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INTERNATIONAL CG & DIGITAL ART Showcase

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Artist : Benjamin Zhang Bin
Title : Illustration for Movie "Seven Swords"
Medium : Digital (100% pure digital painting)





Artist : Benjamin Zhang Bin
Title : "Xuan Yuan Sword" Character Design
Medium : Digital (100% pure digital painting)



Artist : Benjamin Zhang Bin
Title : Window
Medium : Digital (100% pure digital painting)



Artist : Benjamin Zhang Bin
Title : A Humid Evening
Medium : Digital (100% pure digital painting)



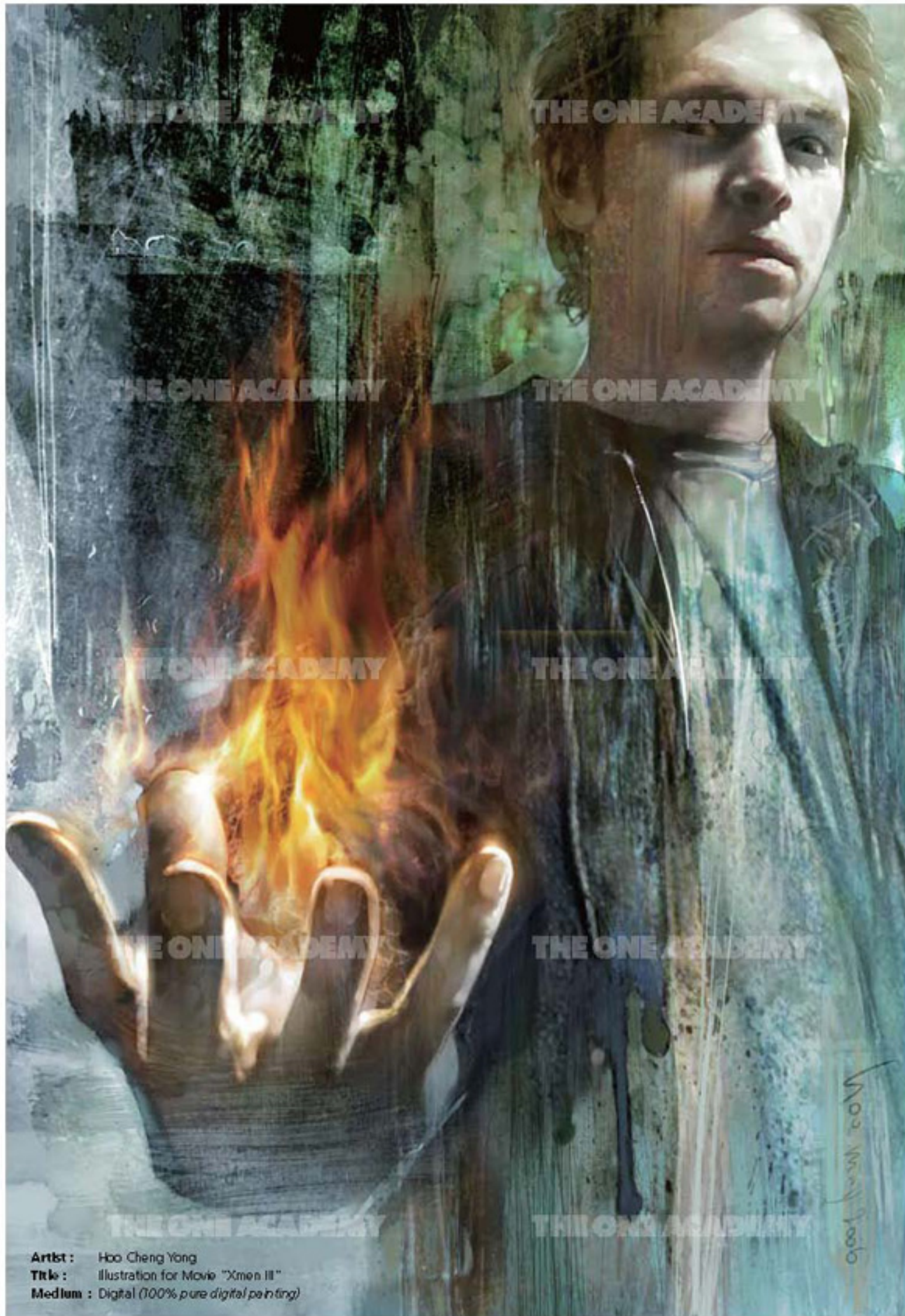
Artist : Benjamin Zhang Bin
Title : Plus One
Medium : Digital (100% pure digital painting)



Artist : Kinsun Loh
Title : Comic page for Liberty Prison
Medium : Digital (100% pure digital painting)
Awards : CHOICE award (CGTalk.com) /
Hall of fame (It's Art Magazine)



Artist : Kinsun Loh
Title : Cover page for comic Liberty Prison
Medium : Digital (100% pure digital painting)
Awards : MSC Malaysia Digital Comic Design
Competition 2006 Grant Winner



Artist : Hoo Cheng Yong
Title : Illustration for Movie "Xmen III"
Medium : Digital (100% pure digital painting)

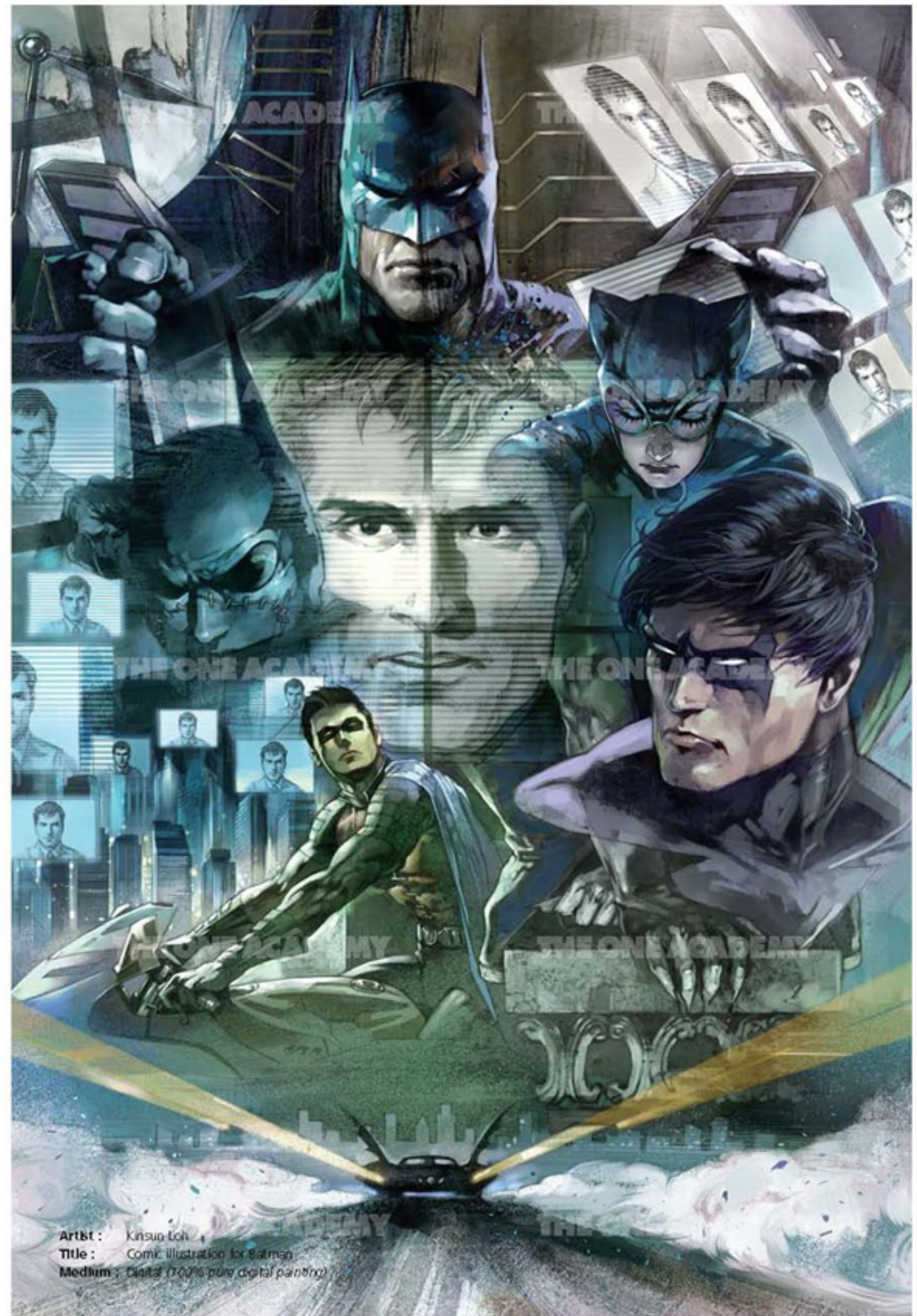


Artist : Kirsun Loh
Title : Comic Page for Liberty Prison
Medium : Digital (100% pure digital painting)
Award : MSC Malaysia Digital Comic Design Competition 2006 Grant Winner





Artist : Kinsun Loh
Title : Comic page for Liberty Prison
Medium : Digital (100% pure digital painting)
Awards : MSC Malaysia Digital Comic Design Competition 2006 Grant Winner



Artist : Kinsun Loh
Title : Comic illustration for Batman
Medium : Digital (100% pure digital painting)



Artist: JC Wong
Title: Comic artwork for "Warflash"
 the Superhero Comics from USA
Medium: Digital Painting



Outline: Imaginary Friends Studio
Colouring: Sixth Creation
Medium: Digital Painting

Artist: Lee Chin Horng
Title: Penderhakaan Hang Jebat
Medium: Digital Painting



Artist : Beatrice Tan aka KIDChan
Title : Instinct
Medium : Digital Painting



Artist : Beatrice Tan aka KIDChan
Title : Kissing Cat
Medium : Digital Painting



Artist : Beatrice Tan aka KIDChan
Title : The Assassin
Medium : Digital Painting



Artist: Hoo Cheng Yong
Medium: Digital (100% pure digital painting)



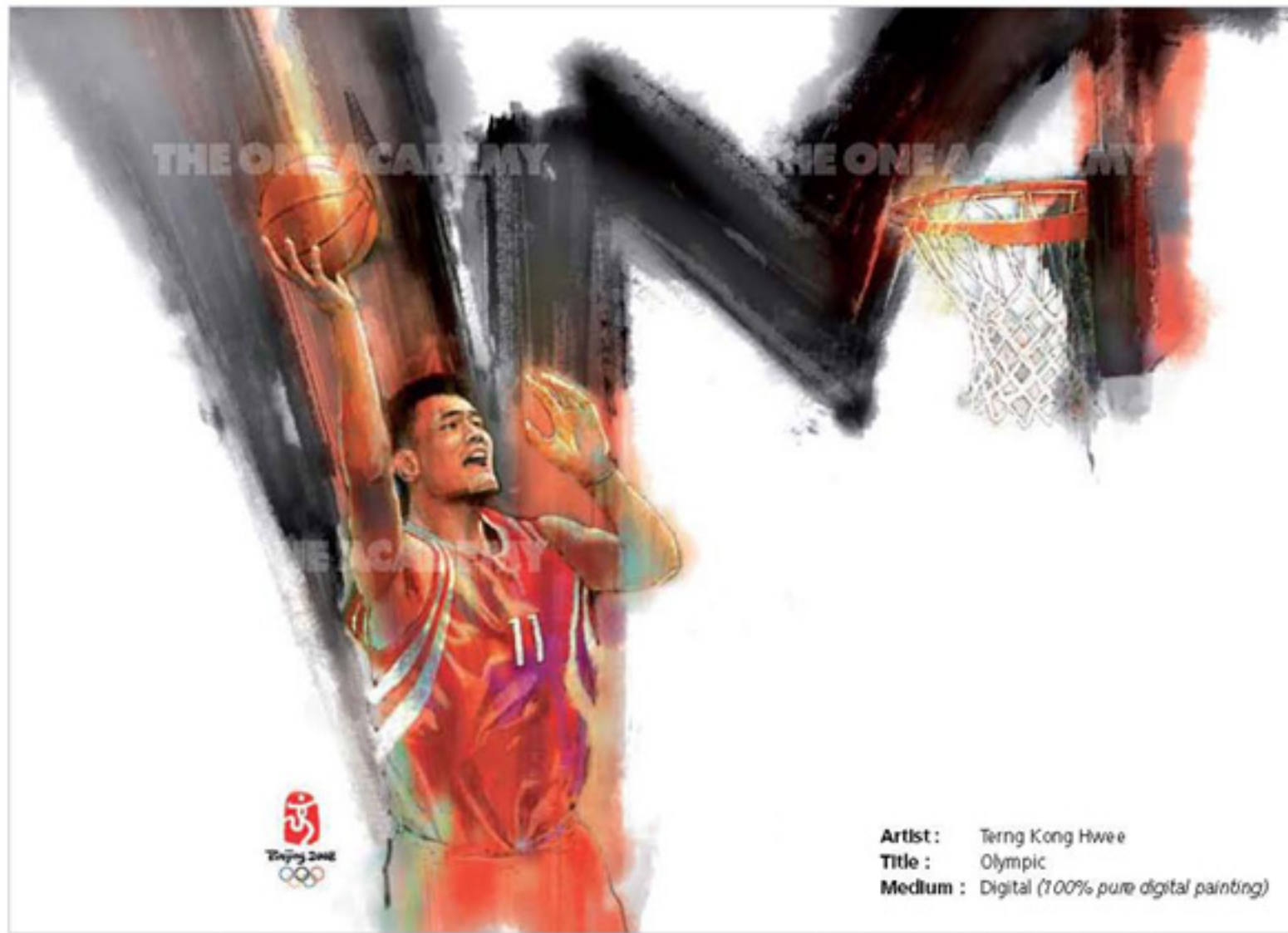
Artist: Jimmy Tan



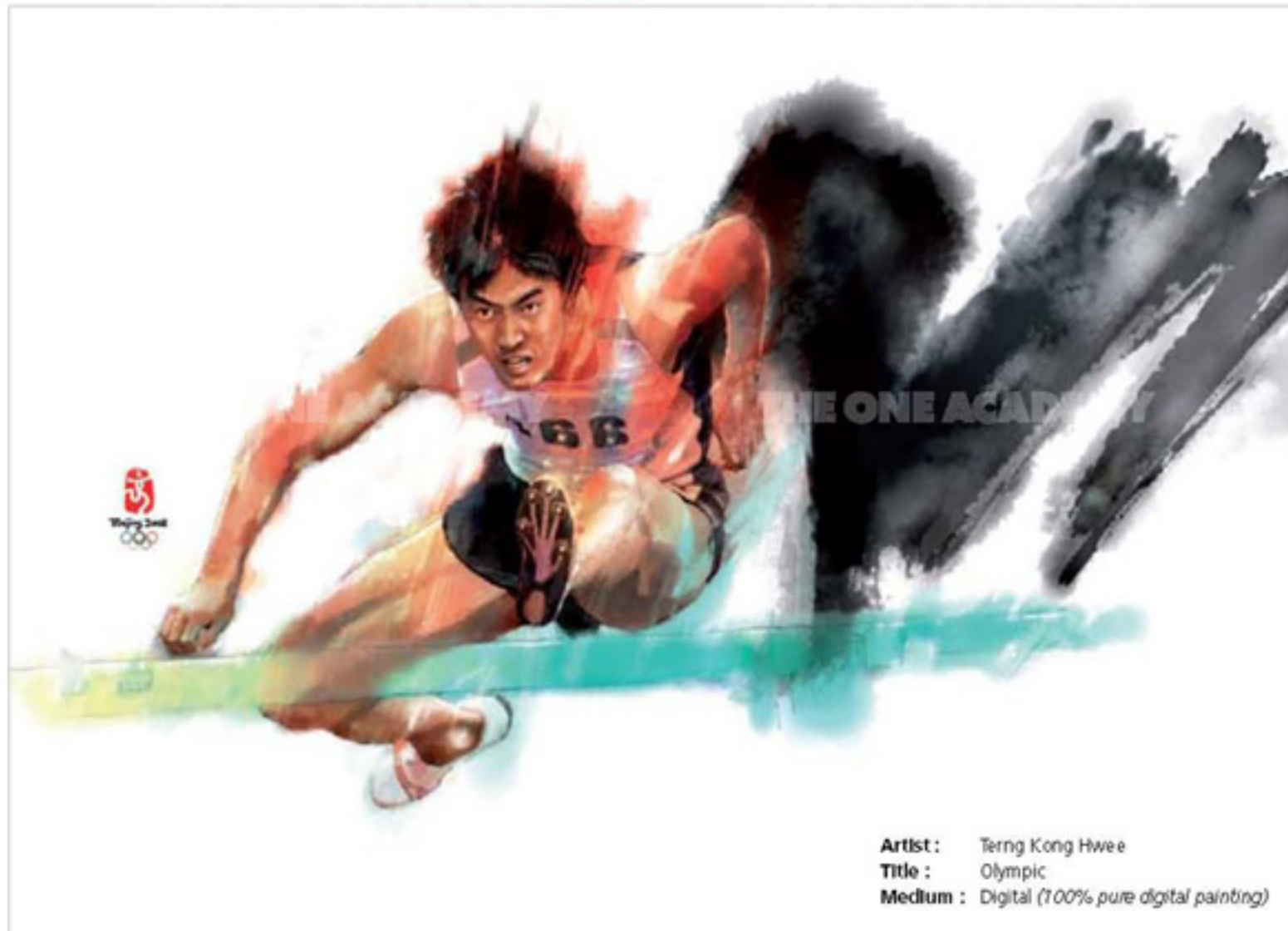
Artist: Yue Jun Mei



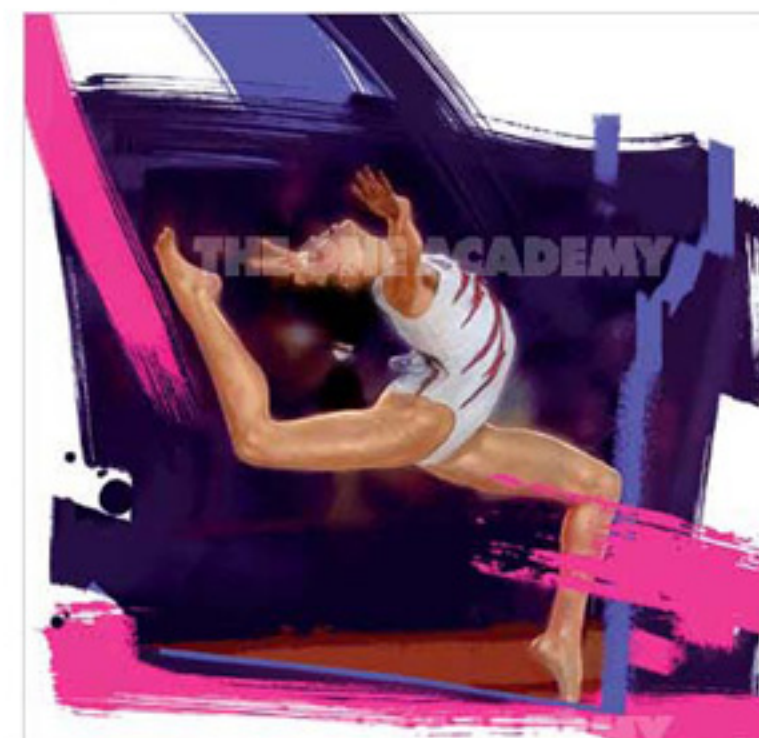
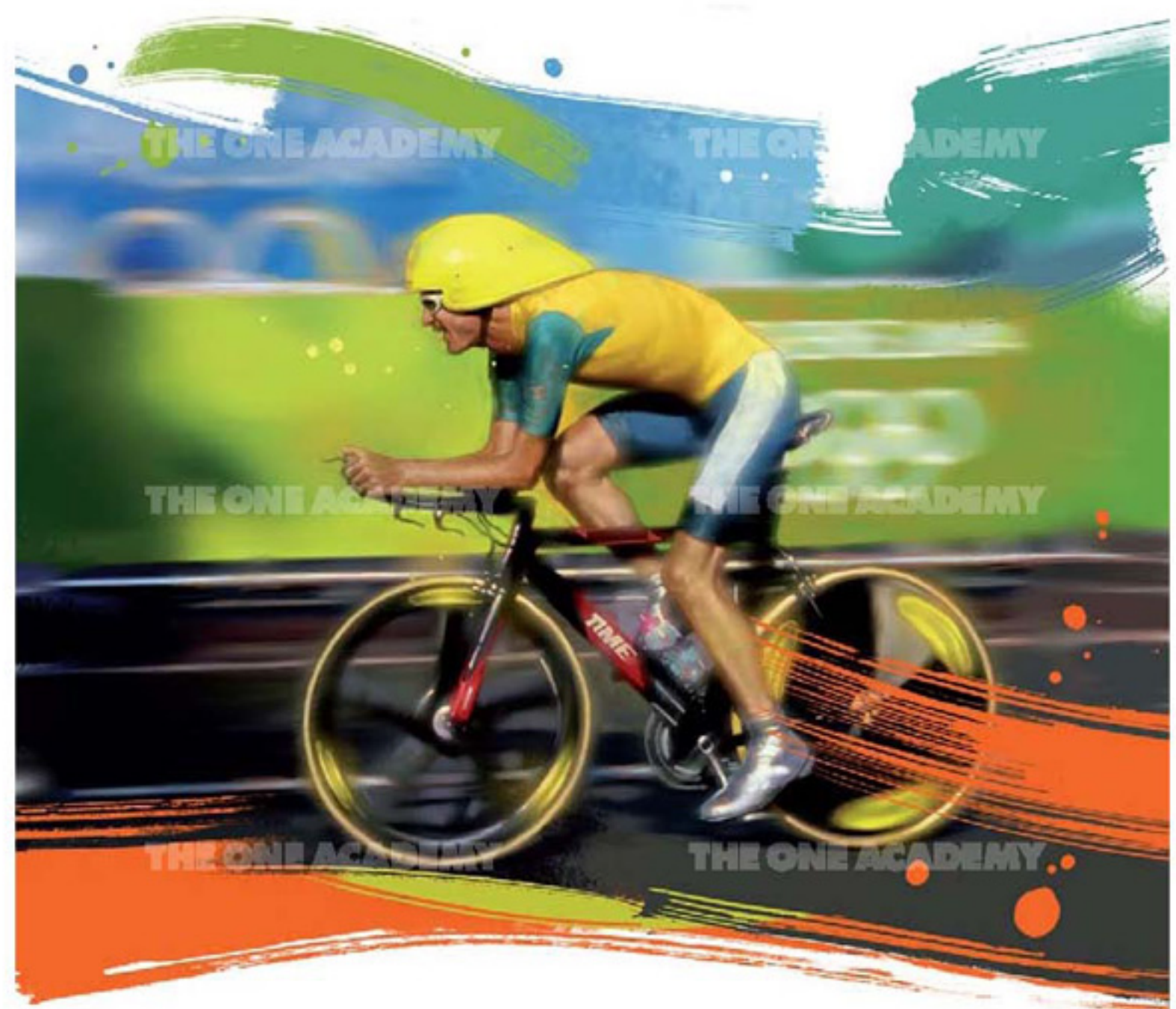
Artist: Yap Chee Wee
Medium: Digital (100% pure digital painting)



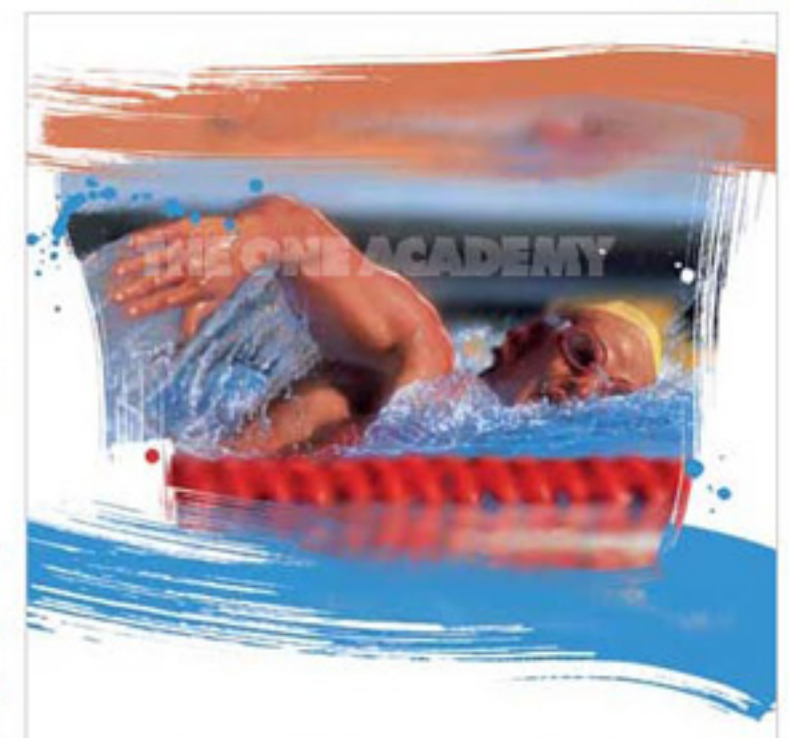
Artist: Terng Kong Hwee
 Title: Olympic
 Medium: Digital (100% pure digital painting)



Artist: Terng Kong Hwee
 Title: Olympic
 Medium: Digital (100% pure digital painting)



Artist: Leo Chong
 Title: Olympic
 Client: Samsung & Olympic
 Medium: Digital (100% pure digital painting)

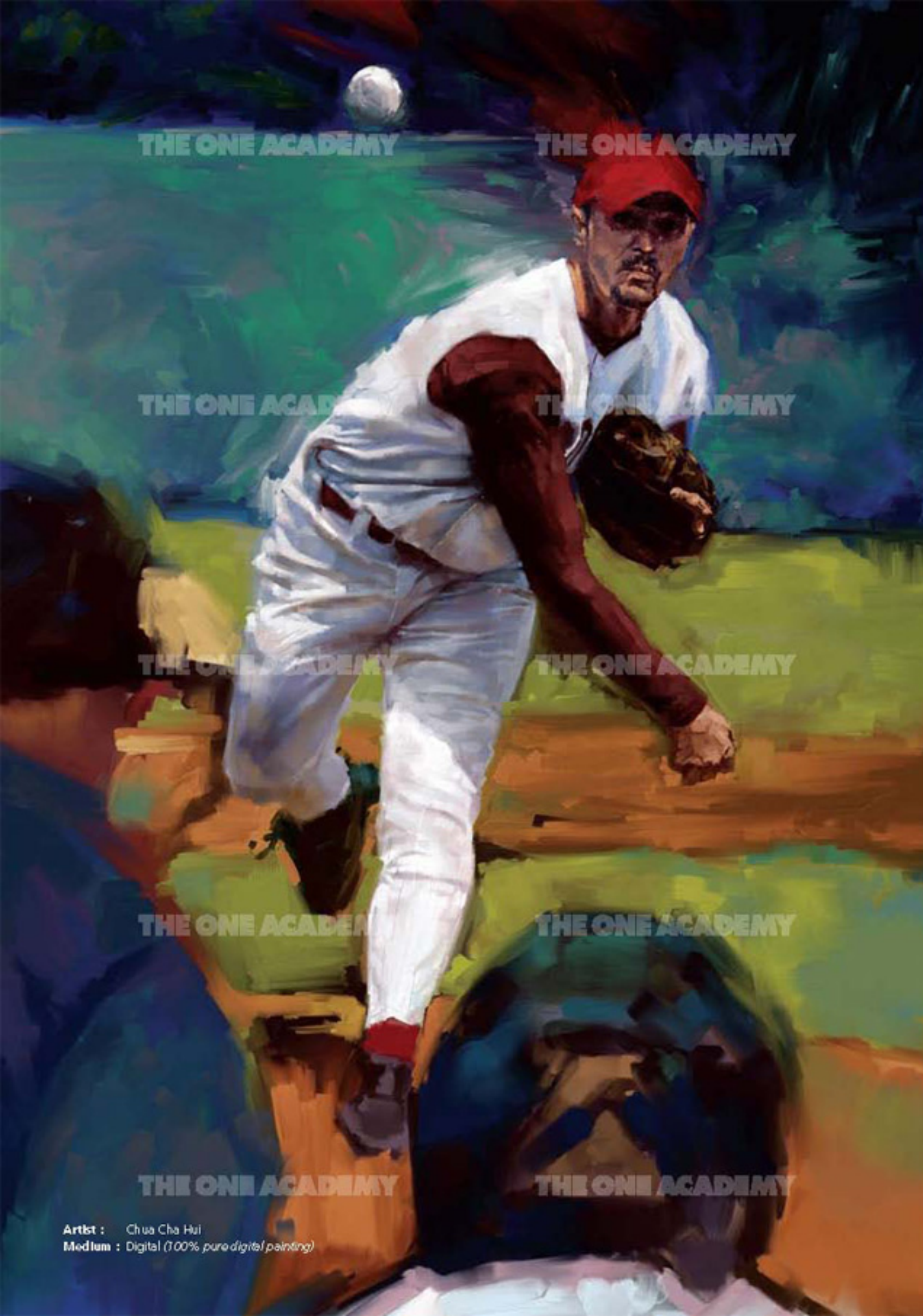




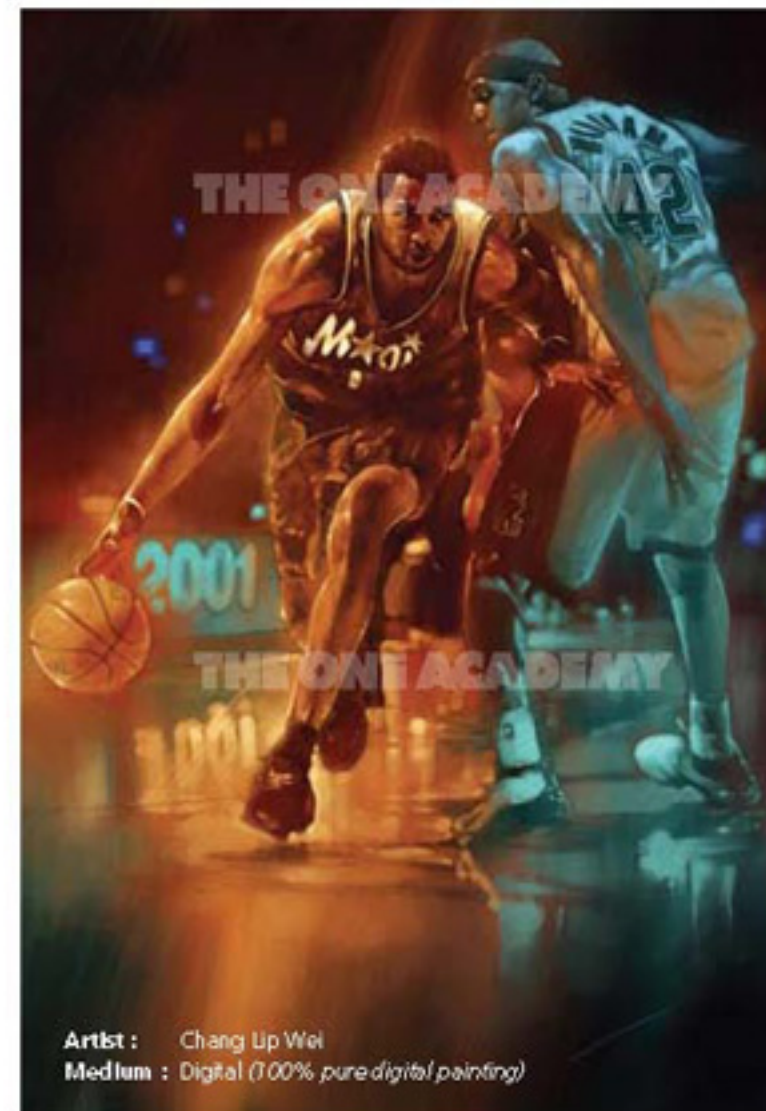
Artist : Leo Chong
Title : Illustration for Tiger Woods World Cup Tournament
Client : Palace of the Golden Horses
Medium : Digital (100% pure digital painting)



Artist : Leo Chong
Medium : Digital (100% pure digital painting)



Artist : Chua Cha Hui
Medium : Digital (100% pure digital painting)



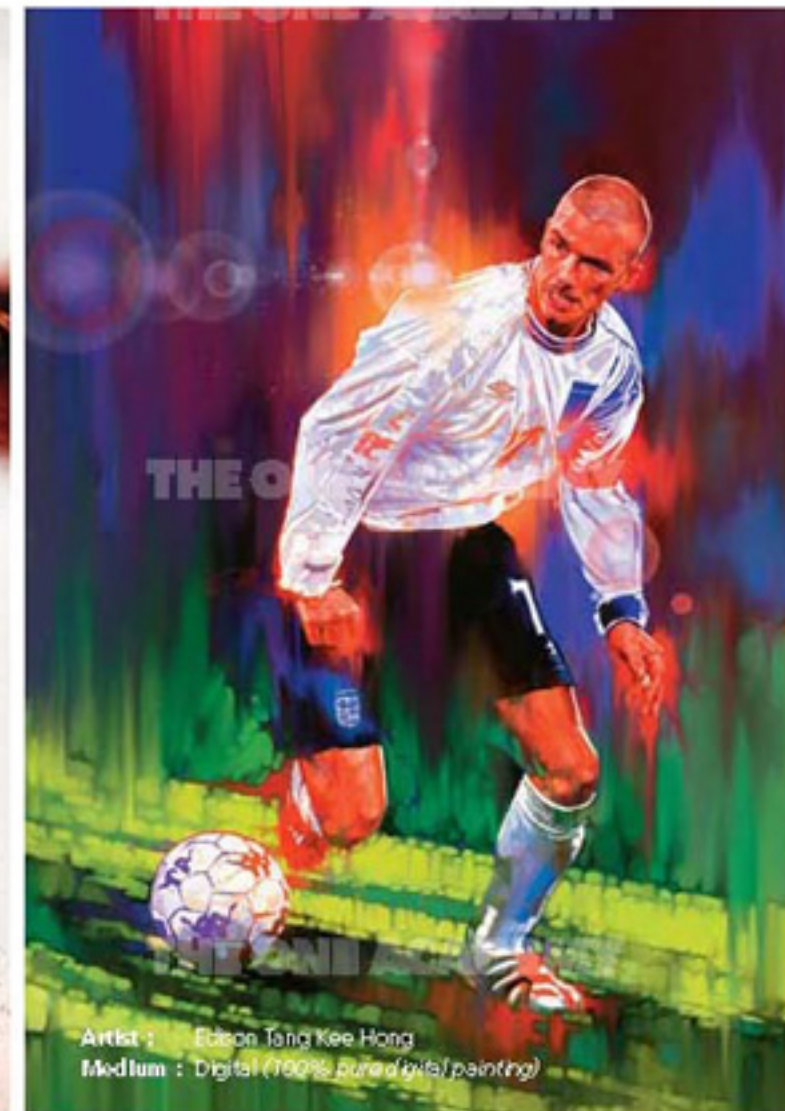
Artist : Chang Lip Wei
Medium : Digital (100% pure digital painting)



Artist : Chang Woon Bing
Medium : Digital (100% pure digital painting)



Artist : Chang Woon Bing
Medium : Digital (100% pure digital painting)



Artist : Edison Tong Kee Hong
Medium : Digital (100% pure digital painting)



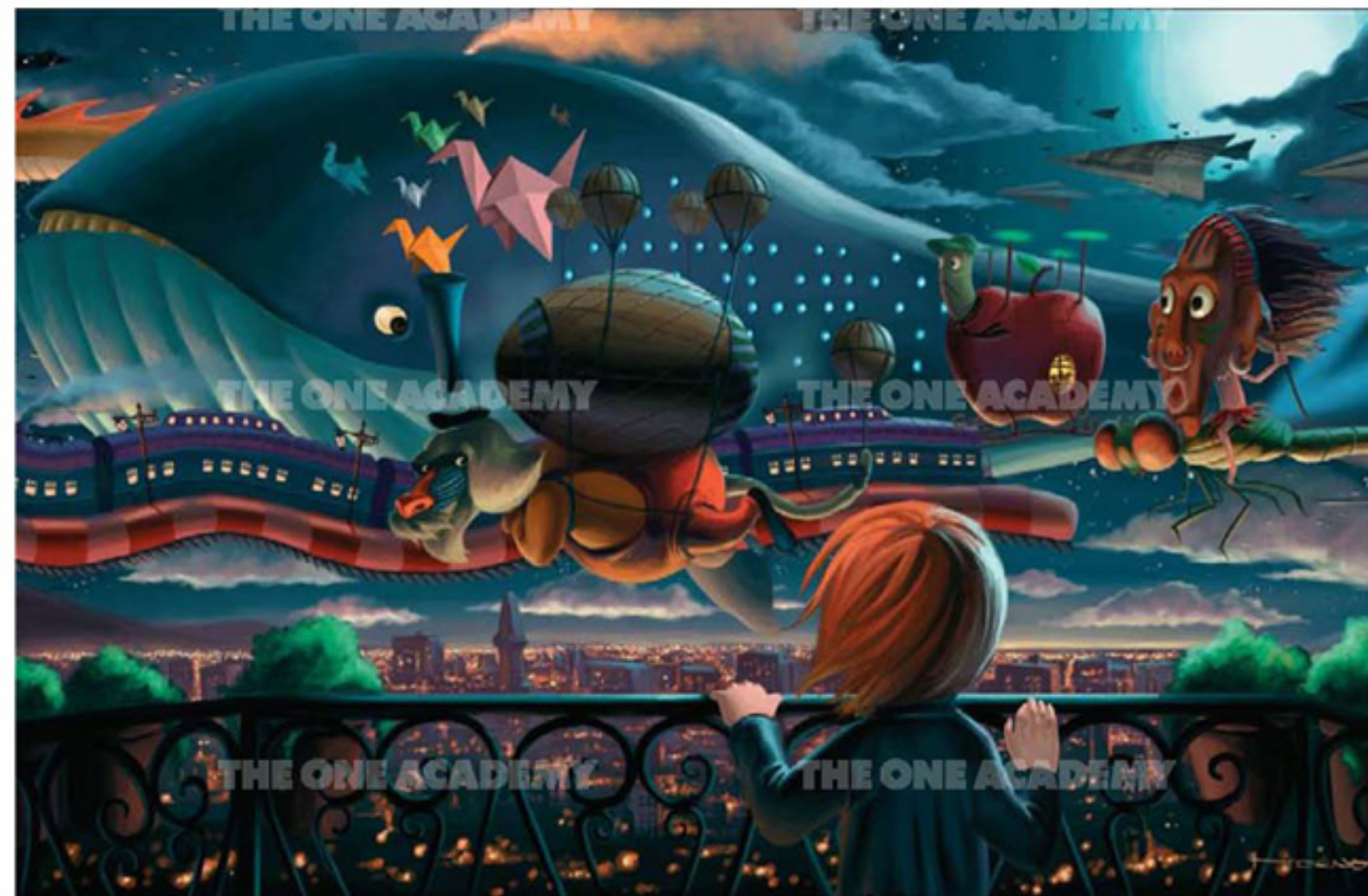
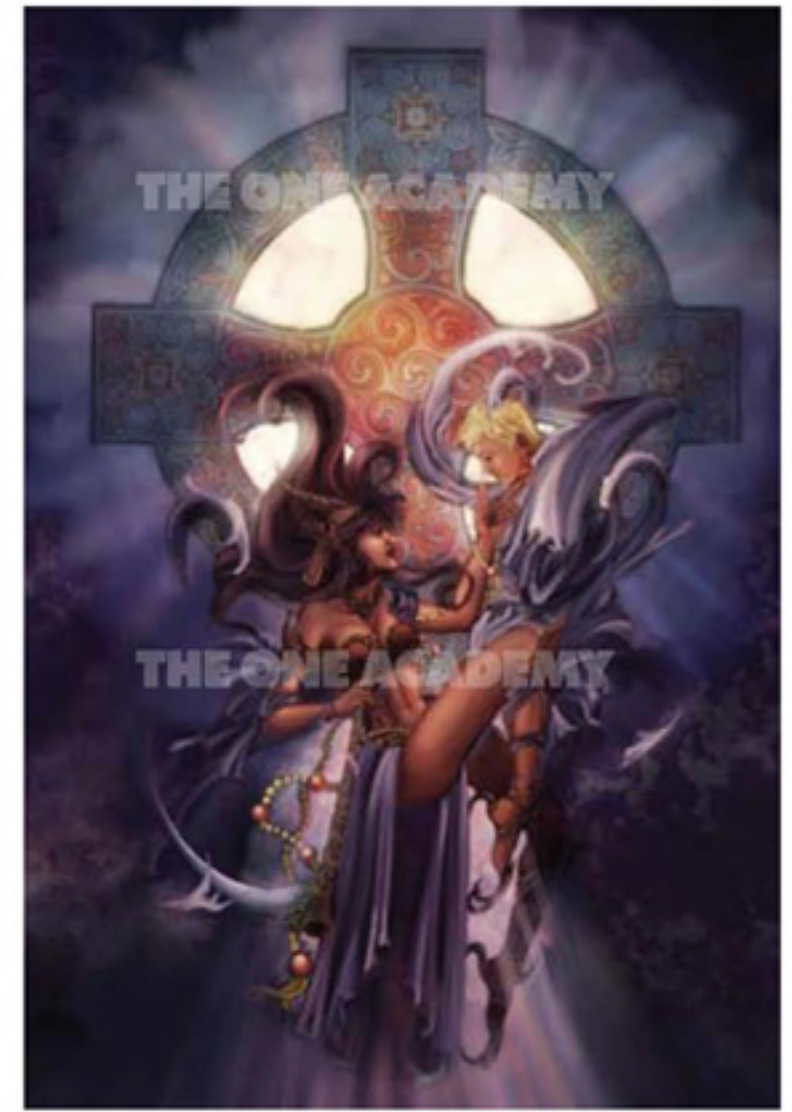
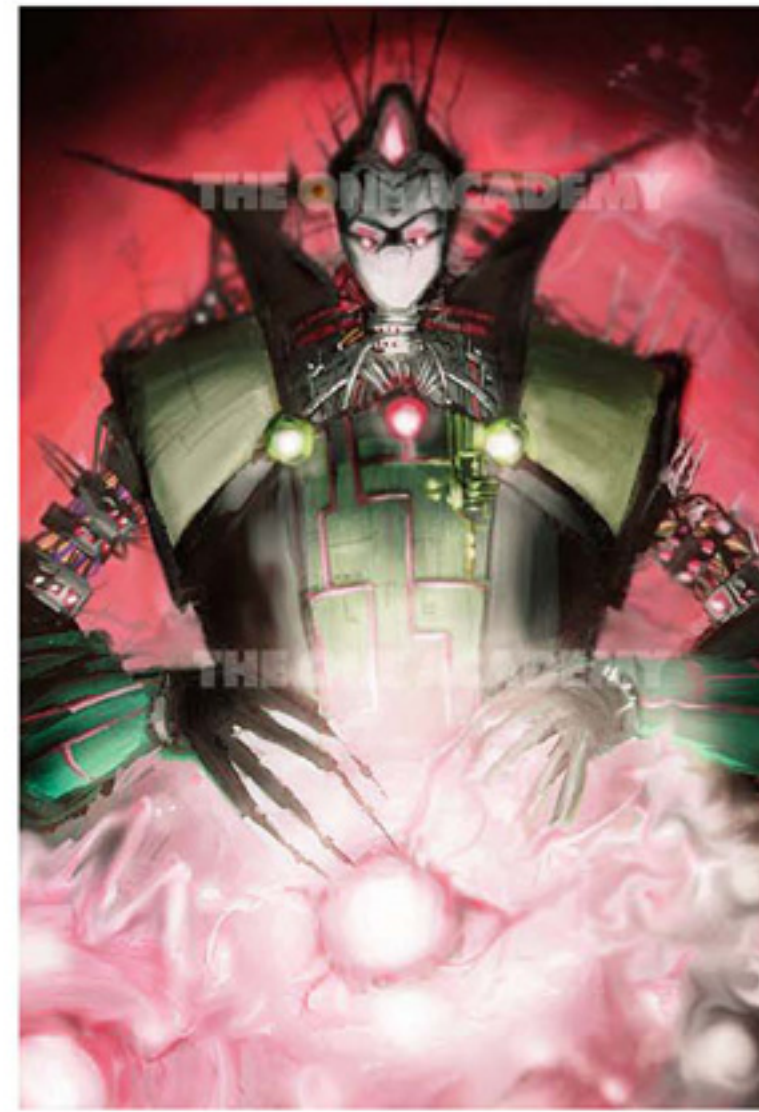
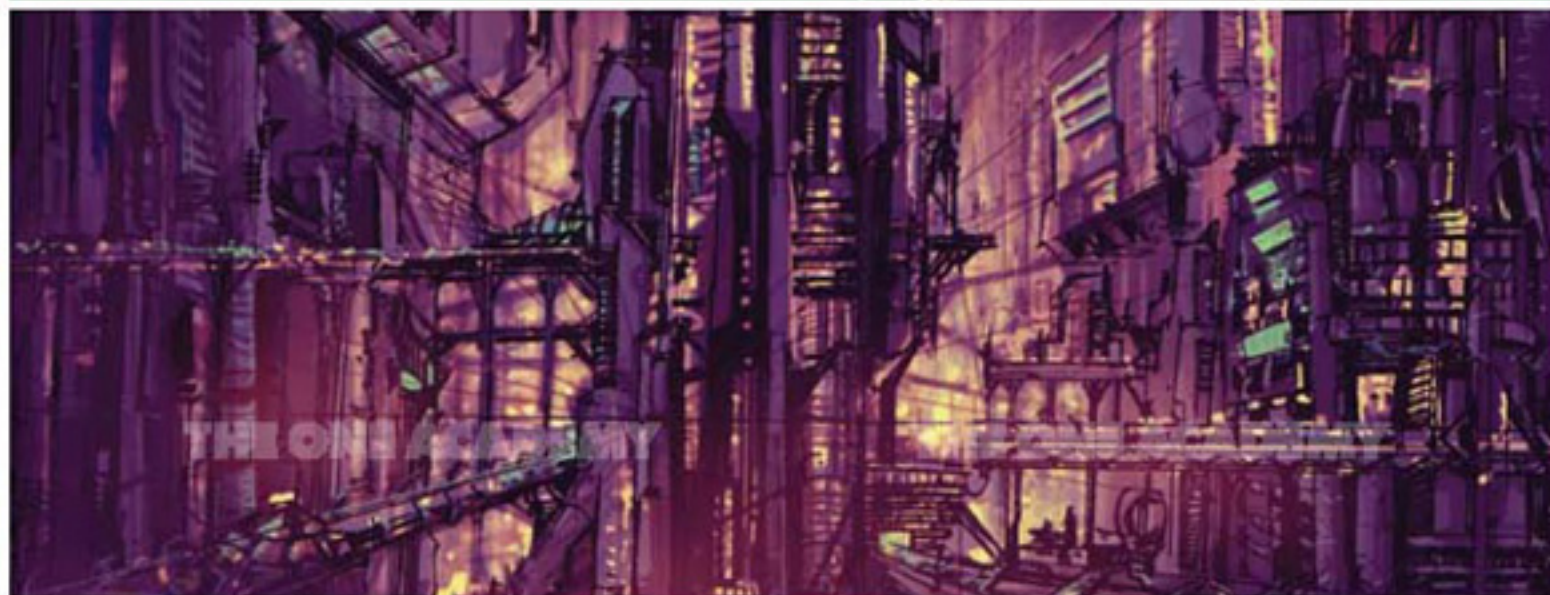
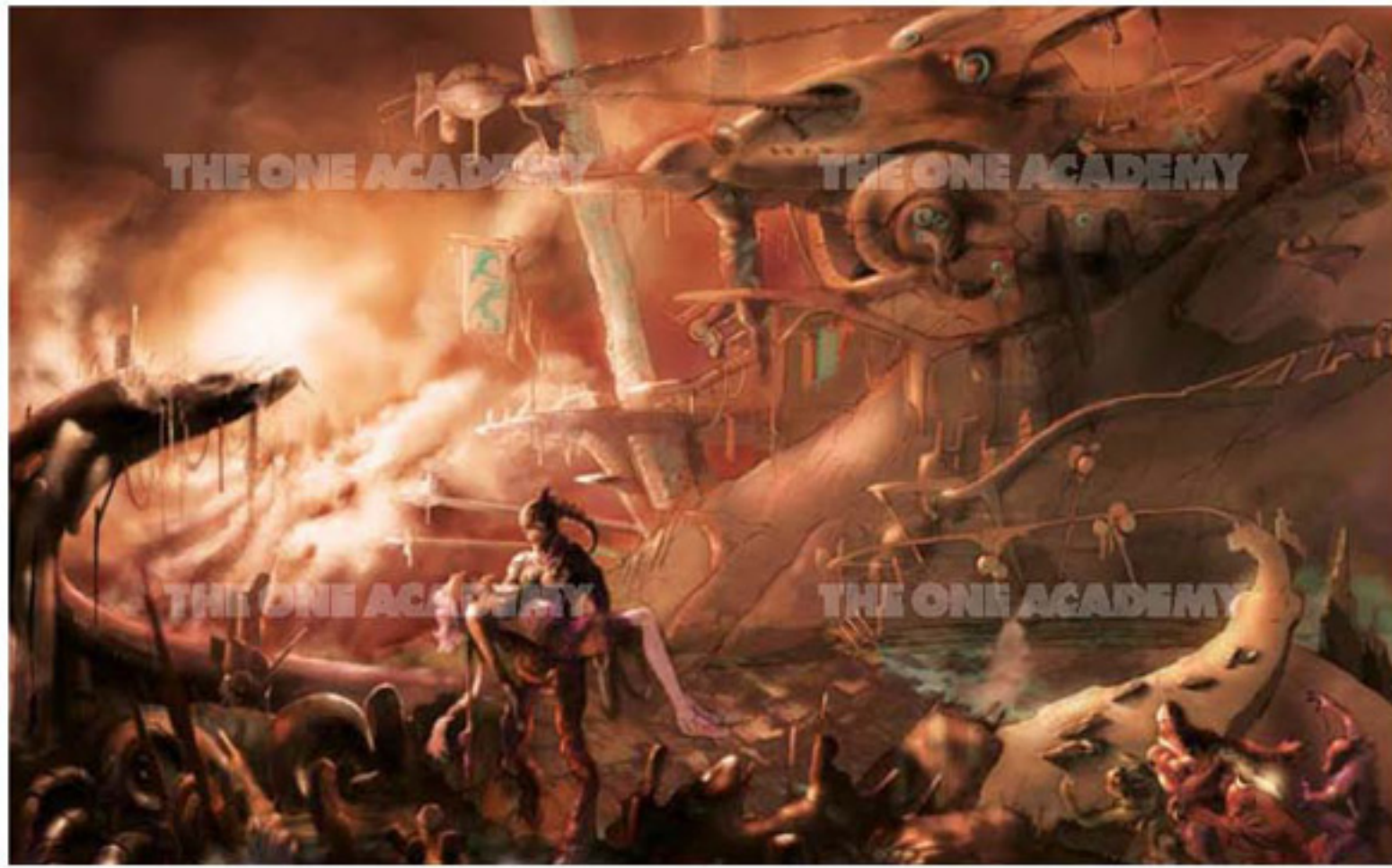
Artist : Tong Khai Koon
Title : Illustration for Movie "CJ 7"
Media : Digital (100% pure digital painting)



Artist : Leo Chong
Title : Greeting Card Illustration
Client : Momentus
Medium : Digital (100% pure digital painting)

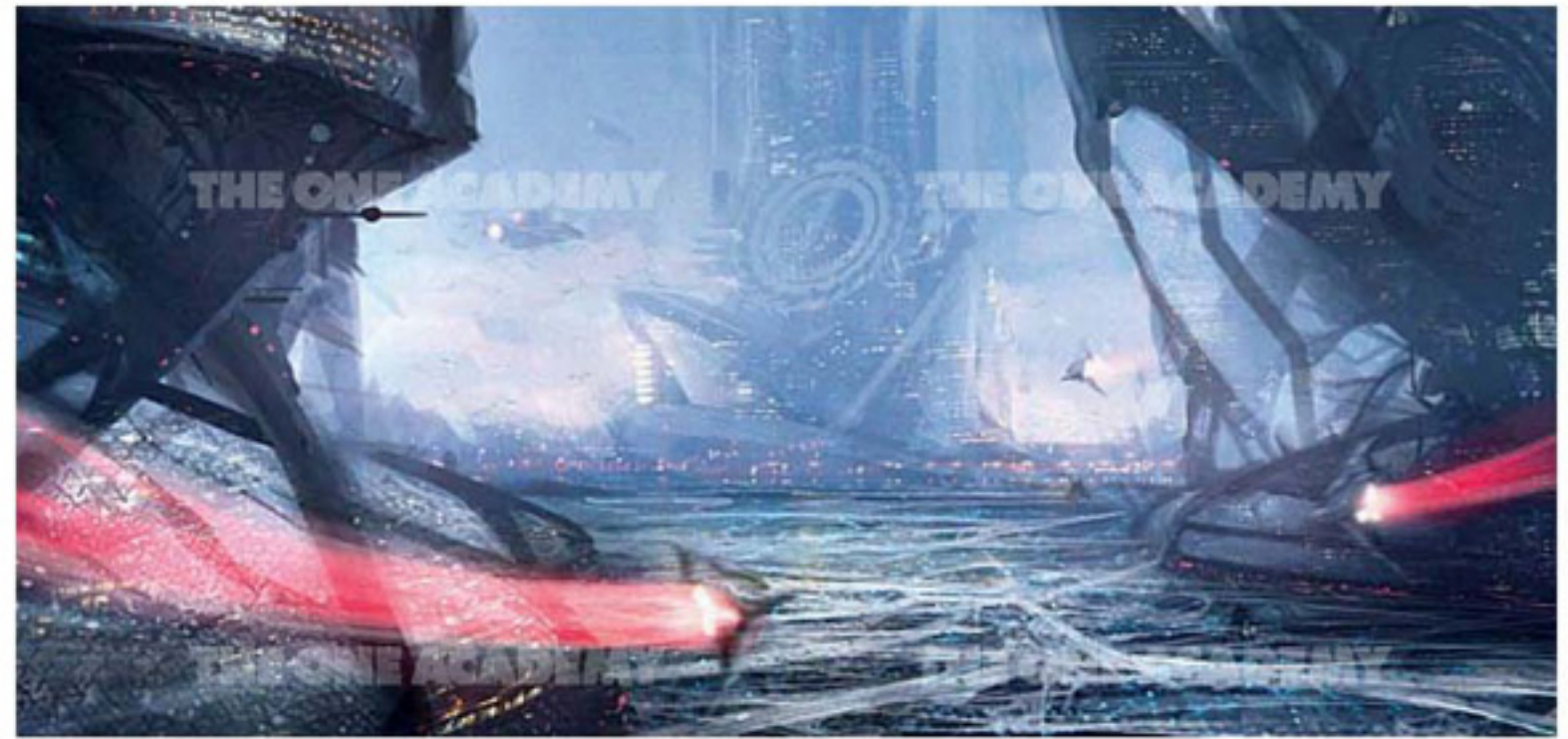


Artist : Leo Chong
Title : Hari Raya Greeting Card Illustration
Client : Momentus
Medium : Digital (100% pure digital painting)



Artist : Julian Chai Ee Chern (top & center), Brian Chen (bottom) Title : Concept Art Medium : Digital (100% pure digital painting)

Artist : Lee Chin Horng (left & bottom), Chew Lee Teng (right) Title : Concept Art Medium : Digital (100% pure digital painting)



Artist : Brian Chen Title : 3D Animation Art Medium : Digital (100% pure digital painting)

Artist : Jose Fransico (top), Lim Yi Ning (center), Chan Keen Ho (bottom) Title : concept Art Medium : Digital (100% pure digital painting)



Artist : Kirsun Loh
Title : Concept Art
Medium : Digital (100% pure digital painting)
Awards : MSC Malaysia Digital Comic Design Competition 2006 Grant Winner



Artist : Harrell Eric Wong, Highend FX
Title : SLR McLaren
Medium : Photo-realistic 3D rendering



Artist : Harrell Eric Wong, Highend FX
Title : City
Medium : Photo-realistic 3D rendering



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Artist : Yap Zhuo Yong
Medium : Digital



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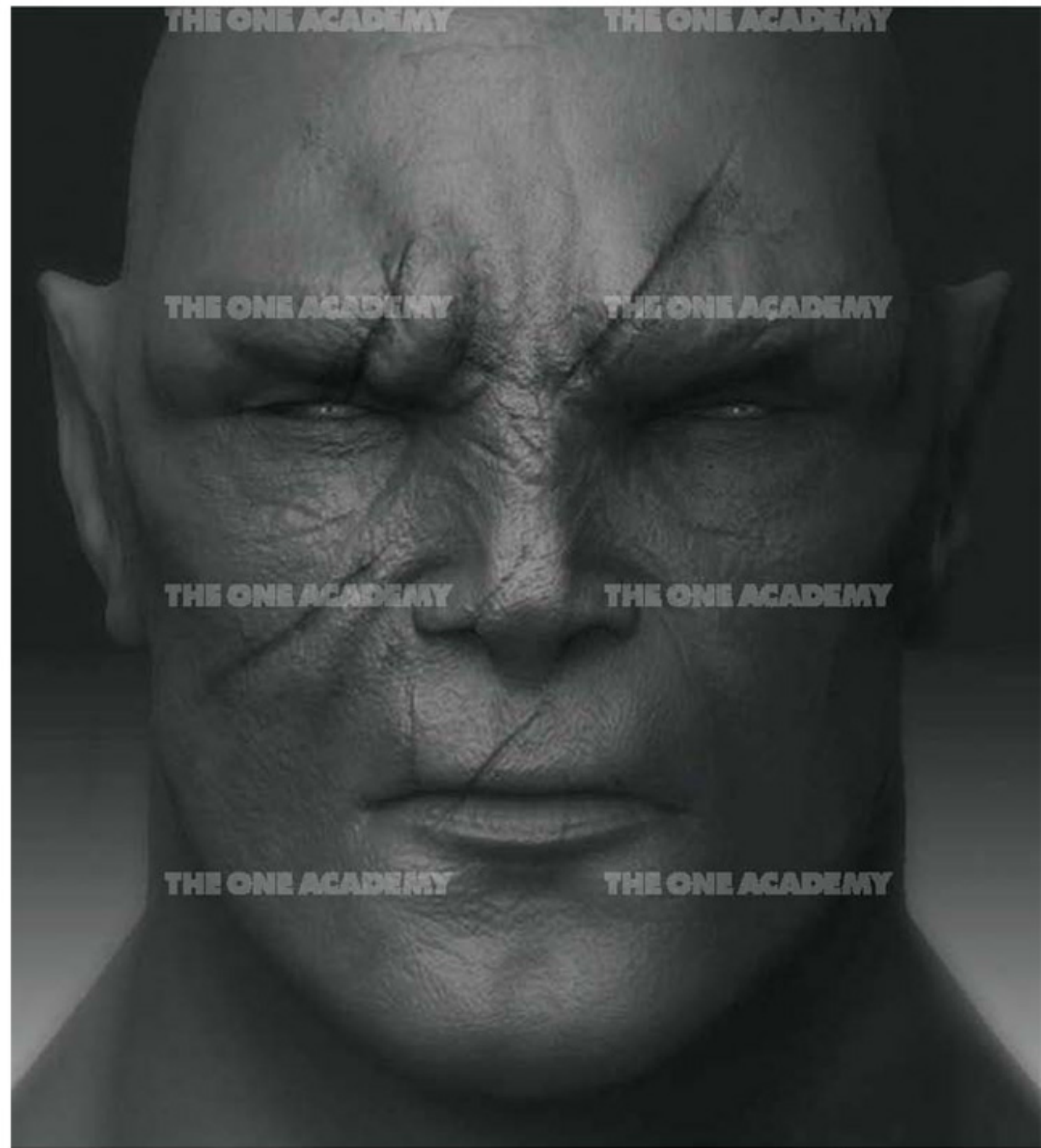
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Artist : Leo Chang
Medium : Digital (100% pure digital painting)



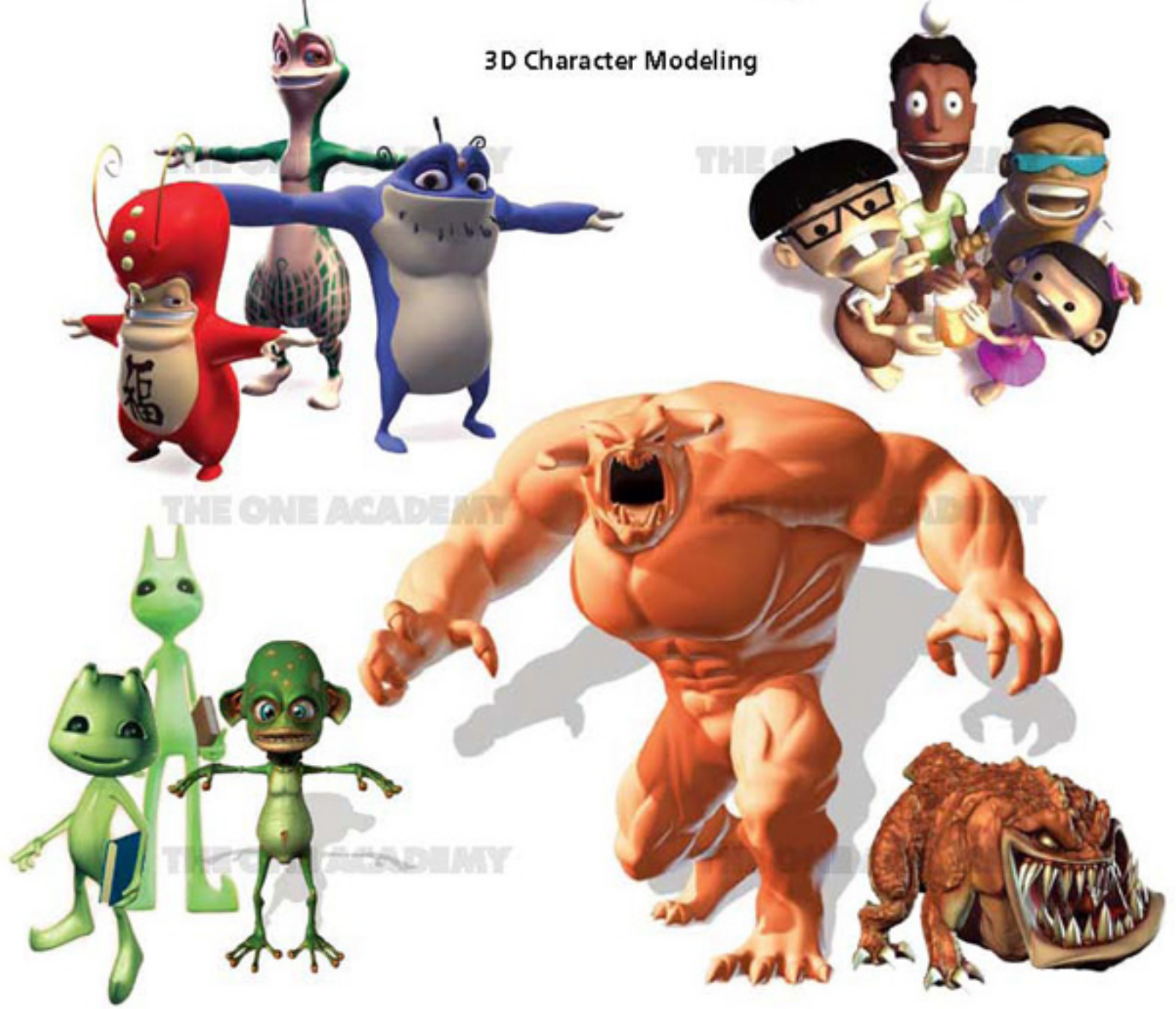
Artist : Jarold Sing Koon Shan
Title : Sculpture



Artist : Jose C ua
Title : 3D Head Modeling



3D Character Modeling



Artist : Raymond Wong
Medium : Lio Sync Animation | Facial Blends

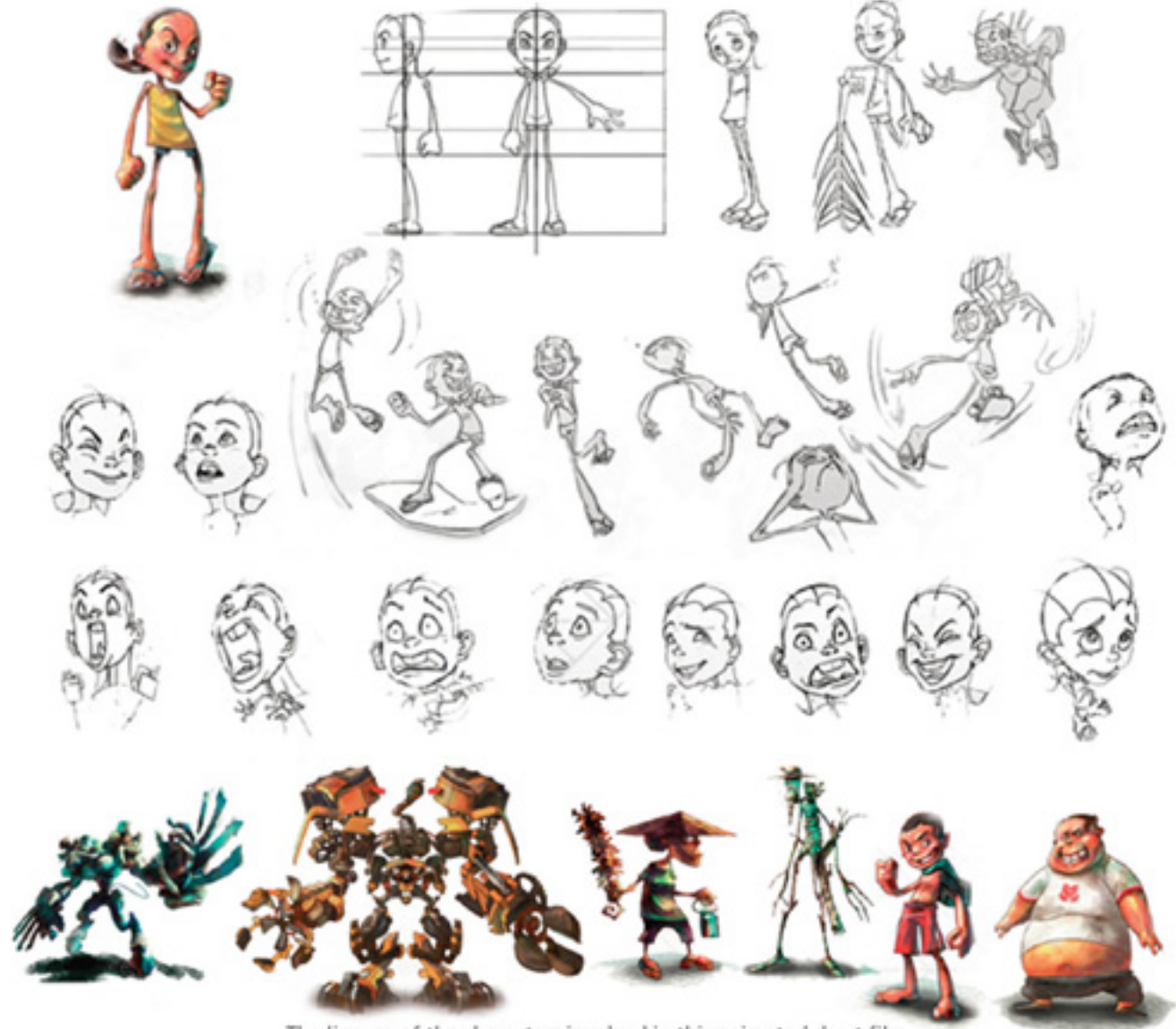
The Making of Digital Animation "Territory"

Synopsis

This is a story of two kids playing slides on a hill. Feeling not satisfied, one of them decided to climb to a higher part of the hill to play the game. On top of the hill, they encountered a fat kid who claimed that the hill belonged to him. They then began to fight with their imaginary weapons and monster.



Above are the environment thumb sketches produced during the process of creative development at the beginning of the production.



The line-up of the characters involved in this animated short film



A story board was first created to deliver a brief storyline.

On-going brainstorming, discussion sessions and amendment took place during the creative development process before the content was revised and served as the blueprint for the actions required for the shot sequences in the production.



1-Wired Model

This image shows the constructed model in Wire Mode. Built CG characters are put in place according to the animation board. This process, which is commonly called blocking, requires the animators to correctly put both their CG characters and camera in position before the process of animating take place.

2-Shading Mode

The constructed CG models' surfaces were by default in gray. Built surfaces were carefully checked to ensure its quality for the production. The 3-dimensional models are tracked, dolly and tumbled around in 3D software to check its geometry which is crucial to control the smoothness of movements. Lights were added subsequently to

evaluate its resulting forms and shapes. These characters were finally rigged and embedded with joints and skeletons which student animators would be using to move and control the movements of the attached body/skin/surface through the various shot sequences.

3-Texturing, Lighting & Animating

Shaders and textures were added onto the CG characters to describe the surface characteristics and to simulate a wide variety of appearances.

The process of animating begins when the student animators start to design and choreograph the movements of the CG characters for each scene by defining keyframes and poses. The 3D software will automatically compute the in-between movements, which student

animators are allowed to adjust them if necessary to control and to amend its timing. All scenes were illuminated with Key, Fill and Bounced lights. Environment ambience was defined to enhance the mood for each scene, and to set an appropriate atmosphere for the production.

4-Rendering

Rendering is the process in which all data including the model data, animation, shading and lighting information will be gathered for the computation of every pixel of the finished still images. Once rendered, the stage of post-production would take place, where effects will be added and colour enhancement will be made before these images were transferred into film, video or CD-ROM.



The Making of Digital Painting



1 – The initial stage is to do sketching, which helps you to have a better understanding of the light, shade and tonal value changes of the reference.

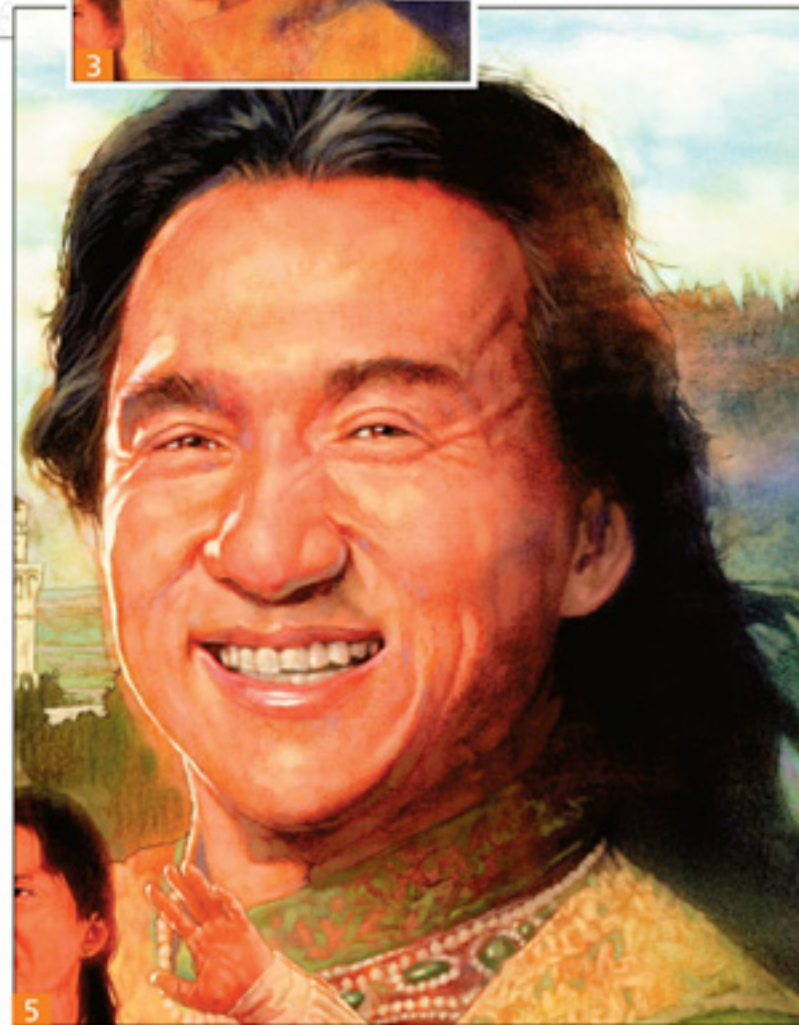
2-3 – To render base color for the overall illustration by using the "water color" tool in the Corel Painter application. The outcome of the rendering stage might look 'soft' and incomplete, but it is fine, because the purpose of doing so is to control the overall color key and mood instead of the details.

4 – To begin touch up by using the tool "Square Chalk".



5 – In depth touch up can make the object look more 3D. For digital rendering, texture is one of the factors to manipulate the drawing to look like the "hand-draw" painting effect. The detailed touch up on the high light area and the edges must avoid being too stiff.

6 – The background plays a very important role in this illustration, which is more outstanding than the main object (Jacky Chan's portrait), yet it is not too striking. It also sustains the entire composition of the painting. Final overall touch up and color adjustment can help you to achieve a satisfied result, but you're not encouraged to adjust the tone or color widely, because it may cause the color to look unnatural, especially when it comes to printing.



ArtistsProfile



Benjamin Zhang Bin

- The first China comic artist who makes a mark in European market in the past 20 years
- Gold winner of the Original Animation & Comic Competition (OACC) 2004

www.blog.sina.com.cn/benjamin

Benjamin quit his lucrative job in advertising industry to fully devote his effort and time in comics. Now a world-famous comic artist, he contributes regularly to art compilations and comic magazines. He was also invited to illustrate for Hong Kong director Tsui Hark's movie "Seven Swords" and Hong Kong comic master Mah Wing Shing's "Storm Riders".



Kinsun Loh

- Graduate of The One Academy
- Penciller for DC Comics' Batman publication
- Founder of Sixth Creation Creative Studio
- International digital illustrator

www.kinsun.net

In US, he is the penciller for DC Comics' Batman publication. In Hong Kong, he is the illustrator of Mah Wing Shing's Storm Riders comics. Today, he is one of the finest illustrators in the region who has made a breakthrough in the world's comic, game & concept art scene. His recent achievements include winning the CG Choice Gallery: 2D Illustration and Concept Art Award by CGSociety and having his artwork acknowledged under CG Gallery's Hall of Fame.



Beatrice-Kid Chan

- Graduate of The One Academy
- A rising manga comic star in international arena
- Nominee of the 2007 AYA Dream Malaysia Most Outstanding Youth of the Year Award

www.kidchan.deviantart.com

More popularly known as KidChan among her manga fans, Beatrice is now a rising star in manga scene. She has made a name for herself through her manga artworks which she posted onto an online art forum, deviantart.com. Her stunning art skill and technique has attracted a pool of fans from all over the world, including Germany, Spain and US.



JC Wong

- Graduate of The One Academy
- Founder of JC Wong Productions, a Concept, Art & Design studio
- Produced over 50 TV Identity Short Films for Channel [V]

www.jcwong.net

JC has always been very passionate in exploring & adopting artistic contents into his creative art projects. He is the winner of Royal Selangor Pewter New Attitude Painting Competition and Malaysia MSC Digital Comic Competition 2007. Over the years, JC has produced over 50 TV Identity Short Films for Channel [V] International. He wishes to have his books published around the world.



Leo Chong

- Graduate of The One Academy
- International digital illustrator
- Professional trainer in digital illustration

Leo is one of Malaysia's pioneers in digital illustration. His portfolios include commissioned artworks for World Cup Golf Tournament, Samsung-Olympic project, Mazda, Ayamas and Milo advertisements, Jacky Chan's Shanghai Knights, Stephen Chow's Kung Fu Hustle and X-Men 3 promotions. He is also one of the invited illustrators of a masterpiece-collection tribute project for Malaysia's Prime Minister, Datuk Seri Abdullah Badawi.



Harrell Erik Wong

- Graduate of The One Academy
- Managing Director & Group Creative Head of Highend FX
- An expert in photo-realistic 3D-rendering in this region

Harrell is one of the few top artists who is able to show his talent from traditional painting to digital high-end 3D Computer Graphic. After two years of lecturing in Art & Design in The One Academy, he is now focusing on 3D-Architecture Design and Visual Arts.



Hoo Cheng Yong

- Graduate of The One Academy
- Director of Sky Young Studio
- One of the best digital artists in this region

Cheng Yong founded the Malaysia-based studio, Sky Young in 2004 before joining The One Academy in year 2005 as guest lecturer. He has been leading a group of artists to produce digital illustrations for popular comics of Jonesky Limited from Hong Kong- Storm Riders and Panther (Heibao).



Terng Kong Hwee

- Graduate of The One Academy
- Director of Konghwee Art & Illustration
- One of the best digital illustrators and concept artists in Malaysia & Singapore

As an advertising illustrator and concept artist, Kong Hwee works closely with TVC and film director on camera and art direction. His list of clientele includes Celcom, Perodua, Astro, Nokia and local movie Third Generation.

We don't believe in promises. Just results.

The One Academy faculty members, students and graduates' recognition in the recent five years include • Best of the Best Creative Institution of Higher Learning Award For Both Malaysia & Singapore • Summit Creative Awards USA • Singapore 4As Crowbar Awards • Horizon Interactive Awards USA • New York Art Directors Club 85th Annual Award • CG Overdrive Digital Film Festival Singapore • Sydney Flexiff Film Festival Australia • Islamic Art Museum Malaysia's Student TVC Award • Best of the Best in Adrenaline Student Creative Awards • AdesAward Best Website Design • Anugerah Generasi Digital • Summit Creative Awards USA • Nokia Creative Arts Awards • Ningbo International Student Poster Design Competition (China) • Cyberjaya Digital Video Competition • Conqueror Curious Awards (Malaysia & Singapore) • Malaysian Film Festival's Best Animated Film, Best Animated Film Director & Best Animated Film Script Award • ComGraph Singapore(Asia Pacific Digital Art and Animation Competition) • X'pressions Creative Challenge • Malaysia New Comic Drawing Talent Search • 40th PRINT's International Student Cover Design Competition USA • Kancil Awards • Longxi Creative Awards • Nokia AV Maker Awards • Nokia Arts Awards Malaysia • Adobe Arresting Design Awards • Macromedia WWWhat Award • Multimedia Development Corporation (MDC) Grant Award • National Creative Multimedia Development Project (collaboration with the Basque Government of Spain) • India & Southeast Asian Animation Competition (INSEA) • Conqueror Horseman Design and Print Award • Best of Asia Pacific MSC Information Technology • Telecommunications Award (APMITTA) • Wacom Community Gallery Staff Selections 2007 Contest • LG Young Interior Designer Awards • IMPAC Dublin Literary Award for Young Malaysians 2007 • JVC Tokyo Video 2008 • Hong Kong Design Association Award (HKDA) 2007 • Olympic Sport & Art Contest 2008

THE ONE ACADEMY

INTAKE: JANUARY • MAY • AUGUST

International Degree & Diploma Programmes : **Digital Animation with Game Development**
• **Advertising Design** • **Multimedia Design** • **Illustration with Comics** • **Interior Design**

The Soul

No doubt, digital technologies have given artists a powerful 'weapon' to unlock their creativity and originality in a more forceful way. But a true talented artist must never forget the soul behind all these digital works- a sharp skill in **traditional drawing**, a strong **sense of art** and the boundless **imagination**, for these are the ultimate foundations that define the real ability of an artist.

So nurture your passion and strengths, pick the right turf and strive for the best achievement, you will be surprised by the breakthroughs you will achieve.

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