

I LOVE 07



ISSUE 7

2010

II LOVE MAGAZINE



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I haven't started this mag only to promote paper toys, the paper toy scene or my projects... one of the reasons, quite important, is that I wanted to understand the reasons and motivations of other paper toy creators. What do they see in them? Why do they spend hours of their free time to share their work for free on internet? What about the copyrights?

When I first discovered this medium in 2007, there were already considerable number of free paper toys on web and people from all around the world were collaborating customizing paper toys.

I fell in love with them on the first sight! So I started making my own toys as well, putting them for free on my web site, without any particular aim; I was inspired and I wanted to create. After a while, some things got clearer and I started my own projects.

The paper toy scene is growing from day to day and there are more and more interesting artists, but also paper toy collectors... and I want to hear these other paper toy stories!

Marko Zubak



Lapidation paper-kit

Paper-kit is an instrument I use when I want to face serious themes, it's a tool to criticize or to provoke. In front of very serious arguments or incidents seems that every person deploys in indispensably the same way like public opinion. Even if this opinion could be right, it doesn't seem that in people's judgements there is a true comprehension of the subject and determination of their own convictions.

Often, in front of a serious problem, the choir of voices that is nor convinced nor convincing, take form. Their opinions, recycled from television, are without the force and consciousness.

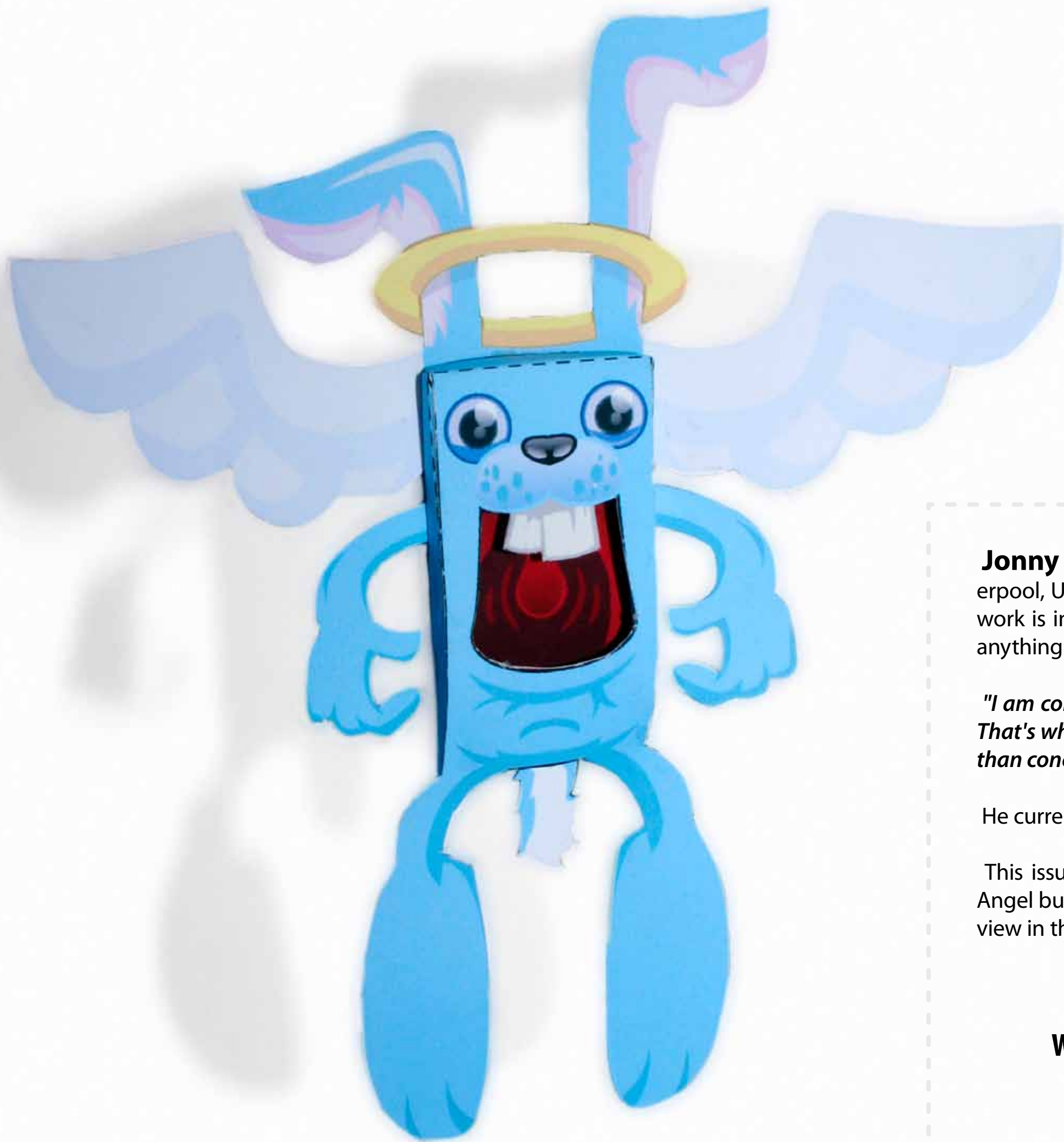
Speaking about strong issues using a toy as a medium creates intentionally intense contrast, which I try to accentuate pushing to the maximum the coldness and cynicism, to which the television and is already habituating us. My intention is to shake the collective judgement in order to encourage individual thought, to inspire every single person to reflect about the argument, to feel touched, to expose and speak in more convinced and personal way.

- Vinsart



www.vinsart.it

www.vinsart.it



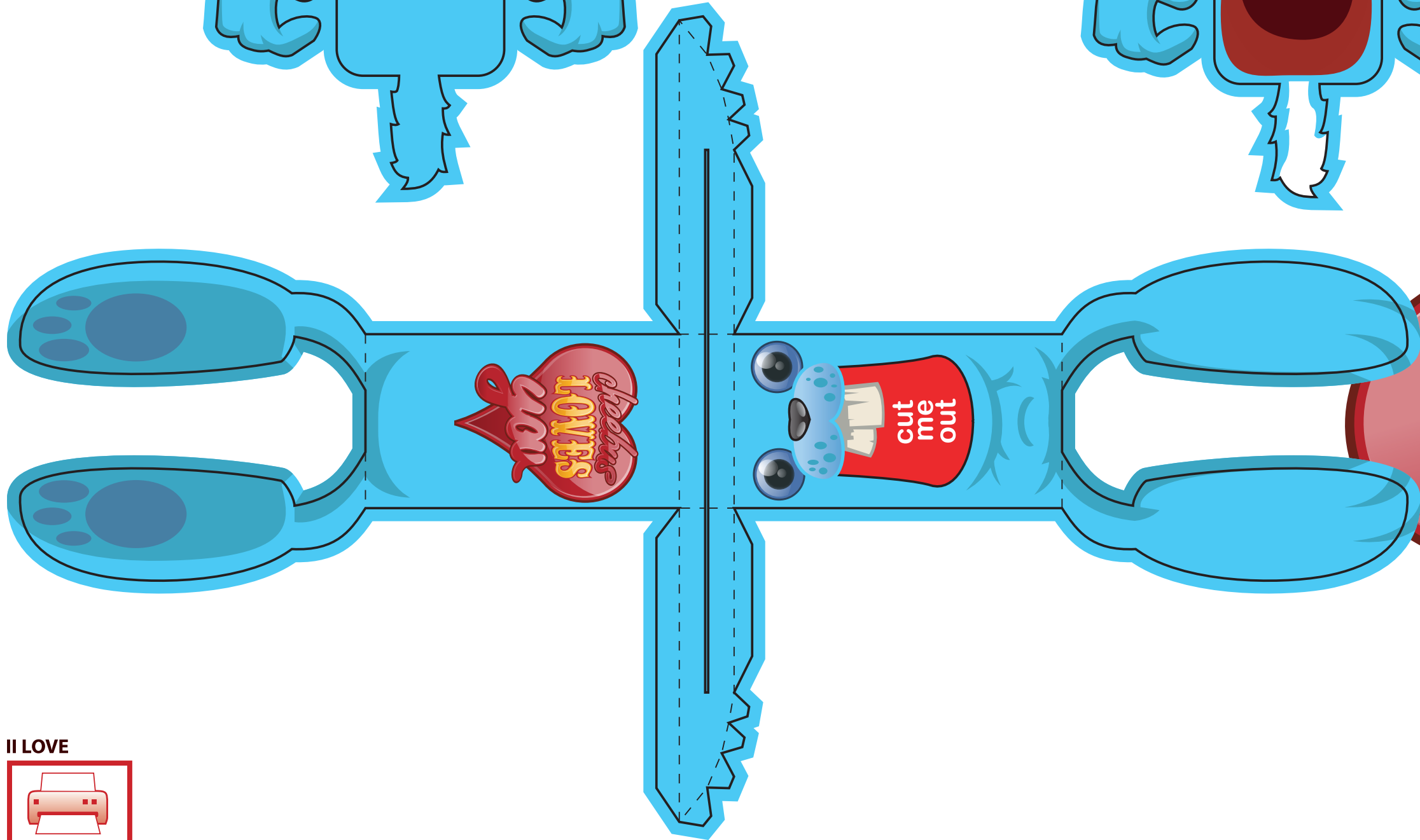
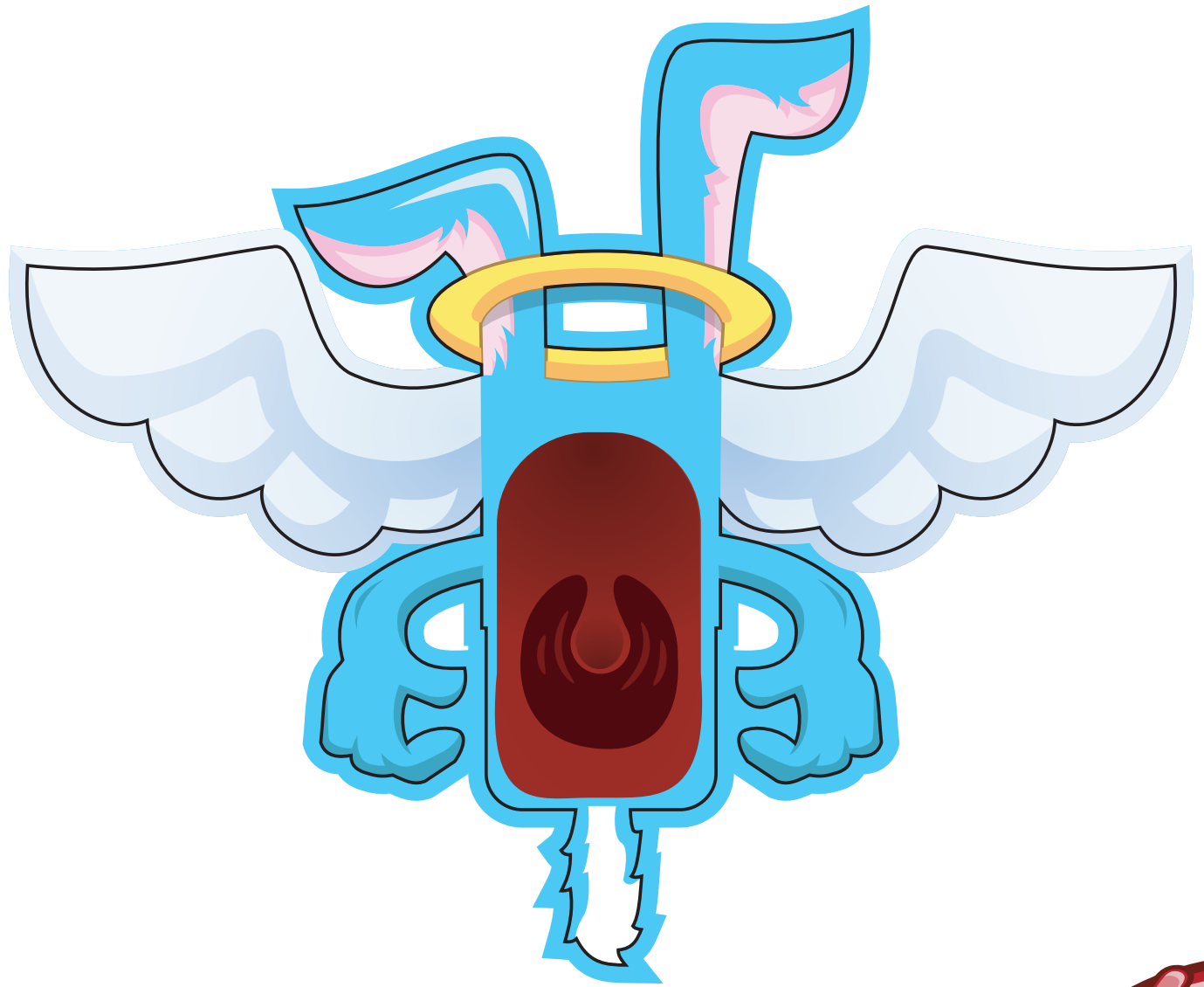
Jonny Chiba is a 38 year old ex-graffiti writer from Liverpool, UK. He started making paper toys in 2007 and his work is influenced by old school Bboys, pop culture and anything else that captures his eye.

"I am continually striving to make the perfect character. That's why I continually come up with new shapes, rather than concentrating on artist series."

He currently works as a 3D artist in the games industry.

This issue of II LOVE brings you exclusive release of his Angel bunny, a hanging paper toy, as a teaser for his interview in the following issue.

www.jonnychiba.blogspot.com



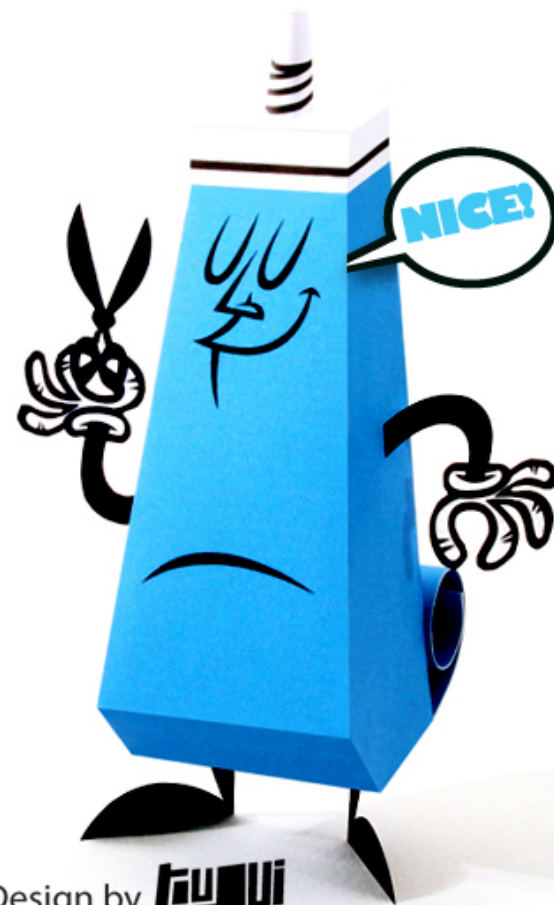
II LOVE



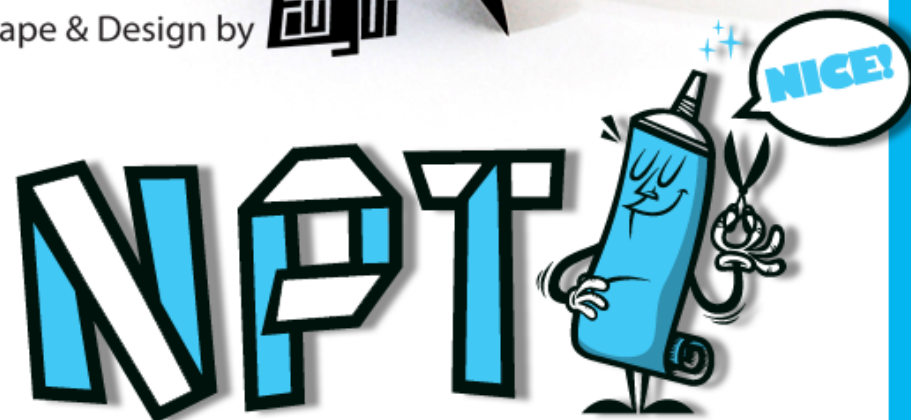
www.
jonny
chiba.
blog
spot
.com

Introducing the exclusive
NPT Paper Toy!

Available only at NicePaperToys.com



Shape & Design by **Tougui**



Nice Paper Toys
the papertoy network!

NicePaperToys is brought to you by

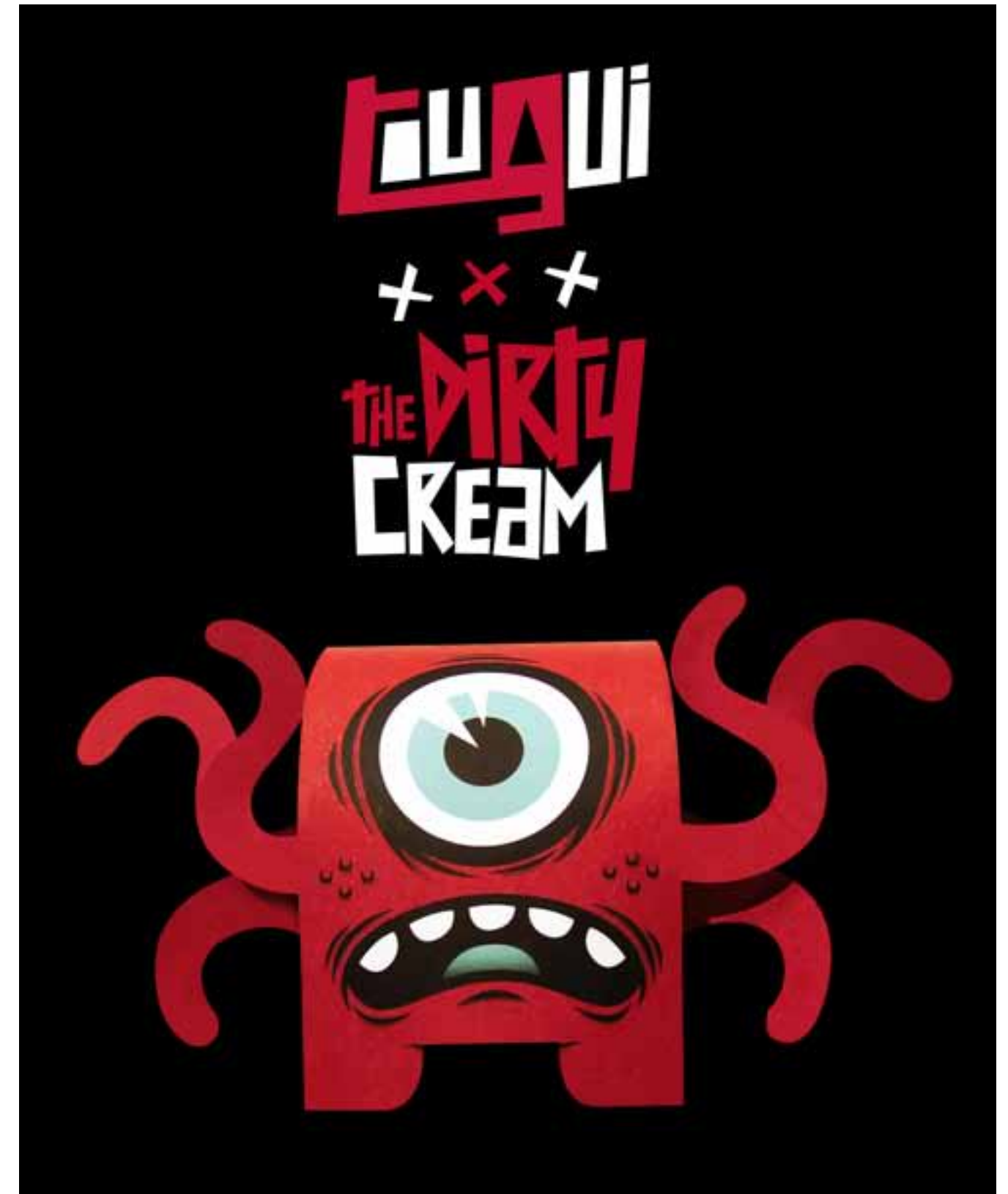
CASTLE FORT
castleforte.com nicebunny.com

Nice Paper Toys has got a new logo!
Tougui is the main culpable, who also
made an exclusive NPT paper toy, avail-
able only at www.nicepapertoys.com.





Chaos



Paper chaos

TOUGUI

Thorigny Sur Marne - FRANCE



Soorüz "Paye Ta board" Contest 2008 - First Price

• Who stands behind the name Tougui and where does this name come from?

Behind Tougui is Guillaume Pain, 24 years old, freelance graphic designer, illustrator and paper toy maker.

It's pretty simple... "Tougui" comes from my homies who call me "Guitou". One day one of them reverse it and I said "Hey it's funny!", so I started to use this name across my works.

• How did you start creating and at what point did you decide to continue seriously in this direction?

I always wanted to work in a graphic and illustration industry because I love to draw since forever.

So I've targeted my studies on that and after I got my diploma I started to work as freelance graphic designer.

• When and how you entered the paper toy world?

I think it was 3 years ago. One guy in my school told me few words about this kind of stuff. I've searched on different websites and I've discovered many awesome stuff! (Matt Hawkins and Shin Tanaka's paper toys for example). Step by step I've extended my knowledge about the paper toy world...

• You are quite young, but yet your designs and illustrations associate very easily with your name, as well as paper toys. How long did it take you to develop your own style?

I've been always very influenced by the design of 50's and Street Art. I've studied in a High School named "Gobelins" in Paris. This school is famous for her very own graphic style, lot of students are engaged by several animation companies after to be graduated because they got a very special graphic style. I was really influenced by the "Gobelins's graphic stroke" even if I was in the graphic section. Today my graphic style has a little evolved but it's still the same "spirit" as the beginning.

• What inspires you and have you got any role models?

My inspiration comes from the surf environment, the design of 50's, the nature and Street Art.

I really enjoy the work of Matt Hawkins, Shin Tanaka, Grotesk, Jean Spezial, Morning Breath, Mr Kone...

• If I'm not wrong, you made various customs before making your own toy. How long have you been working on your first paper toy and what were the main guidelines you followed?

It's right! My very first paper toy was "Barry", my yeti mascot. That's came simply! One day I said : "why not to build mine?" So, without any particular reflection or guideline, I wanted to make an easy shape to start.

• What kind of music do you listen while working?

I listen many kinds of sounds... Rock, Electro and a little bit of Hip-Hop.

• Your illustrations are full of skate and snowboard elements. What is your favorite sport and how important is it in your life?

I've no favorite sports. I love skate as much as snowboard! When the winter comes, I take my snowboard and vice versa. But for me it's more than a sport, it's a real way of life!

ROCK
YOU!



Hey dude!



GRIZZLY



ALLIGATOR



WOLF



Shape and Design By Tougui - CrooksGang - 2010 - All Rights Reserved
www.tougui.fr



• **You're a perfectionist in what you do. The photos of your paper toys are impeccable, which is hard to obtain with paper. What is your process of customization of other peoples' paper toys? Do you ever find yourself correcting their templates?**

No I don't. Some time I personalize the shape with different arms or some other stuff but I try to respect the basic shape.

• **What do you think about the whole paper toy phenomenon?**

It's really awesome! We are a little community but on international scale! Everyone can create his own paper toy and enter the paper toy world. It's very friendly and "paper stars" are pretty accessible. We'll see how things change but I'm sure that's gonna be more and more heavy.

• **You've been making designs for different objects, clothing, skate and surf boards, even interior design. Is there any brand you would like to work for, or do you dream about your own brand?**

Yes, for sure! I enjoy many snow/ streetwear brands like Foursquare, ZooYork, Qhuit, Nike 6.0, Electric Visual... as example.

My own brand? You will see ;)

• **What is your dream project?**

Too many! But I would love to build my paper toys in giant size, 2 or 3 meters high! And expose them in a cool gallery...

• **Customs of your "Rodrigo Del Papel" paper toy are really incredible. You even made an exhibition with them in Paris. How are paper toys accepted in France, are they some kind of underground art, or they al-**

ready entered into the galleries?

I don't know if Paper toys are really famous in France. It was pretty hard to found a gallery to install my exhibition. People were a little bit shy with this kind of new project. As I know, my show was the first in Paris (I don't know for the other French cities). I think French people don't know about the "paper toy" notion, so they don't call it "paper toy", they call that "origami" or "paper sculpture" (what it is!). I just know one other famous French Paper toy maker named Jerome, but that's all!

• **You recently started with "Billy Sweet Monster" project. Is "Rodrigo Del Papel" project closed, or are you going to continue with it?**

No, the project is not closed! Since the Rodrigo's blank template is available, people continue to send me their designs. It's really cool and some of them are great! But I don't know if I will make an other "Rodrigo Del Papel" show... I prefer to make new shapes, organize new shows with new stuff and new featured artists instead of stagnate with Rodrigo. It was an awesome project but I hope it will not be the only one!

www.tougui.fr

Feat Fasmer





Miss Miza .



Ana Galvañ



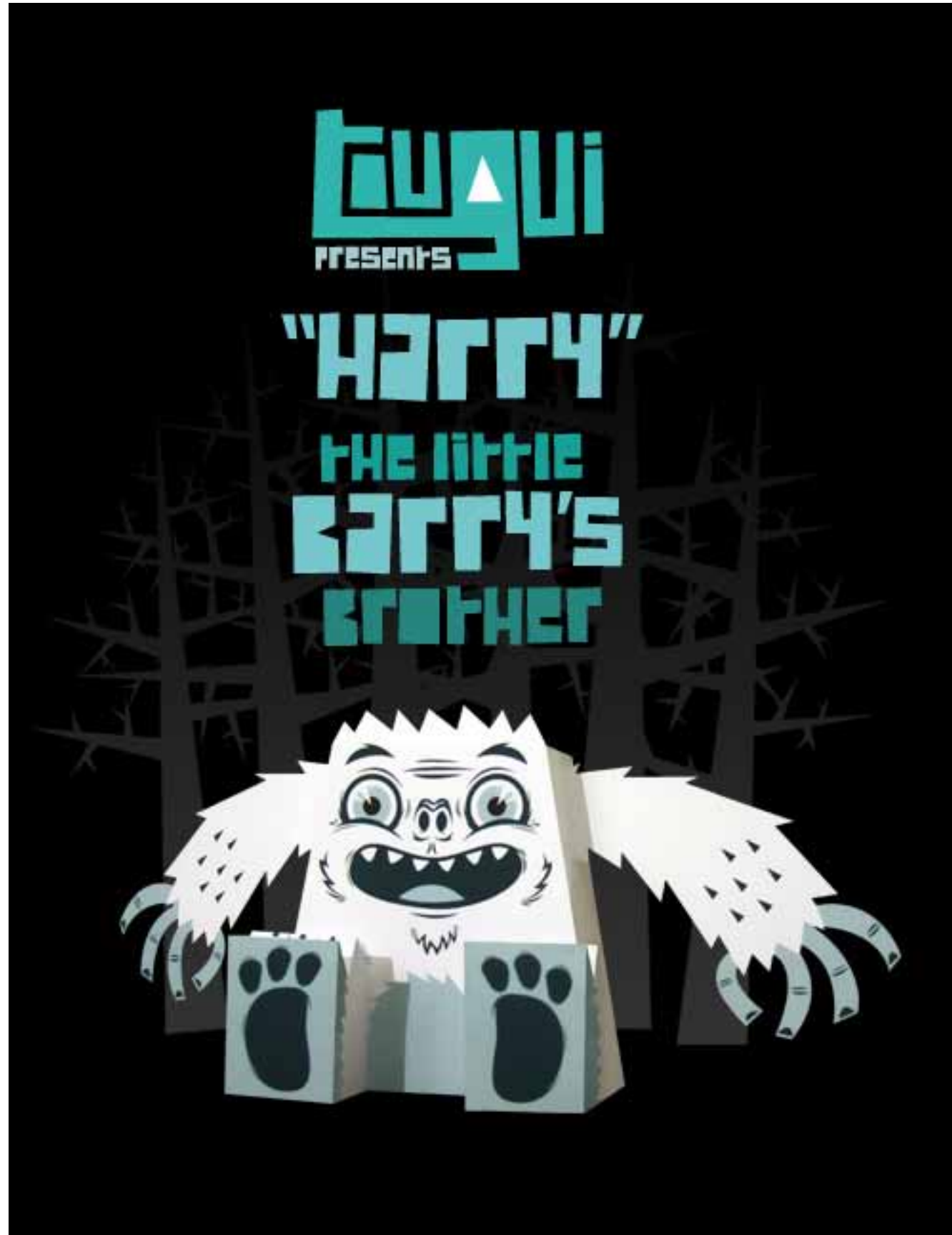




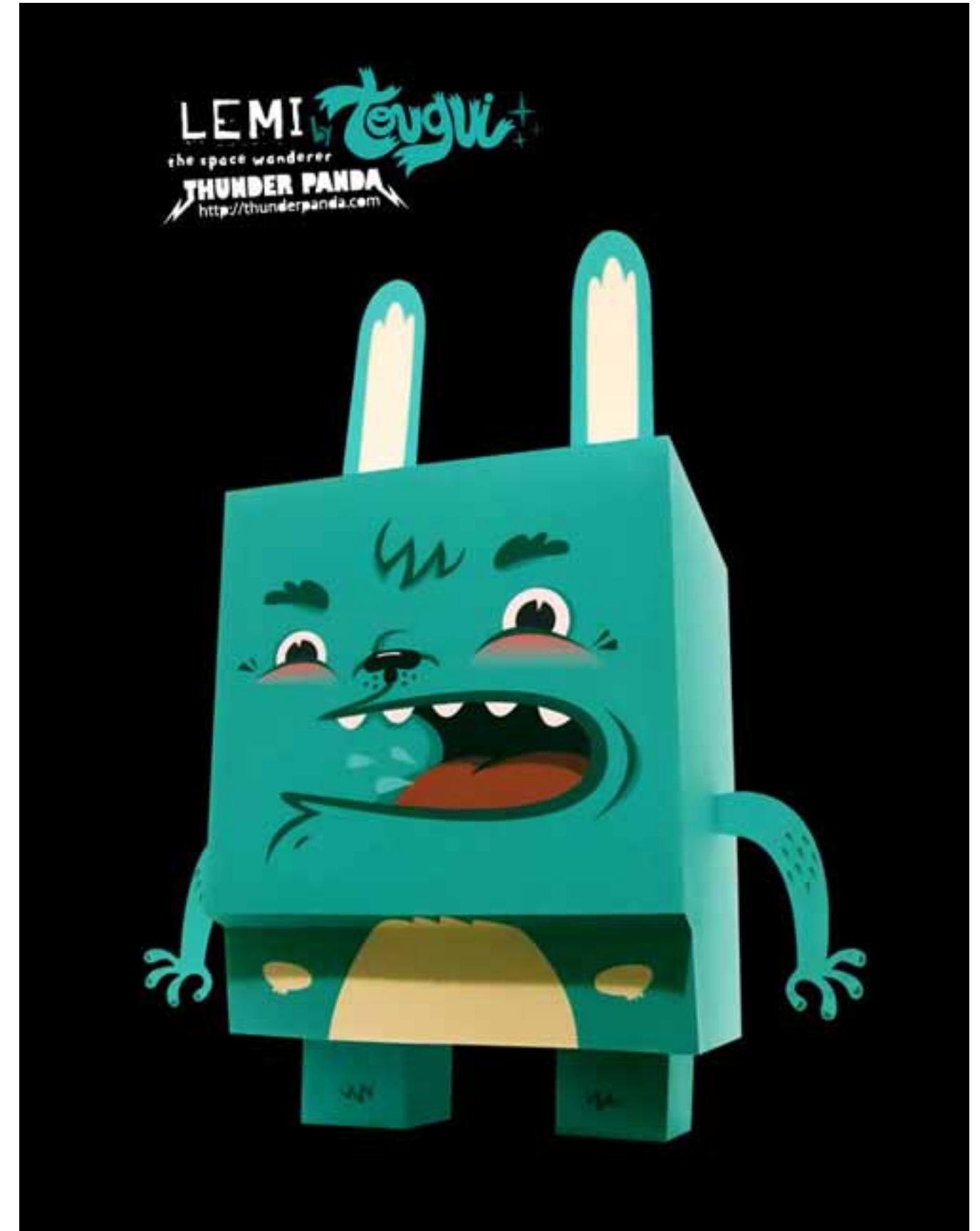
For the Blood Sweat Vector exhibition



Ticket To Ride



Harry



Little Lemi, Thunder Panda custom



Feat Fasmer



AMKATM
SHOP
ART EDITOR

Made for the French brand "La maison de l'espadrille"





Winter come back



TUGUI
FEAT
AMBIGUOUS
CLOTHING



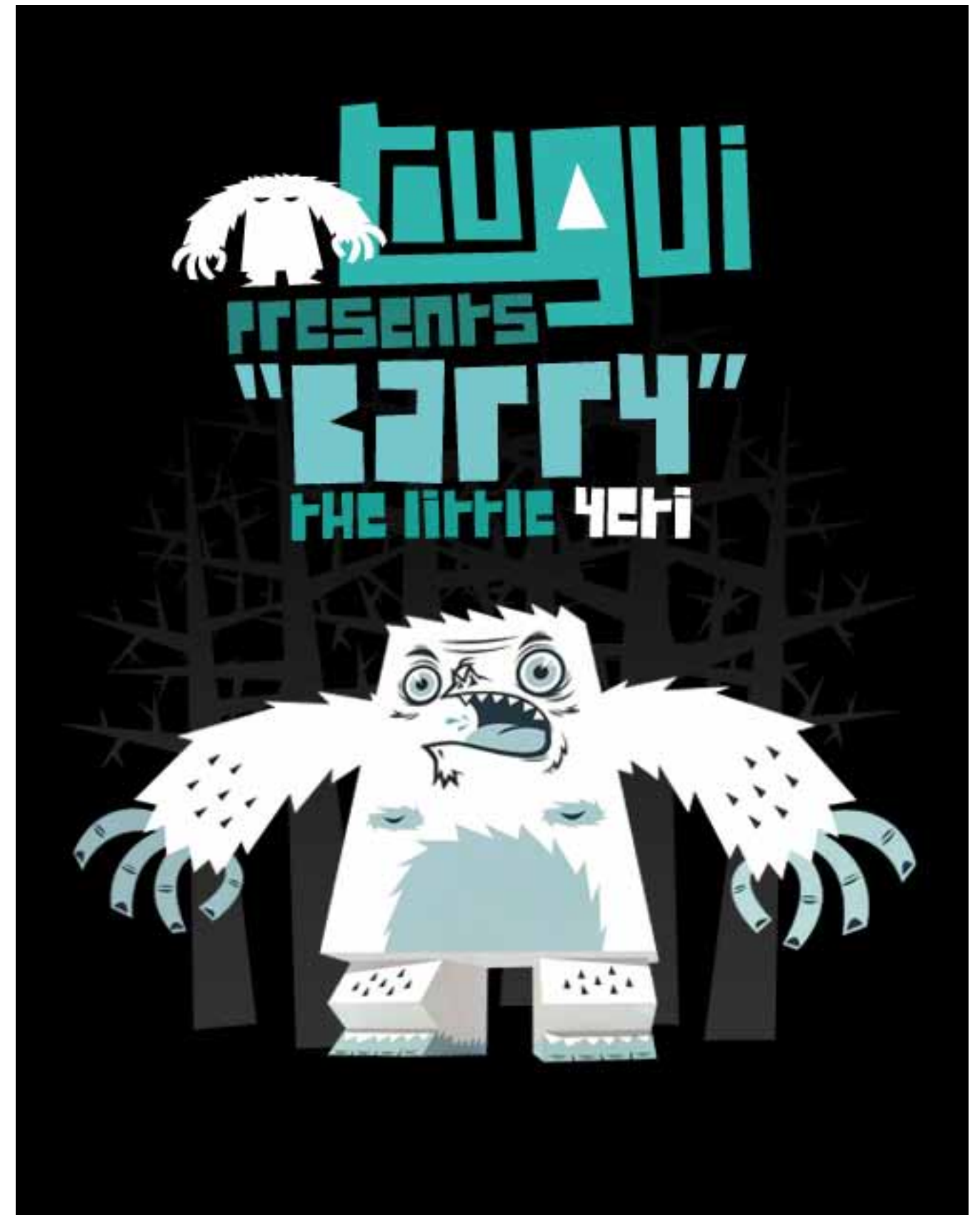
*Interior Design in collaboration with architect Christophe Perichon
Modular Lighting Paris ShowRoom
Illustrations with hand made adhesive vinyl
Photos by Guillaume Grasset*



Hoody, custom for DMC



Yeti Attack!
Design made for Battle Tees



Barry

ye-boT custom for Marko Zubak



Gubi-Gubi v2
Custom for Painkillah



For Phil's BoxCan Project



Mister 8

Methuup da Funky One

Arnhem, Netherlands



You better watch out!



3Eyed Vision



Area 51



*What's with him?
He thinks he's glueless!*



INTERVIEW:

• **I know Methuup da Funky One as a big paper toy fan and collector from NicePapertoys.com. Who are you and what do you do?**

Just call me Meth, I'm an artist from Holland, which is hard 'cause you can hardly make a living in Holland with the arts. I don't work in commission. So I had to take a job on the side to pay the bills and worked for an association that lets DIY equipment for a low price to people in a district of Arnhem (That's where I live) to prevent it from degrading.

Leaving me enough time to do my thing in the arts. Most of my work consists of drawing, painting, and photography

• **How many paper toys have you got in your collection?**

The ones built can all be seen on NPT, 851 pictures and counting but sometimes with more than one toy in a picture so more than a thousand. In the beginning I was a digi-illiterate, didn't know about bookmarking or saving to my computer. I just printed the templates, most of them never built, so if that counts as a collection? Say... another thousand.

• **What is it about paper toys that attracts you most?**

The diversity in shapes and designs, one-piece models or loose parts combined. And you can customize it and make it yours.

That it's free for everybody and the ink and paper don't cost you an arm and a leg as with vinyl.

• **How did you become a paper toy collector?**

Half way March 2008 I jumped out of a public transport-bus, ignoring the three steps to the platform. Resulting in an open fracture with the shin-bone sticking out and my foot dangling like a dead bird. First a month hospital with external fixation (pins and bolts sticking out.) Little kids thought it was awesome and cool.

After that a year in a wheel-chair, say it loud handicapped and proud. I'm still walking with a crutch, but hey, I'm getting places.

So I had some time on my hands.

As I use searching with google images a lot, I came across a picture of Grumm the Screamer Red by Matthijs Kamstra didn't know what it was. But he kept screaming in my head. A few days later I found him again and visited his blog and saw it was a paper kit. After building it, which was fun with a cool result, I googled paper toy and woow... a paper world opened up for me

• **Have you got any criteria on which you base your**



Marc

collection? How do you choose which toy you put into the collection?

Most of them are Urban Toys, I do sneak in a papercraft thingy, but I ain't into gundam, anime, pokemon, etc. I'm not a gamer but I may have built some game-related toys, I just chose them for their character.

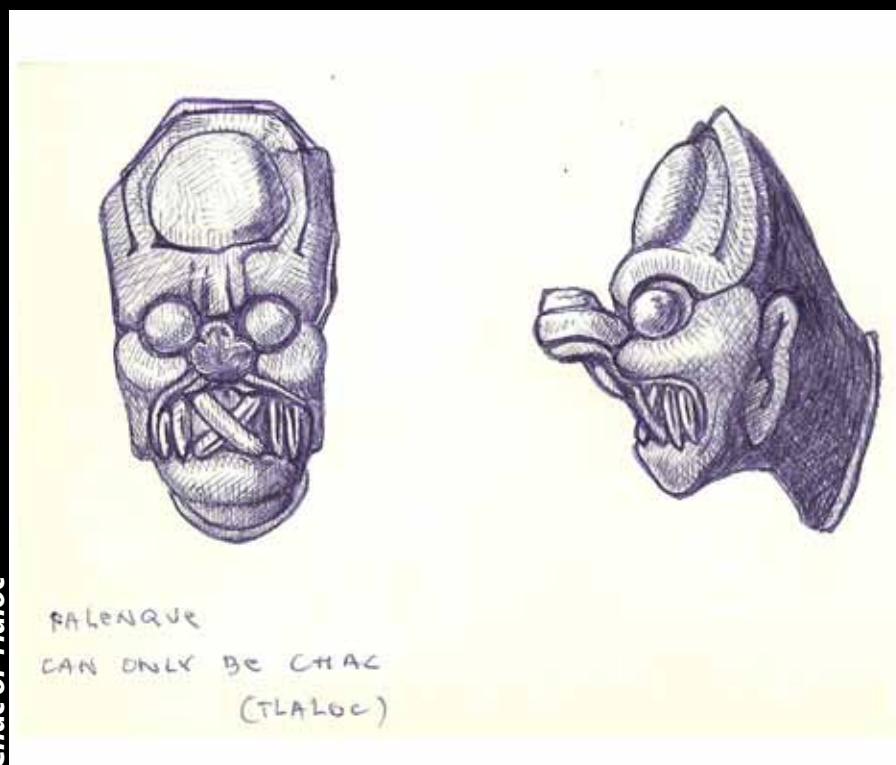
I choose the strange, odd, crazy, rare, challenging shapes and forms, cool designs, mostly street, Hip Hop, graffiti related. From series I don't build every one of them, just the designs I like.

• **What kind of paper toys you like most?**

The ones that challenge me, Curved shapes like a Hoophy, 3EyedBear's curved toys like Quarantine, DMC's Hoodies. But even a papercraft Gloomy Bear.

• **How do you categorize them?**

I don't, I use half a meter square on my windowsill for some favourites and most resent builds. The rest of them are stored in big banana boxes you see in the supermarket, 10 of them and counting.



Chac or Tlaloc

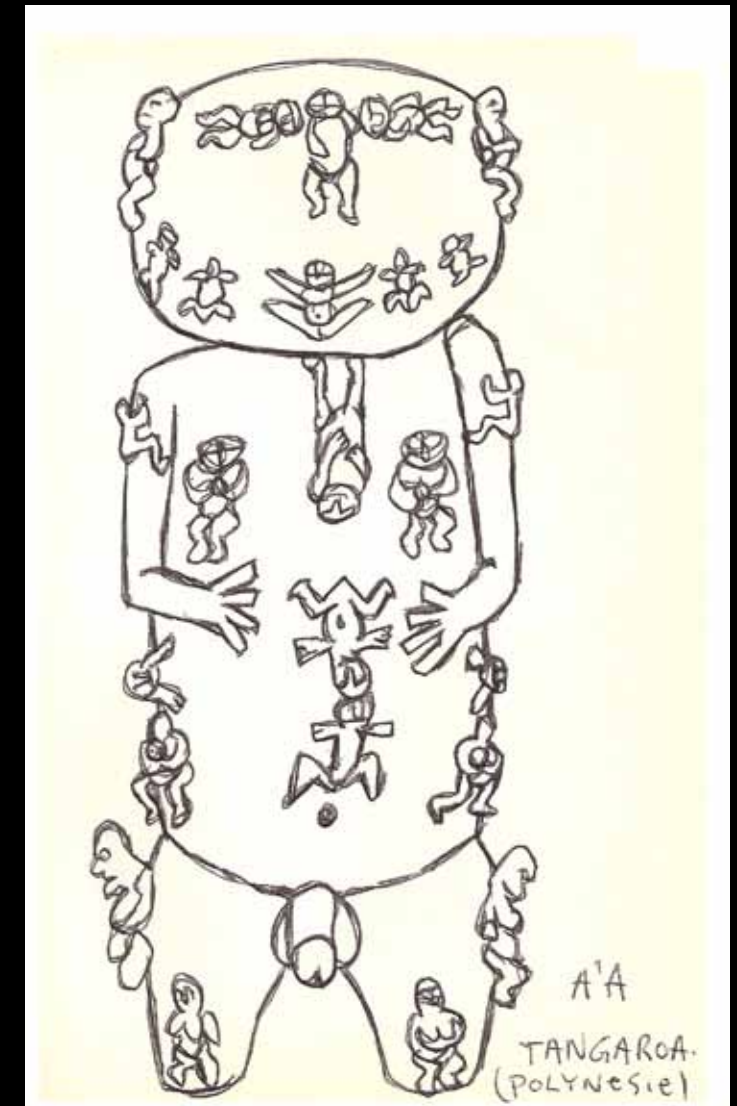


amsterdam

Amsterdam



Amsterdam



The God A'a, Tangaroa



Homeboys chillin

• **What do you think about the paper toys which are available for download only for limited time?**

A pain in the ass! When I discovered paper toys Shin had stopped his Mask Hoodies and Spiky Babies, most of Tetsuya Watabe's Rommies were sold out. But after a while I discovered Nice Paper Toys, where the peeps were willing to share and tell you about links on rapid-share, mediafire, etc.

• **On the other side, there are also limited edition paper toy that are sold as complete products. Are they of any interest to you, since the foundational paper toy concept is absent here?**

I've never bought a paper toy and they gotta be very special to make me buy one. But if you hear of going rates for a T-Boy they must be gold plated.

I do buy the books, but they're cheap as chips and with most books you get a DVD with the templates with it.

• **I suppose that parallel you have an even bigger paper toy collection in digital format. What do you think about the idea of making files that contain many different paper toys from different artists?**



Amsterdam



Maya Death Deity

I do have maps of the big artists, but the rest are divided in big p(h)iles. I know these are the ones from the wheelchair period, these are from the recovery period, etc.

It's chaotic, but it also gives me great pleasure when I try to find requests, that's when I see old friends and toys I forgot all about. I don't like the idea of making big files, where you can get everything with a click of the mouse. You don't get to see all the cool art and art forms when your just downloading from mediafire, Rapidshare and such. The journey to a toy can even be more satisfying than finding the toy itself. And if you want something just ask, people like Papervinny, Greenelf, or yours truly, we will help you get what you want. My postbox-out functions as an archive, a sort of top 100 of most requested or rare toys.

• **Who are your favorite paper toy artists?**

Shin, Sjors Trimbach, Phil, MCK, Jonny Chiba, 3Eyedbear, Horrorwood, Brian Castleforte, DMC, Dolly Oblong, Sal Azad, Ringo, Saltnpaper, Harlancore and I can go on & on & on till the break of dawn.

• **Who are your favorite artists in general?**

Don't get me started... I got too many interests, I'm like a sponge, soaking it all up, from the early caveman paintings to pop-art to today's modern art.

I'm from Holland so Rembrandt, van Gogh, Hieronymus Bosch, Mondriaan, Appel, de Koning, etc. Pop-art: Andy Warhol, Roy Lichtenstein, Robert Rauschenberg. Graffiti: Dondi, Phase2, Keith Haring, Jean-Michel Basquiat.

Japanese ukiyo-e: Hiroshige, Hokusai.

Photography: Diane Arbus, Walker Evans, Henri Cartier Bresson, Ed van der Elsken, Anton Corbijn.

Writing: Kurt Vonnegutt, Jan Wolkers, Music: George Clinton, Parliament/Funkadelic, William 'Bootsy' Collins, Sly Stone, James Brown, Zapp.

Popmusic: Kraftwerk, Yellow Magic Orchestra, New Order, Art of Noise, Daft Punk, Justice. Old & New School

Hip Hop: Africa Bambaataa, Digital Underground, A Tribe Called Quest, Biz Markie, Kanye West, Mos Def, etc.

DJ's: Grandmaster Flash, Q-Bert, Mixmaster Mike, Double Dee & Steinski, DJ Krush.

I expect everyone to google these names and check them all out. =>

• **How much time do you spend constructing paper toys?**

When I got started a nurse came between 9 -10h in the



To da beat y'all

morning to dress my wounds, that's when I spend 3 - 4 hours building 2 to 3 toys a day. Now I spend about 1½ hour a day building 3 to 4 toys a week.

• **Are there any toys you would like to have in your collection, but can't get them?**

Yeah of course, Shin's never released toys like Three, Chibby (the original one), T-Boys (Original, Junior & Babies), Spiky Walker.

Phil's early toys like Tank and G-Boy originals & customs. Cubotoy's early works like Big L., Prisma, Flyboy, E-Mouth and that band The Playboys.

And of course Carlo Giovani's works.

• **Do you collect any other stuff?**

Music, I still got al my tapes, vinyl records and cd's. Loads of books (art, photography, cookbooks), films. But the net made it all a lot easier, you don't need to have it, to see and enjoy it. I'm watching old "All In The Family" episodes now and video's of bands I liked in the seventies and eighties.

• **Are you thinking about designing your own paper toy?**

Thinking of yeah! I don't master programs like Illustrator, Sketch Up, Pepakura, etc, I'm trying to find my way around in Photoshop, but that doesn't build you a template. I'm used to doing thing by hand, that's why I only do customs. Sometimes I play around using parts of toys

from different designers and combining them, sampling and remixing it into a new toy, like my Homeboy Remix part 1&2 (<http://www.nicepapertoys.com/photo/homeboy-remix-part-1?context=user>, <http://www.nicepapertoys.com/photo/homeboy-remix-part-2?context=user>) or my Take the Trainman (<http://www.nicepapertoys.com/photo/take-the-trainman?context=user>).

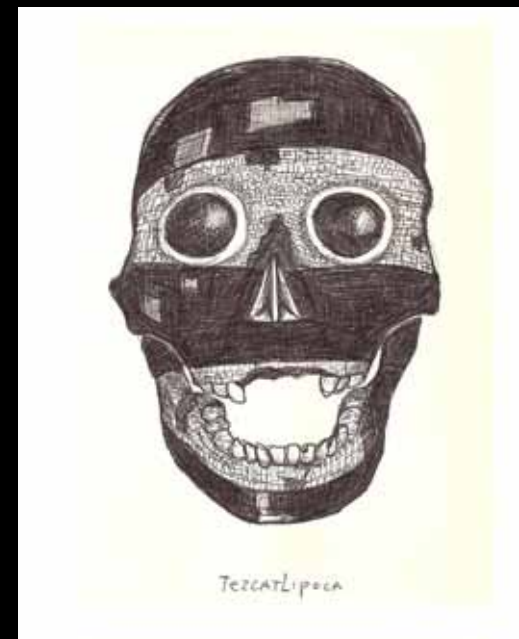
• **What do you think what does the future of paper toys hold?**

We're only at the beginning of things. Luckily it's not commercial so things take time. I like it the way things go, the way we share the paper.

www.nicepapertoys.com/profile/MethuupdaFunkyOne



Night & Waiting for a Miracle

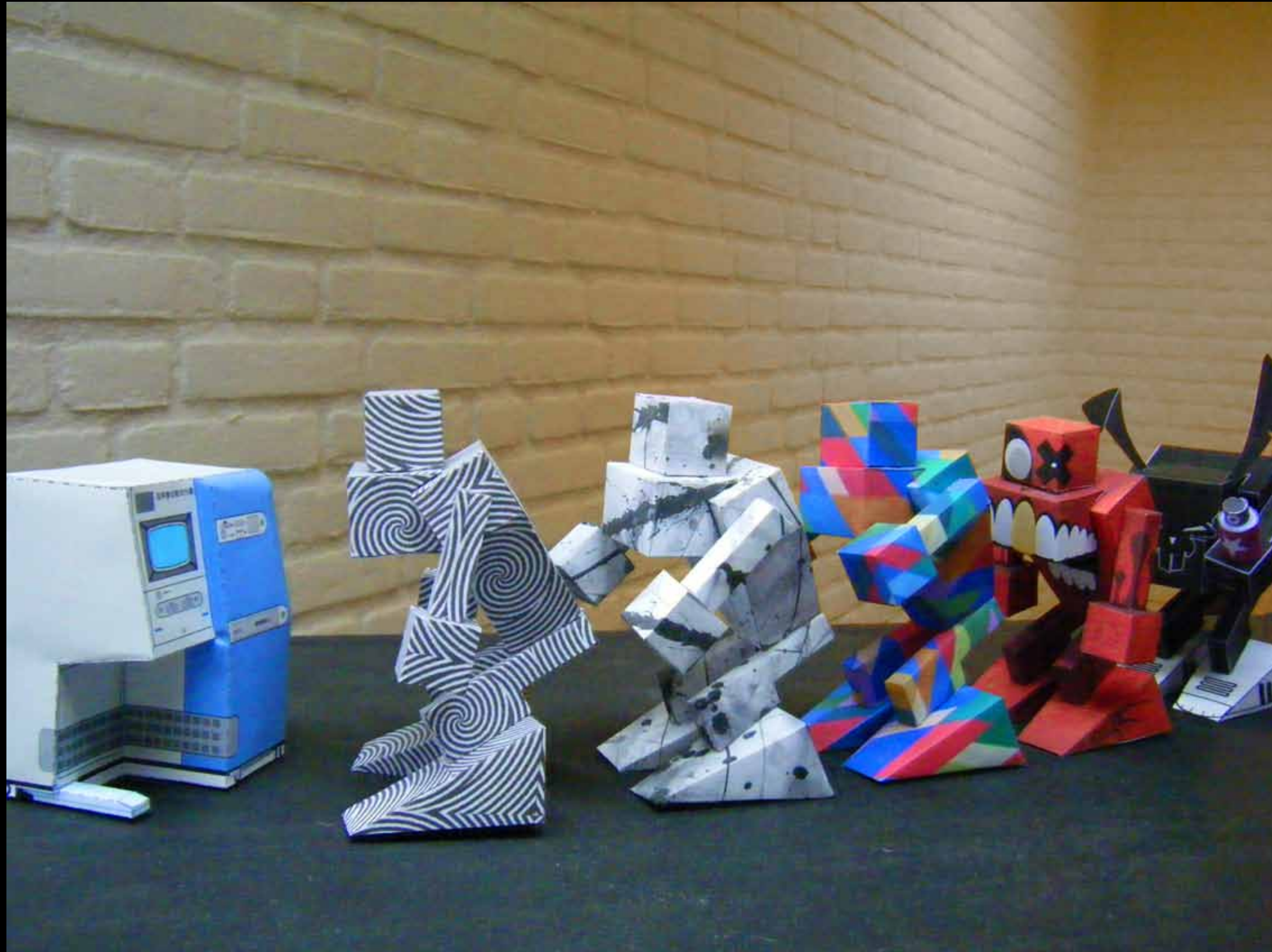


Tezcatlipoca



Small part of the collection

Grumms queuing at the A.T.M.



Pesky Pete can handle them



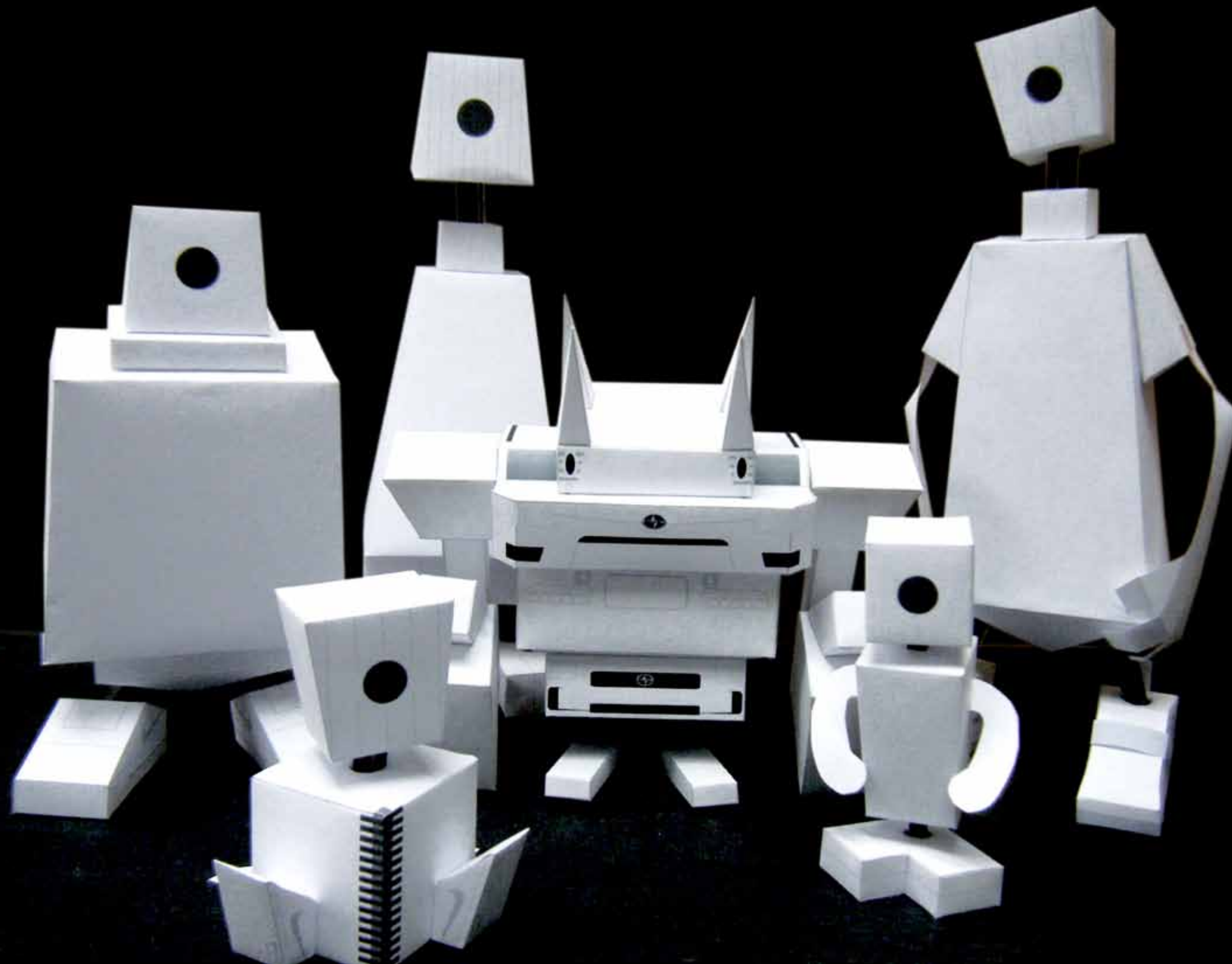
Gloomy Ways



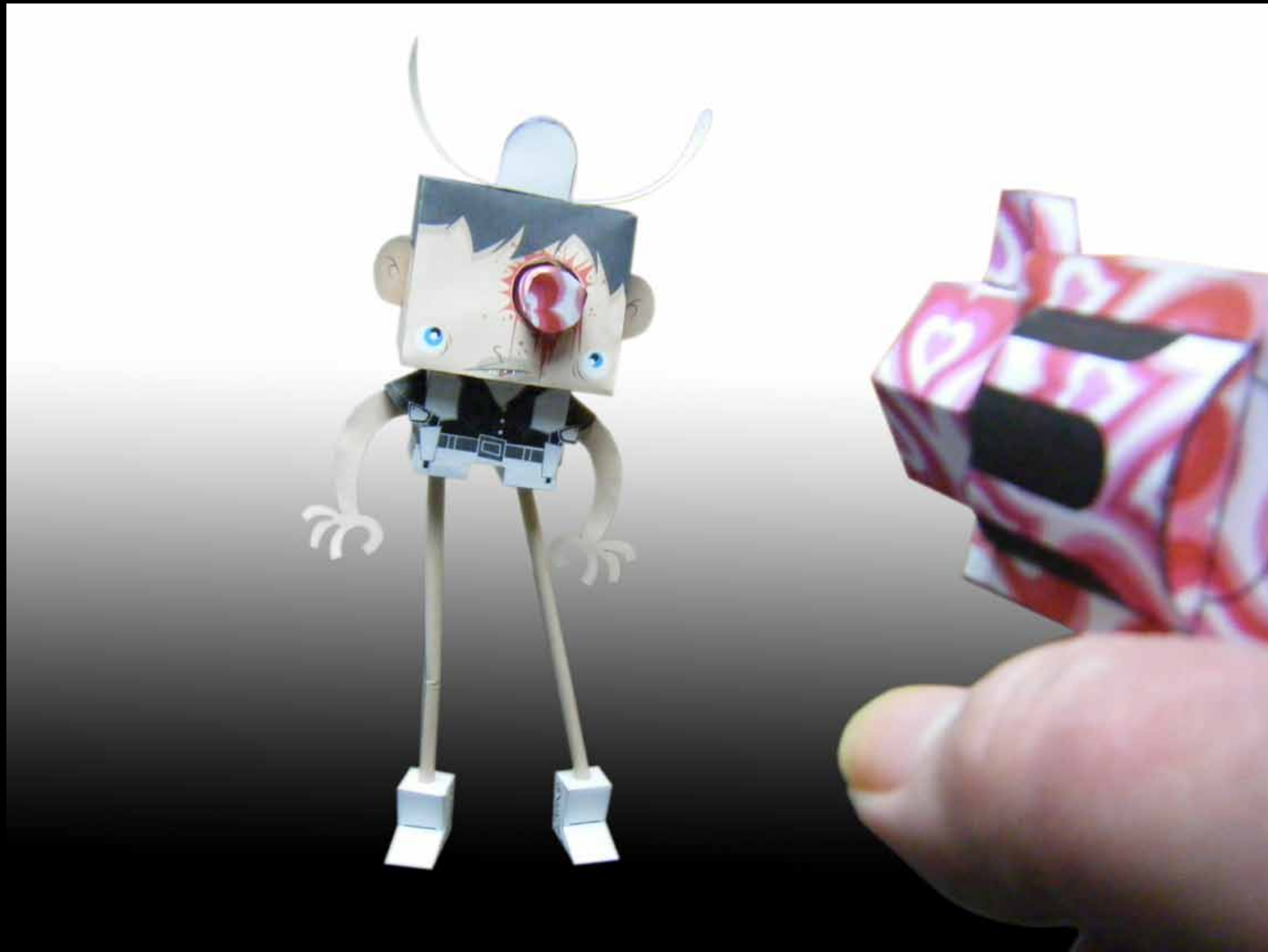
We be getting down and & you know we're crush groovin'!!



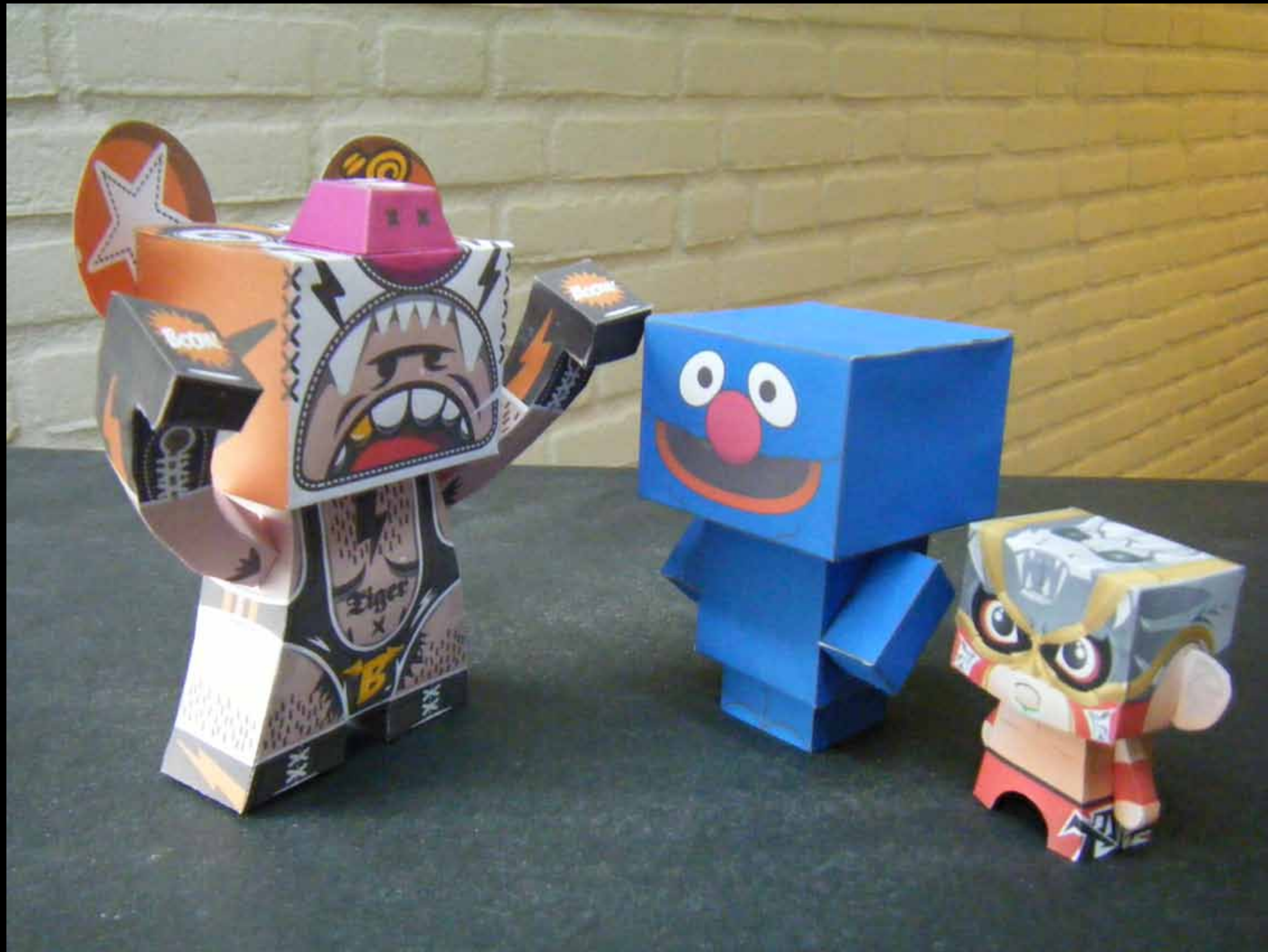
We've adopted him



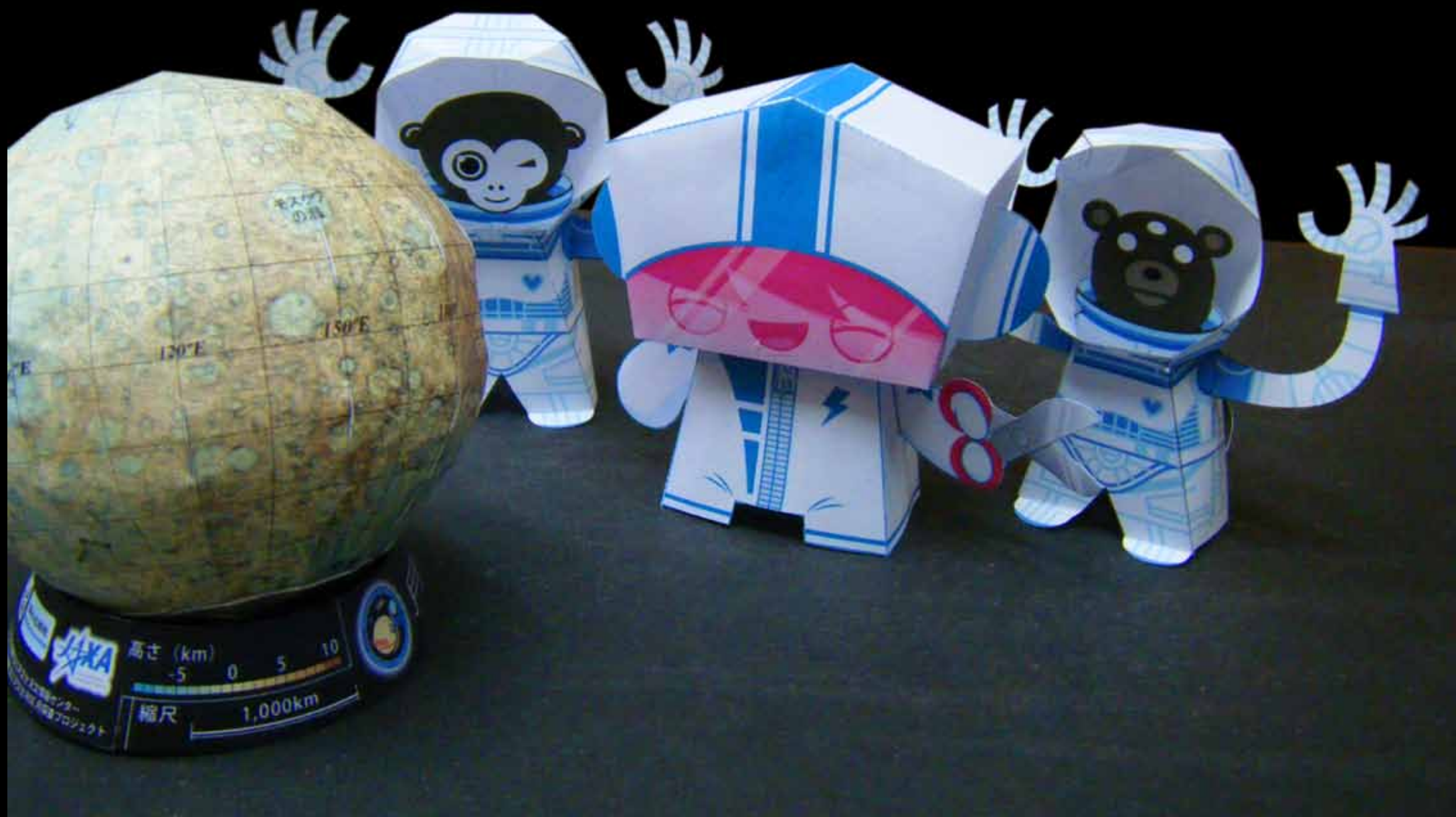
Pow!!!



Grover to the resque



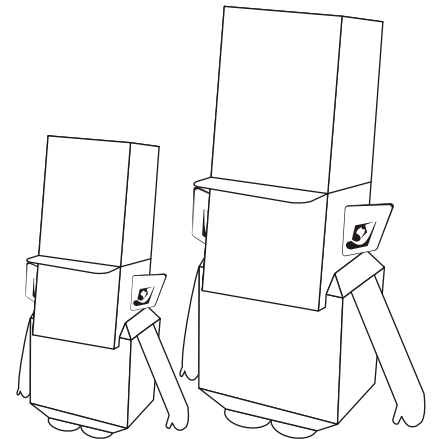
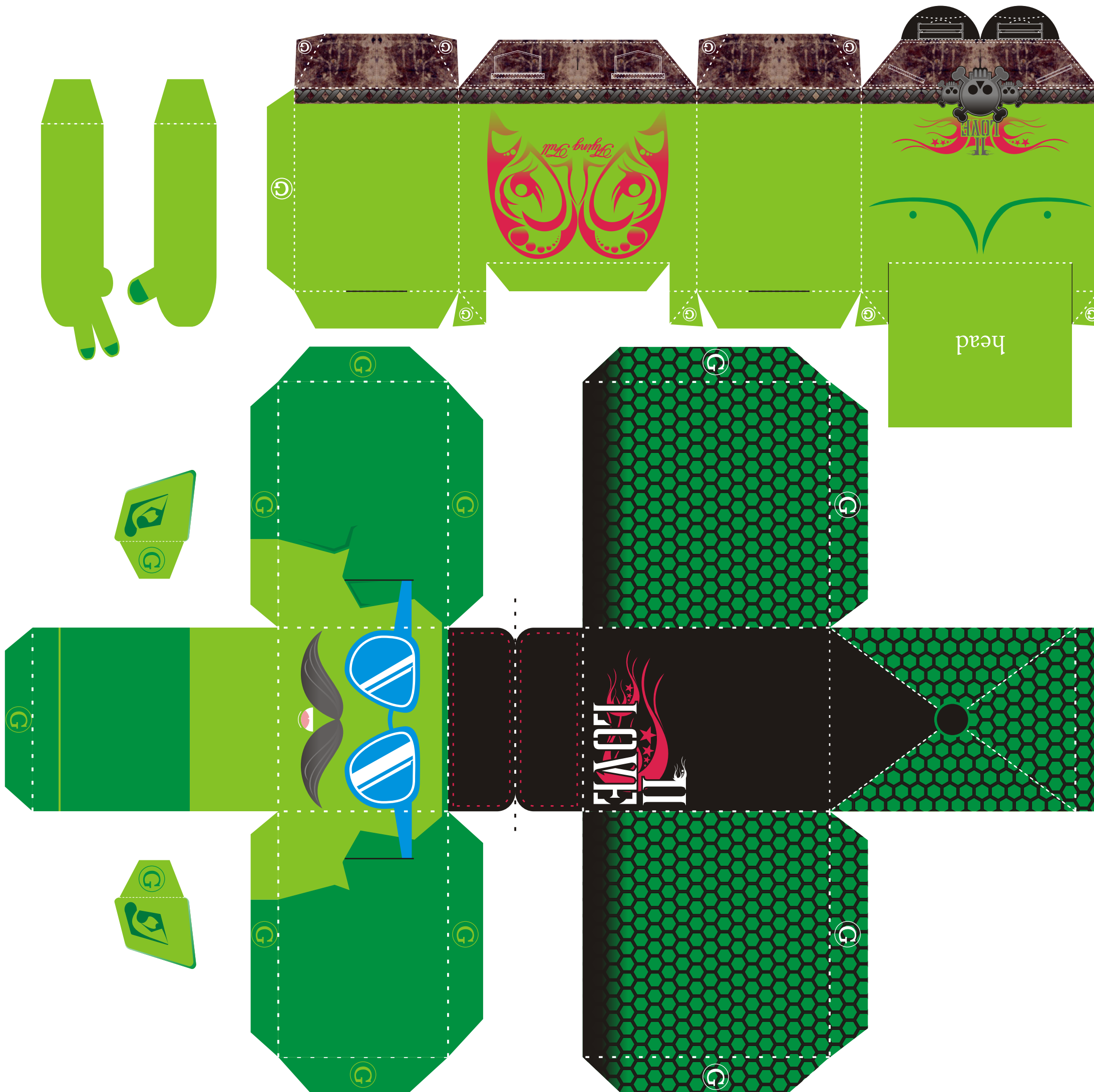
A small step for toys, a giant leap for paper!



Idham Mahardhika, Bandung, Indonesia

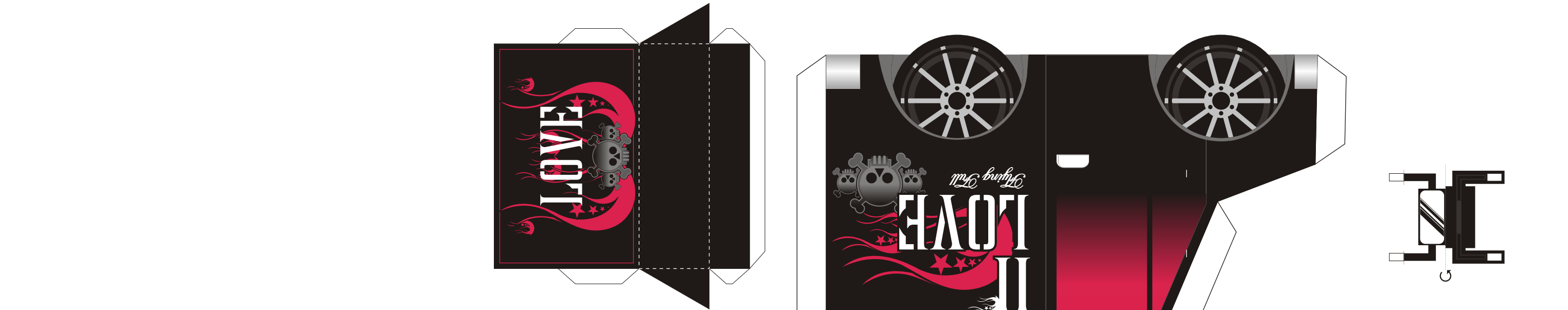
www.cocooanurban.blogspot.com





www.cocooanurban.blogspot.com

cut : ———
 fold : - - - - -
 glue : ©



Taco Truck
paper toy





SAL AZAD

Bandung, Indonesia



Rahwana

• How did you start creating paper toys and what is the main reason you continue making them?

At first, I was very interested in several vinyl toys, but because of economic reasons and the distance where I was in Indonesia, this interest began to disappear. Then I tried to assemble some paper craft/ paper models like Astro boy, Gundam and few others, made by Japanese designers and failed once again; I am not very diligent and patient person and I hate very complicated and small objects.

Then I searched the Google about paper toys and finally found Bigchief, Minimimmo and 3eyedbear. I assembled them and while I was looking them, I thought how great would it be to make my own paper toy. I downloaded hundreds of templates from the internet and I was studying each one of them, from character creation, prototypes, templates, skin design, to the way of distribution (at that time I couldn't find any tutorial and I had to learn on my own).

The main reason I continue making paper toys is very simple: I really enjoy making them and the paper toy scene is quite particular, something I can't find in other fields.

• What was your first paper toy?

Cepot, a character adapted from a traditional wayang icon is very popular in west Java. Ever since I published it, this paper toy has a very good response. Then I thought, why not making my paper toys with a touch of Indonesian batik and wayang characters?

I am doing a research on other traditional cultures in Indonesia, to apply to paper toys. And this research is not easy; I must find and dig up a valid information.

• What fascinates you most about paper toys?

"Paper toy" is a form of an interactive toy and not merely a process of "sell-buy-play". There is an interaction between designers, by customizing the blank templates and interaction between designer and builder. I was advised many times by the people who have been assembling my paper toys, whether because of too small flap or too complicated shape and after I joined the Nicepaper toys social network, this interaction increased. This way I acquired a lot of knowledge, like how to create neat templates or how to place each side of the form to be easily assembled, but most importantly, I made many friends from all over the world, who support me and give me suggestions.

• Your paper toy work is quite specific; you managed to develop a recognizable style. What is the idea that connects most of your paper toy creations?

I don't think I have a style in "paper toy". I still have to work on building my own style. Often, when making a paper toy or custom for somebody, I just follow my feelings and ideas that come suddenly. So somebody who visit my website could get confused with a variety of paper toys made with different styles.

One day with a hip-hop style, tomorrow with punk, next week with Wayang... :D

I just don't want to force myself to stick to the same style all the time, which could result in not enjoying the process of creating.

• How popular are the paper toys in Indonesia?

Paper toys are already quite popular here in Indonesia; there are many events that involve paper toys, from school activities to urban festivals, from exhibitions to workshops. Consequently, many new paper toy designers are coming up, but also many paper toy lovers.





• **What success did they bring you in your country and abroad?**

The biggest success that paper toys brought me, is a joy. I was very pleased when I first joined the paper toy scene and when I started to receive invitations for participating in exhibitions, books, magazines and e-zines. I also shared my knowledge in several workshops, which is very encouraging and it leads me to improve the quality of each paper toy I create.

• **Who is your favorite Indonesian artist?**

Jali Narchos, with his horror illustrations, whose curve of the lines in each illustration impress me. His work is already well known worldwide in the hip-hop/ hardcore/ metal scene.

Kepala Kardus with his cute characters, which at first sight may seem like Japanese characters, but if you look better, you can recognize his style and unique messages.

• **Do you think there's a difference in approach to the design and paper toys between Occidental artist and Asian artists?**

Basically, there is no difference. Each artist has a different background, environment, style and inspiration. Everyone's trying to give their best.

• **You share your paper toys for free on internet. Do you ever worry about copyrights and about someone making money with your work somewhere in the world?**

At first I was very worried... and indeed, there are some of my works that have been used illegally, but over time I got aware that by uploading my works to the internet the possibility of being hijacked is very possible.

And with time some people who did it became aware that copyright infringement is wrong.

Some of my paper toys were even used in one TV program without permission! I don't have any legal power, I

never registered my paper toys to any legal entity and I cannot sue nobody for their wrong actions. It's sad.

I always put a note about the copyright on every page on my website in hope to prevent a wrong use of my work.

• **You work as a graphic designer. Do you think that commercial potential of paper toys is still to be developed or they should remain under the concept of free distribution of art?**

Yes, it's true. Paper toys have huge commercial potential, they can be developed as promotional tool or as attractive packaging. I have also received some orders from my clients to make paper toys as their promotional tool. But I will not sell paper toys directly on the internet. I prefer to distribute them for free on the internet. I want to share happiness through paper toys.





Reog Ponorogo



Cepot



• **On what paper toy project are you working on at the moment?**

Currently, I'm preparing a paper toy book for kids with a local publisher, containing Indonesian folklore; I'm making some of the paper toys from the Agimat's iPhone games characters and customizing some blank templates. I have also organized a local paper toy competition with Perikertas.

It may seem I'm too busy with paper toys, right? It feels great! :)

• **What is your dream paper toy project?**

I want to make a full repertoire of paper toys based on one of the wayang stories, with more than 200 characters and not only the popular figures. I have to do a research for it, which is not easy, because each one of the wayang characters has its rules that must be followed, but at the same time, it is very difficult to obtain valid information about the wayang characters.

And maybe there'll be some time to make stop-motion wayang movie with them!

• **Will we ever see some kind of product for sale from you, like vinyl toys or other objects? You're already making T-shirts, what do you think about merchandising?**

I don't have any idea if I'll make a vinyl or plush toy or any other stuff. For me, the most important thing now, is to create a quality paper toys.

It's only a promotional tool; on every event I attend or participate, I share my merchandise, stickers, pins or other things, for free, as a souvenir.

• **If you have the opportunity to make a paper toy book, how would you concept it?**

It would be a concept of a book that only contains blank templates. Blank template only needs a color to become an exciting new paper toy when assembled.

And it certainly would be sold at very low price, so everyone would be able to buy it.

• **Thanks to internet and computer, anybody can be creative today. Is there anything you don't like about paper toy phenomenon?**

I like everything associated with paper toys. We have to create a more diverse, more beautiful works and improve the quality.

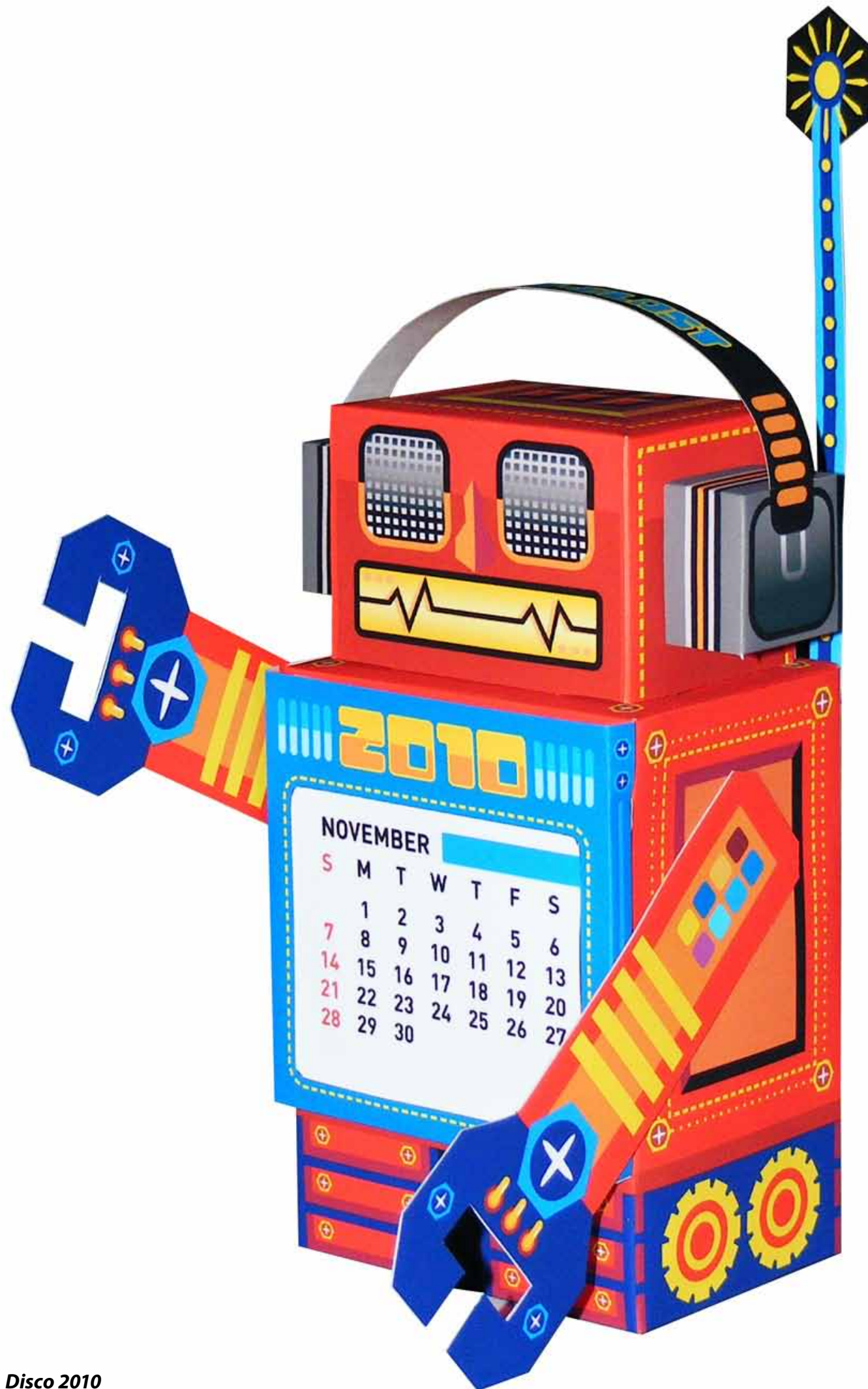
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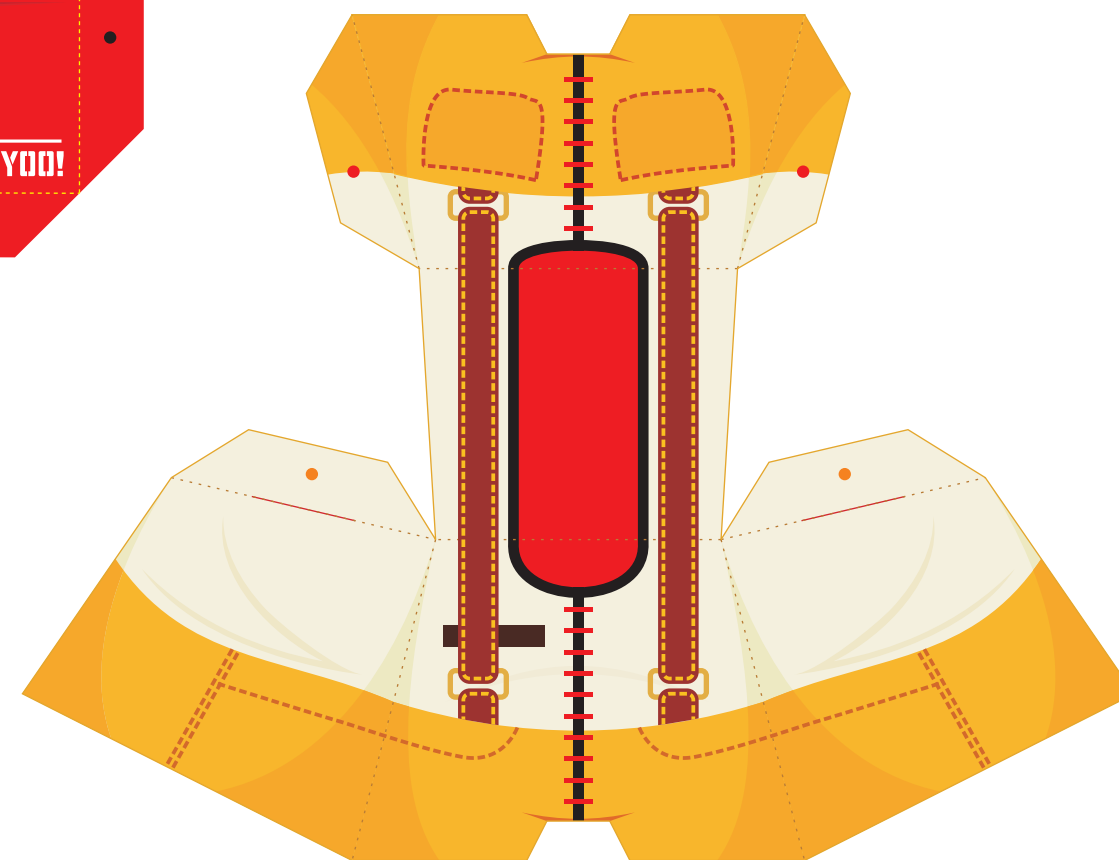
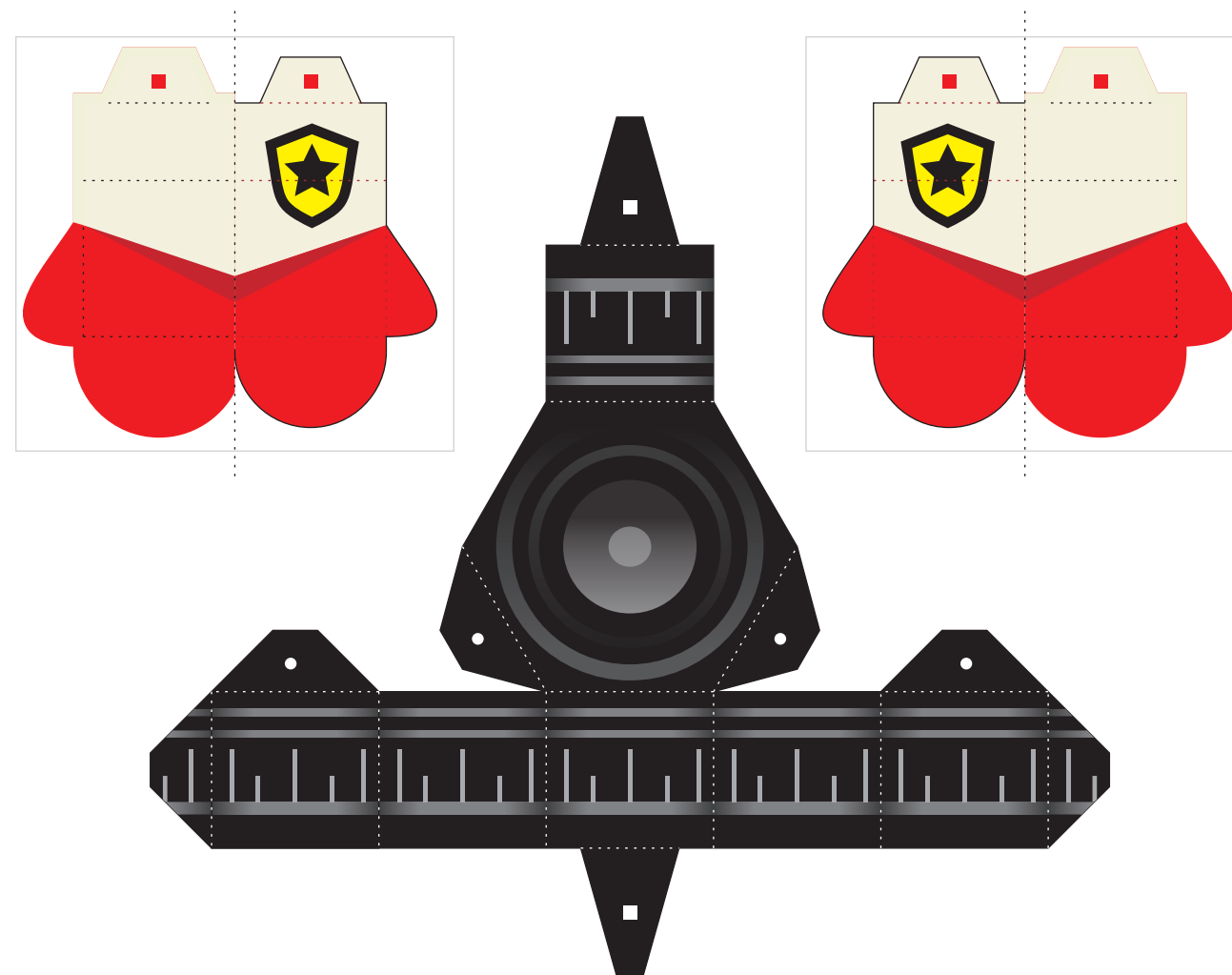
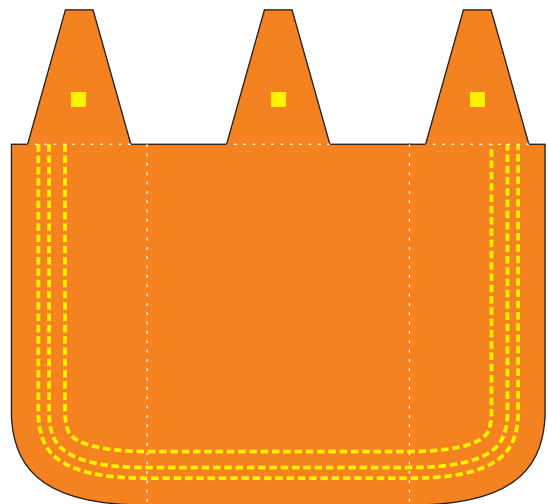
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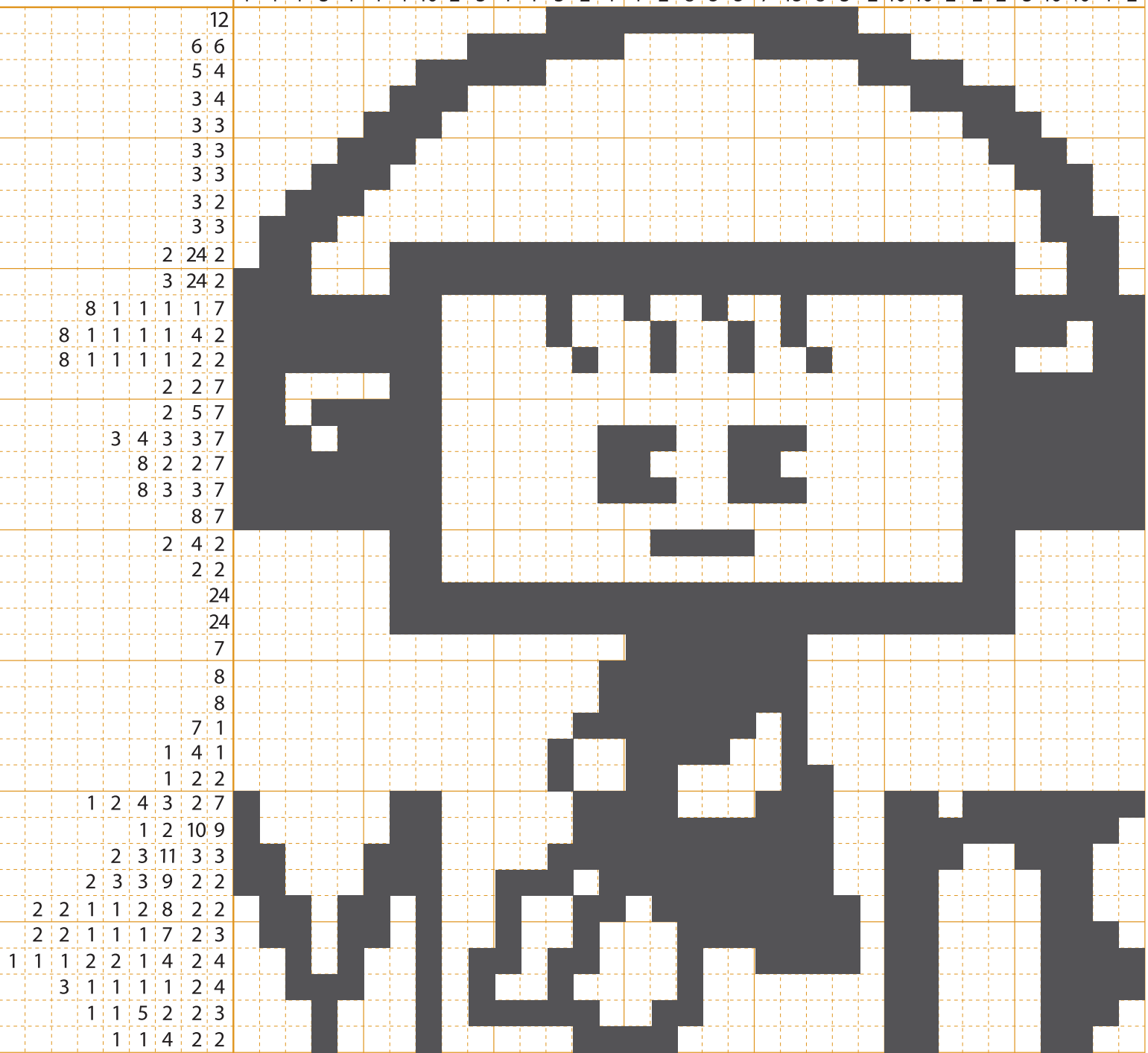


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