



# iJUNGLE ILLUSTRATION AWARDS 2019

INTERVIEWS WITH THE WINNERS

BOOKS

**ALL THE GOLD MEDALISTS  
AND MERIT AWARDS**

COMICS

**AN OVERVIEW OF  
CONTEMPORARY ILLUSTRATION**

COMMERCIAL

EDITORIAL

NEW TALENT STUDENT

SELF-PROMOTION

VIDEO GAMES ART

**WELCOME to our iJUNGLE ILLUSTRATION AWARDS 2020!** Another year has ended. We continue to be guided by one goal: to publicize the work of some of the best contemporary illustrators from a competition with affordable costs. It has been an extraordinary journey and for this we counted with almost 1100 illustrations of more than 50 countries. We thank you all for your participation! Now is the time to show the public all the choices of our jurí, with particular emphasis on the gold medals of this competition. We hope you enjoy this great quality exhibition as much as we enjoyed it here on the team. We hope to see you again next year!

Kind regards,  
iJungle Team

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

## BOOKS

**Gold Medalist and Best of the Best winner**  
Olga Ptashnik (RUS) 8

## COMICS

CiCi Suen (UK) 28

## COMMERCIAL

Tania Yakunova (UKR) 38

## EDITORIAL

Dani Hernández (CAN) 52

## NEW TALENT STUDENT

Jiali Wu (CHI) and Yunong Xie (UK) 68/70

## SELF-PROMOTION

Manuel Šumberac (CROA) 108

**VIDEO GAMES ART** 154

### ANDREA D'AQUINO (US)

Andrea D'Aquino started her career as an art director in ad agencies.

She is now an illustrator for clients like The New York Times, The Financial Times of London, Vox media, NPR, Tate Publishing and many others. She is the illustrator and author of 3 books, the latest is "A Life Made by Hand, The Story of Ruth Asawa". She has lectured and given workshops at many universities in the US and UK.



### ANDREA SERIO (ITA)

Andrea Serio was born in 1973 in Carrara, Italy. He attended the public school of art of his hometown, afterwards the Istituto Europeo di Design of Turin, where after a three-years course he graduated in illustration. Fluctuating illustrator, cartoonist, painter if necessary, since twenty years devoted to pastels and coloured pencils, his drawings have been exposed during main national and international events.

In 2011 has been published in Italy and France his first graphic novel, Nausicaa – L'altra Odissea (Nausicaa – The Other Odyssey), a collaboration with the famous Italian scriptwriter Bepi Vigna. In 2017, he realized En plein air, his first children's book, for Topipittori editions.

In the same year, Galerie Glénat in Paris organized a solo exhibition of his drawings and illustrations. In 2018, the artbook Seriously, a compendium of almost twenty years of artworks, has been published by Spaceman Project editions. He's currently working on his new graphic novel, with Oblomov Editions.

Since 2012 he is professor of the International School of Comics, at the offices of Turin and Florence.



**RYAN GARCIA (CAN)**

Ryan Garcia is a freelance illustrator based in Toronto, Canada. He is best known for his editorial work in The New York Times, The Wall Street Journal, Scientific American, as well as WIRED magazine.

## BOOKS

Ming-Husan Lee (US) .....	47
Olga Ptashnik (RUS) .....	8
Frank Daenen (BL) .....	12
Hanping Wang (CHI) .....	13
Hitomi Sakabe (R.KOR).....	14
Kuri Huang (US).....	15
Jessie Lin (US) .....	16
Laimute Varkalaite (KAS).....	17
Liona Partanen (FIL).....	18
Manasawee Rojanaphan (UK).....	19
Paulina Wyrst (POL).....	20
Tania Rex (LIT).....	21
Tauyu Li (CHI).....	22
Xiyuan Wang (US).....	23
Yiyi Wang (CHI) .....	24
Yunyun Ai (US) .....	25
Te Hu (CA).....	48
YA-CHU CHANG (TAIW).....	49
Dani Hernández (CA).....	52
Ceri Nickson (UK).....	56
Daren Lin (US).....	57
Derik Hobbs (US) .....	58
Fabio Buonocore (ITA) .....	59
Martina Piera (ITA) .....	60
Myriam Wares (CAN) .....	61
Narjes Mohammadi (GER) .....	62
Natalia Savinova (RUS).....	63
Olivier Heiligers (NED) .....	64
Xiaojie Liu (US).....	65
Xiyuan Wang (US) .....	66

## COMICS

CiCi Suen (UK).....	28
Florian Biermeier (GER).....	32
Hao Hao (CHI).....	33
Jelena Senicic (SER).....	34
Yimin Qiao (UK).....	35
Jiali Wu (CHI) .....	68
Yunong Xie (UK).....	70
Benedetta Fasson (ITA) .....	72
Chenyue Yuan (UK).....	73
Cresta Jane Atonna (US).....	74

## COMMERCIAL

Tania Yakunova (UKR).....	38
Andrey Kokorin (RUS) .....	40
Anna Xenz (RUS).....	41
Franklin Guevara (C.RIC).....	42
Giulia Crivellaro (ITA).....	43
Jiaqi Zhang (CHI).....	44
Kuri Huang (US).....	45
Laimutė Varkalaitė (KAS).....	46
Doina Axenti (ROM).....	76
Dora Wang (US).....	77
Elisa Jaramillo (US) .....	78
Eva Margon (SLO).....	79
Fann Chen (US).....	80
Fu Xing (CHI).....	81
Grace Lanksbury (UK).....	82
Haijingchao Su (US).....	83

Haosong Chen (US).....	84
Isabel Dias (POR).....	85
Jialei Sun (US).....	86
Jiawen Chen (US).....	87
Katarzyna Olejarczyk (POL) .....	88
Lea Berndorfer (GER).....	89
Liming Zeng (CHI).....	90
Lingfei Cao (CHI) .....	91
Mingjing Zhou (UK) .....	92
Na Hyoung Jeon (R. KOR).....	93
Nan Cao (US) .....	94
Pei-Hsin Cho (UK).....	95
Phoebe Rothfeld (CA) .....	96
Sang Lam (US).....	97
Tianran Qu (US).....	98
Tung Ning Huang (US).....	99
Waikwok Choi (UK) .....	100
Wenpei Li (US).....	101
Xinmei Liu (US) .....	102
Xuetong Wang (US) .....	103
Yanyin Xu (UK) .....	104
Youna Kim (US) .....	105
YunYi Dai (US) .....	106
Fabio Buonocore (ITA).....	120
Franklin Guevara (C. RIC).....	121
Greer Stothers (CA) .....	122
Haimeng Cao (US) .....	123
Hala Swearingen (US) .....	124
Heejung Lim (CA).....	125
Jia Dong Lin (TAIW).....	126
Julia Veits (GER) .....	127
Lisa Winstanley (SIN).....	128
Li Zhang (US) .....	129
Matthew Broerman (US) .....	130
Natalie Pudalov (ISR) .....	131
Ora Xu (CHIL) .....	132
Peiyin Shih (TAIW).....	133
Pierre-Paul Pariseau (CA) .....	134
Polina Kuzmina (BELR).....	135
Po-Shu Wang (TAIW).....	136
Rachael Presky (UK) .....	137
Ruan Fengya (CHI).....	138
Ruan Fengya (CHI).....	139
Sara Stefanini (SWI).....	140
Sherley Cheung (CHI).....	141
Siran Liu (US).....	142
Tami Kuo (US).....	143
Tsai-Yi Huang (US).....	144

## SELF-PROMOTION

Manuel Šumberac (CROA).....	108
Amelie Wang (US).....	112
Andrea Alemanno (ITA).....	113
Cathrin Peterslund (DIN).....	114
Cheng Nga Sio (CHI).....	115
Cindy Kang (R. KOR).....	116
Daren Lin (US).....	117
Elena Galofaro (ITA) .....	118
Ellen Walker (UK).....	119
Wenqi Feng (US).....	145
Xinmei Liu (US).....	146
Yaning Wang (CHI).....	147
Yeonjee Yeo (US).....	148
Yingchong Tan (CHI).....	149
YuanChi Chang (TAIW).....	150
Yu-Ting Cheng (US).....	151
VIDEO GAME ART	
Tomohiro Yatsubo (JAP).....	154

# BOOK CATEGORY

2019

# BEST OF THE BEST AND BOOK GOLD MEDAL

## Olga Ptashnik (RUS)

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→ Journey above the Earth: diary of a swallow. As autumn sets in and the weather is getting colder, so the journey starts every year of thousands of swallows flying from Europe to Africa, in search of warmer climates. Follow one of them and its companions, as they leave Ireland, flying over cities, mountains, sea, desert and jungle to get to destination. A long trip full of excitement, discoveries and dangers for a little bird.

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

I am an illustrator from Moscow, Russia. I grew up in a scientist's family and thought I would become a neuroscientist. But there was always something else.

So now I have an MD in biophysics and do illustration full-time.

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

As I was saying, I always had this feeling that maybe I like to draw nice dresses more than doing homework. I spent few years trying to understand what I am, I wanted to draw, to create and make use of my MD in my job. I've tried different jobs, but at the end, I've realised that I should let the degree go and enjoy drawing and creating. That was a good decision for me.

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

I try to accept all artists and see their point, though of course I have some favourite. But one thing that is an inspiration in my life is nature. I think it is an undoubted good in our lives. It obviously influenced the work I am here for as it is a nonfiction book about the journey of the bird.

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

Draw a lot. And had great people around.



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

I think, struggle a lot, then hesitating a lot, then struggle a little bit more, and here the main idea is born. And then I draw, redraw and redraw again. And there is nothing better.

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

It is the best job ever.  
It is lonely sometimes. I work at home, so I talk to my cat a lot.

**7. Quick answers:**

Favorite music to work:  
No music when I think, folk when I draw.

**Favorite Hobbies:**

Trail running, cycling, travelling.

**Magic wish:**

"World peace, no more hunger, good things for the rainforest".

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

Drive safe.



# Frank Daenen (BL)

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→ Bitter Teachers, Joyful Teachers.

Sometimes, at the start of a new school year, disaster strikes: Among lots of happy teachers, sometimes there is a bitter teacher. Bitter teachers aren't patient, happy, or kind. On the contrary they listen poorly, and are often emotionally insensitive. Fortunately, you have to survive a bitter teacher for only one year. When the year is over, it's time for a happy teacher again!



# Hanping Wang (CHI)

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← Watching movie.

The painting selected from My Beloved Cattle.

Lao Li is a farmer's cattle, taken care of by the 10-year-old girl Guier like a family. By chance, Guier met Uncle Egret. Uncle Egret teaches Guier to read and help to care for the old cattle. The cattle is getting old and frequently falls into the danger of being slaughtered. Guier and uncle Egret saved the old cattle again and again on the verge of death and accompanied it till the last moment of life.



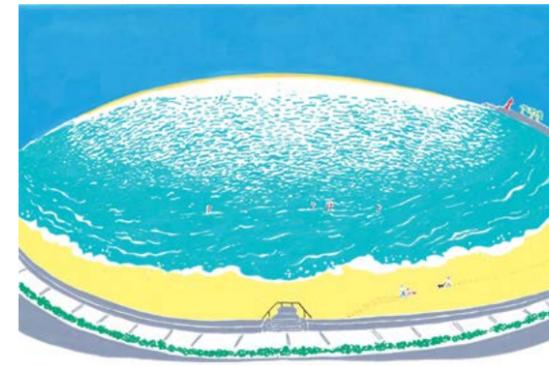
# Hitomi Sakabe (R.KOR)

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→ The word

Grandparents house contains longing and the affection of the grandmother. Today, children have no house in the country to visit during vacation. Still, the warmth of the word lingers in curiosity and excitement toward somewhere other than here. This is a picture book made with gratitude for the beautiful time.

1. Early Morning Walk on the Beach.
2. Breakfast Toast.
3. The Large Soft Blanket.
4. A Nap on Tatami.
5. Backyard Pool.

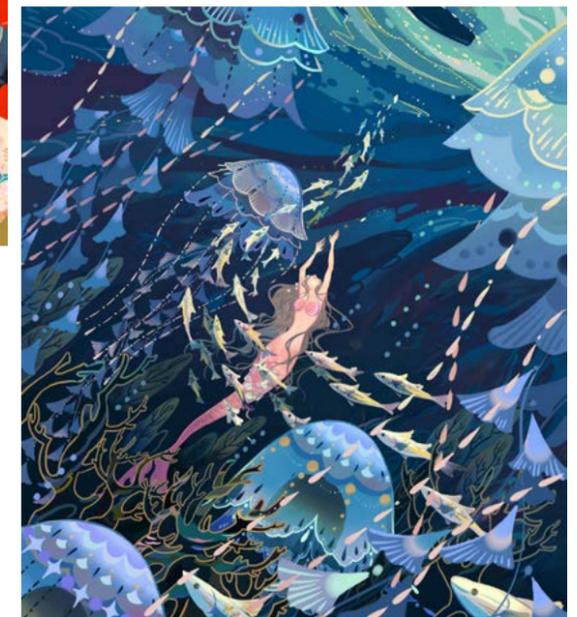


# Kuri Huang (US)

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← Hans Christian Andersen.

I was responsible for illustrations throughout the book, including over 80 illustrations in all sizes that appear on both the inner pages and cover. These 5 pictures are my favorite pieces. I kept trying and communicating with the editor about new drawing approaches and printing techniques in this drawing process of 7 months. All I wanted was to be exquisite from words to pictures, bringing readers the enjoyment of beauty.



# Jessie Lin (US)

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→ Childrens picture book of The Little Prince, Chinese Edition, Authorised by the Saint-Exupery Foundation France. Published in July 2019 in China.



小王子随迁徙的鸟一起离开了。

可是……  
玫瑰是爱他的，  
他却什么也不知道。

# Laimute Varkalaite (KAS)

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→ The book "Tales of the sun yellow".

These illustrations were specially created for two-parts book (160 p. of each part) which is richly illustrated and braided by words, dedicated for children and whole family. The aim of this book is to reveal visually the beauty of the Lithuanian language, revive its rich dictionary, remind, how our previous generations used it, cherish and be proud of the native language. The color was chosen as the main axis of selecting words. This time A YELLOW color.



# Liona Partanen (FIL)

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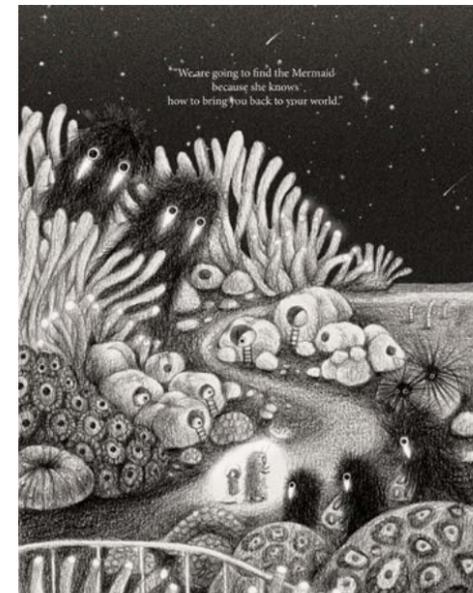
→ Little Sykkymyr sits by the creek and is undergoing a minor existential crisis. There is no time to swell in thoughts though, because its shoes gets stolen straight from feet! The lost shoes starts an adventure, which takes the reader to meet tiniest Tirulirus and a giant Caterpillar. The story is about the small ones, finding yourself and friendship.



# Manasawee Rojanaphan (UK)

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← LOST is a story of a journey of self discovery. The protagonist falls into the parallel universe where sets in underwater world. She meets many people from that world who reflects her personality in different ways. Finally, she returns to her own world with a new perspective, growing more confident in herself for who she really is.



## Paulina Wyrst (POL)

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→ illustrations for the children's book "Male Licho", Wilga Publishing House. Saga about an extraordinary family that is visited by an unexpected guest on a winter morning. illustrations for the children's book about different ways of living around the world. The illustration of "Tokio" shows various subcultures in Japan as a form of youth rebellion. Illustration "Vietnam", presents life on the water.



## Tania Rex (LIT)

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← Benjamin doesn't quite understand why he and his parents have to move out of a small and old, but cosy apartment, which he calls home. But everything falls to place when a recklessly drawn face on the wall comes to life and tells the boy a story about how his mom and dad met each other in an artistic way when they were kids, because one liked drawing and the other enjoyed colouring. This sweet picture book explains a little bit of family roots and relationships and is full of love and colors.



# Taoyu Li (CHI)

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→ They are created for a children's picture book called who stole my sleep. i inspired by tagore's poetry, and it narrates who stole baby's sleep, where he lives and how he looks like. Illustrations are created by mixed media and collage, and i tried a mass of texture experiment on them. It encourages young readers can imagine and create their own sleep-stealer after reading this book. i want to used little marks or details to convey the emotions and imagination.



# Xiyuan Wang (US)

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← Memories of Asher.

The book tells the lifetime of Asher, who suffered from BPD. His mom hated him. His body was covered with pustules and everyone disgusted him. So, he determined to find friendship and love to fill the void. He became friends with Gabriel, the garbageman. However, Gabriel cannot bear Asher's heavy friendship and was eaten by angry Asher as he tried to escape. Then Asher met Angela but he finally found that Angela want to take advantage of him. Therefore he exploded while

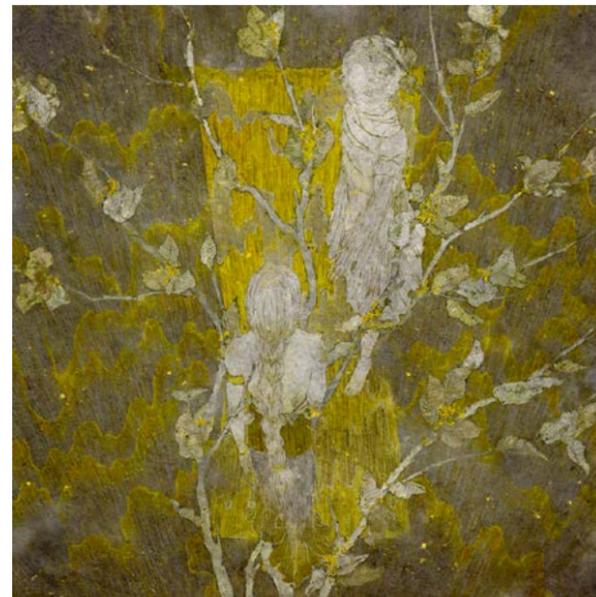


# Yiyi Wang (CHI)

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→ Osmanthus.

The picture book tells a story about a people who do not know how to reject others. The protagonist's living space is squeezed by the needs of others, and has experienced the emotional abduction of family, friends, and partners. After telling God, the protagonist understands that even the closest people have distances, and no one is a complete victim. People always hurt each other and also depend on each other in this emotional bond.



# Yunyun Ai (US)

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← This book project is called Journey. It's a story between a little who lost her most important thing and try to find it around the world with her friend fox together. I always believe that time and love are good things for cure ourselves.



# COMICS CATEGORY

2019

# COMICS GOLD MEDAL

## Cici Suen (UK)

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→ The Wind.

Short comic cooperate with Chinese writer Jiang Yitan. The story is about a girl want to jump from the top floor and saved by wind.

**1. Can you tell us a little about yourself, where you're from, where you studied, and how did they influence your work?**

I was born and grew up in Beijing, graduated from Camberwell College of Arts, University of Arts London in 2017. I'm living in London now.

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

I found my passion since I was a kid and to art-focused middle school and then studied illustration in London. During the course in Camberwell, I discovered my own illustration style and started to draw comics.

**3. What artists/things do you most admire where you're from, where you studied, and how did they influence your work?**

I really admire Lorenzo Mattotti who is an artist from Italy. His powerful and emotional work influenced me a lot.

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

My style keeps changing and every time when I stuck I'll try different materials to find a new world.

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

When I work on a graphic novel, I'll read the whole novel and find a suitable style for it. I transfer the novel to storyboard sentence by sentence, make them connect very well then start to draw.

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

Best: I enjoy every step of creating comic and illustration.

Worst: I have to draw scary things sometimes. Once my project was about dissecting lab mice, but it was a good challenge.

**7. Quick answers:**

Favorite movies: I Lost My Body

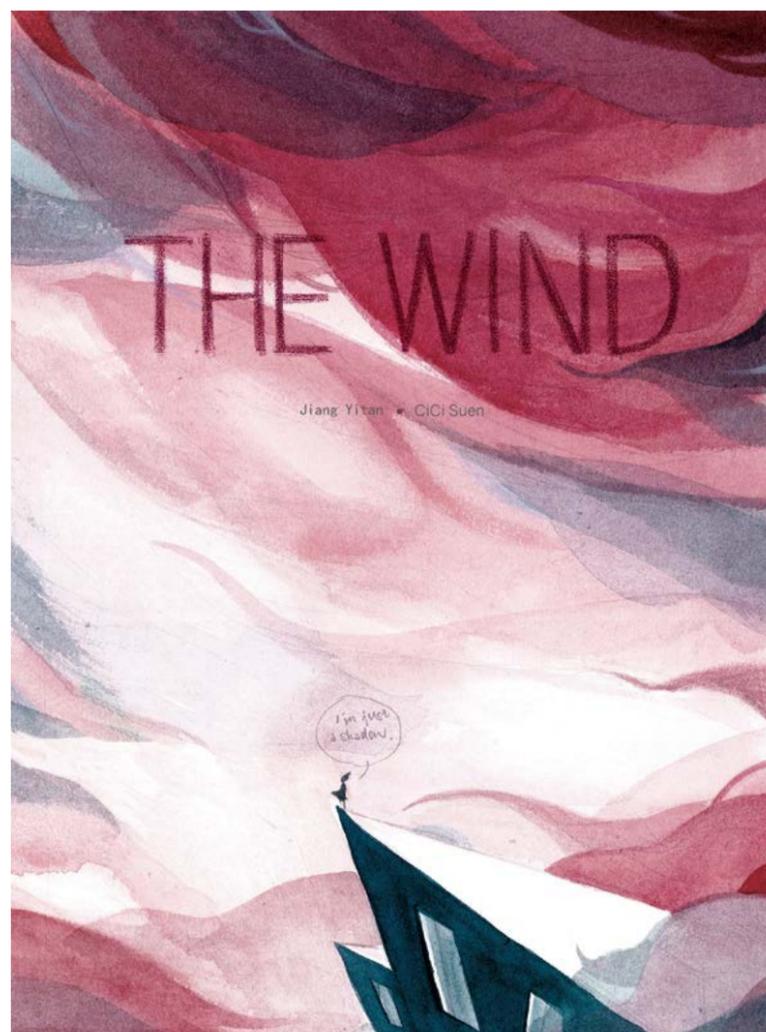
Favorite musics to work: Film soundtrack

Favorite Hobbies: Following squirrel

Magic wish: Give me three more right hands please

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

Observe life and nature.



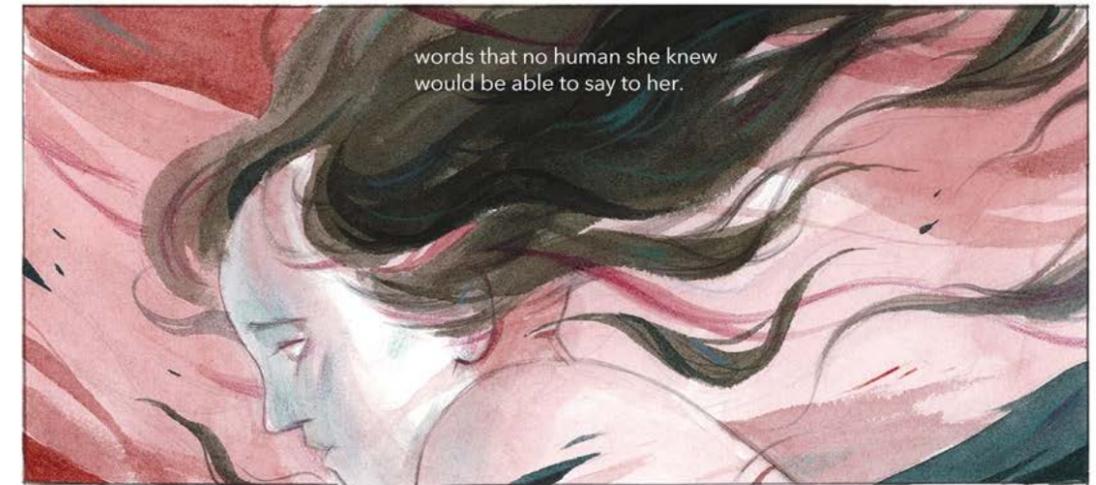
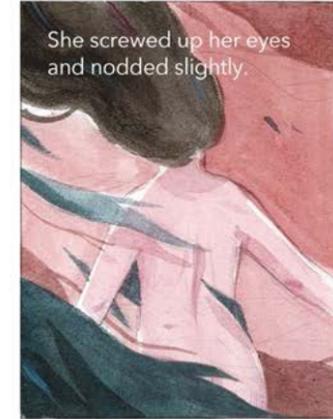
# COMICS GOLD MEDAL

## Cici Suen (UK)

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→ The Wind.

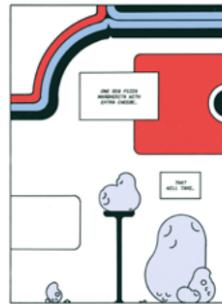
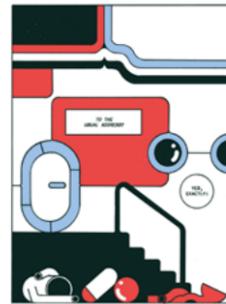
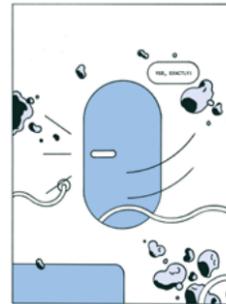
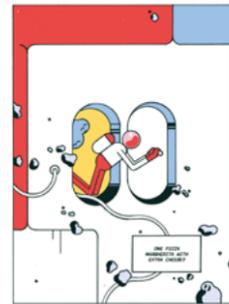
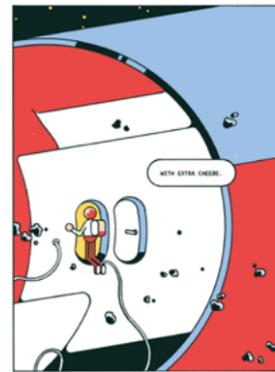
Short comic cooperate with Chinese writer Jiang Yitan. The story is about a girl want to jump form the top floor and saved by wind.



# Florian Biermeier (GER)

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→ This is my graduation work for visual communications at Kunsthochschule Kassel. A 120 pages graphic novel. Loosely based on the famous director Werner Herzog it's a sort of 'what if' scenario. What if an existentialist wisecrack that wants to know it all was all by himself, working at a space station, with plenty of time for philosophy - but has no one to listen to him/give feedback/acknowledges his thoughts? In the end it's a surreal intimate play about the subjective nature of 'making sense'.



# Hao Hao (CHI)

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← Multifaceted me.

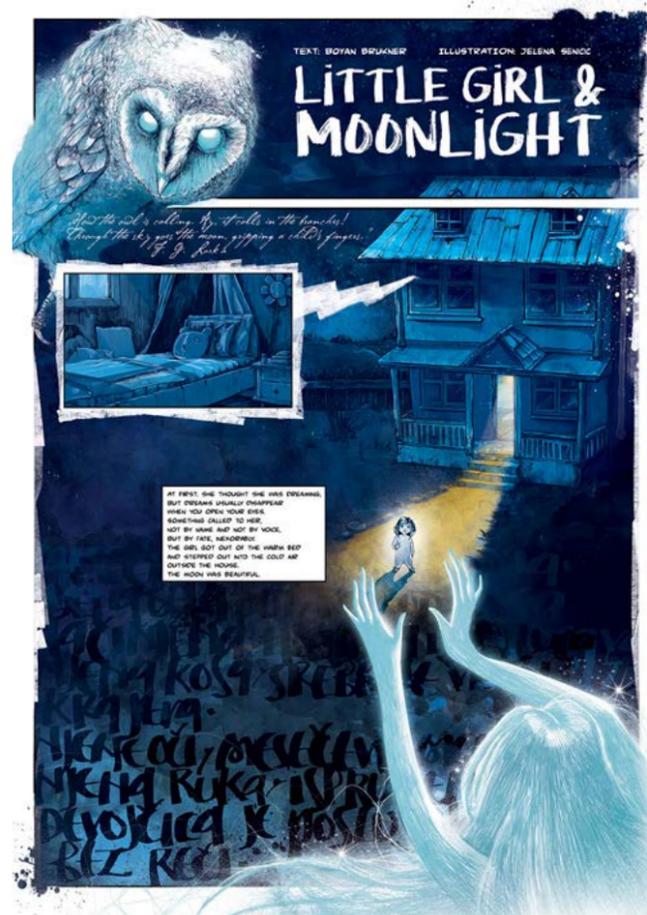


# Jelena Senicic (SER)

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→ Little Girl & Moonlight.

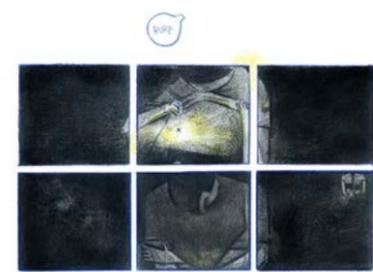
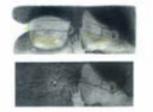
This is the story about Moonlight that took a Little Girl for a walk through the night. But to succeed a full Moon, Moonlight needs to take some innocent souls.



# Yimin Qiao (UK)

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← When the eyes are exposed under a bright object, they can still see it even when they are closed. This phenomenon is called persistence of vision. Shiny things are attractive, and people are following after, acquiring and possessing them, so am I. It is believed that you will be loved if you have more. But, is it real happiness or merely a blemish in the eyes that what we have in the end? Are dependence and love some reality or the illusion of ours?



# COMMERCIAL CATEGORY

2019

# COMMERCIAL GOLD MEDAL

## Tania Yakunova (UKR)

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→ Coca-Cola Summer.

I was commissioned by Coca-Cola Ukraine to create 12 illustrations for summer Coca-Cola sleek cans collection, first six illustrations was dedicated to music and another six to summer activities. All summer edition bottles was available during summer 2019 in Ukraine and Moldova and illustrations was also used on indoor and outdoor advertising and during several summer music festivals. AD Yuriy Shypota

**1. Congratulations for wining two years in a row! That is fantastic! Can you tell us a little about your last year after winning the gold medal and what's next for you?**

Thank you! Last year was pretty busy and adventures for me. The year begins with few great achievements and I finally did what I dreamed for years - went full-time freelance! I used to work as an in-house illustrator + freelancer for 4 years and that was an exhausting experience. I got many great projects but also a lot of stress that causes mental health problems, so now my next big goals are life-work balance, non-illustration activities, and personal work.

**2. About this year's award, how did you get this job for Coca-Cola?**

I got contacted by the art-director of Coca-Cola Ukraine, he had an idea of this series and wanted something minimal but with a special fun spirit. We immediately got full understanding!

**3. Can you tell us a little about this work? How was the development process? What were the steps you took, from the moment you got the brief, until it's ready to be delivered?**

The brief was to create characters for the summer collection, so the main task was to bring a mood of summer ease and a fan. We wanted the characters to be unusual, convey a brand vice and make people collect all illustrations. There was also a size restriction - a vertical, relatively narrow area

- which prompted interesting visual solutions. I, as usual, started with research to get a better understanding of a brand personality and how it can be shown through illustrated characters. Then goes to sketches trying to figure out the right mood. After approval of the sketches, I did vector finals and delivered them. Then I just wait till the project goes live!

**4. What do you think people enjoy the most about your work?**

I can guess it's something with mood and emotions, but I'm not sure :)

**5. What tools do you use to draw?**  
For most commercial works I use Procreate, Adobe Illustrator and Adobe Photoshop. In the sketchbook, I prefer ink, pencils, and markers.

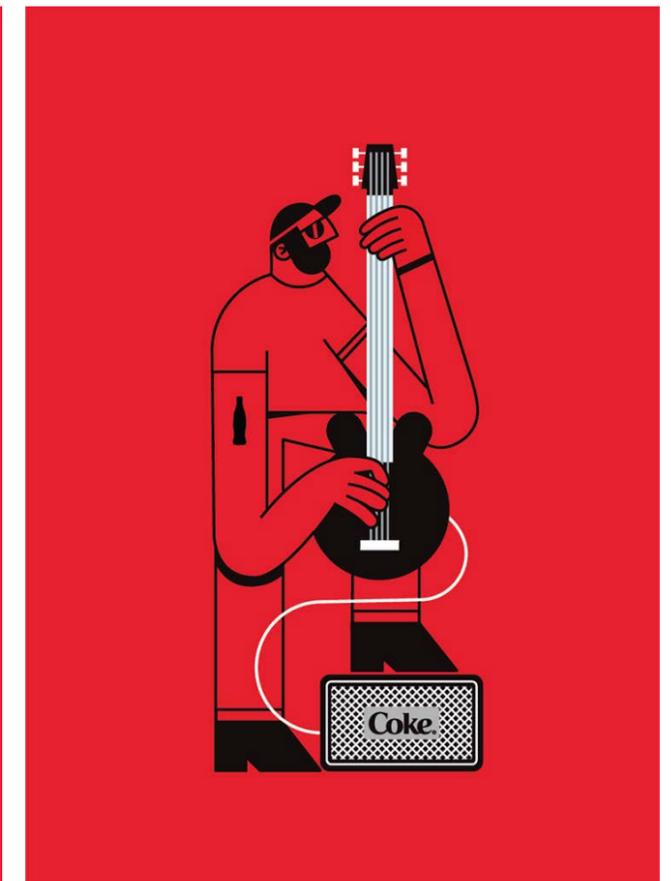
**6. What is your favorite thing in the world to illustrate?**

You won't believe - weird characters!  
**7. What does a day in your life look like?**

I woke up around 7, drink tea, walk my dog in the park, have shower and breakfast, plan my working day (try to have one big task per day and up to 4 small), work, spend time on something nice (book, film, friends), switch all the devices 2 hours before sleep.

**8. Do you have any advices for younger illustrators?**

There's nothing new: make good work, challenge yourself, experiment, show it and always act professionally.



## Andrey Kokorin (RUS)

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→ Towards new heights!

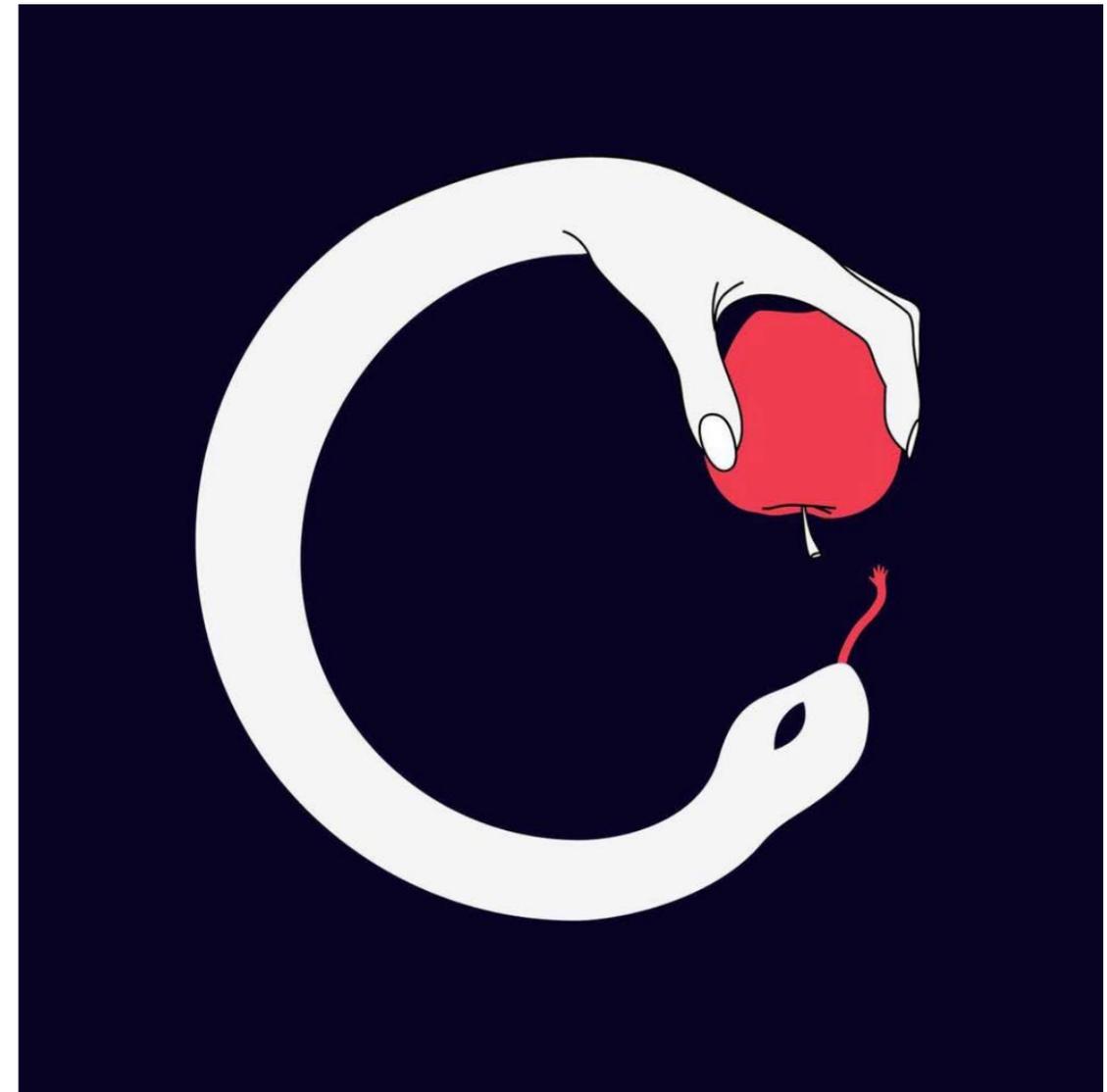
This illustration was used in the promotion of the Stalker advertising agency. The illustration shows the versatility of an advertising agency, so it will take your business to new heights!



## Anna Xenz (RUS)

xenza@mail.ru

← Illustration for advertising posters for Literary-theatrical project of Russia 'UnprintSYpled Readings', a literary-theatrical project where Russia best actors perform contemporary Russian prose on stage. Posters and illustrations tell the audience what exactly they heard at the performance - love, humor, stories about childhood and growing up, relationships, sex and politics.





## Jiaqi Zhang (CHI)

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→ This is a poster illustration about market and the craftsman. The craftsman is using lots of tools to create a magic world.



## Kuri Huang (US)

kurihuang3344@gmail.com

← Explorer Dream.

I create the hull art of Dream Cruises new ship, Explorer Dream. The artwork depicts the tale of a mermaid who yearns to travel beyond the ocean and seeks the help from a sea god (in the form of a unicorn) to discover new lands onshore while retaining an indelible link to the seas. In my artwork, I want to symbolize the intrepid, pathfinding spirit of the new ship by bringing in the new character, the unicorn, to represent the spirit of discovery in Explorer Dream.



# Laimutė Varkalaitė (KAS)

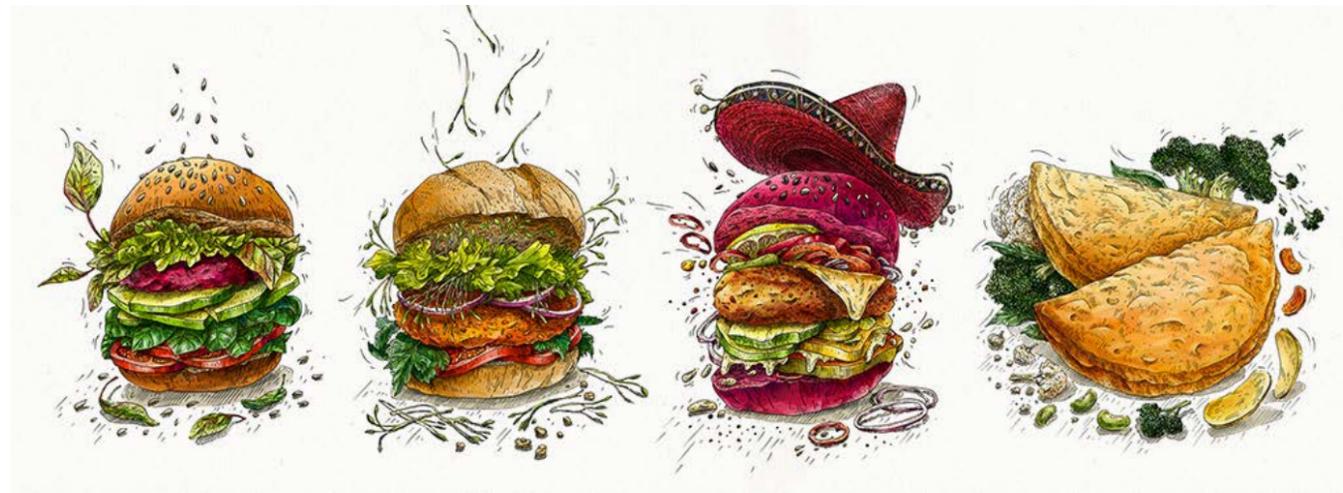
varkalaitelaimute@gmail.com

→ Illustrations for 'veggo' brand.

Veggo brand was established in 2018. Its aim is to create a tradition of vegan products in Lithuania, motivate people to be interested in this type of food, introduce and expand a range of vegan goods.

Veggo products which are offered now: four-flavored tofu desserts, three-flavored soy burgers, vegan cheburek, four-flavored vegan cheeses, organic almond and soy drinks, vegan figs cake.

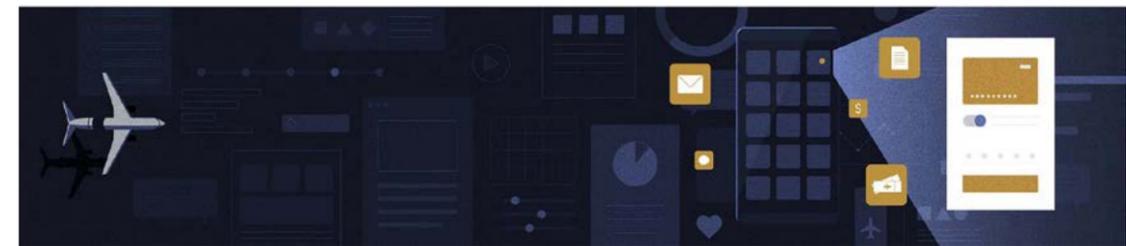
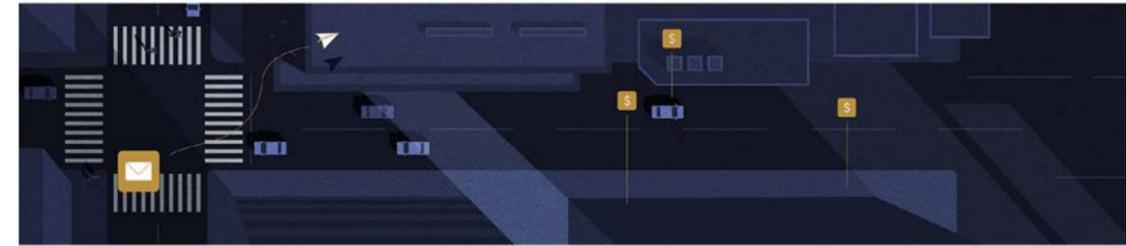
An illustration was chosen the main graphic element of visual identity.



# Ming-Hu- san Lee (US)

ming1201.lee@gmail.com

← Ariane is a protocol based on blockchain technology and is used to manage digital ownership and authenticity certificates for valuable objects. Targeting the luxury industry, I decided to pursue a realistic and modern style of illustration. I created a wider range of color tones under the Ariane brand colors to end up with visuals with more depth and layers. Since this is a very technical subject, we included more real life inspired scenes, to foster a smooth and easier understanding.



# Te Hu (US)

huteford@gmail.com

→ 8buddhas.

Story is based on the myth and legend of the Buddhism . using cartoon to show their different personality and what virtue they represented.



# Ya-Chu Chang (TAIW)

sun20070804@gmail.com

← Living Landscapes of Mt.Chanchu, Taipei.

Living Landscapes of Mt.Chanchu, Taipei describing a life style in a practical way, which is talking about the local history and the miracle legend stories. Following this picture could bring you into a life journey to explore the history you have known again!



# EDITORIAL CATEGORY

2019

# BEST OF THE BEST AND EDITORIAL GOLD MEDAL

## Dani Hernández (CA)

danihache@gmail.com

→ The Cat.

This illustration attempts to raise a reflection on companion animals and the relationship we have with them. It is common to consider certain attitudes or behaviors of our pets as almost human. This fact leads me to think if they are pre-existing natural behaviors, whether they are acquired by living with humans or are simply a projection of our needs, which are then imprinted onto our pets.

The illustration is done in digital painting. Published in Brightness Magazine.



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

already very clear that I wanted that to be my professional future, but I had the strong desire to do animation. For this reason, I went to Madrid and studied animation of Gran Canaria, in the Canary Islands, and cartoon design. I think it was always Spain. I first completed Design studies and the combination of personal restlessness then the Illustration at the School of Art and wanting to devote myself to something and Design Superior of Las Palmas de Gran that really fascinated me, luckily, I have Canaria. I then specialized in Animation been able to do so far. I dedicate myself and Cartoon Animation at the Superior to illustrations and 2D animation and stop School of Professional Drawing in Madrid. motion, and I continue to consume many I continue to undertake professional comics, series and animated films, graphic development trainings, attend workshops novels, children's album, illustration of all and courses by illustrators and artists that kinds, in short, everything that contains I admire, such as Javier Saéz Castán or cartoons.

**3. What artists/things do you most admire of living in Madrid, I have returned to my hometown of Arucas.**

and necessary for the development of an I didn't really become an illustrator for a illustrator and in my case, they were very specific reason, rather, I think it has been influential.

**2. Why did you become an illustrator?** I have been influences by a variety of happened throughout my life. Since I was a artists from a variety of disciplines. The child, I liked to draw (like most children). At most notable are artists such as Hergé school I was usually a little clueless when and Tintin, Tardi (Put a Guerra), Alan drawing in my notebooks. When I was 8 or Moore (From Hell), Héctor G. Oesterheld 9 years old, my parents gave me a Tintin (El Eternauta), Moebius. Also, illustrators comic collection. I think this was one of the such as Neil Gaiman, Andrew Hem, Maguma first real reasons. I could spend days and or David de las Heras have influenced my days reading the comics over and over. works.

When I finished my compulsory studies, I have always been drawn to Egon Schiele's I had to choose what I would study in the drawings and expressionism as an artistic future. I wasn't certain what I wanted to trend. I admire many contemporary artists, study and eventually choice design studies. graffiti artists and muralists such as Sebas It was doing this time that I stumbled upon Velasco, Axel Void, Arkane, Lou Ros, Artez an illustration course and then I knew what or Nicolás Uribe.

I really wanted to study. I finished the design Animated film directors such as Silvain course and enrolled in the Illustration Chomet, Ari Folman, Wes Anderson and course. When I finished the course, I had Alberto Mielgo have also influenced me.

# BEST OF THE BEST AND EDITORIAL GOLD MEDAL

## Dani Hernández (CA)

danihache@gmail.com

There are many more artists of whom I could quote, each influencing me to a different extent. In my case, the famous phrase "You are what you eat" should read "you are what you see, hear and read".

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

The style in which I do my work today is an evolution of myself over time. I now feel comfortable with what I do, but for a long time it was illusive to me. When I started, just after finishing my studies, my style was very different; I worked almost exclusively with lines and very little color, now I always work from a central spot of colour and with a very wide colour palette.

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

I always start looking for the concept; what I want to convey? Firstly, I begin by informing myself and learning about the idea, then I play small games, like writing down words of experimentation and practice. One day I set out as a personal challenge to change the way in which my illustrations usually began. I began to build from the first blob of paint and strangely, I felt very comfortable doing this as I found it a much more fluid and intuitive way to work. I

continued doing it and I finally reached this style which I currently use. I also think that a lot of reason has been from analyzing the work of others who worked with a wide color palette, with spots and brushstrokes, because for me it was like an unknown subject. When I decided to try to do things differently, I already had many concepts assimilated in my head, which arose in a very natural way.

When I started, I always start looking for the concept; what I want to convey? Firstly, I begin by informing myself and learning about the idea, then I play small games, like writing down words of experimentation and practice. One day I set out as a personal challenge to change the way in which my illustrations usually began. I began to build from the first blob of paint and strangely, I felt very comfortable doing this as I found it a much more fluid and intuitive way to work. I

one that I like I try to give it one go. I try worst thing about the job are the ideas that different compositions, frames, points of view, all of this is whilst it is still a sketch, or another do not end up being illustrations just pencil and paper in a very fast, casual way, without any details. When I already have a clear idea in my head I start working on the computer with a blank canvas. I

then create a palette of colors that work **7. Quick Answers:**

with the idea in order to develop and I build everything starting with very general point, until I reach the finishing point which I was aiming for. Normally, I only finish, or detail of the parts that most interest me and those that I do not leave at a more basic level. This process allows me to get my illustrations to have best outcome.

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

The best part of my job is being able to manage my time without the restrictions of a fixed schedule, although it can also be the worst. Also, another great thing is doing something that you really like, which is also really challenging as it's never the same thing twice is very stimulating. The

I love cinema.

Favourite music for work: I always try to find new music; I like many musical styles and I try to adapt the music depending on what I'm working on. However, the groups which I frequently listen to include Jack White, Amy Winehouse, Fantastic Negrito, Residente, Radiohead, Rival Sons, Frank Zappa and Led Zeppelin.

Favourite hobbies: I love reading, swimming in the sea and barbecues with family and friends.

Magic wish: I would love to travel to other planets.

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

I don't know, maybe enjoy what you do, be yourself, keep self-criticism high and dare.

# Ceri Nickson (UK)

cerinicksonillustration@gmail.com

→ A speculative editorial illustration for an article about the recollection of near-death experiences.

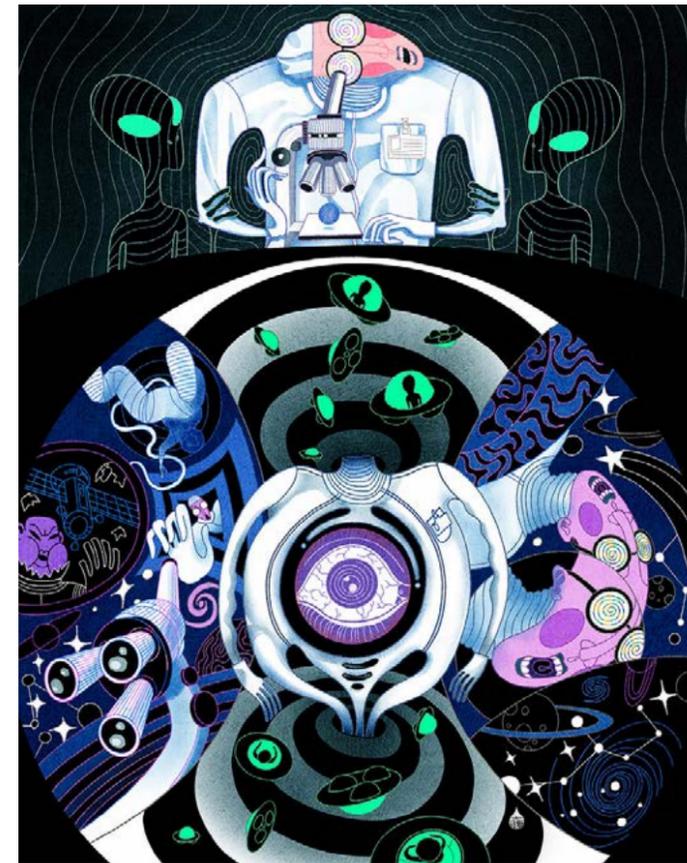


# Daren Lin (US)

DL@darenlin.art

← Broadway Musical.

This is an illustration for New York Times' Art section. The article talks about an intern at New York Times falling in love with Broadway musicals. Art Direction by Audrey Razgaitis.

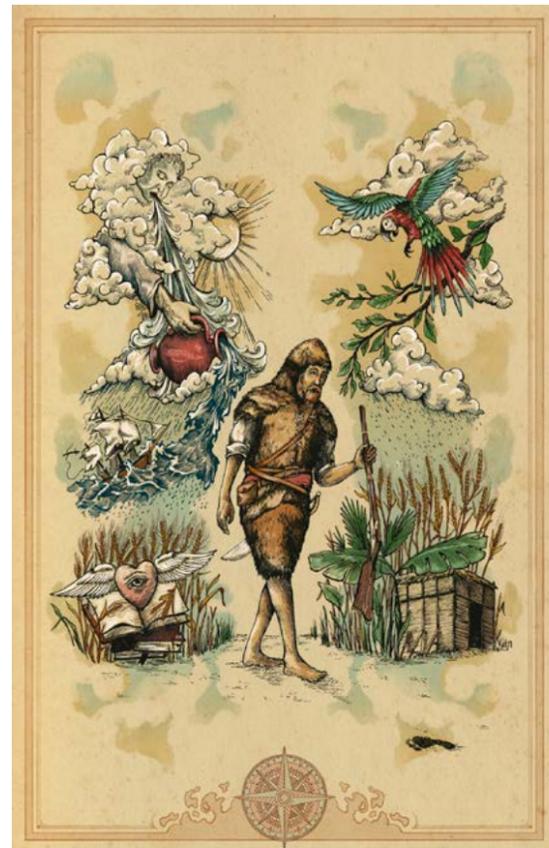
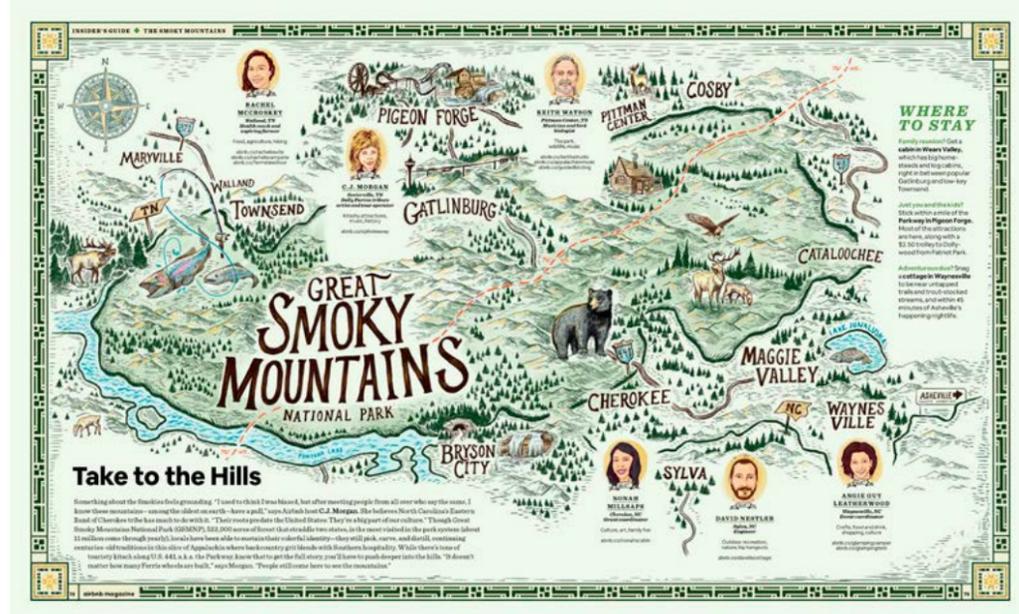


# Derik Hobbs (US)

dhobbsdesign@gmail.com

→ Airbnb Insider's Guide to the Smoky Mountains.

2 page spread illustrated map for Airbnb Magazine August-September 2019 issue. Part of 15 illustrations done for the Smoky Mountains feature/package in the project. The direction of the map was to illustrate various wildlife and landmarks throughout the national park, as well as illustrate 6 portraits of featured Airbnb hosts. The illustration was done in pen and ink, graphite, and digital. All lettering except for the manuscript is hand lettered.

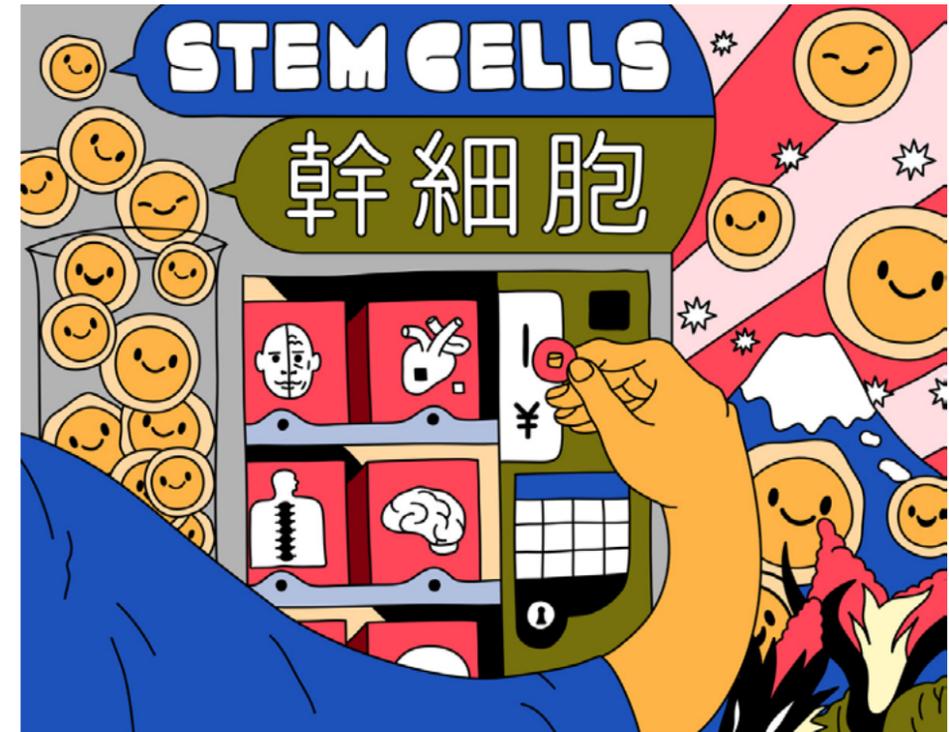


# Fabio Buonocore (ITA)

fabulo.illustratore@gmail.com

← Plastic-Icons.

This cover for StyleUP! magazine was about the best icon of the plastic design made in Italy.



**Martina  
Piera  
(ITA)**

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

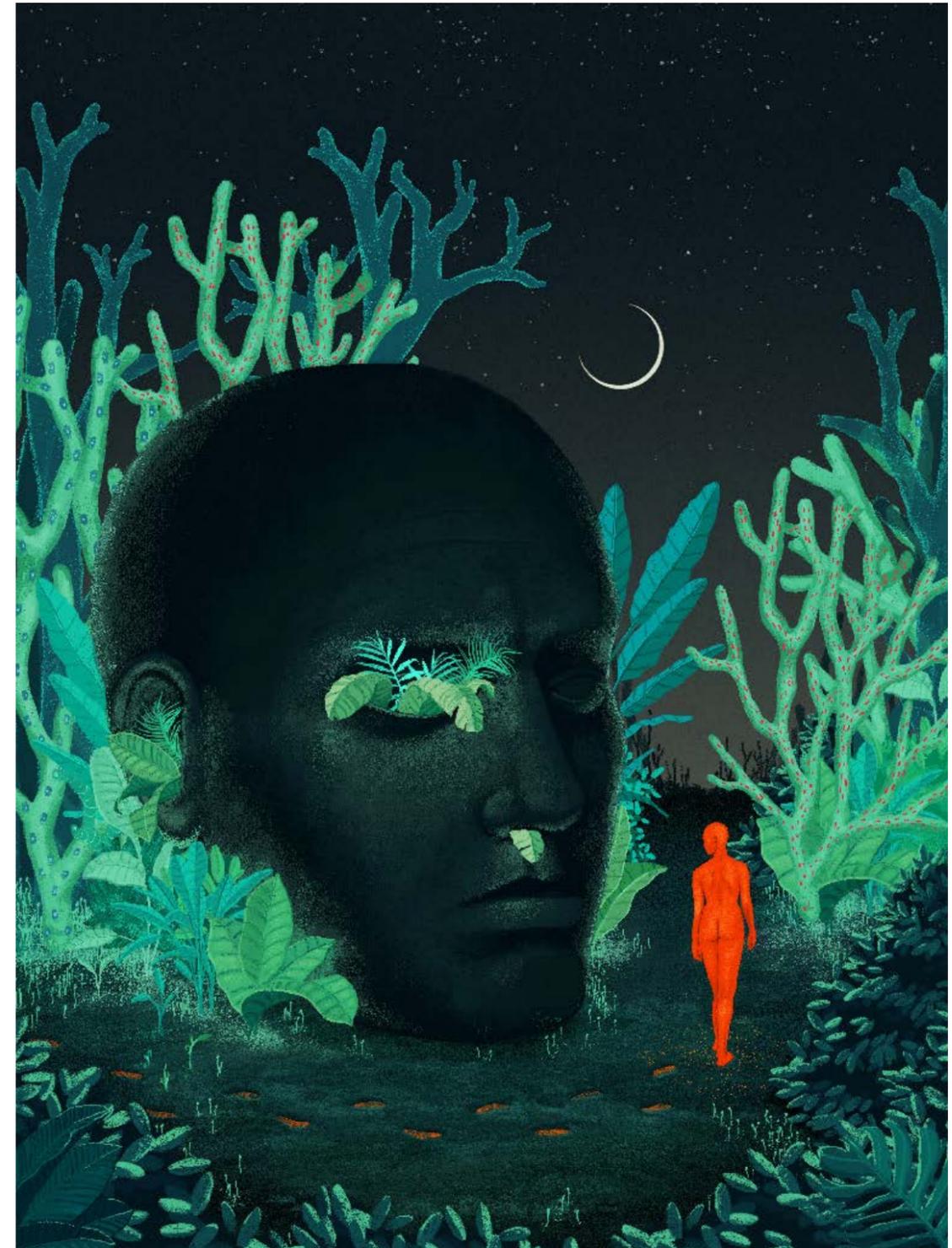
→ hockney for vogue.



**Myriam  
Wares  
(CAN)**

[fabulo.illustratore@gmail.com](mailto:fabulo.illustratore@gmail.com)

→ Mystery Garden.



Artwork done for the summer 2019 Flipside Zine published by Society6. The theme of this edition was Mystery Garden, for which 20 artists were selected worldwide. In this piece, I decided to explore the idea of a garden as a person's mind, with all of it's intricacies and secrets.

# Narjes Mohammadi (GER)

mohammadi.hasmik@gmail.com

→ Bird Woman.

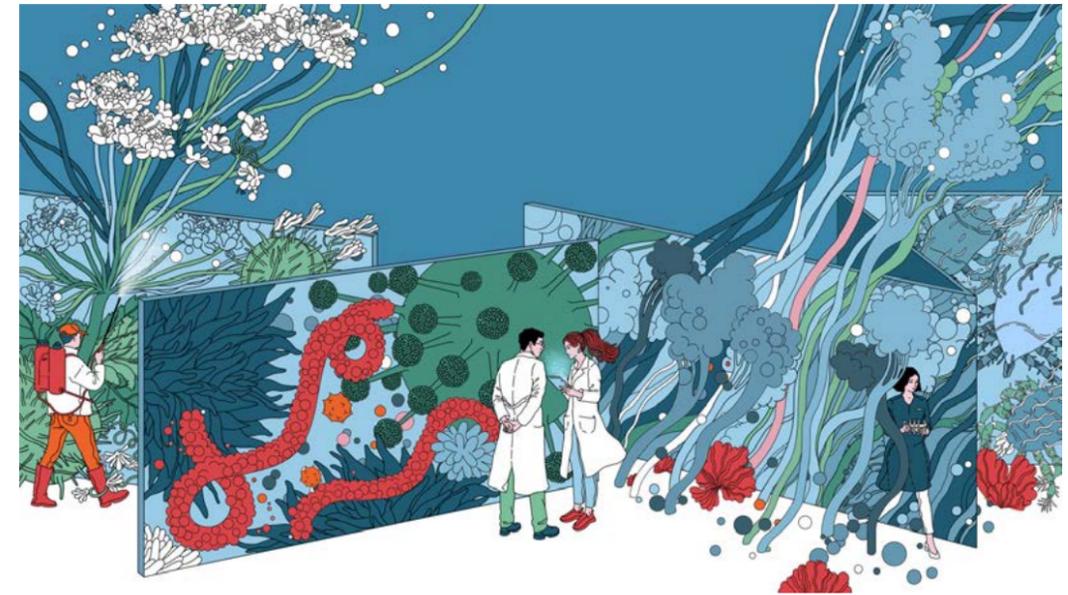
I was invited by New Yorker magazine to join an international project to celebrate the international mother's day. I was asked to present an illustration base on the traditional portrait of female. To do this project, I searched a lot of Ghshghaian photos, and I painted base on their dress and hair styles. I also inspired by traditional paintings, named Gol O Morgh. (I should add that the project was canceled at the last moment and replaced with news).



# Natalia Savinova (RUS)

natavolpesavinova@mail.ru

← Each illustration refers to different articles which dedicated to such themes as education, science and peoples life experience. The topics are diverse and tell us about specifics of renting or selling an apartment, about invasive species of bugs & plants, or sailors dreaming about their home.

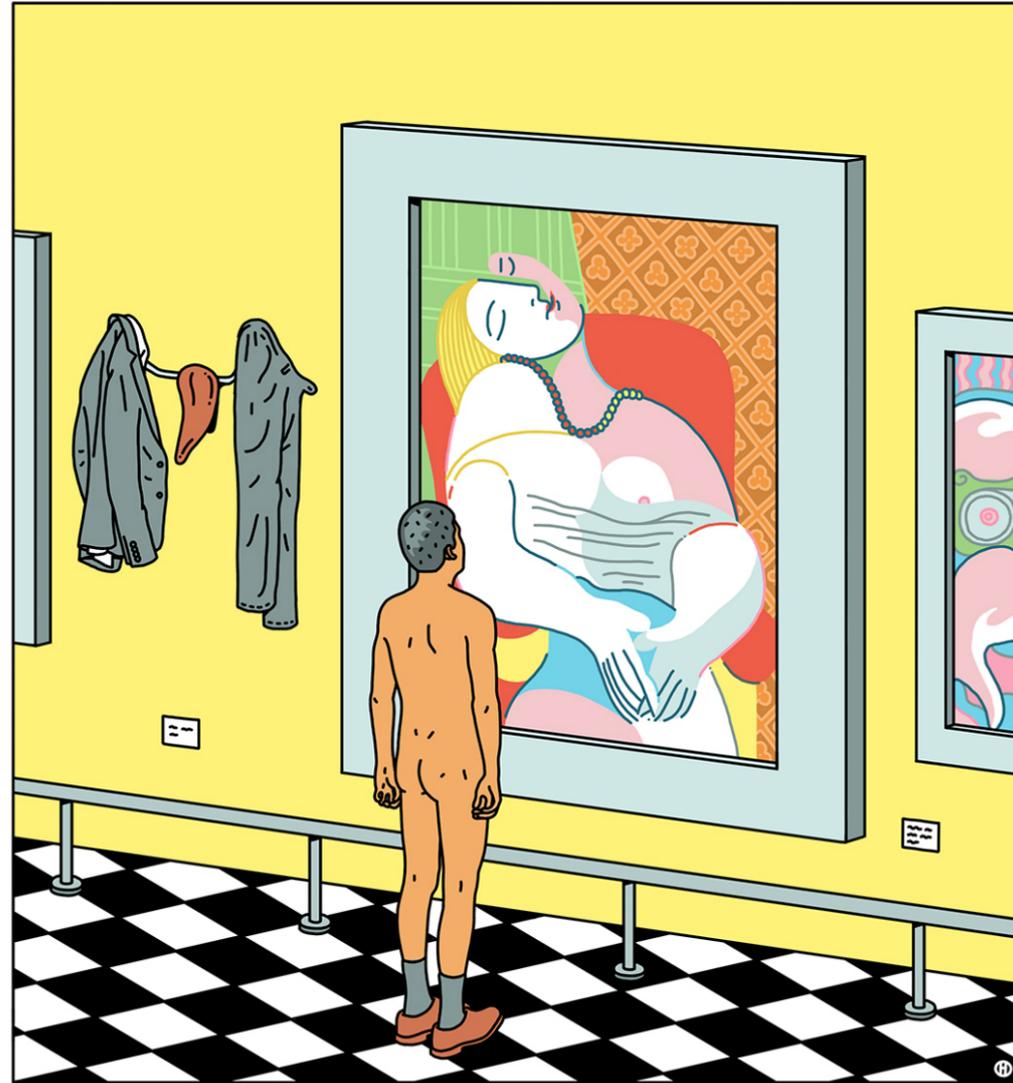


# Olivier Heiligers (NED)

mail@olivierheiligers.nl

→ The painter devouring his women.

Editorial illustration for the book section of Dutch quality newspaper De Volkskrant. French-Algerian Writer Kamel Daoud spent a night at the Museum Picasso in Paris and wrote a book about the relation of Picasso and his female models.



# Xiaojie Liu (US)

xl.illustration@outlook.com



**Xiyuan  
Wang  
(US)**

xwang287@syr.edu

→ Nope.

Two cycle tourists caught in the rain. They got rejected for asking a lodging. Backpacker often encounter countless dilemmas. However they still stay optimistic about they future with perseverance.



**NEW TALENT  
(STUDENT)  
CATEGORY**

2019

# NEW TALENT (STUDENT) GOLD MEDAL

**Jiali  
Wu  
(CHI)**

305270139@qq.com

→ The Little House.

For the convenience of taking me to school, my grandparents had bought me a second-hand apartment near my school. However, as I grew up, I went to the little house less often. When I was in the second year of high school, the little house was demolished by the government along with my memories. Thus I decided to create a picture book in memory of it.

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

I was born in a small city in China in late 1996. In 2015, I entered the China Academy of Art and chose illustration and comics as my programme. After graduating in 2019, I went to the Royal College of Art to continue studying illustration in the UK.

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

I think illustration is a superb method to convey ideas to the outside world since I am a person who isn't good at expressing in words. While creating stories, I am not only a director but also an actress, which allows me to create a new world.

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

Paul Gauguin and Diego Rivera are my favorite artists. There are many delicate and emotional things hidden in the rich colors of their works, which fascinates me a lot.

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

I have explored a lot of styles and drawing methods and thought deeply about what I want in fact. It is not until now that the style which belongs to me is gradually revealed.

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

My works are often based on my past experiences. I often use some objects to help me recall the past, and at the same time, build a suitable atmosphere and environment for the work.

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

Best: Using lots of materials to make images

Worst: Relatively straightforward narrative

**7. Favorite movies:** Long Day's Journey Into Night

Favorite musics to work: Mitsuyoshi Matsuda's songs

Favorite Hobbies: Take a walk in the evening

Magic wish: Teach my dogs to speak

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

Exploring the origin of self and picking up inspiration from lives.



# NEW TALENT (STUDENT) GOLD MEDAL

**Yunong  
Xie  
(UK)**

yunongxx@outlook.com

→ 'Good Morning Daddy'

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

I am a London based illustrator and toy designer, originally from China. I earned my master degree in Illustration and Visual Media from University of the Arts.

I am always exploring new tools, techniques and media approaches. My practice ranges from illustration, animation, poster, books, package design and fashion print design to create an eclectic yet coherent body of work.

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

I have been fond of drawing since I was a child. To me, illustration has always been the perfect way for self-expression. My works convey all the feelings and emotions. It is quite a magical feeling that sometimes I don't have to speak, but instead, let my works speak for me.

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

My inspiration for my work lies in my significant interest in mysterious things and subjects, which also served as a catalyst for the launch of my own toy brand MINONO in 2019. In addition, my fashion print design projects also often appear occult elements as you could notice. Also, Michelangelo has the greatest influence on me, he is the mysticism himself.

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

Back to old days at school, I was desperate to get my hands on all different kinds of painting methods, and have conducted various experiments trying to find the so called "my style". As time goes by, I gradually realized that it is not something to be found - it is a process that takes time to develop and grow. As I keep drawing every day for

years and years, it comes to me naturally and spontaneously, then becomes part of me and my works.

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

I always like to experiment with new techniques and to adopt new methods for my art practice. As mentioned before, the inspiration for my works lies heavily in mysterious creatures and subjects, which can always be found in books and movies. I always keep a sketchbook with me while reading or watching movies. Those visual elements and random story ideas in my notes can later be applied to my works, from an inspirational perspective. I don't normally fall back on those sketches directly. For most of the cases, I would quickly sketch out some basic frames and shapes based on those inspirations and then go from there - adding details and iterate on top of them little by little until I finish the whole work.

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

Compared to other jobs, as an illustrator, there's much more chances for me to express myself while doing my work. Also it is much flexible regarding working hours and location - there's no more being clocked in and out of the office, like I am the master of my own ship, and that's a great way to feel.

**7. Quick answers:**

Favorite movies: The Legend of 1900

All of Wes Anderson 's movies.

Favorite musics to work: Ryuichi Sakamoto  
Favorite Hobbies:Puzzle.

Magic wish: Solve the mystery of the Bermuda Triangle.

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

Always be yourself and follow your heart.



**Benedetta Fasson (ITA)**

bennyfasson@gmail.com

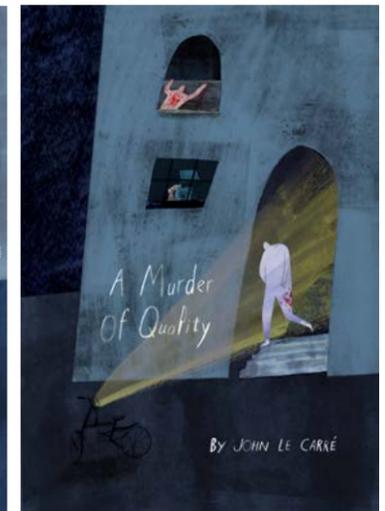
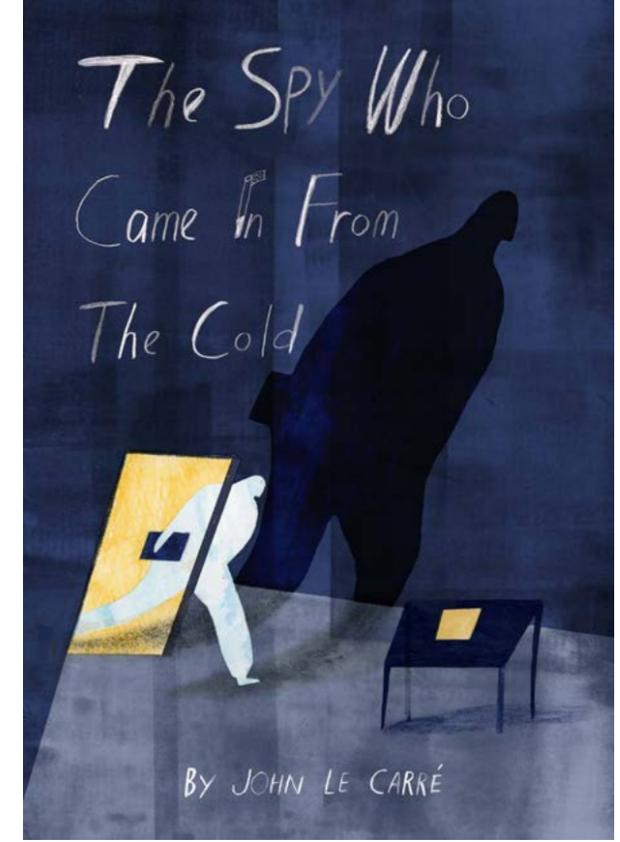
→ Rize is an academic project, a picture book that speaks about two different styles of dance born between the 90s and the 2000s in Los Angeles. Clowning and Krump, dances that saved many young guys from the ghettos. Dances that nowadays have the respect of the whole dance community. Rize is inspired by the homonymous documentary from 2005 by David LaChapelle and some pictures took by Kirk Mckoy during Rodney Kings riot in 1992.



**Chenyue Yuan (UK)**

chenyue.yuan@network.rca.ac.uk

← It is a series of book covers design for some novels written by John Le Carré. Inspired by related movies, abstract body shapes are applied to illustrate the uncertainty external features of this occupation. Digital collage media and traditional monotype methods are combined together to strengthen the atmosphere of the images. References includes documentaries about London and streets, Anine Hansen's works and Suzanne Dean's book cover design approach.



## Cresta Jane Atonna (US)

crestajay@gmail.com

→ Snake, Mouse, Grub.

Contrast in all forms interest me. It is what led me to tackle the contrast between what is conventionally disgusting to what is conventionally beautiful. Does pairing a mouse, snake, or grub with flowers make them any more tolerable? Perhaps not. No matter how glorious I portray these animals, a person's experience and culture will most likely keep their opinions unmoved. From a mouse's pink nose to a grub's unique form, I believe that these animals have a beauty to share.

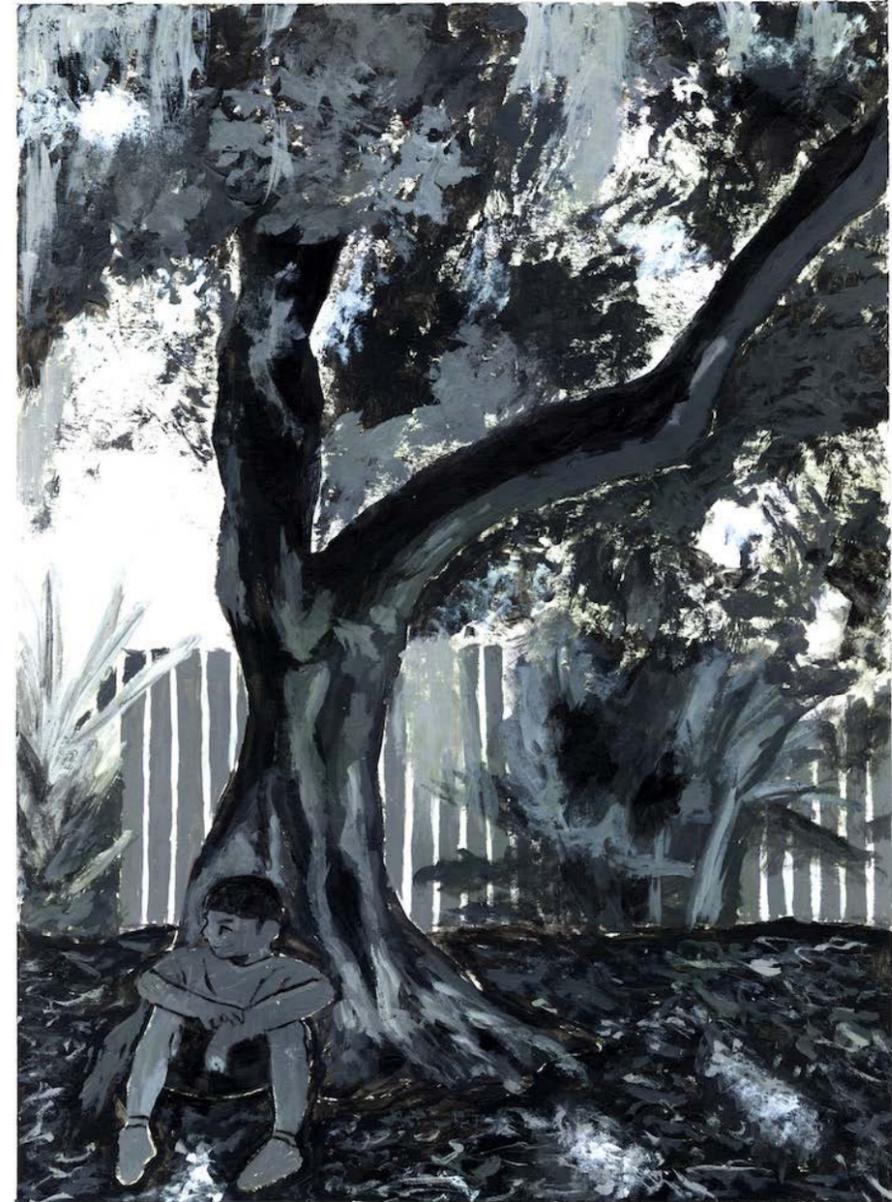


## David Reyes (US)

davidreyes@cca.edu

← Olive Tree.

In the Solitary Forest.



**Doina  
Axenti  
(ROM)**

doinaaxenti@yahoo.com

→ The tea party in the wood.



**Dora  
Wang  
(US)**

info@dorawang.net

← The Museum.



**Elisa  
Jaramillo  
(US)**

elisajaramillo104@gmail.com

→ Joy.



**Eva  
Margon  
(SLOV)**

eva.margon@hotmail.com

erial Map  
ogar  
ides: pa-  
on one  
Skuta  
other,  
y and  
rail.



# Fann Chen (US)

fannillustration@163.com

→ Best places to do watersports in Miami.

What is the most bizarre dream you have had Spring awakens! And partridgeberry has proof Is your pet lonely and bored Hard lesson in sleep for teenagers.



# Fu Xing (CHI)

m15271899593@163.com

← Things We Concern.

## Q&A

Dear fish  
Why do you have such a long tail  
To make you look gorgeous?  
But why there is no light in your eyes?



80cm\*20cm  
Oil Colour/ Colour Pencil/ Pastel

# Grace Lanksbury (UK)

gslanksbury@btinternet.com

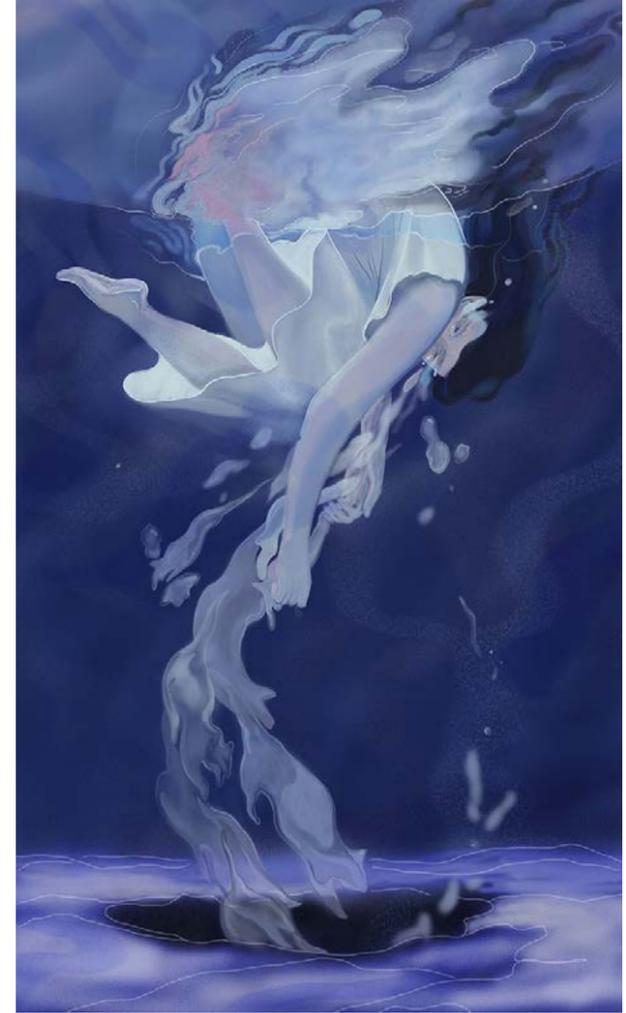
→ A silent, illustrated narrative that is based on and inspired by the stories of the elderly. The book consists of four different stories from real people, collected from my own interviews, photographs, radio interviews and family history. The aim of this project was to shed a better light on the lives of our senior citizens, and the incredible stories they have. With a rise in loneliness and mental health these people and stories should not be forgotten but celebrated.



# Haijingchao Su (US)

hsu100@syr.edu

← Being alive is to endure the repetitive ordinary life.



# Haosong Chen (US)

hachen23@student.scad.edu

→ The World of Electronica.



# Isabel Dias (POR)

isabelmdias@hotmail.com

← 1. Adamastor is a giant mythical of Greco-Roman mythology. It is depicted as the giant of the Cape of Storms, which sank the ships.

2. Based on the book 'Os Bichos' by writer Miguel Torga. The book presents several fables, and each of these tales illustrates the story of an animal's life as the main character.

3. Illustration of two closed and captured mermaids represents the anguish of wronged detention and slavery.

4. the story of the sun and the moon, in love and living a forbidden love.



**Jialei  
Sun  
(US)**

jsun02@mica.edu

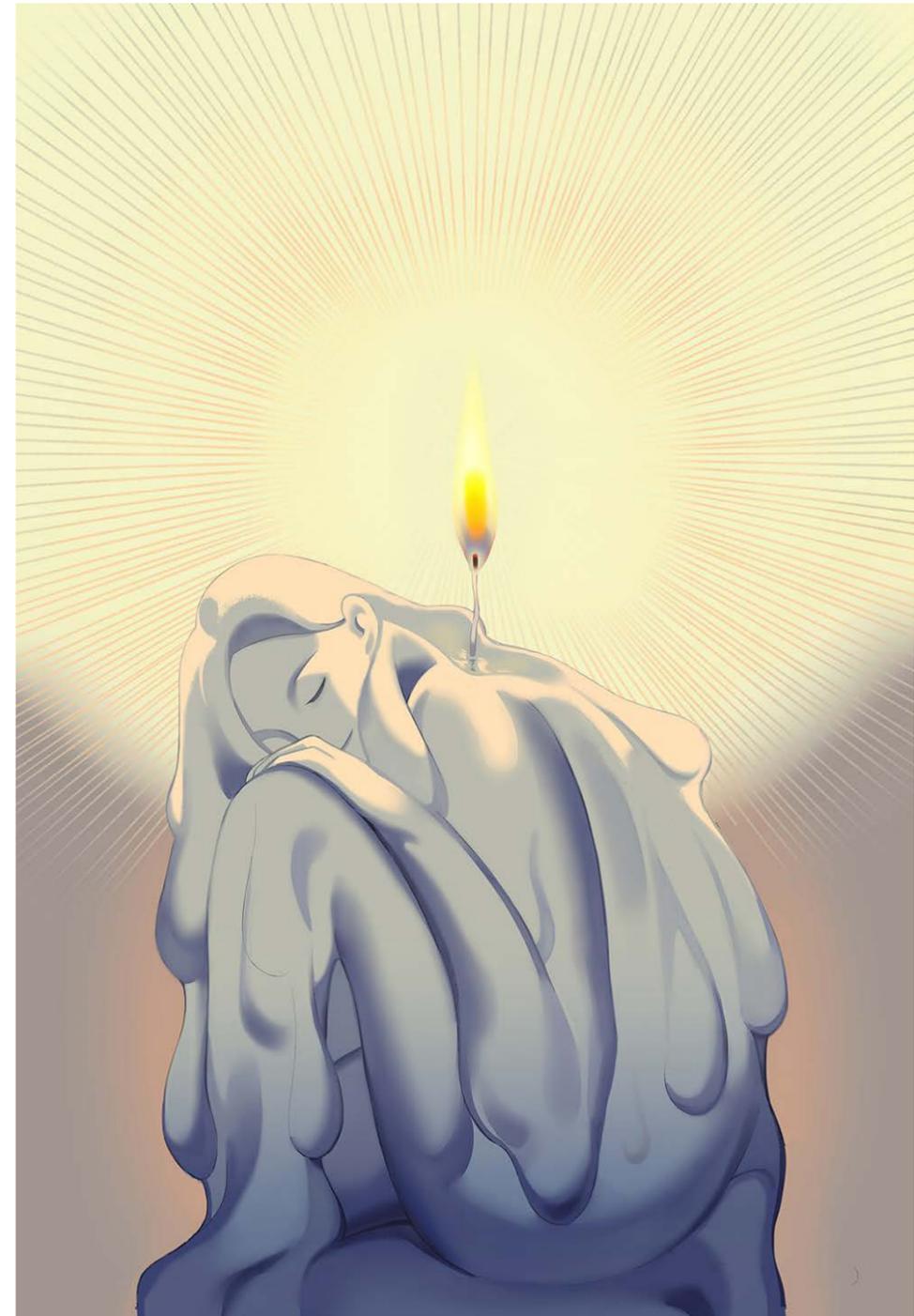
→ Brunch.



**Jiawen  
Chen  
(US)**

jchen90@sua.edu

← Be The Candle.



# Katarzyna Olejarczyk (POL)

[kasia.m.olejarczyk@gmail.com](mailto:kasia.m.olejarczyk@gmail.com)

→ The Picture Book is a student unpublished project created in Illustration Department in Academy of Fine Arts in Katowice. The story of the book is based on Le Corbusier's life - from his early years to the old age. The aim of the book is to encourage children and their parents to get interested in the architecture and to show Le Corbusier's world (his life, love, art and buildings) in an intelligible and humorous way. Le Corbusier had a huge impact on our everyday life in all over the world.



# Lea Berndorfer (GER)

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

← Mobile home park 'Zomia'. Since 2012 the mobile home park 'Zomia' resides on the Brammerflöche in Hamburg. The residents will be forced to move in 2020 due to bridge construction works. The illustrations (editorial) are part of a report that gives an overview of the residents and their homes.



**Liming  
Zeng  
(CHI)**

837887803@qq.com

→ The world of the square girl.

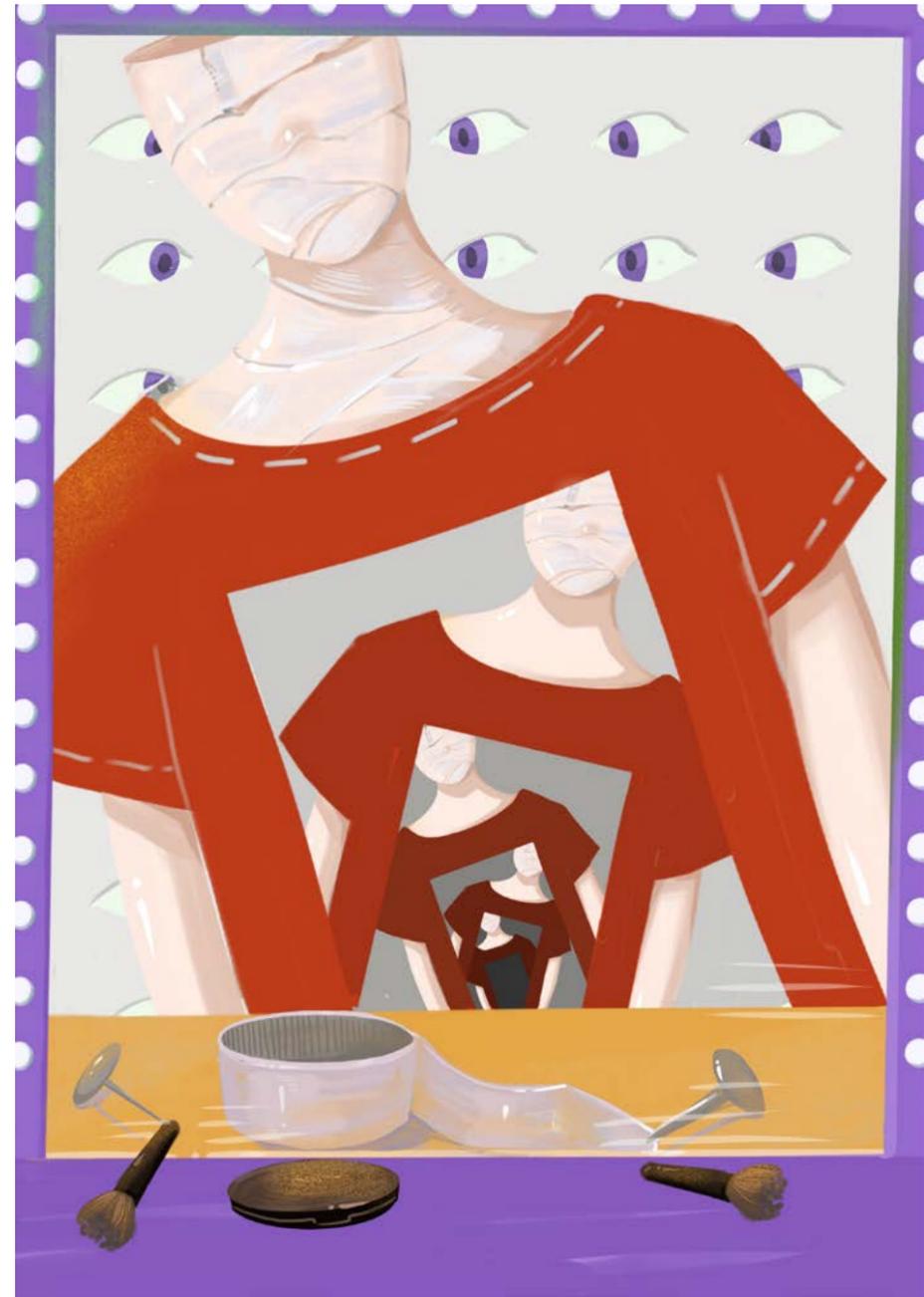
The square girl create a lot of world, she travel through these worlds.



**Lingfei  
Cao  
(CHI)**

1417994062@qq.com

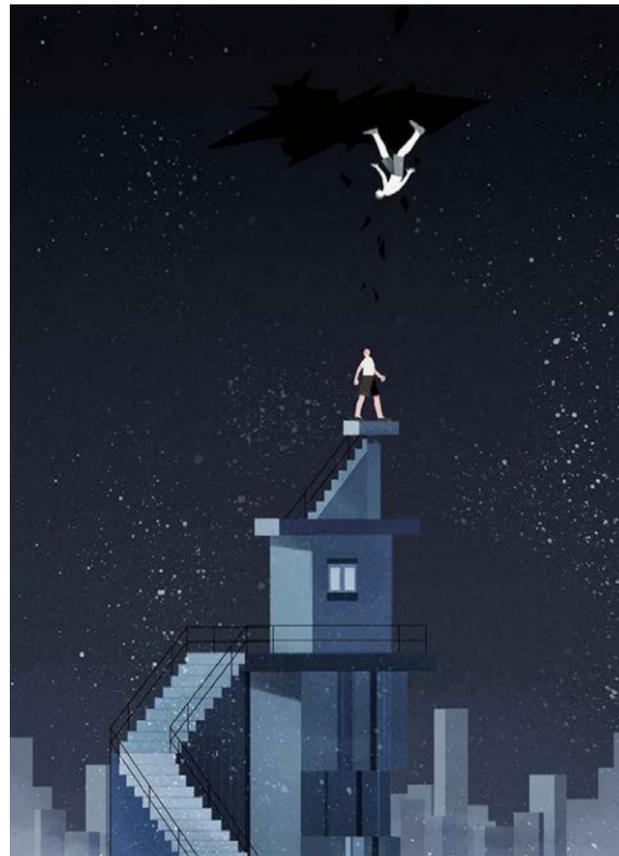
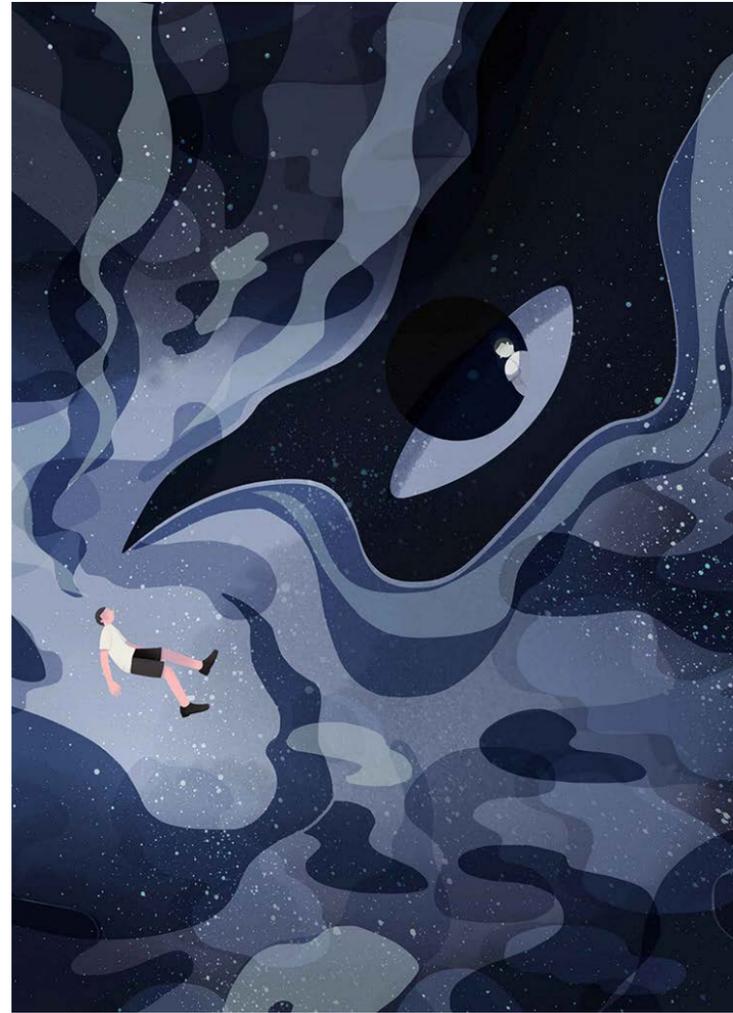
← Airy Floating.



# Mingjing Zhou (UK)

m.zhou1220181@arts.ac.uk

→ I was inspired by Useless Words by GAI, a rapper. It describes the inner conflicts and struggles of a teenager. During the process of growing up, a teenager suffers the pain arising from conflicts from ideals and reality, and from self-evaluation and social evaluation. A teenager is fragile yet tough. Despite the suffering, he or she can still bravely stare into the abyss deep inside and turn it into the nutrient for growing.



# Na Hyoung Jeon (R. KOR)

221b.baker.st.nh@gmail.com

← The image are from the Inferno, project: the book of the hell Part 1.

Portal of Hell,  
2nd Hell Lust,  
6th Hell Heresy,  
7th-2 Hell Violence against Self,  
8th-1 Hell Fraud Panderers  
Seducers.

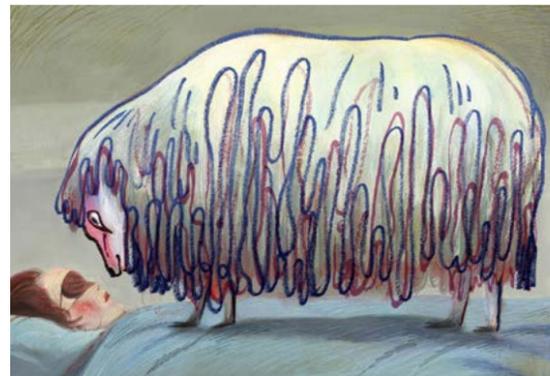
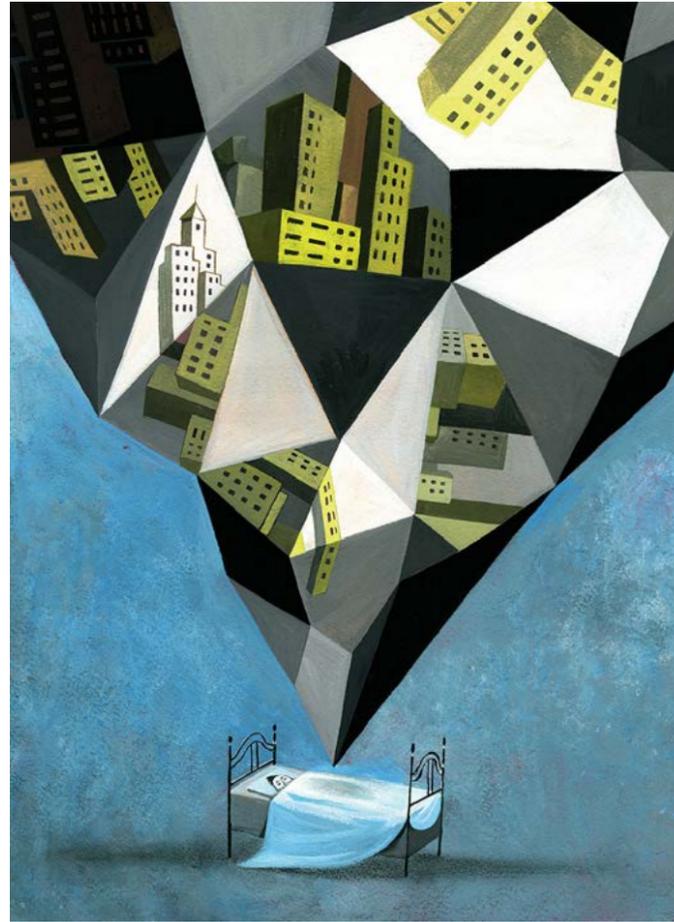
The project is about serial illustrated pop-up books without text. It is a modern adaptation of Dante Alighieri's work, Inferno. I made paper engineering for conceiving architectural and sequential aspects of Inferno in a multidimensional way.



## Nan Cao (US)

[nan@nancaoart.com](mailto:nan@nancaoart.com)

→ This series of illustration are selected illustration from my unpublished book Lullaby, which is composed of a series of illustrations depicting what people think about before falling asleep. To begin the project, I collected people's bedtime stories through online survey and personal interview. By reconciling my own visual voices with those of others, I want to visualize the distinctive worlds people are building up in their minds after a long day.



## Pei-Hsin Cho (UK)

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

← This illustration was an emotional statement while I was making my graduation work at RCA. The whole project was about introversion, based on the narrative therapy theory to develop a journey of confronting my personality. It was very painful to dig so deep into inner self and i felt ripped at every edge and becoming inwardly translucent.



## Phoebe Rothfeld (CA)

phoerotherfeld393@gmail.com

→ An array of class work within the markets of publishing and poster design. All of these pieces were created with traditional ink and digital color. I am forever striving to enhance and celebrate the power of imagination within fantastical narratives.



## Sang Lam (US)

slam1@c.ringling.edu

← The Brothers Grimm.

As part of a historical figure assignment, I focused the remarks that they left behind in the fairy tale world and children literature world.



# Tianran Qu (US)

15201410558@163.com

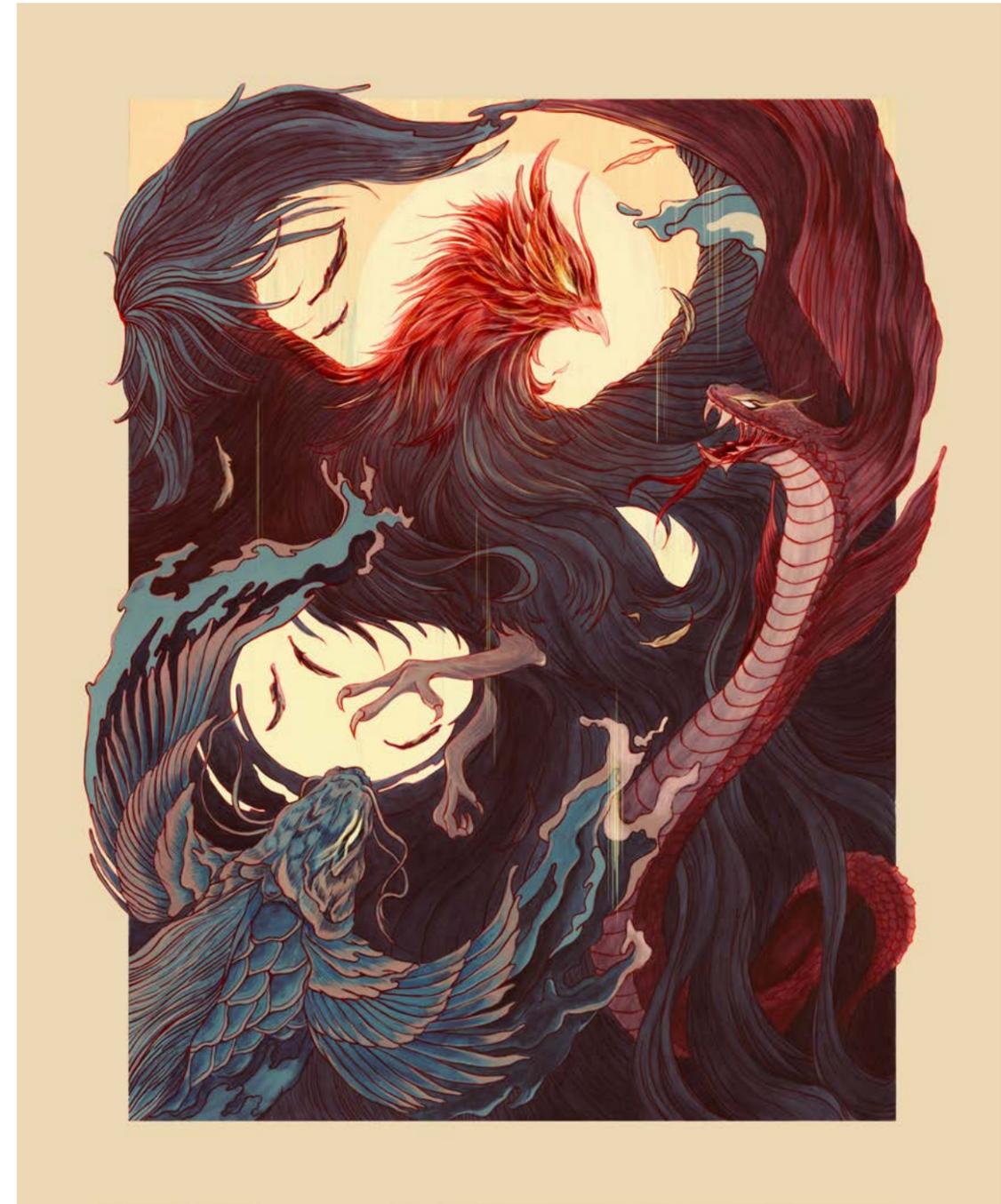
→ This series illustration depict the late summer melancholy aura in places that I have a deep connection with, where are Baltimore, Dalian, Seoul, Los Angeles and Beijing.



# Tung Ning Huang (US)

huangtongning@hotmail.com

← The Brothers Grimm.  
This piece is for the book Aladdin.



# Waikwok Choi (UK)

waikwok.choi@network.rca.  
ac.uk

→ Blue Onion.

A discription of 5 annular areas of city Beijing (China). I was making some city slices (sketch)of 5 annular space when I walked in this city. City slices reflect city lives situations. Something obvious but unsayable exists in 5 areas citizen consciousness, instructing their behavior and recognition in their daily life. A daily food, onion, can be seem as the symbolize of this city when it gets the imaging city sky's color. 5 Illustrations are linked by onion veins-like pipes.



# Wenpei Li (US)

wenpli20@student.scad.edu

← A series of posters designed for an immersive theatre show presented by "The Secret Cinema". The theme of this show is "Casino Royale". Each audience will be given a role and interact closely with the actors.

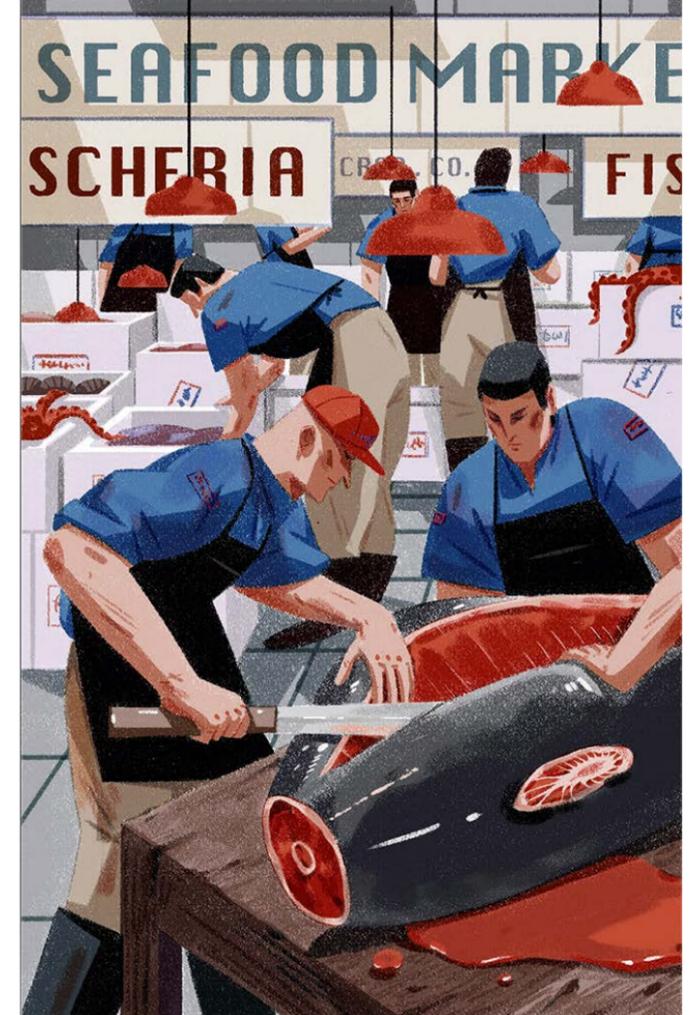


# Xinmei Liu (US)

brownielxm@gmail.com

→ You Can Only Fall Asleep on Your Own.

You Can Only Fall Asleep on Your Own explores the author/artist's long-term suffering from insomnia. As sleeplessness, as well as frustration, takes over the narrator's night, she examines her sleep-related (and death-related) personal history. From childhood associations between sleep and death to more recent conclusions on the passivity of sleep, all the thought experiments only made her more alone, as "you can only fall asleep on your own."



# Xuetong Wang (US)

xwang07@mica.edu

← Food Market.

This Series is about different market scenes in three different countries, which are seafood market in Japan, floating market in Thailand and fruit market in Cuba.

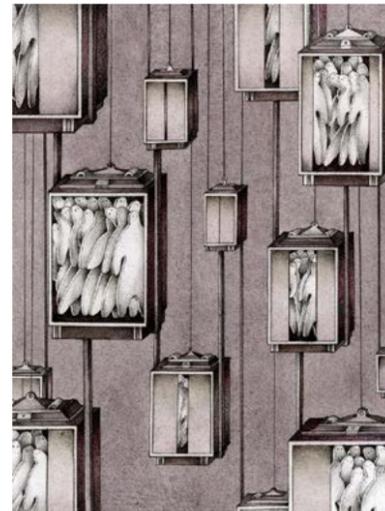
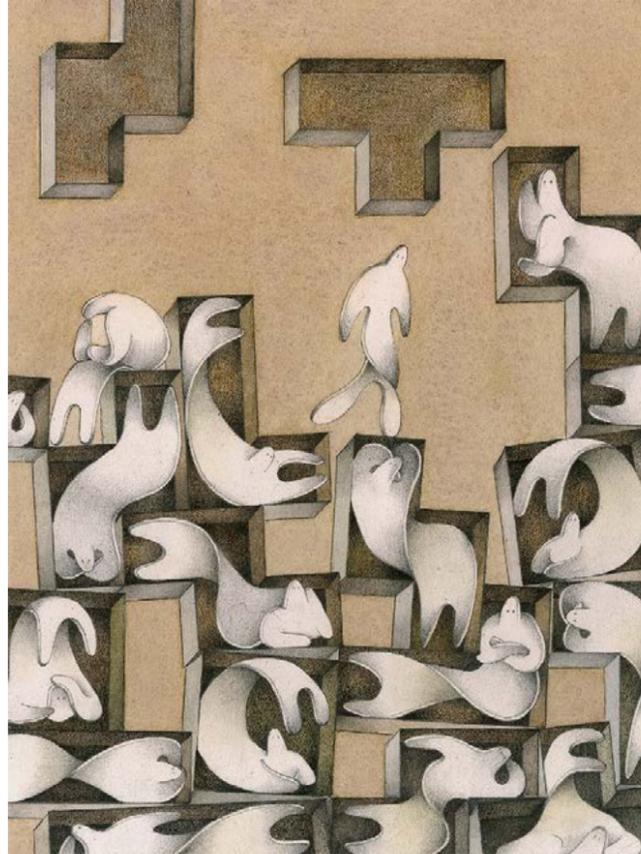


# Yanyin Xu (UK)

15061880307@163.com

→ One by one.

This project aimed to show the survival difficulties that people in modern cities would face in their daily life. I designed each character by making pieces of paper to show their numb yet soulless living conditions. The ghostlike characters in this book like curling paper through mazes and confined enclosures, the focus of the three illustrations is the challenging living conditions experienced in many modern cities such as inadequate housing, uncertainty, and overcrowding.

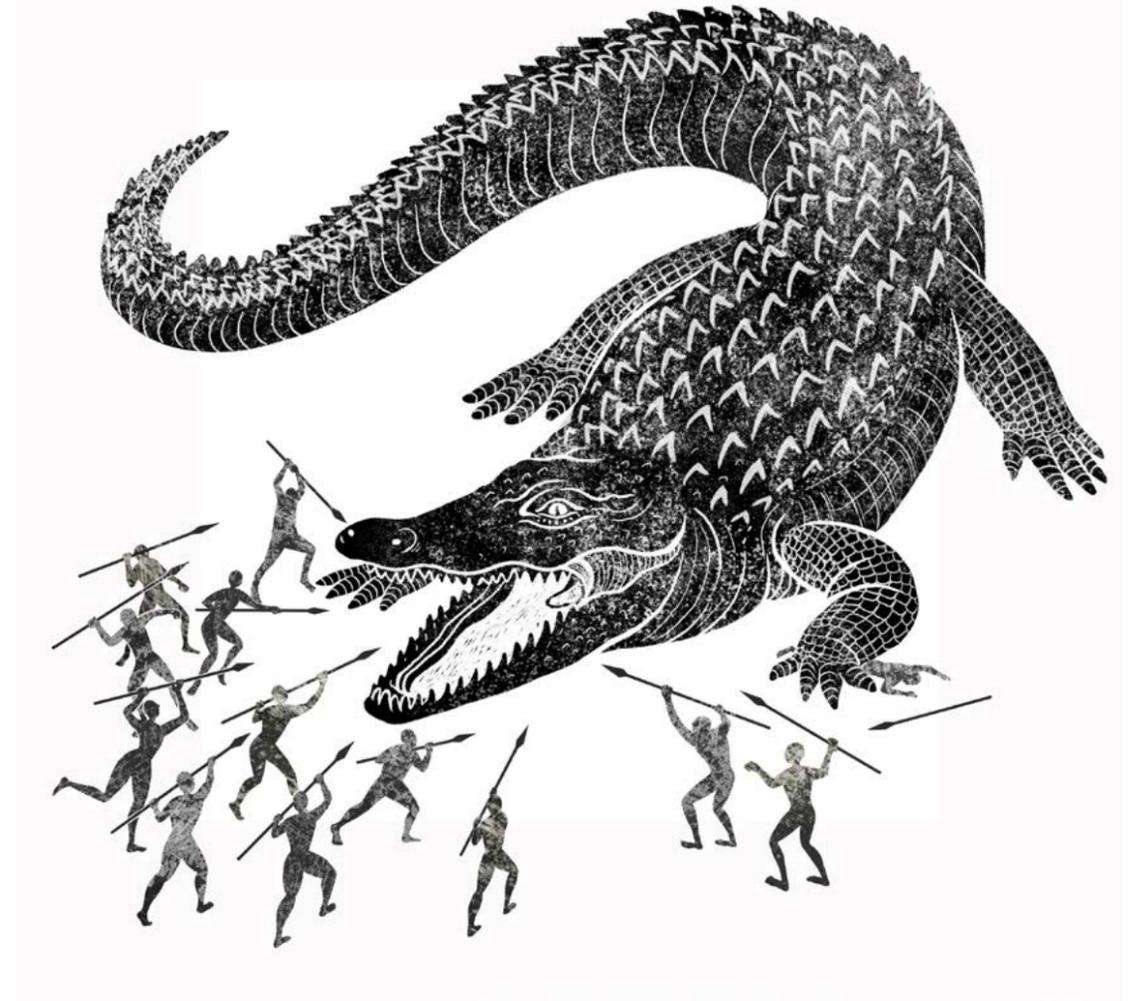


# Youna Kim (US)

youkim24@student.scad.edu

← Me, Natasha and the White Donkey.

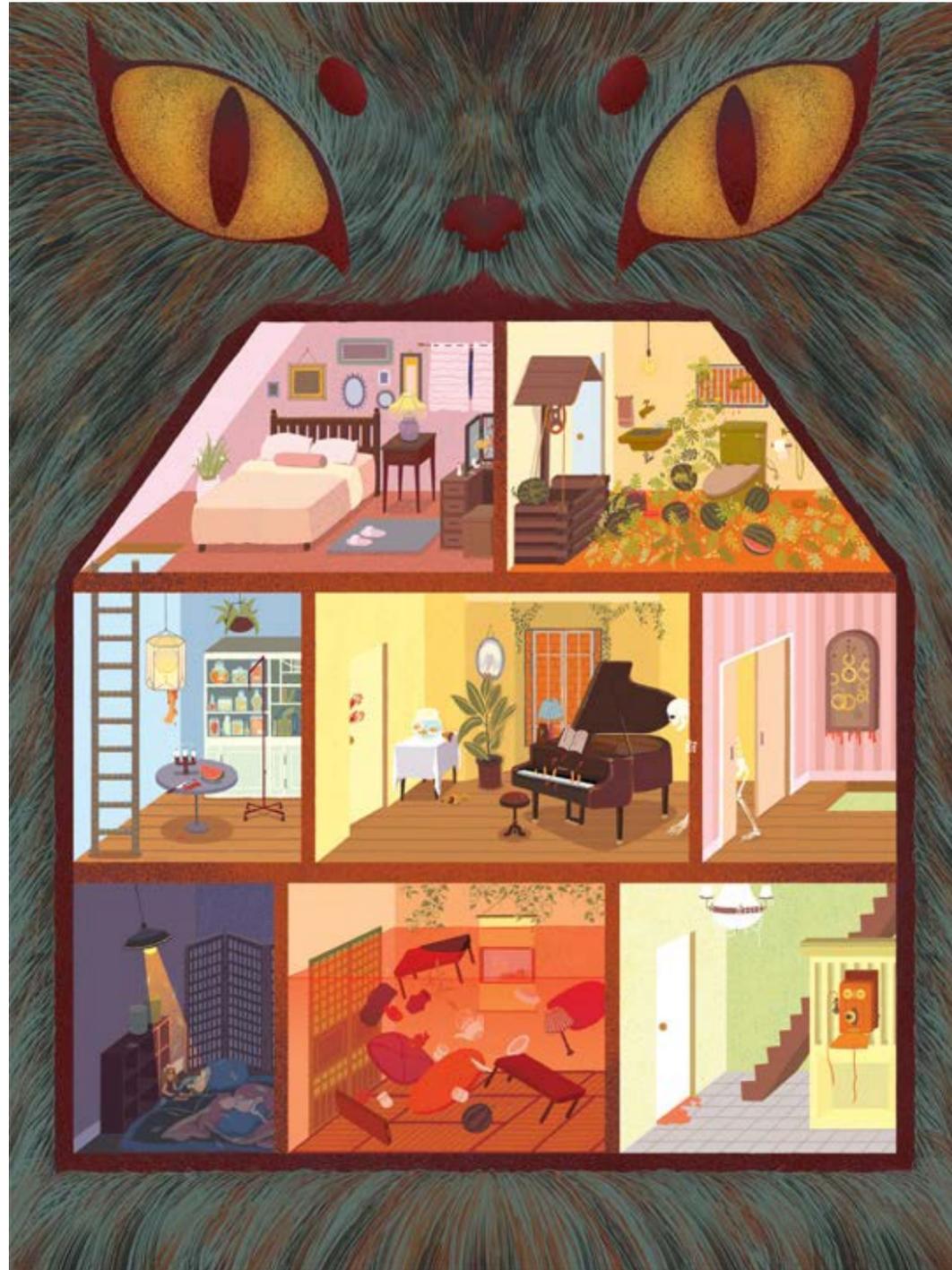
One of my thesis work. This is a poetic illustration inspired by Korean poem, Me, Natasha and the White.



**YunYi  
Dai  
(US)**

ydai@mica.edu

→ Treasure Hunt.



# SELF-PROMOTION CATEGORY

2019

# SELF-PROMOTION GOLD MEDAL

## Manuel Šumberac (CROA)

manuel.sumberac@gmail.com

→ Five illustrations under the name "Borders", follows two children searching and seeking what is happening outside the blank world, behind the white border.

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

My name is Manuel Šumberac, i was born 32 years ago in Pula, a small town in Croatia. I've studied at the Academy of Fine Arts in Zagreb where i obtained a Masters in Animation and New Media. In high school I studied applied arts and design, but from the moment I've heard that you can study animation and animated film the path was clear to me. From there it all unfolded naturally. During the studies I've started to work more intensively in animation and explored the world of illustration, and those are the fields in which I've been working since then. Currently, I live and work in Zagreb, Croatia.

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

It all feels to me like a big happy accident. During the study at the Academy of fine arts I became very interested in illustration, in telling the story through one image or a series of images. At that time I worked mostly in creating animated films and the preproduction phase of creating a film required images that will, at the same time represent, the design of the film, but images that will reveal and explain a part of the story as well. So, the natural need of creating images that will present my project without me explaining them was needed. That was a starting point of the illustration journey. After that, I dug more deeply in other form of illustration, in book illustration, editorial illustration and all



other types of illustration, but I think this idea of telling a story, of creating a jigsaw puzzle through images is the real reason for becoming an illustrator.

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

Every day I find new artist and illustrators that inspire me and influence my work. Through all the social media posts, different art portfolio platforms, video games, animated films etc. I find new artist, new styles and creative ideas that stick to my mind, and influence my work, my process and my way of thinking through illustration. It is so hard for me to pick just one author or one piece. I always felt that picking just one isn't fair, as there are so many things that shaped me as an author and as an illustrator, pieces that influences me on a daily basis that picking one single piece simply won't be fair.

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

My style, or rather my voice or visual language, is changing with every piece, at least from my point of view. I always try to add something new to my process, to find new ways of telling a story, sometimes I even do a complete turnaround and explore new styles that aren't familiar to me. This feeling of evolving, struggling, finding a way it always seemed logical and very beneficial to me and my way of working. However, at the same time, I cannot escape from myself, from my way of thinking and defining this world around me, my attitude and my way of observing the world is always there, and I guess it shapes my "style". Finding your own voice isn't an easy thing to

achieve, there are a lot of pieces that has to come together, and not all of them are as technical as "just drawing" in a certain way or "just painting" in a particular style.

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

The only safe thing I can say that it definitely feels like a journey, an endless path on which I am walking, sometimes running and periodically standing. Usually I always try to find new approaches to my creative process. With every project I try to start as open-minded as possible. Eventually the process becomes defined and established. As I have a background in animation, the idea of pre-production, of preparing yourself and your project for that shaped me as an author and as an producing it, for executing it, reflects into my process of creating illustrated stories. So, I always start with a conceptualization,



# SELF-PROMOTION GOLD MEDAL

## Manuel Šumberac (CROA)

manuel.sumberac@gmail.com

→ Five illustrations under the name "Borders", follows two children searching and seeking what is happening outside the blank world, behind the white border.

any point which I often do. So, rather than a defining the idea, the story, the language, straight road, it feels more like a road with shapes and elements in my head through a lot of ways to go, where each path leads just a thinking process. After that I usually to a different, yet similar end.

do roughs, small pencil sketches that **6. Best and worst part of your job:** will represent my ideas. These sketches The best part of the job is this liberating are sort of a secret language, readable idea of creativity, of creating a story, only by me, as they are small, usually drawing and creating images. It feels good not representing the final shape of the to be a part of variety of project, different illustration, but are a good starting point stories and to have a creative input in them. of extracting ideas from my head. These I always liked the start rough shapes eventually develop in a more (conceptualisation) and the end (literally detailed defined sketch that is a basis for the end) part of every project. Everything in my final illustration. After that it is kind of between those two points is a necessary straight forward, rendering and finishing torture, a path I consciously chose to get to the image, and trying to represent as my finish line. The worst part, or at least good as I can that initial, distant, blurry the downside part of this job, is that it is an idea from the start of the process. While actual job, with some rules, with a business working on personal project I like to give model and all the parts that a business myself enough freedom to change things at needs to be a successful one, so there is no

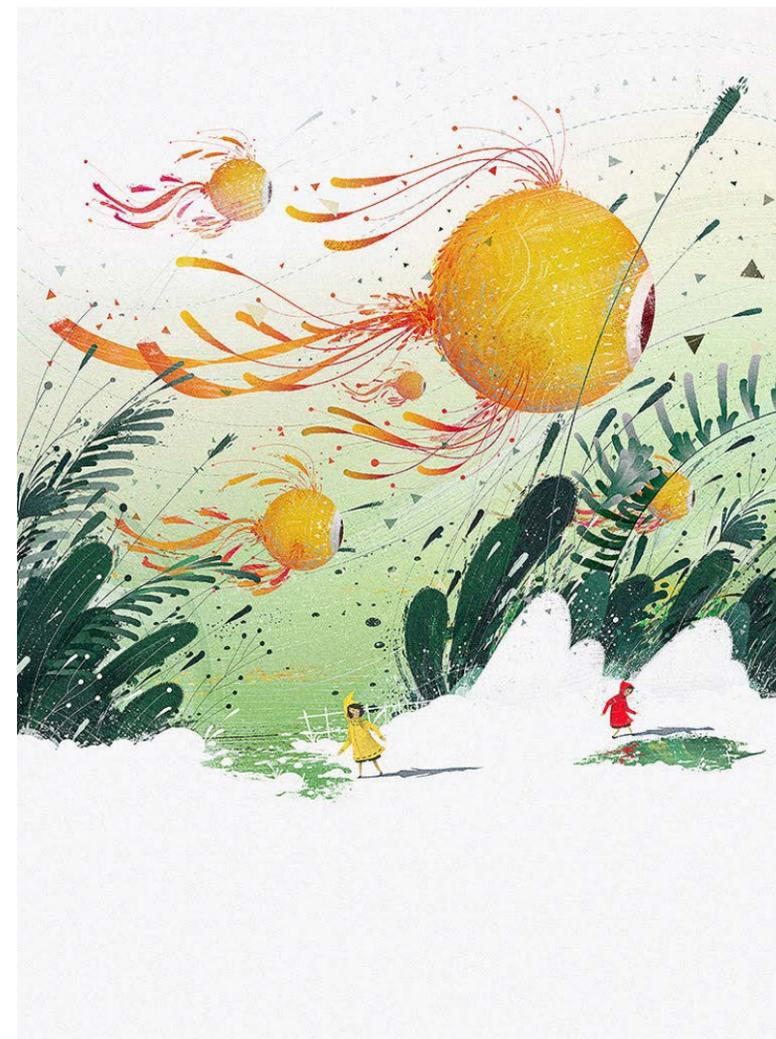


complete creative freedom. That free idea when you draw as a kid without any specific reason, without thinking, without deadlines, you just draw because for some reason you love to draw things.

**7. Quick answers:**  
Favorite movies: Hard to form a list, but I like animated films (obviously), I like psychological movies, documentaries and TV series.  
Favorite musics to work: It depends on the day, on the mood I'm in and on the project I am working on. Some days are just a radio turned on, sometimes are some music soundtracks, sometimes a classical music. Lately though I usually listen some podcasts or lectures (not directly connected with art or illustration, as that.) but rather psychology or sociology etc.).

Favorite Hobbies: playing video-games, playing futsal, doing nothing, watching tv series,  
Magic wish: The ability to freeze time. (or – to have another pair of arms)

**8. What is the best piece advice you've had, in regard to illustration or otherwise?**  
Not sure where I heard it and who's the mastermind behind it, but the sentence that stuck with me from the moment I've heard it goes something like this: "Always remember why you started this (anything in any field). You didn't start it because you wanted to become rich, or because you wanted to impress others, or because it was a safe, well paid job. You've chosen this path because you loved to do it, simple as that."



## Amelie Wang (US)

[ameliewang1996@gmail.com](mailto:ameliewang1996@gmail.com)

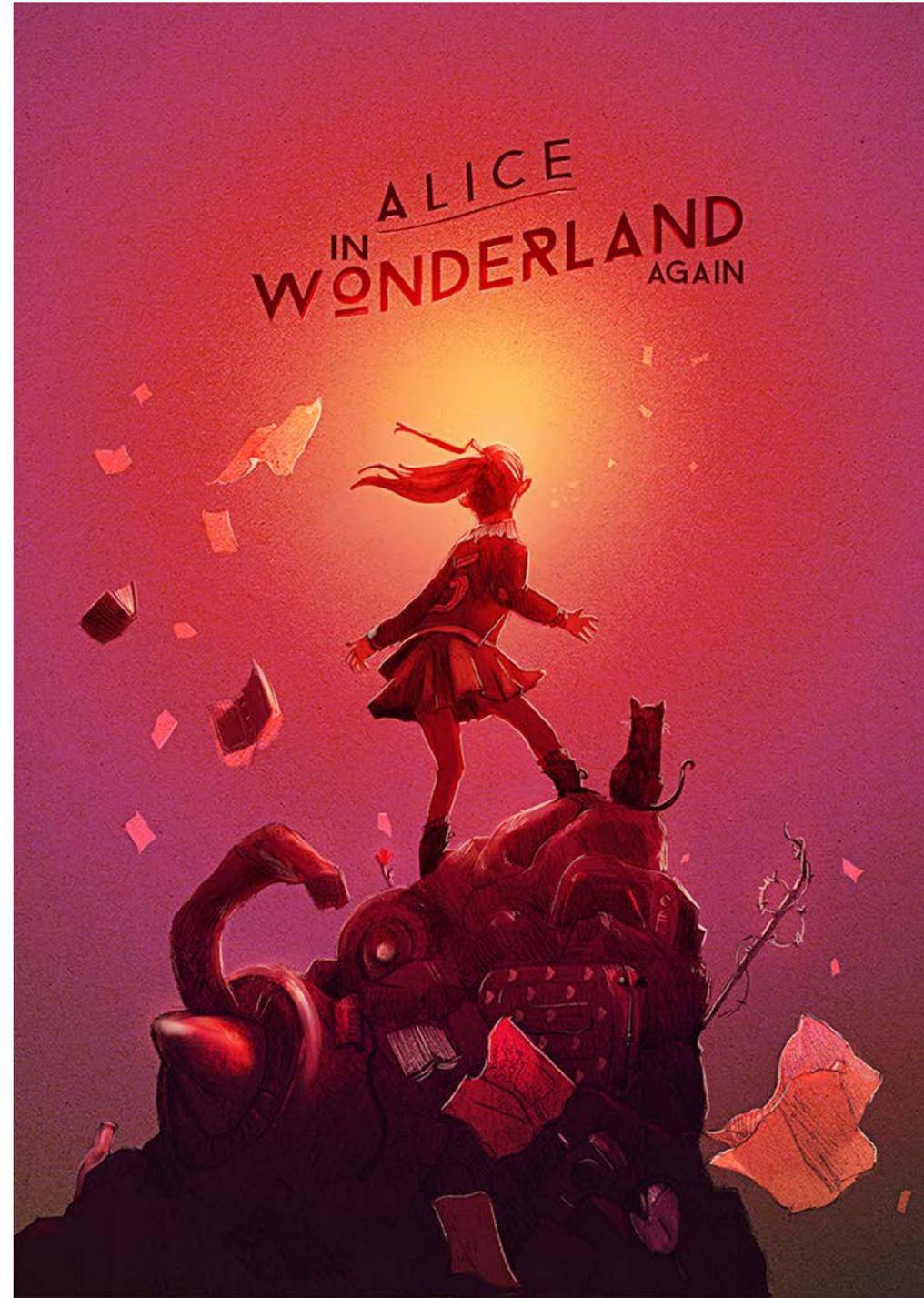
→ This series of illustrations is created based on my life experience, which includes the place I grew up, my traveling experience in Tibet and my life in Boston during the internship. My goal in creating these pieces is to preserve precious memories, to convey the happiness in my life to my audience, and for audiences here and there to resonate with my experiences.



## Andrea Alemanno (ITA)

[alemanno.a@gmail.com](mailto:alemanno.a@gmail.com)

← Self promotional illustrations.

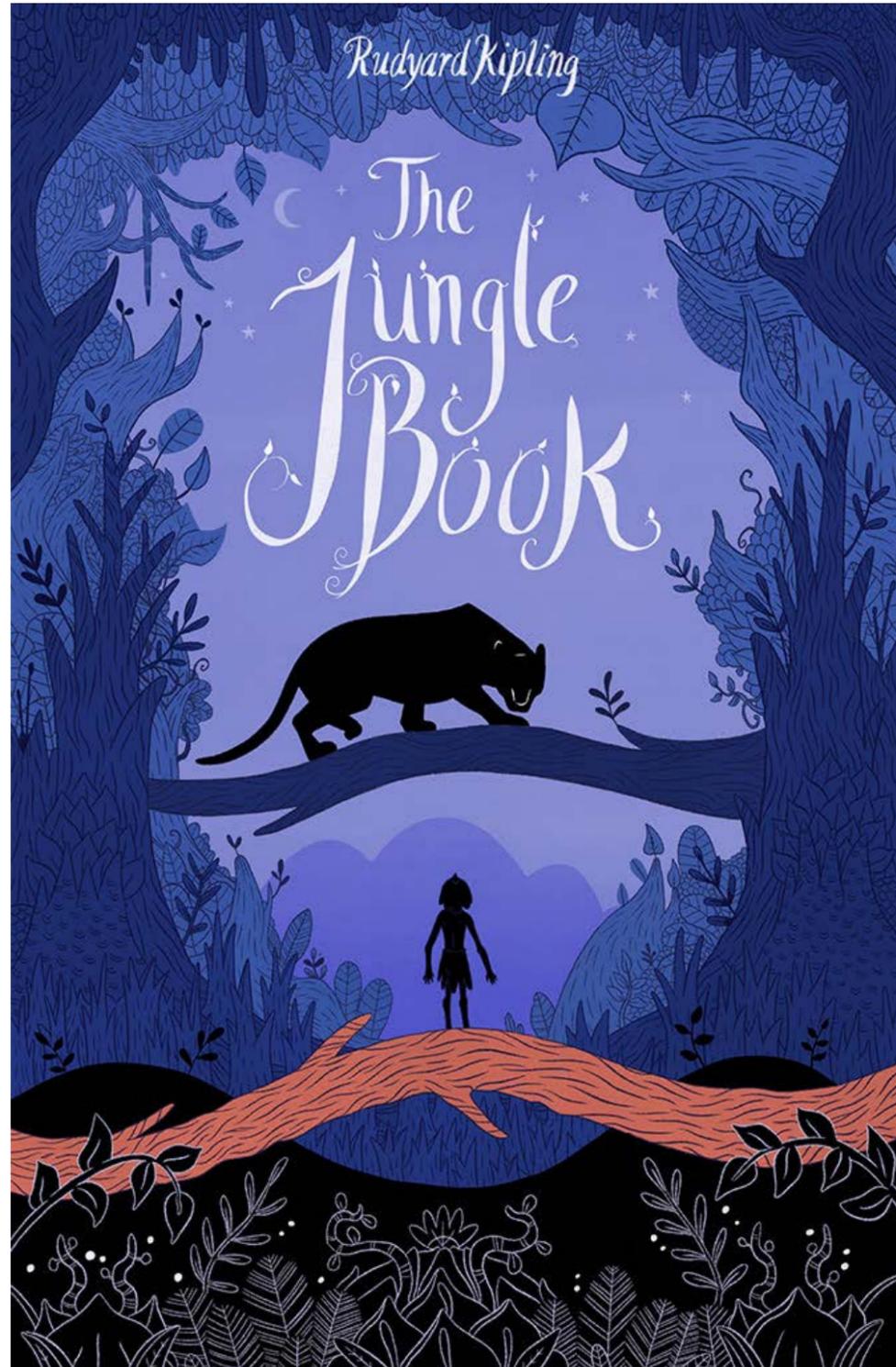


# Cathrin Peterslund (DIN)

cathripeterslund@gmail.com

→ The Jungle Book by Rudyard Kipling - Cover art.

This is one of the classic stories I would most want to illustrate the book cover for! I really like working with simple color palettes and mix them with areas of black. The atmosphere in this I wanted to be pleasant and inviting.

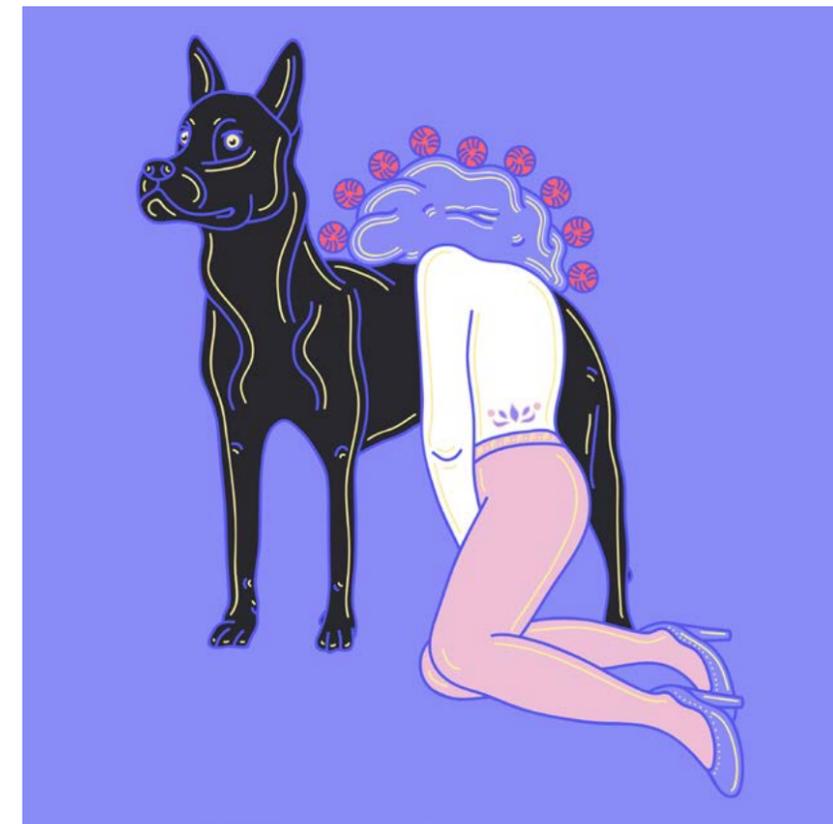


# Cheng Nga Sio (CHI)

berniceatlas@gmail.com

← Dream.

To me, dream is beautiful. It is interesting, no matter how beautiful the dream is, it is hard to remember those faces was appear in my dream. Cloud is the main element in my art. Cloud is changeable. People can imagine anyone and anything in my art. Same scenes but difference face. That's how my art comes out.



# Cindy Kang (R.KOR)

cindysygang@gmail.com

→ Blanket, 2019.

I illustrated the morning after the long night work, when you find yourself lying down on the floor, not knowing that you have fallen asleep at a very unusual spot. It portrays the caring moment between the two loving people, who encourages and supports the passion of the other in his own way, whether it is a simple gesture "bringing the blanket for her".



# Daren Lin (US)

jl@jianronglin.com

← Tropical Love Story.

This is an uncommissioned illustration based on the love story of Black Orpheus. Young lovers Orfeu and Eurydice run through the favelas of Rio during Carnaval, on the lam from a hitman dressed like Death and Orfeu's vengeful fiancée Mira and passing between moments of fantasy and stark reality.

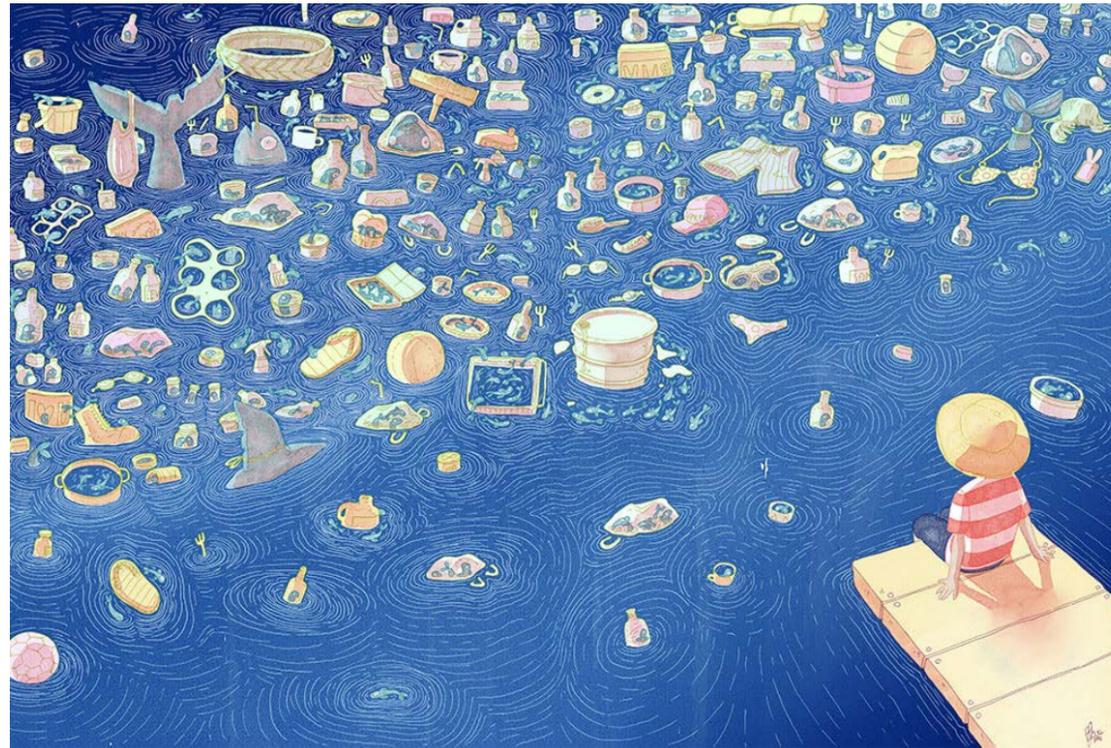


# Elena Galofaro (ITA)

galofaro.elena@gmail.com

→ Playground.

This work talks about ocean pollution and its consequences. Here the fish play with garbage as in a playground while a child look at them. Some of the fish are dying or are already death but the one who survived are keep playing and interacting with the environment which is natural for them, as fish naively do. The work was draw with ink pen and then colored digitally.



# Ellen Walker (UK)

ellenwalker97@yahoo.com

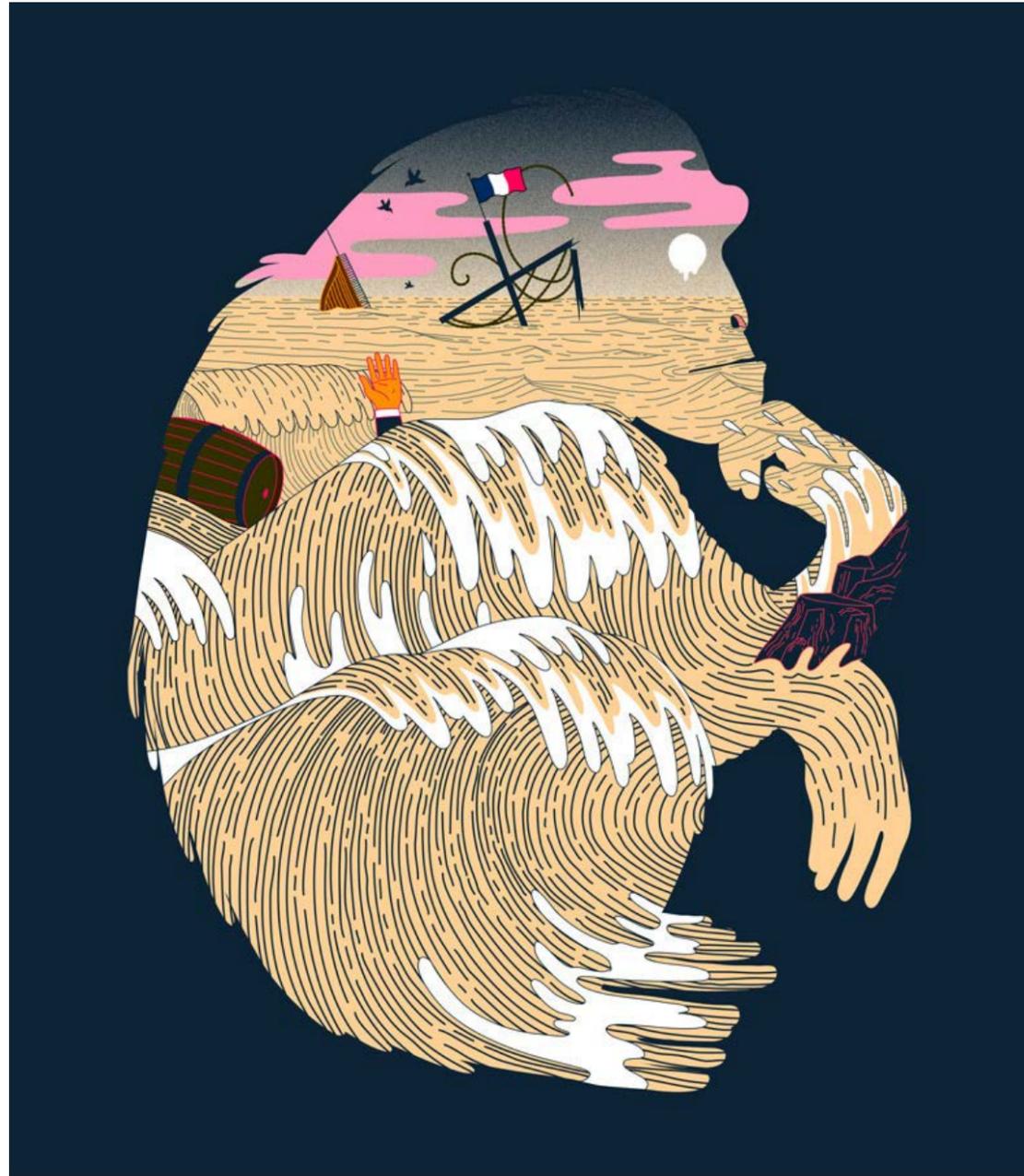
← This illustration satirises the Trump Administration, using symbolism and metaphor. I had become interested in the use of symbolism in Renaissance-Era artworks, particularly the works of Hans Holbein and Jan Van Eyck, and wanted to create my own, humorous version that makes reference to Trump's former business career, presidency, and colleagues.



## Fabio Buonocore (ITA)

fabulo.illustratore@gmail.com

→ This illustration was themed  
Monkey and it referred the  
Hartlepool's legend, England.

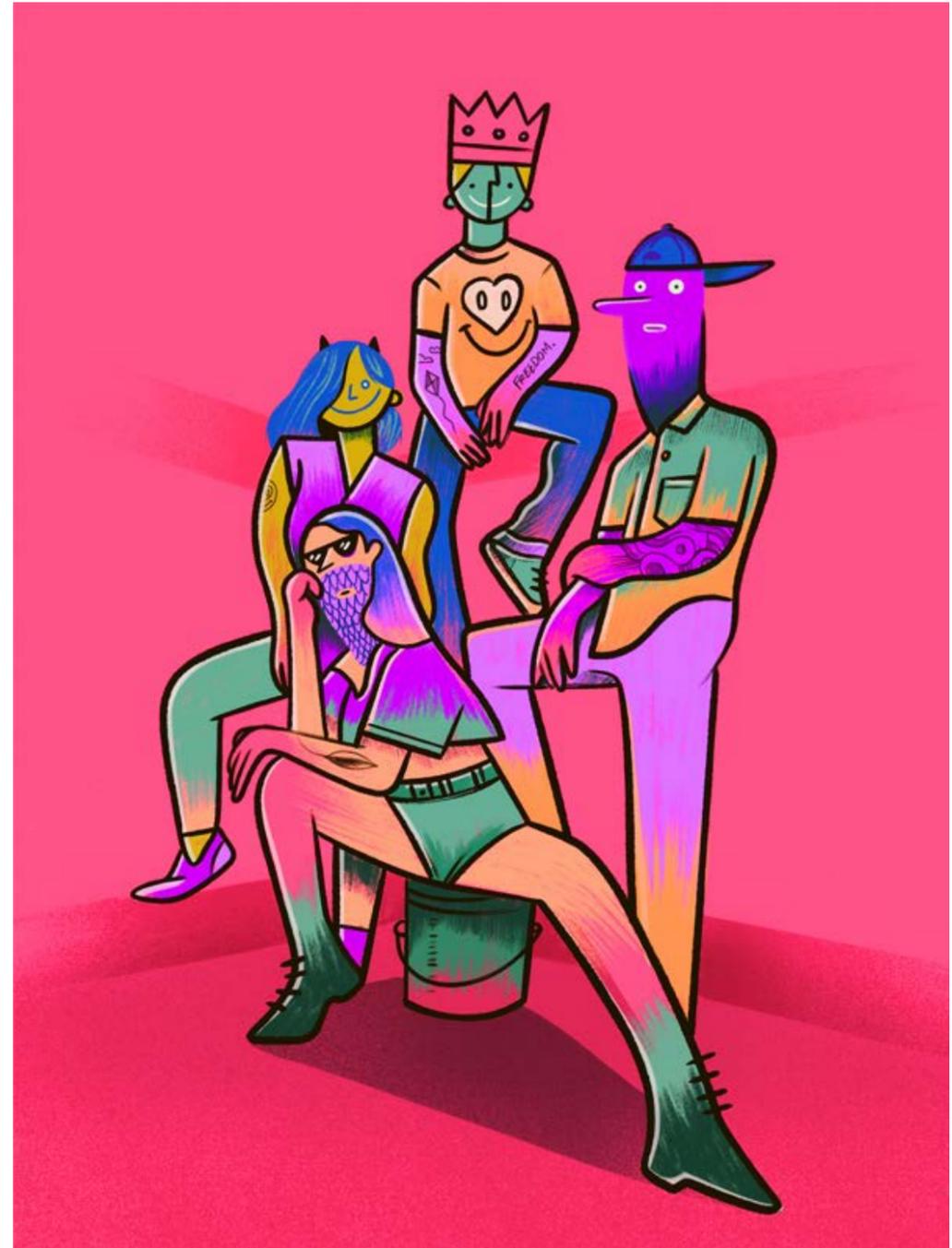


## Franklin Guevara (C.RIC)

franklinguevarabonilla@gmail.com

← The Balloon. The Smoke. The  
Flower. The Gang.

This is a series of experimen-  
tal illustrations that ask for a  
space in a world that risks very  
little. I chose to fill them with  
colour with pencil strokes and  
border them with thick lines that  
symbolise the value towards the  
search for originality and the  
urban environment.



# Greer Stothers (CA)

greerstothers@gmail.com

→ Minmi paravertebra.

This is a paleoillustration, a reconstruction of an extinct animal in its environment. Minmi was an ankylosaur that lived roughly 115 million years in the past - I chose to reconstruct it with a non-traditional appearance, brightly coloured, with loose skin at the neck like a brahman cow. Pterosaurs soar in the distance, while in the foreground a cat-sized dragonfly hovers.



Minmi paravertebra. Greer Stothers.

# Haimeng Cao (US)

haimengcao@gmail.com

← The media of the work are digital painting, rendering and modeling. I was influenced by several dystopian novels, especially 1984 and Brave New World. The theme of the work is mainly about future city landscape design, the atmosphere and mood of the works otherwise indicate the totalitarian and formalized future societies. Every piece of work has unique camera angle and displays spectacular panorama of the city. Each city has different architecture styles and atmospheres.



# Hala Swearingen (US)

hala@artbyhala.com

→ Fly By Night.

I created this image for the Society of Illustrators New York 2019 Members Show entitled "Unleashed," an exhibition celebrating animals, wild or domesticated.



# Heejung Lim (CA)

heejungnim@gmail.com

← Dragon lady.

Explorer.

Mushroom hunt.



# Jia Dong Lin (TAIW)

cobaltvioletlight@gmail.com

→ Aquariums / Many aquariums build a wall. People always like to see what happened into the wall.



# Julia Veits (GER)

mail@juliaveits.de

← The Mitten.

In winter, five animals find a new home in a lost mitten: a mouse, a rabbit, a fox, a wolf and a bear. There is very little space but they all move over and welcome the newcomers. Every animal has its own way of contributing something to the community!

The picture book *The Mitten* is based on an Ukrainian folk tale. The text was revised and partially retold by Julia Veits.

The illustrations were done in Adobe Illustrator using handmade textures.



**Lisa  
Winstanley  
(SIN)**

[lwinstanley@ntu.edu.sg](mailto:lwinstanley@ntu.edu.sg)

→ Things I Love.



**Li  
Zhang  
(US)**

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

→ The voyage of blooming. Three years ago, I chose to quit my previous job and came to New York to pursue my art dream. During the journey from an engineer to an artist is not an easy road which is less traveled. I have suffered a lot but also gained a lot from the journey. I use my pen to record all the painful and memories in my brain. The mood I had before, the happiness when I was drawing, and even the depression I felt. Those experiences are so important that I will cherish forever in my dee.



# Matthew Broerman (US)

contact@inkandcraft.com

← The Hitter.

Art Deco style digital illustration inspired by the Cincinnati Reds 150th season.



# Natalie Pudalov (ISR)

p2natalie@yahoo.com

→ Walking with animals.

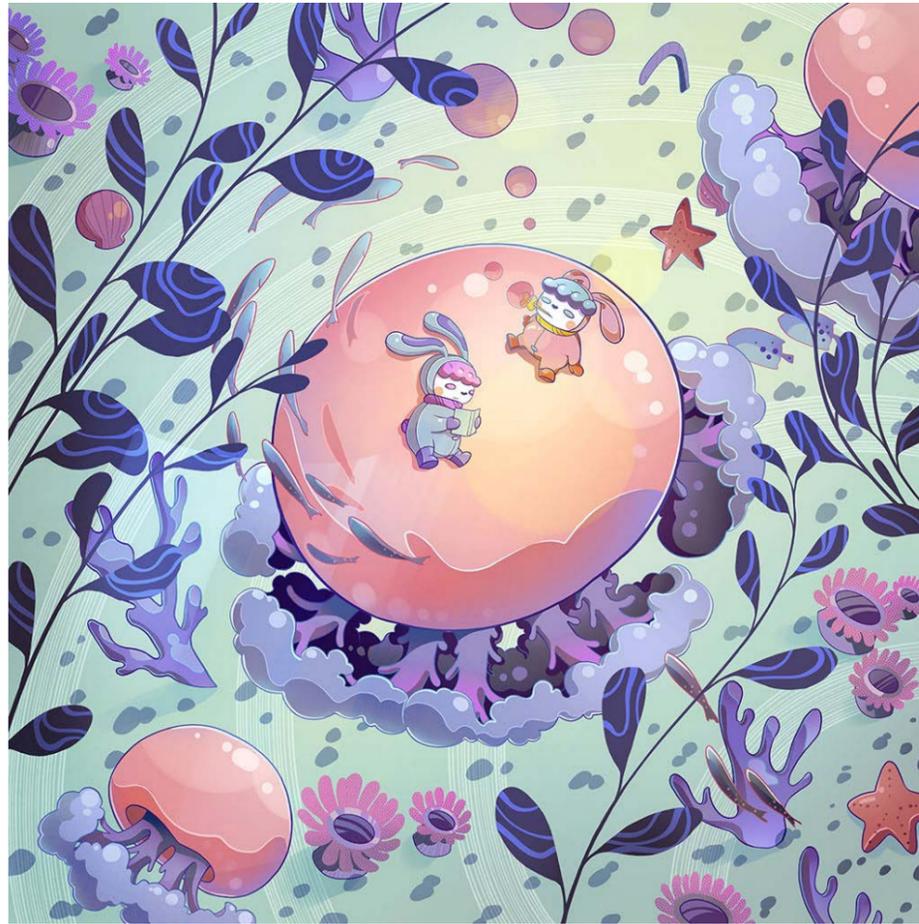


# Ora Xu (CHIL)

oraxu.art@gmail.com

← Rabbit Hole.

Rabbit Hole is a series of paintings I created around two bunny girls who entered a world full of surreal landscapes and mysterious creatures. The paintings portray the different experiences they encountered while drifting in this strange dreamscape, their subtle emotions of each other through little interactions, and their peace in mind.



# Peiyin Shih (TAIW)

noirnoirshih@gmail.com

→ Little Daisy is curious about the world and her optimistic attitude will help her embark on a journey! During her journey, Little Daisy found out that she actually has other companions, but they are scattered around different corners of the world. She started looking for her companions, while she encountered obstacles on the way, she also received help from many people as if they are helping her crossing a river like a fish swarm or birds....Little Daisy finally found her companions!

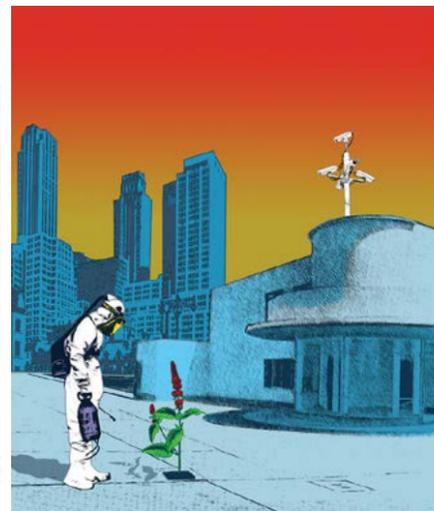
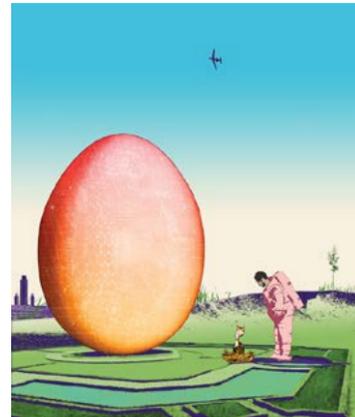
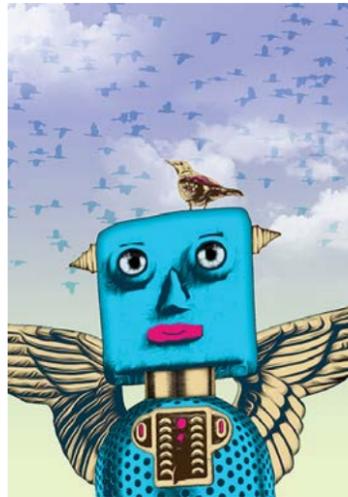


# Pierre-Paul Pariseau (CA)

[pierrepaulariseau@videotron.ca](mailto:pierrepaulariseau@videotron.ca)

← Natural fit, The rookie, Talented primitive, In stride, Current disruption.

Evoking currents of surrealism and pop art, the creative work of Pariseau invites us into a world of images where everything is possible. From his fusion of collage and digital medium



# Polina Kuzmina (BEL)

[33p3polina@gmail.com](mailto:33p3polina@gmail.com)

→ This works i've made like an autumn challenge .This is about Octobers colours, people, animals, food Actually this is about autumn mood



# Po-Shu Wang (TAIW)

mrtooth@qq.com

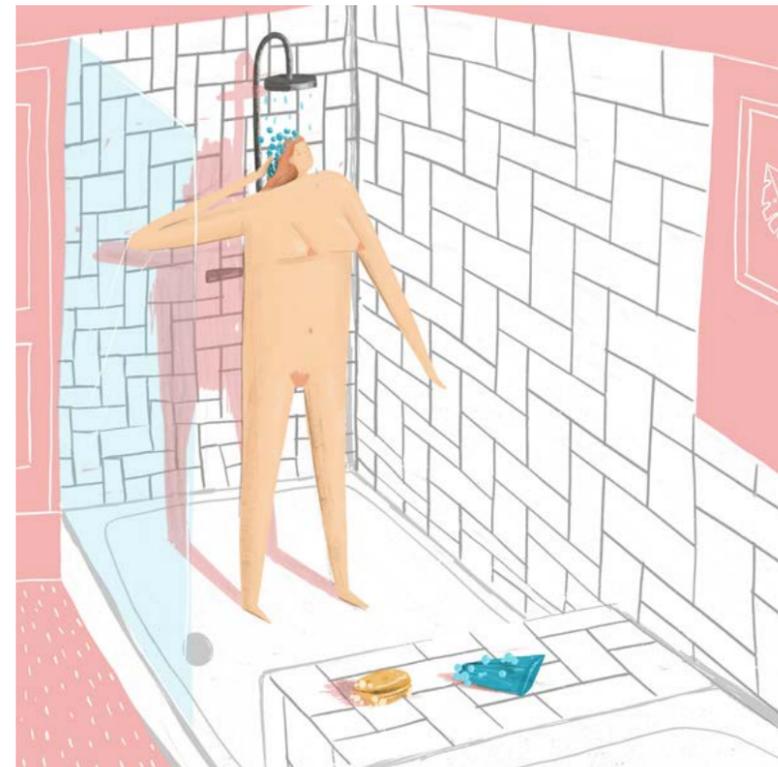
← Cheetah's tangled journey. When Cheetah was in Paris? He believed that he is a better artist than who prints "Guernica"? But he was tangled again, because he can't choose which style to print? Fauvism or Cubism? That is the question. When Cheetah was in New York? He assumed: "I am the best HomeRun king, as good as Babe Ruth". But he got into a tangle over the movement of the baseball? One-base hit or two-base hit? That is the question.



# Rachael Presky (UK)

info@rachaelpresky.co.uk

→ Developed for an exhibition, this series of images depicts small changes each of us can make to our day to day lifestyles which have an impact on the environment. Generally relating to reducing plastic use, I have also touched upon walking and public transport as simple solutions to reduce your carbon footprint day to day. I have also implemented these simple solutions in my day to day life and I hope others do too!



# Ruan Fengya (CHI)

mrtooth@qq.com

← Which slogan should I wear today? Hmm, I think I prefer being naked, to show you my true color!



# Ruan Fengya (CHI)

mrtooth@qq.com

→ It's a very small Chinese local restaurant in Shanghai. I love the vibe in it, so crowded and full of joy. Not tidy at all and almost no service also, but you just enjoy it.



## Sara Stefanini (SWI)

stefanini.sara@gmail.com

← CONTROVERSO means controversial. CONTROVERSO is an illustrated dictionary, a collection of words expressed as a personal metaphor to reflect on the importance of our language and its use. It's an Instagram gallery and I publish 2 words a week.



## Sherley Cheung (CHI)

zhengshiq25@163.com

→ Moon Festival.

The project, Moon Festival, started as a commercial assignment. The purpose was to create a Nagasaki (long painting scroll) for next-year Chinese Autumn Festival as a package illustration for mooncakes (the product has not yet been released).

As the scroll slowly unfolds, the reader enables to see a complete story starting with the beginning of nightfall, the dance, to gathering dinner, leaving the party after midnight.

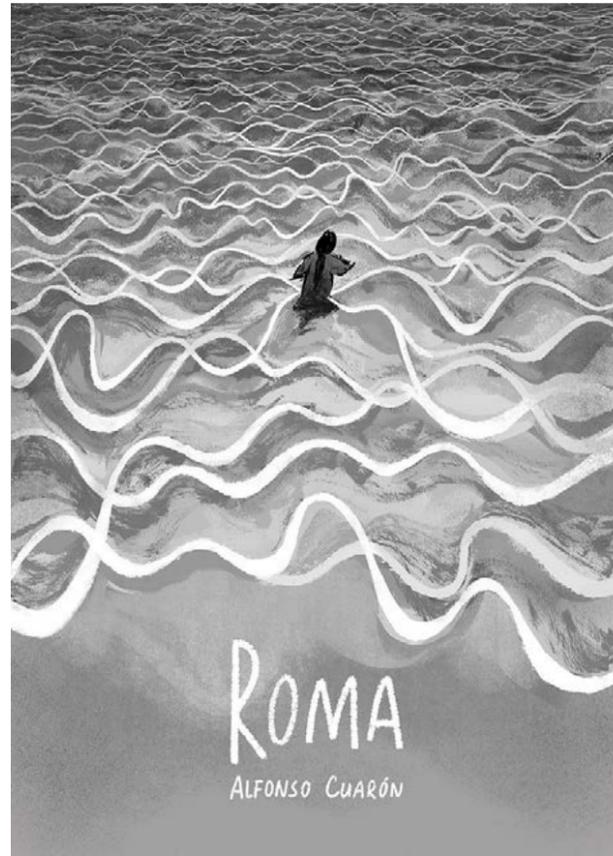


## Siran Liu (US)

[siran.here@gmail.com](mailto:siran.here@gmail.com)

← Blindness - This is a personal artwork inspired by my anxiety of being overwhelmed by the flood of information and substance dumped onto us in the modern age we are living in. We are getting access to more information, technology, products, opinions than ever, yet we also seems to feel more lost than ever and cannot see our way clearly.

ROMA-This is a fan art poster I created for Alfonso's 2018 film "ROMA". This contemporary black and white film based on the directors personal childhood story delivers a truly immersive, rich and intimate experience for me as an audience. I was deeply in love with the tasteful details and the breathtaking atmosphere throughout the film and decided to do a poster inspired by one of the scene in this film.



## Tami Kuo (US)

[tami2124144199@gmail.com](mailto:tami2124144199@gmail.com)

→ This illustration collection is for the original version of "the Adventures of Pinocchio" written by an Italian writer Carlo Collodi in 1883.

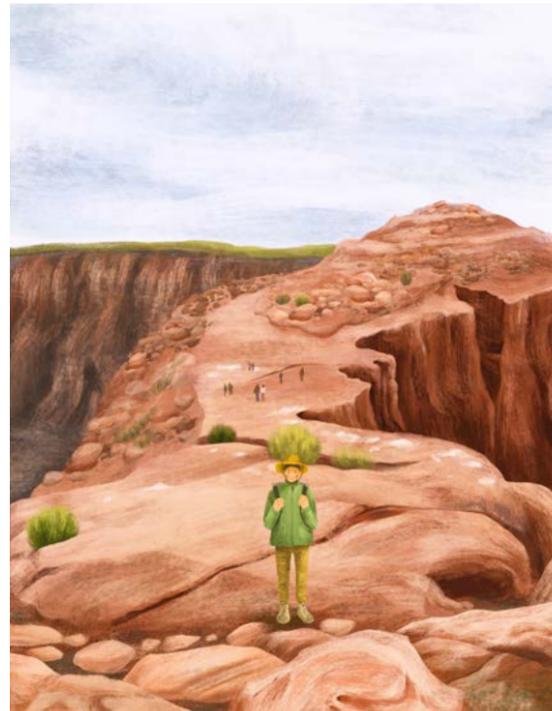


# Tsai-Yi Huang (US)

[cuteeee11@gmail.com](mailto:cuteeee11@gmail.com)

← Adventure in Grand Canyon.

Bay area dumpling festival, poster design (not official).  
Berkeley kite festival poster, design (not official).

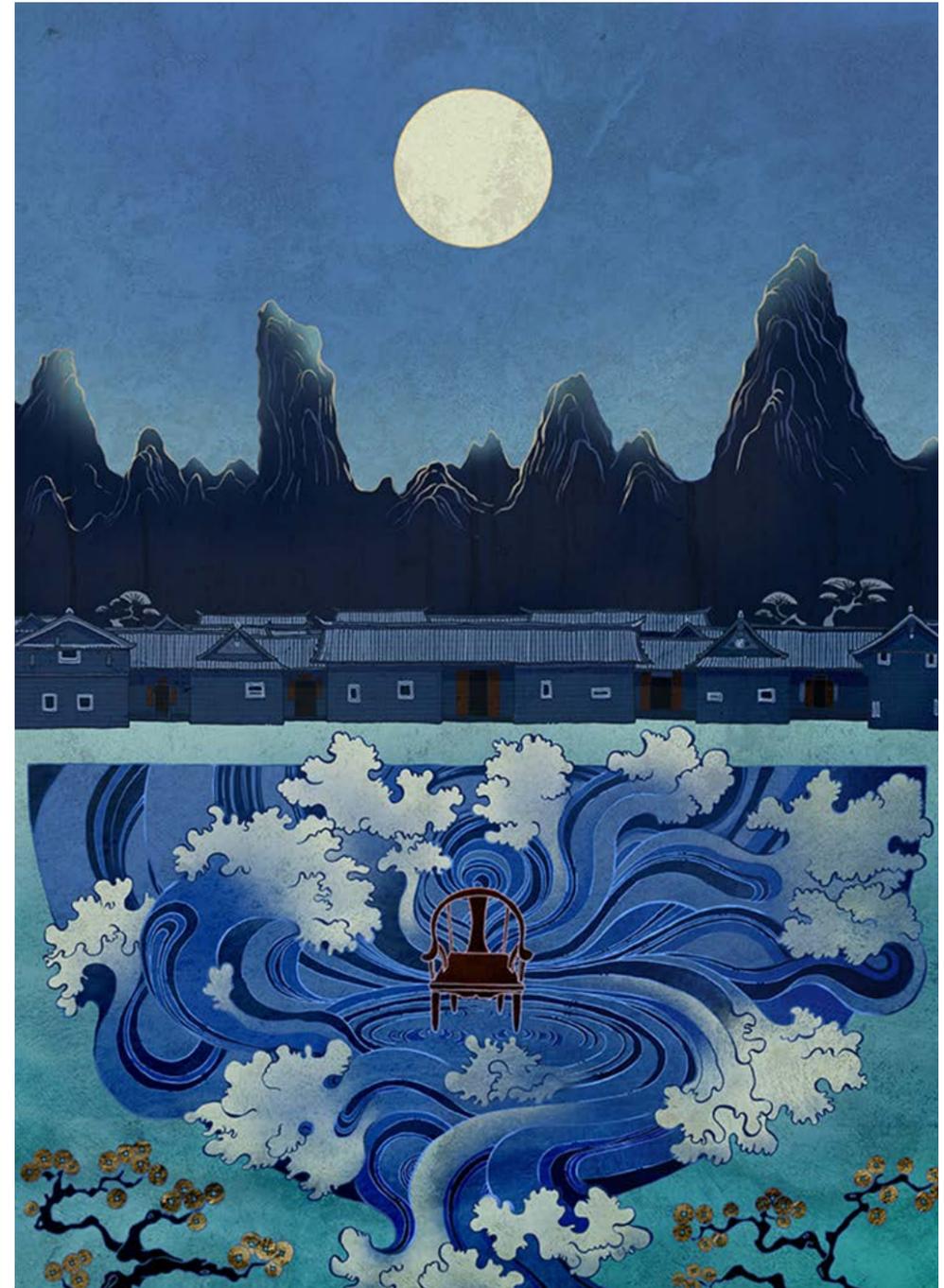


# Wenqi Feng (US)

[fengwenqiFRJ@163.com](mailto:fengwenqiFRJ@163.com)

→ Moon Pool.

This is an ancient oriental legend. People like to dig a half-round moon pool in front of their houses. They think water has the function of keeping people alive, increasing wealth and protecting this land. It is said that a celestial being named Liaobing came here. He sat on a wood chair with arc-shaped backrest, and clearly told people it would be prosperous both in family and purse if the village was constructed in such shape.



**Xinmei  
Liu  
(US)**

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

← Mystery Garden.

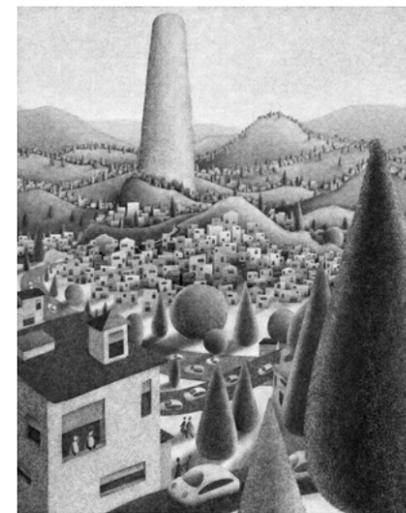
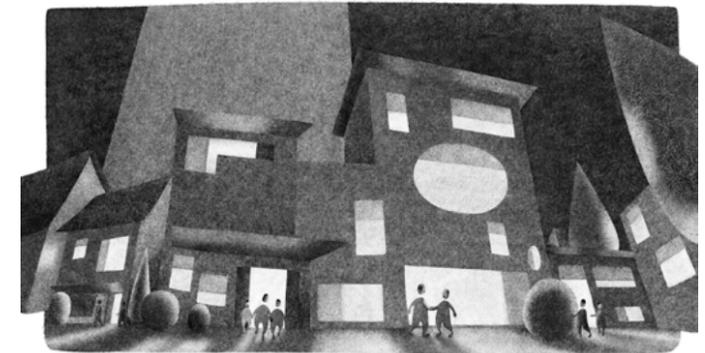
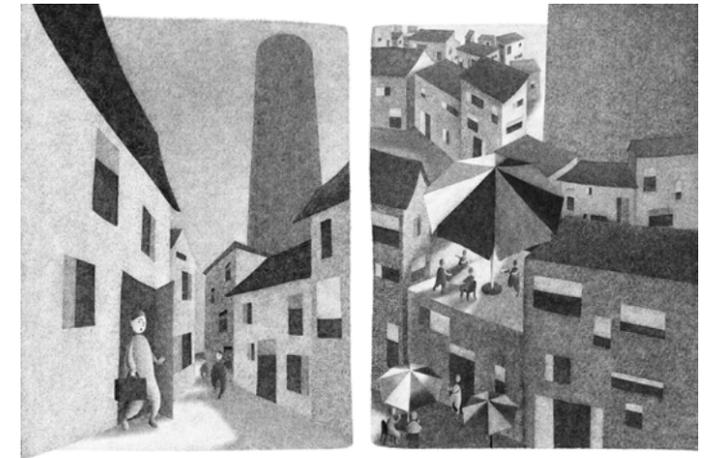
Memory of Grandpa's lotus garden from childhood, and a big dog that roamed around in it.



**Yaning  
Wang  
(CHI)**

[332507031@qq.com](mailto:332507031@qq.com)

→ Chimneys and wells, large chimneys standing in the center of the town, do not know when they were built, it became the landmark of the town, and occupied the most important position in the hearts of the residents of the town. Later, the chimney collapsed inexplicably, but the stones for building the chimney were removed and reused, and the foundation of the chimney was hollowed out. There appeared a well, and a stone was kicked into the well. As a result, a mysterious echo came out...



# Yeonjee Yeo (US)

angieyyj@gmail.com

← Portrait of my dad.

When I was young all my family members was so busy that we did get together for a long time. After my sister and I grown up, we finally had time to take a family trip to NYC. However, there, my dad looked as if he was being chased by the schedule he set. I felt sad, because that was how my whole family has lived.



# Yingchong Tan (CHI)

630430613@qq.com

→

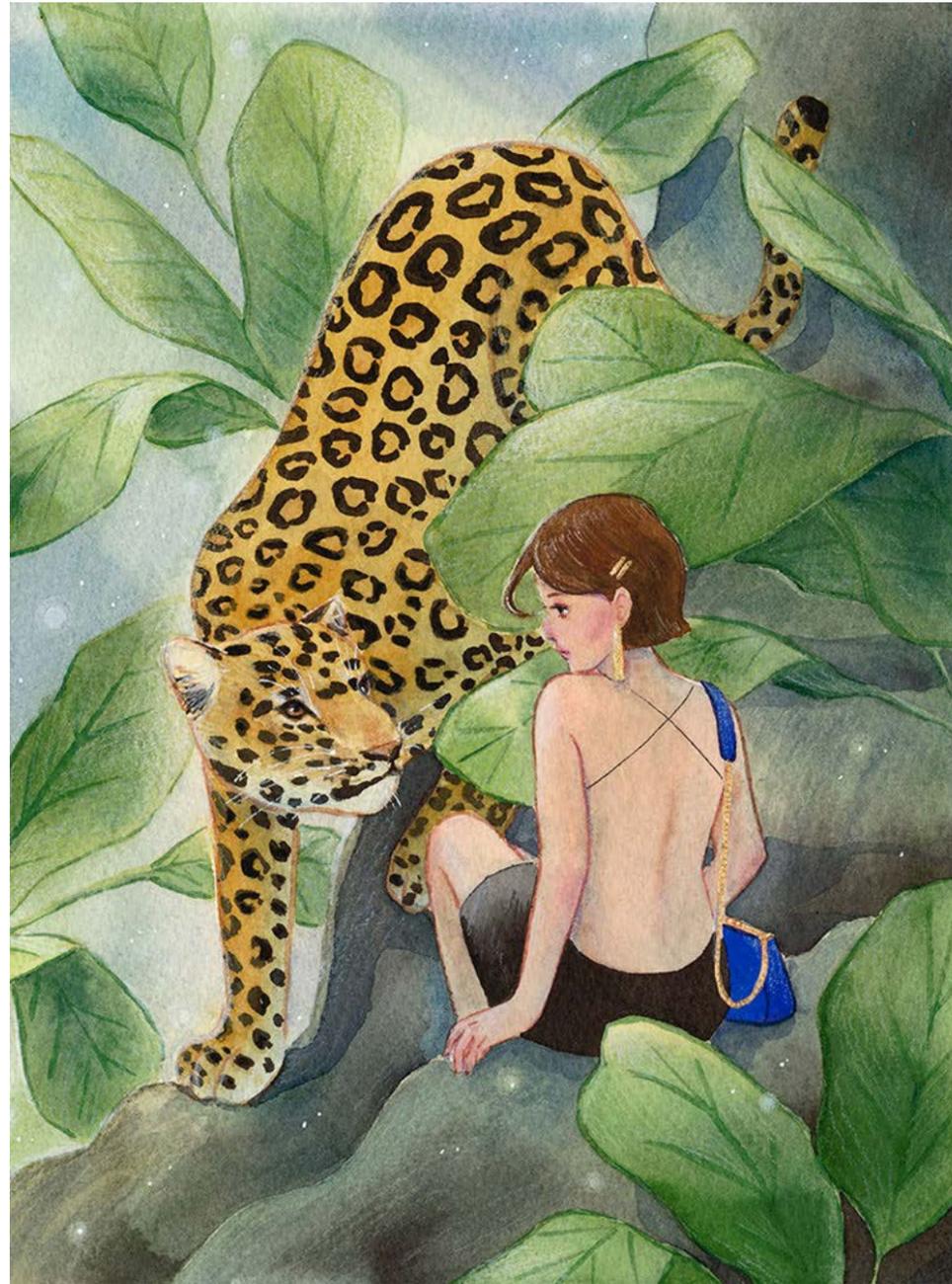


# YuanChi Chang (TAIW)

yuahchicc@gmail.com

← Girls and big cats.

Cat, a mysterious and charming animal, they can be elegant and cute, they are some times tame and some times fiercely. Just like girls, with different style and personality, every girl has their unique charm. There's not only one kind of beauty, and that's the reason why the world is so wonderful.



# Yu-Ting Cheng (US)

yutingcheng.art@gmail.com

→ Neighbors.

I have moved to a new apartment earlier this year. The building is very old and since I moved here, I have met a lot of very weird neighbors. This is a piece about what I imagined my weird neighbors doing at home.



# VIDEO GAMES ART

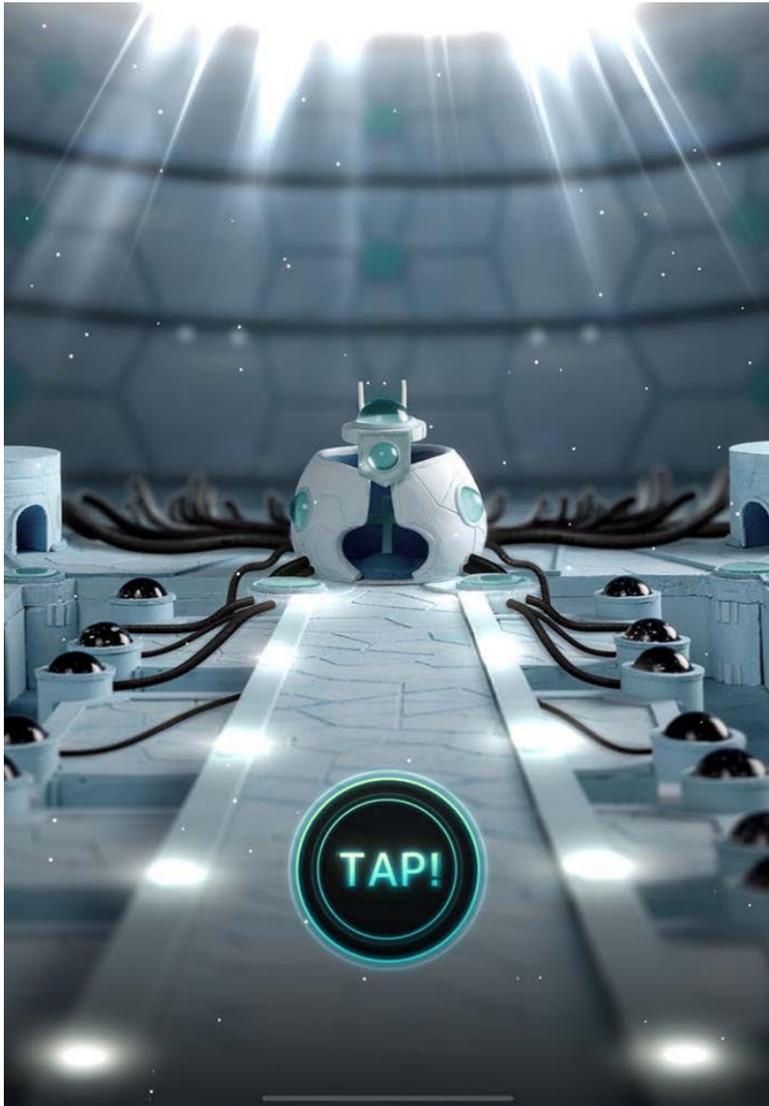
2019

# Tomohiro Yatsubo (JAP)

t-yatsubo@walnuts-studio.com

→ Terra Wars is a social game.

All the characters and dioramas within the game are all handmade clay art and all the movements are done by claymation using photographs of each individual movement. I create every character, object, dioramas, and weapons by hand. And all of the individual items as well as the claymation production. (<https://www.terrawars.com/jp/>)





# **iJUNGLE ILLUSTRATION AWARDS 2019**

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