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STICKERS

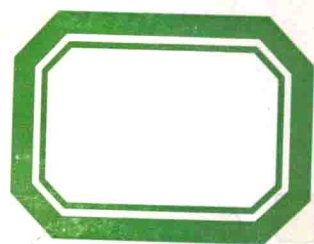
STICKER PLAYER

贴纸玩家
小怪诞

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Design&Vision 工作室编

大连理工大学出版社
Dalian University of Technology Press



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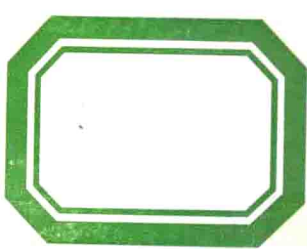
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WHAT INSPIRES YOU?





Christian Lindemann

Inspiration can come from so many and different fields and it's so personal, I can't say exactly but right now and back in the days I'm very inspired by movies and books (I'm always looking for old children books). Nature of course and animals in specific can be a huge inspiration too. And I really like to travel and this is an additional big inspiration for me. Of course there are also some artists I really like: Tim Biskup, Charley Harper and Marc Boutavant just to name a few.

Craig Watkins

Street art, doodling, everyday life and food.

Dennis Schuster

Life in general, beer and sausages.

Francisco Vargas

When I draw I like to play with chance, the things that come by chance, so many times before to make an illustration, I sketch on a paper looking for some way to help me to do what I want.

Frank Casazza

I'm often asked about inspiration. I say inspiration finds people. Individually, I find it in what is NOT, more so than what is. Empty, vacant walls and surfaces are what generate my creative process. A blank space is in limbo before my creative thoughts and hands activate its true existence. All I have to do is to filter the inspired thoughts and never limit the possibilities.

Gabriel Mourelle

I find inspiration in my bookcase, that little by little gets filled with new books of great artists. I find inspiration in everything that surrounds me, all I can see, listen, touch and feel. I'm also very lucky to work with other talented artists who stimulate my imagination.

CR170

I grew up with superheroes and Mortadelo and Filemon comics; with picture cards that my grandmother gave me with a snack after school; with Bugs Bunny, Daffy Duck, Coyote and Road Runner. I was always drawing on the school desks, copying CD sleeves and typographies that we recorded to cassettes: metal, punk, hard core...and spending all my time with friends having fun, painting letters, draws and colors on the track's walls. Nowadays, I guess, that everything that comes to my mind is just a mixture of all these things.

Jira Jiramakorn

Starting from like zombie movies, rock music and mixed with cute kawaii. Until is character in my style "THINKD".

Junichi Tsuneoka

I try to get inspiration as many different places as possible but the strong influences seem to come from Japanese comics and US urban culture such as graffiti. When I show my work to people in Japan, they can see the US influences but when I show my work to people in US, they think of my work as very 'Japanese'. I think this is a good thing. I feel that my 2 of the strongest influences blended together nicely.



Mercedes Crespo

I love the street art and urban art culture, I love to see graffiti and stickers on walls. What I like most about this type of art is the character designs. That inspires me to create, and imagine to later on print them on a tee. It's unlimited what you can do when you have a pencil, and my goal in life is to fill this awesome world with all the Yema family!

Skount

A great traveler's spirit, and a great curiosity for other cultural traditions and places, inspire me to research creative forms of expression. For my artwork I use everything that I can. I usually make collages/mixed media pieces with papers that I have found during my travels, acrylic, watercolor, ink and coffee. A specific characteristic of my work is the interest in texture stemming from my interest in the sensorial.

Scott Bartlett

I find a lot of my inspirations come from my time working in the candy industry. Been around a lot of fun, colorful, weird and tasty-looking candy products gives me inspiration to create characters that try to imitate just that.

Teo Skaffa

I'm inspired by all the things I come across in my life though it might be hard to figure out if you don't know me personally each painting is loaded with symbols and people I know or situations that have happened to me. It might be music I've come across which relates to how I'm feeling at the moment or a girl I've met which turned out to be crazy (which happens more than I'd like to) and also cats, because they are awesome.



Contributors

Christian Lindemann

Christian Lindemann was born in 1975 and grew up in northern Germany. He was inspired to take on graphic design and illustration as a result of his lifelong passion for drawings. He began at an early age to develop his skills and formed his own style while studying graphic design in Hildesheim (GER) and Melbourne (AUS). Afterwards he had a 3 years working experience as a full-time graphic designer at Dievision advertising in Hannover.

Since October 2007 he is working as a freelance illustrator and graphic designer for clients like ebay, DHL, Migros and TNT. He is also doing editorial illustrations for magazines and publications. As a result his work has been exhibited in Europe and abroad, appeared in numerous magazines like Computer Arts and Revita Gooo and featured on websites like drawn.ca and illustrationmundo.com. Besides his illustration work Christian is running his own T-shirt brand: ALIVE.

Craig Watkins

Craig 'wotto' Watkins is an illustrator, T-shirt designer, animator, art director and serial doodler. Sometimes cute, always dark his work usually has a narrative or centers around a group of undesirables. He has developed a style that is instantly recognizable and has worked with Billabong, Urban Outfitters, Dreamworks, Victory Records and Tippet Studios.



Dennis Schuster

He found a way to live out where the real winds blow — to sleep late, have fun, get wild, drink whiskey, and drive fast on empty streets with nothing in mind except falling in love and not getting arrested...Res ipsa loquitur. Let the good times roll.

Frank Casazza

My name is Frank Casazza. I'm the artist and creator behind Eyeformation Studio, located in Boston/Lowell, Massachusetts USA.

Gabriel Mourelle

My name is Gabriel Mourelle. I live in Argentina. I am a graphic designer graduated from 'Universidad de Buenos Aires' and I owe a big part of what I am to it. I started working as a freelance web designer while giving my first step in the world of illustration. The latter gaining bigger importance in my life to the point of becoming my career. Since 2007 I have been working in Kohali S.A (a company responsible of producing web content) participating in various projects. Nowadays I am making the art for online games at Metrogames.

CR170

He works, paints and survives in the outskirts of Barcelona. He started painting walls at the beginning of 2000, and these days, he's an addict to plastic paint. He enjoys painting the streets and loves the smell of the rotten plastic paint in the morning. When he doesn't find paint in his favorite containers, he shuts himself up at home in front of the computer screen and draws everything that come into his mind.

Greg Abbott

Greg Abbott is a graphic designer and illustrator who provides art direction, branding, design for print and web, illustration, typography, hand-lettering and web coding services. He is particularly interested in album artwork, typography and web projects. When not working he enjoys music, baked goods and movies and Apple products.

Jira Jiramakorn

Faculty of Architecture and Design
Rajamangala University of Technology Chotiwet Campus

2009 : First published works on CG+ Magazine issue 21

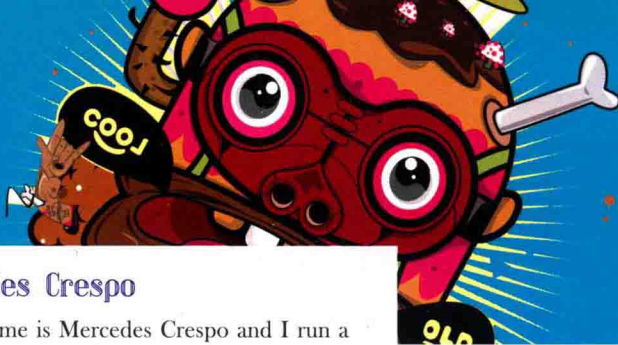
: Participate 'Taste of Character' Vienna, Austria

: Participate 'Bangkok Computer Graphic Plus 2009' BACC, Bangkok

: Participate 'The Jelly Project' Chiangmai
2010 : Published works on Worldwide Graphic Design 'Asia'

Junichi Tsuneoka

Junichi Tsuneoka was born and raised in Japan and, upon graduating from Waseda University in Tokyo, arrived in the US at the end of the 20th century. After five years as a graphic designer, Junichi established a style often recognized as 'California Roll Style', the result of both a visual and conceptual fusion of Japanese pop culture and American urban culture. He founded STUDIO STUBBORN SIDEBURN to broaden his visual communication and to employ his visual language in art, illustration, and design. Junichi's pieces possess highly communicative, assertive graphics, and contain clear signs pointing back to his strong design background.



Mercedes Crespo

Hi, my name is Mercedes Crespo and I run a little tee company called YemaYema. I was born in Guayaquil, Ecuador but currently reside in Atlanta GA. I love street art and what the culture brings, that's what got me into character designs, stickers and T-shirts.

Mulyana Yusuf

Muloyoung is Mulyana Yusuf. Creature Mulo Boy, another residual disposal ego from my work as a designer, illustrator. Such a Character Boy, brings happiness from tropical city in satire. With a liking for the sound and atmosphere surreal.

Skount

My work is characterized by a mixture of influences and multiple forms of expression ranging from: mural painting, street installations, music, canvas based work, performance, video/film, sculpture and installations. The stimulus that projects the totality of my work is the fundamental necessity of the human being to free his minds, his emotions and sensations that extend over the soul. To research the oneiric spectrum in a manner in which the urban environment hardens the individual.

Scott Bartlett

My name is Scott (cronobreaker) and I'm currently working in Melbourne, Australia, for a toy & confectionery company. In my own time I likes to make up my own characters and designs and I'm currently teaching myself Adobe Flash to someday take on the animation world.

Teo Skaffa

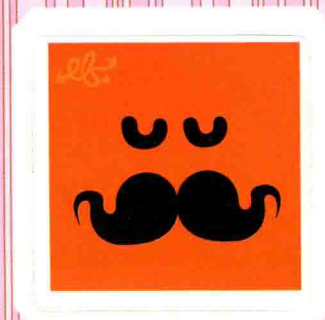
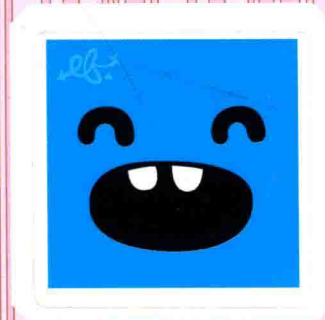
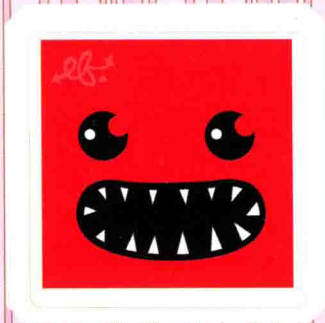
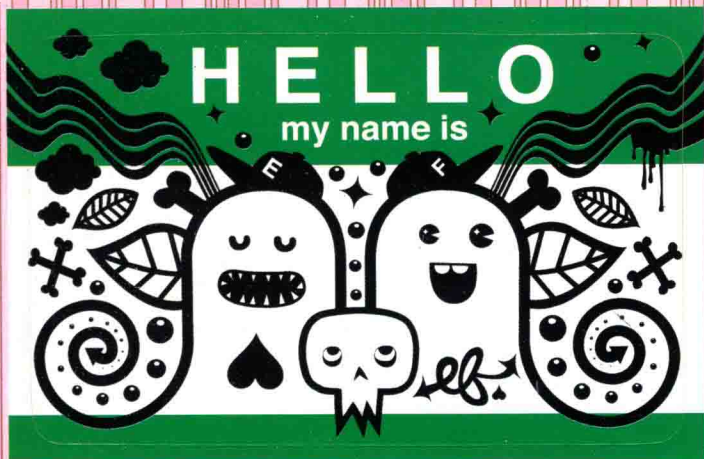
Teo Skaffa Should be big in Japan, but isn't. He's also not big in the Netherlands where he hails from. He is deeply moved by his life's encounters every week. As a result, (and also because it's the only thing he's good at) he paints all of the situations he finds himself in with aforementioned females as pieces of drama, mystery or blunt ruggedness. If anything, they are like pets to any lonesome persons groggy existence.

Acknowledgements

We would like to thank all the illustrators who made a significant contribution to the compilation of this book. We would also like to thank many other people whose names do not appear in the credits, but provided valuable input and support for the project from the start to its completion. Without them, we would not be able to share these fabulous artworks with readers around the world.

Future Editions

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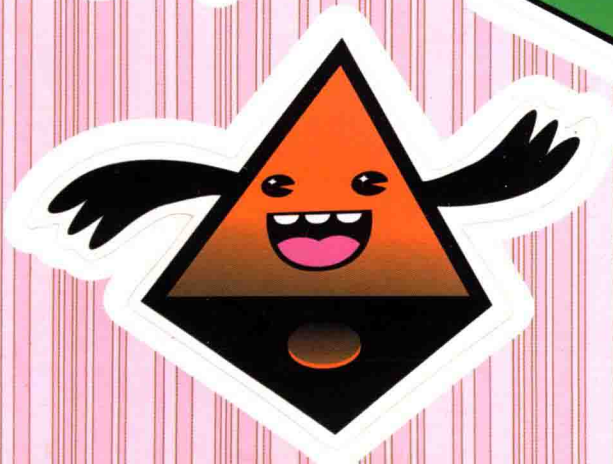
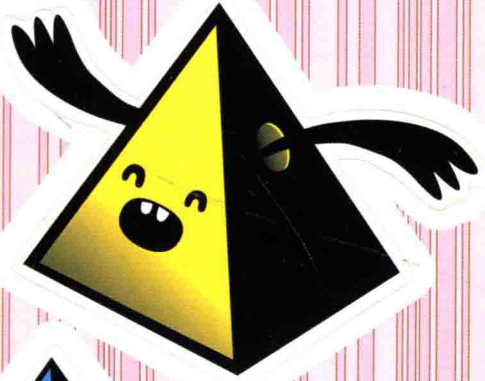


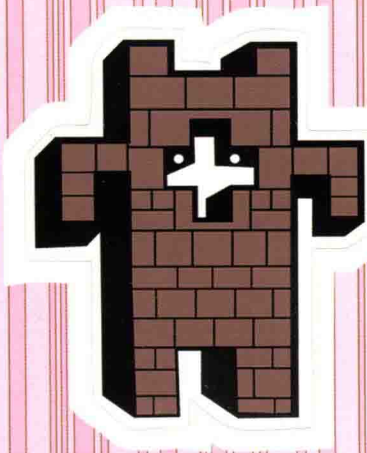
Frank Casazza

el.



eyeformation





EVEFORMATION

