

REVOLUTIONART



presents :

EVOLUTION

REVOLUTIONART www.RevolutionartMagazine.com

REVOLUTIONART

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EVOLUTION EDITORIAL

A fter realizing that it was going to be impossible to speak of the millions of years of the evolution of living beings in just a few paragraphs, I changed my mind. And so it was that I decided to make use of this small space to take a look at the path we have taken and the evolutionary process through which REVOLUTIONART has passed.

The first edition was launched in March 2006. With just a brief section featuring contributing artists, a free theme and contributions from a couple of invited guests. It was well-received. From the beginning the idea was to create a magazine with no boring features, and without borrowing from any other magazines, while covering important issues which involve and bring together all humanity.

Since then, these pages have featured the work of incredible art directors who have changed the way in which we perceive audiovisual communication. We have been listed in Wikipedia, and we are well-positioned among the first publications of our type on the internet's main search engines. We have attracted thousands of fans from all over the world and thousands of websites have appeared in many languages, speaking about Revolutionart.

We have also featured talented and beautiful models, as well as the work of world-renowned photographers recognized for their imagination and creativity. We have interviewed rock stars, artists, creative individuals, illustrators, activists and entrepreneurs from the world of the arts.

Through such growth, we have sponsored international events



in Japan, Italy, United States, United Kingdom, Luxembourg and Spain, as we have become part of a network of content, actively participating in the world of art and design. But we are also people who act to change the face of the world by working with big brands, exhibitions, communication media and publicists.

We have managed to form a community of creative people from around the world, in search of inspiration and manifesting it Revolutionart callings.

Thank you for having been a part of this evolutionary process. We are committed to continuing to provide you with the gills to enable you to submerge yourself in our inspiration, the wings to fly among our fantasies, the limbs to race through our pages and tentacles to create all that you desire.

Welcome to the 25th edition of Revolutionart: EVOLUTION

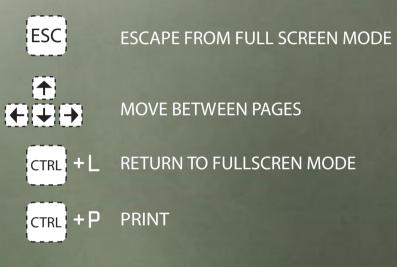




Nelson Medina Creative Director Publicistas.org nelson@publicistas.org



SHUT UP AND READ MONKEY



... AND DON'T FORGET TO CLICK THE LINKS !



EVOLUTION

AN EDITION DEDICATED TO EXPLORE THE BIOLOGICAL SIMILARITIES OF THE SPECIES. REVOLUTIONART INVITES YOU TO DISCOVER THE PROCESS OF EVOLUTION AND TO IMAGINE THE POSSIBLE WAYS. SINCE MICROORGANISMS TO BIG ANIMALS. BECAUSE YOU ARE PART OF THE PROCESS OF EVOLUTION AND THE MYSTERY OF LIFE.

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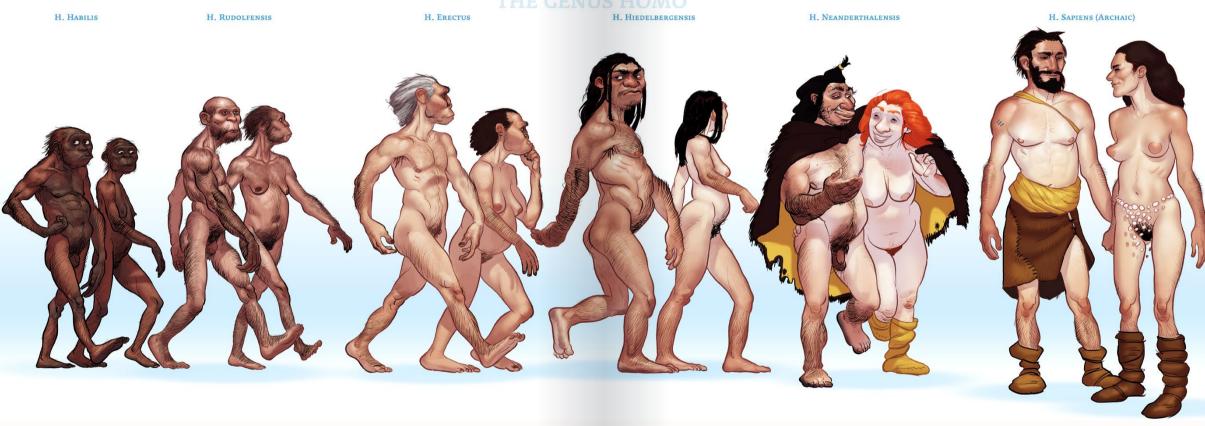
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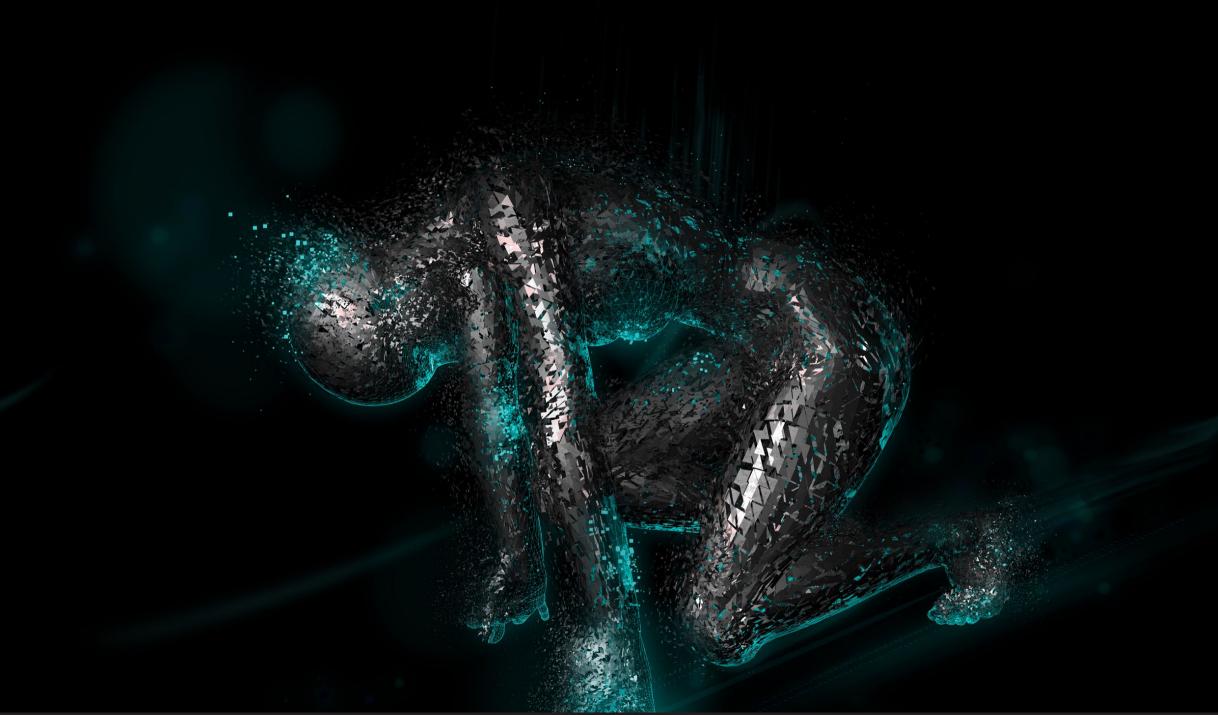




...our greatest moment is still coming...

THE EVOLUTION OF MAN AND WOMAN

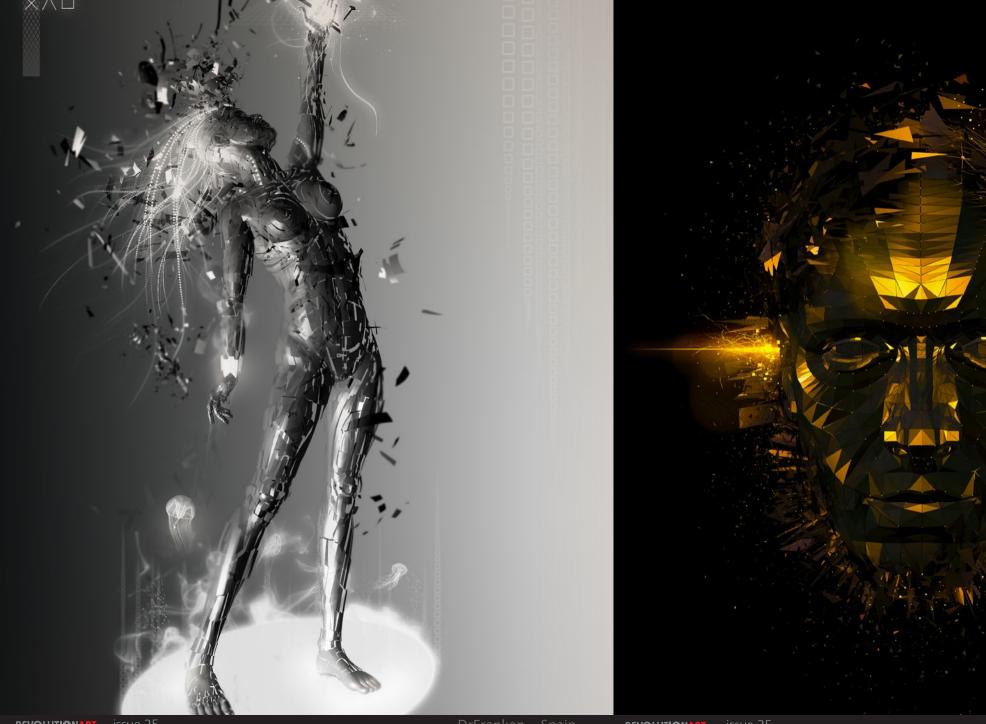










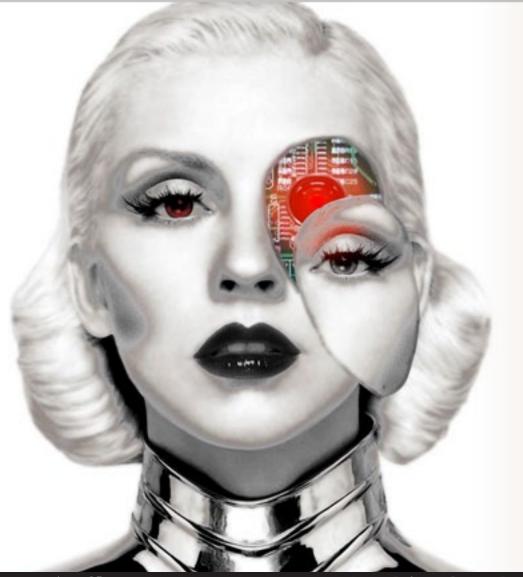


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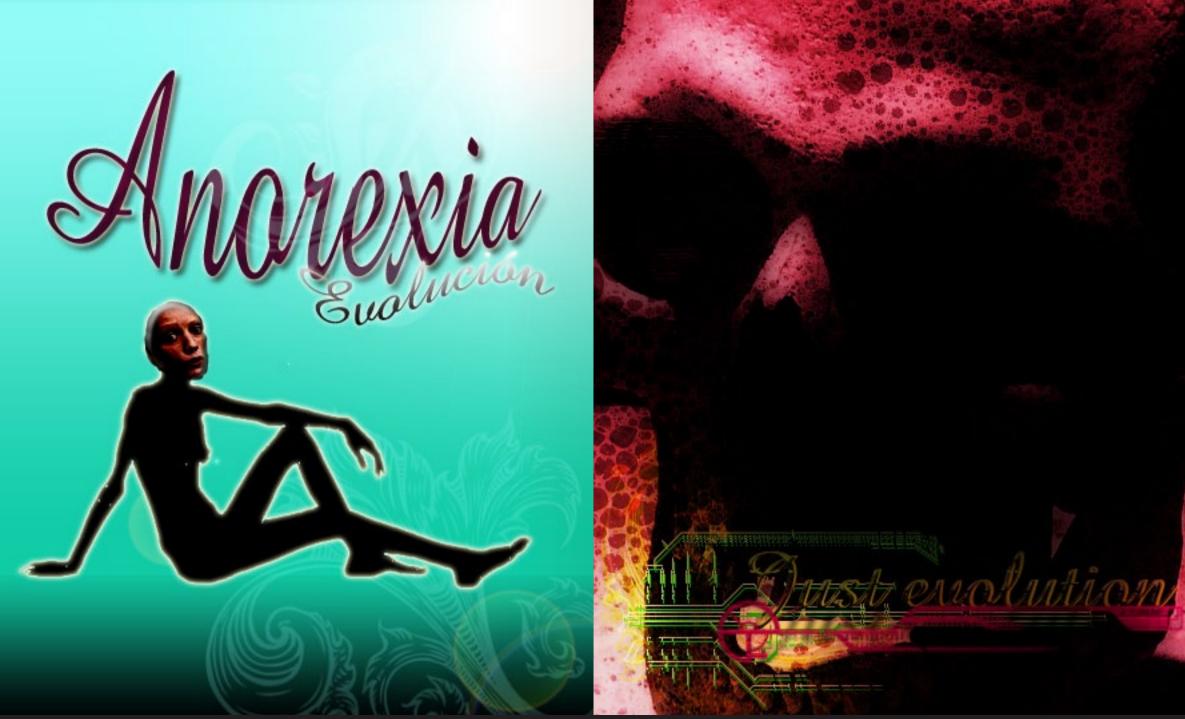




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Andrés Tuberquia Guzmán – Colombia



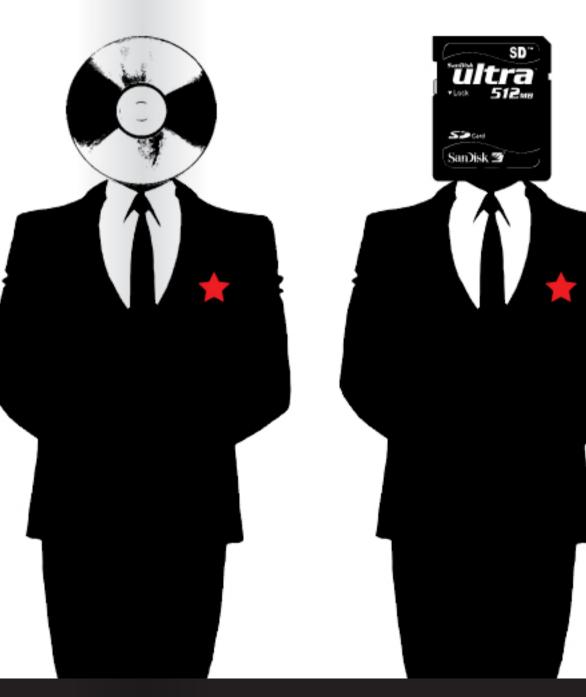










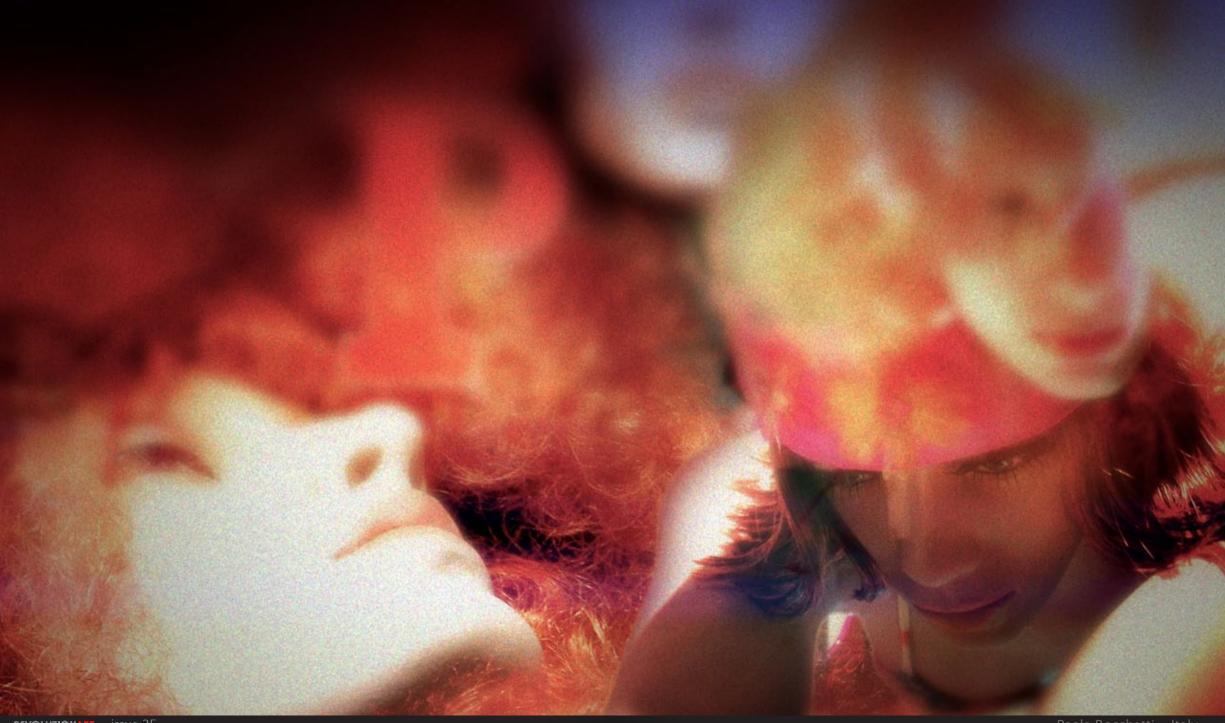




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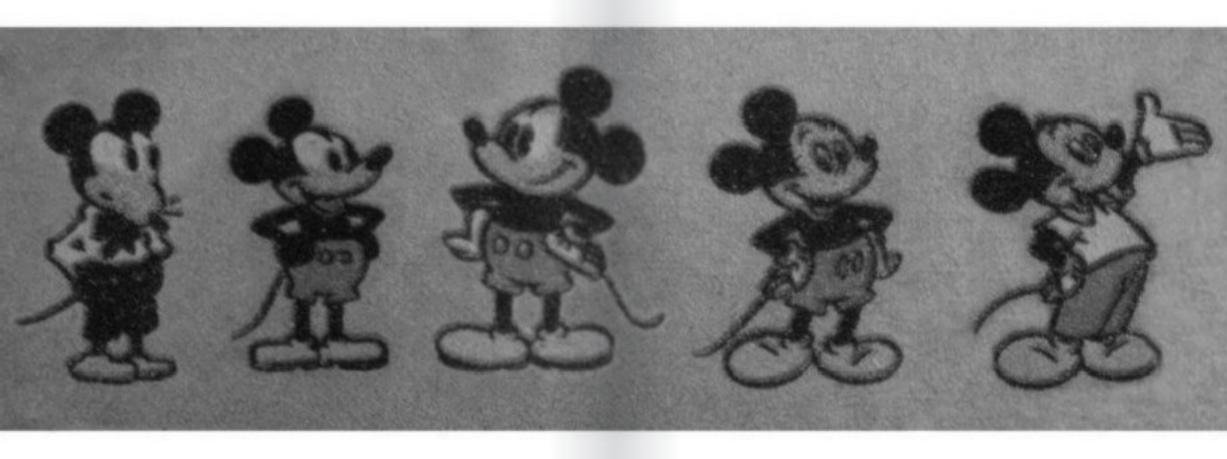


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Paola Rocchetti – Italy

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Soule – United States





Srecko Radivojcevich – Serbia

I'm a
REEVOLUTIONART
MODEL
Do you think so?

I'm a **REEVOLUTIONART** MODEL do you think so?

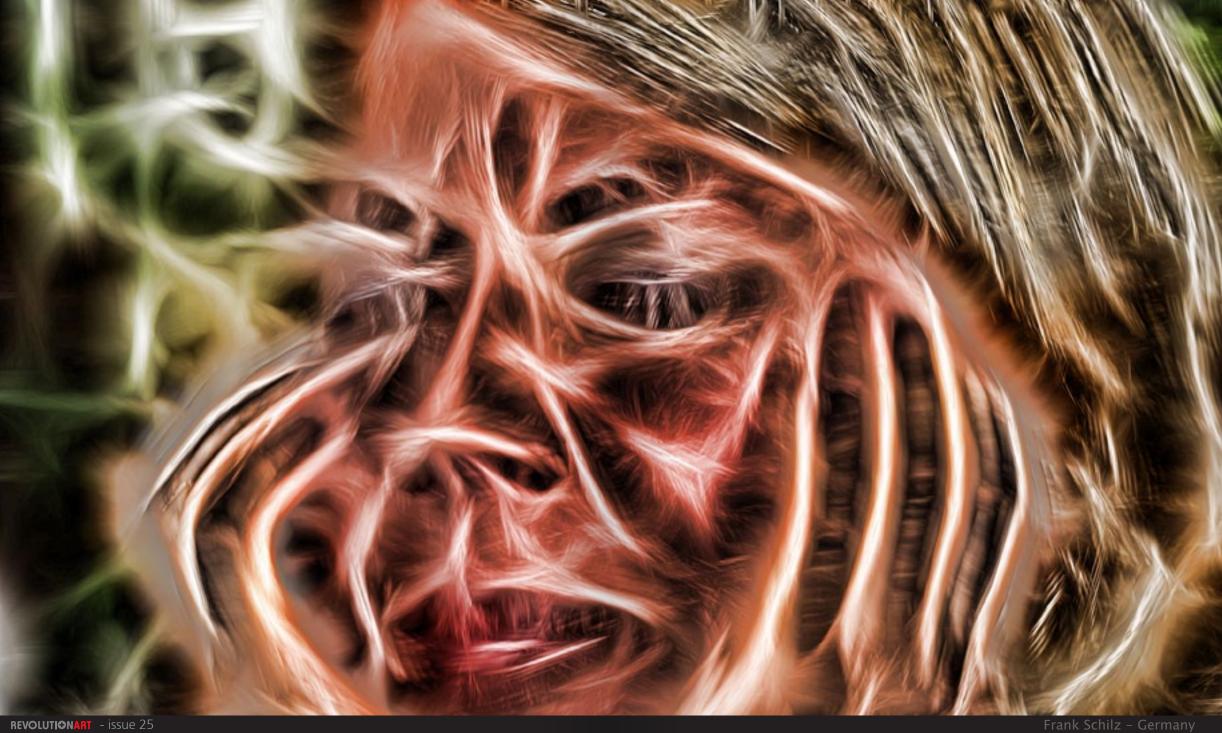
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Endry Tazewell – Indonesia

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Endry Tazewell – Indonesia

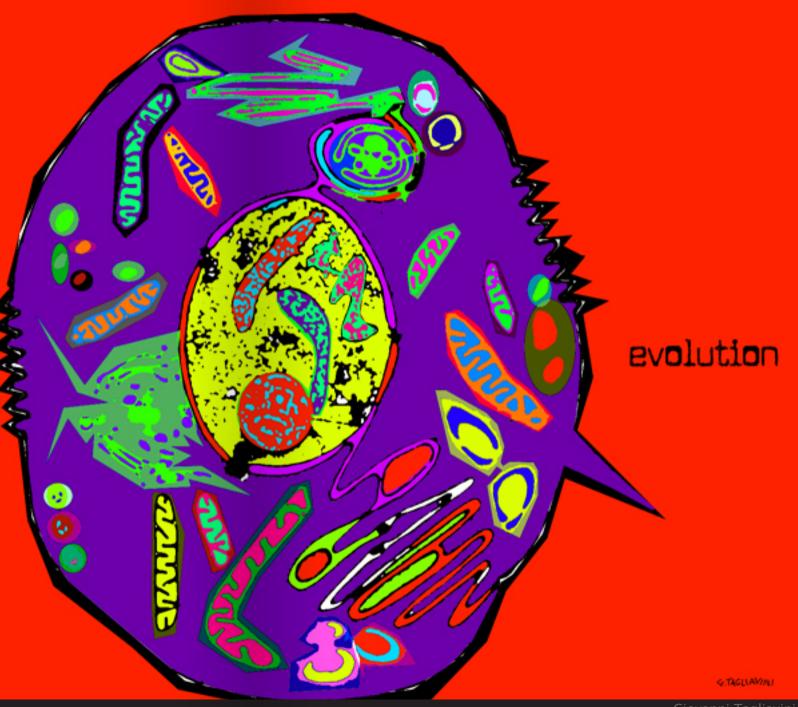








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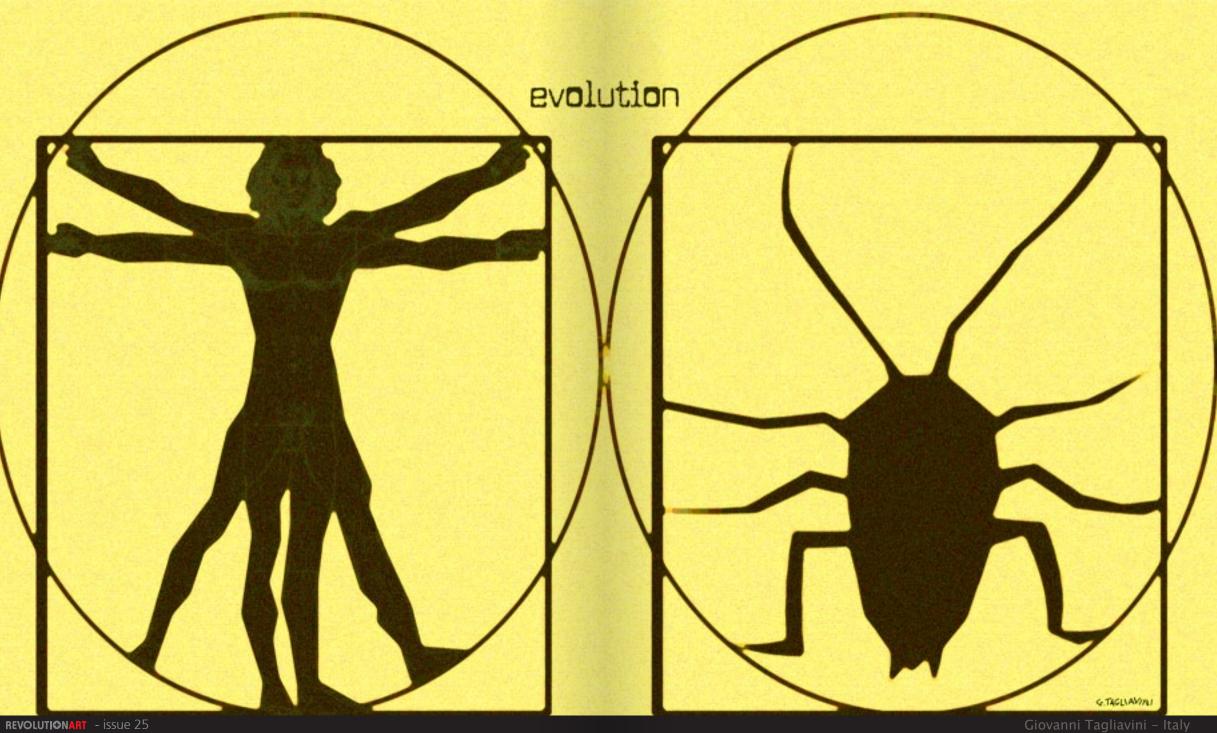




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Giovanni Tagliavini – Italy









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Giovanni Tagliavini – Italy



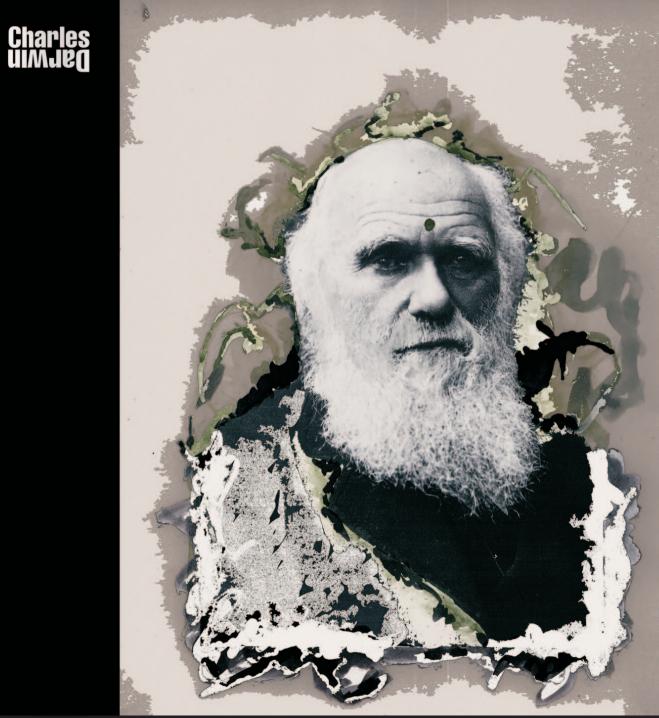
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G. TAGLIANONI

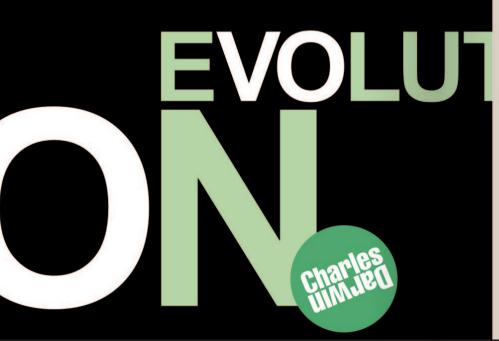


TAGLIAVINI





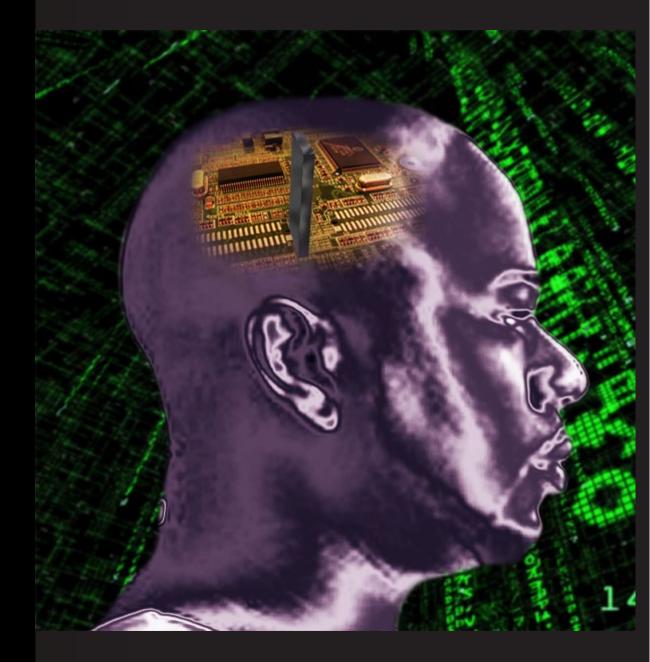
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James Cattlett – United States

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EVOLUTION IS The Revolution of the apes

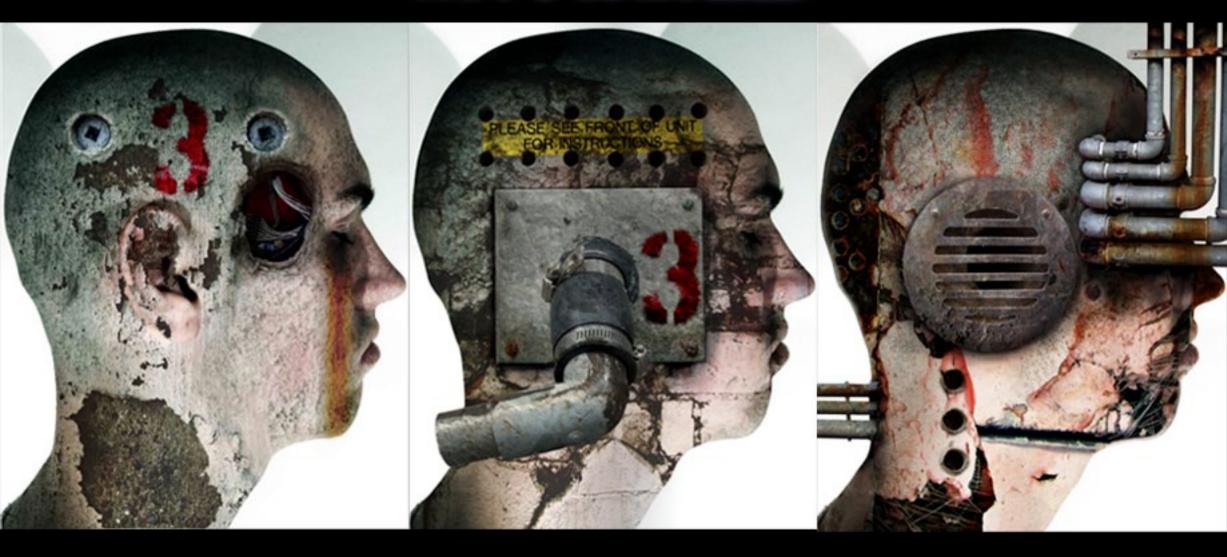
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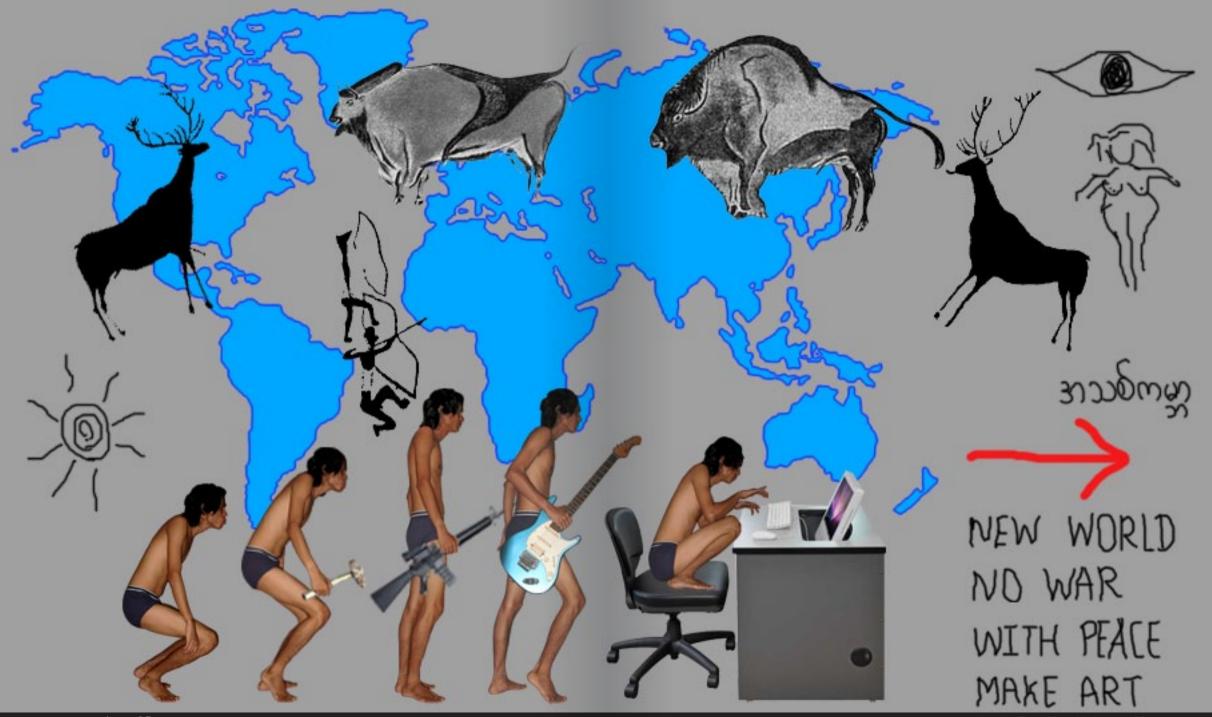
Leah Coghlan – Canada

* * A REVOLUTIONART * *











T'SEVOLUTION BABY

I'M AHEAD, I'M A MAN I'M THE FIRST MAMMAL TO WEAR PANTS, YEAH I'M AT PEACE WITH MYLUST I CANKILL 'CAUSE IN GOD I TRUST, YEAH

> MIT MIT

neo mutantis botanicae discovered circa 1850 original found in: Necronomicae



nee mutantis betanicae discovered circa 1850 original found in: Recronomicae

(Ca)

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Yahya Pakdel – Iran

REVOLUTIONART - issue 25

Yourmung – Colombia























REVOLUTIONART - issue 25

Yahya Pakdel – Iran

Revolutionart - issue 25

Yahya Pakdel - Iran

CONTRIBUTIONS

READ THE LAST PAGE TO PARTICIPATE IN THE NEXT EXITION

No.

INTERVIEW WITH THOMAS TIBITANZL THE GRAPHIC ILLUSIONIST



INTERVIEW WITH THOMAS TIBITANZL Germany www.deZane.com June 2010 By Nelson Medina nelson@publicistas.org © illustrations by Thomas Tibitanzl

How did you get interested in illustration?

At an early age I was always interested in art. As a kid I have drawn a lot of random character designs, later on sketches with coal. When I bought my first computer at teenage, the internet got my attention.

I always wanted to create and own my personal website with graphics. It was natural to get involved in web design, graphic design and digital art. Did you go to art school ? what formal art training have you had?

I didn't attend any art school, only in high school we were taught about the basics and history in art. First of all I started to learn Photoshop 5.0 and Flash 5.0 to create my portfolio, after some time you will be introduced to to learn other programs too.

What commission have you done you would be most proud of?

I received a request from Advanced Photoshop to write a Typo-Design workshop for their magazine, basically I have never written a tutorial, so to speak it was my first one and I was surprised how well it turned out.



What artists do you look to for inspiration?

I have a lot of favorite artists but too much to list, most of them are musicians and film directors, if you want to know more visit my facebook (http://www.facebook.com/thomas. tibitanzl) and you will see what I m interested in.

I don't have any concrete inspiration source, it's all mix of different areas and culture in general.

I love music and going to concerts. Watching different kinds of movies from all over the world,

being interested in art and their history and so on, it is all inspirational.



I work with photoshop, illustrator, flash, cinema 4d and poser. Well most of the time I work with photoshop, if I need some special elements/objects I use cinema 4d and poser to render and import it

to my photoshop project. Flash and HTML/CSS for websites, advertising or animations.

"As a kid I have drawn a lot of random character designs, later on sketches with coal.

the state

Which project excited you most?

When I worked as a trainee in the media agency Visual Acting, we had a briefing from ONeil to develop their own Flash IP-TV Player. The player had many different video channels, rating system and their own community. It was a very interesting, complex project and ONeil was very satisfied with their final product.

What do you think about design in your country?

I think german designers and artists are very talented, they deliver solid work especially in the design scene. If you want to live in Germany, you should check out Berlin, it's the city for all creatives. There are lot of exhibitions, events and the city supports/promotes artists and designers.





Can you describe your studio set-up?

I have built my own SX58H7 Shuttle-Barebone, Intel Quad-Core i7 2,66 gHz, 6 giga ram, Nvidia 260 gtx. It is a small, great looking high performance cube. You can even put it in your rucksack, very portable.



Do you like your homeland? Have you ever thought about living in somewhere else?

I was born in Prague, when I was 4 years old we moved to Munich, because of my fathers work. I love Prague, a beautiful city that has such a rich culture and history, you need more than just a weekend to explore Prague, a true inspiration for any art lover. I think everyone had a thought about living on an island with your friends, family and women, enjoying the beautiful weather and do extern work with a laptop.



The currenttheme ofRevolutionartisEvolution.What are yourtoughts aboutthat word ?

You should check out my artwork "Reflections and Warnings" on my website , an image can express more than any words...

HIMAN AN

Thank you Tom !



REVOLUTIONART MODELS

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NICOLE

Model: Nicole Faverón Vásquez Agency: Ford Models Country: Perú Occupation: Model / Student

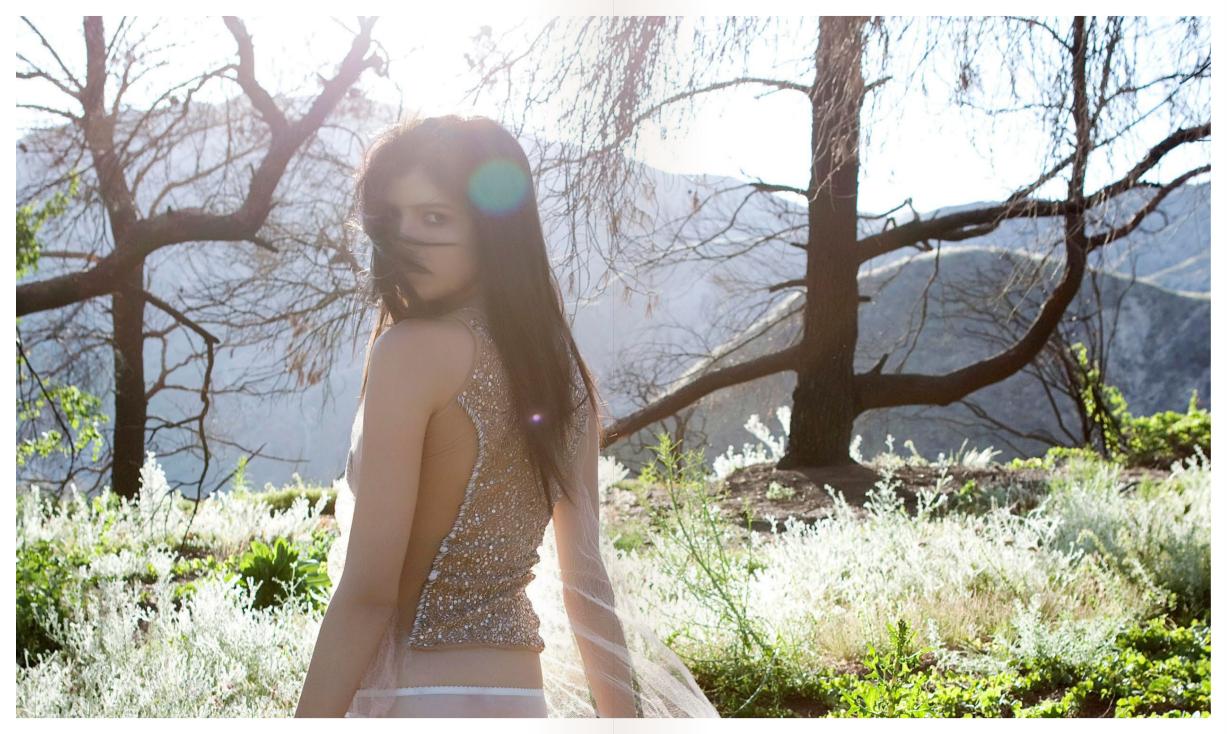












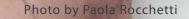




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PAOLA

Name: Paola Rocchetti - Urdigital Occupation: Motion designer, animator, illustrator and modelling/styling/make-up artist Country : Italian living between London and LA Website: www.urdigital.net







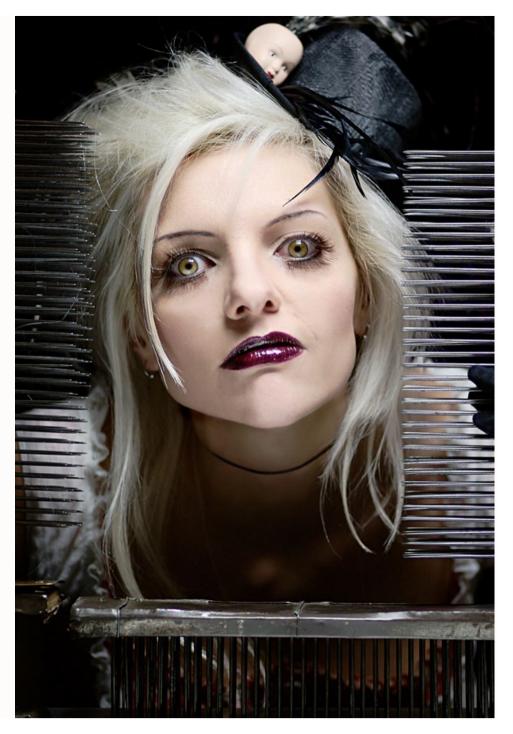




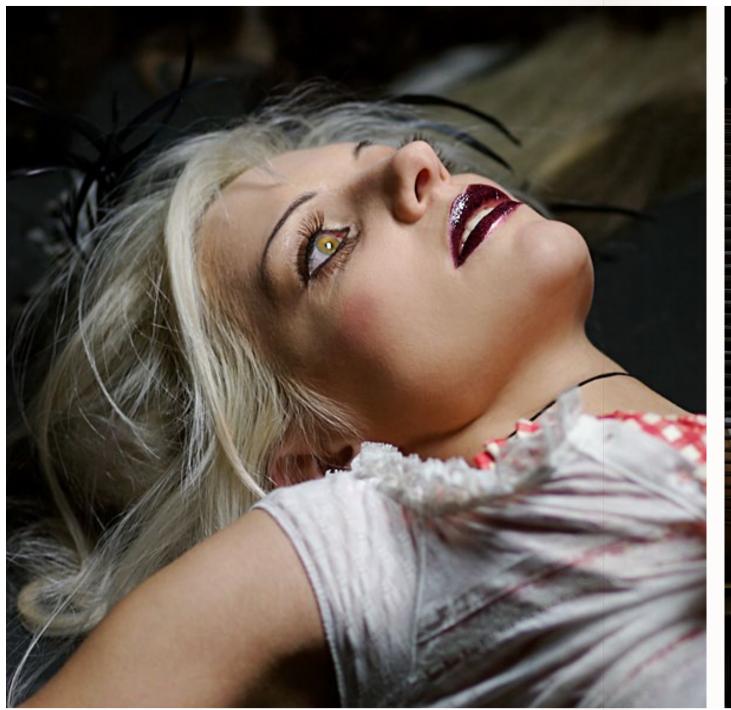


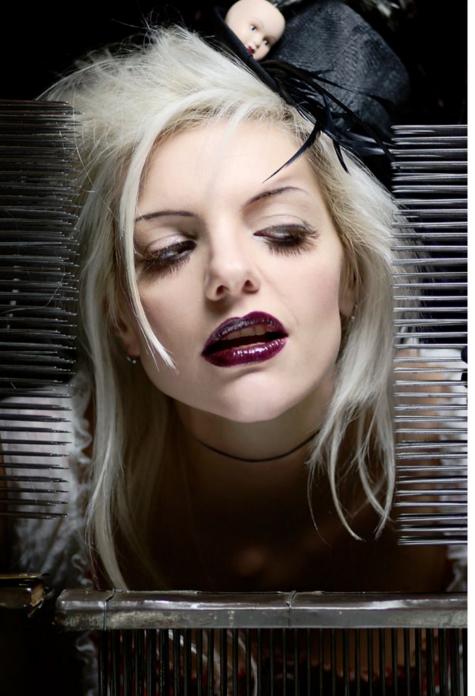












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THE VENUS PROJECT 🎓



THE VENUS PROJECT Beyond Politics Poverty & War

The Venus Project is an organization offering feasible plans for social change, one that could attain a peaceful and sustainable global civilization.



What is lacking today is a workable blueprint for harnessing the vast potential that science and technology could provide for bringing positive change to our social systems, values, and behavior.

The Venus Project calls for a straightforward redesign of our culture so that war, poverty, hunger, debt, and unnecessary human suffering are viewed not only as avoidable, but as totally unacceptable.

The Venus Project advocates the intelligent management of Earth's resources for the benefit of all and protection of the environment.

How can this be done?



By working toward a global resourcesbased economy in which the world's resources become the common heritage of all, we could easily provide abundance for everyone and overcome most of the limitations and suffering of today.

■ In a resources-based society, the measure of success would be the fulfilment of individual preferences, skills, and pursuits rather than the acquisition of wealth, property, and power.

tvp@thevenusproject.com TheVenusProject.com media@thezeitgeistmovement.com TheZeitgeistMovement.com

REVOLUTIONART MUSIC

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REVOLUTIONARI music

Do you have a music project? Send your project's name, country, style, a picture and a direct link to hear you music to hola@publicistas.org with the subject "MUSIC".

Click on the links to hear some cool music from the world :

BUFF ROSHI

Style: Chill Out - Electronica Country: Los Angeles, Usa Hear: www.myspace.com/buffroshi



REG MO YANG

Style: Hiphop Country :Johannesburg,South Africa Hear: http://www.reverbnation.com/regmoyang



ARTURO VALDEZ

Style: Jazz fusion Country: México Hear: www.myspace.com/arturovaldez



STEREO STIGMA

Style: Grunge / Metal Country: United States Hear: www.myspace.com/stereostigmatx



THE READY SET

Style: electronic pop Country: Poland Hear: http://www.myspace.com/thereadyset



TECH N9NE

Style: Rap Hip Hop Country : United States Hear: http://www.myspace.com/techn9ne



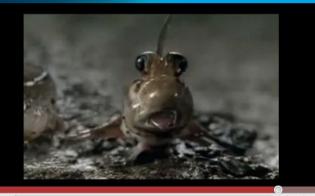
LAS CERDAS

Style: Glam Rock Punk Country: Spain hear: http://www.myspace.com/lascerdas





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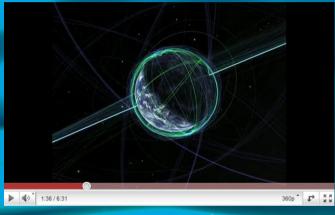


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press to play

The ad that won the 2006 Cannes festival. A short film made for Guiness.

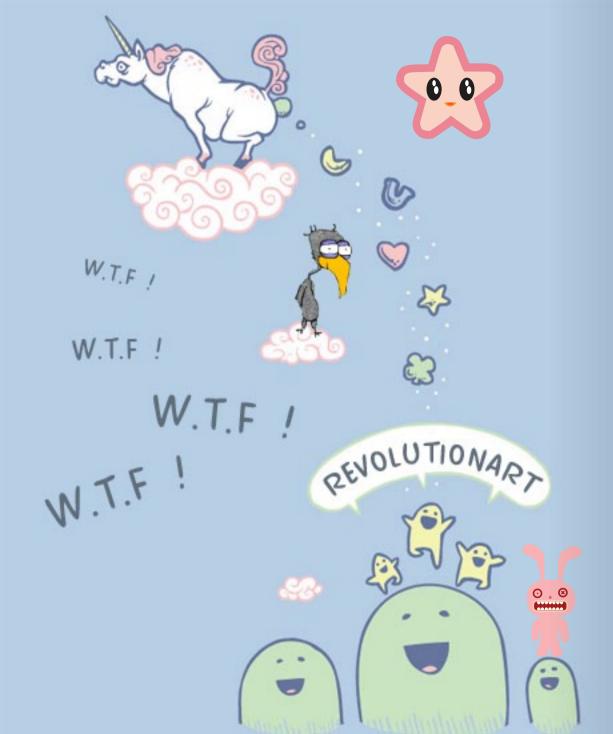
THE KNOWN UNIVERSE



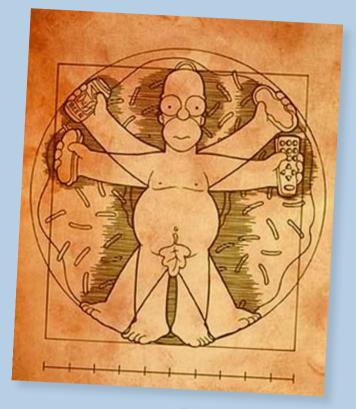
press to play

The Known Universe takes viewers from the Himalayas through our atmosphere and the inky black of space to the afterglow of the Big Bang. Every star, planet, and quasar seen in the film is possible because of the world's most complete four-dimensional map of the universe,





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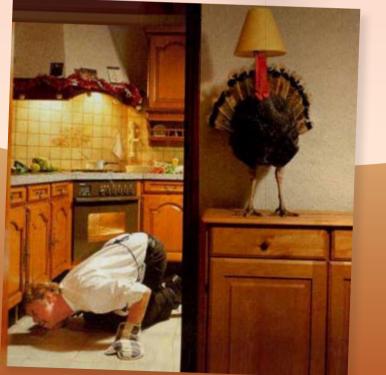








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WITH FLASH



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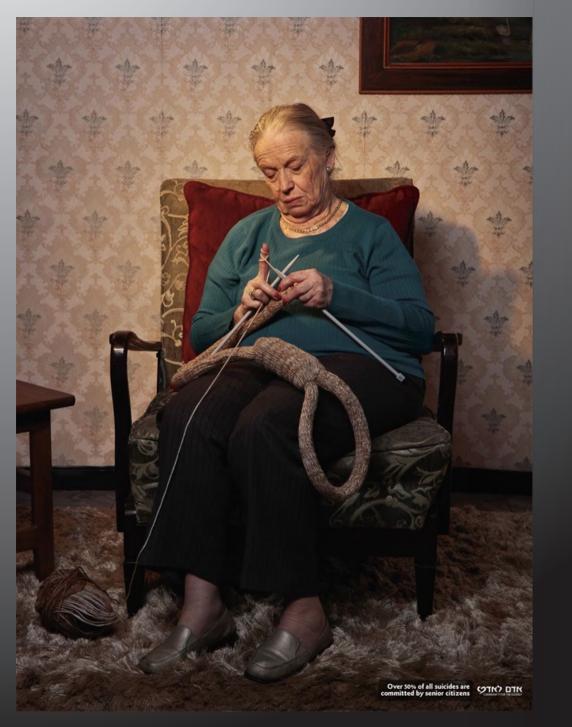




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Children of parents who smoke, get to heaven earlier. CHILD HEALTH FOUNDATION www.kindergesundheit.de





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What will it take before we respect the planet?





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DESIGN CORNER



BOTTLE STOPPER The shape of a microphone captures the attention and encourages the social environment to keep the communication. www.rassadin.com



CONSOLE BOOKSHELVES Read and rest in this special anatomical location. www.katzhg.com



CORK LINKS Wall organizing system that allows the user to create their own vertical landscapes. www.designbdk.com



URBAN WHEELCHAIR Fully electric. This lifting wheelchair allows the user to face the urban environment and reach more heights. www.benthorpedesign.com

By: Paola Vázquez Graglia paola@publicistas.org

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DESIGN CORNER



BAT MIRROR The combination of rococo style and a pop culture Batman symbol. www.katzhq.com



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WOODEN MOUSE Eco-friendly and extended lifetime warranty. It took 4 years to create this high-tech mice with an exclusive handcraft design. www.alestrukov.com



CMYK PEN The pen specially designed for designers! Who wants one? www.tinyurl.com/265749b

By: Paola Vázquez Graglia paola@publicistas.org

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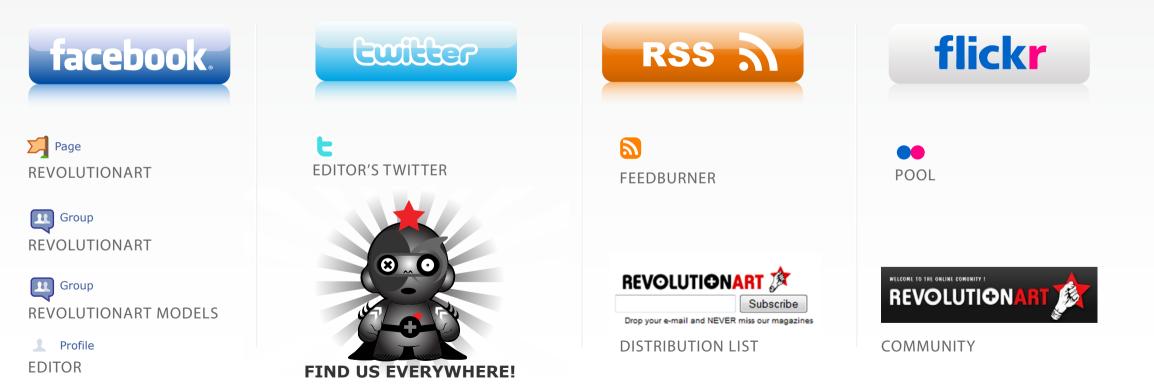
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New York / Berlin Artists vote 40,000 Euro prizes Entries by 30 September

www.celesteprize.com Painting - Photography & Digital Graphics - Video & Animation - Installation & Sculpture - Live Media & Performance

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REVOLUTIONART SOCIAL



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EVOLUTION

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HOW TO SEND YOUR ARIWORK FOR THE REVOLUTIONART



// Send your artwork in high quality jpg with name, country, e-mail, and website to hola@publicistas.org

// Size:

920 x 550 pixels (if artwork is horizontal) 460 x 550 pixels (if artwork is vertical)

// It could be computer generated, photo, hand made draw, photomanipulation, vector, raster, scanned or any image from your creativity related to the next issue's theme.

> DEADLINE: 15th Aug



a tool for democracy? a new problem for the society? a new weapon for crime? the liberation of culture? a social meeting point?

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