

URBAN-MUSE

MAGAZINE ISSUE #2 **SUMMER 2017** // アーバン・ミューズ // 雑誌第2号



FEATURING: ALLEN ROCHA, ANDRA WATSON,
CHARLOTTE LEBRETON, MAGION02, AND WATABOKU

Cover By: wataboku

PATREON



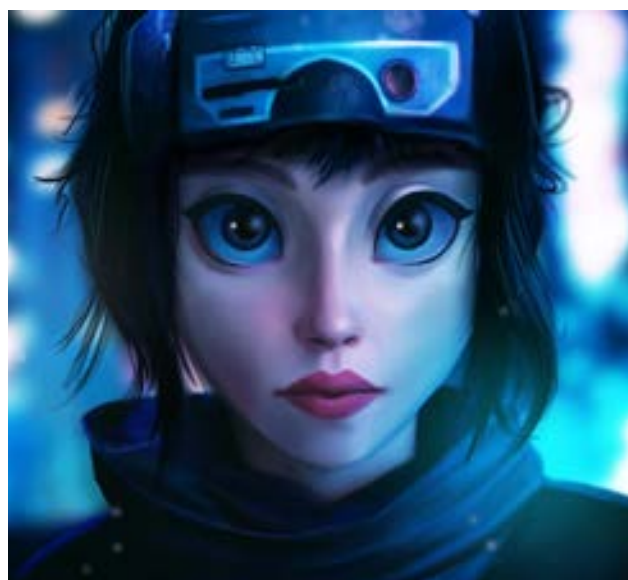


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FROM THE EDITOR

Round 2! Go!

Urban-Muse Magazine is rolling! We've made it to our second issue and our Patronage since the last issue has grown steadily but we still have a long way to go.

I've received fantastic support and responses to issue #1, and all the artists profiled really seemed to love it. Creating issue #1 was pretty hectic because at the same time I was trying to write the magazine I had to create an entirely new version of Urban-Muse.com (the website) using Wordpress instead of the previous Magento installation. Luckily WordPress is fairly easy to use and it wasn't impossible. I'm really happy with how Urban-Muse.com looks in it's current version but it will certainly have many more revisions and new versions to come.

This will be the last issue written completely by myself as a additional writer is going to be hired for the Fall 2017 #3 issue! More on that in the next few pages. It's pretty exciting!

This issue also had a specific challenge with our cover artist *Wataboku* being more comfortably replying to his interview questions in Japanese. But luckily I happened to know a great Japanese translator, my friend *Brendan Cross* who actually majored in Japanese in college so he was happy to help out with the translation!

This issue has gone a lot smoother than the previous one because I am much more comfortable with the format and the layouts and specific aspects of creating a digital magazine like this. The last issue had 20 artists profiled, this one only has 5 so that made it much more manageable, but I feel like I was able to devote more time to each specific artist/segment so overall it will feel like a stronger/tighter issue.

Thank you so much to all the Patrons and the artists who have encouraged me to keep going with this project and make it into something big! (Printed issues coming soon? Let's hope so!)

Curt Anderson

Editor in Chief

Urban-Muse Magazine

Los Angeles, California USA



Editor In Chief

Curt Anderson, curt@urban-muse.com

Special Thanks:

Brendan Cross for Translating the Wataboku interview from Japanese to English.


Want to Contribute and Write for Urban-Muse?

E-mail writing portfolio to:
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**MAKE ART
PAINT THINGS
BE AWESOME**



Andra Watson, London
England



Charlotte Leblond
France



MAKE ART
PAINT THINGS
BE AWESOME

Urban-Muse.com, Los Angeles CA
United States

A Global-



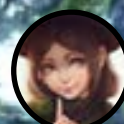
oreton, Paris
nce



Wataboku
Japan



Alen Rocha, Olongapo
Phillipines



Magion02, Borneo
Malaysia

Art Project!

How to Deal with Artist's Block



In the previous issue of Urban-Muse Magazine, one of the key questions we asked every artist was how do they deal with overly negative people on the internet. This formed a good backbone for the issue, and we received some really strongly positive feedback on that article. This is going to be an ongoing theme in Urban-Muse Magazine for each issue going forward, each one tackling a specific theme and hurdle that we as artists can all empathize with. For this issue we're focusing on yet another big one: **Artist's Block**.

Artist's Block is very similar to "Writer's Block" for writers. It's that feeling where you want to be drawing or painting, but for whatever reason you just can't get the idea's flowing, you can't get that creativity going, and you sit stagnant producing nothing at all when you wish you were being productive. How can you overcome this? How can you find the inspiration to get your creative juices flowing again. We asked the five artists in this issue and they all provided different yet similar responses.

Most of them encouraged you to go out and experience something "new," some new music, a new place to take a walk, something fresh to get your mind thinking of new things itself.

Another great thing recommended was to just take a break, ease your mind and focus on something else and for some people this is when the inspiration can come. This is going to be different for everyone. Alen Rocha even said "brute force" it and force yourself to sit down and work, whereas Charlotte LeBreton specifically said not force it! So what works for one artist isn't going to work for everyone.

Artist's Block is something that everyone experiences and there probably isn't one easy answer, but these are certainly a bunch of great ideas that may help you to get back in that "zone" and producing kickass artwork.

Artist's Block

Featured Artist's Responses

Alen Rocha: Whenever I get that feeling, usually, I just do something new. I listen to new music, watch new shows, watch new documentaries, anything to get back that curiosity. If that doesn't work, I attack it with brute force and work on a piece even if I don't feel like it and give myself a strict deadline. I don't recommend this to everyone because it might just drain you even more and rage quit art haha. If you're willing to gamble then try it.

Charlotte Lebreton: When I have an artist block, I prefer to take some rest, have a break, and do something fun. I don't force things. Eventually, the inspiration comes back.

Andra Watson: Happens many times to not have inspiration, I get nervous and frustrated.

I have found if I have a 30 minute nap before I start to paint it helps to clear my mind.

Before I start I painting, I like to google/ research about the person I paint, every painting is very personal to me.

Magion02: Artist block is one of the things that is inevitable no matter how good you are in art. To overcome that, I usually take a break, go for a walk, watch Anime or play my favorite game. Basically, do things that you "enjoy" as an "artist" and eventually it will lights up the bulb in your head (Literally, do the things that I mentioned earlier) and it usually won't take long.

wataboku: People who meet through work and air on site. New songs of your favorite artists, artists you've known for the first time,

It is not a matter of dramatic change in your own sensitivity or environment, so new things entering your eyes and ears are good inspiration materials. Especially when you go out alone, the image springs up.



What's coming for Urban-Muse Magazine?

Big things are coming for Urban-Muse.com and Urban-Muse Magazine! If you take a look at our Patreon goals they give you a pretty good outline of the trajectory where Urban-Muse would like to go, More writers, paying artists for NEW art, buying film equipment, and eventually hiring full time staff.

The next issue of Urban-Muse Magazine, #3 Fall 2017 is going to launch on October 1st. In this issue we're going to make good on one of those first goals, by hiring a new writer to help write for Urban-Muse Magazine. The ideal person to write for Urban-Muse is obviously going to be an Art lover, and someone who shares and appreciates art similar to the art shared at Urban-Muse. Maybe someone who has their own art web-

site or blog, ideally a writer and or an artist themselves. As of writing this I have just reached out Misha Liann to be our first new writer for the Fall issue. Misha runs an art blog and web presence branded as "Random Mishaness" the best way to get acquainted with the type of work she shares would just be to check her Instagram. <https://www.instagram.com/random.mishaness/> Misha right now has a larger presence on Instagram than Urban-Muse, and I've been following her posts for years. She frequently surprises me by highlighting new and exciting artists that I had previously never heard of but instantly love.

One of the common criticisms Urban-Muse frequently gets is that the artwork profiled might come off as "Male-Centric" meaning it mostly appeals to males. This

Misha Liann

First new Writer

is somewhat true as I am a male, and can't really help the art I love, it's just what I like. Also the Urban-Muse demographics are 55% Male 45% Female, so the fanbase is slightly more Male. Another criticism of Urban-Muse is we don't highlight enough Black/African American artists or subjects, and honestly this hurts my feelings, I do my best but it's clearly not enough. Misha as an African American woman who heavily highlights Black Artists and subjects I feel would be the perfect fit for Urban-Muse and address many of those shortcomings immediately and help to make the artists featured on Urban-Muse feel more inclusive and less one sided. I can't think of a better person to hire first.

After Misha expect more to be hired as well, the goal for each of these hires will be to address Urban-Muse's shortcomings and make it stronger overall, and deliver to you an even higher quality product. This will also lighten the workload on me so I can focus on helping Urban-Muse to grow in other ways.

As Urban-Muse starts to get higher patronage, expect that money to immediately

be re-invested into Urban-Muse in the form of Paychecks for Writers to come and write for us, as well as paying Artists to create NEW custom work just for the covers.

Another stretch goal you might have noticed is that Urban-Muse wants to buy a video camera, and start Filming our interviews. Up until this point I have specifically AVOIDED interviewing any artists in Los Angeles, the city I'm located in, because I have something special planned for them. I want to do all those interviews in person, on camera. Some artists like *Audrey Kawasaki*, and *Dan Quintana* would be some people I would be interested in profiling, (I haven't asked yet) and there's literally hundreds more. There are so many Artists in Los Angeles that this could be really huge. In addition to that we could film Gallery openings at Galleries like *Corey Helford*, and *Thinkspace* and probably get early access to the shows and help the galleries promote them even more. The future is bright for Urban-Muse and it's (nearly) all thanks to Patreon. AND YOU!

STOP!



If you share this issue, you will break this dog's heart. So please don't.

Please. Do not share. (yet)

If you have not supported this project on Patreon this file is not for you, and is not intended to be shared. This file has been copyrighted. And you can be legally prosecuted for sharing it.

All art copyrights belong to their respective Artists, Urban-Muse does not claim ownership of the art permission has been granted to use them for this issue.

In the future this issue will be **FREE**. But not yet. Please support this project so more issues can be made. The interviews are posted gradually on the Urban-Muse.com blog 1 month after being on Patreon. So just be patient.

If you spot someone sharing this before the Patreon embargo is up, please email curt@urban-muse.com and a DMCA takedown request will be issued, as well as potential legal action.

Thankyou. Enjoy!

PATREON



patreon.com/urbanmuse

Urban-Muse Magazine #2 has been made possible by the following Patreon Patrons. Thank you all so much!

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If you want to see more great Urban-Muse Magazine issues like this in the future please consider continuing to support the Patreon and tell your friends!

If you would like your personal link by your name just message Urban-Muse on Patreon.

Crowd Funding (Patreon)

Is it for you?



TWe're already on Issue #2 of this Magazine project, and none of it would have been possible without Patreon. Urban-Muse Started using Patreon in February, and so far counting up all the months we've taken in about \$1,000 via Patron support. That's still relatively small in the grand scheme of things I have planned for Urban-Muse, but it's actually an enormous amount of money to me. That's money that has gone into paying the monthly server bills of Urban-Muse.com, that's money that covers the Adobe Creative Cloud Subscription for Adobe Photoshop and Adobe InDesign, the two main programs used to make this magazine you're reading right now. And that's money I've used in my personal life, that's money that paid for an Uber Ride to go and watch Ghost in the Shell in the theaters, to Watch WonderWoman, to buy a copy of NieR: Automata, it's extra money that helps alleviate the stress of running this website when I'm not working full-time.

I work as a contract web developer in Los Angeles, traveling to various companies in the LA area doing contract gigs, but there is often periods of time when I have no income at all, so a extra hundred bucks here and there is a great weight off my shoulders and helps to cover the bills. It

costs around \$80 a month to keep Urban-Muse running every month and the Patron support from you guys is more than that, so because of Patreon *Urban-Muse.com is profitable*.

There are companies worth billions of dollars that aren't actually profitable. *Twitter* is a great example. Did you know that Twitter is not profitable? Every year they spend more money than they take in. So in that minor aspect Urban-Muse is already making more money than Twitter. Facetious I know, but it's a small thing I take pride in.

But what about you? Should you think about doing this? Do you want to start a Art Magazine of your own? I say go for it. Are you an artist and want to offer your fans behind the scenes/early stuff? Go for it. Patreon isn't just being used by artist's either, I've seen so many different content creators across the Web start to adopt it. People like youtubers reviewing movies and games. Youtubers creating Fall-out 4 Machinima animations. Animators, and tons of tons of artists. I've been really happy with the Patreon system, they payout fairly easily, and they do what they promise. The most important thing I've felt since adopting Patreon into the Urban-Muse business model is a sense of pride.

Even a pledge of \$1 feels validating to me, it lets me know that real people out there find what I do valuable, and find Urban-Muse and the content it pushes to be a valuable part of their lives that they want to support.

Patreon has been around for something like 2 years now, and I've been watching it closely since it's inception and have seen certain artists get HUGE because of it. The two biggest examples of Patreon success stories I would say just from casual observation, are *Sakimi Chan*, and *Ross Tran*. Two artists that I expect you will soon see interviewed/profiled in the pages of Urban-Muse Magazine. Each of them has gone at it slightly different, but both offering their patrons something special and Unique.

Sakimi Chan is an artist who has embraced the “NSFW” aspect of Patreon support offering nude versions of nearly all her work, and it seems to have been working exceptionally well for her. I believe she's making over \$100,000 a year with it. The total \$ is hidden but she has 4,613 patrons as of writing this, and even if it was only \$1 from each of them (It's not, it's much higher) it would be a huge amount of money to pull in each month.

Ross Tran is another great example. Patreon has even used Ross Tran in targeted Facebook advertising saying things like “*Learn how Ross Tran Funds his art!*” etc. *Ross Tran* is quite literally the Patreon “Poster Boy.” *Ross Tran* creates attractive and beautiful art, there's no question about that. But one thing about Ross is he exudes an almost overwhelming amount of positivity, and often films himself creating the art or talking about it. He has a good on camera personality that seems to really connect well with his Patrons. As of watching this Ross has 906 Patrons, and he doesn't charge monthly,

he charges via video packages, which can come as often as twice a month. His \$ amount is at \$3,453 per video. So if he does two videos a month he can make about \$7,000 a month. 7,000x12 come out to around \$84,000 a year. Not too shabby.

As of right now Urban-Muse has 56 Patrons coming in a couple hundred dollars a month. This is GREAT. But it's not anywhere close to what I think Urban-Muse can do. I think Urban-Muse has the potential to be one of the great Patreon Success stories, and I'd like to work with Patreon.com the company to help make this happen. Urban-Muse has about 300,000 fans on Facebook. Patron has 125,000 fans on Facebook. Urban-Muse is nearly 3 times bigger than Patreon's own Facebook. It could be mutually beneficial for both companies to work together, more than we already are.

The problem is with every Urban-Muse post we already promotes Patreon by linking patreon.com. Ideally I would like Urban-Muse to be featured on the Patreon.com blog, and possibly even in their advertising materials. That could be huge for Patreon, AND Urban-Muse. I want Patreon to show how we made this magazine a reality, all thanks to Patreon and our loyal patron's support. I want to encourage more Magazine projects like this to be made. And it's all because of YOU. The people reading this. For this I'm extremely grateful.

If you're reading this you have a Patron account, and have pledged. Your name is in this issue. If you've been thinking about taking the leap. DO IT. Give it a try. You nearly have nothing to lose. Just be sure to be honest and upfront with your patrons and deliver on your promises and meet your proposed deadlines and you should be fine.

ALLEN ROCHA

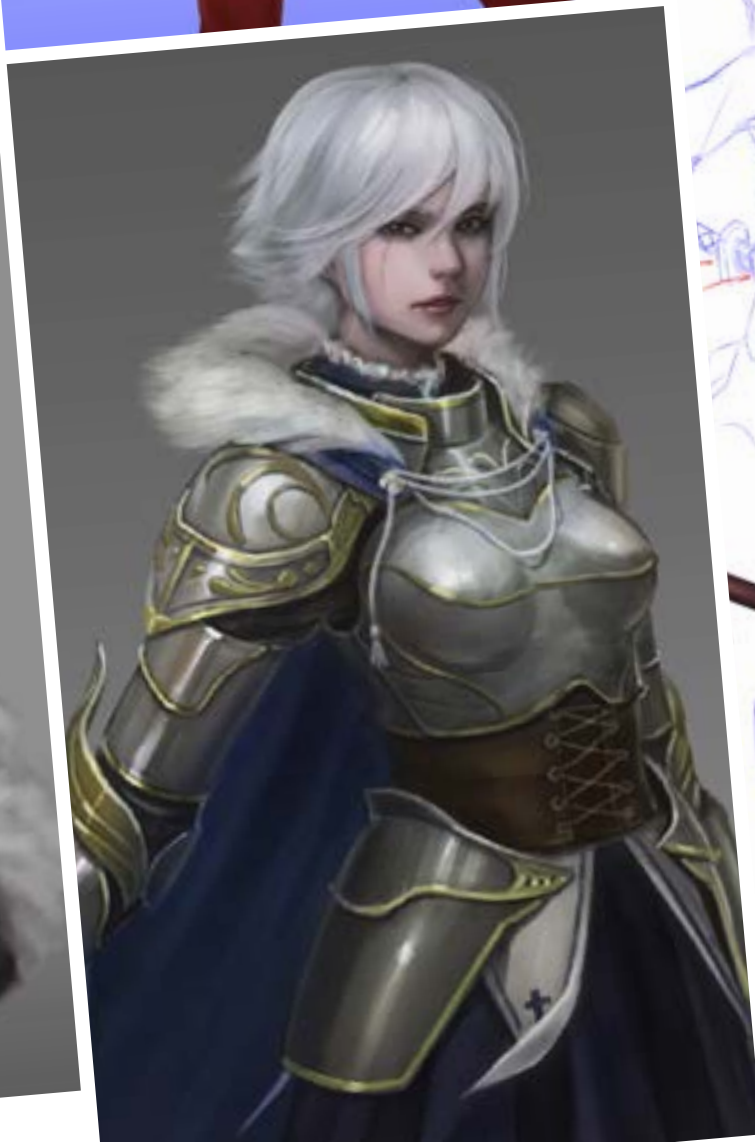


Alen is a young Filipino artist who has been doing some really great work these days but is still fairly early in their career so their portfolio is still growing, it's often fun to talk to these artists on the rise because they're doing such great work already early in their careers, so their future is very bright, Yellow Lemon Cat in the previous issue was like this as well, an artist with a relatively small portfolio but with infinite potential. Alen like Magion02's "Ms. Assistant" project has a large project of his own called

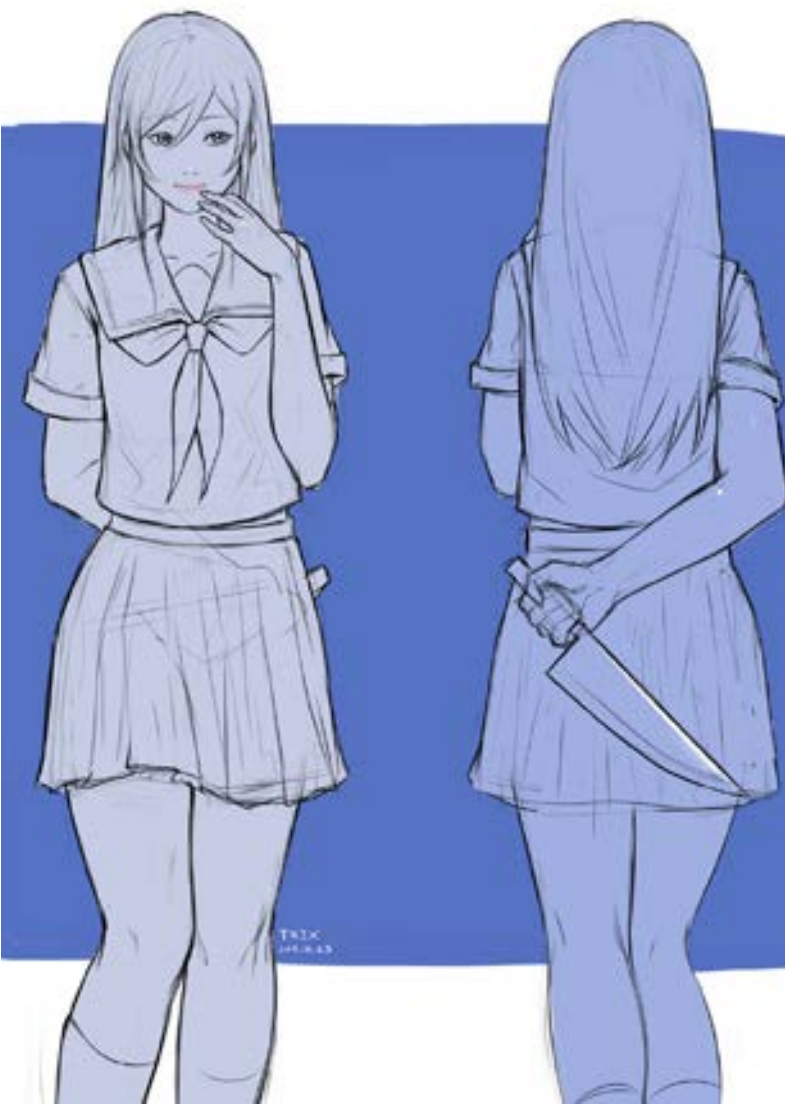
"F.E.A.R." that focuses on female robot assassins that maybe someday we'll see in a Anime, game, or manga! As a Filipino this is also special to Urban-Muse because we pay close to our viewer demographics and a huge por-



tion of the people liking/interacting with Urban-Muse on a daily basis are Filipino! We want to continue to highlight fantastic artists from the Philippines like Alen, and other countries we know are important to the Urban-Muse fanbase.









Introductory Statement: Urban-Muse is really honored to be highlighting your work Alen, you have a really clever and unique style that seems to resonate well with our fans, and you seem to be creating some really nice pieces and your Overwatch pieces are particularly noteworthy!

Urban-Muse.com: Let's get started, you're a Filipino artist living in Olongapo, Philippines. Most people don't know this but the Philippines is one of the top countries for fans of Urban-Muse.com. The Philippines is #4 for fans behind the US, Mexico, Brazil and Taiwan. Quezon City/Manila is our #3 City behind Bangkok #1, and Mexico City #2, So We might have lots of Filipino's reading this! For those not familiar with the Philippines what can you tell our readers about what it's like to be an artist

there? Has your environment influenced your work at all?

Alen Rocha: Oh, wow! I was not aware of that! It's really cool to hear that a lot of the viewers are from the Philippines. Yeah, an artist's environment can have a huge impact on their growth. Depending on where you are, if you're surrounded by other skilled, hardworking people, not even artists per se, they can either influence you (directly or indirectly) to work harder and support you. If you're surrounded by negative people, they can influence you to stop doing art and drag you down. I feel lucky to be part of an art community that helps each other out with their art and inspire me more to make better art.

Urban-Muse.com: What artists have inspired you? Current and past?

Alen Rocha: There are so many I don't even know where to begin haha. I have a lot of people I look up to like *Craig Mullins, Ruan Jia, Mariusz Kozik, Chase Stone, Jaime Jones* – to name a few. The list keeps increasing as I discover more and more amazing artists! Aside from realistic painters, I also love anime style. My first art idol was a Japanese illustrator called '*redjuice*.' The way he mixed anime style and realism really had a huge impact on me back then. For the longest time, I tried to imitate his art style. You can still see those art I made on my deviantart or my facebook page haha. My whole foundation was based off of his style. Even today, I still try and paint art that's borderline anime and realism because of his influence.



“We're pretty social creatures, whether we admit it or not. Too much solitude will make you yearn for other people, too much socializing can make you want solitude.”

Urban-Muse.com: What are your favorite movies, video games, anime, and TV shows?

Alen Rocha: I'm a huge anime fan haha. One of my absolute favourite is this show that aired not so long ago called *Hibike! Euphonium*. The main reason why I loved it (aside from the yuri undertones) is because it's so grounded to reality. The show centers around Kumiko and her life and struggles in concertband. I won't go much into details of the show (for the sake of those who haven't watched it yet. Go watch it!) but all I can say is that the personalities of the characters, the story and the animation are so fleshed out, so detailed it's just amazing. If you're someone pursuing something in life, be it painting, music or sports -- anything, you might also find it relatable. I also love *Sakurasou no Pet na Kanojo* for the same reasons as *Euphonium*.

Urban-Muse.com: What's your creative process like? What do you do to get in the right mindset to start creating art? Is there a certain place you like to work to get inspired?

Alen Rocha: Whenever I get an idea on what I'd like to paint, I first research everything about it. Recently, I've been meaning to paint a woman in a kimono being served by two geishas so I researched and watched some documentaries about kimonos and geisha history.







TRIX







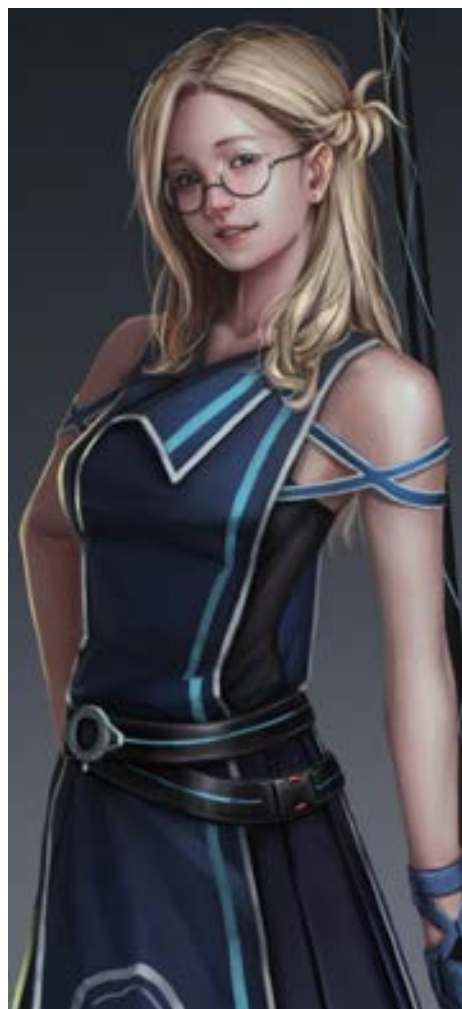
It was really interesting and I learned a lot. The point of this research is that I want to get my facts/references right so if ever a real i.e. Japanese or an expert of the culture looks at my work, it feels real and believable to them too. After that, I'll start sketching and thumbnailing just to flush out more ideas. When I'm happy with the thumbnail that I chose, only then I'll proceed to the actual sketching and reference gathering. I really don't have any particular place that I go to to get inspired. As long as I can sit comfortably on a chair and a table, I can draw.

Urban-Muse.com: How do you manage your time and find time to create art?

Alen Rocha: Find time to create art? Like personal works? Hmm.. usually, it's after finishing a client work (or in between client work where I wait for feedback) I get to sketch and explore some more. Right now, I have a bunch of personal artworks piling up that I want to finish. Gotta update the portfolio with new art

Urban-Muse.com: You have a personal project with characters called "F.E.A.R." can you tell us about this project? Years ago there was a video game series called "F.E.A.R." but I don't think this is what you're doing, why is it called that? What does it stand for? What is the story?

Alen Rocha: Ah, yes. I wanted to design a line of sci-fi characters and did some explorations back then. The name stands for "*Frontline Elite Android Respondents*" haha I'm actually embarrassed to explain it. I still have quite a few characters designed for it uploaded on my facebook profile. The unit consists of different girls with different abilities to use in combat. I've been saving that idea for a while now because I have a feeling I'll turn it into something else in the future hehe. Now that I think about it, the proper term should be Gynoid not Android.



F.E.A.R. Trainee (above)

Urban-Muse.com: I want to talk to you about this piece, this is my favorite of your pieces. “F.E.A.R. Trainee” I have to be honest the reason I really liked it is because she reminded me a lot of an ex girlfriend of mine who I miss sometimes. Your character has a really cute smile, and cool pose, and I really like pieces of art with girls wearing glasses, I liked it so much I even briefly used it for the profile of the Urban-Muse Facebook. I am dying to know more about this character you created. Tell us as much as you can about what you envisioned her being like and how you designed her, and what her story is.

Alen Rocha: She’s the protagonist in the FEAR project I have saved up. I’ve actually been contemplating on what her personality should be. Is she the cheerful, energetic, stubborn air-head-type shouting “Hey! Hey! Everyone’s favourite first year is here!” as she arrives in late to class? Or the shy/sensitive type who gradually opens up to others? The initial story I have for her is that she’s enrolled in a training program to join the FEAR unit. I’ve been trying to design a lot more

characters and build a world for her. So far, everything is still in bluesky phase. I still haven’t given her a name yet either haha.

Urban-Muse.com: Do you have a favorite piece of your own?

Alen Rocha: Hmm.. I kinda liked how the FEAR Trainee and D.va turned out. Those two are the ones I least hate in my work haha. Looking at it now, I can see a lot of stuff that needs to be fixed and can still be pushed further.

Urban-Muse.com: Has there ever been a piece you particularly struggled with, but were eventually able to finish? How did you get through that? What did you learn from this?

Alen Rocha: Every piece is a struggle for me haha. I just think of the piece as an opportunity to experiment and explore some more. The thought of having nothing to show in my portfolio is more than enough to keep me on my toes and finish the piece I’m working on. You really can’t have just ‘WIP’s and sketches or doodles. You need to finish something. If you don’t have any finished illustrations to show people, you won’t get clients.

Urban-Muse.com: Sometimes artists feel like they just want to give up. Have you ever felt like that? How did

you overcome that feeling?

Alen Rocha: All the time! Haha! The creative industry is a very emotionally, physically and mentally draining field to be in. But at the same time, it’s a really fun place to be part of. The rewards outweighs the cost, for me. Other than to make art, I really don’t have any other skill set haha so this is the only job I can work in and enjoy doing it. I’m sure I won’t last long working in some office cubicle doing paperwork or lifting heavy equipment under the scorching heat. I’d go insane.

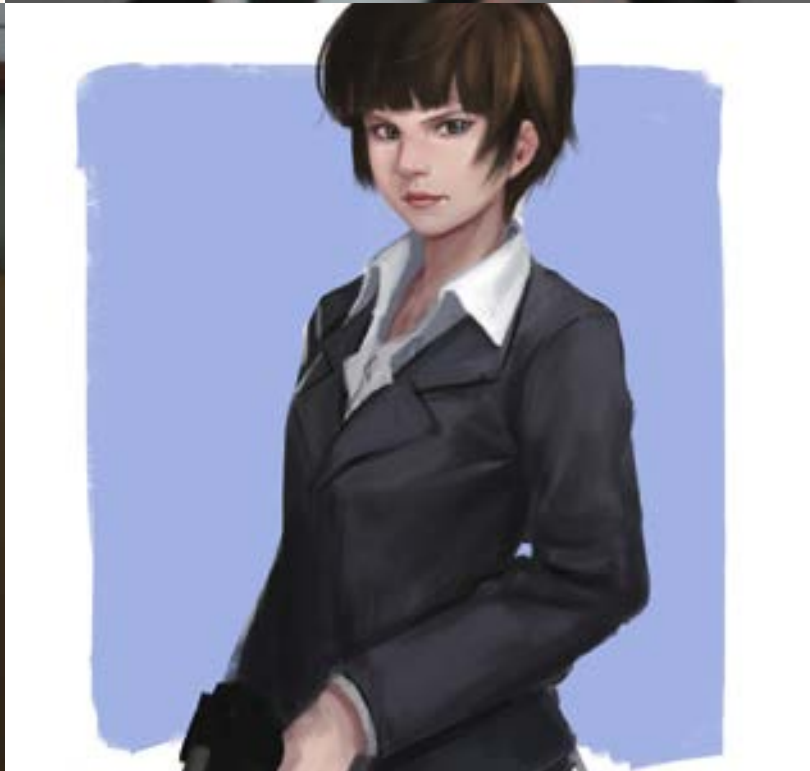
Urban-Muse.com: How do you deal with situations where the inspiration just isn’t there, but you want to create, how do you deal with “artist’s block” and how did you overcome it and get inspired again?

Alen Rocha: Whenever I get that feeling, usually, I just do something new. I listen to new music, watch new shows, watch new documentaries, anything to get back that curiosity. If that doesn’t work, I attack it with brute force and work on a piece even if I don’t feel like it and give myself a strict deadline. I don’t recommend this to everyone because it might just drain you even more and rage quit art haha. If you’re willing to gamble then try it.

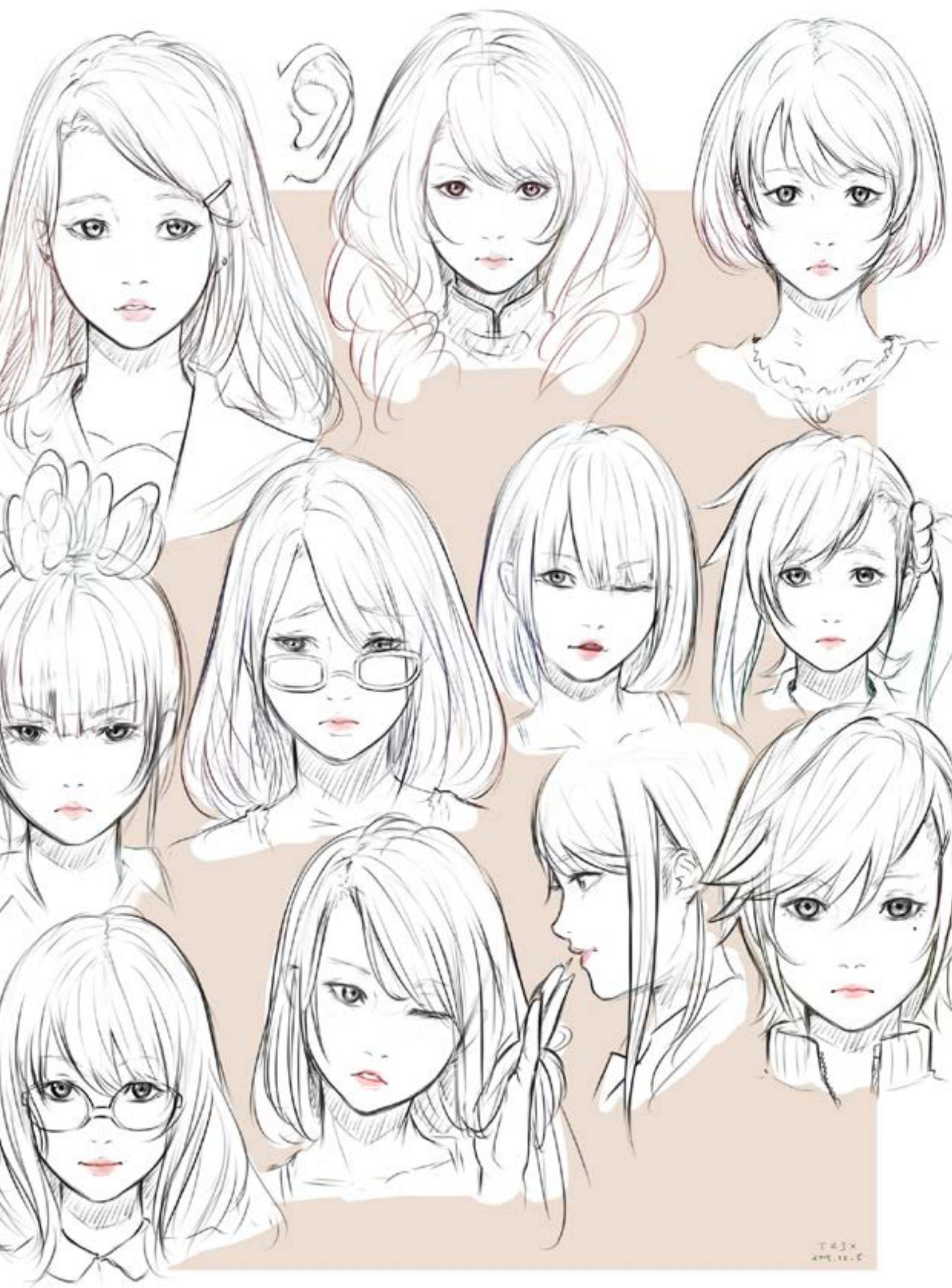


F.E.A.R.
CHARACTER CONCEPT











Urban-Muse.com: You seem to be a primarily digital artist, what are your tools of the trade? Tablet model, kind of computer, Operating system, and programs?

Alen Rocha: The tablet I use is just a Wacom Bamboo Splash. It gets the job done. As for my PC, it's outdated aswell. I need to upgrade soon since this PC is kinda giving me a 'glass-ceiling.' It slows down most of the time whenever I'm working on large canvas illustrations and detail-heavy artworks. I mainly work on Photoshop.



Urban-Muse.com: Do you use any specific brushes or plugins you can recommend?

Alen Rocha: Most of the brushes I use are from other artists. I just found them online. As for plugins, I don't really use any aside from the brush preset window on Photoshop for easy access.

Urban-Muse.com: Do you do any extra activities like focusing on getting enough sleep, working out/diet, relaxation techniques, or relationships (romantic and or friendships). Do you think things like this can help you be a better artist and live a more fulfilled life?



Alen Rocha: Hmm... I get a good 6 to 7 hours of sleep a day so I don't pay much attention to it (I should though, probably). But whenever I finish a project, I try and sleep a lot longer to get ready for the next batch. I think it's important to do workouts, take a break, step away from the computer from time to time and just recharge. As for relationships, we're pretty social creatures, whether we admit it or not. Too much solitude will make you yearn for other people, too much socializing can make you want solitude. It's great to interact with people to get your morale back up and do more art. I'm not in any romantic relationship for a long time now. I'm mainly dedicating my time with art, which is sad haha.

Urban-Muse.com: According to your Facebook profile it says you're currently working at "*Gunship Revolution*" what can you tell us about what it's like to work there? What do you do? How are the people you work with?

"I didn't learn art in school or anything. All the stuff I know came from the internet."

Alen Rocha: I work as an illustrator for a company here in the Philippines called *Gunship Revolution*. We make illustrations/promotional art, trading card art, concept art and iso/mobile icons and acts as an outsource for other companies in their games. So my day begins and ends with me doing art haha. I joined the company last January and so far everyone's really amazing. I've learned a lot since joining and really like working here.

Urban-Muse.com: Facebook also tells us you studied at "*Ramon Magsaysay Technological University*" what did you study? Did you study art there? Or did you learn to draw and paint elsewhere? How do you think your Education has affect your art?

Alen Rocha: I studied there and got a degree on Hotel and Restaurant Management back in 2010. I didn't learn art in school or anything. All of the stuff I know came from the internet. I discovered my passion for art while I was studying there so I'd like to believe that my time there was not wasted haha.

Urban-Muse.com: If you could talk to a younger version of yourself, knowing what you know now, what would you say to them?

Alen Rocha: Hmm.. that's a tricky question. It would depend on what point in my life I was/am at? If that made sense haha. If I know what situation my past self is at, I'll be able to (finally) have the right answers. If you're talking about when I first started with art then, yeah, I'd say study the foundations. I know how boring and repetitive it is but trust me, it's super important! The farther you get in your professional career, the more valuable it becomes. When you're practicing, practice with a purpose. Similar to what I said earlier with the kimonos and geishas, have a target to hit. If you want to do an illustration of something you've never done before, slow down and do some studies of it first. Once you get familiar with it, apply that knowledge in your illustration. A couple of nights' studies about a certain subject is better than a lifetime of guessing in your work! Skills aside, you also need to develop the right mentality. Learn to be patient. Things take time. Learn to accept criticism and develop a thick skin. If somebody said something bad about your artwork but there's some truth to what they've said, accept the message –not the delivery of the message. If they're just trolling you then, learn to just brush it off. Lastly, have fun! Enjoy making art.

Urban-Muse.com: What are your goals and outlook for the future for yourself and for your art?

Alen Rocha: Right now, my main focus is to get better and improve on my skills. I still have a vague idea of what I'll do with my art. I've only thought up of what I'll be doing three years from now. Within that span of time, I hope I find something I'd want to do next. I might travel around and get more life experience haha who knows?

Urban-Muse.com: What do you think the future of art will look like? What will society change in relation to the arts? Do you think there will be major technological advancements that may help artists create?



Alen Rocha: With the advancement of VR and AI, a whole lot of possibilities opens up. It's a bit scary and at the same time, an exciting time for us artist. On the VR's end, there's 3D painting. On AI's, you have them generating images in just a couple of clicks. I just hope there's still jobs left for us artist in the future haha!

Urban-Muse.com: Thanks so much for being a part of this Alen!

Alen Rocha: Yeah, thanks a lot! It was fun chatting!

Social Links

drawcrowd.com/trixgraphics24/projects

artstation.com/artist/walpurgis999

facebook.com/alen.rocha

kallen24.deviantart.com







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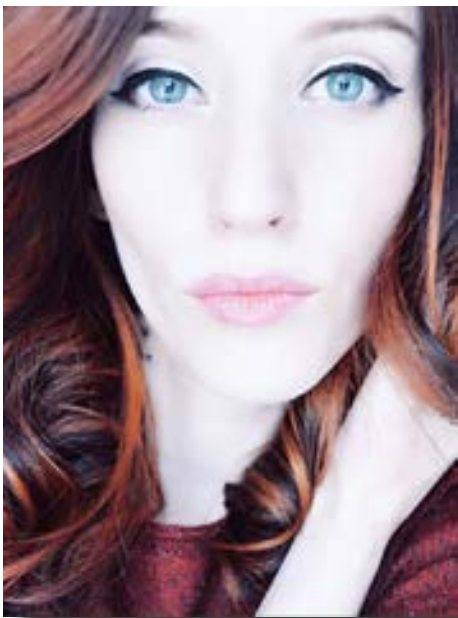
CHARLOTTE LEBRETON

Charlotte Lebreton is a fascinating French Artist hailing from Paris France. Charlotte's work and it's unique feel really brings something special to the art community, and often serves as a great way shake things up in the Urban-Muse social feeds because her work has such a different yet beautiful feel to it.

One of the things that stands out about Charlotte is most of her social media presence is in French and aside from automatic translation etc, we didn't know much about her personality and other unique aspects about her that makes her so special. One thing that I wanted to ask her about was how living in Paris has affected her work if at all, she honestly didn't think that living in Paris was anything special at all because she'd lived there basically her whole life, people have a tendency to over romanticize that city but to her it's just her home.

By doing this Magazine we've had the chance to talk to 25 artists so far, from all over the planet, you start to see striking similarities between all of them, and certain unique aspects from some of them, Charlotte is one of the most unique yet, and one of the most fun to talk to and learn about so far.





Introductory Statement: One of my main goals with Urban-Muse Magazine is to use it to highlight new and exciting artists. I believe that you are one of the most exciting artists I've seen, for the same reasons I chose to highlight the artist Andra Watson in this issue, a unique "look" all your own. Having a unique art style I think is extremely important for an artist to differentiate themselves from the literally millions of other artists out there. Your art has a unique look that I think is fresh and new, while still retaining a comforting familiarity. It's a great pleasure to highlight your work here.

Urban-Muse.com: So let's get started, you're a French artist living in Paris. Paris has long been a Mecca for art for hundreds of years. How do you like being a Parisian artist? What can you tell our readers about living in such a beautiful city and creating art there? Has the city itself helped to inspire you?

Charlotte Lebreton: I always lived in Paris, for me, Paris is like any city in the world! People tend to romanticize a lot Paris, I don't draw a lot outside, maybe if someday I live in another city than Paris, I will be able to compare both cities. I think I don't realize how Paris seems beautiful, living here all year.

Urban-Muse.com: Who are your favorite artists and inspirations? Current and past? A definite influence seems to be Disney/Pixar is that true?

Charlotte Lebreton: I was influenced a lot by very well known Disney artists like *Glen Keane* for his character design and *Tim Burton* whom I admire his dark, macabre and colored universe. Another influence are the comic artists *Alessandro Barbucci* and *Canepa*. One of my favourite artists is *Juanjo Guarnido*, a very famous comic artist who also worked for Disney.

Urban-Muse.com: When looking at your art you see lots of familiar pop art properties like *Ghost in the Shell*, *Star Wars*, *The Fifth Element*, *Harry Potter*, *Pokemon*, *Moana*, and lots more. What are your absolute favorite movies, games, anime, etc?

Charlotte Lebreton: My favorite video game is "*Alice: Madness Returns*" for the artistic universe as well as for the Gameplay. The universe is at the same time psychedelic, colored, macabre and very bloody. I am addicted of *Over-*

watch too. My favourite movies are "*Gainsbourg vie héroïque*", "*The Fifth Element*", "*Edward Scissorhands*," "*Toy Story*". I also have to mention *Miyazaki's* movies who is also one of my biggest artistic influence.

Urban-Muse.com: What are your tools of the trade? What model tablet, what kind of computer, operating system, programs etc?

Charlotte Lebreton: I use a *Wacom Intuos 5 Pro*, *Windows 7*. The software which I use most for illustration is *Photoshop*. For 3D and FX I use *3ds Max*, *Maya*, *Mudbox*, *Zbrush*, *Nuke*, and *After Effects*.

Urban-Muse.com: Do you use any specific brushes or plugins you can recommend to our readers?

Charlotte Lebreton: I use *Photoshop's* basic brushes and the brush mixer.



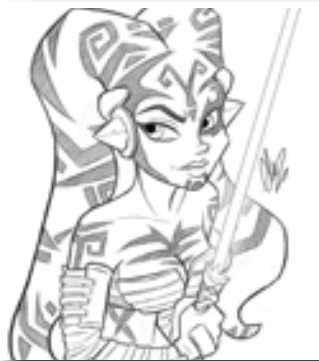












Urban-Muse.com: What do you do when you encounter artists block? How do you overcome this? This is something we're focusing heavily on in this issue.

Charlotte Lebreton: When I have an artist block, I prefer to take some rest, have a break, and do something fun. I don't force things. Eventually, the inspiration comes back.

Urban-Muse.com: Have you ever been working on a piece and nothing was going right and you really struggled with it, but eventually was able to finish it? What did you do when that happened? What did you learn from that?



Charlotte Lebreton: I take a break, and come back later to it, nothing come good when you get angry on something that's doesn't work!

Urban-Muse.com: What social media site has been the most important to you and building your fanbase? What do you like about it?

Charlotte Lebreton: It depends on what kind of people! If you want to be followed by professionals, it's better to talk to them on *ArtStation*, but if you don't mind the type of followers, *Facebook* and *Instagram* are very good to share your work. You can use hashtags to make people come at you.

Urban-Muse.com: How do you balance your life so you have to time to create art?

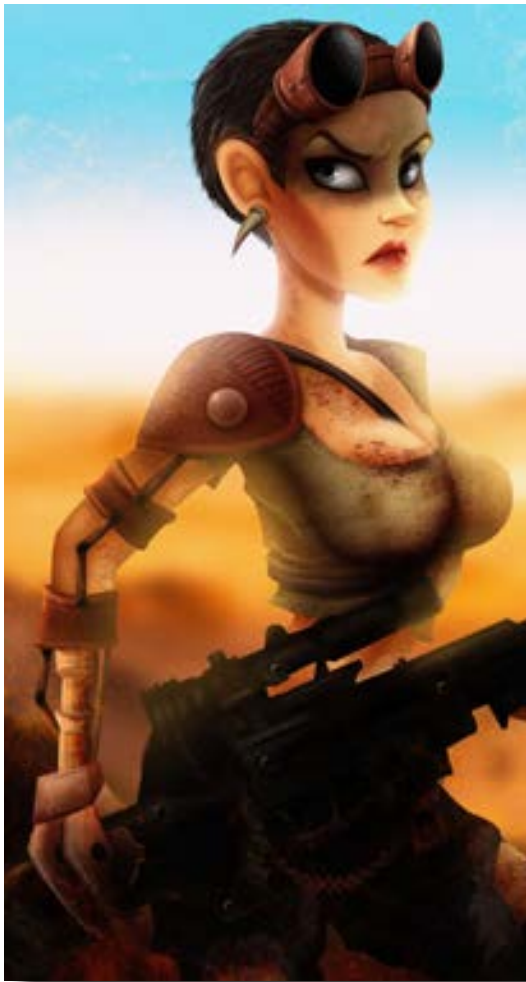
Charlotte Lebreton: I have to work on *Roger* all the week, but the week end is the time when I can rest and draw. I mostly draw when I have free time, like during holidays.

Urban-Muse.com: Do you do anything special that helps you be creative and create better art? Things like getting enough sleep, diet / exercise, relaxation techniques, or relationships (romantic and or friendships)? Do you think things like this can help you be a better artist?

Charlotte Lebreton: I don't sleep a lot, I'm often stressed and anxious. My social and sentimental life doesn't influence at all my creativity. I noticed that I'm much more creative and productive when I'm in a rush! It's a bit strange, I guess everyone is different.

Urban-Muse.com: What would you say to an artist who wants to improve their work?

Charlotte Lebreton: It's absolutely necessary to be observant and curious, to re enforce your art knowledge. You have to show your work to professional to receive critics that help you to improve, and work lot lot lot!



Urban-Muse.com: Sometimes artists get really frustrated and feel like quitting art altogether, have you ever felt like that? What would you say to someone who wants to quit art but maybe needs some encouragement?

Charlotte Lebreton: I have already had this problem after a bad criticism or an art block. I would say to encourage someone, *“whatever your art level, if you really enjoy drawing, work like a madman, never give up.”* To know how to draw is not something you’re born with, it’s a lot of work, so if you make a lot of efforts with passion you will eventually succeed.

Urban-Muse.com: If you could talk to a younger version of yourself knowing what you know now, what would you say to her?

Charlotte Lebreton: I would say *“pay more attention to morphology class and perspective class”*

Urban-Muse.com: What is your absolute favorite piece of yours of all time?

Charlotte Lebreton: My absolute favorite piece is my animated short film *“nez en mois disait Cléopâtre.”*

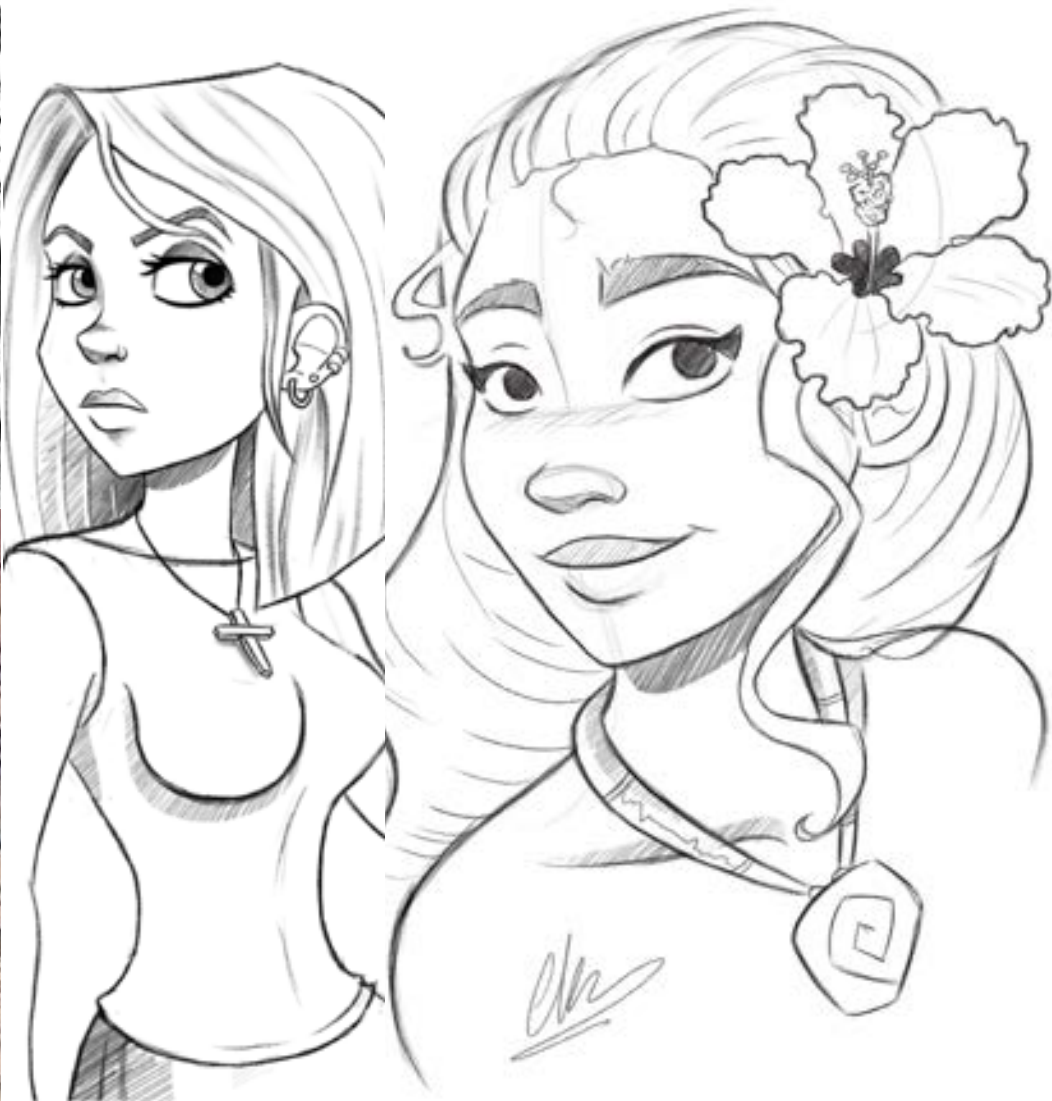
([Click here to watch on Vimeo](#))



Character from *“nez en mois disait Cléopâtre.”*









Urban-Muse.com: In addition to your work, what goals do you have for the future for you and your art?

Charlotte Lebreton: I would like to continue to work in the animation industry as well as to publish my own artbook.

Urban-Muse.com: What do you think the future holds for art? How do you think art and artists role in society will expand going into the future? What kind of technological advancements do you think we'll see for artists? What does the future of art look like?

Charlotte Lebreton: With the evolution of technology, there will be more way to create digital art and 3D art... even though at some point, there will be some way to replace people with advanced technology.... but I'm sure creative people will always be here and useful, creative jobs will never disappear!

Urban-Muse.com: Thankyou, so much for letting us get to know you a bit better Charlotte!

Charlotte Lebreton: You're welcome.



Social Links

facebook.com/CharlotteLebreton-crea

artstation.com/artist/charlottelebreton

instagram.com/charlottelebreton_art

cha-illustration.deviantart.com

vimeo.com/charlottelebreton















Police department
Gotham City
Harleen Quinzel

[Signature]





ANDRA WATSON



Andra Watson is an amazing person. Andra is also an amazing artist and her story is so special and honestly heartbreaking I honestly wasn't prepared for the range of emotions our interview would bring out. Last issue when I interviewed *Qing Han*, and *Hallie Elizabeth* both of their interviews and responses honestly got me personally emotional when I was writing them because I knew they had overcome incredible adversity, pain and hardships to create their art.

Andra is the same way, Andra has been a friend of mine on Facebook for about the past 4 or 5 years, which coincides with about the extent of her professional art career because she was originally an Architect but felt unfulfilled and un-appreciated and decided she wanted to try art and paint-

ing instead, and recently just landed a great concept art job and is doing exceedingly well! In our messages Andra confided some deeply personal things that I am not going to go into here, but they just helped me understand her so much better as a person and to have a much deeper appreciation and love for her work because this woman has been through A LOT you guys, more than I can say here, but in spite of all this she has reached for her dreams and made them a reality.

This is what Art is all about. Andra Watson is precisely the kind of Artist Urban-Muse was created for. We are beyond honored to have her feature here for you to read and learn about her.



AdW

Introductory Statement: Andra! This interview is something I've actually known I wanted to do with you for a long time. You're one of the "Old School" Urban-Muse supporters, and even have posted work on the wall before. Usually people who post to the wall are completely new to me, or just something I actually don't care about but I actually was familiar with your work before then, your work has something "special" about it, you have done what so many artists struggle with, you have developed a "look" and even a "style" all of your own, there really isn't another artist who does work exactly like yours, when you see a "Andra Watson" piece you instantly can recognize it's yours. This "uniqueness" I feel is really important for artists and I wanted a chance to celebrate that aspect of your work, so it's a real pleasure to be highlighting you in this issue!

Urban-Muse.com: Ok, lets get started! So currently you're working in *London, England*, but while I was researching you I found you used to be located in, *Bucharest, Romania*. To be honest for a long time I thought you were actually American for some reason. Can you talk about your nationality, and these places you've lived and how it has influenced your work?

Andra Watson: Well, I was born in *Romania*, graduated *University of Architecture Bucharest*. I started digital painting after my mum passed away. Because of my early job as an architect I travelled quite a lot but until 2011 I didn't even know about digital painting. Everything started as I mentioned earlier after my mum passed away and I was looking on Internet for some references and I found a painting, then I found out it is digital painting, few days later I bought a tablet and this is how I started.

Urban-Muse.com: Like I mentioned earlier, you art has a really specific look, it's primarily digital but has a somewhat traditional feel, you can almost imagine the brush strokes of globby paint on the canvas. What artists do you admire that might have helped influence this? Contemporary and or current.

Andra Watson: Since I was in college I used to paint in oil or water colors, my first few artists who I admired their work and I learned a lot from the are *Dice Tsutsumi, John Park, Zac Retz* and many others. I don't know if I have a favorite artist, All are great to me, and I learn from each one, where to improve. The classical favorites are *Rembrandt, Carravaggio, Peter Paul Rubens, Diego Velázquez*.

Urban-Muse.com: You seem to have some really good pop culture references from *Star Wars* and *Disney/Pixar* Animated films, to *Maddie Ziegler* and *Harley Quinn*. How important has pop culture been to you? What are your favorite Movies, Games, and TV Shows?

Andra Watson: I like to paint portraits, but I don't like to paint identical to the picture, It's not fun to me, I like to add that touch that people know.

I am a big fan of *Disney* animation movies, one of my favorite movies are *Prince of Tides*, also I like all *Marvel* movies. Games...though one...I don't like games, I get bored when I start playing and I think I don't have patience. TV shows, I like *The Simpsons* a lot and that's all, usually I don't watch TV, all the time, I consider it wasting time.

Urban-Muse.com: What is your absolute favorite piece of yours so far?

Andra Watson: Hmm I don't know if I have a favorite one, but I think is *Saoirse Ronan*.

Urban-Muse.com: What are your tools of the trade? What programs do you use, tablet model, computer, etc?

Andra Watson: I use a *Mac* laptop, I used to paint on *Wacom Cintiq 13 hd*, but I noticed









"Painting is damned difficult - you always think you've got it, but you haven't."

there wasn't a color match between my *Mac* and *Cintiq* so I returned to *Wacom Intuos Pro*.

Urban-Muse.com: Do you have any specific brushes or plugins you could recommend to our readers?

Andra Watson: Took me a while to get the brushes that I feel represent me, I used a few brushes belong to *John Park*, *Zac Retz*, *Gabriel Soares*.

Urban-Muse.com: What is your artistic process like? Where do you like to work, what do you do to get in "the zone.?" Do you have any specific music you like to listen to?

Andra Watson: Usually I like a lot to paint during the night, it's more quiet. Before I start to paint I like to get out in the garden to smoke and to drink a can of coke where I love to look to the sky. Usually when I paint I love to listen to movie soundtracks, my favorite ones are *Two Steps from Hell* and *Hans Zimmer*.

Urban-Muse.com: A big emphasis on this issue is helping people deal with artists block. What do you do when you encounter artist's block? What do you do to get yourself inspired?

Andra Watson: Happens many times to not have inspiration, I get nervous and frustrated. I have found if I have a 30 minute nap before I start to paint it helps to clear my mind. Before I start I painting, I like to google/research about the person I paint, every painting is very personal to me.



Urban-Muse.com: Has there ever been a piece that you really struggled with? What did you do? What did you learn from that?

Andra Watson: The pieces that usually I struggle with are landscapes, I am quite new and I try to learn and to improve myself. For portraits the pieces that I struggled with a little was *Princess Leia*, in the photo reference the princess was a little older and my idea was to make her really young, took me 2 days to come to finish this painting. Painting is damned difficult - you always think you've got it, but you haven't.

Urban-Muse.com: You're on virtually every art site and social media outlet. Which one has been most important to you? Which has helped you build your fanbase the most? Which is the best place to interact with your fans?

Andra Watson: I think Facebook has helped me to grow the most in art. usually I interact with people who like my work on Facebook, I had a Facebook Page with my art but was too much to have a Facebook profile and a Facebook Page, so I just opened a [website](#).

Urban-Muse.com: How do you balance your life and find time to create art?

Andra Watson: Working in art I often don't have time for myself. But I try to not neglect my family and friends, usually they understand me when I am locked in at home for few days without giving them a sign.

Urban-Muse.com: This is a specific question for you. I've asked the artists in this issue to talk about external factors like diet and exercise, relationships romantic/ friendships, relaxation techniques, and even sleep as to how it affects your life and therefore the art that you create. I want to ask you these things do so you can extrapolate on what I've just asked. But, I want to mention that because we're friends on Facebook I already know part of this answer, the past few months you've been hitting the gym frequently, and posting progress from a fit bit type tracker app, how long, how many steps etc, how much weight you've lost. All great stuff, but what I am interested in, is talking about how you think this has affected your work and your creativity?

Andra Watson: The gym really helped to lose weight, I had 11, 8 stones a lot for my height, I started a drastic diet and gym regimen and I have 10,1 stones, I'm still struggling to lose weight but in the last few months I didn't have time to go to gym but I kept my weight and tried to not go over 10,2 stones.



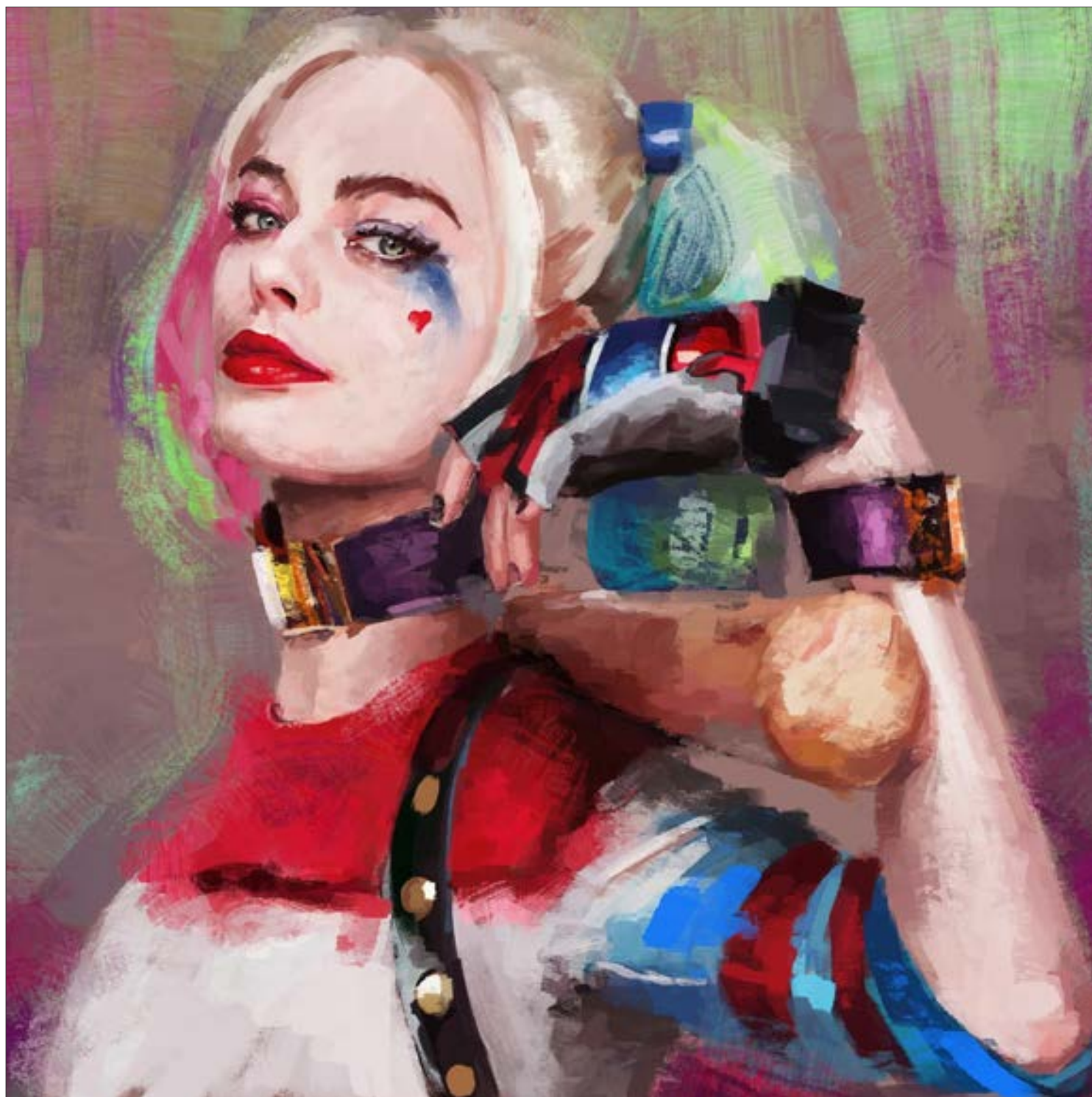
Sleep is a problem usually for me, I sleep around 6 hours, and since last month I ceased all commissions because I like to focus more on personal work for myself and to improve my landscapes.

Urban-Muse.com: What would you say to an artist who just wants to get better?

Andra Watson: To have a lot of patience, to prepare for failure and to have the strength to stand up and continue to work. As a beginner, you must have a foundation, study after other paintings (it's not cheating it's exercise, I did that too), use references. Try to find your own style.

Urban-Muse.com: What would you say to an artist who is just thinking of giving up art all together? Man of us probably have gone through something like that before. So how do you get past feeling like that, what would you tell someone going through something like that?

Andra Watson: In the beginning every artist tends to accumulate a lot of frustration and thinks about giving up. My advice is to focus on what you think is a weakness and keep working to improve on it. I know you may think is easy to say, but for me many times I thought of giving up and returning to work as an architect, but this would not have made me happy. If you keep working and sometimes you feel that you want to quit, take break and get a breath of fresh air, take a walk and repeat this as many times as it takes, when you think you want to give up. I know many artists who started digital painting and gave up because they found quite hard to manage with software or tablet or even to illustrate something. Even with me or big artists this has happened to have something in our mind and we have difficulties to putting on a page. Usually before I start to paint I like to look at references, and I think helps a lot specially for beginners, even looking to other artist's work and trying to think that none of us get to that level without working and many times, we sacrifice time spent with our family or friends.





Urban-Muse.com: My next question is going to be about education, I like to ask everyone if they went to Art School and how they learned to create. When I do these interviews I like to research the person as much as I can before I send them the questions and right now I'm looking at your LinkedIn profile and to my surprise, you're an Architect! This is so interesting to me because in the previous issue we profiled *Nehaal Gonsalves*, who is also an Architect and he works on Architecture in Goa India by day, and art as a hobby at night. I remarked at the time that he was the only Artist / Architect I knew of, but it turns out I was wrong because I actually knew you! So maybe there are much more Artists Architects than I am aware of? Can you talk a bit about your education with Architecture and then switching to more of an art based career?

Andra Watson: I graduated architecture in 2009, worked as an architect for 5 years, but I felt that I was not appreciated, as I mentioned earlier, I switched to digital painting and that was the best move of my life. In the beginning it was a struggle, it's very hard to learn new techniques.



Urban-Muse.com: Just the other day you posted that you had a job interview for a concept art position. And then the other day when we were talking about this interview you told me that you got it! I felt very lucky because I believe I was one of the first people to hear about such a major life event for you and I was honored. Let's talk a little about it. You mentioned it had to do with a theme park I believe. There probably isn't much you can say at this point because it's so early, but maybe we can talk about your emotions. What did you do well in your interview that you think contributed to you landing this job?

Andra Watson: The funny thing was I couldn't get to the interview in that day, I had an emergency situation, I called the office and apologizing and they say they are willing to wait as long as I need to start the job because they really liked my work, they said was just an informal interview. That was the best feeling and you feel a little nervous at the beginning, because it's everything new and it's a wonderful feeling.

Urban-Muse.com: Expanding slightly more on the previous question, you recently are starting a new concept art job. What you are doing is probably many artists "dream" and probably many of our readers right now as well. What can you say to them to perhaps give them some motivation to make their "dream" come true just like you just did?

Andra Watson: The advice I would give is to pursue their dreams and keep working, there are no shortcuts.

Urban-Muse.com: If you could talk to a younger version of yourself what would you say? Maybe this could tie into your Architecture schooling. Would you still do that? What might you have done differently? If anything?

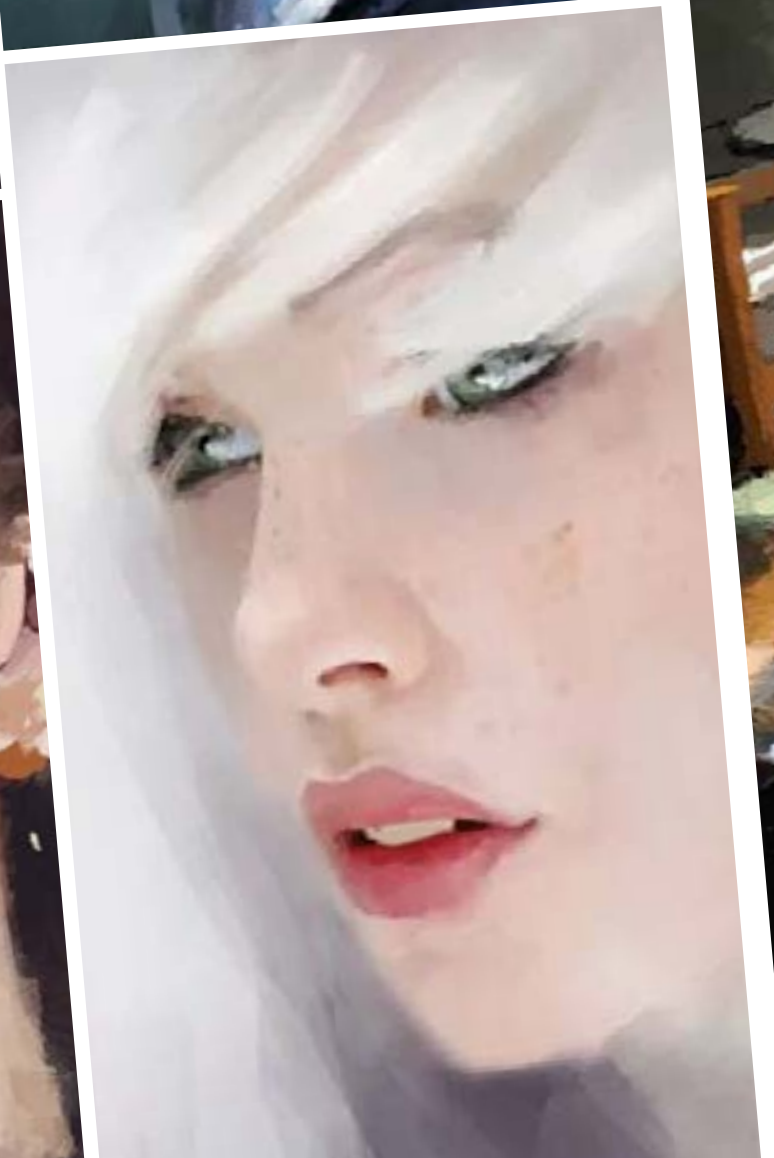
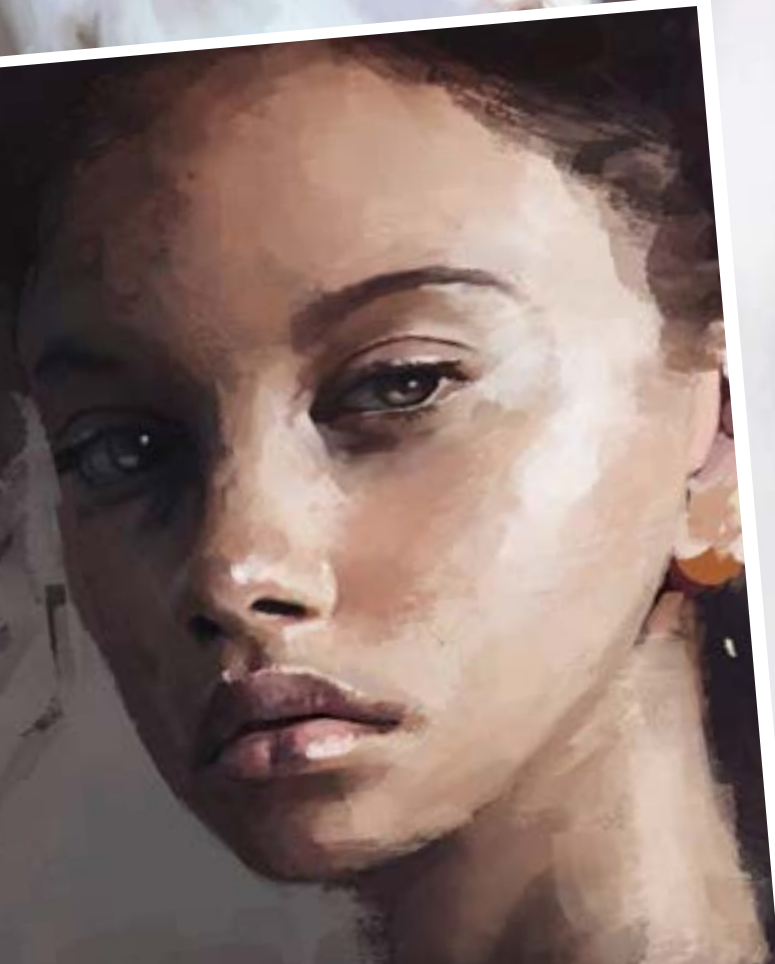
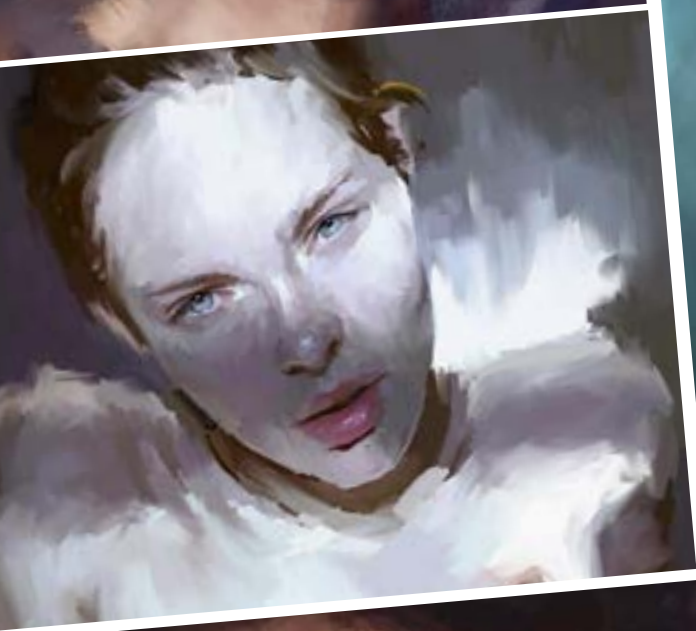
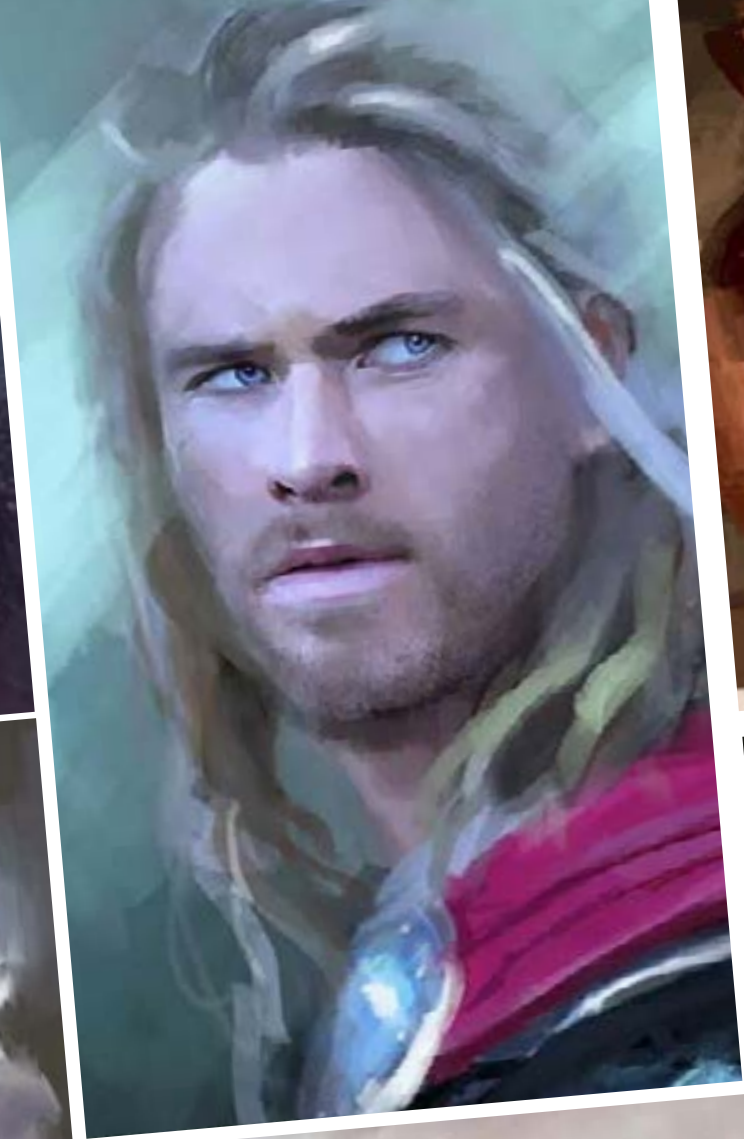
Andra Watson: Funny thing I never thought that I would study architecture, I was preparing to become a Doctor, but in High School there was a teacher who thought that it was too hard to get in that school, so I took it as a challenge, and here we are ending up in art eventually.

If I had to talk with a younger version of myself I would convince her to start digital painting earlier. I don't think I would do Architecture school again.

Urban-Muse.com: In addition to your new job what other goals for the future do you have? What can we expect from *Andra Watson* going on into 2017 and beyond.

Andra Watson: My goal in the future is to work in an animation studio as a visual development artist, in the future I will try to focus more on landscapes and visual development.







"Every painting is very personal to me."



Urban-Muse.com: What do you think the future of art is? What do you think society could do to help encourage artists? What technological advancements do you see coming that might help artists create new and amazing art into the future? What do you think that future looks like?

Andra Watson: Hmm tough question, the problem with society is that they don't want to spend money buying art, we are still on that idea that buying art is only for rich people. Well it's not...many times I admitted I donate my paintings or commissions for free to people who fell in love with my paintings, but because indeed they couldn't afford it, but I thought that really make them happy to see that painting in your home and just smile. This sensation made your day. I don't think is there any technology in the future that will help artists to improve, I think without the foundation, hard work and practice the future will not give you straight away the award of "best artist."

Urban-Muse.com: Thank you so much for being a part of this Andra!

Andra Watson: Thank you for having this opportunity to speak about my art!

Social Links

[linkedin.com/in/andra-watson-a9316b87/](https://www.linkedin.com/in/andra-watson-a9316b87/)

pixels.com/profiles/andra-watson.html

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ANDRA WATSON















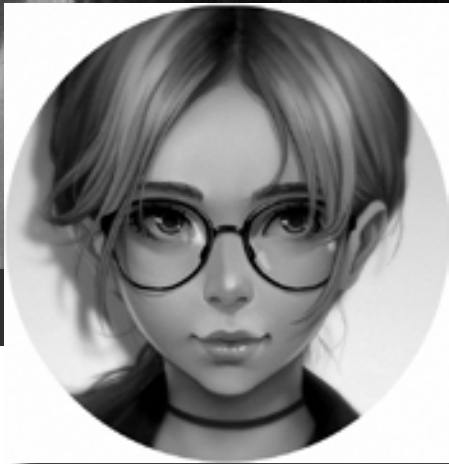












Killer Linework, Beautiful Faces

Magion02

Creating some of the most beautiful lines to create a universe all his own. Filled with “Ms. Assistant.”

Magion02 is an artist on the rise. Urban-Muse has heavily been sharing this talented artists work for the past few years and the Urban-Muse fans have consistently made their feelings known, they love Magion02! Magion02 has an incredible traditional media look with seemingly perfect looking sketches, posted alongside expertly sharpened needle sharp charcoal pencils that allow him to get those precise clean lines he likes.

Magion02 like Alen Rocha in this issue has an extremely large project that he's still fleshing out these days. Magion02's magnum opus so

far is his “*Ms. Assistant*” Project, the details are still sketchy at this point but when we ask him about it in the questions to follow, he says it's about a young girl learning art and the adventures and pitfalls that accompany her adventure. In addition to the main character there is a large cast of supporting characters that each have very unique personalities and behavior, you will see many of these characters highlighted here.

Magion02's work is a joy to look at and we're excited on seeing more of his “*Ms. Assistant*” project as it matures and grows. The future is bright for Magion02 and art fans across the globe who enjoy his work!



Urban-Muse.com Introductory Statement: It's a great pleasure to have you in this issue Magion02. You are one of the most popular artists right now on Urban-Muse! Generally I love to post your incredibly sharp and flawless looking pencil sketches mostly, many of the fans really seem to really get excited when Urban-Muse shares your work!



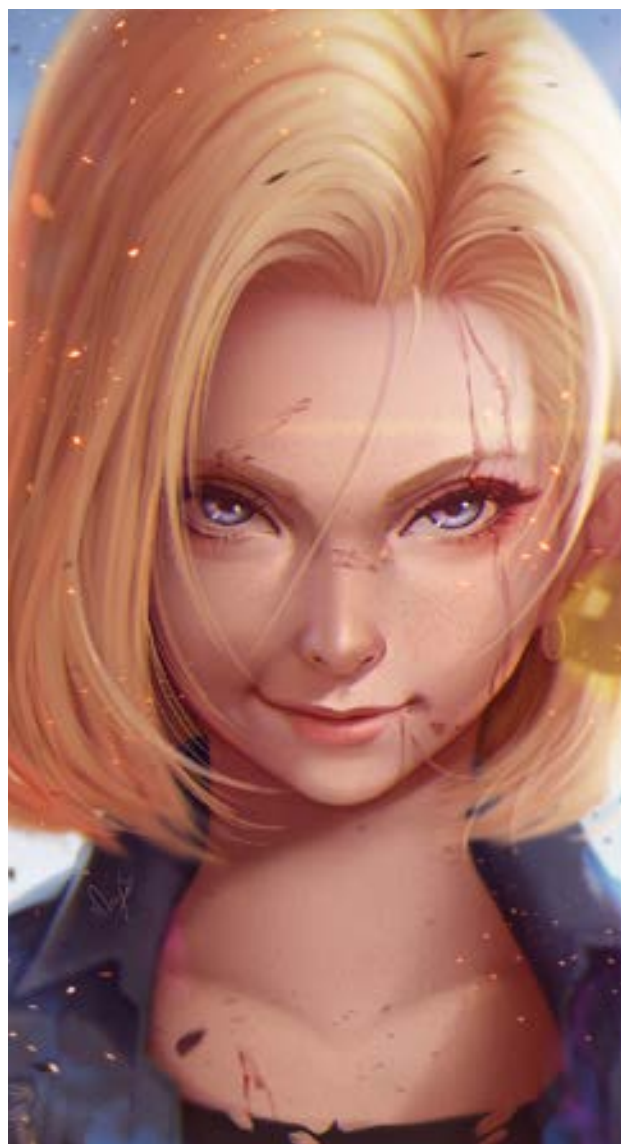
Urban-Muse.com: Let's start off with where you're from. According to your Artstation you are located in *Borneo, Malaysia*. What can you tell us about life as an artist living in *Borneo*? What's life like there? What's your day to day like?

Magion02: *Borneo* is a lovely place to live in, but probably not so much for an artist. I live in *Borneo Sabah*, which is located on the east side of *Malaysia* and comparing to the west (Peninsular), *Borneo* is considered left behind in many aspects which includes art especially when it comes to exposure and value. Trying to make a living by doing art in *Borneo* is near impossible. The only way that made it possible for me is having an internet access here which is the only gateway for me to reach out to my international clients and supporters!

Urban-Muse.com: Who are your favorite artists and inspirations? Contemporary and classical.

Magion02: There are heaps so I will point out the ones that have inspired and made me who I am today! In no particular order *Akira Toriyama*, *Hayao Miyazaki*, *Tetsuya Nomura*, *Takehiko Inoue* and *Shunya Yamashita*!

Urban-Muse.com: We see A LOT of familiar Video Games, and Anime referenced in your work, such as *Dragonball Z*, *X-23*, *NieR Automata*, *Overwatch*, *Final Fantasy* and many more. Which are your absolute favorite movies? Anime? And Video Games? This could be a BIG question so feel free to write a lot, there's no limit. This probably has the most impact on your creativity in your work.



Magion02: Like most artists, I grew up watching Anime and playing Video games as if they were my daily nutrients. So there is no doubt that this lifestyle has always been the main source for my creativity and inspirations. If I were to name 1 title to represent each categories mentioned, then I would say "*One piece*" for anime, "*Spirited Away*" for movie and "*Final Fantasy VIII*" for video game! Speaking of *Final Fantasy VIII*, *Tetsuya Nomura*'s character design for *FFVIII* was the first "Semi realism" style that I fell in love with and it has made a really big impact in my art style as I tried to achieve the very challenging "Semi realism" style but never truly worked out haha! I may be able to do better today, but I can assure you that I'm still struggling to achieve that desired style inspired by *Tetsuya Nomura*'s art.

"I grew up watching Anime and playing Video games as if they were my daily nutrients."









So yeah without these influences, I don't think I can be the artist I am today. I feel very blessed to have lived through all that memories with me.

Urban-Muse.com: Which is your absolute favorite piece of yours of all time?



Magion02: Let's see, I think my favorite piece would be my *Dragon Ball Z "Run! 18 Run!"* piece (above) which is also the only Daily Deviation I ever received on *DevianArt*. But then... I also like my Angewomon from *Digimon Adventure!* This is hard one to answer to be honest because a lot of them carry important memories haha!

Urban-Muse.com: Do you have any specific brushes or plugins you use that you would recommend?

Magion02: Hmmmmmmmm... I'm not sure but I think I will release some of my personal custom brushes in the future!

Urban-Muse.com: This is another big question specifically for you, what can you tell us about "*Ms. Assistant*" can you tell us the story behind that? I'm sure you've mentioned this before but "*Ms. Assistant*" seems to be the



Fuuchiko (Main Character from "Ms. Assistant")

whole "Key" about understanding your work. Can you describe her? How she came to be, and what her story is?

Magion02: "*Ms.assistant*" is actually the title for my upcoming manga which I've been developing since 2015. All the CG rendered girls that I've been posting under *Ms.assistant* series? They are basically the characters who will be part of the Manga. (Most of them if not all)

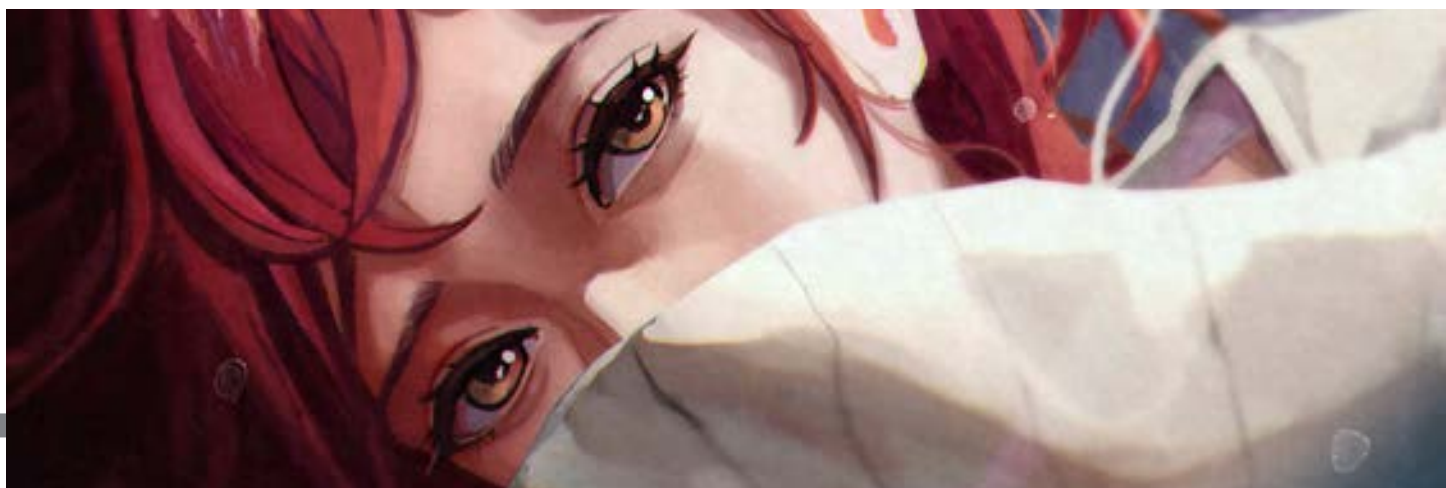
The manga will portray the common struggles all amateur artists faces in the present days and the journey to understand the true meaning of success as an artist. The story will be carried by (The recurring girl character with the round top fedora) an amateur artist who has a big dream but not quite the skills.

Urban-Muse.com: There's also a series of recurring characters you like to use from "*Ms.*

Assistant", can you talk a bit about this and why you do this? It must seem like you actually know them quite well at this point because each of them seems to have a very specific personality!

Magion02: Yes that's true. Each of the characters are from my "*Ms.assistant*" series and they all have their own personality and back story all thanks to my supporters. The more reaction a character receives from my supporters, the more I can develop the character and decide what kind of personality I can enhance on them. So usually ones you see recurring, they are the popular ones among my supporters.

Urban-Muse.com: This is kind of a big question because as we mentioned before we LOVE your pencil sketches, so can you tell us about what tools you use for Traditional, brand of pencils, exact knives etc and then separately for digital, what model tablet, computer, programs etc?





Magion02: For traditional art, I normally use 2b wooden pencil by *Faber Castell/ Staedler* and sharpen with a standard economical cutter. For mechanical pencil though, I prefer using *Pentel's graph series*. As for erasers, I usually go for *Pentel* as well and *Mono's*. To be honest, there is no particular brand of tools that I'm overly attached to for traditional art. As long as they feel comfy in the grip of my hand, then I can have a good drawing session.

Digital wise, I'm currently using a *Wacom 22HD* on *Windows 7+Photoshop*.

Urban-Muse.com: What is your process like? Where do you like to work? In your house, apartment, cafe, outside, what do you do to get into the mood to sit down and draw/paint? Maybe some special kind of music you listen to?

Magion02: I like to work in a place where I can seek balance anytime and that would be at home. When I say balance, I mean peace when I work and greenery when I relax. I live in a "country side"ish environment and that really blends well with the nature side in me. So when things start to stress me out, I will take a short break outside of my home where all the greenery is, and that always eases the steam in my mind. I listen to whatever music that feels right for the art I'm working on.

Urban-Muse.com: Do you have any specific brushes or plugins you use that you would recommend?

Magion02: Hmmmmmmmm... I'm not sure but I think I will release some of my personal custom brushes in the future!

Urban-Muse.com: And finally Virtual Reality, recently re posted a 360 VR image you did in the "*Magion02 Art Gallery*" our fans really loved it and it got



reblogged a few hundred times, it seems to me like Virtual Reality and maybe even robots is likely in your future? It seems like these "*Ms. Assistant*" characters you've been creating could translate very well into synthetic humanoids that people could interact with so "*Ms. Assistant*" REALLY could be your assistant or something, either a VR experience like Sony's recent VR school girl tutor game, or maybe even in the future an actual android? Is this something you think about and would like to do if given the chance?

[View this 360 VR "Ms. Assistant" experience here. \(Click\)](#)

Magion02: To be honest, I didn't expect it to be that popular haha! I've never thought of going that far to make a legit VR assistant. But the reason why I made it in 360 form is to allow my supporters to submerge into the *Ms.assistant* world and to allow them to catch each of the character's personalities first hand. For example, in the 360 image if you turn 180° to your back you will notice how "playful" assistant *Hyuna* is who's trying to pull a scare prank on the viewer while assistant *Kyoko* who is right next to her tries to stop her from such act (Even though she seems to be enjoying it too.) it almost feels like something a real person would do right? So yes, if given the opportunity I would love to produce or to see my characters somehow intractable in VR because that would make them even believable.

*The more mistakes I make,
the more I know what to do
in the next piece.*

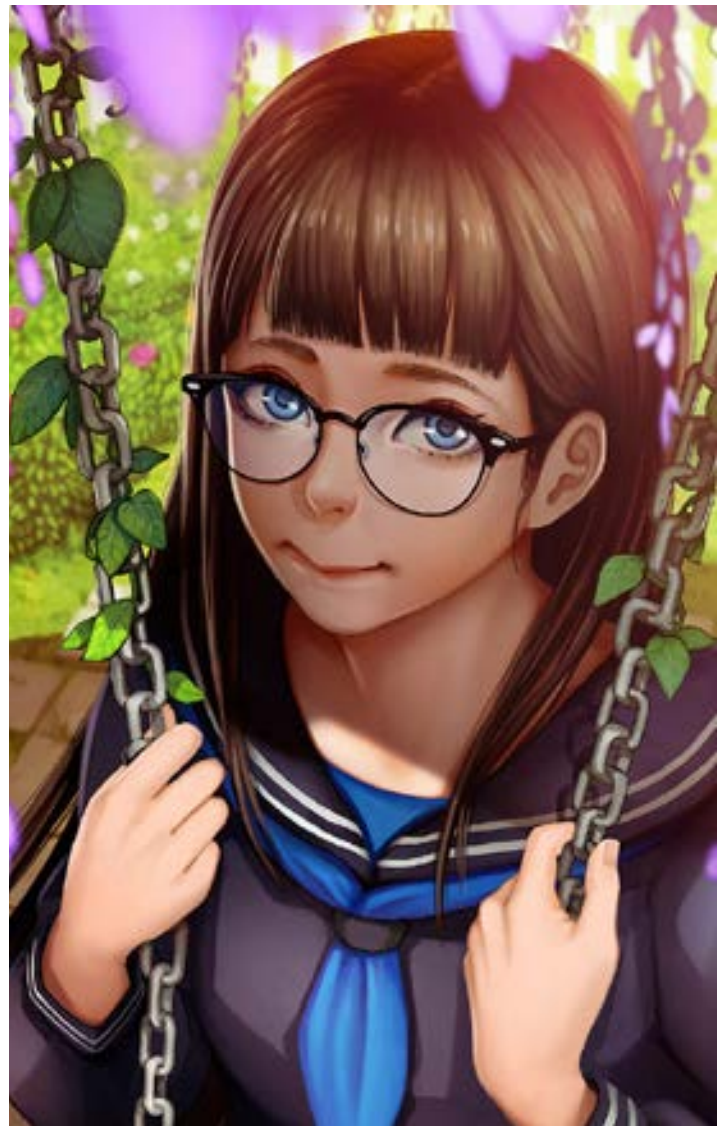














ms-assistant



supports from my supporters!

Urban-Muse.com: This is a big question for this issue, but how do you deal with artists block? What do you do when you know you should be creating something, but the ideas just won't come? How do you find the inspiration?

Magion02: Artist block is one of the things that is inevitable no matter how good you are in art. To overcome that, I usually take a break, go for a walk, watch Anime or play my favorite game. Basically, do things that you "enjoy" as an "artist" and eventually it will light up the bulb in your head (Literally, do the things that I mentioned earlier) and it usually won't take long.



Urban-Muse.com: Has there ever been a piece that you REALLY struggled with? What did you do? What did you learn from that experience?

Magion02: Honestly, every single "Ms.assistant" piece that I did was a struggle. The more mistakes I make, the more I know what to do in the next piece. But then, that doesn't mean the next piece is going to be easier because there will always be new obstacles that appears. If you are struggling and feel stuck at some point, my advice would be to accept that you are struggling, because you are most likely lacking of skills. Accepting your own weakness is the best way to move on from the struggle because only then, you are more open to seek help from better artist friends or just learn from tutorials. It helps me improve faster.

Urban-Muse.com: You're on many art sites and social media outlets, including Patreon, which has been most important to you? Which are you most popular on? Which has been most important to building your fanbase and interacting with those fans?

Magion02: I think I'm getting more supporters on *Instagram* and *Facebook* comparing to other social media outlets therefore they've been quite important to me because that's where I can interact and receive most feedbacks and

Urban-Muse.com: Speaking of *Patreon*, how have you liked it? You seem to be doing really well and providing some great content, *Urban-Muse* is obviously using it as well and I've personally found it really motivating to know that people care enough to drop a few bucks to help us out. What do you think of it?

Magion02: Thank you! About *Patreon*, I'm not promoting it too much at the moment due to limited content. I literally just post my PSD+Stepbysteps+Videos of the only many illustrations I can produce in a month as the reward. But I'm very grateful that there are still quite a number of people who are willing to spend their money on my *Patreon* page despite the low amount of content.

I may not be earning as much as other creators out there but still, I'm very grateful that I'm able to make at least a hundred dollar a month (couple hundred if I'm lucky) and It has been a great support to me financially especially this couple years where I was able to use the sum to ease some of my monthly bills! For those who are reading this, if you are supporting/supported me on *Patreon* I would like to say **THANK YOU SO MUCH!**



Urban-Muse.com: When I was putting this together I realized just how many of your girls wear glasses, in fact most of your pieces all have a "glasses version." I am a big fan of glasses as well and *Urban-Muse* has a long history of having very popular glasses posts. I also noticed you don't wear glasses yourself but seem to love them, the same goes for me!

Magion02: You are into glasses too? Well, you and I should have a drink together sometime! Haha, I've always been amazed with how much of a difference a glasses can change a person. One and without really shows a different personalities as if there are 2 different persons! It's always fun to experiment by creating 2 different version for all my characters and to see what the viewers have to say about it. There are times where they can see a



Himawari
Ms.Assistant 17

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Kaede

21

Ms.Assistant

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unique personality on the character with glasses on comparing to one that is not wearing any or vice versa which I can't see myself and to me, that is really interesting. So yeah, **GLASSES FTW!**

Urban-Muse.com: How do you find balance in your personal life as it relates to art? Do you set time out of your day to create?

Magion02: I work from 10am-10.30pm (with couple of breaks in between) every day and head to bed at 1am. Working longer than that will expose myself to health issues which I want to avoid at all cost.

Urban-Muse.com: Are there any external factors that might help you become a better artist? Sleep schedule, diet / exercise, relaxation techniques, relationships with friends romantic or just friendship? Do you think these things are important to being a balanced human being and then a good artist?

Magion02: To be honest, I actually spend more time drawing than doing all the other things you mentioned. I'm not the fastest artist when it comes to speed so I need all the time I can have in a day in order to complete an artwork hence less time participating in other activities. But at the same time I do think it is import-

ant to have a good balance in order to keep the stress level under the line because I've been where I neglected my other life activities such as exercise, meeting friends stufflike that and that has done a terrible impact to my health where I had to take a long break in order to heal up. Ever since then, I try to exercise every day to keep my body as healthy as possible (Eating right too). I'm not the social type of person so I'll usually go out meeting friends like once every 2-3 months and I can live with that. Most important of all, do your best in work but also know your limit! Healthy body equals better production.

Urban-Muse.com: What would you say to an artist who wants to get better?

Magion02: Stay humble, be kind to one another, lower your ego, work hard and work smart.

Urban-Muse.com: What would you say to an artist who is struggling and perhaps wants to give up on art for whatever reason? Maybe it's too hard, maybe they don't think they're good enough? Everyone has probably felt like this at some point? How do you find the strength to persevere?

Magion02: There's always a reason behind such mindset, try sit down and pin



MAGION02









"Be grateful for every struggle you have faced. The struggles you are fighting now will be the strength you need in the future. No pain. No gain."

down those reasons and overcome it. For example, let's say you think that you are not good enough, ask yourself why do you think that? Are you comparing yourself to another artist (again)? If so then you need to understand that every artist has their own pace in climbing those hills of obstacles and you have your own. You won't be able to live the exact same "success" as theirs simply because you are walking on a different path. You may mentally reference other successful people as motivation, but not to do exactly like them because things that worked for others doesn't mean it will work for you. Work at your own pace and like I said before, work hard but work smart and be grateful for every struggle you have faced. The struggles you are fighting now will be the strength you need in the future. No pain. No gain. Also remember to take a break to avoid burn out, because that's when negative mind set normally kicks in.

Urban-Muse.com: Did you go to art school? How did you learn to draw and paint?

Magion02: I went to an art university for a year after graduating high school for the foundation, but then I realized that my family couldn't afford the fees and stuff so I quit after that. From there on, it's all self-taught via experience and tutorials online.

Urban-Muse.com: If you could talk to a younger version of yourself knowing what you know now what would you say?

Magion02: I probably have the worst ego when I was younger so I would first, slap my younger version and then say "You may have a big passion and dream but there always someone better than you. Stay humble and learn from others."

Urban-Muse.com: What can we expect from

Magion Zero Two in the future? Do you have any future projects lined up? Do you have some specific goals for yourself and your work?

Magion02: I do have an art book coming soon and once that's done I'm planning to work on my *Ms.assistant* manga and some other projects which I can't say at the moment!

Urban-Muse.com: What do you think the future of art holds? What do you think society can do to help artists? What technological advancements could be made to help advance art further into the 21st century?

Magion02: With all the high tech influences nowadays I think people are getting used to digital art due to much simpler techniques with all the new short cuts and that only means more expensive gadgets. So funding your favorite artists is the best way to help as it keeps them going.

With that being said, from another perspective of mine, art can only get better visually as technology advances, but it will never be comparable to what is produced traditionally. Technology shall be used to preserve the fundamentals, not replacing them.. I hope it makes sense LOL.

Urban-Muse.com: Thank you so much for being a part of this Magion02! It's a pleasure to have you in this issue!

Magion02: Thank you so much for having me! I wish Urban-Muse all the best and keep supporting indie artists! You guys rock!



Social Links

artstation.com/artist/magion02

youtube.com/user/magion

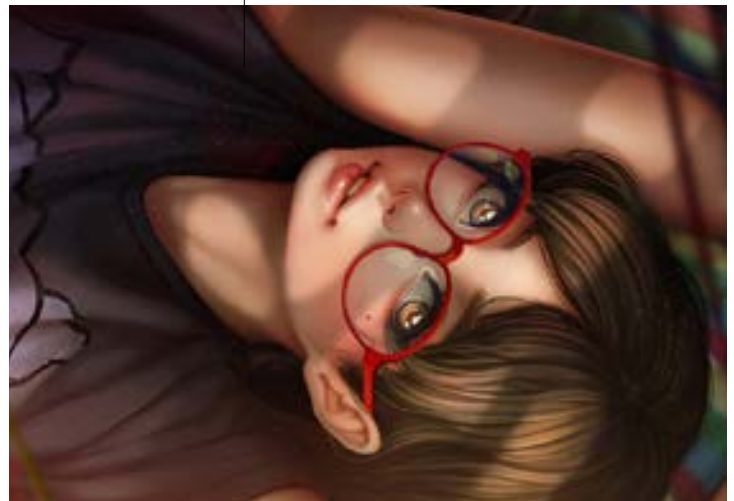
instagram.com/magion02

facebook.com/Magion02

patreon.com/magion02

magion02.deviantart.com

magion02.storenvy.com





Misa
Ms.Assistant 02
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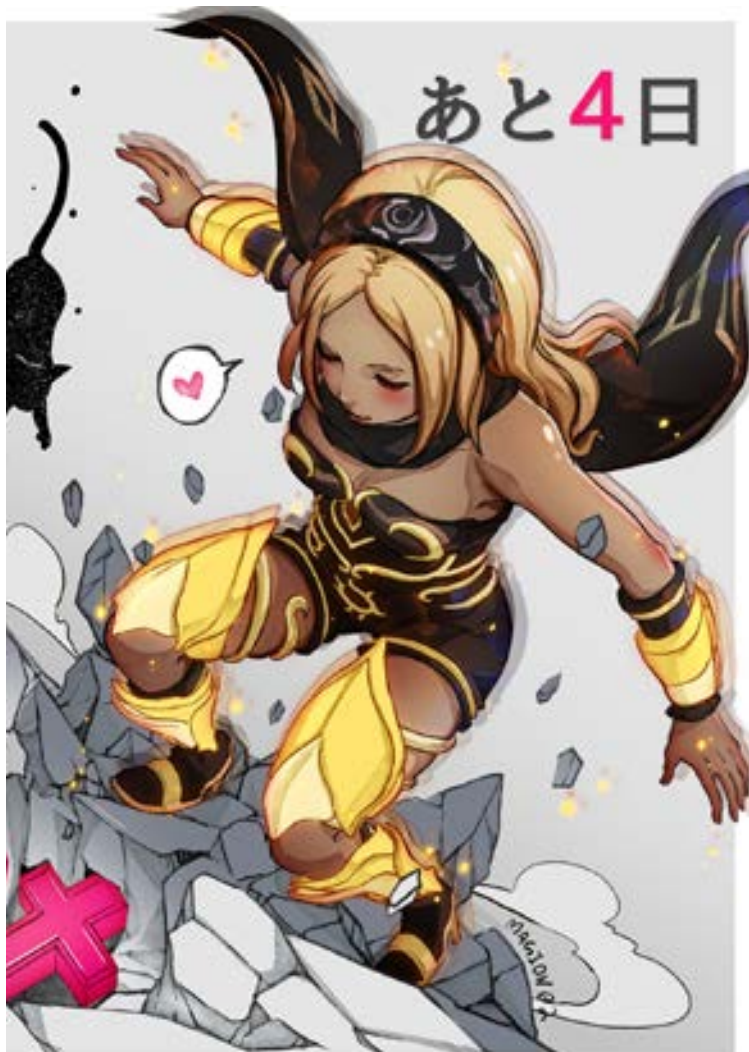
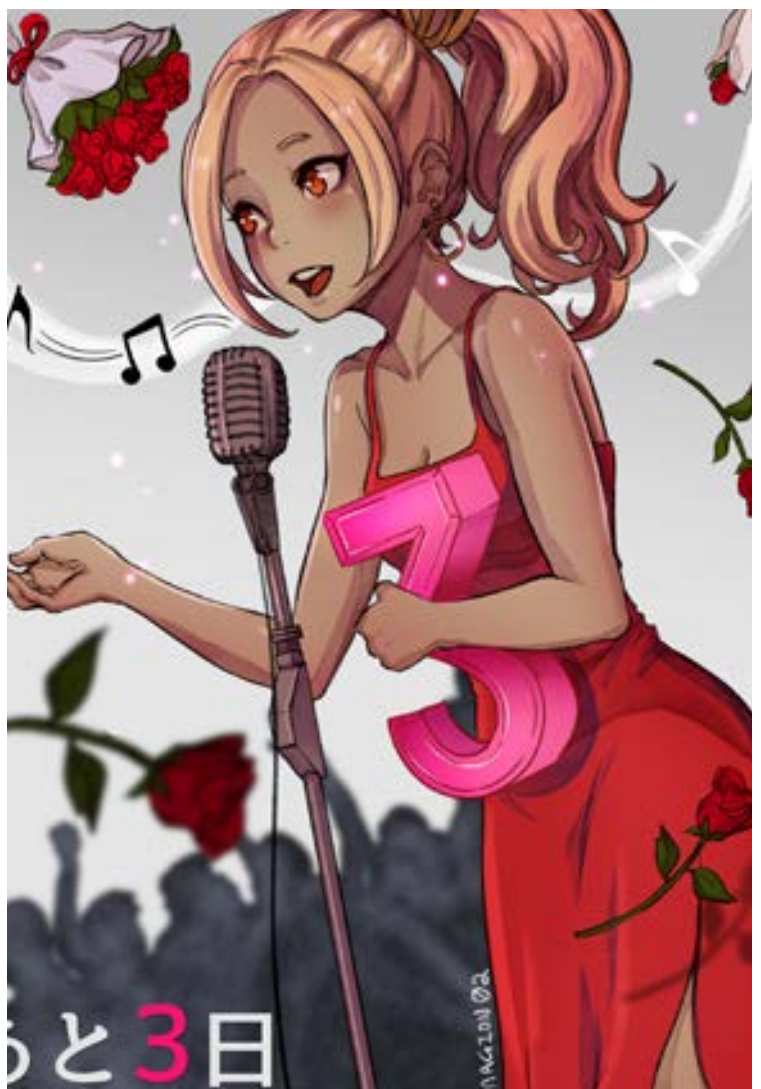
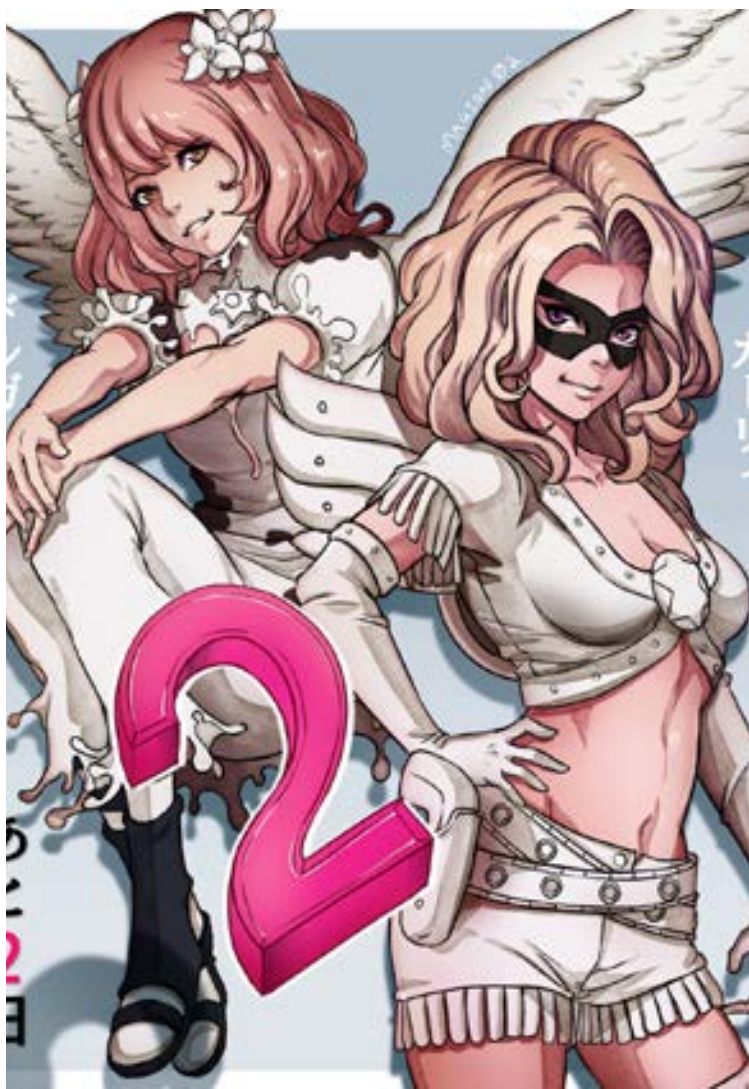
















MAGALON02



MS.ASSISTANT



MS.ASSISTANT









wataboku



Wataboku is a big deal. When Urban-Muse posts a Wataboku piece it's usually the most popular post of the day, or even week. Wataboku is one of the best, most talented, and most popular artists in the world right now. When I started the Urban-Muse Magazine project I wanted to highlight the absolute best artists in the world as well as young artists on the rise. Wataboku is the best of the best and we're absolutely honored to get the chance to talk to him and feature him on the cover of this issue!

Working with Wataboku to make this issue/interview possible has presented it's own share of obstacles because wataboku is more comfortable writing in Japanese he submitted his responses in Kanji. I don't speak Japanese so this was a problem, I could have fed it into Google Translate and gotten out a jumbled mess but that wouldn't have been a



good experience for the Urban-Muse fans (mostly English speakers) reading these magazine issues. Luckily I had an ace up my sleeve, his name was Brendan Cross one of my in-real-life friends who was a Japanese Major in college and spent time living in Japan himself, I asked him if he'd help translate these questions, and he graciously obliged!

What follows is a three person team effort with lots of messages across the world over the past 2 months that made this possible. Enjoy!

*Japanese to English Translation by
Brendan Cross*



Urban-Muse.com: You are a Japanese artist. Japanese has a long history of fostering and nurturing thousands of really important artists throughout the years. How do you think living in Japan and its heritage has affected you and your work? For our readers, what can you tell them about what it's like to be an artist living in Japan?

wataboku: I believe it's well-known, but in Japan there exists the culture of "manga". From a young age, I had many opportunities to be moved by its drawings. Starting with **AKIRA** and **Ghost in the Shell**, I went on to take numerous such influences from manga.

Actually, my father was a manga artist, but he lost his job around the time I was

"My Father was a manga Artist."

"I'm Drawing a character who projects all those sentimental feelings from head to toe."

old enough to be aware of such things.

It's a marvelous line of work, but I feel it's also a very harsh world to live in.

Urban-Muse.com: I don't think we can go much further in this interview without addressing the idea of "schoolgirls." You art focuses heavily on Schoolgirl imagery. Can you talk a bit about your obsession with them, and what It is about that aesthetic that draws you to create art based on that style of fashion, and female? You've often called your work "Nostalgic Schoolgirl" is this a personal nostalgia perhaps from your younger days? You have often explained this as saying they are the "Girls I cannot touch are my dreams, are my dreams and idols." Can you tell us more about this? When did you start doing art based on



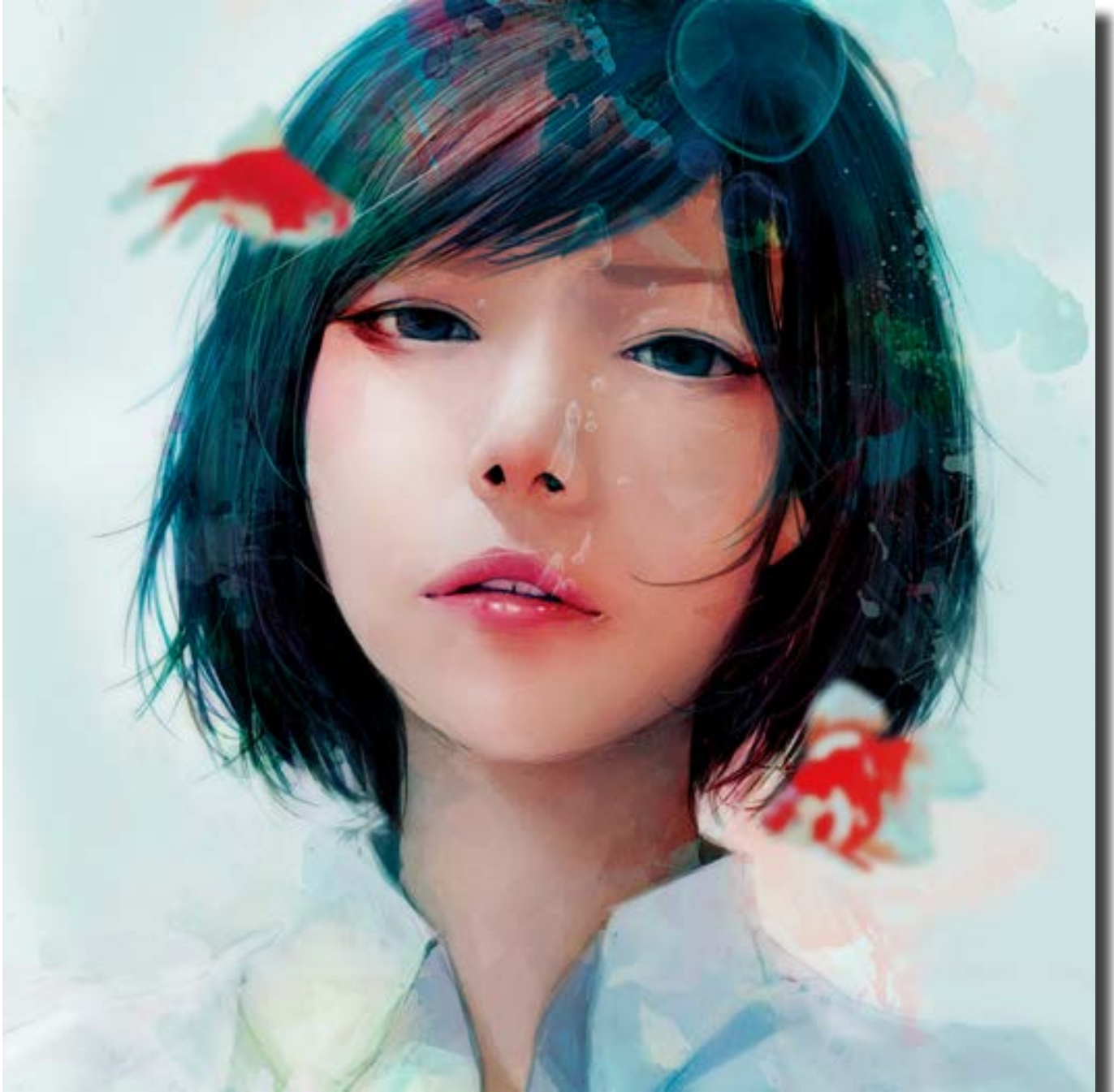
schoolgirls, was it always like this or did you just decide to focus on them one day?

wataboku: Well, if you're wondering why schoolgirl imagery and shōjo really clicked with me, I feel it stems from the period in my life when I first fell in love. Those student days were a very revolutionary and special period of my life, upon which I constructed my aesthetic sense of music and the arts.

The scent, the air, and the feeling of those times are still the criteria I use to measure what's personally pleasant. It's not that my works are drawings of any one person in particular, rather they're based on my personal reminiscences and memories from those times; I'm drawing a character who projects all of those sentimental feelings from head to toe.

Urban-Muse.com: Looking

over your website you have been involved in many commissions, for art for Advertising campaigns, products, album covers, and even portrait art for a *Hulu Japan* show about schoolgirls "*Keyabingo.*" That TV show sounds like the most interesting one because you created a large series of girls based on its actresses with orange backgrounds, this seems perfect for your style of art because it was very similar to what you were already doing



anyways. How did this job happen? Did they seek you out? How was your experience? The girls themselves seemed to like it as well!

wataboku: Many of my works are drawings of shōjo and schoolgirl imagery, so I receive many commissions to draw idols and women.

Not to mention that illustrations of girls are becoming quite popular in Japan.

Honestly, I can also draw men, but I like to leave that side of the commissions to individuals who have that as their specialty.

If I want to eat curry, you know, I'll go to a curry restaurant, not just any restaurant.

Keyakizaka46 is the idol group that is most influential in Japan right now, so I asked them over and over, "please let me do work for you!"

Urban-Muse.com: Aside from the clear influence of schoolgirls on your work, what other things influence your work? Who are your favorite artists? What are your favorite movies? What are your favorite Manga/Anime?

wataboku: *Inio Asano, the movie*

"tokyo.sora", the Taiwanese movie "Tropical Fish", and films directed by Shunji Iwai. Yoshitomo Nara. Katsuya Terada. Ly. Shūzō Oshimi. Hiroya Oku. Bill Traylor. Charles Anastase. Tetsuya Ishida. I have many people who influence me.

Urban-Muse.com: What of your personal pieces has been your absolute favorite?

wataboku: My favorite is always my most recent piece!



Urban-Muse.com: Of all the commissions and projects you've worked on which has been your favorite? *Keyabingo*? *Roland*?

wataboku: They all are my favorites, but *Keyabingo* is the most recent of my works and has been the most challenging, so I want everyone to see it!

Urban-Muse.com: You recently published your first art book! Congratulations! Was this self-published or did a publisher approach you to do it?

wataboku: Thank you very much!

I received an offer from the publisher *Pony Canyon*. I'm extremely grateful toward each and every one of the publishing staff, the collaborating artists, and those who purchased the book!

Urban-Muse.com: As far as we can tell you've been involved with 3 live exhibitions of your work so far, can you tell us how it was when you started showing your work to real live human beings in person instead of just faceless people on the internet? It must have been great to interact with your fans in person? How else was this experience for you?



wataboku: I always show my work to the public through the internet, so to actually be able to discuss my work with those viewing it in person was a fresh and very precious experience for me. I still have some exhibitions for this year planned, that I'm very much looking forward to. My field of view is still confined to Asia, but one day I would like to come see Europe and America. That might be getting a bit ahead of myself...

Urban-Muse.com: What are your tools of the trade? You primarily seem to work in dig-





“One day I would like to come see Europe and America. That might be getting a bit ahead of myself...”

ital, but you also do lots of pencil sketches as well. This is a fairly common question from random commenters. Things like what tablet do you use? What program? Operating System? Brand of Pencils, supplies etc.

wataboku: While I use things like mechanical pencils and pencils, I fundamentally use photoshop CC to go from a rough sketch to the final draft. I use both a graphic tablet, the *Wacom Cintiq 13hd*, and an *iMac*.

The procedural order of my working process is to go from rough sketch -> *coloring* -> *finishing touches* -> *effects*.

Urban-Muse.com: Do you have any specific brushes or plugins to recommend?

wataboku: I don't use plugins. For brushes, a normal brush. Otherwise, just the two standard pencil brushes recently put in photoshop CC.

Urban-Muse.com: What is your working process like? Where do you like to create? A certain part of your home? Office? Desk? Maybe you go outside to draw? What kind of music do you listen to while you work?



“It's important to never let yourself be satisfied.”

wataboku: I work in my design office. I usually am doing my design work and illustration work both at the same time.

I listen to music everyday! I listen to many Japanese artists, but I really love American and English Punk/Emo bands from the 90's like: *Leatherface, Broccoli, Hot Water Music, Texas Is the Reason, Jets to Brazil, American Football, Get Up Kids, Mineral, Jimmy Eat World, etc.*

Urban-Muse.com: A big question we've been tackling with this issue is how do you deal with artists block? When you just can't think of any good ideas? How do you get past this and find the inspiration you need?

wataboku: I get inspiration from people I meet through work, and the general atmosphere of the place.

From new works of my favorite artists, from artists I'm just getting to know...

It's not often that my environment or aesthetic perception dramatically changes, so anything that allows me to see with fresh eyes and hear with fresh ears is good material for inspiration.

If you go on outings by yourself, you'll find many impressions will spring to mind.

Urban-Muse.com: You're on most of the Social Media Networks and art sites, which one has been the most important to you in terms of popularity and connecting with your fanbase?

wataboku: In the old days, the only one I was ever on was deviantart. However, in 2015, my deviantart fans encouraged me to start using the other services (Facebook, tumblr, Instagram...). As soon as I did that, I started getting even more people than on deviantart viewing my works. I should've done it sooner, right? I regret that a bit.

Urban-Muse.com: What would your advice to young artists who want to get better? So many artists that read Urban-Muse probably dream of one day being on your level. What would you say to people like that?

wataboku: This could work as advice to





myself, too, but it's important to never let yourself be satisfied.

For example, you can look at someone whose goal is to draw a picture in a day, and you can look at someone whose goal is to draw a picture in a week. The latter is going to do overwhelmingly better.

The reason for this is that you can work your job while you revise your picture over the duration of that week.

It's important to move your hand, but it's also important to take things in with your mind.

Urban-Muse.com: Somewhat related to the previous question, but sometimes artists go through periods where they just want to give up on art altogether. Have you ever felt like that? What

would you say to an artist who feels like they might want to quit, but maybe just needs a little encouragement? How do you find the strength to persevere even when times are tough?

wataboku: While my father quit being a manga artist, he would often draw pictures at home.

There are many ways to maintain a relationship with art,

If you're having a difficult time, I think it's not a bad thing to take some distance. I love art, too, but if it came to be that as a father I couldn't make enough time for my precious wife and children, I might then lose the time for drawing.

Urban-Muse.com: How has education affected your work? Did you go to college? Where? What did you study? Did you go to art school or are you self taught? How has it affected your work?

wataboku: I graduated from the Art department in my university. I studied design, and others in my department studied design, but most of the students were drawing art.

The artist *Marumiyan* was an older colleague, and *Kyne* was a younger colleague.

The author of *Naruto*, *Masashi Kishimoto*, was also at my same school.



Urban-Muse.com: What are your goals and outlook for the future? More books? More Shows? What else?

wataboku: I want to try and draw a manga.

Urban-Muse.com: What do you think the future of art for the world looks like? What kind of changes do you see happening in society that could affect art and artists? What kind of Technological Advancements could make artists lives easier? What do you think the art world will look like in 20+ years?

wataboku: I sense at the moment there is a large dividing line between the art culture born from the internet and “real” art culture.

Digital art is data, after all, and is generally treated as of lower value.

20 years from now, I would like to see the general appreciation of digital art improving, as the craft itself and the value system around it progresses.

Urban-Muse.com: Thank you so much for being a part of this Wataboku. This was a real honor for me, and for Urban-Muse. Thank you from the bottom of my heart!

wataboku: Thank you very much as well! I’ll always appreciate it! **URBAN-MUSE** is the best!



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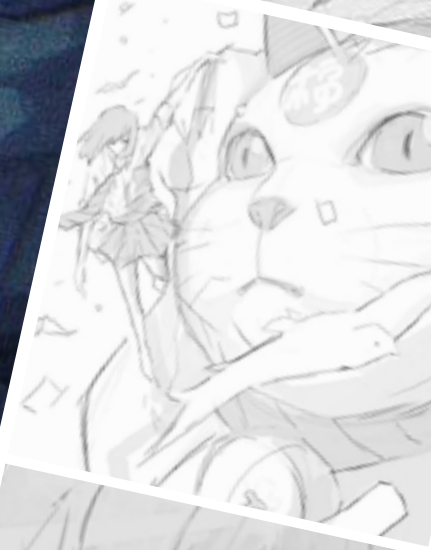
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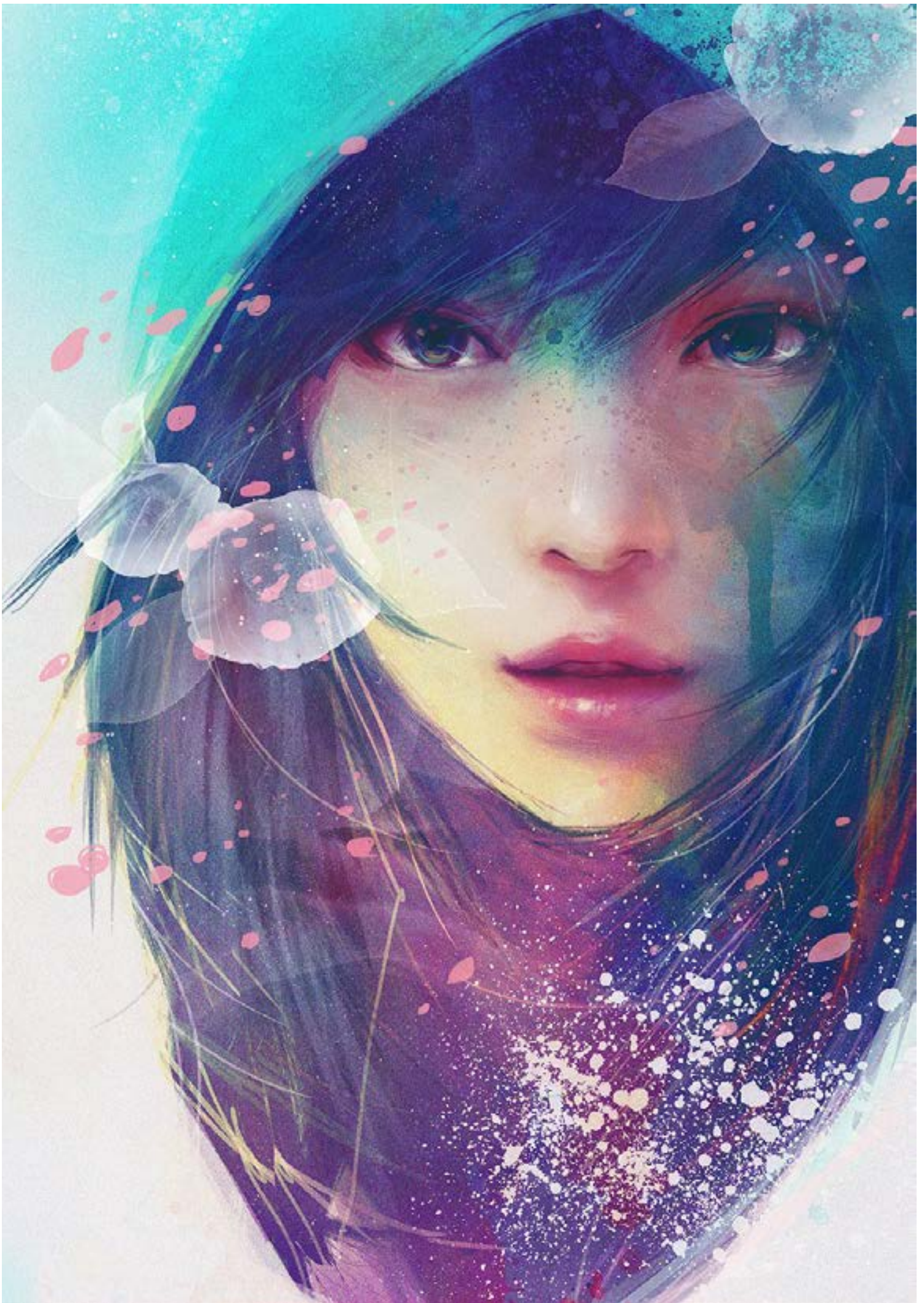
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