

# 3D hobby MAGAZINE

Mild artistic nudity contained in this issue of 3D hobby Magazine  
MAY NOT BE SUITABLE FOR ALL AGES.

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bi-monthly magazine

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## Weaving Dynamic Cloth

Fugazi pulls back the curtain of Poser's Cloth Room

## Genetica

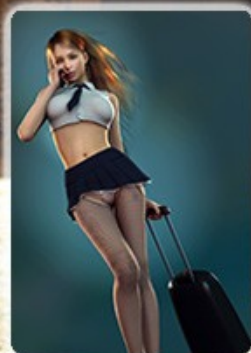
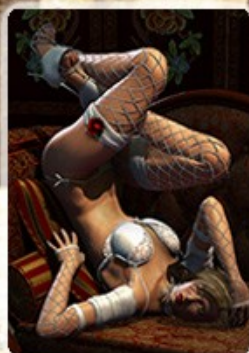
Tutorials for game developers and modelers

## Spice up your materials in Vue

Artist THD777 shows you how!

## Pinups!

You wanted them!  
We've got them!



## Adventures in 3D

Stagehand tells us about the 5 elements of a 3D render



art. interviews. tutorials. community.



# Inspiration of the Month

## Artist Michael Leipzig

Michael in a Vortex by Michael Leipzig

**Michael, for the benefit of other disabled artists in the 3D community who would look to you as an inspiration, could you tell me what sort of disability you have?**

I have a disability known as Cerebral Palsy. It can be acquired after or during the point of birth. In some conditions, an individual's hands and legs can be affected, as well as speech, and other parts of their bodies. In my particular case, my legs were affected, and along with this, I have some learning disabilities. Of which I have learned to compensate with rather well, if I do say so myself.

**When did you first start making art?**

As I state on my web site that I have been fascinated with 2D and 3D digital illustration. When other people were using the computer for word

processing, spreadsheets, databases, and the like. I was trying to learn applications such as Photoshop 5, and other desktop image manipulation software. My love for computer-generated art didn't come along until 1991, when I first took a class in Corel Draw up at Kansas City Kansas Community college. I thought it was a blast, so I wanted to learn all I could from that time on..

I saw that the computer could be used as an artist's tool rather than just used for homework assignments, and term papers. While I was experimenting with

Photoshop, I felt that the computer trend was moving more and more toward 3d animation. So that's how I got interested in 3d.

The first 3d program that I was able to purchase on my own was a 3d application called True space 4 from Calligari Corporation, and then I stayed with all the other versions until the final one which is True space 7.6. Version 7 happens to be free, and you can't beat that. I still use it today to model props for Poser 7.

I also found that the computer can mirror an object so I only have to model one side of it. The computer takes care of the other side for me. I would like to mention here that computer can also duplicate an object many times, which makes modeling objects much faster and easier, when I'm trying to model more complicated stuff.

The computer helps me to compensate for my lack of depth perception, and special relationships. I use the computer to align objects in my scenes.

These two items I mentioned here above are characteristics of my disability. The hardest part I've found when working in 3d is the aligning of objects in a particular scene that I'm working on. The computer is a great tool for the items that I have mentioned above.

**What do you like about making 3D art?**

I like making 3d art because I can actually see what I've created come to life in a scene, where as in 2d illustration, the picture just kind of sits there waiting for something to happen. It's a really great feeling to set an object such as a top hat that I've created, come to life when I animate it in Poser, or Bryce.

**How did you learn to use the 3D programs? With tutorials? Did you teach yourself?**

I spent many hours in front of my computer just learning how the software works, and how I could model objects using basic primitives such as cylinders, spheres, and cones in the particular program that I was using at the time, and how they interact with each other.

I guess you could say I taught myself. I downloaded every PDF document on 3d that I could. I also put all their tutorials in a notebook that I studied.



I also looked to many of the 3d forums such as Daz 3d.com, and others like that. Those guys get all my questions. I love those guys. LOL

**What are your favorite programs to use when making your art?**

I use very simple programs when it comes to creating my illustrations that have to do with basic primitives within the application, such as cones, spheres, the tours, and such.

These 3d applications are Animorphium 3.1 and Truespace 7.6 Bryce 5, Poser 7, and the like. I mention these because these are the programs that I work with the best. These applications are all based on real world objects. I do not like to mess with all those polygons, and gizmos that the higher end programs have to offer. I would much rather spend my time creating a wonderful 3d scene instead of messing with all those polygons, and vertex points. 3D art should be fun and not a headache. LOL!!





*The Flight of Tottyanna*

### Where do you get your inspiration?

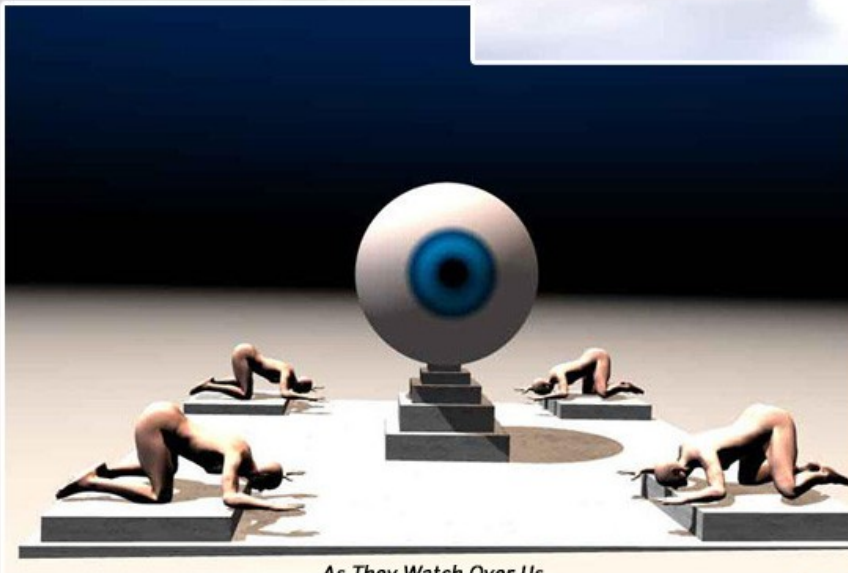
I get most of my inspiration from things around me. I believe that art is everywhere. It can be books movies, or on a random trip to the museum. Sometimes I get inspired by Sci- Fi movies on TV. Like I said, art is everywhere you look. It just has to be played with and explored.

### Do you have any other hobbies besides 3D art?

I do have other hobbies besides 3d. I like to swim, work with clay or sculpture. Drawing is one of my favorite pastimes. I love to draw my own fantasy art characters, as well as comic book art. I also write poetry. I love adaptive water skiing, and just being out on the water. I like to go to plays and concerts as well as hanging out with my friends. I also am the only guy I know that loves to go shopping, and finding a bargain is always a plus.



*Oh Holy Night*



*As They Watch Over Us*

### What would you like to say to any disabled artists out there who are reading this?

To sum up this interview I would like to say to all the other disabled artists that are out there, and even those who don't know that their artists yet. I would say to you all...

If you believe in yourself, and the things that you create. You will never go wrong. Keeping reaching for those goals you want to achieve, for the goals that you make for yourself today, may be your greatest achievements in the future. I wish you all the best!



*The Sea of Gargoyale*