



GOING HOME



Author: Dennis Kaya Iversholt

Tools: 3ds Max 2013, Mudbox, Vray and Photoshop

HELLO, EVERYBODY!

We are glad that you have downloaded the first edition of our online magazine. This is a non-commercial trial project, which represents a logical continuation of our Gallery. Here you will find the best (certainly, to our subjective opinion) works in the field of computer graphics for the last month.

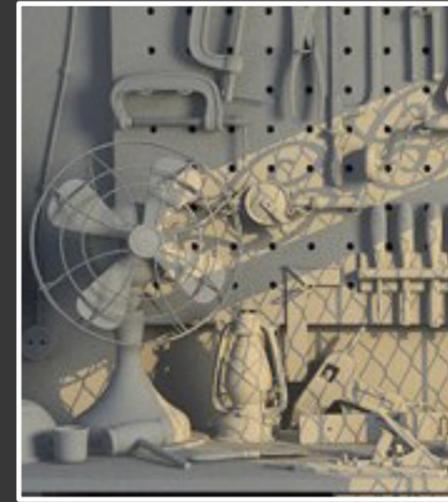
We have no editors or professional journalists. We are just 3D artists and we know how to create 3D models. But we love creativity (especially 3D creativity) and we are longing to keep our favourite renderers. Like everyone else, we spend a lot of time on the Internet viewing other people's works, visiting galleries and different competitions. Some of these renders remain in memory and leave the desire to share such finding with others.

The magazine contains 25 works, to some of them we've added clay. In the next editions we are going to publish short interviews with each author and award them with some prizes. Stay tuned.

For sure, we may overlook some nice works, so please, if you have found something interesting, feel free to e-mail us. After all, there are so many things being published in the Internet every day!

Enjoy our magazine,
Sincerely yours,
Humster3D team

THE GIFT



Author: Mohamed Abuyhia

Tools: 3ds max, Photoshop, V-Ray

HAZE





COLT CUTAWAY



by Alex Iartsev Kiev 2013
<http://abiator.deviantart.com/>

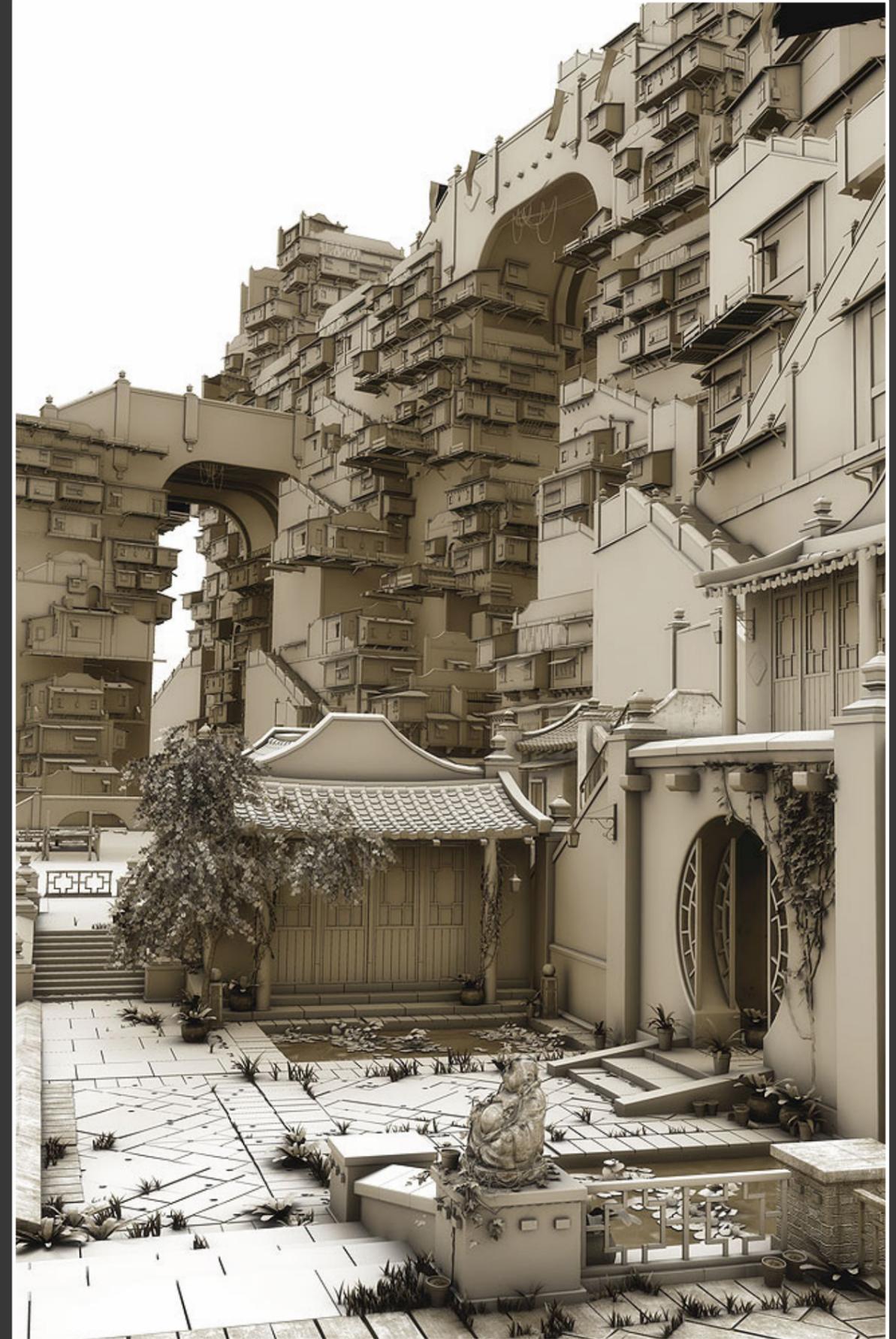
CONSUMED



STEAM



SAKURA



MOSKVICH 407



Author: Anton Turkin

Tools: 3ds max, VRay

BLACK PEARL



Author: Alexandre Trevisan

Tools: Maya, V-ray, Photoshop

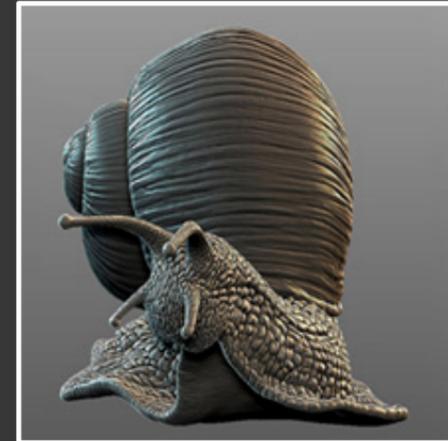
ROGER



ANOTHER SKY



SNAIL



VENEZIA



Author: Rafael Reis

Tools: 3d max, Mudbox, V-ray, Photoshop

DAMAVAND TOWER, IRAN



Author: Alireza Seifi

Tools: 3dsMax, Vray, Photoshop

IT'S GOING TO RAIN





MCLAREN F1



STEAM TRAVELER



Author: Andrew Averkin



Tools: 3Ds Max 2009, Vray, FumeFX, Fusion and Photoshop

WAITING FOR SPRING



Marek Denko 2005

COLD DAYS



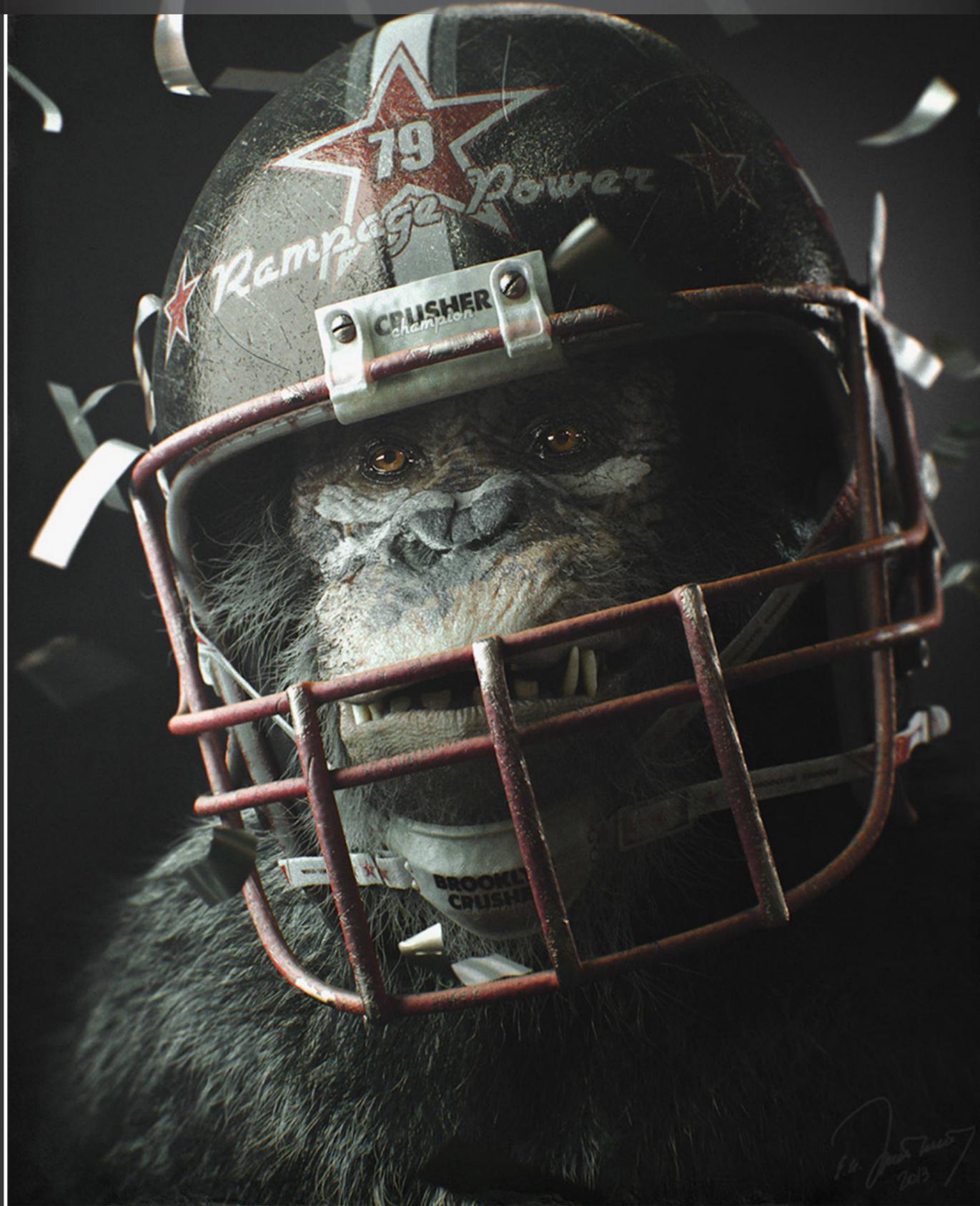
Author: Ivan Kesic

Tools: UDK, Cinema 4d, Photoshop

GARAGE



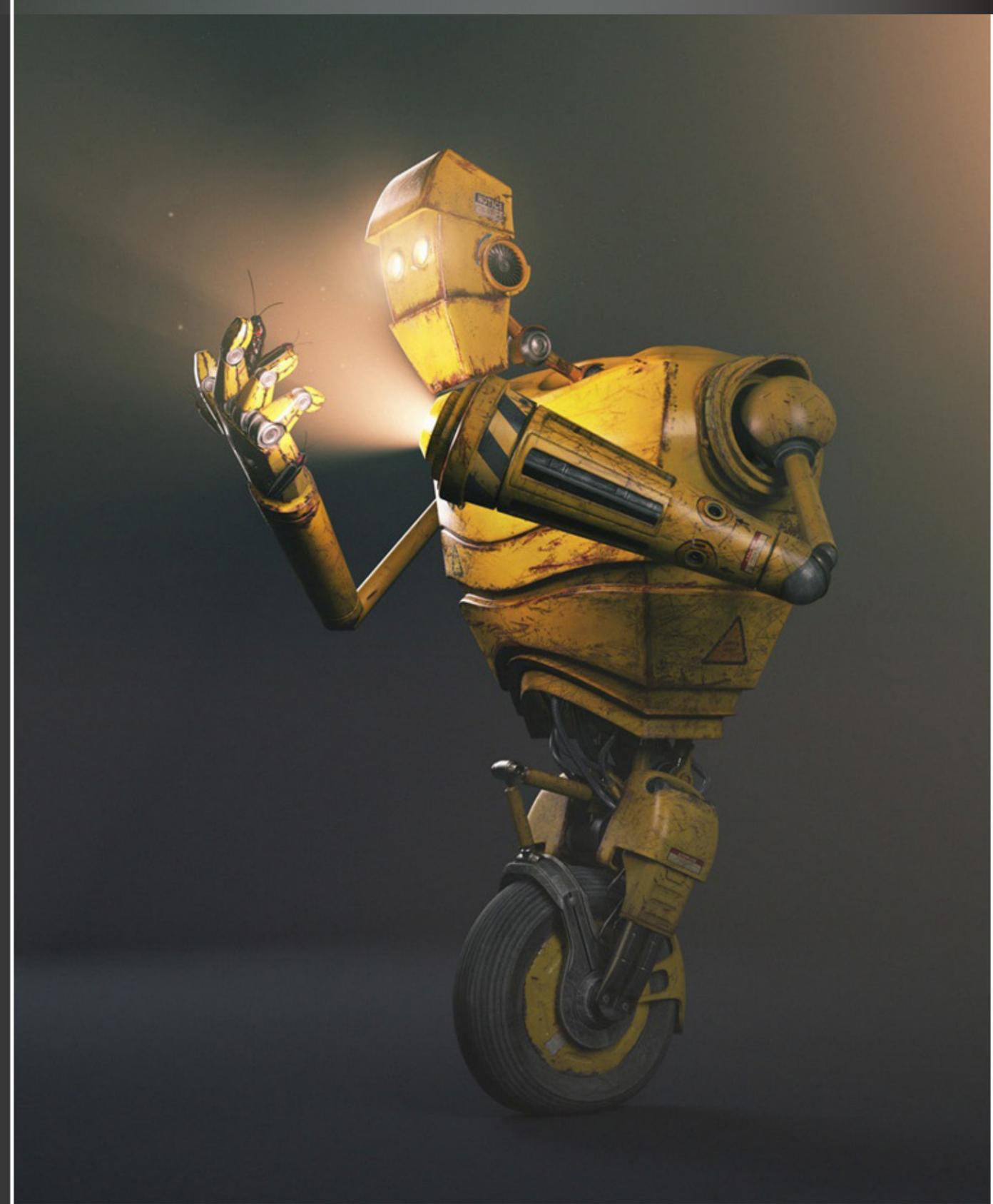
THE CHAMPION



Author: Eugene Gittsigrat

Tools: ZBrush, Maya, MARI, Arnold, Nuke

MECHANICAL LIFE



Author: Herner Quintero

Tools: Modo, Mudbox, Photoshop

GAME OF LIFE



UDA Ultra digital animation

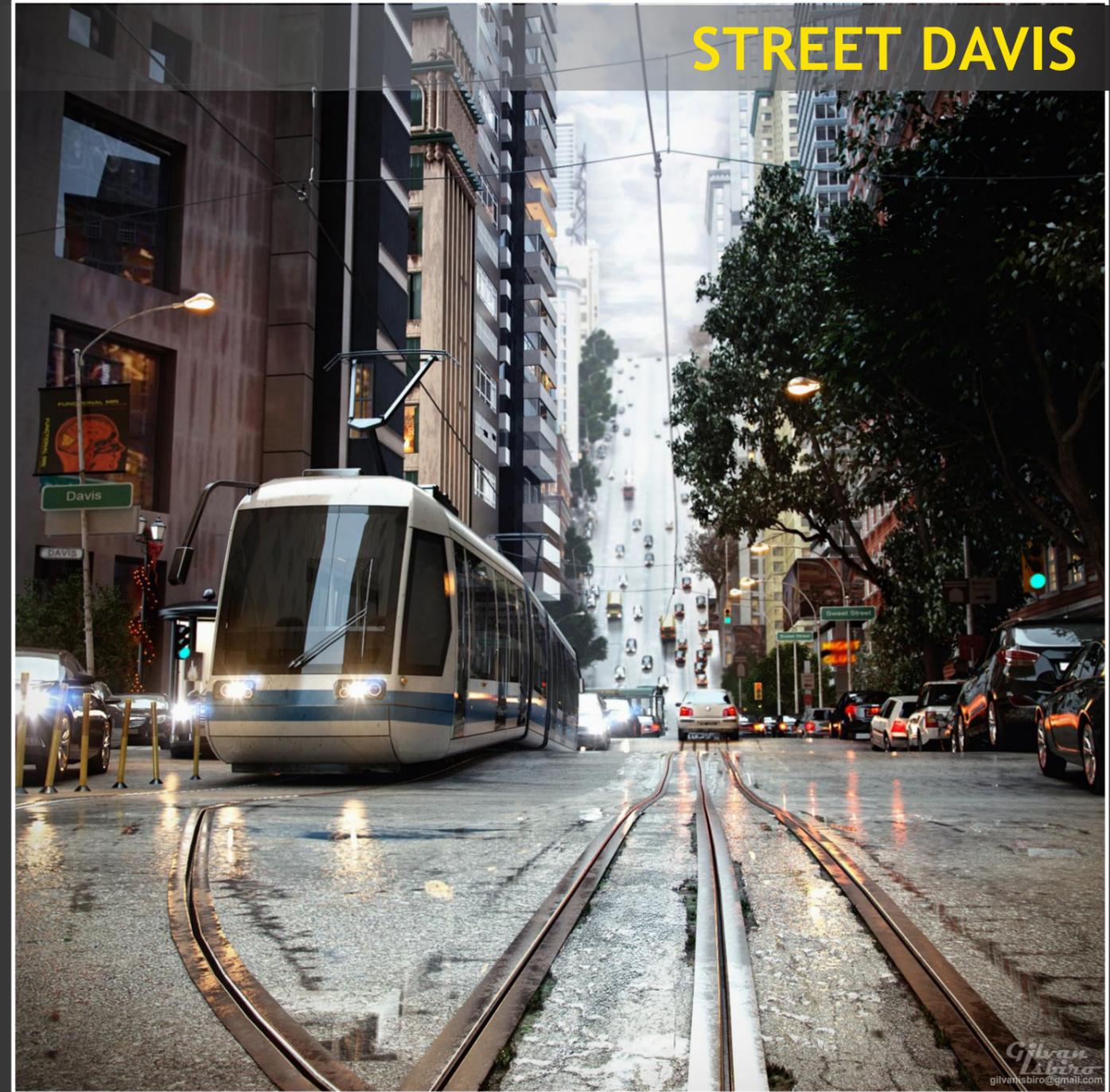
CHUAN CHENG



Author: Chao Luo

Tools: Maya, mental ray, Photoshop, ZBrush

STREET DAVIS



Author: Gilvan morais (lsbiro)

Tools: 3ds max, Photoshop, VRay