We have seen many superheroes in the wonderful universes of the comic, altruistic characters who sacrifice themselves to save the planet, humanity, the human race.

This powerful archetype was transferred from the comic to the big screen, leading us to dream of ideals that countered egotism and focused on the common good.

Most of these stories feature master criminals who are defeated by special powers, but at their core they are inspired by human values in the real world.

The real heroes live among us and they make constant sacrifices for the common good. There exist volunteers who help the most vulnerable in high risk areas. There are those who provide education and food in the places where they are most needed. There are individuals who in this precise moment are saving the lives of many others through their influence, financial position, intelligence and – that most noble of sentiments – a simple desire to help others. And then there are the leaders and thinkers who promote change and the positive evolution of our societies.

These are the real heroes, human beings who do not seek recognition and yet protect, preserve and help others to flourish. They are the guardians of the common good who watch over us and safeguard equilibrium.

We are not alone. They are with us and it is never too late for us to be heroes too.

One good deed a day is enough to make a big change in the world.

Enjoy Revolutionart HERO.

Nelson Medina
Creative Director
Publicistas.org
nelson@publicistas.org
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CTRL + L
Discover ordinary people doing amazing things. Support their initiatives, take action, even meet them ‘live’. Inspire the world around you.
When Started Your Passion on Speed Painting?

I’ve always liked to paint and draw, but I started speed painting about three years ago for two main reasons: first, to improve my painting method by doing it faster and better. I did that by observing my own mistakes and learning from them. Criticizing your own work is always important to improve. The second reason is that I think it is very fun to share the whole process with other people and enjoy how the sketch gets alive in front of your eyes.

What Types of Commissions or Projects Do You Most Enjoy Working On?

Those where the client gives you freedom to create, although is something that not many times happens. I like to illustrate science fiction’s characters, comic or manga adding some realism, in frames that allows you to note an exaggerated anatomy. The portraits are my favorites because there is a direct visual contact with the character’s emotions.

What Do You Do for a Day Job?

Nowadays I’m working at an advertising agency, doing multimedia design, illustrations and 2D animation.

What Are Your Favorite Tools for Making Digital Illustrations?

Customized Brushes and Eraser when nothing likes me, most of the time.
Can you describe the creative process through which you develop an illustration from the beginning to the end?

First I think in something that I would like to see, ask my friend how they imagine some character or what they want to see, then make some sketches and choose the completest on the message. The most effective is to have the initial draw completely done before adding values and color. Many times I start to painting in gray scale and then add the color. Finally I imagine the type of illumination, the temperature and atmosphere to emphasize the filing of the character.
WHICH WORKS DO YOU FEEL MOST PROUD OF?

As always, the last one is the favorite but at the same time you can never be 100% satisfied with a work.

WHICH ARTISTS AND WHAT ART MOVEMENTS INSPIRED YOU MOST?

Principally Da Vinci and the Renaissance. I liked the impressionism, the Caravaggio’s chiaroscuro, the realism, steampunk, minimalism, futurism, pop, neopop, etc. I like comics and manga too. Other contemporary artists that I enjoy are Boris Vallejo, Ariel Olivetti, Dave Rapoza, Michael Kutche.
If you could develop your creativity in the perfect place, what would that place be like?

I would love to be in some taller of a small town with nature, trees, flying monkey, green unicorns and fresh air. The period can be the XV century with some Berrochio as teacher and some Da Vinci as partner (who wouldn’t want to be there?) listening rock and roll blues. Or most realistically in a park with Wi Fi.

What new artistic talents would you like to develop?

I would like to learn more about 3D animation. I’ve been modeling on Zbrush. I would like to paint Oleo and play piano.
The current theme of RevolutionArt is hero. Is there any favorite hero that has inspired you?

The distinguished designer Kim Chae Won is an example to follow, her work is awesome.

Thank you Christiaan!

Links:
www.youtube.com/user/moroteo5256
www.christiaanmateo.blogspot.com
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Sure, here is the text content from the document:

Well, no. Anything around heroes of the past, Gandhi, Mandela, ML King, Mother Theresa, Che Guevara – what was it? Photos. And they are still painted as graffiti on the streets. Khaled Said’s face / photo, an icon of the Arab spring in Egypt, - the same thing. Jim Morrison, Jimi Hendrix, Bob Marley, Janis Joplin - the same thing, photos. Their most famous photos express something, a spirit, or attitude. You see determination, among others. Check them out what else you find in them. This was good at those times to be against something, against the oppression. And expression of suffering and soul. - But this doesn’t help much today. Just like in personal processes, from letting suffering arise, standing up with determination to form one’s life, the next step is – is what? - it is living the good life, the joy, the life we wish to live, the world we wish to see – and this requires feeling and expressing the spirit of that world and life. And this is where the old models do no serve any longer. This is where the models of the past are failing. This is where role models lack. But this is actually where role models exist and they receive awards, - and we instantly perceive their uplifting power. But what most lack to realize is that – it is not about us to admire them, cheer to them like we did to kings and their first ladies (still same thing) or follow an imaginary trip letting leftist lingo roll from our lips, copying their surface in the clothes they wear, the stuff they smoke, - but to unleash this spirit inside of us. This new spirit.
THE RATIONALE BEHIND IT

It is not the suffering or anger or determination of heroes from old days. It is not the grin of celebrities. It is a different shining smile. It has soul.

It is void of suffering, - in a spiritual sense it means they are radiating pure light - they are in state of inner paradise, the model of enlightenment of being in the divine, of the three original vibrations of the divine universe: peace, love, joy: this is the light that shines from them, and this is what inspires and uplifts others. this is the spirit of true change, this is the spirit of transformation, this is the spirit of true heroes; of being able to make this uplifting pure light shine on the world, despite and in face of all challenges. The sun does not succumb to clouds, but it shines them away. This differs them from angry activists, and from talkers. And this difference rests in spirituality and sacred spiritual practice; less as children and teens, since at this age they are naturally connected to this source; but from age 20+, since then something changes in our alchemy that is more susceptible to the suffering on the outside, and active reconnection to the inner paradise and higher divine realms and purity of harmony in mind (thoughts) and heart (feelings) and belly (emotions) is usually required.

Unusual for my sense of beauty, I have chosen black and white motives. It serves well to bring out the light and allow our attention to discover things we are used to overlook in our common everyday colour views. I will experiment on colour, as well.

About the Author: Eric Schneider

How can we post the Spirit of ‘I love this Earth, we can change the world, and I’m gonna rock it’ on teenager bedroom walls?’ is one of the questions Eric seeks to find answers to. Normally being a lover of colour, this series was inspired by his French neighbour Gilles, who does black and white photography and Tu Tu, who draws in white on coloured surfaces ‘to bring out the light inside people on paper’. You can find more expressions of spirit and action at a global media project inspired by Eric, www.Youth-Leader.org
HEROINA
TU DECIDES
Heroes don't wear capes. They wear dog tags.
Seit etwa Mitte des 4. vorchristlichen Jahrhunderts bestand bei den griechischen Bürgern die weit verbreitete Auffassung, dass ein gutes Zusammenleben in einer Bürgergemeinschaft erst möglich ist, wenn Freiheit von der Sorge um die Lebensnotwendigkeiten bestehn.
POWER MEAN SOMEONE IT MEANS DOES NOT PUTTING DOWN PICKING SOMEONE UP
A TRIBUTE TO THE BOSTON BOMBING FIRST RESPONDERS
I WANT YOU HERO
IN MEMORY OF A HERO AGAINST THE MAFIA
Expect Us...
and then introduced a dog into the second satellite.
Even if the Russians had not the slightest
good sense and all the resources at their
 disposal, the dog's safety and comfort, he added,
the experiment would have been a success, depending on it.

REVOLUTIONART 42 - Hero
Ugo Vantini - Italy
How to join the next edition? :
Follow the guidelines at www.RevolutionartMagazine.com
Influences:
My biggest influence is music. I can’t spend a second without hearing music. Movie scores, electronic, hip hop, rock, I listen to all kind of music. It helps to find the right mood to work on something. Other influences are Cinema, from Zombies invasion to love stories, I like watching animated movies. Artists that I find on internet are also a great source of inspirations, the famous ones and the less-known. And of course, everyday life.

Presentation:
I’m Sno2, I’m 28. Born not far from Paris. I started drawing... well... like everyone: as a kid. I never stopped since then. As a teenager, I liked to draw skeleton head and Dragon Ball characters (you know the anime) and recording music video on tape. Later, I graduated in Graphic Art School and Cinema as an Editor. Now, I’m a graphic designer and it doesn’t work really well. My DREAM job will be Movie Director.
Passions:
Besides drawing, I like to write stories for short films that I will direct someday, or graphic novel. I like to listening to music... A LOT. Too bad that I don't know how to play any instruments.

On Super-Heroes:
I got really interested in Super-heroes when they started invading the big screen. The first BLADE movie, X-Men... Until Christopher Nolan's BATMAN BEGINS, this one just blow my mind. I know some people will say that comics are way better. But the movie support is the one that talks to me the most.

Learning Process:
I work digitally for 6-7 years now. I started a blog to make me draw regularly. And then I learned techniques by talking with other artists on the web.

Process:
Sometimes, it takes me a really long time to realize an illustration because I have no deadline. I have to be emotionnally connected to my subject, if it's a well known character, I have to make it with my own vision. So I take the time to find the idea that will makes want to do it. When the idea is clear in my head, I work on my line art, again and again... and again, and then, put some colors on.
Sometimes, I just find a picture from promotionnal materials from movies, or TV show and my work is done in a day, maybe two. In this case, I keep the elements that interest me. I redraw them, and get back to my coloring process.
I love to use splatter brushes because that's the technique that I liked to use when I was working in traditionnal style at school.
My style:

One day, someone called it “minimalism” due to the big black shadows and graphic aspect of some of my work. I liked that term. Sometimes I work on more detailed stuff, but it makes me sweat so much. And if I don’t draw Superheroes stuff, there must be something superheroic in it.
Projects?

I wish I could tell you that I’m working on my own comic book with a friend, that I also have to work on a cover for the next BATMAN issue for DC comics. And next month I’ll start filming my first movie. But… sadly, no. The universe won’t let me.
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Age: 20
Occupation: Model
Country: Austria
Website: www.lizymeow.com
by Rainer Ressmann, Styling Nadja Hluchovksy Ponytail

by Robert Pichler, Outfit Morgaine La Chatte, Styling Silvia T.

by Rainer Ressmann, Styling Nadja Hluchovksy
by Verena Mandragora, Styling Silvia T, Outfit and Hat by Alwa Petroni

by Robert Pichler, Styling Silvia T. Outfit Morgaine La Chatte
Name: CandyHell
Age: 24
Occupation: Alternative model
Country: Italy
Website: www.candyhell.carbonmade.com
INTERVIEW WITH MIKE ROSHUK
The Digital Artist
How did you form yourself?

Well, I have worked as a graphic designer and illustrator since 2001. I have always been passionate about fine art. Through art school, I never considered creating digital art and had studied to become a traditional oil painter. But once I started playing around with Photoshop, I was hooked. Then a few years ago, I got into photography, and have since focused primarily on creating images using a combination of photographs and illustration.
What else would you like to learn?
I don't think we are ever done learning, and I would love to improve on my illustration skills, as well as learn more about the complexities of lighting for studio photography.

Where do your character ideas come from?
Many of the characters I create are popular comic book superheroes, or variations of them. I'm inspired a lot by comic books, video games, and cartoons and I like exploring how I can take these recognizable figures from pop culture and put my own spin on them.

How is your studio? What could we find in your desk and walls?
My studio is the basement level of my house. Basements are where the best ideas are created! On one side is my area where I do my photo shoots, with my lighting gear and a few paper backdrops. Nothing too glamorous. On the other side is my desk, with my dual monitors and my Wacom tablet. My walls are covered with my prints, and the walls around my desk are covered in a collage of sketches, photos I took of models, and prints from other artists.
Beyond work and projects, what other things take up your time and what are you passionate about? My family takes up the rest of my time. I have a wife, a five year old daughter, and a two year old son and they are the most important people in my life. I never want to sacrifice my time with them for anything else. You could say I'm passionate about being the best husband and father. I can be. That's why most of my time creating art is done after I put my kids to bed!
What are the jobs for which you feel most proud of?

I'm the most proud of my first comic I recently self-published, called Conflict. It is done entirely using images of real models, combined with illustration. I wrote the script and story over the course of two years, began shooting the models in the summer of 2010, and just finally finished it last fall. It was probably about 500 hours of work in total, and represented a huge personal achievement for me. The response has been great - it has had a lot of interest at comic book conventions, and people have ordered it online from all over the world. It still blows my mind that someone likes my artwork enough to buy it and get it shipped to them from the other side of the planet!
What things in the world are those that arouse greater admiration to you?

I greatly admire other successful creative people who followed their dreams against all obstacles. So many of us are conditioned by the society we live in, or by our family as we grow up, to not reach for our dreams or to be the best we can be. It takes an amazing amount of hard work and courage to break free from this trap of mediocrity. The people who never gave up and stayed positive knowing they would achieve whatever they put their mind to – this element of the human spirit has my utmost admiration.

If you had to do the last piece of art in your life... What would it be?

Well this is a tough question. I would try to make something memorable for the viewer as well as for myself and something that involves photographing beautiful models of course :)

Thank you Mike!
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ISSUE #41: HERO

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