

PRE-RELEASE SLIDES v0.8

Final slides and narrative version of the original presentation
(with more information and corrections) will be released in a
couple of weeks as part of #NotGDC (<https://twitter.com/notgdc>)

THE SIJUN DIGITAL ART FORUMS

A brief history of the world's first great digital art forum
in one hundred images or more (a lot more)

By Rowan Crawford

<http://sumaleth.com>

<https://twitter.com/Sumaleth/>

“..it was one of the original "social media" platforms.
Where the very newest aspiring artists could connect with
the very best. On a level plane where no one was judged.”

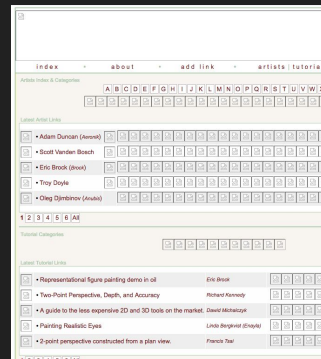
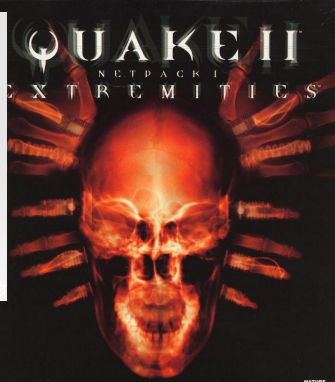
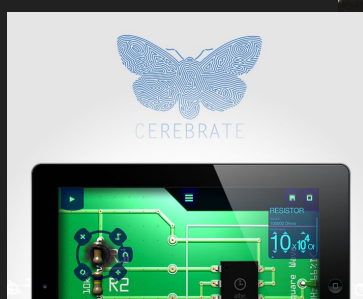
“[It was] a place where the likes of Craig Mullins could relax
and be creative, and noobs like me could learn and feel like
we were a part of it. No one was ever rude about anyone's
art and everyone was free to express themselves. It was a
melting pot of ideas, styles and techniques.”

Dan Parsons

Who Am I?

Rowan Crawford, aka Sumaleth
(soo-muh-leth)

Artist, animator, 2D/3D, screenwriter,
journalist, technical writer, programmer,
internet software designer, game
designer, producer. Because I'm trying
to collect the whole set.



Featured Interview: Under His Skin

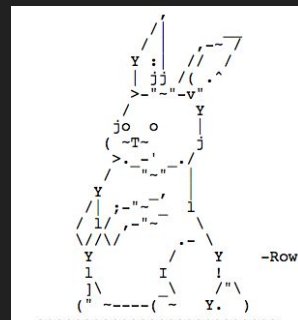
A year in the making, Rowan "Sumaleth" Crawford presents the definitive interview, *Kenneth Scott*.

Regular Columns:

- **From the Mouth of Madness:** Photoshop for webmasters. (49)
- **Pixel Obscure:** Josh Vasquez is home for the holiday, so check out this classic one who *Shell*. (46)
- **Pad Happy:** Nick F. rants about game reviews. (47)

How'd They Do That?: Bungie into the 5th dimension! Your questions get answered by and 3D Realms' Chris Hargrove. *Wheel* (30)

The MailBag



account selection

Simply design your account and then sign up when you're happy with the configuration.

Bandwidth:	1	gigabytes	?
Storage:	40	megabytes	?
Domain Slots:	2		?
MySQL Databases:	1		?
Pre-Play:	1	months	?
Pre-Play Saving:	0%		?
Cost / Month:	\$2.75		Sign Up

"This is the best hosting deal I've ever seen." top rated

Sumaleth's Book Reviews

NEWS
Links
About

REVIEWS (347)

Recent Reviews
Recent Comments
Index

SciFi/Fantasy (41)
General (41)
Completions (41)
Nature (photos/art) (41)
Tutorial (41)

Making Of
Novels
Graphic Novels
Science
Screenplay
Miscellaneous

SEARCH

Sumaleth's Book Review News

Saturday, July 7, 2001

- Latest book review(s)
 - o John Singer Sargent - Sargent Portrait Draw
 - o Coen Brothers - Fargo (screenplay) - (see)
 - o Denny Martin Flinn - How Not to Write a Sc

A few more books reviewed. Next up I'm going a

Wednesday, June 27, 2001



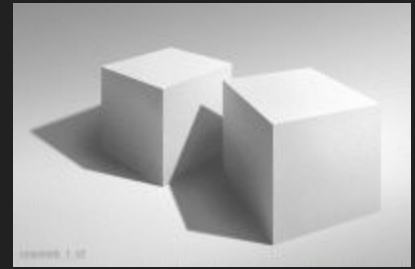
Installatron

Products The Apps Company Support

Installatron is a one-click web application installer that enables blogs, photo galleries, forums, shops, and other top web applications to be instantly installed and effortlessly managed.

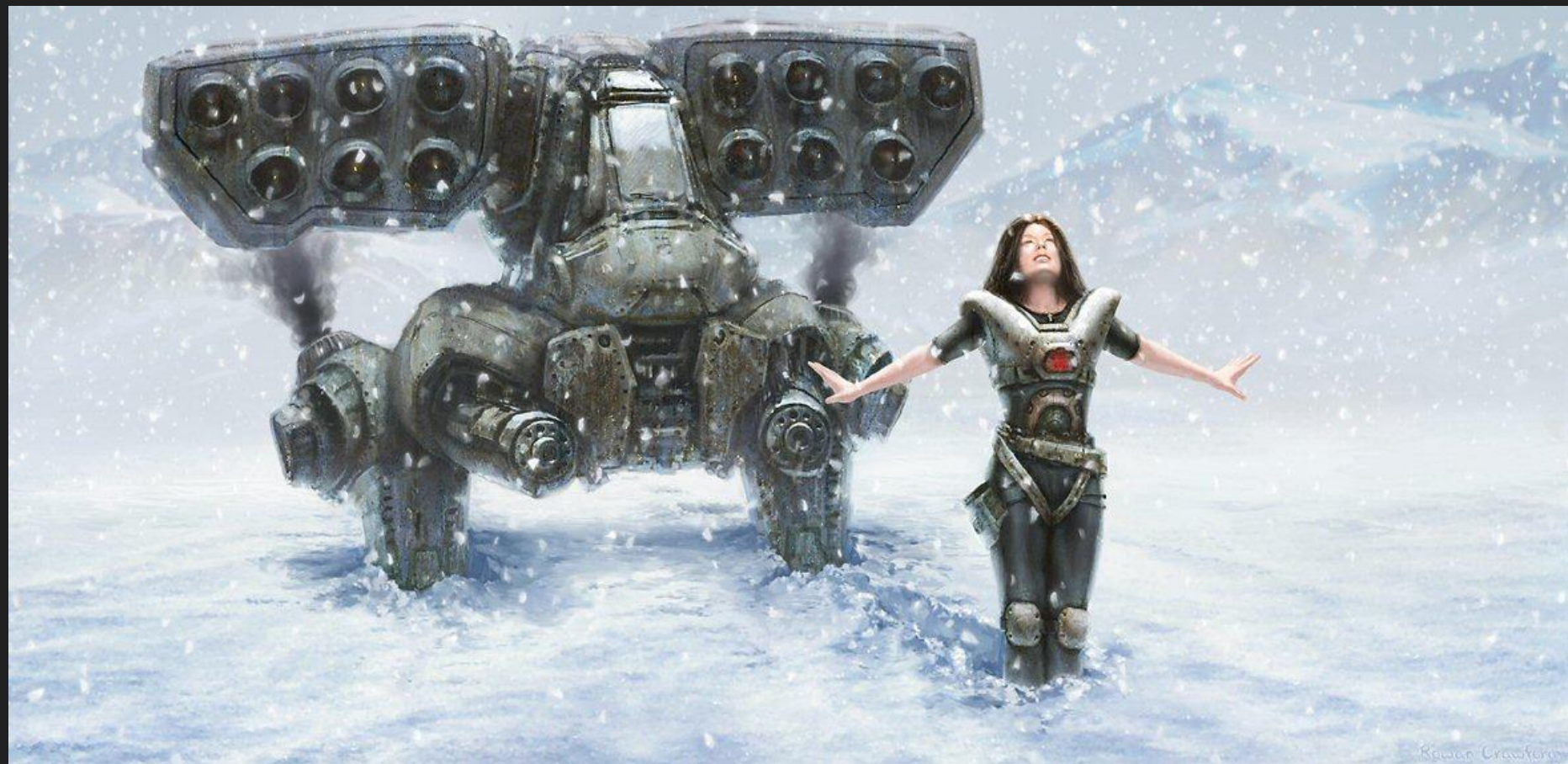
The image shows the 'Installatron' logo at the top left. Below it is a large, colorful wavy graphic in shades of blue, green, and red. On the right side, there is a 3D rendering of the Installatron software box.

ROWAN 'SUMALETH' CRAWFORD



Corseus
SUMALETH





Kevin Crawford

Welcome , You last visited on 25 Feb 2019 15:17

	Posts	Last Post
Digital Art :		
Digital Art Discussion Discussion about any digital art, questions about technique, artists, and anything else related.	49404	12 Jan 2019 22:15 ifrancis ⇒
Work in Progress Post and view forum members work in progress. A place to ask for feedback and suggestions.	45679	01 Jul 2018 06:03 Dhablh ⇒
Gallery/Finished Work Post and view finished artwork here. Critique and give feedback if requested.	185869	01 Jul 2018 17:25 Dhablh ⇒
Miscellaneous :		
Random Musings Talk games, movies, news, or whatever else that has nothing to do with art. Stuff that doesn't fit in the other forum.	65068	01 Jul 2018 06:04 Dhablh ⇒
Archive : Sep99 - Dec00 Pre-2001 Digital Art Forum. You can view old posts, but not post new ones or reply in this forum.	82716	02 Jan 2001 09:12 Dhablh ⇒
Moderator Forum Moderators Only	68	04 Oct 2007 01:21 Sumaleth ⇒

(82000 posts in one year in the late 90s!)

Mark all forums read

All times are GMT

In total there are 60 users online :: 1 Registered, 0 Hidden and 59 Guests : [Administrator](#) | [Moderator](#)
 Registered Users : [Sumaleth](#)
 The newest registered user is [bhesl](#)

Our users have posted a total of **428804** articles
 We have **15566** registered users
 Most users ever online was **2437** on 11 Feb 2008 18:13

(2400 users online at the same time and some of them probably weren't bots!)

The Sijun Forums as they've been for the last 18 years

[Go to Administration Panel](#)

Sijun

Pronounced?

sigh-jun X

see-jun X

No, it's;

sih-jun

This is the entirety of Dhabih Eng's website
(he doesn't keep a large web presence)

Dhabih Eng, aka Sijun

Pronounced;

ZAH-bee eng

- Has a degree in Interdisciplinary Art from the University of Washington.
- Painted gaming magazine covers while still at school.
- Grew up in Taiwan, Australia, Macau, Canada, China, and the USA.
- Started working for Valve in 1998 and is still there today.

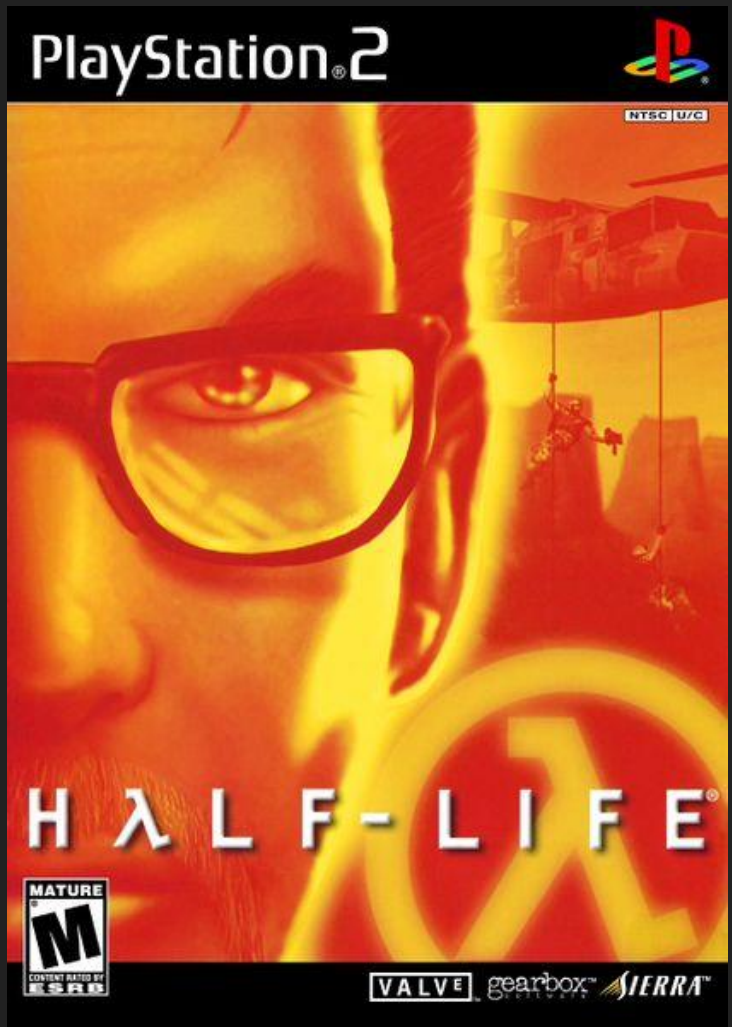




Early Dhabih fan art, posted on Blues News and widely praised-



Lead to a job at Valve where he created concept art, promotional material, and the box art for Half-Life 2





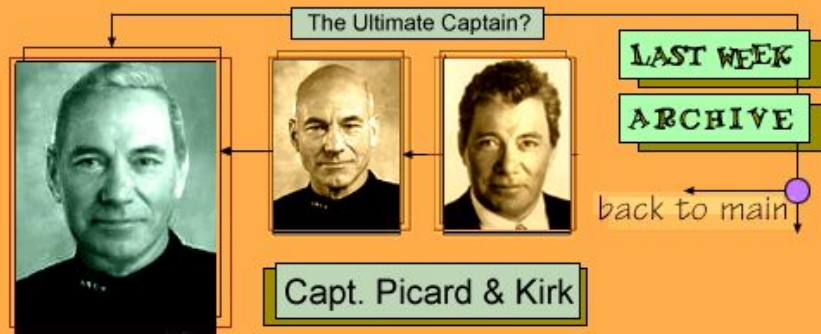
CDHABIN
<http://www.sijun.com>



<http://www.sijun.com>

CDHABIN

DHAB'S WEEKLY CELEB MORF



THIS WEEK: Patrick Stewart and William Shatner

(Last Week and Archive Button don't work yet)

Welcome to my Weekly Celeb-Morf! I'll be updating this page every friday. When things settle down here, i'll begin accepting suggestions for each weeks morf, but for now please dont send me suggestions. *Enjoy!*

Oh, and he totally had this celebrity morphing site for a while
(you thought we'd forgotten, Dhabih?)



Sijun has its memes

We saw a lot of green monkeys at one point

This, by gLitterbug, was the only example I could find but there are probably still many hidden throughout the Sijun pages

<https://twitter.com/gbugster>

“...it felt like an actual community intent on improving and maintaining a good place. Even high caliber people like Craig Mullins never felt unreachable [and never] acted like celebrities in a bad way.”

“Sijun [...] might have had the biggest impact on how I learned to deal with feedback and criticism of my work, and that [is something] I can see it as [a positive I took away from Sijun], even if my first reaction was to feel hurt...”

“I do think that this was part of what made Sijun what it was; a general air of helpfulness, even in criticism and [when] from obviously "much better" artists. Compared to some other places where you could feel a certain elitism or clique mentality right away.”

Horst-Peter (gLitterbug)

But Sijun definitely had a clique

The trick was to keep that difference in check

Craig Mullins (spooge demon, worthless_meat_sack)

- Illustrator
- Conceptual artist
- Teacher
- the Godfather of digital illustration





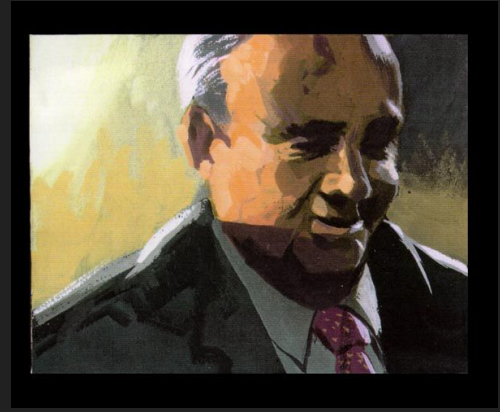
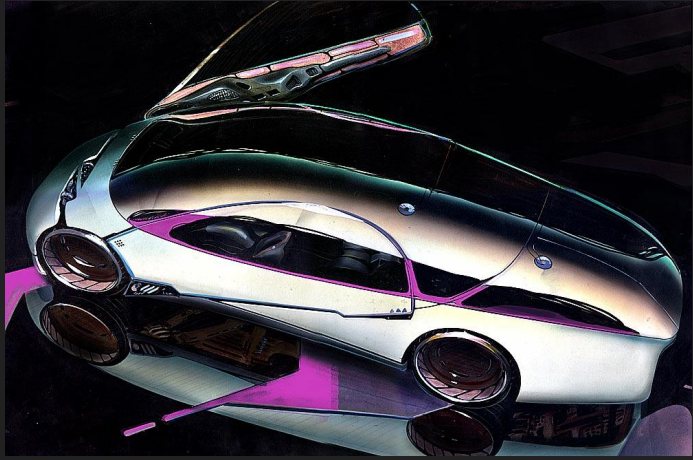


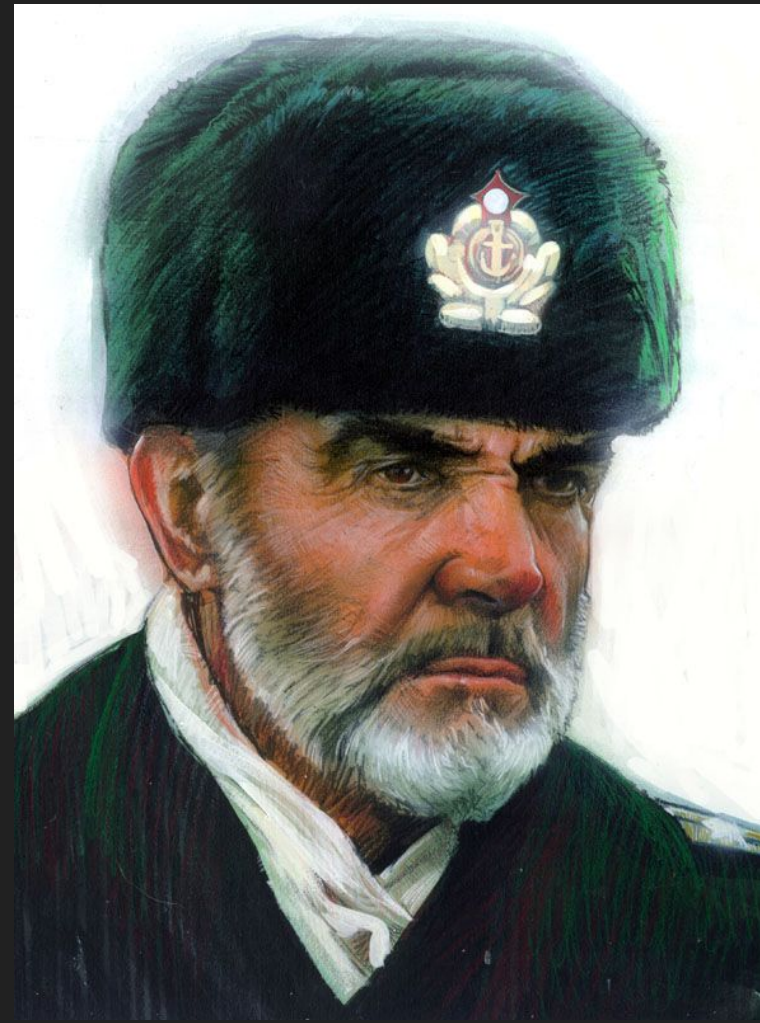
IN THEATERS: JULY 11, 2001

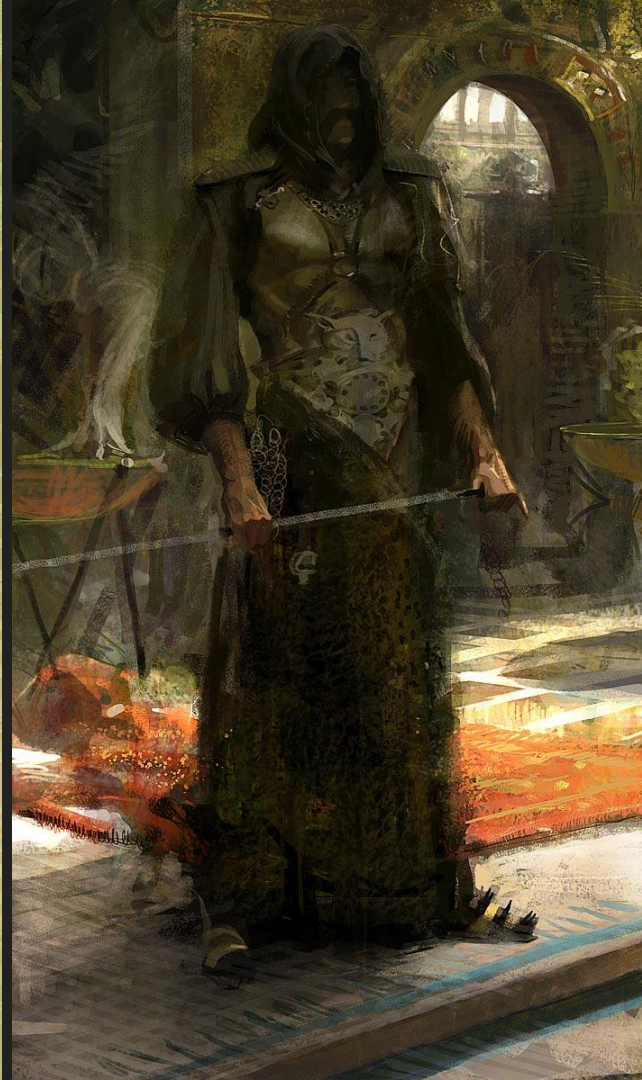
FINAL FANTASY
THE SPIRITS WITHIN

THE KINGDOM HEARTS ANIMATION SERIES, OR SO CALLED A "GUILTY MINDS" WILL BE A COMING OF AGE FOR THE SERIES. THE SERIES WILL BE THE FIRST IN THE SERIES TO BE ANIMATED BY SQUARE ENIX. THE SERIES WILL BE THE FIRST IN THE SERIES TO BE ANIMATED BY SQUARE ENIX. THE SERIES WILL BE THE FIRST IN THE SERIES TO BE ANIMATED BY SQUARE ENIX.

BARRIER CITY







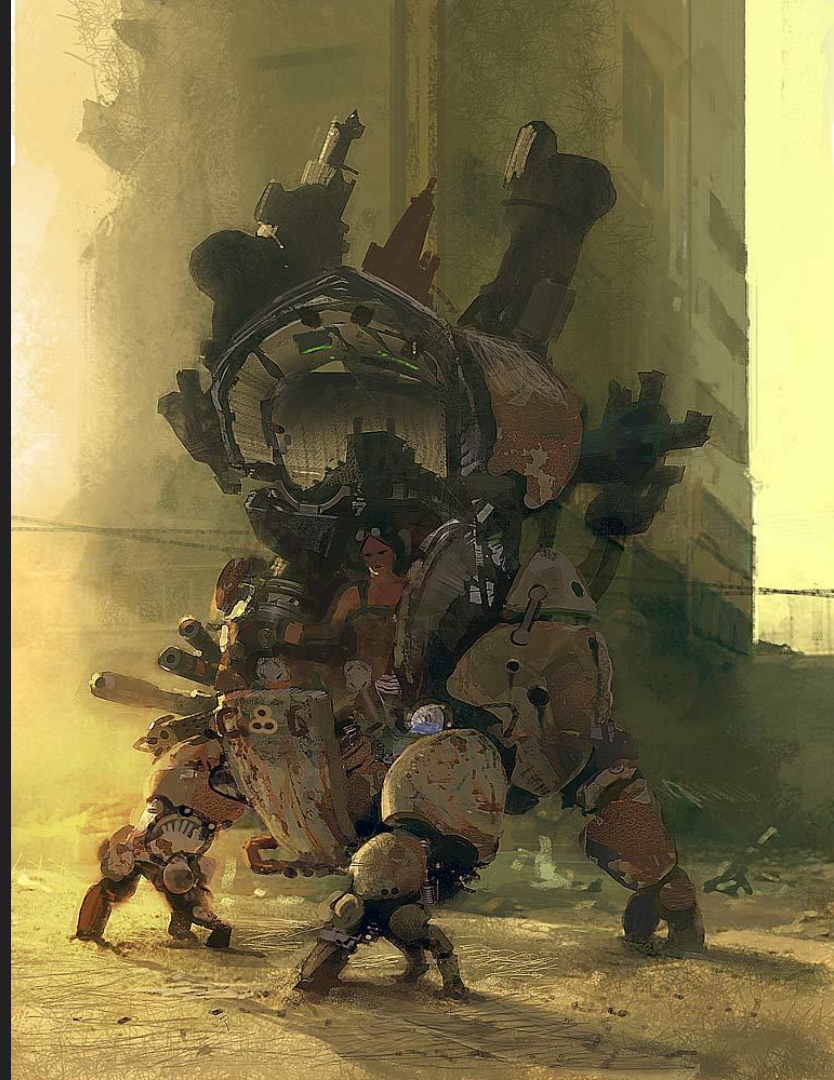
Craig invented digital *speedpainting*.

He defined its look.

Invented the techniques.

Probably gave it the name too.

He drew hundreds of these.



Gallery/Finished Work

showcase final images & critique









Moderators: [Dhablh](#), [Sumaleth](#), [Freddlo](#)

Users browsing this forum: None

Mark all topics read

Goto page [1](#), [2](#), [3](#) ... [315](#), [316](#), [317](#) [Next](#)

(40000+ posts in The Speedpainting Thread, 4th edition; the speedpainting thread effectively was Sijun.)

	Topics	Replies	Author	Views	Last Post
	Announcement: Sijun.com Forums End	0	Dhablh	1747	01 Jul 2018 06:02 by Dhablh →
	Announcement: May Sijun Theme: BRAINFART	4	Sumaleth	11339	16 Jun 2013 20:19 by Nlde →
	Sticky: The Speedpainting Thread (IV) [Goto page: 1 ... 1361, 1362, 1363]	40861	Sumaleth	16777215	01 Jul 2018 17:25 by Dhablh →
	Sticky: The 3d thread [Goto page: 1 ... 15, 16, 17]	502	Matthew Is Godzilla	421357	19 Feb 2018 07:09 by durqdeep →
	Sticky: The Drawing Thread (II) [Goto page: 1 ... 22, 23, 24]	708	StylesDavis	599816	14 Nov 2017 00:21 by sicksicksick →
	Sticky: The Propeller Thread [Goto page: 1 ... 24, 25, 26]	751	Capt.FlushGarden	567365	27 Feb 2017 04:35 by Sumaleth →
	Sticky: The Self Portrait Thread [Goto page: 1 ... 59, 60, 61]	1823	The Machine God	823167	03 Jan 2017 10:15 by Ranath →
	Sticky: The Cars Thread [Goto page: 1 ... 8, 9, 10]	295	Max Ostap	423094	20 Aug 2013 00:22 by Bembll →

(1363 pages!)

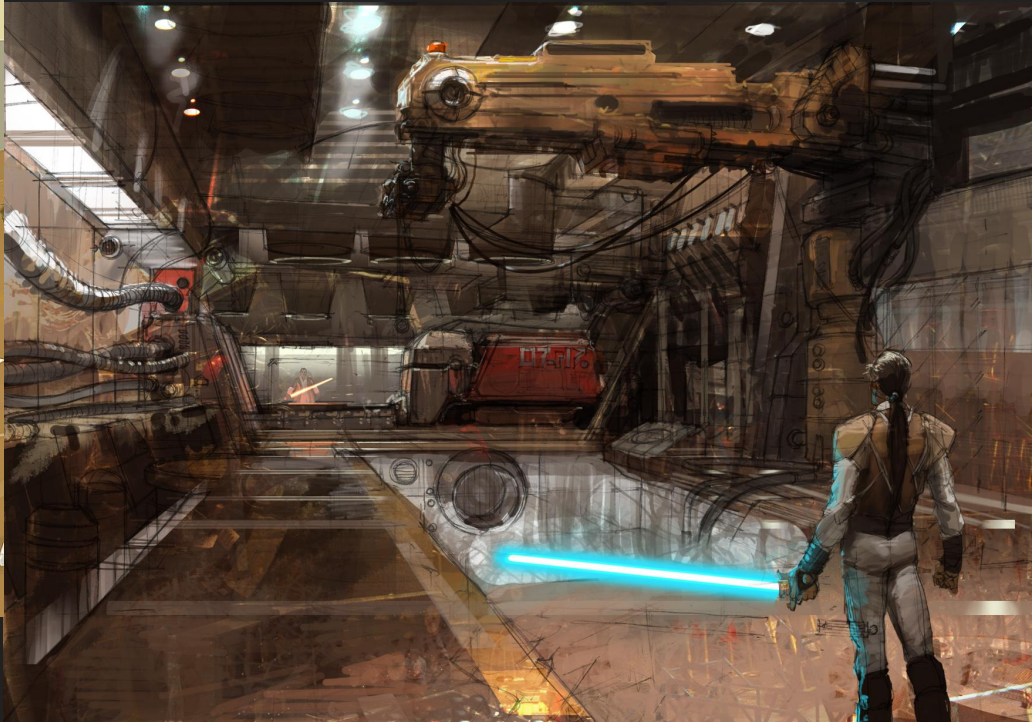




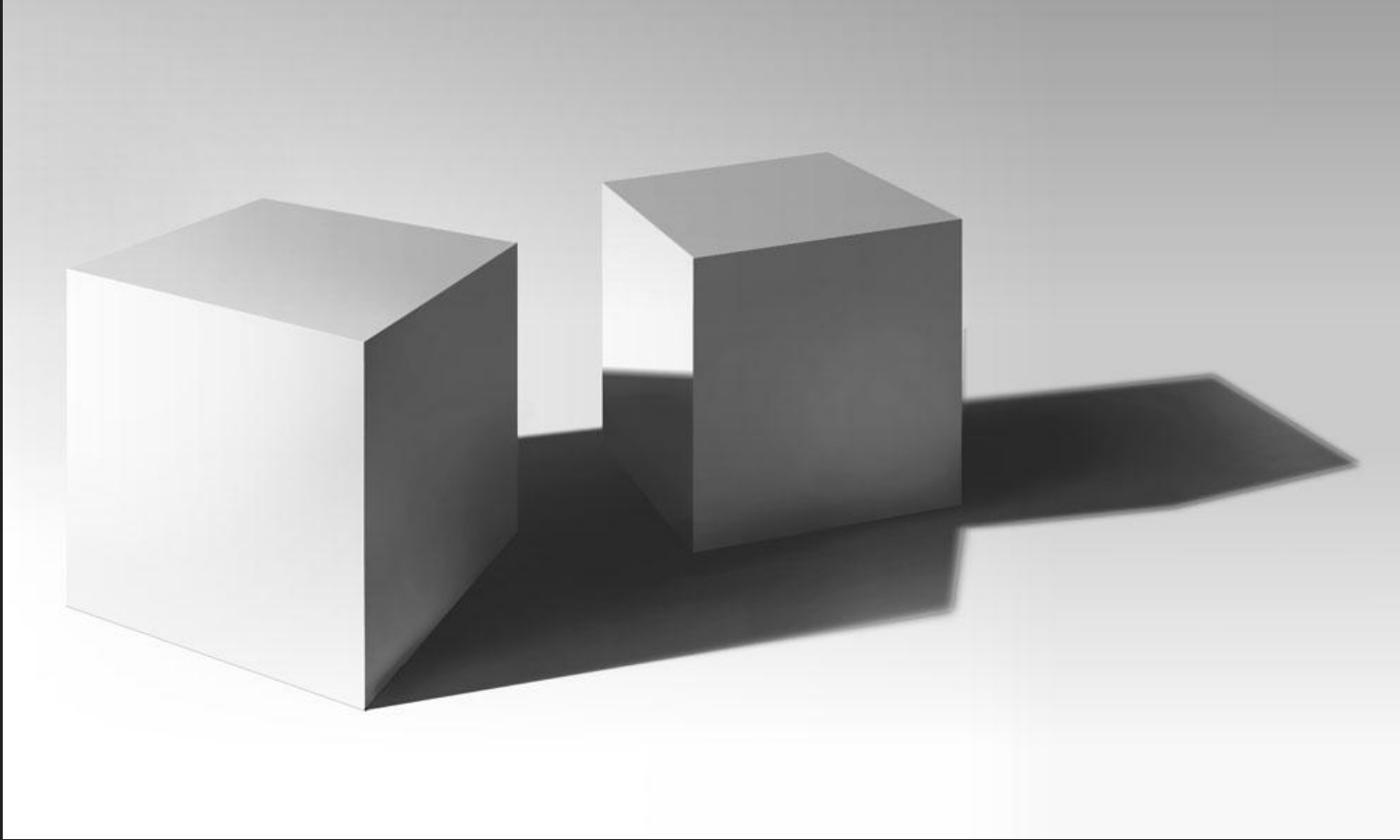
Craig taught us how to use *overlay layers* to add texture to digital images. These are two that he used in many early images.







* Various artist paintovers



Ron Lemen (see below) taught us how accurately shade 3D objects and Craig helped by describing how to best achieve these results using digital techniques.





Spider-Man: Into The Spider-Verse background plate



- The Matrix Revolutions
- Final Fantasy: The Spirits Within
- Bicentennial Man
- Armageddon
- Contact
- Babe
- Virtuosity
- Apollo 13
- Interview with the Vampire: The Vampire Chronicles
- Forrest Gump
- Fire Blade
- Halo 2
- Hasbro
- Magic The Gathering
- Marathon
- Myth
- Wolfenstein 2000
- Age of Empires
- Bioshock 2
- Cyberpunk Noir
- Doom 3
- El Dorado
- Europa Universalis 3
- Harry Potter
- James Bond
- Narnia
- Need For Speed
- Peter pan
- Prince of Egypt
- Snowcrash
- 500 Nations
- Final Fantasy: The Spirits Within
- book covers
- theme park rides
- ...and much, much more

Craig Mullins

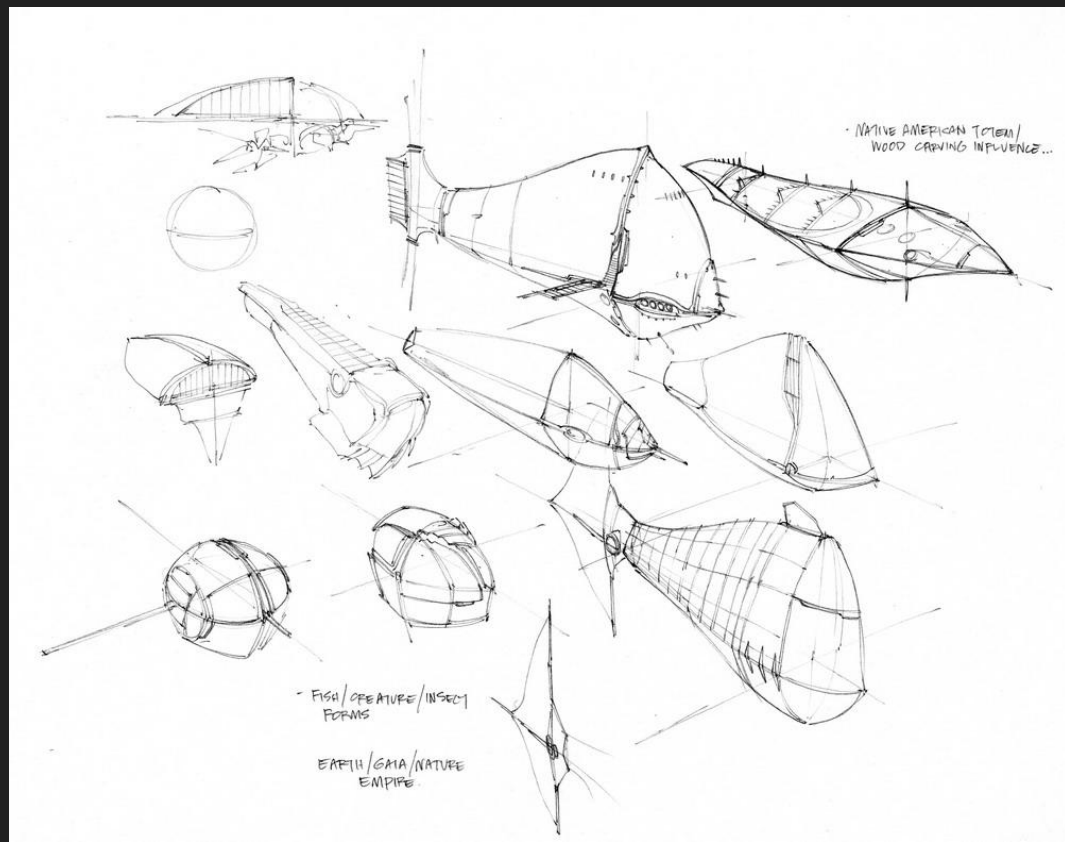
<https://www.goodbrush.com>

Francis Tsai (Francis)



- Comic artist
- Conceptual artist
- Was the first to start his own forum separate of Sijun (one focused on non-digital conceptual art) yet he remained an active Sijun member

- Myst 3
- Suckerpunch
- The Bourne Conspiracy
- Magic The Gathering
- Top Cow
- Marvel
- Star War
- Dungeons & Dragons
- Teenage Mutant Ninja Turtles
- wrote books about concept art



Francis Tsai
<http://teamgt.com/wpg2/>



“In 2010, at the age of 42, Tsai was diagnosed with amyotrophic lateral sclerosis (ALS), also known as Lou Gehrig's Disease.”

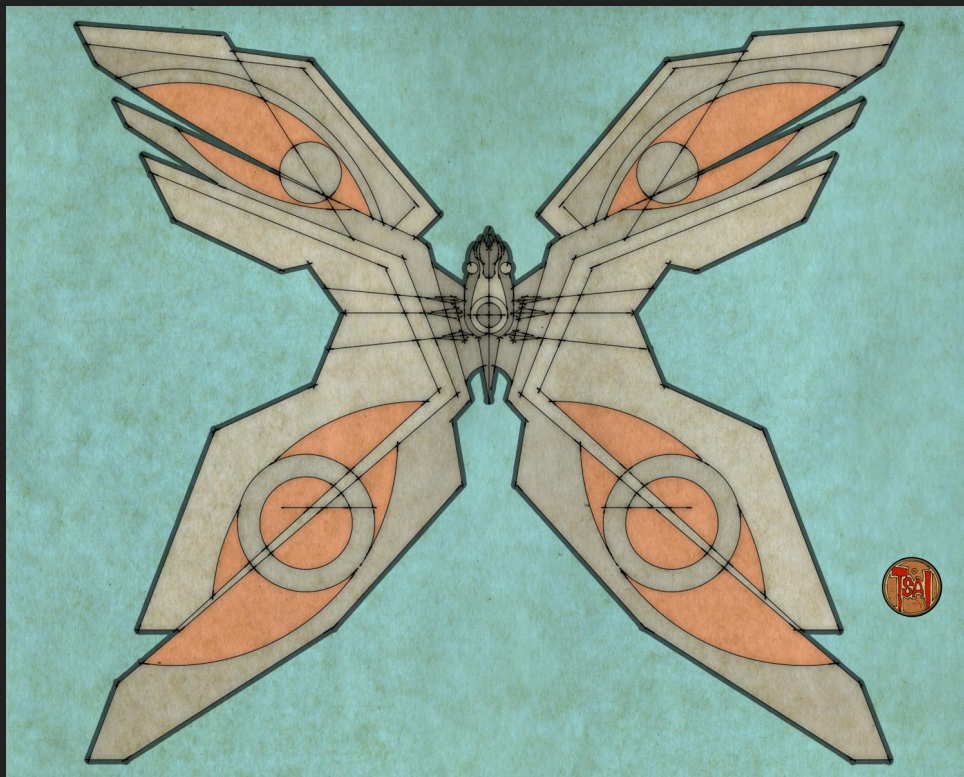
“The disease cost him the ability to move his arms and hands; he had not held a pencil since early 2011. He discovered he could digitally paint on his iPhone with his right big toe while holding the iPhone with his left foot.”



“Once he lost the ability to move his feet, Tsai began using the PC Eye in conjunction with a Kiosk Tablet to communicate. By early 2012, Tsai began creating art again using the eye-gaze technology with drawing programs Sketchup and Photoshop.”

“His eye-gaze art was featured in the media including CNN and computer art magazine ImagineFX”

“He died April 23, 2015”



THE DARK KNIGHT



Francis Tsai

<https://www.youtube.com/watch?v=PvxcyYKGFdo>

Ken Wong (we don't actually remember his forum name)



- Illustrator
- Conceptual artist
- helped run the Eatpoo art forums







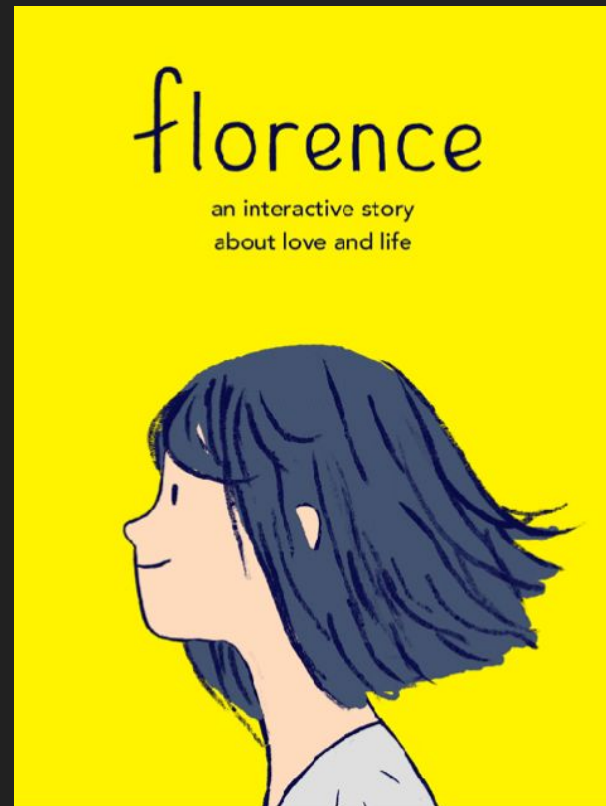
Monument Valley

“[Sijun felt different to today’s social media because] very few people used their real names or posted photos of themselves..”

“People would often post their process work so you could see how they developed a piece. [And] it was exciting that students could mix with pros - even get feedback from them. ”

Ken Wong

- Alice: Madness Returns
- concept artist
- Hacky Cat
- Monument Valley
- Florence
- Mountains



Ken Wong

<http://kenart.net/>

<https://twitter.com/kenwongart>

Peter Baustaedter (loki)

- Matte painter
- Conceptual artist



(C)2000 - Peter Baustaedter / loki@vigilante.net











KING KONG

© 2005 Universal Studios. Used With Permission.

- King Kong
- Avatar
- Sin City
- Titanic
- The Fifth Element
- Apollo 13
- Lord of the Rings: The Two Towers
- Final Fantasy: The Spirits Within
- The Day the Earth Stood Still



Peter Baustaedter
<http://baustaedter.com>

Pierre Hannah (Pierre Hannah)

- Conceptual artist
- Photorealist painter









maybe she was right,
maybe I have been
neglecting her, what
a fool I am...







- DICE
- Mirror's Edge
- No internet presence that I could find, no galleries of art



Edouard Caplain (alyssa milano)

- Concept artist





LUNG FOOK HOUSE

龍福樓

樓



THIS WAY

Please don't
Ask monkeys

LEFT SIDE LANDING STRAP IS

DEATH
UPON US

MILANO

WARNING
Floor approx
LEVEL 100

鐵板咖啡

Best Baker

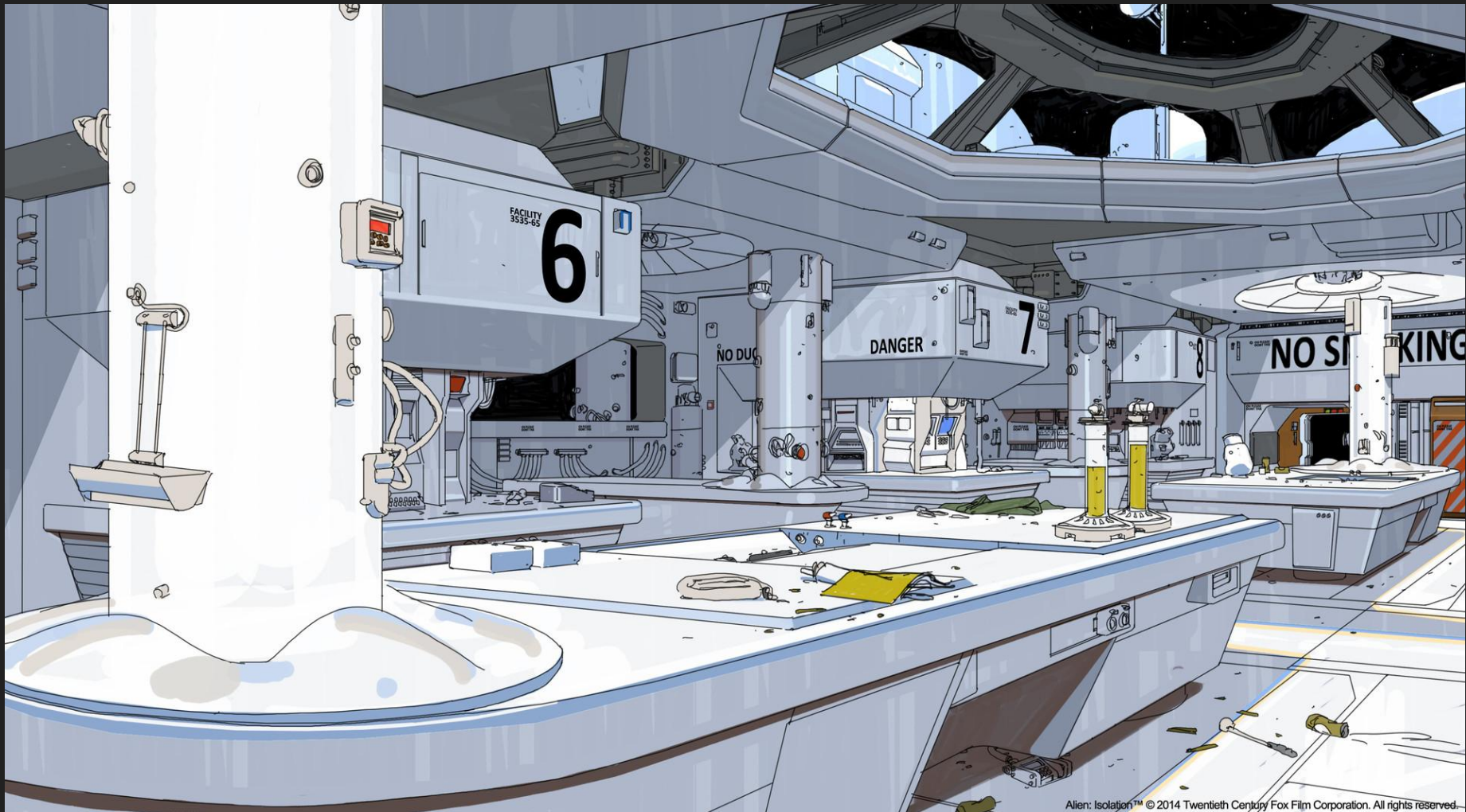
P



[Sijun] was quite unknown to the general public but [well] known to people in the industry. So the overall level was pretty good, and so [we saw] lots of emulation. It was mostly digital so we could share techniques.”

“[There’s nothing around now] that compares. Twitter is good to show stuff but there are too many people. Maybe there are groups on facebook that are closer but i don’t know... seems like that era is gone to me.”







Life is Strange™ © Square Enix Ltd 2015. All rights reserved.

- Life is Strange 1 & 2
- Alien: Isolation
- DONTNOD Entertainment

Edouard Caplain

<https://twitter.com/edouardcaplain>

<http://www.edouardcaplain.com>

Linda Bergkvist (Enayla)

- Fantasy illustrator
- Teacher















- The Golden Compass
- Exposé I, II, IV
- Exotique I, II
- Co-authored d'artiste: Digital Painting
- Teacher at HUMlab (sweden)
- no internet presence or current information about her art that I could find

Dan Paladin (Synj)

- Artist
- Animator
- Musician







Craig Mullins





23



56



9



4



22



52



9



7



0:00 / 1:07



<https://www.youtube.com/watch?v=R-WIQZsTzbY>



- Alien Hominid
- Dad n' Me
- Castle Crashers
- BattleBlock Theater
- Pit People
- Cyanide & Happiness (music)
- The Behemoth
- a prominent member of the Newgrounds website

Dan Paladin

<https://twitter.com/danpaladin>

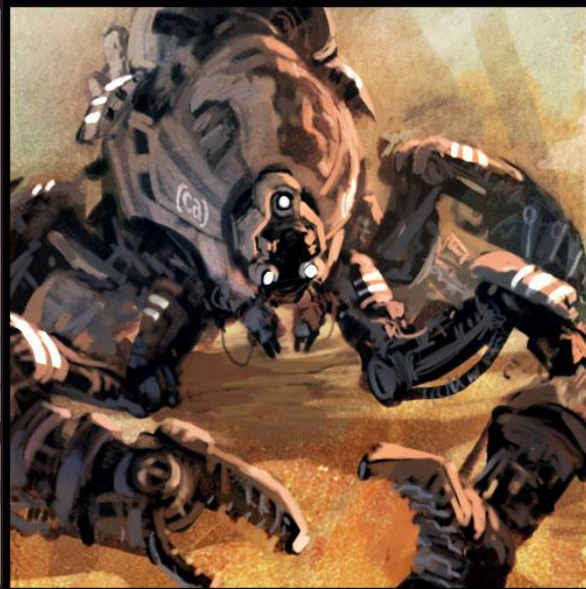
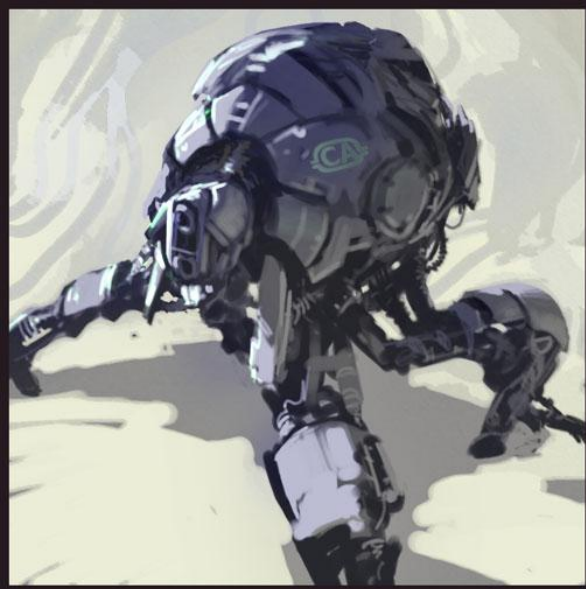
<http://www.synj.net/> (old)

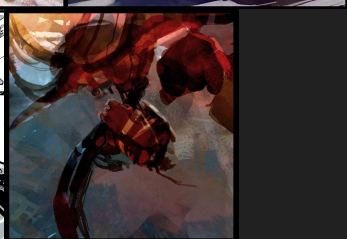
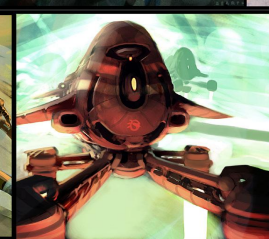
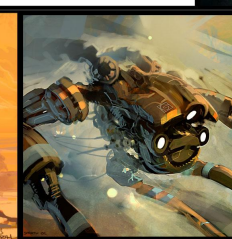
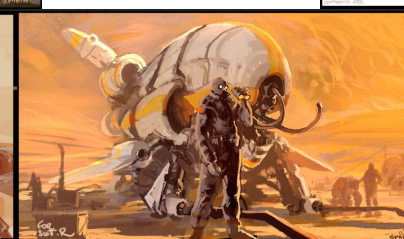
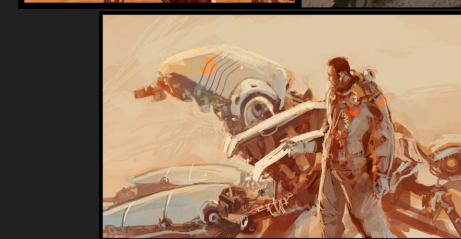
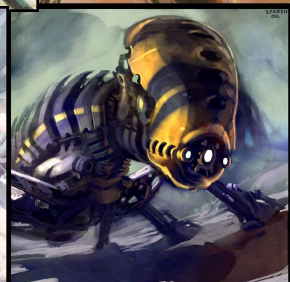
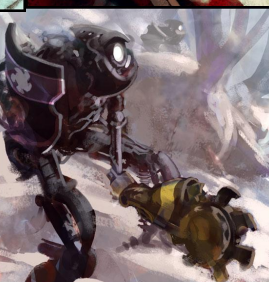
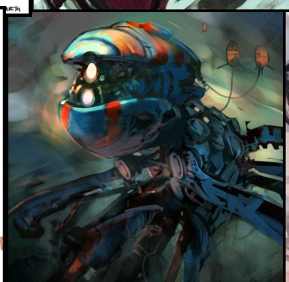
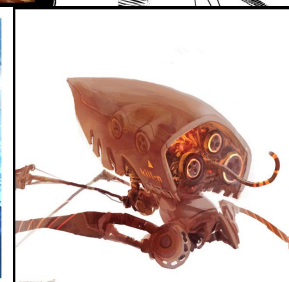
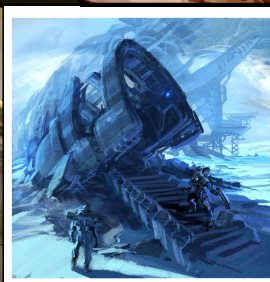
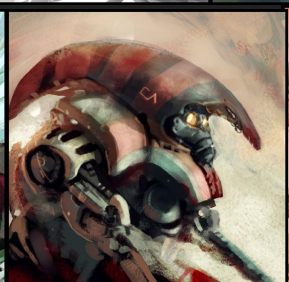
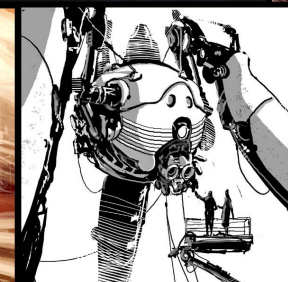
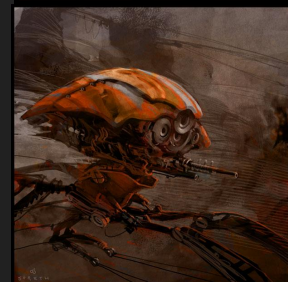
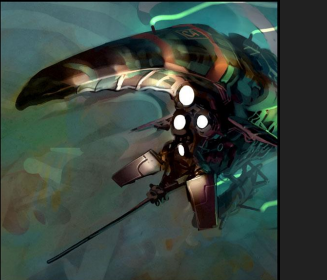
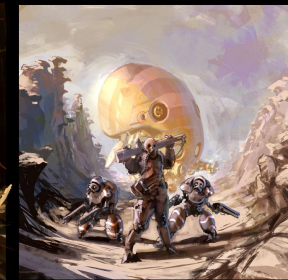
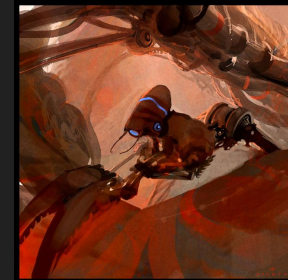
Nicolas Bouvier (sparth)

- Concept artist
- Illustrator
- Photographer





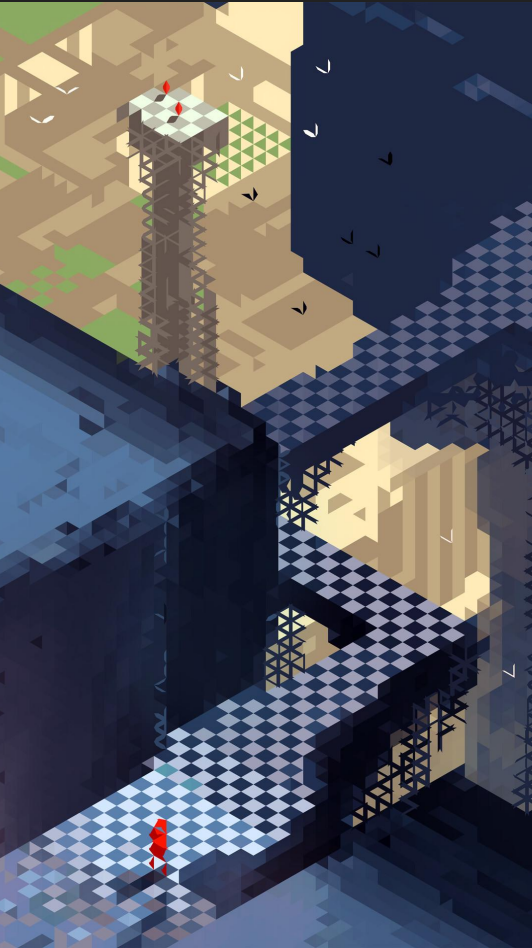








2010 FACTS







- Structura 1, 2, 3 (books)
- Assassins Creed
- Rage
- Halo 4 & 5
- Alone in the Dark 4
- more than 100 book covers
- id Software
- 343 Industries

Nicolas Bouvier

<https://twitter.com/nbsparth>

<https://www.artstation.com/sparth>

Author **Topic : "September Draw Club: Odd Couple"**

Dhabih
Administrator

Member #
Joined: 13 Sep 1999
Posts: 530
Location: Kirkland, WA,
U.S.A.

Posted: 02 Sep 2002 00:39

quote edit x ip



Welcome to Draw Club.

- First rule of Draw Club, you do not talk about Draw Club.
- Second rule of Draw Club, you **do not talk about Draw Club**.
- Third rule, if you just read this message, you *have* to draw.
- Fourth rule, you can draw in whatever style at whatever speed you wish **as long as its on topic**.
- Fifth rule, there is never a fifth rule.

This months assignment: *Odd Couple*

-dhab

P.S. For those of you who need further explanation , the Draw Club is an exercise to see the wide variety of stuff people come up with. This is in the same vein as the recent "Gaskmask" thread. Those who remember Draw Club from back in the day, sorry I missed about 20 months of Draw Club there. heh 😊 If you have ideas for future Draw Clubs, e-mail me at: dhabih@sjun.com

Draw Club (2002)

Sijun Themes (2011)

Author **Topic : "January Sijun Theme: SQUARES"**

Sumaleth
Administrator

Member #
Joined: 30 Oct 1999
Posts: 2896
Location: Australia

Posted: 03 Jan 2011 02:41

quote edit x ip

Let's try a monthly theme, kicking off with a *technique* created by Sparth in the speedpainting thread:

SQUARES




Image by Sparth

"you grab the square shape, and you paint. I also used a custom shape made of multiple squares to emulate texture like surfaces."

Post your SQUARED Imagery. And feel free to cross-post in/from other threads, where applicable.

--

- 2012-12: ZOMBIES!
- 2012-10: AFTER SARGENT
- 2012-9: THUMBNAILS**
- 2012-8: THE MERCILESS SEA
- 2012-7: LIGHTCYCLE 3D
- 2012-6: PAINTOVER
- 2012-4: ERASE ONLY
- 2012-3: FILM FRAME STUDY
- 2012-2: THE EGG
- 2012-1: UNFINISHED
- 2011-12: X-MAS 2011
- 2011-11: LASSO
- 2011-10: IMMENSE
- 2011-9: CARS CAR
- 2011-8: THE TREE
- 2011-7: DESK STUDY
- 2011-6: ALIEN LANDSCAPE
- 2011-5: FRUIT
- 2011-4: ABSTRACT
- 2011-3: TACHIKOMA
- 2011-2: MATERIALS

Art Links Archive -- Artists and Tutorials

Feng Zhu (Vortx)

- Concept artist



CLASSIC CAR SKETCH - THROUGH

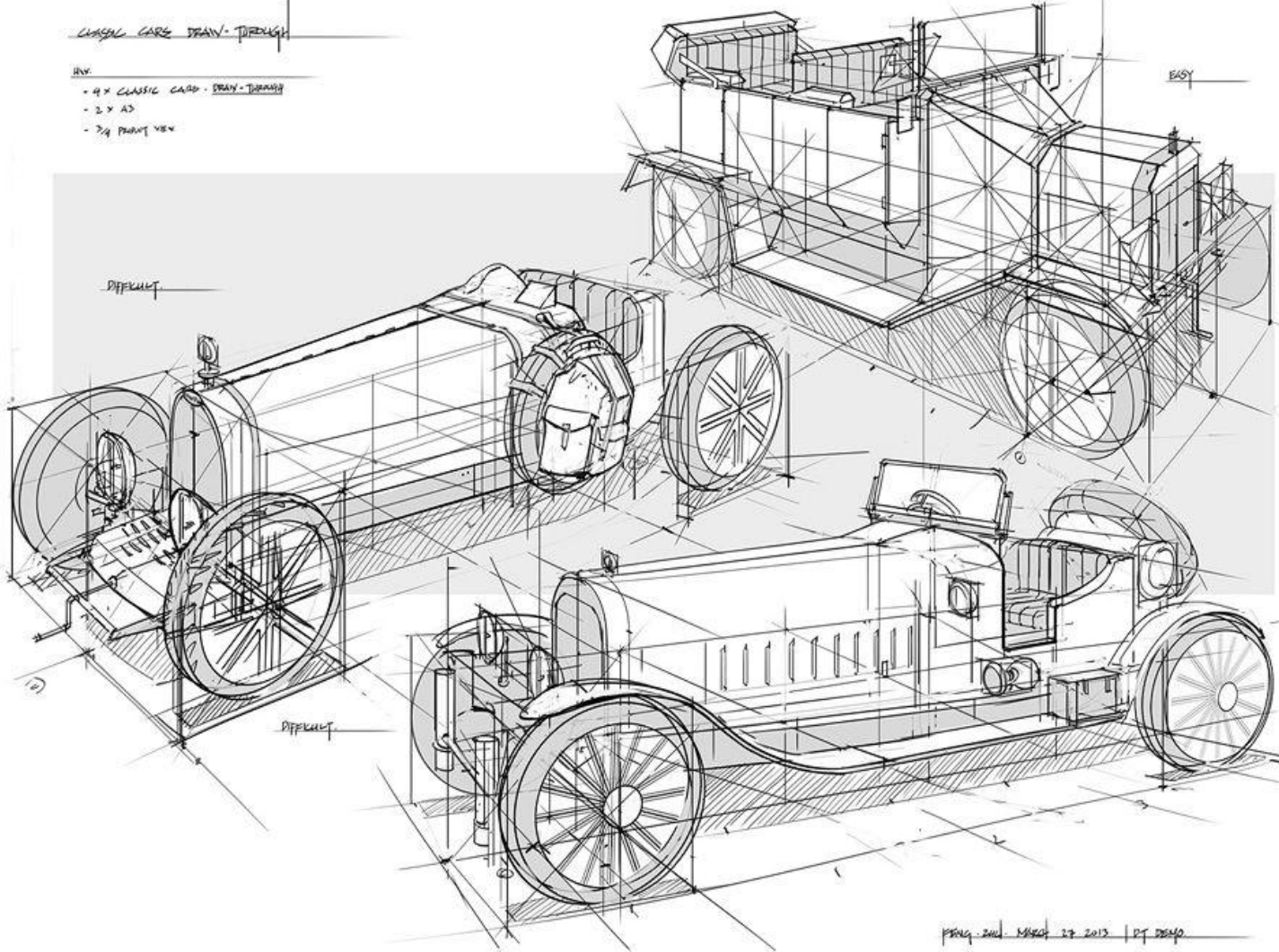
REV.

- 4 x CLASSIC CAR - SKETCH - THROUGH
- 2 x A3
- 2 x PRINT VIEW

EASY

DIFFICULT

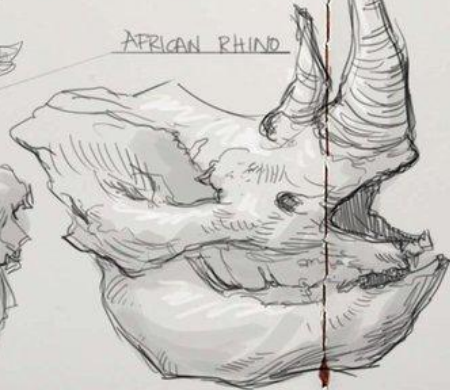
DIFFICULT





HIPPO SKULL STUDY

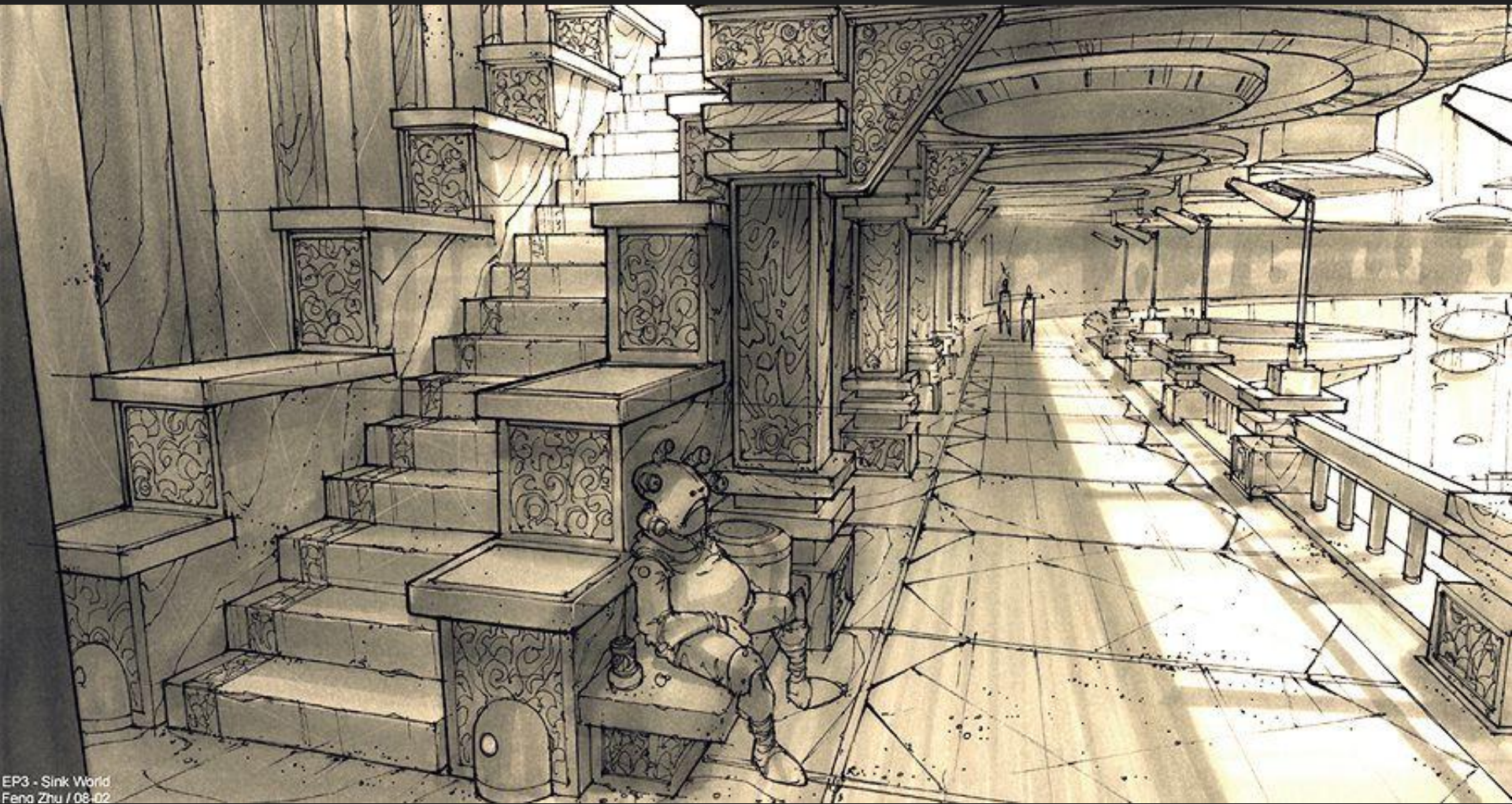
AFRICAN RHINO



LION SKULL STUDY









- FZD School Of Design
- Gears of War
- Transformers
- Star Wars: Episode III - Revenge of the Sith
- The Lord of the Rings: The Fellowship of the Ring (vg)
- The Lord of the Rings: The Battle for Middle-Earth (vg)
- Valerian and the City of a Thousand Planets
- Dead Space
- Alita: Battle Angel

Feng Zhu

<https://fzdschool.com/>

Thomas Pringle (DrZulu, Pringle)



- Illustrator
- Concept artist



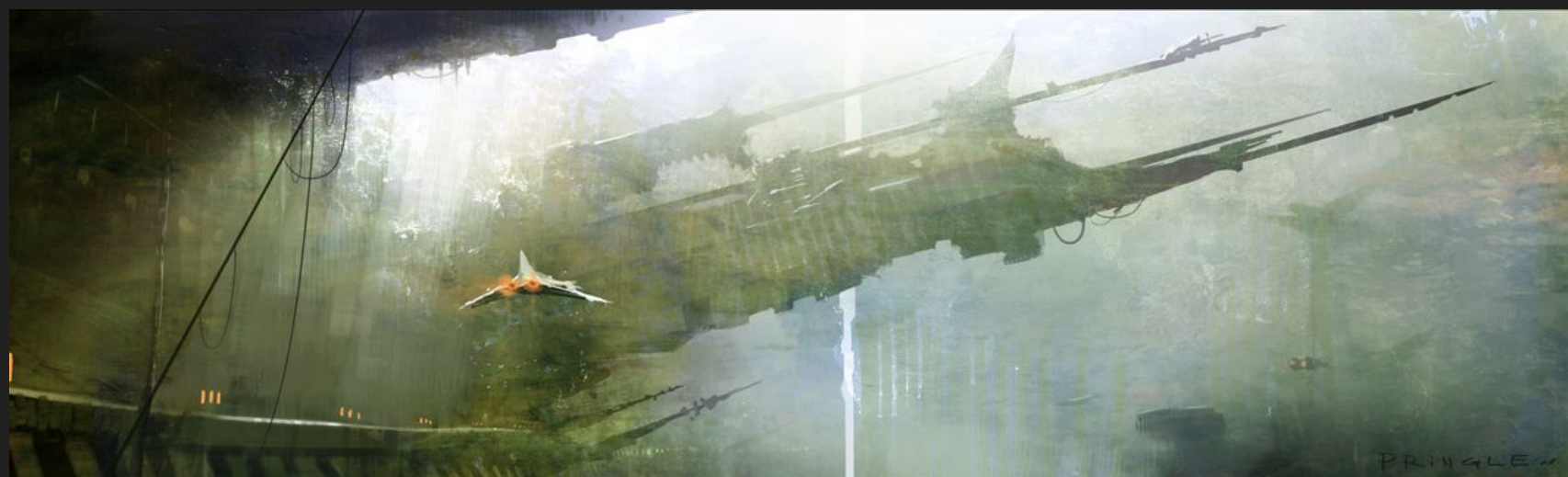


“I had just started art school in Denmark and there was no information on technique and craftsmanship in regards to illustration. [So] Sijun had a huge impact [on me].”

“What I remember most was all was Craig Mullins’ advice and paintovers. I printed it all out and still have it in a binder somewhere.”

“I think a lot of artists that started out at that time owe a lot to the Spooge Demon (Craig Mullins).”

Thomas Pringle





FRINGLE 15



“Most of the people posting were regulars which created an intimate atmosphere. I really miss it to be honest.”

Thomas Pringle





- Ascend: Hell Climber (gn)
- Transformers The Last Knight
- Star Trek Discovery
- A Quiet Place
- Bumblebee The Movie
- Darkness 2
- Bioshock
- Mass Effect Andromeda
- Second Son
- Darkness 2



Thomas Pringle

<https://twitter.com/thomaspringle1>

<https://pringleart.com>

Socar Myles (Socar Myles)

- Illustrator
- Comics







“I was still in art school when I joined Sijun. The school I went to, Emily Carr, wasn't the best for illustration [so] Sijun filled a lot of gaps in my education.”

“Getting to talk to experienced professionals like Craig Mullins, and check out their techniques--and for free!--was an enormous boon.”

“The speedpainting thread was huge: it let me try out a lot of new approaches without worrying about failure.”

Socar Myles





“One thing that stood out, for me, was how happy everybody was, when one of us got a good gig. I made a lot of friends and discovered a lot of great opportunities. I ended up getting friendly with a lot of members, many of whom I'm still in touch with today.”

“Though I've since abandoned digital art for pen-and-ink, a lot of what I learned on the Sijun forums is still relevant.”

Socar Myles



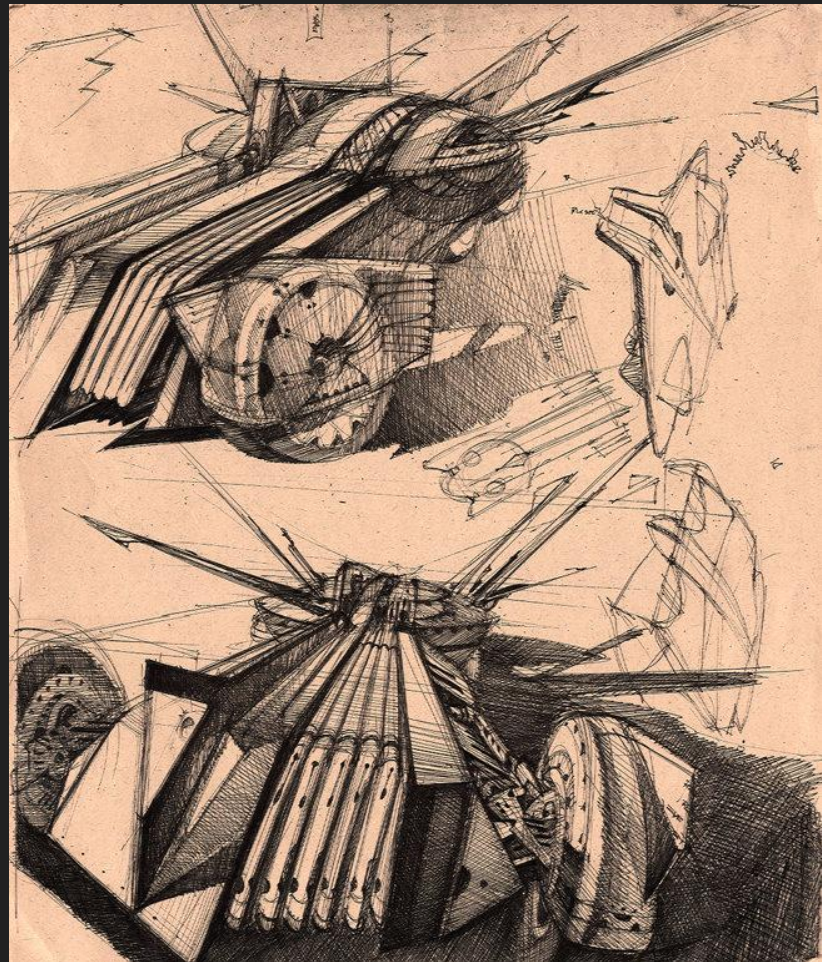
Socar Myles

<https://twitter.com/packbawky>

<http://www.gorblimey.com/>

Ryan Church (Ryan Church)

- Concept artist













- Star Wars: Rogue One
- Star Wars: The Force Awakens
- Tomorrowland
- Godzilla
- COSMOS
- Thor: The Dark World
- Star Trek Into Darkness
- Zero Dark Thirty
- Super 8
- Tron
- Avatar
- Transformers 1, 2, 3, 4
- Dead Space
- War Of The Worlds
- Star Wars Episode 2 & 3



Ryan Church

<http://ryanchurch.com/>

Timo Vihola (Bg)

- Artist
- Videogames









- Mountain Sheep
- Minogore 1 & 2
- Bike Baron
- Hardland
- Ice Rage



Timo Vihola

<https://twitter.com/TimoVihola>

<https://www.deviantart.com/vihola>

Danny Geurtsen (Danny)

- Illustration
- Matte artist





Danno



Damo
©

work in progress

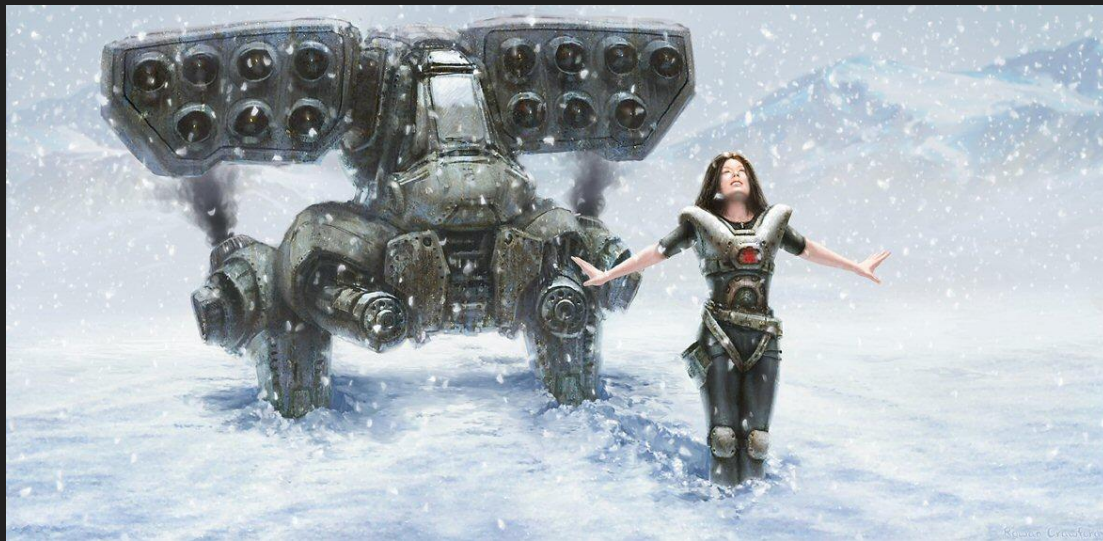


Craig Mullins paintover of Danny's original.



In my feedback I joked that it “*just needed a mech...*”

I doubled-down on the joke by adding the mech.



Much later, I repurposed the mech for this submission to EXPOSÉ 1.

I still use this image as my website and Twitter banners to this day. (With ongoing apologies to Danny.)





AVATAR

- Dinotopia miniseries (received an Emmy)
- Gravity
- Children of Men
- X-Men
- Harry Potter
- The Dark Knight
- Avatar
- The Martian
- The Jungle Book (lead environment artist)

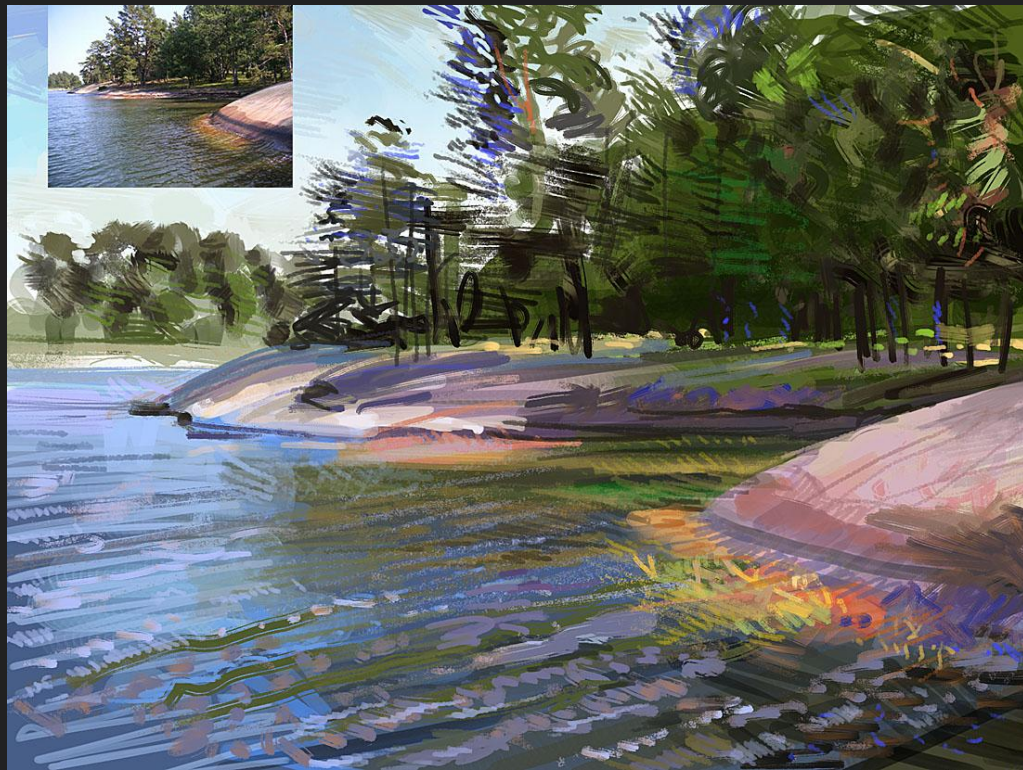
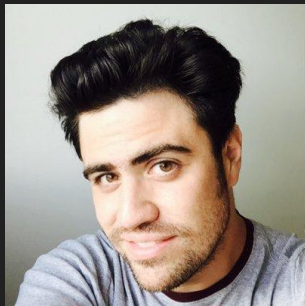
Danny Geurtsen

<http://www.dannygeurtsen.com/>



John Wallin Liberto (CaptFlushGarden)

- Concept artist
- Illustration
- Matte painting













(Liberto posted more than 500 images, ranging from quick studies to finished illustrations, during his time at Sijun.)

- Gears of War
- Battlefield
- Halo 4 and 5
- Mecha Samurai Empire
- Farlands VR

John Wallin Liberto

<https://twitter.com/CaptFlushGarden>

<https://www.johnliberto.com/>



Goro Fujita (Mitsui)

- Illustration
- Animation

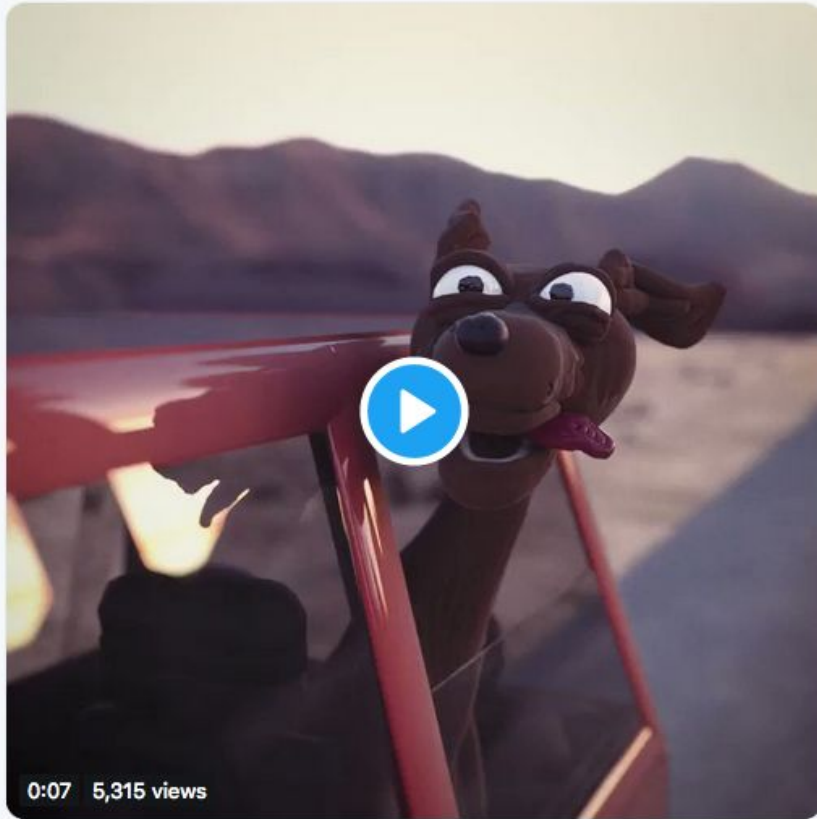




This image is named
“speedpainting 561”.

Goro was, and is,
prolific.





0:07 5,315 views

1 35 496

<https://twitter.com/gorosart>



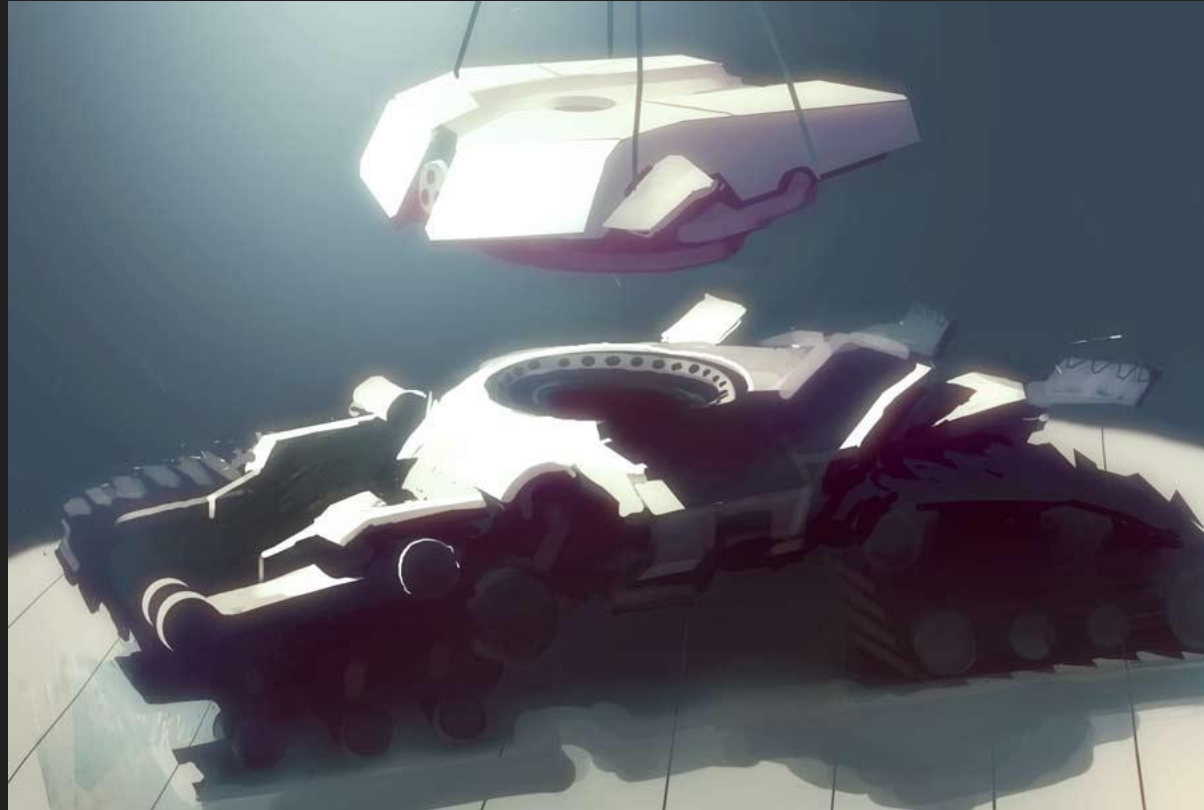
- Art Director
- Resident artist at Facebook (VR art evangelist)
- Quill VR illustrations (daily)

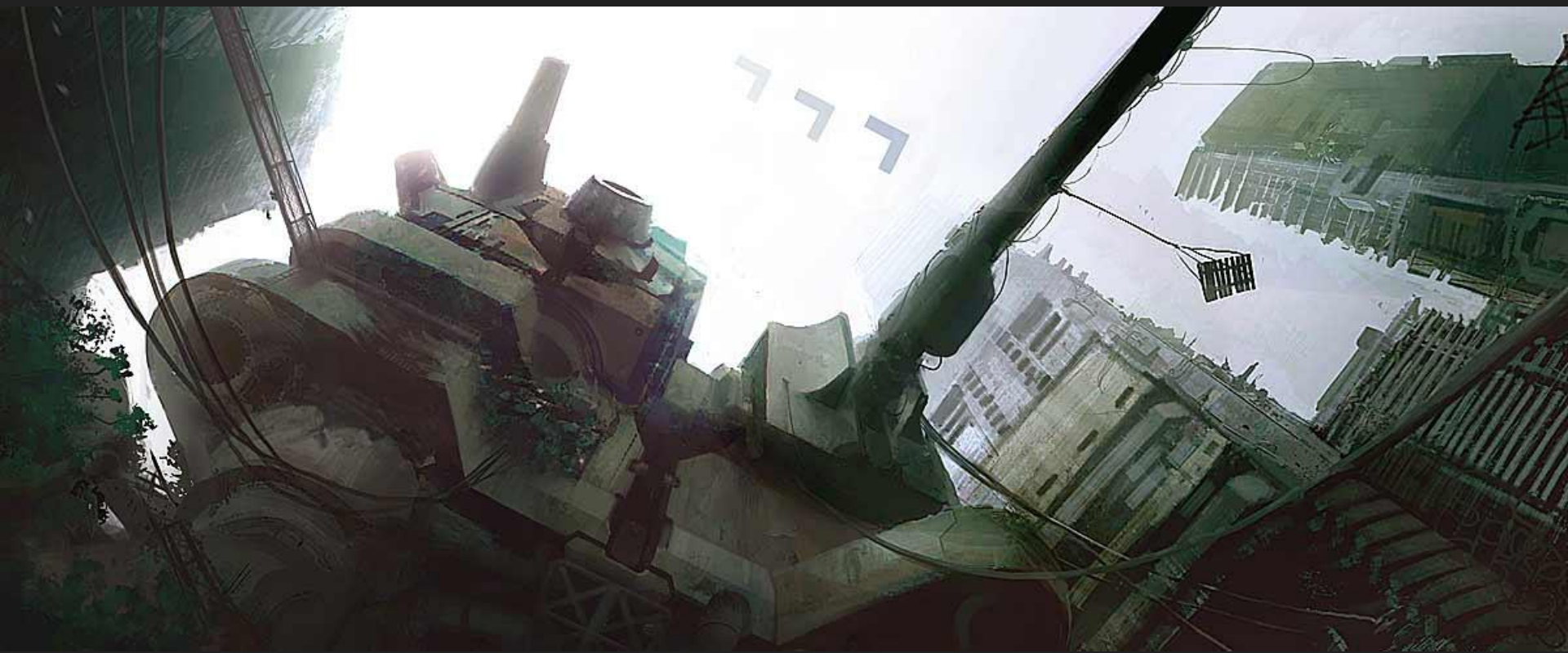
Goro Fujita

<https://twitter.com/gorosart>

Rasmus Poulsen (Sukhoi)

- Illustration
- Animation





“[I remember] learning from talented masters of their craft, while having fun banter.”

“The sharing at SijUNI definitely pushed my craft forward in ways I haven't been able to replicate since. My formative years for sure!”

Rasmus Poulsen







- IOI Interactive
- Art director/concept artist
- Hitman 1 & 2
- Hitman GO
- HITMAN: Bloodmoney
- Kane & Lynch: Dead Men

Rasmus Poulsen

<https://twitter.com/Poulsencoma>

<http://www.technouveau.net>

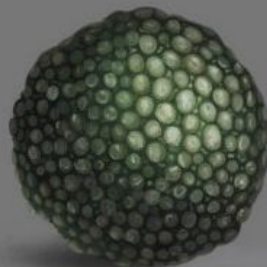
Katherine Dinger (Jezebel)

- Illustration









- Illustration
- WoW Raider IO

Katherine Dinger

<https://twitter.com/pocketmole>

<http://www.pocketmole.com>

<https://www.artstation.com/pocketmole>



Mattias Snygg (mon)

- Illustration
- Concept art
- Videogames





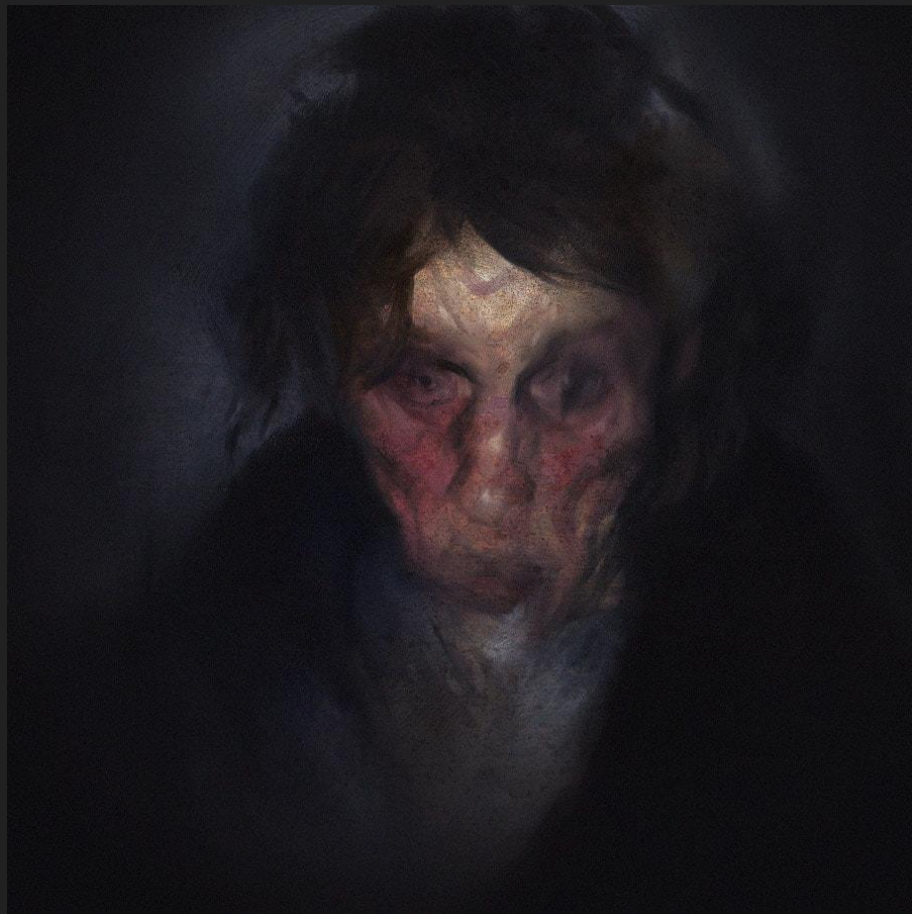


“[Sijun] was absolutely a big part, a huge part in fact, [of my development as an artist,] as it was through Sijun that a lot of those first doors were opened. It’s where I got my start doing what I do today.”

“I feel quite nostalgic thinking about that time and that format for interaction; seems like something got lost along the way with the advent of the more advanced image sharing platforms.”

Mattias Snygg







Yoku's

ISLAND EXPRESS

- Yoku's Island Express
- The Darkness
- The Chronicles of Riddick:
Assault on Dark Athena
- Electronic Arts
- Hansoft
- Filmlance International
- Fido Film
- Cryptozoic Entertainment
- White Wolf Publishing
- Fantasy Flight Games
- Future Publishing
- Wizards of the Coast



Mattias Snygg

<http://mattiasnygg.weebly.com/>

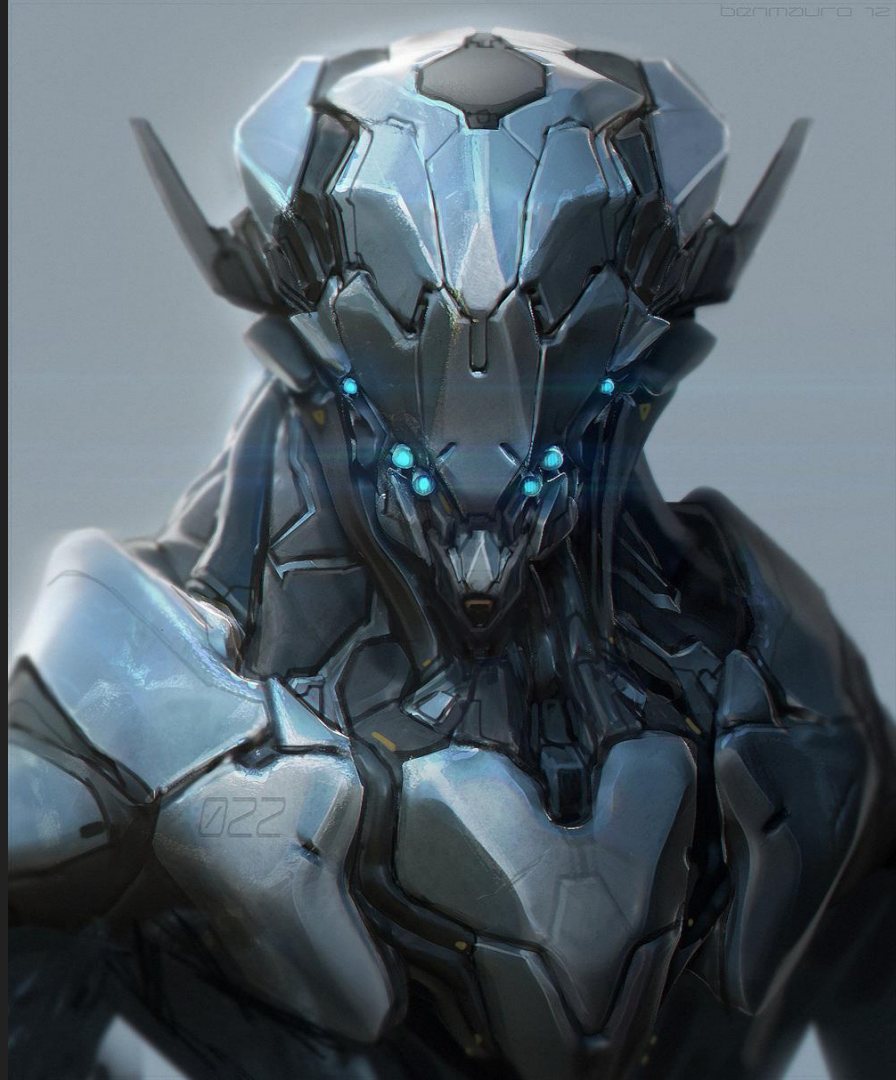
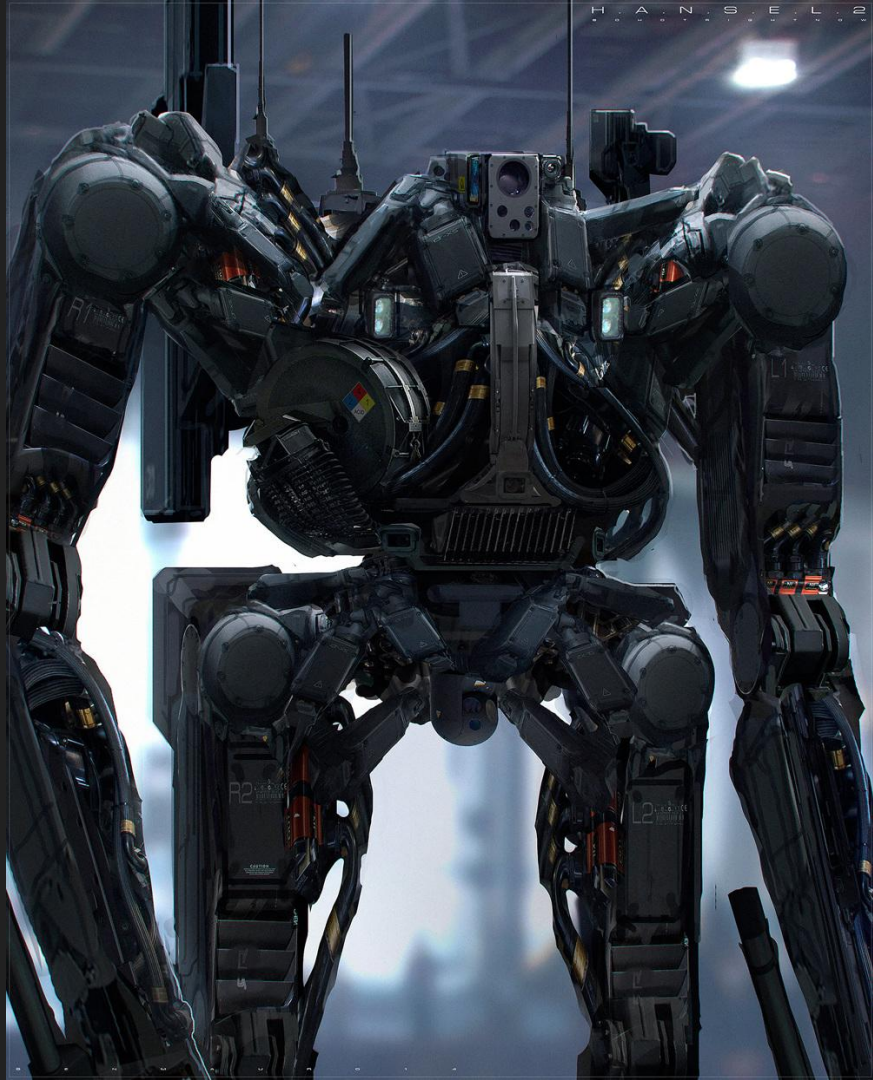
Ben Mauro (Ben Mauro, BenMauro)

- Illustration
- Concept art
- Videogames



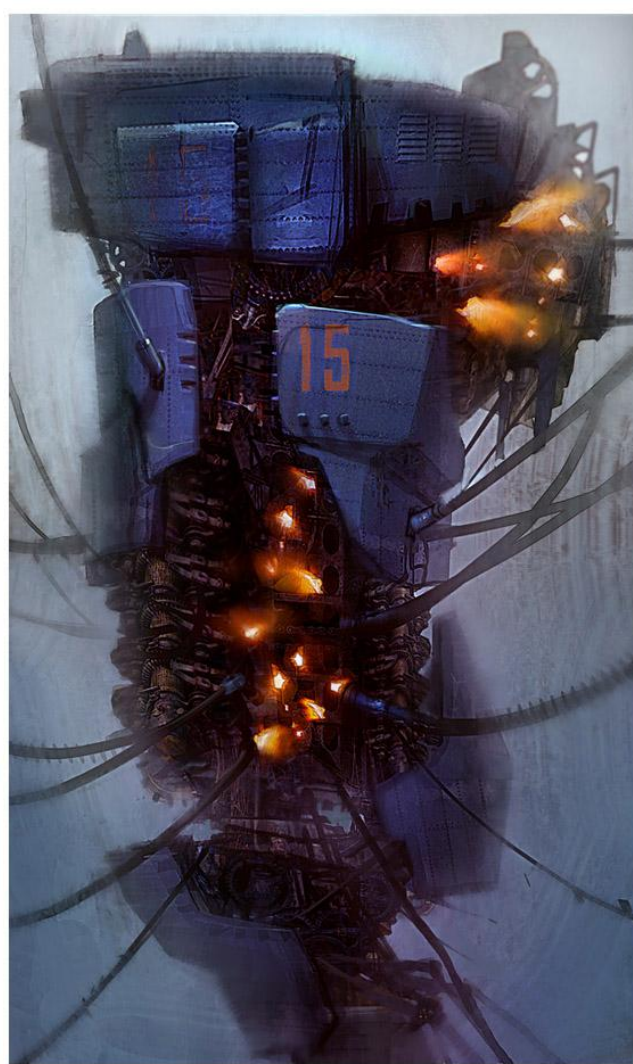












- 343 Industries
- Valerian
- Call of Duty - Black Ops 3
- Elysium
- Chappie
- The Hobbit
- photography

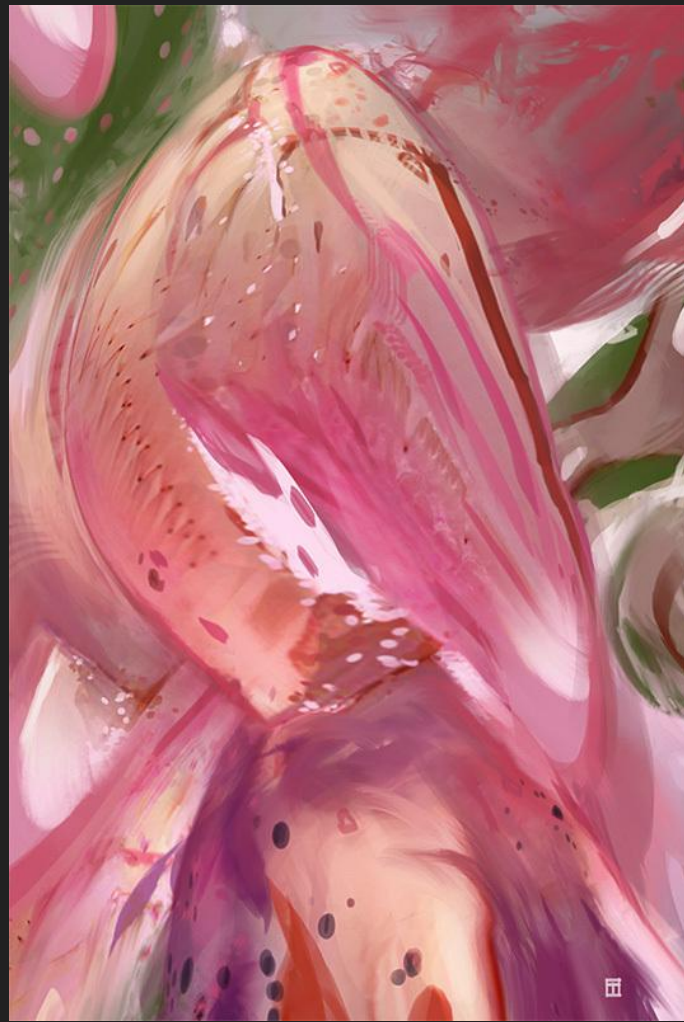
BenMauro

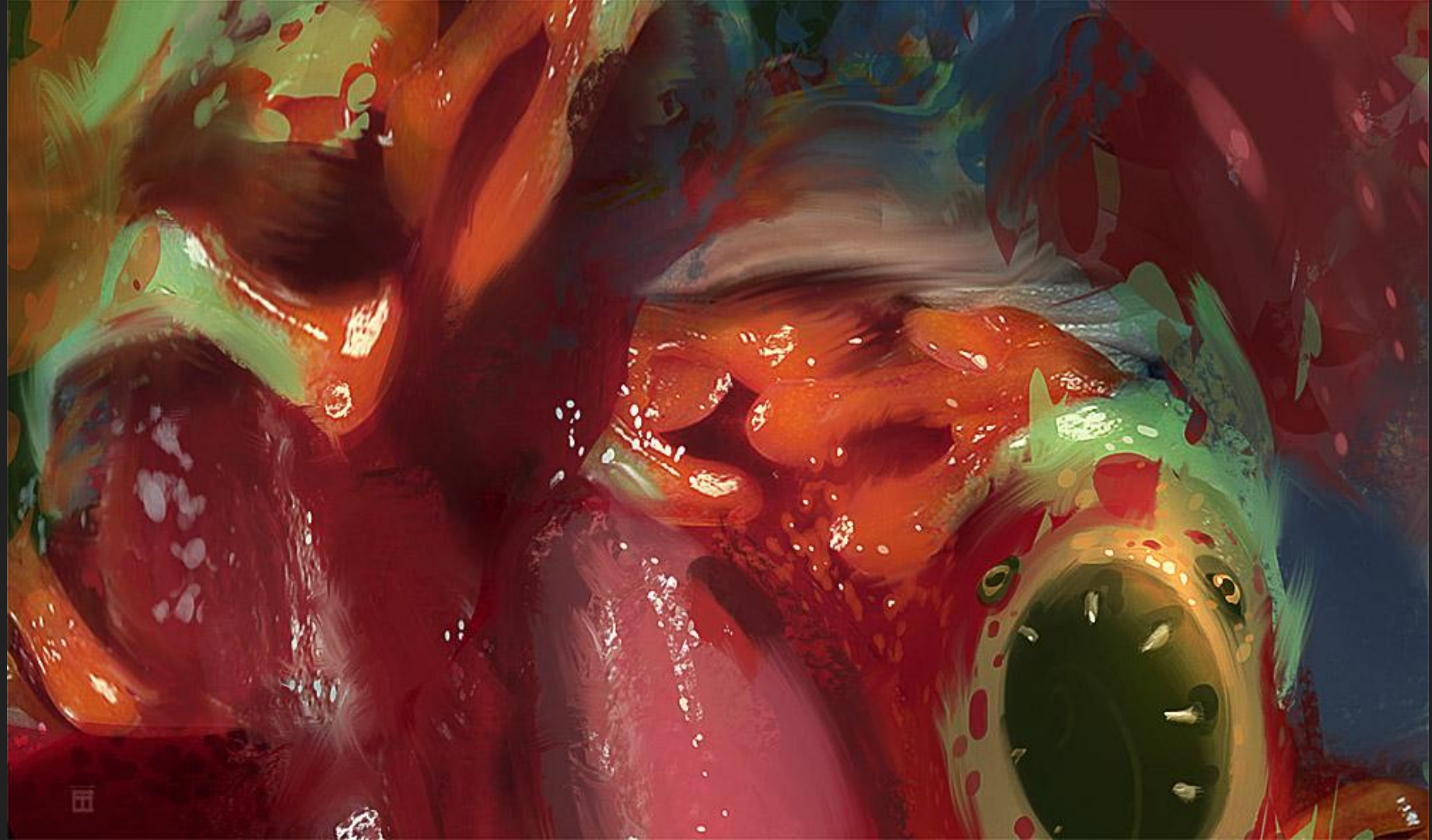
<https://twitter.com/BenMauro993>

<https://www.benmaurodesign.com>

(tarmuth)

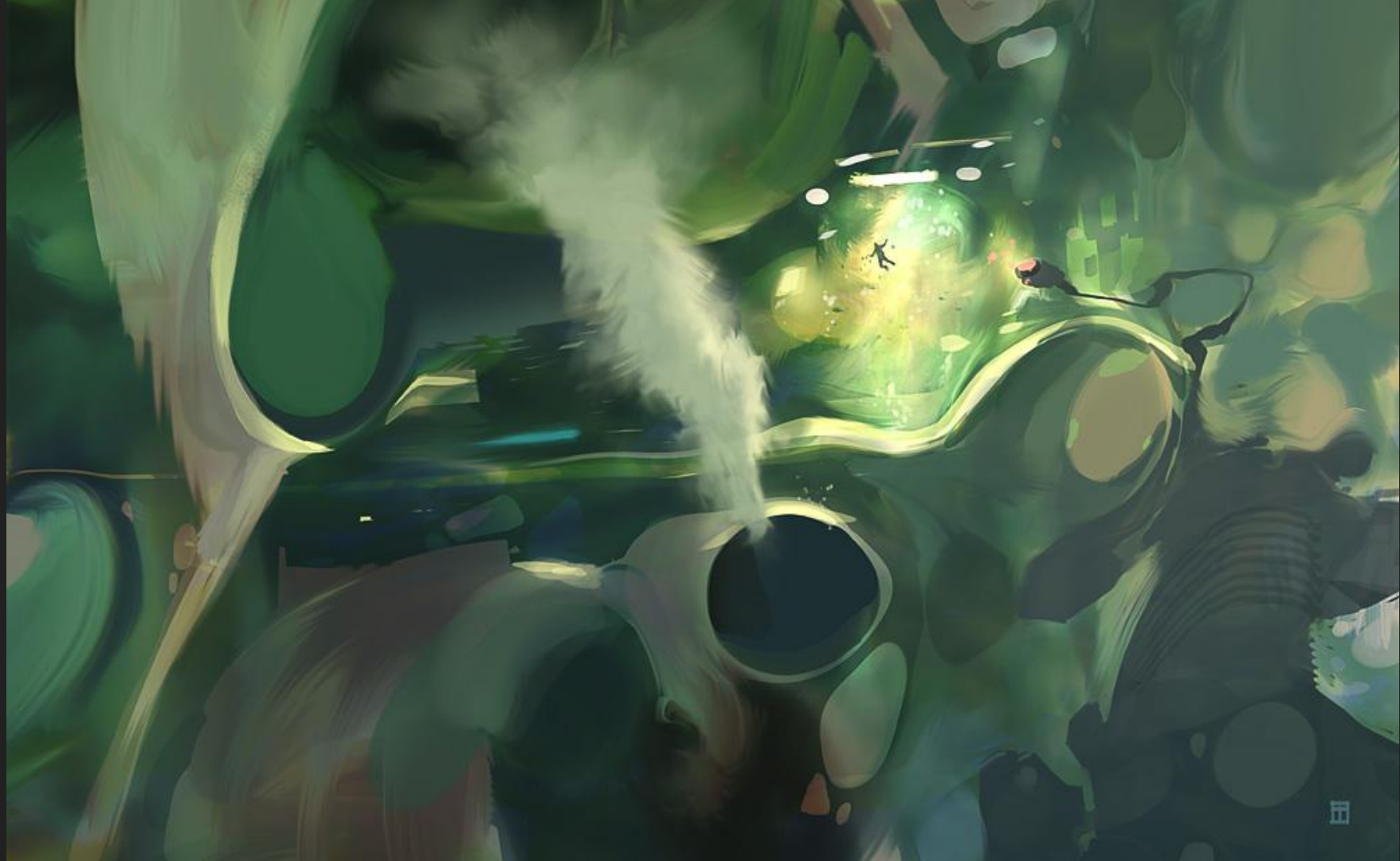










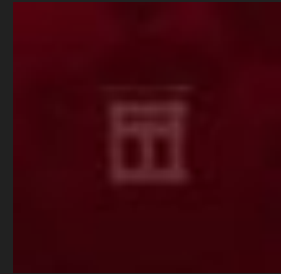




I was never able to find the identity of *tarmuth-*

STOP THE PRESSES!!!

THE SECRET IDENTITY OF TARMUTH HAS BEEN REVEALED TO ME! IT WAS...



Thierry Doizon (BARoNTiERi)

- Deus Ex: Human Revolution
- TRON: Legacy
- Lara Croft GO
- Prince of Persia
- Assassin's Creed



**- PLANS -
HOVERBIKE -**

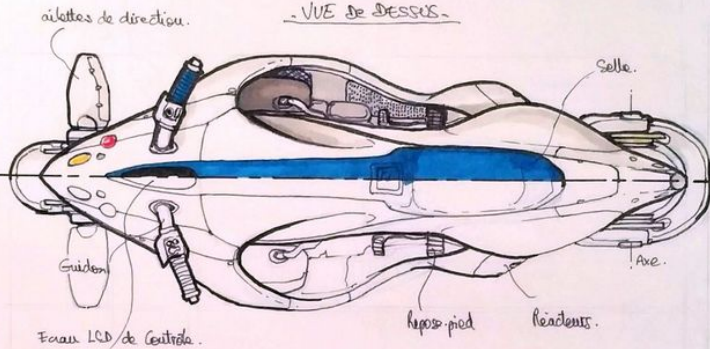
- PLANS de FORME -



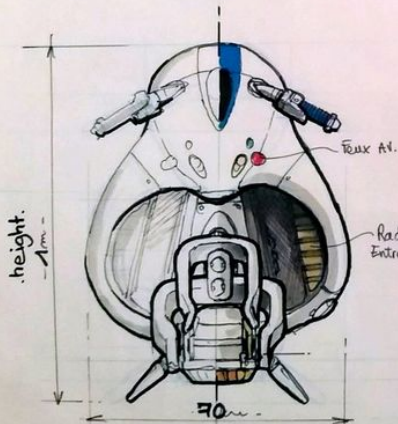
**RIDE
MOTO**

- ★ Garde au Sol \approx 30cm.
- ★ Réacteur AV et AR mobiles
- ★ Guidon mobile
- ★ 2 couleurs \neq - Noir futurif
- classique.

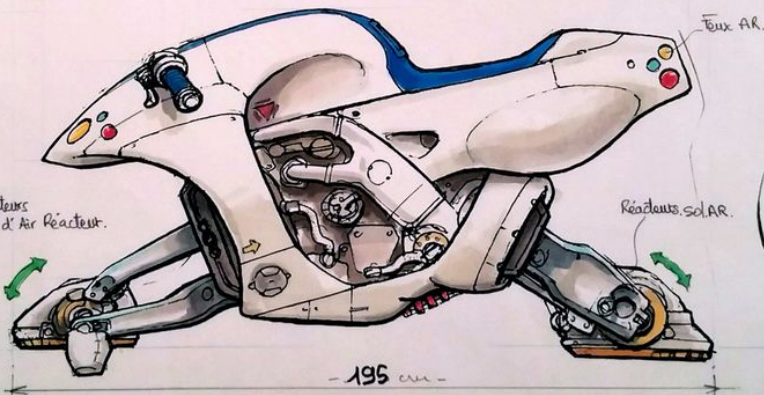
TOP VIEW
- VUE DE DESSUS -



FRONT
- FACE -

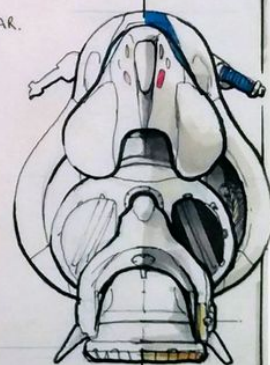


SIDE VIEW
- VUE de CÔTÉ -



- ECHELLE : 1/100 -

BACK
- DOS -









205

3xb

2





SKARGO/BT2812-Hovership





- 343 Industries
- Valerian
- Call of Duty - Black Ops 3
- Elysium
- Chappie
- The Hobbit
- photography

Ben Mauro

<https://twitter.com/BenMauro993>

<https://www.benmaurodesign.com>

Bobby Chiu (Bobby Chiu)

- Illustration
- Concept Art









Cifer

"ALICE IN WONDERLAND" Concept Art Queen of Hearts by Kei Acedera & Bobby Chiu
(c) Disney Enterprises, Inc. All rights reserved.



"ALICE IN WONDERLAND" Concept Art Caterpillar by Kei Acedera & Bobby Chiu
(c) Disney Enterprises, Inc. All rights reserved.





- Schoolism.com
- Niko and the Sword of Light (series)
- Alice Through the Looking Glass
- The Christmas Chronicles

Bobby Chiu

<https://twitter.com/bobbychiu>

<https://www.schoolism.com>



Nicolas Ferrand (viag)

- Concept art











UBI
GAMES
MONTREAL



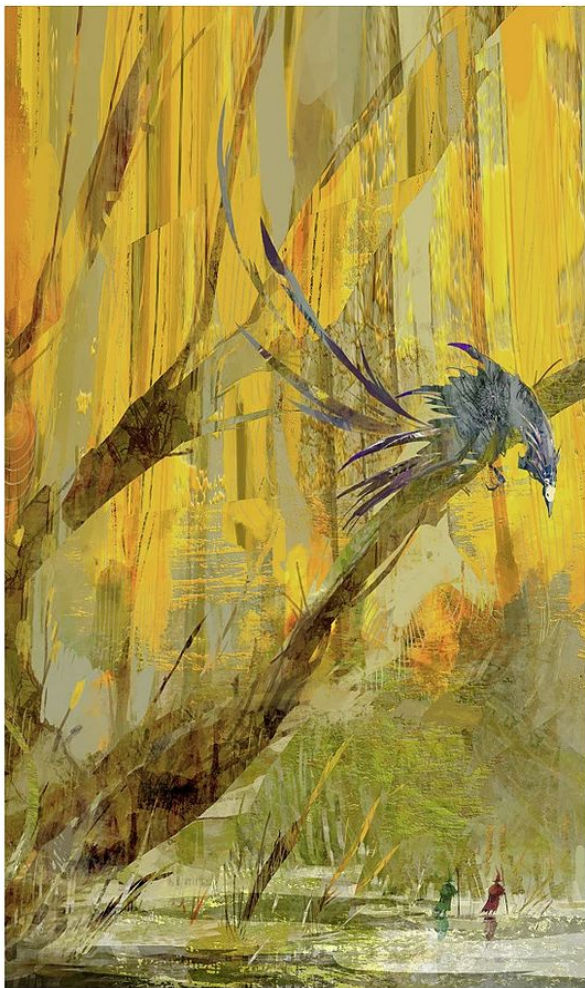
eidos
MONTREAL
a SQUARE ENIX company

DEUS EX
HUMAN REVOLUTION

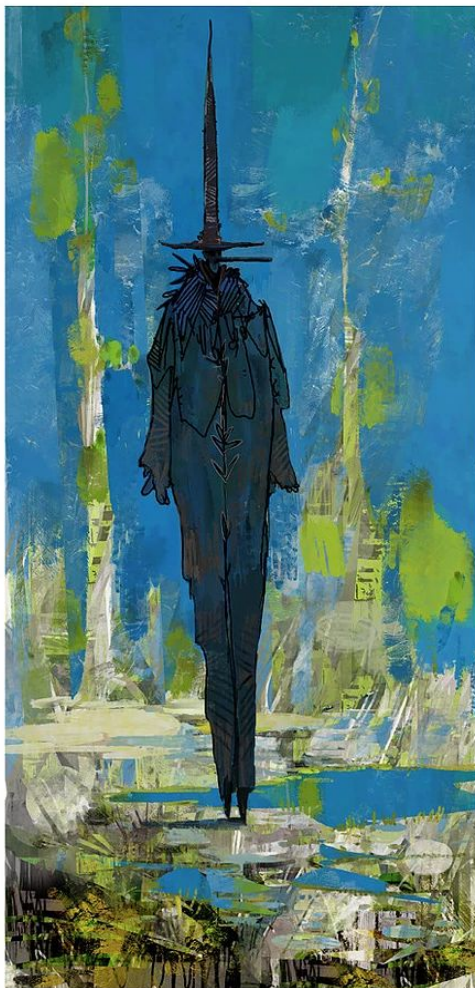


PILLIO VEGETATION STUDIES

STAR WARS
BATTLEFRONT™ II
EA



LA ROUTE EST LONGUE



ELLE SERPENTE A TRAVERS LES DARRERES D'ETE



INCIDENTS DE RESOURSSANCES ENTRE AMIS

- Splinter Cell 2, 3, 4
- Prince of Persia 3
- Assassins Creed
- Far Cry 2
- Avatar
- Assassins 2
- Thief 4
- Batman Arkham Knight
- Batman Arkham Origins
- Star Citizen
- Battlefield II
- Deus Ex: Mankind Divided
- Sornleges (book)



Nicolas Ferrand

<https://www.nicolas-ferrand.com>

<https://www.artstation.com/viaq>

<http://conceptartworld.com/artists/nicolas-ferrand>

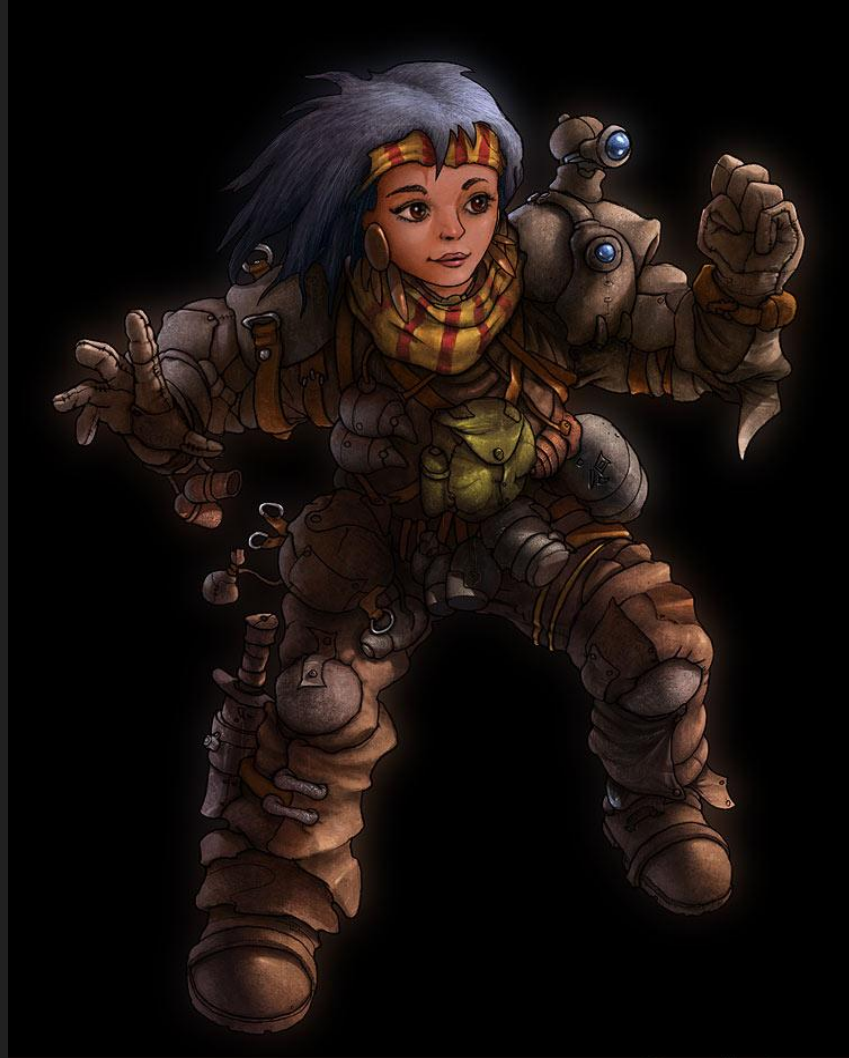
Seung Ho Henrik Holmberg (Henrik)

- Concept art
- Matte painting
- Illustration

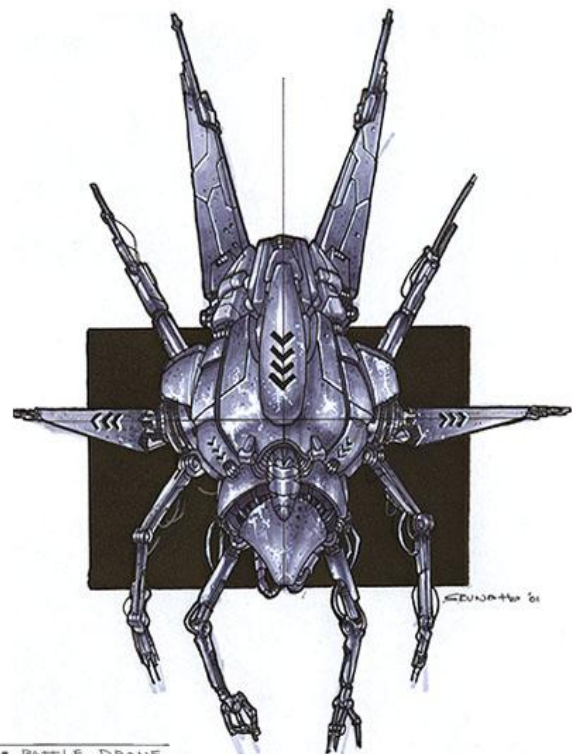
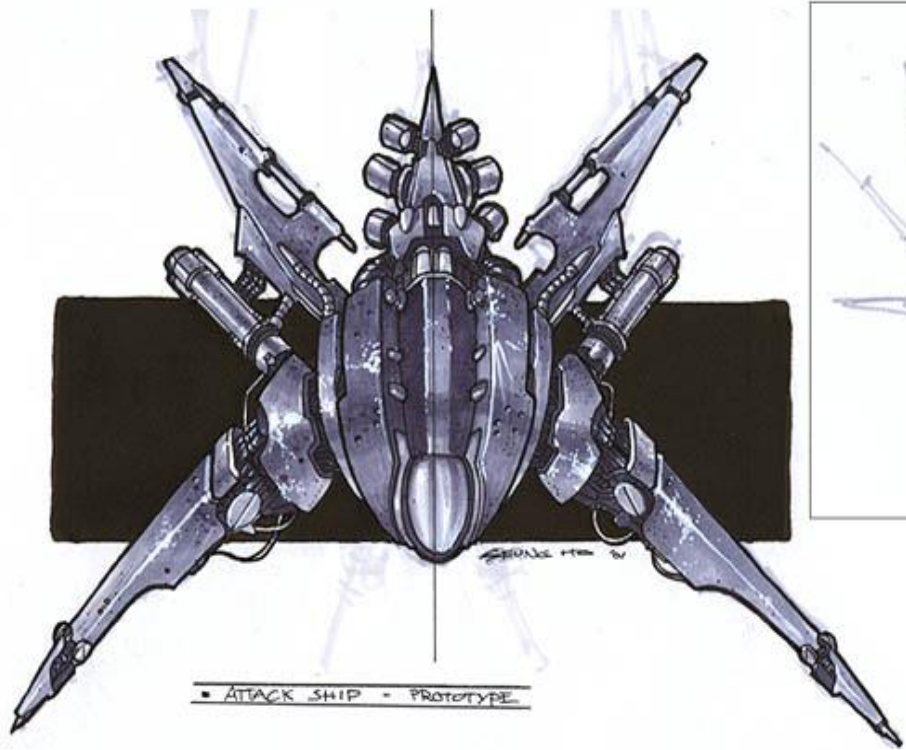




SEUNG Ho © 2003



SEUNG Ho © 2003

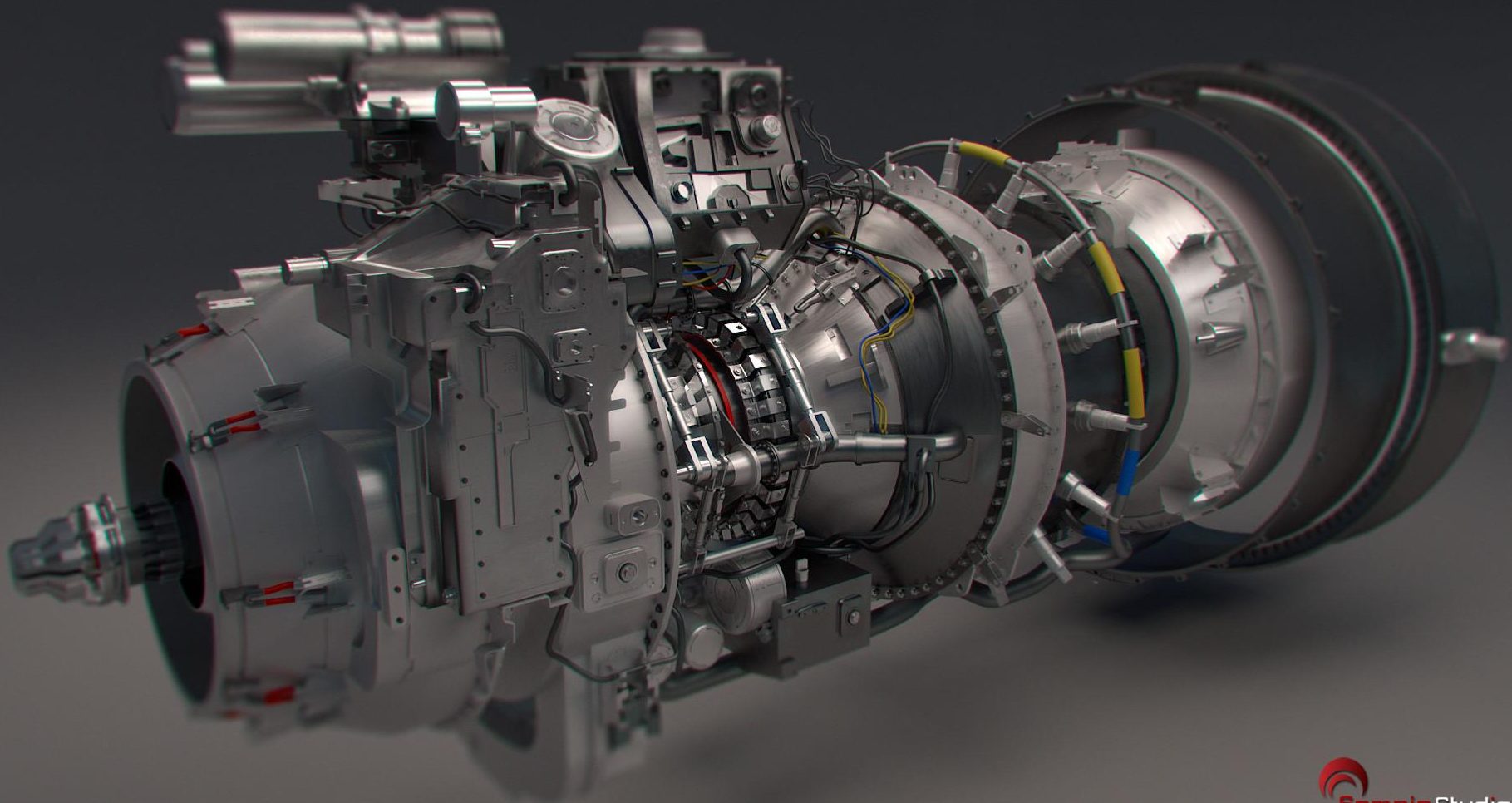






League of Legends
Kled: The Reunion | New Champion Teaser











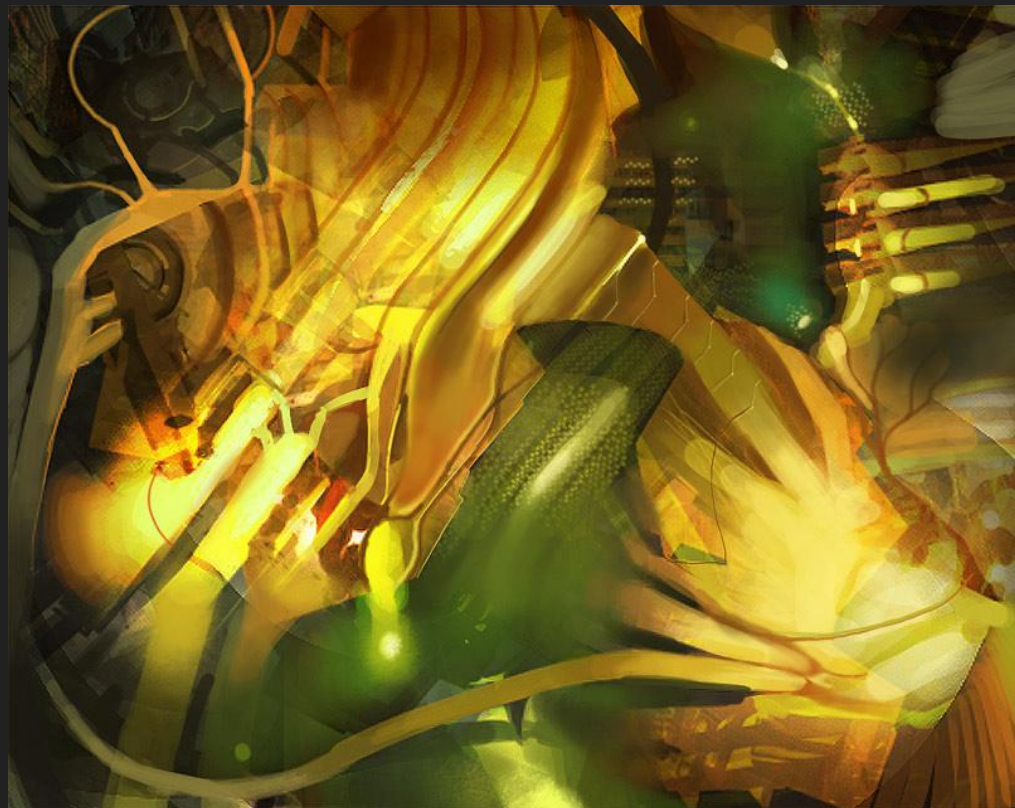
- Somnio Studios (md)
- Television commercials
- Promotional animations

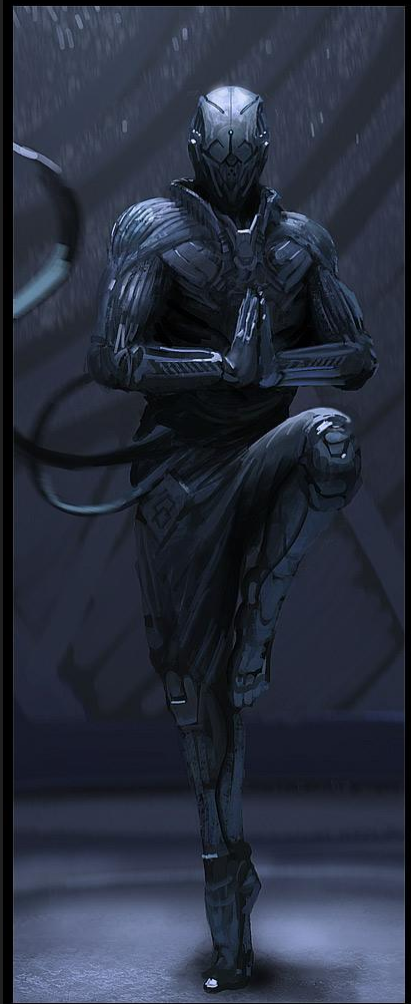


Seung Ho Henrik Holmberg
<https://www.artstation.com/henrik>

Mathias Verhasselt (M@.)

- Illustration







“I was a 3D artist when I discovered sijun. Sijun's speedpainting thread made me want to pick up digital 2D because I was trying to do illustrations in 3D and it was taking forever to get an idea across in that medium (in the early 2000s).”

“So I was really impressed how artists in digital 2D could express a sketch that had all the key ingredients in just an hour or so.”

“It [lead me to] become a concept artist.”

Mathias Verhasselt







Mathias Verhasselt

https://twitter.com/m_verhasselt

<https://www.iamag.co/the-art-of-mathias-verhasselt/>

- Bizzard
- Space-X

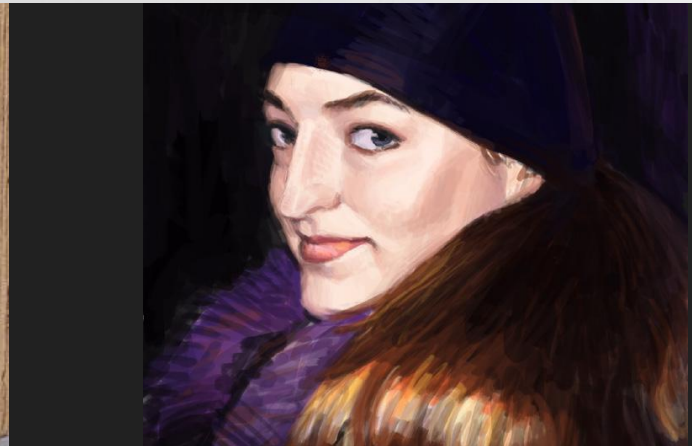
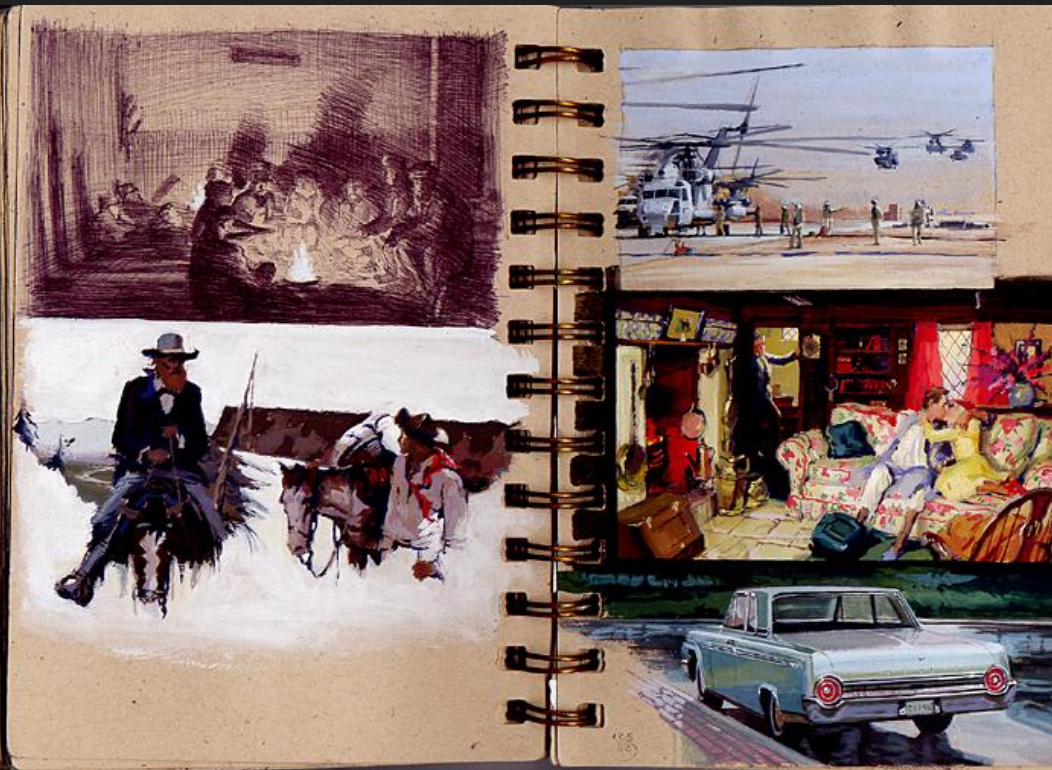


Ron Lemen (Fred Flick Stone, redflickstone aka ron I)

- Illustration
- Concept art
- Teacher

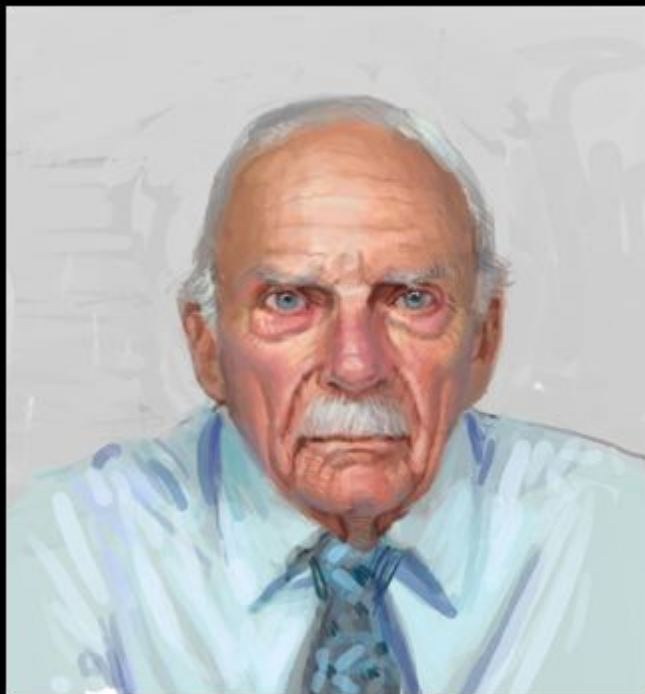






SO, my first step naturally is to block in those three major values in their respectful shapes. NO outlines

Step 6: Thinking now about all the various directions the planes of the face are facing, and concerning myself

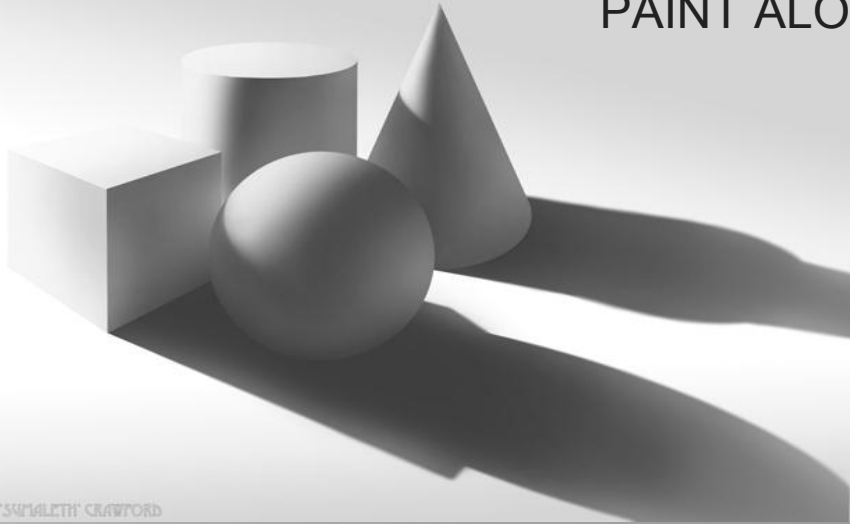


Step 7: Finishing. Now I am concerned about harsh edges if there are any, and about details that shouldn't be at all. Making the overall image I started with, those three blocks still hold up here in the end. This is important to me. This phase of the game is called the sacrifice of the painting phase, where you sacrifice those little nuances you work hard to achieve, but come to find they take away from the picture, which is what we are trying to create.

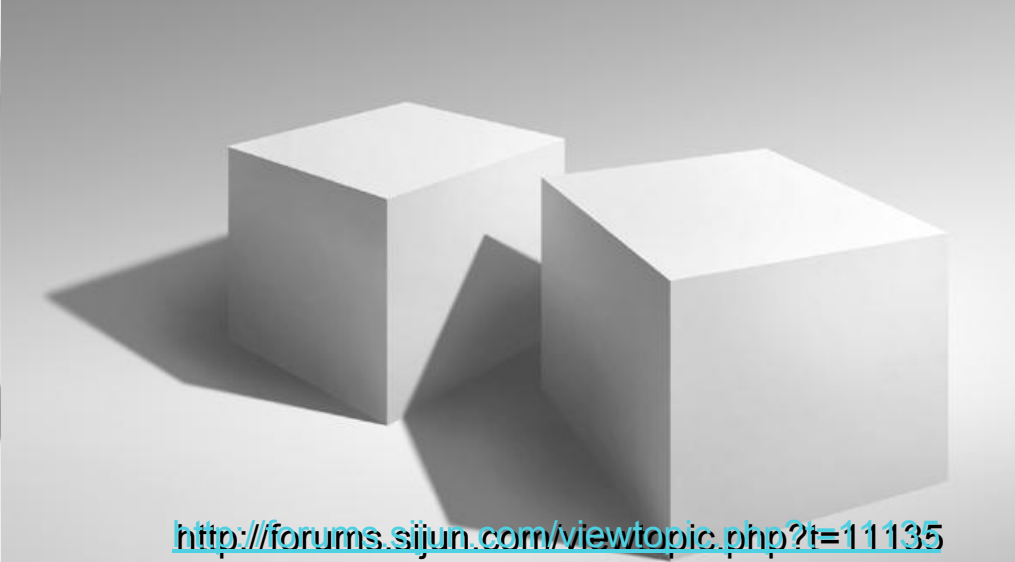
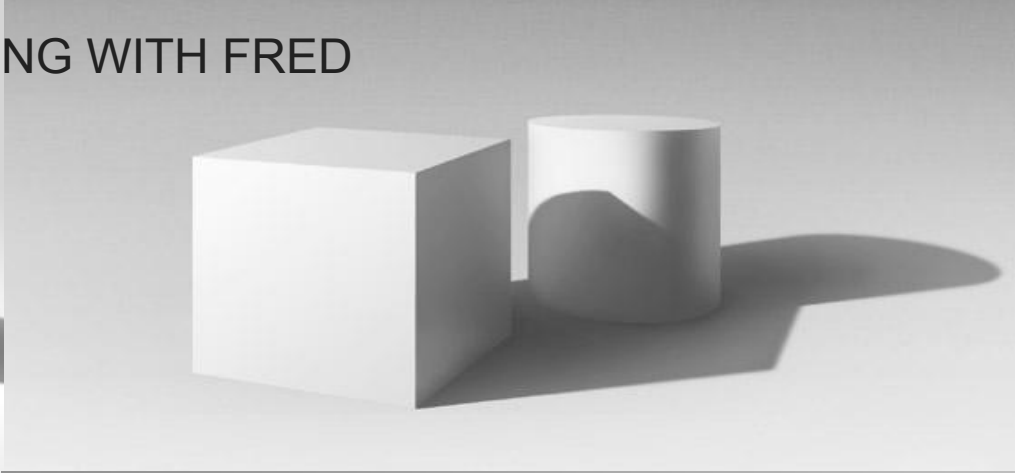
OK, kinda short hand, but I think it works. Let me know what you all think, if it does, or if there are missing steps you don't get.

Thanks.

PAINT ALONG WITH FRED



ROWAN 'SUMALETH' CRAWFORD



<http://forums.sijun.com/viewtopic.php?t=11135>

sumaleth_1_v2







- Lemenaid.com
- Studio2ndStreet
- Universal
- Harmony Gold
- Presto Studios
- Birdhouse Skateboards
- Airwalk Shoes
- Ride Snowboards
- Transworld Media
- Sony Computer Entertainment

Ron Lemen

<https://twitter.com/Ronlemen>

<https://www.youtube.com/user/ronlemen1>

<http://lemenaid.com/>



What was Sijun?

It was the first online digital art school, just no one knew it at the time.

Craig Mullins was the lead instructor, and a silent co-founder in some sense.

It was free to everyone.

It was the first large digital art community. Friendships and relationships were formed that continue to this day.

A style of digital art was created here -- by Craig Mullins -- that students took and taught elsewhere. The reverberations of this Mullins Style are still clear and evident in the art produced in studios around the world now.

And it was a lot of fun.