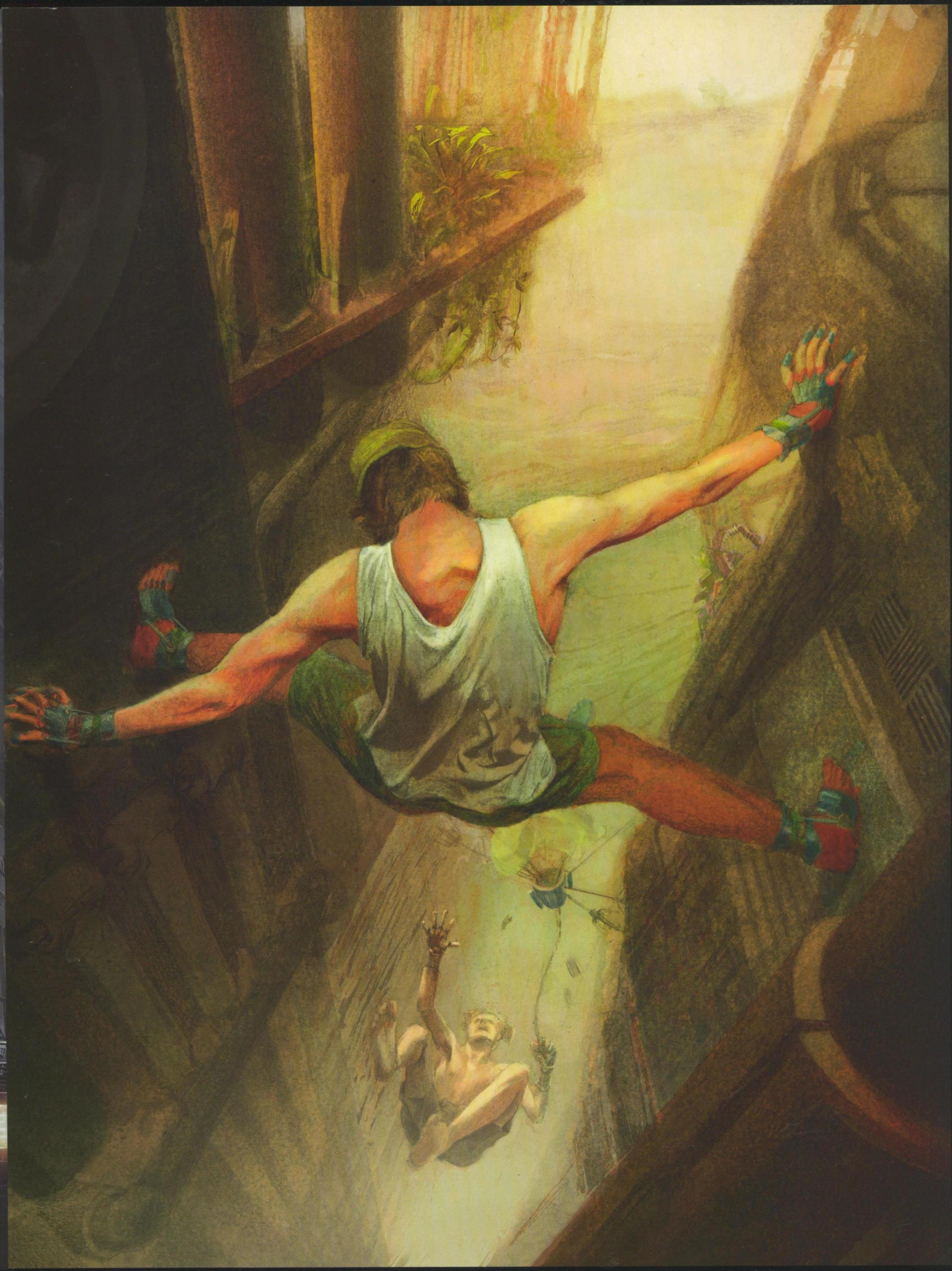
Storytelling

Christmas Eve
3ds Max, Photoshop
Jie Ma, CHINA

Pinocchio Madness
Photoshop
Yannick De Smet and **Elsevilla**, BELGIUM

Excellence

Storytelling



Excellence

Storytelling

The Geckie Climbers
Photoshop
Kirsten Zirngibl, USA

Concrete 1
Photoshop
Yang Xueguo, CHINA

Excellence

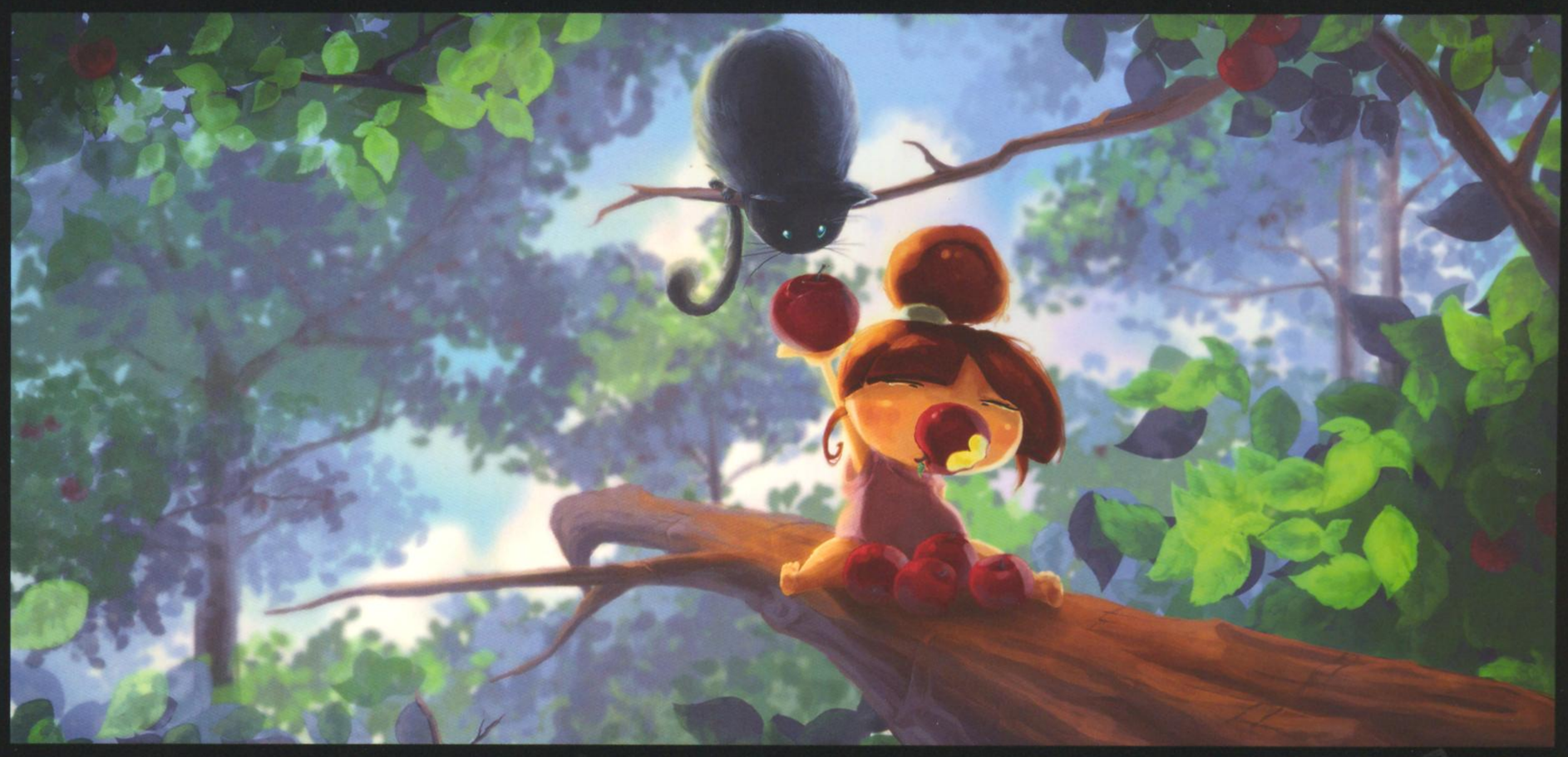
Storytelling

Leaving the Forge
Photoshop
Chris Glenn, USA
[left]

Meeting
Photoshop
Morgan Yon,
FRANCE
[left]

Alice Meets the Cheshire Cat
Photoshop
Felicia Cano, USA
[left]

Elma
Photoshop
Melis Seylan, TURKEY
[right]



The unic
3ds Max, Photoshop
Jose Luis Sendra Noguera, SPAIN
[right]

It was a fierce battle
Photoshop
Geoffrey Cramm, NETHERLANDS
[right]

Puzzle
Photoshop
Lauri Tuulik,
ESTONIA
[top]

Hansel and Gretel
Photoshop
Donglu Yu,
CANADA
[above]

Pea Soup
Photoshop
Drazenka Kimpel,
USA
[top]

Little Red Riding Hood
Photoshop
Inspired by: Ricardo Tercia
Vanja Todoric, SERBIA
[above]

Sleeping Beauty
Photoshop
Antonio Javier Caparó,
CANADA
[right]

CHAMBER 1
SLEEP
0243

Banana Split
Painter
Szymon Biernacki, POLAND
[top]

Dr Jekyll's malediction
SoftimagelXSI, Photoshop
Vincent Guibert, FRANCE
[above]

La Feria
PaintTool SAI
Karla Diaz, CHILE
[center]

Predatory
CINEMA 4D, Photoshop
Teodoru Badiu, AUSTRIA
[above]

Can't smile without you
3ds Max, ZBrush,
Photoshop, V-Ray
Till Nowak, GERMANY

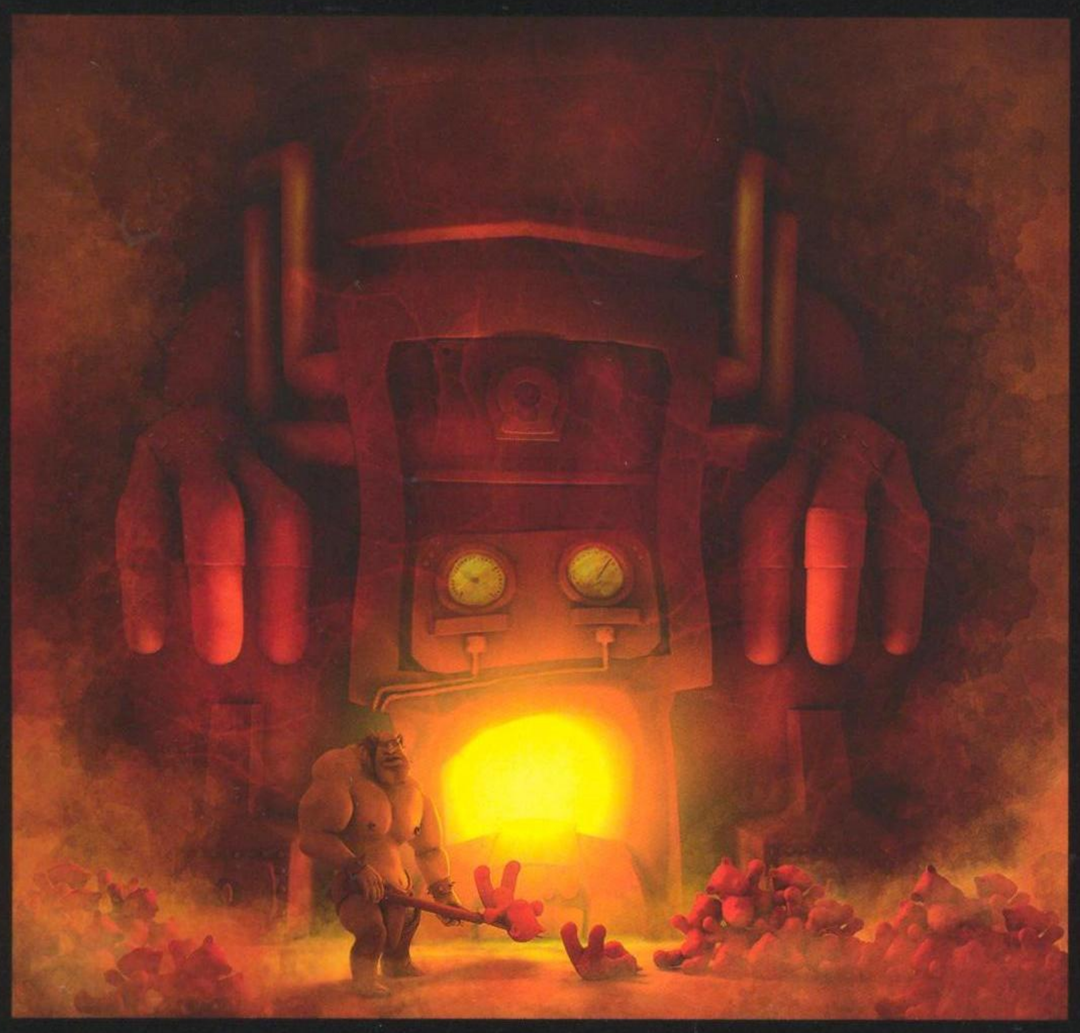
Master

Whimsical

Excellence

Whimsical

Rising
3ds Max, Photoshop, mental ray, AutoCAD
Mahmoud Keshta, EGYPT



Blackbeard, ahoy!
Photoshop, Painter
Jakob Eirich,
GERMANY
[top]

Teddy Bear Snacks
CINEMA 4D, ZBrush, Photoshop
Andrzej Kuziola,
SCOTLAND
[above]

Fish Circus
Painter
Client: Fish Circus
Luis Diaz, USA
[center]

Fly
3ds Max, mental ray,
ZBrush, Photoshop
Laurent Pierlot, Blur Studio, USA
[above]

The circus
Photoshop
Lior Arditi, ISRAEL

Excellence

Whimsical

Playmo Accident
CINEMA 4D, fryrender
John Strieder and **Cornelia Lobsien**, GERMANY
[top]

Fear what's under the Keys
CINEMA 4D, fryrender
John Strieder, GERMANY
[above]

K7
3ds Max, mental ray,
Photoshop
Fabricio Duque, BRAZIL

Excellence

Whimsical

'Tomb Raider Underworld' © Crystal Dynamics/Eidos

Master

Wildlife

Tomb Raider Underworld: Panther Pounce
Photoshop
Client: Crystal Dynamics/Eidos
Paul Sullivan, USA

Henry the second
LightWave 3D, Photoshop
Farkas Zsolt, HUNGARY

Excellence

Wildlife

Excellence

Wildlife

'Tomb Raider Underworld' © Crystal Dynamics/Eidos

Tomb Raider Underworld: John's Tiger
Photoshop
Client: Crystal Dynamics/Eidos
Paul Sullivan, USA

Feline Reflections
Photoshop
Jeff Haynie, USA
[top]

Seavillions
Photoshop
Jerry LoFaro, USA
[above]

Fungusaurus
Photoshop
Ona Loots, SOUTH AFRICA
[top]

Western Tanager
Photoshop
Jerry LoFaro, USA

Excellence

Wildlife

Master

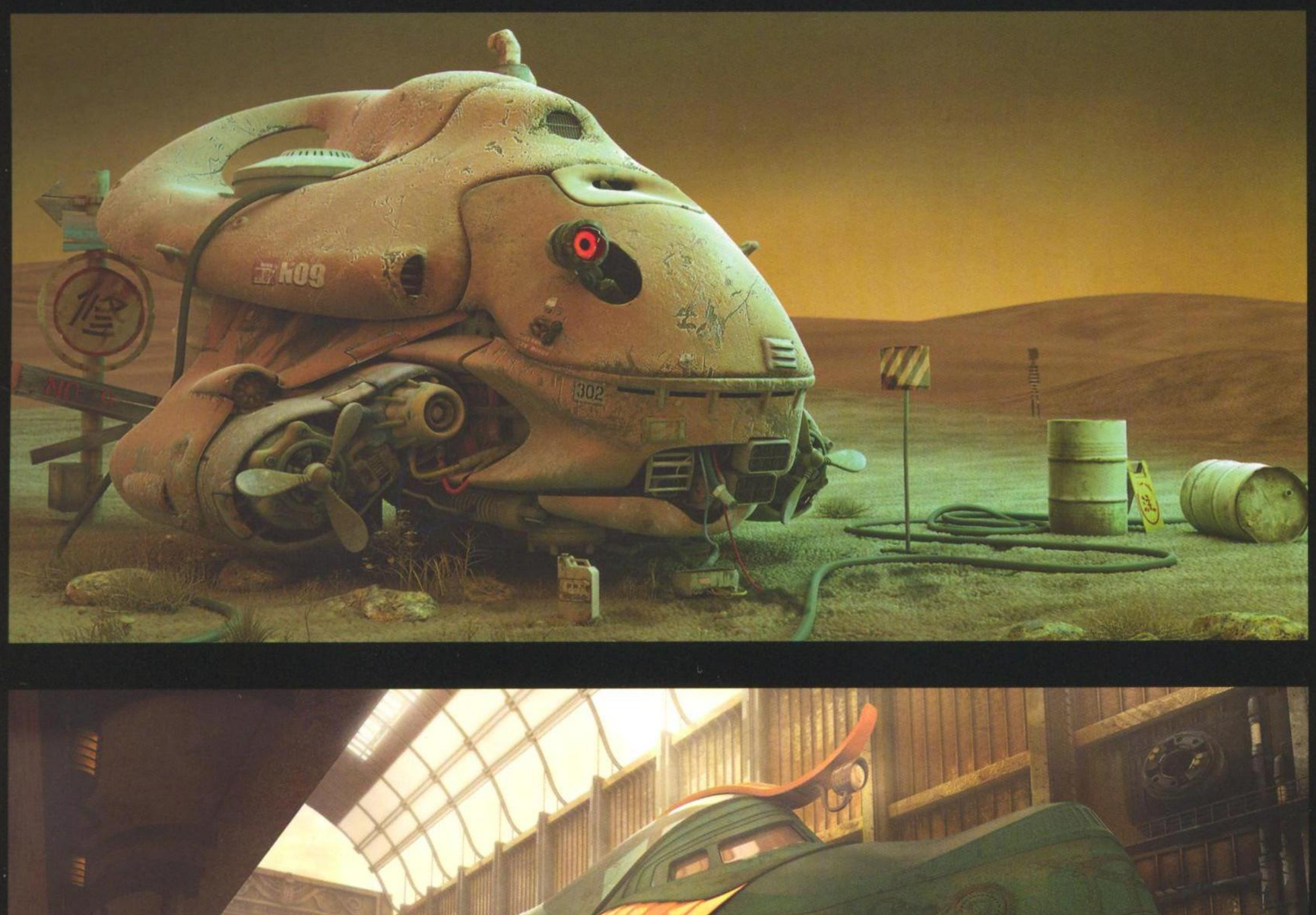
Transport

BMW C1: Urban Trespasser
3ds Max, V-Ray, Photoshop, After Effects
Makar Verigo, RUSSIA

McLaren GTR 1996 in Workshop
Maya, mental ray, Photoshop
Rui Xu, USA

Excellence

Transport



Moon
3ds Max, V-Ray, Photoshop
Qin Fuguo, CHINA
[top]

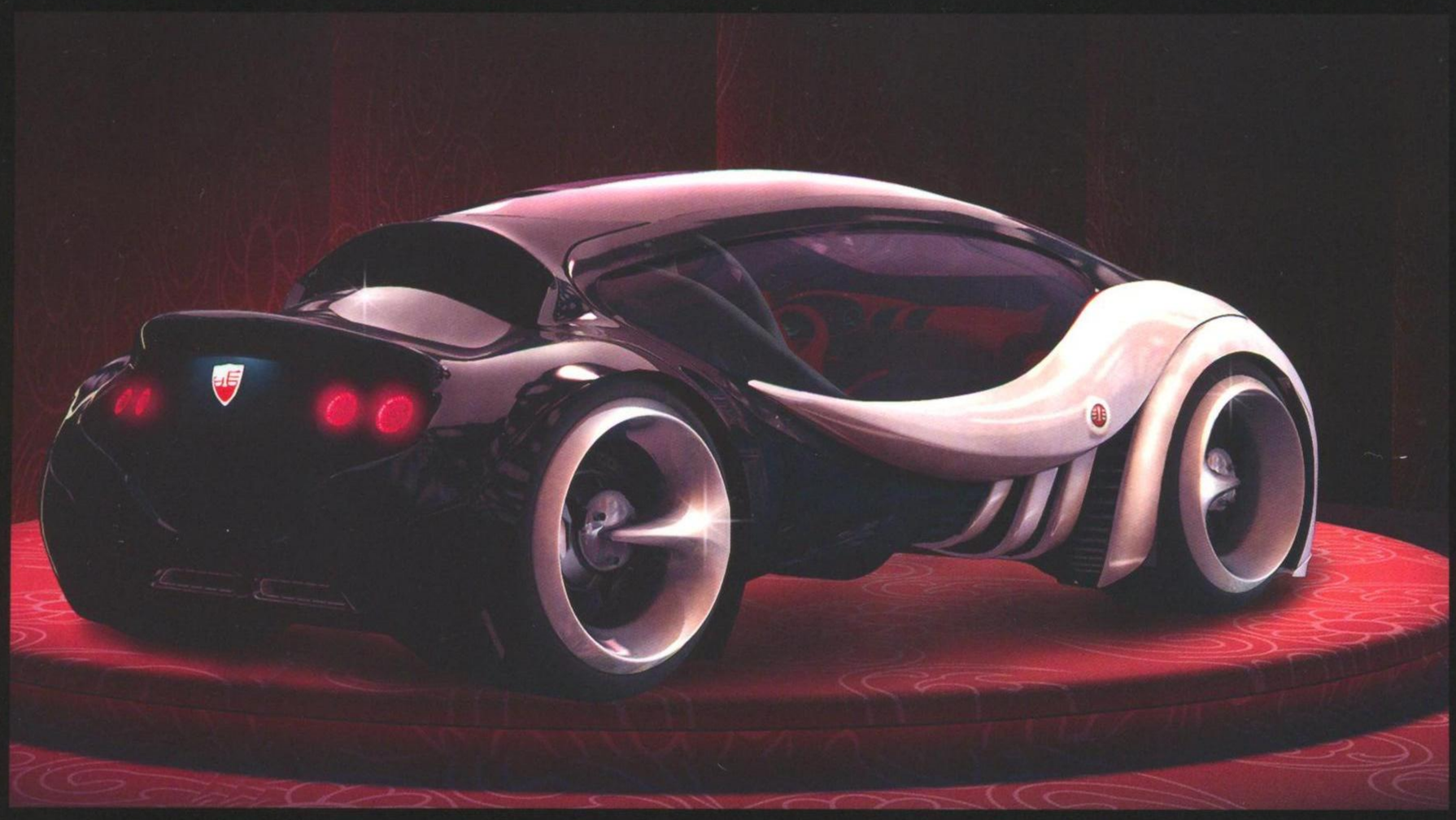
Hornbill Express
Maya, mental ray, Photoshop
Tiong-seah Yap, MALAYSIA
[center]

Imperial Airship
Painter, Photoshop
James Ng, HONG KONG
[above]

Railroad Iron
Photoshop
Sarel Theron, SOUTH AFRICA

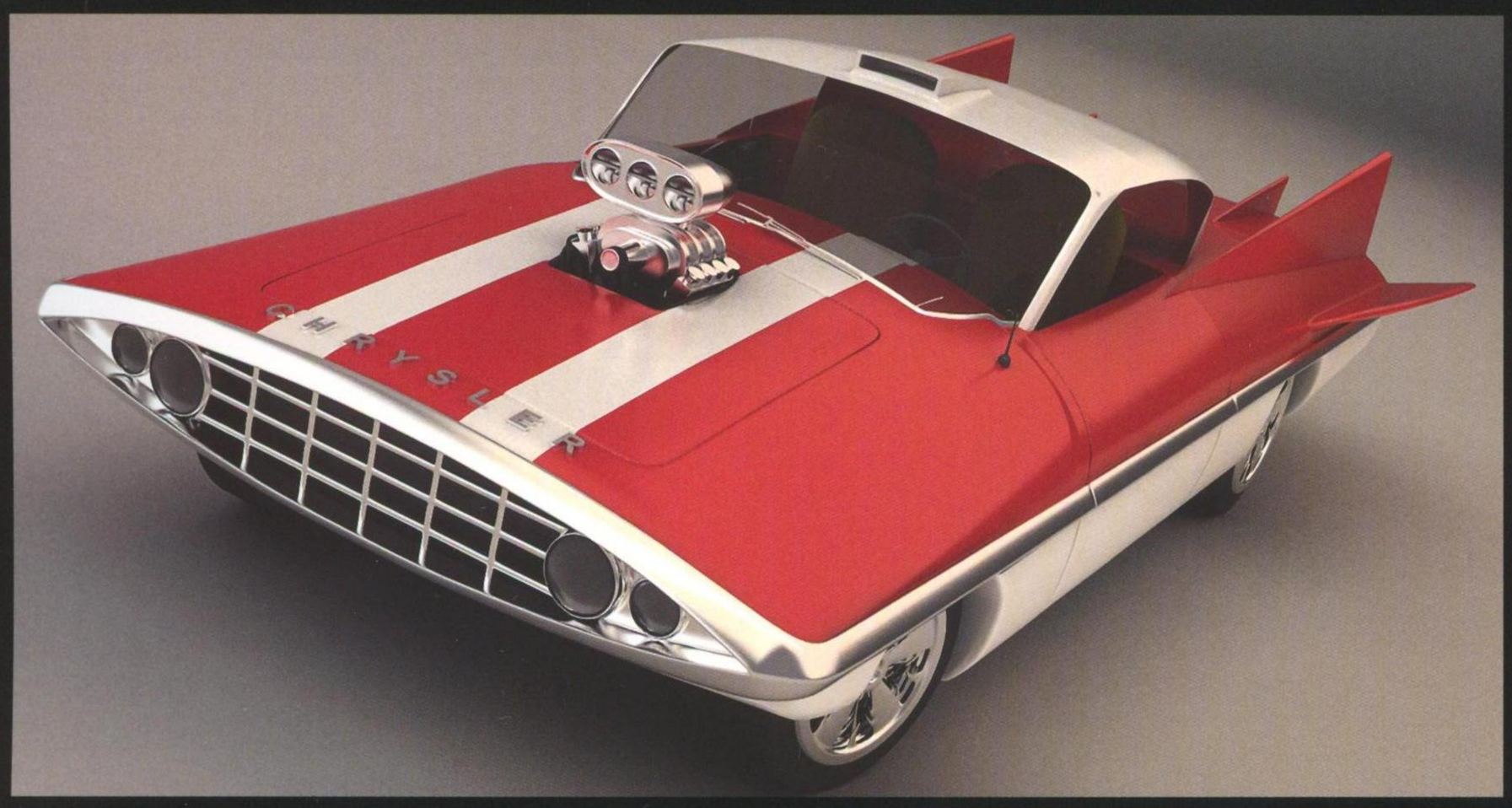
Excellence

Transport



Car Design
3ds Max, V-Ray, Photoshop
Qin Fuguo, CHINA
[left]

Ford Mustang
3ds Max, mental ray, Photoshop
Alireza Akhbari, IRAN
[left]

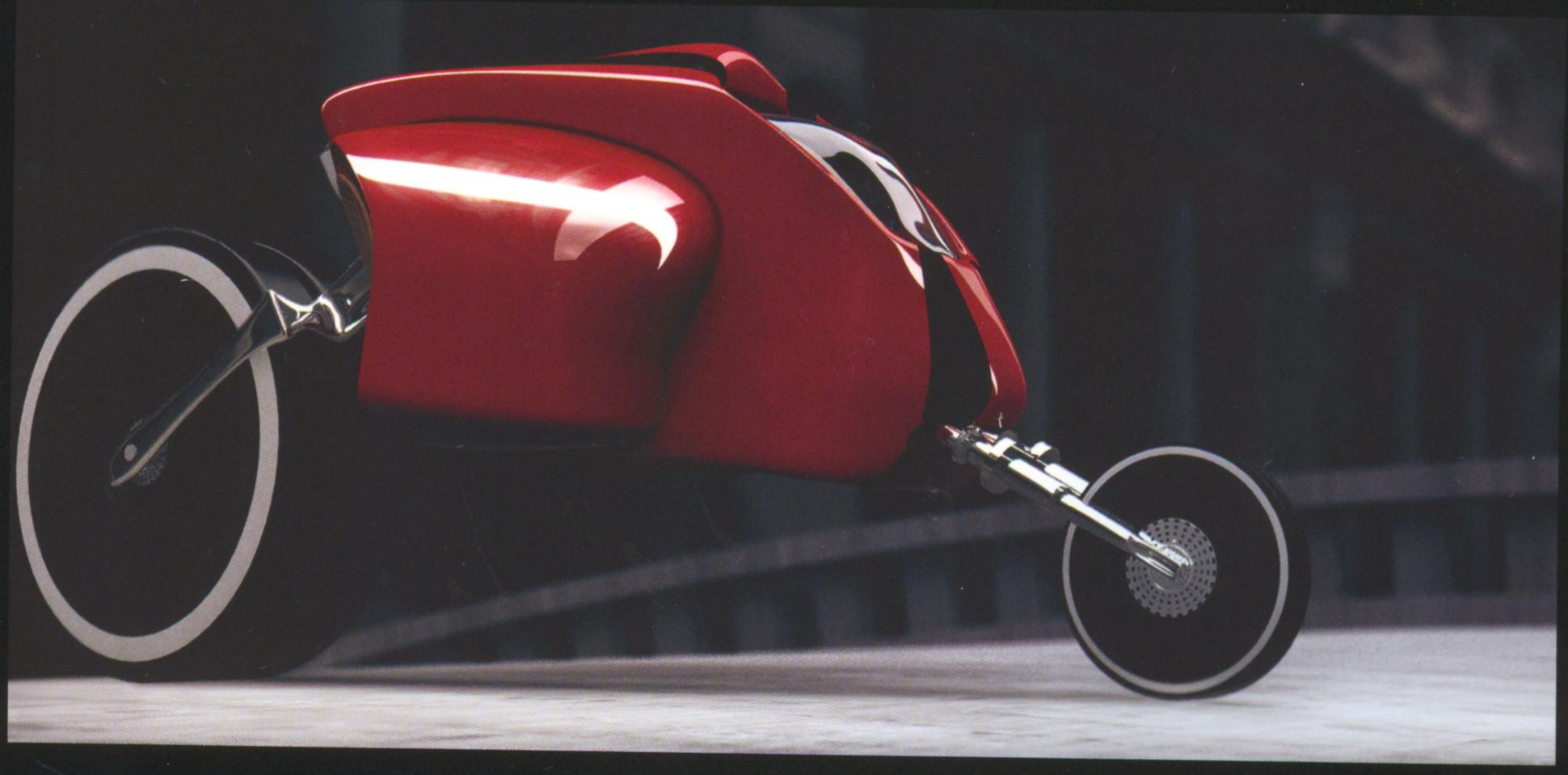


Chrysler Dart
3ds Max, mental ray
Jasper Leys, BELGIUM
[left]

Motorcycle
Photoshop
Yegor Kalynychenko,
PORTUGAL
[right]

Porsche-911
3ds Max, Photoshop
Spine3D, USA
[right]

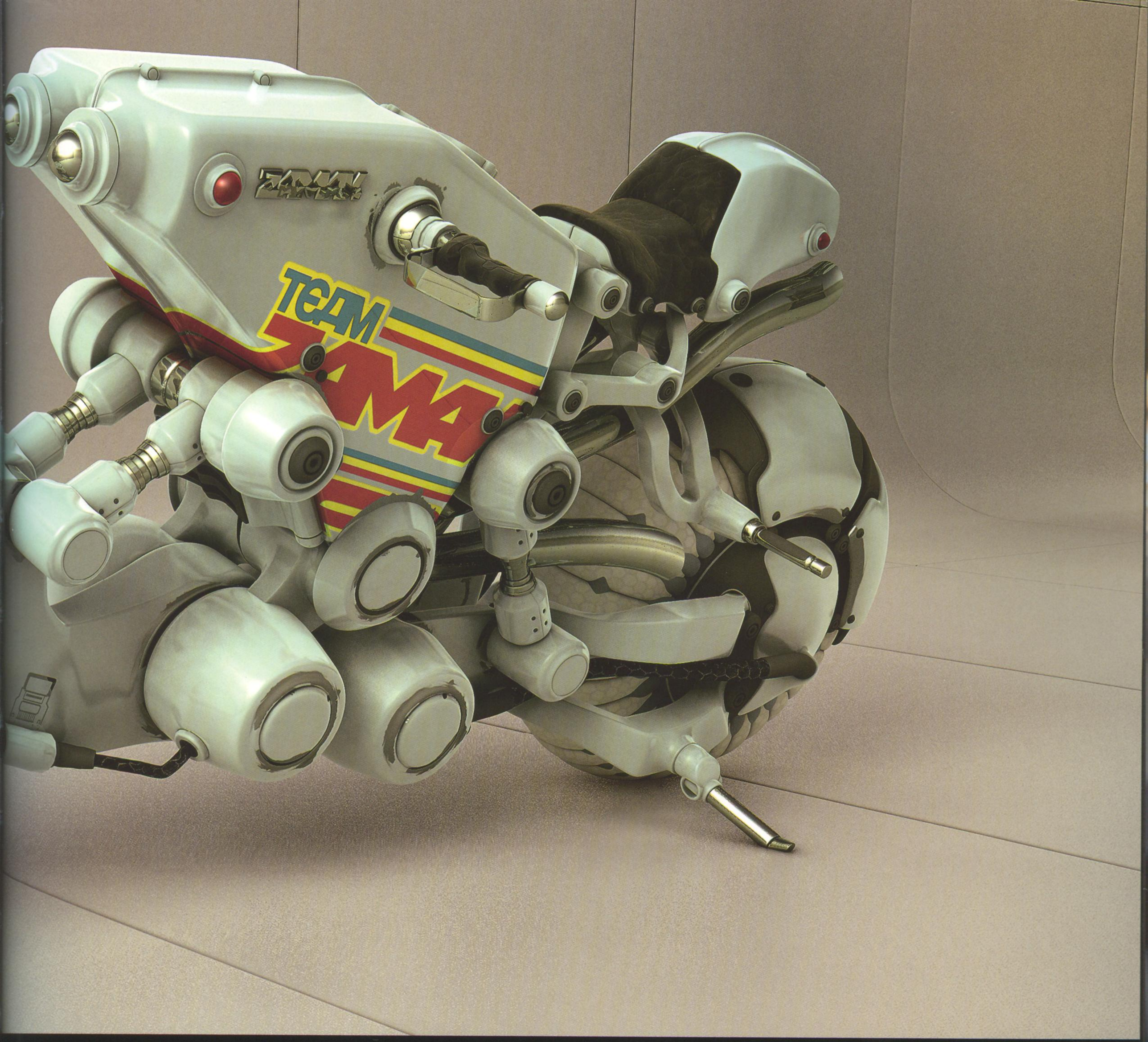
XG C900
3ds Max, Photoshop
Arijanit Roci, SWEDEN
[right]

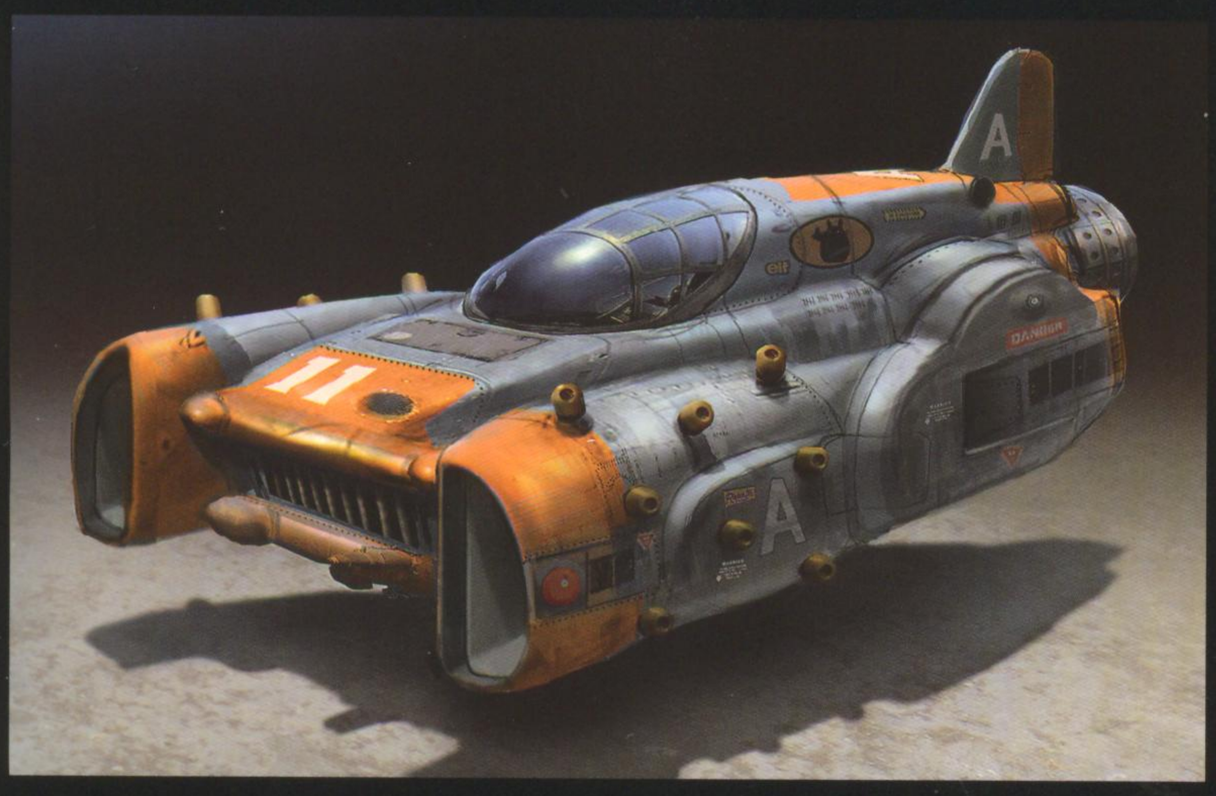


USS Roadster
CINEMA 4D, Photoshop
Client: Zamak
Olivier Bucheron, FRANCE
[top]

1966 Ford Thunderbird convertible
Maya, mental ray, Photoshop
Background: Thom Quine
J.Pablo Aguilar Perez, SPAIN
[above]

No Country for an Old Car
3ds Max, After Effects
Sergey Aleynikov,
RUSSIA
[above]





Helios Racer
Photoshop
Ben Mauro,
USA
[above]

The Zcuintli aka 'Yellow Dog'
Maya, Photoshop
Carlos Ortega Elizalde,
MEXICO
[above]

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Szymon Biernacki
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Lauren K. Cannon
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Michele Chang
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