

Volume 2 • Issue 1

the ArtGallery

e-magazine

Showcasing Artists from around the World!



STEAMPUNK ART

In this issue:

8 INTERNATIONAL ARTISTS

THE MECHANICAL
WORLD OF
STEAMPUNK ART

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**Kazuhiko
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**JAPANESE
SUMI-E
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**Understanding
Color Theory**

the artGALLERY e-magazine



In the Studio... ...with the Editor!

GERALD WALL

Happy New year! You will probably be getting the link to this issue on New Years Day 2024. This is the time when we ring out the old and ring in the new. It is a time of reflections on the past and resolutions for the future. For the past, we at T.A.G. must recap 2023 with gratefulness. In 8 months we have set the groundwork for what I think is one of the best Art magazines out there. We have been able to gather and showcase some of the best artists out there from around the globe as well as help unknown artists come to the limelight. It was always our goal to help both new and seasoned artists. That goal will continue for 2024.

We also wanted The Art Gallery e-magazine to be a source of helpful information for artists. We have had some great monthly articles about tips, trends, and techniques that could help artists develop their skills and become better artists. We have had some great contributors in the past and will continue to use the writing skills of experienced artists in future articles.

We were able to slowly expand our market of international subscribers and viewers in 2023 and we created a website dedicated to this magazine as well. We also were able to publish our digital magazine into both an online flipbook format as well as offering free downloadable pdfs of each issue.

Now we also have some big plans for 2024. One of them is to expand our presence on Youtube with more educational and informational content and hopefully some in-depth interviews with more great artists. So be looking forward to that in the near future.

All that said, Steve and I and the team would be remiss to say we could not of accomplished all this without the support of our readership and followers. It is a difficult time for any magazine to succeed, so we ask that those who can help support us financially will do so by visiting our advertising or donation page on our website. Meanwhile, thank you all, and onward and forward we go into the new year! ■

T.A.G. THE ART GALLERY E-magazine

<https://theartgallerymag.com/>

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The Art Gallery is a free monthly publication showcasing Artists and providing resources and information for the art community!

*Please support
The ARTS!*



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ABOUT THE ART GALLERY E-MAG

The Art Gallery e-magazine is a monthly free digital publication. Its purpose is to showcase artists from around the world and their work.

We are excited to gather both upcoming as well as seasoned artists from many states and countries to display their art in this publication. Each month we will exhibit new artists and their works in this digital gallery to help promote their art and inspire other artists. We will also offer articles on tips, techniques and trends in the art world. This is a monthly Free online digital 34-36 page e-magazine that is both viewable and downloadable to our subscribers. If you enjoy this publication share it with others.

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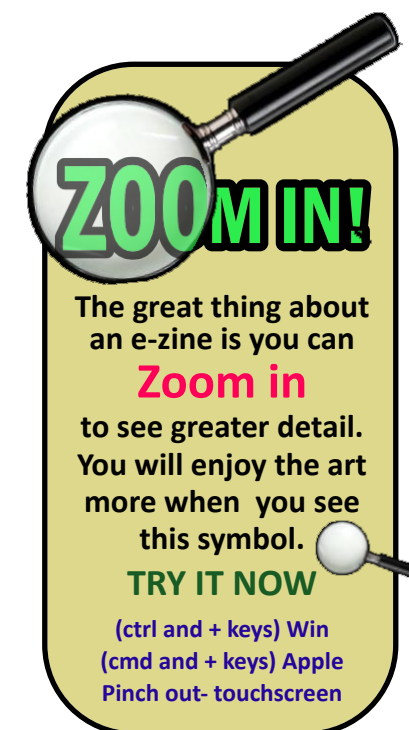
-TAG-

The Art Gallery e-magazine is an interactive publication.

The Flip book version and downloadable PDF is interactive. All URLs, including artists' websites and social media links are clickable links. They will open up a browser and take you directly to thier website. Likewise, all email links will open up your email program to send an email. I have also made the Table of Contents interactive. By clicking on an artist's name or image you can go directly to the artists page. Click on the header at the top of the page and you will return to the Contents page.

Let us Hear from You!

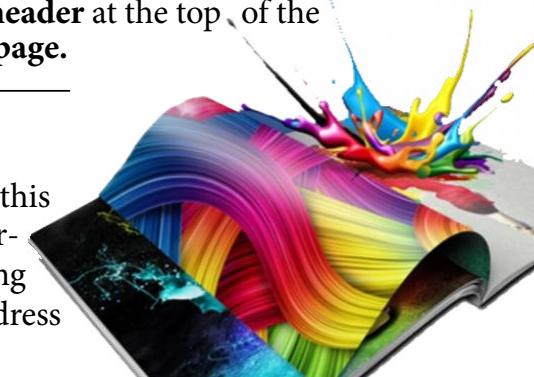
We would love to hear what you think of this publication, its contents, suggestions for articles, artist recommendations and anything you would like to share with us. Please address all comments to tageditor@mail.com



The great thing about an e-zine is you can **Zoom in** to see greater detail. You will enjoy the art more when you see this symbol.

TRY IT NOW

(ctrl and + keys) Win
(cmd and + keys) Apple
Pinch out- touchscreen



About the Cover

The Cover this month is a photo representing our featured article on Steampunk art. It is an image by 3D artist Kazuhiko Nakamura who's work we also feature in this issue. The technical and artistic skill it takes to create such amazing pieces of art is amazing and he makes each rendering look like a perfect meld of art and sculpture. Steampunk art is very little known but has an old history going back to book illustrations and covers of fantasy novels and came into prominence at emerging science fiction pulp mags in the 40's and 50's. Breaking free from traditional landscapes and portraits, many artists started adding mechanics, machinery and imaginary worlds in the new industrial age. Steampunk art brought together both the elements of reality and imagination at a time when inventions were daily being thrust upon society. It was only natural that artists would try to capture the essence of their times and now we are seeing a broader scope of it as we have entered the technical age. Enjoy this issue and hopefully you will find inspirations in our great artists and articles. **-Editor**



the artGallery e-magazine

The Art Gallery is a free subscription e-magazine. All money comes from donations and ads. If you want to donate you can click on the button below.



If you are an artist and would like to know how to have your art displayed in our magazine, click below:

Artist Information

If you are interested in advertising here in the Art Gallery e-magazine, we can send you a rate card. You can either send us the ad or we will design it for you for free.

For more information click below:

Advertising Info

Thank You For Your Support!

Artist's Reviews

"It's an honour to have my work showcased alongside so many talented artists. Grab a free copy of the magazine, find a cosy spot, and indulge in the diverse and captivating world of art that fills its pages." **-Tatiana**

"I just downloaded it and it's an excellent set of artists' work beautifully edited. Cheers for your work!!" **-Angeles**

"Thank you so much, Gerald-san. I'm glad to see new issue of e-magazine with my works in it!" **-Kohei Yoshihara**

"I've been featured in the art gallery e-magazine! This is the coolest thing to me...seeing myself and my work on a 2-page spread. Subscribe to this magazine." **-Willow Barnes**

"It looks fantastic - thank you!" **-John Stadler**

"Wishing you continued success!" **-Wynn Yarrow**

"Perfect! You have a wonderful publication. It really looks good you are a fast worker to get this magazine ready like this. I think it's a huge plus for the art community!" **-Jennifer Goodhue**

"Thank you so much. It looks amazing. I love it!" **-Ian Yallop**

"Thank you so much for bringing cheer in my life. You are making me feel like a celebrity!" **-Sumita Bose**

"Thank you for the opportunity." **-Ismelda Garza**

"Looks great, thanks." **-Robert Corsetti**

"Very beautiful design! Cool! Thank you!" **-Valeriy Novikov**

"Looks awesome! Great layout! Thanks." **-K.Q.**

"Everything looks really great, thank you very much. I appreciate all the work you have put into this." **-Mirree Bayliss**

"I want to thank you very much for publishing me in the august edition of the artgallery magazine. It looks great. I really appreciate your work for that!" **-Karina Slik**



CALLING ALL ARTISTS

Each month we try to focus on various artists and different kinds of art media from around the world. Our purpose is to help promote artists and their work in a digital gallery format! With this publication we are dedicated to supporting the art community. Being an artist myself, I understand the hardships and struggles an artist has to endure to not only work to create inspiring works of art but also marketing and selling that work. Although we do not sell art, we do try to promote artists so they might be seen and perhaps sales or commissions will follow.

WE ARE OFFERING A 2-PAGE SPREAD TO SELECTED ARTISTS FOR FREE!

You can showcase your work with a 2-page spread in the next issue of "The Art Gallery e-magazine". You can take advantage of this opportunity by filling out a submission form that tells us about yourself and where we can view your work. If you are selected, you will be contacted and information will be sent on how you can upload your files and photos. If you know of any artists that may be interested, share this e-magazine with them and refer the link below.

Artist Submission

For more information, you can go to the website and see more about our digital magazine.

<https://theartgallerymag.com/>

Surprisingly, the biggest drawback to many artist submissions is skepticism! Many think we are scamming them because we offer this for free. But we never ask for money or any private non-public information and we have a legitimate and tangible product. We do ask for donations but that is strictly optional. If you would like to donate to this work you can do so below.

<https://theartgallerymag.com/donation>

Dreamtime Products

by Aboriginal Artist Mirree Bayliss

From her Dreamtime Series Mirree Bayliss has created this activity series based on her Australian aboriginal art. Her products are for both children and adults and convey the beauty of unique artwork.

Her animal series is a wonder from down under! Order today!

www.artbymirree.com.au

hello@artbymirree.com.au

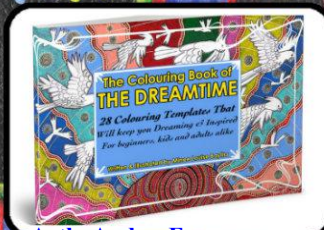


Animal Totem Colouring Books

2 Book Colouring book and Pocket book set of her Dreamtime Animal Series.

Dreamtime Cards

36 beautiful glossy cards with gold-gilded edges of the Dreamtime Animal Series.



Dreamtime Colouring Book

28 colouring pages for children and adults from the Dreamtime Series.

This PDF is **interactive**. All URLs, including artists' websites and social media links are **clickable links**. They will open up a browser and take you directly to the website. Likewise, all **email links** will open up your email program to send an email.

CLICK on the artist's **name** or the **IMAGE** below to go to the **ARTIST PAGE**
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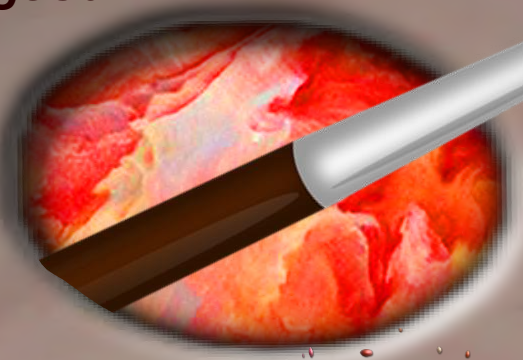
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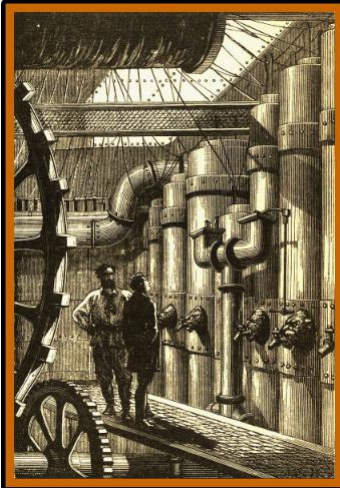
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STEAMPUNK ART

Probably few artists have ever heard of Steampunk art. It is not normally categorized as an art genre. It came out as a subgenre of the science fiction stories that related to the 19th century industrial steam powered machinery. The first steampunk art were illustrations of Jules Verne's novels and HG Wells "The Time Machine".

The term steampunk however came out in the late 1980s and has also been called Cyberpunk art or mechanical art. Later surrealist painters such as Remedios Varo and Salvador Dali utilized elements of Steampunk mechanics in their paintings. Later steampunk elements appeared in Japanese manga comics and anime.



"Original illustration of Jules Verne's Nautilus engine room"

Now Steampunk art is making a resurgence with the development of 3D software, digital graphics and AI. Fantasy artists can use these tools to create whimsical worlds, technological environments and innovative mechanical characters.



Steampunk artists have moved from the industrial age to the digital-techno era. Being able to create gears, pipes, wires, gauges and fantastic machinery for a sci-fi or fantasy world have caused many inspiring artists to stretch their imagination and develop fantastic futuristic works of art for film, books, games, posters and more. Also, many steampunk galleries are opening around the world with mechanical sculptures and

steampunk art where painters use realism with fantasy to create worlds to be absorbed in.

Steampunk art is quickly increasing in popularity and is offering an alternative to the world of fine art today. Art comes in many forms, and with today's technological society and an uncertain future, artist will combine the old with the new and do what art often does... take people from reality to the world of imagination! ■

Though the genre was a fictitious melding of mechanism and the Victorian age it has now come to include robotic and technology in art-form. Steampunk sculptures and kinetic devices have now reflected this uniqueness. Steampunk elements have worked their way into many movies such as Will Smith's "The Wild, Wild West" and "The Golden Compass". Even Steampunk video games have emerged in the gaming industry.



Kazuhiko Nakamura

Kazuhiko Nakamura is one of the great influencers of steampunk and cyberpunk art. By using 3d modeling and the masterful use of light and mechanical ingenuity, he has mesmerized the world with his unique creations of fantasy and wonderment.



is one of the few that can turn a cold object into a beautiful painting. He says *"I like that special creativity and subjective expressions that the painter puts into the real object. I put my own vision of the image into the object and I think this is what makes my works so special. I search for my image tenaciously trying to create the best combination of the shapes, textures and lighting."*

Kazuhiko Nakamura was born in Hyogo, Japan in 1961. He taught himself 3D digital art and being influenced by surrealism and cyberpunk styles, he began his journey of building fantasy creations in 3d form, then rendering them into 2d pictures. In 2004, his art was featured in major CG art sites. His talent and incredible gift has brought him to the top of the heap of photorealism and fantasy and now is highly sought out for his unique creations. Nakamura now lives in Tokyo as an innovative graphic designer and artist with many accomplishments such as book and cd covers and illustrations.

His signature is forever stamped in his style in the unique niche he has brought to the 3D world. He has been featured in many exhibits in the United States and Europe and has gathered a huge following among the steampunk genre as a great visionary for the art. His distinct style of humanoid fusions and mechanical statues and worlds, have given rise to a greater interest in this unique form of art. Though he does not use paint and canvas, there is no doubt that creativity by hand, mind and computer has released ingenuity of art in one of its highest forms! ■

Kazuhiko's world is one of bizarre robotic creatures and complex machinery. Using 3D graphics he builds his mechanical works one piece at a time, like a digital jig-saw puzzle until it becomes a cohesive world of pure imagination. He metamorphosis's man with machine in both a real and unreal way. One reviewer commented, *"Kazuhiko Nakamura's art is a surreal hybrid of man and machine, a hard marriage of metal and flesh."*

His mechanical imagery is profoundly unique because he somehow transfers a cold 3D fabricated world into a realistic painting due to his skills of capturing the fantasy into a believable reality. He



"Automa"



"Gravity"



"Zygosis"



"Metamorphosis"



"Monologue"



"Triceratops"



"Mechamorphos"



"Requiem"



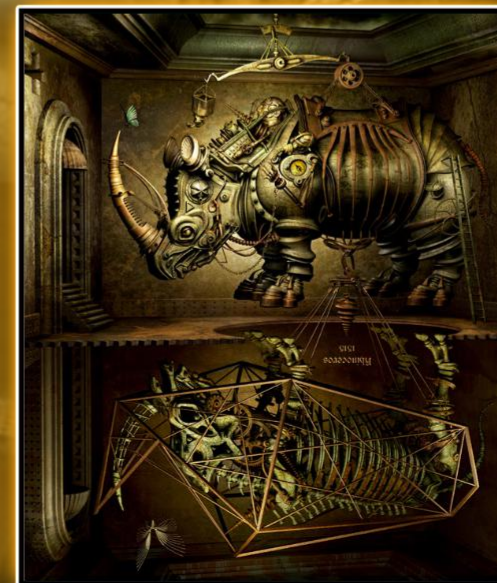
"Silent Warrior2"



"Automaton"



"Towerbeetle"



"Rhino"



"Mechanical Silence"

Samer Abdalghni
Various Medium



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Artist Showcase

Syria

Samer Abdalghni

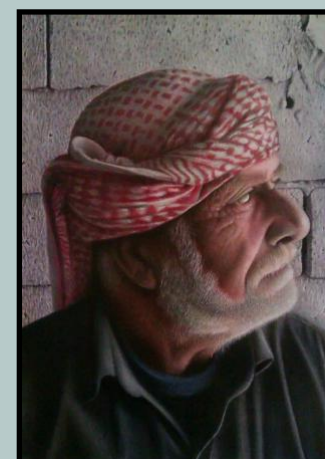
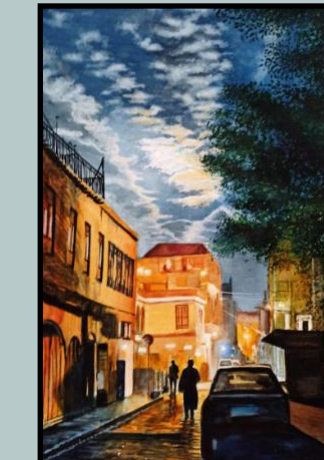
Samer is a talented artist from Damascus, Syria who is prolific in watercolor, acrylics, oil and pastels. His loosely painted watercolors are exquisite but his realistic paintings in oil and pastel have presented him with many prestigious awards. Samer's artistic talents have enabled him to do many commercial projects like logos, book covers and manuscripts. He has taught Arabic Calligraphy courses, given lectures and taught art. His works are shown in a number of world websites and groups for realistic art.

Below are just a few of his artistic accomplishments:

- 1995, BA, Faculty of Fine Arts, Damascus University.
- Certificate in Arabic in Arabic Calligraphy -Syrian Society of Professional Calligraphers, licensed by master calligraphers Muhammad Qanou' and Helmi Habbab.
- Worked in interior design and media and theatre scenography, most notably the Mideast campaign for the Chinese Xen Wang Company.
- Designed many logos and products for a number of Syrian companies, most notably the logo and monument of the Trade Court in Syria.
- Designed the wall boards of Mujamma Alqutub Almahdi in Sudan and the Assalam Mosque in Worhting, West Sussex, England.
- Ranked second, and globally third, in the US Artorful website competition (the link for the competition: <https://www.artoful.com/post/6879>).
- Teacher of Arts 2004-2014.
- Taught Arabic Calligraphy courses at the Syrian Ministry of Education.
- Delivered many lectures on arts and Arabic calligraphy in private societies and cultural centers.
- A number of seminars on his works were conducted in Syrian and international universities.
- Participated in a number of joint galleries and had a number of individual Galleries in Raqqa Directorate of Culture (2007), Yabroud Cultural Center (2008), Ministry of Information Hall(2009), Engineer Syndicate's Hall in Yabroud (2015), Yabroud,Cultural Center (2018), and Al Amal Charity's Hall in Nabek (2021).



Samer Abdalghni Gallery



Artist Showcase

Hungary

Aniko Hencz

I am a Hungarian artist living and creating in Budapest. I have been drawing and painting ever since I could hold a pencil in my hand... During my school years I was taught painting and drawing by some excellent artists, who showed me the first steps in creating art. Later on, I studied at the Geography-English University, which brought me closer to nature, but my desire for art was greater and I returned to drawing and painting. Later on I had learnt computer graphics and made digital paintings and web pages for some years. It was fun, but not real art for me...

Most of my works are inspired by nature and rural landscapes as well as the intricate angles and connections of city buildings. All these arise from personal feelings which end in semi-abstract or conceptual paintings and drawings depending on my mood. I like to experiment with mediums and styles. I sometimes combine them, or try new ways of using them. I love to break the rules and mix them in my own way.

Anything around me can be inspirational, a spot of colors an interesting detail of a street, the light and shadow over the grass, and of course the trees.

On some days I paint with oil, other days with watercolor or make only ink drawings. Sometimes I do nothing, just meet my friends or take my dogie for a walk.

I think success is the greatest joy for any artist. I feel happy when I am pleased with the painting or drawing I just created. My works reached their new homes all over the

world, from the USA to Japan

and Australia. I think there is no greater happiness than the kind words of satisfied customers.

All my life I simply couldn't do anything else so passionately other than art!



"Aniko Hencz in her Studio"

the artGallery e-magazine

Aniko Hencz
Various Mediums



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"Roadside Houses" - ink



"Distant Houses" - watercolor

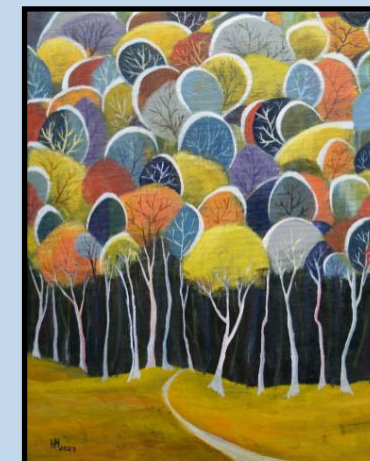
Aniko Hencz Gallery



"After Midnight" - oil



"The Beginning of Winter" - oil



"Path to the Unknown" - acrylic



"The Floating City" - oil



"Another World" - oil



"Yellowing Apen Trees" - oil



"Autumn Splendor" - acrylic



"Where the Rivers Meet" - oil



"The Hiding Place" - oil



"The Drifting Island" - oil

JAPANESE SUMI-E PAINTING



Sumi-e, also known as *suibokuga*, is a traditional East Asian painting style that originated in China and later developed in Japan. The term "sumi-e" translates to "**ink painting**" in Japanese. This art form primarily uses simple brush strokes and black ink (sumi) to create expressive and often monochromatic paintings. Sumi-e techniques involve a combination of brushwork, ink manipulation, and an understanding of composition. While the style is known for its simplicity, achieving mastery requires discipline and practice.

History

Sumi-e has a long history and has been influenced by various philosophical and cultural movements in East Asia. It originated in China during the Tang Dynasty (618–907 CE). The earliest practitioners were influenced by calligraphy and traditional Chinese brush painting. The style migrated from China to Japan, where it evolved and developed its own distinctive characteristics. Artists who practice sumi-e often study and master specific techniques and brushstrokes to express themselves in a disciplined, yet spontaneous manner. The idea is not to paint in a realistic manner but rather more a representative way. Thus it is often a loose monochromatic painting.

Techniques of Sumi-e

Mastery of these techniques requires both technical skills and a deep understanding of the artistic principles that guide sumi-e. Artists often practice these techniques through repetitive exercises to develop precision, control, and a personal style within the traditional framework of sumi-e painting.



Unique Brushes and Brushstrokes

Sumi-e artists use bamboo or oriental brushes, often used for calligraphy that are broad with pointed tips. This enables them to create wide and narrow strokes often with one stroke. They can combine washed ink on the broad part and darker ink on the tips (or vice versa) to get unique blends in their strokes. Thus they are able to get both bold, and delicate lines as well as dark and light shading within a single stroke. Artists use a variety of brushes with different shapes and sizes. The brush's tip, body, and handle can be employed to create a range of strokes, from fine lines to bold sweeps. The brush techniques help to create flowing movements with controlled strokes. They use a variety of brushes and can utilize both a wash or dry brush technique.

Ink on Rice Paper

Sumi-e paintings are often done on rice paper, which absorbs ink in a unique way and contributes to the overall aesthetic of the artwork. Rice paper is not made from rice but rather from the bark of mulberry trees (although it sometimes is made from rice straw). Rice paper is stronger and more durable than traditional paper.



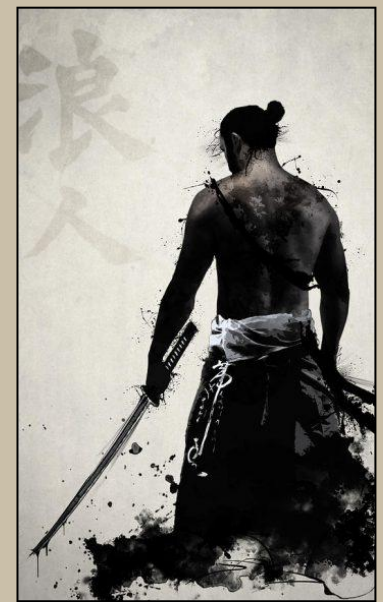
Sumi ink is made from soot and glue and often sold in solid blocks. The ink is then rubbed in water to create various shades and tones, allowing artists to achieve a sense of depth and dimension in their work. Small dots or stippling techniques are used to add texture, create patterns, or suggest details such as foliage or the fur of animals. Dots can be applied with the tip of the brush or by tapping the brush lightly on the paper.

Sumi - Style

Sumi-e art emphasizes both simplicity and minimalism. Artists often use negative space to create balance and harmony in their compositions. Traditional sumi-e subjects include landscapes, animals, flowers, and other elements of nature. The focus is on capturing the spirit or energy of the subject rather than creating a detailed representation.

Throughout its history, sumi-e has been a dynamic and evolving art form, reflecting cultural, philosophical, and societal changes while maintaining a deep connection to nature and spirituality. ■

SUMI-E PAINTING



FACEBOOK

<https://www.facebook.com/groups/1374304765924142/user/10000004423868/>

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Artist Showcase

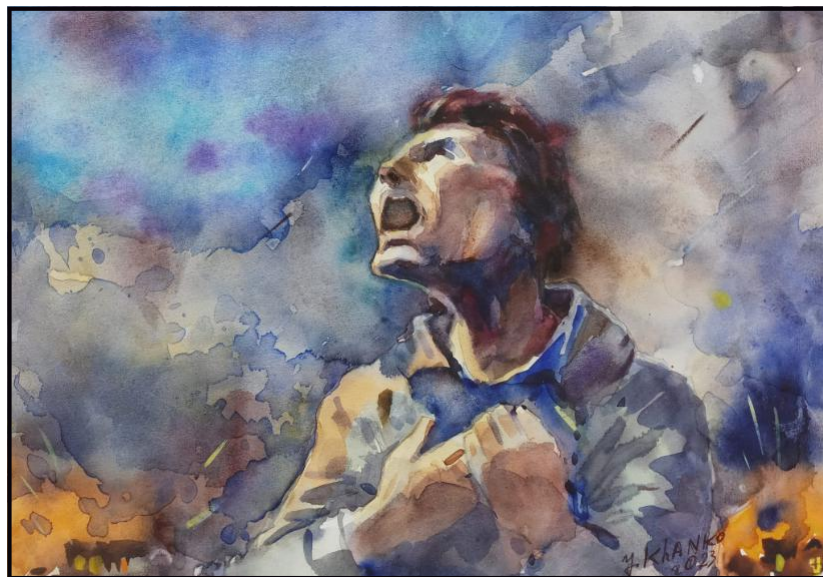
Ukraine

Yaroslav Khanko



My name is Yaroslav Khanko. I'm from Odessa, Ukraine. I graduated at the College of Arts in 1989. Since then, I have been traveling in European and South American countries and painting cityscapes and landscapes. My favourite medium is watercolor. I participated in exhibitions in Poland, Bulgaria, Argentina,

Ukraine and Macau. My work's are in private collections in many countries around the world. ■

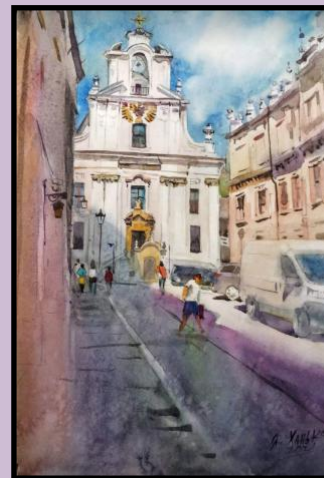


"The Plea" - watercolor



"Wet day in Macau." - watercolor

Yaroslav Khanko Gallery



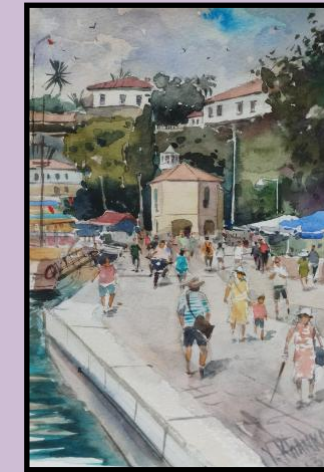
"Krakow" - watercolor



"New Necklace" - watercolor



"Midday" - watercolor



"Old Port Kaleici" - watercolor



"Adriatic Boats" - watercolor



"Ancient Roman Gates" - watercolor



"The Old Roofs" - watercolor



"Summer Midday" - watercolor



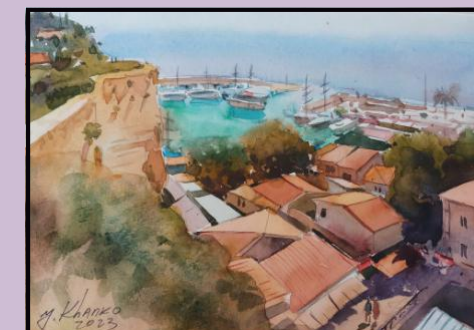
"Midday in Kaleici" - watercolor



"Old Ports" - watercolor



"Carriages" - watercolor



"Little Harbor." - watercolor



"Summer Heat" - watercolor

Artist Showcase

Bulgarian living in Belgium

Roumy Bakalova

My name is Roumjana Bakalova, Artistic name Roumy. I was born and raised in Bulgaria. I have been drawing and painting since I was 9 years old. I am trained as an art education teacher, where I was introduced to various mediums, including sculpture. I worked for a while until I met my husband and decided to follow him, moving to Belgium.

While taking care of my children, I continued to paint pastel portraits on commission. However, once the children started school, I pursued further studies in painting at the art academy. I explored various disciplines such as landscape, portrait, model, and more, but my true passion lies in watercolor. I joined a watercolor painting group where I continued to learn, and from there, I received information about workshops and masterclasses with world-renowned watercolorists such as Alvaro Castagnet, Eugen Chesnisan, Slawa Prichedko, Viktor Zadanov, Slava Korobeinikov, Roberto Zangarelli, discovering their techniques.

Despite my background as a teacher and limited time to work, I wanted to share my knowledge with others. Therefore, I started teaching watercolor to beginners. I also became a member of AIB, the Watercolor Association of Belgium, known for its many years of existence and high-quality art. I have participated in numerous exhibitions, both individual and group, and have had many international participations over the years.

Watercolor art is gaining more and more recognition alongside other techniques. It is known for its difficulty and allows for a suggestive and free play between water and paint. This provides the opportunity to create unexpected effects, making it a true adventure. I have been in the field for over 20 years and have been teaching for 15 years.



"Roumy in her Studio"

Roumy Bakalova Watercolor



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"Spring feeling" - Watercolor



"Sky is the Limit" - Watercolor



"Impression of the Fall" - Watercolor



"Nostalgie" - Watercolor



"Fairy Tale" - Watercolor



"On the River" - Watercolor



"Dream" - Watercolor



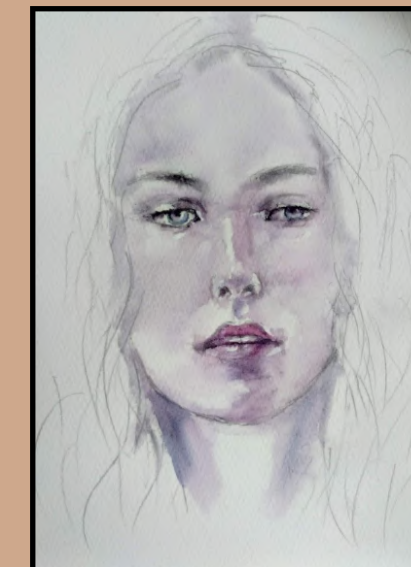
"Winter Reflections" - Watercolor



"The Boss" - Watercolor



"Frozen" - Mix media - watercolor and white acrylic



"Fragile" - Watercolor

Roumy Bakalova Gallery

Erin Hanson



Oil Painting

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Artist Showcase

Oregon, USA

Erin Hanson

Combining the emotional resonance of 19th-century Impressionists with the lavish color palette of Expressionism, Erin Hanson's unique style has come to be known as "Open Impressionism." Her paintings appear in art school curriculums around the world, and with millions of followers online, Hanson is inspiring a new love for impressionism in the contemporary art world ■



"Poppies" - oil



"Erin in Gallery"

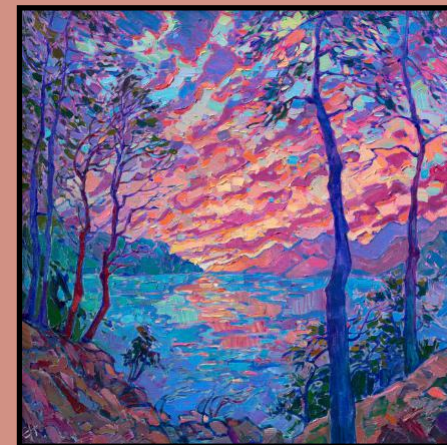


"Texan Sky" - oil



"Reflections of Color" - oil

Erin Hanson Gallery



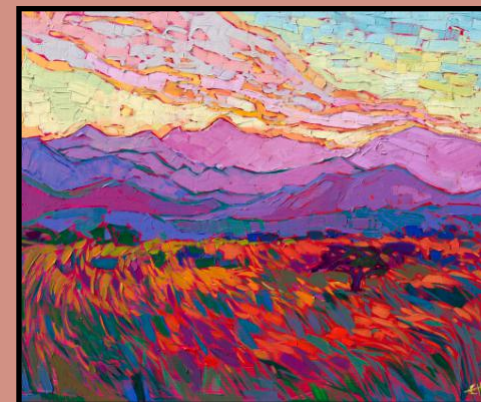
"A New Discovery" - oil



"Thistles and Blooms" - oil



"Irises in Yellow" - oil



"Oregon Sky" - oil



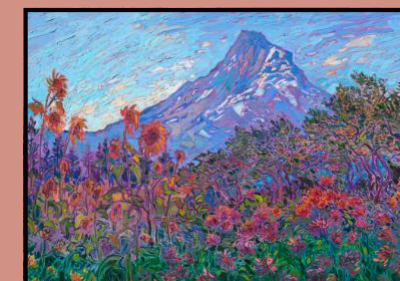
"Sunflowers on Turquoise" - oil



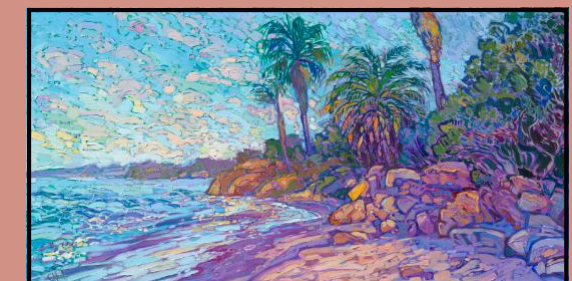
"Coastal in Purple" - oil



"Borrego Bloom" - oil



"Fruit Loop" - oil



"Summerland Coast" - oil

Artist Showcase

New York

Thomas Schaller

Thomas Schaller is a multi-award-winning artist, architect, and author based in New York City. He is a winner of the **Alpha Rho Chi Medal, a Graham Foundation Grant, AIA Award Winner, Gold Medal Winner by the Circle Arts Foundation**, and a two-time winner of the **Hugh Ferriss Memorial Prize**. He is the author of three books, *“The Art of Architectural Drawing, and Architecture in Watercolor”* - winner of an American Institute of Architecture Award of Merit. His new book, *“Thomas W Schaller: Architecture of Light”* is published by Penguin Random House. His best-selling DVD, Watercolor: *“The Power of Design”* is published by Streamline Media. And his new ground-breaking interactive online course *“Design and the Power of Imagination”* is hosted by Terracotta LLC.

Tom’s work has been featured in countless exhibitions around the world and is in many public and private collections. He is a Signature Member of many arts organizations including the **American Watercolor Society, the National Watercolor Society, and Transparent Watercolor Society of America** and elected a member of the **International Masters of Watercolor Alliance**. He was recently appointed to the Advisory Board of **American Watercolor Weekly** and **Streamline Publishing**, elected Artist Member of the **California Art Club** and the **Salmagundi Art Club, NYC**. He is president emeritus of the **American Society of Architectural Illustrators** ■

the artGallery e-magazine

Thomas Schaller
Watercolor



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Thomas Schaller Gallery



“Floating City” - watercolor



“Mist Over the Lake” - watercolor



“The World lies Waiting” - watercolor

Thyomas Schaller is one of the nations most prestigious watercolor artists. He is a award winning professional with works displayed both internationally and abroad. He teaches watercolor and has many practical and informative watercolor lessons on Youtube. He inspires through both philosophy and technique in helping artists hone their skills and master this wonderful media that he loves.



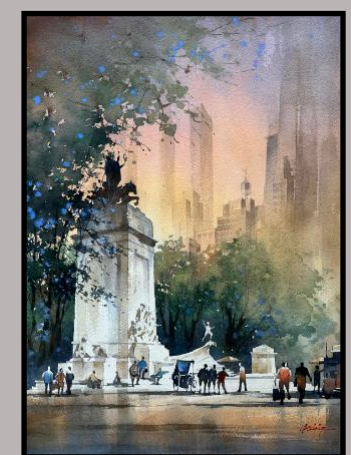
“Afternoon in Rome” - watercolor



“Kyoto Nocturne” - watercolor



“Light Patterns - Rome” - watercolor



“City of Edges - NYC” - watercolor



“Treehouses without Trees” - watercolor



“Winter - West 70th Street” - watercolor



“Quiet River - China” - watercolor



“Evening Descends - San Marco” - watercolor

Digital Design Basics Understanding Color

By Adam Ray Tyler

Understanding color for the digital artist begins with understanding the **Color Models**. There are 3 Basic color model or color wheels:



RBV which is Red, Blue and Yellow. These are the Primary Colors. They can not be made by mixing other colors, and from these three all other colors are mixed. This color wheel is used by traditional artists for mixing paint.

Then there is **CMYK** color wheels (or swatch sheets) This stands for Cyan, Magenta, Yellow and Black. This is used by printers because printing presses and most printers use these four colors to print all other colors,

The third is **RGB** which stands for Red, Yellow Blue, and is used by digital artists because These three colors are used on computer monitors and TV screens.

Whether your a traditional artists or digital, it is good to understand all three, because you may paint but may need a computer or tablet screen to use as a reference or you may want to digitize your painting to make a print.

So it is important to understanding basic color theory and how it relates to the color wheel.

Color theory is a field of study that explores how colors interact with each other and how they can be combined to create visually appealing and harmonious compositions for both mixing and matching.

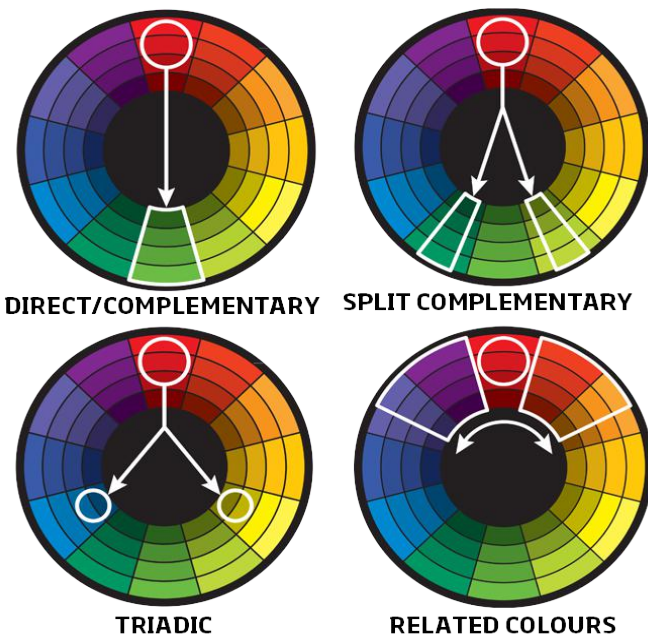
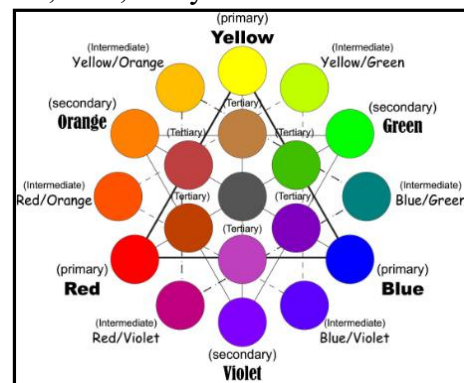
The Color Wheel:

The color wheel is a circular diagram of colors. Most color wheels are based on three *primary colors*, three *secondary colors*, and the six intermediates that are formed by mixing a primary with a secondary, known as *tertiary colors*, for a total of 12 main divisions; some add more intermediates, for 24 named colors

Primary Colors: Red, blue, and yellow are considered the primary colors. They cannot be created by mixing other colors.

Secondary Colors: Green, orange, and purple are created by mixing two primary colors.

Tertiary Colors: These are the six



colors formed by mixing a primary color with a secondary color.

Color Harmony:

Color harmony refers to the pleasing arrangement of colors. There are various color schemes that achieve harmony, and they are often derived from the color wheel.

Analogous Colors: Two to four Colors that are next to each other on the color wheel, such as blue and green.

Monochromatic Colors- One base color or hue with different shades and tones. (See header above).

Complementary Colors: Colors that are opposite each other on the color wheel, like red and green. These colors create a high contrast and can be vibrant when used together.

Spit Complementary Colors: one of the colors is split into the two nearby colors. Keeps the contrast but ads more variety to the scheme.

Triatic Colors: three colors that are evenly spaced on the color wheel. Makes things vibrant and bold.

Tetradic Colors are four colors on a rectangle on the color wheel that are made up of two sets of complimentary colors.

It is often the best practice to use one main color and the others as accents.



Color Temperature

Colors are often categorized as warm or cool.
Warm Colors: Red, orange, and yellow are associated with warmth, energy, and vibrancy.
Cool Colors: Blue, green, and purple are considered cool and are often associated with calmness and serenity.

Color Hue

Hue is the pure color blends of the 12 divisions on the outer rim of the color wheel.

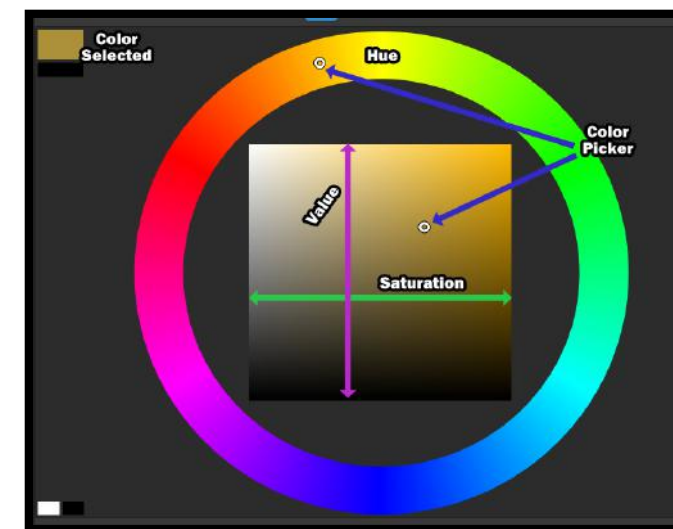
Color Saturation:

Saturation, or intensity, refers to the purity of a color. A highly saturated color is vivid and vibrant, while a desaturated color is more muted and subdued.

Color Value:

Value refers to the **lightness or darkness of a color**. **Tints** are light values, **shades** are dark values, and **tones** are variations in between.

Adjusting the value of colors can create contrast and depth in a composition.

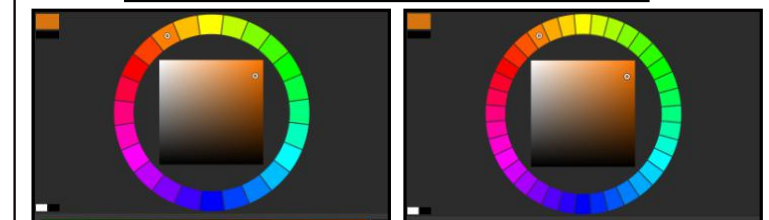
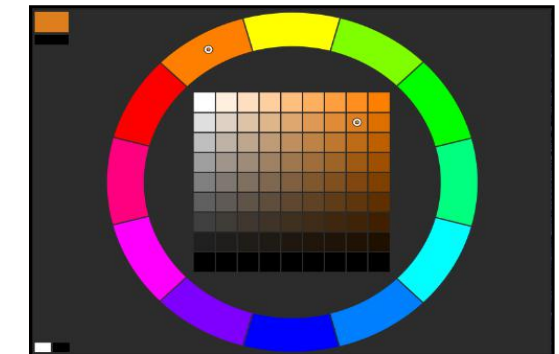


Color Square

You can display just the color square which focuses just on the variations of a single color.

Software Color wheels

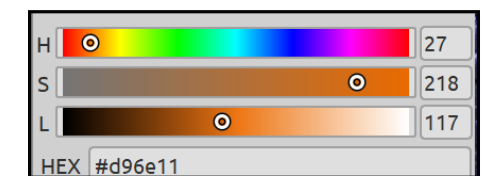
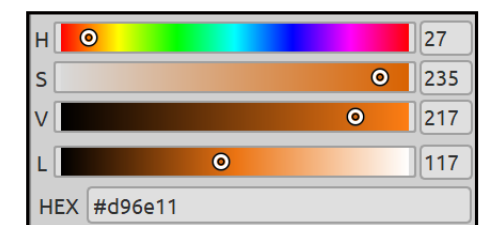
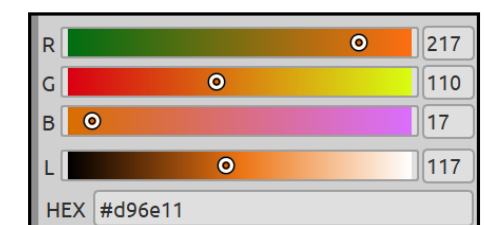
Most graphic and painting software such as the *Adobe Suite, Affinity Suite, Rebelle, Krita, Gimp* and others have a built in **RGB color wheel** tool with great features to help the artist and designer.



The monitor can display as much as 16.77 million colors (the human eye, even more). The color wheel displays 12 basic colors but software color wheels show the variant blends between colors. *The horizontal plain shows the saturation of a color, The vertical plan shows the value from white to black*

Some programs like *Rebelle* gives you the option of dividing the color wheel into grids of 12, 24 and 36 which is great for minimalising your color selections.

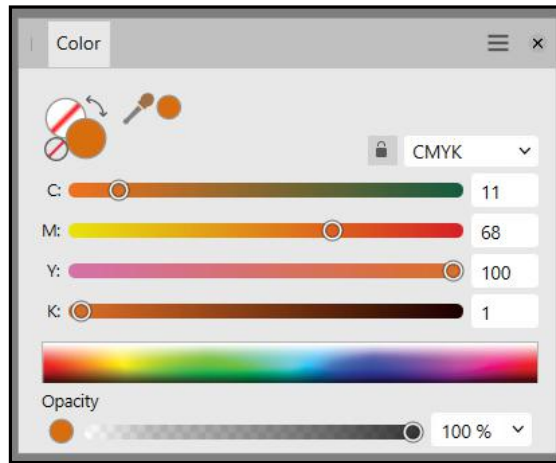
Slider Bars



Slider bars show color information in values from 0 to 255. This helps to get precise colors in its many variations. **RGB** (Red, Green, Blue mix in a color), **HSV** (Hue, Saturation, Value) showing the amount of each in a color, and **HSL**, showing the amount of Hue Saturation and lightness in

(Continue)

a color (Sometimes called **HSB** for Hue, Saturation and Brightness), Each channel goes from 0 to 255, thus a total of 256 color variations. A hex number is a 6 digit code representing a color. By knowing a hex number you can get an exact color match.



A **CMYK Slider** shows how much Cyan, Magenta, Yellow and Black are in a color. The sliders are from 1 to 100 representing percentages. This is extremely important if color is critical to printing your artwork. It must be sent in a CMYK file rather than an RGB format (unless they convert it).

Color Opacity.

An important aspect of color is **Opacity or Transparency**. Depending on the program, this may be ad-

justed on a *brush, shape, layer or on text* to allow some or all the background layers to show through, thereby enabling some great design and painting effects.

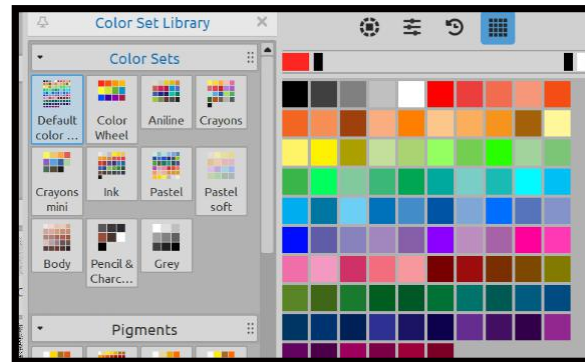
Color Picker or Eye Dropper Tool

The color picker (sometimes called the color chooser) tool is a great tool where you are able to sample color from sections or reference photos. You can either use it to go back and select a color from your painting or use it to pick a color from the color wheel. You can also add that color to the palette.

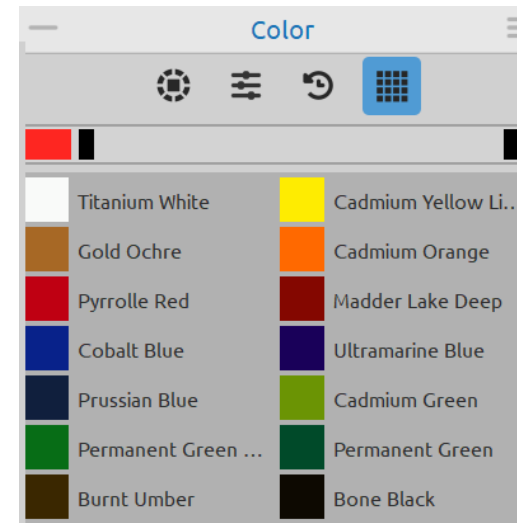


Color Palettes

Many graphic programs come with standard Palettes and many allow you to add to them or create your own. Many palettes are available in Paint programs that apply to specific mediums such as standard oil paint colors,



pastels, watercolor, ink, pencil, charcoal and even crayons. You can also create palettes based upon images and reference photos. If you want to repeat a color sceme you can even make a color pallete based on your project or painting to be used in another.



By grasping these basic principles of color theory, individuals can make informed decisions about color choices in various creative endeavors. Todays graphic and paint tools offer a great advantage in utilizing color in our digital works and paintings.

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CASTLE VACATION

OPACITY

TRANSPARENT LAYER

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Bed and Breakfast at a Charming English Castle!
Aenean risus est, porttitor vel, placerat sit amet, vestibulum sit amet, nibh. Ut faucibus justo quis nisl. Etiam vulputate, sapien eu egestas rutrum, leo neque luctus dolor, sed hendrerit tortor metus ut dui. Etiam id pede porttitor turpis tristique lacinia. Suspendisse potenti. Etiam feugiat.

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Teodosi Sotirov

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Artist Showcase

Bulgaria

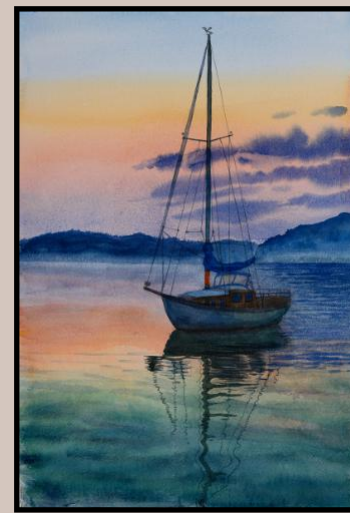
Teodosi Sotirov

I am Teodosi Sotirov, 57 years old, from Bulgaria. I was born, live and work in the capital Sofia. I have been drawing since I can remember. Most often I work on customer orders and I have little time left for free work. I made murals with egg tempera according to an ancient recipe in a new church in an orthodox monastery. I work with watercolor and oil paints. I have also used acrylic paints, but much less often. I draw in a realistic style with my own handwriting. In my free time, I paint again. I rarely break away from the tripod and go to nature, I like to make hikes in the mountains. I like to do landscapes, compositions with people, still lifes, cityscapes, ■



"Silence" * watercolor

Teodosi Sotirov Gallery



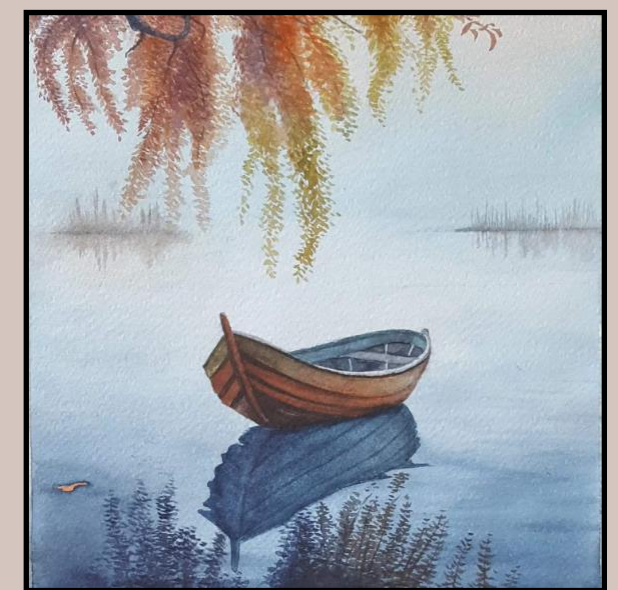
"Sunrise" - Watercolor



"Sisters" - watercolor



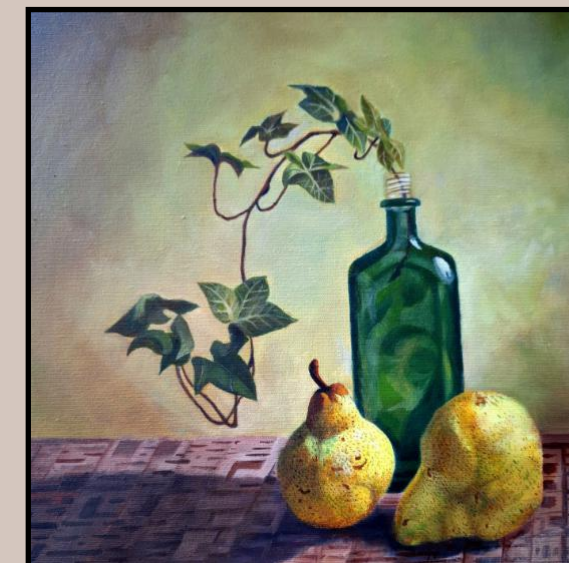
"Nostalgia" - watercolor



"Tranquility" - watercolor



"Autumn Silence"



"Still Life" -oil paint



"Early in the Morning"

Artist Showcase

Croatia

Marija Vidović

My name is Marija Vidović and I come from Croatia. I am 68 and retired. I worked as a teacher of English and French in a state secondary school before my retirement. I live in Karlovac, a city that lies on four rivers. They are an endless inspiration for not only my paintings but my life in general. Since I have always lived near one of them, the Korana, we used to have a boat and I spent all my summers rowing in the boat with my friends and family. Needless to say boats are often used in my paintings.

Four years ago I enrolled in a course of drawing and painting. I did not show any artistic talents before that but I used to spend many hours with my granddaughter doing some creative things. I think that sparked the artist in me.

We started with pencil, followed by charcoal, ink and then acrylic. I like all media and I do them all. I find drawing and painting very relaxing and having a lot of free time, I do it very often, almost every day. As for watercolour, I am trying and I find it quite difficult because when you do something wrong you cannot correct it.

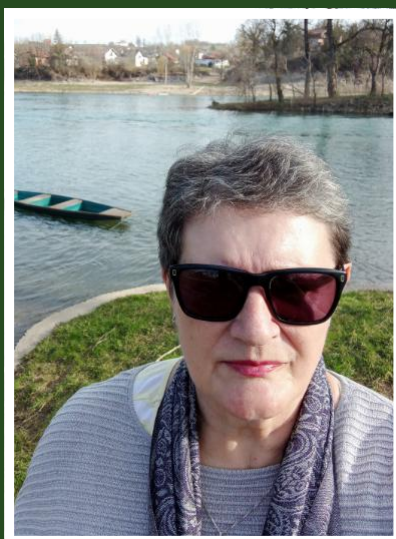
Despite the amount of pictures I have done, I still wouldn't call myself a painter or an artist. I have never done a plein air, I use photos taken by myself or others. I think for me it is just work, work, work, not so much talent. When I started I did not have any ambition to become famous. I still don't but I can see people like my paintings. I have had one solo exhibition and six with fellow painters. ■



"Autumn on the Mrežnica" - acrylic

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Marija Vidović
Acrylic



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"Frozen Korana" - ink

Marija Vidović
Gallery



"A Park in the Mist" - acrylic



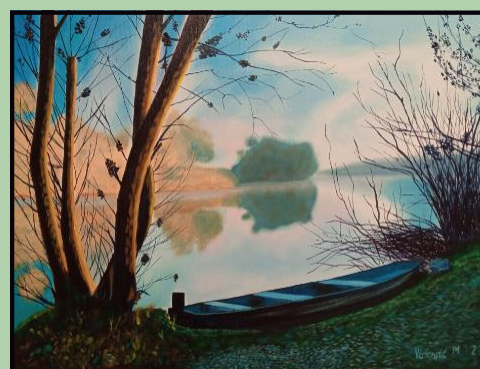
"A View of the City of Karlovac" - acrylic



"A boat in Winter" - acrylic



"Mekušje Wood" - acrylic



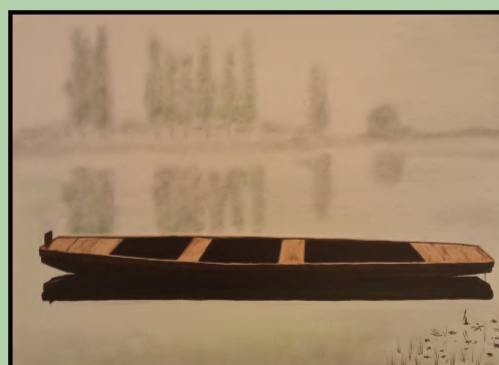
"Blue morning on the Kupa," - acrylic



"Pears" - acrylic



"A Frozen Waterfall" - ink



"A Boat in the Mist" - acrylic



"Still Life" - acrylic



"A View of Biševo"- acrylic

*“Painting is poetry that is
seen rather than felt, and
poetry is painting that is
felt rather than seen.”*

Leonardo da Vinci

