

C3DE

Carrara 3D Expo
2009 - 2010



C3DE

Carrara 3D Expo Magazine



Cheese on Fire!
Release 01

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Cheese on Fire!
Release 01

The best of



Carrara 3D Expo

Dreams.

We all have them.

*Thoughts and feelings that
slip away as the sun rises.*



With Carrara,
we create our
own dreams.



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Credits:

C3DE Team

Project manage.....Danas Bartkevicius (Jetbird_D2*)
Lead Designer.....Danas Bartkevicius (Jetbird_D2*)
Digital Distribution.....Jeff Linn (3DLust)
Editor.....David Collins
Q.A.....Robbie Mac Gillivray

Other team members:

Micheal Mathews; David Brandy; Behzad Jamshidi;

Thomas Mac Callum; Marcelo Teixeira.

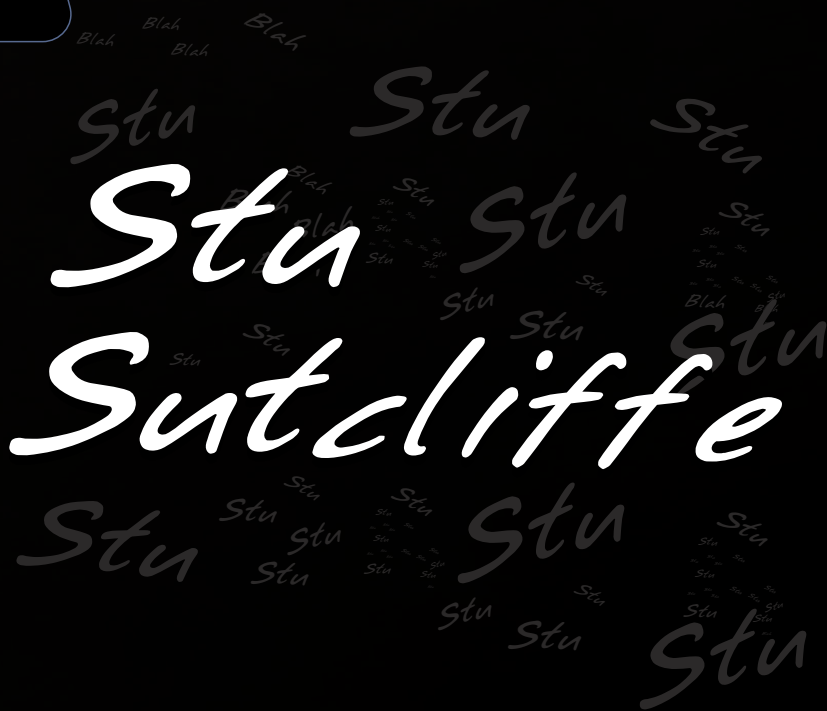
*Jetbird_D2 A.K.A. Danas_Anis

Special Thanks:

KarmaComposer, Carrara Lounge (www.carraralounge.com), The fine folks at DAZ, Charles Brissart, Pierre-Sylvain Desse, Eric Kwong, Ronen Lev, Pallavi Mangalvedkar, Steve Kondris, Chad Smith, Rob Whisenant, Craig Randal, Denise Tyler, Sparrowhawke3D, Inagoni, DCG, Shoestring Shaders, Fenric, Frederic Ribble, www.thebest3d.com, everyone who supported the e-zine and everyone else who helps to keep Carrara alive!

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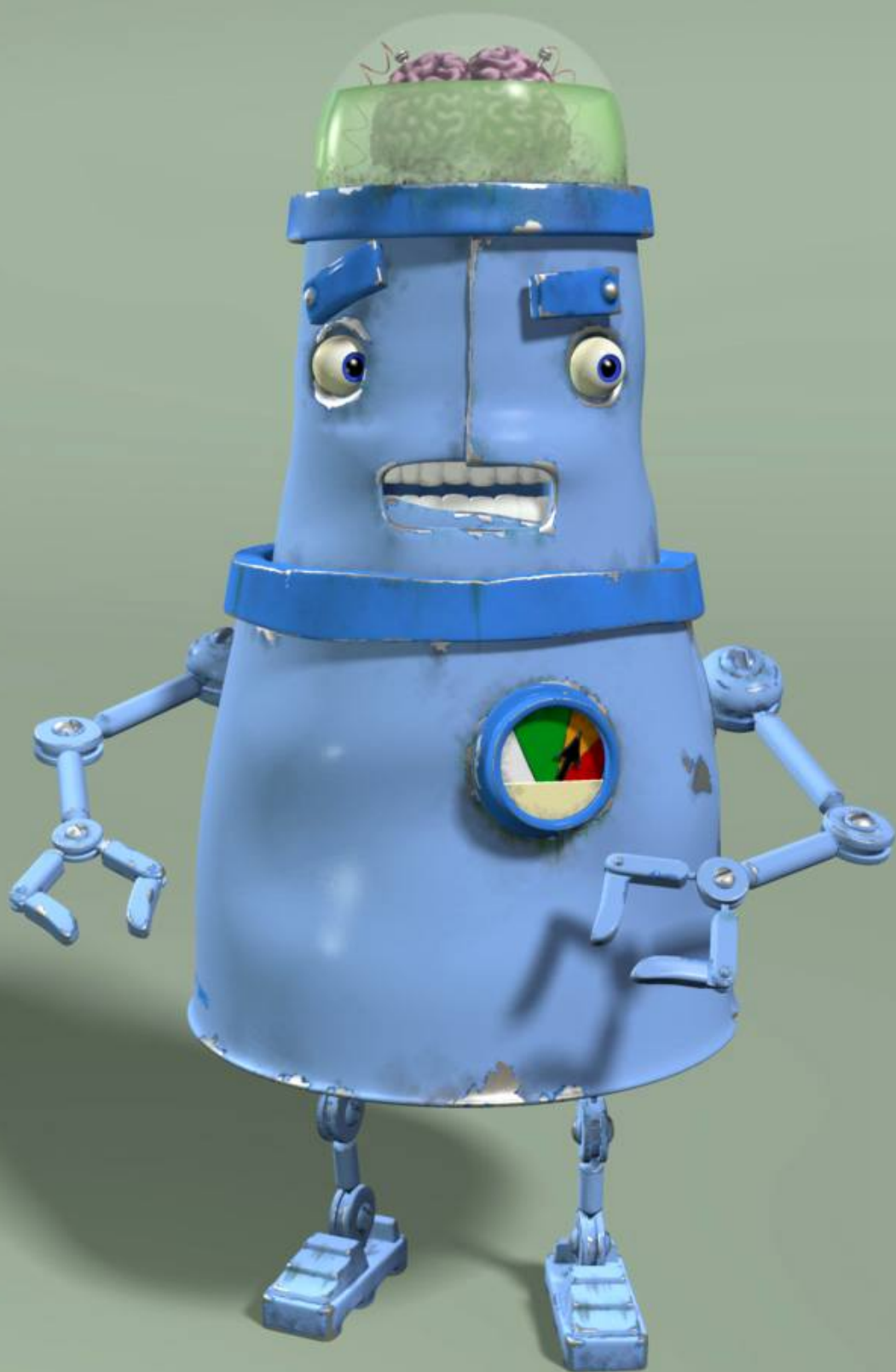


Where to begin....Saw Star Wars in 1976.....then went back 6 more times! People do this for a living? WOW. Roll on a year or two,I bought my first Super 8 camera,a really nice 2nd hand Eumig Mini 5. I managed to make a couple of stop motion puppet films,which won a couple of "well done" certificates.This inspired me to apply to "Cosgrove Hall Productions" (makers of Danger Mouse and Wind in the Willows amongst numerous other shows.) I was lucky enough to land a job (after about 2 years asking.) and spent many years doing stop motion animation and puppet making .People do this for a living? WOW. I eventually went to work for a company that was sort of an offshoot from Cosgrove Hall. I still work in the animation industry,mainly

Regards and keep on Carrara-ing folks!
Stu



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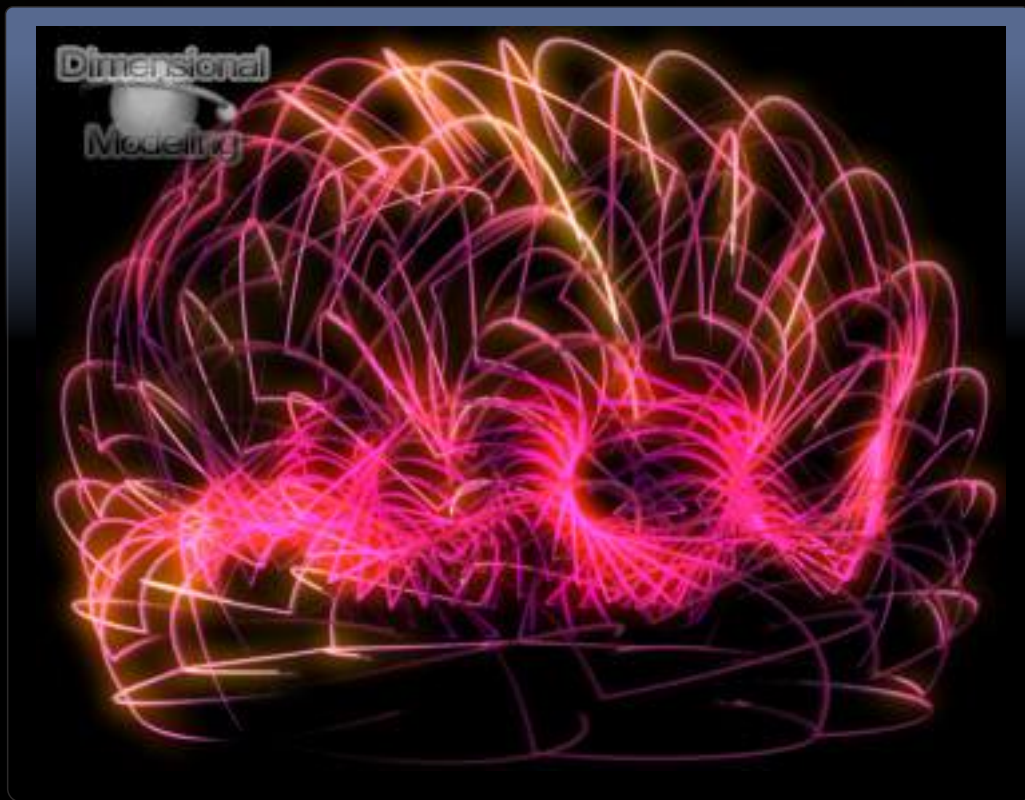


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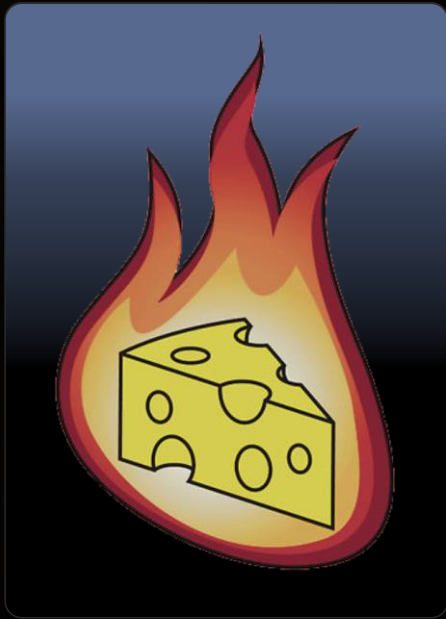
Starting small and keeping strong focus on the techniques he needed to work on has made him what he is today. He believes that addressing shortcomings with the help of an awesome community in turn makes all things possible. With this in mind his love of the industry has grown, and continues to grow with each new render



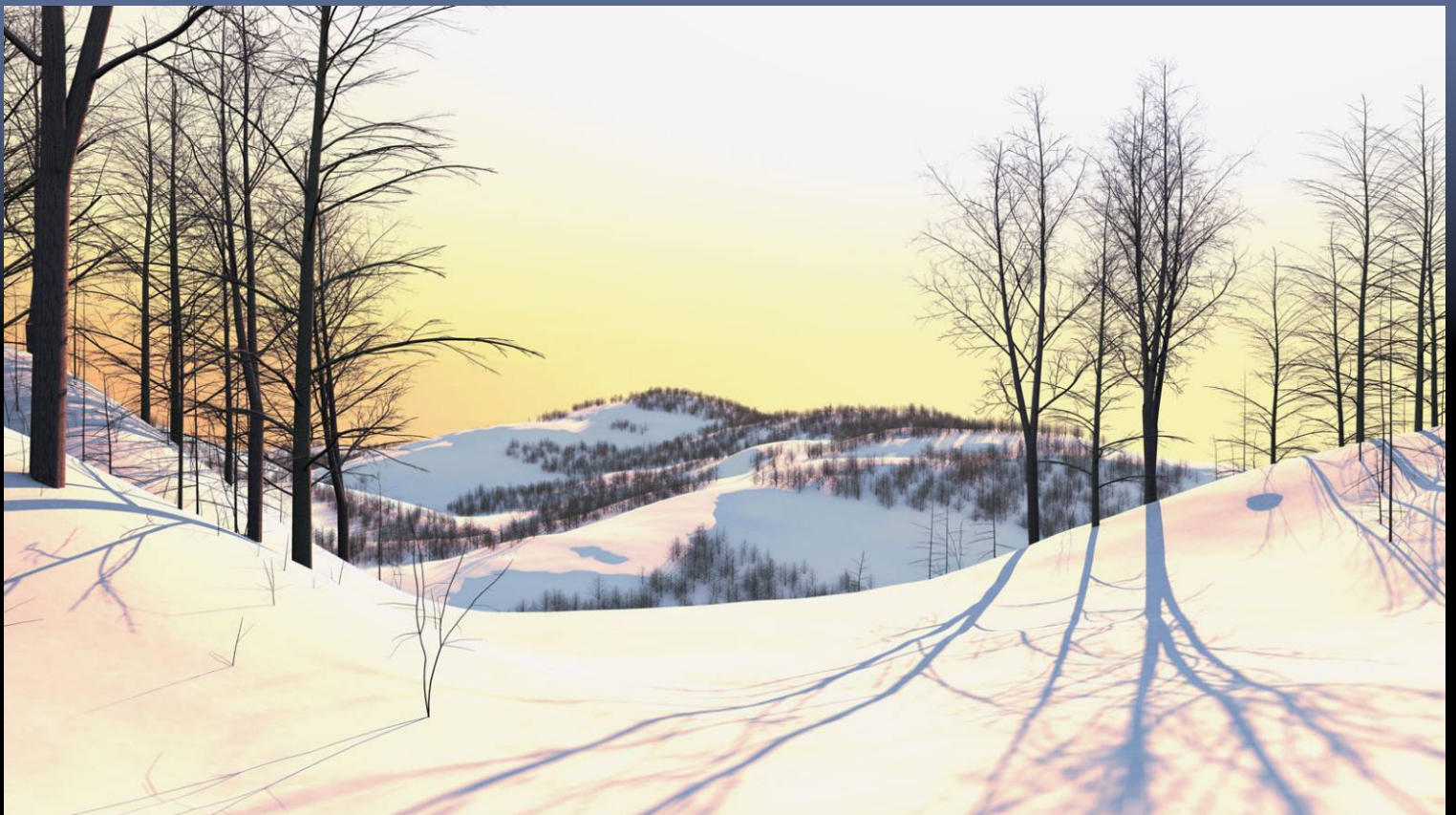




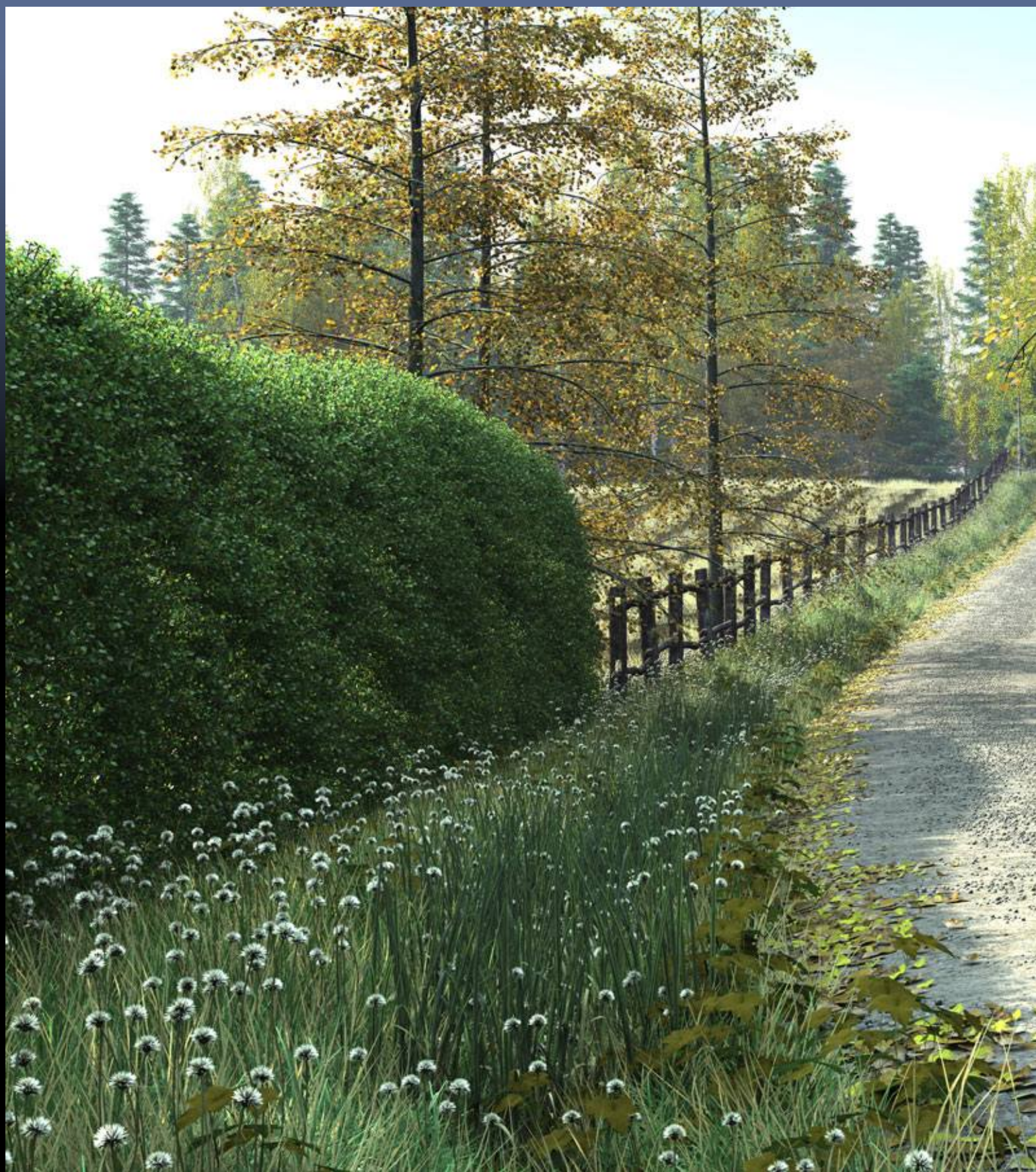




My name is Martin Hedenstroem, I'm 36 years old. I live with my wife and 2 pets, a Burmese cat called Mushi and a Welsh corgi named Kulf who is the inspiration for my Daz avatar. I live in Canberra, Australia and work for the federal government as a web programmer/developer. I graduated from a Bachelor of Graphic Design. I started to use Carrara sometime around 2003.















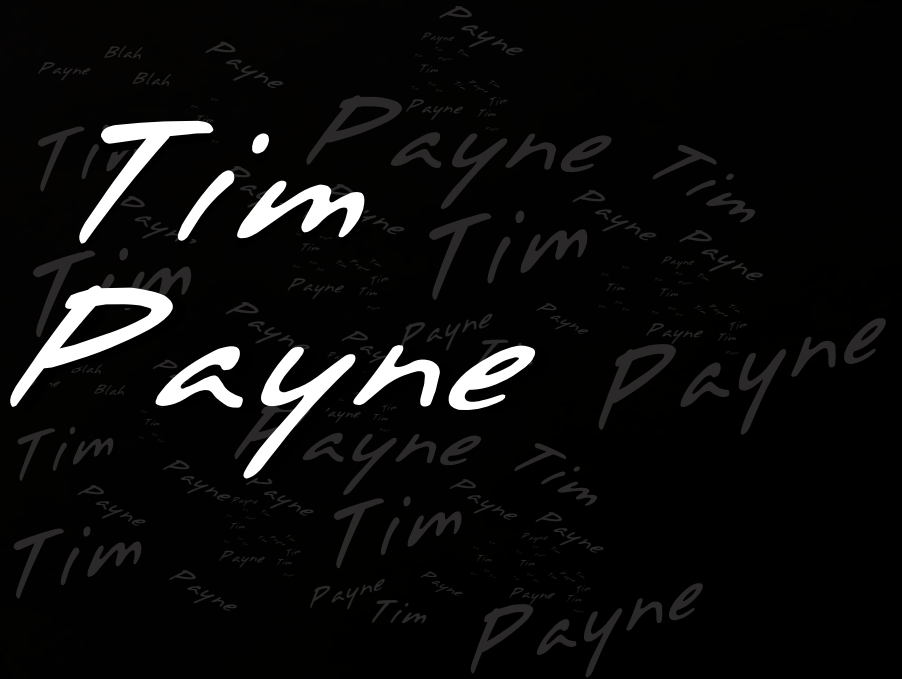












farming, and worked as a butcher. While I enjoy farming and working with animals, my passion has always been art. Years ago, pre-rendered games like Myst and Riven sparked my interest in 3D graphics, and more recently Carrara and Blender have given me an affordable way to pursue it. I started doing freelance graphics work last year, and I am slowly, but steadily, moving towards a career as an artist.

As an adult, most of the work I've done has been in farming. I've been a poultry farmer, raised cattle, done small-scale vegetable





I am an avid reader and spend much of my spare time studying history and astronomy. I also do a lot of writing. For many years my hobby was making and modding computer games. I have always wanted to publish an indie game, but until recently my art skills weren't quite up to the challenge. Game making is something I hope to revisit in the near future.

I have two pets - a Plott Hound named Boo, and a Black Angus/Jersey cow named Caffie.





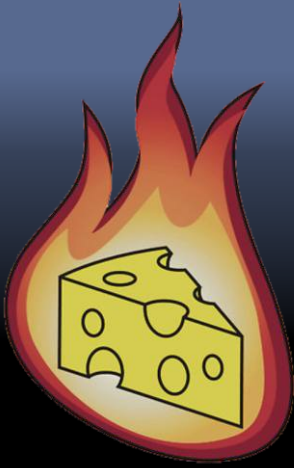
2009 Timothy Payne





2009 Timothy Payne





Eva Vomhoff

Eva- I'm a 3D hobbyist since several years now. My interest for 3D graphics started when I saw the first Diablo I (game) trailer, I wanted to do such things on my own!







Kevin Wyeth

Kevin Wyeth was born in Illinois through no fault of his own. His parents soon came to their senses and moved to Wisconsin when Kevin was twelve. He was home schooled by his parents who made Kevin and his seven brothers walk three miles to school every day. While this didn't

exactly make sense, it instilled in him a deep seated drive to achieve a marginal level of mediocrity.

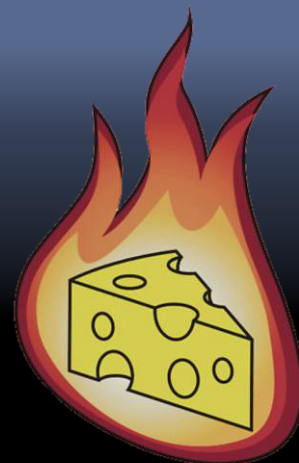
Kevin's first experience with showing artwork was through 4-H. The highlight of which was having an ink wash selected to be displayed at the UW Madison along with artwork from other 4-Hers from across the state. Since that time he has dabbled in various mediums as an amateur, while slowly and steadily migrating towards electronic media.

Kevin has always been interested in animation of any kind, with a stronger affinity towards stop-motion animation.



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Guy Bell



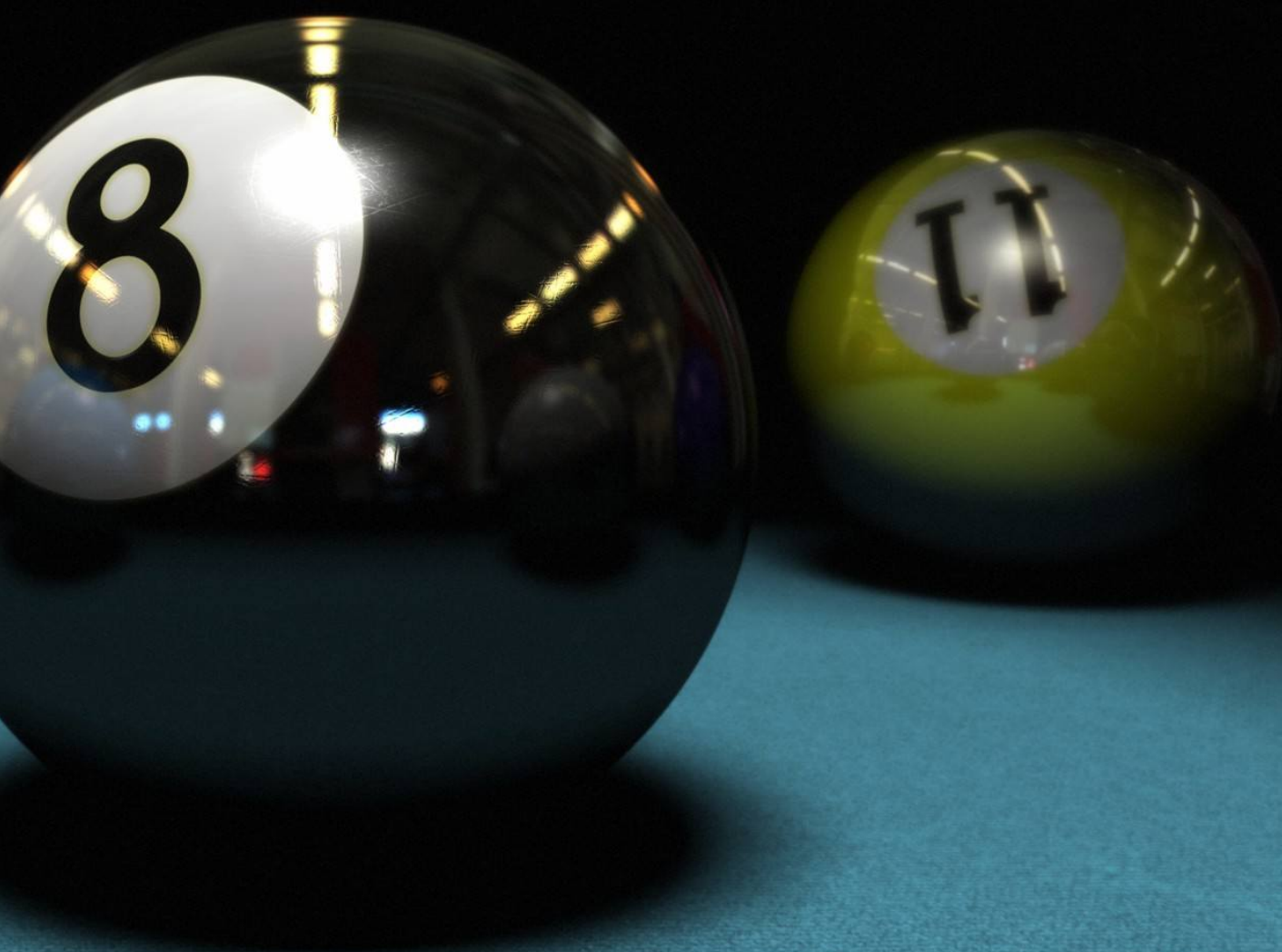
Guy Bell

M.D.C.

Melvin Gatchell

Originally interested in photography and special effects I was unable to afford to build the sets and hire models to create the type of images I was interested in doing so I turned to 3D as a replacement hobby. Started using Carrara and Hexagon in 2006 and with so much still to learn it's sure to keep me challenged for years to come.

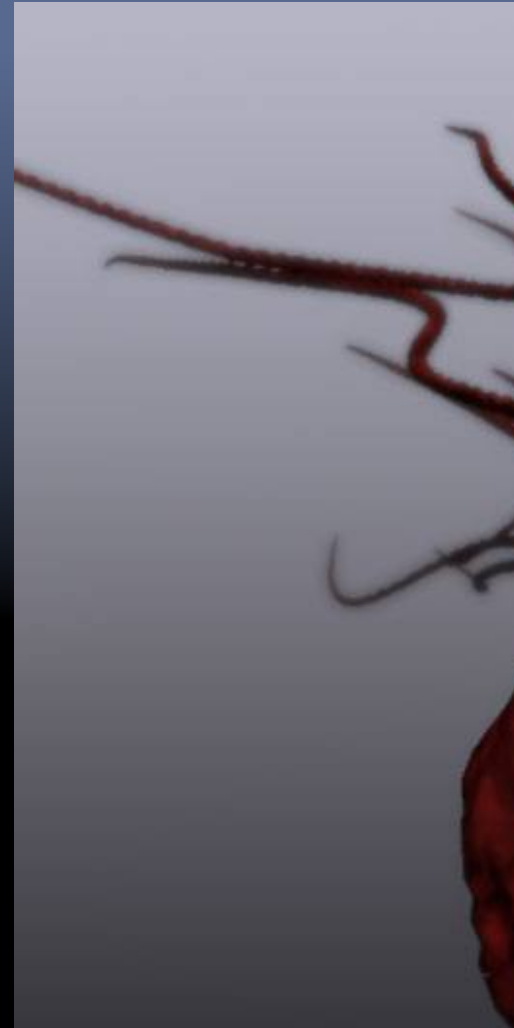




M.D.C.



Robbie MacGillivray

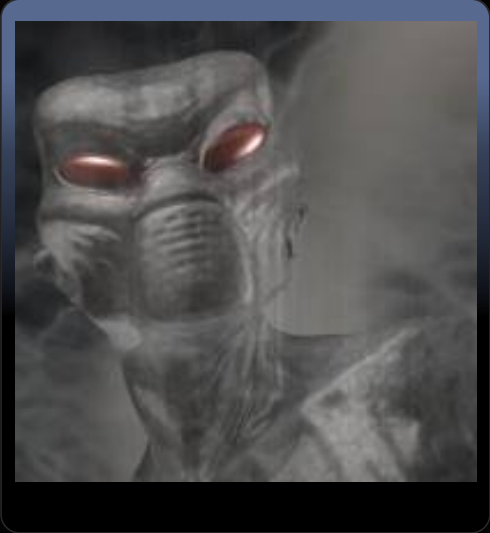


I'm Robbie, 37yrs and living in Brisbane, Australia. Been using Carrara since I found version 6 on a coverdisc and have been interested in 3D since using Imagine3D on my Amiga1200 many years ago. I also do web design and have my 'base' site at www.onearmedgraphics.com. I lost the use of an arm from a motorbike accident 20 years ago and for me, art is my escape from the constant chronic pain problems I suffer with. I believe Carrara is an ideal tool for self-publishers of all sorts of multimedia content or even offline print services. I believe the community has many untapped discoveries in how powerful it can be, especially with some of the existing plugins we have access to.

bbie



RS/No. 1111
onearmedgraphics.com



A word cloud featuring the name 'Zikeo' repeated multiple times. The central and largest instance of the word is in white, while the surrounding instances are in various shades of gray. The words are oriented in different directions, creating a dynamic and layered visual effect.

Real name - Mike Stokes.

Born - On a rainy overcast day in December 1966, Bristol, England.

Interests - 3D, Mainly British Comics (2000AD, Judge Dredd) and Selective Music.

Current Game Playing - L4D2 (only game I tend to Play) maybe the new GT when it comes out.

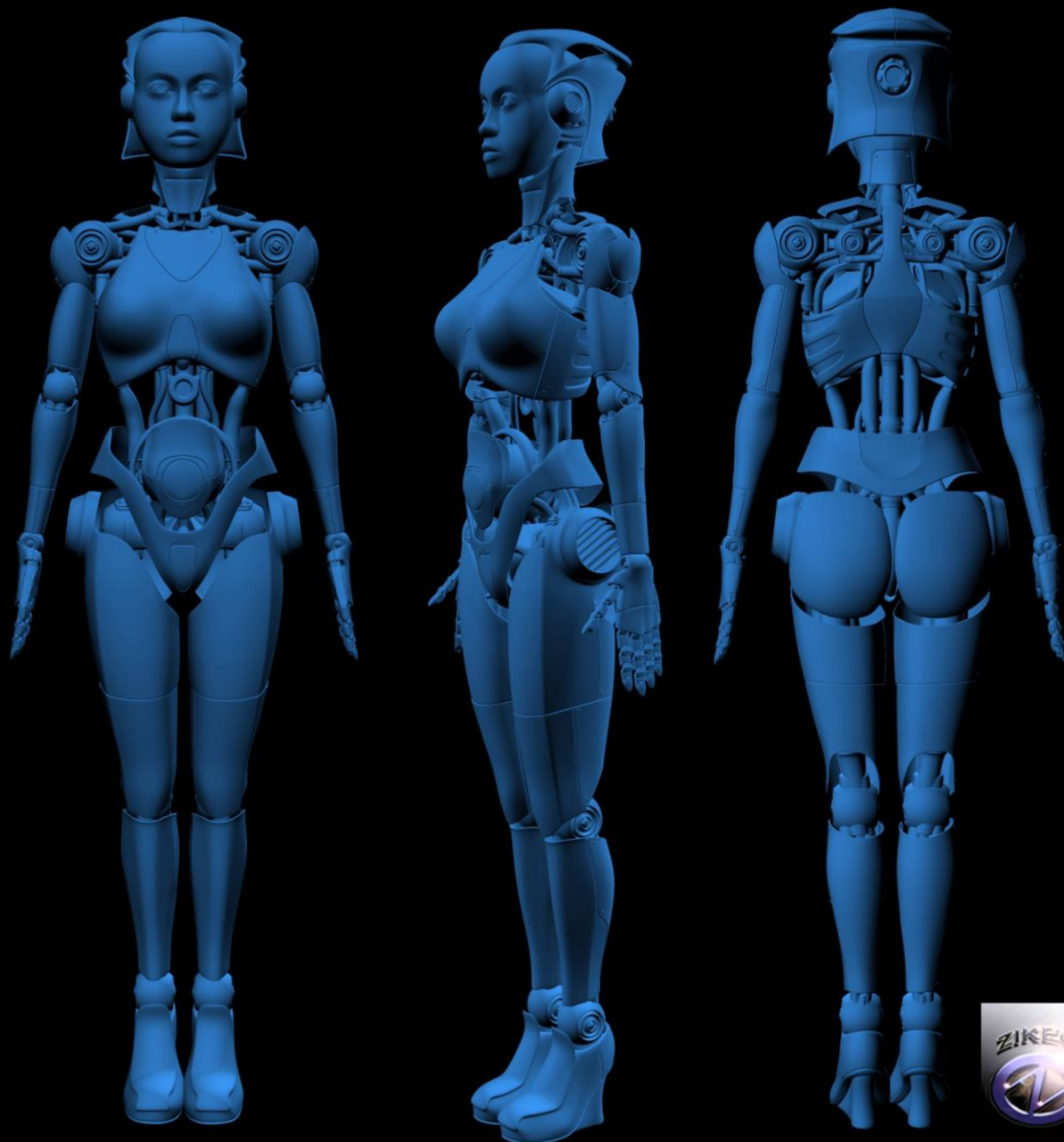
Occupation - Factory Worker.

With no formal computer or 3D training.

I first got into 3D in 2005 with a free copy of Amapi 6. Which is also the first time I used a computer.

Then in late 2005 purchased Carrara 4 along with Amapi 7 Designer.





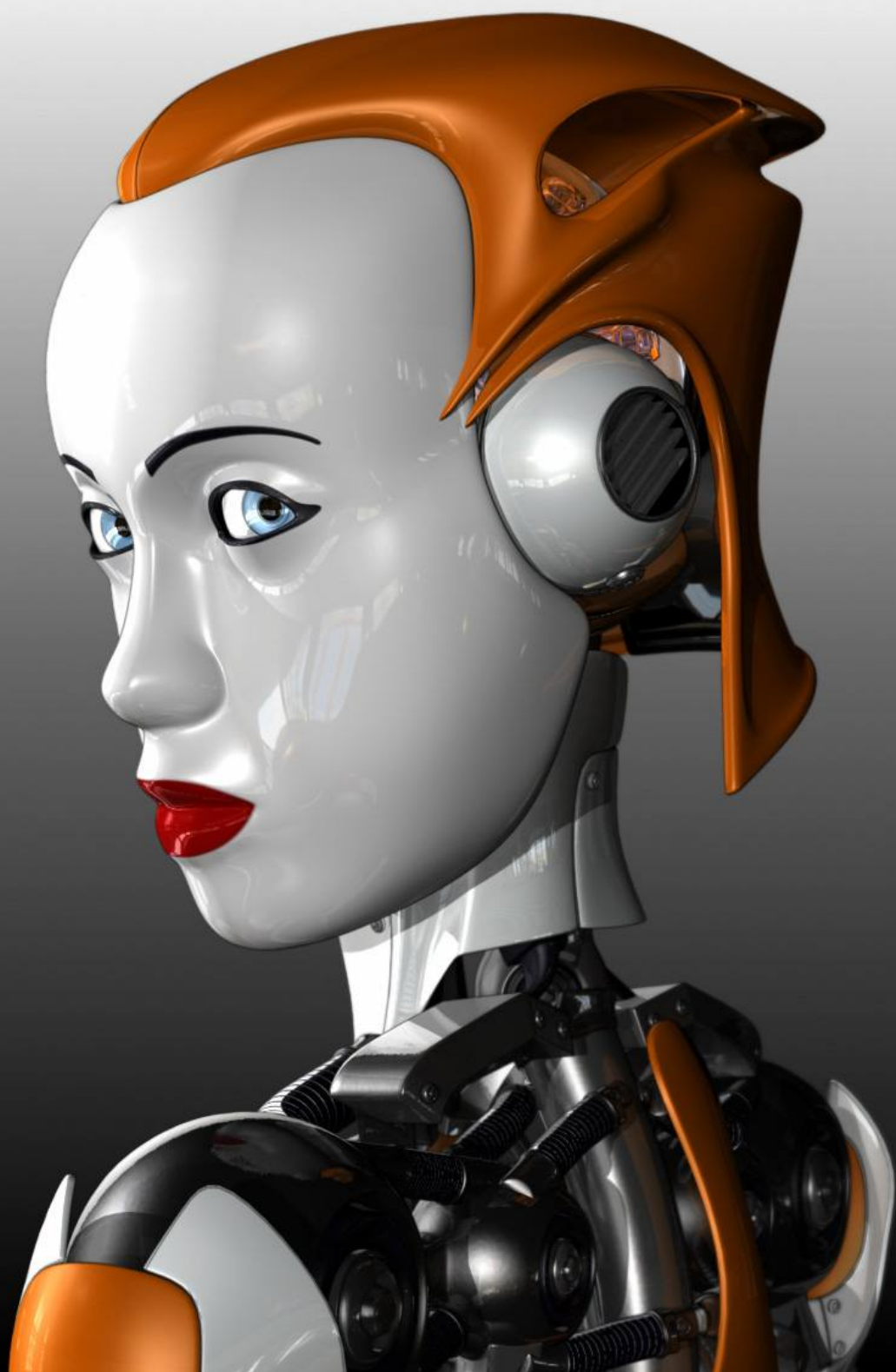
I tend to try and model everything I need, the more I model the quicker it gets. Even when I have a blank on what to model next, I'll tend to just start modelling something, even if it's not what I wanted to do. Sometimes they can take over several weeks and turn out better than previous models I've had a passion for. I would love to work in the industry, but always have something I want to be modelling and I'm not sure how it would be. Working For The Man. When I put images on the internet for people to look at and comment, it doesn't bother me whether I have one view or 500. Although I do feel more of an attachment to that one viewer than perhaps the 500. I have a long time love for humanoid style robots, which probably shows in my gallery. I hope you've enjoyed my images and free models over the years and will keep watching out for Zikeo work.

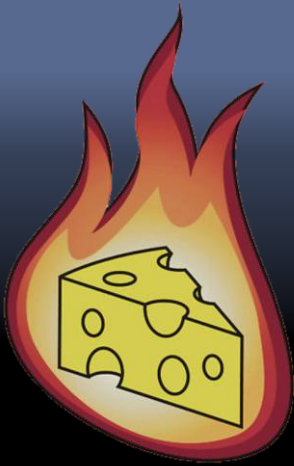
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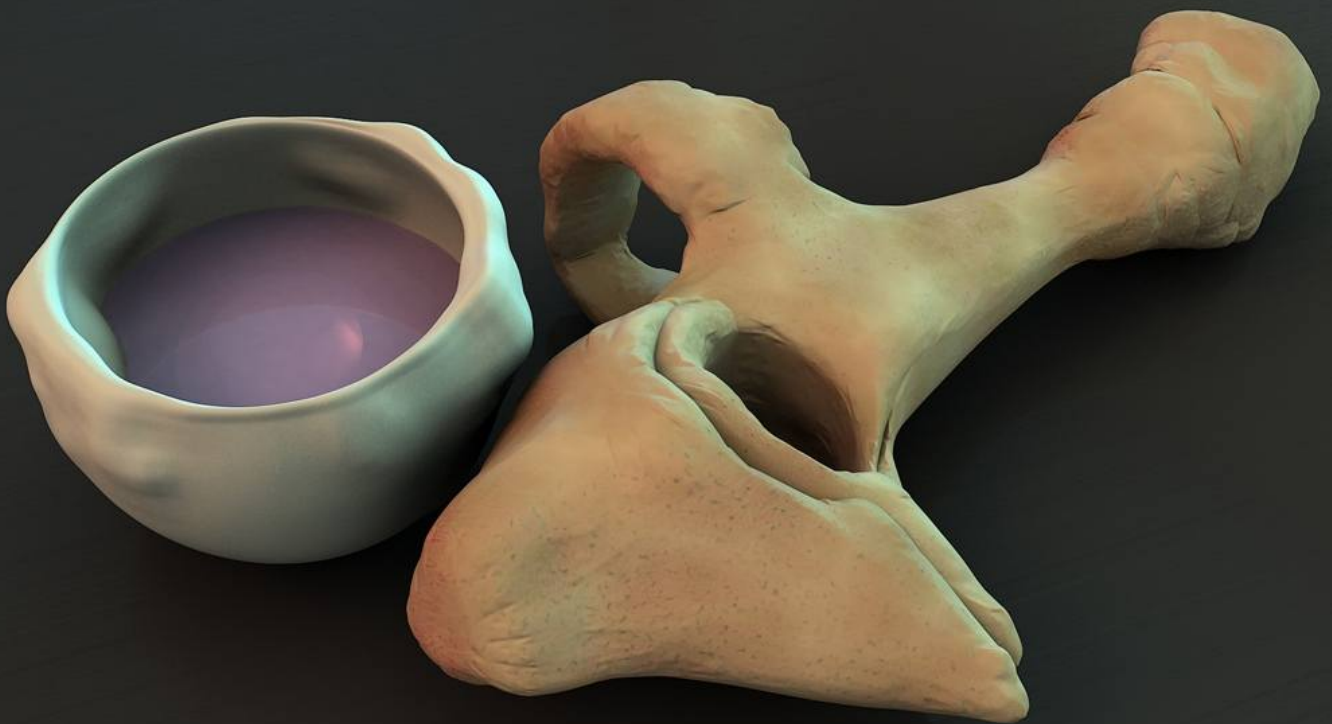




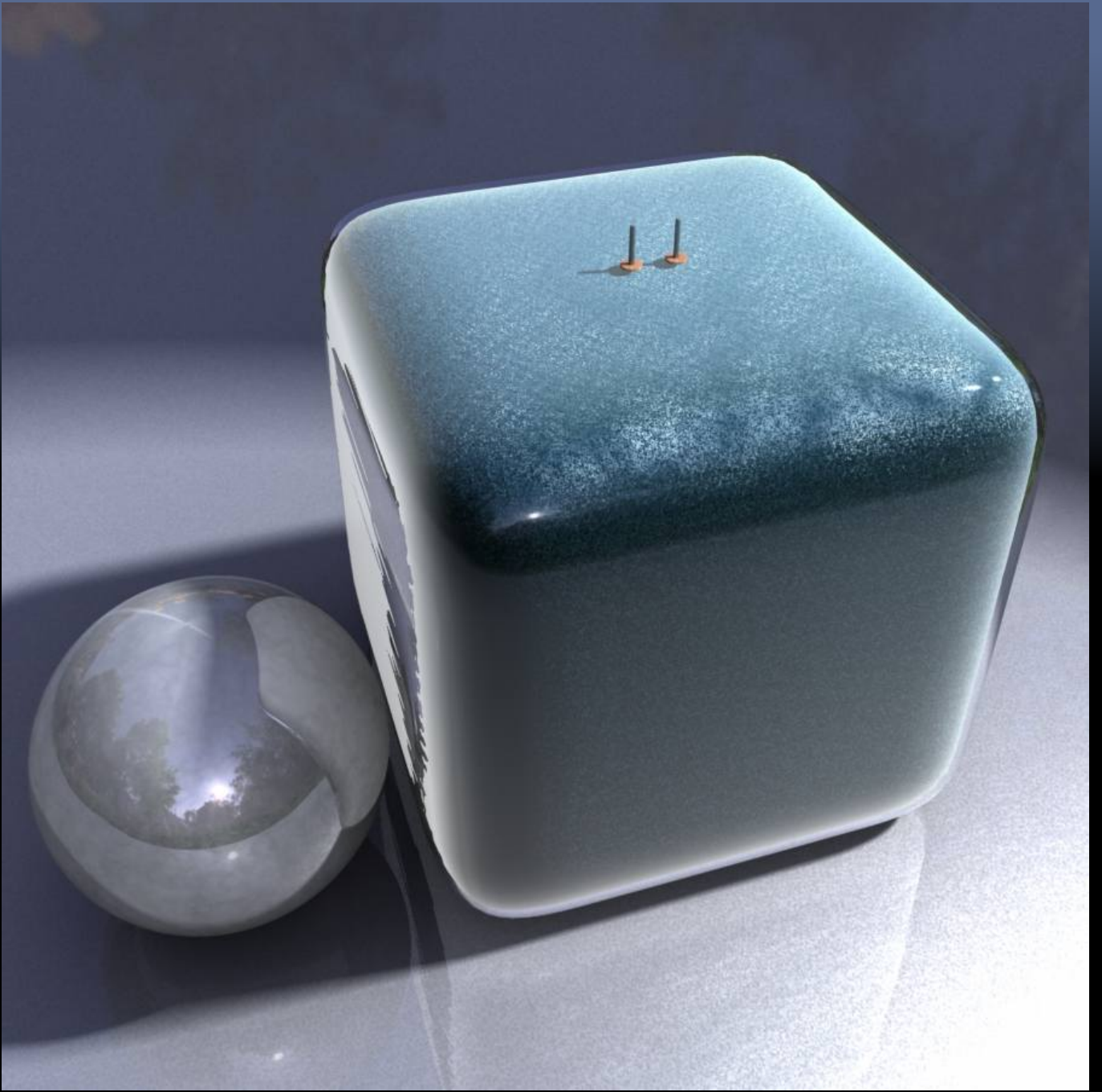




Holyforest



-holyforest-



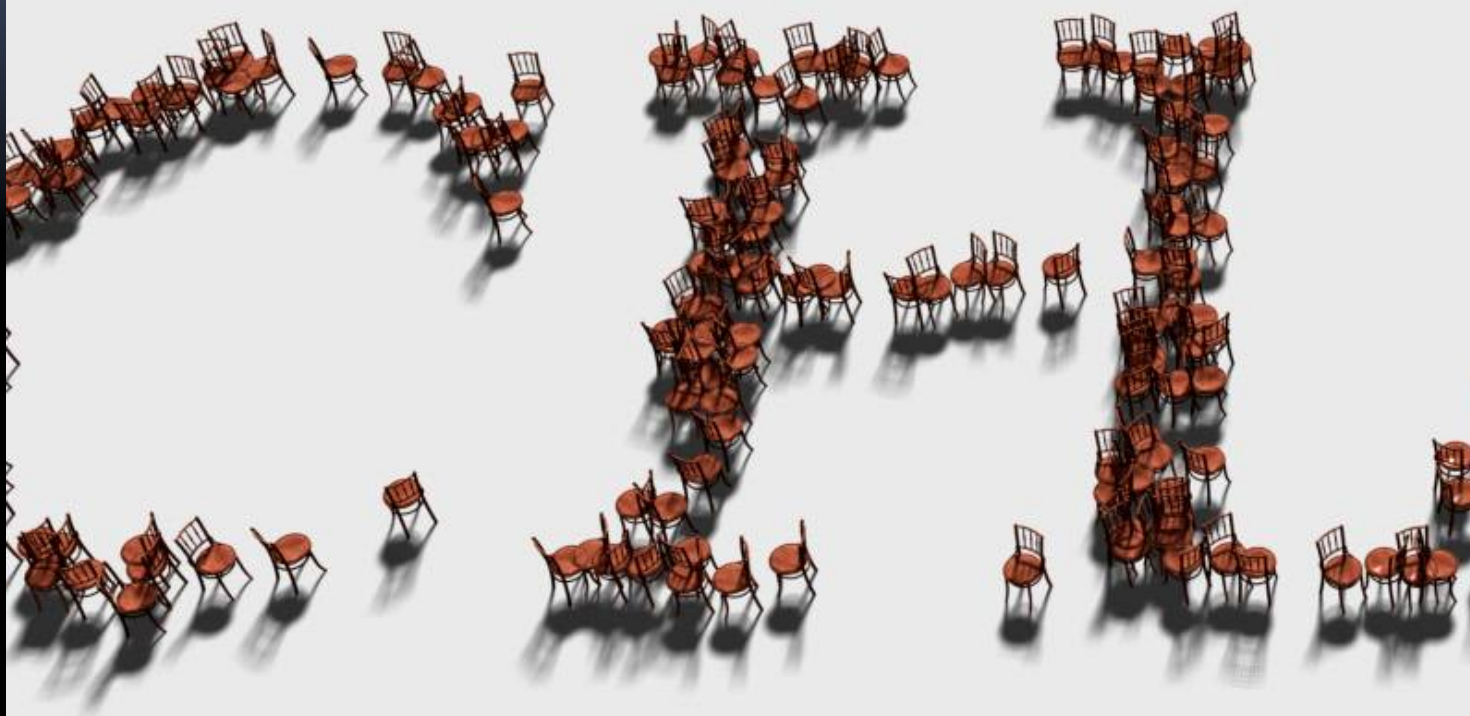


A photograph of a vintage oil lamp with a green glass base and a clear glass chimney, set against a textured, light brown background. The lamp is illuminated from the right, casting a long, dark shadow to the left. The chimney has a small, dark, circular mark near the top.



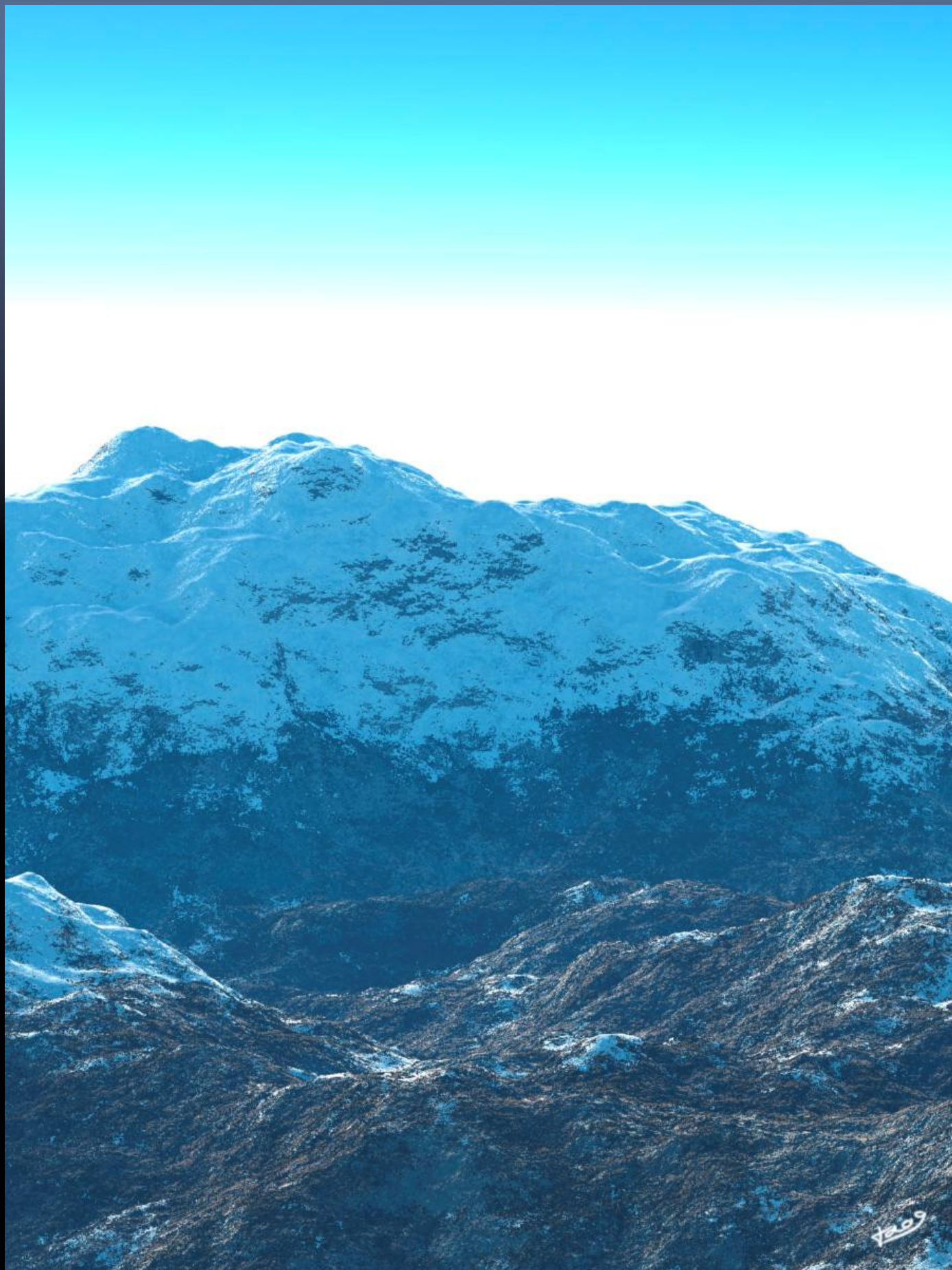


















My name is Phil Wilkes and I have been involved with computer art for over 25 years, really from the infancy of home computing.

My first computer was a BBC Micro by Acorn Computers, and within two years I had written two games which were commercially released – Trench by Virgin Games and Orpheus in the Underworld by A&F Software.

After that I started writing freelance for magazines including Acorn User and Amiga User International. For the Amiga I wrote a number of graphics utilities including a simple fractal landscape generator and my own paint application. It was on the Amiga that I first encountered 3D software, first with Imagine 3D and later with an early version of Lightwave. One of the big projects that I undertook was a complete animated mini-movie called Explorer, which was distributed on a magazine cover disk, and which can still be seen on YouTube – although parts of it make me cringe looking at it now!

More recently I have used Poser, Hexagon, Bryce, Daz Studio, Vue and of course ultimately

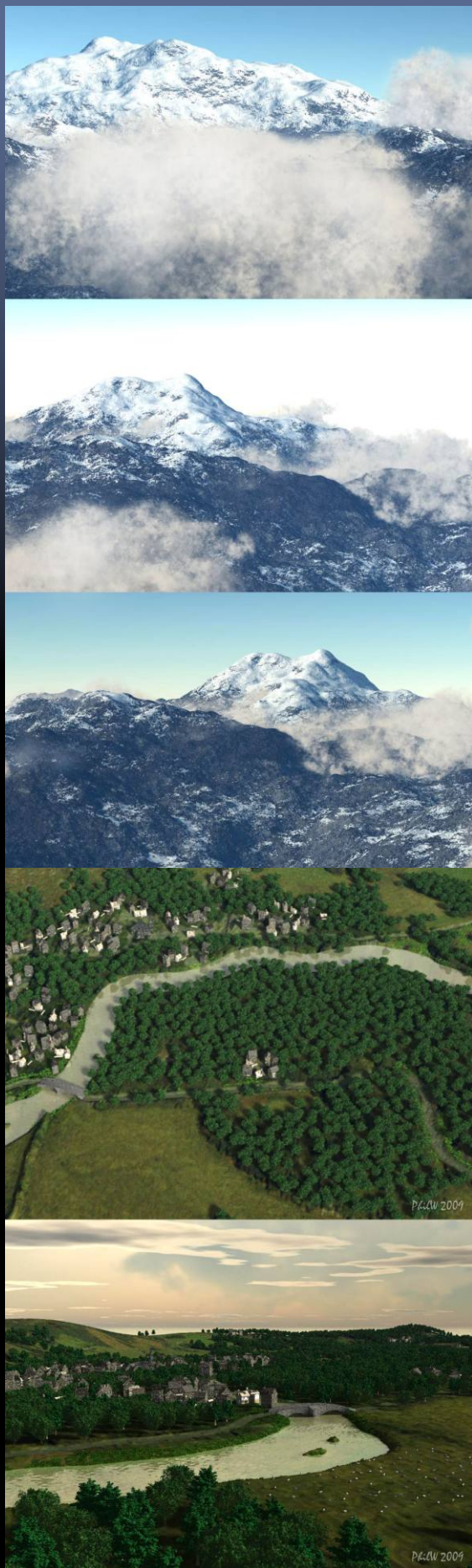


Carrara. What attracted me to Carrara was I was starting to see some really amazing images in online galleries, and when I first tried it for myself, I was really impressed by it's ease of use, it's terrific lighting and also just how fast it rendered! I had been importing Poser models into Vue for it's lighting, but in Carrara I had everything under one consistent interface which made it much more productive, and it rendered around ten times as fast for a similar scene.

With Carrara, you've got some amazing tools such as real dynamic hair, surface replicators and global illumination, and all the modelling and animation tools that you could want right there at your fingertips, and you can pick them up and explore them at your own pace – for me, it's the best all-round 3D solution.

2010 has been a big year for me – firstly by producing the Carrara Video Tutorial series with Infinite Skills, and then becoming a merchant by producing Hair products which are for sale through Daz3D. I've been delighted by the response to both of these initiatives and hope to continue to develop more and varied ways to support the Carrara community.

My other passion in life is music and while I was keyboard player for the Progressive Rock group



Manning, I designed and produced all the images for the CD cover and booklet for their album Number Ten, which was great fun to do – I'd love to do more work with musicians. I'm also doing more illustration work and using my images as promotion pieces for 3D products.



PhilW 2010

Whatever project I am working on, I always try to bring a realistic feel to it, and Carrara is a great tool to use for that. I am thrilled to be a contributing artist to the C3DE series which is a great way to promote the many varied and wonderful images and artists associated with this great program!









PhilW 2009



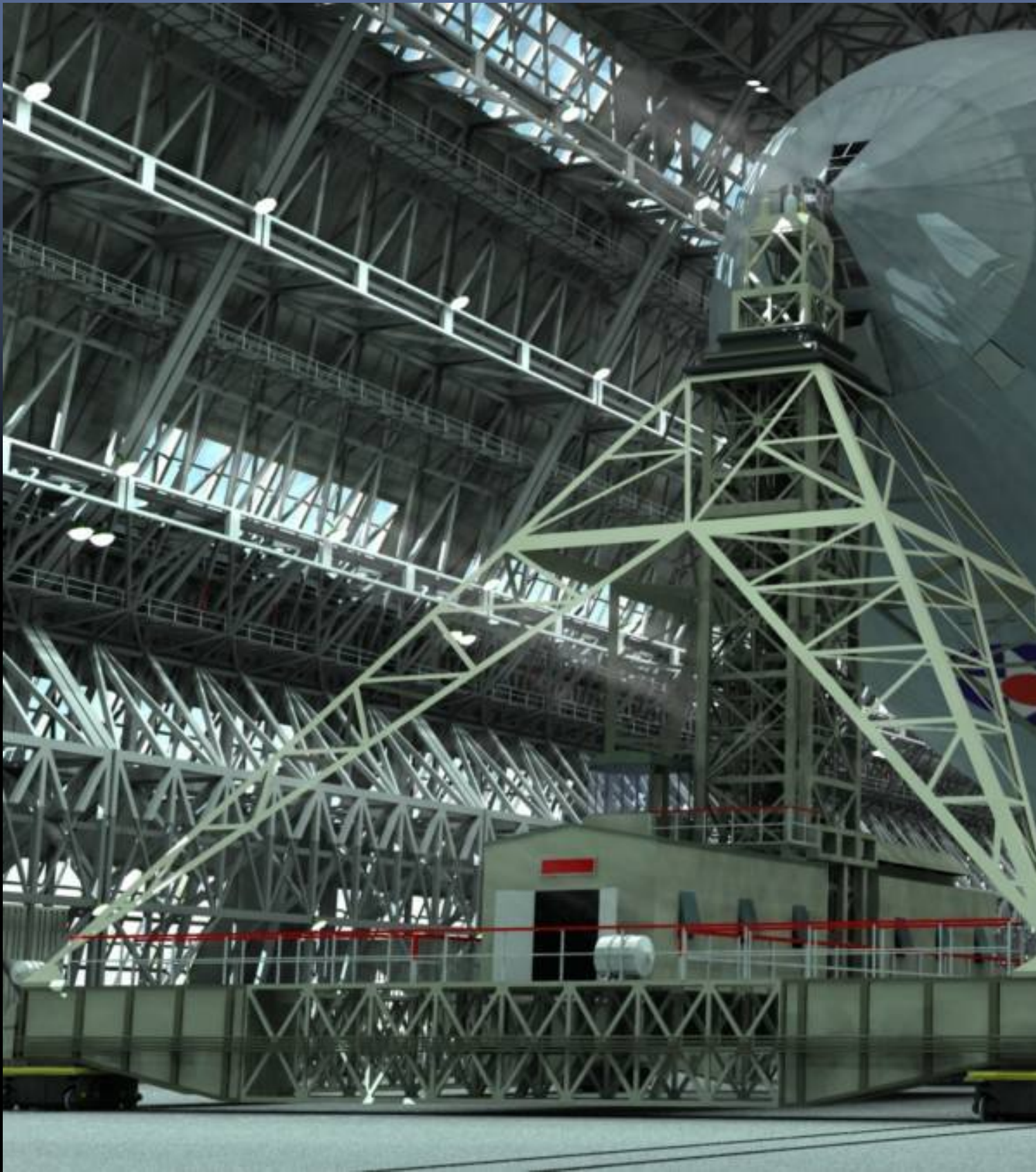
40 years old, Pomerania, Poland;
 Marine engineer;
 Shipbuilding industry;
 Always interested in seagoing or airborne stuff - built models, real things, maintenance, etc.. now
 doing the same in 3D.
 Came to 3D from CAD;
 To Carrara from Bryce;
 With Carrara since v.1, seriously since Studio 3;
 Current pipeline: TurboCAD/Rhino => Wings/Hexagon => 3DCoat/GIMP/Inkscape =>
 Carrara/Bryce/Poser/Strata/Vue

I love ships, respect griffons - it's local thing,
 I don't love Carrara - it's only a tool, that works good enough,
 I hate long writing, my favourite lecture - technical drawings.



(c)poplowicki







(c)poplowicki





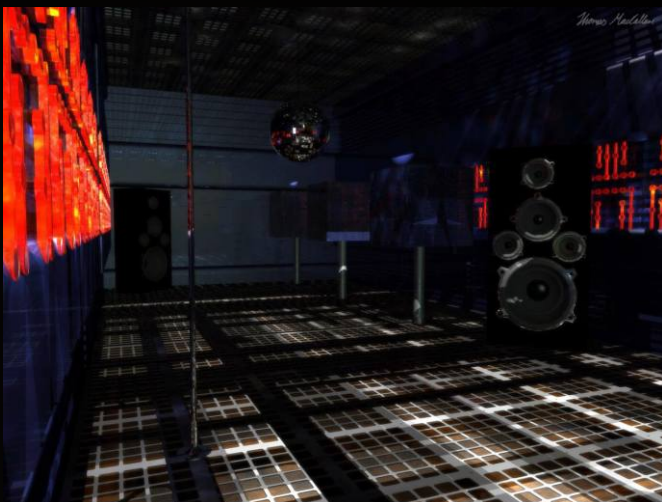


Thomas
MacCallum

Way back in ancient history I went to Art College and came out as a sculptor and a blacksmith. Essentially I just love to play with my creativity; I am a fine artist because I need to express myself in ways that words could not support. I've travelled a lot, been homeless, lived on a Narrowboat and generally followed my nose through life.

These days I am more settled, I have a lovely wife, a mortgage and three kids aged 6 to 15. I work in IT as well as a lecturer teaching Photoshop at my local college in Bristol, UK. 3D and Carrara is my favourite way to create, I will use Photoshop and Illustrator but I am also a big supporter of freeware and open source software, often turning to the likes of Wings 3D, Inkscape or The Gimp.

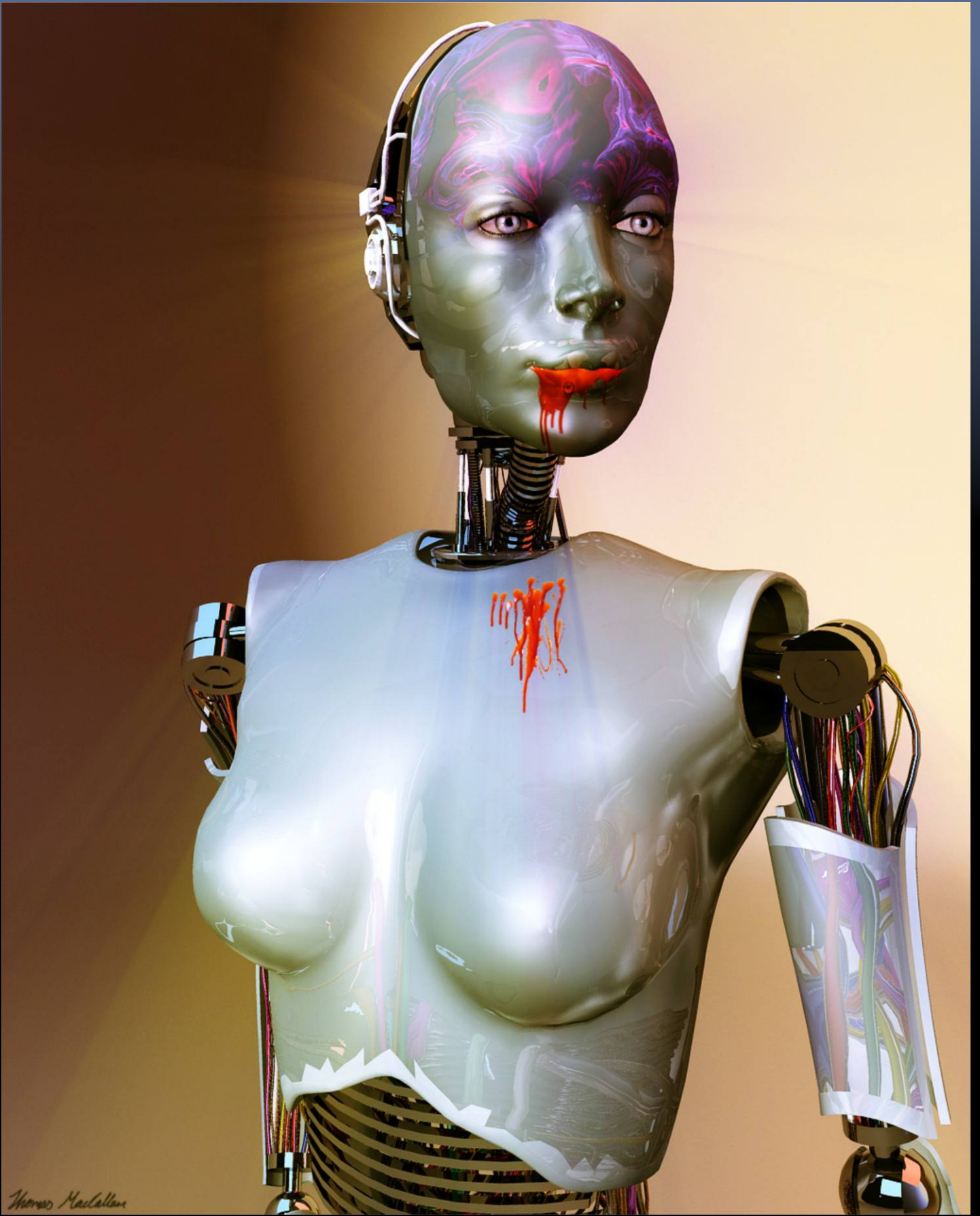
My first point of call for modelling is Hexagon, I do use Carrara for modelling but I find Hexagons focus and extra tools invaluable. I sometimes use Bryce, Kerkythea and other 3D software but in my opinion you can't beat Carrara for its combination of ease and power – the shader room in particular, for me cannot be matched – I used Bryce as my main 3D app for years and never mastered the DTE (the Bryce equivalent of the Carrara Texture room).













Thomas MacLellan







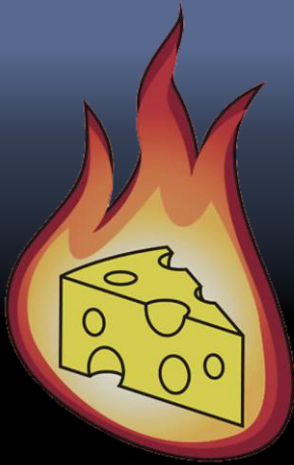












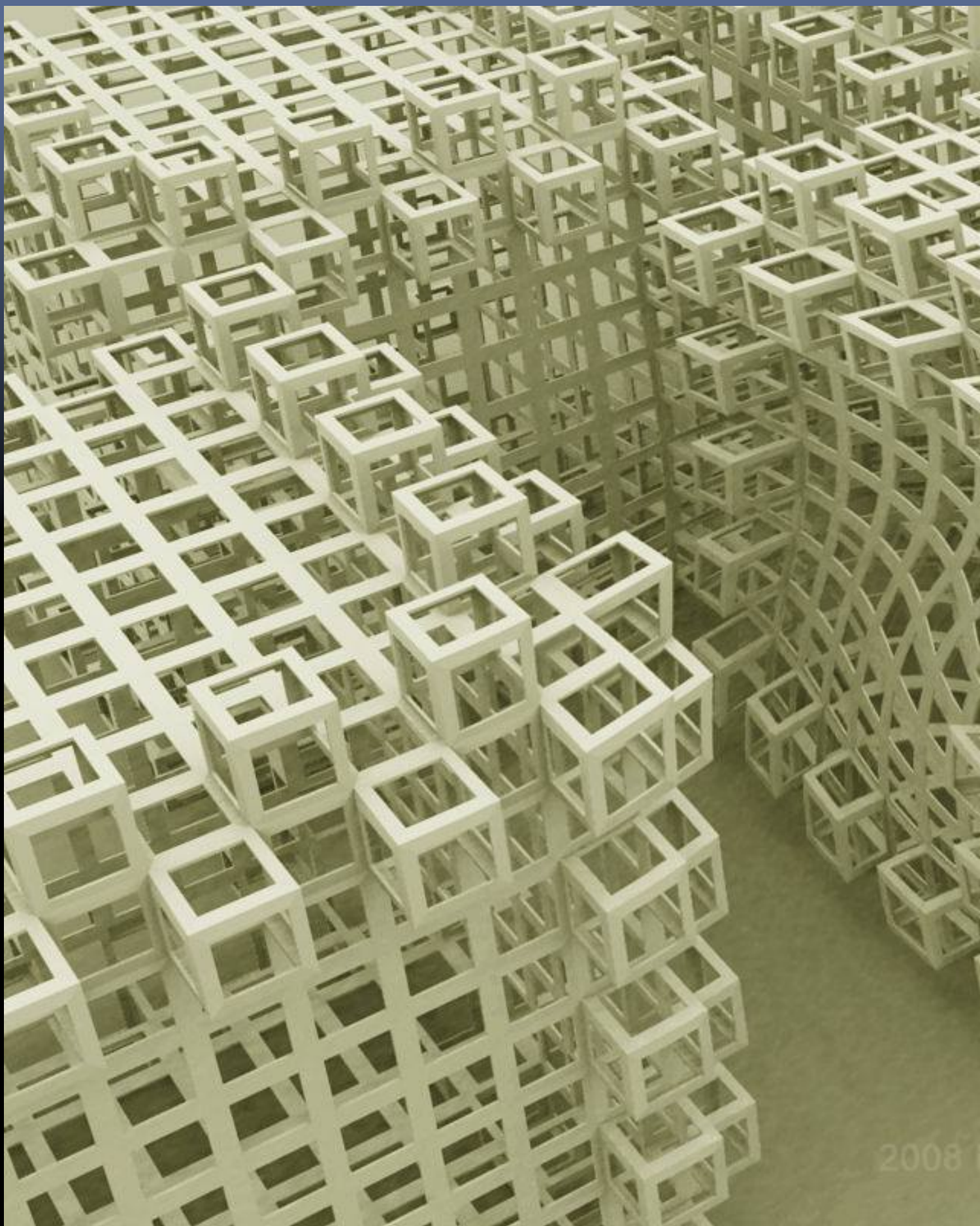
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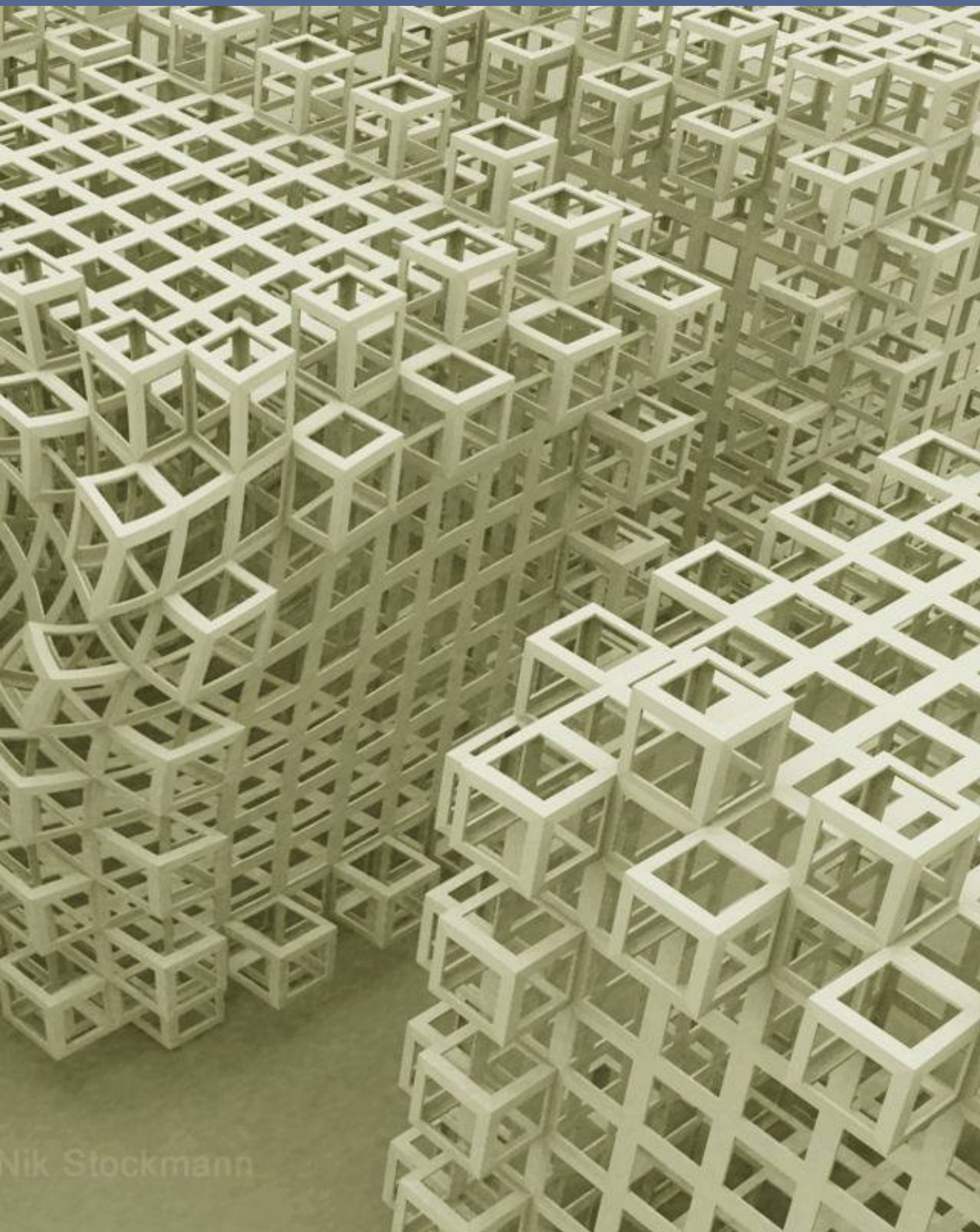
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2008



Nik Stockmann









shuttle

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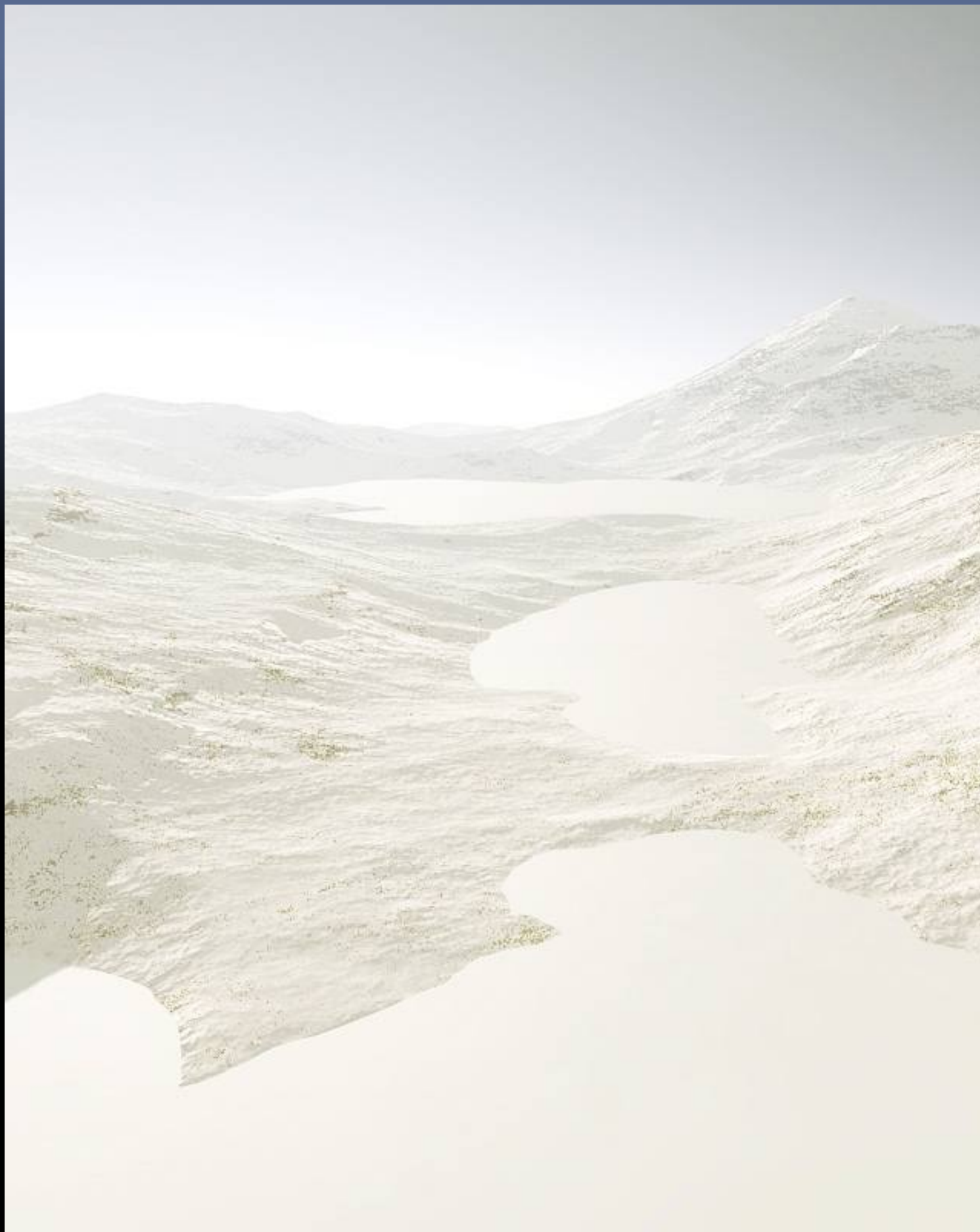
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space station

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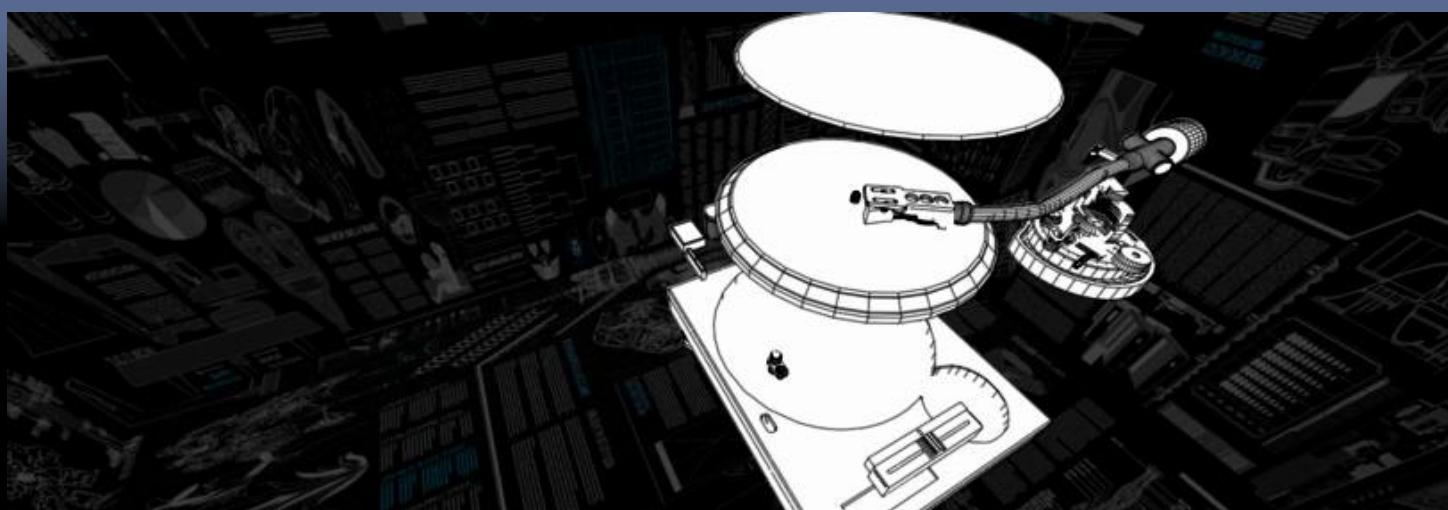


twisted | reality

twisted | reality



A word cloud featuring the names 'Dennis' and 'Richter' in various sizes and orientations. The names are scattered across the frame, with 'Dennis Richter' prominently displayed in the center in a large, white, serif font. Other instances of 'Dennis' and 'Richter' are smaller and appear in different colors (black, grey, white) and orientations, creating a dense, textured background.





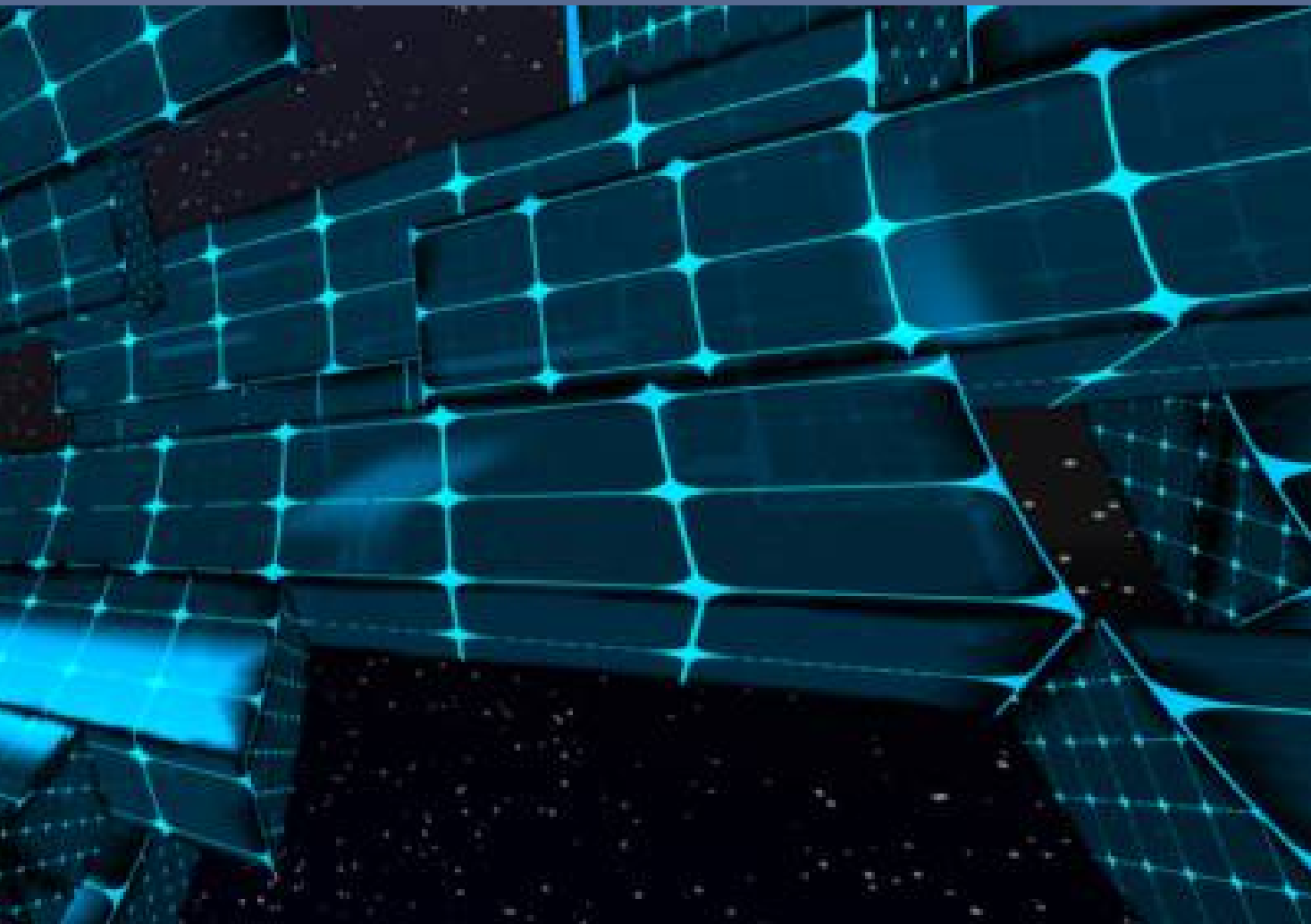


KAROTTE
ALL SHE WANTS IS

- A1: ALL SHE WANTS IS (06:58)
- A2: ALL SHE WANTS IS (MARKUS FIX REMIX) (07:29)
- B1: ALL SHE WANTS IS (MICRODINAMIC REMIX) (07:49)
- B2: ALL SHE WANTS IS (ROBERT DIETZ REMIX) (06:56)

ALL TRACKS WRITTEN BY PETER "KAROTTE" CORNELI AND GREGOR TRESHER. PRODUCED BY GREGOR TRESHER.
ADDITIONAL REMIX PRODUCTION ON A2 BY MARKUS FIX FOR MYSPACE.COM/MARKUSFIX. B1 BY LUCA MORRIS &
PAUL CAT TEX STUDIO RIVIGNI ITALY FOR MYSPACE.COM/LUCAPAUAKAMERODINAMIC. B2 BY ROBERT DIETZ FOR
MYSPACE.COM/ROBERT DIETZ. PUBLISHED BY EDITION FAMILY AFFAIRS, UNIVERSAL MUSIC PUBLISHING GROUP /
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DANIELE PAPINI
HIDDEN SOURCE

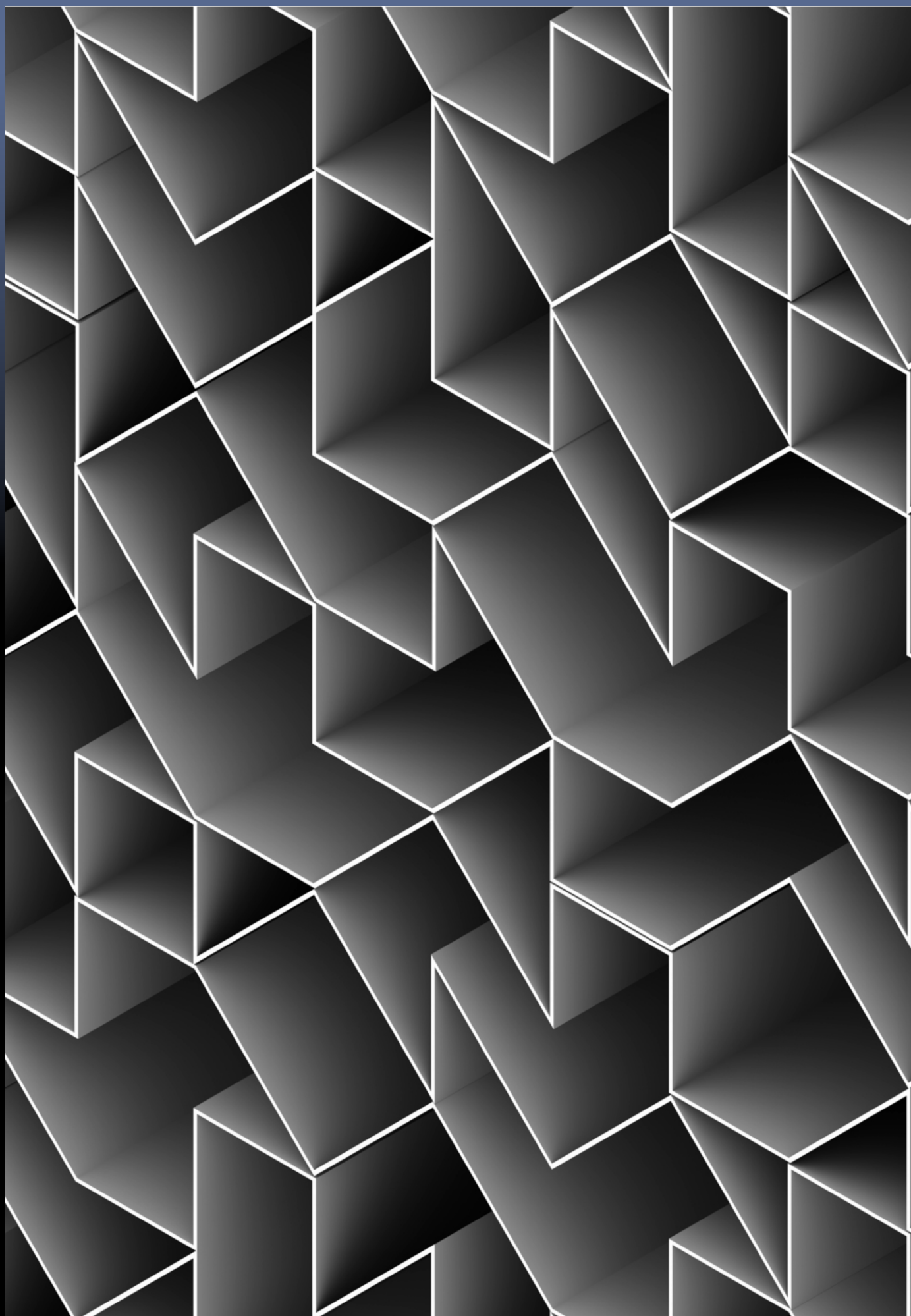
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B: NO HASTE (07:39)

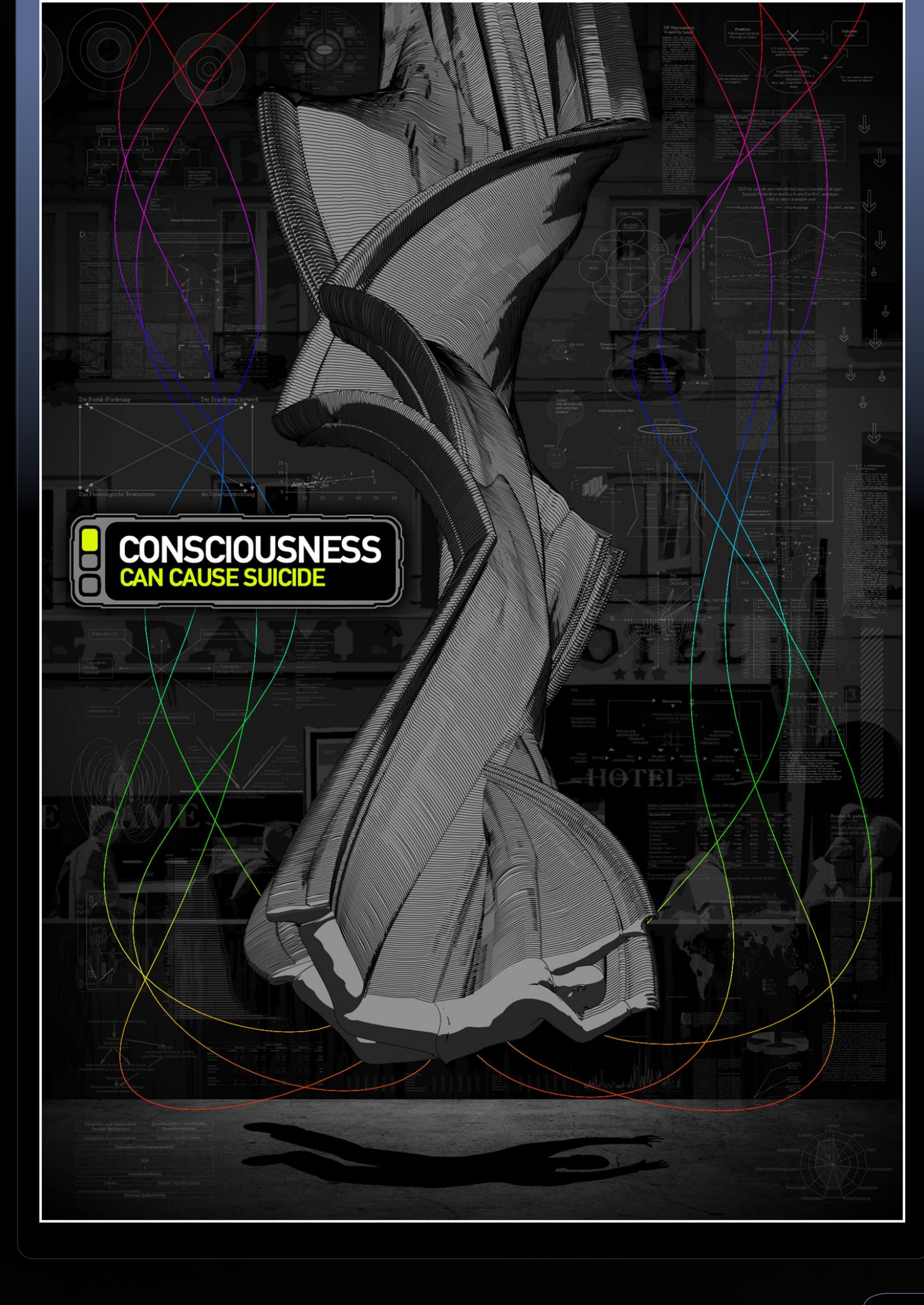
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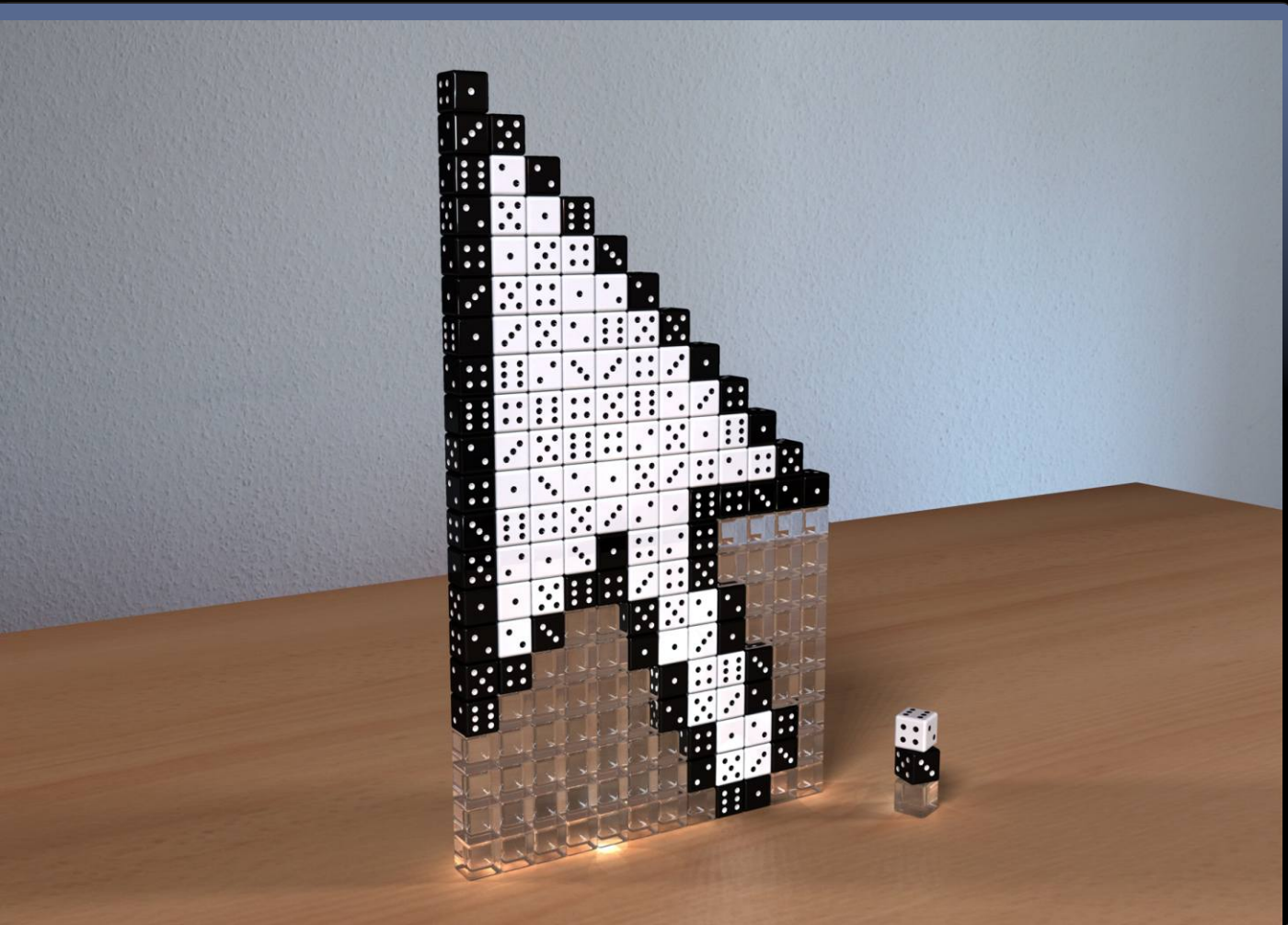
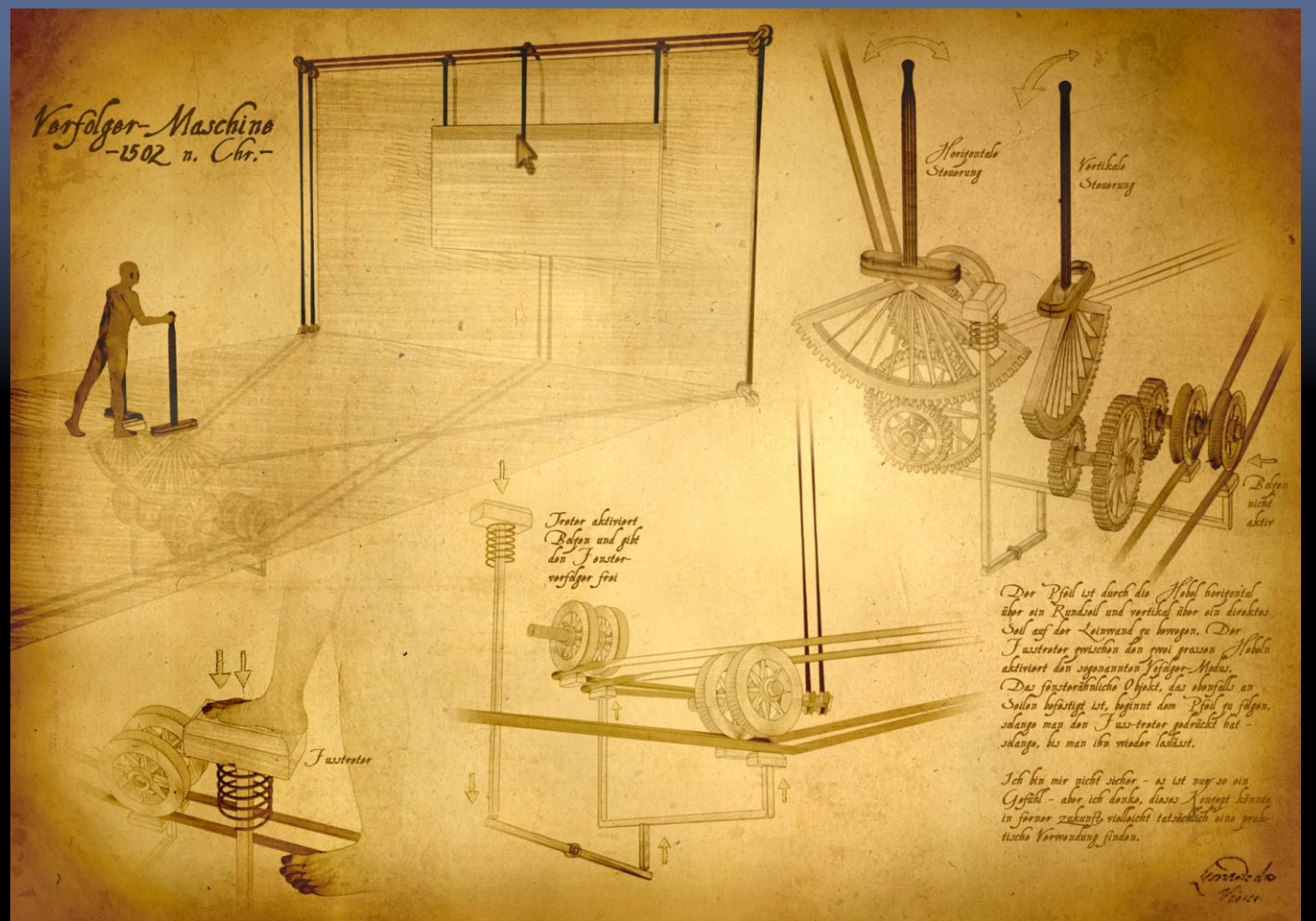
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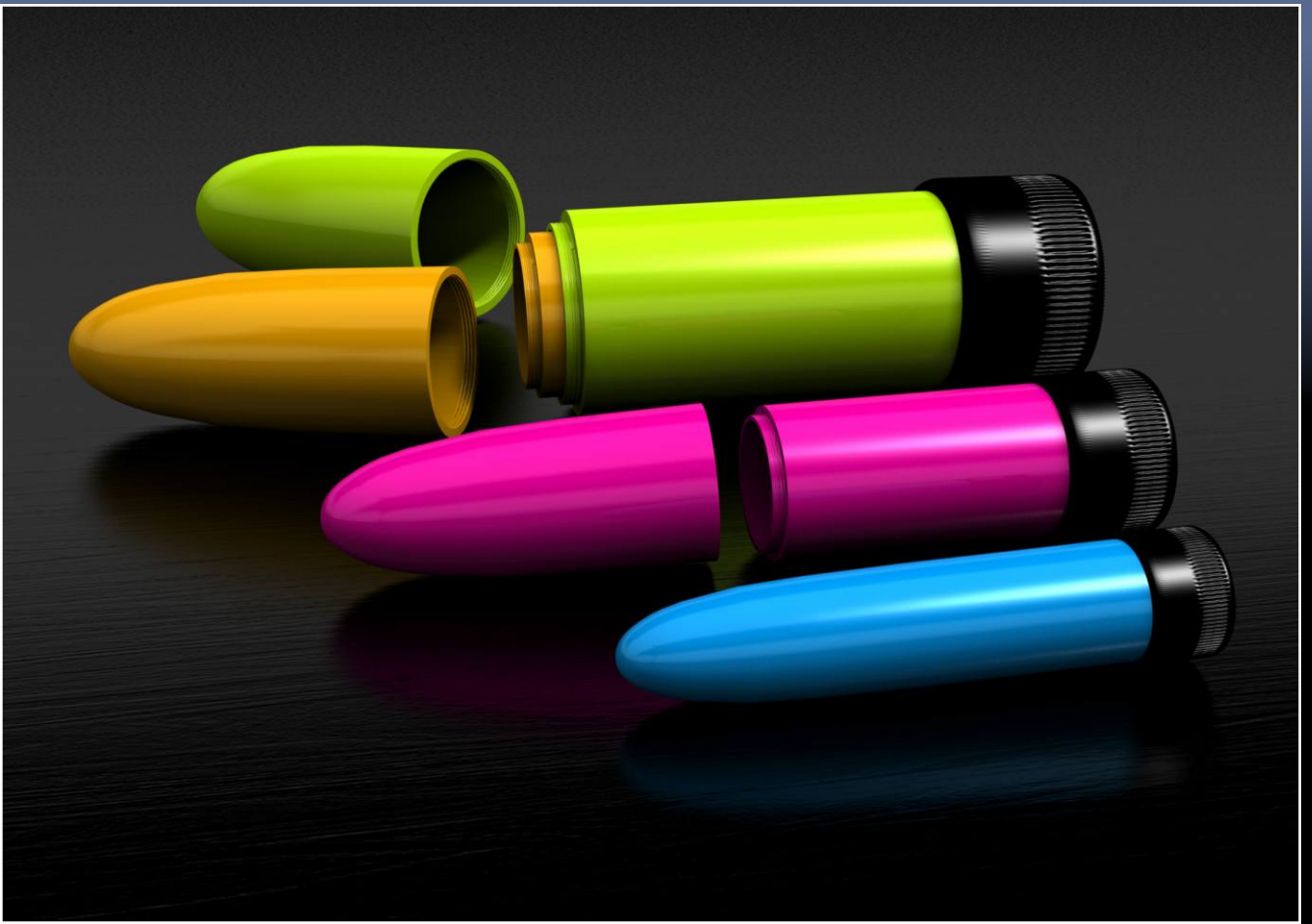


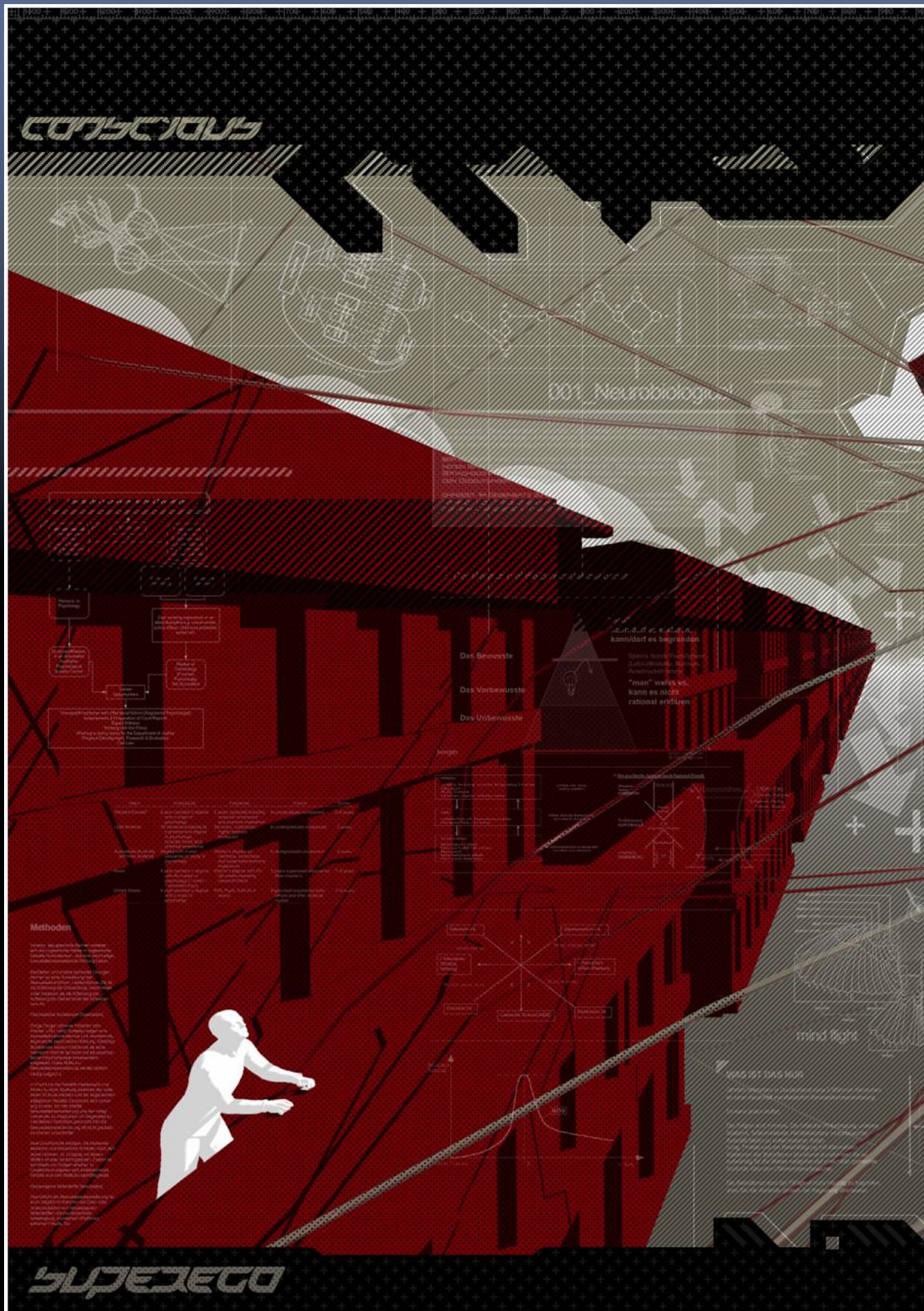




CONSCIOUSNESS CAN CAUSE SUICIDE







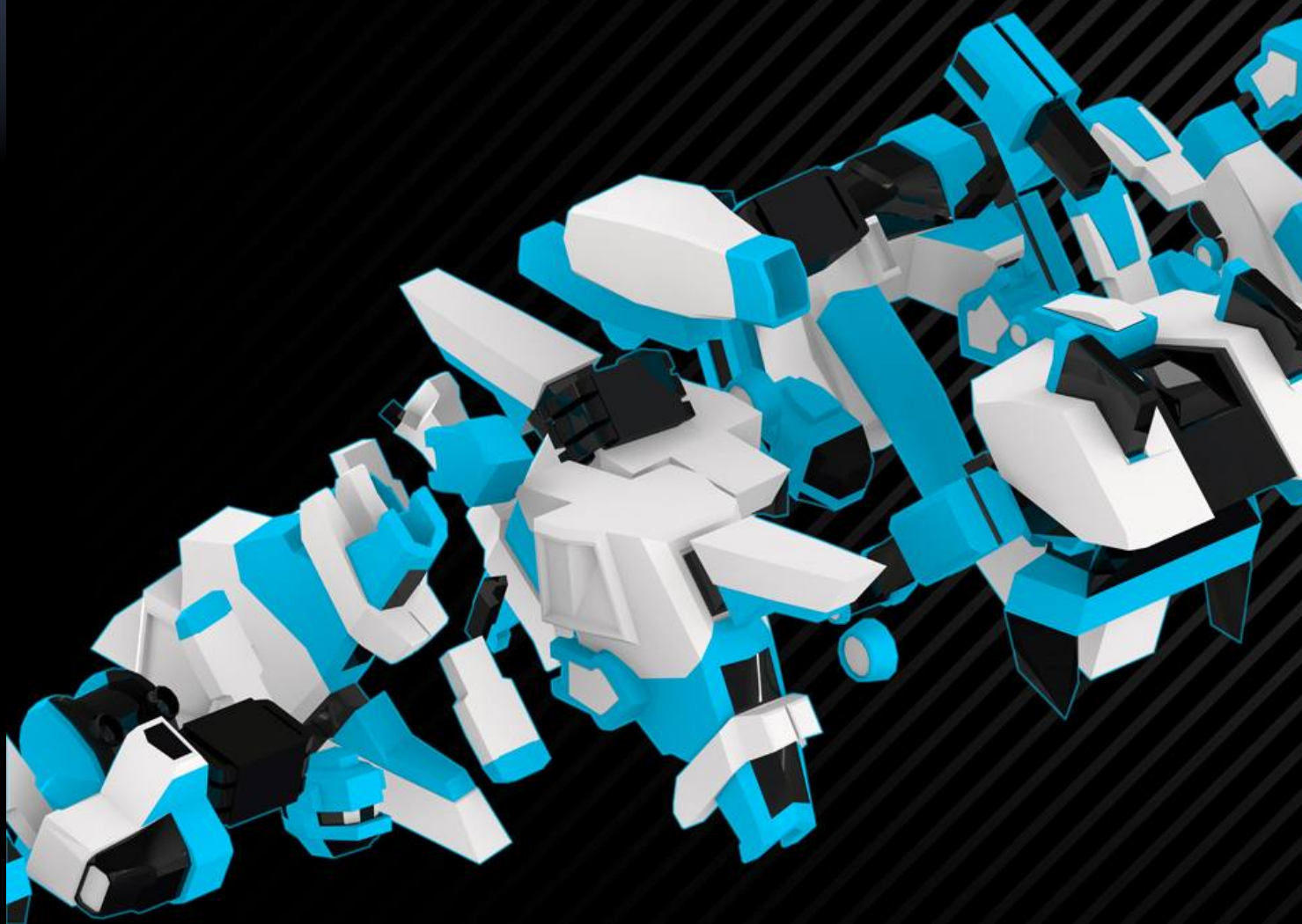
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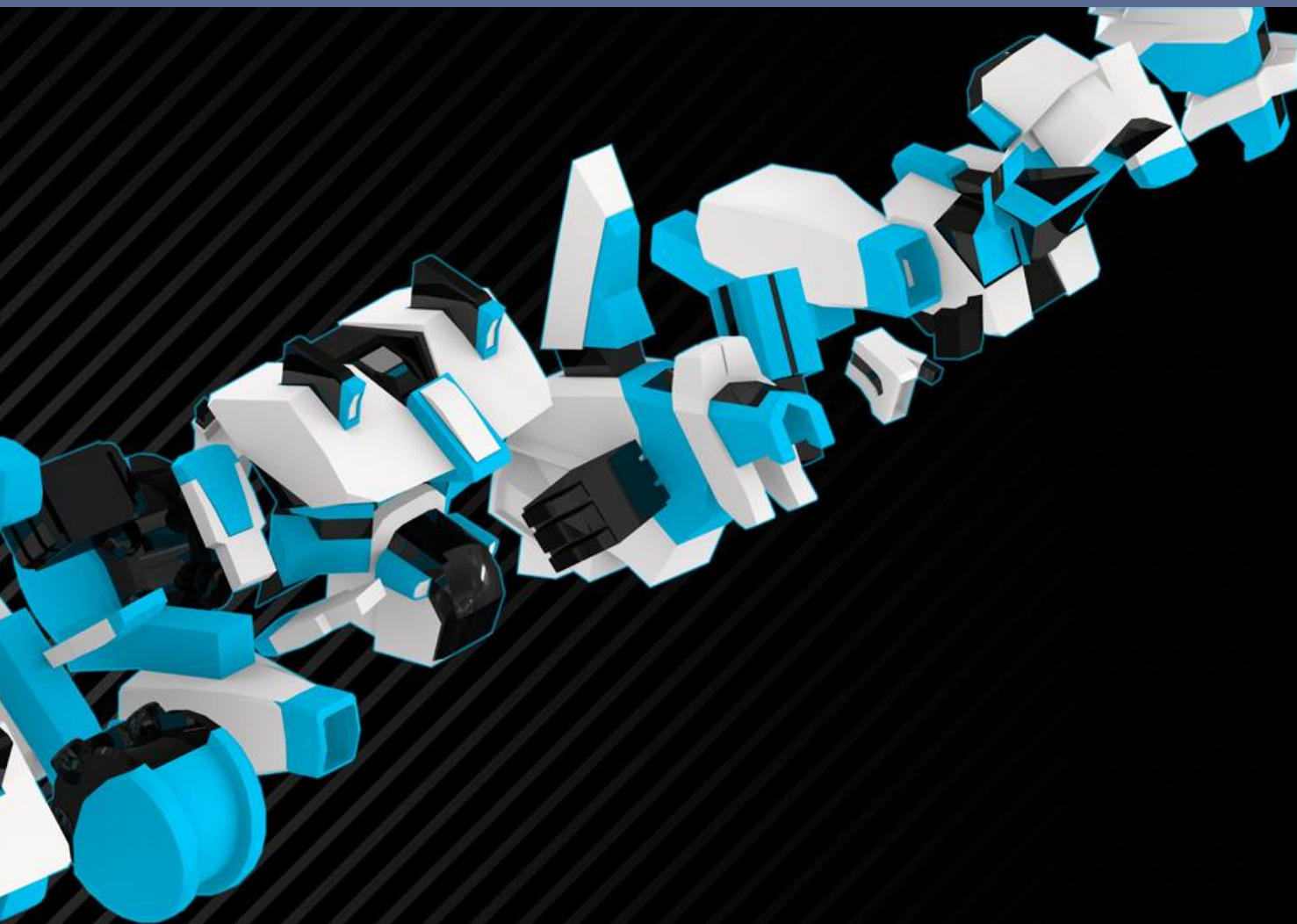
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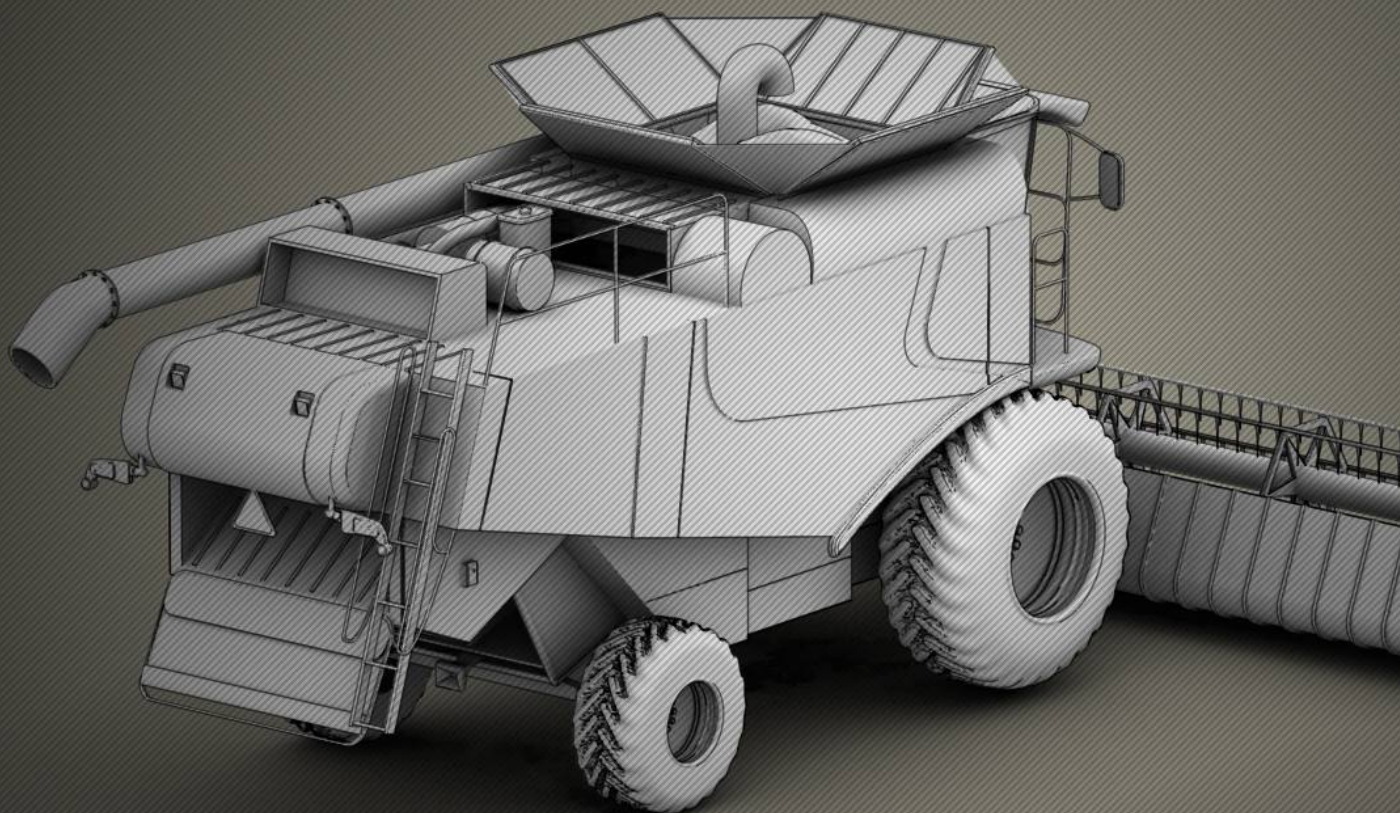




cocoon**club**







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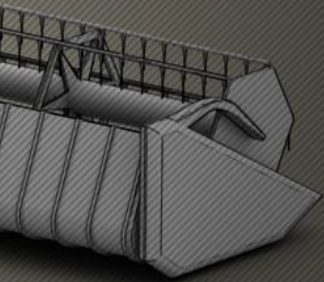
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Carlos Ortega









Carlos Ortega - 2007



Carlos Ortega - 2008





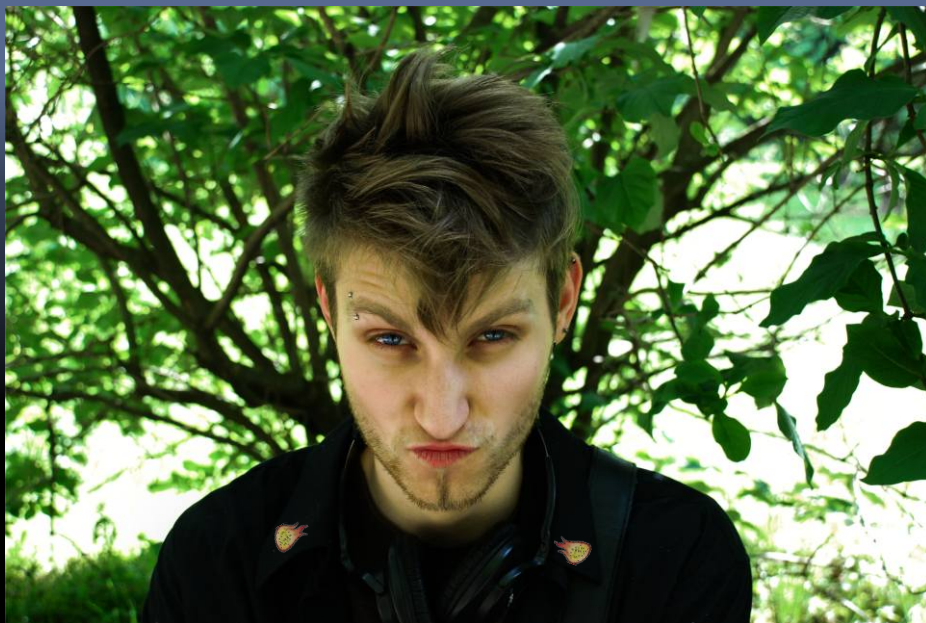
Carlos Ortega - 2008







Meet the C3DE magazine's Team



*Danas Anis
C3DE Magazine
Management
Lead Designer*



*Jeffrey Linn
C3DE Magazine
Digital Distribution*



Micheal Mathews

*C3DE Magazine
Lead Designer*



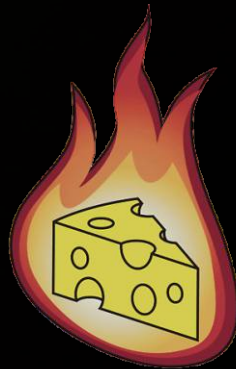
*David Collins
C3DE Magazine
Editor*



*Robbie Mac Gillivray
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Q.A.*



Carrara 3D Expo Magazine



Cheese on Fire!
Release 01

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masterpieces collected during the first season of Carrara 3D Expo Magazine project.
Meet the Gurus of Carrara 3D world!