

Contributors
index



ed Basha
nce, Italy)

6-9

www.alfredbasha.com
book / twitter / instagram
alfredbasha

-based artist Alfred Basha,
was born in Albania, says that
inner world is "full of surreal
actions and metamorphosis"
that he "shapes imaginary
es, chosen for their intrinsic
primordial expressiveness,"
g mainly black ink, pen and
er.



ony Neil Dart
ite, Washington, US)

10-13

anthonyneildart.tv
ontwerp.tv
gram.com/anthonyneildart



BlindSalida
(Nîmes, France)

page 16-17

http://blindsalida.fr/
behance.net/blindsalida
linkedin.com/in/blindsalida
twitter.com/blindsalida

"BlindSalida" is the present
pseudonym of French illustrator
and designer "Yann", who began
his career nearly a couple of
decades ago, becoming a senior
art director with TriBeCa. It was
then that he began working under
the pseudonym "BlindSalida" and
collaborated with agencies such
as Leo Burnett, Ogilvy, BBDO and
Young & Rubicam, creating ads
for a roster of clients that included
Samsung, Orange, Coca-Cola,
Honda, Gillette, Sony Playstation,
Head & Shoulders, PSA Peugeot,
Renault and AOL. His ads and
artistic endeavours have been
featured in a number of prestigious
printed publications. Aside
from illustrations, he also does
infographics, line, landscapes,
isometrics and portraits. From bold
minimalist graphics to overlapping
layers, from geometric patterns to
explosive flat colours, he is always
re-inventing himself.



Antia Carbajo
(Pontevedra, Spain)

page 14-15

www.antiacarbajo.com
instagram.com/antiacarbajo

Antia Carbajo is a multi-disciplinary
designer whose work is focused
on a combination of design, art
direction and photography for
developing visual compositions,
illustrations and graphics. Inspired
by bright colours, urban art,
fashion, dynamism and music,
she loves to experiment and is
always open to collaborate with
other designers or artists, bringing
creative concepts to life.



Daniel Aristizábal / Lazy Eyes
(Medellin, Colombia)

page 24-25

http://lazyeyes.cool/
www.danielaristizabal.net
instagram.com/darias88
facebook.com/darias88

Daniel Aristizábal is an art director
and digital artist working across
the fields of arts, fashion and
entertainment, bringing forward
new technologies to create
"stunning and inspiring" artworks.



Daniel Savage
(Los Angeles, US)

page 26-29

http://somethingsavage.com/
instagram.com/somethingsavage
twitter.com/somethingsavage

Daniel Savage's work can be found
at the crossroads of illustration,
graphic design, animation and
motion design. He has been
recognised by the ADC Young
Guns, Webby Awards and Society
of Illustrators to name a few. He
has taught at SVA and NYU,
and created the film festival, Yule
Log 2.0.



David Doran
(Falmouth, Cornwall, UK)

page 30-35, 160

http://daviddoranco.uk/
instagram.com/daviddoranco_uk
twitter.com/DavidDoran_uk
daviddoranco.tumblr.com

David Doran is an award-winning
illustrator based in Falmouth, UK.
From his studio by the water,
he works across a variety of
contexts with international brands,
magazines, newspapers and
publishers, creating illustrations
of all shapes and sizes. He has
enjoyed working on editorials for
The New Yorker, *New York Times*
and *The Guardian*, and advertising
campaigns for Apple, Nespresso
and BAFTA.



the drasik studio
CREATIVE HUB

The Drasik Studio
(Barcelona, Spain)

page 36-37

www.drasik.com
www.thedrasikstudio.com
facebook.com/drasikstudio
instagram.com/drasik_studio
behance.net/drasik
vimeo.com/thedrasikstudio
linkedin.com/company/709888

The Drasik Studio is an
independent multi-disciplinary
design studio based in Barcelona,
Spain since 2009. It specialises in
all kinds of creative solutions, from
graphic design and illustration to
animation and art direction. It has
worked for clients such as Adidas,
Damm, Audi, P&G, Nike Global,
Dewar's White Label, Infrinti, Seat,
Honda and Antonio Puig Perfumes
among others.



Eikanodata
(Barcelona, Spain)

page 38-39

www.eikanodata.com

Eikanodata is a global information-
design agency based in Barcelona,
Spain, that partners with clients to
"craft high-quality visual content
that conveys information in
engaging, beautiful and innovative
ways".



Facultative Works
(St. Petersburg, Russia)

page 40-41

http://facultative.works/
facebook.com/facultative.works
instagram.com/facultative.works
ello.co/facultativeworks
facultative-works.tumblr.com
soundcloud.com/facultative-
works

Facultative Works was founded
from the idea of working only
with experimental and fascinating
projects during free time for fun.
After a while it turned into a more
significant studio, but the main
approach to work didn't change.
The studio adopts an holistic
approach to design by working in
different fields, such as illustration,
identity, sound, editorial and
furniture design.



Guillaume Cornet
(Paris, France / London, UK)

page 42-45, back cover

www.guillaumeornet.com
facebook.com/mrguil
instagram.com/guillaumeornet
twitter.com/guillustration

Guillaume Cornet is an artist
working with illustration and
painting, "exploring notions of
abstract geometry, influenced
by surreal perspectives plus
architecture, to construct
sometimes monochrome but
mostly colourful and vibrant visual
spaces". His work tends to be filled
with intricate characters positioning
themselves in unexpected
geometrical environments.
Creating a humorous visual
language, he frequently depicts
unusual and bizarre situations.

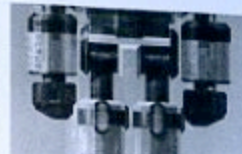


Icinori
(Paris, France)

page 46-51

http://iclinori.com/
instagram.com/_iclinori

Icinori are Mayumi Otero and
Raphael Unwiler, a duo of artists
whose collaborative efforts have
seen them illustrate, design, print
and publish works across a range
of mediums. They experiment
and develop their passion for
design, image and form in
various commissioned projects
(magazine illustration, animations,
poster design) as well as in their
publishing projects, which have
seen them produce over 30 books.



James Gilleard Illustration/
Animation
(Leeds, UK)

page 51, 52-57

www.jamesgilleard.com
behance.net/jamesgilleard
folioart.co.uk/illustrator/james-
gilleard/

An illustrator and animator from
the UK, Gilleard has been working
in the industry for around a dozen
years and working as a freelance
illustrator for five. He studied at
Kingston University where he
graduated with a degree in
illustration and animation. He then
moved into production houses to
pursue a career in animation before
working at games companies
focusing on app development for
kids. During this time he worked
on personal illustration with a view
to getting an agent, which he
did in 2011 when Folio agreed to
represent him.



John Fellows
(Crested Butte, Colorado, US)

page 58-63

http://johnfellowsart.com/
instagram.com/fellows56

John Fellows is an illustrator/
designer/artist based in the
mountains of Colorado. His
signature "contemporary folk" style
weaves together hand-carved
block prints, found paper and
maps to create an old, hands-
on look and feel. Travel and the
outdoors are major influences on
his work and these themes can be
seen in projects for clients across
the outdoor industry such as
Patagonia, Smartwool and Element
Skateboards.



John Holcroft
(Sheffield, UK)

page 64-67

www.johnholcroft.com
[linkedin.com/in/john-holcroft-3a4a0135](https://www.linkedin.com/in/john-holcroft-3a4a0135)
[fb.com/john.holcroftillustrator](https://www.facebook.com/john.holcroftillustrator)
[instagram.com/johnholcroftillustrator](https://www.instagram.com/johnholcroftillustrator)
twitter.com/John_Holcroft
[behance.net/johnholcroft](https://www.behance.net/johnholcroft)
[theso1.com/folios/johnholcroftillustrator/](https://www.theso1.com/folios/johnholcroftillustrator/)

An illustrator for over 20 years, Holcroft is based in the UK but has clients from around the world. His work is mainly editorial, but he has illustrated books, ad posters, and other media. Past clients include: *The Guardian*, *FT*, *Telegraph*, *Times*, *Radio Times*, *Walker Books*, *Experien*, *Reader's Digest*, *The Economist*, *TES*, *New York Times*, *The Wall Street Journal* and *Honda*.



Jon Juarez / Harriorihar
(San Sebastian / Spain)

page 68-71, cover

[harriorihar.myportfolio.com](https://www.harriorihar.myportfolio.com)
[behance.net/harriorihar](https://www.behance.net/harriorihar)
[tumblr.com/harriorihar](https://www.tumblr.com/harriorihar)
[facebook.com/harriorihar](https://www.facebook.com/harriorihar) / twitter.com/harriorihar

Jon Juarez says of himself: "I was not raised by wolves... but it would have been cool. Pencils, pens, technology dragged me towards civilisation, they slammed me against it, against numbers and letters. Now, in revenge, I write words, scrawls and chaos, until those tools of hell return me to my wild state."



JOSE MENDEZ

Jose Mendez
(London, UK)

page 72-75

www.josemiguelmendez.com
[instagram.com/jmiguel_mendez](https://www.instagram.com/jmiguel_mendez)

Jose Mendez is a Spanish illustrator and artist based in London. Originally from Madrid, he took a degree in graphic design, finalising his studies in Paris in 2012, and he did a master's in animation at the University of Arts London. For the past three years he has been developing creative projects in New York, Los Angeles, Miami, London, Tokyo, Spain, Melbourne and Bali. His work is characterised by a colourful palette, bold shapes, wavy lines and great use of contrast.



Josh McKenna
(London, UK)

page 76-78

www.joshmckenna.co.uk
[instagram.com/jshcmck](https://www.instagram.com/jshcmck)
twitter.com/jshcmck

London-based illustrator Josh McKenna uses asymmetric layouts, seductive curves and often oversized characters to create a world with a strong, distinctive colour palette. Inspired by sunny coastal scenes.



Kadavre Exquis
(Paris, France)

page 79

www.kadavrexquis.com
[facebook.com/Kadavrexquis/](https://www.facebook.com/Kadavrexquis/)
[instagram.com/kadavre_exquis/](https://www.instagram.com/kadavre_exquis/)

Kadavre Exquis is a French graphic designer and animator born in the late 1960s. He has been working in the music and film industries since 2013. He has worked for various artists including Skrillex, The Chainsmokers and Jack U.



Katarzyna Surman - Puszc
(Sędziszów Małopolski, Poland)

page 80-83

www.katarzynasurman.com
[instagram.com/katarzyna_surman_puszc](https://www.instagram.com/katarzyna_surman_puszc)

Surman is an illustrator and graphic designer who says that she "loves new challenges and travelling". For three years she has run her own graphic studio, "working with people from around the world". "For me," she says, "creativity and truth are the most important in creation."



Kayankwok
(Hong Kong)

page 84-85

cargocollective.com/kayankwok
[instagram.com/mskayankwok](https://www.instagram.com/mskayankwok)

Kayankwok is an artist and art director based in Hong Kong. She has been working with different media in her art pieces, including oils, watercolour, digital collage, video, projection installation and interactive installation.



Kausha Iwazcool
(Moscow, Russia)

page 86-89

[behance.net/iwazcool](https://www.behance.net/iwazcool)
[instagram.com/iwazcool](https://www.instagram.com/iwazcool)

This Russia-born illustrator graduated from Moscow State University of Printing Arts, going on to work for Streka KB before becoming a full-time freelance, with a focus on digital and animation. He has joined the Viuga Bureau, a new illustration agency, and says he is "a big fan of minimalism and simple geometric shapes", but likes "something complex with abstract composition, rhythms and details". He adds: "I believe in the power of irony and the moment when the illustration makes you look at commonplace things from a different angle."



Lucy Sherston
(Brighton, UK)

page 90-91

www.lucysherston.com
[instagram.com/lucysherston](https://www.instagram.com/lucysherston)
twitter.com/lucysherston

Lucy Sherston is a freelance illustrator and artist who creates "playful compositions that seek to evidence the human hand". Fuelled by a love of drawing and a hunger to learn, she says she aims to capture a sense of celebration in her designs.



Marcus Walters
(Stroud, United Kingdom)

page 92-95

www.marcuswalters.com
[instagram.com/marcuswalters](https://www.instagram.com/marcuswalters)
twitter.com/mmarcuswalters

Marcus Walters heads up a design and illustration studio creating "beautifully simple and enduring images for clients across the world".



Mario Felipe / IAOU
(Santiago, Chile)

page 96

<http://iaoue-estudio.com/>
[facebook.com/holamariofelipe](https://www.facebook.com/holamariofelipe)
[behance.net/mariofelipe](https://www.behance.net/mariofelipe)
[instagram.com/iaoue.estudio](https://www.instagram.com/iaoue.estudio)

Mario Felipe is an artist and designer from Santiago in Chile. His style is a mixture of art and graphic design, characterized by creating series with clean shapes and basic colours. He spent three years in Buenos Aires, Argentina, where he created his own design studio IAOU.



Mateusz Szulik
(Rybnik, Poland)

page 98-101

www.matszulik.pl
[behance.net/fredzq](https://www.behance.net/fredzq)
[facebook.com/matszulkart](https://www.facebook.com/matszulkart)
[instagram.com/matszulik](https://www.instagram.com/matszulik)

Mateusz Szulik is a freelance illustrator and art director working in games and advertising. One of his most recognisable characteristics is the faceted, low-poly-mesh style that he has been developing in recent years. Currently fascinated by VR, he has co-founded a VR studio called Superbright.



Mickael "Patino" Brana
(Bayonne, France)

page 102-105

www.mickaelbrana.com
[fb.com/mickaelpatinobrana](https://www.facebook.com/mickaelpatinobrana)
[instagram.com/mickaelbrana](https://www.instagram.com/mickaelbrana)

"Patino" is a young artist and illustrator from France. He was 20 years old when he started drawing, influenced by his teenage skateboard years and street-art culture. He commonly portrays weird animals, funny monsters and strange humans as well as organic forms, plants, masks, symbols, semi-abstract forms, patterns, lettering and anthropomorphic figures.



Mika Karolos / Smirap Designs
(Athens, Greece)

page 106-107

www.smirapdesigns.com
[instagram.com/smirapdesigns](https://www.instagram.com/smirapdesigns)
[behance.net/SmirapDesigns](https://www.behance.net/SmirapDesigns)
[facebook.com/SmirapDesigns](https://www.facebook.com/SmirapDesigns)

Mika Karolos was born in 1984 in Manchester UK, but has lived his whole life in Greece. His first steps in the world of design were through graffiti. He then studied graphic design, worked in various design agencies and is now a freelancer doing illustrations, package design and branding for clients around the world. His signature style is a hybrid of geometric and pop art.



Mike Makatron (Everfresh Studio)
(Melbourne, Australia)

page 97

<http://www.makatron.com/>
[facebook.com/mikamakatron](https://www.facebook.com/mikamakatron)
[instagram.com/mikamakatron](https://www.instagram.com/mikamakatron)

Mike Makatron is primarily a painter who works in a variety of media, mainly on walls, canvas and illustration on paper. An active member of Everfresh Studio since 2006, he has travelled extensively, painting and exhibiting around the world. His artwork captures a world in which the natural forces fight back against humanity, focusing on the friction point between human, beast and machine. He is based in Melbourne Australia, but "has been known to wander in other dimensions".



Nate Williams Creative
(Seattle, Washington, US)

page 108-109

<http://www.n8w.com/>
[instagram.com/n8w](https://www.instagram.com/n8w)

Nate Williams creates illustrations and hand-lettering for magazines, books, packaging, advertising, products and more. After living in South and Central America for a decade, he relocated with his family to the United States.



Nico189
(Mian, Italy)

page 110-111

www.nico189.com
[instagram.com/_nico189](https://www.instagram.com/_nico189)
[behance.net/Nico189](https://www.behance.net/Nico189)
[facebook.com/helloNico189](https://www.facebook.com/helloNico189)

The freelance designer and illustrator known as "Nico189" employs a minimalist style that has been influenced by a background of graffiti art, characterized by clean-cut lines and geometric shapes. The artist's principal focus is on illustrations for magazines and international brands, with this work having appeared in publications such as *Fortune*, *Harvard Business Review* and *Monocle*, while he numbers Adidas, Swatch and Ikea among his many clients.



Ori Toor
(Tel Aviv, Israel)

page 112-115

<http://www.ortoor.com/>
[instagram.com/ortoor](https://www.instagram.com/ortoor)

Illustrator, animator and avid doodler Ori Toor is "infatuated with creating improvised, stream-of-consciousness art pieces" and inspired by "music, Nature and the mundane".



Patryk Hardziej
(Gdynia, Poland)

page 116-119

<http://hardziej.com/>
[facebook.com/patrykhardziej](https://www.facebook.com/patrykhardziej)
[instagram.com/patrykhardziej](https://www.instagram.com/patrykhardziej)
twitter.com/PatrykHardziej

Patryk Hardziej is an illustrator, graphic designer and design researcher based in Gdynia in Poland. He is also a lecturer at the Academy of Fine Arts in Gdansk. He specialises in illustration, visual identity, logos, books and exhibition design, as well as training and consulting in the general field of design.



Paul Woods
(Los Angeles, US)

page 120-121

www.paulthedesigner.ie
[twitter.com/paulthedesigner](https://www.twitter.com/paulthedesigner)
[instagram.com/paulthedesigner](https://www.instagram.com/paulthedesigner)

Paul Woods is an award-winning designer, writer and illustrator based in Los Angeles. He leads Edenspiokermann's creative and technology teams as CCO, building products, brands and service-design work for clients in industries as diverse as editorial,

sustainability and transportation. His bylines regularly appear in publications such as *Fast Company* and *AdWeek*. His first book, *Doing Great Work Without Being An Asshole*, will be released in 2019.



Peter Becker (Gotchal)
(Merzig, Germany)

page 122-123

[behance.net/subnetwork](https://www.behance.net/subnetwork)

Peter Becker is 42 years old and found his calling early on by channeling his dedication to design trends and art. Nowadays, he earns his daily bread by creating video content for social media and by acting out his "passion for aesthetic interactions between typographic solutions, elementary design grids and individual styles and imagery".



Peter Greenwood
(Brighton, UK)

page 124-129

www.peter-greenwood.com
[fb.com/PeterGreenwoodIllustrator](https://www.facebook.com/PeterGreenwoodIllustrator)
[instagram.com/petergreenwooduk](https://www.instagram.com/petergreenwooduk)
twitter.com/PGreenwoodDraws

Peter Greenwood says he loves "to use negative space and perspective in my illustration work as this allows me to approach a vast array of subjects from differing viewpoints. I naturally gravitate to music and transportation themes, but I'm in no way limited to them. I've worked with many high-profile clients, producing everything from minimalist iconography to

extensive, detailed cityscapes and powerful animation." He works out of a group studio in central Brighton, UK.



Sekonik / Dean Robert Smith
(Manchester, UK)

page 130

<http://sekonik.com/>
[instagram.com/sekonik](https://www.instagram.com/sekonik)

Sekonik takes the pop culture references we all love and pares them right back, representing them in wonderfully clean, minimal illustrations. Inspired by gaming and TV culture as well as travel, the Manchester-based graphic designer started creating his art as a counterpoint to his day job in advertising. Having worked across London, Sydney, and Amsterdam, his work has been inspired by his travels.



Sky Welkin / Derek Simon
(Colorado, US)

page 131

www.skywelkin.com
[twitter.com/skywelkin](https://www.twitter.com/skywelkin)
[instagram.com/sky_welkin](https://www.instagram.com/sky_welkin)

Sky Welkin is an American illustrator and artist based in Colorado. Fondness for the work of cartoonists and comic books led him to pursue a career in illustration. Since expanding his themes and fictional world, he has partnered with his friend and former co-worker Zeke Kenabrew to establish Sky Welkin as a brand. He says the foundation of his art "rests on the pillars of originality, truth and perspective". His comic, *Weebies*, contains "joyful themes of continuum, reason and evolution".



Soyun Park
(Los Angeles County, California)

page 132-133

www.soyunparkart.com
[behance.net/sodang16b1c](https://www.behance.net/sodang16b1c)
[instagram.com/soyunparkart](https://www.instagram.com/soyunparkart)

Soyun Park is an illustrator living in Pasadena, LA. Born in South Korea, she came to the United States to pursue her dream of "becoming an artist who makes amazing animations that inspire people". Now she is continuing her journey at DreamWorks Animation TV as a visual-development artist.



Suba Creative Studio
Lluis Campmajo & Eio Lopez
(Barcelona, Spain)

page 134-137

<http://www.wearesuba.com/>
[instagram.com/wearesuba](https://www.instagram.com/wearesuba)
[instagram.com/by_eloole](https://www.instagram.com/by_eloole)
[vimeo.com/lluiscampmajo](https://www.vimeo.com/lluiscampmajo)

Suba creates "designs to help our clients connect with their audience". Some of these are committed to various social and environmental concerns

and they say that "getting fully involved in each project and giving the best of us in order to achieve a surprising result, both personal and unique, is what keeps us alive".



T.P. Vineeth
(Trivandrum, India)

page 138-141

www.adaarvfx.com
[behance.net/tpvineeth](https://www.behance.net/tpvineeth)

T.P. Vineeth is the co-founder and Creative Director of Adaar VFX based in Trivandrum, India, and has more than a decade of experience in the visual-effects industry, ranging from motion pictures to 3D illustration, advertisements and broadcasting.



Thomas Weirich
(Berlin, Germany)

page 142-143

<http://thmswrch.com/>
[instagram.com/thmswrch](https://www.instagram.com/thmswrch)

German freelance illustrator Thomas Weirich mainly designs cover artwork and merchandise for bands, graphic design for street-wear companies and illustrations for magazines. He also works on personal projects such as his split-series cycles or Space Faces collection.



concept, whether it's a small editorial illustration or a big mural for an interior-design project, they all get the same love and care before they are shipped from us."

Yu-Hsuan Wang
(Shanghai, China)

page 147-149

<http://yuhsuanwang.com>
[instagram.com/yuhsuanwang.tw](https://www.instagram.com/yuhsuanwang.tw)
[facebook : yuhsuanwang.tw](https://www.facebook.com/yuhsuanwang.tw)

Yu-Hsuan Wang is an illustrator and graphic designer from Taiwan who studied and worked in Paris for seven years. She is currently working in Shanghai. Her artwork has a multitude of styles and combines the elegant and the strange. Her delicate strokes fused with vivid colours bring life to her designs. She is influenced by Nature, animals and plants, elements of which can be seen throughout her body of work.

NEXT ISSUE:

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Brochure,
Catalogue, and
Report Design