

Issue 2 April 2013 TM

CREATIVE FREEDOM

SA'S CREATIVE ENTERTAINMENT INDUSTRY

THE MANY ART
STYLES OF

**JOHANN
STRAUSS**

GRINDHOUSE FILM
POSTERS BY

**CORLEN
KRUGER**

ADVENTURES ON
THE HIGH SEAS WITH

**DANELLE MALAN &
BEN GELDENHUYS**

AHOY THE TIP OF SA'S
ILLUSTRATION
ICEBERG AHEAD!

ISSN 2307-2229
Suggested for mature readers.

Welcome to our second issue!

Issue 2 April 2013

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This magazine is about the creative people and their projects in the entertainment industry in South Africa. It is about cool art, comic books, video games, movies, animations, television shows, studios, events and any projects that are interesting and creative in South Africa. So grab your walking stick and join us on an adventure as we laugh at the mountains in our path!

SUBMISSIONS

If you would like to contribute to the magazine, or believe that the public has to know about your creative products, cool art, sleek studio or events, then please contact us at cfmag@gojomagazines.com

Designer Michael Smith
Editor Diorgo Jonkers
Advertising and submissions
cfmag@gojomagazines.com

www.gojomagazines.com

@CreativeFreeMag

CreativeFreedomMagazine

Cover by Ezelle Van Der Heever. Ezelle is a Gauteng-based character illustrator who draws in her spare time. After she gets her law degree, she plans to start a career in animation. Visit the-ez.deviantart.com to see more of her work.

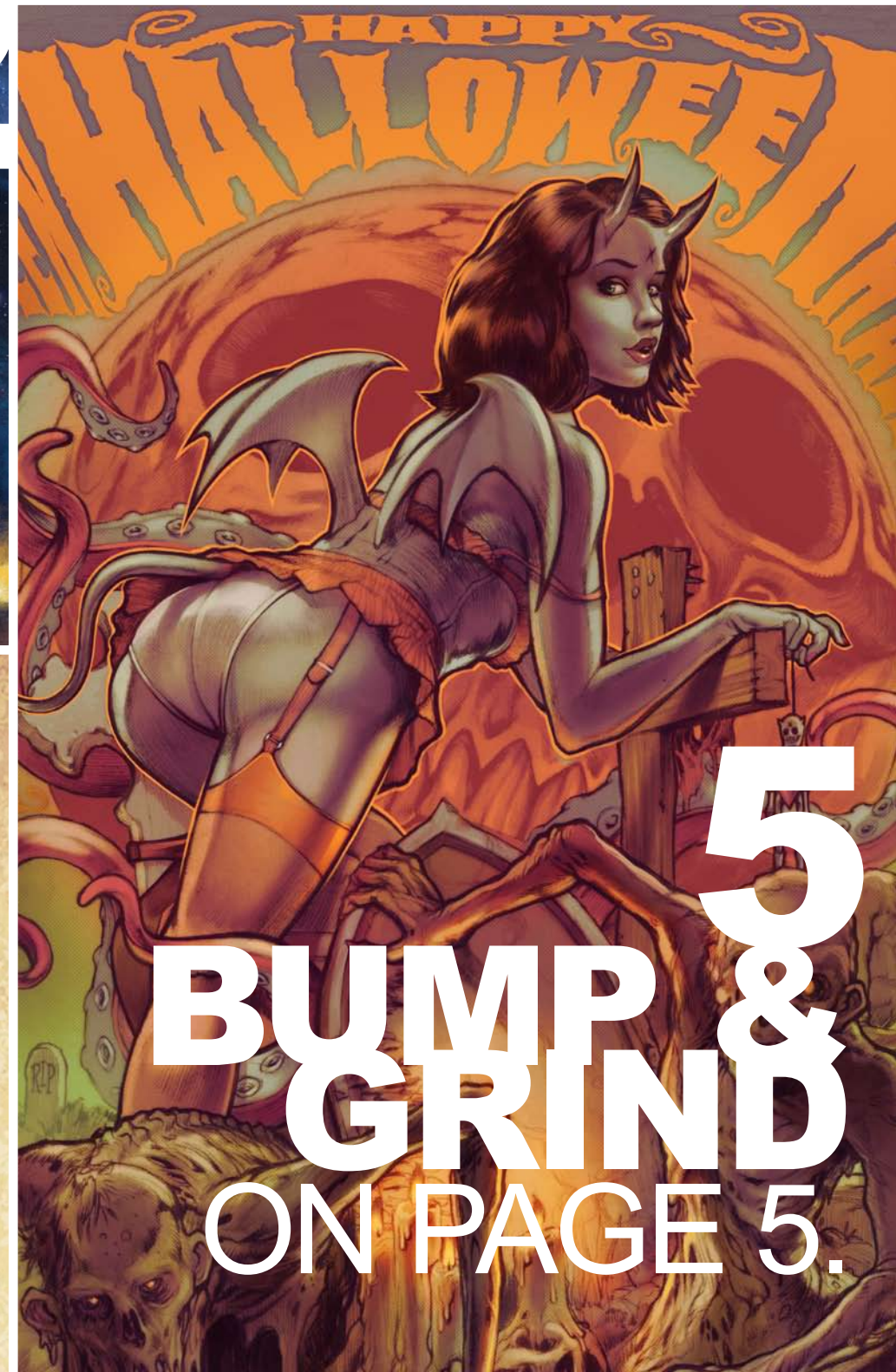
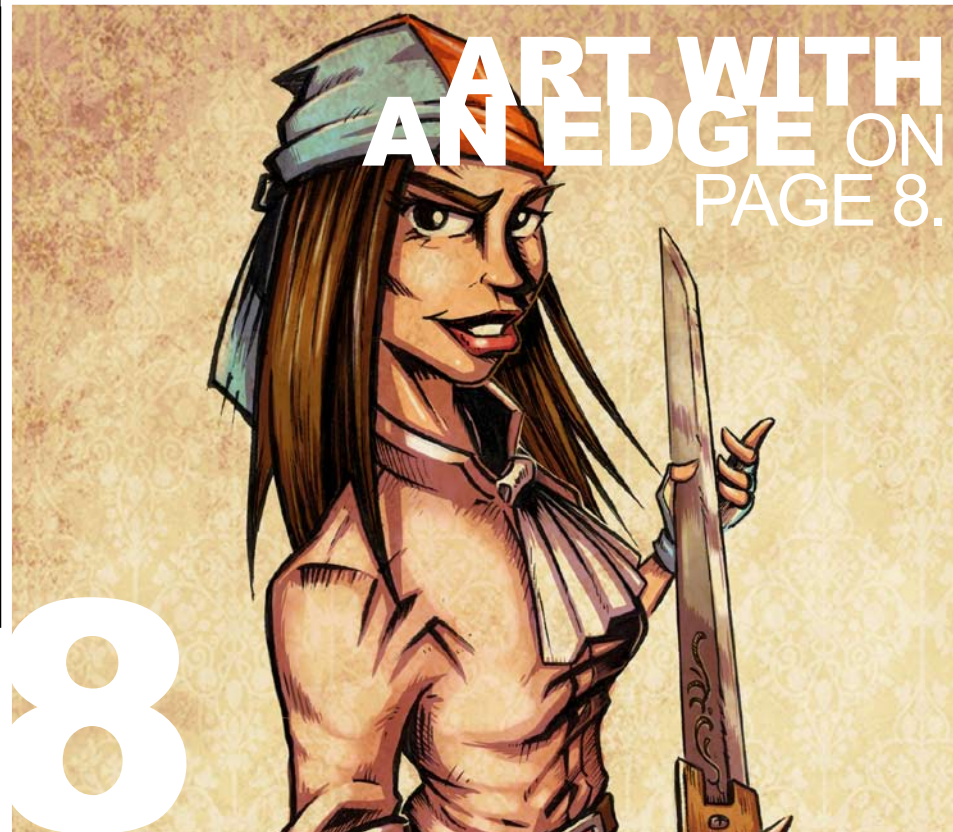
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CREATIVE FREEDOM™

A TIP OF THE HAT TO SA'S ILLUSTRATORS...

SA'S CREATIVE ENTERTAINMENT INDUSTRY



FILE NUMBER: 201303-006
SUBJECT: JOHANN STRAUSS
DATE OF BIRTH: UNKNOWN
ORIGIN: UNKNOWN

JOHANN STRAUSS

TOP SECRET - FOR YOUR EYES ONLY

FILE NUMBER: 201303-006
SUBJECT: JOHANN STRAUSS
DATE OF BIRTH: UNKNOWN
ORIGIN: UNKNOWN

During our investigation we discovered the work was not done by a group, but by a single artist. Thus stemmed our suspicion that he is a meta-human. (The initial investigation procedures and results are outlined in Appendix 7.)

We performed the standard background check and found startling results. His extensive body of work includes: sketches, children's book illustrations, video game concept art, comic books, storyboards, commercial illustrations, animations and even writing. But the most astounding aspect is his wide range of art styles. Each executed with the skill and quality normally associated with an artist who has used only one style for years. He uses a wide range of media, from pencil to oil. His preferred method is the use of a Wacom tablet, which we discovered via the surveillance we planted in his home. Our surveillance also revealed that he requires very little sleep.

The subject's list of clients include: Motorola, Nestlé, Wesbank, Open-Reset, Pizza Hut and Wrigley. (A complete list of his clients and the relevant financial details are in Appendix 12.)

He has gained attention in the media and has been described as one of the top talents in the industry. Due to his popularity, all possible future contact between the agency and the subject will need to be handled with caution.

CONCLUSION

The subject is definitely a meta-human. His meta-human abilities are off the scale.

RECOMMENDATION FOR FURTHER ACTION

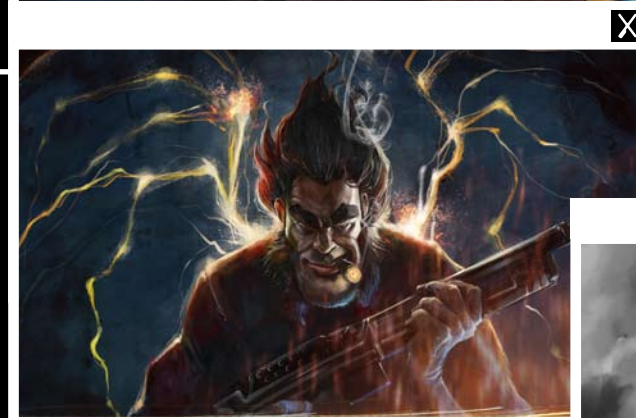
Hire him to join our team.

WHEN WE FIRST SAW THE ART OF JOHANN STRAUSS WE THOUGHT IT WAS DONE BY A GROUP OF ARTISTS. THE ART WAS BROUGHT TO OUR ATTENTION WHEN CONTROL RED FLAGGED IT, AND GAVE US THE ORDER TO INVESTIGATE IT...

JOHANN STRAUSS

APPENDIX 1 - ART SAMPLES

BUT THE MOST ASTOUNDING ASPECT IS HIS WIDE RANGE OF ART STYLES. EACH EXECUTED WITH THE SKILL AND QUALITY NORMALLY ASSOCIATED WITH AN ARTIST WHO HAS USED ONLY ONE STYLE FOR YEARS.

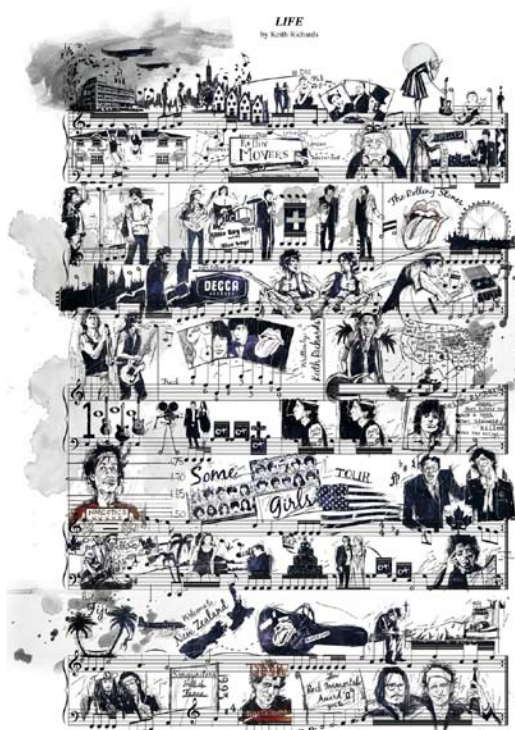


CONTACT DETAILS

Location: Centurion, Pretoria
Services: Illustration, concept art, character design, animation and design
Email: johann@strauss-art.com
Cell: 082 441 0821
Website: www.strauss-art.com
@Johann_S



“HE HAS GAINED ATTENTION IN THE MEDIA AND HAS BEEN DESCRIBED AS ONE OF THE TOP TALENTS IN THE INDUSTRY...”



WORDS WORTH BOOKS

A NIGHT AT THE GRINDHOUSE WITH CORLEN KRUGER

“like an old 8mm film COVERED IN LOTS OF DUST AND SCRATCHES.”

Many successful artists will have a tale to tell of what they saw or experienced that influenced their work. Sometimes they mention seeing Star Wars or reading lots of comics or watching late night television. I have a similar tale, but it's more gritty, like an old 8mm film covered in lots of dust and scratches.

Growing up in South Africa in the late 70s and early 80s presented me with a bunch of challenges and experiences. As a kid, I was really fixated on the ads at the back of comics for Moebius monster kits. What I would have done to own one of those kits! Yet no one imported them into SA, so all I had to enjoy were the images of Dracula standing at his gravestone or the Mummy rising from the dirt.

In high school I enrolled into art school, where I met a friend who was really interested in special make-up effects. One day he presented me with a Betamax tape. On it was a film that would change me forever. That film was the uncut version of "I spit on your grave". Remember this is South Africa. We used to have very strict censorship laws until 1995. Seeing films like that was near impossible. That film started a spark that until this day I still can't get enough of. Now I have finally married two of the things I love: grindhouse films and poster art.



I studied graphic design, but I have always had a love for illustration. I was very influenced by American comic art and then later by Japanese manga art. As I entered into the working environment, I knew that designing logos for a living is not an option for me. I finally got into the games industry where I found myself opened to a whole new world and a new keyword started to ring in my ears, **POP CULTURE.**

I am a concept artist by trade. I work remotely for Atomhawk Studios. In my spare time I do illustrations of all sorts, poster printing and sculpting. I make each project a fun job. That way it's always interesting. Although, don't give me a sports game to work on, because I will throw up and unleash the demons of hell.

PROJECTS

- Won the NAG Magazine cover art competition in 2002 and my artwork was featured on the cover of the rAge expo magazine.

- Games: Wheelman (starring Vin Diesel), Mortal Kombat 9, Dead Island, Enslaved, Dust 514, Iron Front, Jewel Quest, Kinectimals and Pottermore (Harry Potter interactive online experience). Injustice fighting game made by NetherRealm Studios (they made Mortal Kombat). I also worked at I-Imagine.
- Work in a new zombie art book coming out.
- CD cover artwork for famous underground rapper, Necro, for the album "Murder Murder Kill Kill". I am currently working on his next collaboration with Kool G Rap.
- Sell out exhibition at Dark Shadows in California for my Monster Squad Artwork. The theme was art inspired by the movies of Fred Dekker.

Creative Freedom (CF): What advice do you have for people trying to get into the creative industry?

It's a passion. Don't look at this as just a job. It becomes your whole life and it's fun. Think of it like this: most people hate

CF: What do creators in South Africa need, to improve the scale of entertainment?

I think awareness and more hype. We need our own version of comic con. We are halfway there with rAge, but we need more and we need to expose people more to the pop culture of comics, games and film. Just within that lies a whole subgenre, like in the US they have Horror Con, Dragon*Con and BlizzCon.

CONTACT DETAILS

Location: Montana park, Pretoria
Services: Concept artist for the film and games industry, illustrator.
E-mail: corlen@adreniware.com
Website: www.corlenkruger.com

IT'S A PASSION. DON'T LOOK AT THIS AS JUST A JOB. IT BECOMES YOUR WHOLE LIFE AND IT'S FUN.

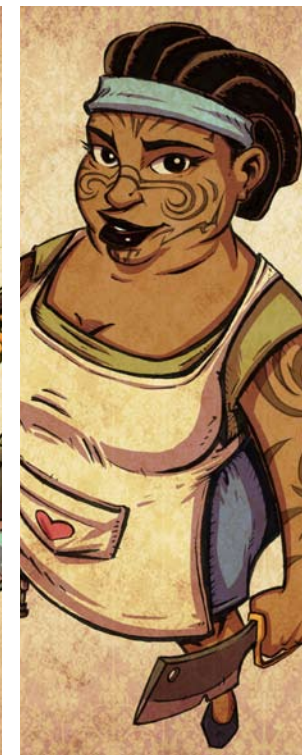
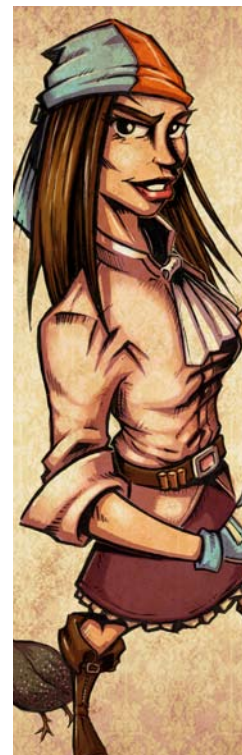
- Entered the CGTalk Machineflesh competition and came out with an honourable mention.
- Invited to submit work for the 3rd publication of EXPOSÉ art book.
- Illustrations for Fantasy Flight Games, a desktop role playing games company. I did work for their book Fireborn which was released in September 2004.
- Glenn Fabry, a well known UK comic artist invited me to submit work for a book on how to draw fantasy figures. Due to the success of that book I was commissioned to work on two more books: "50 Robots to Draw & Paint" and a book about female anatomy for artists.
- Work published in the book "50 Fantasy Vehicles to Draw & Paint".
- Two art works published in the book "Eye candy from strangers".

what they do, I LOVE what I do. One day I am painting up the magical world of Harry Potter and the next day I am designing a fighting arena that will rip the player limb from limb. What's not to love about that? But if you are serious then pursue this industry guns blazing. Don't even attempt it if you are going to do it half-baked. Seriously have a look at the people out there on the web and the skills they have and use them as a gauge to match, and even better yourself. There are no excuses anymore about the lack of knowledge or training. We have the internet and art forums. It's been handed to us on a silver platter. It all depends on how hungry you are.



“AND A NEW KEYWORD STARTED TO RING IN MY EARS, POP CULTURE.”

THE DYNAMIC



Cotton Star

MEET THE COTTON STAR'S CREW:

Domino: The suave, sassy captain of the Cottonstar.

Noah: A sabre-cat from the ice age who was frozen in a glacier.

Reka: The ship's friendly, peg-legged cook.

Renier: The hapless ship's boy and victim of hard manual labour.

Vuis: The mulleted mechanic who has a snazzy fashion sense.

Danelle Malan and Ben Goldenhuys are passionate artists and the creators of the popular webcomic, Cottonstar. The comic is a stylish, humorous tale set in a world where a great flood covered most of the land in water. A world run by the Corporation and its ninja henchmen. The Cottonstar is a ship whose motley crew of pirates make up the cast of the comic.

DUO OF DANELLE & BEN

Danelle's creative focus is on painting and illustration. She's a freelance illustrator and her work includes textbook and cover illustrations for major publishers in South Africa. She is an animal lover (especially dachshunds), which she includes in her art. Her art often contains dry humour. She was involved with the (eco)nversations project,

an interactive exhibition that formed part of the Green Expo in association with National Geographic Channel 281.

Ben is a full-time illustrator, animator and designer at Themartist animation studio. He has a passion for cartoons and comics which started at an early age. He draws inspiration from artists like

Jamie Hewlett, Jim Cheung, Rob Guillory and Steve Prescott. He is planning an illustrated autobiography of his career as an artist, with a bit of a fantasy twist to it.

Keep an eye out for chapter 2 of Cottonstar, which the duo hopes to publish in time for Free Comic Book Day on 4 May 2013.

CONTACT DETAILS

Location: Cape Town **E-mail:** danelle.malan@gmail.com; ben.g.goldenhuys@gmail.com **Website:** www.cotton-star.com

f TheCottonstar **t** @thecottonstar

PIN-UP BY
CORLEN KRUGER

THIS DUDE MEANS BUSINESS
SO WATCH OUT WHEN YOUR
NERVES START TO SHATTER!

The
Lusty
THE
SKIRT LOCKER

DARK DESIRES
UNLEASH THE LEGIONS
OF

SANTA And The SHE-DEVILS

A NEW FILM EXPERIENCE
DUO-VISION
NO GLASSES - ALL YOU NEED ARE YOUR EYES

released by **Filmways**

FILMWAYS PRESENTS
FRED PINERO - BABETTE SHERRILL - JOSEPH FINK - DEBORA GREFFE - JUAN HIDALGO

DIRECTED BY **NELRON KRUGER** STORY BY **JOSE CRUZ** PRODUCED BY **RONDAL SCOTT III** FILMWAYS

CORLEN **SCOPE**

COLOR by DeLUXE

SPECIAL
STAR GAZE
HYDRUS-3