

ArtzMania

Art Showcase from Global Designers by Spotbit

FREE E-MAGAZINE

DECEMBER 2006

01



Showcase ◀

• Nik Ainley, Linda Tso,
Si Scott Design, Jeff Huang,
Marco Delgado, Andrew Budiman,
Craig James McLeish,
Ramy Afaa, more...

Supernova ◀

JAYLIM DESIGN™

Your Mind Is Your First Enemy

Patrick Norguet

Interview ◀

GrayDecay

Focus ◀

Marta Dahlig



onWeb: Ryo Yamazaki / WM Team /
Pump TV / **Photography:** Maja Stasni

Full of
Artworks

territory  BASHEER  galleriizu 

~ PRESENT ~

MASSIVE TERRITORY

Design Conference 2007

kuala lumpur and Jakarta creativity gathering for the design industry

// "phenomenal speakers and artists // 1 unforgettable days //
// 1000+ visionaries of a new tomorrow" //
Bring on the massive!

13th JAN 2007 // MASSIVE TERRITORY CONFERENCE // SPEAKERS FOR KUALA LUMPUR

// Wieden+Kennedy Tokyo Lab (Japan) // Joshua Davis (United States) //
// 123Klan (France) // Niko Stumpo (Netherland) // Kinetic (Singapore) //
// Kustaa Saksi (Finland) // The Asylum (Singapore) //

TERRITORY'S MASSIVE Design Conference is an assemblage of cutting-edge culture jamming by artists and tastemakers from the buzzing metropolises of the world. This inaugural event launches what's set to be an annual festival for all things design. Dreamers, doers and thinkers, in person, will experience incipient pulses of new ideas, new worldviews and movements.

At the MASSIVE Design Conference, substance comes first with hard-hitting and viscerally stimulating talks and workshops.

These will be presented by innovators handpicked from across the creative spectrum, including illustration, design, editorial, film, art and design. Stars like Wieden+Kennedy Tokyo Lab, Joshua Davis, 123Klan, Niko Stumpo, Kinetic, Kustaa Saksi, Ifinteractive, Furifuri, E18studio, Phunk Studio and The Asylum will provide catalysts for new forms of inspiration and reveal to audiences their boundary pushing experiences.

In a hands-on, educational programme, gurus will share with newbies and practitioners alike, key components of their craft and aspirations. Exhibitors will send idiosyncratic flares into the design stratosphere, contributing to the rising tide of multiplicity. In this variegated economy of tomorrow, one size may fit or all sizes one. Here, the designer is the new DJ. Each need has its consummation, each idea, its possibility. Welcome to design without borders. Welcome to Massive.

KL CONFERENCE TICKETS

Students - RM 110.00

Professional - RM 185.00

VIP- RM 285.00

(VIP Tickets Inclusive of After Party
+ Free T6 magz + Front Row Seats + Mocktail at
101east at Bukit Bintang with the Speakers / Artist
@ 7pm - 10.00pm Date: 13th January)

**** YOU MAY PURCHASE YOUR TICKETS AT
SELECTED DESIGN SCHOOLS AND
AUTHORIZED OUTLETS**

** PURCHASE THE TICKETS BEFORE 02nd Jan 2007 and you
will entitled a Limited Edition 2007 Designers Calendar.

DATE & VENUE

13th January 2007

MTC (Malaysia Tourism Centre)

**Tunku Abdul Rahman Hall,
109, Jalan Ampang, 50450.**

Kuala Lumpur.

(Next to Zouk Club-KL)

**Time: 10.00am - 6.00 pm
(Reg.Starts 9.40am)**

KUALA LUMPUR // MT::X-TIVITIEZ

DESIGNERS "HP" DIGITAL POSTER EXHIBITION by Compedo & Galleriizu

I LOVE DESIGN BOOKS SALES By Basheergraphic

LIMITED MASSIVE TERRITORY DESIGNERS MEMORABILIA STUFF

RADIOACTIVE D'BAZZAR

SPCA X RADIOACTIVE X INTERNATIONAL ARTIST project.

JAKARTA SPEAKERS

//W+K TokyoLab (Tokyo)//FuriFuri (Japan)//

//e18studio (M'sia)//Kustaa Saksi (Finland)//

//Phunk Studio (Singapore)//(if)interactive (M'sia)//

//Niko Stumpo (Netherland)//123Klan (France)//

JAKARTA " MASSIVE TERRITORY CONFERENCE & EXHIBITION "

WILL BE HELD ON THE 19th - 21st Jan 2007 @ GALLERI NASIONAL

For more presenters and program information kindly log on to:-

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www.bigbrosworkshop.com

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ArtzMania

Art Showcase from Global Designers

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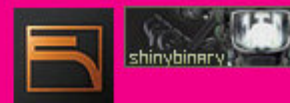


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ABRA INSTRUCCIONES EN LAS SOLAPAS
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content
page

issue 1
December/2006

tracklist:

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andriew

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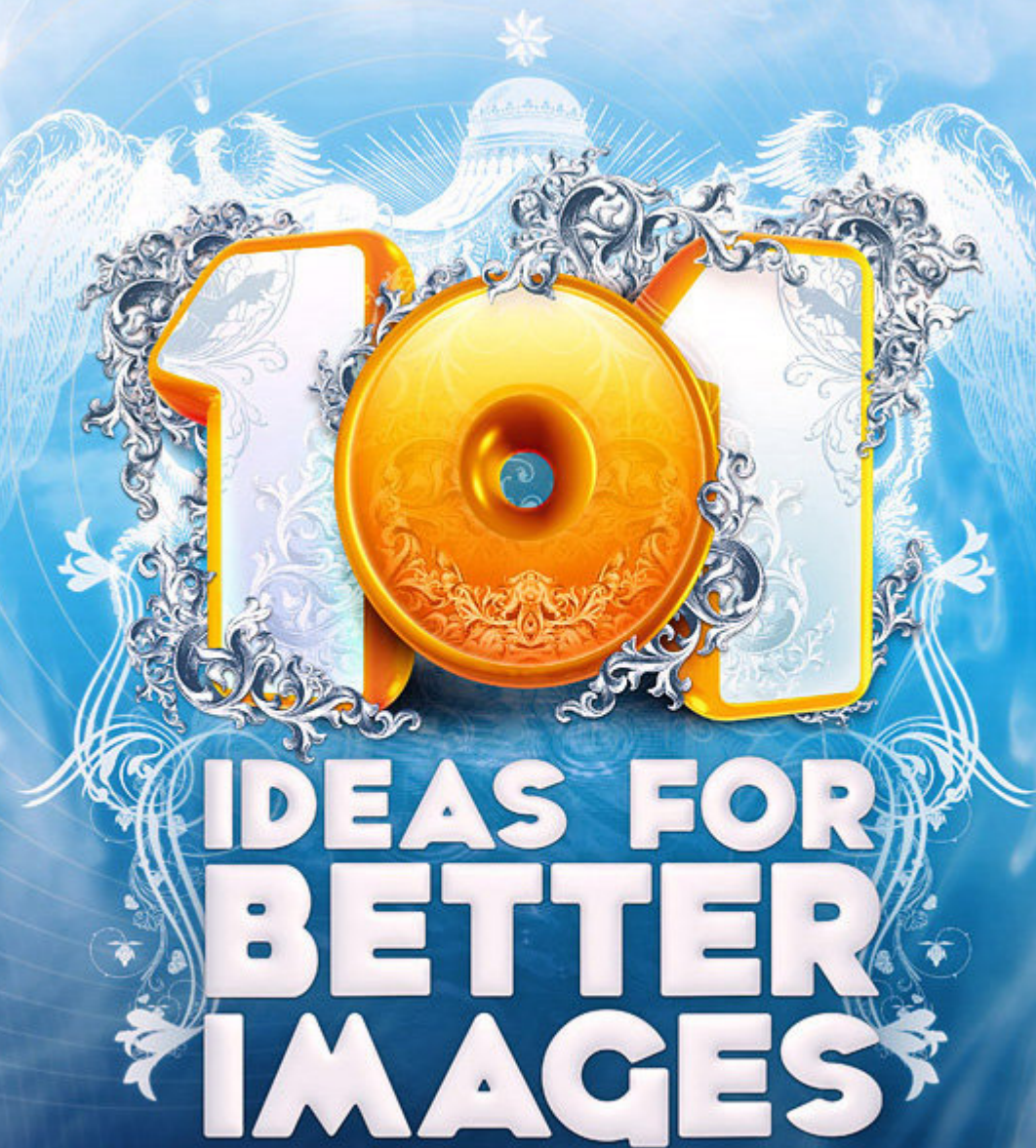








.showcase



10 IDEAS FOR BETTER IMAGES

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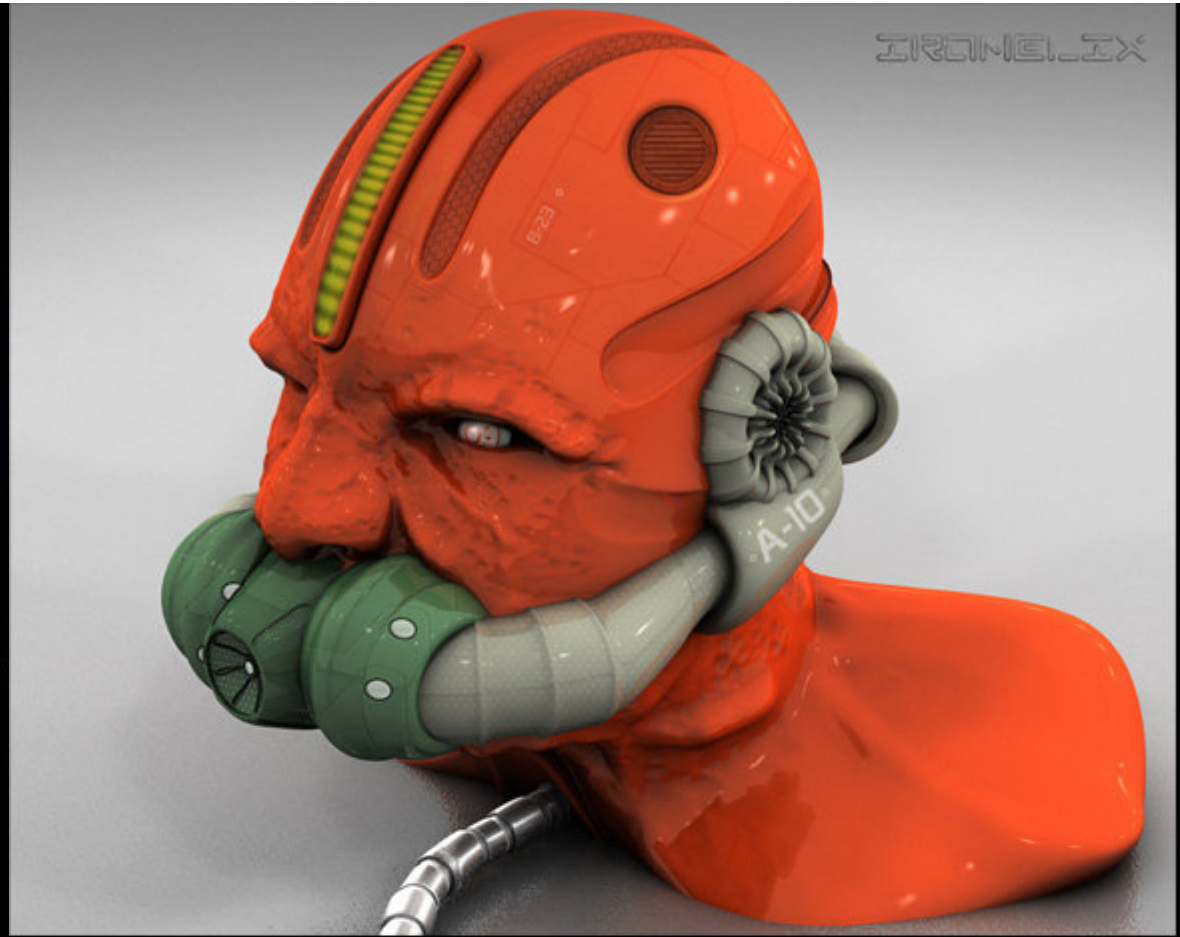
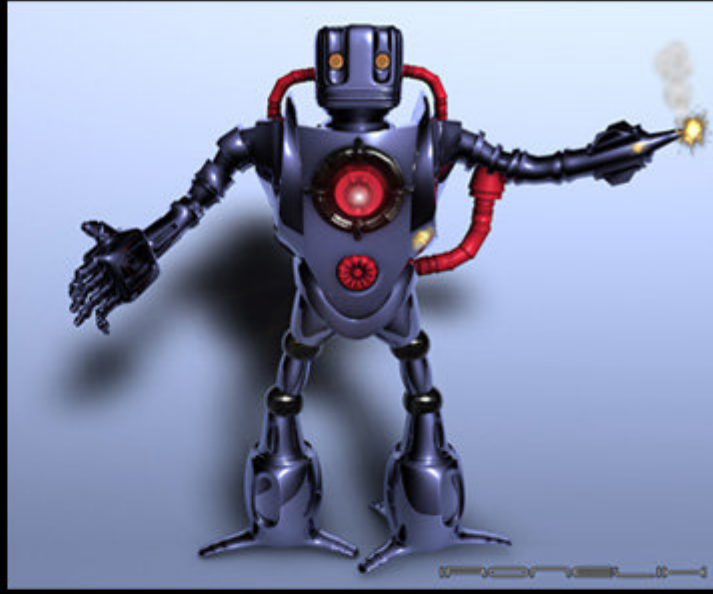






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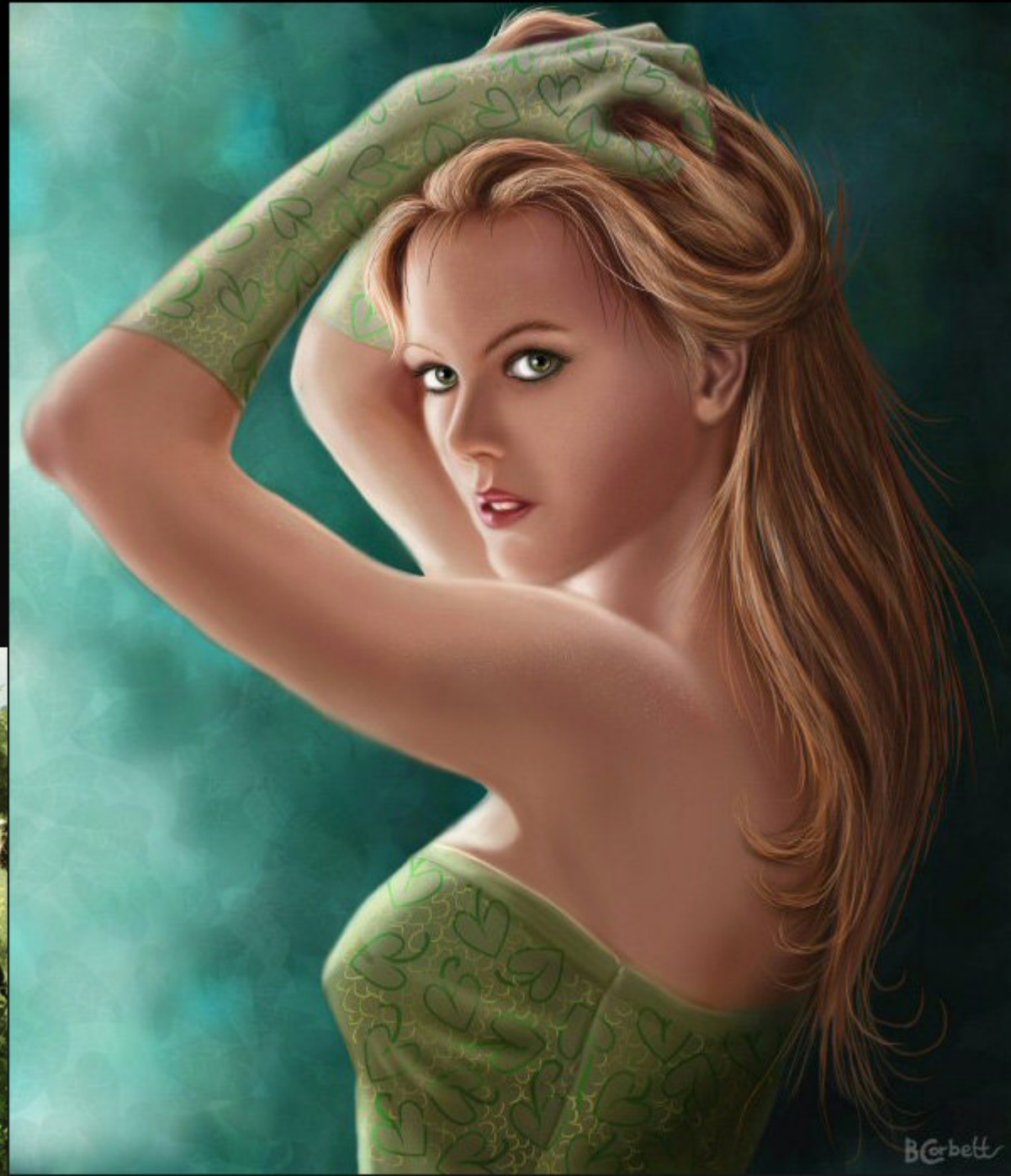
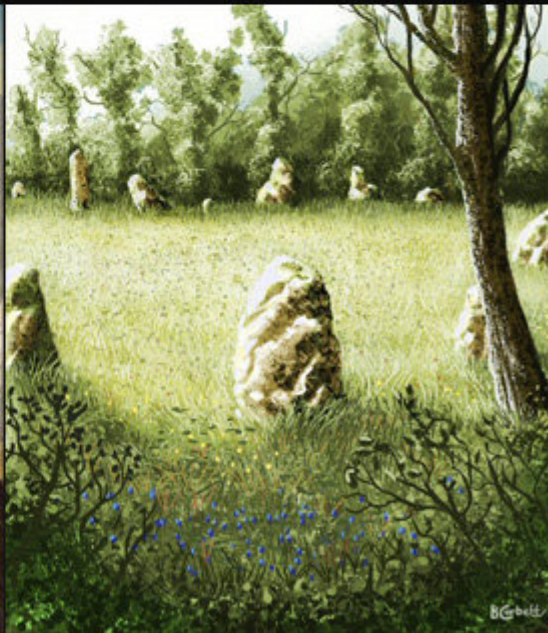
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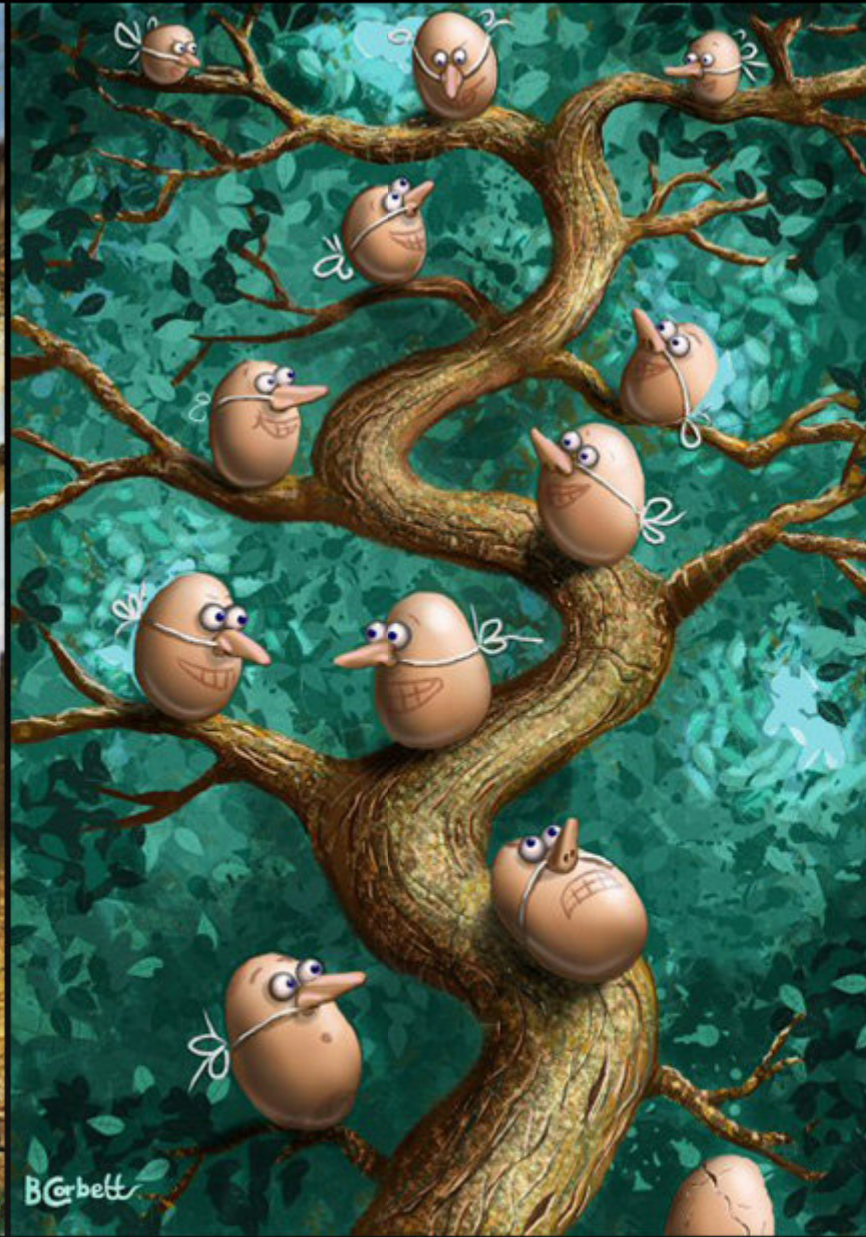
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Felix Wittholz

Country: Toronto, Canada

Website: www.heliozilla.com

mailto:felix@heliozilla.com

I am a partner at Helios Design Laboratories, a Toronto based design studio. We create illustrations (Miller Beer), print-work (K2 Snowboards), interactive design (Virgin Mobile) as well as motion graphics (Nokia).

Our style is a fine blend of art and science and we enjoy making our clients look good and clever. The illustrations are a collection of personal and commissioned pieces created with Illustrator and photoshop on an iMac. I hope you enjoy them.



Showcase | Felix Wittholz



Title: 8 Arms To Hold You
Project: Woodsuch Online Gallery
www.heliozilla.com



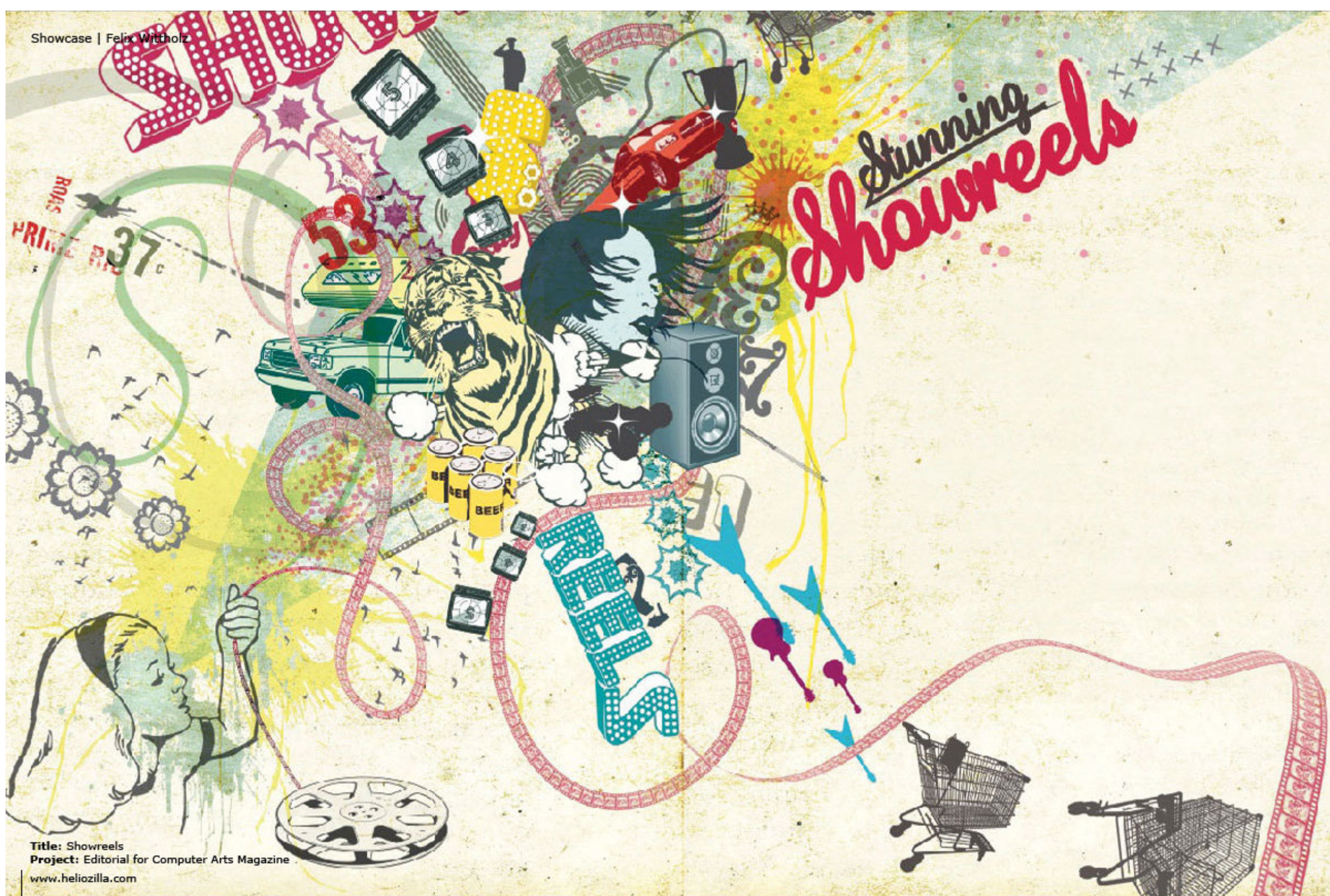
Title: Starfucker
Project: OK47 Poster

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Title: Regalbear

Project: Personal





Title: Showreels

Project: Editorial for Computer Arts Magazine

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Title: Miss You
Project: Woodsuch Gallery
www.heliozilla.com



Title: Riot
Project: OK47 Poster



Title: Blastoff
Project: Personal
www.heliozilla.com



Title: Oh Deer
Project: OK47 T-shirt



Title: Let's Party
Project: OK47 T-shirt
www.heliozilla.com



Title: OK Cloud
Project: OK47 Website

André Kutscherauer

Country: Germany

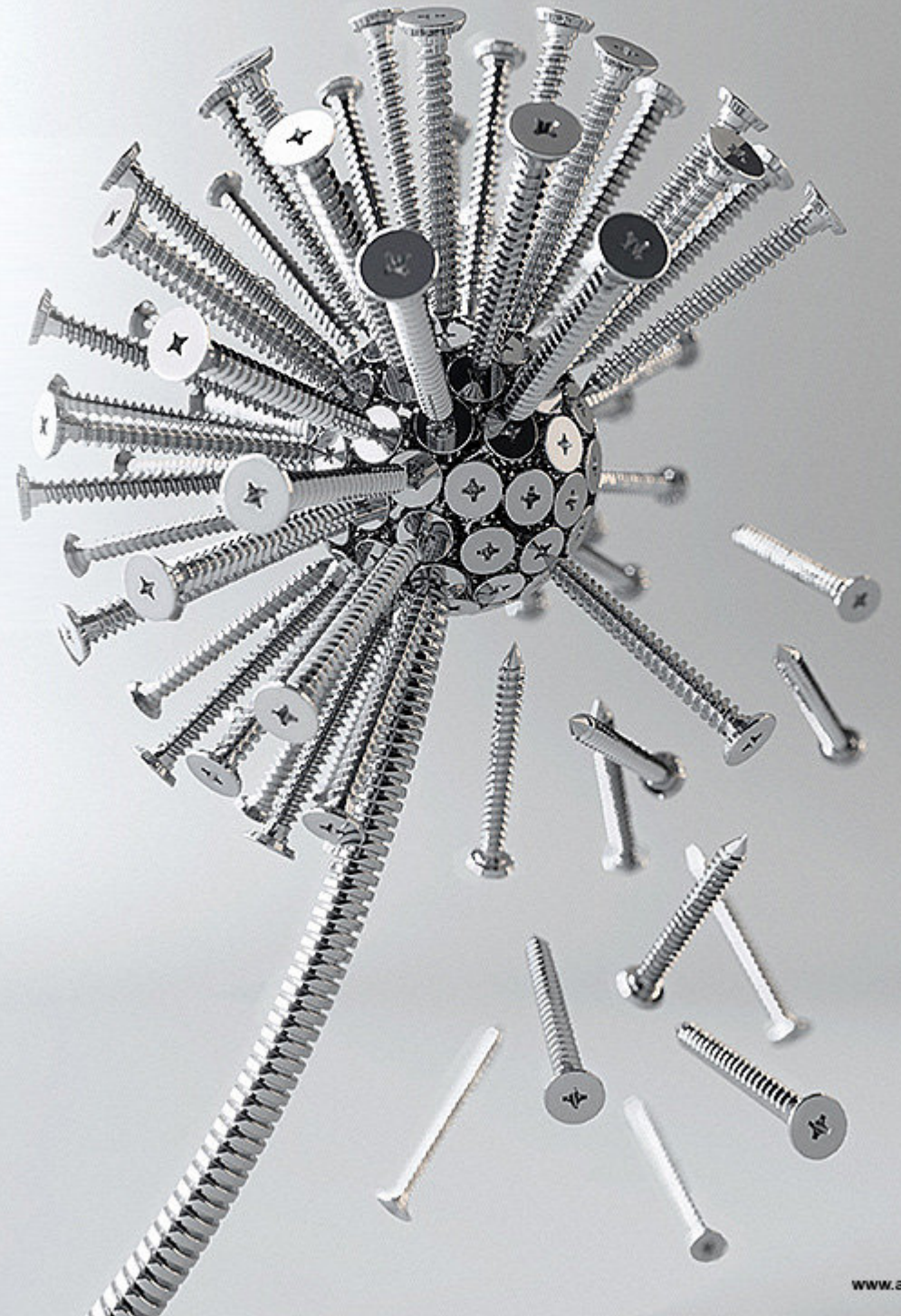
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Dandelion of screws

I wanted to create a construct that looks like a piece of jewellery. I had the idea that it could become an interesting picture if i build a dandelion out of screws. This would turn around the gravity for the parachutes so that they fall down fastly than fly away like in zero gravity.

I modeled this Dandelion in 3DSMAX an Rhino. I used Rhino to model a "free sizable" main screw out of nurbs. In 3DS Max I used an XRef scene structure to be as flexible as possible. (And to be able to use proxys in the viewports,cause the polycount is about 2 million) The most difficult part was the lighting and shading. this was done in 3dsmax, too. This picture rendered about 5 hours on 2 P4's (3Ghz + 1 Ghz) Finally i've added a DOF Filter thats able to create bokeh's to underline the intention of a piece of jewelery. The final resolution is A4 @ 400dpi.

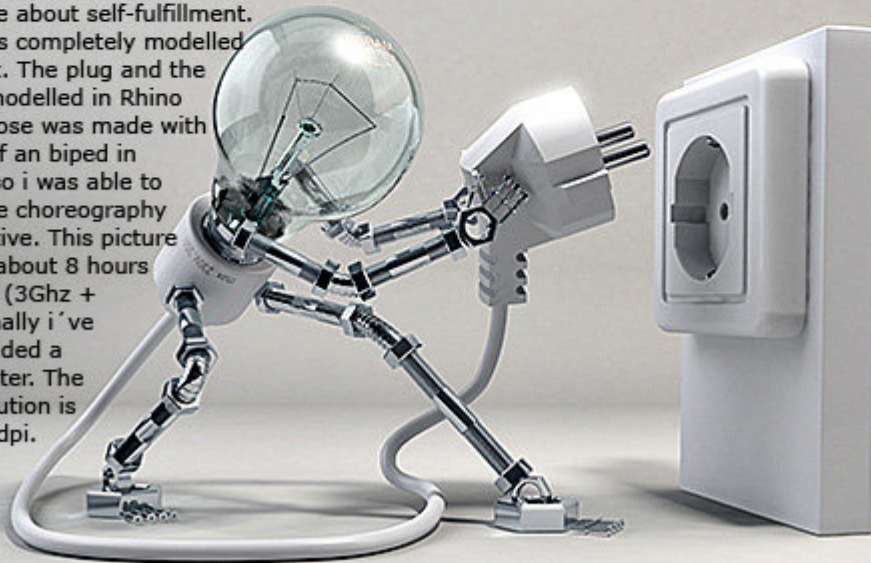


The reaction
...everything counts



Selfillumination 1

...a picture about self-fulfillment. The bulb is completely modelled in 3dsmax. The plug and the jack are modelled in Rhino 3D. The pose was made with the help of a biped in 3dsmax, so i was able to finalize the choreography very intuitive. This picture rendered about 8 hours on 2 P4's (3Ghz + 1 Ghz) Finally i've slightly added a glowing filter. The final resolution is A4 @ 400dpi.



Selfillumination 2

...the dark side of success

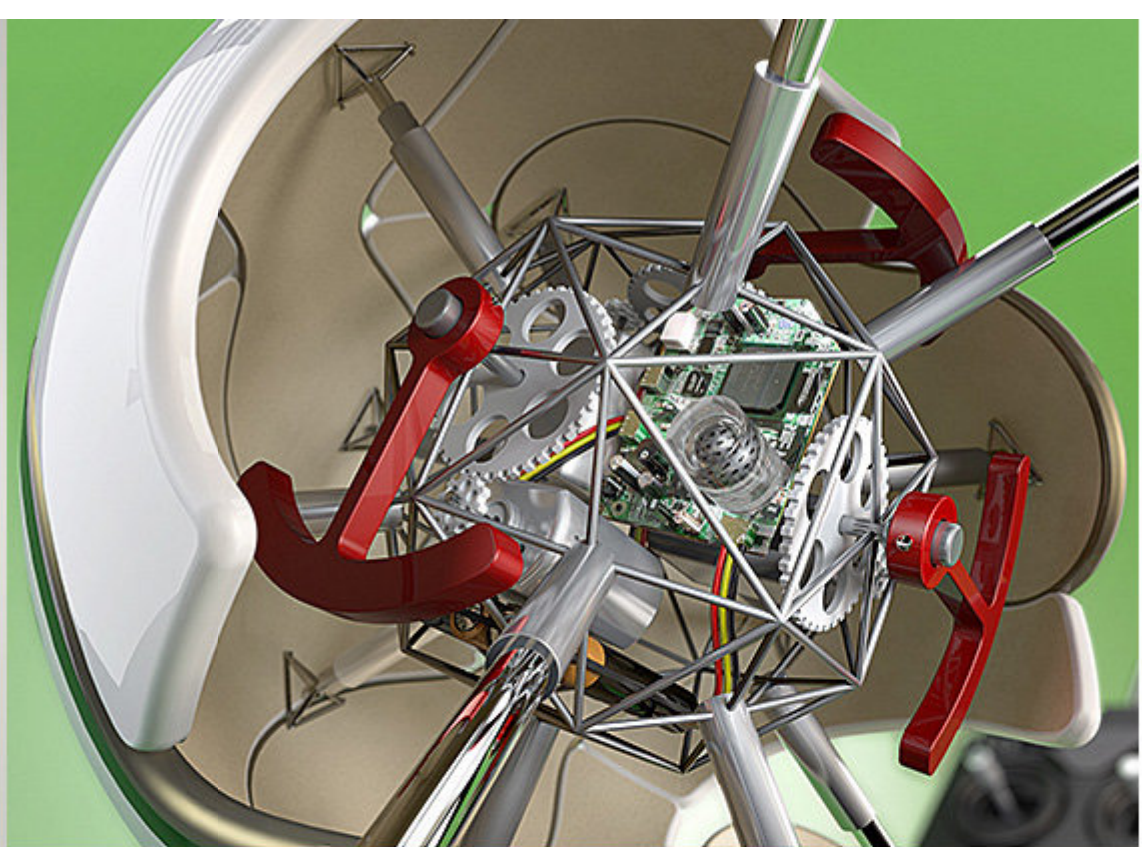
Software used: 3dsmax, rhino, photoshop, wacom tablet

This picture was created for the 3D World Cover issue 79.

Thanks to Jim Thacker, Shaun Weston and Kai Wood for their great support and ideas.

Broken Mind

It seems that the world becomes cleaner and cleaner. (Design Architecture...) Despite that the knowledge explodes. Inside our heads gets the chaos control. Inspired by this facts, i wanted to create a picture that got both aspects in it. (the clean surrounding and the "exploding" knowledge inside the heads) I modeled this Head in ZBrush with a wacom tablett. Then i modeled the tripod in 3dsmax. The most difficult part was the lighting and shading. this was done in 3dsmax, too. this picture rendered about 7 hours on 2 P4's (3Ghz + 1 Ghz) The final resolution is A4 @ 300dpi.



a new football playing technique :-)

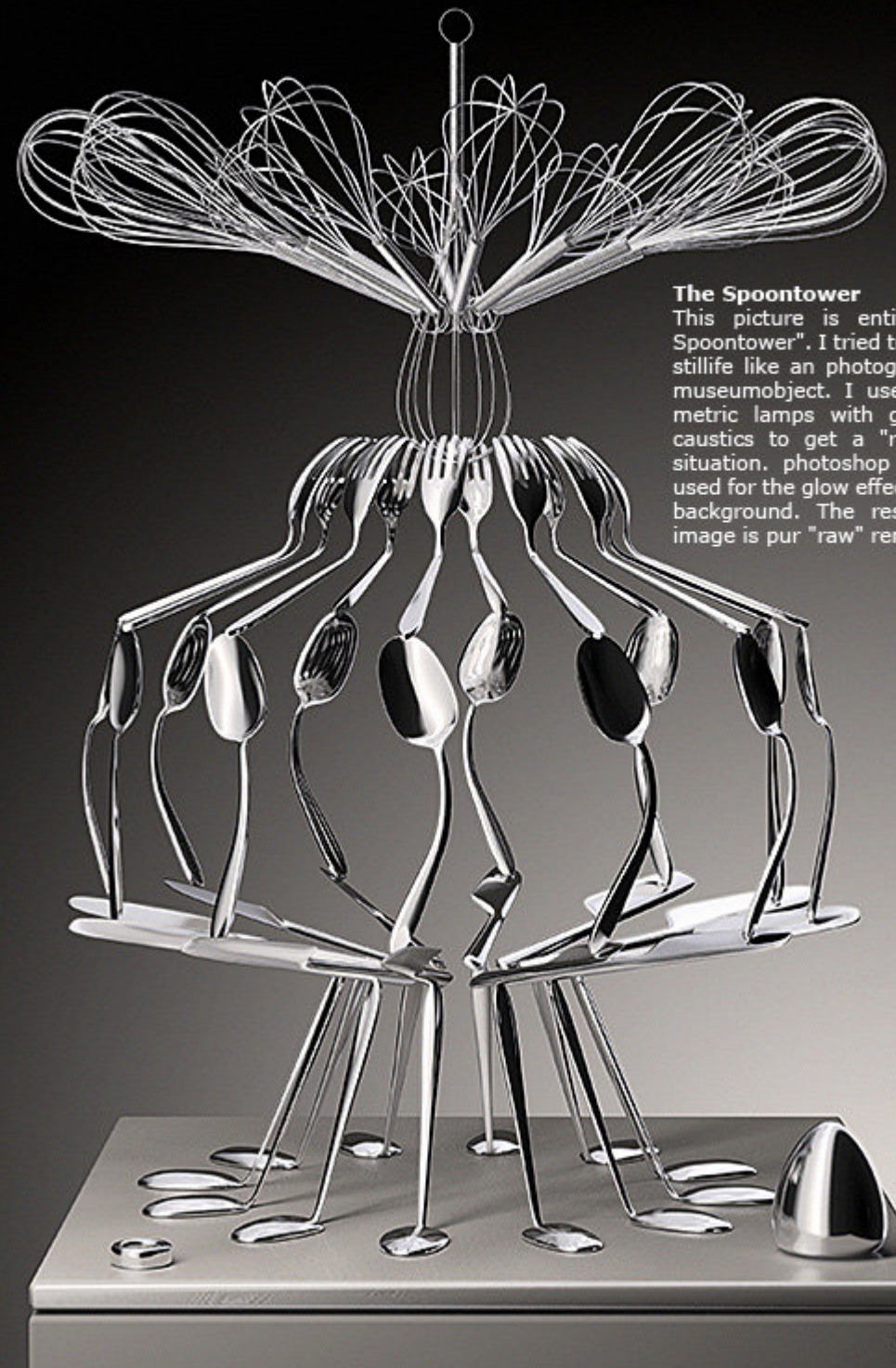
Here In germany (especially here in munich) the football delirium overlabs at the moment because of the WM 2006. Unfortunately I could´nt resist to think about this theme and so this picture happen. Here is the idea:It´s a concept for a Remote Controlable Ball. It works with 3 "dynamic unbalance" modules (red). Every single module is driven by a single electro engine. These are speed controlable. (yellow cable) The core of this hole system is the "gyro stabilizer" sensor. (the translucent cylinder in the middle) With the help of a metal sphere in the middle of this element and a lot of sensors on the outside (the black dots) this module can realize within split seconds how the ball is positioned at the moment. With this information, the electronic is able to control the influence of every single unbalance unit of the ball, so that it can be controlled by the remote control. This could be really really interesting games I think... ;-)

Tools used: 3D Studio Max; Rhino; Mental Ray; Photoshop



The Ball of cups

The Spoonflower another picture of my 3d series of spoons like often the lightning was one of the difficult parts. modelling was done in 1 day software used: 3dsmax 7 + mental ray the full resolution of this image was A4 @ 300dpi



The Spooontower

This picture is entitled "the Spooontower". I tried to create a stillife like an photograph of a museumobject. I used photometric lamps with gi fg and caustics to get a "real light" situation. photoshop was just used for the glow effect and the background. The rest of the image is pur "raw" rendering.

surpy **Graig James McLeish**

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Satisfaction

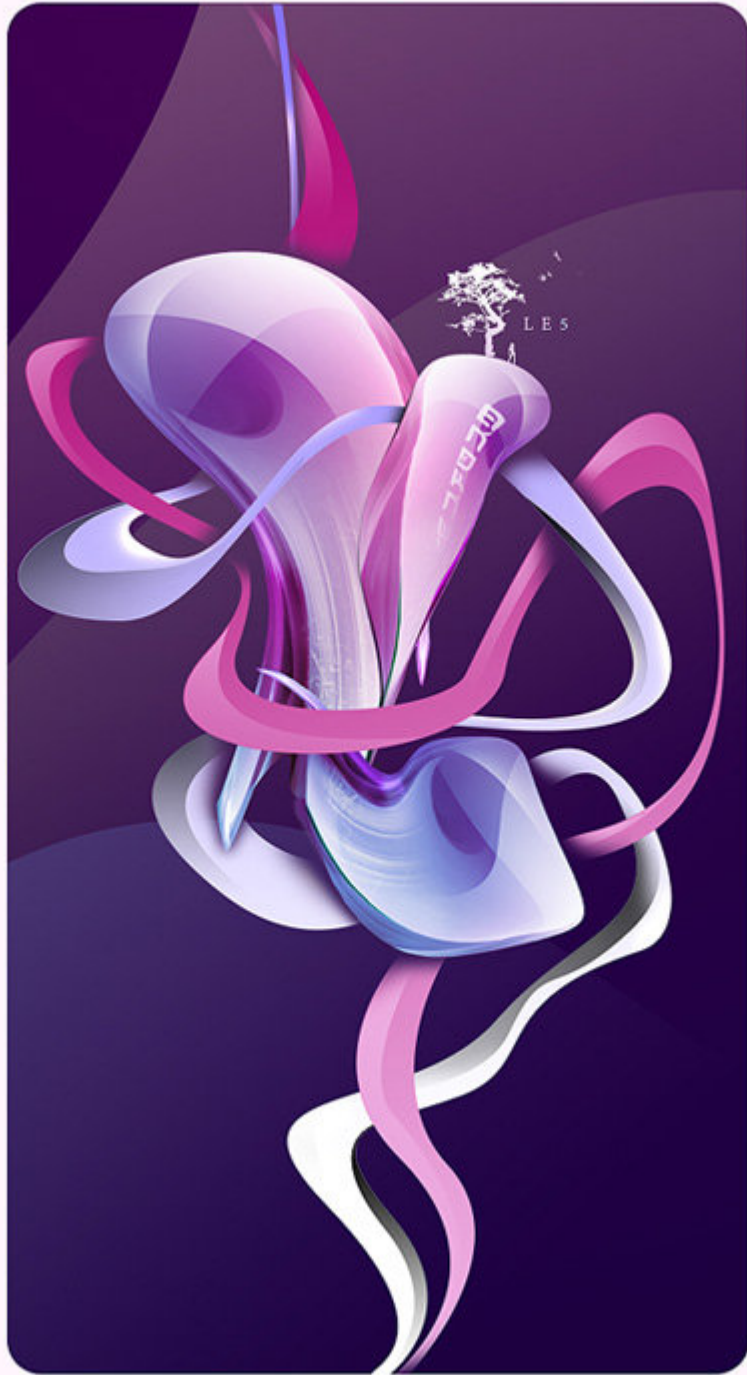


Showcase | Craig James McLeish



www.surpy.co.uk









Alfio Buscaglia

I was born in 1969 and I've been living and working in Milan since 1999.

My working experiences range from teaching to advertising and from computer graphics to illustration. I alternate such jobs with comics, which I've always been keen on. That's the reason why I've been involved in comics since 1990.

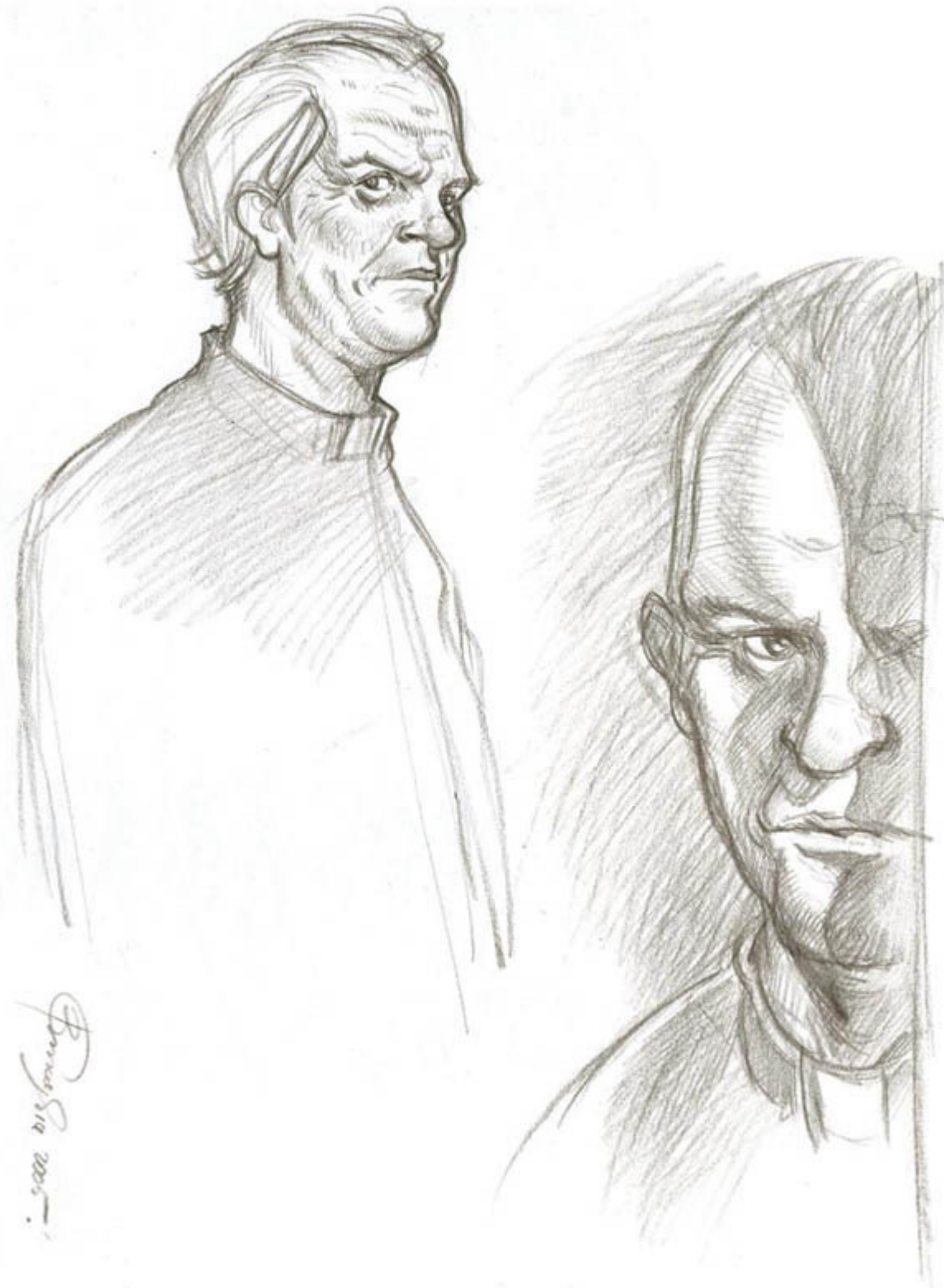
I can change my style according to work's needs. Actually, I appreciate any artistic discipline, both digital and academic and I aim to learn and experiment whenever I can. I am versatile by nature, but I also improved this quality thanks to my job.

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Publishing:

- Le Missionnaire (Bamboo Editions)
 - 100Âmes #1#2#3 (Editions Delcourt / BD Edizioni)
 - Tribute to Greenpeace (Glenàt)
 - Tribute to Skydoll (Soleil/Pavesio Edizioni)
 - Wondercity: I Talenti (Freebooks)
 - Il piccolo satellite (ClueB)
 - Goccianera (Star Comics)
 - 24 Hours Italy Comics
 - Randall McFly (EsseffEdizioni)
 - I Capolavori dell'Avventura
 - Demon Hunter (Xenia Edizioni).
- Collaborations with: National Geographic
- Mondatori (Focus)
 - RCS Periodici (Max).

Web:

Armadel (DataComics /
Clarence / Corriere della Sera
online) - Magic-Kinder.com
(InferentiaDNM)

**Advertising agencies and
animation studios:**

InferentiaDnm - BANDK
Bianchi & Kerrigan - Moreligh -
News - Agenzia del Corso -
Crackartoons Studio.

Schools:

Comics School of Milan

Other collaborations:

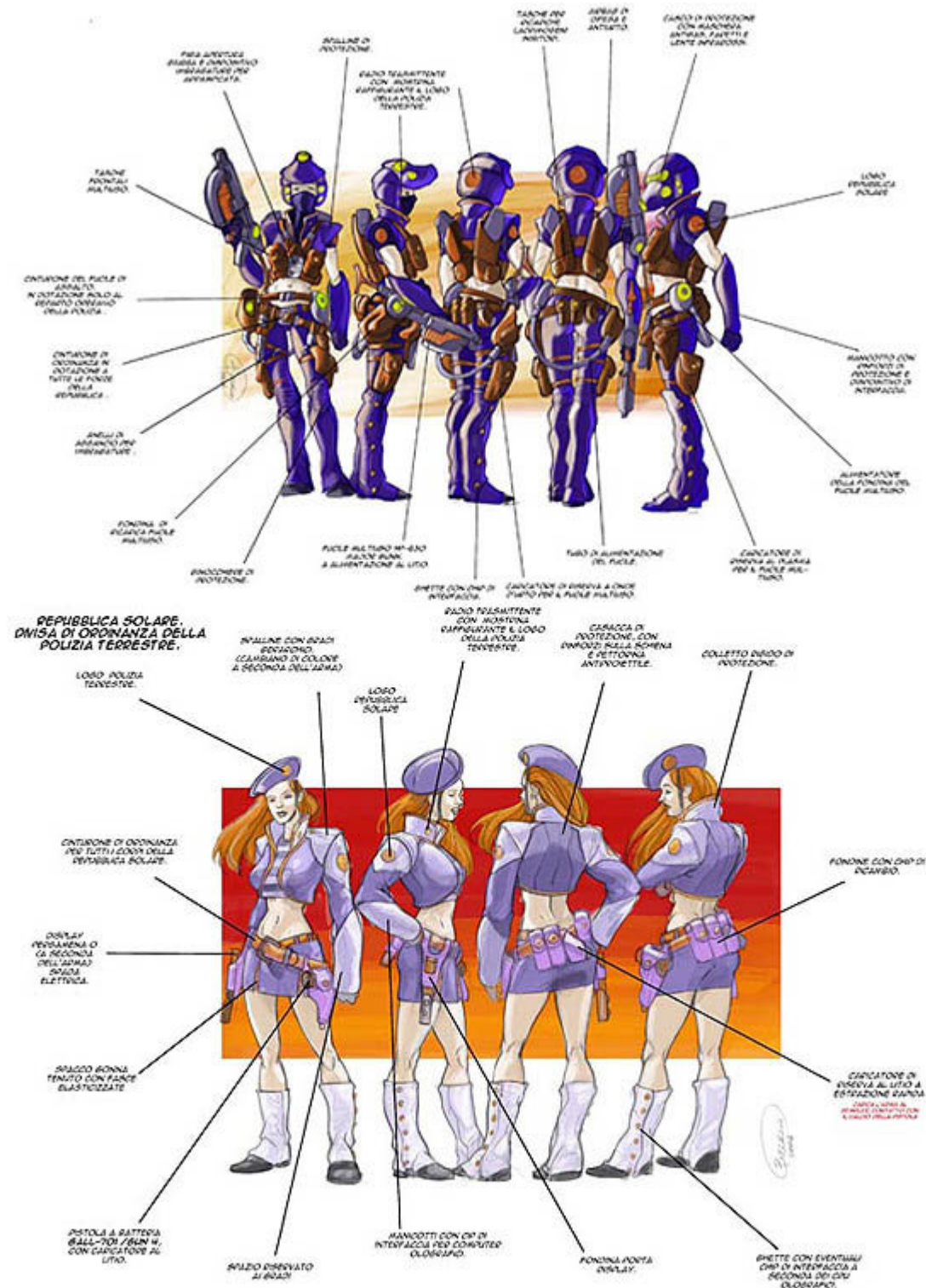
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one Luigi Clerici - Coopcoop-
erative - 16/9-Sony Music -
A.S.M. Pavia - Twenty First
Century Games.



Alfio Buscaglia
www.alfiobuscaglia.com



A stylized illustration of a woman with long, dark blue hair, wearing a vibrant red dress. She is posed in a dramatic, seated or kneeling position, looking back over her shoulder towards the viewer. Her hair is adorned with a small blue flower accessory. The background is plain white, and the entire image is framed by a thin red border.



Alfio Buscaglia
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◀ ✕ R ◊ 9 T ▶





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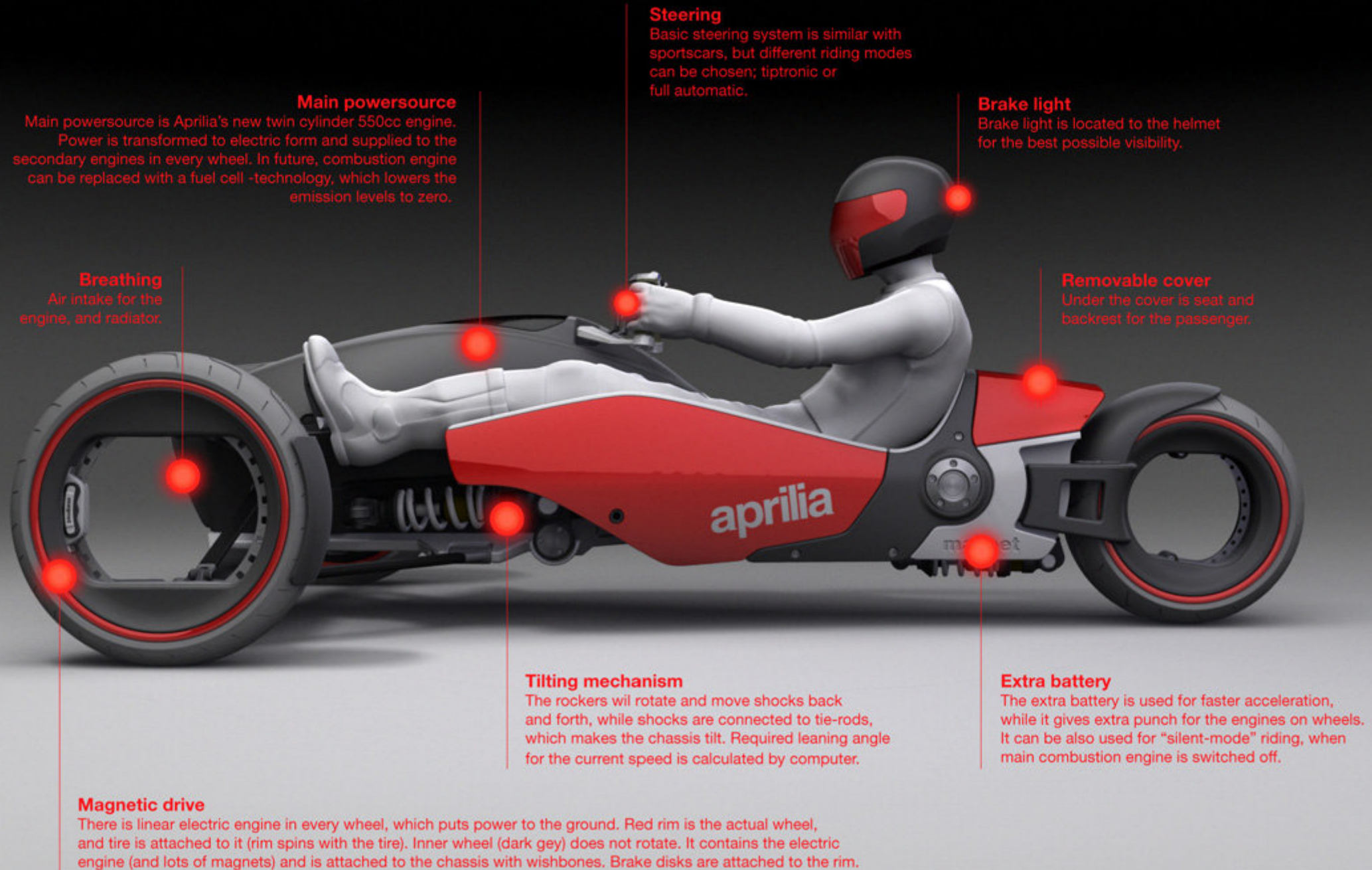
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ANGELIKA BUETTNER

MASSIV
39

Design | Kunst | Gesellschaft | Mode | Schönheit | Architektur ..

Die Mutter



Si Scott * Design



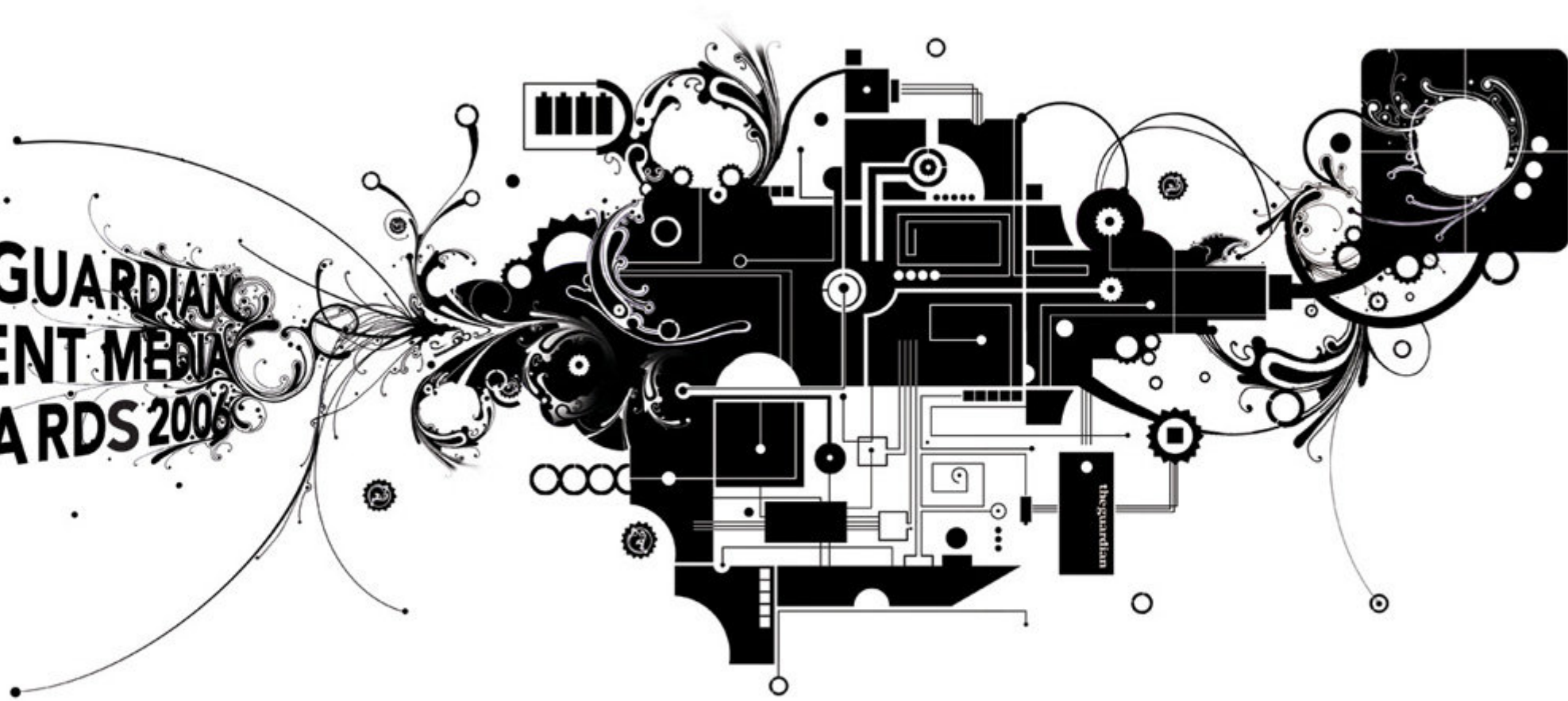
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**THE GUARDIAN
STUDENT MEDIA
AWARDS 2006**







if you love something set it free

Orange Broadband. **open**

the future's bright







Linda Tso



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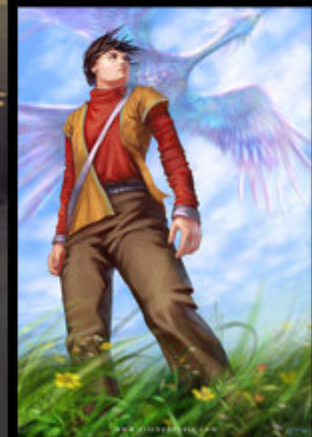
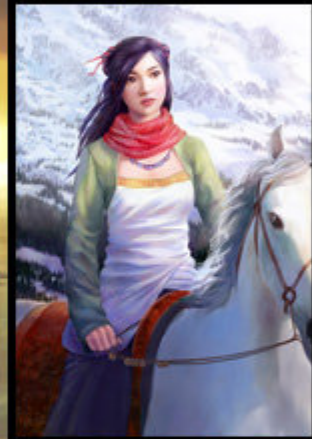
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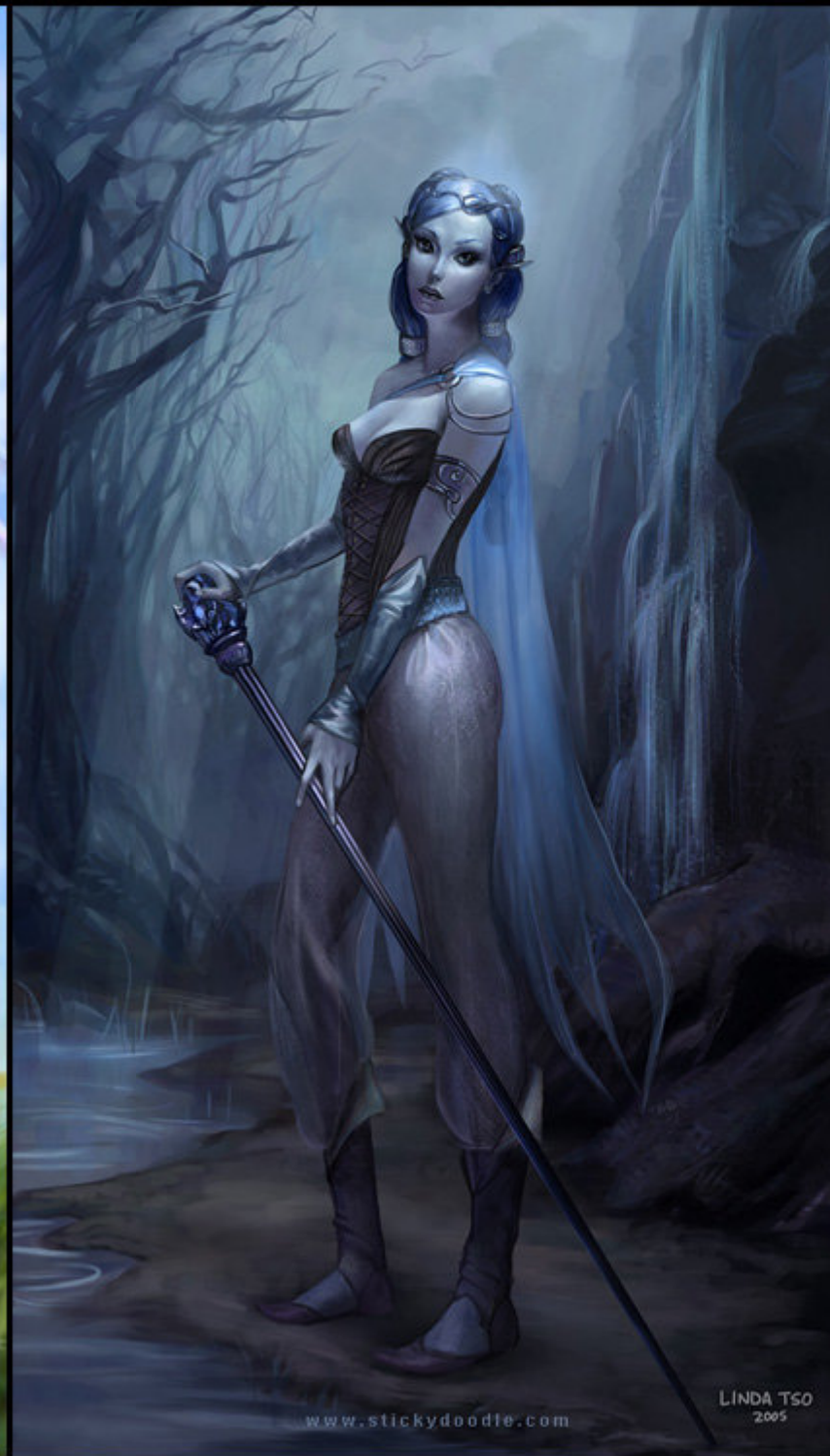


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Showcase | Linda Tso



Linda Tso



andjrits

laughing is
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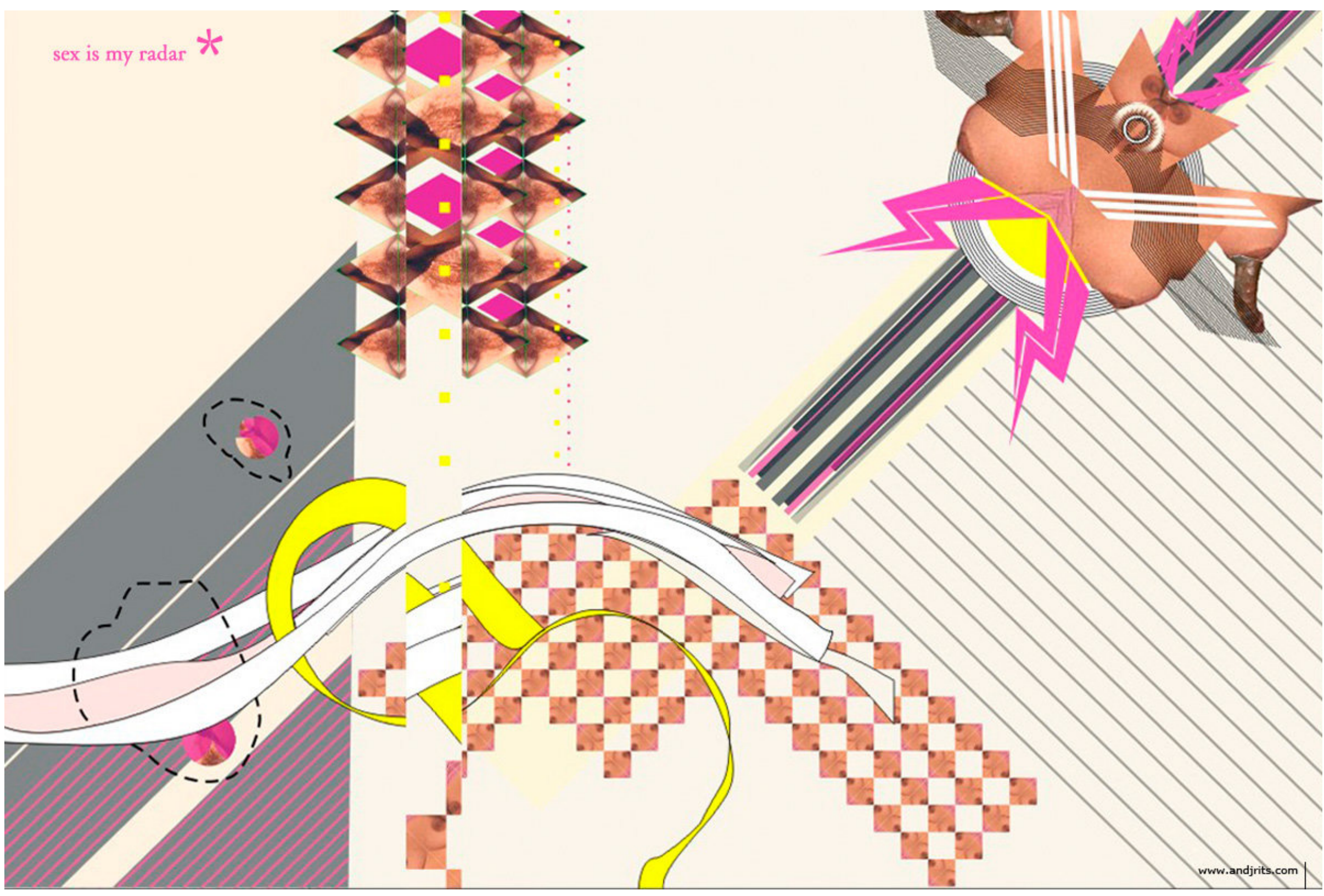
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hello optimistic ! *



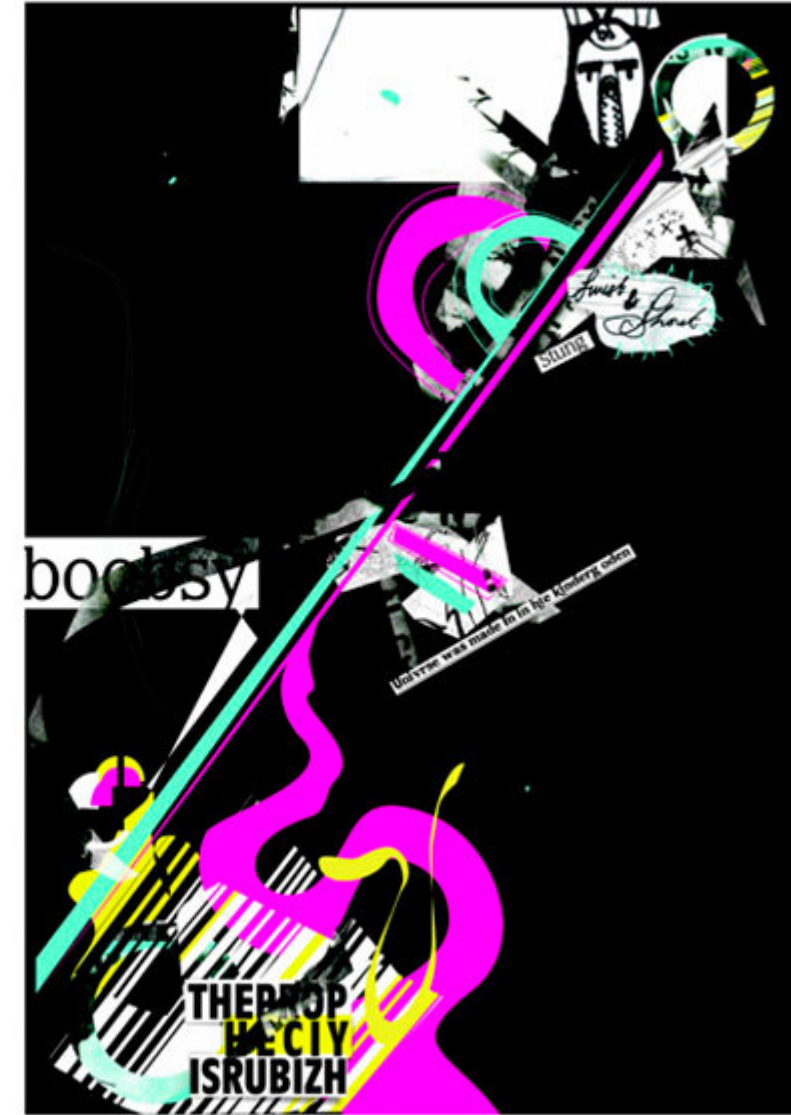
sex is my radar *



collaboration with evildo *



the experimental lordbrow *



Lukasz Szeflinski

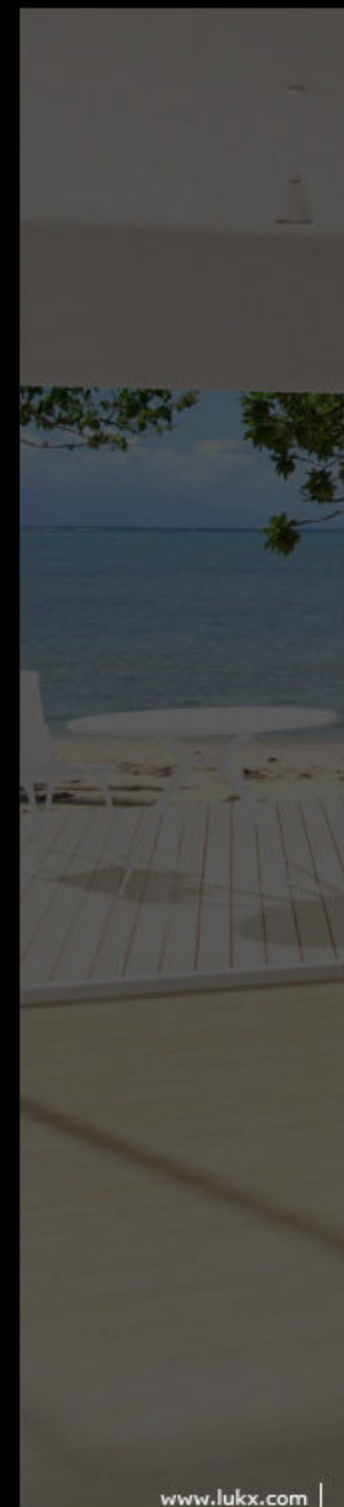
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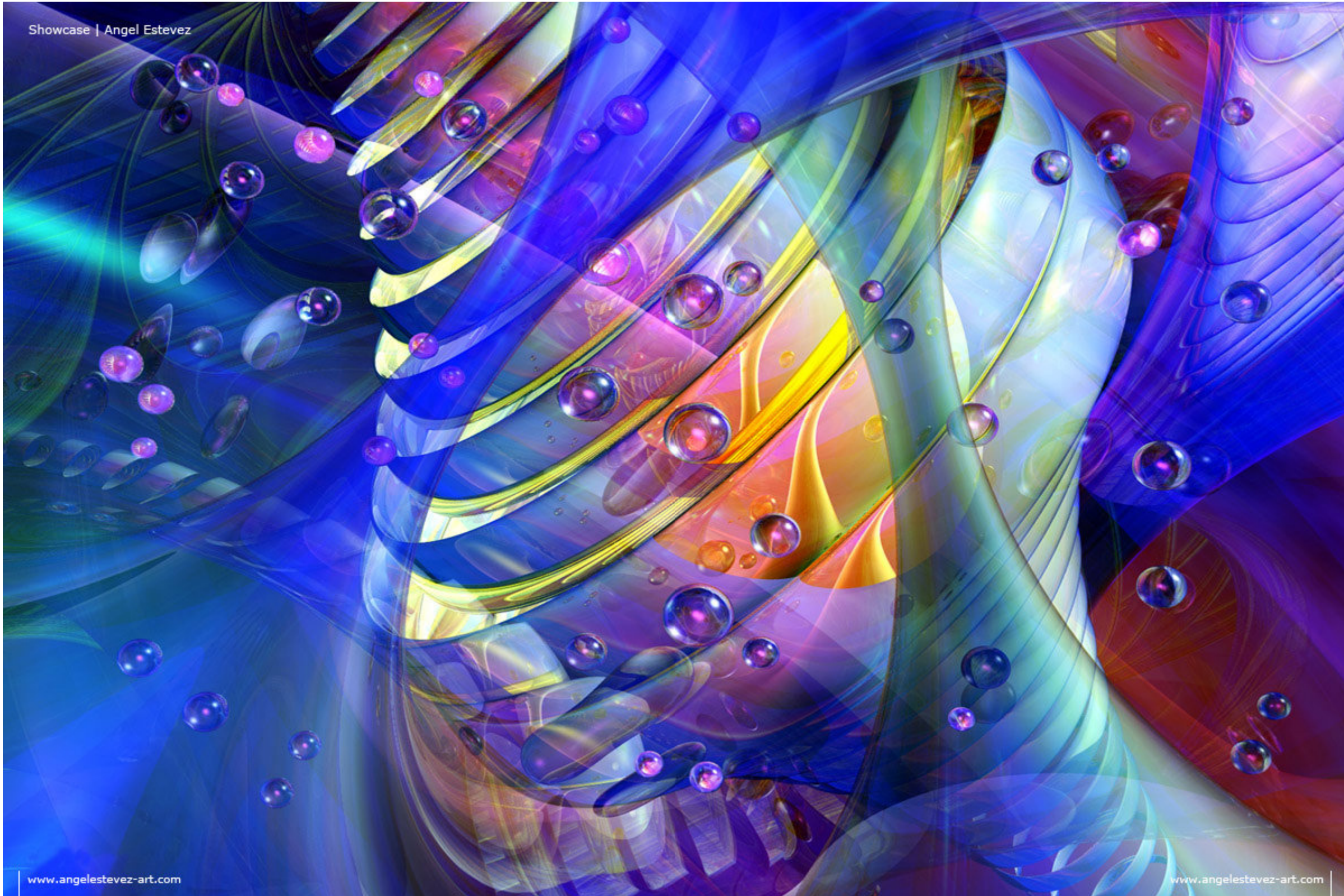
Angel Estevez

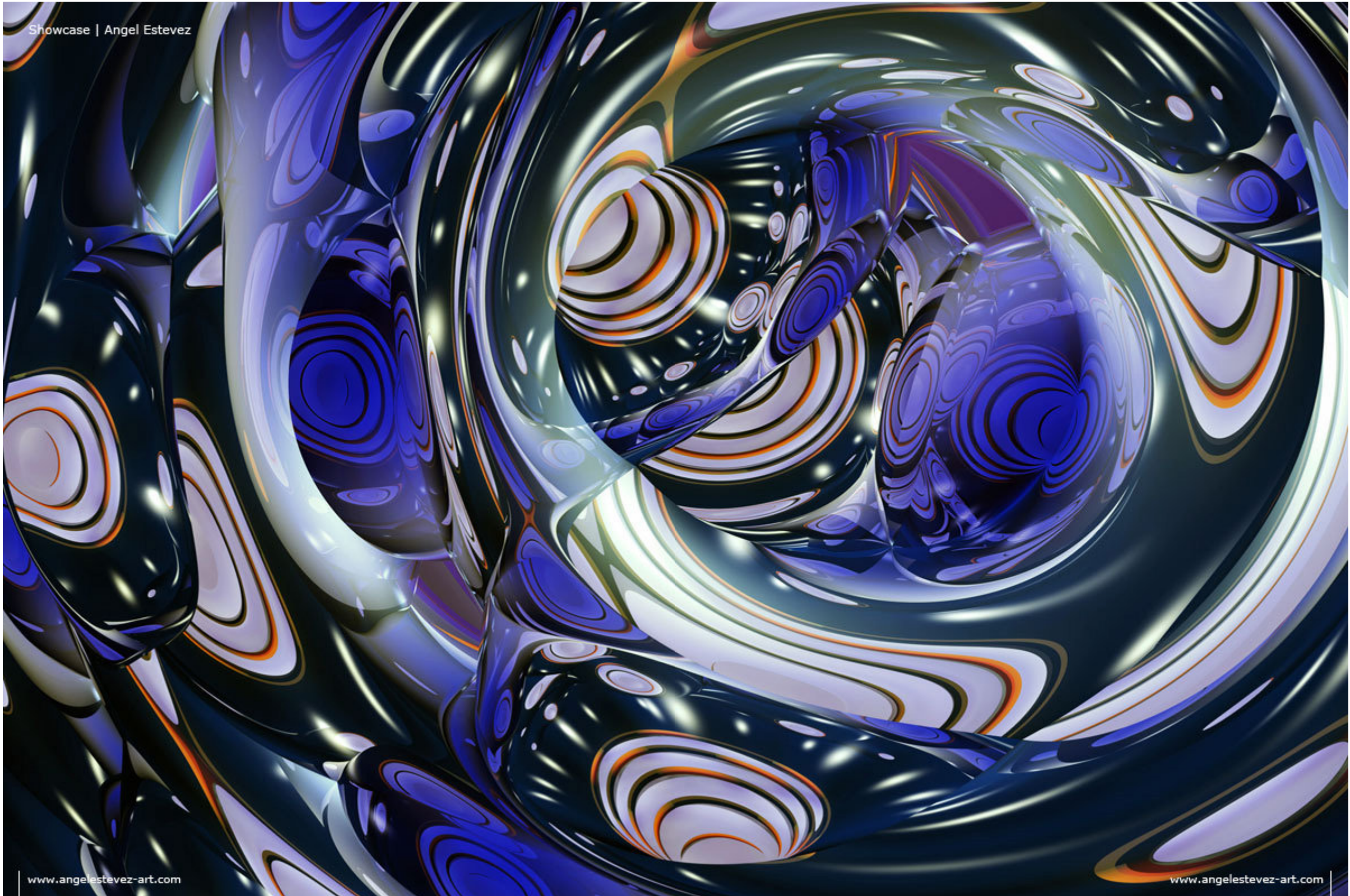
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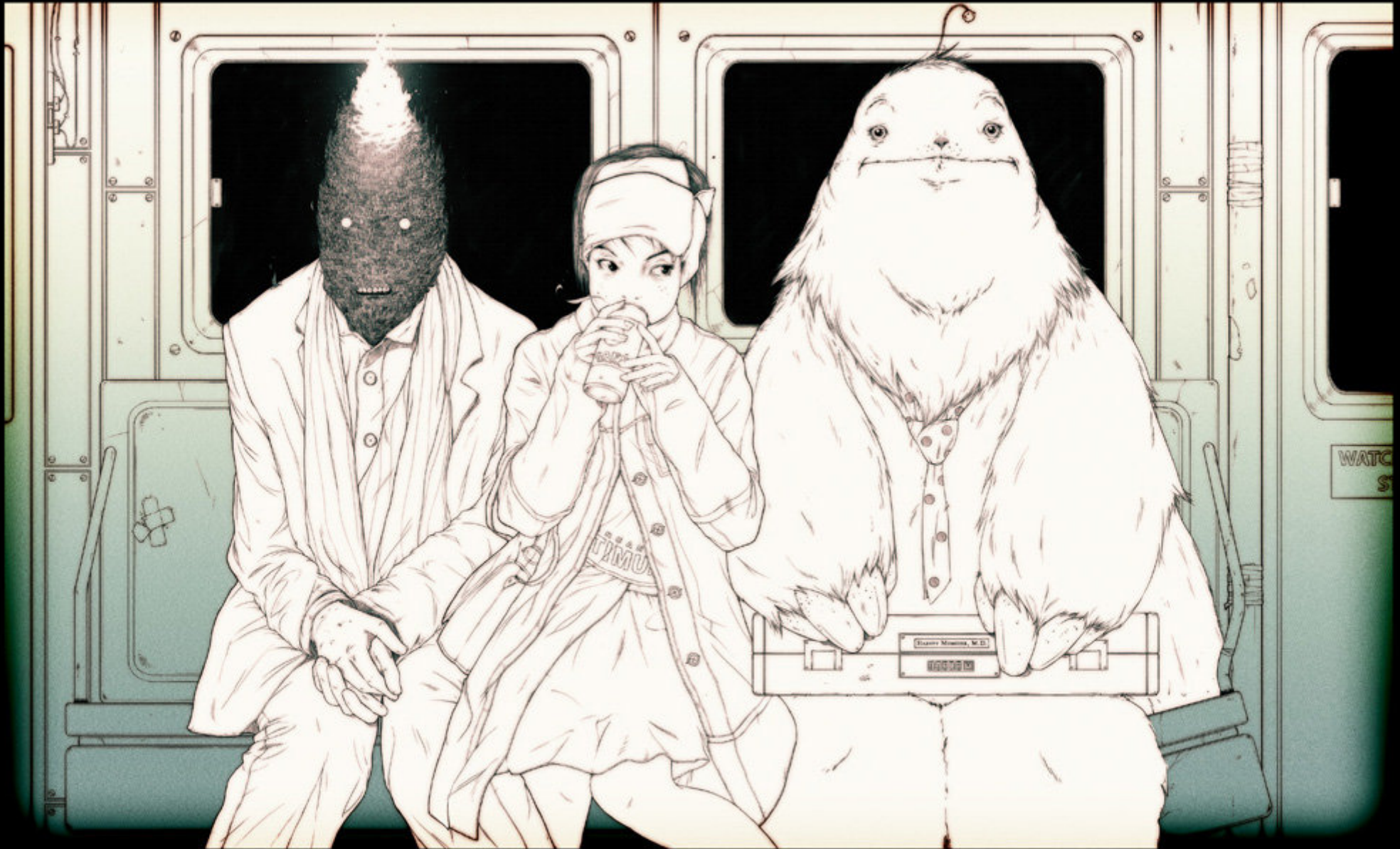












"THE NIGHT TRAIN"

Ryan Mauskopf

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email : MouseKopf@gmail.com



"SPLIT PERSONALITIES"



"A WALK IN THE PARK"
RYE-BREAD



"SUBMISSION"



"HANTOU NO HIGASHI"
EAST OF THE PENINSULA





visual architecture :: web design :: graphic design :: game development

Company name : cat-a-pult studio of Odessa

Website: www.cat-a-pult.com

Location: Odessa, Ukraine

email: office@cat-a-pult.com, caesar@cat-a-pult.com

Small firm in Odessa, doing architectonic and industrial visualizations all over the globe.







visual architecture :: web design :: graphic design :: game development

Showcase | CATAPULT



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Noah







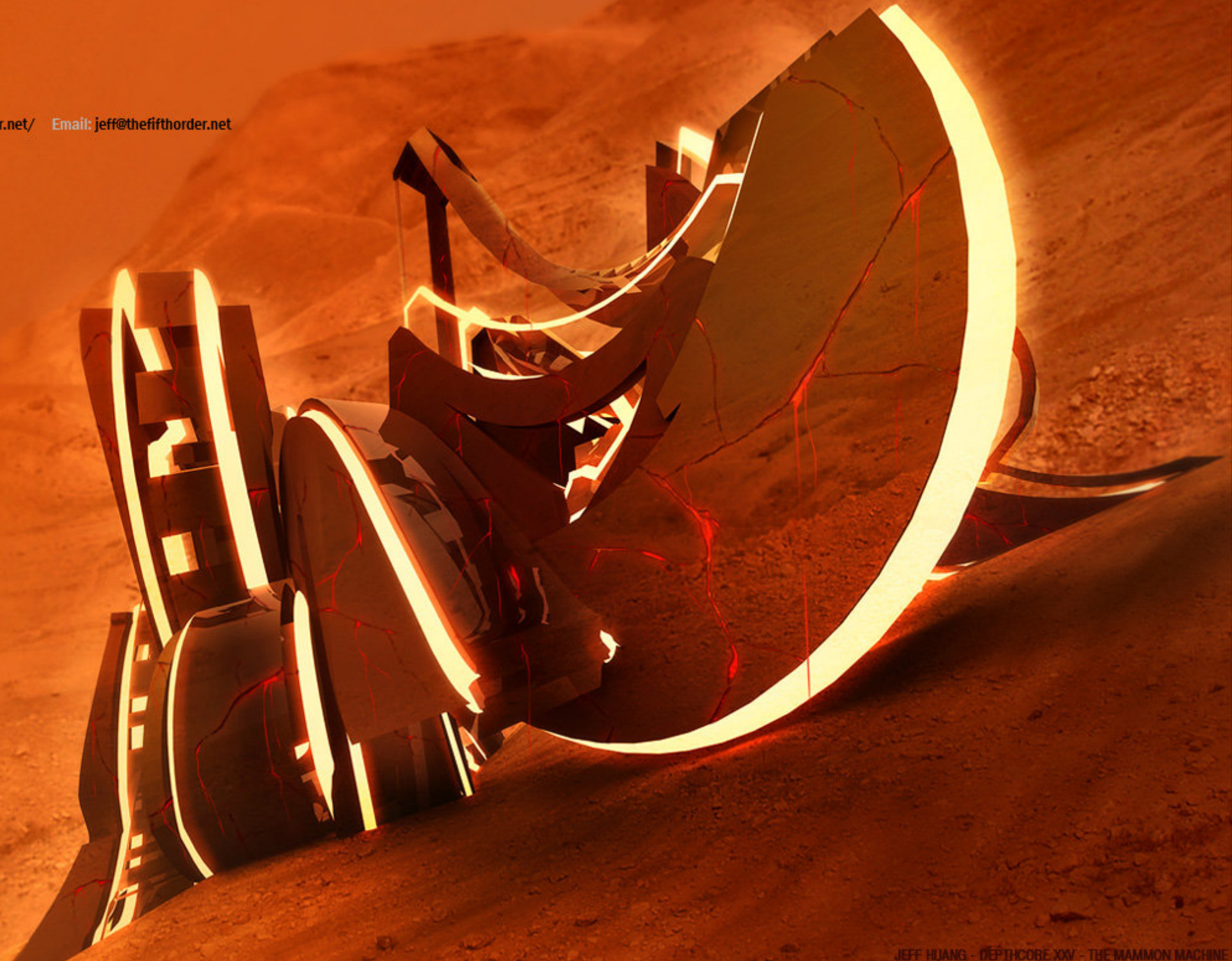


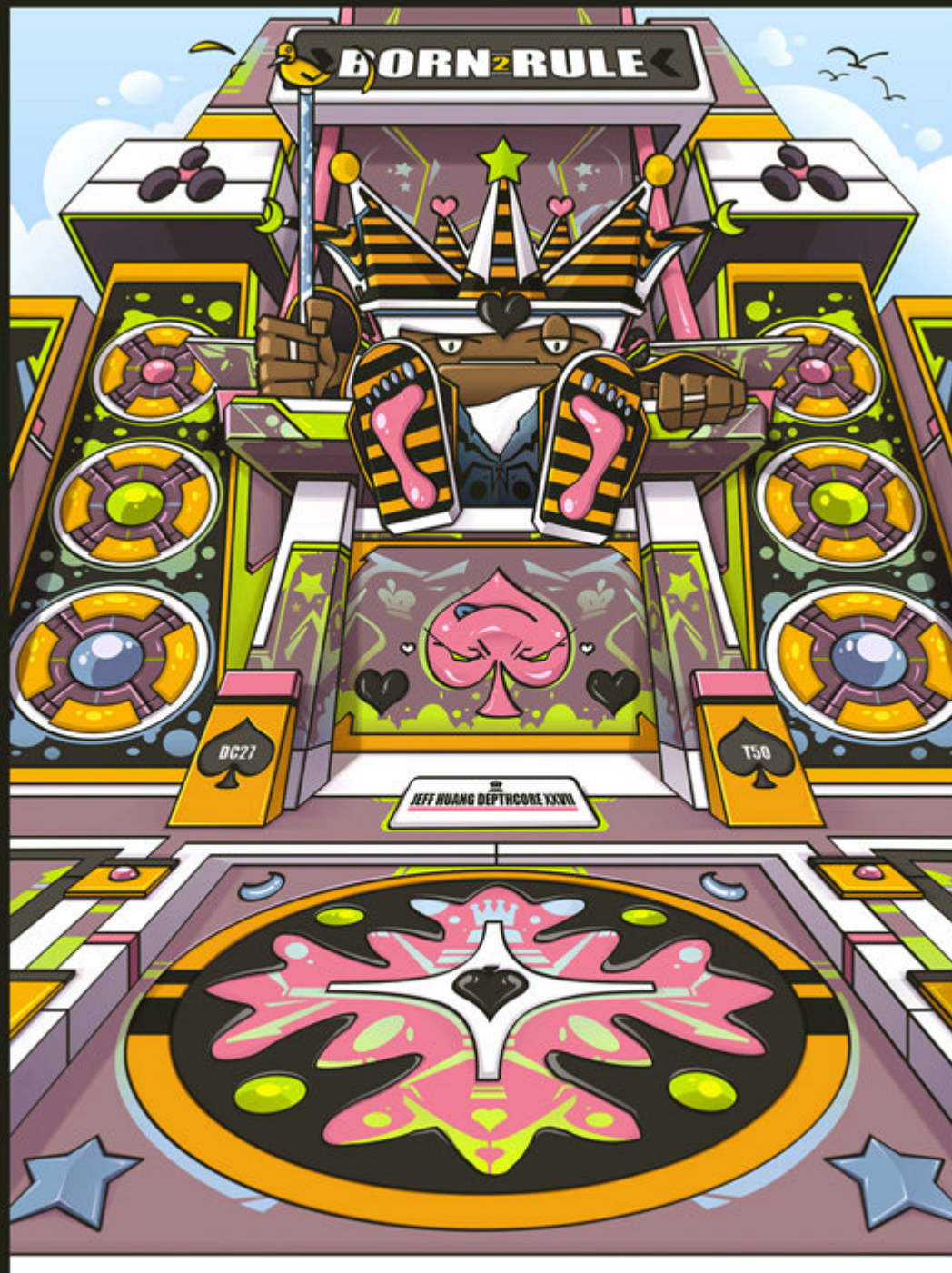
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BORN2RULE
JEFF HUANG - DEPTHCORE XXVII - VIVID

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Diary

Jeff Huang Ft. Christian Jehle - Depthcore XXVI



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Just Another Ordinary Day

Jeff Huang - Depthcore XXVII - Vivid
www.thefifthorder.net | www.depthcore.com



Tony Ariawan

aka area105

country : Indonesia
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AREA 105
STOP HAUNT ME EVERY DAY
02

Tony Ariawan
aka area105

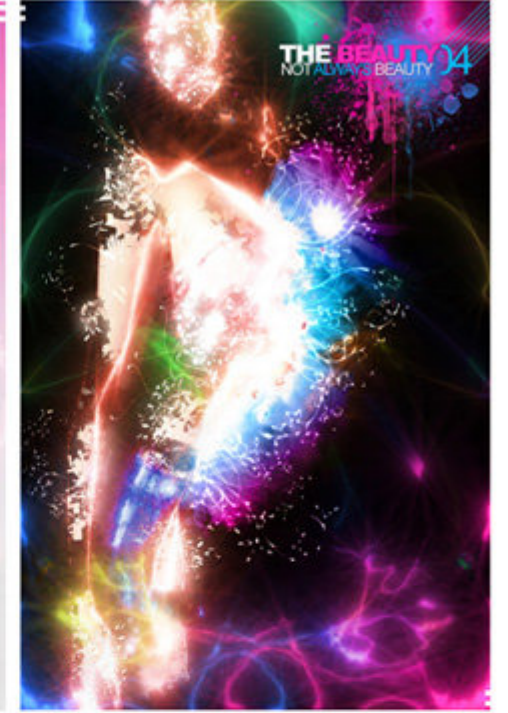
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DEVIUSDESIGN.COM

DeviuDesign is the online portfolio from Edgar Afonso, communication designer based in Portugal... Graduated at ESAD, Escola Superior de Artes e Design in Oporto, he is currently working as a freelancer in Graphic+Web Design and Illustration while teaching Visual Arts...

EDGAR AFONSO
PORTUGAL
edgar@deviusdesign.com
www.deviusdesign.com

raiz da terra
propagação de plantas

aníbal cruz
decoração

SRL flores

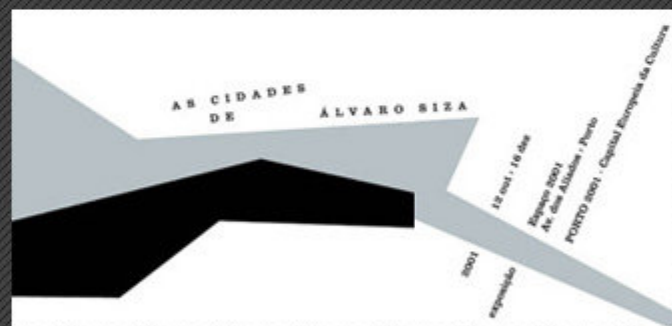
01 brand identity . various clients



04 poster . catholic institute



06 poster . portuguese surfing federation



02 typographic flyer . personal



03 typographic flyer . personal



05 poster . catholic institute



07 poster . portuguese surfing federation



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PORTUGAL
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08 poster . dar-que-falar



10 brochure and map . lagoas de bertiandos e s. pedro d'arcos



09 poster . cinanima . dar-que-falar



11 brochure and map . lagoas de bertiandos e s. pedro d'arcos



12 t-shirt illustration . omniwear



13 t-shirt illustration . omniwear



14 brand identity . reviewyourskin.com

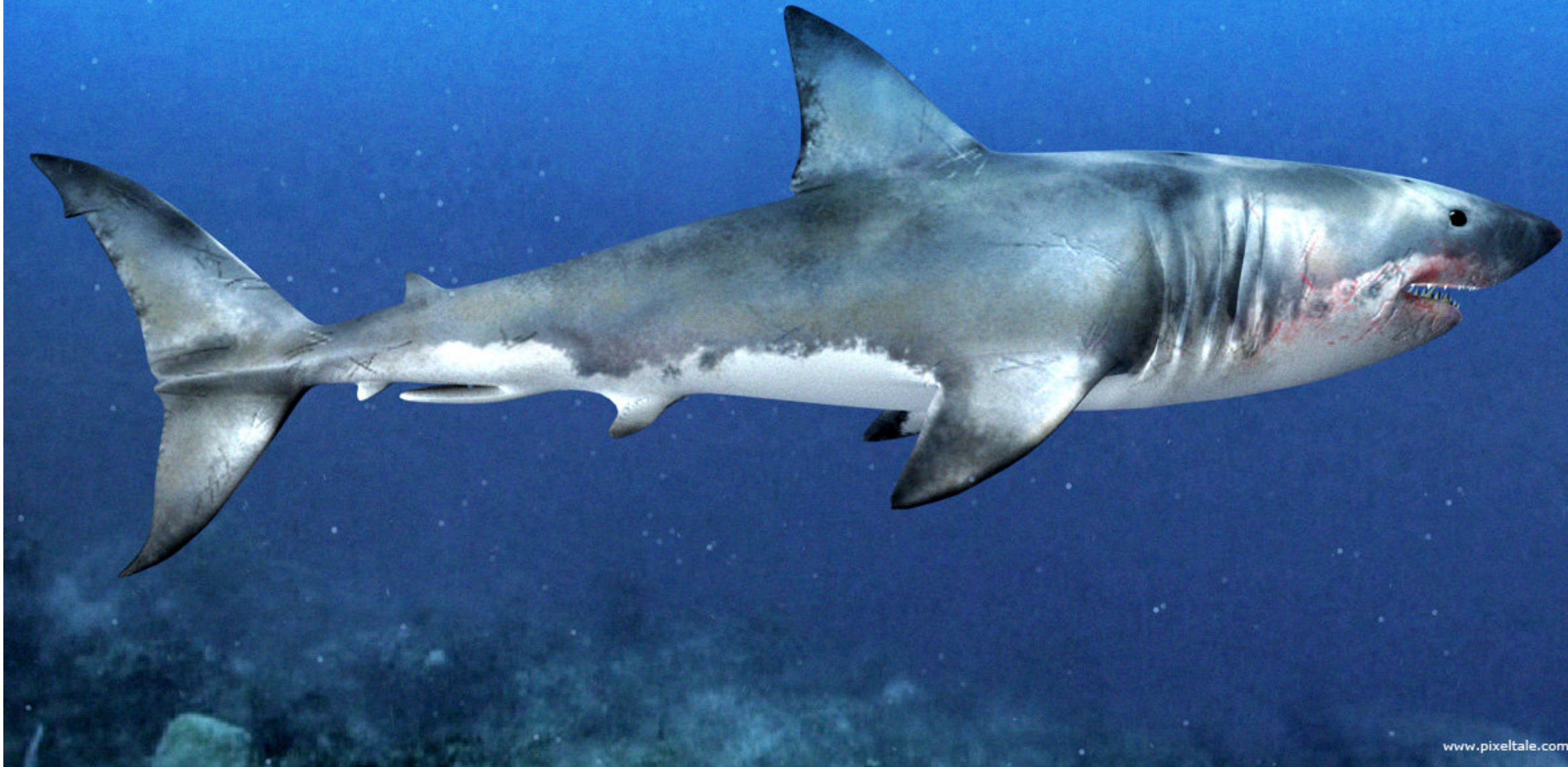
Marco Antonio Delgado

Country : Spain

Website : www.pixeltale.com

Email : webmaster@pixeltale.com









Ramy Wafaa Wadieh

Country : Alexandria Egypt

Website : ramywafaa.deviantart.com/gallery

email : ramywafaa@hotmail.com



P R I N T B Y R A M Y W A F A A

PROGRAMMA CELI

Conoscenza e conversazione d'Italiano

Egyptian American Center in collaborazione con l'Università per Stranieri di Perugia

Presenta

Il programma di conversazione di italiano con l'esame finale CELI (Certificato di conoscenza della lingua italiana)

CELI è l'esame che certifica le parole in uso di ogni giorno, espressioni emotive di dire, perfetto per chi vuole lavorare in Italia o con gli italiani, a contatto diretto con loro.

Esso valuta le 4 abilità linguistiche in rapporto con CEF (Common European Framework) e ALTE (Association Language Tester Europe)

HOW IT WORKS?

| PROGRAMMA DI CONVERSAZIONE | LIVELLO | ESAME CELI | PREZZO CELI | ORE LIVELLO | PREZZO LIVELLO |
|----------------------------|------------|------------|-------------|-------------|----------------|
| CELI | Livello 1 | CELI 1 | 40 € | 25 | 225 L.E. |
| | Livello 2 | CELI 2 | | | |
| | Livello 3 | CELI 3 | | | |
| | Livello 4 | CELI 4 | | | |
| | Livello 5 | CELI 5 | | | |
| | Livello 6 | CELI 6 | DOC | | |
| | Livello 7 | CELI 7 | | | |
| | Livello 8 | CELI 8 | | | |
| | Livello 9 | CELI 9 | | | |
| | Livello 10 | CELI 10 | | | |

www.eac-perugia.com



EGYPTIAN AMERICAN CENTER

The latest Educational Approach



Scuola Italiana

In collaborazione Con Le Università per Stranieri di Siena e Perugia

PRESENTA... Programma

CILS (Siena)

Certificato di Italiano come Lingua Straniera

CELI (Perugia)

Certificato di Conoscenza della Lingua Italiana

WHAT ARE THE DIFFERENCES?

SALAD

| | | |
|--------------|-----|---------------|
| COLE SLOW | 5.1 | كول سلو |
| GREEN SALAD | 4.9 | سلطة خضراء |
| CAESAR SALAD | 4.9 | سلطة كايزار |
| GREEK SALAD | 4.9 | سلطة يونانية |
| WHITE BEANS | 4.9 | فاصوليا بيضاء |

DRINKS

| | | |
|---------------|------|-------------|
| CANS | 2.50 | كانز |
| LARGE COLA | 3.00 | كولا كبير |
| MEDIUM COLA | 4.00 | كولا متوسط |
| MINERAL WATER | 2.75 | مياه معدنية |



ITALY BROUGHT TO YOU



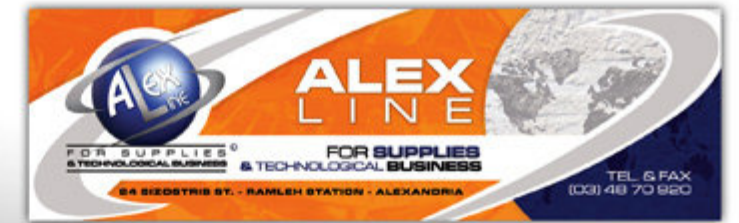
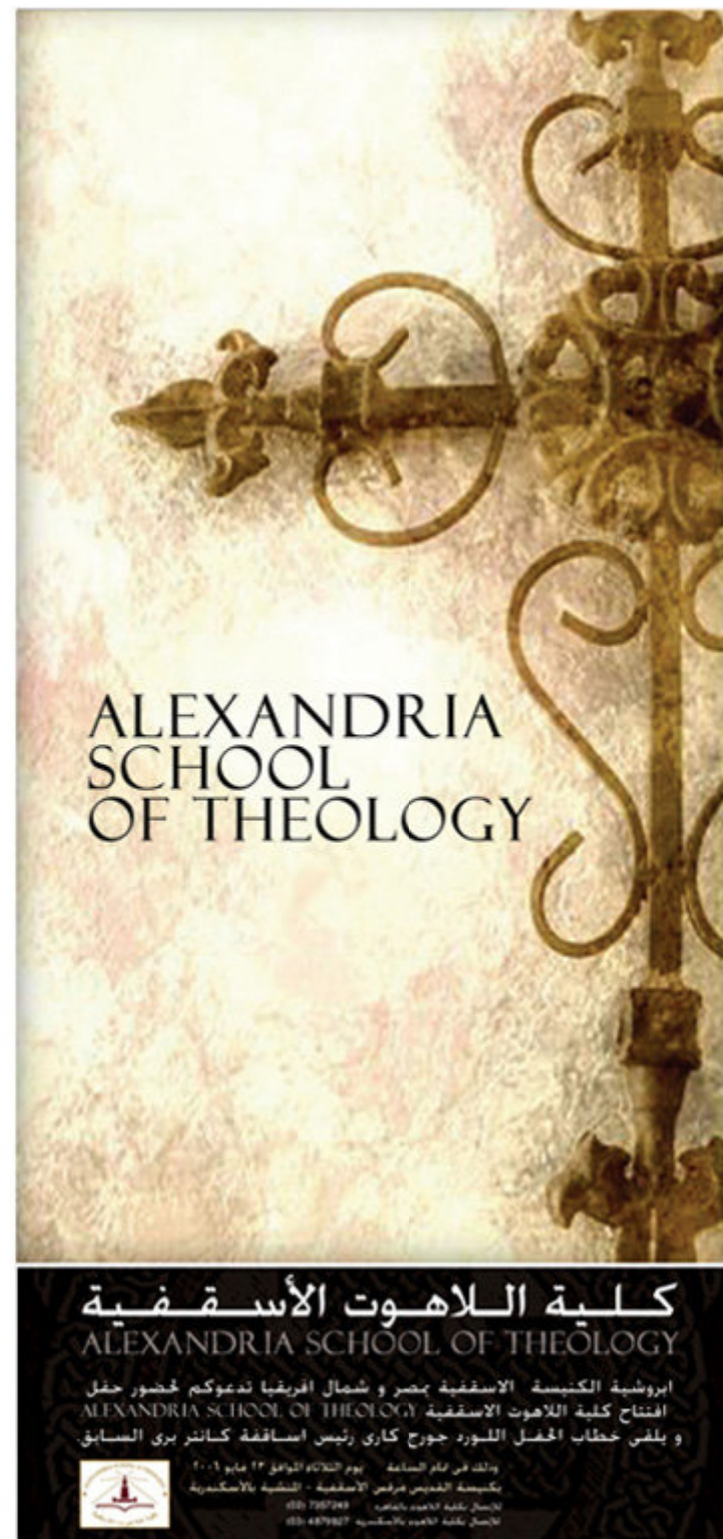
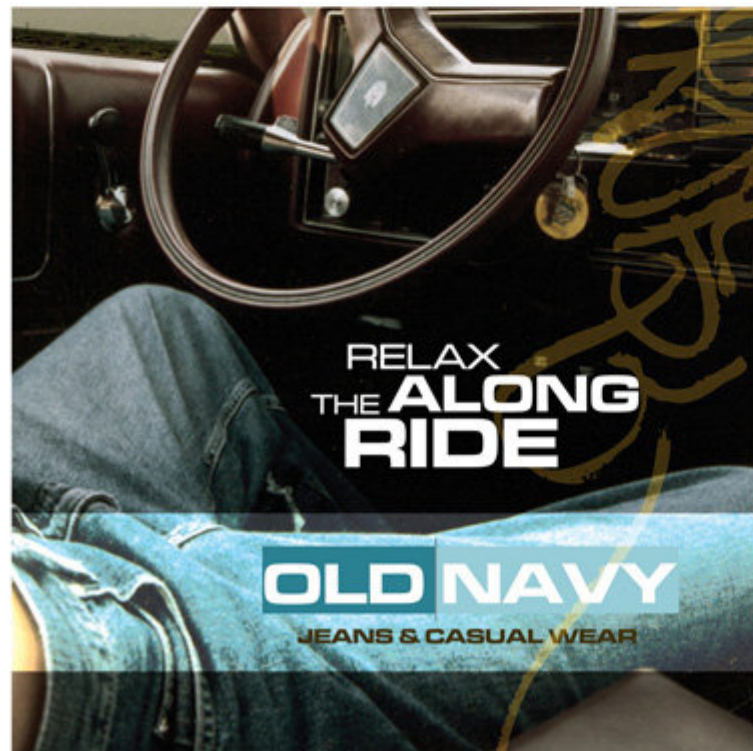
HOSTERIA ROMA

HOME DELIVERY SERVICE

03 / 4690115







The Arabian Company For Development And Project Management



.supernova

jaylim
www.jaylimdesign.com

patrick norguet
www.patricknorguet.com

JAYLIMTM DESIGN

Your Mind Is Your First Enemy

Name: JayLim

Race: Chinese

Country: Malaysia

Website: www.jaylimdesign.com

Email: animator_alive7@hotmail.com / idnjay7@yahoo.com

Freelance services provided:

Services include design, copywriting and production on a freelance basis. For more information, please log on www.jaylimdesign.com



Please introduce yourself and your studio?

Hi, I'm JayLim. I come from Kuala Lumpur, Malaysia. I'm 23 this year. I'm an illustrator, graphic designer and also a T-shirt printer. Currently I'm working in one of Singapore's 4A Advertising agencies which is located in Malaysia. So far I don't have any studio yet, but I'm working on it and it will be called "Jaylimdesign Studio".

What are the most common problems involved during design and illustration process? How did you Solve these problems?

To me, the problem usually occurs while generating ideas and creating graphic elements. Sometimes, I can't find a great photo or element to compliment my design, and the whole layout just fall out of place. The worse thing that can ever happen to a designer is the lack of ideas. Without it, precious time is wasted on an incomplete design.

Fortunately, I have found ways to solve these problems:

1. Try to read more magazines and books.
2. Try not to stay the same. Go out, freshen up, and try to look around for something new and inspiring.
3. Search for more designer websites.
4. Ask people who are not designers (they can give you some good advice, opinion or comments)

Before you started as a digital artist, did you learn traditional arts? How important are sketches, drawings to your artworks?

Yup, I'd learned Chinese ink painting, canvas painting, and ceramics. For me, sketches are very important for every designer and artist, because it can train them to draw freely and express their own style. Not only that, sometime you will get to discover unexplored style or technique in your drawing.

How to be a good designer? Tell us some suggestions?

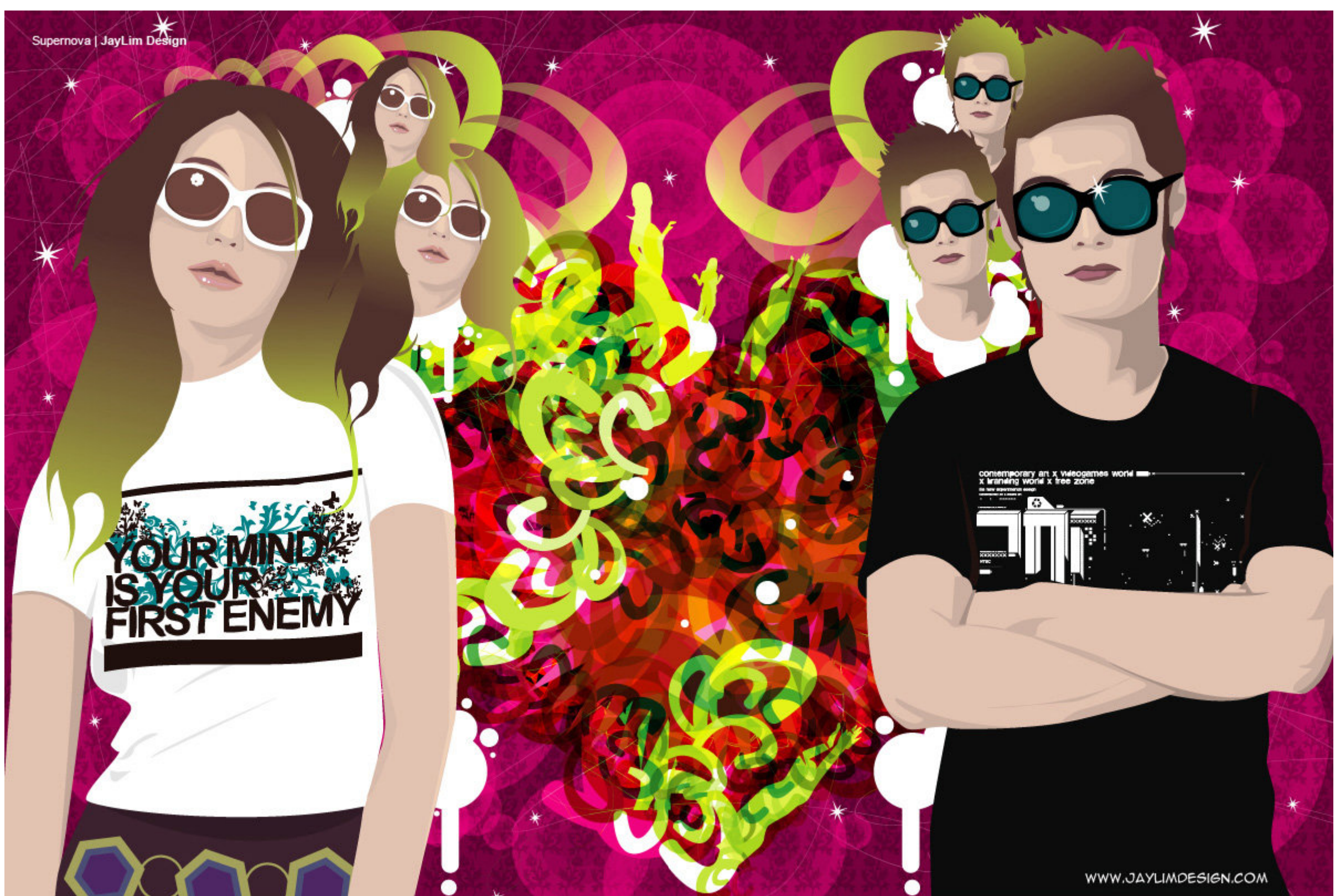
“Your mind is your first enemy. If you can challenge your mind, you can challenge others.”

This is my advice to all designers out there. To be a good designer, you must set your vision of where or who you want to be. Your vision is the greatest asset you have. And without having a goal, it's difficult to score. When it can't be done, do it. If you don't do it, it doesn't exist.

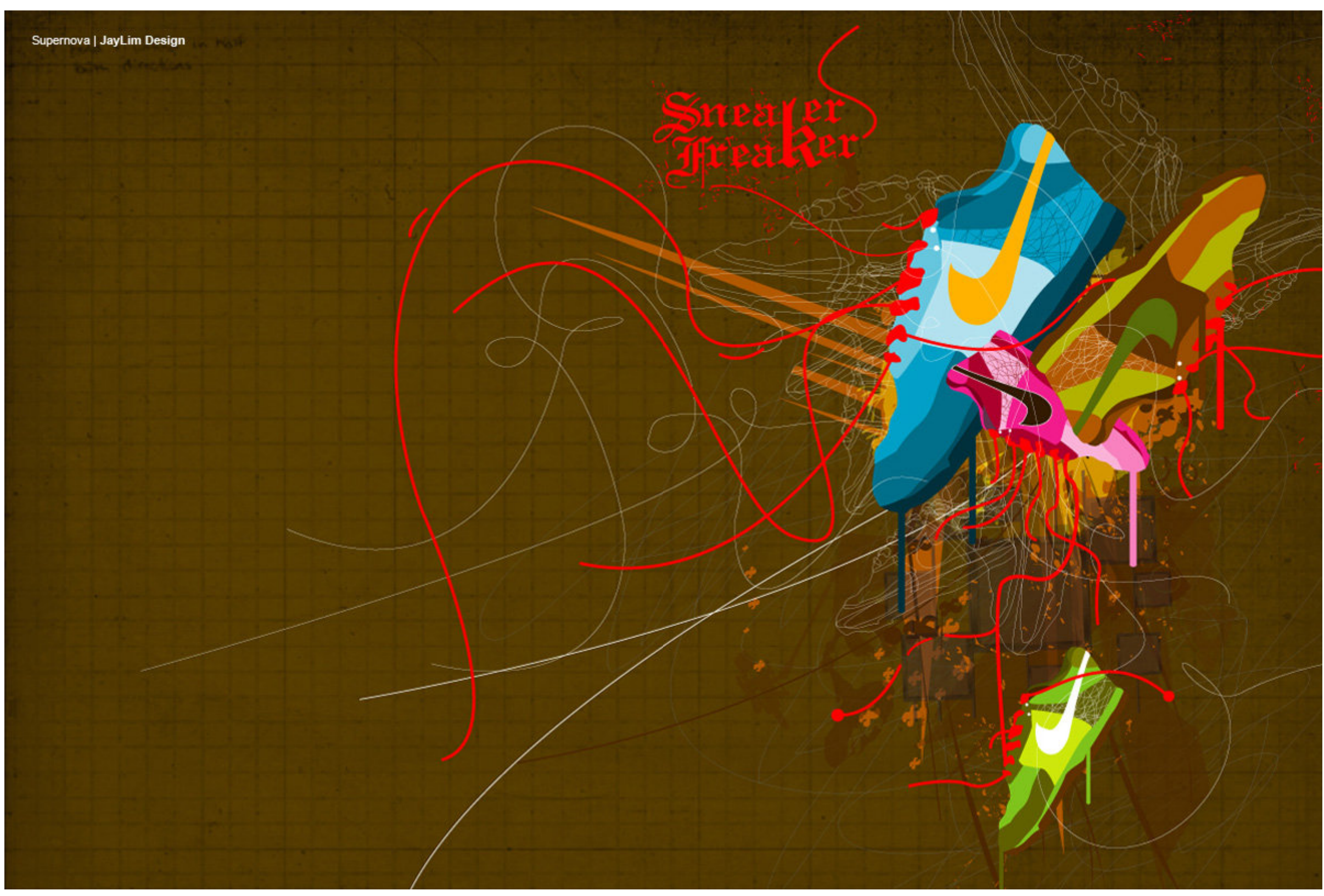


**JAYLIM
DESIGN**
Your Mind Is Your First Enemy





Sneaker
Freaker





What are your sources of inspiration?

I do research on design magazines, movies and take a stroll at shopping malls. It's how and where I get fresh ideas.

How to create an artworks have a strong unique style?

Try to create something fresh, brand new, and your own identity element. The technique you apply to your artwork will help you to create a strong unique style, and it won't be crash with other designers.

Do you have any plan for the future?

Yes, I do. I plan to open a café in-house design studio. I wish to open my own brand shop selling my toys and T-shirts too.

JAYLIM DESIGN™
 Your Mind Is Your First Enemy



**JAYLIM
DESIGN**
Your Mind Is Your First Enemy

| Title | Client | Info |
|------------------------------------|--|--|
| couple_jaylim_anti | Anti | Invited from Anti submission for exhibition. |
| If infashion | If In-Fashion | Invited for promote my new t-shirt and poster design. |
| ork_x_JayLim Collaboration work | Orkibal / Jaylim | Invited from Orkibal (Malaysia Famous Grafitti artists) for collaborate artwork. |
| mouse-addict | Republicart Exhibition | Invited for an art exhibition in Jakarta, Indonesia. |
| spirit-of-zen | Computerlove.net | Submission for competition. |
| sneakerfreaker_nike_ juice | Nike, JUICE Magazine, Sneaker Freak Magazine | Invited from many publishers for published my piece. |







A modern, minimalist chair with a vibrant, multi-colored striped pattern. The stripes are vertical and run along the length of the chair, creating a dynamic visual effect. The colors include red, yellow, green, blue, and black. The chair has a sleek, curved design with a high back and a wide seat. The background is a plain, light gray.

Patrick Norguet

Studio patrick Norguet

Website : www.patricknorguet.com

E-mail : patrick.norguet@wanadoo.fr

Studio in paris

Live in paris France

Profession: designer

For me product design is a business – an intrusive, fascinating business that is managed with financial constraints, rents and salaries to pay, delivery deadlines to meet, and clients to find and retain. If I had to define my work, it would be more specification design than discourse design. I personally would like to forget the vision of the shaman-designer who, by assiduously frequenting creative minds, is said to deposit the fruits of his visions in galleries and museums, the sacred temples of design.

I have a vocational qualification in industrial draughtsmanship, lathing and milling, meaning I am a production-technology engineer. My trade is anchored – structured, even – by my knowledge of materials, production tools and manufacturing processes. Before dreaming about objects, I learnt to redraw the limits of possibility using technical means. I was around 30, when I left Tours and ventured into the study of object design at the École Supérieure du Design Industriel, a now-defunct

school that could not withstand the resounding siren calls of commercialised education. There I supplemented my training and discovered that the limits of possibility can also be extended by design.

For me it was The Rainbow chair, presented at the Paris furniture show in 1999, that arose the recognition for 'Patrick Norguet' in professional circles and the media. The Rainbow was spotted by Giulio Capellini, who produced it the following year. Such chairs are an essential, recurrent step in the career of any freelance designer. Just like a manifesto for a creative identity, they assert the designer's presence in his era's cultural expression. Both a clean-break concept – offering a counter-proposition to the prevailing formal anorexia – and an evolution in a socio-aesthetic story, it responds to the hedonistic urges of a period which is pondering its rights but also its duty to pleasure.

This success gave me access to a new dimension in the freelance designer's profession. I shifted from producing objects and staging exhibitions, more or less by chance, to shared encounters. A designer's contract with a company is primarily an exchange between two identities. The resulting object or exhibition cannot be boiled down to technical and commercial imperatives – for that, there are plenty of design agencies and in-house design offices. The problem with any new encounter is to build a lasting collaboration. To do this you have to start with the right product. It must correspond to the market and the production facilities. The show-object is

never an end in itself but an essential professional tool enabling the switch from producing communication images to working as an industrial designer.

For me design means the moment of pleasure when one sits in an armchair designed equally well for the backside and the back as for the eye. The shared moment. The right moment.



2006

Conception of the « Nao stool » Ed. Silvera, Paris.
Conception of the « Two C » table Ed. Silvera, Paris.
Conception of the « Carl table » Ed. Silvera, Paris.
Conception of the « Folio » Ed. Silvera, Paris.
Boutique LANCEL, Champs Elysées, Paris.
Conception of the "f117 chair", Ed. Thonet-Vienna, Milan.
Conception of a system storage units "variazioni", Ed Thonet-Vienna, Milan.
Conception of the "Lilla stool", for Artifort, Netherland.
Conception of the "Sidney" sofa, for Frighetto, Milan.
Conception of the "Iso sofa", for Estel, Italy.
Conception of the "Lampon" lamps, Ed. Véronese, Paris.
Conception of the "Net" lamps, Ed. Véronese, Paris.

2005

Boutique LANCEL Tokyo, Japon.
Van Cleef and Arpels stand for SIHH, Geneva, Switzerland.
Boutique LANCEL Galerie Lafayette, Paris
Boutique LANCEL Printemps, Paris.
Show room RENAULT, Paris.
Personal exhibition, Designer of the year "NOW", "MAISON ET OBJET".
Furniture, Propagand, Paris.
Conception of the "Boson armchair", for Artifort, Netherland.
Conception of the "Sleep bed", for Frighetto, Milan.

2004

Boutique LANCEL Champs-Elysées, Paris.
Show room RENAULT, Paris.
Conception of luggage and bag collection for LANCEL, Paris.
Conception of "Lex sofa", Milan 2005.
Group exhibition, Corian-DuPont De Nemours "Pintable", Designers Days 2004, Paris.
Conception of the "Orly sofa", for Bernhardt design New York, USA.
Furniture Artifort, Netherland.
Furniture Storage Liv'it, Milan.
Van Cleef and Arpels stand for SIHH, Geneva, Switzerland.
Personal exhibition, showroom Renault, Paris.

2003

Seating system, Bernhardt, USA.
Event architecture for RENAULT (TOKYO car show 2003), Tokyo.
Conception of Cosmetic products for J.P GAUTIER, Paris.
Conception of a packaging line for scent body products
Conception of a "Pintable" for Cappellini, Milan.
Conception of "Little Apollo" for Artifort, Netherlands.
Conception of a "Seau à champagne" in silver "Chin Chin", for De Vecchi, Milan.
Conception of a carpets collection Carpets for Pantone carpets, Germany.
New architectural concept for RENAULT retail spaces, Paris.
Conception of a metal and glass lamp system for NEMO, for Cassina group, Milan.
Group exhibition "la scène française du design" Institut Français, Koln.
Group exhibition "Habiter la Lumière" Centre Culturel Français de Milan, Milan.
Group exhibition "digital print" Abet Laminat, Milan.
Conception of a "Clara" Lamp and "Toric" collection lamps, for Tronconi, Milan.
Conception of a ceramic collection tableware "Ring", for Artoria, Paris.

2002

Event architecture for RENAULT (car show) Sao Paulo.
Event architecture for RENAULT (car show) Brussels.
Conception of a armchair "Apollo" for Artifort, Netherlands.
Conception of "What's Up" seating system, for Artifort, Netherlands.
Conception of "Seo" low table, for Liv'it, Milan.
Seating system for the group exhibition "Moroso Off-Scale", Milan.
Household silver objects, De Vecchi, Milan.
Conception of ceramic collection, for Artoria, Paris.
Permanent scenography for the Marithé et François GIRBAUD retail store, Paris.
Layout for the Van Cleef & Arpels space at the "Salon de la Haute Joaillerie", Geneva.
International window scenography, Van Cleef and Arpels.

2001

Group exhibition ICFF Felissimo design 21, NY.
Scenography Le Printemps, Paris.
"Rive Droite" seating systems, chairs & sofas, with Emilio Pucci fabrics, Cappellini, Milan.
"Empty" polyurethane tables & low tables, Cappellini, Milan.
Conception of "Ancolie" vases and bowls, for Artoria, Paris.
International window scenography, Van Cleef and Arpels.
International window scenography, Givenchy.
Group exhibition, Paris Furniture Fair.
Boutique layout Marithé et François GIRBAUD, Paris.
Competition for the Barcelona RENAULT event architecture (car show).

2000

Conception of a plastic chair "Rainbow", for Cappellini, Milan
Group exhibition, Paris Furniture Fair.
Scenography for the Marithé et François GIRBAUD retail store, Paris.
Scenography, Givenchy, Paris.

1999

Ceramic scent diffuser, Esteban, Paris.
Objects made by Lampes Berger, Paris.
"Ancolie" ceramic vase, Le Musée des Arts Décoratifs, Paris.
Boutique Furniture, Martine Sitbon, Paris.
Scenography for Louis Vuitton America's Cup, Paris.
Window scenography, Yves Saint Laurent, Paris.
Lamp, Cambrai Chrome, Paris.
Group exhibition : VIA Permanent Calls .
Candle systems ,Point à la Ligne, Paris.
Window scenography, Christian Dior, Paris.

1998

Window scenography, Lanvin, Paris.
Window scenography, Louis Vuitton, Paris.
Boutique Furniture Louis Vuitton, Paris.
Window scenography, Guerlain, Paris.
Mobile phone prospective study, Alcatel Paris .
Cosmetics line project, Paloma Picasso, Paris.
Scenography for Martine Sitbon, Paris.

AWARDS & DISTINCTIONS :

Designer of the year 2005 "NOW 2005, Maison et Objets".
"Paris Capitale de la création" : Distinction prize, design section.
Permanent collection of the Museum Of Modern Art of New York.
Exhibition at the Museum of Modern Art of Miami.
Elle Deco, International Design Awards.
Permanent collection to the Art Museum of Philadelphia.

PUBLICATIONS :

Patrick Norguet, Design&Designer Ed. Pyramyd.
Newest chairs Masterpiece Collection of the 21st Century.
Design Secrets Saville/Stoddard Ed. Rockport.
Spoon, Phaidon design book.
The International Design Yearbook 2002.
The International Design Yearbook 2003.
The International Design Yearbook 2004.
Who's who in France 2003 .
Who's who in France 2004.
Designers on Design by Conran.

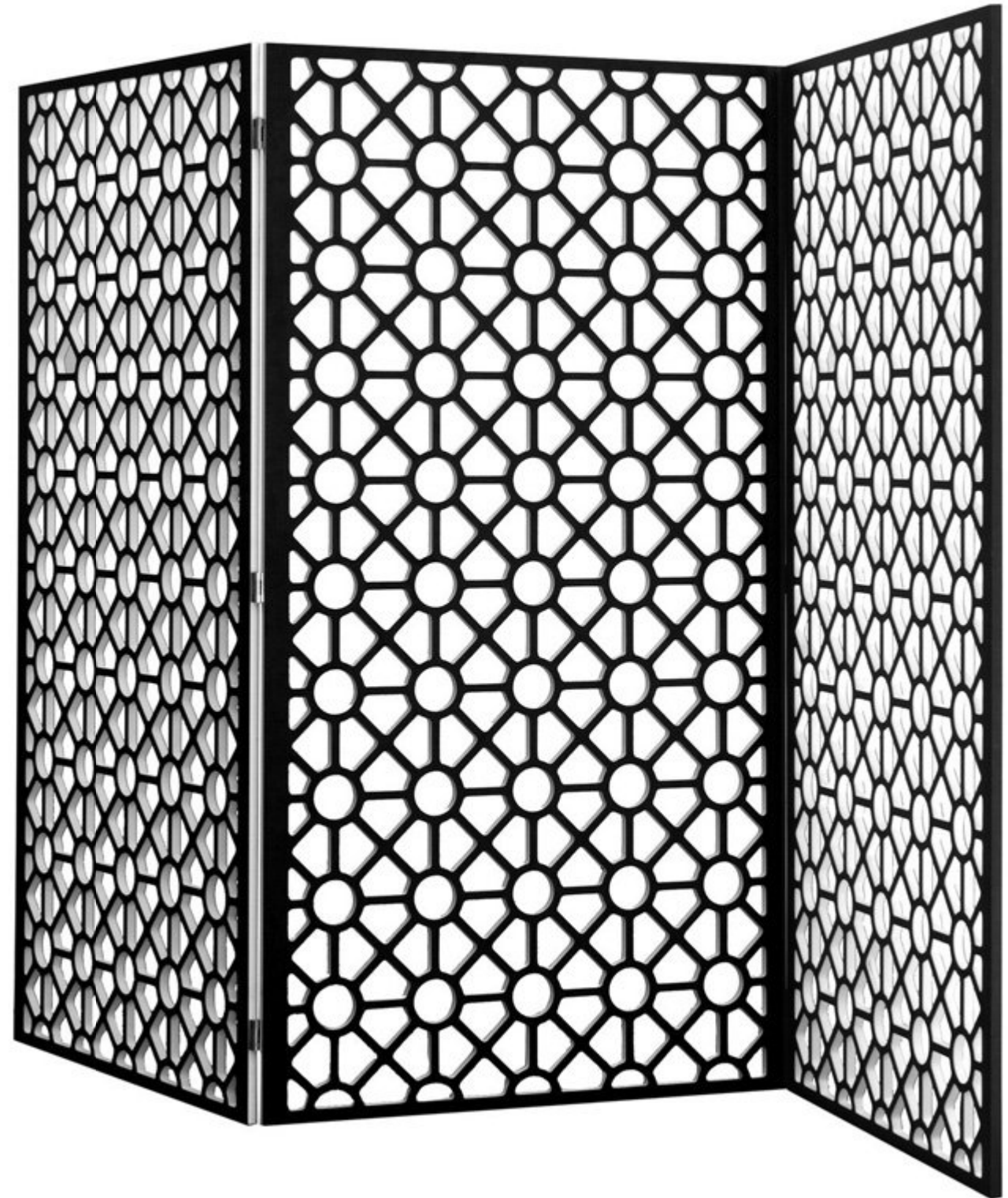
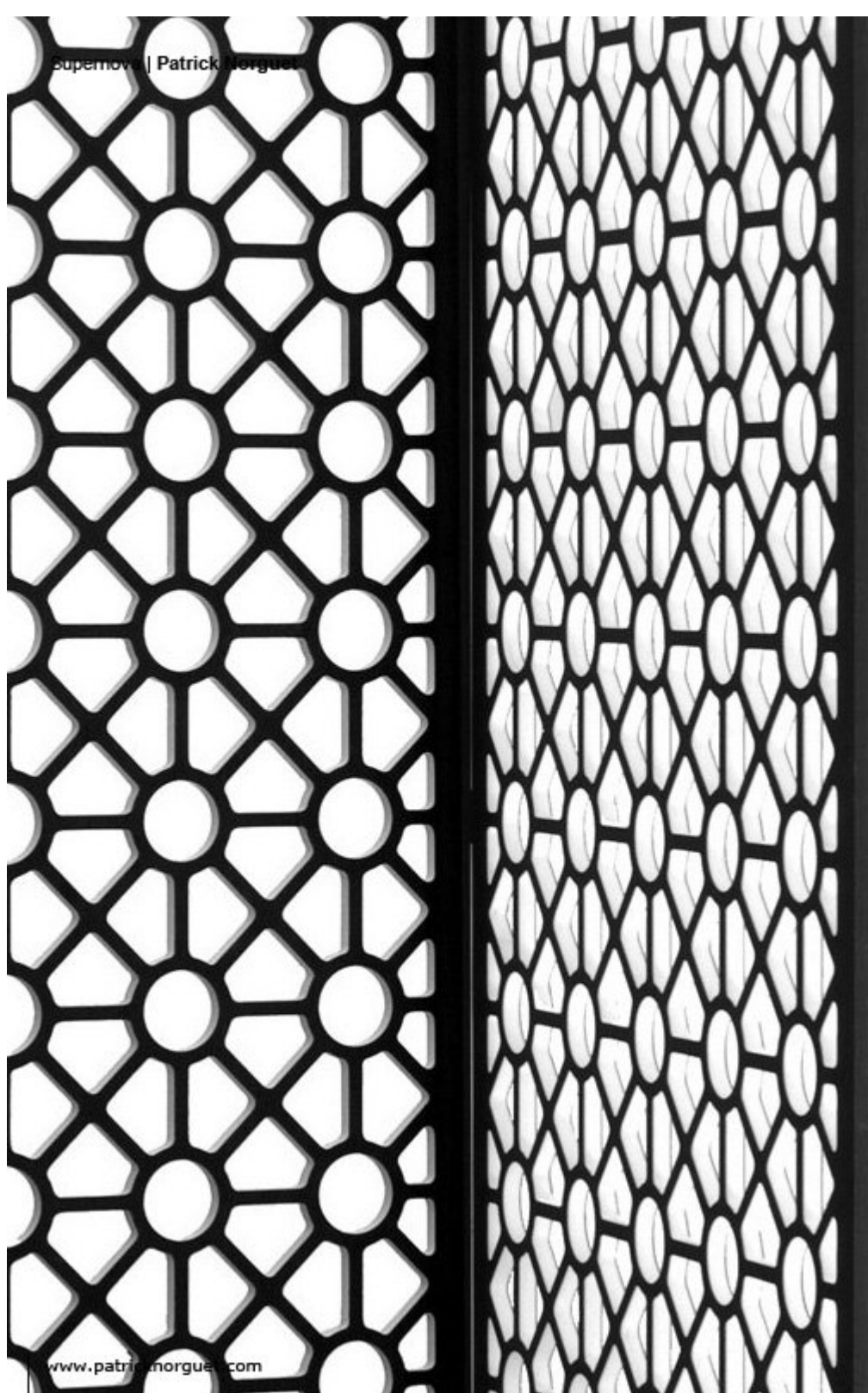
PRESS :

France :
ELLE, ELLE déco, L' Express mag, Maison Française, Résidences, Jalouse, Numéro, Madame Figaro,
Archi design, Marie Claire Maison, Paris Match, Figaro, Le Point, France soir, Archicrée, DS magazine,
Intramuros,
Le Monde...
Italie :
Casa Vogue, ELLE decor, ELLE, Interni, Ottagono
Grande Bretagne :
Wallpaper, ELLE Decoration, Nview, Weekend F.Times
USA :
Washington Post, New York Times, House and Garden, ID, Hamptons Magazine, Métropolis Interiors...

















.on Web

pump tv
www.pumptv.com.br

ryo yamazaki
www.laboratoryinstinct.com

wm team
www.wmteam.com

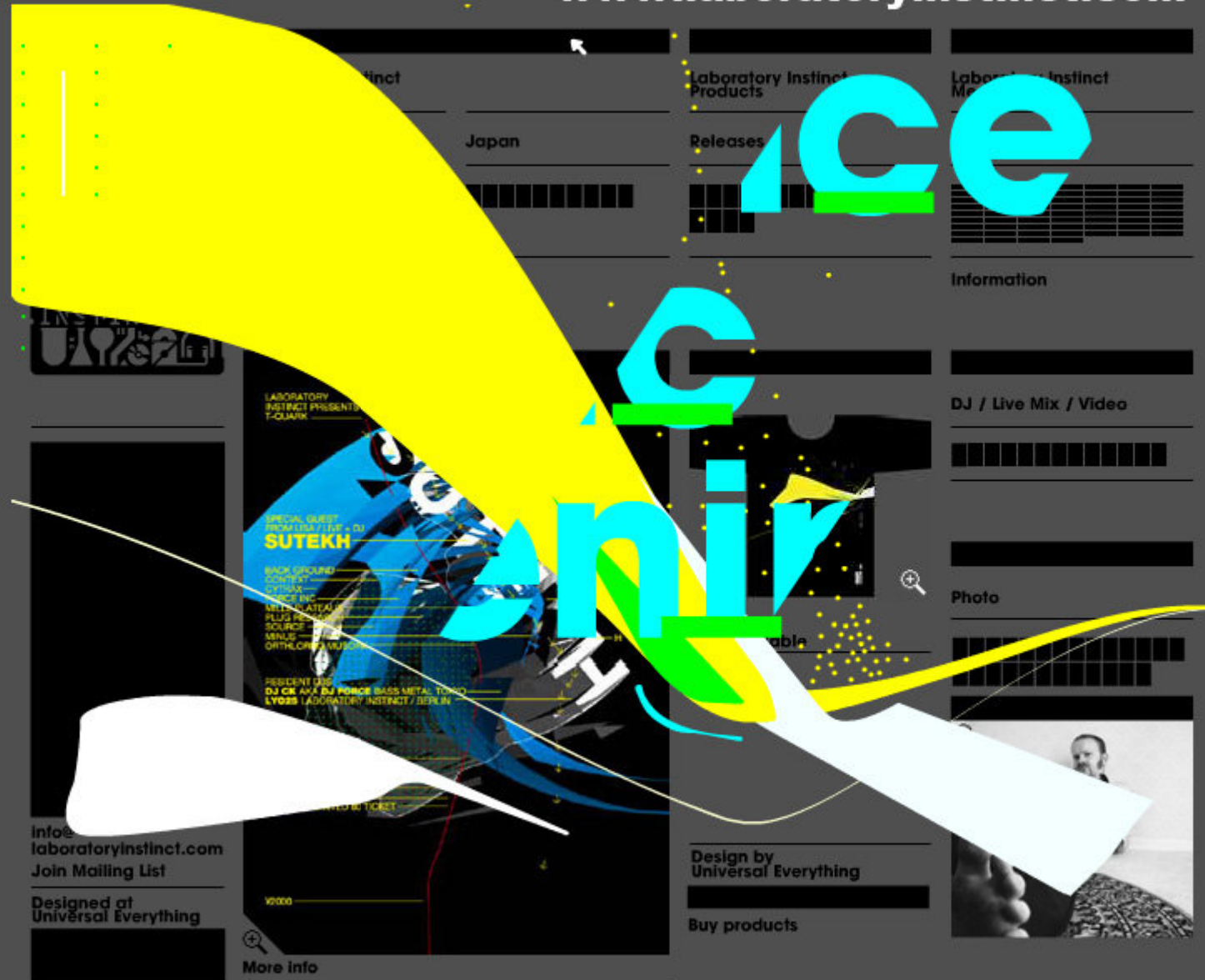
ryo yamazaki

Country : Berlin

website : www.laboratoryinstinct.com

email : info@laboratoryinstinct.com

www.laboratoryinstinct.com



Online advertising that's fun and exciting!

As a specialist for online entertainment we're presenting our services in an entertaining way. According to the motto "**Showtime for your brand**" we offer an extraordinary self promotion website with a lot of gimmicks and surprises.

On the website, users get information about our services within a song, they can throw balls at our employees, and they can start a rocket to get in contact with us. In addition, users can play a lot of exciting games - because AdGames and Branded Entertainment are the focuses of the WM Team.

Name: **WM Team GmbH**
Website: www.wmteam.com
E-Mail: contact@wmteam.de
Country: Germany

The website has a cartoon construction theme with orange and yellow tones. At the top, a navigation bar includes links for NEWS, INFO, REFERENCES, CREW, AWARDS & PRESS, and CONTACT. A diagonal banner on the left reads 'FWB SITE OF THE DAY'. Below the navigation bar is a menu with 'ADGAMES' and 'WEBSITES' tabs, and sub-tabs for 'BANNER' and 'DESIGN'. A list of projects is shown on the left, each with a date, title, and a small image. A large central window displays a featured project about a 2006 Advent calendar, including a description and a 'View website' link. The background features a cartoon construction worker and a 'Zeit der Genüsse' advent calendar graphic. At the bottom left, there is a 'SOUND OFF' button, and at the bottom right, there are language selection icons for German, English, and French.

FWB SITE OF THE DAY

NEWS INFO REFERENCES CREW AWARDS & PRESS CONTACT

WM TEAM Showtime

ADGAMES WEBSITES

BANNER DESIGN

09/2006
2006 Bahlsen season
Bahlsen

08/2006
PC gaming website
Sennheiser

02/2006
PiCK UP! Website
PiCK UP!

03/2005
Company presentation
Design Productions

09/2004
Infotainment website
Solvay

09/2006 2006 Bahlsen season
The worlds longest Advent calendar!

Every year from September to December, Bahlsen spoils its customers with special Christmas products.

For this campaign, we developed a fitting web special that presented different treats and Christmas baking recipes. An interactive highlight of the web special is the Advent calendar featuring 115 small packages.

On every day leading up to the 24th

[View website](#)

Zeit der Genüsse

1 2 3 4

SOUND OFF

Imprint

Pump tv
www.pumptv.com.br

Cuti
Musical Producer and DJ
cutidj@cutidj.com

Ronaldo Jardim
Art Director

Pump tv is a project developed by the company
Footsteps Design Studio.

With an innovative, and pioneer proposal, Pump tv use
the best video and audio technology for Internet,
providing and making available for the Internet users,
the best in the musical entertainment, with the best
video clips already produced all over the world, in a way
easy and simple, just enter in the site and watch the
best programming selected by experienced professionals
in the musical market, and mostly having a channel of
direct communication with the public, that will be able to
give an opinion and to ask your preferred video clip.

To innovate, Pump tv also brings the specific programs
for each kind from public, creating the program Pump
Pop, Pump Soul, Pump Rock and Pump Club, making the
public can watch to the videos of his artists and pre-
ferred styles.

In partnership with the site Videolog.tv, it was created a
program called Videolog Tops, where will be shown the
best videos posted in the site www.videolog.tv.

Finally, be well coming, stay on wish and tan the best
video clips programming already seen, I mean, never
seen in the Internet. "The best video clips the way you
never saw", only here in Pump tv.

Footsteps Design Studio
www.footsteps.com.br
Rio de Janeiro - Brazil





HOME PUMPTV ASSISTA AGORA PUMP POP PUMP ROCK PUMP CLUB PUMP SOUL VIDEOLOG TOPS MANDE SEU CLIP CONTATOS

★ ★ ★ PUMP TV no ar

★ ★ ★ Veja na PUMP TV

On line



Video Clipes

Confira os melhores video clipes aqui no Pump TV. Clique em online e curta a nossa programação. Muita música boa, lançamentos, e muita novidade vem por aí.

★ clique e confira



PUMP POP



PUMP SOUL



PUMP ROCK



VIDEOLOG TOPS

PUMP NEWS

Pump Tv - Top 10 Brasil

A equipe do Pump Tv acaba de voltar de São paulo onde foi o encontro de web design promovido pela Arteccom no Maksoud Plaza. **o Pump Tv fica no top 10 Brasil.** Isso mostra o reconhecimento do grande sucesso que o Pump Tv vem ganhando, e vem muito mais por aí.



ON LINE
assista agora

tv

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HOME PUMPTU ASSISTA AGORA PUMP POP PUMP ROCK PUMP CLUB PUMP SOUL VIDEOLOG TOPS MANDE SEU CLIP CONTATOS

EXPANDIR



vídeo



som



Pump Rock

ON LINE

Aqui você confere a nossa programação com vários clipes de seu artista preferido. Uma programação feita exclusivamente para você. Sempre com as melhores músicas e os melhores clipes.

Novidades

E aí, tá curtindo? Você não imagina o que vem por aí. Muita novidade na programação do Pump tv, lançamentos exclusivos, promoções e muito mais.

Em breve

Em breve no Pump tv os programas Pump pop, Pump Soul, Pump Rock, Pump Club e Videolog Tops, onde você poderá assistir aos clipes do seu estilo preferido.

ON PUMP TV

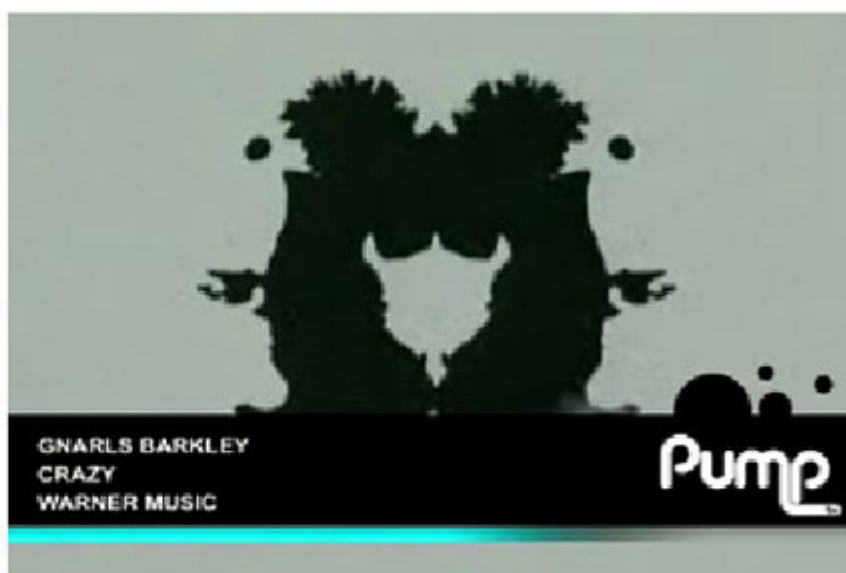
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HOME PUMPTU ASSISTA AGORA PUMP POP PUMP ROCK PUMP CLUB PUMP SOUL VIDEOLOG TOPS MANDE SEU CLIP CONTATOS

EXPANDIR



vídeo



som



★ Pump tv Online

ON LINE

Aqui você confere a nossa programação com vários clipes de seu artista preferido. Uma programação feita exclusivamente para você. Sempre com as melhores músicas e os melhores clipes.

Novidades

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ON PUMP TV

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.interview

Interview

Marcela Bolívar

<http://www.graydecay.com>

artwork title :
feedingthedisease



GRAYDECAY.COM



Interview

Marcela Bolívar

www.graydecay.com

artwork title :

woundedmachinery

aa. Tell us a little about your background.

mb. I'm Marcela, a student of graphic design but foremost an art enthusiast and appreciator. I started to make my own images four years ago and I'm still learning and growing on my conceptual and technical expressions.

aa. Where are you from?

mb. I'm from Colombia (South America)

aa. How would you describe yourself in one sentence?

mb. Mhhh very hard, I guess I'm just a girl with an inner world of obsessions and fears inside that couldn't be expressed in words.

aa. What do you do while not designing?

mb. Pretty much normal things, such as watching movies, listening to music and reading. Then I have to say that the most time consuming thing in my life is study!

aa. What or who inspired you to graphic design?

mb. Well, graphic design is just the career I choose to develop more freely what I do, digital illustration, what have always inspired me besides my all time favorites painters of Baroque and Romanticism is obviously music, literature and sometimes poetry. Those are and always will be the fuel of my mind.

Interview

Marcela Bolívar

www.graydecay.com

artwork title :
infullbloom

aa. What kind of style represents you?

mb. Definitely dark art, I can't deny it. Even when is a style that easily fall into clichés for me it is more than a skull or a girl with dark clothes staring at the ocean. Dark art is about mystery and mysticism, about surreal anguish and pain that goes beyond physical entities, about anything human mind can't understand but feel the urge to know and will be always attracted to.... the dark side of its own mind.

aa. Do you have a favorite project or design? And why?

mb. Sure, I'm actually giving more importance to projects involved with illustration as cd or book covers because these two are a great source of inspiration for me.

aa. What do you think is the added value, or the message you wanted to deliver across through your design?

mb. I don't know if everyone could get a message, but for me this is sharing my inner world through divided visions that make a whole piece when you see them and analyze them.

aa. Taking another step ahead, what will be your next move?

mb. Well, right now I can't wait to finish my career and keep studying after it. I hope I can get more into professional photography someday, since photography is the essence of my work.



Interview

Marcela Bolívar

www.graydecay.com

artwork title :
sleepinsanity

aa. If you could make a different to the society, what would it be?

mb. Haha strange. For me is very futile thinking how to change other's lives when sometimes I have no control over mine. But, the world would be better if art were a point of view and a style of life taught at any class, at any age and reachable to everyone.

aa. Testimonial:

What is your best food?

All see food, and anything related with chocolate!

Do you love dogs?

I adore them.

Nice country is...

I still need to travel a lot :(

Choose it! play video games or hang around town?

Video games! Haha, nah... it all depends on the weather and my lazyness.

Favourite music is ...

Black metal and Doom-death.

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ART BY MARCELA BOLIVAR



Interview
**Marcela
Bolívar**
www.graydecay.com

artwork title :
ultimathule

thevirginborn



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Interview
Marcela Bolívar
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artwork title :
1- frozenillusion
2- witchingmetal



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