

C3DE

Carrara 3D Expo
2009 - 2010



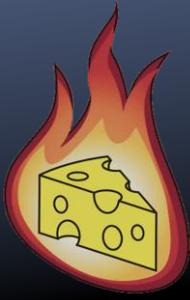
C3DE

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.

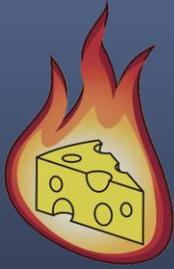
We all have them.

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



With Carrara,
we create our
own dreams.

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C3DE Team

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*Jetbird_D2 A.K.A. Danas_Anis

Special Thanks:

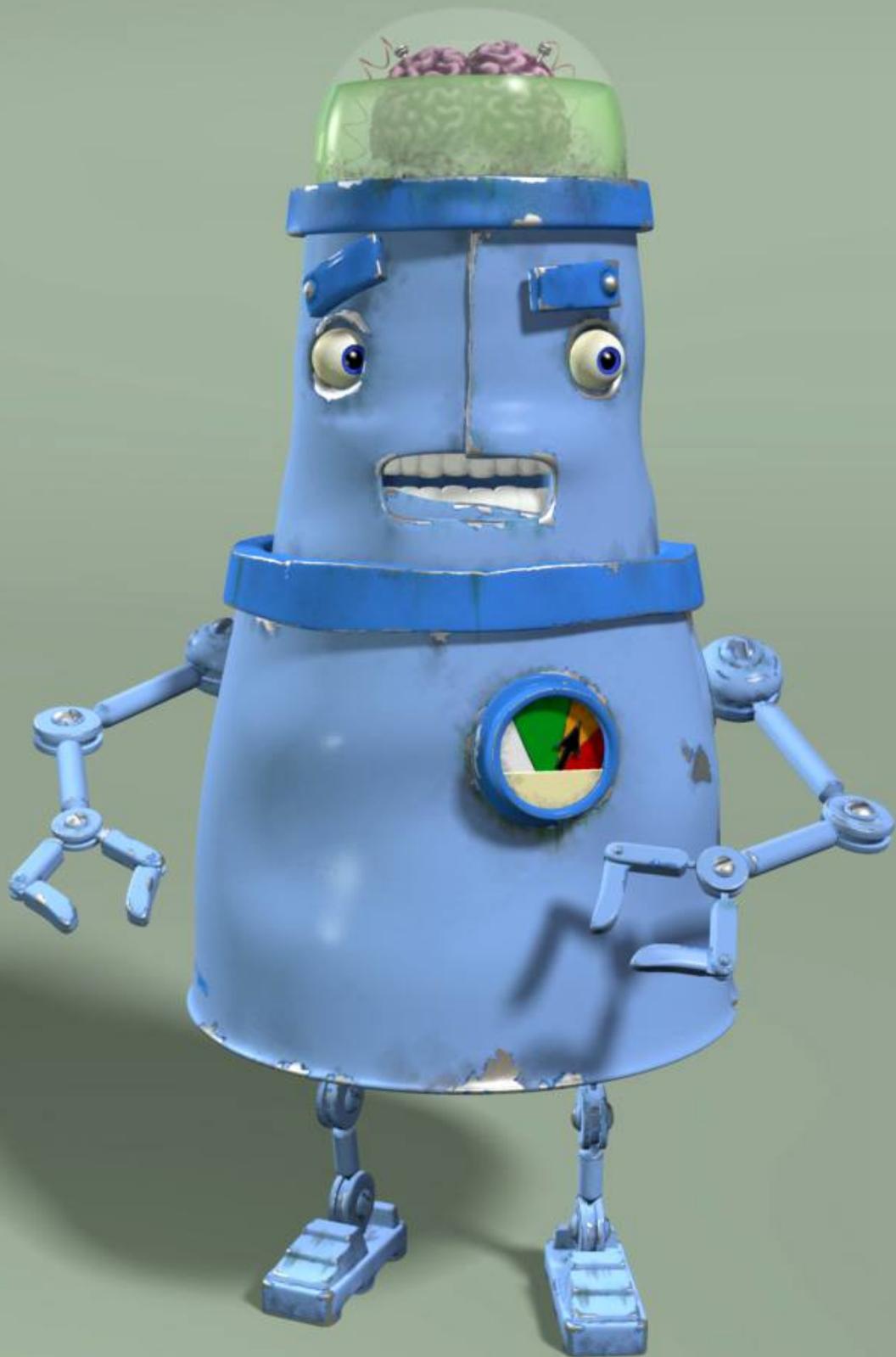
KarmaComposer, Carrara Lounge (www.carraralounge.com), The fine folks at DAZ, Charles Brissart, Pierre-Sylvain Desse, Eric Kwong, Ronen Lev, Pallavi Mangalvedkar, Steve Kondris, Chad Smith, Rob Whisenant, Craig Randal, Denise Tyler, Sparrowhawke3D, Inagoni, DCG, Shoestring Shaders, Fenric, Frederic Ribble,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

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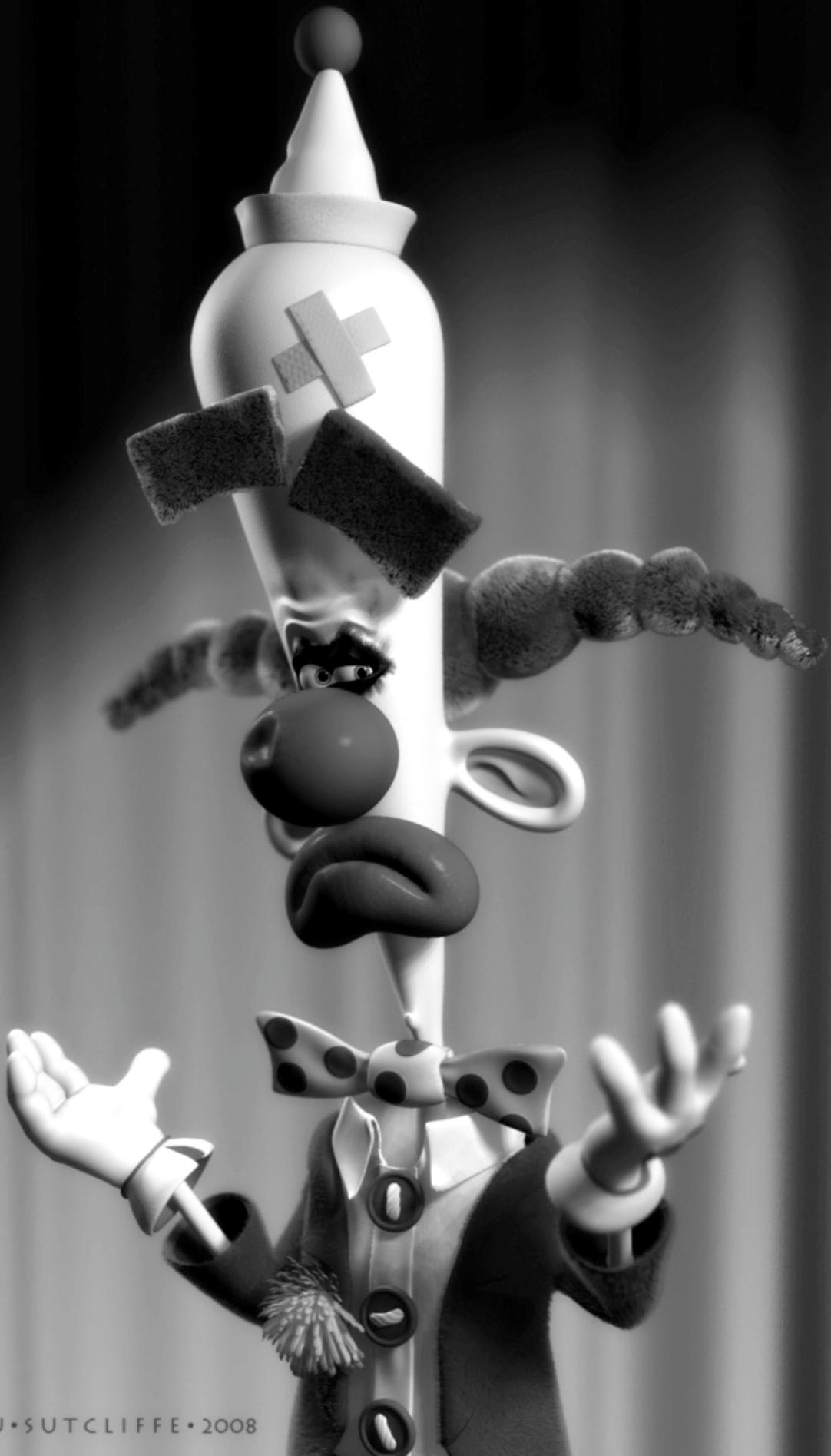
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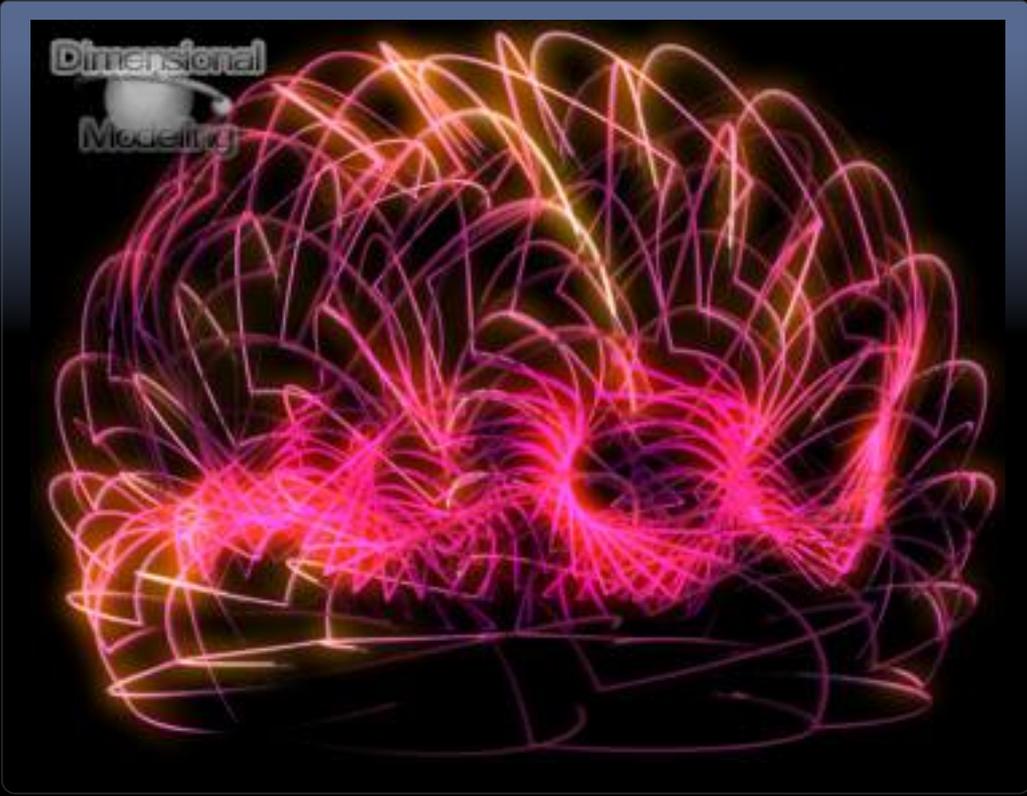
BASIL WOLVERTONS "BEAUTIFUL GIRL" © STU SUTCLIFFE • 2009

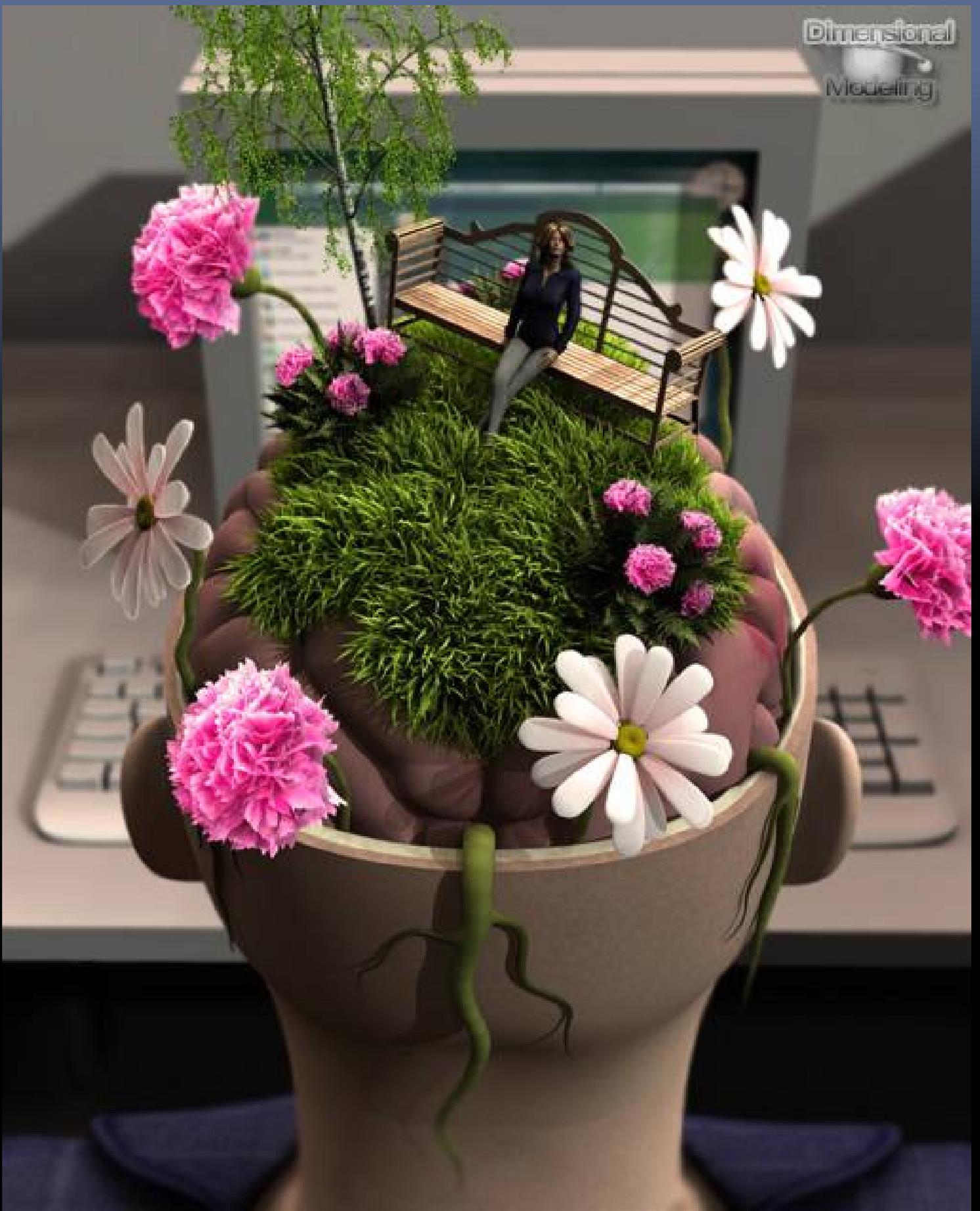




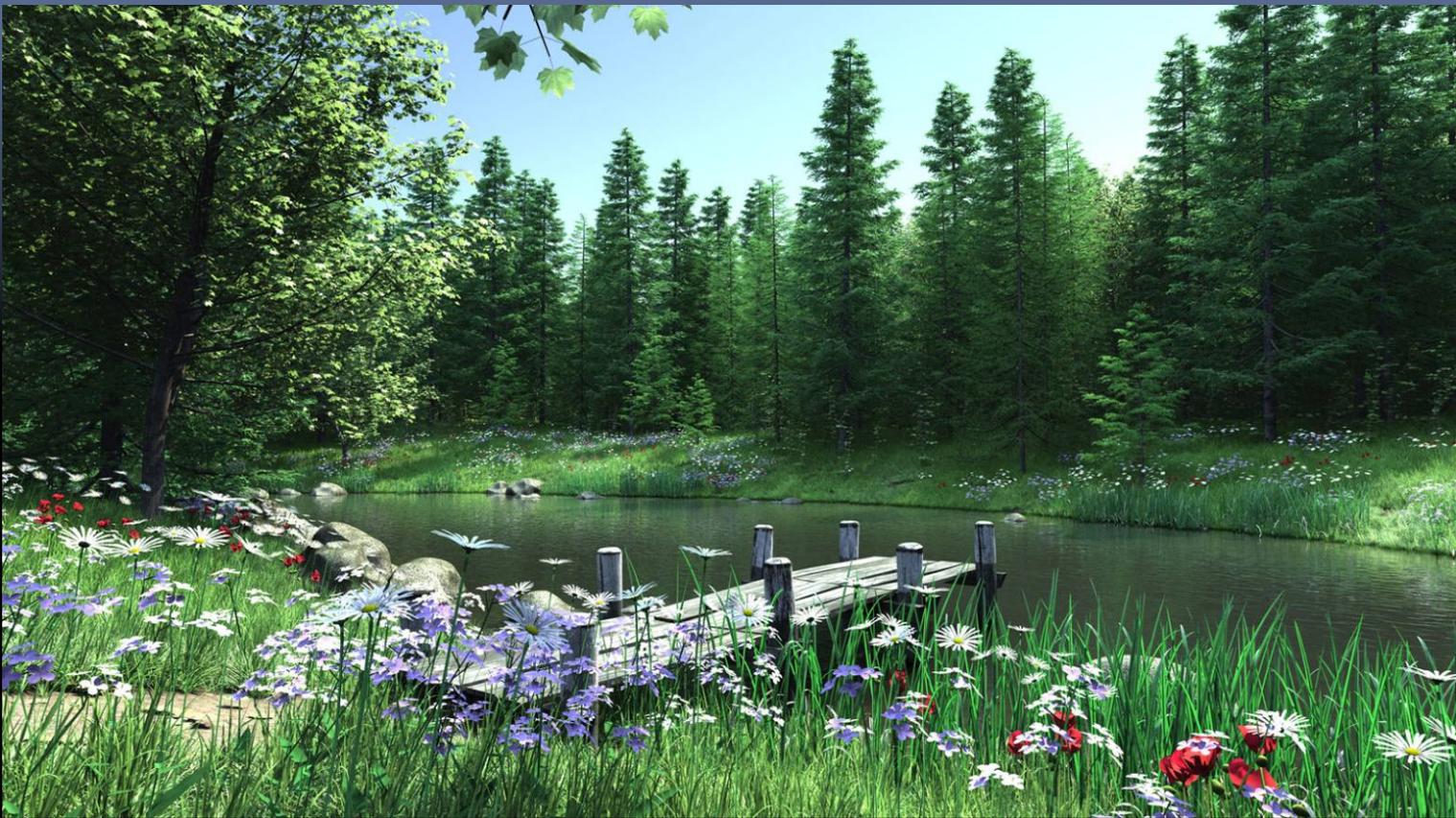


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2009 Timothy Payne

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

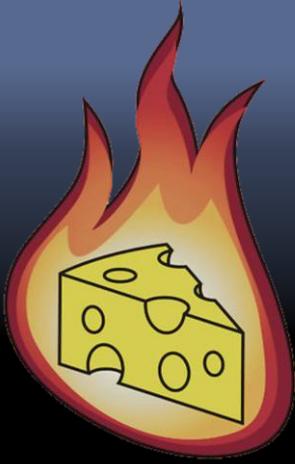




2009 Timothy Payne



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.

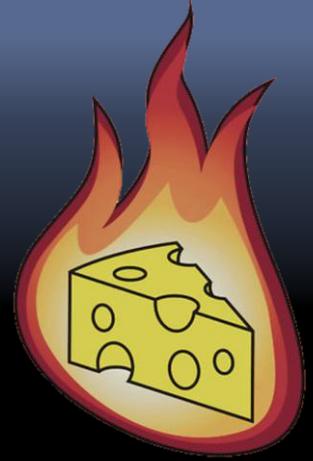
Kevin's first experience with showing artwork was through 4-H. The highlight of which was having an ink wash selected to be displayed at the UW Madison along with artwork from other 4-Hers from across the state. Since that time he has dabbled in various mediums as an amateur, while slowly and steadily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

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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.

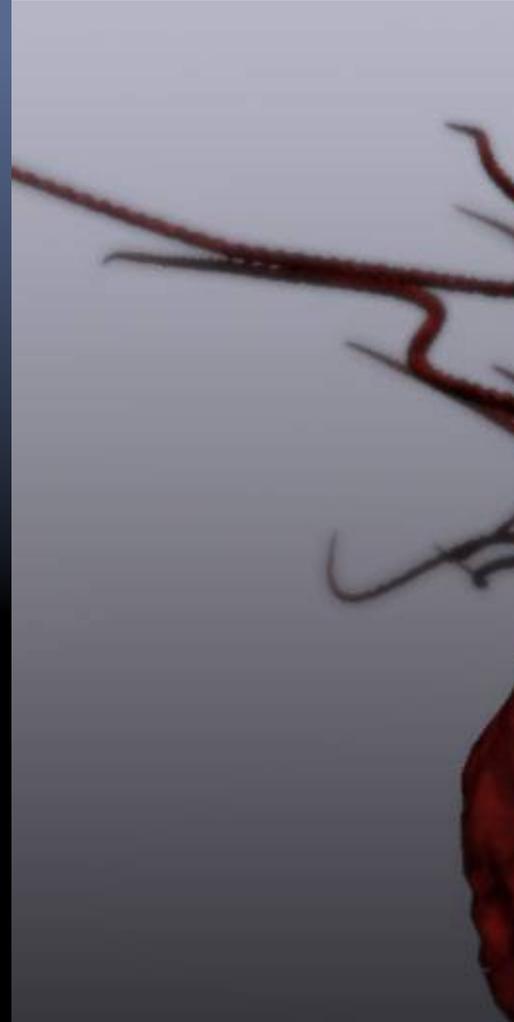




M.D.C.



Robbie MacGillivray

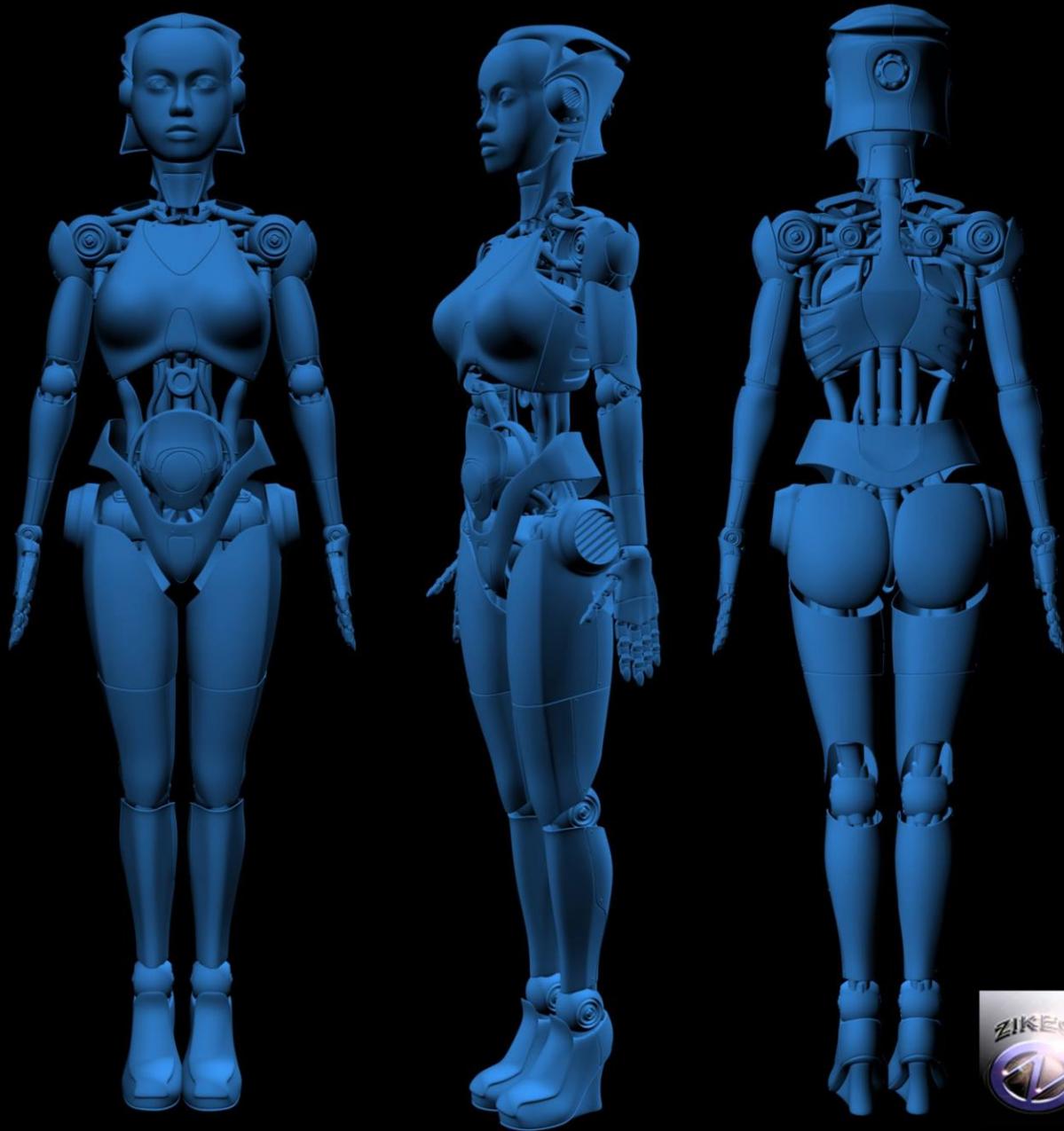


I'm Robbie, 37yrs and living in Brisbane, Australia. Been using Carrara since I found version 6 on a coverdisc and have been interested in 3D since using Imagine3D on my Amiga1200 many years ago. I also do web design and have my 'base' site at www.onarmedgraphics.com. I lost the use of an arm from a 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 Nishley
onearmedgraphics.com



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.

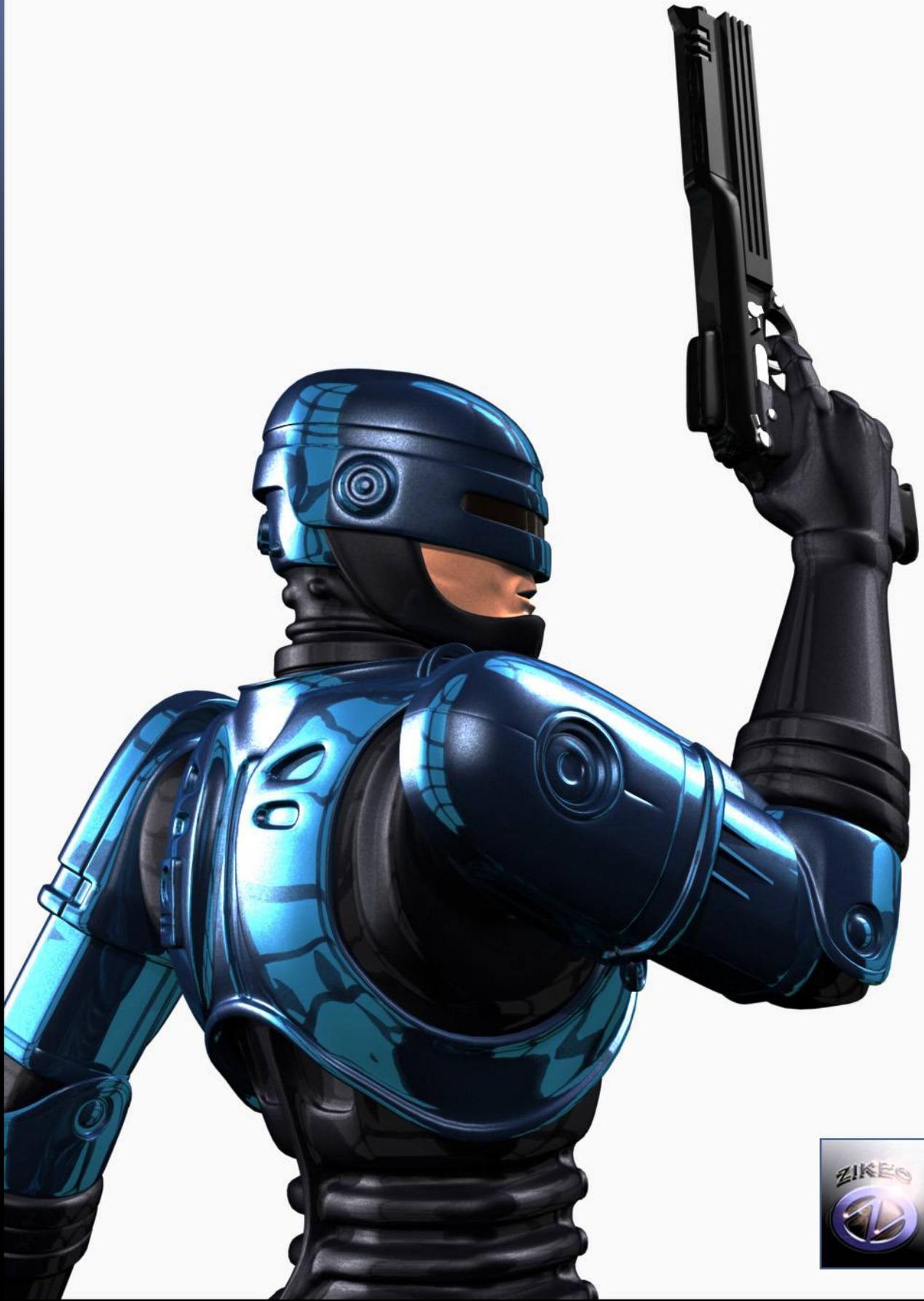
I would love to work in the industry, but always have something I want to be modelling and I'm not sure how it would be. Working For The Man.

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.

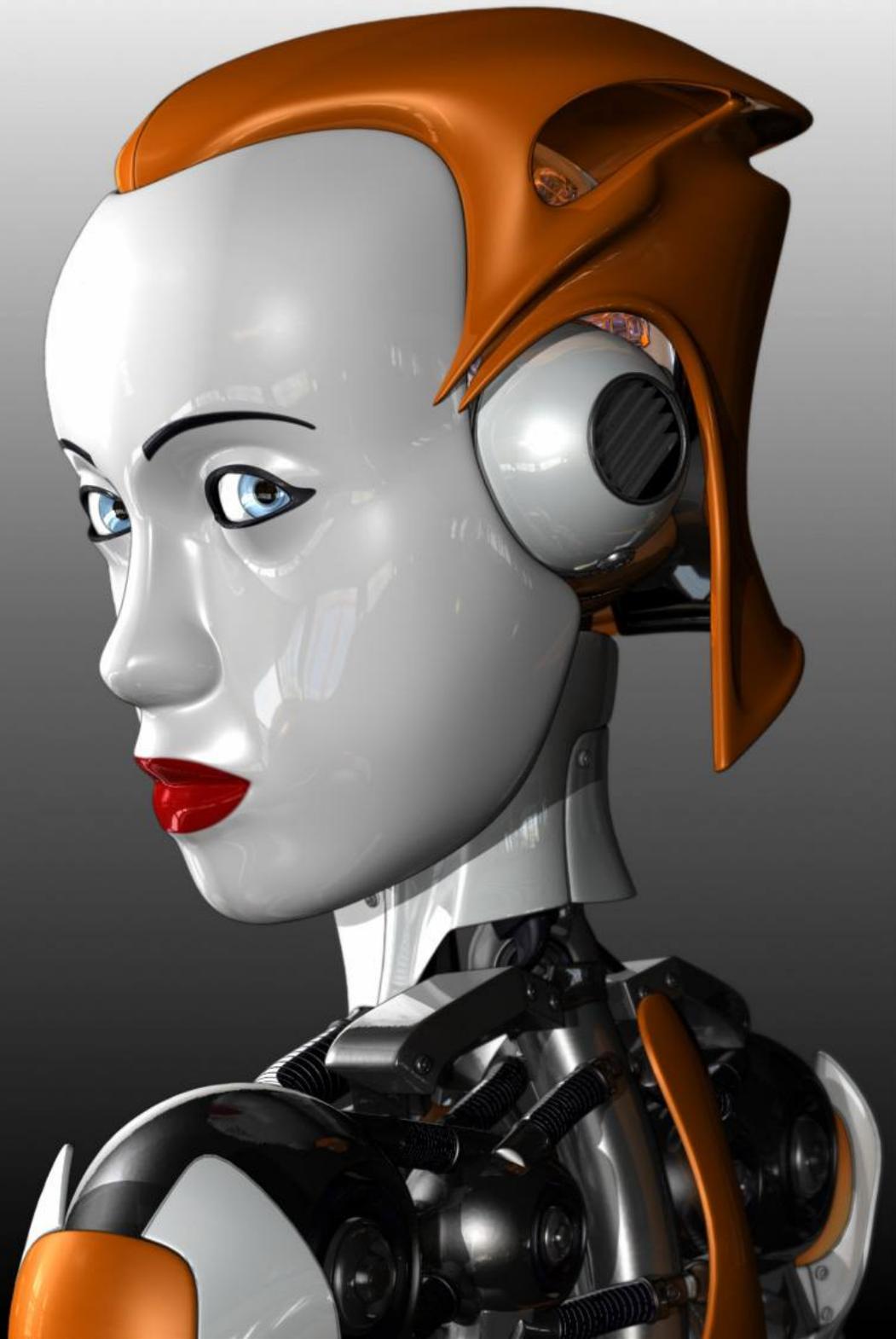
I hope you've enjoyed my images and free models over the years and will keep watching out for Zikeo work.

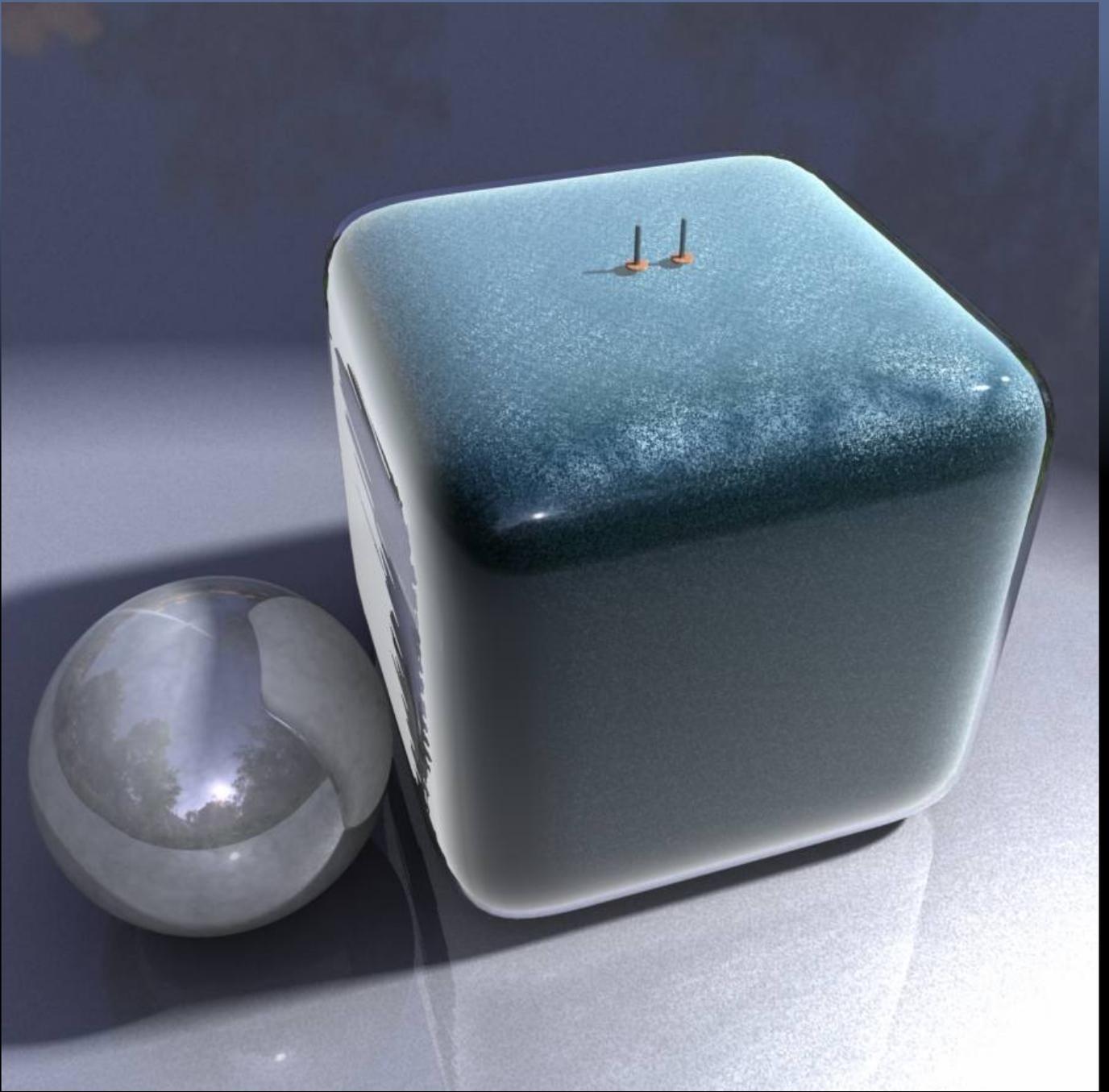
Thanks













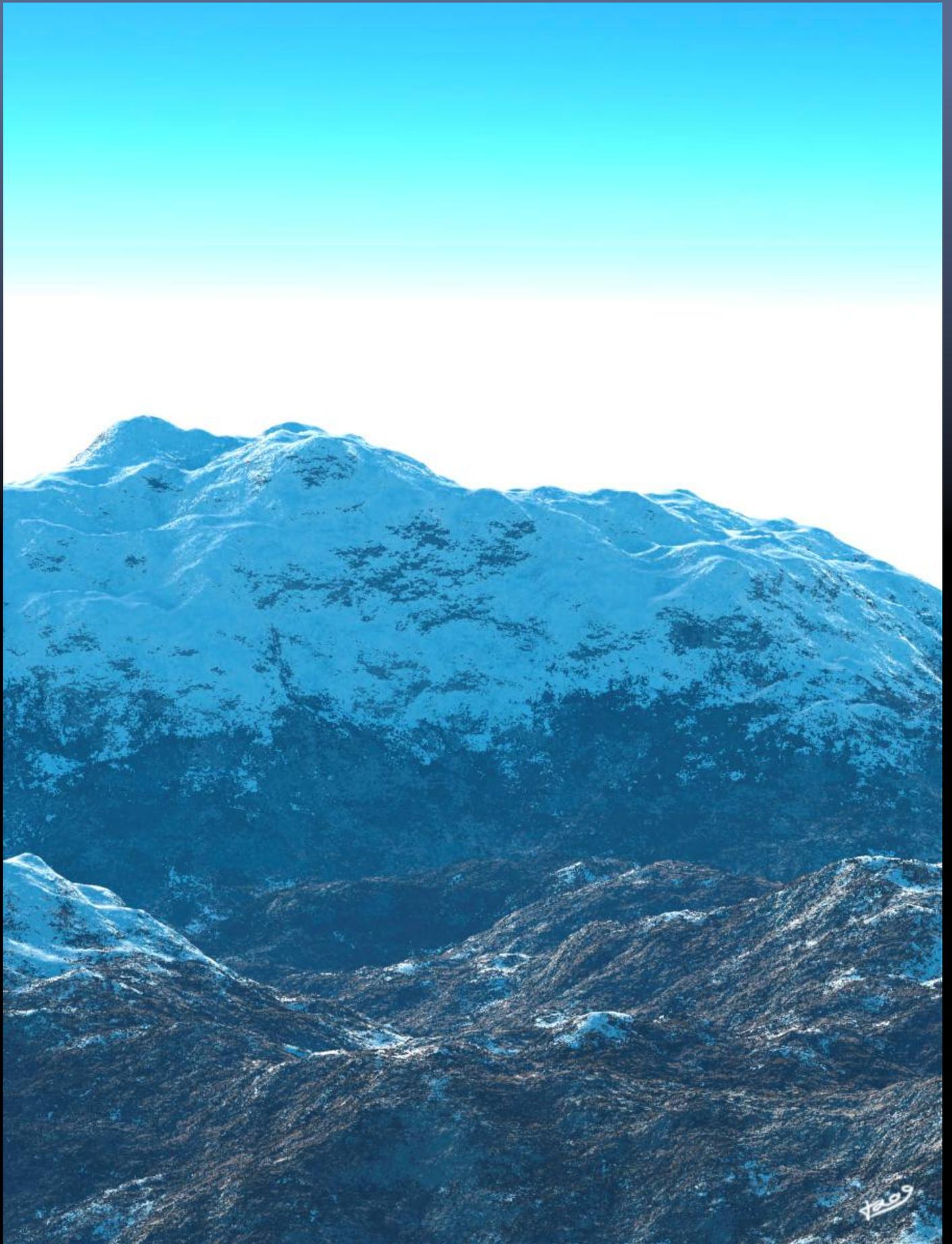


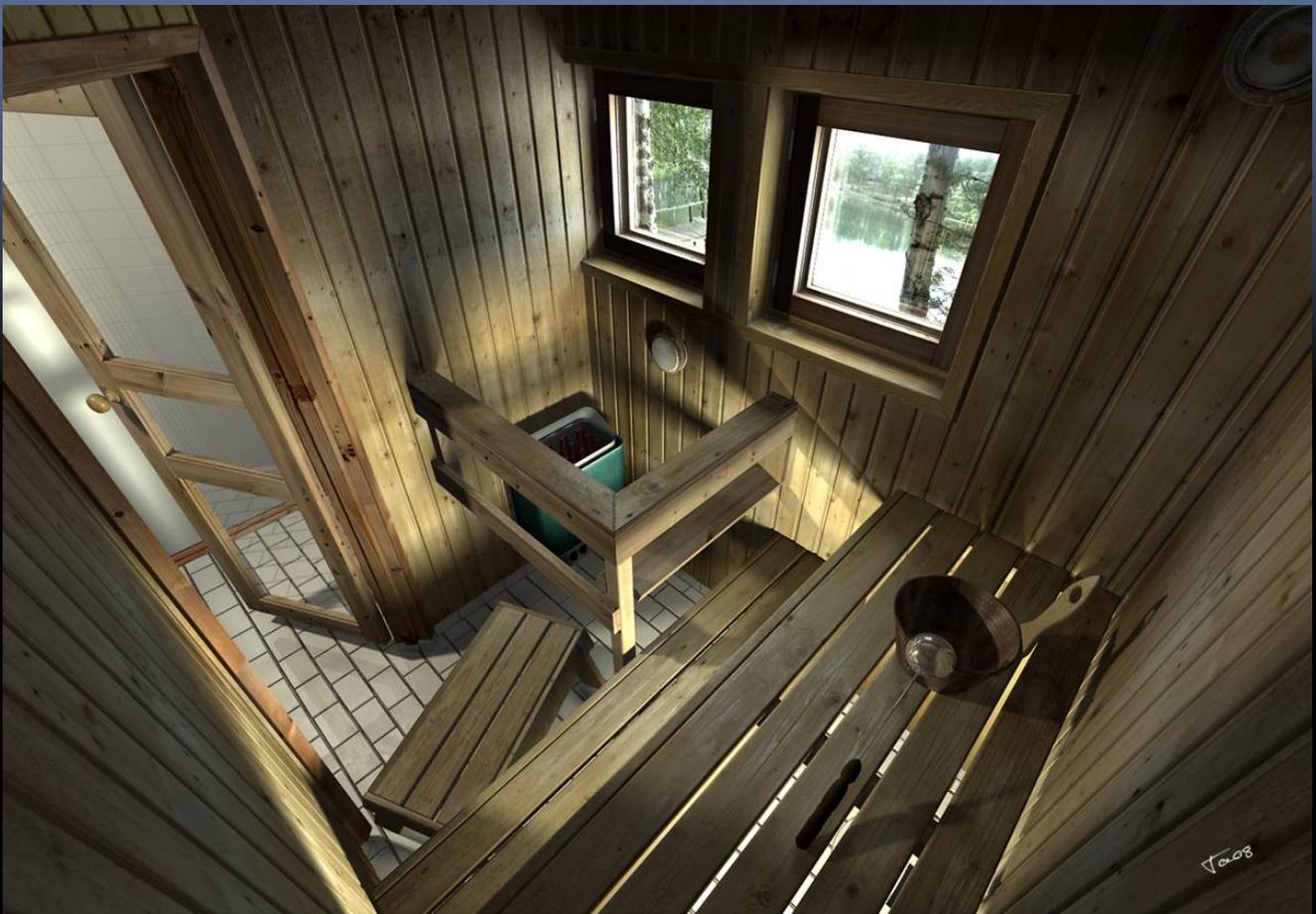




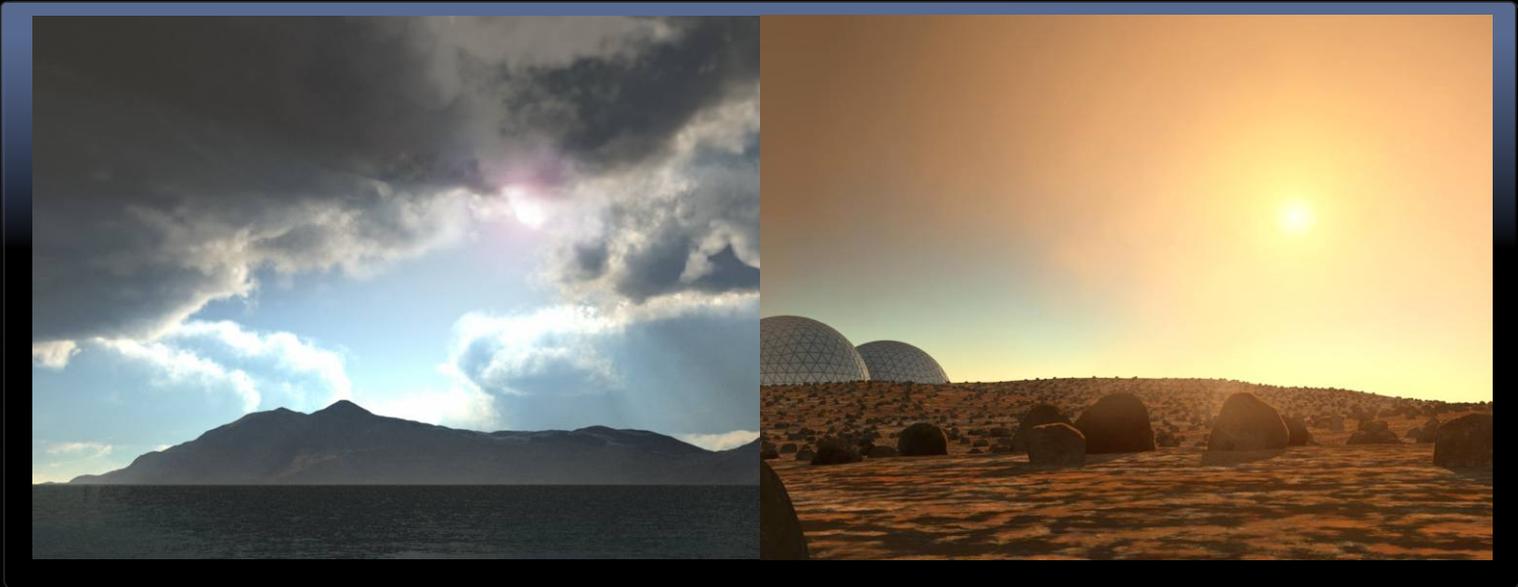












My name is Phil Wilkes and I have been involved with computer art for over 25 years, really from the infancy of home computing.

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



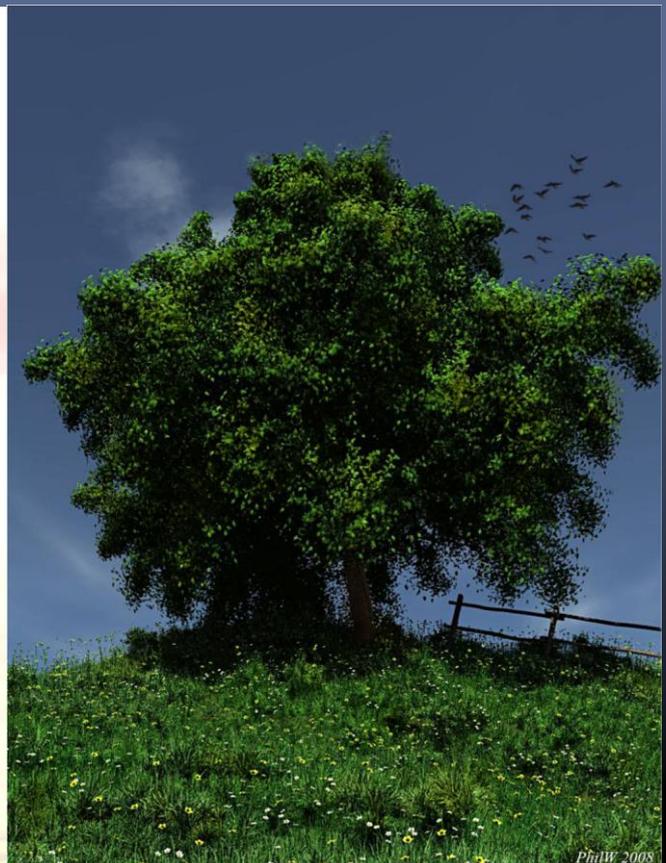
Manning, I designed and produced all the images for the CD cover and booklet for their album Number Ten, which was great fun to do – I'd love to do more work with musicians. I'm also doing more illustration work and using my images as promotion pieces for 3D products.



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



Popgriffon

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



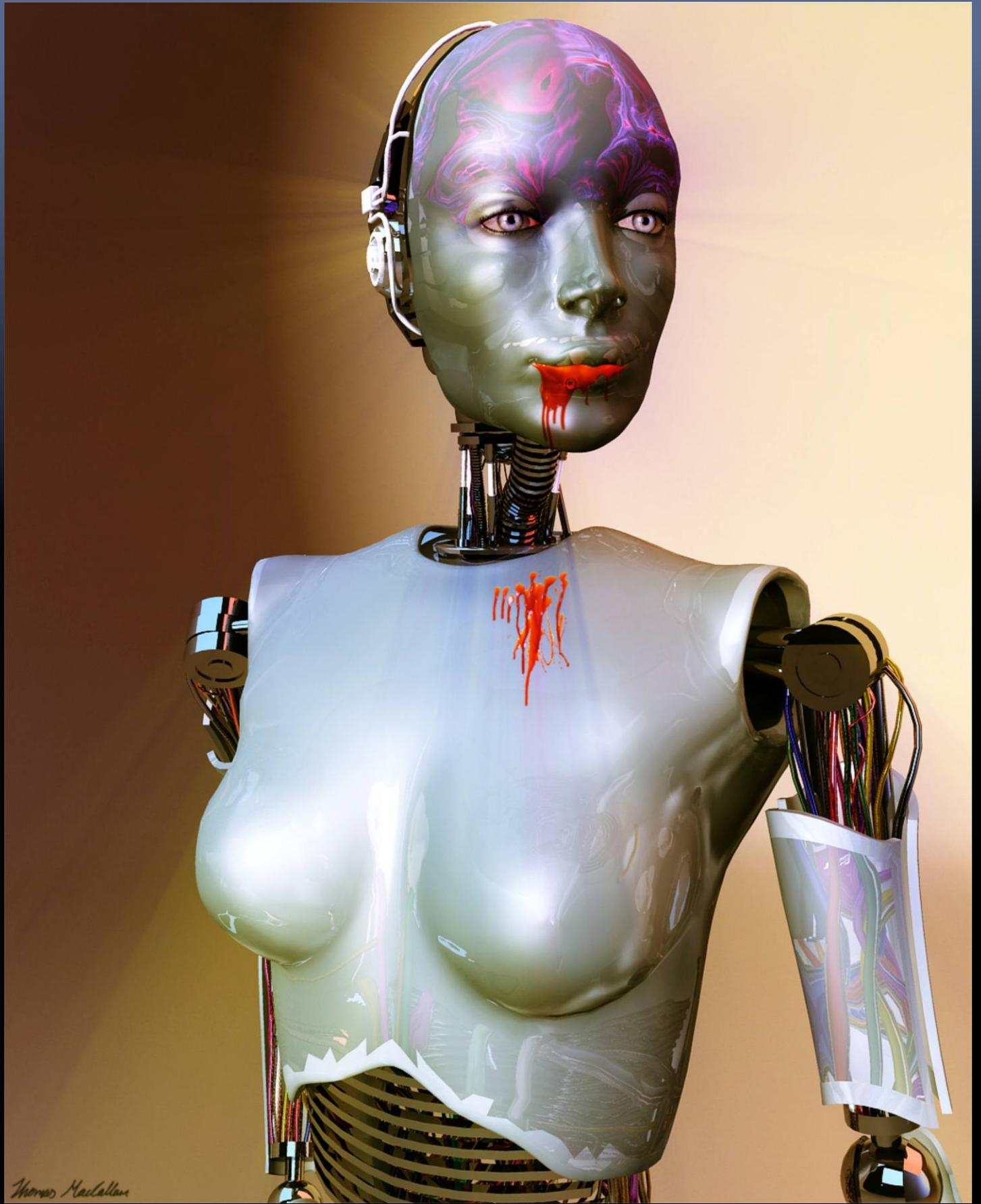
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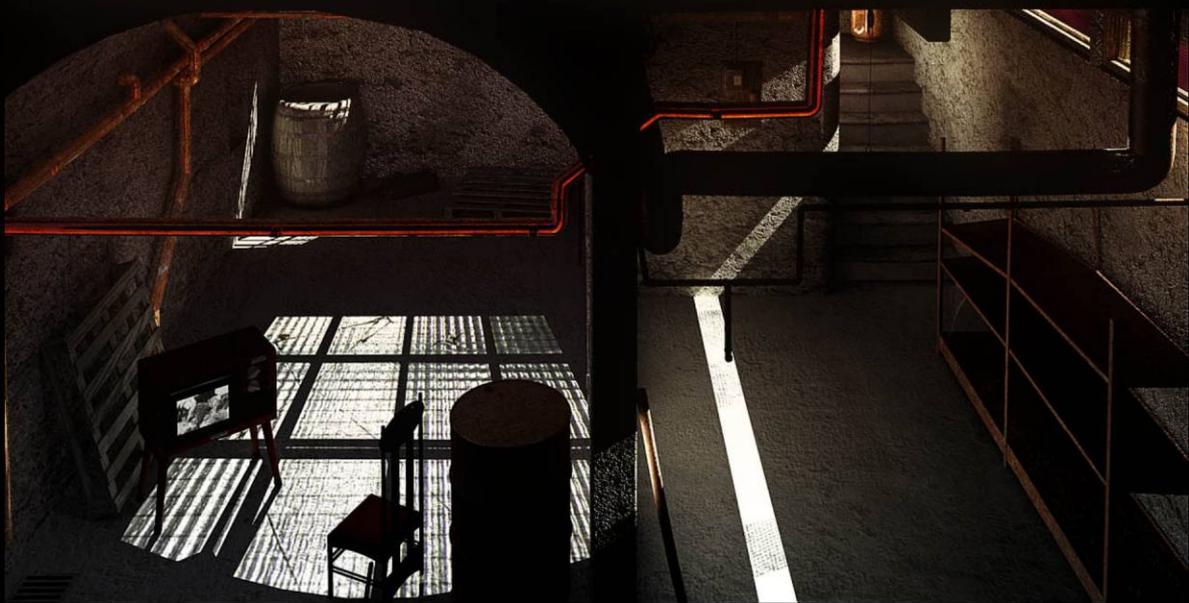




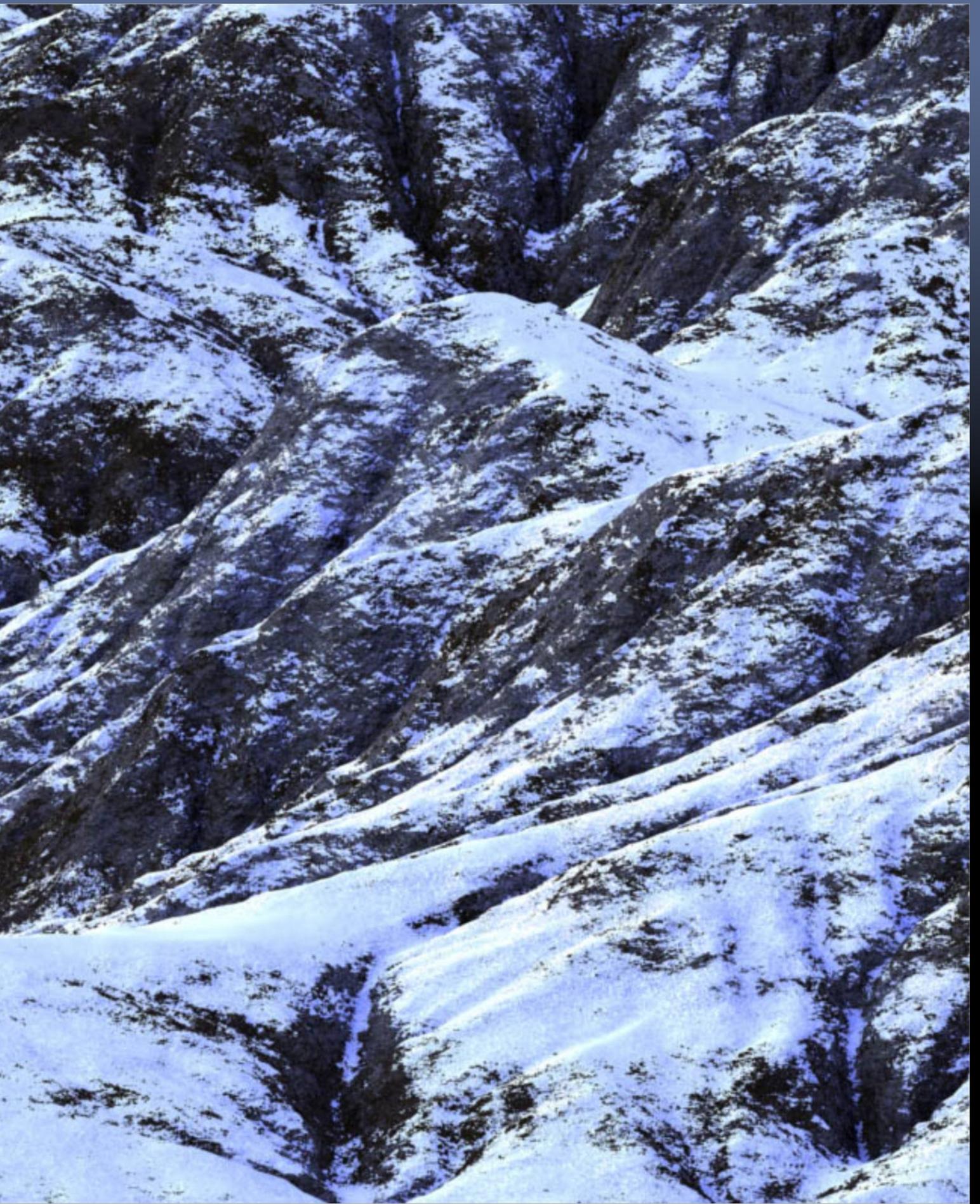












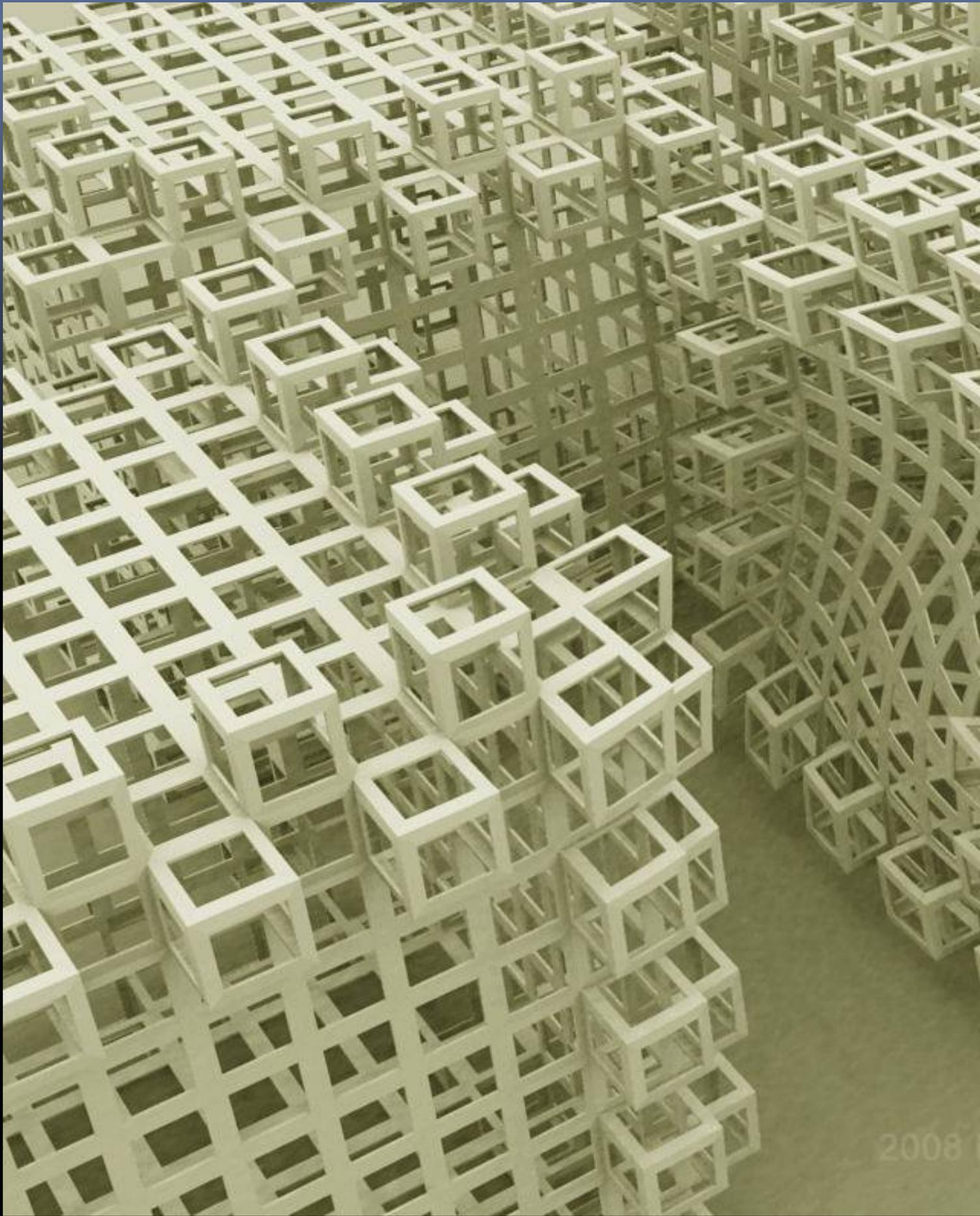




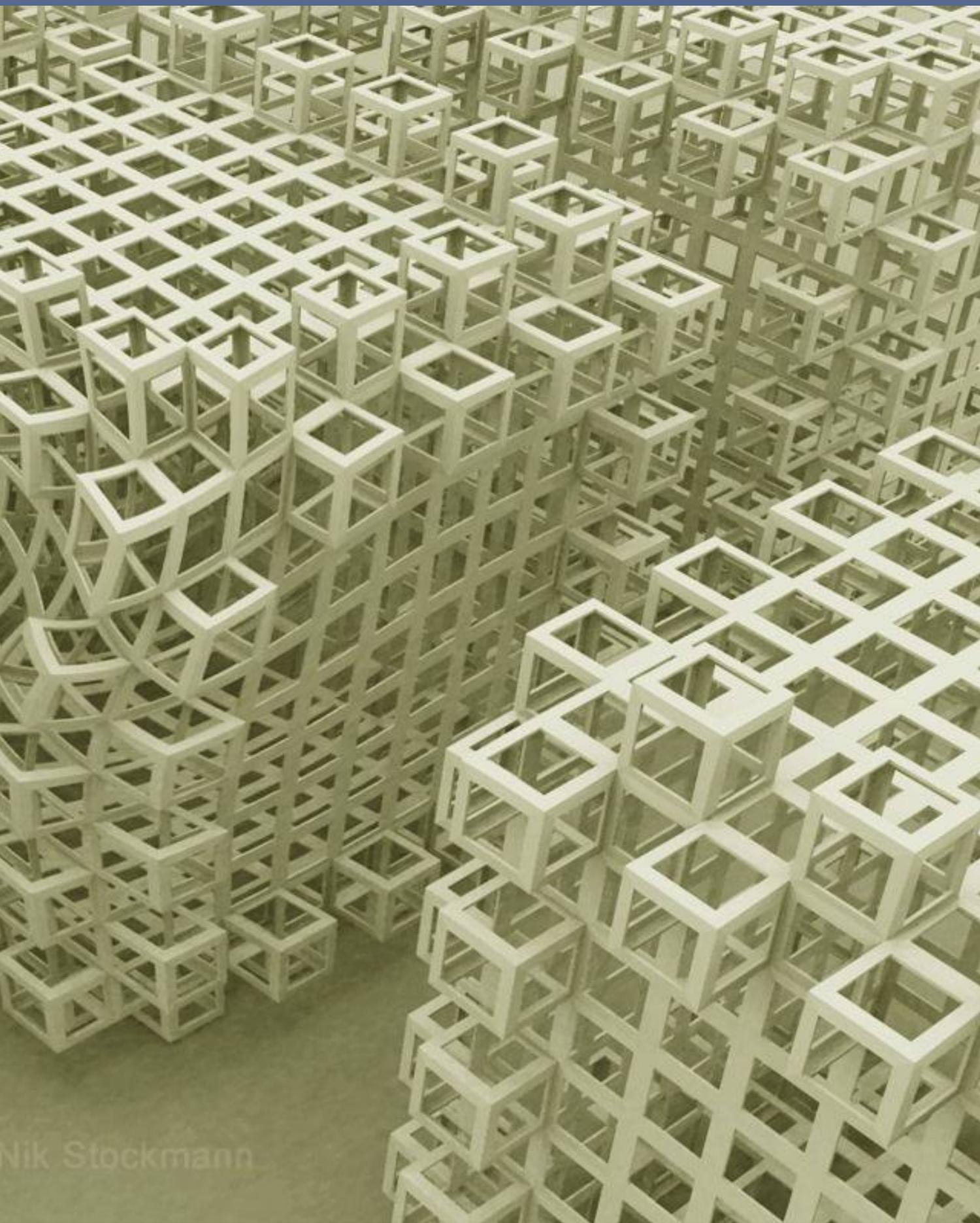
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2008



Nik Stockmann





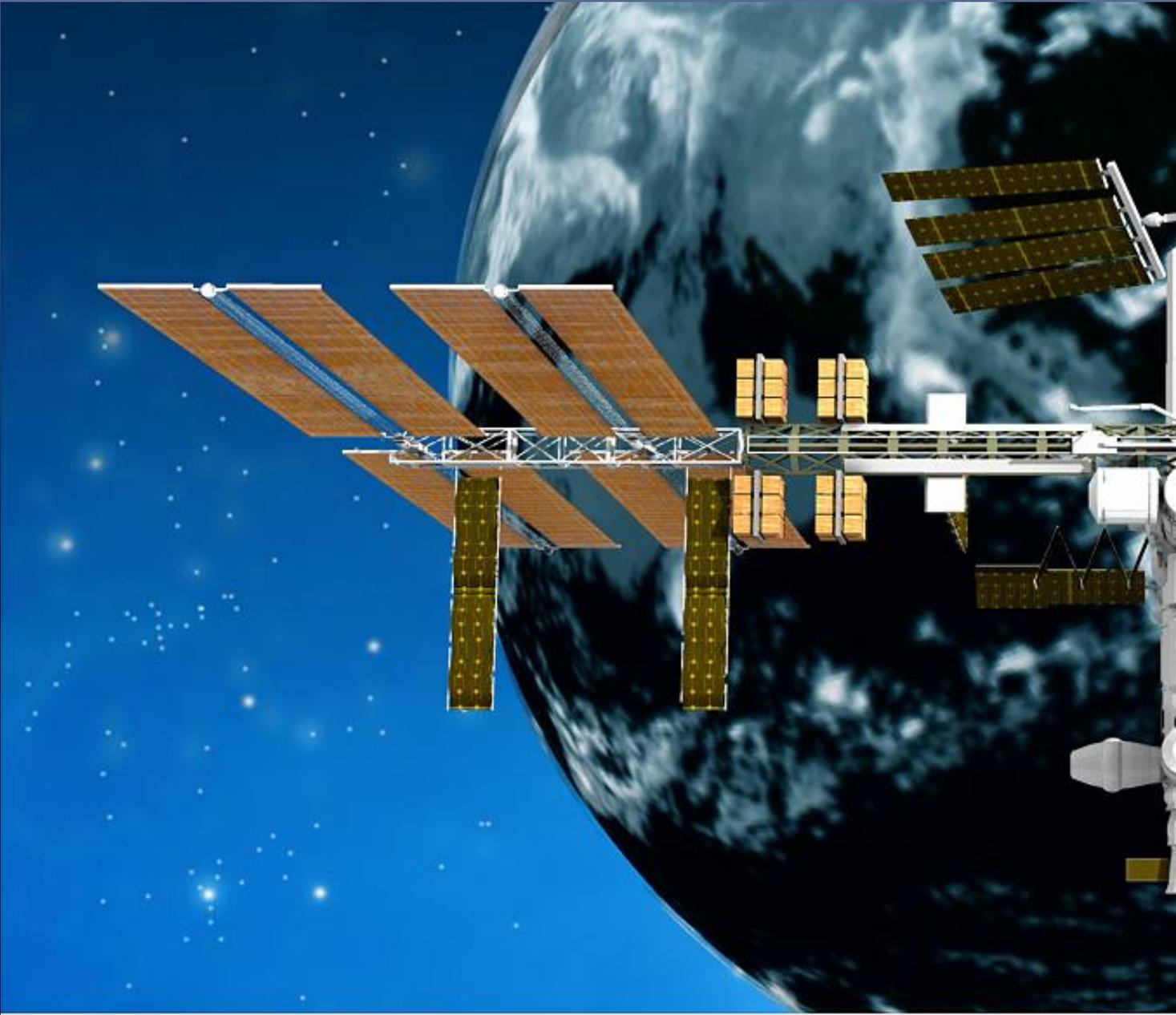
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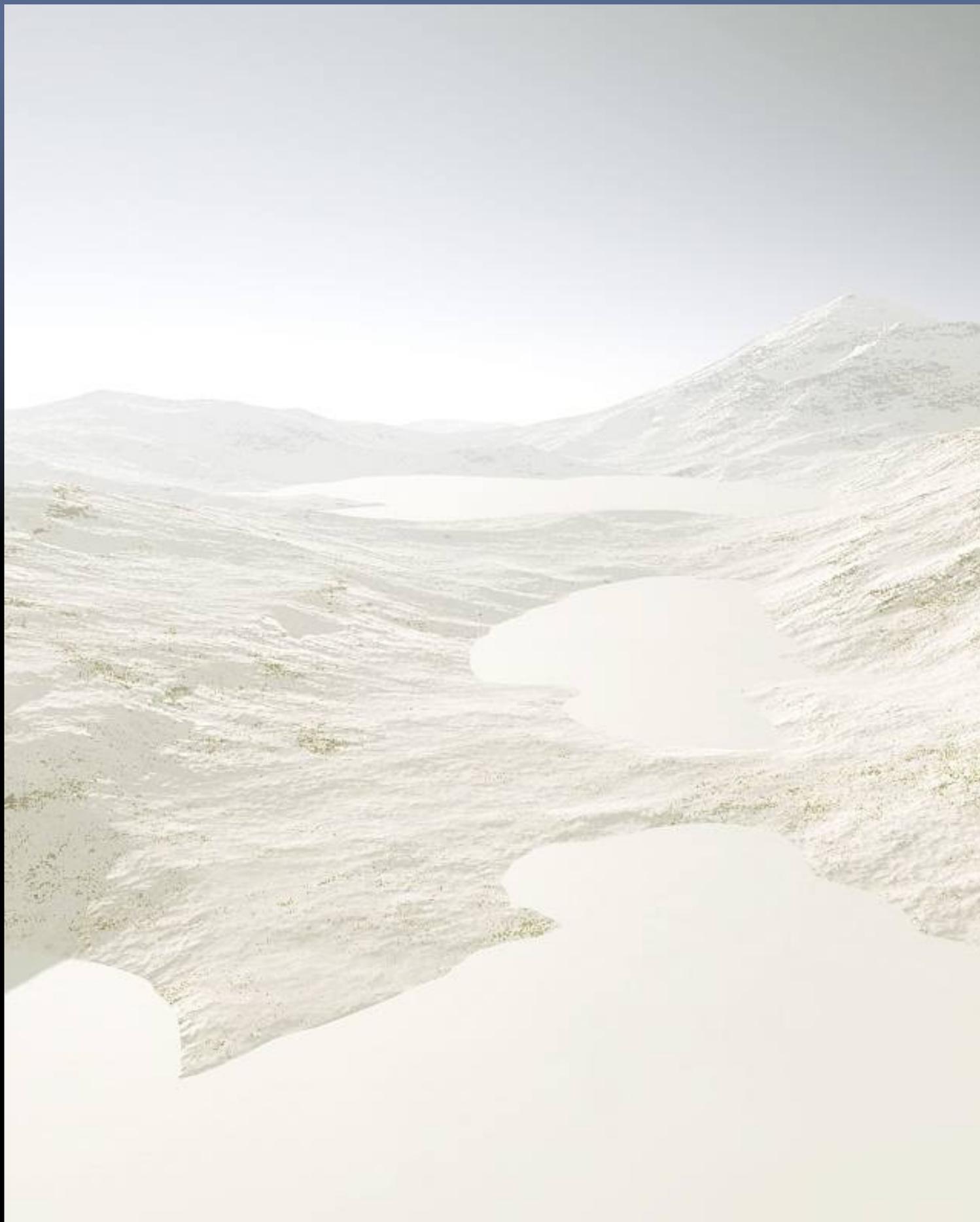
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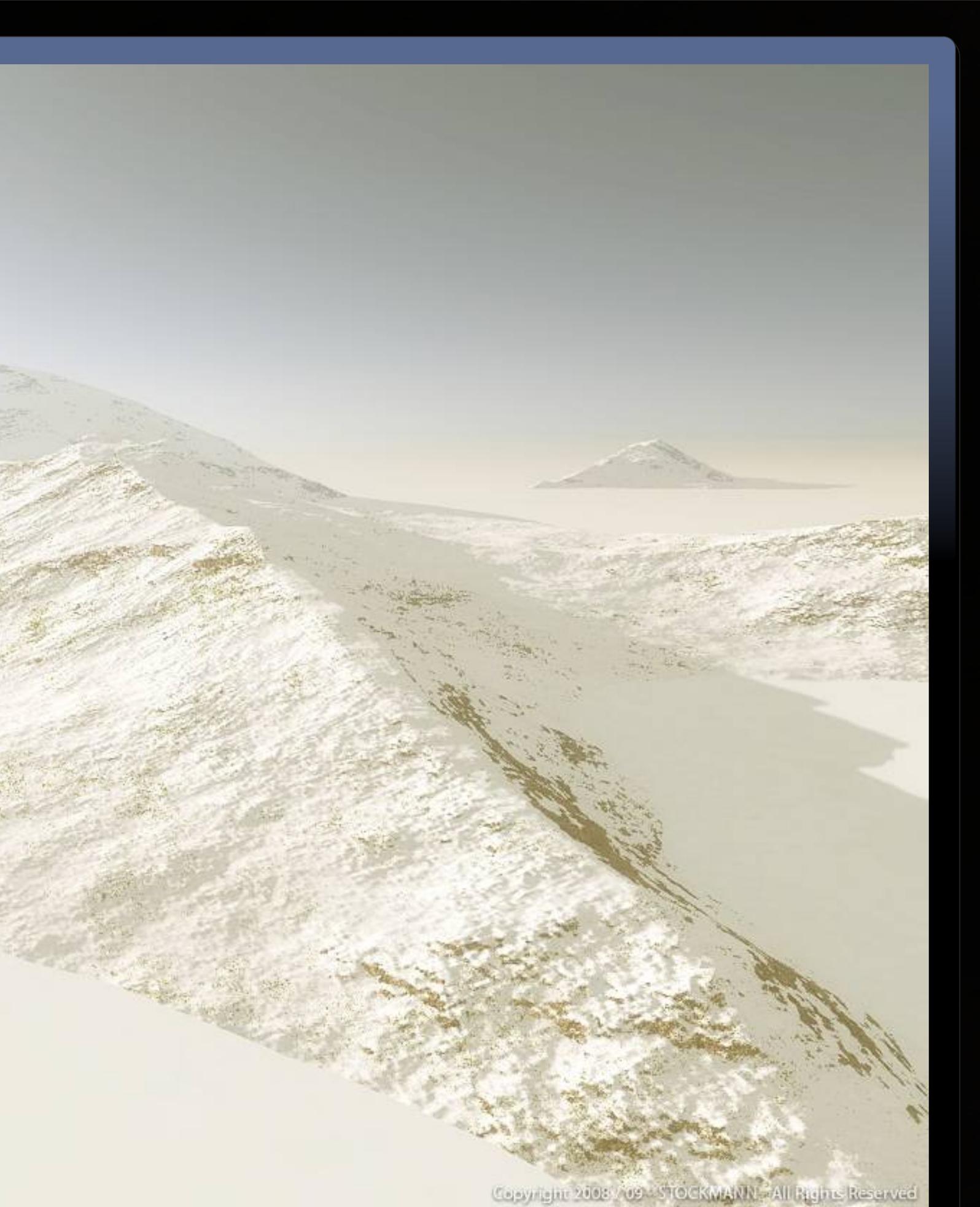
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space station

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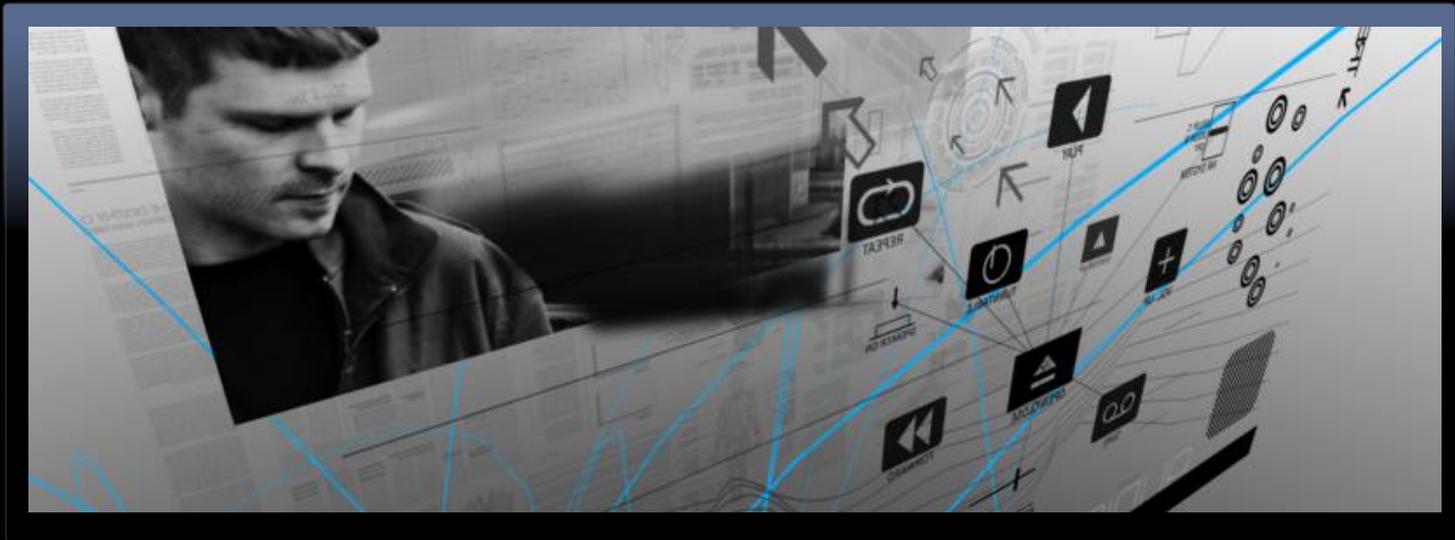
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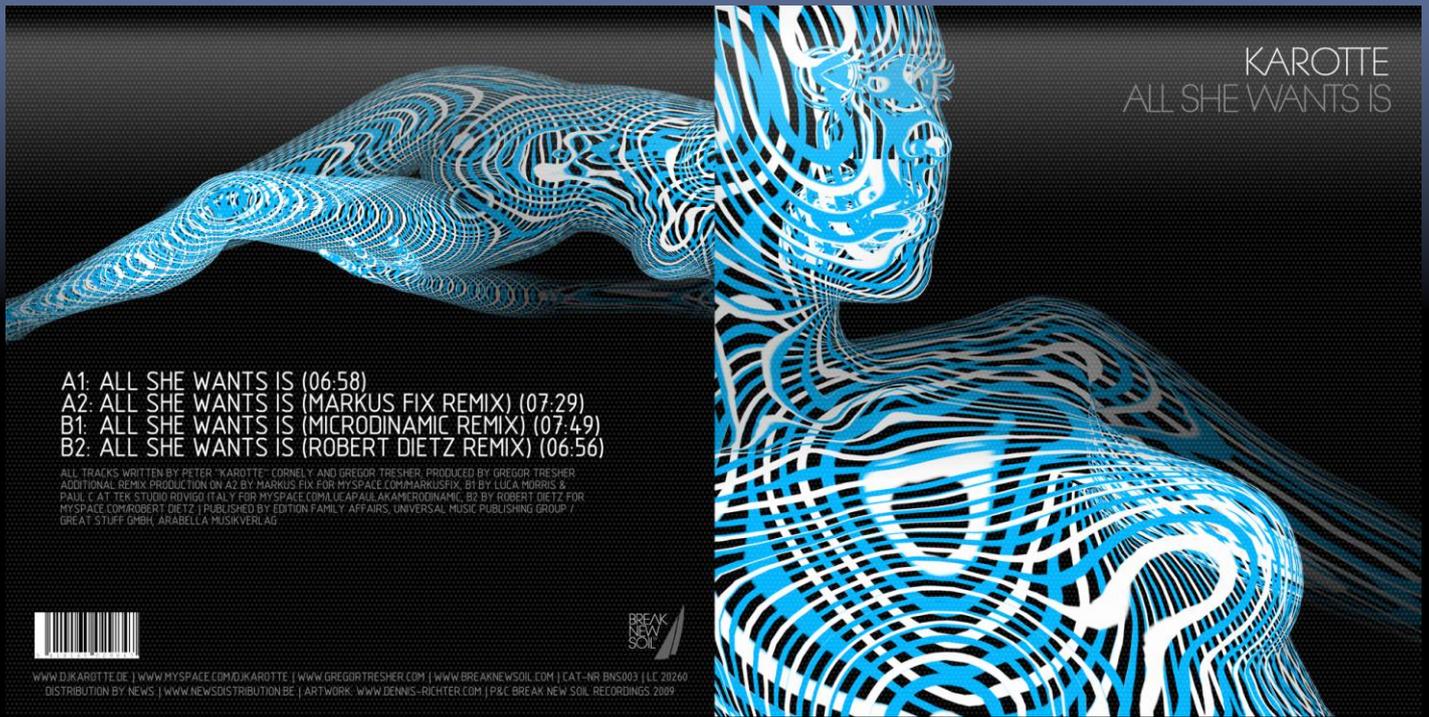




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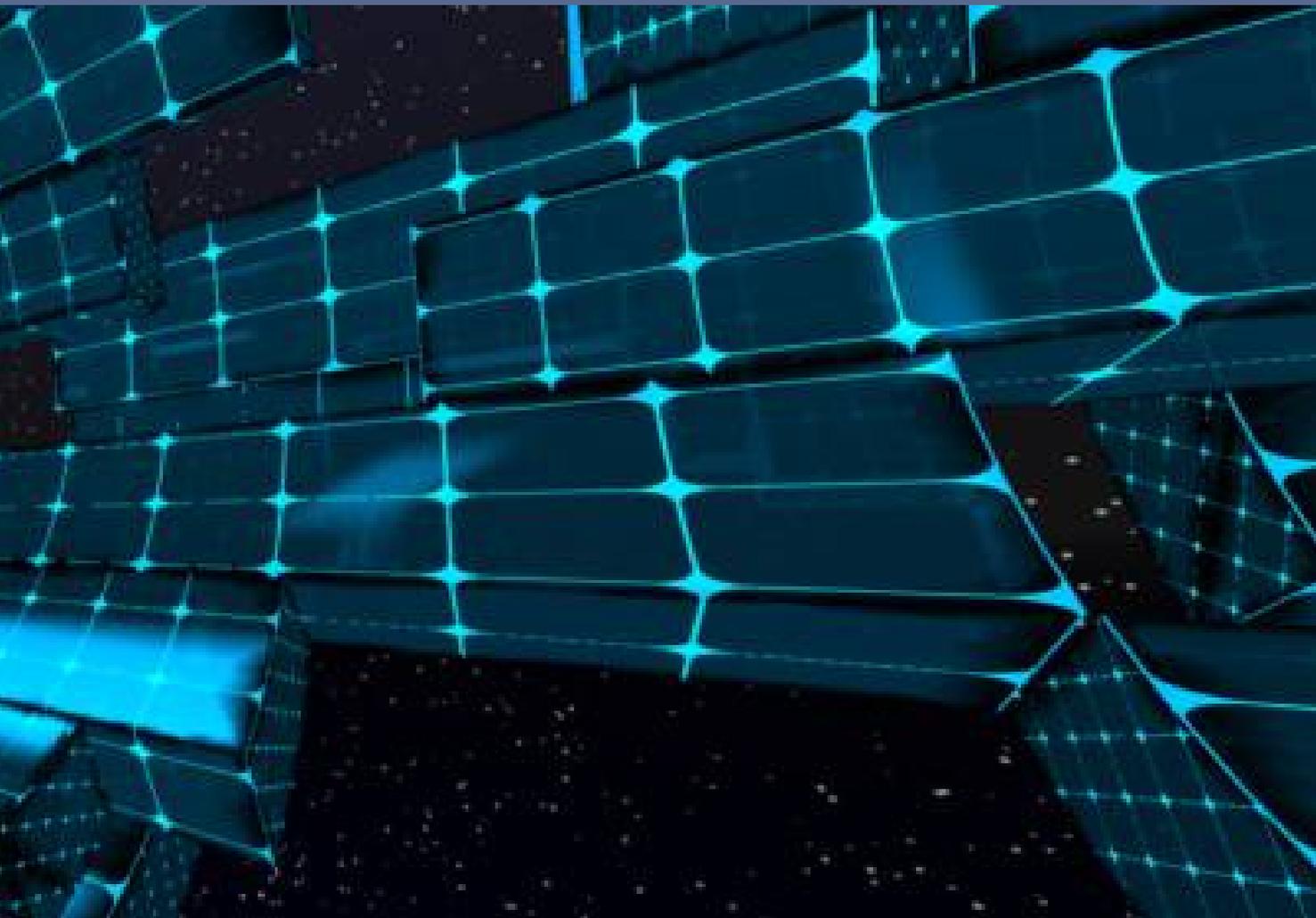
KAROTTE
ALL SHE WANTS IS

- 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 C AT TEK STUDIO RIVIGNI ITALY FOR MYSPACE.COM/UCAPPAULAKAMERODINAMIC. B2 BY ROBERT DIETZ FOR
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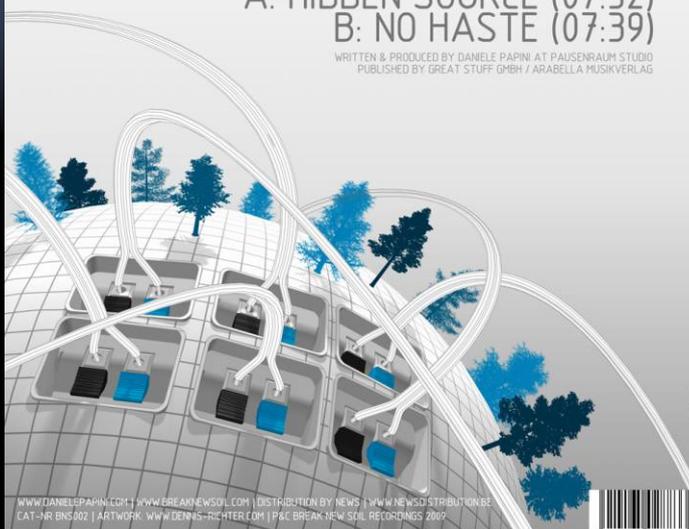
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DANIELE PAPINI
HIDDEN SOURCE

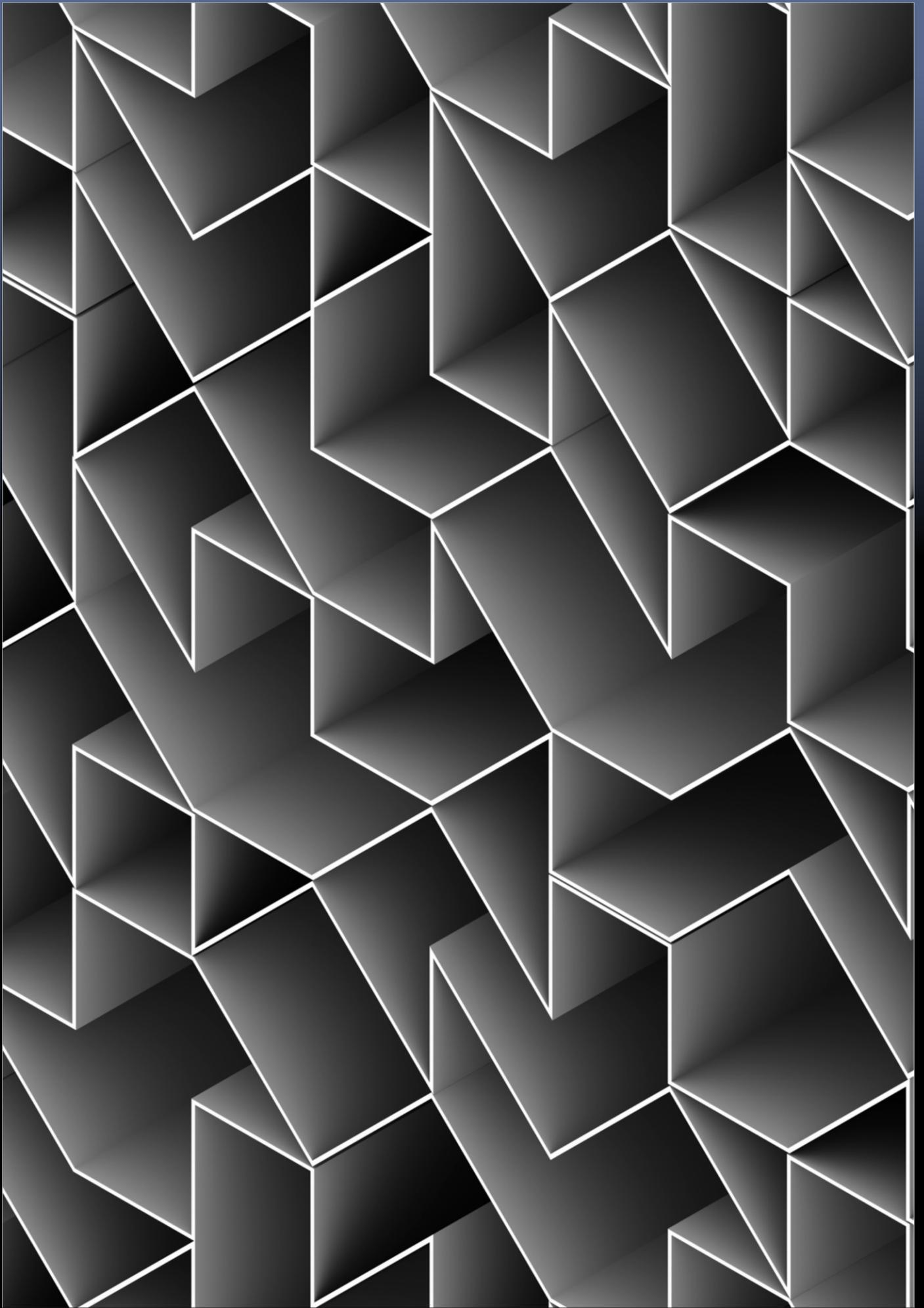
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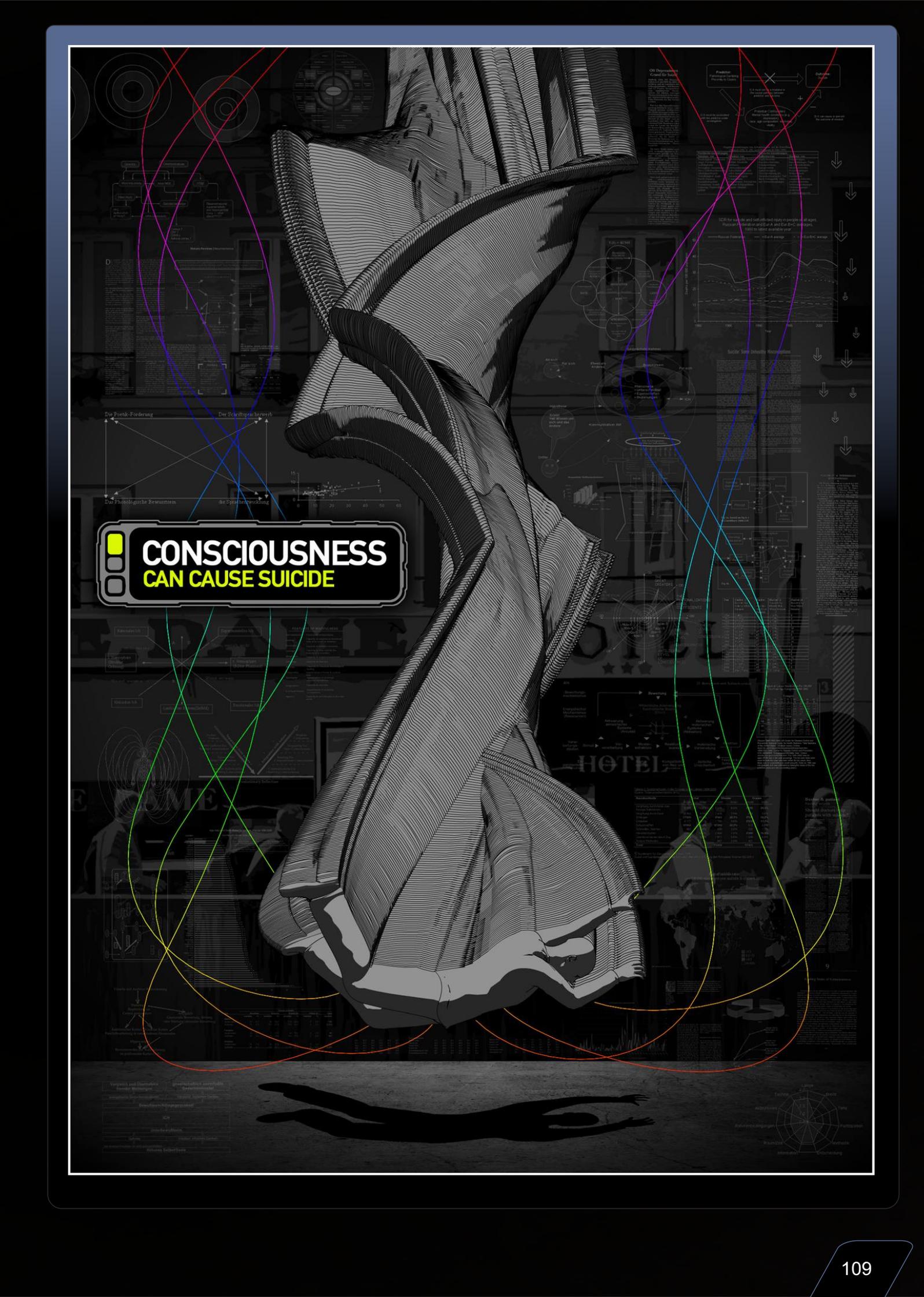
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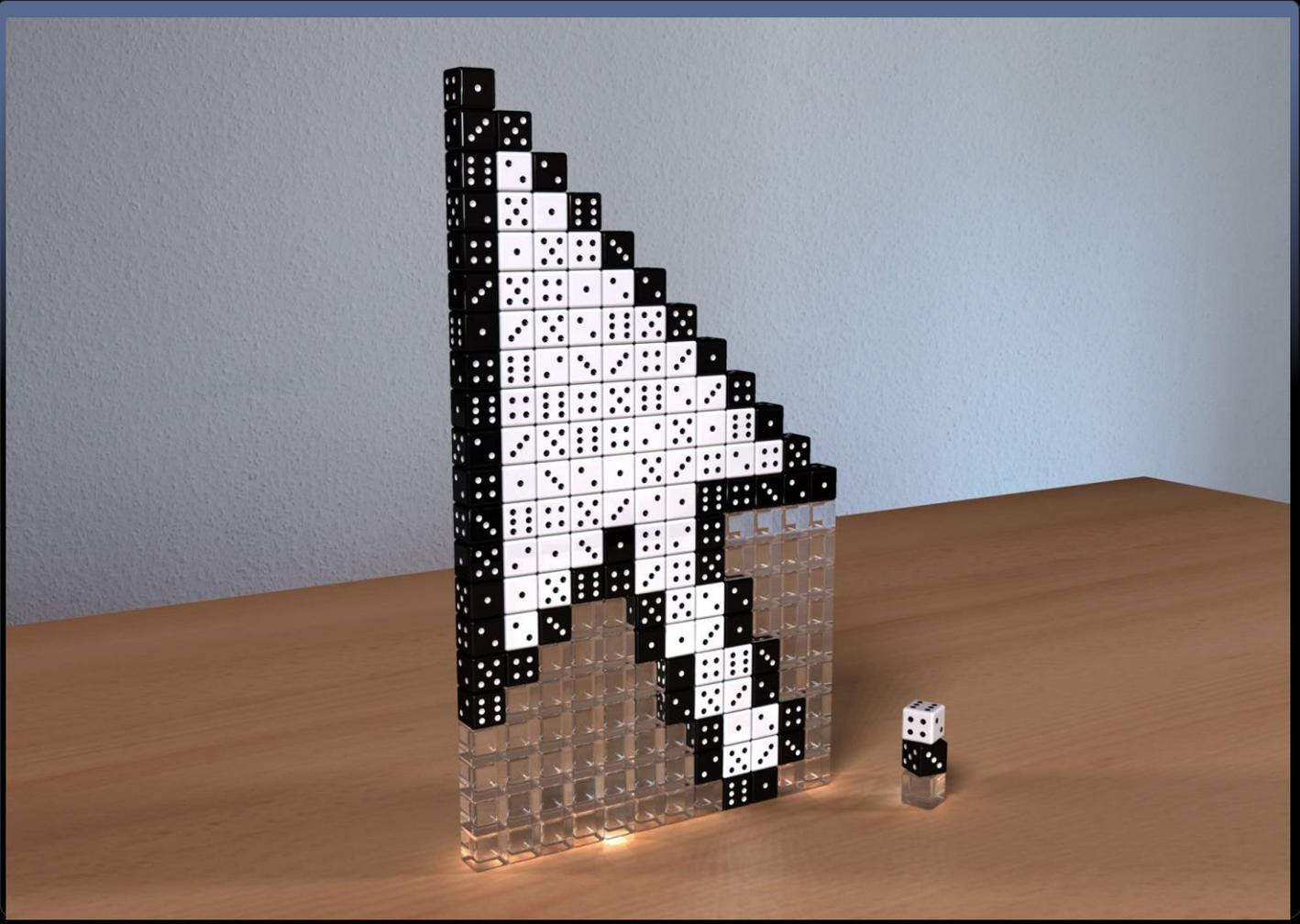
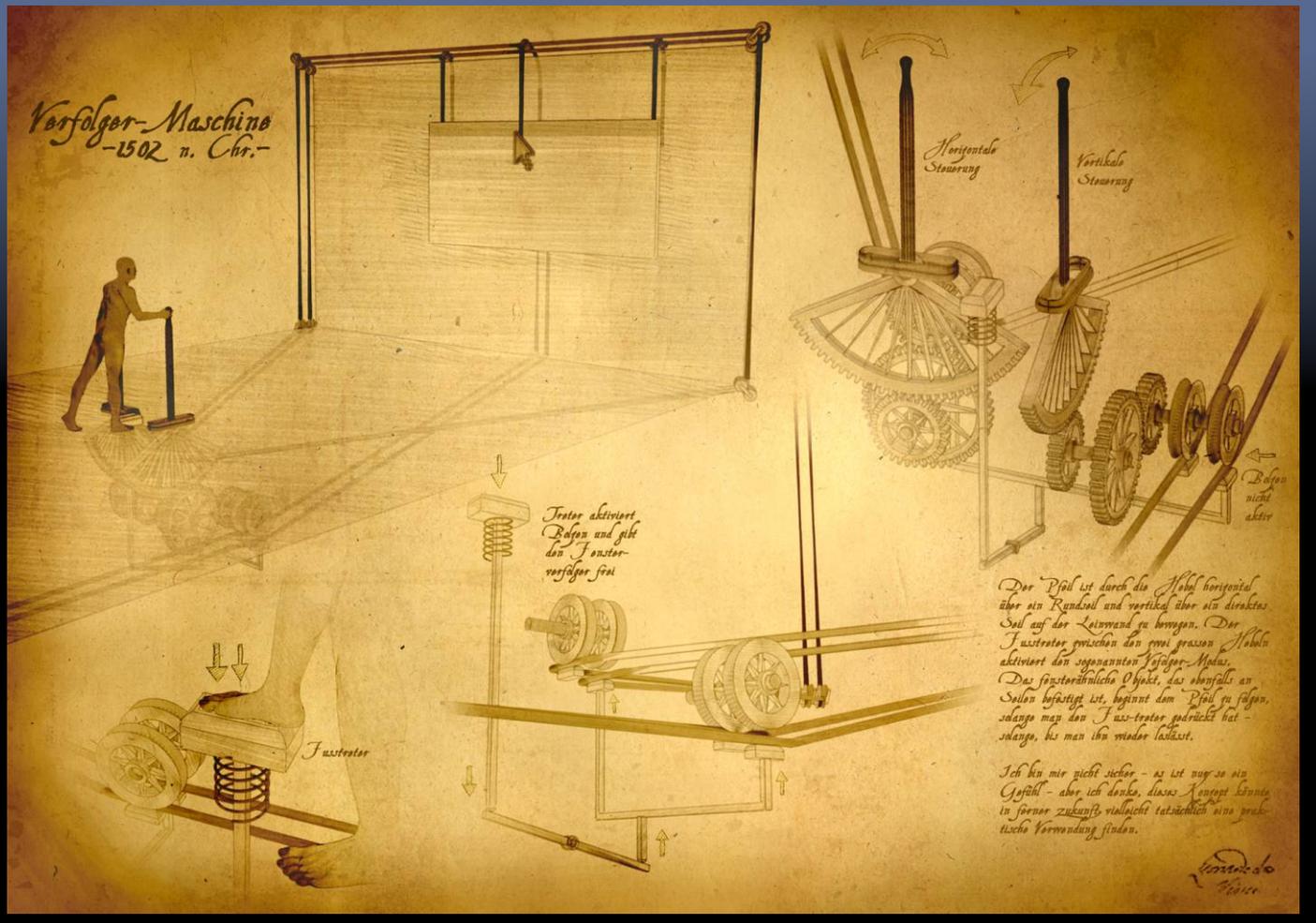
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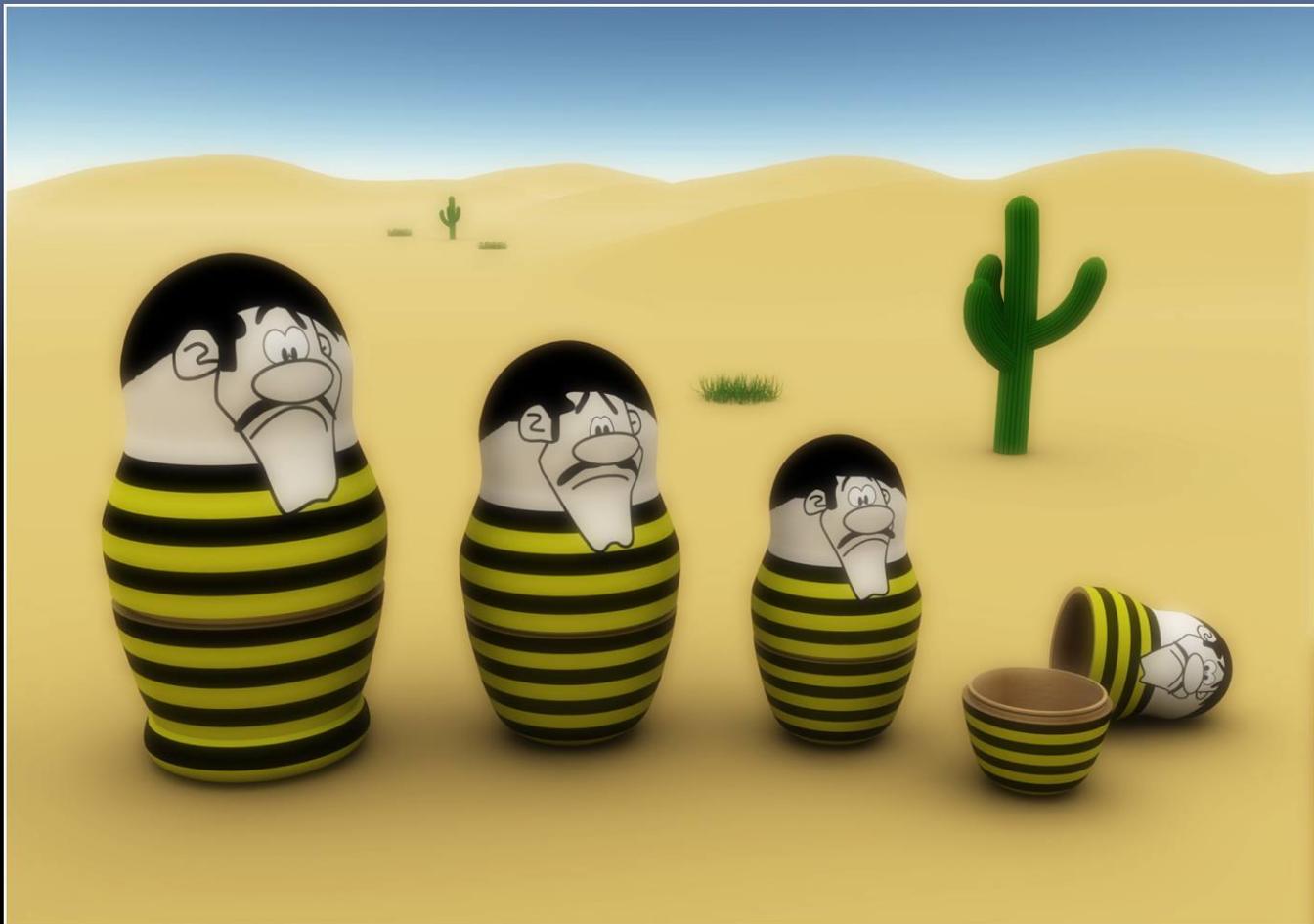
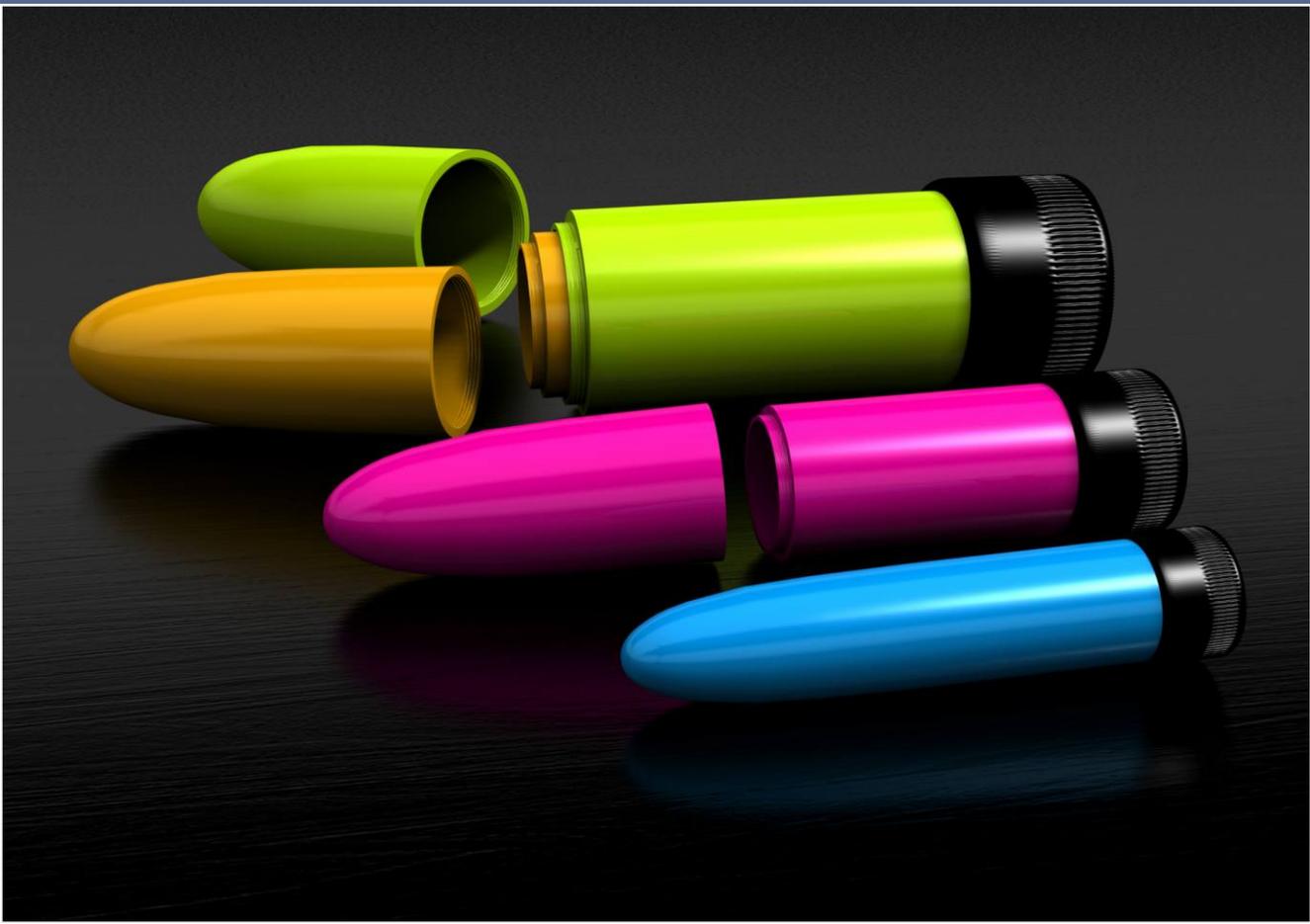






**CONSCIOUSNESS
CAN CAUSE SUICIDE**





CONSCIOUS



Methoden

Die Methoden der Neurowissenschaften sind vielfältig und reichen von der Beobachtung bis zur experimentellen Manipulation. In der Neurowissenschaft werden verschiedene Methoden eingesetzt, um die Struktur und Funktion des Gehirns zu untersuchen. Diese Methoden können in verschiedene Kategorien unterteilt werden, wie zum Beispiel in anatomische, funktionelle, molekulare und klinische Methoden. Die anatomischen Methoden umfassen die Untersuchung der Struktur des Gehirns durch Sektionen und mikroskopische Aufnahmen. Die funktionellen Methoden zielen darauf ab, die Aktivität des Gehirns in verschiedenen Situationen zu messen. Die molekularen Methoden untersuchen die chemischen Prozesse im Gehirn, während die klinischen Methoden die Verbindung zwischen Gehirnaktivität und Verhalten untersuchen.

Das Bewusste
Das Vorbewusste
Das Unbewusste

„man“ weiß es, kann es nicht rational erklären



SUPERECO

TECHNICAL

NEUROSCIENCE



NEUROSCIENCE





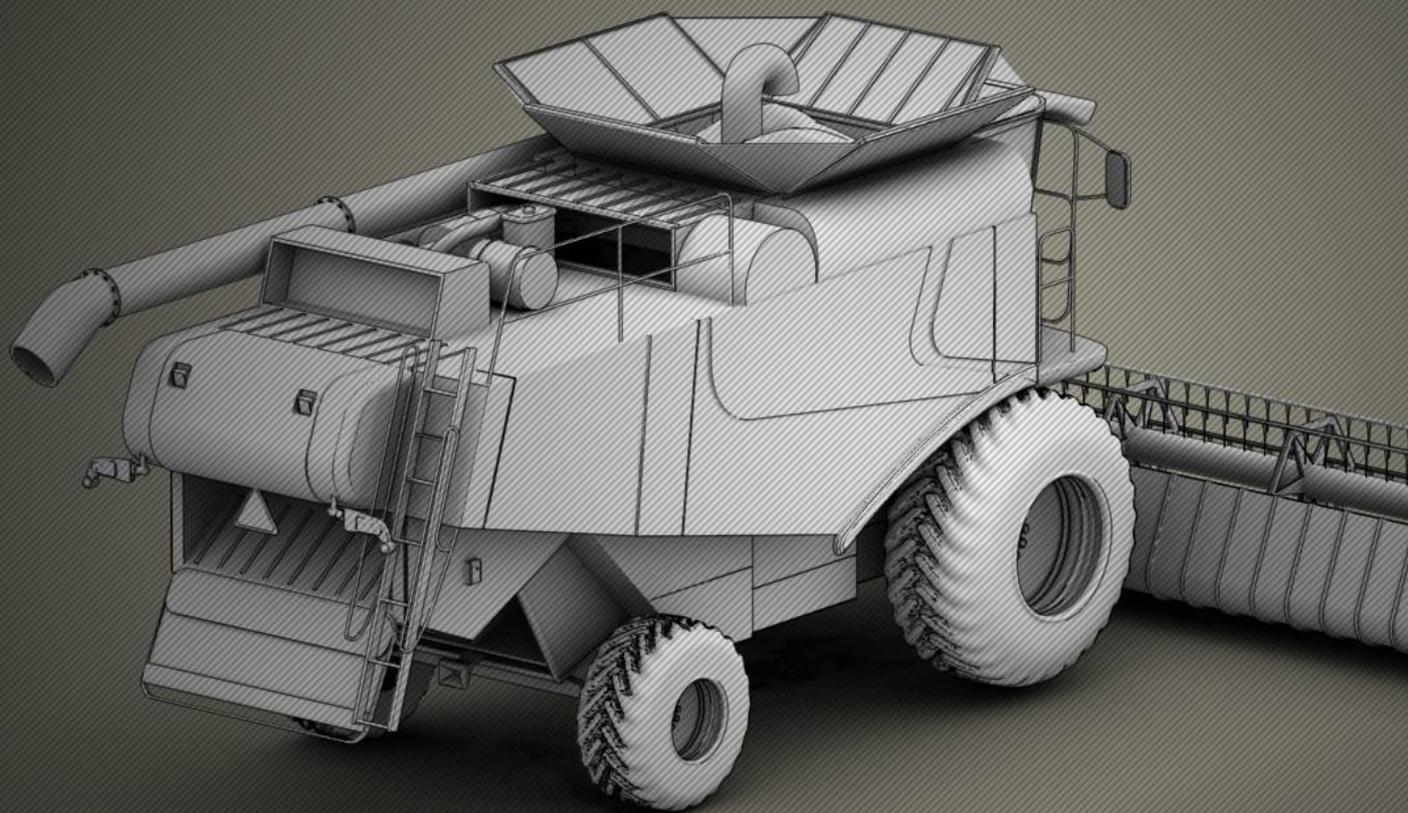


cocoonclub

cocoonclub







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Graphical Objects Research

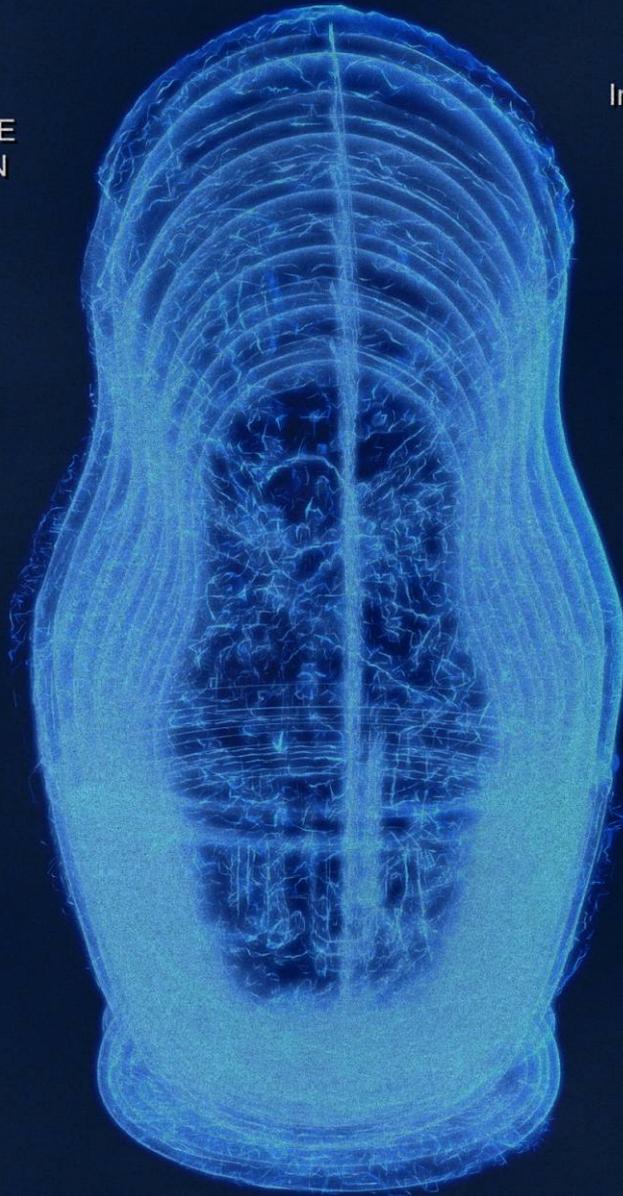
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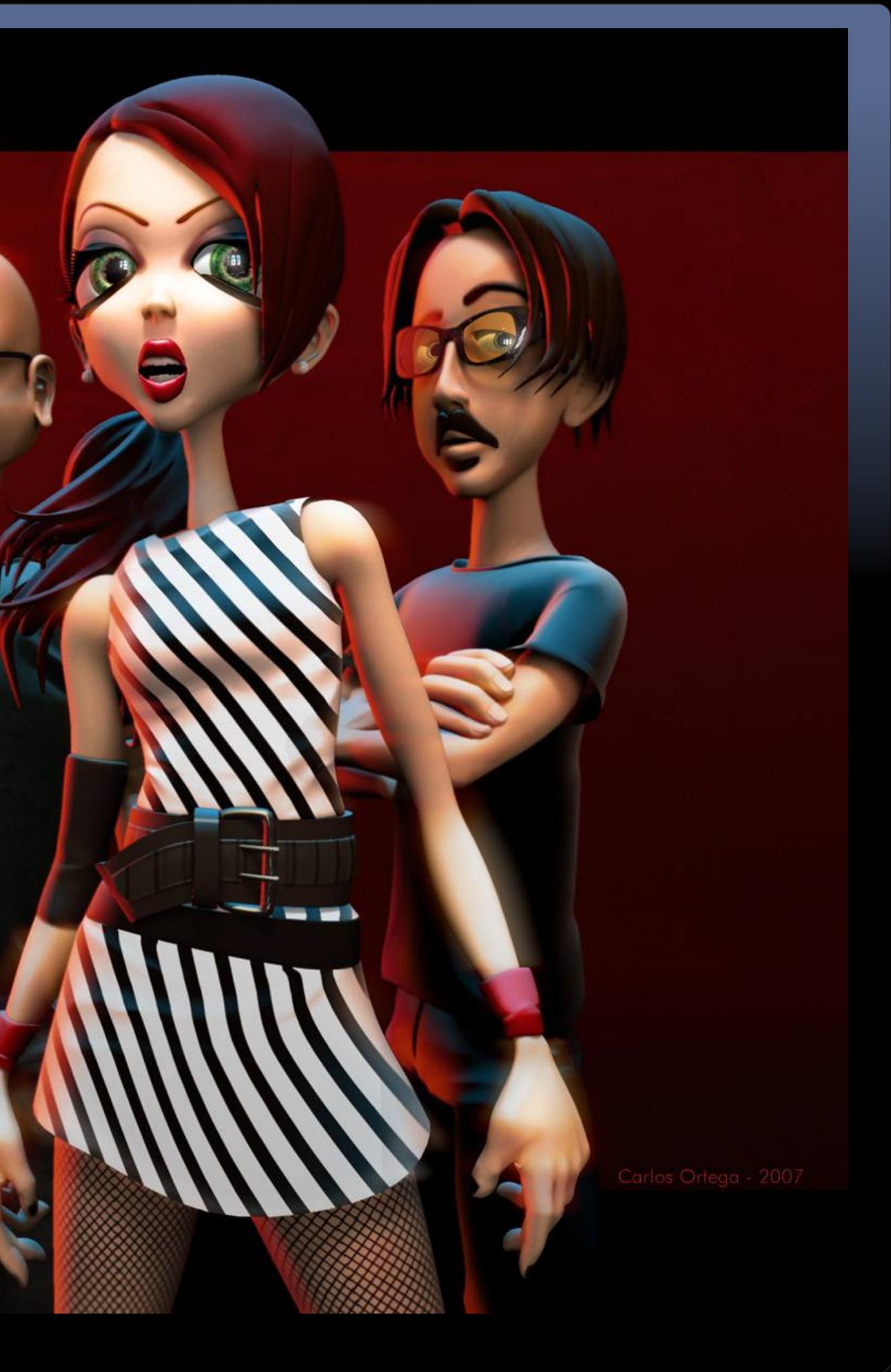


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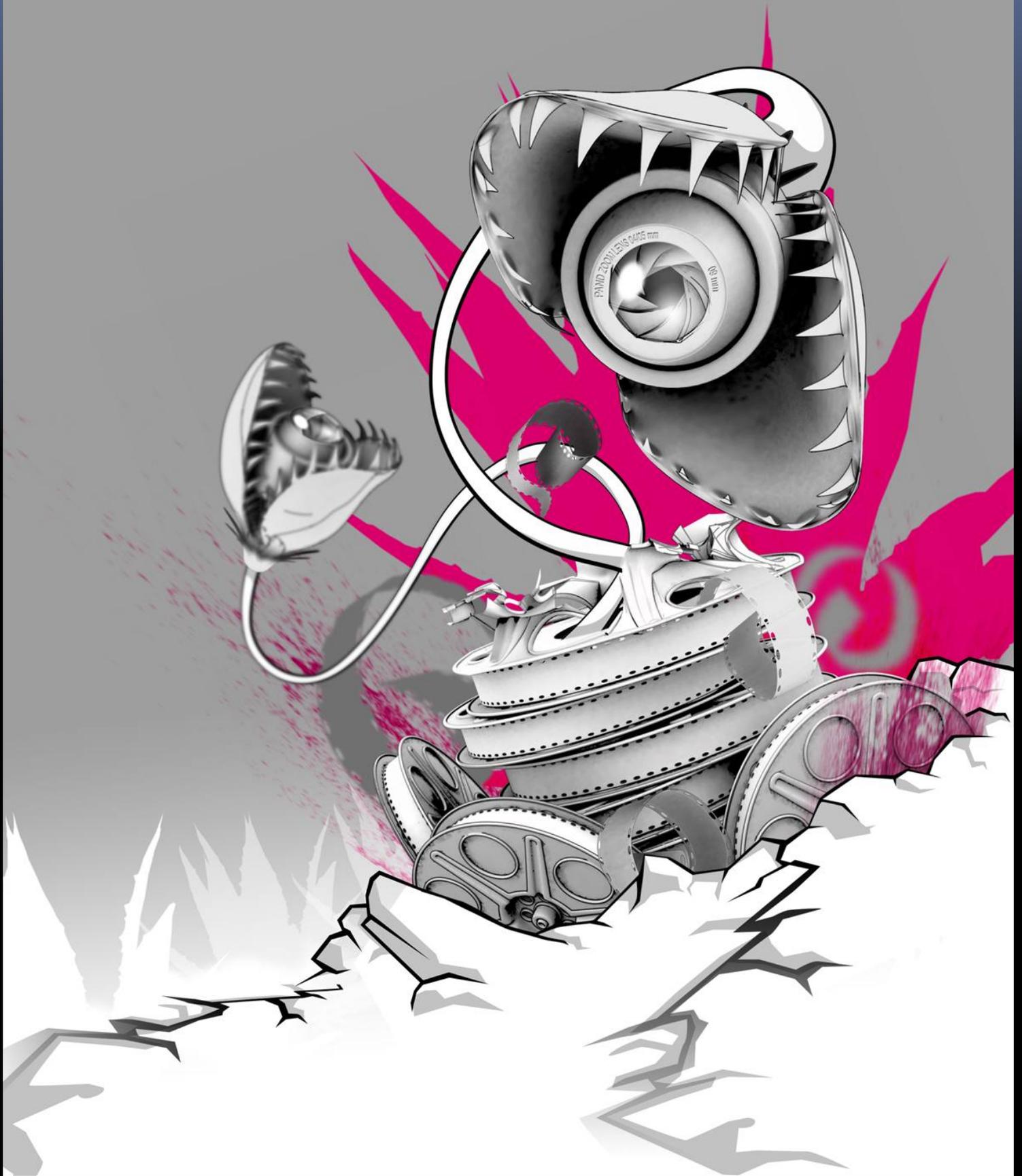




Carlos Ortega - 2007



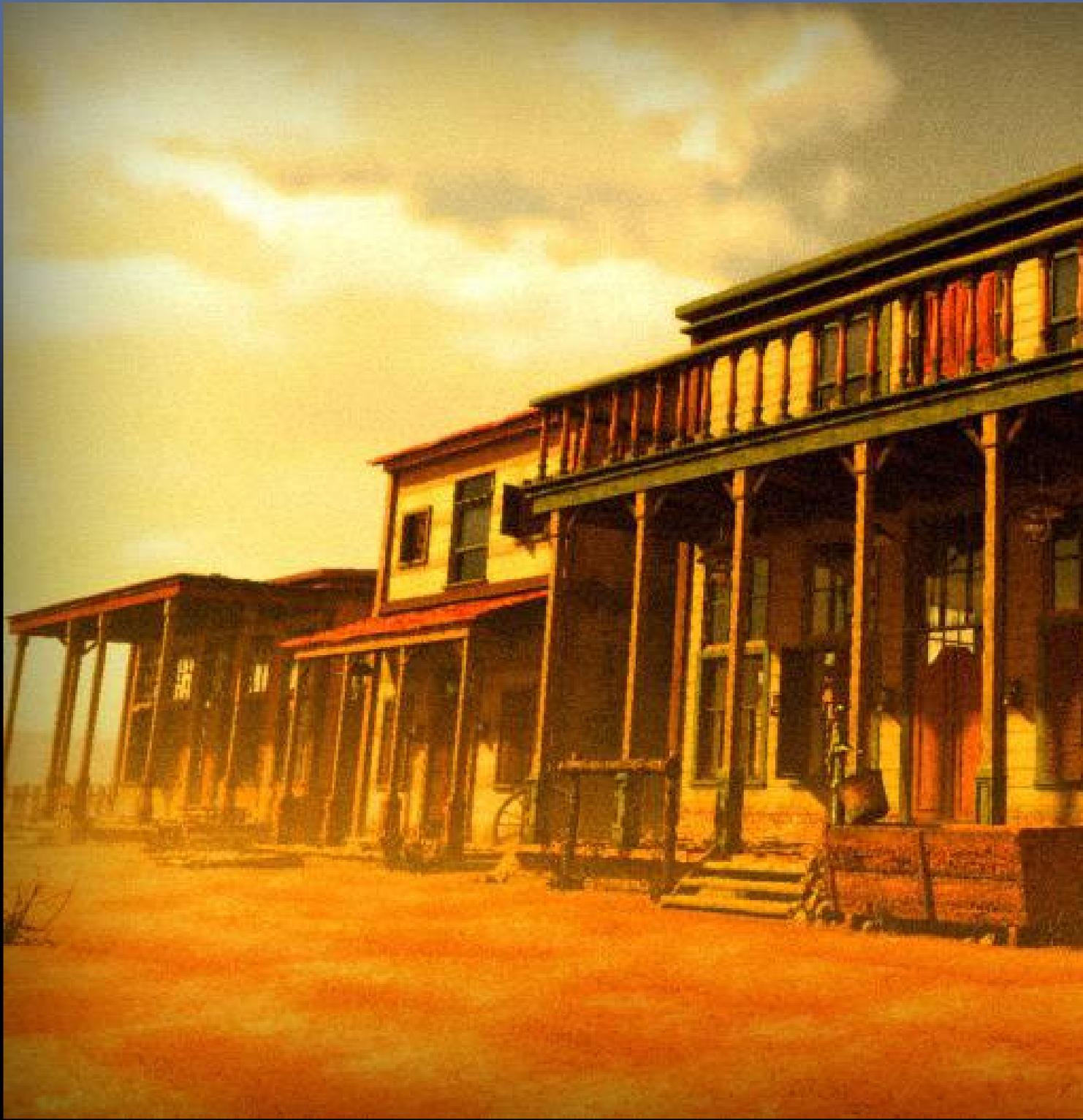
Carlos Ortega - 2008





Carlos Ortega - 2008







Carlos Ortega - 2007



Meet the C3DE magazine's Team



*Danas Anis
C3DE Magazine
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Lead Designer*



*Jeffrey Linn
C3DE Magazine
Digital Distribution*



Micheal Mathews

*C3DE Magazine
Lead Designer*



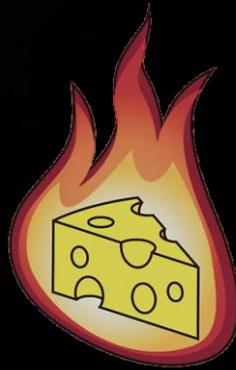
*David Collins
C3DE Magazine
Editor*



*Robbie Mac Gillivray
C3DE Magazine
Q.A.*



Carrara 3D Expo Magazine



Cheese on Fire!
Release 01

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This is a special edition of Carrara 3D Expo Magazine highlighting the best
masterpeaces collected during the first season of Carrara 3D Expo Magazine project.
Meet the Gurus of Carrara 3D world!