



# iJUNGLE ILLUSTRATION AWARDS 2017

INTERVIEWS WITH THE WINNERS

BOOKS

COMICS

COMMERCIAL

EDITORIAL

NEW TALENT STUDENT

SELF-PROMOTION

VIDEO GAMES ART

**ALL THE GOLD MEDALISTS  
AND MERIT AWARDS**

**AN OVERVIEW OF  
CONTEMPORARY ILLUSTRATION**

## **WELCOME to our iJUNGLE ILLUSTRATION**

**AWARDS 2017!** Since we created these awards we have been guided by one goal: to publicize the work of some of the best contemporary illustrators from a competition with affordable costs. It has been an extraordinary journey and for this we counted with more than 1100 illustrations of more than 45 countries. We thank you all for your participation! Now is the time to show the public all the choices of our jurí, with particular emphasis on the gold medals of this competition. We hope you enjoy this great quality exhibition as much as we enjoyed it here on the team. We hope to see you again next year!

Kind regards,  
iJungle Team

[ijungleawards@gmail.com](mailto:ijungleawards@gmail.com)

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Feifei Ruan is a Chinese illustrator and comic artist based in New York City. She studied visual storytelling and received her MFA from the School of Visual Arts. Her works can be seen on book covers, magazines, websites, apps, merchandise, and murals. Her style ranges from eastern classic to science fiction and fantasy. Feifei's work has been recognized by Society of Illustrators, Spectrum, 3x3, The Library of Congress, and more. She was the Gold Medal winner of the Society of Illustrators MoCCA Arts Awards 2018, the Bronze winner of the Creative Pool Annual 2018, the Grand Prix winner of the Hiii Illustration International Competition 2016, and was part of the jury for the iJungle Awards 2017. Her clients include PenguinClassics, HarperCollins, BuzzFeed News, Variety, ElleMen, Wissen, ModernWeekly, Nautilus, BOOM! Studios, The JimHenson Co, TopShelf Productions, Hakata Ramen Restaurant, MFA-VN (SVA), and Mercedes-Benz.

With over 30 years experience, Steve Simpson is renowned for

his hand lettered packaging design, whimsical characters and illustrated barcodes. His distinctive style, inspired by the arts & crafts movement, 50s advertising and folk art, has appeared on everything from a 1" postage stamp to a 200ft screen in Times Square. His work has adorned whiskey bottles and cough bottles, boardgames and board rooms, hot sauces and ceramic saucers:)

Since 2008 Steve has won over 50 awards for both packaging design and illustration including Gold awards from the Association of Illustrators, Illustrators Guild of Ireland, the IDI and ICAD. He's been an awards judge for Adobe, 3x3 and the Hong Kong Society of Illustrators and is also a founding member of the Illustrators Guild of Ireland and OFFSKETCH.

Steve has spoke at many conferences including OFFSET, OFFF and ICON as well as giving talks and workshops across Europe.

**STEVE SIMPSON (UK)**



## THE JURY

**FEIFEI RUAN (CHI)**



**SIMON PRADES (GER)**

Simón Prades was born in 1985 into a German/Spanish family. He works mostly for clients in Editorial, but also Publishing, Advertising and Film. His process usually involves drawing with pencil or ink on paper and digital coloring. Has been working for clients like The New York Times, The New Yorker, Penguin Random House, Rolling Stone, The Atlantic, Scientific American, NewScientist, Nature, The Walrus, HarperCollins, Medium.com, The Guardian, New Statesman, Der Spiegel, Die Zeit, GEO, VICE, The New Republic, Pacific Standard, Outside Magazine, Bloomberg, Cicero Magazin, Esquire, Variety, Howler Magazine, Empire, Entertainment weekly, Nike, Sony Playstation, Ubisoft, LA Galaxy, BBDO, Ogilvy & Mather, Serviceplan, Y&R

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# BOOK CATEGORY

2017

# BOOK GOLD MEDAL

## Lilla Bölec (HUN)

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→ Cover design and illustrations for 'Of Love and Other Demons' from Colombian author Gabriel Garcia Márquez.

### **1. Can you tell us a little about yourself, where you're from, where you study...?**

I'm an illustrator and graphic artist based in Budapest, Hungary. My passion is to create peculiar, thought-provoking, mystical scenes, characters and worlds based on both imagination and reality. I got my graphic art and design degree here in KREA Contemporary Arts Institute. I work as a freelance illustrator and surface pattern designer, in the same time creating self-initiated art projects and having my work exhibited throughout Europe. Currently I'm working on a richly illustrated kids book, a magical calendar and just started an exciting new personal project.

### **2. Why did you become an illustrator?**

Illustration is mostly not about visuals for me. It's more like an expedition of self-knowledge (diving to the deep) and self-development (ascending to the stars). An inner adventure to become my true self. On the other hand, it's a meaningful connection with others who can relate to my works. I'd like to inspire them on their own journey to find treasures.

Becoming an illustrator was nothing like a straight path to me. I've always been fascinated by visuals even as a kid, but first I studied social work in college. It was a great adventure and really fashioned my worldview, but I sensed I was missing out on something. When I was accepted to KREA I instantly felt that I'd finally found my purpose (at least one of my purposes :)). Though I desired to be an illustrator, I started working at creative agencies and did everything from flyers to logos. It was a painful experience, but made me more determined and I learned a lot there. I could gradually move to full time illustration and build my own brand. These events made me more grateful that I can do what I love. It was something I had to work for and persevere with, and I really needed that.

### **3. What artists/things do you most admire and how did they influence your work?**

My work is mostly inspired by mysticism, nature, spiritual experiences, mythology,

archeology and literature. I find occult, alchemical illustrations and the symbolism of mythological stories fascinating. I'm intrigued by the process of visually expressing a concept not merely creating something decorative, so my art is often influenced by thoughts rather than images. Of course I love to look at art and some of my idols are Remedios Varo and Leonora Carrington.

### **4. How did you find your style? Has it changed since you started?**

In my opinion style is constantly evolving with our personality. I wouldn't say that I found my ultimate style, but a direction I enjoy taking. I often feel it's a mess, but I like to call it 'visionary', because I consider my art as a crucible of the spiritual and the material worlds and I'm looking for ways to express that there are whole universes beyond our everyday perception.

Anyway, I think in order to find this direction, I had to both work on it and NOT work on it in the same time. I mean style is not only something I like the appearance of but something accumulated by life experiences and worldview. After quitting creative agency, I went to a hiking trip to Turkey for 2-3 months. I needed a real change. I was determined to finally draw a lot, to draw everything! Instead I hardly did anything art related, but absorbed every moment - and got rid of a lot of burden there. When arriving home, my art started to flourish rapidly. Many turning points like this took place afterwards.

### **5. Can you briefly describe your creative process?**

When I get an idea, a brief or a book to illustrate I usually have a vision of what I want to do right away, but it's good to just let it ripen first. I start daydreaming about it during other activities until I have more details. I usually do a lot of research on how stuff looks like and read about related topics (not to mention the unrelated ones!) to get familiar with a particular philosophy or mythology. This would take a lot of time because I want to know everything, but I hold myself back and start sketching, always on



paper with pencil first. For example when I draw a character I often create several versions until there's one that I like. Then it depends on the technique I want to use, but lately I work a lot digitally so I scan my sketches and start repainting them on the computer. It's exciting as the work starts to take it's final form and I can experiment with colours.

#### 6. Best and worst part of your job:

One of the best parts is listening to interpretations of my personal works by others. I often create these images subconsciously and sometimes I wouldn't even notice correlations without the insights of different people. I learn about my own illustrations and myself.

The worst part is that I sit a lot at the computer.

#### 7. Quick answers:

**Favorite movies:** Movies are great, for example I loved Bab'Aziz but I'm generally more into books. My favourite authors among others are Hermann Hesse, Alexandro Jodorowsky and of course Gabriel García Márquez.

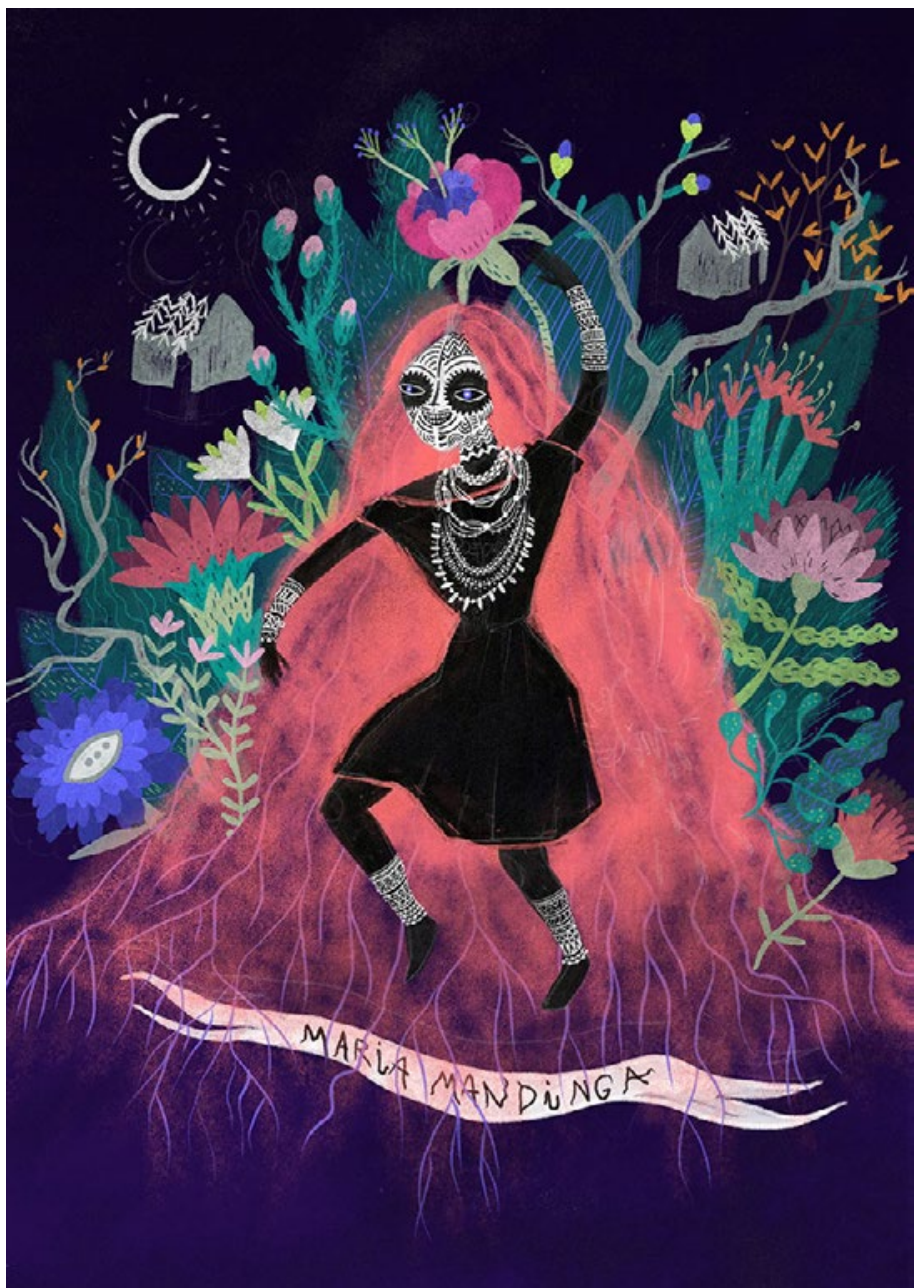
**Favorite musics to work:** Darkwave, medieval, goth and folk stuff but I really listen to a wide range of music and love to explore bands and styles. Sometimes the given work defines the music I listen to, but another time it's totally unrelated. I'm able to listen to heavy metal while drawing a cute animal and feel totally normal.

**Favorite Hobbies:** I love meditating, hiking, crystals, plants and DIY projects.

**Magic wish:** I'd like to see behind the veil.

#### 8. What is the best piece advice you've had, in regards to illustration or otherwise?

I heard the concept of lifelong learning back in college and I feel the idea really suits me. It's never too late to start something new if we stay curious and open-minded.

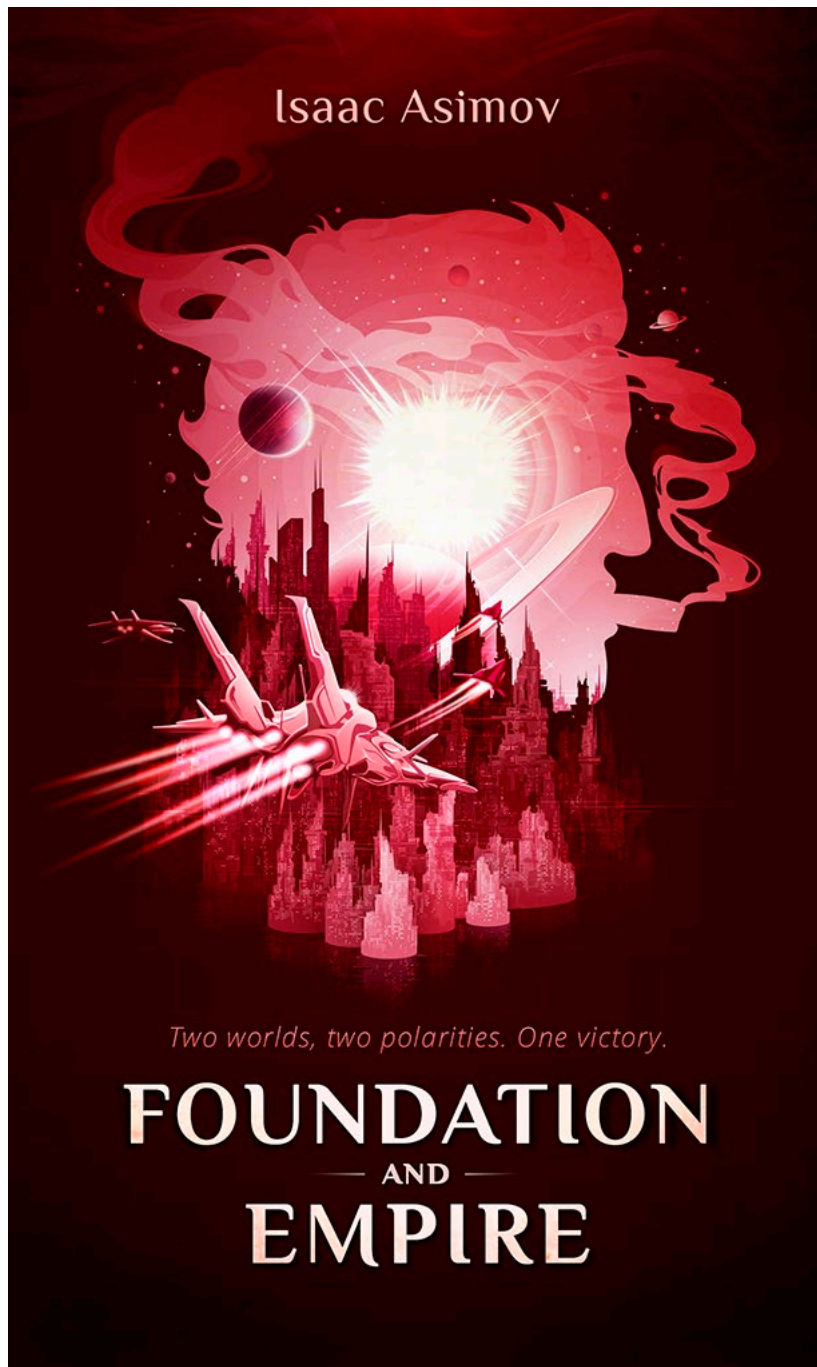




## Andrey Prokopenko (UKR)

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→ Cover of the book  
"Foundation and Empire". I  
was lucky to be the designer  
of the series of book covers  
for Isaac Asimov. To your  
attention the cover of the  
second book "Foundation  
and Empire" is presented.  
The illustration is unique and  
executed in the style that I  
came up with. The style is  
based on a negative space  
and a light source (sun or  
moon) in the center of the  
illustration.

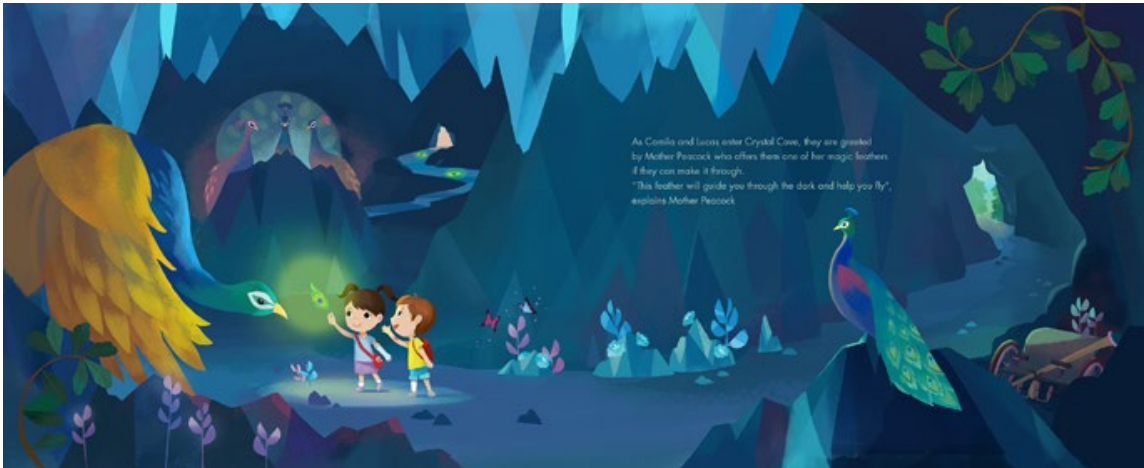




## Belle Lee (USA)

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← THE HEALING TREE is an outcome of the Designmatters Safe Niños Studio in partnership with COANIQUEM (a Santiago, Chile based nonprofit that provides free holistic burn treatment to Latin American children). The Healing Tree is a comprehensive system of environmental graphics, a STORYBOOK and a 'passport' that transforms the campus of COANIQUEM into a magical land where patients go on a healing journey accompanied by a cast of animal characters that represent different treatments.





# Daniela Spoto (GER)

hello.spoto@gmail.com

→ Dort and "Leuchtkraft" (the illustration "Leuchtkraft" is inspired by the same poem that gives the title to the book) are two of the illustrations I made for the poetry book written by Marie Franz "Leuchtkraft", published by Goldblatt Verlag, Berlin 2016. Both the illustrations are 21x29 cm, mixed media on paper.





## Daria Epifanova (RUS)

[daria.epifanova@gmail.com](mailto:daria.epifanova@gmail.com)

✚ Illustrations for the book: "FRENCH PEOPLE IN RUSSIA: GOOD AND BAD. The epoch of Nikolay I", published by Novoe Literaturnoe Obozrenie, Moscow, 2017

The book describes the hidden or not very obvious life of French people living in Russia during Nikolay I rule (XIX). Personally, it was a fantastically delightful process, because I had a chance to play with historical detail like costumes, mode, architecture, literature.





# David Schofield (UK)

davidschofield1972@gmail.com

→ THE GIRL AT THE EDGE OF WORLD - Chapter 5  
Gail arrives at her recently deceased fathers house to recover his belongings. On her journey there she narrowly avoids crashing her car as a stag runs across the road. As her car screams to a halt she sees her fathers face in the stags face and struggles to control her emotions

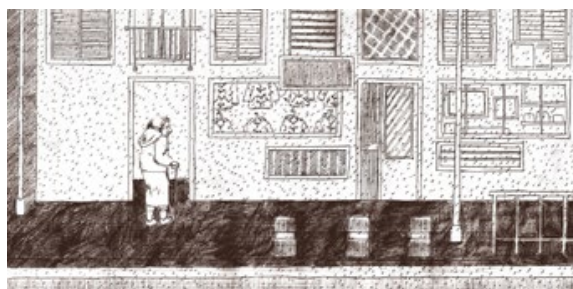




# Efrat Levy (ISR)

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← Great grandma got Rona a coat for her birthday. Grandma called it Coaty, mom called it Coatly, Rona called it Samuel. This is a story about a coat called Samuel and about Rona, who would never let him go.



# Imile Wepener (S. AFRI.)

imilewepener@gmail.com

→ Sisters: An interpretation of Sylvia Plath's poem 'Two Sisters of Persephone'



→ The Kiss: An interpretation of Crosbie Garstin's poem 'The Figurehead'

⇒ Ginger and Carrot: A piece incorporating food elements as narrative devices



→ Tribal as fuck: A piece from a series works playing with local South African catchphrases

⇒ Last Innocence: An interpretation of Arthur Rimbaud's poem 'Bad Blood'



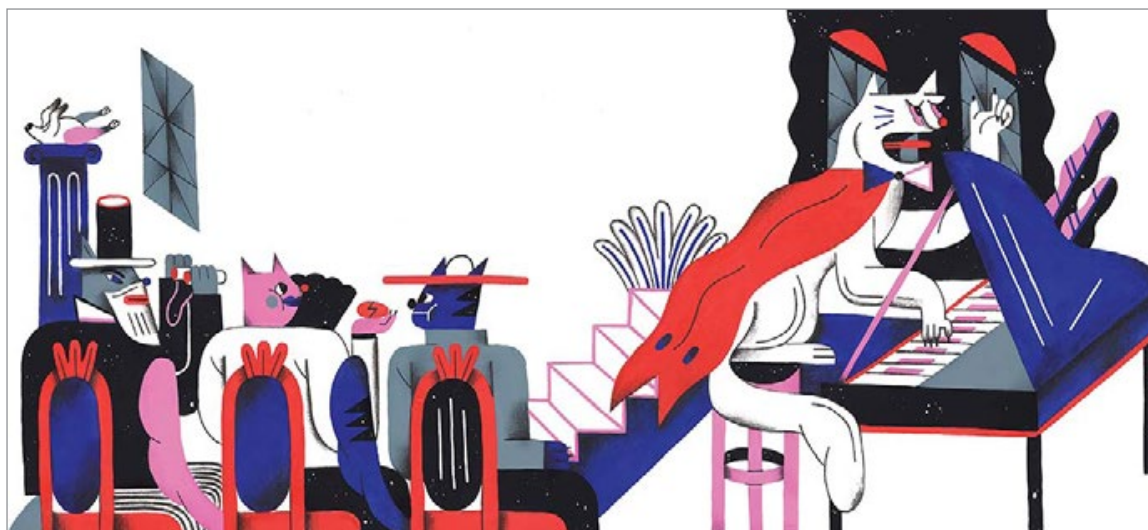




## Ksenia Rodkina (RUS)

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← The choice too illustrate this book has fallen not casually, there was a wish to illustrate the children's collection of poems and to rethink it in a new key, as has determined my further work with this project. All illustrations are made in the mixed technique (gouache, water color, pencil, Photoshop). Each Illustration is subordinated to certain geometric and colors rhythms. True format 223 x 490 mm.



# Mariana Yatsuda Ikuta (CAN)

marianayi@gmail.com

→ The Invention Day is Little Fox's favorite day. Her imagination is limitless and she is ready to build the most incredible invention ever. On her way to find what to do, she finds Mr. Lion with his tangled hair, Mister Caterpillar that wants to fly, and many other animals with different problems and dreams. Little Fox uses her creative inventions to help! On her journey to discover what she wants to create for herself, she discovers she can use her creativity to help others.



# Maxim Shkret (RUS)

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← Book cover "All my dangerous friends" Sonya Hartnett





# Mikhail Bankov (RUS)

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→ These are the illustrations for world-wide famous novel by Albert Camus "The Stranger" ("L'Etranger").



## Nadiia Doicheva (UKR)

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← Illustration for the story for teenagers "Dense Forest" by ukrainian writer Anastasiia Lavrenishina, publishing House "Fountain of Fairy Tales". Here is an old witch, mistress of a magic forest. She opens the door of the forest every evening for mysterious ladies with blue lips. They silently enter, bringing twilight.





# Narjes Mohammadi (IRA)

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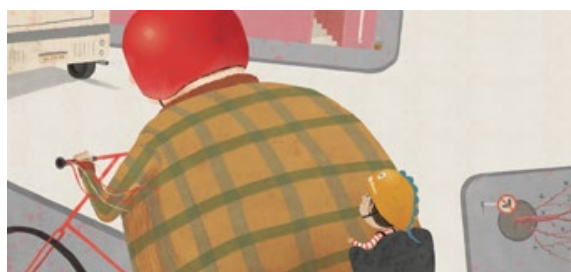
→ It is a story about a tailor/painter who tries to erase the border between countries symbolic.



# Shahar Kober (IRS)

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← Images from a picture book about a grandfather taking his grandson for a ride on his bicycle. The boy cannot see a thing since his grandfather's back is blocking his view. He tries looking up and down, to one side and the other and even to the back, and gets partial glimpses of his surroundings. On the next day, after complaining to his grandfather about this, he is allowed to sit in the front, and then a new problem arises - the boy cannot see his grandfather.





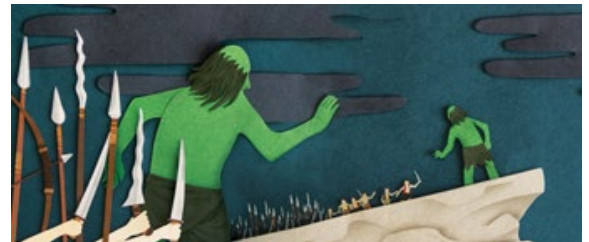
# Sienny Septibella (SING)

Siennyseptibella@yahoo.com

→ The aim of this project is to explore the technique of paper-cutting illustration, as well as to embrace local Indonesian folklore in the midst of modernity.

The story mainly revolves around two characters, a mythological creature called Buto Ijo (Green Giant) and a prince named Jaka.

Jaka was kidnapped as an infant by Buto Ijo. He is to be raised by Mbok Sri so that Buto Ijo can eat him when he has grown up. However, the prince fights back and manages to return to his parents.







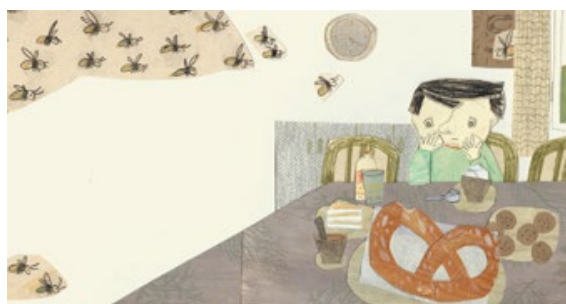
# Yuriy Skomrokhov (RUS)

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Stories tell about illnesses of a young boy Yura. Here is Mr Sniffles in Yura's nose.



Next story tells about swallowing a coat button



Mr Mumps (sounds like a "Piggy" in russian). And Yura has a cavity.

# 99

## Designs (USA)

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→ Illustration for children's book *Crickets, Katyids and Cicadas*, a story about two brothers who venture into the woods to discover a new bug called cicada. Designer glasshopperart extends the greenery of the forest to the book's back cover to convey the boys exaggerated reimagination of the forest like the Amazon and the red-eyed cicada is made to deliberately take up most of the book cover to give off a more threatening and ominous vibe.



# COMICS CATEGORY

2017



**Giulia  
Sagramola  
(ITA)**

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**1. Can you tell us a little about yourself, where you're from, where you studied, and where you are at now?**

My name is Giulia, it's the Italian way to read Julia. I've been making illustration and comics for a living since 2010. Before that I studied at ISIA of Urbino in Italy and at Escola Massana in Barcelona for my erasmus year. I'm from Fabriano originally, a small town known for paper making, and after my studies I lived in Bologna for 5 years. Then, I spent one year in Angoulême for an art residency at the Maison des Auteurs, I lived in New York for 3 months in 2016, and now I've been back in Barcelona for the past year and an half. Honestly, I don't know where I'm from anymore. I like to travel and I find living in different countries very fulfilling, even when it's complicated. For 5 years I self published my comics in anthology books that I curated together with 2 other friends, for our label Teiera. Now I'm working on my next graphic novel and my first picture book while working for several clients.

**3. What artists/things do you most admire and how did they influence your work?**

I have a never ending list of artists, movies, songs, comics and books that influence me, it's hard to just pick a few to crystallize which are my main influences. Surely my way of drawing has a lot of connections with French comics and North American indie comics. I love the way these cartoonists work: Sammy Harkam, Jillian Tamaki, Camille Jourdy, Manuele Fior, Daniel Clowes, Aude Picault, Kate Beaton, Kerascoet, Rumiko Takahashi, Oyvind Torseter and many others. I also find a lot of inspiration from old scientific prints, middle age paintings, Russian graphic design, the Bauhaus, Fortunato Depero and Italian futurism, Gunta Stölzl textiles, Josef and Anni Albers' works. I admire the visual world of Bruno Munari, Tomi Ungerer, Maurice Sendak, André François, Saul Steinberg, Elisabeth Brozowska, Beatrix Potter, Garrett Price, Roger Duvoisin. And I can't even begin to mention all the tv series and movie influences.

**2. Why did you become a comic artist/illustrator?**

As many other creatives, I drew since when I was a child, I also was passionate about reading comics and making up my own stories. It all came very natural to me, I never questioned much doing something else. Growing up, I wanted to keep going with drawing and making up my own imaginary worlds. At university I discovered typography, photography and graphic design, and that confused me a little on my path, but now that I'm back to making my own books it's stuff that comes in handy. I'm interested in visual arts in general: comics, storytelling and drawing are the most natural forms of expression for me, but I like to expand my skills. I love creating objects with my images and craft in general, so currently I'm experimenting with ceramics and surface design.

**4. How did you find your style? Has it changed since you started?**

I think style is the reflection of someone's personality. It's the sum of what I like and what I have visually consumed during my life (not just drawings, but everything), how I feel things, how much I've practiced drawing and other techniques. The style that I have today is the result of all my tastes and researches, mixed with the limits of my skills. It's changed over the years, and it's something I try to push continually, to converge with what I visually find attractive now. When I started working, my style got "frozen" to supply my client's needs. After a few years I felt the things I was drawing were not reflecting who I was anymore and I needed to question myself, experimenting, investigating my line. It's a never ending process, it's painful, but the more I know myself, the more I think it gets defined and refined.

**5. We see that you write your texts. Can you briefly describe your creative process?**

It's a process of accumulation, I write notes almost daily, every time something catch my attention. Sometimes I take some time to go back and read them and eventually I see connections between ideas. It's something that takes time and it's not very predictable. Normally, the busier I am, the more I have ideas to write down that I have to post-poned investigating. When I find something that I think might be more developed, I start asking myself questions about the idea, to try to define it as much as I can. Sometimes this might give me an headache. When the idea is detailed and defined enough, it looks like a plot of a few pages. At that point I jump on storyboarding the full comic (or picture book), I don't write a screenplay.

**6. Best and worst part of your job:**

There are many things I love about my job, I think the thing I love the most is when I enter a status of focus and flow and I lose all sense of time, it's just me with my process and I feel complete. Another is when my work arrives through the internet or physically in front of people and I get significant feedback, like someone telling me that they enjoyed my comic or someone sharing with me a photo of my print in their home. These unexpected feedbacks let me know that I'm not alone doing what I do and they make me feel good.

I think the worst is managing my business: I can't stand answering the phone while I'm working, I hate the Italian taxation system, invoicing, reading contracts, negotiating, updating the website, writing thousands of emails, all that stuff that is boring, stressful and I'd rather skip it.

**7. Quick answers:**

**Favorite movies:** Eternal Sunshine of a Spotless Mind, Parenti Serpenti, Ferris Bueller's Day off. Any Italian movie from the 50s/60s/70s, classic



old American comedy, 80s teen movies or anime.

**Favorite musics to work:** The Beach Boys, Princess Nokia, Metronomy, The Kinks, Solange, Buzzcocks, Tame Impala, Dur-Dur Band, Caribou, The Misfits.

**Favorite Hobbies:** making ceramic pieces, opening tabs on my browser while I google everything that pops in my mind, listening to podcasts, watching people and dogs when I walk around, watching Terrace House.

**Magic wish:** living in Japan, making a living with my stories.

**8. What is the best piece of advice you've had, in regards to comics/illustration or otherwise?**

It might sound cheesy but never give up! It's not an easy path, and trying to find a balance between what you want and what your clients want might be difficult sometimes. If you have a personal way of doing things and you believe in your art, just keep going, even when your style isn't trendy, even if clients aren't calling you. The more personal your work is, the better.

# BOOK GOLD MEDAL

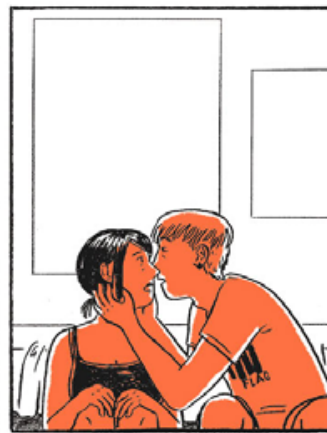
## Giulia Sagramo- la (ITA)

giuliasag@gmail.com

→ Two sisters, a best friend (maybe a boyfriend?), a small town in the mountains of Italy, a summer of mysterious fires in the hills. Incendi Estivi (Summer Fires) is a story about choices taken and not, sisterhood and growing up during a summer of boredom. Three young kids looking for a pyromaniac will go into the woods, what they find is something more personal.







# Elias Chatzoudis (US)

chatzoudiselias@gmail.com

→ Grimm Fairy Tales Vol 2, 6.  
Cosplay Exclusive Belle, Mega-  
con 2017 (cover).



→ Publisher: Zenescope  
Entertainment





# ZHAN CUI (UK)

ban.visual@gmail.com

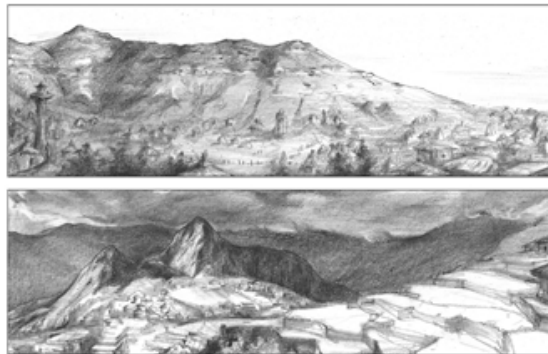
← Folklore project: This graphic novel was based on a British folklore about a mountain.



Under the Giants leading.



Here is the story which happened in very very long time ago.



There are many tribes scattering on this ground, year after year, there are two tribes stand out, separate this ground.



An unexpected battle started.



They fell in love.







# COMMERCIAL CATEGORY

2017

# COMMERCIAL GOLD MEDAL

## Bartosz Kosowski (POL)

bartosz.kosowski@gmail.com

→ "I am a killer". Festival poster created for Maciej Pieprzyca film.

"Lolita" poster created for Spoke Art's Stanley Kubrick Art Show (San Francisco, September 2014).

I used the original movie poster created in 1962 as the inspiration. It included a girl with a lollipop that became a central element of the piece. I decided to go for the simple form to create double meaning. The piece was created as a hand pulled 4 colour screen print on 230gr Stardream Opal metallic paper and came in signed and numbered limited edition of 90.

### 1. Can you tell us a little about yourself, where you're from, where you studied, and where you are at now?

I am an illustrator and poster artist from a small town in the North East of Poland. I first studied English Literature at the University of Wroclaw and then, in 2003 I moved to Lodz to study traditional printmaking at Strzeminski Academy of Fine Arts and Design. I currently live and work in Lodz.

### 2. Why did you become an illustrator?

I have always liked drawing and I have been doing this since I was a little kid so I suppose becoming an illustrator at some point was a natural thing for me. As I have mentioned before, my first MA degree was in English Literature and the choice of these studies resulted from the fact that as a teenager I thought that it would be better to study something more "practical" than art. On the other hand, I have never stopped drawing and even during my English studies I spent significant amount of time drawing portraits, nudes and hence, when I got my MA degree in English Literature, it was the right time to start artistic education at the art academy. I think I got my first commissioned work when I was still working on my printmaking and illustration diploma back in 2006.

### 3. What artists/things do you most admire and how did they influence your work?

There are plenty of artists I like and admire. When it comes to poster design, I really like the works of Polish Poster School artist Waldemar Swierzy with his abstract

smudges, dots and splashes which make up really realistic and beautiful posters. Apart from him, I am really impressed by the works of Saul Bass. As far as illustration is concerned, I suppose I won't be very original, if I

say that I love the works of Tomer Hanuka, James Jean or Ashley Wood. I am not sure though if these artists have in any direct way influenced my work because each of them has very specific style and I think copying someone else's style doesn't make too much sense if you want to do illustration for a living.

### 4. How did you find your style? Has it changed since you started?

I don't think it was something I found one day. I think it was more like a long process which started during my art studies. I studied traditional printmaking and during my final year I focused on etchings, so I suppose this has influenced the way I approach linework drawing even though now I work mostly digitally. I think the style of my work is pretty consistent, but I keep changing it a bit from time to time so that I wouldn't get bored with what I do. Sometimes I experiment with new brushes or colours or try to go for more spontaneous linework.

### 5. Can you briefly describe your creative process?

I always start with researching the subject. Then, I work on rough sketches which are presented to the client. Once I get the green light from the art director and we agree on the way the project should look, I ink the piece digitally. This usually takes me a while as most of my illustrations are quite detailed and I always try to keep the linework very precise. Next, I get down to



colouring the elements starting with the basic shapes and then going deeper into shades and light. Finally, when the whole picture is coloured, the illustration gets into what I call "post-production" stage when I subtly change the colours and apply some filters to the whole image.

#### 6. Best and worst part of your job:

The best thing about it is that I do what I like and I get to work on great projects which are sometimes seen by thousands of people around the world. It's also very flattering when people meet me at trade shows and exhibitions and they show appreciation for what I am doing. The worst part of it is that in fact it is a job and – like most of the jobs – it consists of repeatable and time-consuming activities. You just have to work really hard to get all things done on time.

#### 7. Quick answers:

**Favorite movies:** Lost in Translation, Moon, Moonrise Kingdom

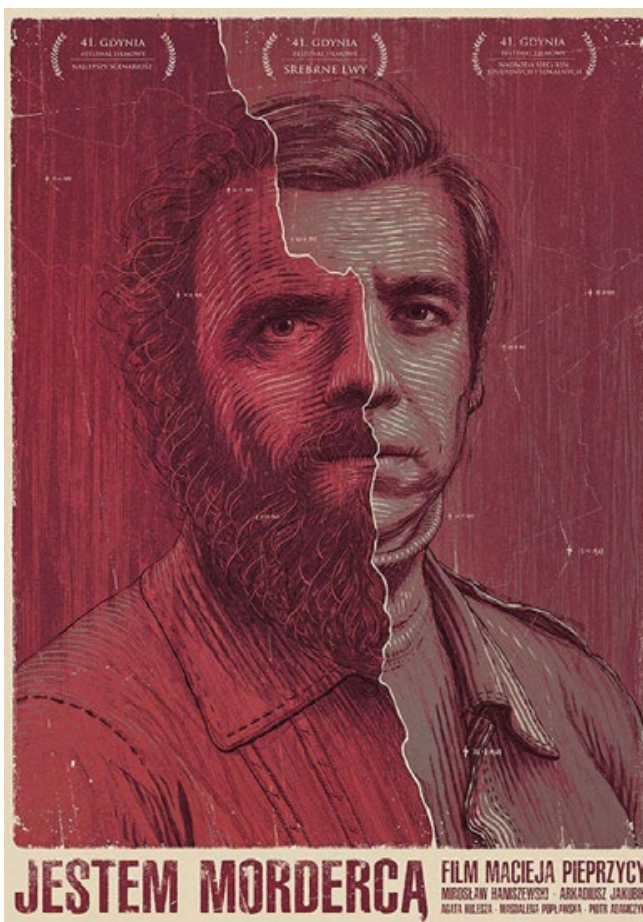
**Favorite musics to work:** Antony and the Johnsons, Nils Frahm, Max Richter, Swans

**Favorite Hobbies:** travelling, eating out and trying out new restaurants, going to concerts and movies

**Magic wish:** get a gap year and travel to places I haven't been to yet

#### 8. What is the best piece advice you've had, in regards to illustration or otherwise?

Don't say yes to each illustration request, don't do meetings if you don't have to, get things done without waiting for inspiration, find your own style - don't copy other people's work. And finally, as one of my art teachers told me – do not to be afraid of the blank space.



# Caroline Labadie (FRA)

sentenza.lc@gmail.com

→ Poster for the movie  
"La région sauvage".



# Chiara Morra (ITA)

[chiara.morra93@gmail.com](mailto:chiara.morra93@gmail.com)

← Poster made for  
Arjowiggins, French paper  
mill, to sponsor the new "Igloo"  
recycled paper.

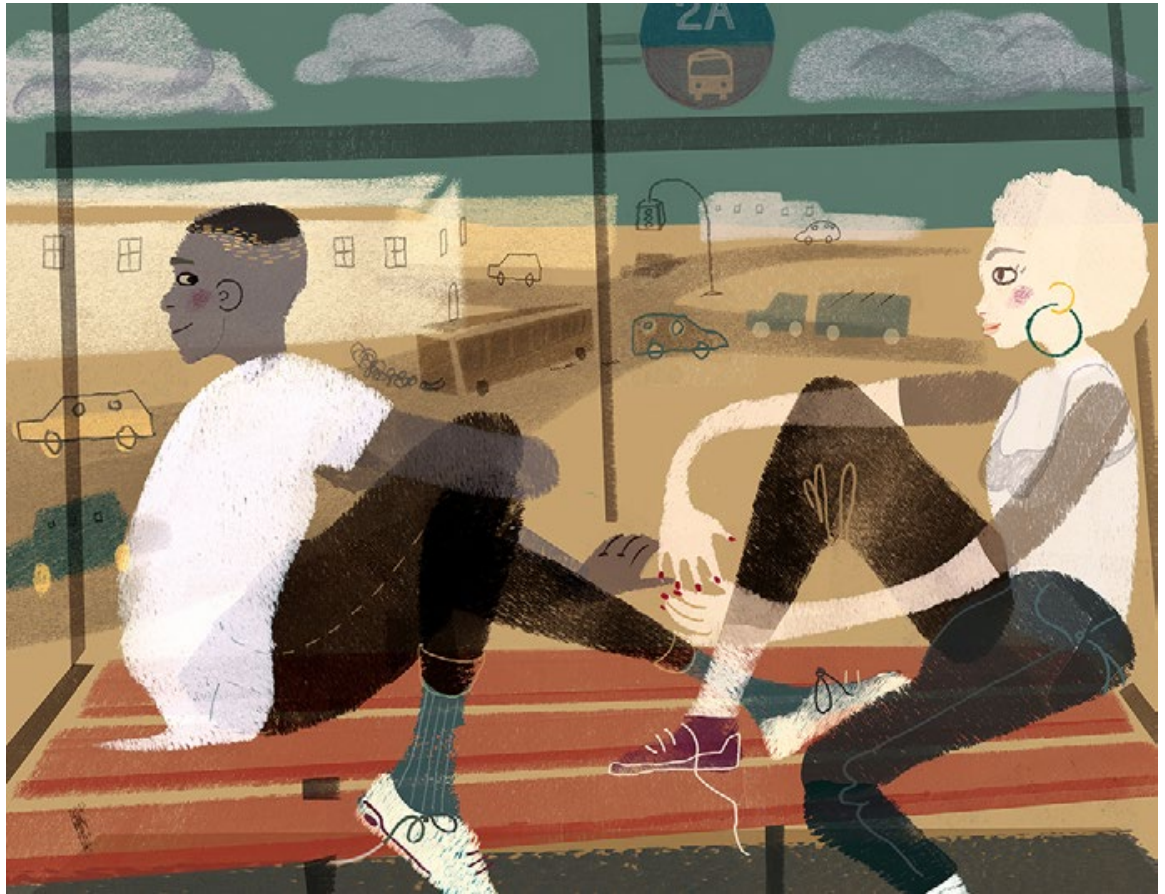




# Christopher Darling (US)

[mail@christopherdarling.com](mailto:mail@christopherdarling.com)

→ Tennessee Williams has a quote, "America has only three cities: New York, San Francisco, and New Orleans. Everywhere else is Cleveland". The series is a response to this generalized attitude, and seeks to expose different parts of the culturally rich, often misunderstood, and diverse city.

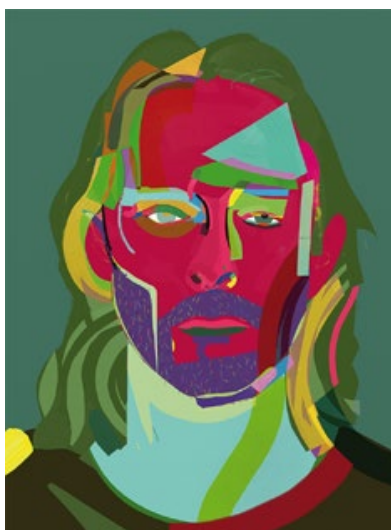




## **Davide Baroni (ITA)**

[davidebaronistudio@gmail.com](mailto:davidebaronistudio@gmail.com)

← NOT BAD  
A personal series of rock musicians portraits.



# Ivanna Khomyak (UKR)

ivanka.khomyak@gmail.com

→ I created this animations and illustrations as an intern for Realgestalt agency.  
Illustrations characterize people who work there and explain the magical atmosphere at the agency.





# Janine Wareham (US)

janinewareham@gmail.com

← For the launch of the final season of TV show GIRLS a unique ice cream was created to make binge watching all the episodes that much better. Each packaging design has a unique theme that reflects the humor, heartbreak and humanity of girls.



# Kwan Kei Heung (CHI)

jiujiupe@gmail.com

→ 70th Bangkok Insurance.  
It was the 70th year of Bangkok Insurance that was a milestone for the development of the company, so I created a 70-shaped headquarter building of Bangkok Insurance where many employees were working inside the building. The theme of Bangkok Insurance book report is 'Caring you every step of the way', it delivers positive and caring messages to the audiences.







## Lea Morichon (FRA)

[morichonlea@gmail.com](mailto:morichonlea@gmail.com)

← Graphic researches for the interior decoration agency Summer and Sitwell, in London. The atmosphere was inspired by the fantastic Rudyard Kipling's exotic visual world.



# Nab NAB Charlie (FRA)

nab8888@gmail.com

→ Street art mural to commemorate "We Are All Charlie". It has been commercially commissioned as a "printed Billboard".



## Stefano Marra (ITA)

[stefano@stefanomarra.it](mailto:stefano@stefanomarra.it)

← Illustration for ArianoFolk festival 2017, a very famous Italian festival that promotes Folk Music and artists from every part of the world. It takes place in the middle of Ariano Irpino, a little city in south of Italy. The illustration shows my interpretation of a singer surrounded by pieces of the city and notes.

**ARIANO  
FOLK  
FESTIVAL  
2017  
17-20  
AGOSTO  
ARIANO  
IRPINO**



INFO E BIGLIETTI:  
**ARIANOFOLKFESTIVAL.IT**





Veronica Grech (SPA)

veronicagrech@gmail.com

→ Illustration series for Neleman Wines to share the spanish summer mood and wine culture. The illustrations were used in posters, postcards, and Internet banners.



WETRANSFER



POSTCARDS





# Veronica Grech (SPA)

veronicagrech@gmail.com

← Neighborhood Illustrated Maps to show a bar crawl through five of the top mixology bars to taste classic cocktails featuring Cognac in New York and San Francisco. Including logotypes of bars, city buildings, hipster looking people cheering or walking to the next bar.

# 99 Designs (US)

sasha.manusama@99designs.com

→ A cartoonish take on poster design for heavy-metal artist Beef Savage. After the client presented realistic Viking-themed images as inspiration, designer ArdieAquino went against the grain and offered a colorful and comical drawing of the artist instead. The gamble paid off and the client loved it!



# EDITORIAL CATEGORY

2017



# COMMERCIAL GOLD MEDAL

**Frank  
Hoppmann  
(GER)**

→ "Donald Trump"



**1.Hi, Frank. Can you tell us a little about yourself, where you're from, where you studied, and where you are at now?**

Hello, I'm Frank Hoppmann from Münster, a small town in the north-west of Germany. I was born and raised in a small village in northern Germany. I studied in Münster, and since then I live there.

**2.Why did you become an illustrator?**

I'm not just an illustrator, but I like to call myself a draftsman and painter. Of course I'm also an illustrator, but also a cartoonist. At some point I had a dream at night, I was an illustrator. The next morning was for me, I'll Illustrate, among other practises.

**3.What artists/things do you most admire and how did they influence your work?**

Dix, Grosz, Janssen, Dürer, Goya, Daumier etc.

**4.How did you find your style? Has it changed since you started?**

My style changes often. You come back to certain characteristics, reasons for: mood, lack of sleep, too much alcohol, bad food, too little alcohol and so on.

**5.Can you briefly describe your creative process?**

No, is very different

**6.Best and worst part of your job:**

I feel almost free. It is a good excuse for my continued childlike behavior.

**7.Quick answers:**

**Favorite movies:** The fly.

**Favorite music to work:** difficult.

**Favorite Hobbies:** No.

**Magic wish:** To be invisible, of course!

**8. What is the best piece advice you've had, in regards to illustration or otherwise?**

Stay a child, of course!

# André Laame (GER)

andre.laame@gmail.com

→ Six days before the British referendum I was asked to illustrate a picture for the cover of the magazine *Ä»FAZ Woche Ä*. The idea was to show different nations living together in a dilapidated EU-house when Britain exits. Will the Brexit initiate the end of the EU?

I decided to draw this in a clean Ligne claire style with a combination of colors of the Union Jack and European Flag.

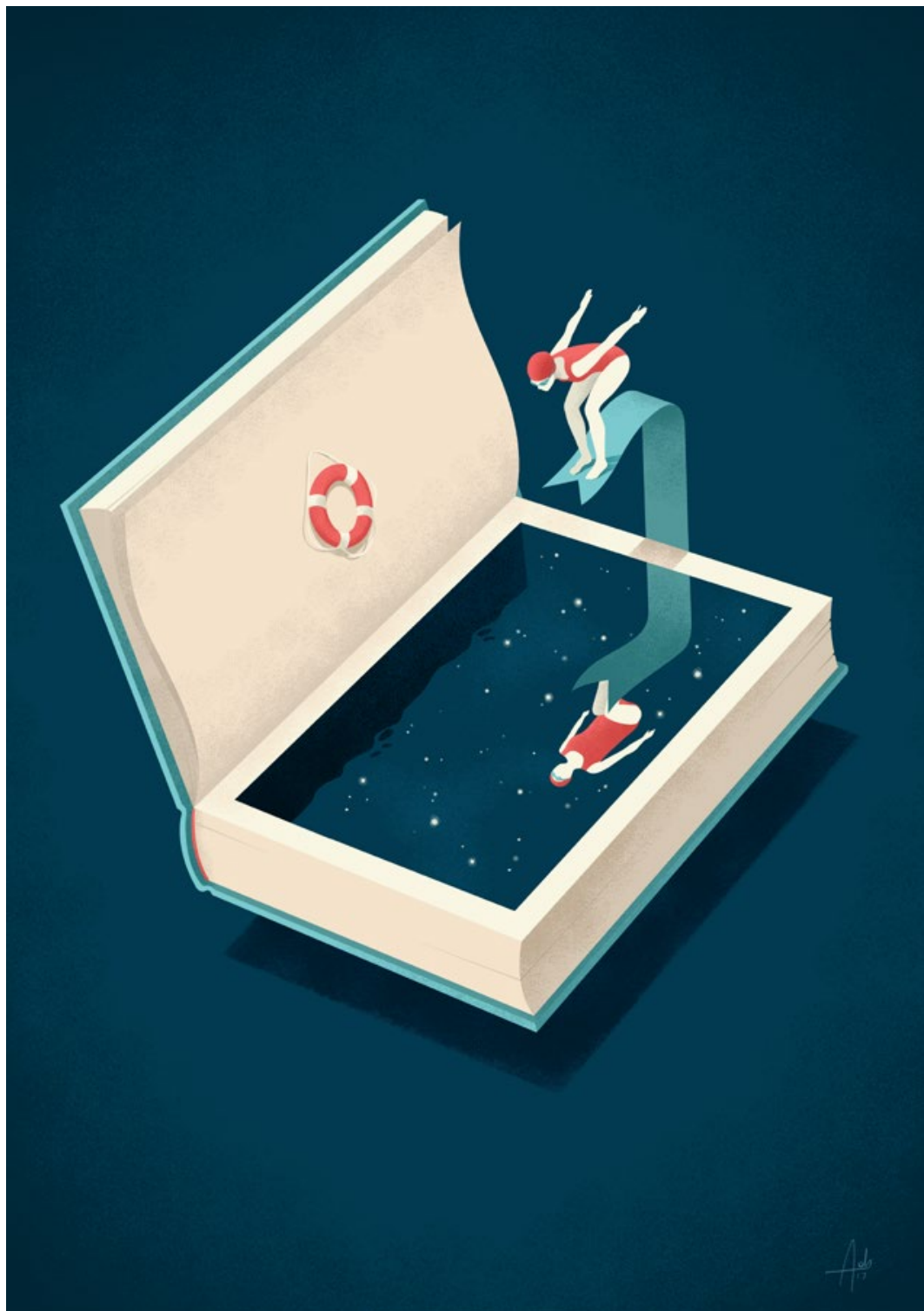




## Andrea De Santis (ITA)

[desantis.andrea@libero.it](mailto:desantis.andrea@libero.it)

← Editorial illustration titled "Diving" published on Polpettas magazine based on the theme titled "about last night".



# Bartosz Kosowski (POL)

[bartosz.kosowski@gmail.com](mailto:bartosz.kosowski@gmail.com)

→ Terry Pratchett's "Discworld"  
published in "Wysokie Obcasy  
Extra" magazine.





# Bene Rohlmann (GER)

mail@benerohlmann.de

← Illustration for a short story in the Mexican (Spanish language) magazine "La Peste". The issues topic is "Tragedy". The short story is roughly about a boy named Nacho, who is looking forward to his first communion, about committing sins and about the question of the existence of god and U.F.O.s





# Chiara Criniti (ITA)

[chiaracriniti@stillarte.com](mailto:chiaracriniti@stillarte.com)

→ Together.  
Illustration for the article Men and perinatal depression by Dr Costello, published in Therapy Today in March 2016 describing how stressful and tiring it can be for the partner of a depressed new mother. I have tried to visually represent the fact that men are not alone after all, no matter how exhausting and disheartening their situation appears to be.



## Chiara Lanzieri (ITA)

[lanzieri.chiara@gmail.com](mailto:lanzieri.chiara@gmail.com)

← I've illustrated a series of sport illustration about Yoga / Pilates. The title is "Memory of writer between Pilates and Yoga". This piece was published on 22st september 2017.





→ Cover of Cleveland State University Magazine.







## Derik Hobbs (US)

[dhobbsdesign@gmail.com](mailto:dhobbsdesign@gmail.com)

← Information, Matter, Reality.  
Ballpoint Pen, Digital.  
Editorial illustration for The New Atlantis Journal.  
Understanding modern biological ideals of seeing the world as just information. Visually arguing the idea that there is much more to science and biology than just facts and information.



# Elena Prette (ITA)

info@elenaprette.com

→ *Elizabeth*.

Inspired by the movie "Elizabeth the Golden Age" and the great character the Virgin Queen, for Tapirulan Calendar 2017





## Jaye Kang (GER)

[jayekang@outlook.com](mailto:jayekang@outlook.com)

← Illustrations created for an article called "The Declaration of Independence from Cyberspace" from Magazine "360". It was published in January 2015 in Germany.

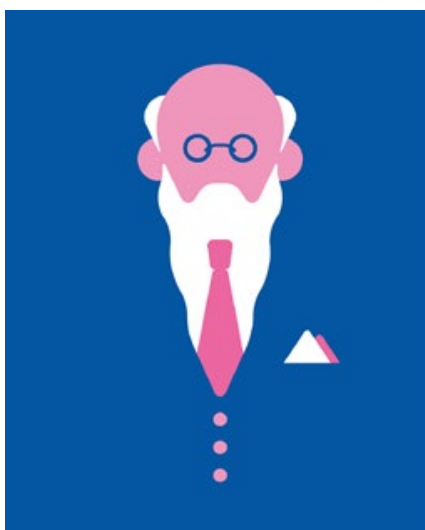




# Miguel Montaner (SPA)

hello@miguelmontaner.com

→ Further thinking

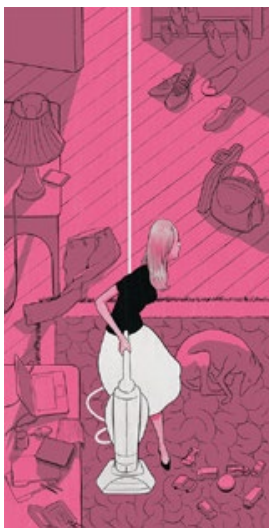




## Ryan Garcia (CAN)

[bmb.ryangarcia@gmail.com](mailto:bmb.ryangarcia@gmail.com)

← Alternatives Journal Magazine - "Breakfast in 2040", about how climate change will affect future agriculture..  
 Dirt Rag Magazine - "Heady Stuff", about working as an apprentice in a bike shop.  
 The Globe and Mail - "Sharing the Workload", about spreading chores between partners.  
 The Globe and Mail - "Putting a Leash on Dog Parks", about new restrictions on dog parks.  
 The Globe and Mail - "Wake up Techno-Zombies", about utilizing mindfulness to help phone addiction.

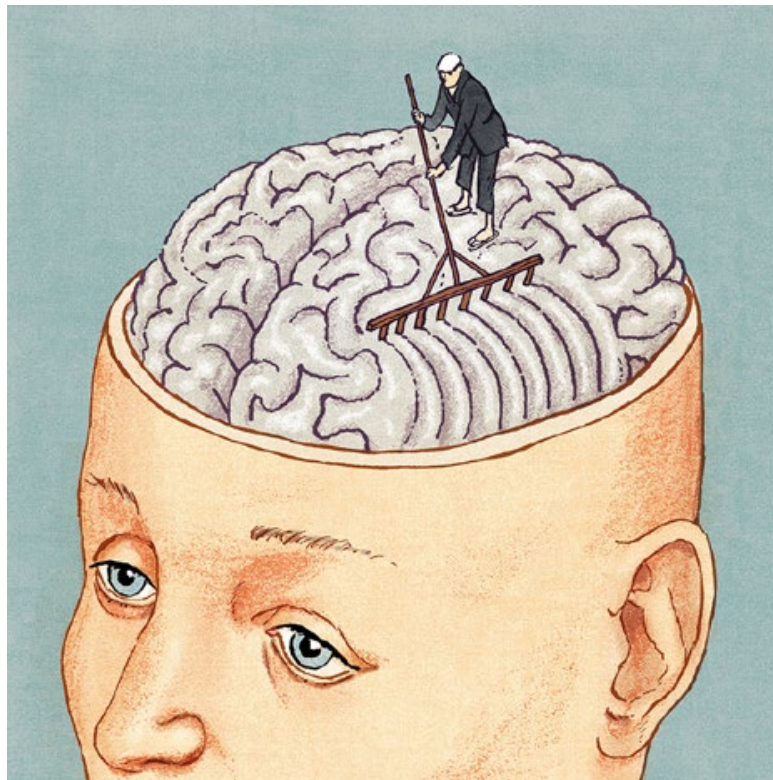




# Stijn Felix (BEL)

stijn.felix@telenet.be

→ Intangible Heritage - Neerlandia cover illustration - Article on the Intangible Heritage in Belgium and Holland.  
I depict Saint-Nicolas & Black Pete, The three wise men, The Witch Parade.  
Debt Industry - HUMO magazine - How Collection Agencies creates Poverty.  
Gardening The Mind - HUMO magazine - Avoid a burn-out.  
Never-Ending Parenting - HUMO magazine - for the current generation of parents with grown children parenting never stops.  
Famine in Retirement Homes - HUMO magazine -cover





# NEW TALENT (STUDENT) CATEGORY

2017

# NEW TALENT (STUDENT) GOLD

## REN (CHI)

→ This is a wordless picture book about animal, nature and people. 20 pictures present a series of scenes and each one is a part of another. For example, a bear surrounded by mountains is actually a picture on a magazine cover, which is a part of a pattern of a butterfly, and so on.

### 1. Can you tell us a little about yourself, where you're from, where you study...?

Hello guys, I'm Xin Ren. I come from China then finished my master degree of illustration in University of Arts London, UK.

### 2. What was the most important thing you learned in school? Was there a teacher that was decisive for your growth?

Well, I'm very enjoy the period in the school. The thing I learned is how to build up an independent study system. Keeping writing journal means keep thinking about your work and things you saw. Janet Woolly and Phil Huntington was my tutor, they push me find my own voice, many thanks to them.

### 3. When did you know you wanted to be an illustrator?

In my second year of high school. Before that I want to focus on fine art.

### 4. What artists/things do you most admire and how did they influence your work?

Shaun Tan is my idol, I love the way he telling story.

### 5. How did you find your style? Has it changed since you started?

It's no easy to find my art language in the beginning. I keep doing Sketches and life drawing, then find out the most comfortable way to draw.

### 6. How much attention do you pay to the feedback of others on your work?

Every image has a story or a kind of emotion, I like people give me some feedback about what do they feel or the reason why do they like it or don't. That's goanna makes me better.

### 7. Where do you see yourself in ten years?

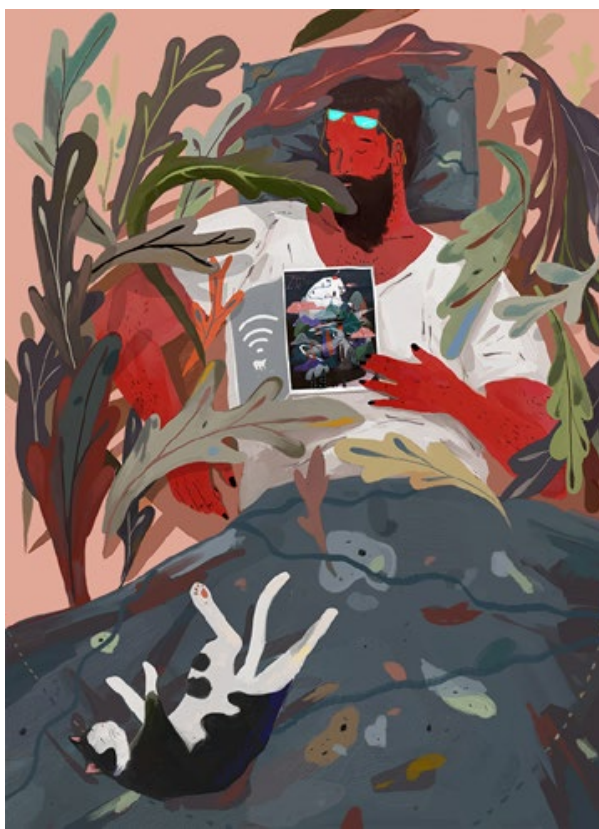
I hope I could publish my own book.

### 8. Quick answers: Favorite movies: Leon

**Favorite music to work:** Tom Boy

**Favorite Hobbies:** Feed dog

**Magic wish:** have super power like being invisible.









# Agnieszka Kozuchowska (POL)

kozuchowska.a@gmail.com

→ Brothers Grimm fairy tales.  
Project I'm about to present  
gives another perspective for  
experiencing selected Grimm  
Brothers tales. What interested  
me the most while choosing was  
rising the issue of male/female  
relations, puberty and sexuality.  
The starting point of my work  
on three tales ("Fitcher's Bird",  
"The Hare's Bride", "The Singing  
Springing Lark") was binding  
opportunities both playing with  
illustration and scale with book  
style publication.  
Set of three spreading out  
sheets.

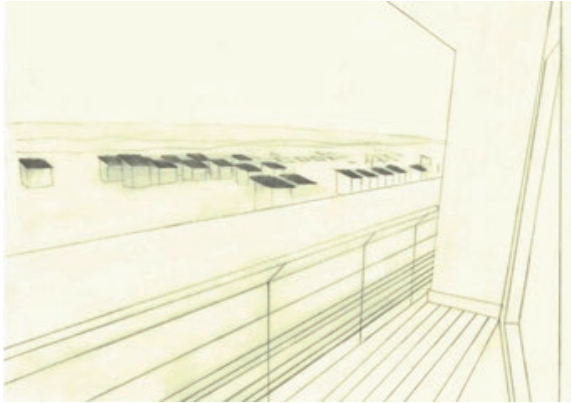




# Aude Rambaud (BEL)

aude.rambaud@hotmail.fr

← Rivage (Shore), is an image from my last book, made for my master degree's in June 2017. Rivage is a story about a young person (I didn't specify the sex in my text) estranged from the family. She/he returns to the flat of her/his childhood in Ostende, a seaside resort with many modern buildings and typical northern light. "Rivage" is both a border and a link between two worlds. Reading the story, we follow the character in her/his personal path, we discover her/his story.



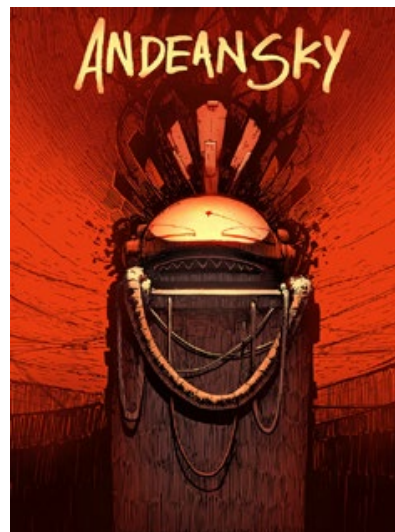


# Carlos Marco Villarreal Kwasek (SWE)

carlosvkstore@gmail.com

→ Andean Sky.

Andean Sky is an interactive web-comic about an immigrant who returns to his home-country Ecuador, in South America, to reconnect with his own culture. With this project I am dealing with themes of identity, religion and technology projected into the future within the Latin American context. I have a passion for science fiction and I want to imagine how a place like Ecuador might look like in centuries to come.





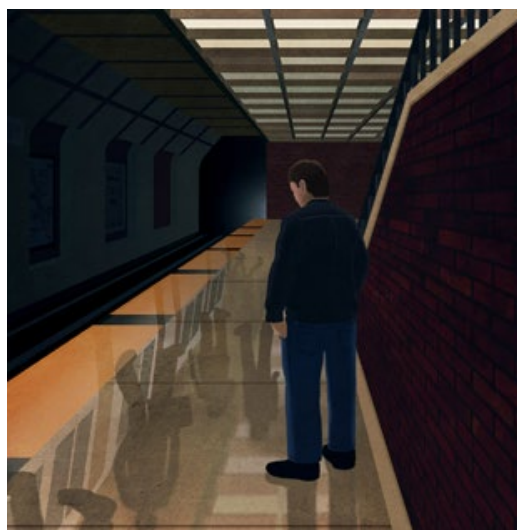
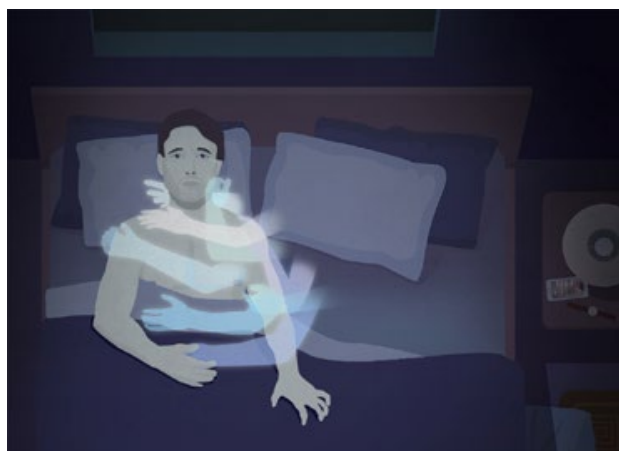


# Curtis Gould (US)

curtisgouldillustration@gmail.com

The pieces I'm including were created during the pursuit of my Masters' Degree at the Academy of Art University.

← Feeling lonely, even in a crowded room.



≡ The loneliness of remembering past romances.

← Waiting for the last subway train of the day.



← Piece on crowd panic.

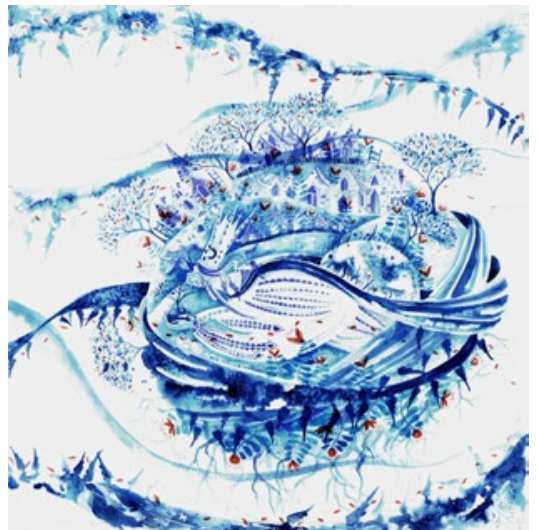
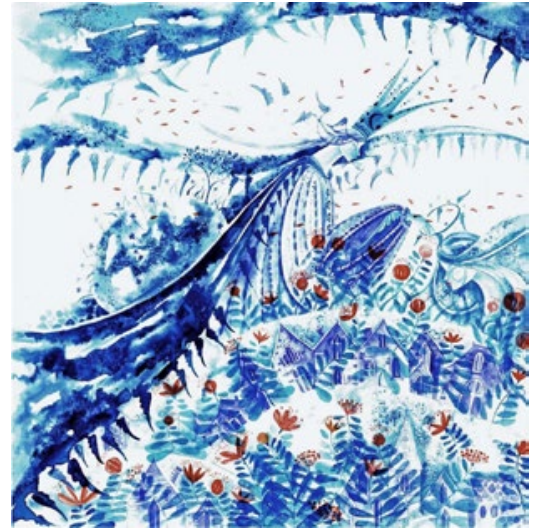
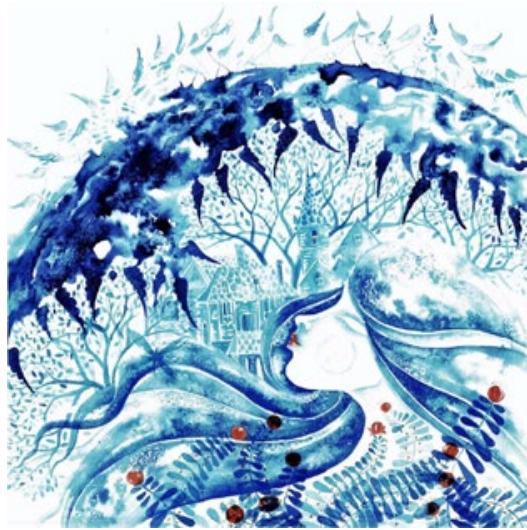
≡ Science's search for a miracle pill that will help extend the human lifespan.



# Dusan Silvia Maria (ROM)

dusan.silvia@gmail.com

→ The sky king and the  
flowers.



**Einav  
Vaisman  
(ISR)**

[anav86v@gmail.com](mailto:anav86v@gmail.com)

← Apollo and Daphne - visual interpretation to the song "Baby It's Cold Outside", made in an illustration course with David Polonsky in Bezalel academy of arts and design.

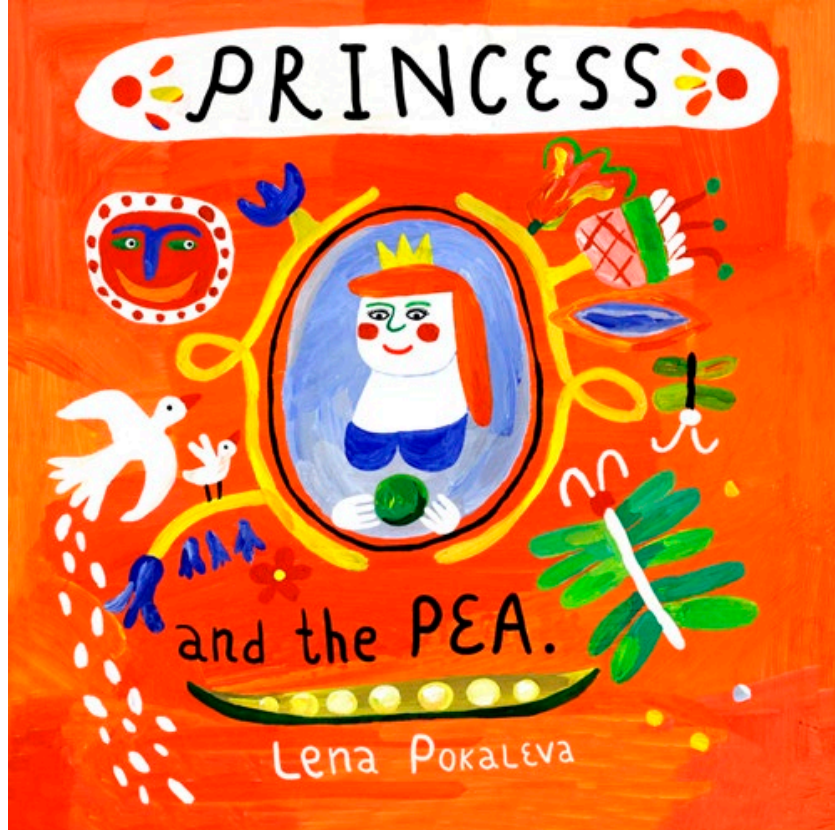




# Elena Pokaleva (CZER)

voknadulo@gmail.com

→ THE PRINCESS & THE PEA is my personal project, that I made for my little brother. I decided to make a picture book version of the fairytale by H.Ch. Andersen as a comic book with short titles on English. Book was created during my studying at Book Graphics Department in Prague. All illustrations are made with gouache paints in combination with collage-cardboard and colored paper. Size: 210x210. Hope that one day my book will be published and getting to its the most important readers - children.



BOOK COVER / PRINCESS AND THE PEA, illustrated picture-book by Elena Pokaleva



Book Illustrations (Example 2)



Book Illustrations (Example 3)



# Ellen Walker (UK)

[ellenwalker97@yahoo.com](mailto:ellenwalker97@yahoo.com)

← Lord of the Flies.

My illustrations are inspired by William Golding's 1954 novel, Lord of the Flies. I was drawn to this project due to how the environment the characters inhabit seems to possess and overcome them. For this reason I chose to have the characters be depicted as small and enveloped by their surroundings.





# Emily Shaw (US)

emilylui@pemalou.design

→ Silent Sentinel. This is an editorial piece regarding refugees protecting their gentle hearts.

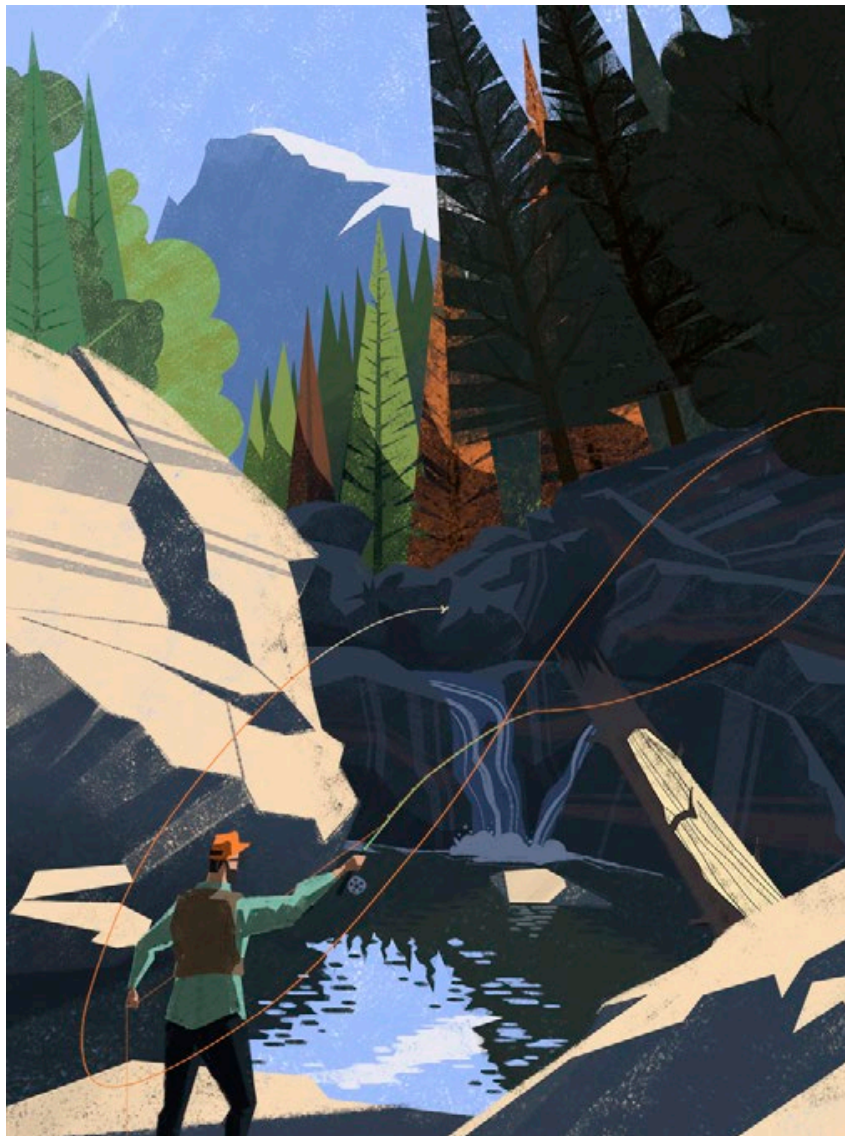




## Federico Epis (ITA)

[federicoepis3108@gmail.com](mailto:federicoepis3108@gmail.com)

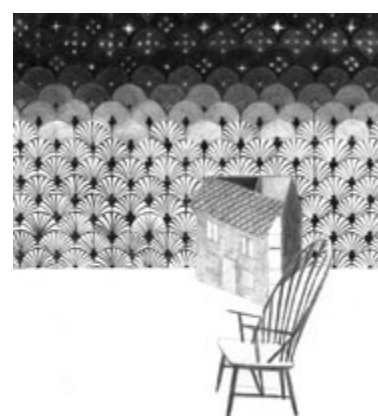
← flyfishing on Merced River. Part of a bigger project called Colombo Adventure magazine (the work I developed for my dissertation), this is one of six boards I created to illustrate an article that talks about a 12 days flyfishing tour through the west coast of United States.



# Giulia Gallino (BEL)

giulia.gallino@gmail.com

→ These graphite drawings are part of a book, the book is the story of M. and her grandmother. M. is growing up, and asks herself what's on the other side of the hills, as she is gently trapped into her house, in a confusion between reality and her fantasies, her desires. Her grandma is lost in the stories of her life. One day M. becomes Marguerite, is she finally ready to leave?





# Haoran Hu (US)

[ainko@outlook.com](mailto:ainko@outlook.com)

← 'Mrs. Snubbleman Finally Eats Her Sunbbles' is a series illustration of children's book. The story is about a dog worries her now life because her master is going to move.





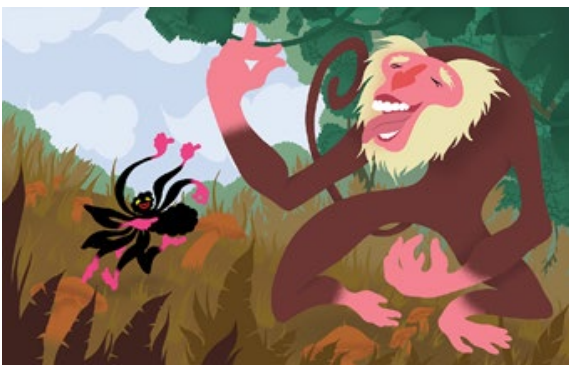
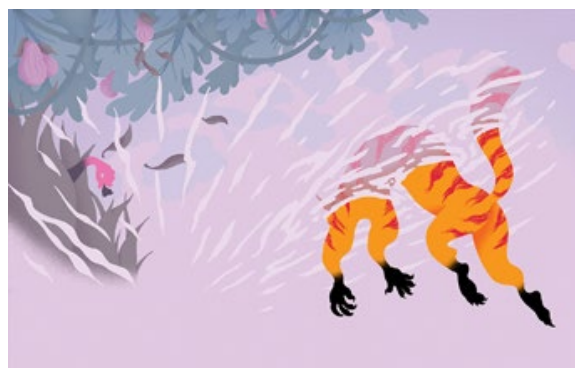
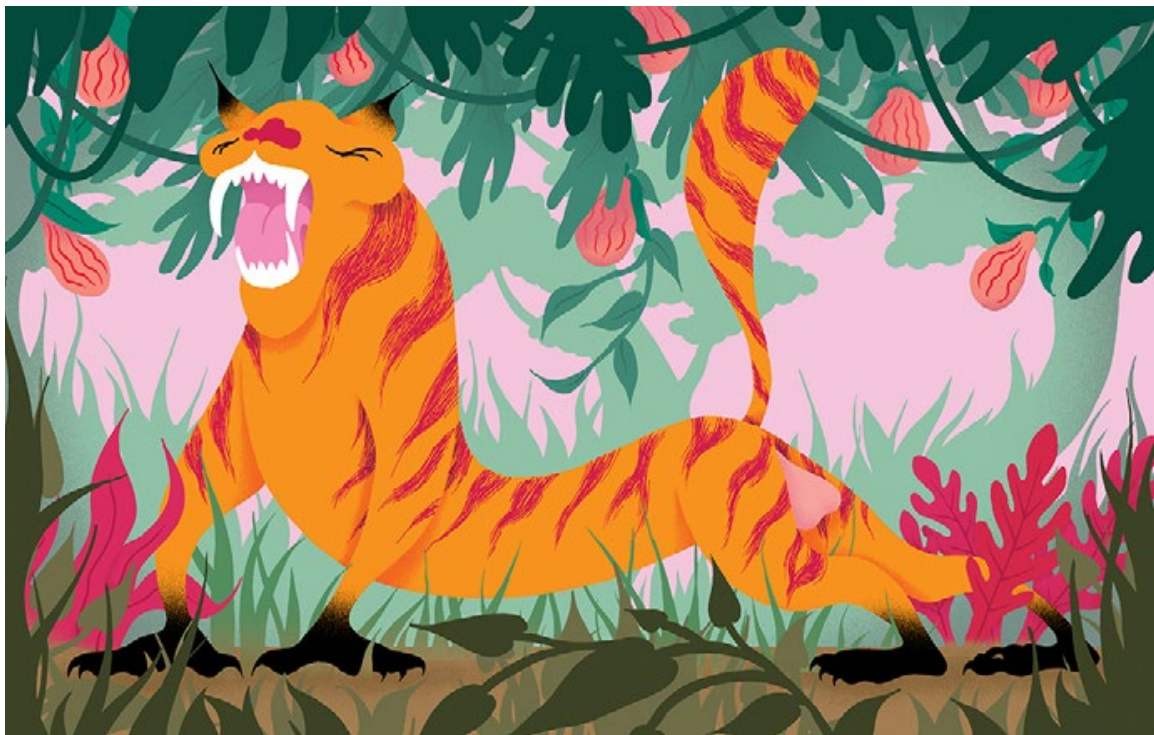
# Itamar Makover (ISR)

itamar.makover@gmail.com

→ Anansi and Tiger's Balls.

A picturebook based on an excerpt from Neil Gaiman's "American Gods". In the book Anansi, the African spider trickster, tells the story of how he stole Tiger's balls and then tricked him into blaming and chasing the monkeys for it. The lesson learned is "even if you're small, doesn't mean you don't have power".

Book Illustration Course.  
Bezalel Academy of Arts and Design.  
Guidance: Rutu Modan and Ayal Zakin.







## Ivanna Khomyak (UKR)

ivanka.khomyak@gmail.com

← "Alternative Coffee".  
Book about alternative coffee brewing methods.  
It was my bachelor's degree project in The Lviv National Academy of Arts in 07/09/2015.



← "Superstitions".  
Comics story about a cat that decided to burn the city.  
This project was made in Academy of Fine Arts in Warsaw in 08/06/2017.

# Jess Kim (UK)

jessieflamboyant@gmail.com

→ This is a fashion illustration of Miu Miu 2017 autumn and winter collection. I wanted to fresh up what we normally consider 'fashion illustration', such as delicate watercolour painting of models or just one figure in the white background image. These works are based on the self designed brief, which was just to look at photographs of catwalk and to create fashion illustrations to explain the feeling of collection, which was in this case, kid-like playful but somewhat womanly.





## Jessica Dawson (US)

[j.p.dawson@tcu.edu](mailto:j.p.dawson@tcu.edu)

← Women's Day 2017. Inspired by German designer Karl Maria Stadler's 1914 poster for women's suffrage, the woman in my poster also wields an amorphous red flag as she calls the masses to action. This piece is also inspired by other traditional art nouveau posters of that time, which feature hard outlines, confining boxes, and fair-skinned women with long flowing hair. Here, a dark-skinned woman with a large afro is caught mid-kick as she breaks through the boundaries of traditional art nouveau.



# João Rebello (POR)

[jprebello3@gmail.com](mailto:jprebello3@gmail.com)

→ Young gods of spring  
embracing their love.







## Karlotte Kang (SING)

Karlotte93@gmail.com

← Bangkok Spring is an imagined collective Arrival City for rural-urban sex workers in Bangkok. Part of an architectural thesis project, the illustrations show the master plan, and two of the four island of the imaginary realm: Island of Arrival where visitors arrive, and choose their paths and their roles to play in the new world.



# Kendra Wang (UK)

kendra@kendrawang.com

→ This is a story on the theme of anti-war. Without describing too many details of violence and bloodshed. It tells 3 five years old kids had to leave their home because of war. They entered a forest and tried to find a place as their new home. Having searched many places including tree holes, a place with big leaves and a mole's cave, they found none of these places were proper, unfortunately. When the night came, a star fell down and helped them find a new home.





# Kevin Niggeler (ITA)

kevinniggeler@hotmail.com

← New Orleans - illustration made for a Jazz festival hold in Bologna.



← A Sophisticated woman - made for the Jazz festival in Bologna.



≡ Ciao ! - Illustration made for a contest about the meaning of the word 'ciao'.



← A room with a view - illustration made for an hypothetic coverbook of the romance by Forster.



≡ Kiss me - Illustration made for a cliente regarding a cover of an album.



# Kevin Soria (US)

[kas50@sunyorange.edu](mailto:kas50@sunyorange.edu)

→ SHIN-RANGER S.O.S.  
Inspired by Japanese posters from the 1950s, as well as 1980s Japanese Mechs, this piece incorporates multiple characters from previous personal works as well the saturated/worn look of posters from the era. The title, font and warm colors are also inspired by 1950 Japanese monster movie posters.







## Kostya Permyakov (ISR)

[kostik121@gmail.com](mailto:kostik121@gmail.com)

← "Cock The Roach", illustrated book based on childrens' story by Korney Chukovsky. I've illustrated it during my Studies at "Bezalel, Academy of Art and Design" at Jerusalem.





# Kuri Huang (US)

huangshalvliu@gmail.com

→ Flaming Fire.  
The flaming fire warns me off  
by its own glow. Save me from  
the dying embers hidden under  
ashes.





# Laura von Husen (GER)

[info@lauravonhusen.de](mailto:info@lauravonhusen.de)

← "Im Wasser ist es nasser" (In the Water it is wetter).

This children's book was my graduation project (MA). It consists of nonsense pictures featuring anthropomorphic animals, each page introducing a new visual story, including a rhyme by Sven Lenz. Not following a linear story but rather suggesting many ideas, leaves much room and encourages the reader, also the adults, to form and narrate their own stories.



# Lilla Bölec (HUN)

[lilla.bolecz@gmail.com](mailto:lilla.bolecz@gmail.com)

→ The Wanderer's Treasure Map is an illustrated editorial map of an inner land, based on personal but yet universal experiences. It's also a map of courage and inspiration as each totem animal is a symbol of a concept that helps us in progression.





# Luyi Chen (UK)

kathy02318@gmail.com

← "Missing".

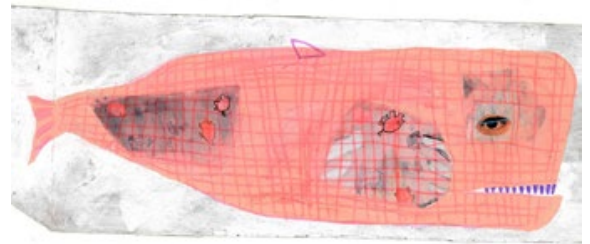
This is a story based on the Christmas Carol, but done in a contemporary way. It explores the meaning about happiness in people's busy life who live in the city. It's a story about a man who lost the way in his busy life. He became a loneliness and indifferent person. One night he meets a ghost called "freedom", she leads him to travel throw different periods in his life. After this journey, everything starts changing, and he finds the true meaning of happiness.



# Luyi Wang (US)

[luyiwangart@gmail.com](mailto:luyiwangart@gmail.com)

→ Look At Me.  
WA collage series inspired by  
animals.





# Max Wilkins (UK)

[mwilko94illustration@gmail.com](mailto:mwilko94illustration@gmail.com)

← This piece is titled Shotgun. It is a satirical piece based on two footballers arguing over taking a penalty. It combines strong drawing and texture.





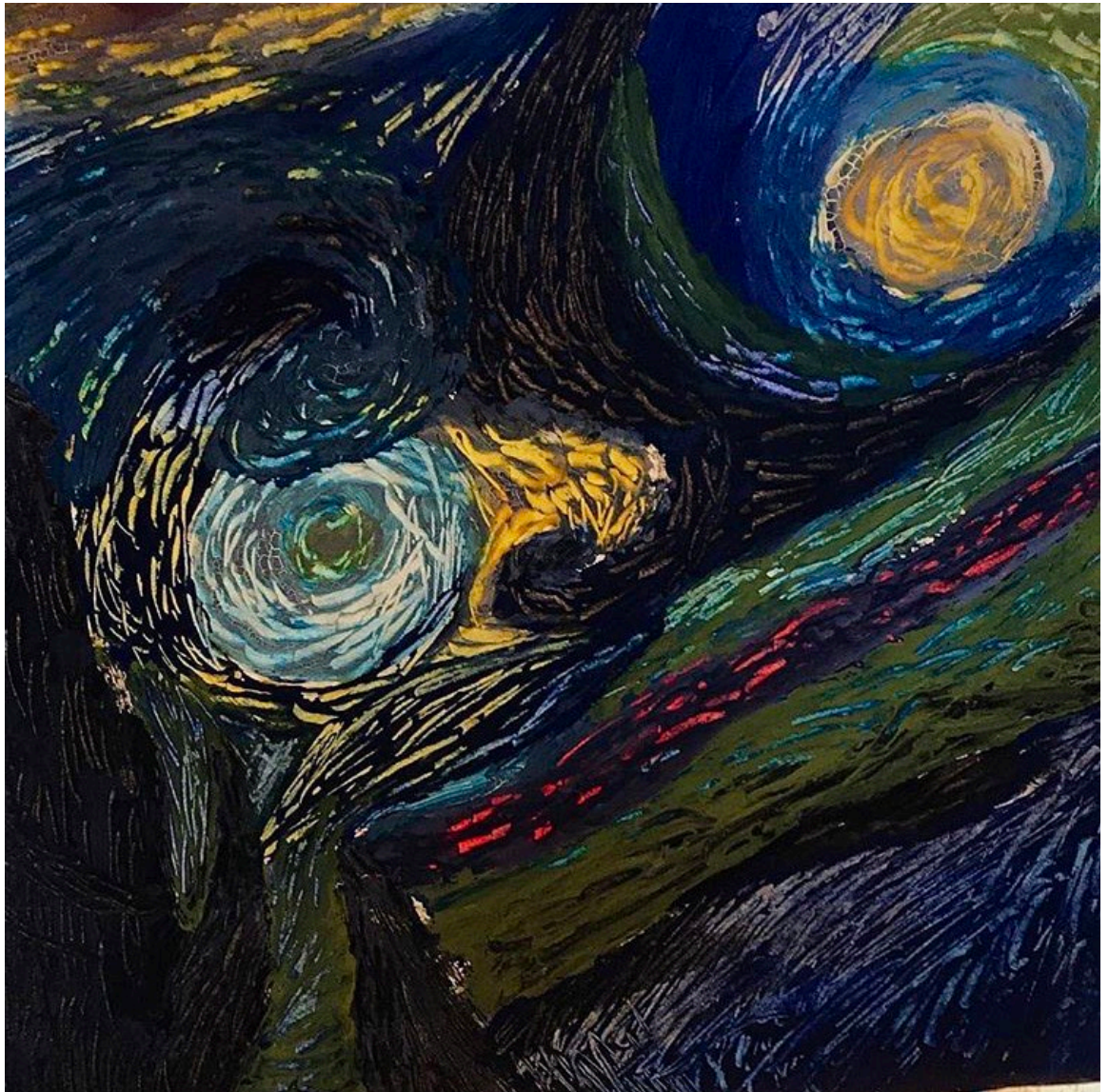
# Maxim Kotik (RUS)

[maximartkotik@yandex.ru](mailto:maximartkotik@yandex.ru)

→ "Return to the past".

Size: 21x30.

Technique: Gouache on paper.





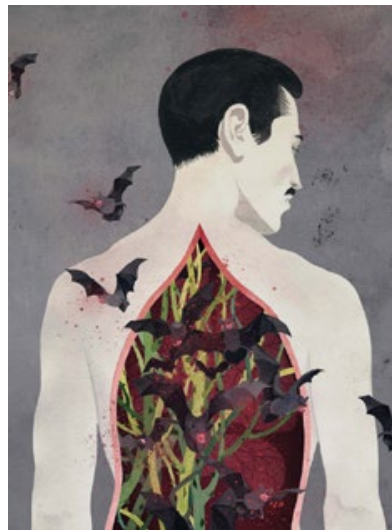


# Meiyu Zhang (US)

mzhang35@student.scad.edu

← The Woman Who Eats Marinated Goose.

This work was inspired by a novel named The Woman Who Eats Marinated Goose, written by Bihua Li. It aims to use illustration to express the gradually fading love, greediness for juicy and delicious food in a thrilling and haggard style.



# Merel Cremers (BEL)

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[merelcremers@live.nl](mailto:merelcremers@live.nl)

→ Watership.W

The illustration features a combination of my two favorite things, animals and the landscape. Since I was little the movie Watership Down has always stayed with me, but not because it scarred my childhood. I remember seeing it for the first time at my aunts who always had a great respect for nature, sadly she died of cancer. The illustration is a kind of tribute, there's an eeriness to it, like the movie, but mostly serenity with a hint of sadness such as a rainy day can bring.



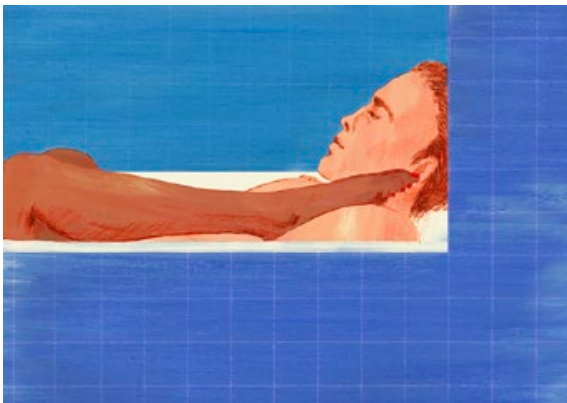




## Olga Salamatova (RUS)

Stoggyo@gmail.com

← Those images were made during my study at British Higher School of Art & Design. Two of them (with kids and queue) is the part of My final major project in University, which tells the story of my childhood friend. The reason why it looks a bit fuzzy is that it represents my memory.



# Paulina Wojciechowska (POL)

wojciechowskapaulina321@gmail.com

→ Each of illustrations is an independent work. They talk about the need keep things in perspective distance oneself.







## Qiaoyi Shi (UK)

shiqo331@gmail.com

← I am an illustrator and printmaker based in New York City. Creating images of food, my work inspires me to travel and explore new cuisines. My work translates vector based images into photo lithography. The process allows me to make unique experimental pieces.

Sausage Party I-V-20x16 inch, color lithography on kitakata paper.

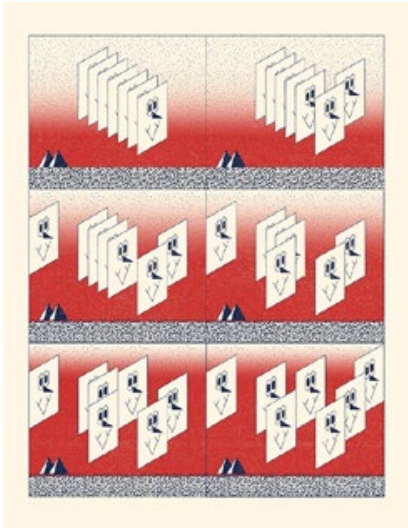




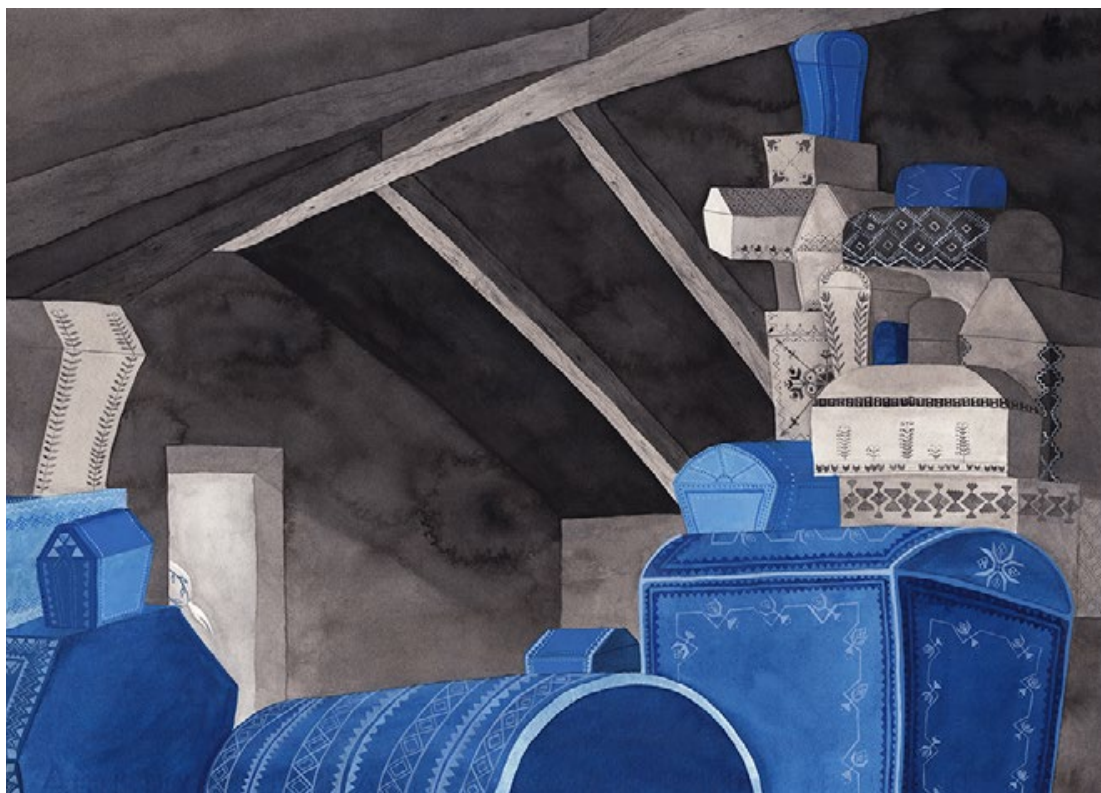
# Ramon Keimig (GER)

r.keimig@yahoo.com

→ Ueno zoo.  
This illustration was created during an exchange with the university of arts Tokyo and is an subjective interpretation of the impressions i got visiting ueno zoo.



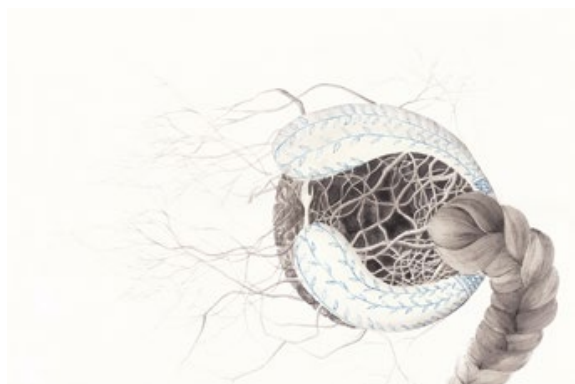




## Roberta Berezoschi (ROM)

[roberttaberezoschi@gmail.com](mailto:roberttaberezoschi@gmail.com)

← "The Old Woman's Daughter And The Old Man's Daughter". A traditional romanian story about two girls who are complete opposites, one is kind and hardworking while the other is rude and lazy who take a journey which tests their ability to help others, by meeting different creatures along the way.





# Sijia Hong (US)

sijahong@outlook.com

→ Madator  
The Old Man and the Sea  
Phoneix  
Eagle King  
WShe Has A Secret





# Simone Karl (GER)

mail@simonekarl.de

← The story of two brothers and their dreamy dialogue. One is bred as an embryonic organ donor for the other brother. Only one of them will live.

Handmade silhouettes.  
The poem means:

Dear brother  
You are still so small  
You will give me something  
What I need to survive

Dear brother  
The pain will be short  
While you are dreaming  
Of a life you will never have

Heart and lung  
Kidneys and tongue  
Stomach and bowel  
Do you feel safe?

Dear brother  
You are still so small  
You will give me something  
That



# Tim Wood (AUSTL)

timwood.illustrator@outlook.  
com

→ Every Drop Matters .

This poster was designed and illustrated as a part of a third year Design for Social Advocacy project at the University of South Australia. The task was to create a design artifact that would draw attention to a social issue of our choosing. This poster is focused on the issue of water scarcity and the devastating effects that a lack of clean drinking water has on people worldwide, specifically throughout the continent of Africa.



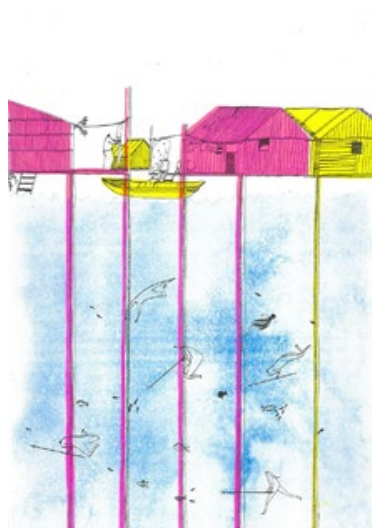


# Ursi Tolliday (UK)

[ursitolliday@hotmail.co.uk](mailto:ursitolliday@hotmail.co.uk)

← Interpreting Nature.

Exploring how different groups of people adapt and live in extremely different environments. Each illustration represents a different environment and the people who live there: the desert, jungle, mountains, ocean and arctic. I wanted to visually communicate as much information as possible about the lifestyle and culture of people in these places. I considered how people travel, hunt, what they eat, what they wear and where they live. The images are made using risograph.



# Vanya Liang (US)

vanyaliang@hotmail.com

→ Clothespress.



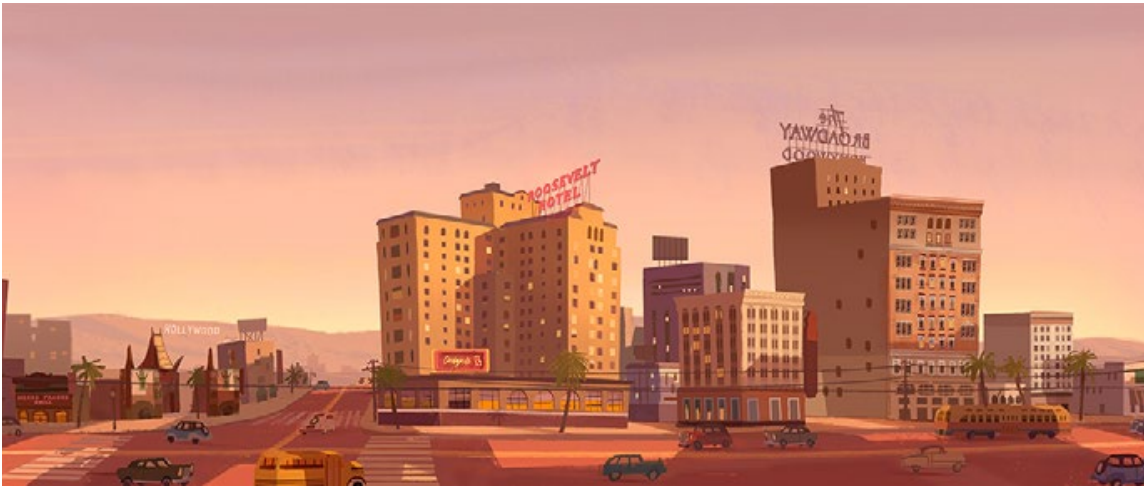


# Wenja Poppy (US)

poppykangart@gmail.com

← These two background art pieces I did for my Graphics for Entertainment Arts class.

40's Hollywood BLVD  
Phantom 309 (Night scene).



# Zahran Abdollahi (IRAN)

neda.abdollahi1@gmail.com

→ Loving monster and  
painting.





# SELF-PROMOTION CATEGORY

2017

# BEST OF THE BEST WINNER

## + COMMERCIAL GOLD MEDAL

**Esteban  
Millán  
Pinzón  
(COL)**

I am interested in education, because I think it is a powerful tool to achieve changes in our society, and that is the reason I hope to be able to teach what I have learned and what I will learn.

### **2. Why did you become an illustrator?**

One of the most important reasons is I realized the illustration is a language with a huge power to communicate and educate. It is fascinating to see how an image, a sequence or a picture book page can create multiple stories, concepts, ideas, memories, interpretations and give a lot of information. In addition, I think illustration allows me to draw, something that I really love to do and I consider it is a part of myself. Each of the illustrators' projects lead to constant research, drawing many sketches to understand an object or problem and finally being able to make what you want to show as an artist.

From my point of view, illustration is an infinite learning, each project is like a door that take you to extraordinary universes. A language that allows you to learn every day.

### **3. What artists/things do you most admire and how did they influence your work?**

Some of my favorite artists are Antonio Lopez Garcia and Shaun Tan. Both of them, despite having such different works, have shown me the importance of the craft in art. I value how each of them takes enough time to make their art. I think it is inspiring to see how their works take a back seat the immediacy and the desire to finish things fast because of social and labor

pressure. Their viewpoint about the world is spellbinding, and they motivate me a lot. I will never forget the first moment I saw Shaun Tan's graphic novel *The Arrival* or the wonderful documentary "El sol del mebrillo". It shows Antonio Lopez creative process and some of his reflections about art, drawing and painting.

There are several artists I admire and respect for different aspects. That is why I consider important naming some of them: Chris Van Allsburg, Nicolas Uribe, Jose Rosero, Chris Ware, José Antonio Suarez Londoño, Istvan Banyai, Robert Liberace, Anders Zorn, M.C. Escher, Richard Schmid, Ruprecht von Kaufman, Alex Ross, Miguel Bustos, Rebecca Dautremer and Simon Brett. There are more, but they were the first to inspire me.

### **4. How did you find your style? Has it changed since you started?**

In my opinion, I have not defined my style yet and it is something I would not like to find right now (and maybe never). As I have mentioned my career is like a journey with constant learning, enhanced every day. That's why I believe my goal is not to be able to say "my style is ..." but to enjoy and feel great with each one of my projects.

However, It is important to let you know I love representational art and the traditional atelier methods, these consider relevant the craft in art, something very important for me and my work. In addition, I believe seeing many references inspired me and motivated me to learn every day.

On the other hand, if we understand the style as an interest in topics and ways of doing things, it has been changing. As learning is daily, one day you are interested in a subject more than another or you learn how to draw one thing better or with a different process. For example, one day



you learn to draw a hand in a completely different way than you did before, and when you compare this result with the hands you made and you can see remarkable changes.

### **5.Can you briefly describe your creative process?**

I do not have a specific way of doing things, nor a sacred ritual that I have every day in my creative process. This varies depending on the circumstances and the context. I am going to talk about a method I used a lot when I need to illustrate something. Generally, I try to simplify the idea I want to do with concepts, this simplification allows me to focus, avoiding distraction with extra information that is not worth it. To achieve my goal I write stories, reflections, questions and read about the concept or concepts I'm working on, these are very useful. When I find the way to represent this concept, I draw small sketches that allow me to visualize the general idea. Then I proceed to look for the references I need to do the illustration. Usually I take my own pictures.

Secondly, I have found it very important to draw in my sketchbook, because it is like a bible of ideas and inspiration that helps me when I do not know what to do. Reading about topics that interest me, watching movies and seeing the work of other artists is a very useful resource at the moment of wanting to do something and inspire me to work.

### **6.Best and worst part of your job:**

I would say the best part is drawing a lot, it's something that I've always wanted to do. However, sometimes having different projects from others (which in the end are also part of me), prevents me from working on ideas or personal projects that I would love to do. I would like to find a balanced.

### **7.Quick answers:**

**Favorite movies:** This is my top 5 movies people should watch before die: 1.Mr. Nobody 2. Synecdoche, New York 3.Paprika (2006) 4.Intertellar 5.Cloud Atlas

**Favorite music to work:** Sometimes I prefer to listen to movie soundtracks such as Intestellar by Hans Zimmer, Transformers by Steve Jalousky, Power rangers by Brian Tylor and Turbo Kid and Jean-Philippe Bernier and Jean-Nicolas Leupi (Le Matos). This kind of music is suitable when I need to focus. However, When I want to sing a little bit I listen to Edward Sharpe and the Magnetic Zeros, Nach and Kase O (both of them grate Spanish rappers), Skalariak and Ska Cubano.

**Favorite Hobbies:** I love riding my bike, it's the best means of transportation in the world! As well as I love reading comics and fiction books.

**Magic wish:** Being able to travel through time or control it!

### **8. What is the best piece advice you've had, in regards to illustration or otherwise?**

When I was in college, my best friend, David Navia, a great artist I've always admired for his talent and persistence, gave me one of his sketchbooks full of picturesque drawings I loved and had only seen in his online portfolio. In this book he wrote an enlightening dedication. In this dedication he advises me to be constant and disciplined in order to get where I want to go. Also, he highlights the importance of failure and error in this process. At the end he says without passion and love for my work, I will not be able to get anywhere.

# BEST OF THE BEST WINNER

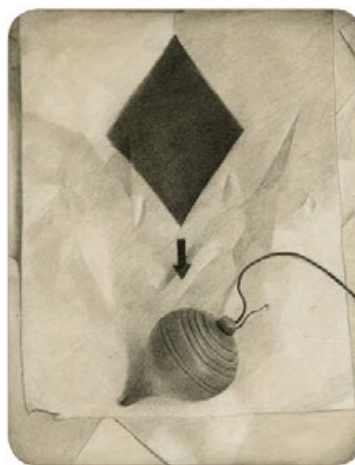
## + COMMERCIAL GOLD MEDAL

**Esteban  
Millán  
Pinzón  
(COL)**

→ "The Eternal Walker"

Technique : Graphite on paper  
and digital.

The Eternal Walker is a picture  
book about the promise of  
eternity offered by memory. This  
project focuses on three notions  
of eternity present in memories:  
"Mise en abyme", Bifurcation,  
and Eternal Return. The  
existence and interdependence  
of these three notions allows to  
establish a way to achieve the  
promise of eternity and refute  
what is established as absolute  
and true.







# Alfonso Lourido (URU)

[louridografix@gmail.com](mailto:louridografix@gmail.com)

→ Rehearsal of a great act.  
Acrylic and oil on canvas.



→ Soft melody in the swamp.  
Acrylic and oil on canvas.

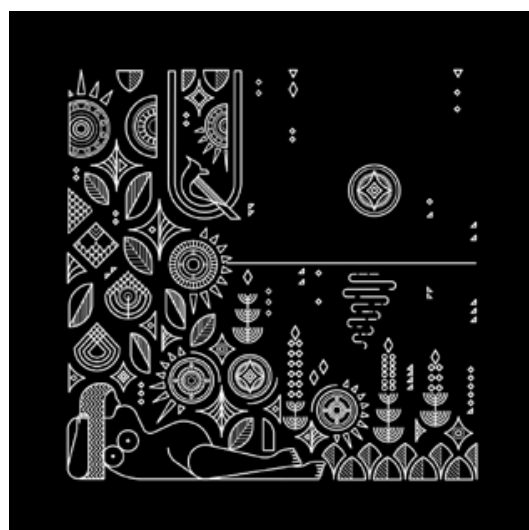




# Artsy Kiddo (KOR)

[pickitupak@gmail.com](mailto:pickitupak@gmail.com)

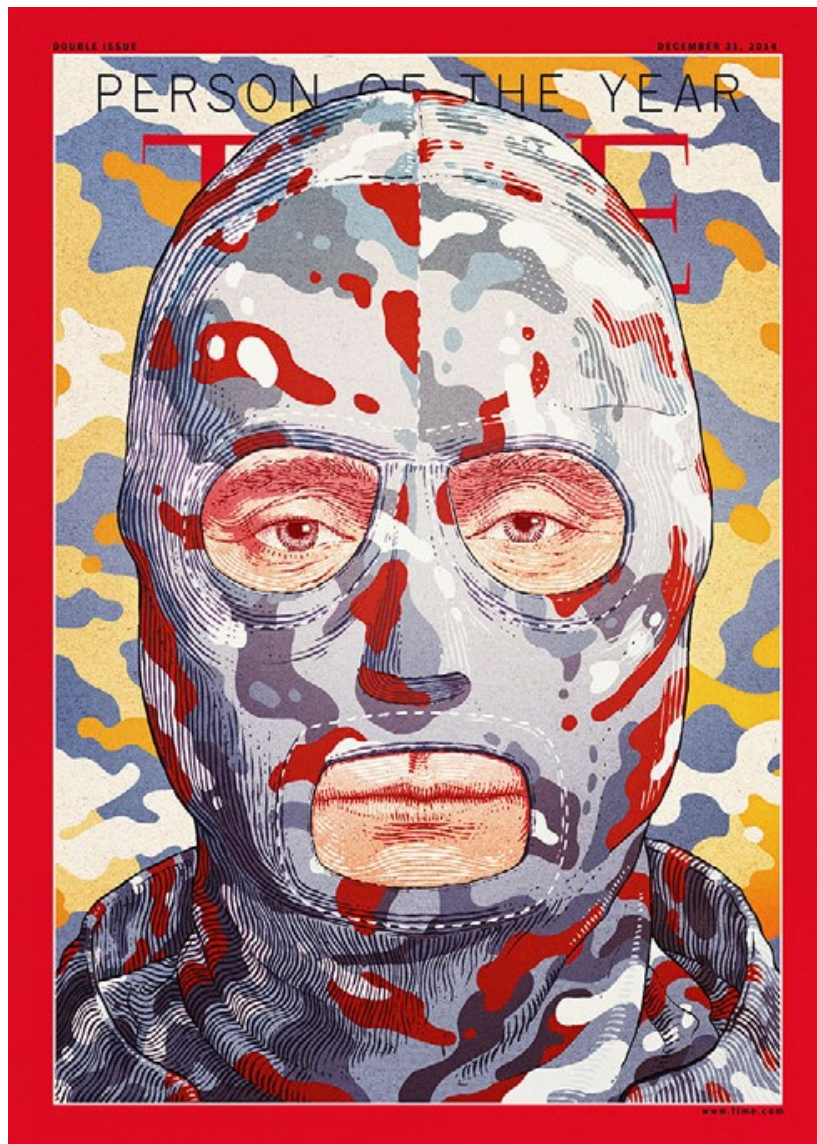
← This series of illustrations is done in homage to Paul Gauguin. Each work is inspired by his paintings, including his masterpiece, "Where Do We Come From? What Are We? Where Are We Going?" (1897). Gauguin treated art as a philosophical meditation on the ultimate meaning of human existence and has come to serve as a romantic example of the artist-as-wandering-mystic, seeking to describe the ineffable. For the same reason, I consider myself an eternal pilgrim just like Gauguin did himself.



# Bartosz Kosowski (POL)

[bartosz.kosowski@gmail.com](mailto:bartosz.kosowski@gmail.com)

→ "Person of the Year".  
A portrait of Vladimir Putin created when the Crimean crisis started. As Putin won "Person of the Year" from Time Magazine a few years back, I wanted to create an up to date mock-up version of the magazine cover, using Russian white, blue and red colours for Putin's mask and Ukrainian blue and yellow for the background visually commenting on the current situation in Ukraine.

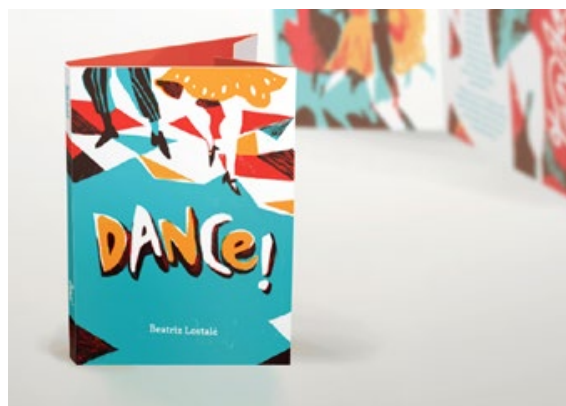




# Beatriz Lostalé Seijo (UK)

blostale@gmail.com

← DANCE!  
Dance! is a hand-made, screen-printed concertina that explores some of the most famous dancing styles of the 20th century. Composed of ten panels, it is printed in three vibrant colours in order to appeal young readers and introduce them into the world of dancing. The project is complete with a colourful wrap-around.



# Belle Lee (US)

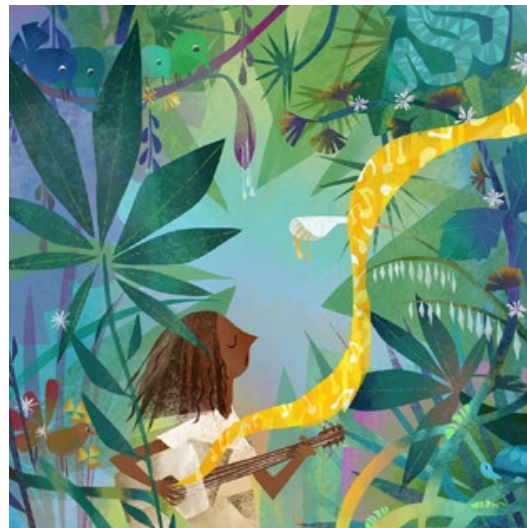
happydoroing@gmail.com

→ it is series of themed "I've discovered a new world".

It is about a girl who discovered a new world she hasn't been before and she enjoys a new adventure.

We all like to traveling to the new country away from ordinary life. I think seeking this experience can open another door of possibilities of magical world.

Last one is "Musician's dream". Anything we dream and wish can be beautiful and delightful no matter how big and small is. And it always brings charm to our life.





# Bene Rohlmann (GER)

mail@benerohlmann.de

← Vases.

A series of pencil drawings, each one drawn for a different exhibition.



# Chiara Baglioni (ITA)

baglionichiara@gmail.com

→ Sunny day.





# Christopher Darling (U.S.)

mail@christopherdarling.com

← East Cleveland, 33.

Tennessee Williams has a quote, America has only three cities: New York, San Francisco, and New Orleans. Everywhere else is Cleveland. The series is a response to this generalized attitude, and seeks to expose different parts of the culturally rich, often misunderstood, and diverse city.



# Cinzia Piazza (ITA)

ciwa@hotmail.it

→ Money, money, money.  
The gentle relationship between  
modern man and money.



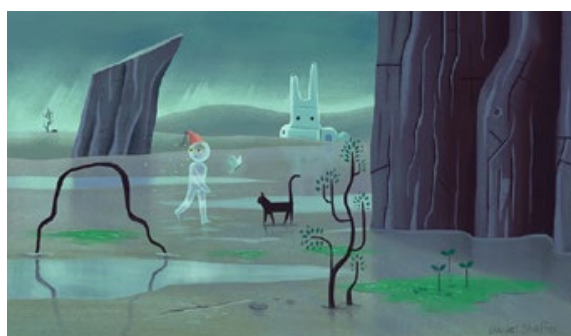


# Daniel Shaffer (US)

[danielh.shaffer@gmail.com](mailto:danielh.shaffer@gmail.com)

← From left to right: Blair, Limbo, Grown, Lucy, Shepherd.

I often create personal works in my free time that are an exploration of color and concept. Each image doesn't necessarily have an explicit story, rather each image is an expression of the time/moment in which I made them. This is an important element of my personal work. The names of the works are products of the final image. I rarely go into one of these pieces with a solid idea of what will come out of it. I let them flow.



# Fabio Consoli (ITA)

[info@fabioconsoli.com](mailto:info@fabioconsoli.com)

→ Can't stop the time.  
Someone say that the happiness  
is to understand that everything  
goes by.





# Giulia Sagramola (ITA)

[giuliasag@gmail.com](mailto:giuliasag@gmail.com)

← Abstract Poster, personal  
visual research used as self-  
promotion.



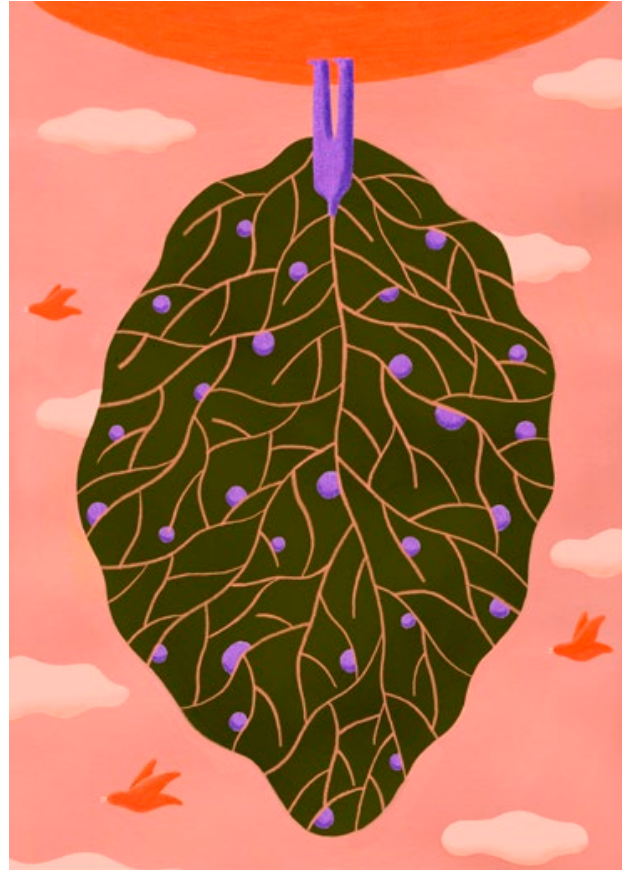
Giulia Sagramola 2018

# Grace Heejung Kim (US)

[grace@graceheejungkim.com](mailto:grace@graceheejungkim.com)

→ The biggest threat facing middle-age men isn't smoking or obesity. It's loneliness.

Most middle-age men are busy with their work-life and their home-life, which keeps them further away from their friends. The figures in the image are rowing diligently away from each other.



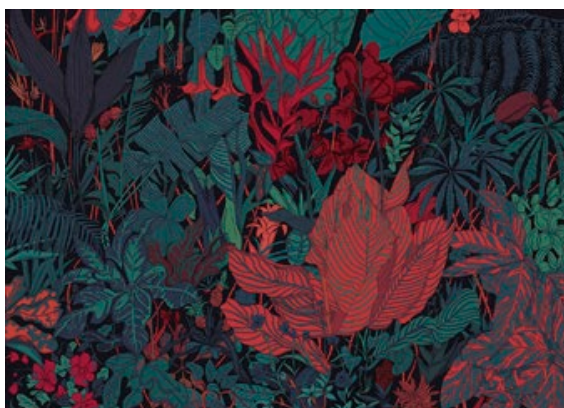




## Gwen Vanders- traeten (BEL)

info@mellon.be

← Documenta2017 - made for newspaper de Morgen about the Documenta show in Kassel and Athens. I wanted to include the fugitive situation as well, so you see a line of fugitives, the line then transforms into a line of queueing art people. Sexting: editorial illustration about sexting. Screaming: editorial illustration about stockholders needing a voice. Save the Ocean: personal illustration to focus on the polluted oceans situation. Into the wild: personal illustration, i love drawing plants.



# Hala Swearin- gen (US)

[hala@artbyhala.com](mailto:hala@artbyhala.com)

→ "Jackie Paper".  
This paper sculpture shows  
Jackie Paper and his friend Puff  
the Magic Dragon playing with  
string.







# Haoran Zhang (US)

zhang\_haoran1992@126.com

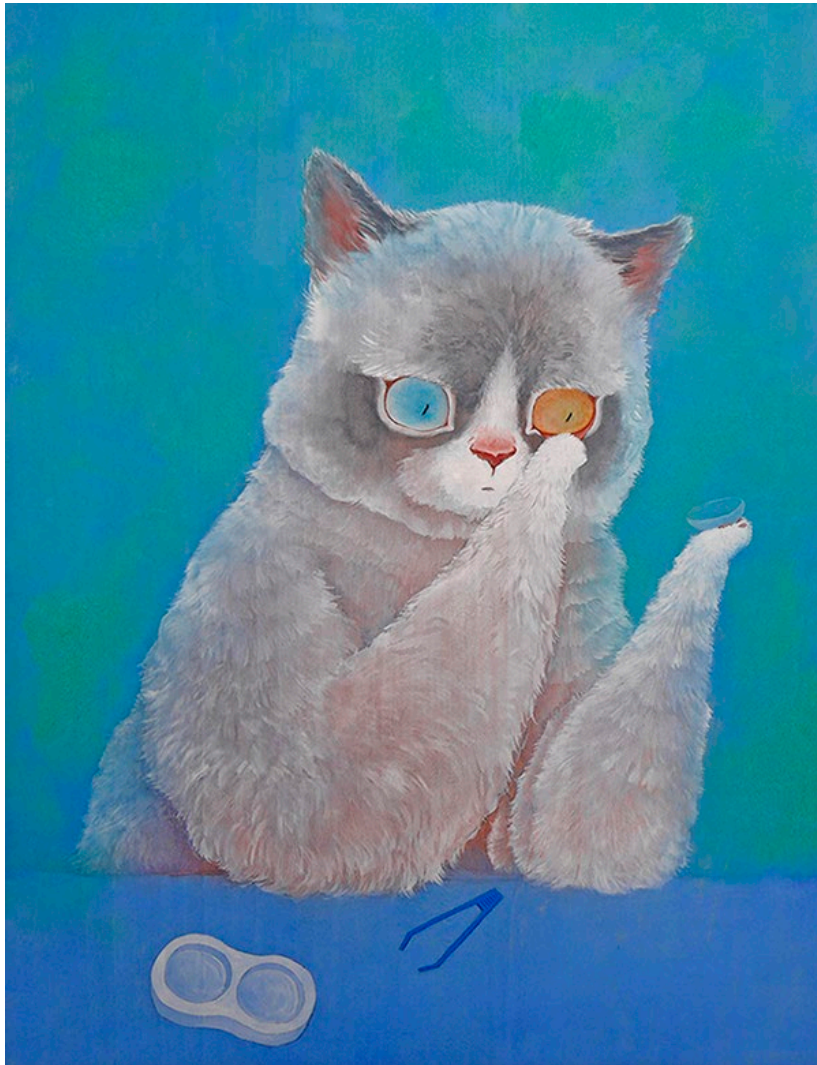
← Chinese Mythology Story. Ancient Chinese mythology is the original story our ancestors created and sustained in social practice. Its content involves the natural environment, and social life in all its aspects (the origin of the world, the fate of mankind) and it strives to show people the fundamental connection between the natural world and human destiny. Ancient mythology still has great literary charm, and it continues to inspire writers today.



# Hsin-Yi Fu (TAI)

hsinyi.art@gmail.com

→ Everyone wants to be more perfect, even if that doesn't make sense.





**Ingrid  
Susanne  
Bergõ  
(NOR)**

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[isbergillustration@gmail.com](mailto:isbergillustration@gmail.com)

← The Sandstorm.  
Painted in acrylics on canvas  
(27x35cm). Exploring ways to  
tell stories without words.



# Jia Dong Lin (TAI)

cobaltvioletlight@gmail.com

→ Size & Cans.





# João Vaz de Carvalho (POR)

contacto@jvazcarvalho.com

← Flying Lessons - Works about the dream of flying, where the real and the imaginary mingle with the author's memories.



# Joslyn Reid (CAN)

[info@studioplaykit.com](mailto:info@studioplaykit.com)

→ An illustration depicting the act of judging others while ignoring the flaws in ones own image.





# Jr Yeu Kuo (TAI)

fifisillustration@gmail.com

← Everyone Can Draw.

I always believe that 'Everyone Can Draw'.

'Maybe not everyone can become the great artist, but the great artist can come from anywhere.'

Some people like to draw with hands and fingers, some likes to draw in their special corner, some draw in their dreams... Everyone can do the amazing drawing!

Everyone draws in different ways, using different materials, but the most important thing is 'Enjoy your drawing!'

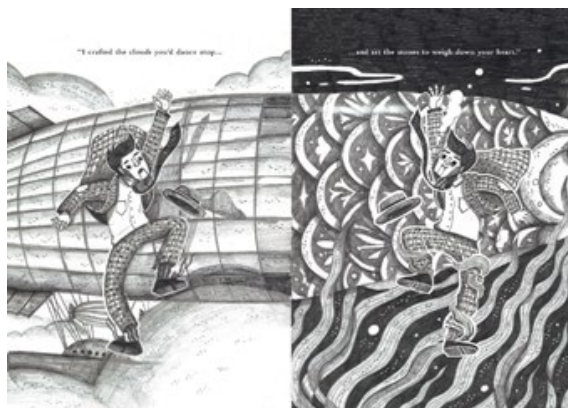
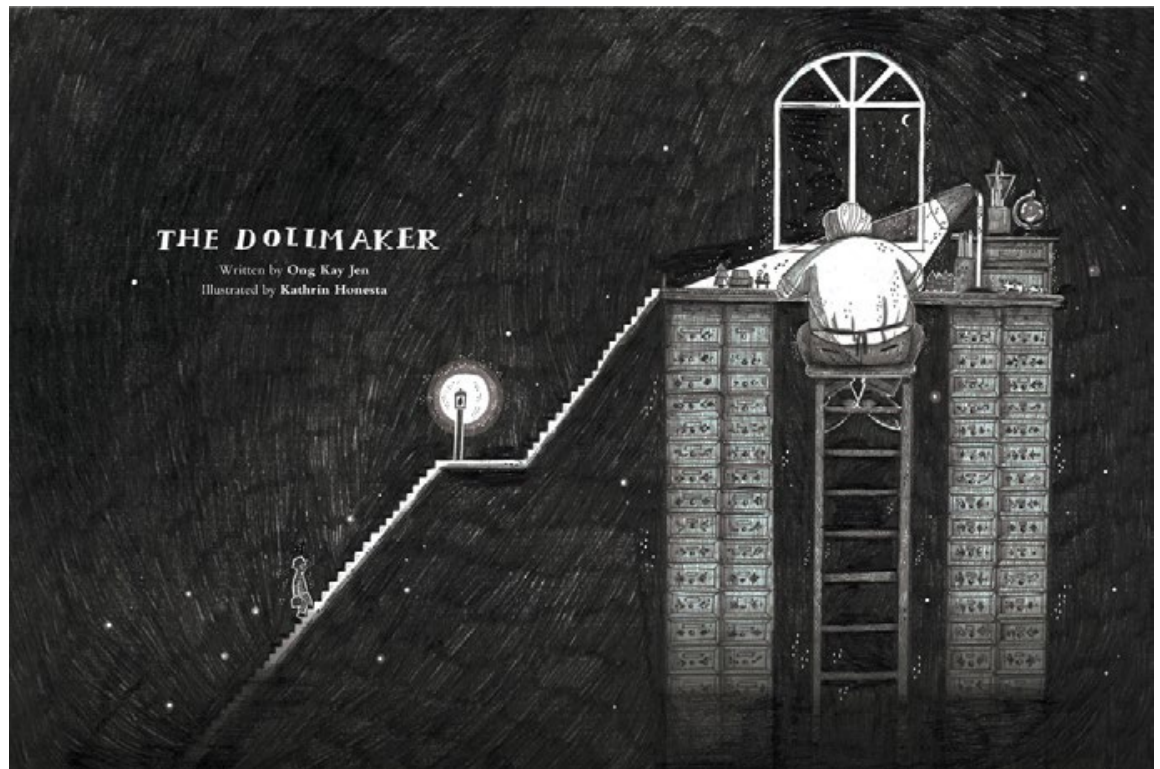


# Kathrin Honesta (IND)

kathrinho25@gmail.com

→ The Dollmaker.

Meet Luca, a marionette whose life isn't going his way. The root of his problems? His many, many design flaws. Unhappy, he pays a visit to the Dollmaker, the one person he knows can fix him. The Dollmaker is a story of hope that even if you feel broken, you were made with loving hands. That nothing is a mistake in the grand scheme of things, and even your flaws are what make you beautiful.





# Kejun Zhao (US)

kejunzhao.106@gmail.com

← A fight scene in between monks and monsters.

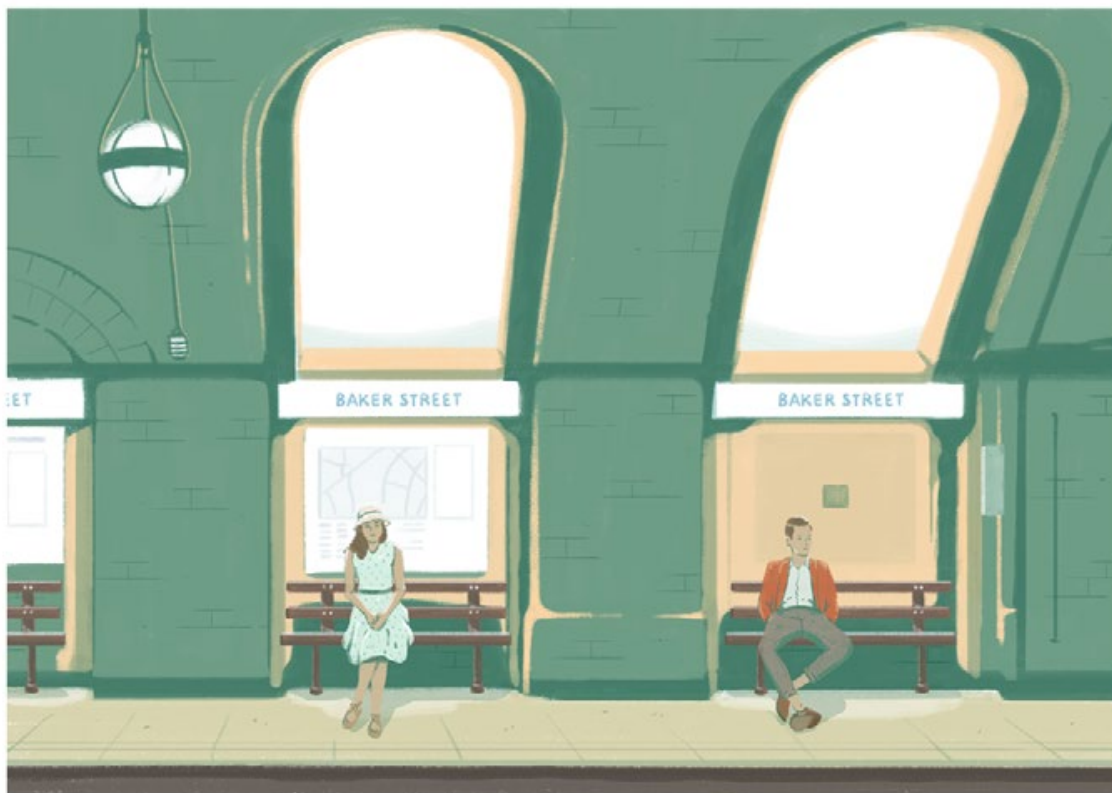


# Kwan Kei Heung (CHI)

jiujiupe@gmail.com

→ London - Tower Green Hamlet.

I had a chance to go to the London office for new hire orientation. London is an amazing combination of design and art. I came across an illustrator's studio and I met a guy who had a strong passion on illustration. He inspired me to explore my styles and technique of illustration. Therefore, I use my illustration skills to capture the stories what I saw in London.



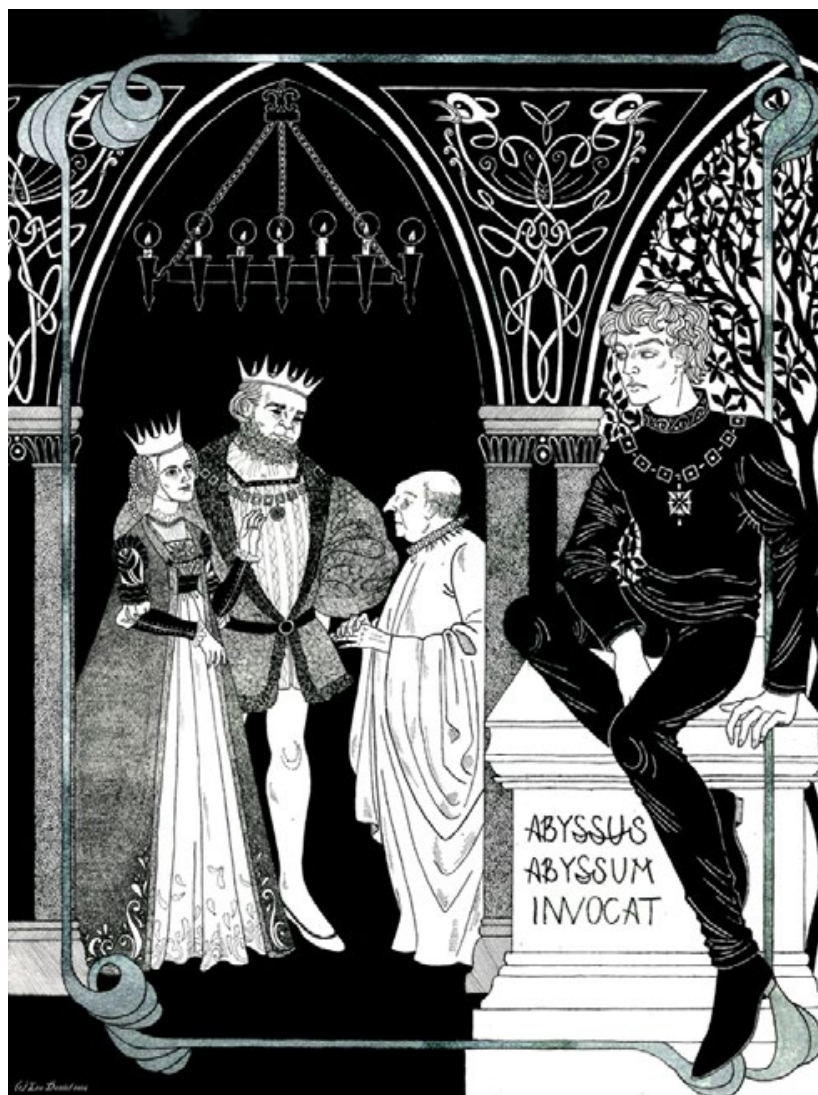


# Lea Daniel (RUS)

[lea.daniel.art.blog@gmail.com](mailto:lea.daniel.art.blog@gmail.com)

← The king's wedding.

An illustration to Shakespeare's Hamlet. 30x40 cm, ink and liners on paper, graphic



# Leticia Morales Gonzalez (SPA)

lepixmasamsa@gmail.com

→ Shrieking Mandrake.  
Based upon traditional legends about mandrakes I decided to make a drawing, inspired by old fairy tales illustrations, which depict a grown up mandrake, not the typical childish look or a feminized one. This one is a huge monster that lurks in the ground popping out her head to see if someone is coming with the aim of pulling her out the earth. My aim is to make this beautiful and creepy at the same time, like the feeling folkloric fairy tales use to give me.





# Lilla Bölec (HUN)

[lilla.bolec@gmail.com](mailto:lilla.bolec@gmail.com)

← The Wheel of the Year is an illustration project of the eight sabbats of the Celtic tradition: Yule, Imbolc, Ostara, Beltane, Litha, Lughnassad, Mabon and Samhain. While discovering the meanings of these events I'm including elements and symbols from other cultures which prove to be global as these beliefs revolve around the changing of nature. Working on this series has also brought me closer to nature and helped me to accept the rules and energies of the always changing river we all swim in.





# Luyi Wang (US)

[luyiwangart@gmail.com](mailto:luyiwangart@gmail.com)

→ Reigning Heads.

Reigning Heads tells a surreal and dystopian story of a far-away planet filled with Beings that care about nothing but themselves and are controlled by the Heads. The book reflects the ways in which modern society has become increasingly self-serving, narcissistic, and apathetic. It warns us to pay more attention to the environment, animals and other human beings.





# Manuel Kilger (GER)



[manuel.kilger@gmx.de](mailto:manuel.kilger@gmx.de)

← Guillermo del Toro.

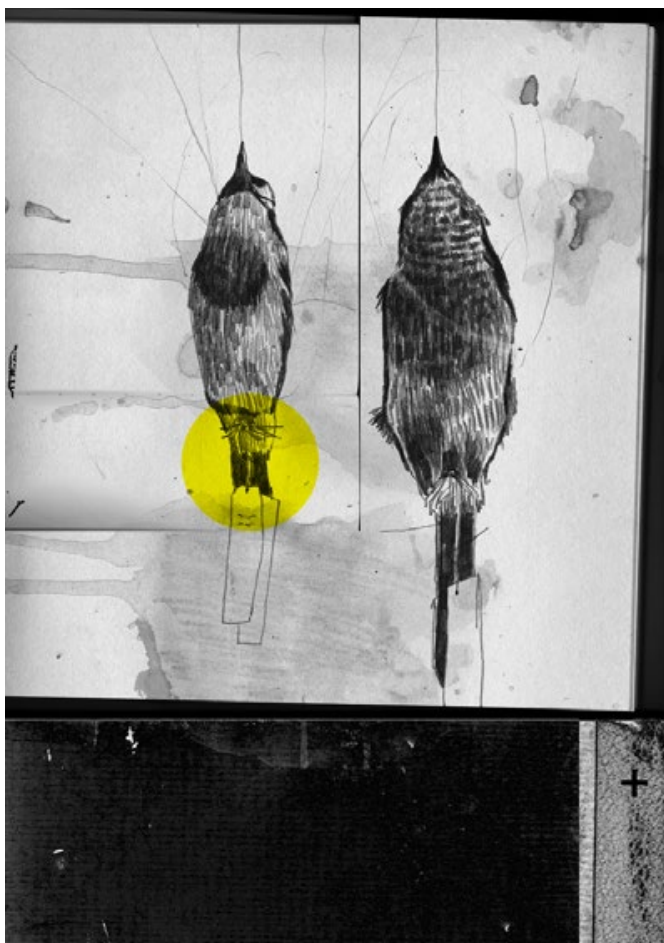
Guillermo Del Toro: In Service Of Monsters was a group art show in tribute to the films of Guillermo Del Toro's: Cronos, Mimic, The Devil's Backbone, Blade II, Hellboy, Pan's Labrinth, Hellboy II, Pacific Rim and Crimson Peak.

# Maren Schneider (GER)

info@marenschneider.de

→ 23:00 Uhr / 11 pm.  
Sleep. A parallel reality. Free from natural law, daily or social constraints.  
A mental state of bizarre and unforeseen events. Sometimes trivial, sometimes illogical and full of figments. A world of colour, darkness and eerie encounters, from the depths of our minds.

Technique: pencil, acrylic, digital collage





**Marija  
Maja  
Veselinovic  
(SER)**

maja.veselinovic@gmail.com

← In The Cat's Garden.



Matteo  
Gaggia  
(ITA)

info@bomber-art.com

→ The world's greatest tap dancer..

A Vintage retro robot make a tangled tap dancing in an old theatre. Vectorial illustration.



→ All you can eat.

A funny homage to the great and famous Godzilla and the fifties japanese monsters movies. Vectorial illustration.

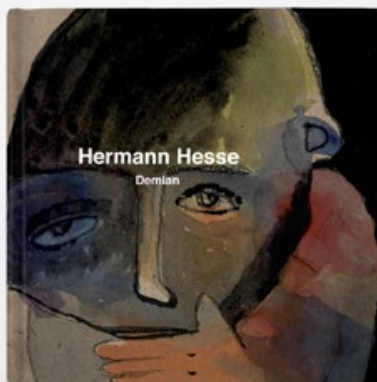
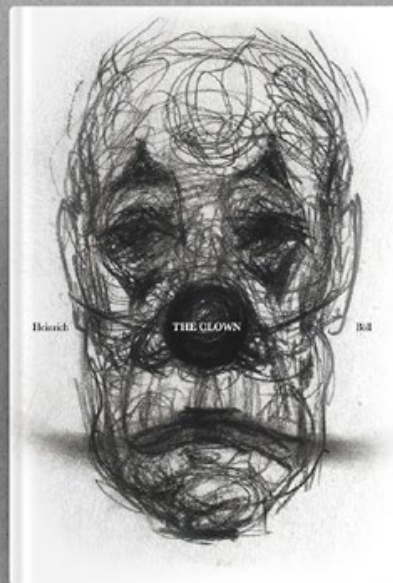




# May Ekaterina (RUS)

mail@design-may.com

← Styling of the book covers for the series "Writers self-portraits through their characters" makes an attempt to consider a writer's literary work as a sort of self-portrait. Authors self-reflection is visualized by means of portraits which are on the covers. This conception allows to spread out the series endlessly coming across new subjects and new means of expression. The styling is based on the designer's graphics and personal approach to typo-graphics.



# Miguel Montaner (APA)

hello@miguelmontaner.com

→ Memoirs.



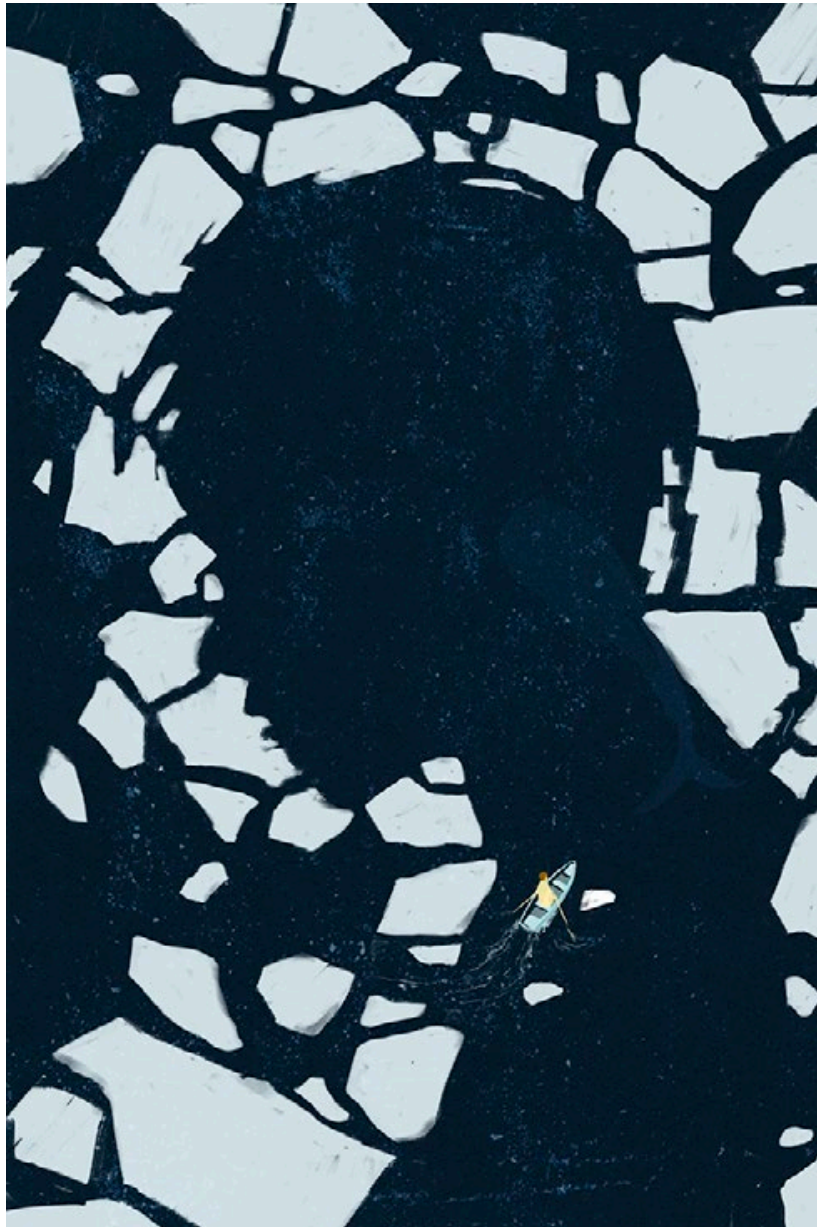


# Nina Ho (TAI)

ninahur@gmail.com

← Demian.

This image was created to capture this quote by Hermann Hesse "An enlightened man had but one duty - to seek the way to himself, to reach inner certainty, to grope his way forward, no matter where it led".



# Paulina Wyr

## (POL)

wyrtpaulina@gmail.com

→ Submitted works are a collection of works drawn for pleasure. Without a guiding theme, only with the joy of creation.

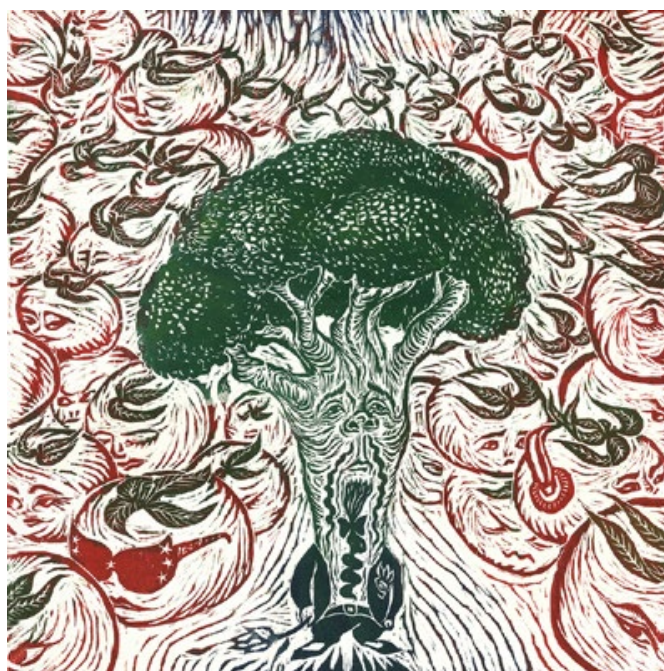




# Peach Tao (US)

[hipeach@peachtao.com](mailto:hipeach@peachtao.com)

← A Printmaker's hand.  
Woodcut print, 11 in x 10 in,  
self-portrait of my hand





# Po Shu Wang (TAI)

suri0410@gmail.com

→ Cheetah 's Journey.

Cheetah is a cat. He is too shy to leave home . But one day he saw the sky is blue and beautiful so he changed his mind . He fond the reason to fly. He wants to travel to figure out what he wants.

After traveling a while, Cheetah felt lost . He did not know what is self-searching. so he decided went to space. When he saw the earth in the space . Earth is so blue and beautiful. Finally, he could find the answer which he really wanted: to come home!







# Rahele Jomepour Bell (US)

rahelestudio@gmail.com

← I will find you, Spring!

Garden is empty!  
All flowers are gone!  
No body, We need to wait for  
spring to come!

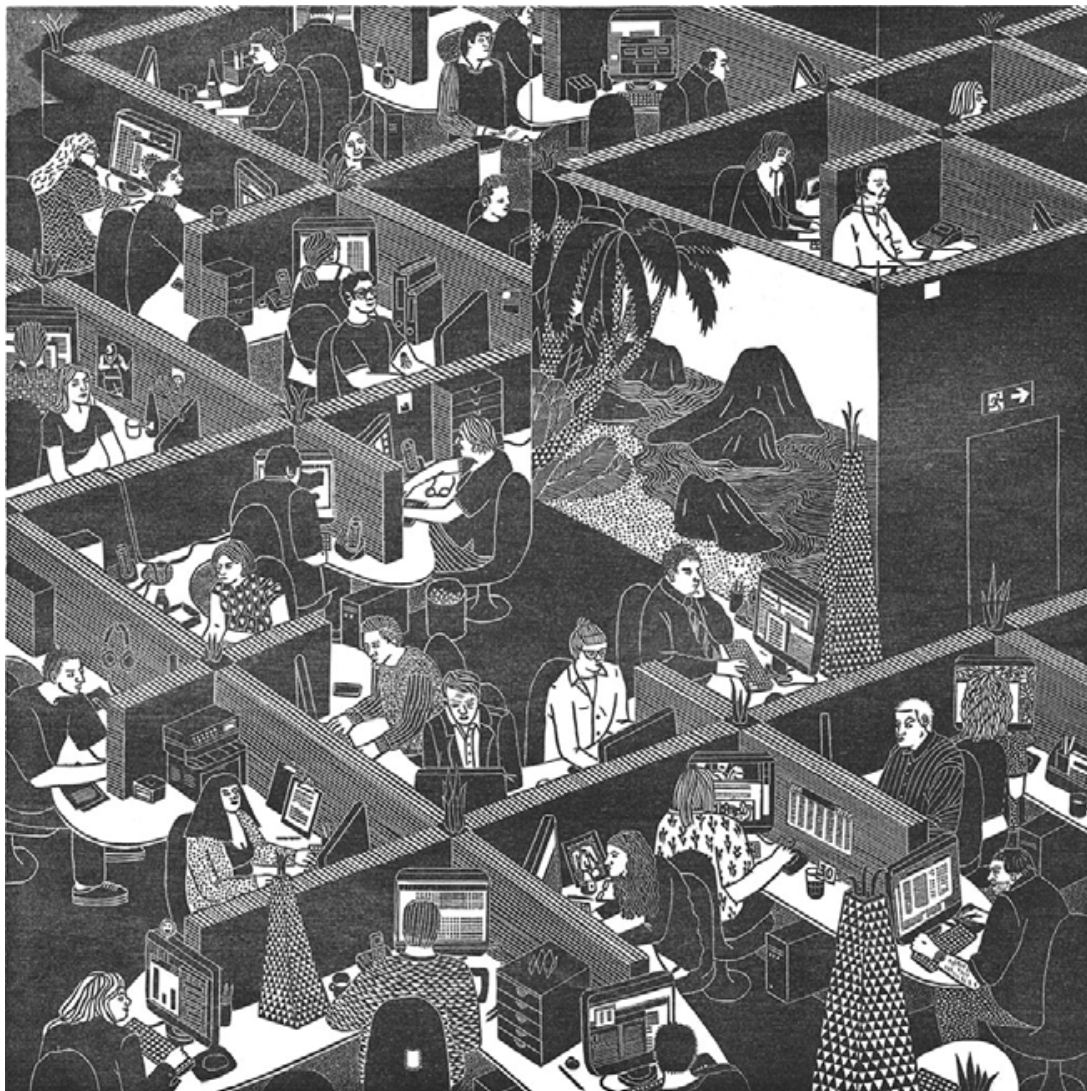




# Rosanna Merklin (GER)

rosanna.merklin@gmx.de

→ »Großer Raum« (engl. »Large space«)  
print: 60,0 x 60,0 cm, Edition:  
3, 2017  
Original woodcut printed on  
paper.  
Self-initiated work, juxtaposing  
and questioning terms of space  
and individuality amidst an  
unreal setting.





## Sara Ugolotti (ITA)

[s.ugolotti88@gmail.com](mailto:s.ugolotti88@gmail.com)

← A wave separates the land from the sea, a wave is a connection between the hearts of people who missed their homes.



# Stuart McReath (UK)

smcreath@hotmail.com

→ 'White house'  
Conceptual illustrations on the  
subject of gun control in the  
United states.





# Syams Riadio (IND)

sams.ramona@yahoo.com

← Compensation.

A routines without limits, every pressure harass a safety zone, the objective who always miss, the dream are expensive to buy and position are degraded more and more. There are a mixed feelings so bad that we ever experienced, indeed they come together with the bitter taste. This artwork spread out an ideal situation, yeah, Games. A games within a many something about positive power. The positive power is useful for daily life to against the bad feelings and situation in real life.



# Tanya Yere- meyeva (US)

taye.ua@gmail.com

→ Woolf is a 24"x42" woodcut illustrating a quote from Virginia Woolf's Mrs. Dalloway. Describing the feeling of anxiety and fear of everyday life that the character felt after recent news of a suicide, it aims to illustrate the overwhelming darkness and complexity of these sensations. Collaboration between an illustrator and a letterer, it also aims to create illustration by combining the power of image as text, and text as an image.





# Višja Mihatov (CRO)

[visnjamihatov@gmail.com](mailto:visnjamihatov@gmail.com)

← Fearless, illustration 2017  
Fashion illustration, hand drawn  
and digitally colored.



# Xinran Ma (US)

ovila19870120@hotmail.com

→ Pinocchio Forest.

The inspiration of Pinocchio Forest comes from the tale of Pinocchio's nose. When I created this series of illustrations, I kept thinking of a lie (I'm not talking about spam, fraud, and forgery) is good or bad. People normally think telling a lie is a negative behavior. But sometimes we have to tell a lie, basically for protecting ourselves, or for allaying someone's concerns. Pinocchio Forest could be scary... Pinocchio Forest could be warm and beautiful.





# Yawen Li (CHI)

yayalyw@gmail.com

← Enjoy Printmaking.  
This illustration depicted a busy  
sight of the screen-printing  
studio where I spent a very  
great and creative time.



Yifei  
Wang  
(CHI)

495441723@qq.com

← When a Peeping Tom met a Kleptomaniac - Every person living in this boundless world of ours is unique: we all have our eccentricities. Life is meant to be a little strange. When two similarly strange people connect, they often adopt a manner of interacting whereby they amplify each other's eccentricities. This is true love. Through this picture book, I'm trying to tell a story about finding true love and to become who we really are.





# Yu-Ching Chuang (TAIW)

as30228@yahoo.com.tw

← Hide and Seek



## 99

### Designs (USA)

→ A reimagination poster for Leonardo DiCaprio's Oscar-winning film *The Revenant* that cleverly calls out the big themes of the storyline - a lone man fighting through the relentless wildlife to make his way back home and exact revenge on his former friends. The poster design is minimalistic in that it uses the outline of a grizzly bear to frame the rest of the film's aspects, leaving only the film title and main actors written across the white background for full, dramatic effect.





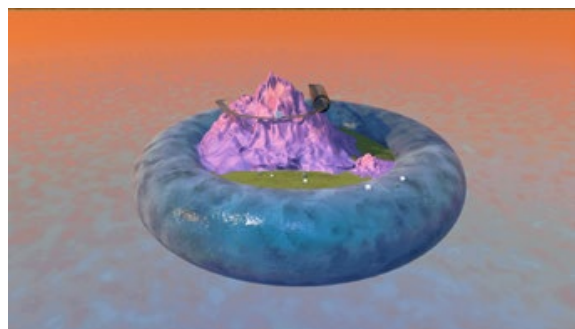
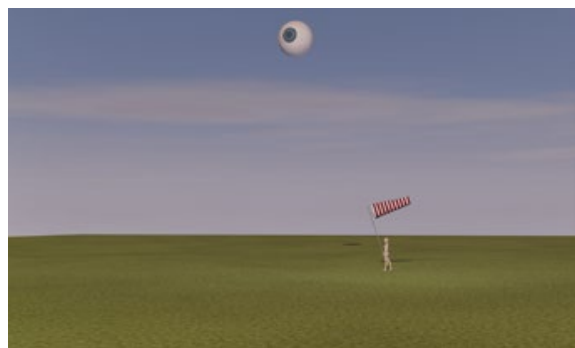
# VIDEO GAMES ART

2017

# Youri Hwang (US)

yhwang5@sva.edu

→ Dreamer is a self-formation game that player explores dreamlike place, collecting various emotions as items. Dreamer's slow-tempo soundtracks with nature sound and dreamlike visual will help to relax player's body and brain while playing the game.













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