

#2  
april 2011

# the EYE

THE WWW.PXLEYES.COM MAGAZINE





# the EYE



Of course, the first thing you have noticed is that the name of the magazine has changed. The first edition was called "PXLEyes magazine", from now it will be called "The EYE".

From this edition on we'll give you an overview of what's been happening in our community every 3 months. It will cover the entries made in this period but you'll also find articles about all 4 categories we have at PXLEYES. There are also some unexpected interviews with members by members mixed up in unusual combinations.

Furthermore there's some extras each edition, this time we have for example an overview of the photo competitions 1 and 2 as they ran in the forum.

The cover of this issue was made by Wazowski. You'll find a tutorial on how to make this cover yourself (or at least you can try to make it yourself) at page 96. For next issues cover you'll find a contest at page 95.

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This symbol is clickable throughout this magazine and will lead you to the corresponding page at [www.pxleyes.com](http://www.pxleyes.com)

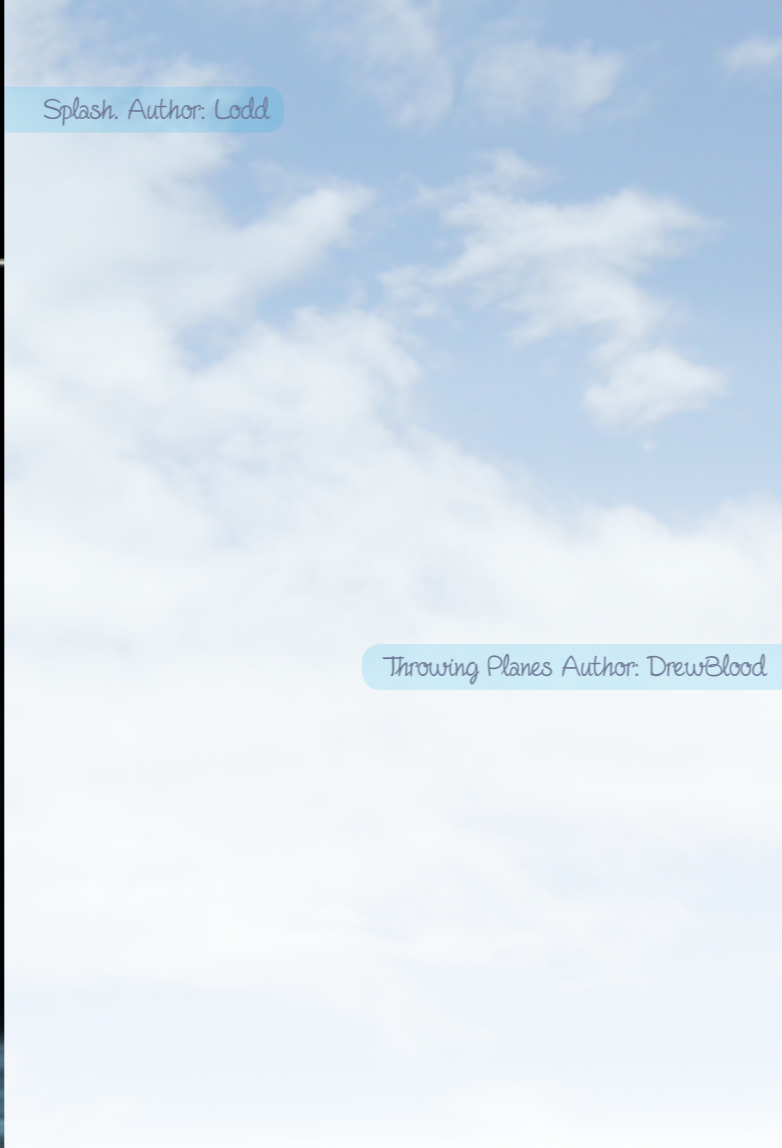
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Throwing Planes Author: DrewBlood

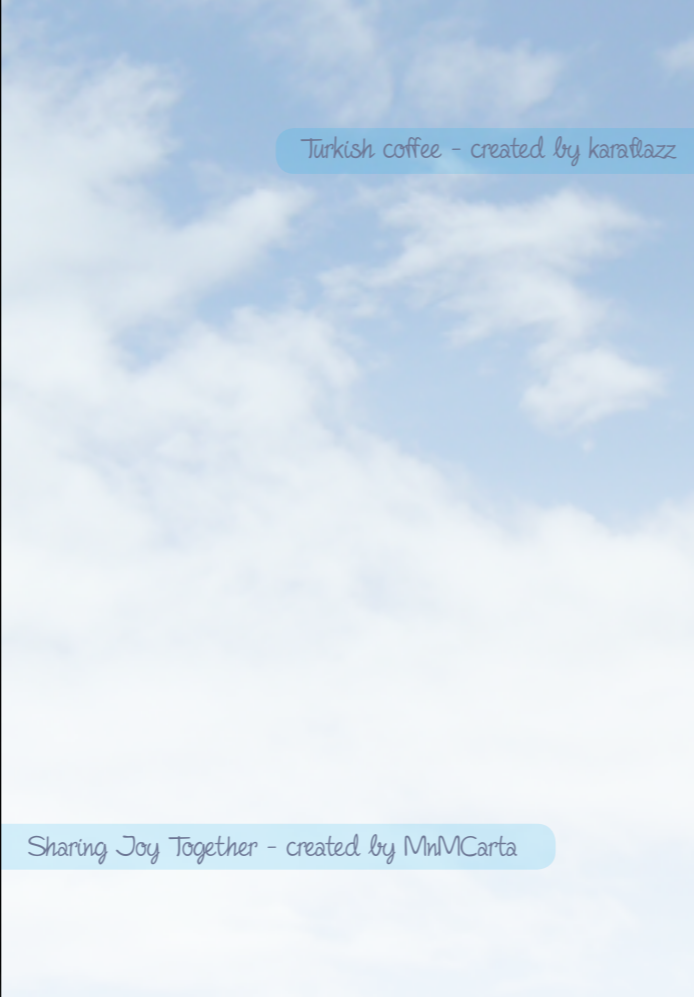


Viper in Action Author: Irwi

Top 10: January 2011 Photography

1. Splash. Author: Lodd
2. Throwing Planes Author: DrewBlood
3. Viper in Action Author: Irwin
4. Sharing Joy Together Author: MiniMCarta
5. 9 1/2 weeks Author: karalazz
6. Turkish coffee Author: karalazz
7. Little Swimmer Author: xogx2002
8. Nankeen Kestrel Author: FallingHorse
9. Slruuff.. Author: Irwin
10. Paper Art Author: ijfmurray82





Turkish coffee - created by karablazz



Sharing Joy Together - created by MinMCarta



Little Swimmer - created by xogx2002



9 1/2 weeks - created by karablazz

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January - Photography



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Sandy Clowes is coming to town - created by wazowski



Lioness - created by RickLaMesa



Ace of Cups - created by CorneliaMladenova

#### Top 10: January 2011 Photoshop

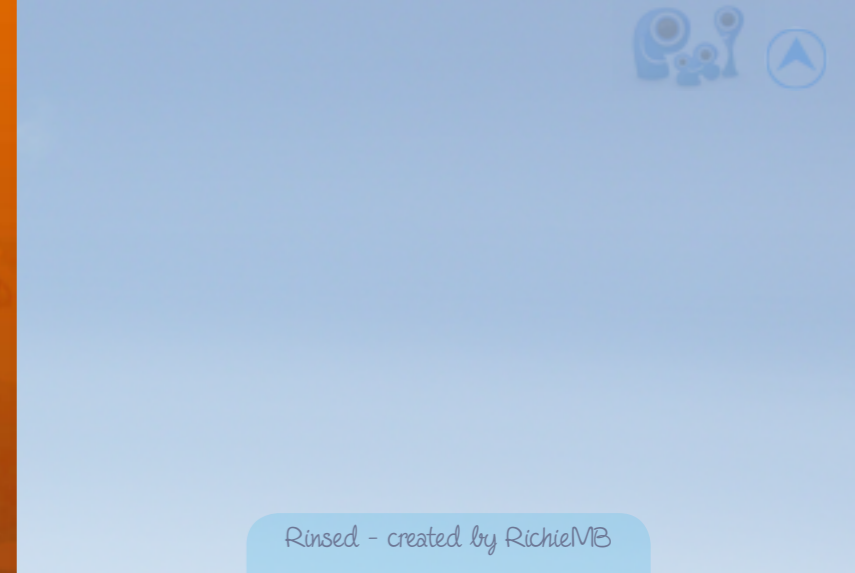
1. Sandy Clowes is coming to town - created by wazowski
2. Lioness - created by RickLaMesa
3. Ace of Cups - created by CorneliaMladenova
4. ducANTI - created by solkee
5. Still Life with Eggs - created by artgirl1935
6. Rinsed - created by RichieMB
7. The Resurrection - created by petersheep
8. Punisher - created by Chalty669
9. God's Country from on High - created by artgirl1935
10. Blessing - created by dekwid



ducANTI - created by solkee



Still Life with Eggs - created by artgirl1935



Rinsed - created by RichieMB



The Resurrection - created by petersheep

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January - Photoshop



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## Pick the right resolution for printing photos

When you print photos yourself, you'll get the best results with the correct resolution. This guide helps you figure out what that means--and no, the answer isn't "as high as possible".  
More here.

## Free Magazines!

Get a free monthly photoshop magazine here.  
Get a free monthly photography magazine here.

## Copyright infringement, 2 sides

in 2008 Danish art student Nadia Plesner ran into a lawsuit after using a Louis Vuitton bag in one of her art works. As in each story this one has got 2 sides, you can read both here:

Nadia Plesner  
Louis Vuitton

## Google Art Project

Explore museums from around the world, discover and view hundreds of artworks at incredible zoom levels, and even create and share your own collection of masterpieces.. Discover it here.

## Preview site at Ipad

The Ipad introduced a new format for websites, as a webmaster it is hard to keep up (and buy) all the latests technology just to check how your site looks. Here's a preview for the Ipad.

## Photoshop CS6

The new PS CS6 is probably launched in the fall of 2011 eventhough Adobe doesn't confirm this. Other rumours talk about a CS5.5 which should be a paid update on CS5.  
With the release of CS6 the whole program range of Adobe will be released in CS6.



The largest seamless photograph made in a single exposure was made using a Southern California jet hangar transformed into a giant camera.

Claimed by: The Legacy Project; (Jerry Burchfield, Mark Chamberlain, Jacques Garnier, Rob Johnson, Douglas McCulloh, and Clayton Spada)

Photograph of: control tower and runways at the U.S. Marine Corps Air Station El Toro, Orange County, California

Dimensions: 32 feet (9.8 m) high x 111 feet (34 m) wide (9.75h X 33.83w meters). Aspect ratio is 3.47:1.

On July 12, 2006, six photographers (Jerry Burchfield, Mark Chamberlain, Jacques Garnier, Rob Johnson, Douglas McCulloh, and Clayton Spada), unveiled what Guinness World Records plans to categorize and certify as the world's largest camera and photograph. More info here.

Largest digital photo: Shanghai 272 Gigapixels (112G Estimated Optical Pixels)

Name of project/picture: Shanghai - 272 Gigapixels - 0.27 Terapixels

Claimed by: Rongkai Zhao

Photograph of: Shanghai

Pixels: 272,312,102,608

Optical pixels estimated based on picture overlap model: 112 Gigapixels

Optical pixels estimated based on pixel angular size model: 117 - 119 Gigapixels

Total images: 12000

Size: 1.24 TB (raw data)

Year: shooting: May 25th, 2010, public availability: Dec 20th, 2010

You can see this image here

Former worldrecord largest digital photos:

2010: Sevilla 111 Gigapixels

2010: Sugar Loaf 152 Gigapixels

2010: Lonond 80 Gigapixels

2010: Arches 77 Gigapixels

2010: Budapest 70 Gigapixels

The forum was the place of the start of something new: a photo competition.



# 1

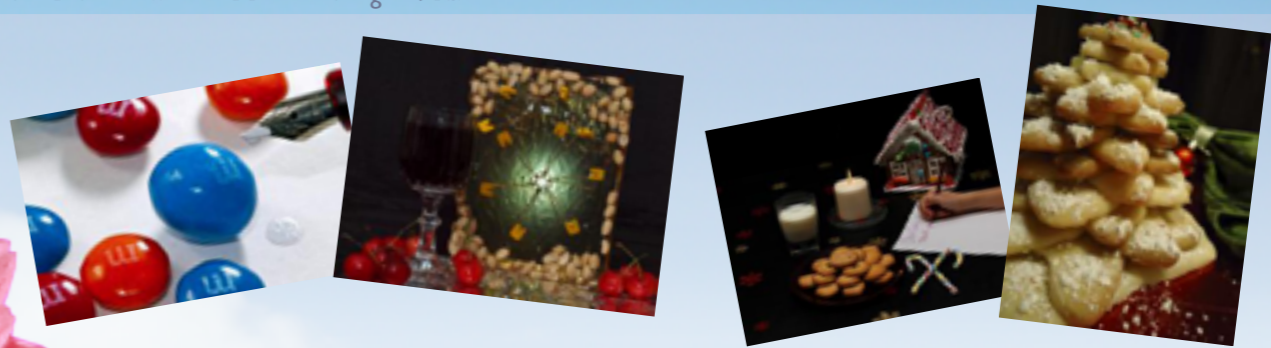
Take an artistic shot of one or more books. Other objects are allowed, but keep the main focus on the books. What you do with them is completely up to you. Take a macro shot of the text, cut them into pieces, build a house with them, do whatever you want. Just one catch: your shot needs to include either a dice or a band-aid. How you integrate it in the shot is up to you, you can make it a part of the scene or just put it somewhere in the background, but either a dice or a band-aid needs to be there.



Madamemonty (57.7 %) - GiaArt (56.1 %)      Itsmymoment (64.2 %) - xogx2002 (62.1 %)

Christmas is coming closer and closer and this time of the year is always a good excuse to eat way more sweets than we should. Your goal this week is now, to take a picture of something sweet. It can be chocolate, lollypops, candies, sugar, honey - as long as it is sweet and you can eat it, it's ontheme. It's not limited to sweetsies you normally eat on Christmas, you can use any kind of these delicious little sins. But of course there is a catch again: this week your shot needs to include either a safety pin or a pen. How you integrate it in the shot is again up to you. You can make it either a part of the scene or place it somewhere in the background.

# 2



Itsmymoment (59.1 %) - Madamemonty (57.6 %)      xogx2002 (58 %) - GiaArt (53.9 %)



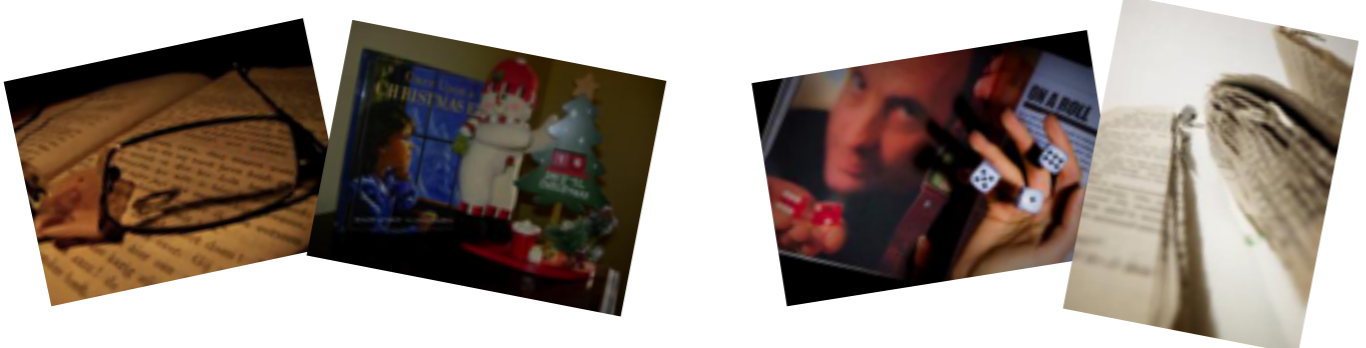
MnMCarta (61.7 %) - Sodoff (57.9 %)      Jawshoewhah (57.6 %) - Lamantine (56.4 %)



MnMCarta (57.7 %) - Lamantine (57.2 %)



Jawshoewhah (57 %) - Sodoff (51.9 %)



Robvbn (57.6 %) - JoeCacia (53.4 %)      Locksmagic (60.2 %) - Mikaelbg (59.4 %)



Robvbn (58.3 %) - Locksmagic (58 %)

Because Mikaelbg didn't upload JoeCacia got a win with a score of 60%

JoeCacia (60 %) - Mikaelbg (0 %)

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# Photo Competition!

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# Photo Competition!

**3** The theme of the last round in the group phase is: kitchenware and kitchen appliances. Taken an artistic shot of one or more kitchen "tools". What you use is up to you, can be a knife, a pan, a wooden spoon, a mixer, a can opener... As long as it is something that is used in the kitchen it's on theme. Just one restriction: no food allowed!  
The two catches this week: you have to include either a computer mouse or a light bulb in your shot. And of course it's again up to you, if you place it in the background or make it part of the scene.

## Finals



Itsmymoment (60.7 %) - GiaArt (54.5 %)



xogx2002 (62.4 %) - Madamemonty (54.5 %)



Jawshoewhah (57.3 %) - MnMCarta (56.4 %)



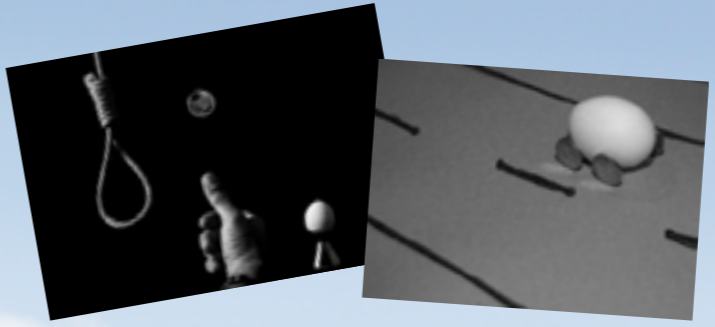
Sodoff (61.2 %) - Lamantine (59.3 %)



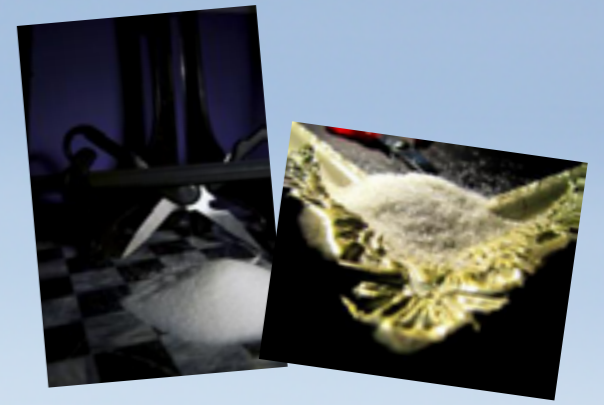
Robvdn (57.9 %) - Mikaelbg (51.8 %)



Locksmagic (60.4 %) - JoeCacia (53.1 %)



itsmymoment 60.1% - jawshoewhah 59.7%



jawshoewhah 57.2 % - Robvdn 54.7 %



itsmymoment 63.5 % - Robvdn 54.9 %

And the winner is... Itsmymoment!  
Congrats for making the first place and for 100 additional TP!  
Also congrats to Jawshoewhah for making the second place with winning 50 extra TP!  
And congrats also to Robvdn for the third place and 25 extra TP!

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# Photo Competition!

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pxleyes.com

Head for the mountains  
created by secretsather



pxleyes.com

Outpost - created by Aloisnin



3D

www.pxleyes.com has got a huge archive with images themed to every subject possible. Since the northern hemisphere is hitting spring we choose this as being the theme in this edition.

Here you find an overview of 3D entries which give you that spring feeling.



pxleyes.com

Cup cake mountain - created by Missy

the EYE

Theme: Spring

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PXL members send Flat Monty around the world, see where he has been so far!



1  
MagicSteve;  
Flint, Michigan, USA



3  
Itsmymoment;  
Tamaqua, Pennsylvania, USA



2  
Maclu2iaf; UK



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Flat Monty Travels...

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# The Eye interviews MisterMonty

Can you tell us a bit more about the history of PXLeyes, why did you start it and so on?

I started programming in PHP / Mysql in january 2006 (after using .NET for 3 years).

I was doing some PHP tutorials on how to make a register/login /forget password system. After completing that, I followed another tutorial on how to manipulate images with PHP's GD library and on how to upload these images via a webform. At this stage, there was no site yet, only loose pieces of independent code.

Only a few months later, after reading a lot more about php and mysql, I figured that the things I created would already form a very basic photo album system and that this was something I could put online, so people can organize their photos. I had no domain or hosting back then, I didn't even have a clue how to setup a domain. On top of that, there were already 100s of sites that let you upload photos. It was all very basic and there was no way this could ever compete with sites like flickr. So I decided to leave it at that. It was a good exercise in programming.

A few weeks later, while driving, I came up with the idea to let people compete in photoshop contests. I thought that I could use the basic building blocks to create a completely dynamic contest system where people can rate/comment/discuss other people's photoshop work. At this point, I was convinced that the term "photoshop contest" was something that I invented! But I soon came to the realization that such contests already existed for years online. However, this didn't demotivate me. The amount of contest sites that I found could be counted on one hand and I was determined to turn my scripts into a contest playground.

After completing the voting/commenting scripts I decided that this was enough material to throw on the web! I knew the term "chopping" was sometimes used to indicate manipulation of an image via Photoshop. At first, I



wanted to name the site "choptalent.com" but that sounded a little silly, so I kept it simple and named it "photoshoptalent.com", which I registered in april 2006. All it had was a very basic album and contest system.

This site ran from april 2006 until june 2009. During these 3 years I worked almost daily on the site's functionality and invested a ton of money in marketing it. This made the site grow at a constant rate and around 20.000 people registered in those 3 years.

Unfortunately, it ended in june 2009 because the server's hard-drive crashed and there were no usable backups. This caused over 100.000 images disappeared and all 20.000 accounts were gone. Along with that, the entire database was corrupt and couldn't be recovered. This meant not only were all the images gone, the comments/votes/favorites/ were gone as well.

Seriously demotivated, I thought there was no way to start all this from scratch again. I still had all php files, but building this up again would mean that I had to do all the promotional investments from the past 3 years all over again. After a few very depressing weeks, I got a lot of support from my ex-girlfriend (Giulia) and she pushed me to start the site again and make it bigger than ever! We discussed it and decided that the site would open to a wider audience by not limiting it to Photoshop only. One of the moderators (Hilleke) came up with the name "pxleyes". Pronounced "pixelize". This would cover everything related to graphics. Today, there are still not as many people on pxleyes than there were on PST, but the site is growing steadily and will eventually surpass PST's popularity. Pxleyes now covers photoshop, photography, 3D and drawing contests. 100s of tutorials are listed for practically all graphics program.

Did you ever expect PST-PXLeyes would become into what it is today?

At first, after uploading PST online, I had absolutely no clue how slow/fast this would grow. The initial phase was the most important and I was lucky to advertise on a similar website. I was glad with 20-30 members. Seeing them use my site motivated me to continue attracting more members/visitors. That it would ever grow to the current size, I never expected or even hoped for.

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PST first layout 2006

Is photoshopping (the original mainfocus of Photoshop Talent) something you are interested in? Did you do some chops yourself?

I did a bunch of tutorials and I know the basics of photoshop, but I don't have the originality and creativity to come up with powerful photo manipulations. The art some people upload is way beyond my photoshop skills. My main interest is programming. For the site design I use Adobe Fireworks.

Have you considered entering into the contests yourself lately and if yes which type of contests would that be?

No, I never considered it. I wouldn't be able to handle not winning! Members often complain that their rankings are too low, but I fully understand where this is coming from. When you enter a contest, you wanna finish first, that's only natural. However, the main focus should be to have fun and learn new skills.

I might enter photography contests in the future, but I first need to invest in a decent camera.

Which part of PXLeyes do you personally love the most?

I'm amazed by what people upload in any section, so it's hard to pick a single favorite. I'd say drawing and 3D entries make the biggest impact, but these site sections still have a lot of space to grow. Some photoshop or photography entries are just as amazing I just love seeing people get from total newbies to professional artists. This applies for all site sections.



There's always room for improvement, new ideas, new fields... Where do you see PXLeyes in 10 years?

There are a lot of plans for pxleyes for the upcoming years, but these will only be announced when launched. The potential to grow pxleyes is high and there is no limit on how big it can grow. At the current growth rate, I have good hopes for the upcoming 10 years. It will always be fun to compare the site to its state a few years earlier. I believe there are some old screenshots from PST listed in this magazine.

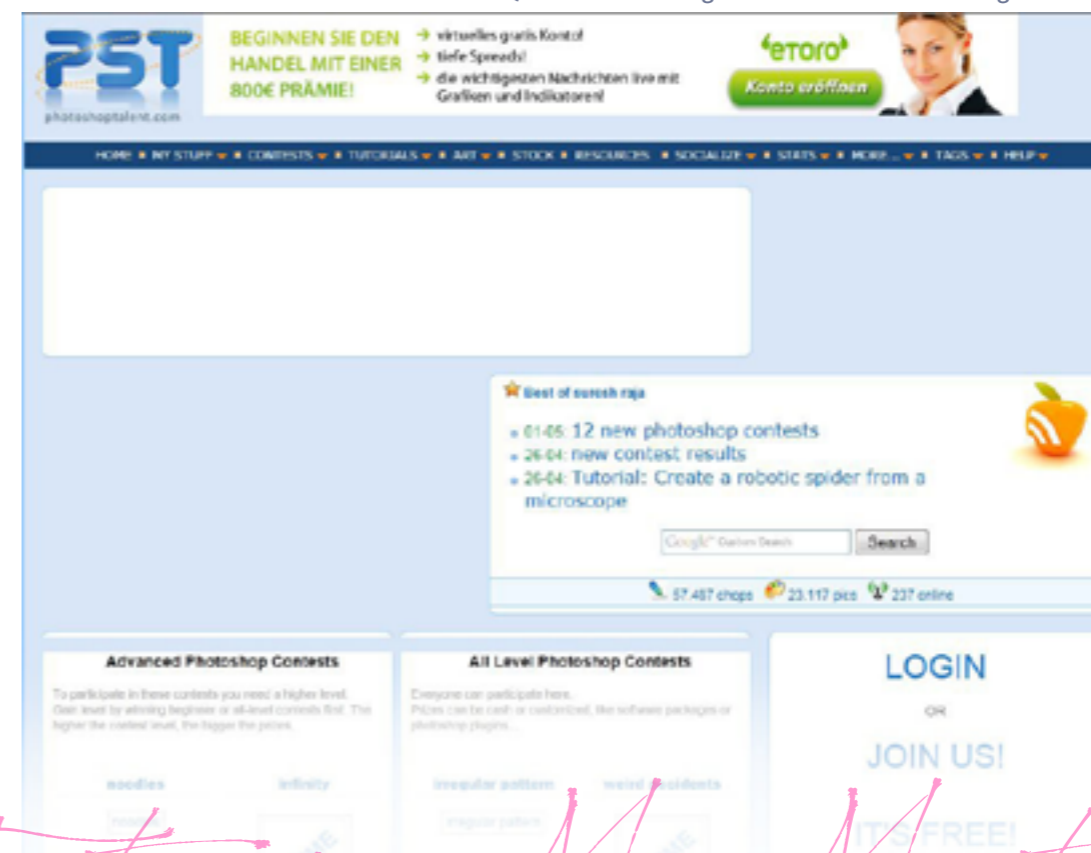
If you are to start another site, what would it be about?

It's doubtful that I'll start another site in the same lines as pxleyes. There was a separate site for the photo contests (pxlshots.com) but this site is now merged with pxleyes. I'd rather keep it centralized in 1 place. If a new site will be launched, it will be called pixopress. A site where you can print your art on clothing, cups, towels, etc. This was almost ready when the original PST crashed and it was hosted on the same server. If it ever goes public, it will be linked to pxleyes.

Any question you would like to ask yourself and what would be the answer?

What's my favorite color? Blue, obviously!

Thanks for the questions and good luck with the magazine.



PST latest layout just before the crash

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spring.... - created by momvera

Spring - created by wind

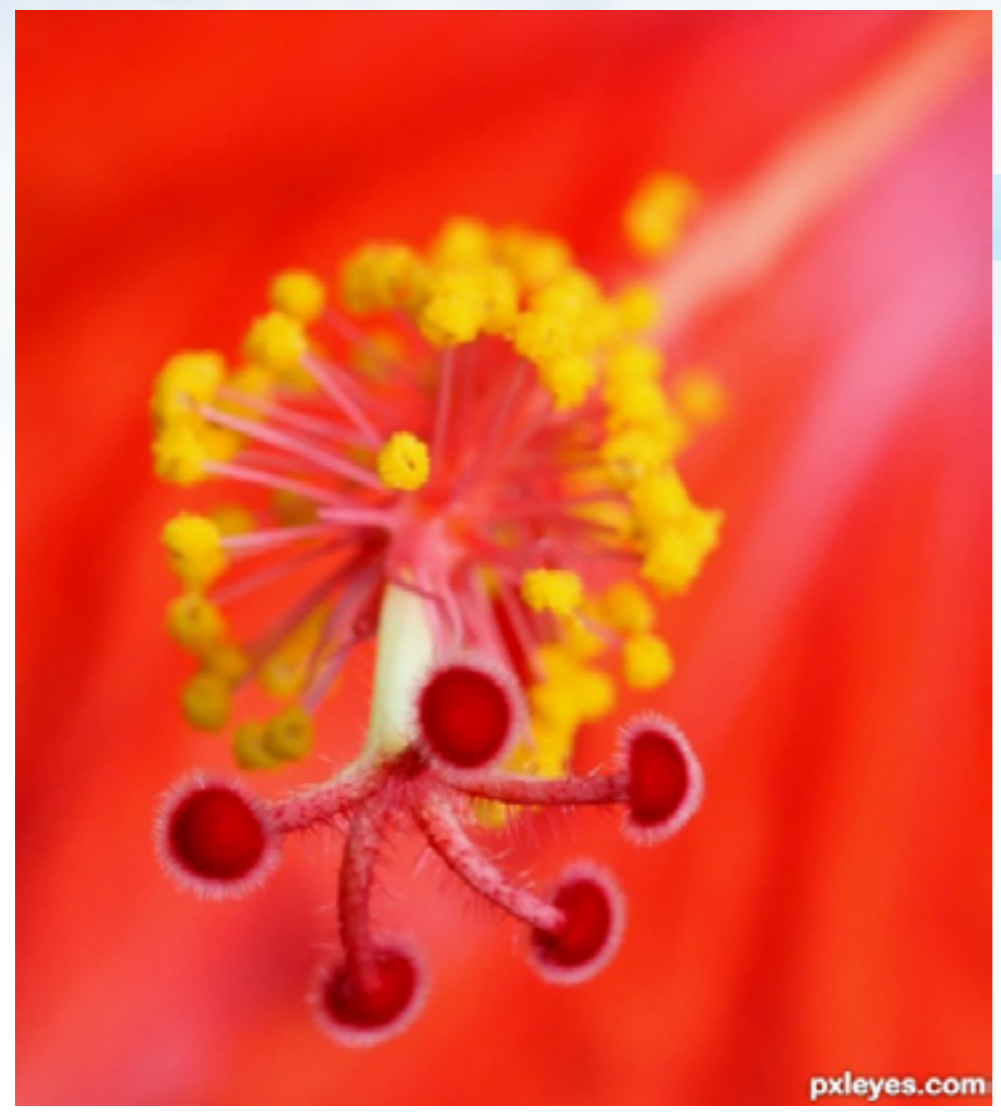


Spring time - created by maclu2iaf



www.pxleyes.com has got a huge archive with images themed to every subject possible. Since the northern hemisphere is hitting spring we choose this as being the theme in this edition.

Here you find an overview of photos tagged with 'spring'.



Pretty in Spring created by MniMCarta

spring - created by hilleke



Pruned for spring - created by Mekun



pxleyes.com

Come on Spring!!! - created by sgc



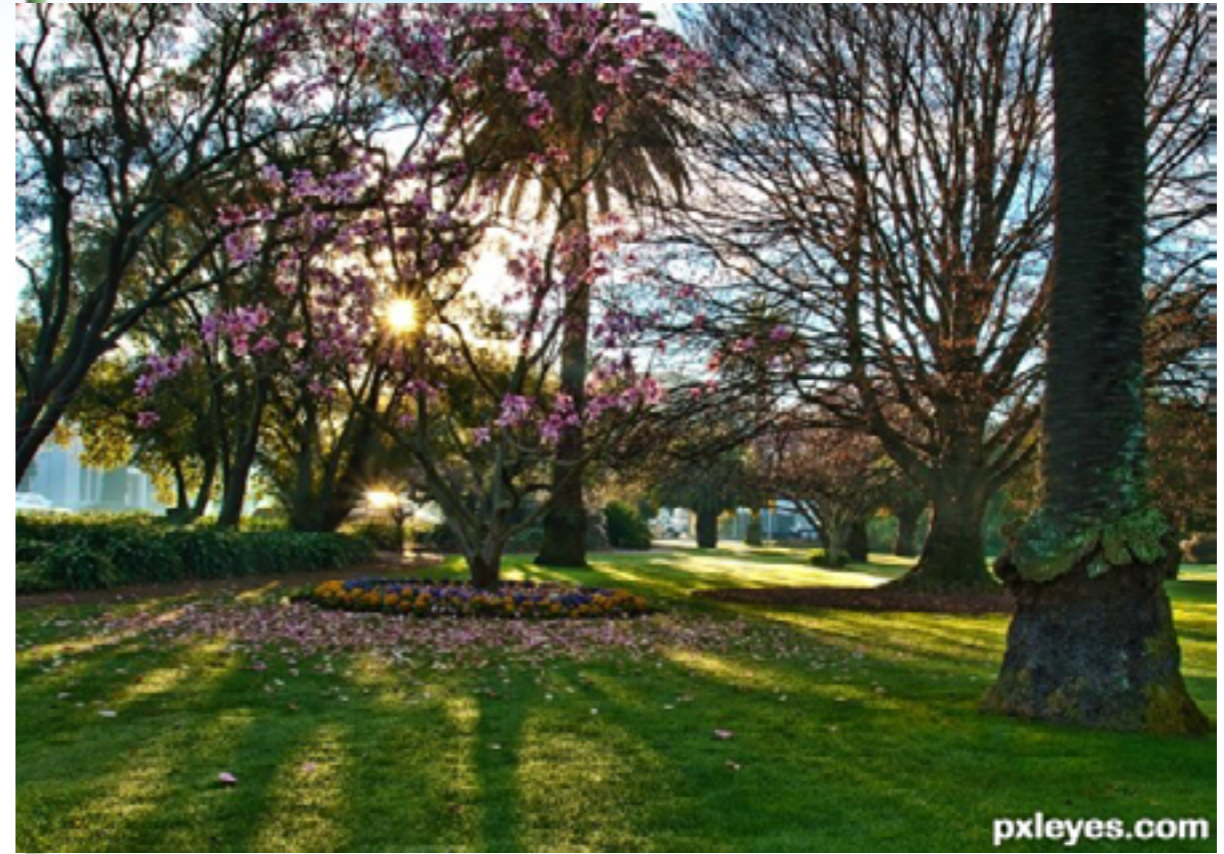
pxleyes.com

spring time - created by momvera



Spring Gallery - created by wind

Spring - created by friiskiwi



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the EYE

Theme: Spring

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# Ins and Outs on Voting by Area

## The Ins and Outs of Voting

It is easy to look at an image and recognize either its Wow factor or lack of Wow and then, without further consideration, place your vote. This may seem like a reasonable way to judge artwork and it is certainly the easiest but is it fair? Do you ever wish after voting that you had a better understanding of how to score an image?

By going beyond how an image looks and taking into account more than your first impressions you are giving the artist greater respect. In addition this gives you a great opportunity to learn more about art and improve your own skills as an artist.

Here are some pointers that may help you with voting in a fair and considered manner.

Greymlval had some thoughts on voting that he posted in the forums (see here), he has kindly allowed me to expand on his ideas and use them as a base for this article

This is a much edited version of his post with changes and additional feedback from me on the need to view in High Resolution, categories and percentage scales for judging, and what to look for in entries.

### 1. Viewing in High Resolution (Hi-res)

This is extremely important for accurate voting!

Even if you do nothing else suggested in this article I cannot stress enough the importance of viewing an entry in High Resolution, particularly if you are going to vote on it!

If you do not look at an image in High Resolution (Hi-res) then there is so much you can miss, both good and bad. If you cannot see what you are voting on, how are you able to give a fair vote!

Sometimes an artist works very hard on details that enhance their image. They may have used a subtle texture, incorporated some intricacies in colour or added some small detail; these extras are all too often not visible in Low Resolution (Lo-res). By not taking the time to really look at these enhancements you may give the artwork a lower vote because you cannot see the true extent of the artist's skill.

See samples 1A and 1B



Sample 1A The fine detail in the model's hair & the demons coming from the jar are not visible in the compressed, Lo-res image



Sample 1B In Hi-res the detail work in the hair and the demons is much more visible

On the other hand, sometimes an image that is good in Lo-res can be quite a mess in high res. Poor cuts, bad matching of resolutions, left over pixels, smudgy, soft spots against grainy portions are only a few of the problems that can be missed. This can lead to giving an image a higher score than it really deserves. You will also miss the opportunity to aid the artist in improving their craft and learning what to avoid in your own work.

See samples 2A and 2B





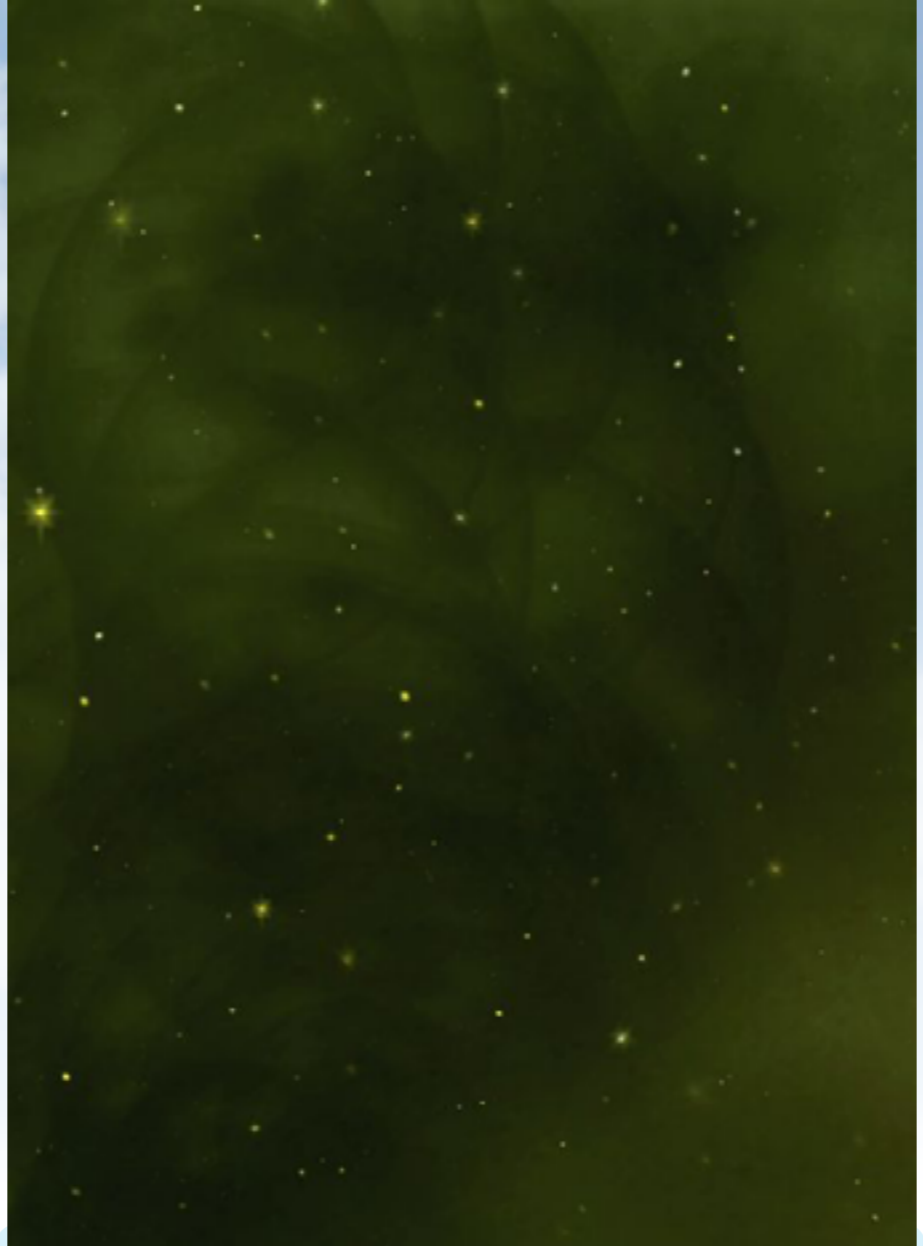
pxleyes.com

Sample 2A In this image there are some circles from poor masking & blending - they are not at all visible in Lo-res!

### Okay now you are viewing the image in High Resolution what should you be looking for?

Using the percentage scale is not necessary; it is more of a guide to get you started. I do not sit with a pen and paper and actually total my score but I do look for all the elements in each category and the percentages show the importance I assign each. Greymval splits all categories evenly at 20% for each. The percentages

# #THEEYE



Sample 2B When viewed in Hi-res the poor quality is quite clearly visible.  
(NOTE: this error was fixed before the entry was Published but it was noticed only after the image was uploaded.) HINT: It's a good idea to tick the Publish entry later box when submitting, then test all links, view your image in High Res and go over the SBS before hitting the Publish Entry box in your 'my contest entries'.

I have shown here are my own percentage levels. Choose the one that works best for you  
On a Scale of 0% to 100% use the following categories and their assigned percentages to add up your total vote (score each group using its assigned percentage; total each group's score - that is your final vote. (Once you know what to look for you can get quit speedy with voting and give a more accurate rating.)

## 2. Concept & Originality 10%

This is a tricky one as it can involve personal likes and dislikes. Try not to let the fact that you like a particular style or genre influence your vote too much. Look beyond personal tastes and don't over-score or under-score on content alone!

- If the content of an image does not appeal to you but you can see the artist has been original and creative in concept, give them their due and increase your vote.
- If it is a genre that has been overdone consider the possibility that the artist has taken a fresh approach that may put them back in the running for a higher score.
- Genre, Style, Concept and Originality are all quite dependent on personal opinion so try to lessen their impact on the voting equation. How you feel about a particular style should not influence your vote too much, that is why I only give this category 10%.

Try to respect the work and effort put into an image, not just the image itself.

## 3. Composition 20% - 25%

Composition is the arrangements of the elements in or the subject matter of a painting.  
A successful composition draws in the viewer and pulls their eye across the whole painting so that everything is encompassed and the eye finally settles or rests on the focal point of the image.  
There are a number of rules for good composition: the Golden Mean, the Rule of Thirds, use of Positive and Negative space, Viewpoint, Limiting focus (called the Depth of Field in Photography) and more.  
Good composition is a huge subject and too extensive to go into here (perhaps in a later article) but there is a massive amount of info available. Here are just a few links to get you started.

- Samples of artwork and their composition here
- There is a good written article on Composition here
- Youtube video on Photographic Composition (this can be applied to painting, 3D and Photomanipulation) here
- Youtube video on the Golden Mean in Painting here

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## 4. Chroma, Values & Hue

(Intensity, Lights & Darks, Colour tone) 20%

### - Chroma/Saturation

Has the artist used colour to their advantage or are the colours conflicting and unpleasant? Are they too saturated or too dull (this does not mean too light or dark - see Colour Values next paragraph); the Chroma or saturation of a color is a measure of how intense it is. Is the intensity of the colour right for what the artist wants to convey?

### - Colour Values (Light & Dark)

Is the brightness and contrast well adjusted, are the values correct I.E. can you see detail in the whites and blacks or are the blacks too black and the whites burned out? Sample 3A & 3B



3A Values are poor no detail in the white or black areas.  
Stone construction photo by mqtrf and used in the Stone construction contest



3B Values are better you can see detail in both white and blacks  
Stone construction photo by mqtrf and used in the Stone construction contest

### - Hue (Pigment or Colour tone):

Does the colour palette in the image work for the mood the artist is trying to create? Ask yourself what you feel when looking at the colour of the image. (HINT: Try to blur you eyes slightly so you are seeing less of the subject and more of the colour in an image what feeling do you see when doing this? Does it match what the artist is trying to convey?)

### - Depth of Colour

Is there a good impression of depth and variation of the colour palette or does it appear flat (poor use of values and hues)?

### - Consistency and Palette

Are the colours consistent and does the artist use their palette well? Are there too many colours or is the image too busy, do the colours work to draw your eye to the focal point or away? Is it overly monochromatic to the point of being dull?

The more you know about hue, chroma and values the better you will become at judging other's work as well as your own.

Here are some links with more information on colour

- A great Youtube video on Light and Colour here
- Some definitions of Hue, Chroma and Values here

## 5. Source Usage and SBS (Step-by-Step guide) 10 to 15%

NOTE: greymval and I differ in this so I will try and give you both opinions.

Greymval states: In my opinion if you can replace the source with the photo of something else and the entry would still look the same (using basically the same steps), then that's not really using the source. The same applies to the entries using the source in minimal amounts. Source = form & texture and by this criteria I think the amount matters.

For me the following rules are what I try to follow.

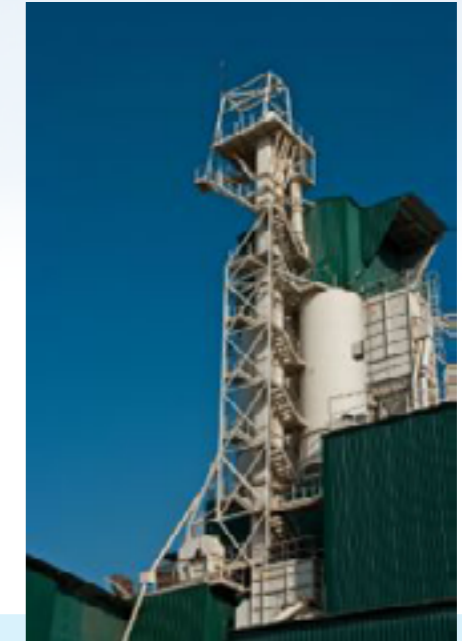
- If the artist has been reasonably creative in working with the Source but the amount used is very minimal I am inclined to give them around 5%. I will give even less if the source is virtually gone. The acronym used on Pxleyes for this is CBR (meaning chopped beyond recognition

the phrase and acronym were first coined by jawshoewhah).

- If they have painted or created a whole new image using the Source as their base (I call this Creation manipulation) then I will go anywhere from 10 to 15% (sample 3A & 3B)

- But if the image is more of a straight photo-manipulation (what I call Sourceful Manipulation :-D) and I can recognize the Source then I will go to the full 15% and even higher if they have used the it in an extremely clever way (sample 3A & 3C + 3D & 3E)

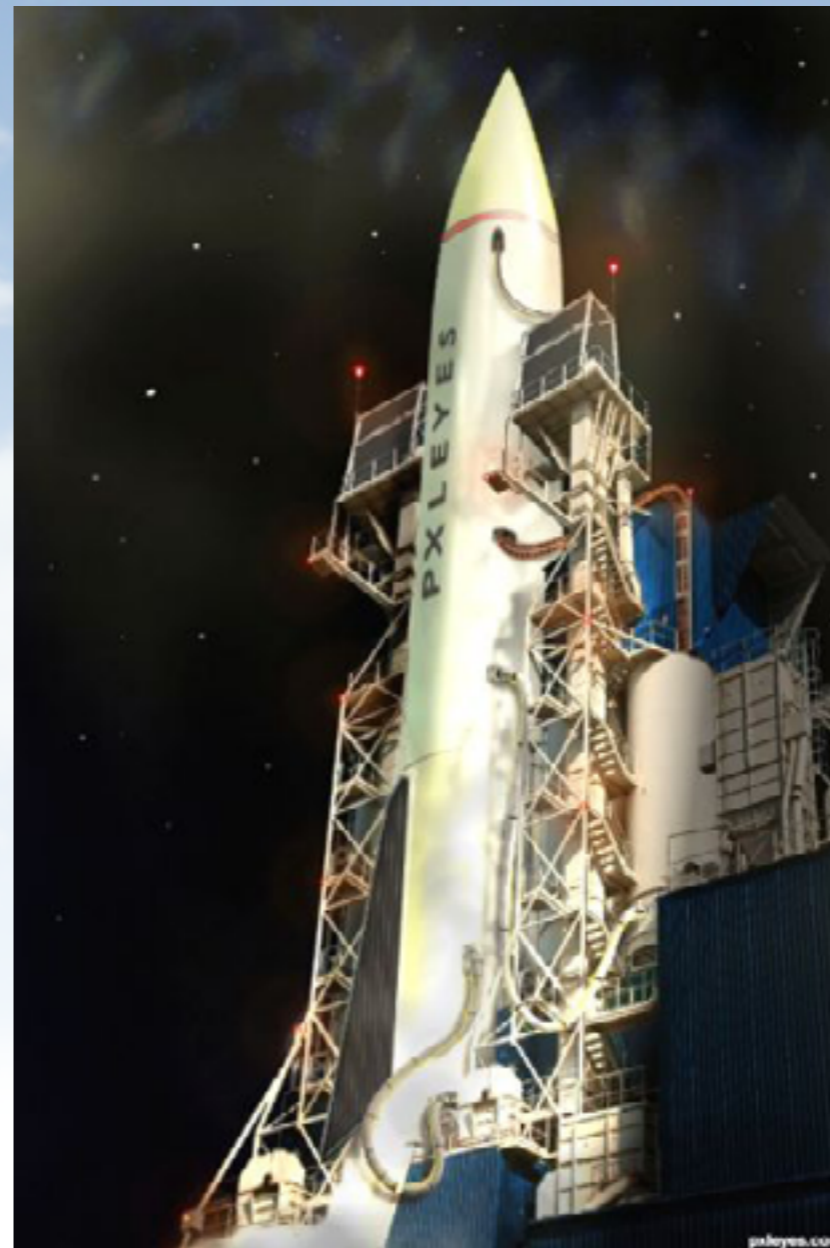
- Having the Source small but the main focal point (sample 3E); for well placed and good use of the Source I will give 12%, in extremely excellent images up to 15%. I consider this basically the same as Sourceful manipulation (see previous).



Sample 3A Source image for samples 3B and 3C Source photo by mqtrf and was used in the Factory contest found here- <http://www.pxleyes.com/photoshop-contest/17035/factory.html>



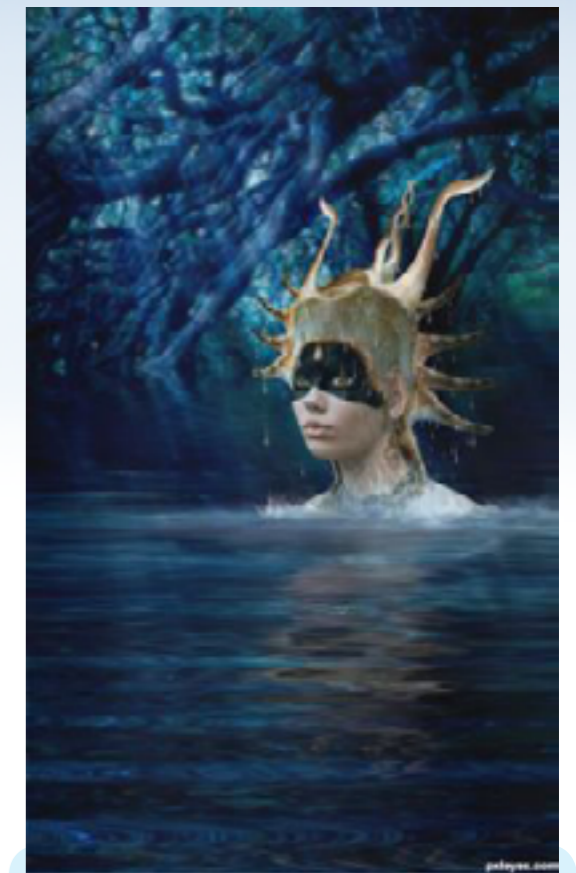
Sample 3B - Creation Manipulation  
Image is Fairy met her playmate by hereisa-  
noop 1st Place Winner in the Factory  
contest used with permission from the  
artist



Sample 3C - Sourceful Manipulation  
Original Source from the Factory con-  
test see 3A source photo above Image is  
Houston We Have a Rocket by gornats  
2nd Place Winner in the Factory contest  
used with permission from the artist



Sample 3D - Sourceful Manipulation  
Source Shell photo by krayker at SXC



Sample 3E - Sourceful Manipulation  
Image is In the Shadows from the Shell  
contest

Shell contest can be found here

the EYE

Inns and Outs on Voting 37



Sample 3E Source as Focal Point The Source was the Flower in the red box. While not very large it is the main focal point in the image; it sits at a Rule of Thirds intersection point. All photos are my own except for the girl which is from Valentine-FOV-Stock - <http://fav.me/dsk92w>)

I included SBS (step-by-step guide) as one of the criteria in this category as I do think that a step-by-step should part of the final voting score; any SBS is better than none. I usually add up to 5% for an SBS as long as it shows to some degree how the image was created. If it is extremely good I am careful to vote on the SBS itself!

The guidelines in this area are an extremely difficult category for me to judge. If someone can take an image and create something completely different it is very hard for me to lower my score if they have not used enough of the Source. I try to keep in mind that if all other factors are well done the worst that a poor Source score will do is lower the final vote by 10%; not much if you are working on the full scale of 0 to 100. There is quite a bit of variation on how people vote in this area. It is up to each voter to decide for themselves how they feel about Source usage and amount of Source visible in the finish image!

6. Execution 20 - 25% (Blending, Masking, Perspective, Shadows & Light, Placement, Masking, Resolution matching, Texture, Cloning and Clean-up)

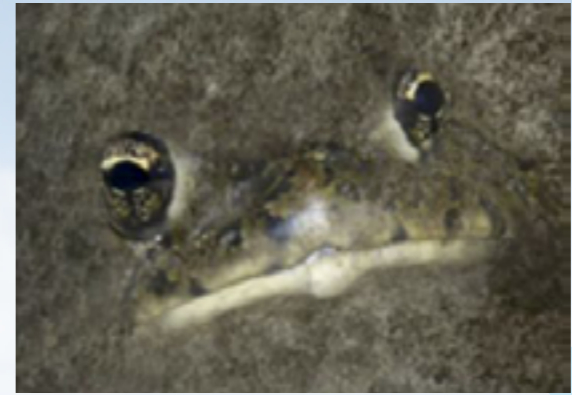
I am inclined to give this aspect more than 20%. I think that it is one area where my personal taste or opinion has little impact on the final vote. It does not matter of what I like; I am strictly judging on the effort and time an artist has put into their creation.

- Blending/Layer Masks  
The elements of the work should be well blended.

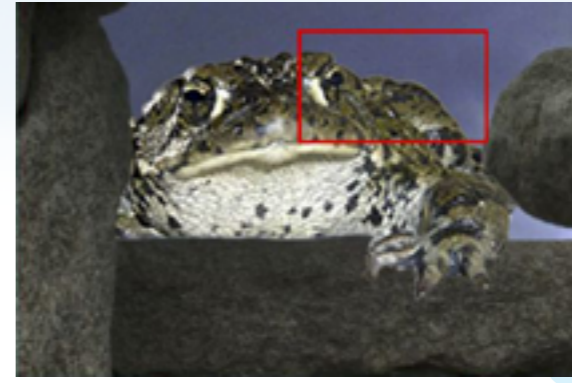
- Masking  
Are bits of the original still showing (see sample 5A & 5B)? Are edges blended well with the background; not too sharp or soft? Are there obvious straight edges when there shouldn't be (see sample 6A). Personally I believe that this is a BIG part of a good manipulation. I have seen lovely images that have poorly cut/masked components; it spoils the whole piece and lowers my vote considerably. I feel that even a beginner can do a decent job of masking/selecting an image; it is just a matter of taking the time to do it properly.



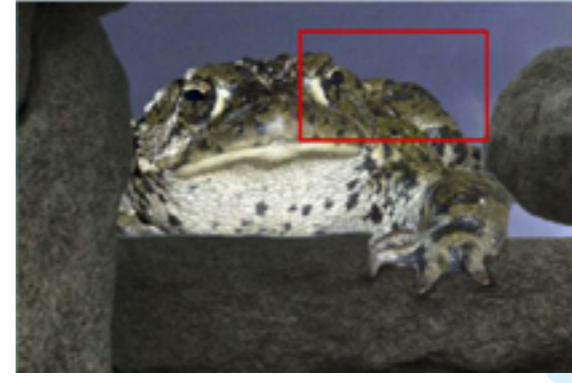
4A Poorly Blended uneven and blotchy Frog photo is by Emik and used in the Frog Close-up contest



4B Blending is better here



5A Poorly masked. Frog photo is by Emik and used in the Frog Close-up contest



5B Better masking

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*Ins and Outs on Voting* **39**

# Ins and Outs on Voting

## - Perspective

If you are not very good at the technical end of perspective then just consider whether or not the perspective feels right. If it feels really wrong then chances are it is off in some way. Be careful with this as perspective can be tricky.

I only lower my vote if it is such an obvious mistake that I am certain it is wrong. I know that there are others on the site with more expertise in this area and I leave it to them to catch the more subtle errors that I am not equipped to judge.

## - Resolution matching

Do all components have the same resolution?

Inconsistencies in resolution (one part from a low res image, other parts from a high res image) are very common and are visually disturbing in a completed image. When creating an image an artist should pay attention to the resolution of the various parts. If one part is from a low res image and one is from a high res then it is better to lower the High res image, you may not be able to create a large image but at least it will be consistent. Trying to increase the size of a lower resolution image will cause artifacts and pixilation that will not be present in the high resolution portions and the discrepancies can be jarring.



7A Poor resolution matching Frog photo is by Emik and used in the Frog Close-up contest



7B Better resolution matching

## - Texture/Grain

The grain should be consistent throughout and various parts of an image are of different grain/texture (where they shouldn't be). This can be corrected (to some degree) when the image is complete by laying a grain texture layer over entire finished image.

When judging for texture and grain problems look for parts that the artist has Smudged and not added the texture back in or where they have Cloned out portions with a too soft or too hard clone tool (one will give you a blurred look and the other will give you overlapping lines).



8A Poor grain matching



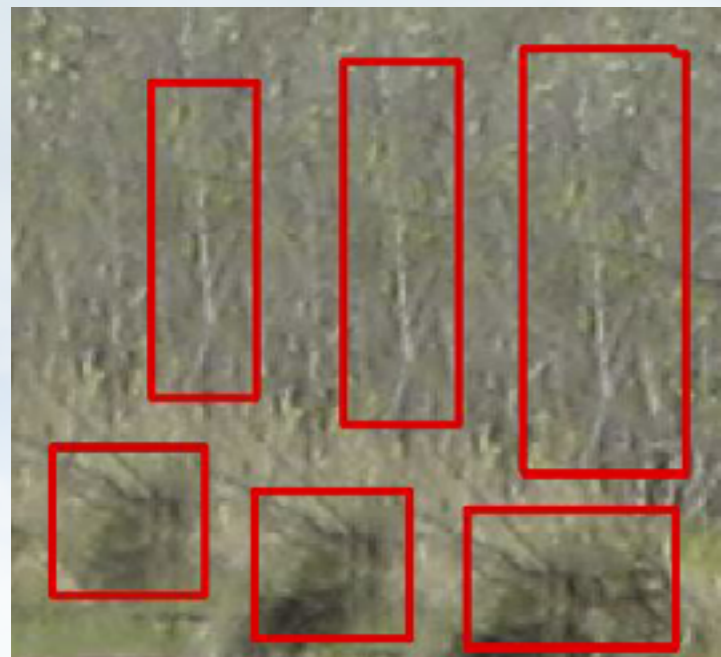
8B Better grain matching

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Ins and Outs on Voting 41

## - Cloning

Cloning should never be noticeable. There should not be any part of the image where the artist has over-cloned from the same sampled area (sample 9A)



9A Poor Cloning you can see multiples of the same portion repeated

## - Clean up

No stray pixels, artifacts, lines or odd colours that overlap parts of the image they shouldn't appear in the final image.



10A Clean up Stray lines (usually from cloning)



10B Clean up Overlapping colours

## 7. When to Vote

Try to hold back on voting until after the contest has closed for submissions; comment and critique before while the artist still has time to make any suggested corrections. If you vote too early you may miss someones corrections and efforts to improve or make suggested changes.

## 8. Use of the Voting Scale

Finally ... the percentage scale on the voting is 1 to 100 yet it seems that most of us use just a range of 40% to 60%. Consider how much more accurate you could be using the whole scale. Is 60% really a good vote for an excellent image ... is 50% really a fair vote for a poorly conceived and badly constructed image? Try to increase/decrease your vote ... open up the scale if only a little bit so that there is a greater spread.

To quote Greymval (again) I'm sure many users have reduced the voting scale to (a range of) 40-70 and this might be relative to some of the criteria I.E. If I like the colors and mood who cares if the perspective is wrong or if you barely see the source. It is the voters who have created this limiting scale, and they are the ones who can change it.

In the end if you take all the factors into account you should be able to widen the scale and give a more accurate, fair and honest vote. Boldly go where few voters have gone before and give someone a 90% if you feel they really deserve it or a 25% if it is a poorly done, messy entry.

In the end the most important thing of all is to have fun; it is great to take your artwork seriously but don't feel bad or get discouraged if someone does not like your work. Creating is its own reward and you will get more out of it if you do it for yourself first and foremost.

Remember, throughout history many artists were not appreciated; during his lifetime Van Gogh could not sell his paintings, now they are worth MILLIONS!

By Nancie Green (aka: arca)

All images that do not have a credit are my own. Some samples were created specifically for this article and are not meant to be good art.

butterfly - created by sophia



# Drawing

www.pxleyes.com has got a huge archive with images themed to every subject possible. Since the northern hemisphere is hitting spring we choose this as being the theme in this edition.

Here you find an overview of drawing entries tagged with 'spring'.

Conflict of Interests created by IDt&r



Simple Pleasures - created by IDt&r



Evil hunter - created by hereisanoop



Pet no. 13 - created by hereisanoop



Living in white - created by robvdn

- Top 10: Februari 2011 Photoshop
1. Evil hunter - created by hereisanoop
  2. Pet no. 13 - created by hereisanoop
  3. Living in white - created by robvdn
  4. Kzinti Warrior - created by spaceranger
  5. Time For A Change - created by pixelkid
  6. Pin-up Girl - created by floortje1973
  7. Hoping - created by fatz8016
  8. Dear Edward - created by eclipsy
  9. Far Away - created by CorneliaMladenova
  10. Playground Battle - created by Sander

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February Photoshop 47





Hoping - created by fatz8016



Pin-up Girl - created by floortje1973



Kzinti Warrior - created by spaceranger



Time For A Change - created by pixelkid

the EYE

February Photoshop

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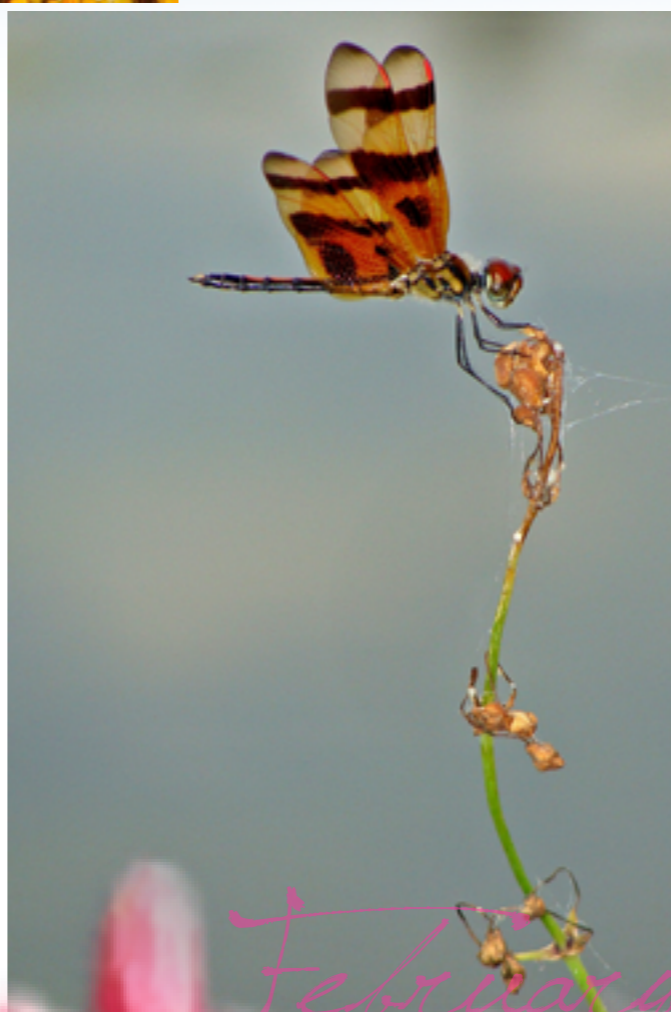
Abelha - created by Brunheroti



reflectable to life - created by Perathor

Top 10: Februari 2011 Photography

1. Abelha - created by Brunheroti
2. Balance - created by Iluvscrappy
3. reflectable to life - created by Perathor
4. Winter Bales - created by jeaniblog
5. A new life... - created by karablazz
6. Foggy Tree - created by WYSIWYG
7. Flippin' FlapJacks - created by itsmymoment
8. Cosmos - created by EmiK
9. The dungeon... - created by karablazz
10. In the dark - created by captgeo



Balance - created by Iluvscrappy

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February Photography



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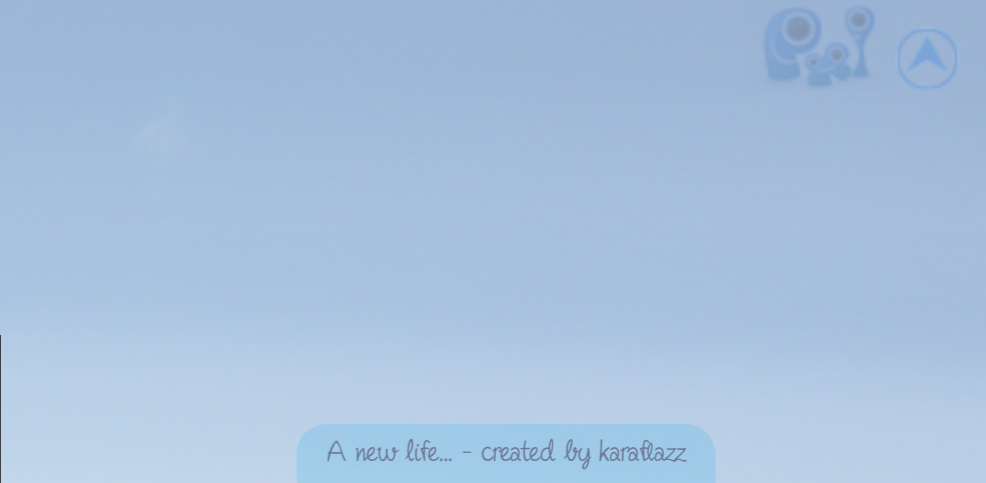
Foggy Tree - created by WYSIWYG



Winter Bales - created by jeaniblog



Flippin' FlapJacks - created by itsmymoment



A new life... - created by karalazz



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February Photography 53

# After successfully closing the first photography competition number 2 wasn't far away

1

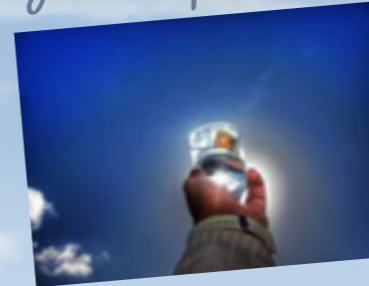
Photography competition 2 - First round: Drinking glasses can be found in every household and they come in hundreds of different shapes and colors. Your task is now, to take an artistic shot of a drinking glass. It's up to you, if you leave it empty or fill it with something, keep it in one piece or destroy it - as long as it's clear to see, that it is (or was) a drinking glass, it's ok. But of course there is a catch again! Your shot need to include either a postage stamp or a rope. Have fun and good luck!



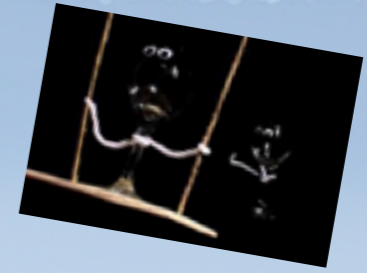
robvdn (56.9 %) - jawshoewhah (53.8 %)



xogx2002 (59.9 %) - friiskiwi (58 %)



Lamantine (57.3 %) - RIPSAW (57 %)



MnMCarta (62.6 %) - CrystleClear (47.6%)



2

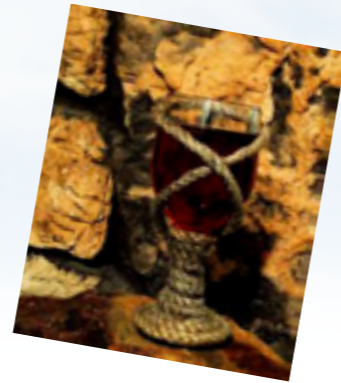
Photography competition 2 - Second round: Last week we had drinking glasses as theme and now we come to the tools to destroy them! Your task is to take an artistic shot of one or more tools like a hammer, screwdriver, anvil, tong, saw and so on. What for a tool (or tools) you pick is up to you. The catches this week: Your shot needs to include either a single flower or the printed out PXL logo, which can be found here: [http://www.pxleyes.com/images/logo\\_old.png](http://www.pxleyes.com/images/logo_old.png) Have fun and good luck!



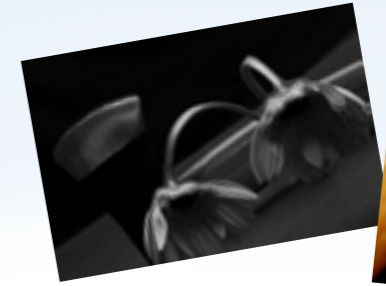
locksmagic (57.3 %) - Sodoff (55.4 %)



jeaniblog (59 %) - bandit69 (58.9 %)



friiskiwi (62 %) - jawshoewhah (56.6 %)



xogx2002 (59.9 %) - robvdn (56.2 %)



itsmymoment (62.9 %) - jadedink (56.9 %)



CMYK46 (58.3 %) - solkee (56.2 %)



bandit69 (61.6 %) - locksmagic (54.5 %)



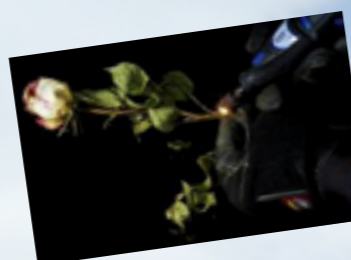
jeaniblog (60.5 %) - sodoff (56.1 %)



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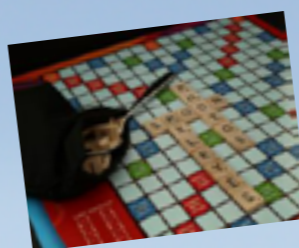
Photo Competition 2 55

# Photo Competition 2



solkee (57.6 %) - jadedink (54.8 %)

itsmymoment (62 %) - CMYK46 (59.4 %)



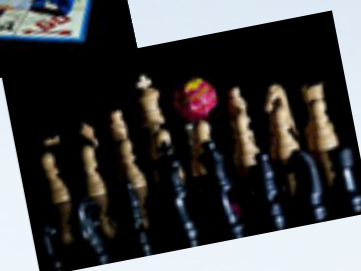
sodoff (59.4 %) - bandit69 (56.3 %)

locksmagic (56.5 %) - jeaniblog (55 %)



MnMCarda (59.6 %) - Lamantine (55.5 %)

RIPSAW (56.7 %) - CrystleClear (11.8 %)



jadedink (59 %) - CMYK46 (55 %)

itsmymoment (63 %) - solkee (57.1 %)

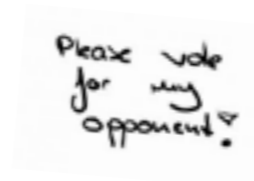
## 3

Photography competition 2 - Third round: They bring joy to children and grown ups all around the world and make boring evenings interesting and full of fun: board games! Your task this week is, to take an artistic shot of a board game or parts of a board game. You can for example set up the complete monopoly game or just use one of the figures. But you can't just use a pair of dice. It needs to be clear, to which game the figure (or whatever else you want to use) belongs. The catches this week are: your shot needs to include either a wrapped candy or a spoon. Have fun and good luck!



friiskiwi (60.8 %) - robdn (49.7 %)

xogx2002 (62.5 %) - jawshoewhah (56.9 %)



Lamantine (54.7 %) - CrystleClear (15.8 %)

RIPSAW (57.4 %) - MnMCarda (53.7 %)

**Group A:**  
 xogx2002 (3 wins - average: 60.77%)  
 friiskiwi (2 wins - average: 60.27%)  
 jawshoewhah (0 wins - average: 56.9%)  
 robdn (1 win - average: 54.27%)

**Group C:**  
 itsmymoment (3 wins - average: 62.63%)  
 CMYK46 (1 win - average: 57.57%)  
 solkee (1 win - average: 56.97%)  
 jadedink (1 win - average: 56.9%)

**Group B:**  
 jeaniblog (2 wins - average: 58.17%)  
 bandit69 (1 win - average: 58.93%)  
 locksmagic (2 wins - average: 56.1%)  
 sodoff (1 win - 56.97%)

**Group D:**  
 MnMCarda (2 wins - average: 58.63%)  
 RIPSAW (2 wins - average: 57.03%)  
 Lamantine (2 wins - average: 55.83%)  
 CrystleClear: disqualified

# the EYE

# Photo Competition 2 57

# Photo Competition 2



**4** Photography competition 2 - First round: Drinking glasses can be found in every household and they come in hundreds of different shapes and colors. Your task is now, to take an artistic shot of a drinking glass. It's up to you, if you leave it empty or fill it with something, keep it in one piece or destroy it - as long as it's clear to see, that it is (or was) a drinking glass, it's ok.  
But of course there is a catch again! Your shot need to include either a postage stamp or a rope.  
Have fun and good luck!



itsmymoment (62.8 %) - friiskiwi (59.2 %)

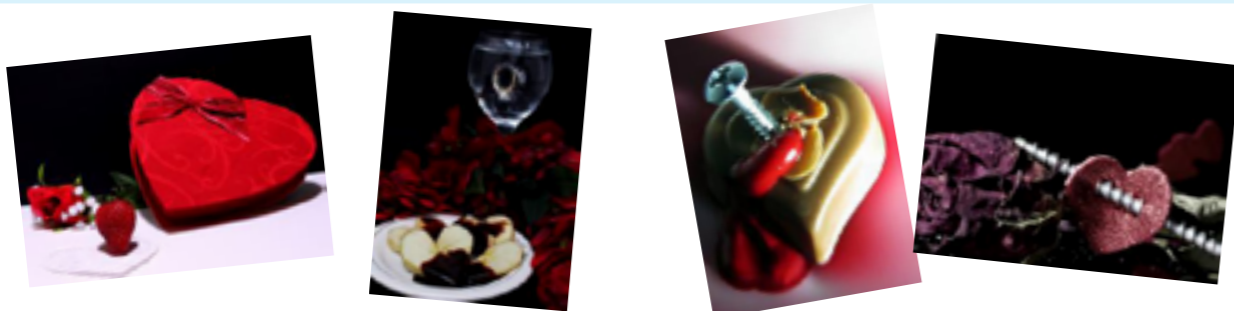
bandit69 (57.5 %) - CMYK46 (56.5 %)



jeaniblog (59.2 %) - RIPSAN (53.3 %)

MnMCarta (58.9 %) - xogx2002 (57.4 %)

**5** Photography competition 2 - Half final: This week is Valentines Day! And because of that is your task this week, to take a picture of a heart. You can use a ready made one, like a stone in the shape of a heart, or you can build it yourself. As long as it has the shape of a heart, it's on theme.  
The catches this week are: your shot needs to include either a screw or a fruit of your choice.  
Have fun and good luck!

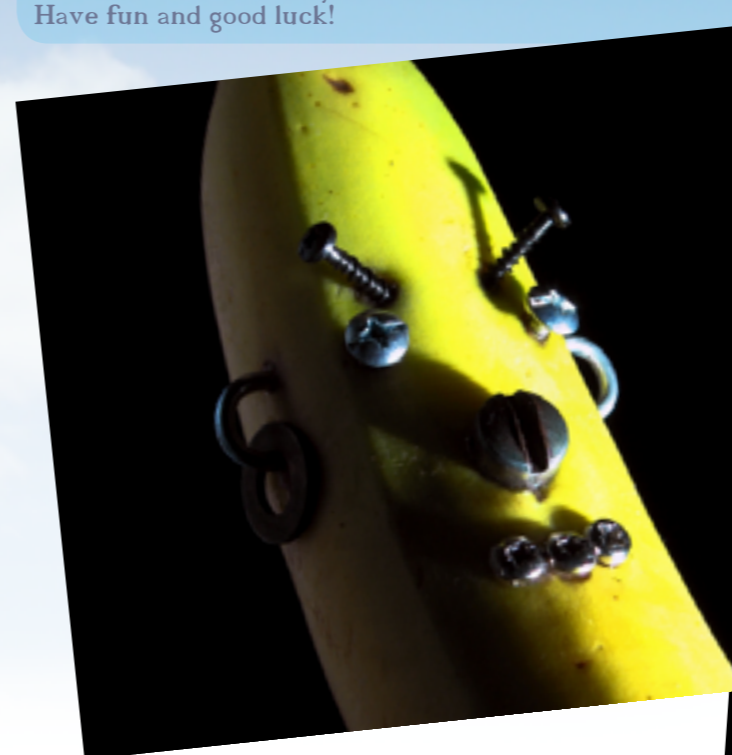


bandit69 (59.9 %) - MnMCarta (59.7 %)

jeaniblog (64.1 %) - itsmymoment (61.8 %)

Photography competition 2 - Final: You are almost completely free to do what you want this time! Take a picture of whatever you feel up to. But, of course there's a catch again. You have to pick the two catches from one of the themes we had already and include them in your shot.  
So either:  
-a postage stamp and a rope  
-a single flower and the printed out PXL logo (which can be found here <http://www.pxleyes.com/images/logo.png>)  
-a wrapped candy and a spoon  
-a balloon and a coin  
-a screw and a fruit of your choice  
Have fun and good luck!

# 6 final



jeaniblog (61.7 %) - bandit69 (61.3 %)

Congratulations to Jeaniblog for making the first place in our second competition!  
And of course also congrats to bandit69 for the second place!

# the EYE

# Photo Competition 2 59



Haiku Spring, created by arca



Spring Treasures - created by artgirl1935



Waiting For Spring - created by jaskier



# Photoshop

www.pxleyes.com has got a huge archive with images themed to every subject possible. Since the northern hemisphere is hitting spring we choose this as being the theme in this edition.

Here you find an overview of PS entries tagged with 'spring'.

# the EYE

## Theme: Spring

# 61

## Solkee (Rob) interviews: SpaceRanger (Rein)

Rob:- You work within the Graphics Industry, what exactly do you do and how long have you been doing it?

Rein:- I've been a commercial artist for close to 40 years. I began as an apprentice in an art studio working in print advertising doing paste-ups and running errands. As time went on I became an all around board man working in traditional media, markers, gouache, pen and ink etc.. I've worked in layout, concept art, finished illustrations, art direction and movie advertising. For the last 18 years I've been involved in the test commercial area. I create artwork as part of a team of artists for storyboards and animated tests called animatics. This is much like traditional cartoon animation, elements are drawn separately, arms, legs, heads and so on, then the art goes to edit where the animators take over. The art is composed in Photoshop and then prepared in After Effects. Today we still use conventional drawings but we do most all color with Photoshop.

Rob:- If you could turn back time to when you were choosing your career, would you still choose a graphics career and why?

Rein:- Well we've all wondered What if? I've been fortunate to earn a living doing something I enjoy. I still get a kick when a client compliments my work or when I get paid for something I've created. All artists crave recognition and I'm no different. Because of my career choice I've met many great artists both fine art and commercial art masters. I've had the pleasure of seeing my work in print ads and posters and even on television.

So for me being a commercial artist was the right choice and knowing how great it's been I'd make the same choice again. (unless i could have been... Sean Connery or Hugh Hefner instead.)

Rob:- You initially started out here in the Photoshoptalent days, what brought you to the site and what was most appealing to you?

Rein:- A few years ago the methods used in my work were changing rapidly. I needed to learn Photoshop to keep in step. A good friend and colleague known to PST members as vicspa suggested I try PST, it could help. He was right. The challenge of the contests gave me the motivation and opportunity to learn new things about Photoshop. I soon learned how helpful the members can be, I also learned from good step by steps and member tutorials. Most appealing for me is the diversity of techniques and styles as well as the diversity of the members from all over the world.

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Rob:- What do you find the most satisfying thing about being a member of PXLeyes?

Rein:- I come to Pxleyes to unwind a bit. Here I can create whatever I want just for the challenge and the fun of it. I have made many friends here and I enjoy checking out their latest work and seeing how they're doing. There's always something new to see and many tutorials to read, it's hard to say what's most satisfying. I guess the variety of what to see and do is what's most satisfying.

Rob:- You mainly enter 2D Photoshop Contests, do you prefer Source or Theme Contests?

Rein:- I like the challenge of a source contest. It's fun to figure out what to make and how to use as much of the source in a creative but still recognizable way. I do enjoy a good theme contest and have done several as well. Whatever source image or theme interests me the most is how I usually select which contest I might enter. It does seem I favor source contests though.

Rob:- Your standard of entries has always been outstanding, do you just see a source and know what you are going to create or do you just build on a picture once you start?

Rein:- Most often something in the source stimulates a chain of images or scenes. A white cat...a snow white cat...a big snow cat with fangs...an abominable snow cat. Sometimes an image suggests a mood like rusty metal...old, worn out...discarded. Then the images comes to mind that fits the mood. Occasionally I'll play around with the source, cutting, pasting, warping and flipping to see more objectively. I might see a face or a creature and I'll build on that.

Interview SpaceRanger 63



## Solkee (Rob) interviews: SpaceRanger (Rein)

Rob:- Looking at your portfolio, your entries are very sci-fi/space orientated. Is this your main source of inspiration?

Rein:- I've always loved sci-fi and I don't get to do much of that in test commercials. Here I get to express my visions in the genre I enjoy so much. Everything sci-fi... books, comics, art, film...all have influenced me and I see aliens, robots and spaceships in most any image. Sci-fi is mind expanding, enlightening and shows the infinite possibilities of the human imagination. I love to see how others use their imaginations, it stimulates my thoughts.

Rob:- Are there other members (present and past) that inspired you to want to learn and create more chops, or create a different style of chops?

Rein:- Most newer members won't know the names but Claudiolky was always a great Photoshop technician and always willing to give advice. The late sirchopsalot inspired me to use imagination with humor by his example. Jaskier still inspires me to see the beauty in an image. There are so many it's hard to mention only a few.

Presently we have many talented members and I enjoy and learn from them all. Hereisanoop shows great imagination as does langstrum and erathion. Geexman has clever concepts and I love the still life work of George55. CorneliaMladenova, Artgirl935 and arca bring great beauty to their works each in a distinctive way. I have to mention your work as well Rob, you never cease to amaze me with your diversity, attention to detail and great humor. (that last line will cost you \$20) There's wazowski and mqtrf and many others. It's like trying to list your 5 favorite movies, you just can't stop at 5.

Rob:- Having worked alongside you on the Moderator Team, you have been moderating for some time now. Does this leave you less time to create contest entries?

Rein:- Moderating takes quite a bit of work so it can't help but cut into my creative time but I expected that when I was offered the position. I usually plan on only one entry at a time and give that my complete attention. There are occasions I'd like to do one or two more but time rarely permits but I'm okay with that. The mod work is important and worth the time spent.

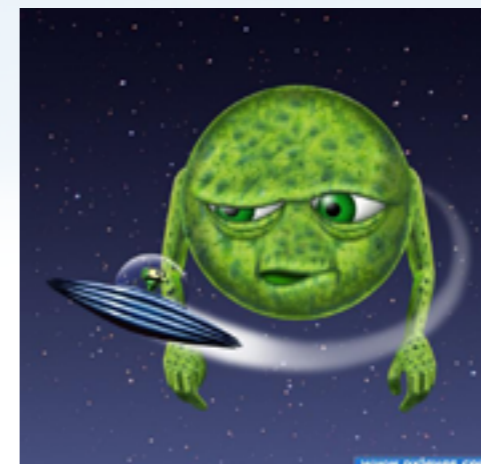


Rob:- Do you see being a member of the Moderator Team as a way of giving back something to the site that has given so much to us all?

Rein:- I hate to sound altruistic but that's true to a large extent. Not only did I feel grateful for all that the site did for me I thought if I were on the team I could see first hand how mods do what they do and maybe help to make the site even better. I was very pleased to find every mod has the same motivation as I. I know that's expected of me to say that but it's really true. This magazine was the idea of robvbn, a very busy mod who constantly comes up with great ideas. All the mods contributed ideas that are part of the site now. It's great to be a part of this team.

Rob:- You obviously spend a lot of time at PXLeyes, do you sometimes just need a break away from the site or has PXLeyes become part of your everyday life like it has with many other members?

Rein:- There are times when the mod work gets a little hectic as you well know and I do feel I need to take a break once in a while, but I would still stay on the site and maybe do those other entries I never get to do.



Rob:- I can only say that you are an inspiration to many members, surely one of the most respected on the site. From behind the scenes I have seen how hard you try and answer questions from members and assist them with contest entry errors. As a moderator you have always had the belief to do everything to keep an entry in the contest, instead of the misconception that mods want to take entries out. Thanks for taking the time and effort to answer these questions and all the time and hard work you devote to the site.

Members like yourself are what make PXLeyes such a great place.

Rein:- Thanks again for the honor... also thanks for the privilege of being your friend.

# PXL EYES

Interview SpaceRanger **65**

So, you are starting out with traditional drawing. Here are a few beginner points for every artist setting out to start doing things traditionally.



Photo by: Robvdrn

I find that keeping a sketch book handy, no matter how big or small, keeps my dexterity in drawing. Remind yourself that in art, nothing is perfect and nothing is going to be completely exact. Everything in traditional art is subjective and shouldn't be confined to reality.

So whether you carry a purse, or a backpack, be sure to carry some sort of notebook to sketch out your thoughts and visions. I find that a kneaded eraser and a white eraser is almost essential to my pencil pouch,



as is a sanding block to sharpen my lead, and a smudge stick or two to help with my shading. And of course, plenty of pencils!!

Now, in drawing, there are various different mediums to use, from graphite to charcoal, even soft pastels.

## Pencils

Pencils are available in various degrees of hardness and blackness of the lead, usually ranging from a 9H to a 9B. The H stands for hardness,

and the B for blackness. The higher the number next to the H will result in a harder lead, with a lighter grey tone which works well for sketches and light shading.

And the scale for blackness is the same, the higher the number, the softer the lead and the darker black the resulting marks.

Works well for final lines, or really dark shading. Usually, a mixture of all types leads are used in sketches and finished drawings. Most of my drawings encompass at least 5 different hardness ratings to achieve what I want.



Photo by: Shawn Campbell



Photo by: puzzledmonkey

## Charcoal

Some people find that charcoal is more suited to the piece they are working on. Sketching out the idea with a 8 or 7 H pencil, then proceeding to go over the piece with charcoal, using fingers to smudge the loose charcoal around to achieve the different shadings.

Again, like pencils, charcoal comes in various degrees of hardness, and forms. There are pencil char-

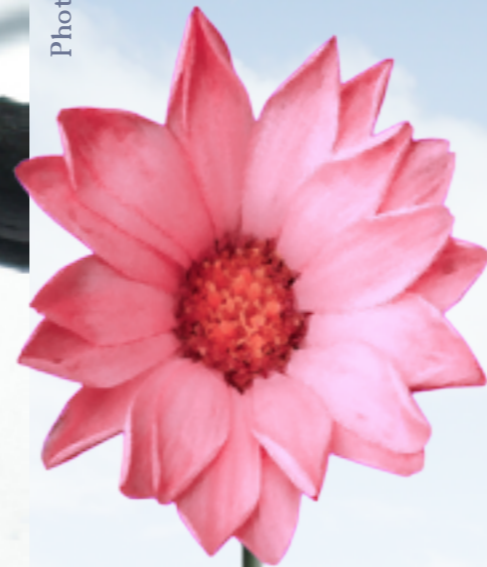


Photo by: Jeaniblog

coals, loose willow charcoal, pastel type chalk charcoal. There are so many options out there, that sometimes its confusing for a beginner getting started. Honestly, like a lot of things in art, its all trial and error. Finding what suits you the most, and then learning how to work with it.

By: Jadedink

# World at your Fingertips by RJK

3D is, and always will be one of my greatest loves, save for my partner Missy. I will not kid you by saying 3D is easy it's not. Learning 3D has to be one of the hardest things I have ever done. If you want to learn 3D ask yourself the question, Have I got the patience? If you have, you will certainly have the journey of your life. Maybe if you persevere you will land your dream job for your favourite games company, or movie company, or if your like me, working for an architectural visualizer.

So, you have the patience, and the willpower. Where do you start? Let's examine some of the software first. If you have the money there is really only one recommendation I can make, and that's Autodesk's brilliant 3DS MAX 2011. The software I use everyday. It does have some major drawbacks though. If you choose 3DS MAX, be prepared for a long road, with some major bumps in. It has a learning curve that would make some NASA scientists shudder, it costs thousands of \$\$\$'s and you need a fairly speedy PC to run it. Once mastered you can literally have the

Then there are free programs out there. Bryce and Blender. I can't really comment on these as I have never really tried them. If you're interested in 3D, do some research find out what you can afford. In any case here is a list of the most popular 3D software packages, ranging from the expensive to the free: Autodesk 3ds max 2011, Autodesk Maya, Cinema4D, Blender, Lightwave, Bryce, Poser, Daz3D, Eon Vue 9, Sketchup. Poser and Daz3D are not really 3D packages in the true sense. More, human simulation software. Dig around and you'll find out what people have to say



world at your fingertips. Major movie companies and games companies use it as their software of choice. It's been used in films such as 2012, the X-men trilogy, Black hawk down, Spiderman 3, Avatar, and The Matrix reloaded. Impressive huh? This is a small percentage of it's credits. Not got thousands of \$\$\$'s?

about these particular packages. Eon's vue 9, is a different kettle of fish. It's primary purpose is environmental based animations or stills. It has many functions for creating awesome skies, massive landscapes and eye watering oceans. But it too costs thousands of \$\$\$'s too! In the end everyone has their own preferences. Only you can decide which way to go.

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# World at your Fingertips

## 3D and PXLeyes

I joined Pxleyes about a year after MrMonty had set-up PST.com. Knowing that 3D requires a good, even advanced knowledge of Photoshop, I joined and entered the PS contests. I reached level 23, then due to some other commitments left. I have now taken over the mantle of the 3D Modding on PXLeyes. If you're reading this, and want to, or are already participating in the 3D contests and you need help or just want to chat about something, drop me a PM. I will do my very best to solve your problem or guide you in the right direction.



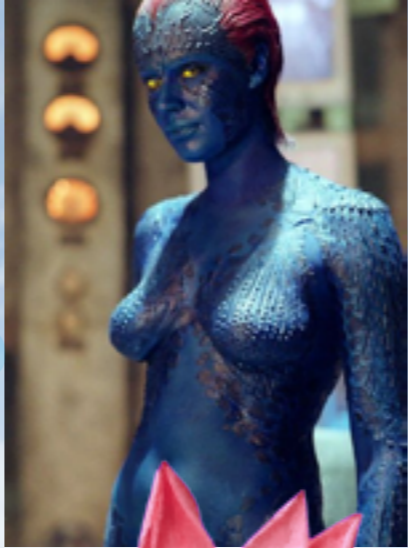
## Where now

The future of 3D holds many exciting prospects. With the advent of nano switches, the micro processor is set to leap into uncharted territory in terms of power. What does this mean for 3D users? It means that you will see an unprecedented leap in the quality of animations, Architectural visualizations, and games. No longer will your PC be tied up for hours and hours while you wait for your machine to work out each light samples primary and secondary bounces. Production levels will rise and rise at never before seen rates.

The time is now, to get into 3D, experience the satisfaction of building something from scratch, and see it come alive in front of your face.

## Do it

3D software is ever evolving, changing it's GUI and adding and removing functions all the time. 3ds max is one major culprits for doing this. It takes a lot to stay updated on these new additions. Just when you have mastered a particular function they up and change it! If you still think you have the patience and the will power after reading this short article, Go for it, grab it with both hands, you will NOT be disappointed. Just remember, if you use



PS and are fairly knowledgeable with it, 3D is more than four or five times harder!!! Don't believe people when they say, You guys just put this here and that there, and you're done. That is nonsense. What about the lighting? The rendering? The texturing? Camera set-up?

The only way you can advance is to watch, listen and read. Again and again. Yes it is that time consuming. You have to plan your image, have you got the right textures? Have you got a reference for your model? If your doing Architectural stuff, does the CAD file have the correct layers? The aim of this is not to put people off learning 3D, just to make them aware of the sheer bloodyminded-

ness they will need to get to grips with whatever software they choose to use. But I can tell you the rewards are there for the most dedicated users. Fancy your name in the credits of that movie? That game? Or what about helping to get planning permission for a new building development.

3D is a hobby that truly has the potential to give you a job of your dreams. So while you're scratching your head wondering how to skin your biped, or set-up a reactor based soft body. Wondering if the settings your using for your rendering are the best. Remember, if you get past that obstacle and the next one, you really do have the world at your fingertips.



Robert James AKA Rik3r

# PXL EYE

World at your Fingertips

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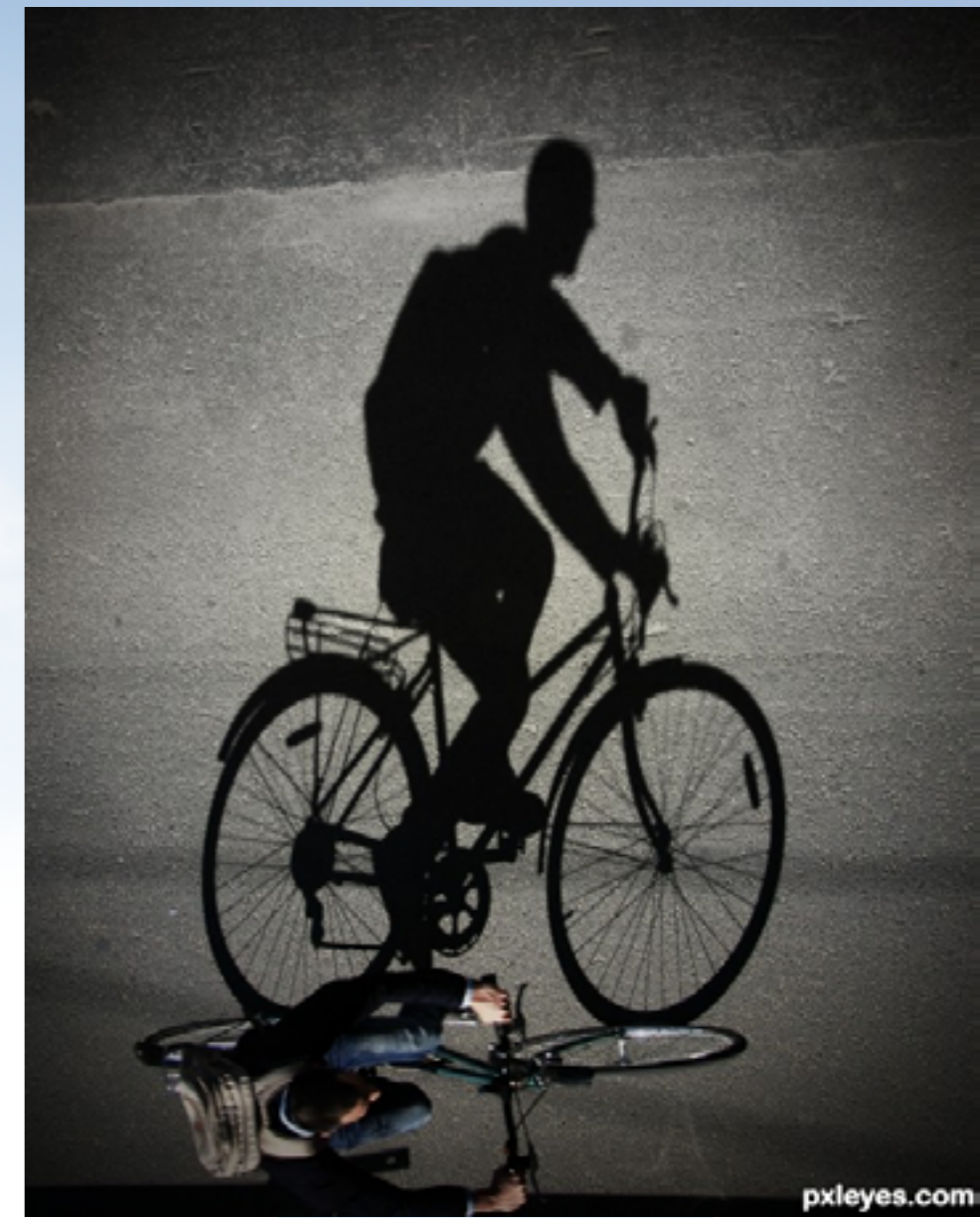
Ghost - created by Ory

pxeyes.com



Broken memories. - created by karalazz

pxeyes.com



Shadow Biker - created by tothzoli001

pxeyes.com

the EYE

March Photography

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when the wine it s over.... - created by Perathor



pxleyes.com



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old - created by SekiHara

Sunset - created by wind



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High Contrast - created by SohCahToa



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Interstellar Overdrive - created by arca



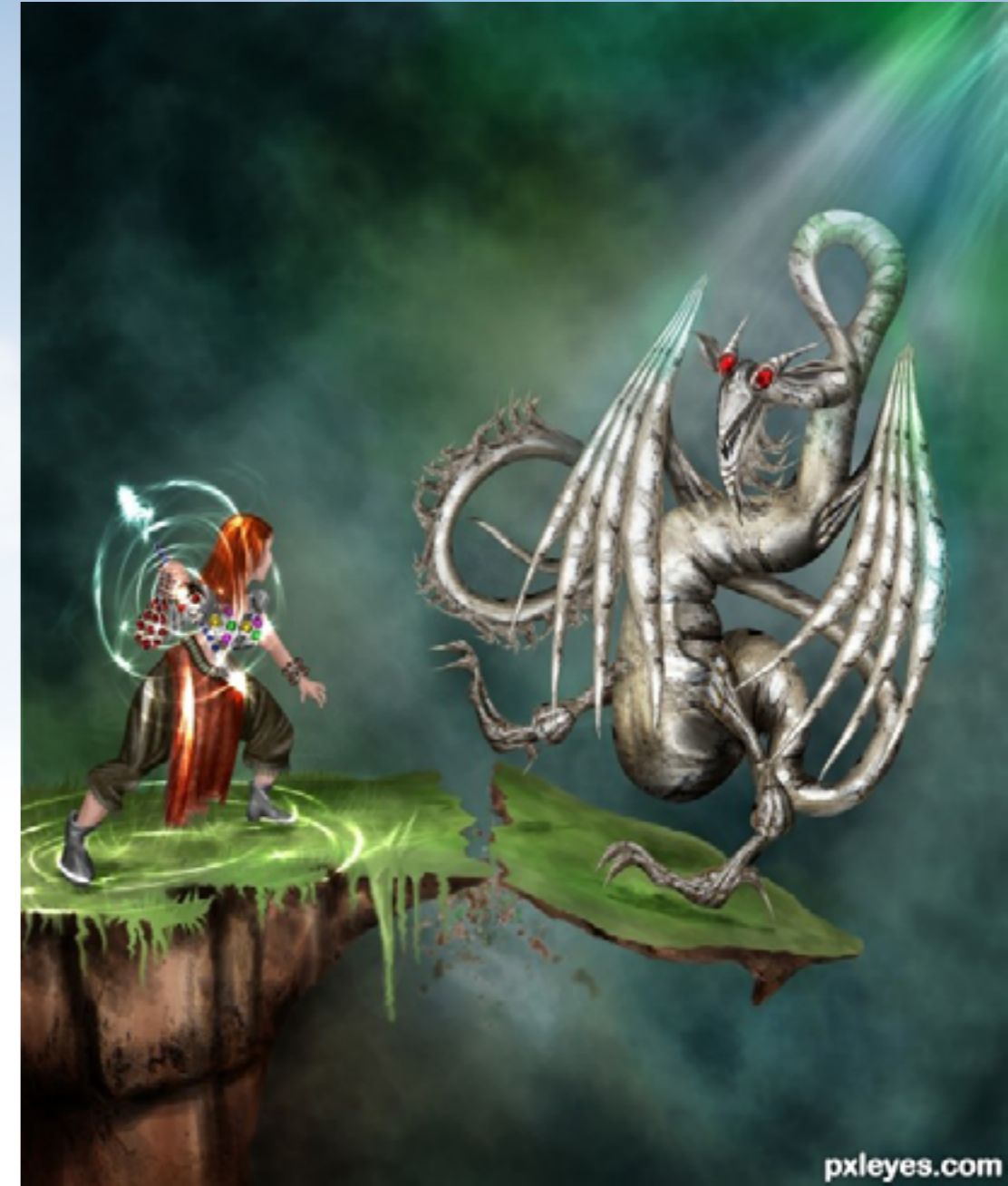
pxleyes.com

Dead Tree - created by CorneliaMladenova



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Final Showdown - created by hereisanoop



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March Photoshop



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Soup du Jour - created by pixelkid



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Loch Looking  
created by spaceranger



pxleyes.com

Specimen No. 35 - created by IDt&r



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tricycle - created by gornats

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The man from Wonderland - created by langstrum



Haley Joel Osment - created by trillimu



Flowers and Vase - created by Glockman

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Drawing Jan-Feb-March 83



home in the country - created by Momof4boyoboy

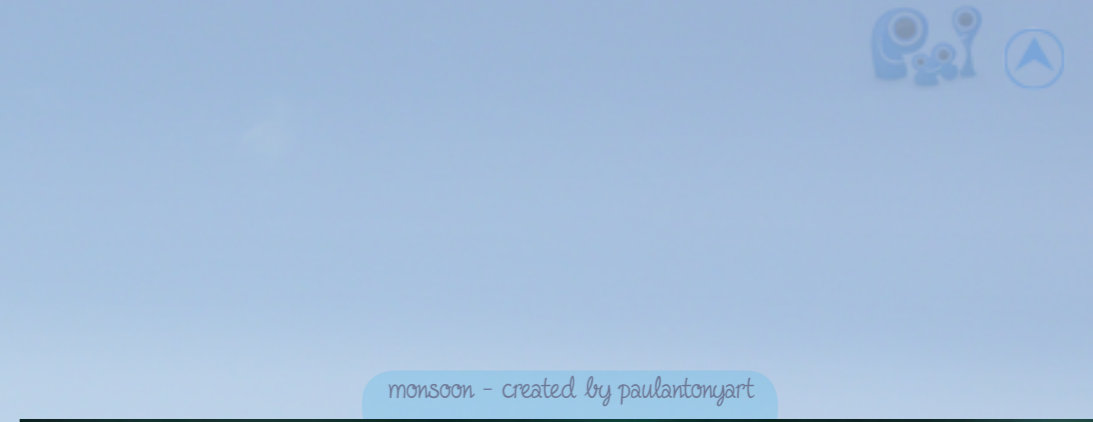
pxeyes.com



The Eye of the Tiger - created by Momof4boyoboy



pxeyes.com



monsoon - created by paulantonyart

pxeyes.com



pomegranates flower - created by roon

pxeyes.com

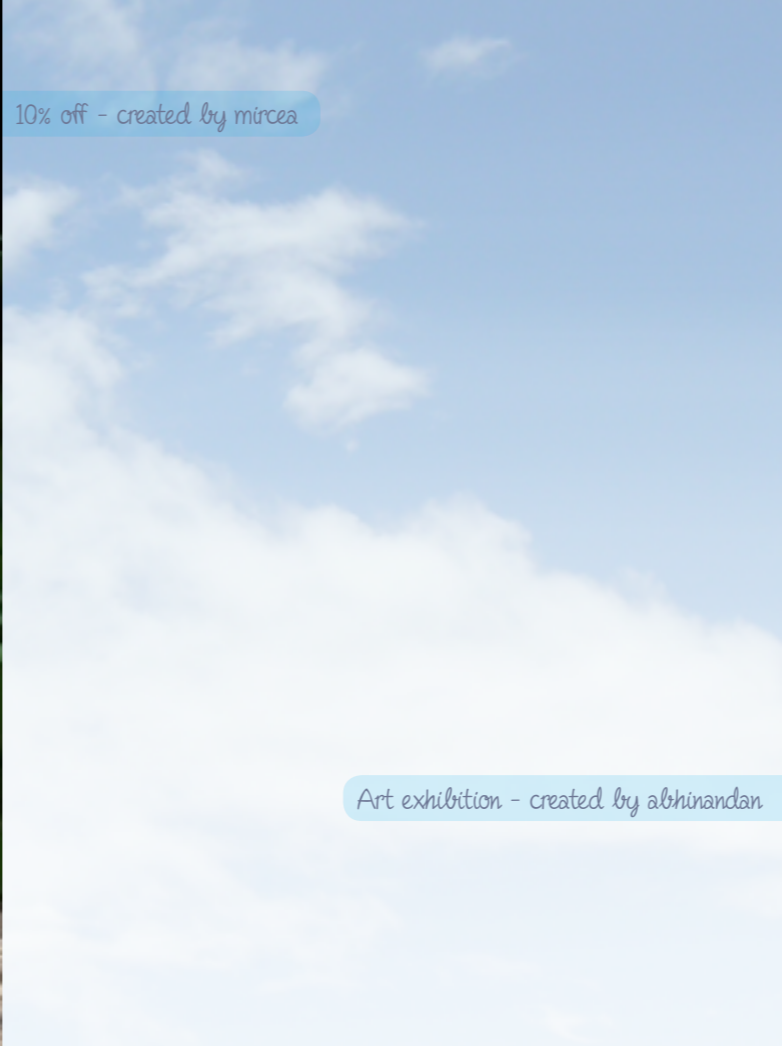
the EYE

Drawing Jan-Feb-March 85



10% off - created by mircea

pxleyes.com



Art exhibition - created by abhinandan



pxleyes.com



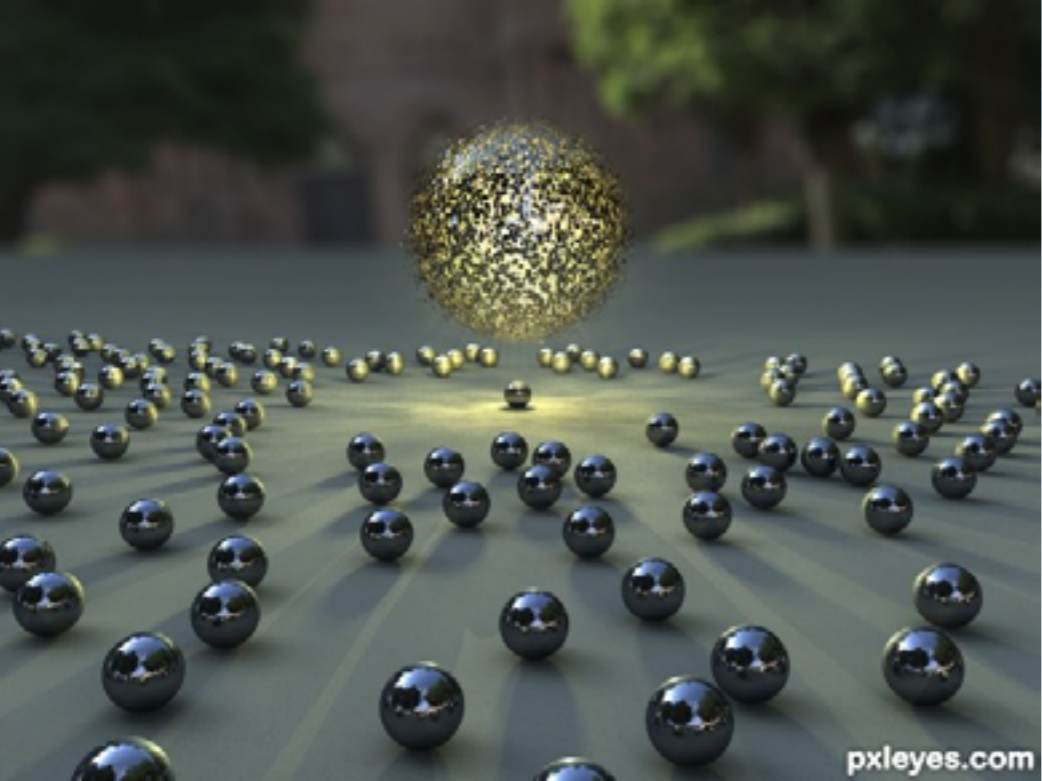
No. 334 - created by Rumi

pxleyes.com

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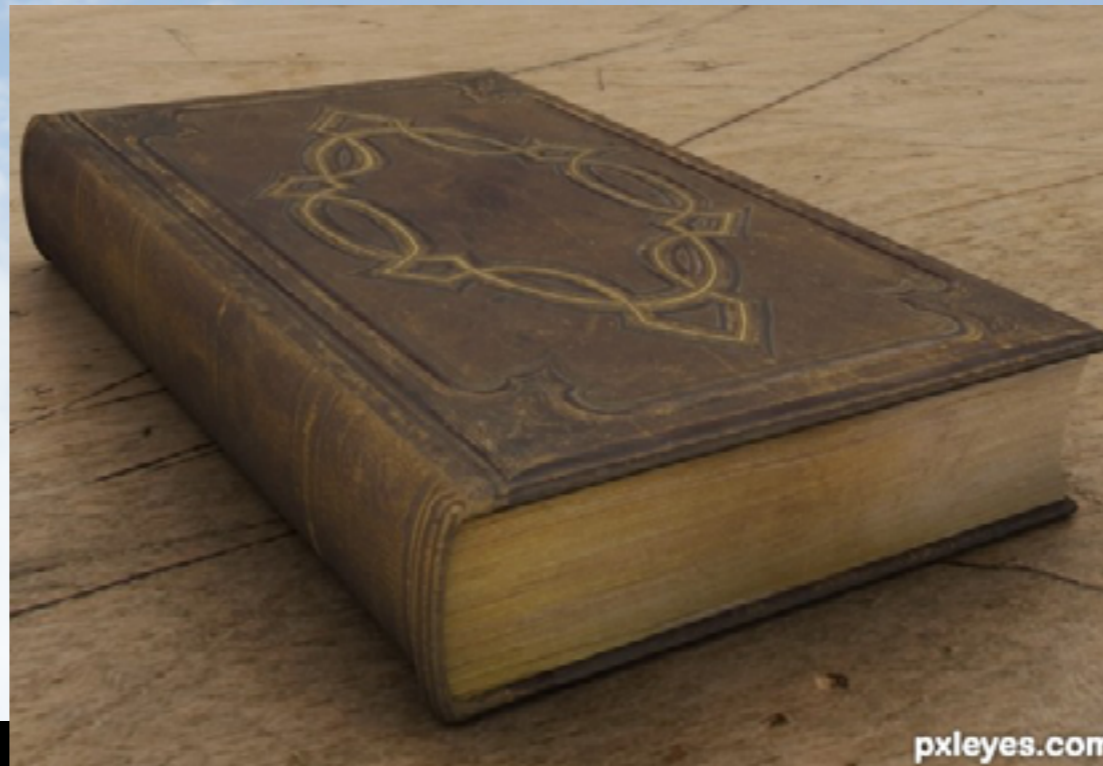
Jan-Feb-March

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Attractive Spheres - created by Ory

pxleyes.com



Historical Book - created by Warlock

pxleyes.com



Boat Beach - created by genuine2009

pxleyes.com

My Journal - created by Ory



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# SpaceRanger (Rein) interviews: MnM Carta (Amanda)

Rein: How long have you been interested in photography?

Amanda: I started back in 1998 working in a photolab at a local retail store and was there for about 7 years. I got out of photography for a few years and worked on a new relationship and then a tragedy in the family. About 3 years ago something just clicked and I realized how much I missed it! Started with FLICKR and went out on meets with local people who had the passion as I did and it went from there to where I am now.

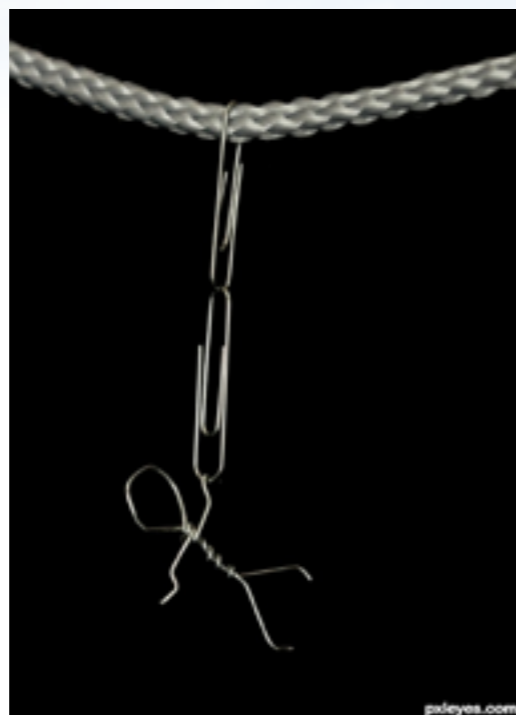
Rein: Your work shows a great deal of diversity, do you prefer to shoot "on the fly" or do you seek out a particular subject with a concept already in mind?

Amanda: If I didn't have the weekly themes as we do here I'd be mostly on the fly just because I don't really have much of an imagination. I prefer to have a project given and go with that. I have since started my first studio and try to come up with ideas for specific themed sessions so I'm working on my creativity SLOWLY.



Rein: What equipment do you use for outdoor shots and do you use different equipment for indoor set-up shots?

Amanda: I only own one camera which is the Canon XSI and it came with the 17-55mm and I've added the 100mm Macro (MY BABY) and the 70-300mm. For indoors I mainly use the 55mm when in the studio but I LOVE makin macros around the house as well. Outside I prefer the 100mm macro but during storms I use the 55mm mainly. The 300mm I used at the zoo and air shows and such.



Rein: You have a number of great macro images in your portfolio, do you find these a challenge and what lenses do you use for these extreme close ups?

Amanda: Why yes I do find them a challenge. It's hard to keep a steady hand and I don't prefer using a tripod when shooting live things. If I do stuff that just needs a long exposure then I'll tripod it and use my wireless remote. Other than that I'm a hands on get down and dirty to get the shot kinda gal I used the 100mm macro for the shots and I absolutely LOVE it! One of those things I'd chose if I was stranded on an island!

# SpaceRanger (Rein) interviews: MnM Carta (Amanda)



Rein: How did you get involved with Pxleyes and are you interested in any other areas like Photoshop or 3D?

Amanda: I was bored one day (not going to tell you I was at work) and so I was surfing and just thought I'd see what sites might be out there for competitions. I came across it and had a few blips of the rules just for not fully reading the instructions but had great people help me on the way!

I'd like to give one big shout out to friiskiwi who has been there for me since DAY 1! I took her on as my mentor for any questions I may have and she has always been there for me and for that I thank you very much.

Rein: What would be a "Dream" photo shoot for you?

Amanda: This one is easy!!!! My dream shoot would be an Alaskan shoot of whales and penguins and seals and such. Always love water animals and it just seems like the best opportunity I could ever ask for but also something I would never get the chance to do but a girl can dream right?

Thank you so much for the opportunity to be an interviewee for a site that I have absolutely fell in love with! It's been an honor and a pleaser to be a part of such a great community! Thank you everyone.



Rein: Many members are inspired by the work of others. Who inspires you both here on Pxleyes and in the world of photography in general?

Amanda: Wow this one is hard and I have to say that on Pxleyes I really can't just pin point any ONE person. I have certain people I go to for certain questions and just love all different kinds of work and not one person does all that I like. The site has been so inspiring to me and I have to say I have grown as a photographer and made so many great friends!!!

Rein: Are you into photography as a possible career or do you do it just for the fun?

Amanda: It started as fun but I am recently getting into a business of it. Have a name picked out just need to figure out the whole starting a business side of things.

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# Made By

Solkee: interview with SpaceRanger

SpaceRanger: interview with MnMCarta

Lelaina: interview with Mister Monty and big help!

Arca: the ins and outs of voting

Jadedink: starting to draw

Rik3r: world at your fingertips

Wazowski: cover and tutorial about the cover

Robvbn: layout and editing

All members, moderators and admin of [www.pxleyes.com](http://www.pxleyes.com):  
without them this magazine wouldn't be here

Next edition of the Eye will cover [www.pxleyes.com](http://www.pxleyes.com) through the months April - May - June of 2011  
and will appear early July 2011.

The theme of the next issue will be: The Masters, meaning we will have some articles with this  
theme.



This edition we've asked Wazowski to make a cover but next time it can be your work which is on the cover.

We have a special contest for this. This contest will run the last week of May 2011 at [www.pxleyes.com](http://www.pxleyes.com)

As a reader of this magazine you'll already get the scoop: we let you know now what that contest will be about!

This way you'll have a lot of time to prepare and already start working on your entry, we expect a lot of entries and we expect a high level by doing this.

*The next edition will be themed "the Masters" meaning we'll have some articles and interviews surrounding this theme. The contest will be a photoshop contest which means you can enter photomanipulations, digital drawings but also think your own photos (as long you do some photomanipulation to it). You can see "the Masters" as someone like Da Vinci (painting, drawing and more), Ansel Adams (photography) or nowadays masters in 3D and photoshop. It can also be someone who pushed borders, invented new techniques...*

*You can depict this person or be inspired on his or her work or show this person working, show the technique/invention... it's up to you. Somehow you **MUST** include the PXL logo in your entry.*

*Your entry should be made in portrait with a minimal size of 2600 x 3400 pixels at 300 DPI (keep this ratio). This includes a bleed. You should be able to provide the 300 DPI version in .psd format when requested. Furthermore you **MUST** provide a good tutorial which we can publish in this magazine.*

*Make sure to leave space in your entry to put the header.*

Have fun and good luck!

# the EYE

## Cover Contest

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The Cover Tutorial  
by Wazowski

the  
EYE

# The Cover Tutorial by Wazowski

## The Tutorial to this editions cover

### made by Wazowski



For this issue of The Eye I had the honor to design the cover. In this tutorial I'll describe the steps I made - idea, research and drawing - that lead to the final image.

#### The idea.

The theme from this magazine is Spring, so the cover should have something to do with it too. I also received a sample with colors that would be used inside the magazine (blue and pink), so it would have been nice if there was a connection with the outside image too.

Brainstorming starts. Spring, new life, joy, a fresh start, flowers, trees with green leaves, lambs, etc. etc. But then appears this painting in my mind, from the great Renaissance artist Botticelli: Primavera.



Perfect as inspiration and of course it would cover the theme completely (after all Primavera means spring). That the painting was from the Renaissance period was an extra funny coincidence, since that period also means rebirth. After having a closer look at the painting, my eye notices the three fancy looking girls on the left, also known as the Three Graces. Nice for a cover and let's face it: if there's a possibility to draw 3 women, then why skip it? Now it's not my idea to exactly copy these 3 graces, but just use them as inspiration and do something with these ladies, combined with keywords I mentioned before (joy, new life, etc).

For the cover I have the wish to create a cheerful and peaceful mood, so what can I let the girls do? Yup, dancing and jumping. With some soft see-through kind of fabric wrapped around them which would make them more playful and even a bit seductive. By putting them in a field of grass I try to make the situation more peaceful (with blue and green tones) and give an idea of freedom, the sky is the limit.

Apart from all this I also want to incorporate (a part of) the Pxleyes logo in the cover, to make the image a bit more exclusive for this magazine. I already mentioned flowers as a keyword for spring. Now the X from the logo has more or less the shape of a flower, so it could be funny to do something with that too.

Well, looks like there's enough stuff to continue to the next step!

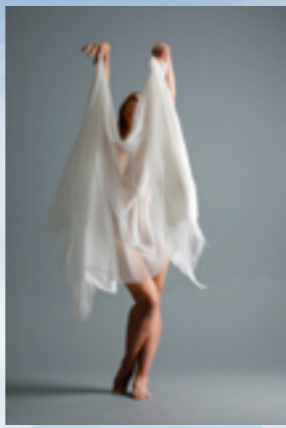
the EYE

Cover Tutorial

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## The way to the sketch.

With all the elements in the first step it's time to visualize that what I have far away in my mind. I do some research by checking the DeviantArt resources section. Or in fact the stock images from the wellknown mjrnam-stock, which are perfect in case you want to have an idea about anatomy and how cloth looks like when you wrap it around you. It's not my purpose to make it a perfect anatomicaly correct drawing, but I want at least the intention that the girls could look realistic enough.



reference 3

Thanks a lot, mjrnam-stock!

Some examples I used as reference:



reference 1



reference 2

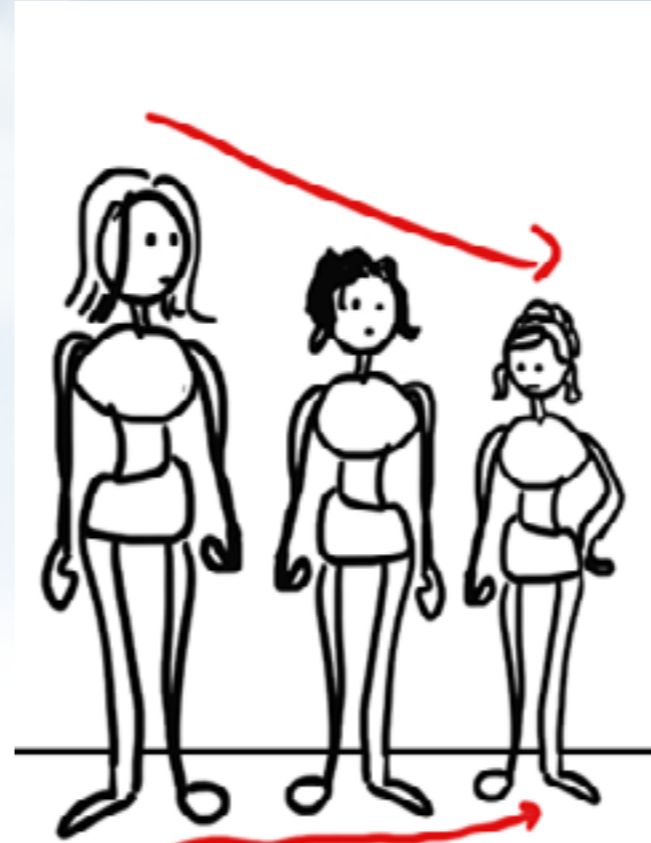
According to the goal, the illustration has to be used as standing format (portrait), so I tried in some sketches how I could make an interesting enough composition. Of course I can just put the 3 girls next to each other, like this:



ex. 01-a

Not bad, however it's maybe not the most appealing result. And more important, it does not represent my goal to make it a cheerful and dynamic image. So let's rearrange the ladies a bit to make them and the image look more happy.

So I emphasize the effect of big-smaller-smallest (if you look at their heads, it goes from high to low). I make the differences in heights even more by making a hill from the field.



ex. 01-b



ex. 01-c

First of all, instead of putting them next to each other I can also draw them more behind each other. This way the closest person will look bigger, gets more attention and can be useful to introduce the other 2 women. The second woman is somewhat further away and finally the third woman even further. I put the perspective line lower (I look more up to the women),

The grass hill makes the drawing more dynamic and creates some wavey effect. I stress that effect by what the girls are doing. I lift the left girl's right arm, so that the hand becomes some starting point for the eye. Then, following the girl's view, going to the woman in the middle who holds the hand of the right lady. She also lifts her right arm.

To give the drawing more YinYang balance I let the left and right women do something with their arms. On the left, the girl drops flowers (the X from the logo), on the right the girls lifts the cloth she's wearing (floating in the air).



Finally just add some cloths, wrapped around the bodies and blown by the wind which gives some wavy effect too, just as their hair do.

Most likely there are loads of other ways to put the women in the field, but I'm satisfied with the outcome of this. At least it shows happiness, freshness, enthusiasm and looking forward to the nice things to come (as how you could react with real spring: gone with the cold winter days, happy with new

things growing again, etc). Well, quite some story to describe such a simple thing, but I do think it's important to check if that what you have in mind and want to communicate really is adapted into the drawing. That's why, just watch step by step if all the elements are included.

So I have a very simple sketch, but before I make the definitive sketch I want to see how it could look like. That is, see how I should draw the characters. I couldn't find any representative photomaterial for it, I didn't want to pose for camera myself either (although during the whole process I do look quite often in the mirror for details) so I open Poser and use the standard models to recreate my simple sketch.



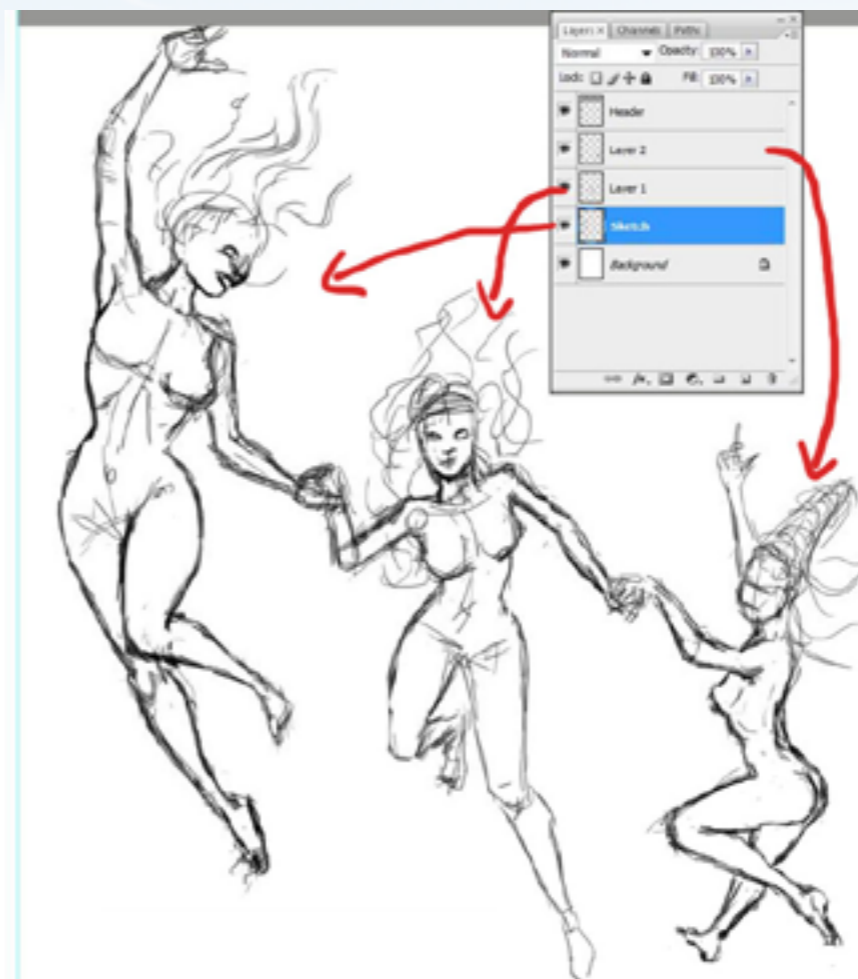
For me a 3D visualization of a scene can be handy, to have better grip of that what you want to do. And you can try a bit with using lights, perspective, etc. The fact that in the end I prefer to draw the characters instead of using these 3D models is because I think Poser makes too artificially generated renders (or I'm not good enough to make them look real). So in my opinion it's not double work if I first make it in Poser and then again all drawn. But ok, everyone has it's own method, of course. Example 2 shows the 3D result. I also added a version made from the right side so it's easier visible what each of the girls' position is.

With the 3D render as reference I finally start with the final sketch.

Each of the graces is drawn on another layer. Although it's possible, I won't trace the render, because I prefer to make it a more spontaneous drawing. On the other hand, if some of these so-called spontaneous lines are not as I wanted I take the liquify tool and change it to my likes. So you may differ about the definition of spontaneous regarding this drawing :-). In the end it doesn't bother me, for me it's all creating.

Normally I prefer to make the final sketch with more precise outlines, so I can see clearly what needs to be done. For this time I keep it all more open, so it's more free for changes. Afterwards I can tell though that some more clear lines makes it easier for me what to do. I guess it depends per person if you'd go for freewheeling or not.

Anyway, sketch is done, time for the real work!



## The coloring starts.

If you'd see the time-lapse movie from this point, you may think it all looks a bit messy what I'm all going to do. Because what I do is, I start coloring one part of the drawing, then I get bored of it (or I'm stuck) and start with another part. But I try to explain how each part is drawn.

First of all, I start with coloring the bodies and the background.



This way, the whole image has a color so I have a clue how each of the color will react on each other (and how new colors look like on the existing ones).

Each of the colors is on another layer.

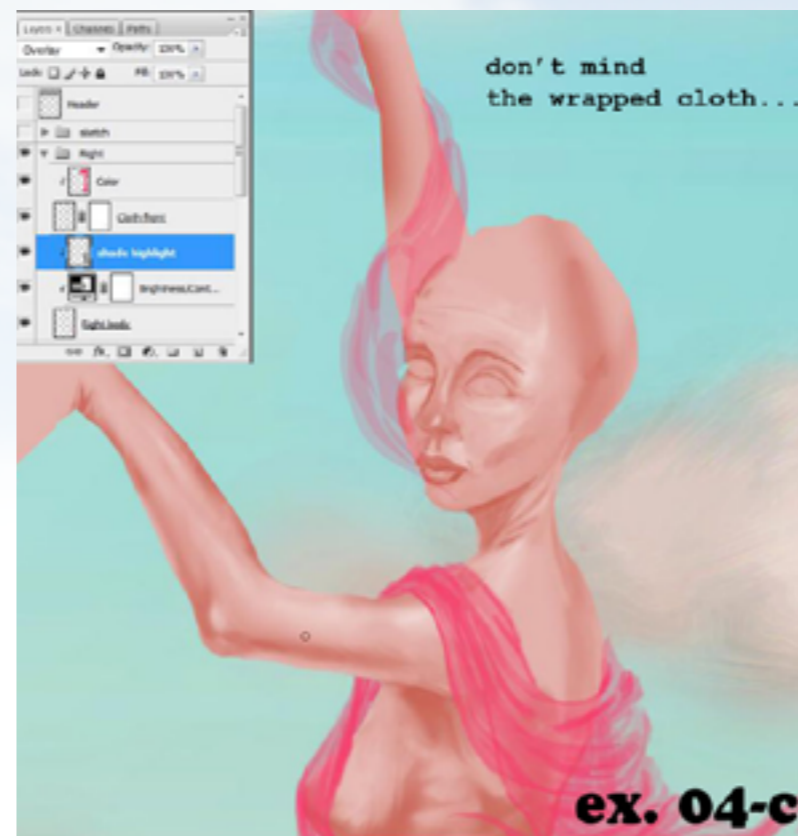
Then I start with adding shades and light to the bodies. I pick one of the girls as example (please don't mind the wrapped cloth and possible other things). There are different methods to give volume to a shape. For this part, I choose to add a new layer above a body layer (I call the new layer Shade Highlight), make it a clipping mask (alt+hit mouse between the layers), fill the layer with 50% black from the color picker (a.k.a. #7F7F7F) and set the blending mode on overlay. If the result isn't any different from before this action, it should be all ok :-).

What I do then is choose the burn tool, give it a pretty high percentage of strength and then on this Shade Highlight layer I burn parts of the body (example 04-b). Before doing this I decided that the main light comes from mid-left front, so I have a clue with parts of the body should be more shaded. You can do it softly or with more strength. It doesn't really matter in my opinion, because for now I just do it very roughly anyway. Just to get an idea where it should be darker, details will be added later. This first part shouldn't take long, the next step however you get a bit more into detail. You get the dodge tool and add lighter parts.

You should see some volume appear to the body by now. Still, it looks quite roughly. Now there are some options to do. You dodge and burn forever and ever, you can use the smudge tool till the point of your drawing pen is vanished or you just use the brush tool and draw what you'd like to see different.

Because that's something I really like about this overlay mode, all I have to think about to create volume

is adding dark (closer to black) and light (closer to white) and not have to worry about any other color so far at all. I only need all the tones between black and white. So if I think that one part should have some light details, I choose a light grey color and the other way round for darker parts. All this without becoming nervous whether or not the original color is still correct.

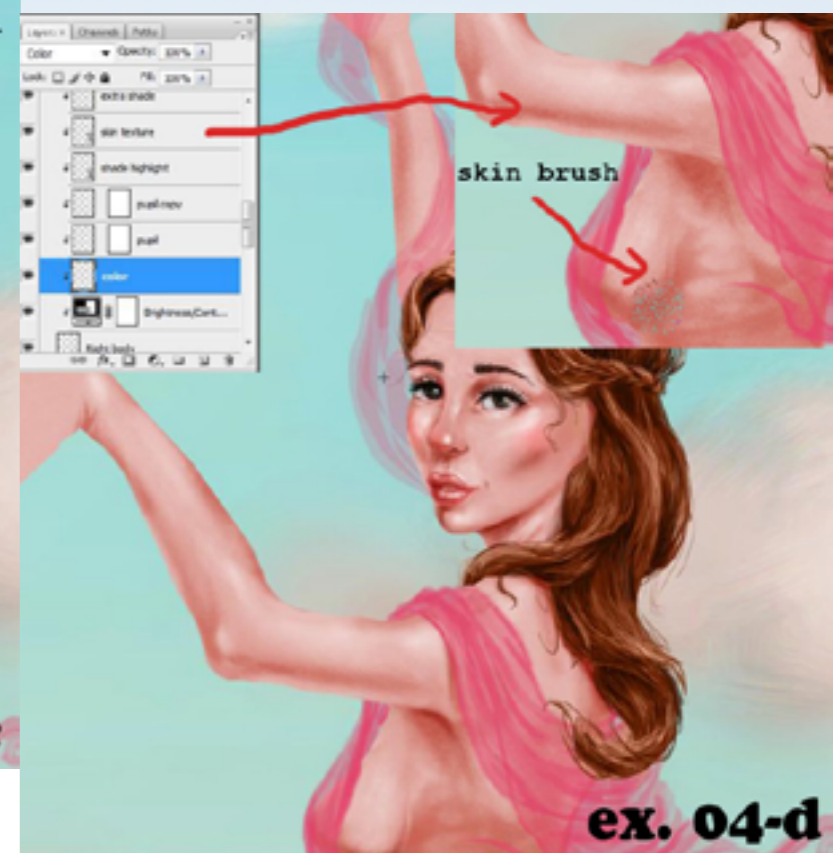


Skin is mostly not just one color. Apart from light influenced parts, the skin itself also has different colors (like red cheeks, blue veins in the arms, etc). Therefore I add a new layer with blending mode color and softly add colors where needed (like a bit of red on her cheeks).

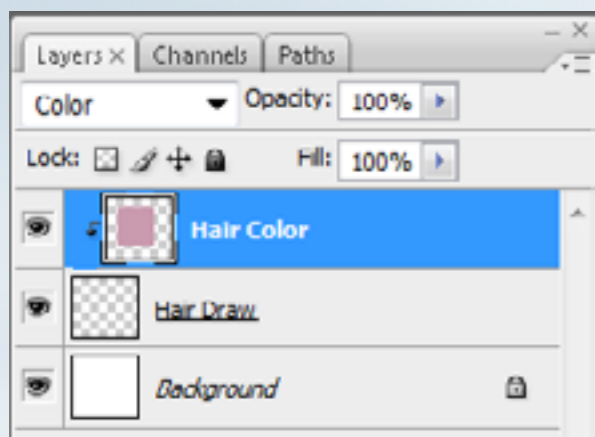
I also use this layer to give some color to her lips and eye balls. On a new layer I make a round, fill it with a color, add a smaller round in the middle

and fill it with almost black and that should act like the pupil from her eye. I prefer to keep that on a new layer, so I can move its position if needed. The pupils are all round, the part that's hidden under the eyelid is masked.

Also on a new layer is the skin texture. This texture is almost the same as the shading layer (all grey, overlay mode), I only lower the opacity. What I do is, I pick the dodge and burn tool, choose a brush with a lot of dots and then highlight and darken the parts just as how I did with the other overlay layer. With this extra texture, even if it's slightly visible, the skin looks less smooth. After all real skin isn't smooth either.



That's kinda it for the body. What I can say is that for the rest I added an extra shading layer (blending multiply) and highlight layer, to accentuate certain parts where needed.



I start with the hair, using a new group of layers. The setting is a bit different compared to the body layers. For the body I used a colored shape as base that got volume with another layer (grey color with overlay blending). I like that way of working because I can subtly draw inside the shape (but as with many things in Photoshop, you can also choose to draw in a complete other way with another blending mode, etc, just depends on what you like best).

For the hair, the base is not just a solid shape, but with grey tones I draw the hairs. I didn't choose for the setting from the body, because it wouldn't give me enough freedom to do whatever I want with the hair. To make a colored shape of the hair and then

highlight it on another layer would be too complex and might lack a certain spontaneous drawing lines. Let's start to make the "setting" for the hair. Make a new layer and name it Hair Draw. Then above the Hair Draw layer, make another layer and name it Hair Color. With the color layer selected, make a very rough selection of where the hair could be and fill it with the color you have in mind (don't worry, if you prefer another color later you can change it easily). Also, put the blending mode for the color layer on "color". Then by doing alt+click inbetween layers make the color layer part of the drawing layer. See also the image to compare.

Drawing hair can be a pretty time consuming business, of course depending on the hair style and how detailed you want to make it. All three girls will have long, bit wavy hair...might have been easier to just make them G.I. Jane's...

Important for when you draw (long) hair, is that you try to start as simple as possible. So better don't enthusiastically start making hairs with a 3 pt. brush, because it might be a waste of time.

Some steps:

At first -with a sketch as guide- start with some rough lines in grey tones, it can be even a solid shape if you want. As long as there's a base for the hairdo you have in mind, it's ok. It could be nice if you make the inside of the hair model more solid than the outside (by using a thinner brush), but it's not even necessary.

Then you pick the burn tool with around 50% strength and -according to where the light comes from- you darken some of the rough lines/shape on that same layer. Maybe as reminder, mostly the hair near the root is darker. Also, hair that's further away (like it comes from behind) is darker too. So just shade it where needed. Same story for the highlight, using the dodge tool. Result should be some abstract shape with a certain volume, it's not flat anymore.

After this you pick a hard brush with a natural grey tone and start to make lines. I use a thickness of 9 to start with, opacity is 100. For this step it's already starting to be more important that you know the direction of the hair. Just going down or maybe up because of a strong wind. Whatever it is, try to give

the hairs a certain direction.

When you're done with that, use the burn tool again to make the darker sides a bit darker again, then pick the smudge tool to make the more softer gradient between the darker and lighter parts of the hair. But watch out that you won't ruin the whole base of the hair (like, where should it be darker, where lighter, etc).

The result after this is not bad for hair, but it may look a bit too soft. Some sharper details would be nice, so that's what you're going to do now.

Take the simple 5 pt. hard brush, choose a darker grey color and do the same step as what you did before with drawing lines. After the darker grey, you pick a lighter one, then darker if needed and so on. After a while you can also go even more into detail by using a 3 pt. brush. And then just go on till you're satisfied. Sometimes the dodge/burn tool can help to lighten up a few hairs. What I'd strongly discourage is the use of the smudge tool in this stadium, because you'd ruin the whole hair texture that you have built up. If you want to use it, then carefully



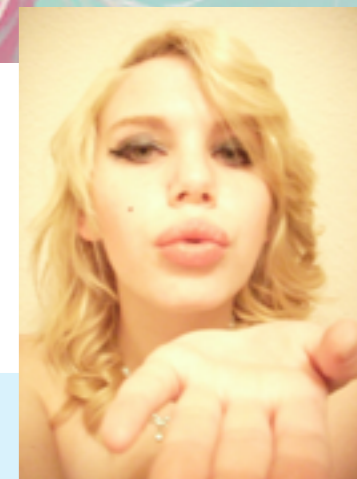


and only to soften certain parts.

Another thing, when you draw hairs try to find a certain flow that you follow. However, before you'd be done with that, you can add some more hairs that go just any direction. That gives a more lively feeling to the hair.

For each of the girls I use 3 sets of hairs. One set is the main hair line, a set behind is to make further details behind or to make it more fuzzy. Lastly a set in front to give more details. I decided to make these 3 sets so that I won't run the risk that a part of the hair will be ruined because I was too enthusiastically drawing another part and I think it looks more natural.

NB for the middle girl I had a photo as reference (that I also used as reference for the mouth. The photo can be found here <http://missinnocentblonde.deviantart.com/art/Blow-A-Kiss-183729004>, thank you missinnocentblonde



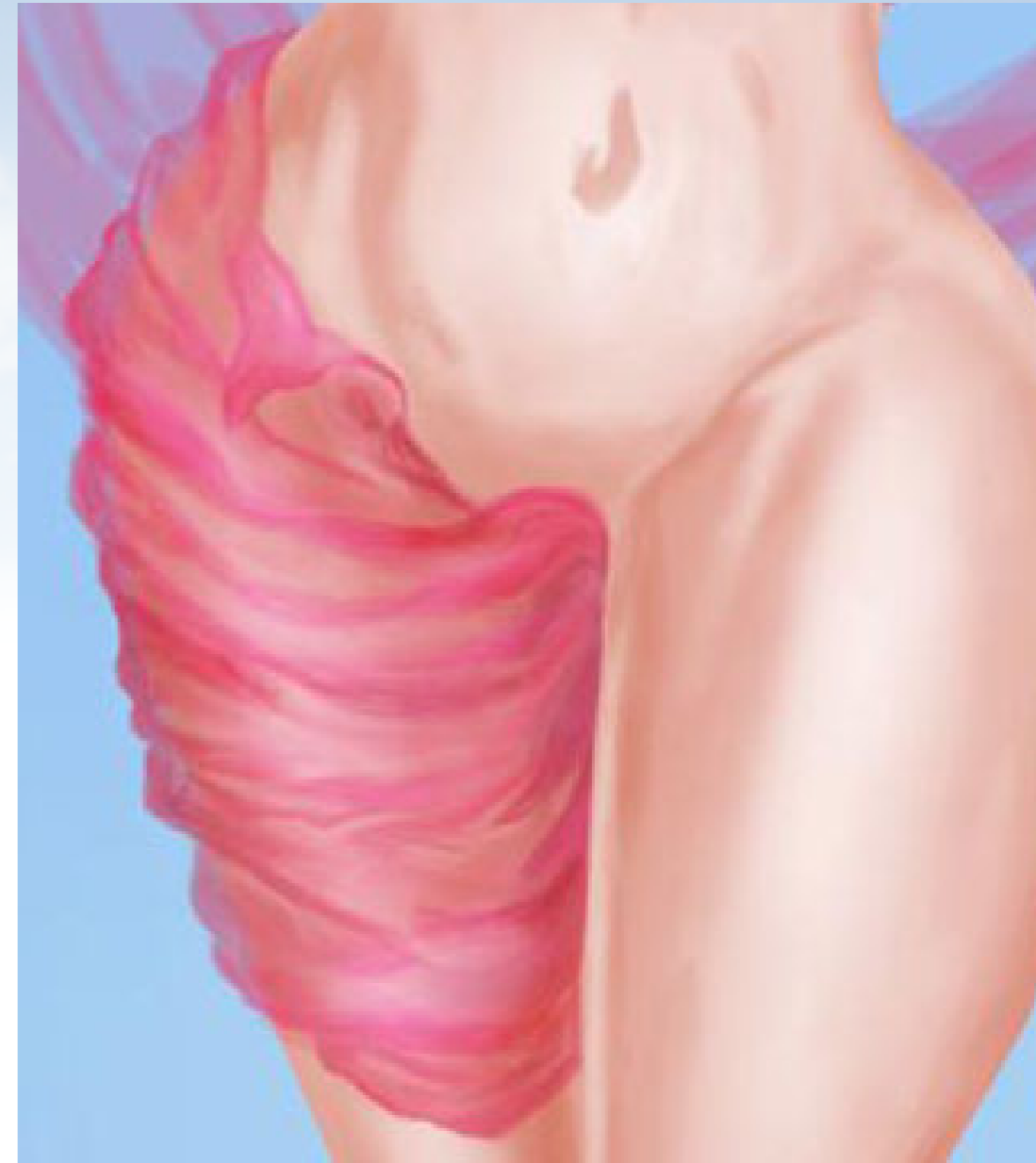
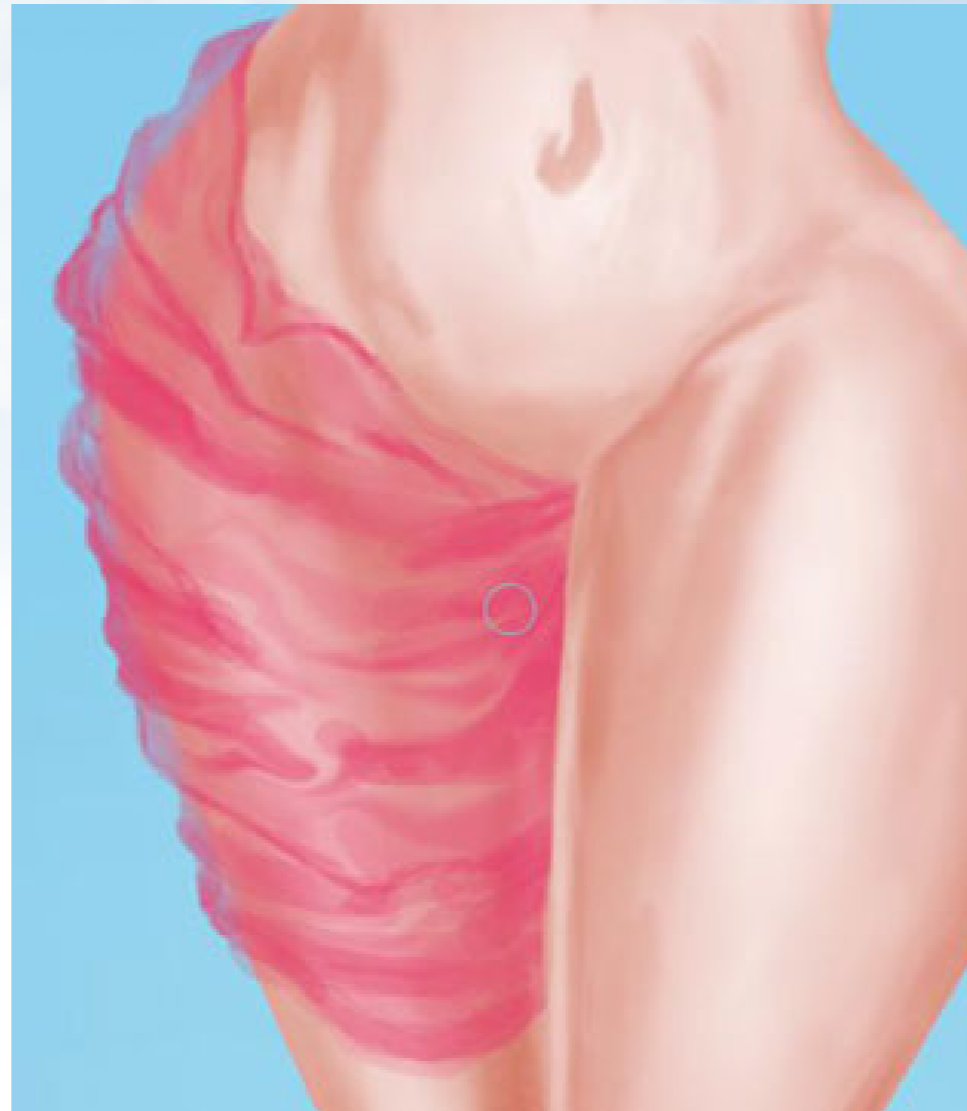
Since I like drawing in black&white so much, I also did that with the cloth. However, a bit different from the other methods.

I want the cloth to have some transparent feel, so the easiest to accomplish that is draw with a certain opacity. I take a pretty big hard brush with opacity

20% and with the color black I start drawing and wrapping the cloth around the girl's body. I try to copy a certain flow from the fabric. Every time I make a new line and overlays a previous line, you get less opacity, just as how the cloth would look like in real life. I add color by making a new layer,

make it a clipping mask with the cloth layer and fill the color layer with the color I want. Sometimes it's not that difficult :-).

For this part I used the liquify tool quite often, this way I could make the fabric look more wavy.





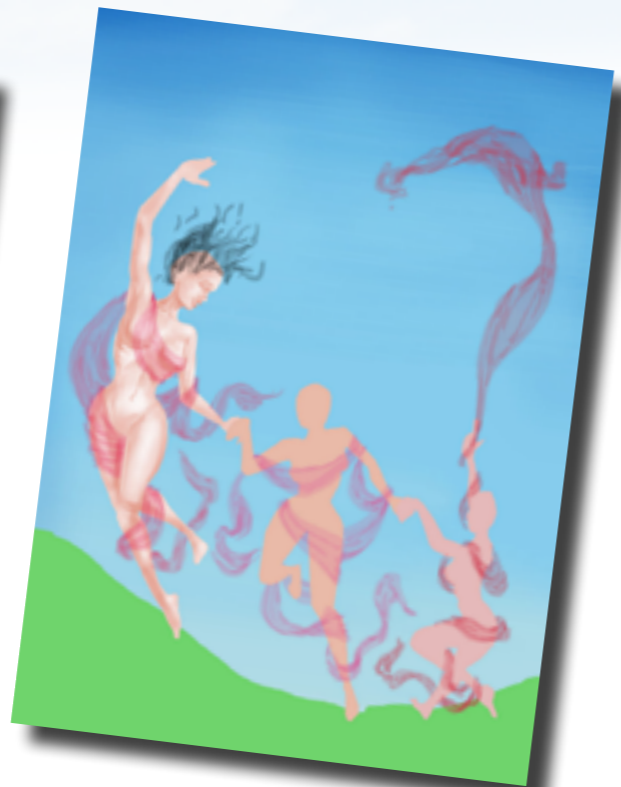
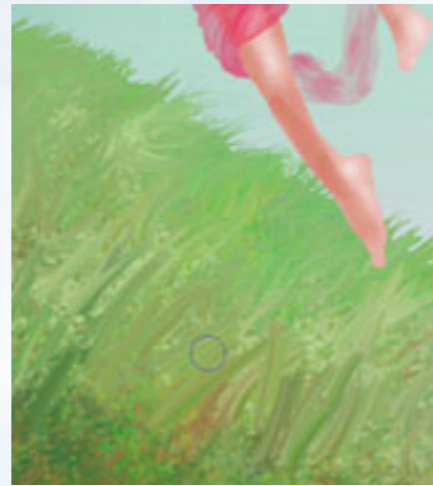
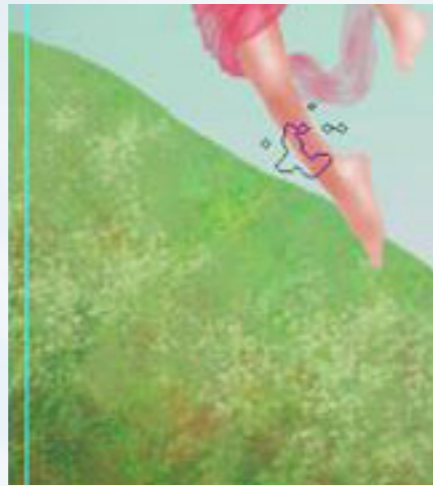
# The Cover Tutorial



Then there's a background left. Each of the elements is on an apart layer (air, clouds, grass). To make the grass I start with a green background. Then, using a brush with many spickles (sorry, i forgot which one exactly),

I make a texture of different greenish and brownish colors and tones. When I'm done I take the smudge tool, put the strength pretty high and start smudging the grass. First behind with a smaller brush, towards the foreground it gets bigger. Later I decide to split the grass, just as I did with the hair and try to create more depth by using darker colors in front and add more details.

That's about it, thank you for reading. There's also a time-lapse movie from the whole process, that can be seen here.



Made by: Wazowski

# the EYE

Cover Tutorial

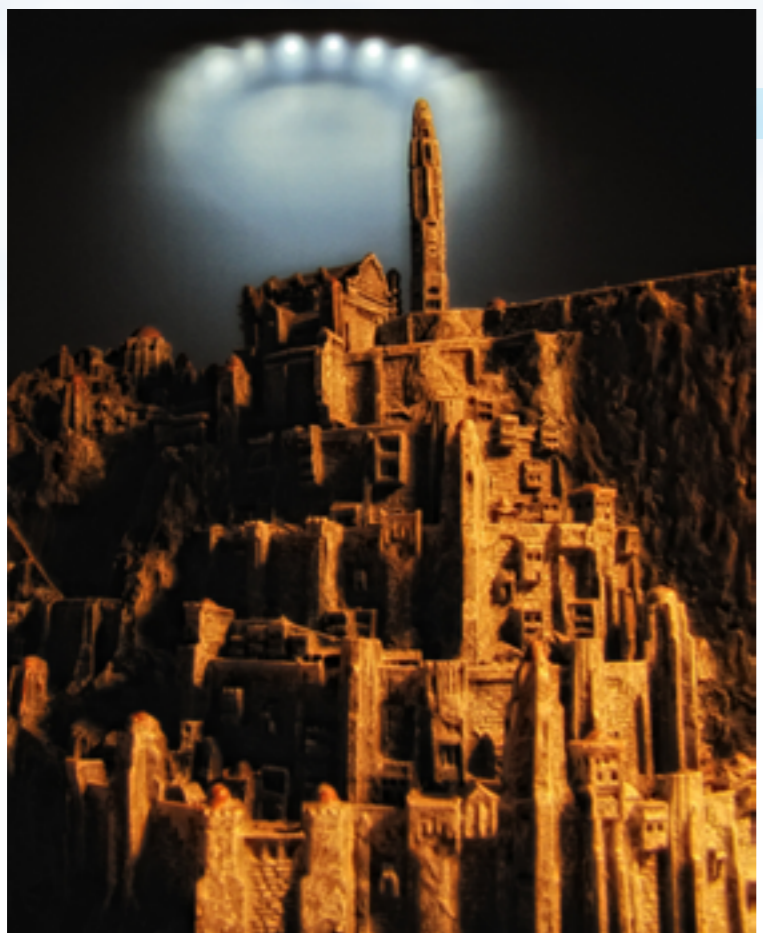
# 113



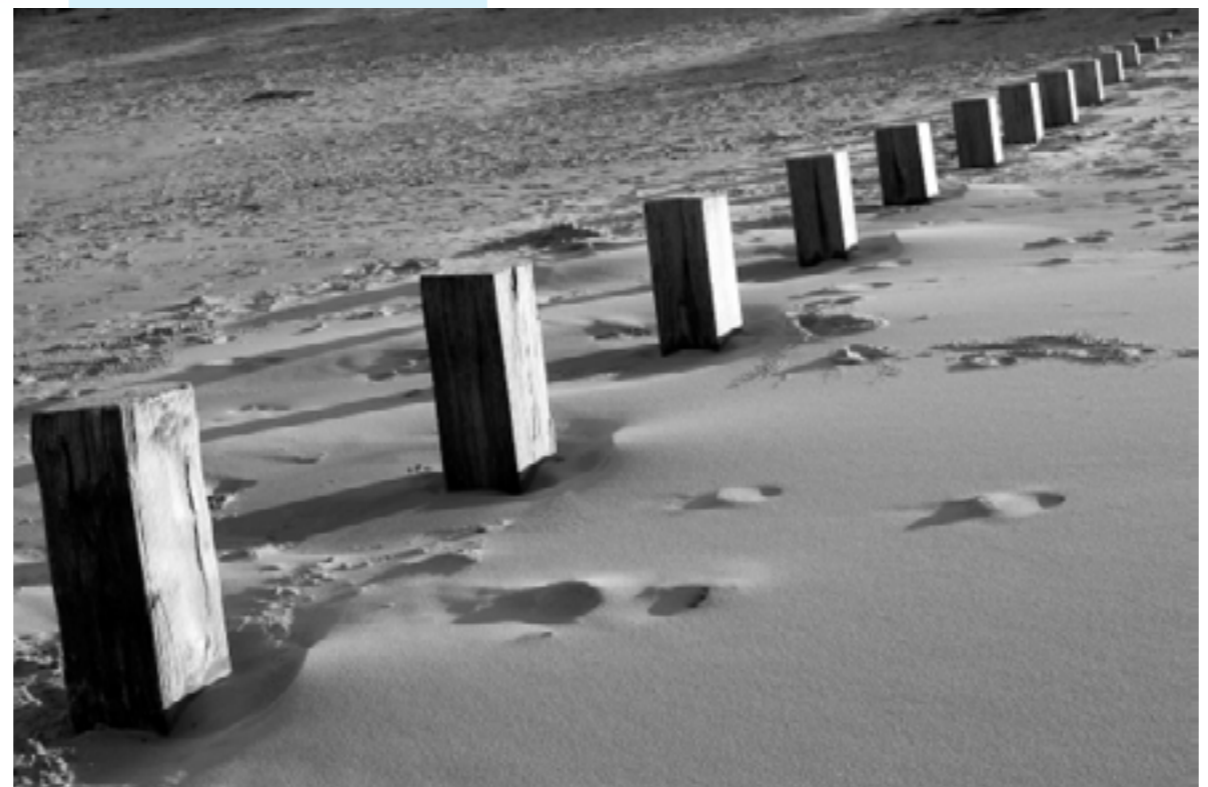
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