

Wow Love



W LOVE

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www.markozubak.com
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II LOVE MAGAZINE



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Cover by Abi Braceros

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I wanted to publish this issue earlier, but I just didn't make it. In the moment I'm writing this, I'm sitting in my room in OK, center for contemporary art in Linz, Austria, preparing for the paper toy exhibition I have as part of Next Comic festival. At the same time I'm also working on new ye-boT animation, as part of artist in residence program, for the same institution. It's really a lot of work, I already transformed one room into a big installation for ye-boT toys and I'm building all the customs and all the exclusive toys featured in II LOVE editions, this number included.

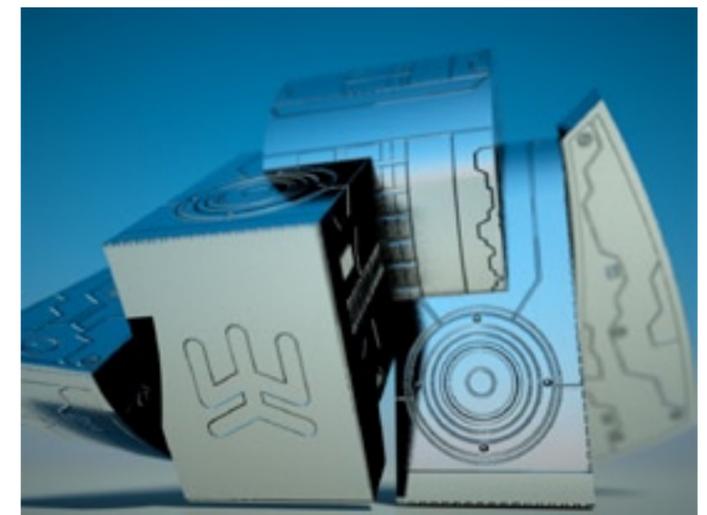
Therefore, I would like to thank all the artists who joined my ye-boT initiative, this is already the second ye-boT show and the whole project is getting bigger. And here I have to mention also a new project by Robo Bear from Boonika, called "I3Dyou", who modeled some of the ye-boT customs in 3. (Images on right, more about this soon!)

And of course, thanks to all the artists who enriched this magazine with their exclusive toys! This exhibition in OK center is also your exhibition!

And special thanks to Nick Knite, who helped me out with few parts of this issue, so I could have finished it in time! This is not the reason he's featured in II LOVE again :)

More about the exhibition in the next issue and on my page, so stay tuned!

Marko Zubak





OK OFFENES KULTURHAUS GEBÜRGEREICH **PAPER TOYS**

4. - 11. March 2011

Marko Zubak:
ye-boT initiative & II LOVE mag

@ OK Offenes Kulturhaus, Linz, Austria

Opening: Fr 04. March 2011, 16.00 in OK & Moviemento

More news soon on www.markozubak.com and in next issue of II LOVE!

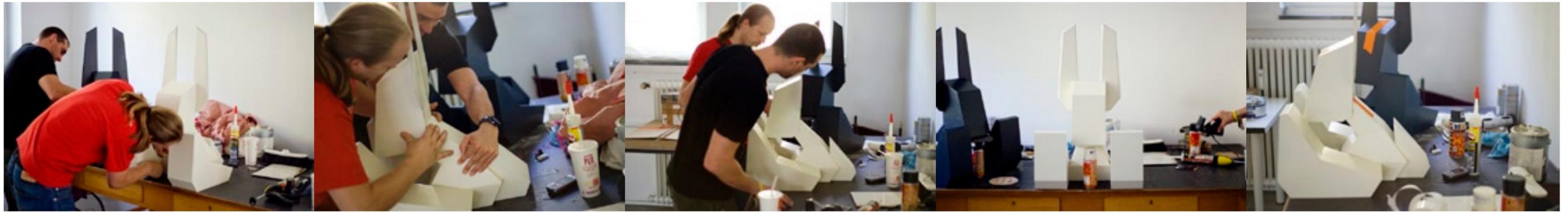
www.ok-centrum.at
www.nextcomic.org





MECHABUNNY

by Nick Knite



•About Mecha:

How did you come to the idea of Mecha Bunny?

There actually is a neat little story behind that: I showed pictures of my other papertoys to a friend, who then told me to do her favorite animal, a bunny! I instantly had an idea of what it could look like, did a sketch and then worked out the template in I think 2 days.



by MCK

What success did you have with this toy? Seems that you're putting more in this toy than in others...

The response for that one was kind of overwhelming. Even Castleforte was kind of "mad" at me, that I instead of him, thought of that character... I mean, he IS nicebunny! It seemed to get more attention from people than my other creations, so I obliged. So, all in all, with the now three Mecha6 series out there, the SNNC-series (black and white-edition) and four customs that were released out of the series (Xmas-Bunny, a color variant by ABZ, another custom by Type01 and the latest two customs by Kekli) there were 30 versions of MechaBunny over the time-span of just a year!

One more thing about why I like MechaBunny so much: it really needed very little to almost no effort to realize that project. It kind of came to me. All the parts seemed to fit right away, I have never had such an easy time to assemble a character.



Mecha Bunny

•**About the show:**

I met the guys who did a book on just black and white styles, mostly graffiti, called 'Schwarz auf Weiss - Style needs no color'. They liked my work as well and I was asked to participate in some shows they did. Because of that, the idea sprung to my head to do a series with just black and white customs. It turned out great, the guys loved it and the show was a huge success!

The customs for that were amazing and it proved to me that style really does need no color.

•**Big Mecha and commercialization:**

I would like to have some commercial success with it! But, I did the big versions, because I also very much like the shape and I wanted to see it huge! Plus, the friend who asked me to do the Bunny in the first place wanted to have a giant one for her place..

Do I want to mass produce them? Yes, of course! But I will probably start by making them on demand. If the demand would be big enough though, I would gladly go ahead and produce them.

I made three big MBuns, one is around 90cm tall and the two smaller ones are around 75cm.

I am also planning three very cool non-paper versions for the future: one made out of Plexiglas with some lights on the inside; one made out of wood together with Tougui where I want to laser-engage his first version on it; and one as an ipod-dock, with the feet as loudspeakers and the body as a sub woofer... that kind of thing. ^^

That would take a lot of planning, as you might imagine. When I do it, I want to do it right. So, it would probably be hand made, depending on the material it would probably be cut by machine (CNC), but the rest would have to be put together by me and/or somebody who has more knowledge in that field of then wiring, etc.



3D-Worxx forum



by ABZ

• **Future plans for Mecha:**

The future plans are almost all in the past now, so I have to rewrite this paragraph and come up with something new! ^^

I have just released the Mecha6.3, and already have the first entry to the fourth series.

I also just sent a custom version of my own to celebrate the Chinese year of the bunny and the sixth birthday of the toysRevil-blog and it is available through his site now. As it is the year of the bunny, I am planning to make it the year of the MechaBunny! I am hopping for many more customs to come and maybe even another themed series in the future like the b/w one, plus the above mentioned special versions.

www.nickknite.com



by Vinsart

Mecha Bunny



by Olla Boku



by SaltPeper



by ABZ



by Sal Azad



by Nick Knite



by Dyadic



by ABZ



by Jason Bolt



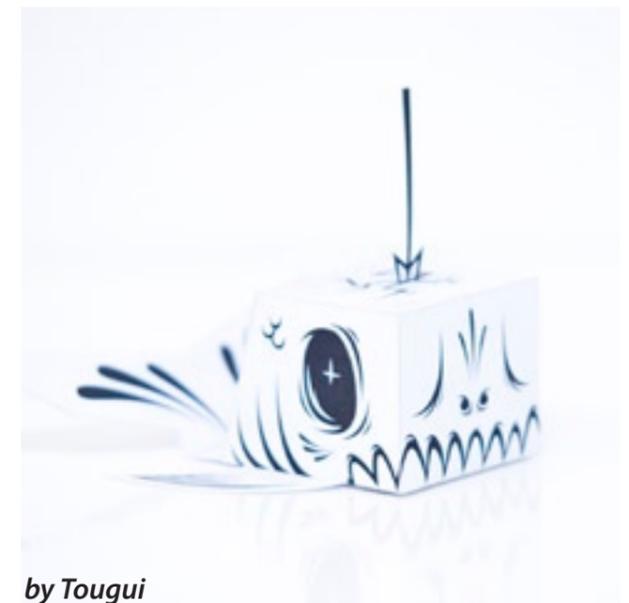
by Marko Zubak



by Greenelf



by Nick Knite



by Tougui



by SaltnPeper



by Scott Schaller



by Sal Azad



by Sal Azad



by Dan Watson



by Collin David



3D-Worxx forum



by Joel-J2



by Sal Azad



by Shin Tanaka



by Greg Madden

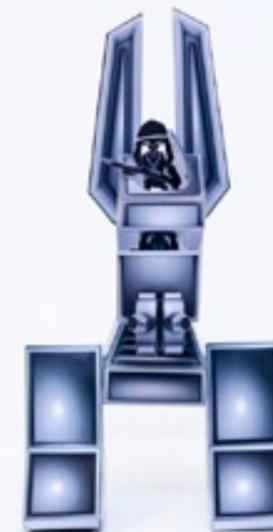


by Olla Boku



by Marshall Alexander

Mecha Bunny



by Castleforte



by Tougui





Jonathan Greenwell

Liverpool - ENGLAND



• When did you discovered paper toys and what was your first paper work?

I'd been into vinyl toys for a while (not seriously though, I wasn't going to drop £40 pound on a piece of plastic, I have a family to support.), when I came across the cardboy figures by Mark James, the ones with the vinyl body, and the packaging folded inside out to create a cardboard head. I'm not sure if the pixel ninja (game of death) was my first model, or if I made a model of

one his sneaker heads characters. Either way that was the definitive, "Eureka" moment when it clicked. After that thanks to the internet, I came across the papercraft community, mainly the highly complex eastern papercraft, which I respected as skilful, but didn't really appeal to any "Urban" sensibilities I may have. Eventually I was coming across more and more original character based papercraft, until I contacted Ben the illustrator, to see if I could do a custom for his "speakerdog" series. After that custom, Ben recommended me to Matt Hawkins for the "Urban Paper" book, and from there I linked in to Brian Castelforte and the "Nice Paper Toys" network.

• What place do the paper toys have in your life and how much time do you dedicate to them?

For me, paper toys are just a creative distraction, another outlet for ideas that I may have. Sometimes just a form of 3d doodling, other times a more planned execution of an idea that has come from elsewhere. I am proud of the paperwork I have done, although I would say I release less than 50% of what I do, whether that is because I feel a piece isn't working, or because I lose interest in it.

• Your shapes are specific and very well studied. What is the influence of vinyl toys in your work?

An interest in vinyl toys may well have kick-started my interest in papertoys, but I feel now that vinyl toys are oversaturated, the quality control in designs has gone down, and its only occasionally that one will catch my eye. I am now more interested in what other papertoy designers are coming up with, although I will always have a soft spot for the "Mad L" figure, for me that embodies the total graffiti aesthetic.

• What is your process of working? Do you work on different paper toys at the same time or you don't move to another model before finishing the one

you're working on at the moment?

My usual working method consists of doodling away in a sketchpad, occasionally I'll come up with a design that I think might make a good paper toy (although I may not be aiming to make a paper toy). The next step is to build the model in 3DS max (a 3D modelling package), to see if it has a pleasing form. At this point I discard loads of models as not good enough, or too complicated to build. If I like a model, I will then unfold it in the 3D program and add the tabs and fold lines. After this I will export the line art to Adobe Illustrator, and add the graphics to the template, and size it to A4.

The only test after that is to release them on to the internets.

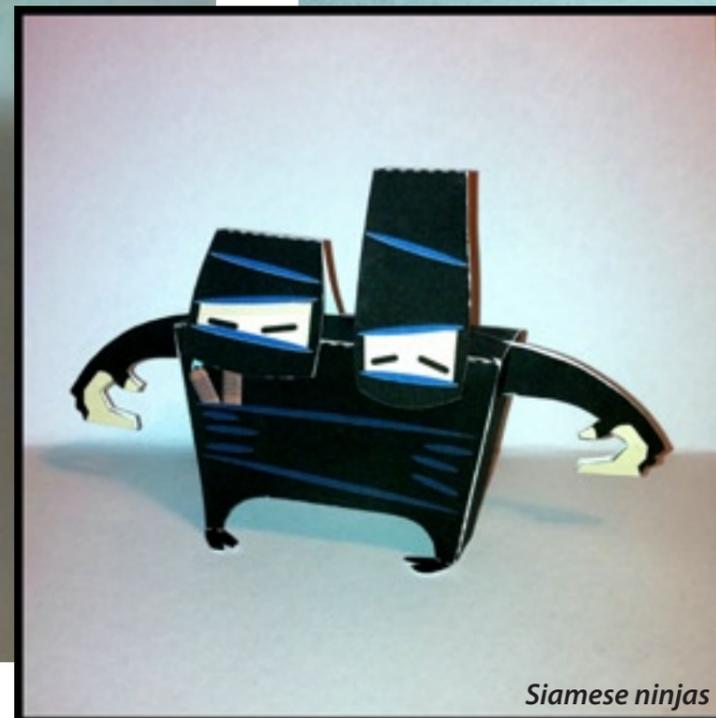
• How do you see your progress in all this years of paper crafting?

I can definitely see a progression in my understanding of paper, its limitations, and its possibilities, and as my confidence has grown, I feel able to make more com-

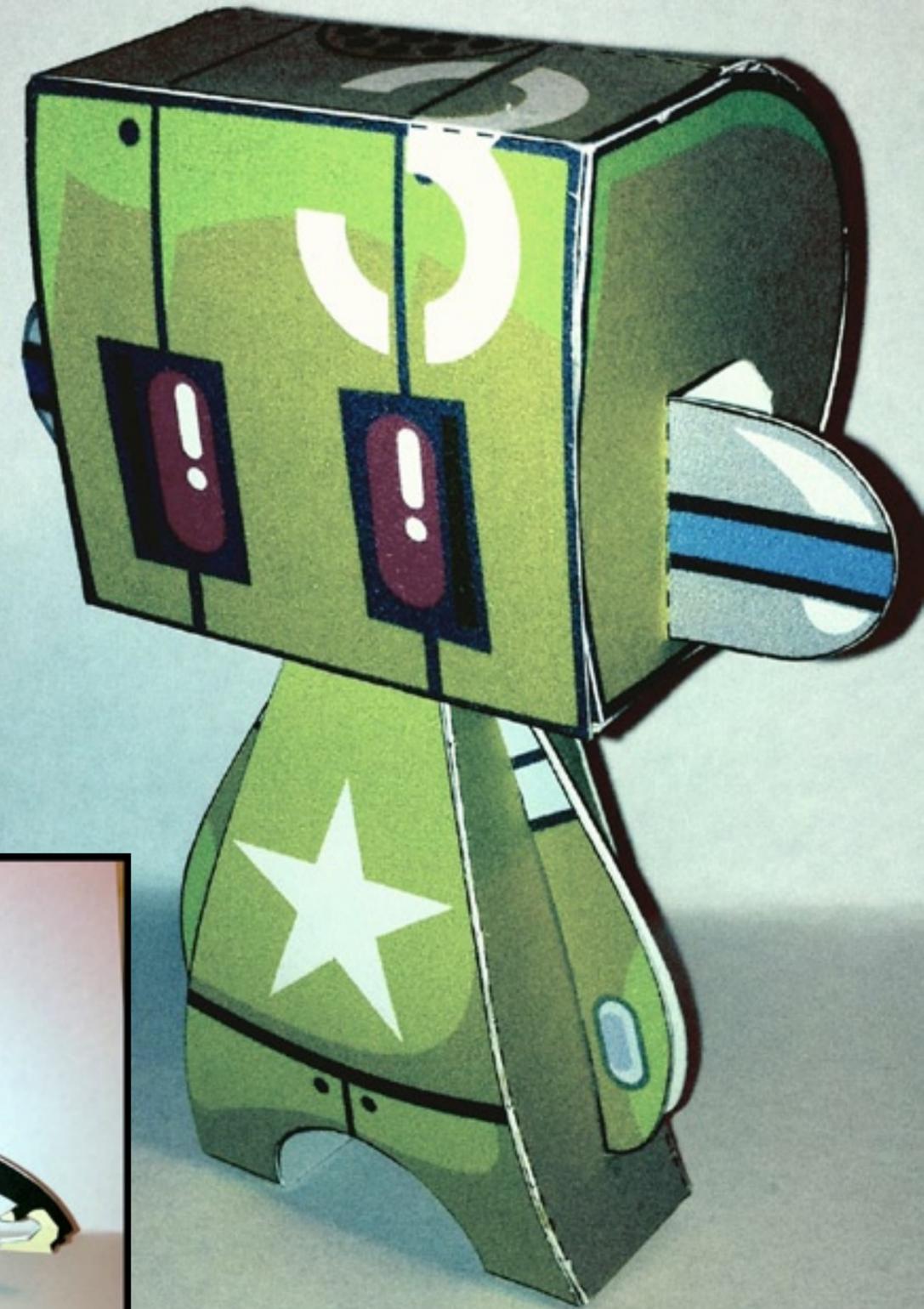




Yeti



Siamese ninjas



mad l

plex silhouettes, but make their construction simple.

• What are the benefits of sharing your creations, after all the work you put in them?

The biggest benefit, is the buzz you get knowing that people liked the toy enough to build and download it.

• Is customizing other people's paper toys challenging you?

I find customizing other peoples toys hard, as I just don't seem to have the time, and also I work all day in a creative job (games artist), and sometimes the last thing I feel like doing is more art when I get home. I don't want to give some one a half hearted custom, I have too much respect for the other designers to do that. I also think that because I haven't got a concrete graphical style, my skinning work may not be as good, I am more into the form of designs.



Rafaraf

• What is the difference between the works you share and the works you would never share?

The only things I wouldn't share, are the models that may impinge on another designers copyright, or damage their intellectual property, such as the paper "mad-L" I made.

• Could you tell us something about your graffiti background? What does graffiti mean to you and how do you compare it to paper toys?

I first got into graffiti about 1985 at the age of 13, after seeing the film Stylewars, (I can honestly say that was a film that changed my life), I was amazed at these artists painting whole subway cars. After seeing this film I began to devour everything to do with hip hop culture. I first started writing with friends seriously about 1988, although we were more interested in piecing than tagging or bombing. It was my interest in graffiti that led to me going to art school to study graphic design, by this time I realised that I couldn't go out painting illegally, as having turned 18 I would be open to full prosecution by the law, so I tried to channel my interests into other directions.

After dropping out of a graphic design course in Bristol, I worked various odd jobs until a friend put me on to a job at a computer games company. From 95 until now that's what I've been doing, though I would say those formative years writing graffiti still influence everything I do to this day. I believe you can see it in the BBoy stance of most of my characters.

• Your "halfsharkalligatorhalfman" is one of my favorites paper toys. How did you come up with this toy?

The "halfsharkalligatorhalfman" is based on a character created by Kool Kieth on his Doctor octagon album "the DR Octagynacologist" it's a character I've been drawing

Jonny Chiba



on the wheels of steel...

for years, I finally decided to make a paper toy of it. I would definitely say the design is influenced by the "Sab Kaze" shark that features in the Subway Art book.

• What paper toy are you most proud of and why?

I guess my favourite one has to be "halfsharkalligatorhalfman", I feel his form is just right for my style, I've managed to capture the aggressive bboy stance in him, and it look more complex than it is.

• Do you follow what's happening in the world of paper toys? What do you think, what could change in the future?

I regularly check into nicepapertoy happening within this part of the pa and also the blogs paperkraft, pap craftparadise to get a wider overvi general. My biggest fear for papert come too big, and then we get p just because it's cool to be making because they love making them. So with street art, where it became co street artist as a promotional tool. I a



Lollyzombie

per toy designs that have nothing to do with the community, and graphic design pricks getting paid for it, when there's plenty of talented people in this community who would like to make a living from it. Although having said that I know some people won't even know a community exists.

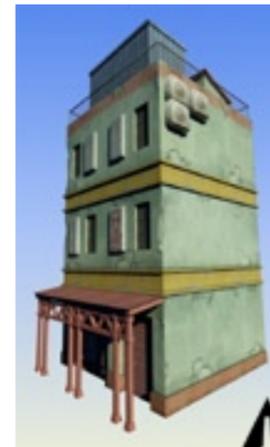
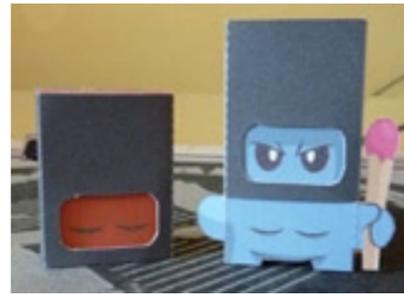
• **Do you think it's harder to start making paper toys today, when most of basic shapes are already used in many different ways, then it was when you started?**

It may be harder to be totally original, but if someone has an idea for cool graphics, they should look as good on a simple cube, as on some complex paper sculpture, I mean look at dolly oblongs "totem" series, a simple shape, but it has inspired some of the best, most creative graphics I've seen on paper toys. I know some artists may jealously guard some of their shapes, but I feel if someone can take what I've done and re use part of it creatively then good luck to them. Just remember to give credit where it's due, and no wholesale rip offs. I did find someone had ripped off a yeti character that I had done, slightly altered the shape, and they were passing that off as their own.

• **On what paper toys are you working on at the moment? What could we expect from you in the future?**

I don't have any toys on the go at the moment, but that doesn't mean there are none on the horizon, my working method means, that when inspiration strikes it'll only take a few days from the initial idea to a final model, I like to work fast, it means I don't lose interest in a project. I'm currently interested in pin-up art, tattoos, wood block printing, zombies, samurais, traditional painting, so any of these could turn up in future designs, or maybe all in one design .

www.jonnychiba.blogspot.com





this place SUCKS

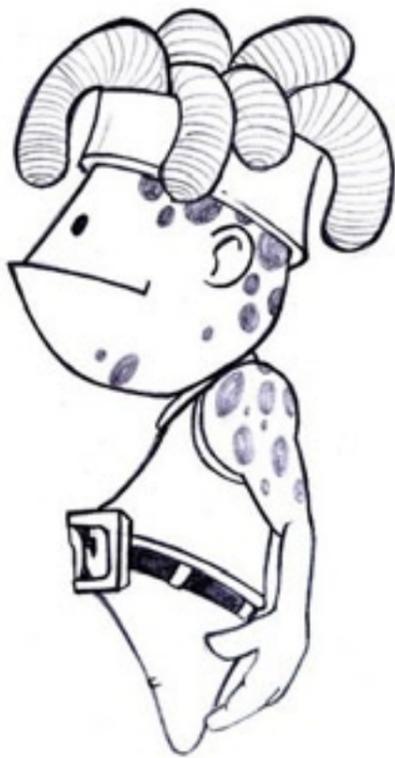


office protest

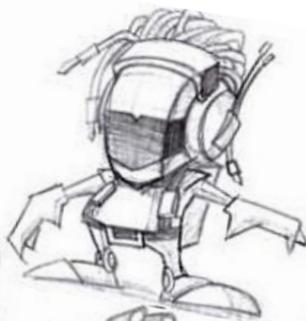


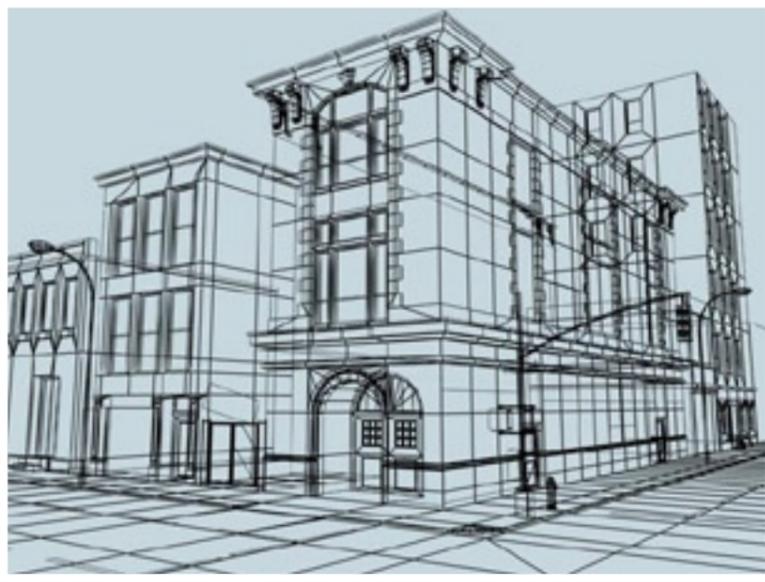
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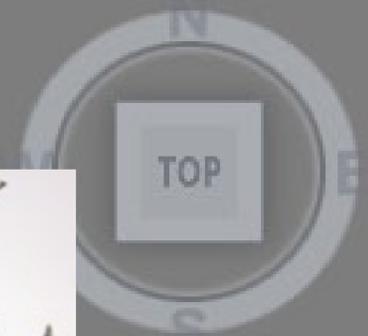


LAST OF THE
BASELINE
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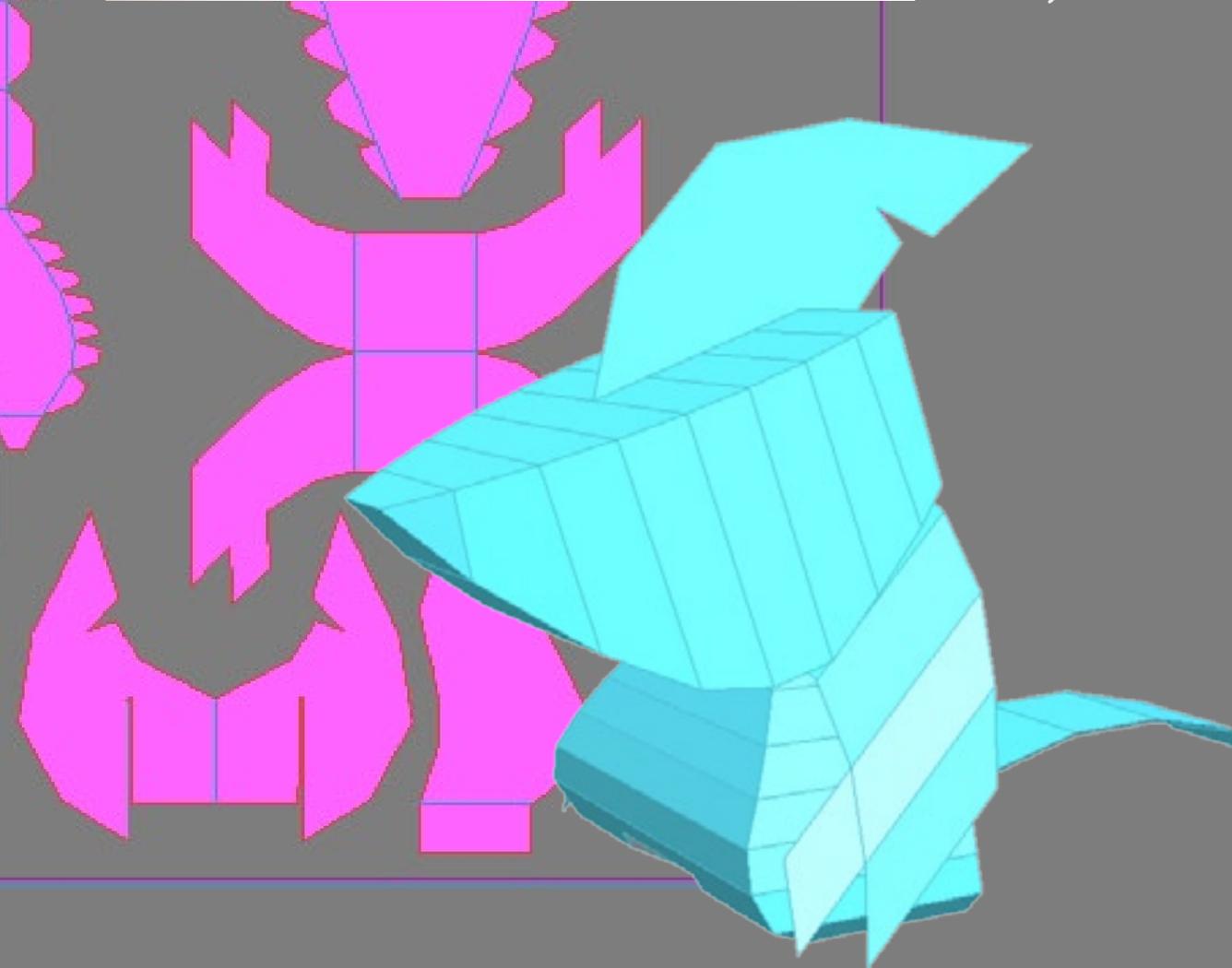
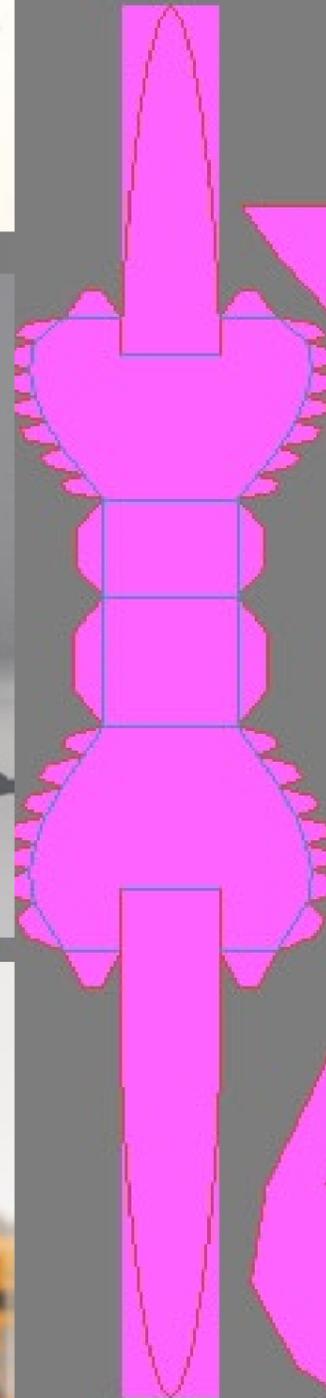
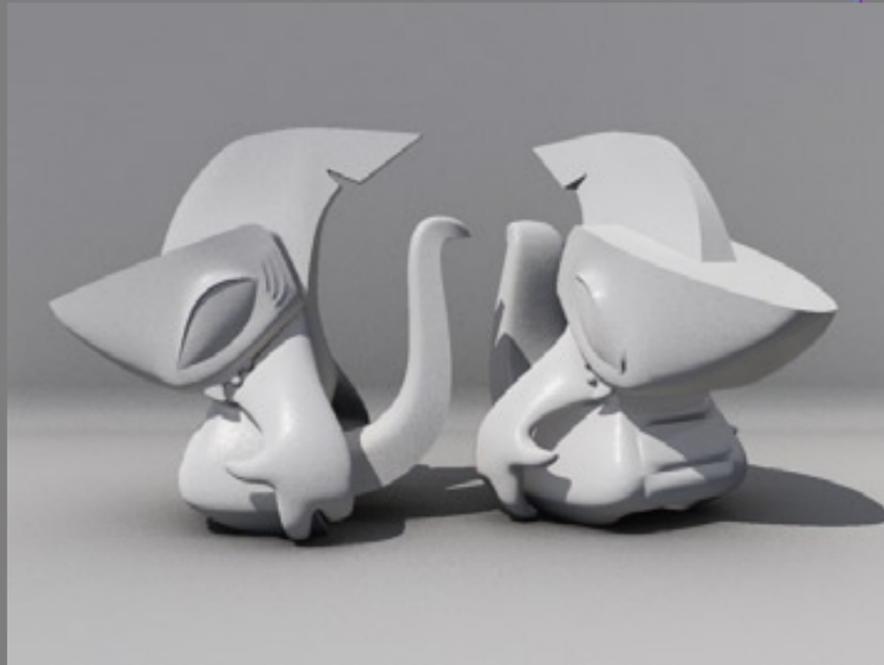
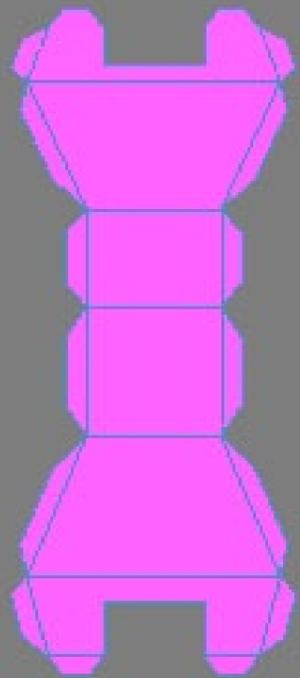


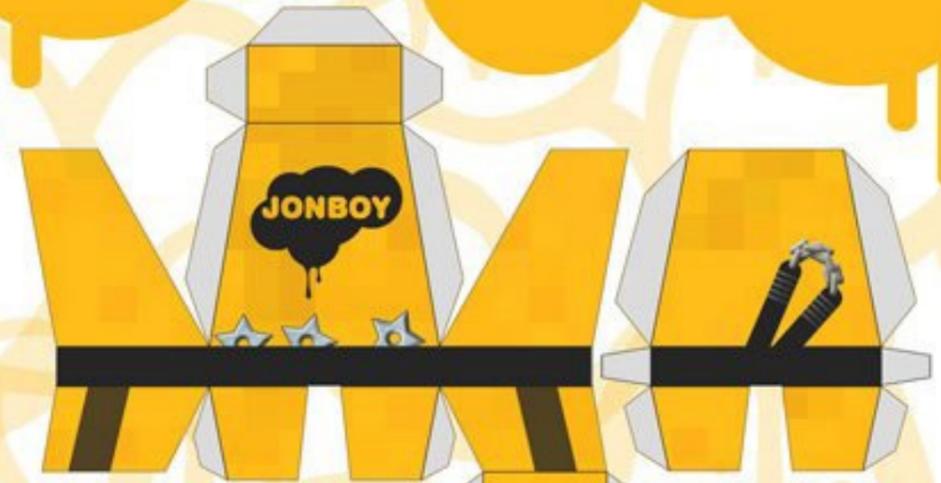
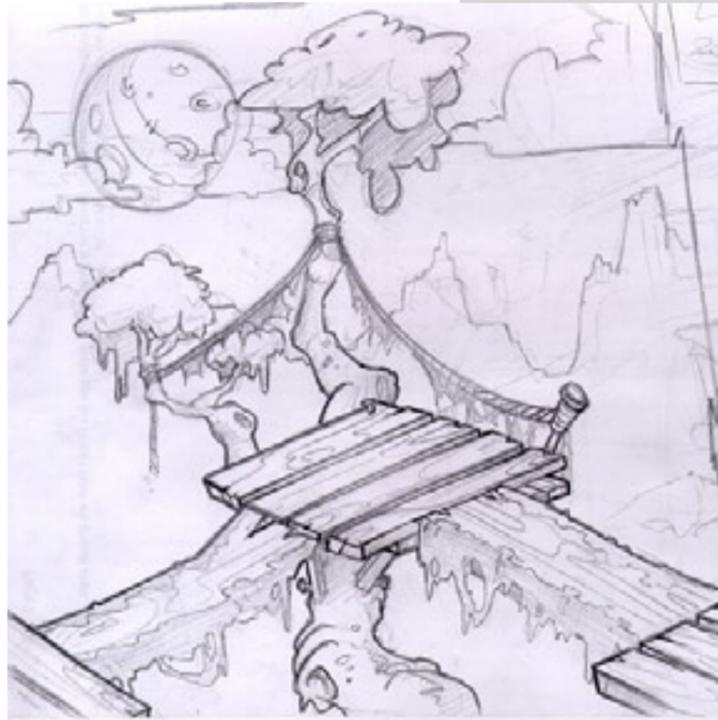


Jonny Chiba

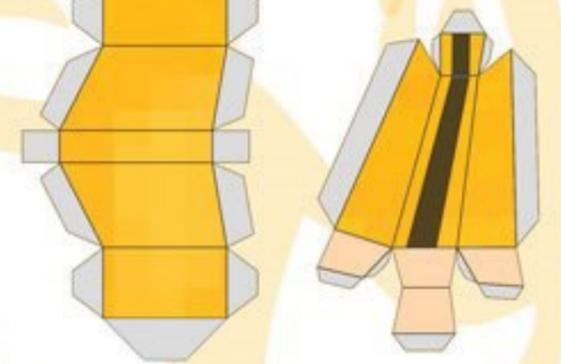


Customs by Scott Schaller





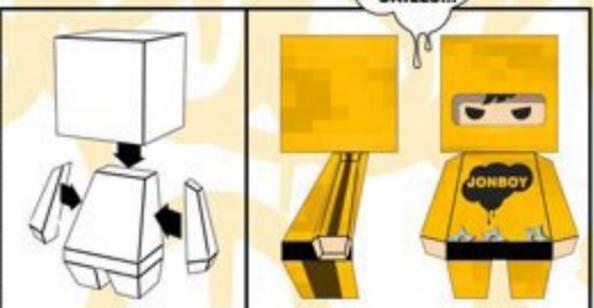
PIXEL NINJA



CHECK OUT MY NUNCHUCK SKILLS...



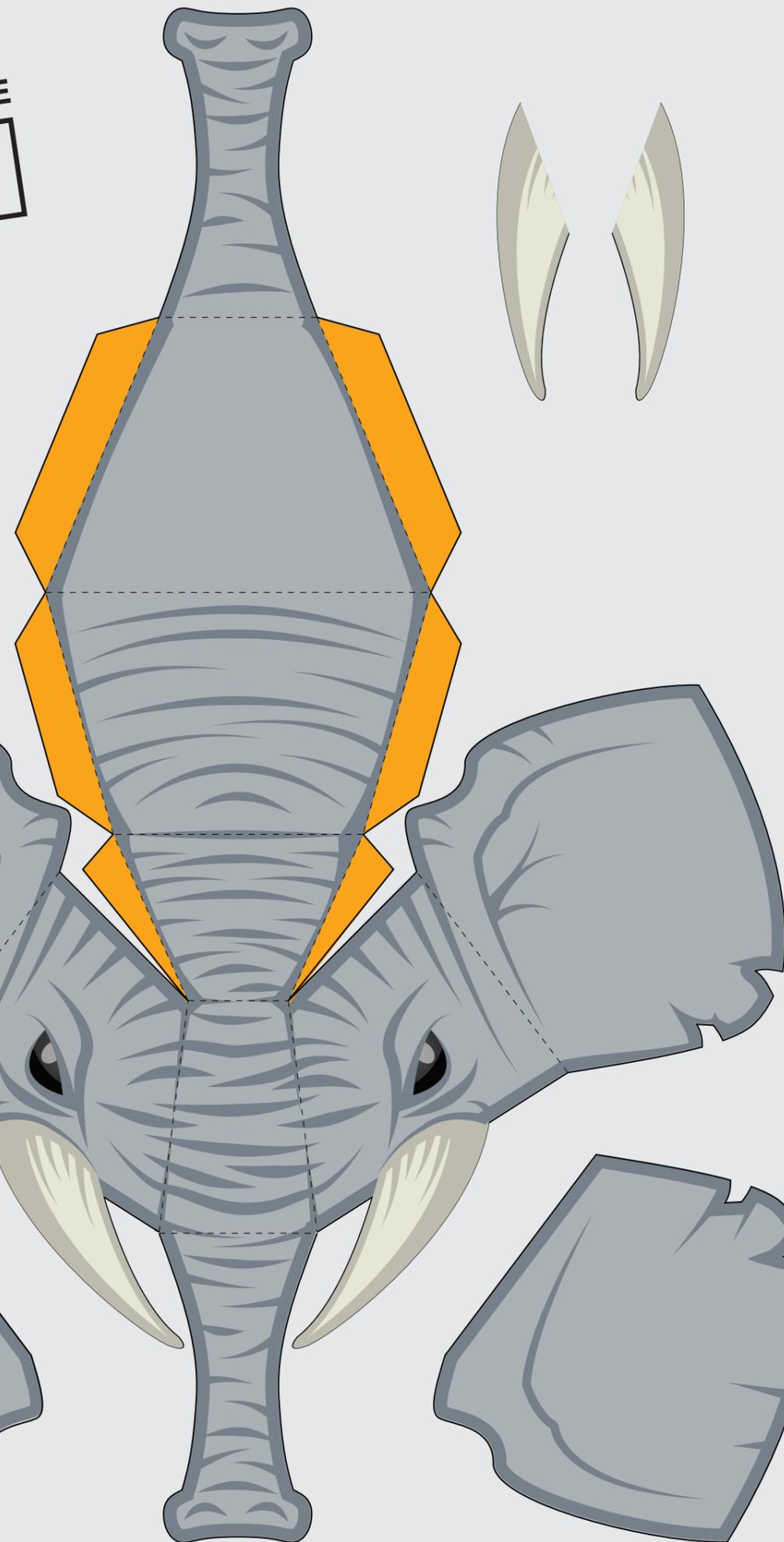
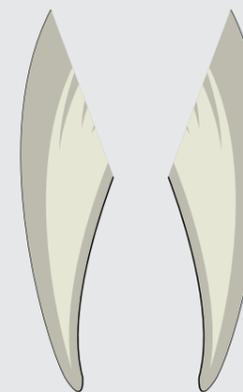
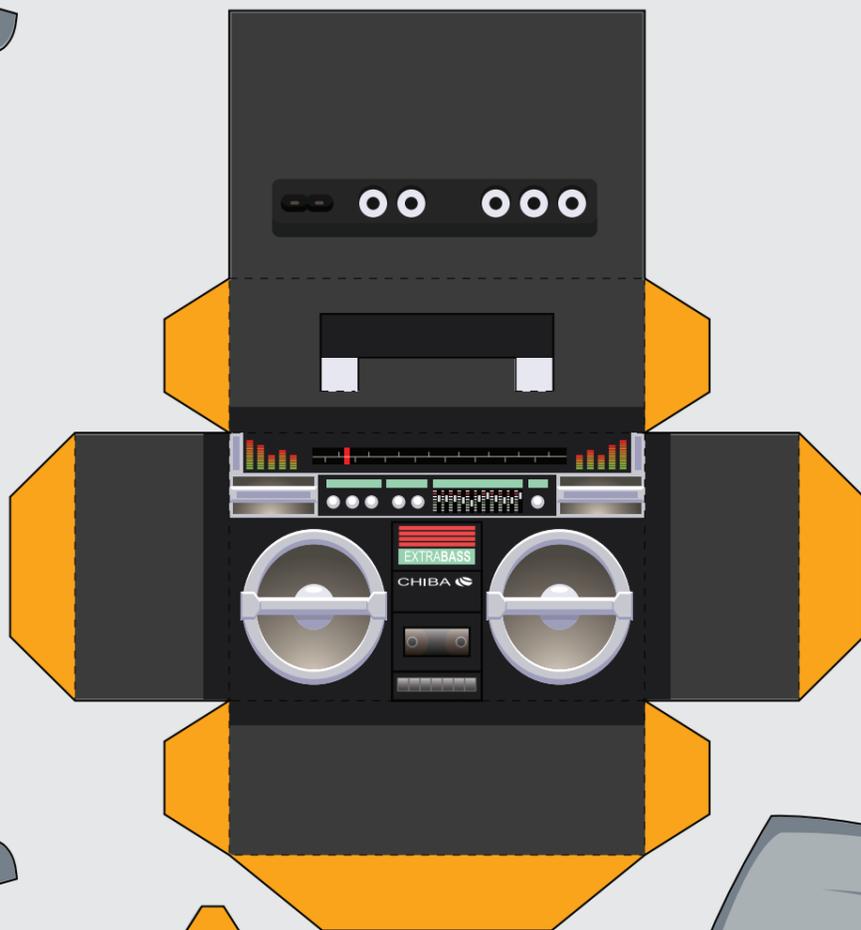
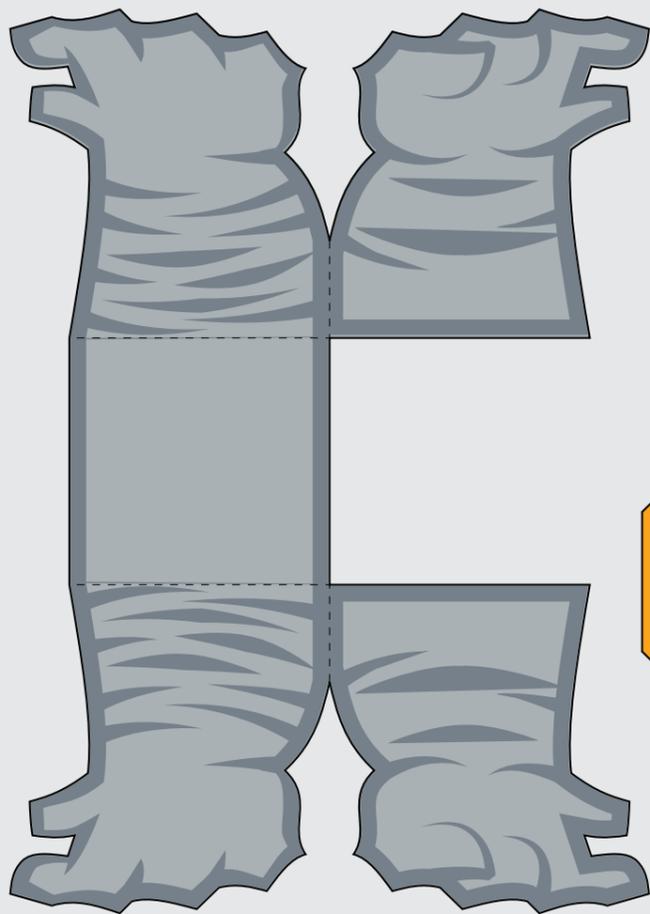
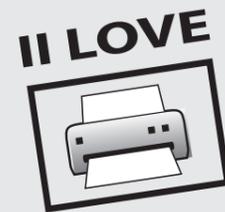
CUT OUT, FOLD, FOLD, STICK STICK...



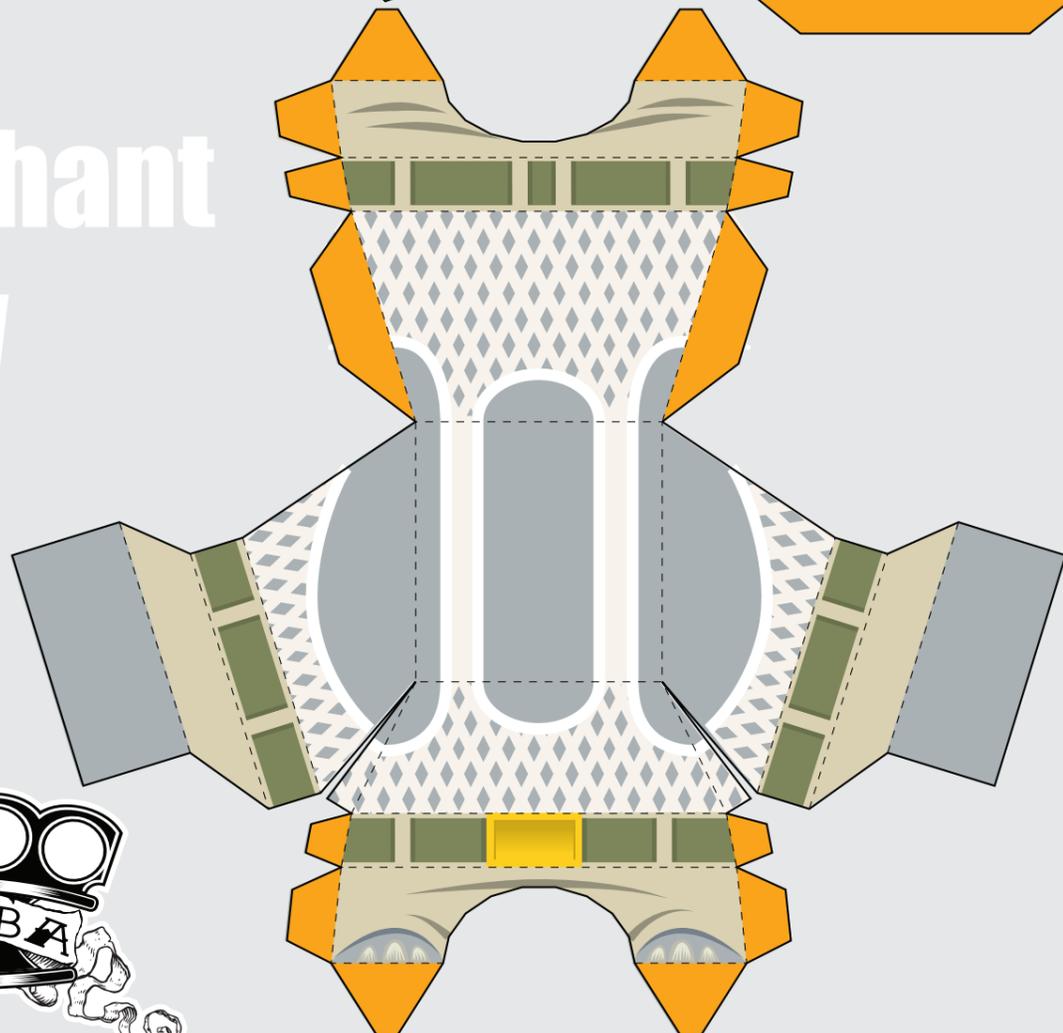


elephant bboy





elephant
bboy





From Brussels with Love...

Papertom exhibition

Stéphane is an artist from Belgium going by the name of Papertom. Before getting into designing papertoys he majored in Industrial Design and has been working as a graphic-designer for 14 years. "I began to fold and glue paper 2 years ago and then found out that there was a huge community of papertoy-passionates around the world", he says. Stéphane was fascinated by the mix of technic and the creation that the medium paper-toys offers, their low costs and the ease of sharing them via the internet.

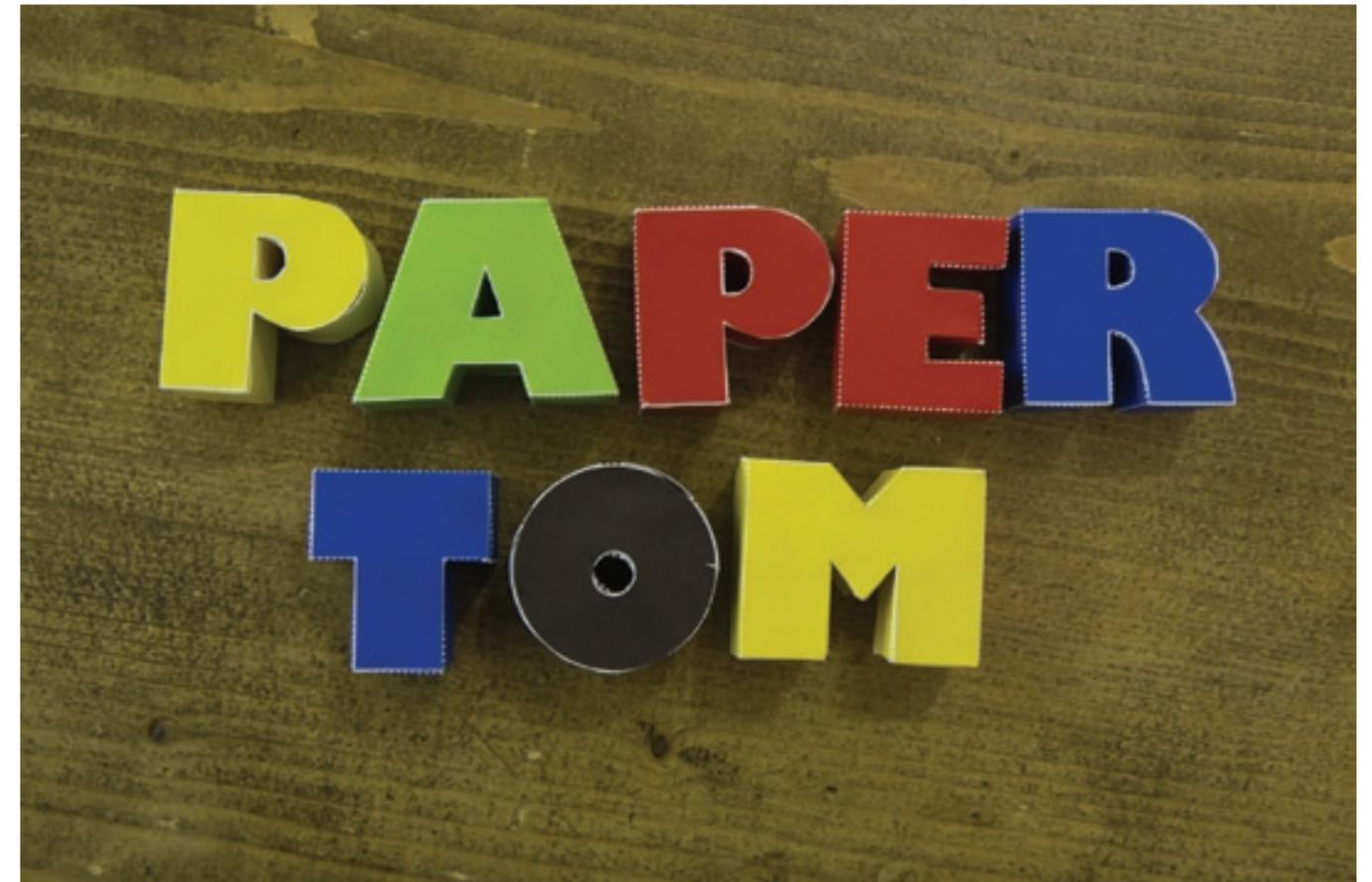
On December 16th in Brussels at a Gallery called "à St-Médard" he started his first solo-exhibition. There he displayed his papertoys, but he also created 4 cardboard giants made especially for this event and the gallery. The concept behind this Paper-Giants was "massive characters with heavy appearance built with light materials." He made them expressionless to let the people imagine their own stories about them. The invitations for that event were also something special, as a surprise for everyone there was

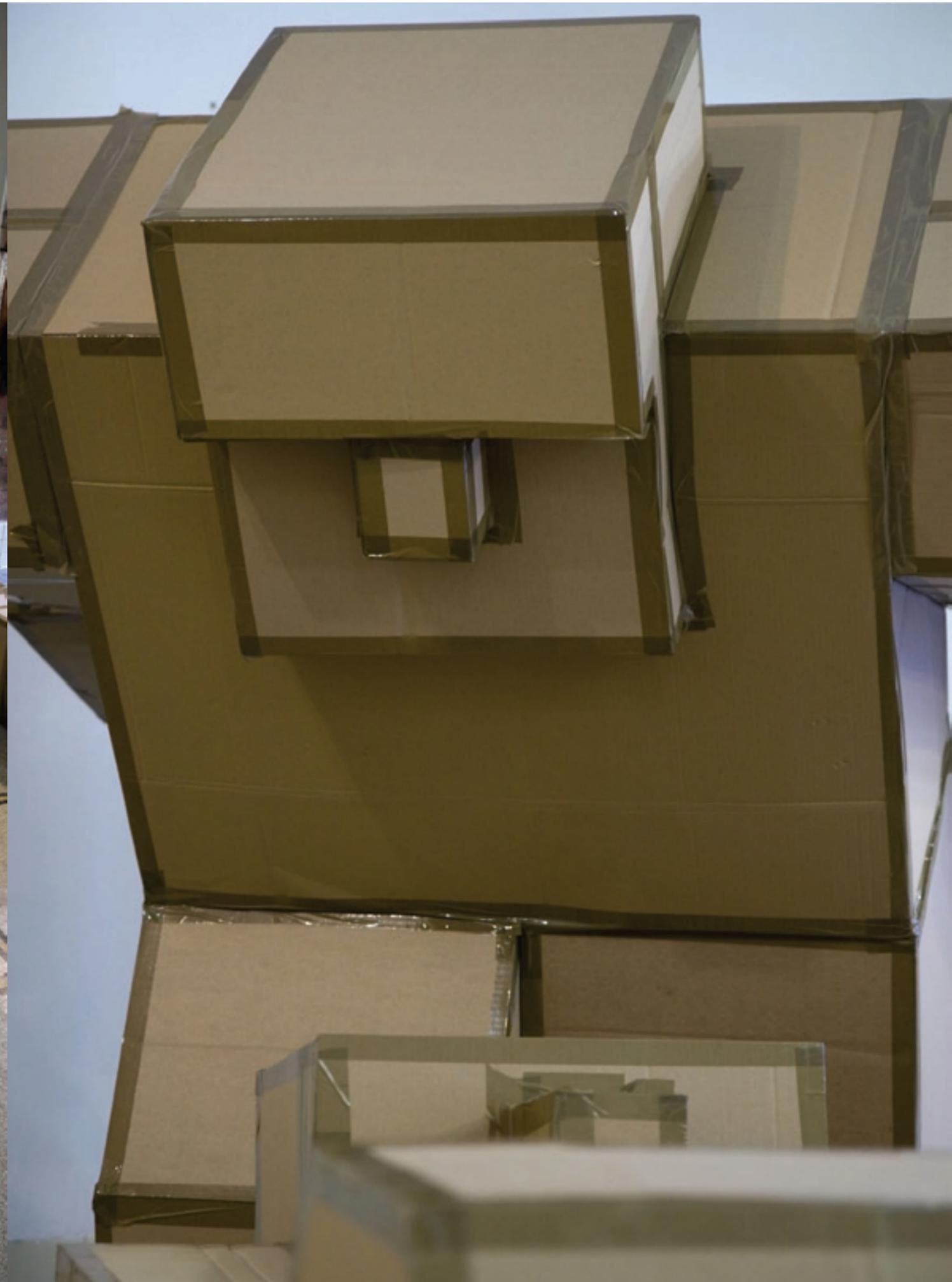
the template of one of the letters of the word "Papertom" on the back. "That way everybody could build their own papertoy and get into it as well", Stéphane says. He also made reduced versions of his Giants for people to buy, so they have a kind of "souvenir" of the show. Also available was a screenprint he made exclusively for the show of his cowboy-character "Buffalo Tom".

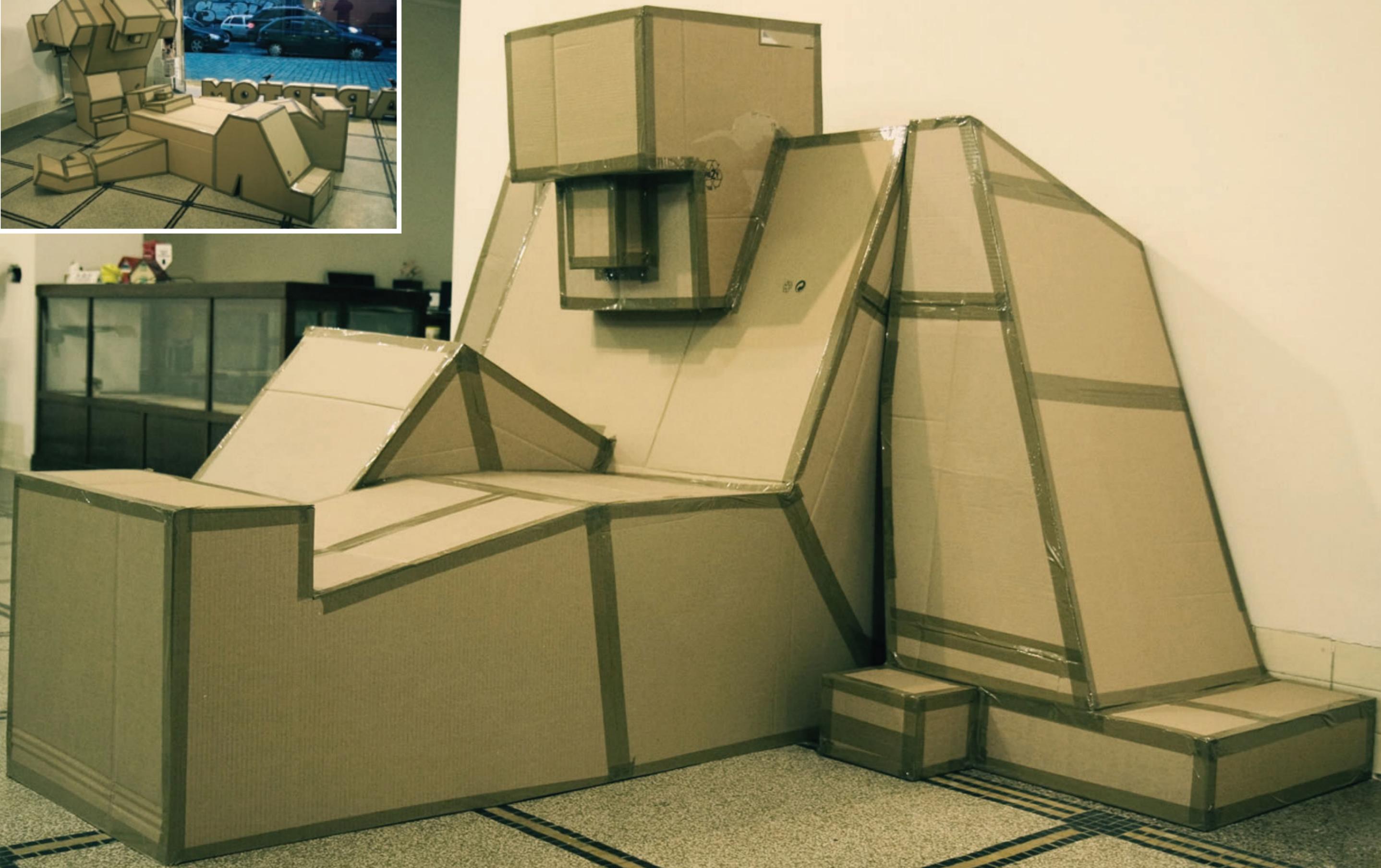
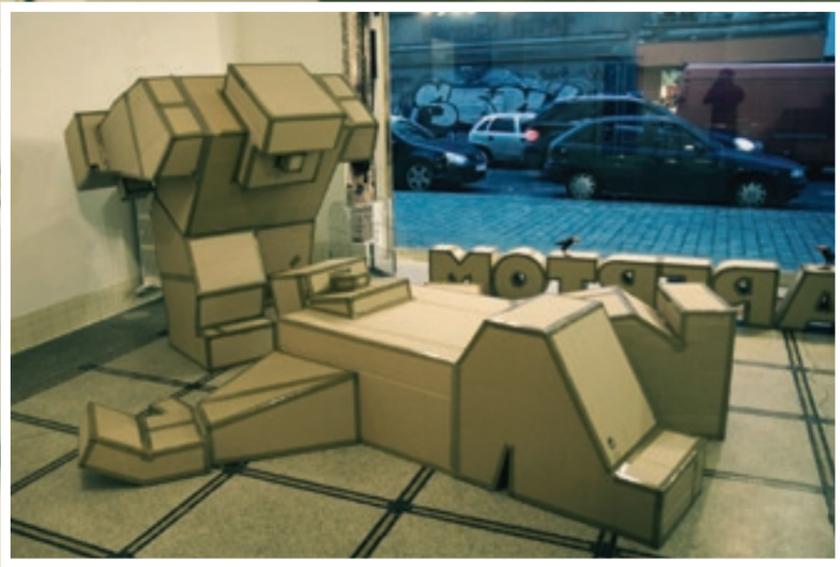
About the experience of his first own exhibition, he says: "It was a great experience for me to see the reaction of the people who went through it, and seeing smiles appear on the faces of the people who passed in front of the shop-window."

Stéphane's future plans involve experimenting with other materials as well, while still creating papertoys.

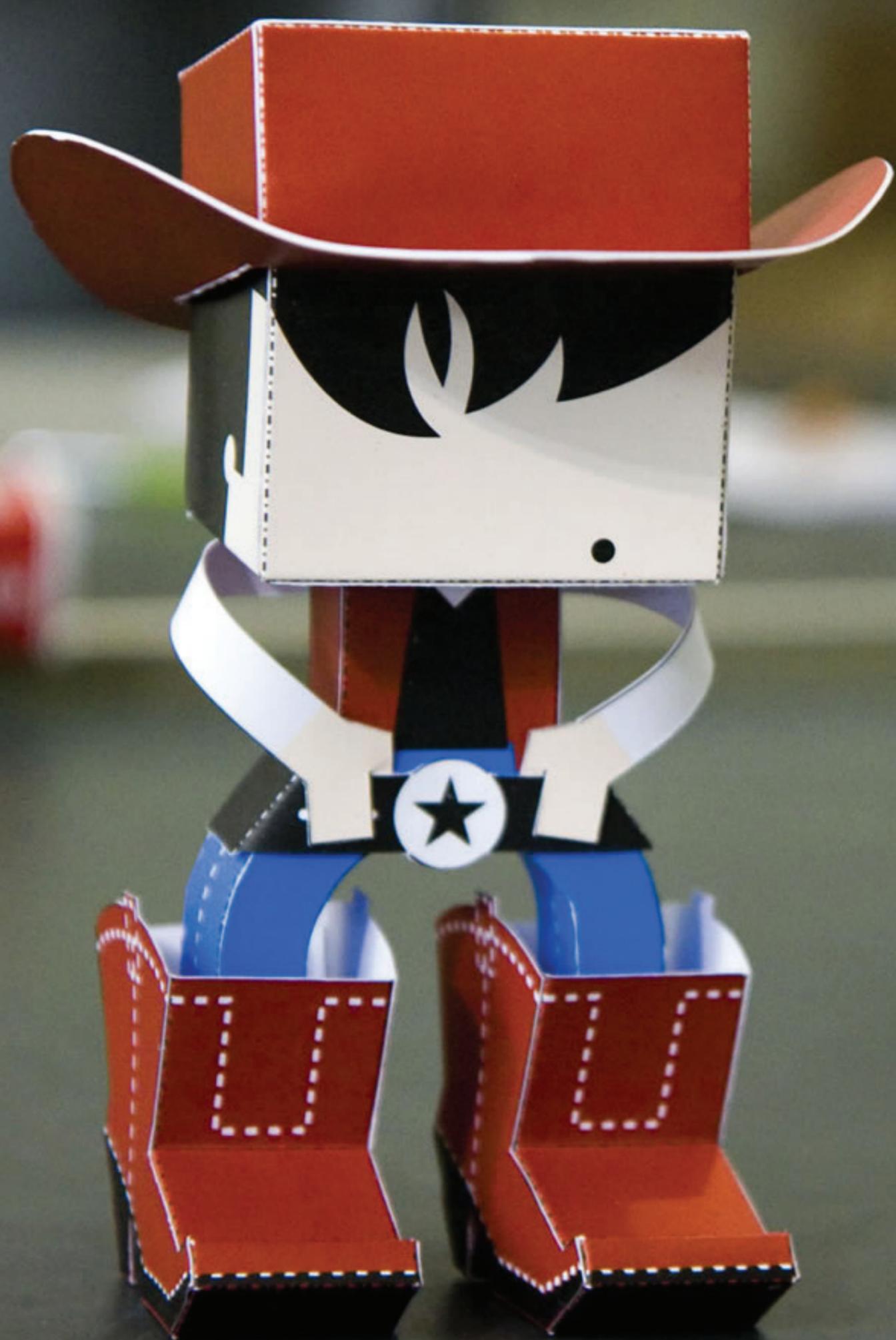
www.papertom.com



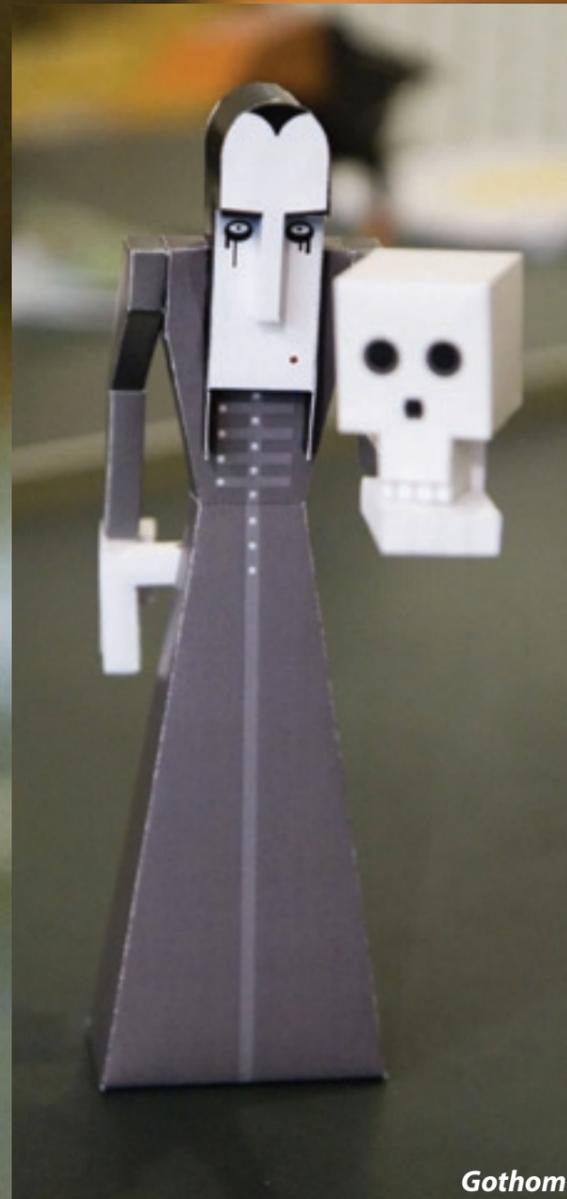








Buffalo Tom



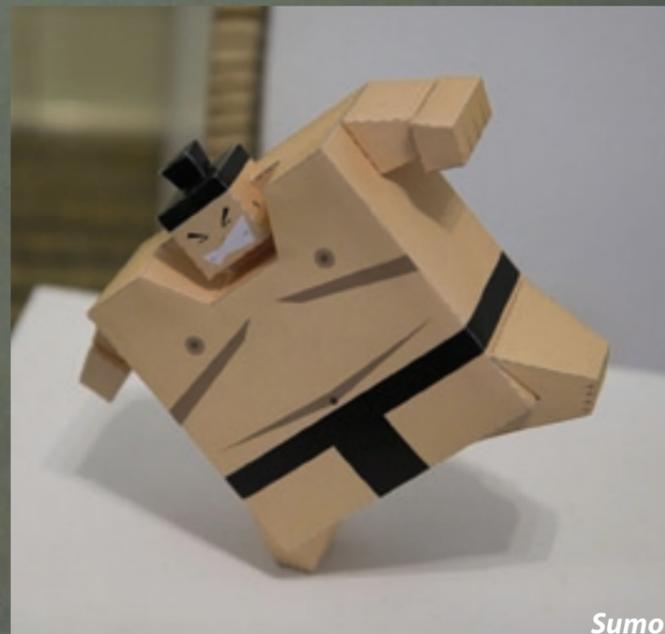
Gotham



Blank



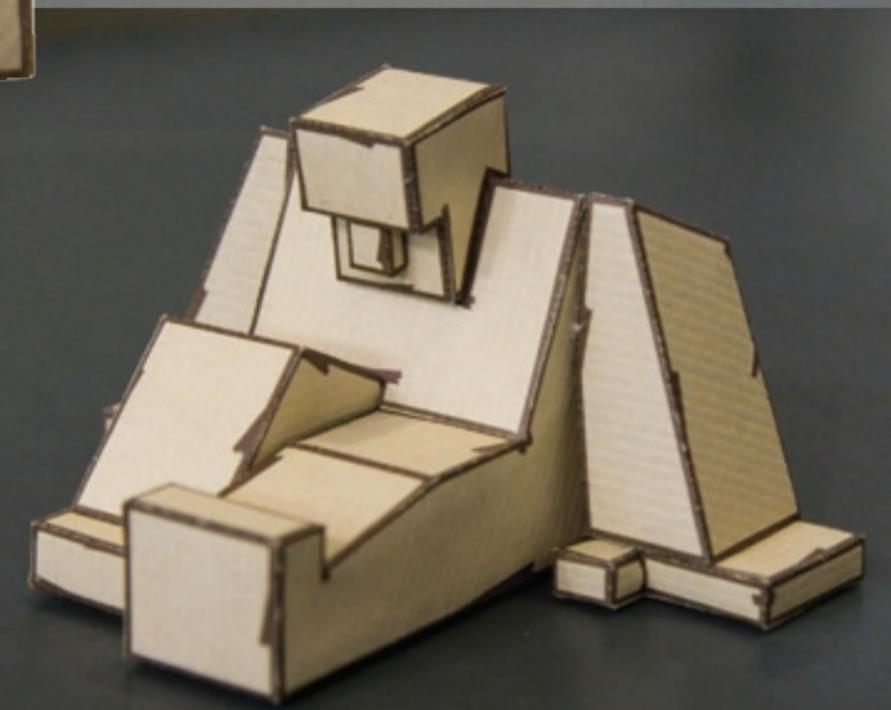
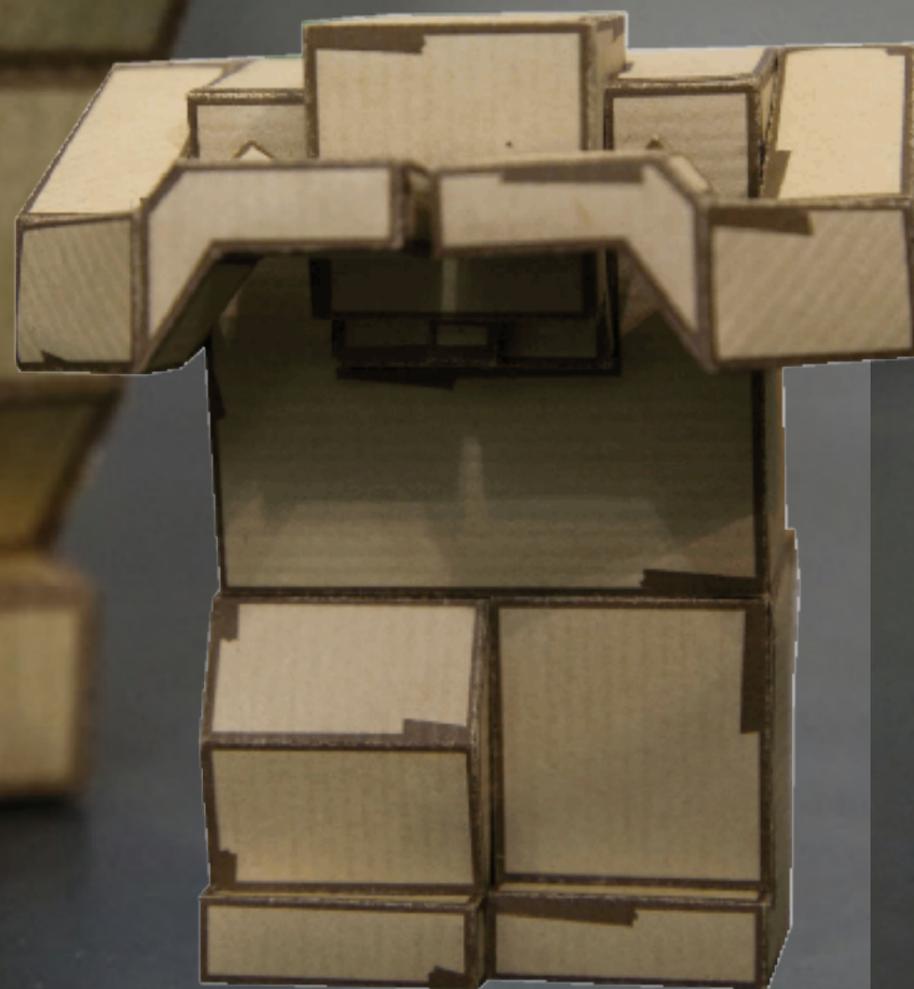
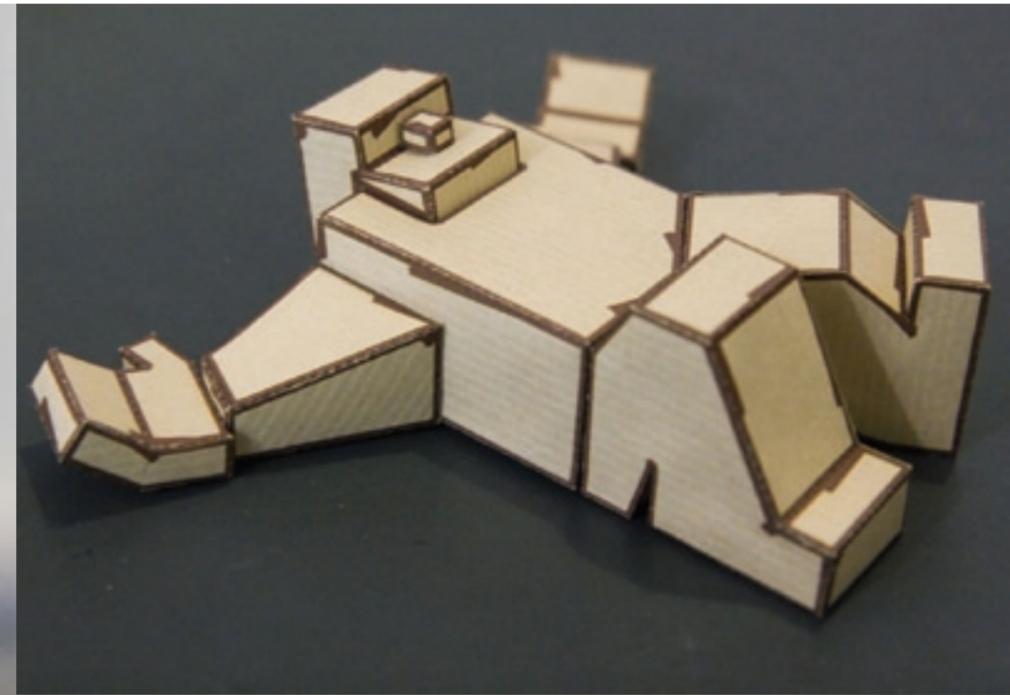
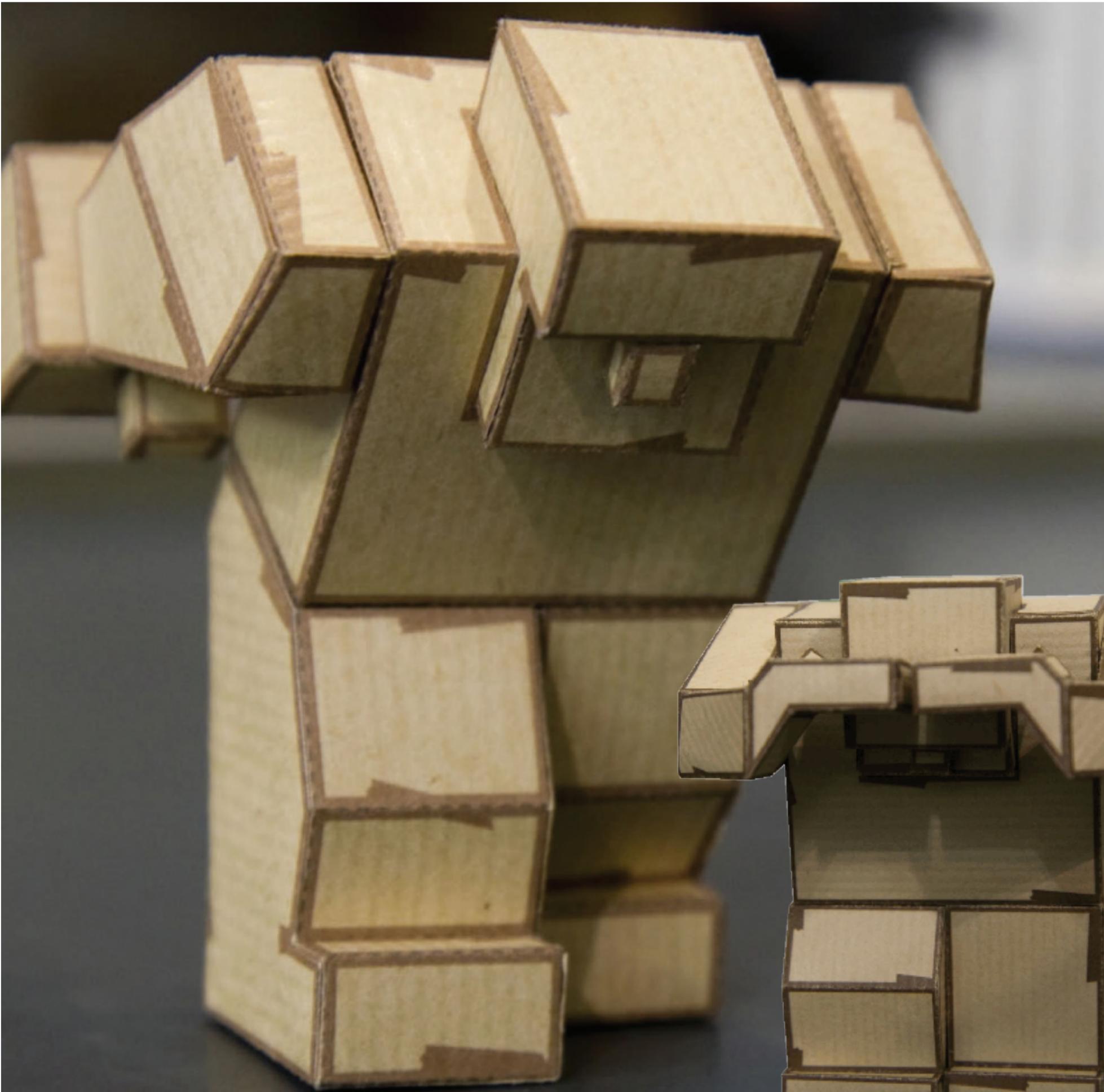
Gamer



Sumo



Nwar' Zozio



ABZ



ABZ

Abigail Bracerros
HAWAII

• How and when did you start making paper toys?

I started making paper toys close to three years ago. I first learned about them several years prior; a friend of mine built some Readymechs and brought them to a get together for each of us to take home. I was fascinated by them and downloaded all the templates but for some reason I never built them. A few years later I watched an episode of Toy Break dedicated to paper toys and saw all the great toys that were out there. From the show I learned about NPT (Nicepapertoys.com) and once I joined the site, I was hooked.

• What is it about the medium that fascinates you most?

The creativity, the communal aspect, the accessibility. For artists and for collectors, whether you're designing a paper toy or building one, you're doing something creative. I love that it's not confined to just one person or group of people or specific to a certain location. Anyone, anywhere can enjoy paper toys. And not only are

the toys easily accessible but I think most paper toy artists are as well. Paper toys have sort of become this catalyst to a great online community where people share their art.

• What's more challenging for you, skin or model design?

For me, model design is definitely more challenging. That's why I love to do customs, the mechanics have already been worked out. All I have to do is the fun part, decorate the model.

• Is there any difference in your approach when doing customs? Do you choose them or they choose you?

My approach to a custom really depends on the model itself. Some shapes are very specific so I build a character around them. Other shapes are a bit broad and become a springboard for a 'remix' so to speak. Sometimes the name of a model can dictate the design. The MechaBunnies or the ye-boT for example, it seemed fitting to create robotic characters. As far as whether I choose the customs or them choosing me, it can be a little bit of both. With the IMPS customs, what Jason Harlan (Harlancore) had created with Series Nine really spoke to me. I fell in love with the characters and the theme. I was so inspired that I had to make my own little monsters.

• Have you got any paper toy project you would like to realize, but you can't for some reasons?

Lucky, that hasn't happened yet. You have to tell yourself that you're smarter than the paper. You control it, it doesn't control you. Glue on the other hand...

• What are the benefits of sharing your creations, after all the work you put in them?

Being able to inspire people to make art. It's always great to see people build or customize a paper toy I've created. I've also enjoyed being able to connect with paper toy fans from all over the world. Of course, having the opportunity to connect with amazing artists who I admire and respect is priceless. Receiving positive feedback is also great. It affirms that what I do has a purpose or has made an impact in some way.

• Do you share any other creations?

Paper toys and a few desktop wallpapers are the only works I have online for people to download for free.

• How do you earn your corn and would you prefer if you could make your living out of paper toys?

I'm a designer/illustrator at a small design company on Maui. I think in a perfect world, it would be great to make a living out of paper toys. I think the ideal situa-



Koi, triptych



Custom for Harlancore



tion would be that paper toy artists or paper toys in general would be regarded similar to conventional art. We would be able to do gallery shows and sell the pieces (one-offs) for a fair amount of money. Or if we were commissioned to do commercial work, we would have creative freedom to do what we wanted. Who knows, it could happen some day.

• **Did paper crafting enhanced your wider reputation as a designer?**

Most definitely! Never would I have thought that doing something that I love to do for fun would bring me the recognition that I've received. It's so awesome and I'm truly grateful. I'm happy to make art that others beside myself can enjoy.

• **What paper toy artists inspire you most?**

There are so many! There are a few artists whose art I really connect to - Sal Azad, Jason Harlan (Harlancore), and Jack Hankins (Horrorwood). I'm always drawn in by their styles and the details they put into each piece. I love that sort of thing. Of course there is the always inspiring Matt Hawkins, Brian Castleforte, Marshall Alexander, Shin Tanaka, Maarten Janssens (3EyedBear), Christopher Bonnette (Macula), Dolly Oblong, Tougui, Marko Zubak, Johanes (Saltnpaper), Nick Knite, Matthijs C. Kamstra (mck) and Bryan (Paper Foldables) to name a few. All the wonderful artists that I've had the opportunity to collaborate with... I really could go on and on.



Custom for Nana Pong



Boxcan

ABZ x ABZ

Sizza custom for Phil



Custom for Eric Wirjanata

Custom for Nick Knite



TWITCH CUSTOMS



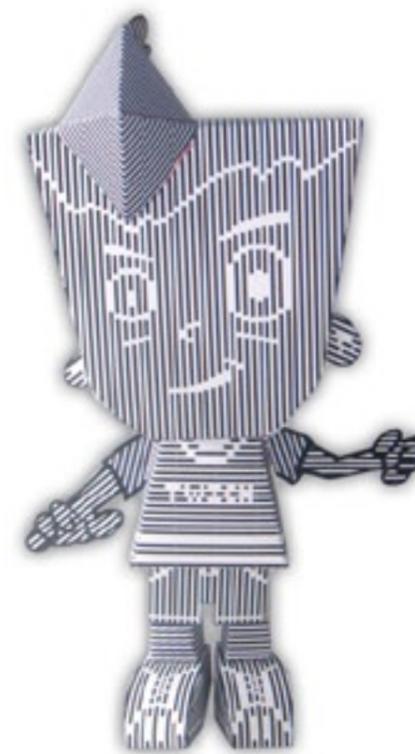
Boney by Dyadic



Crust by Sal Azad



Tweedle by Henk Engst



Stripe by Zakane



Whisker by Peter Sly

• Do you think that paper toy boom is still to come or it's going to remain more or less like nowadays?

I don't know. Speaking as someone from within the community, I'd say paper toys are booming. There are always new toys and artists popping up on NPT. It's great to see more people joining in. I think with the books released by Matt Hawkins, Brian Castleforte and Louis Bou, more people around the world will learn about paper toys.

• If you ever stop making paper toys, for what reason would it be?

For me to stop making paper toys, my hands would literally have to fall off. Preferably while building a paper toy.

• What are your projects for the future?

I plan to continue working on a new series of robots called Zealot Guard. I guess I have a thing for robots that I never knew about until I started making paper toys. There will definitely be more customs and maybe a few other things so keep an eye out.

• If you got the opportunity to fulfill your dreams, how would it look like and where in the world would it be?

I would love to travel some day. Visit several countries, rock out at some concerts and hopefully participate in an international paper toy gathering were I could meet up with other paper toy artists and fans. That would be awesome.

www.oh-sheet.com



CBC portrait



Document Date: 12/13/2010
Document Type: Memorandum
Subject: RUDDY - Model OS13

Ruddy - Model OS13 is the U.S. government's first
against factions
of humanity. The
robust robot is
robust robot to
date. Its unique features include design and tech-
nology derived from those recovered in Roswell,
New Mexico. Testing has proven the OS13 effective,
deployment may begin immediately.

RUDDY-OS13

CONFIDENTIAL



ADMSXT ABZ

Custom for ADMSXT



ye-boT

Custom for ye-boT initiative by Marko Zubak



ZERLOT GUARD
OH-SHEET PAPER TOYS 2011



Twitch Series

ABZ



DVNT Girl



Michael Jackson

saltnpaper.blogspot.com

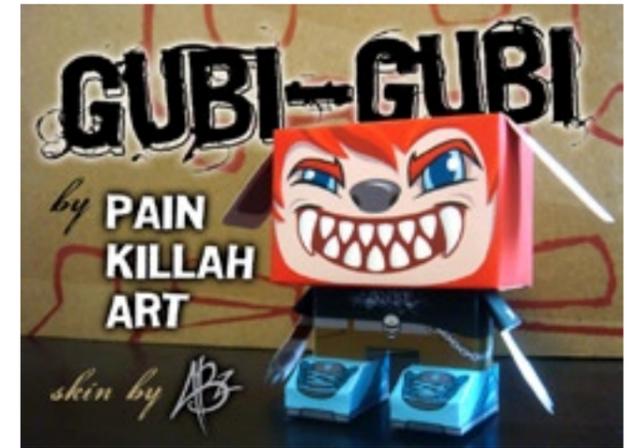
ABZ
ON-SHEET.COM



GAMMON

// BATTLE WORN // & // FACTORY FRESH //

Customs for Saltnpaper

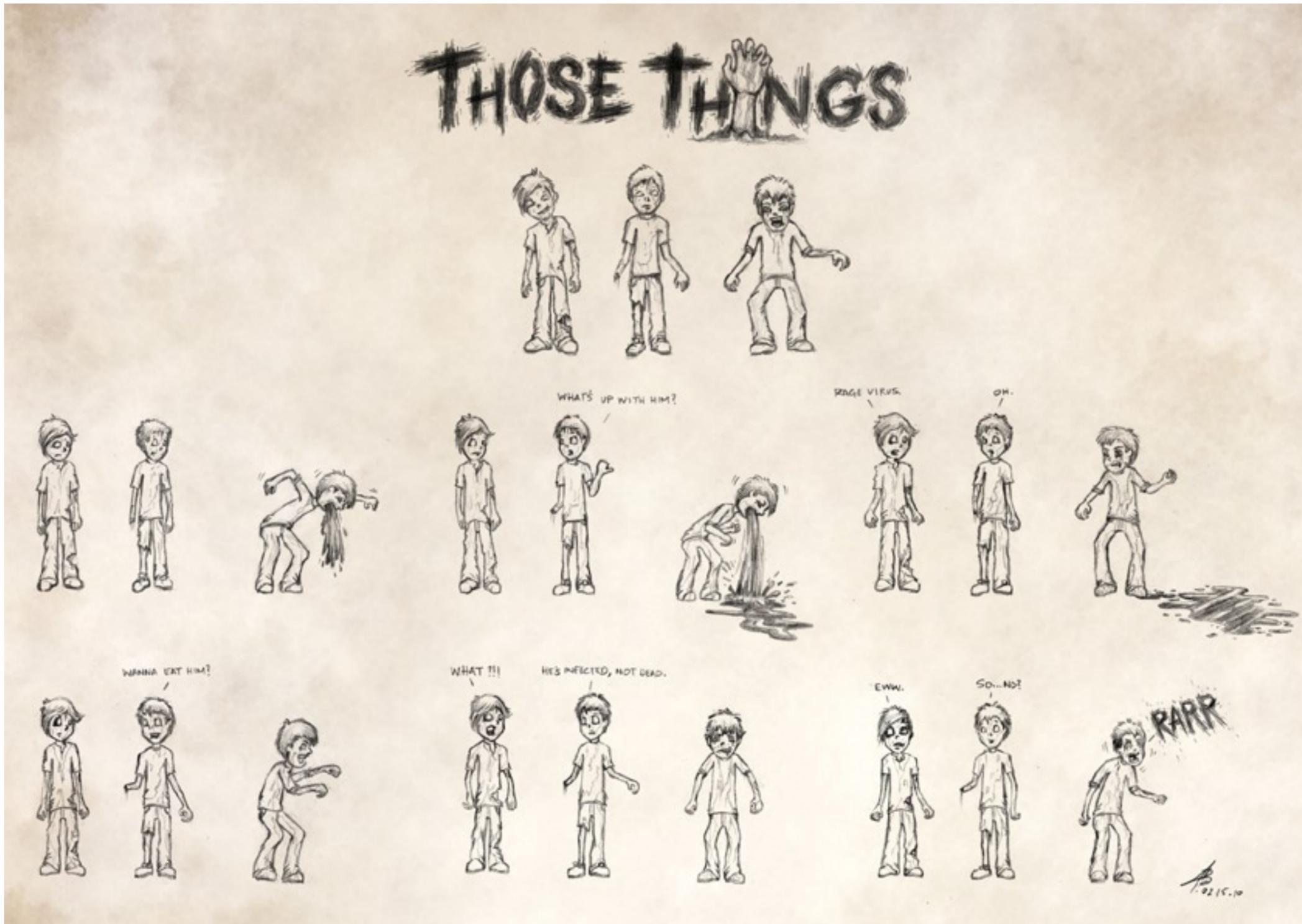


PK ABZ

GUBI RISE UP

Customs for Pain Killah







Customs for Nick Knite



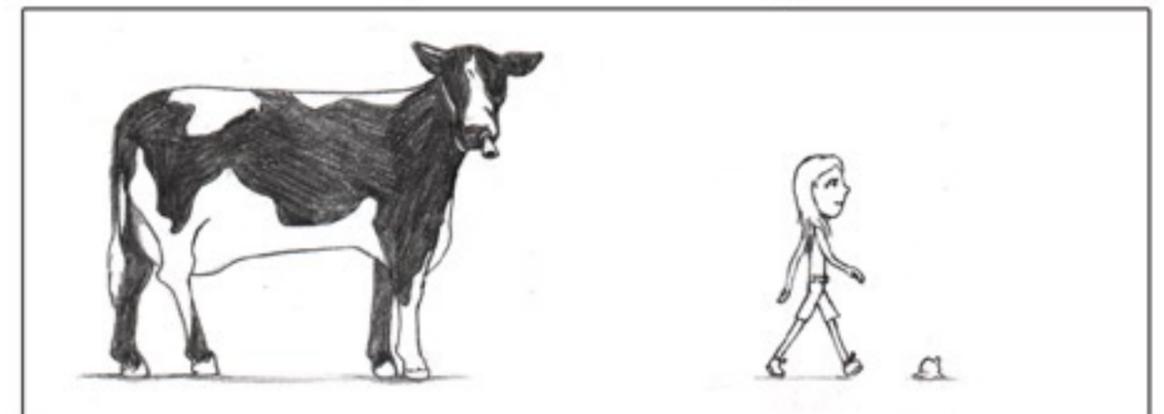
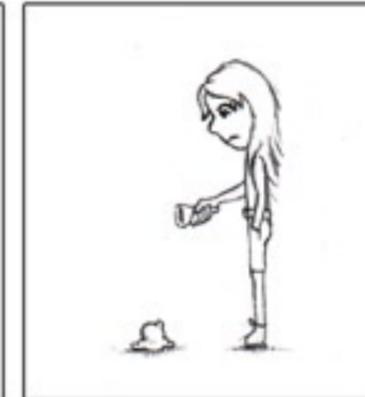
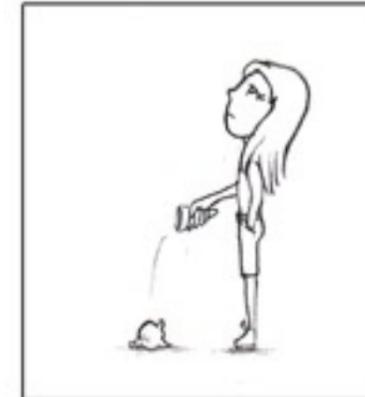
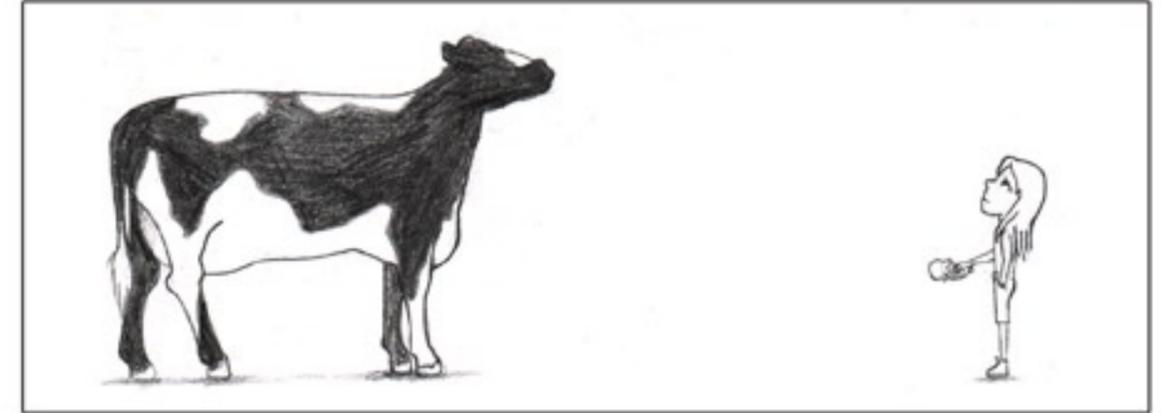
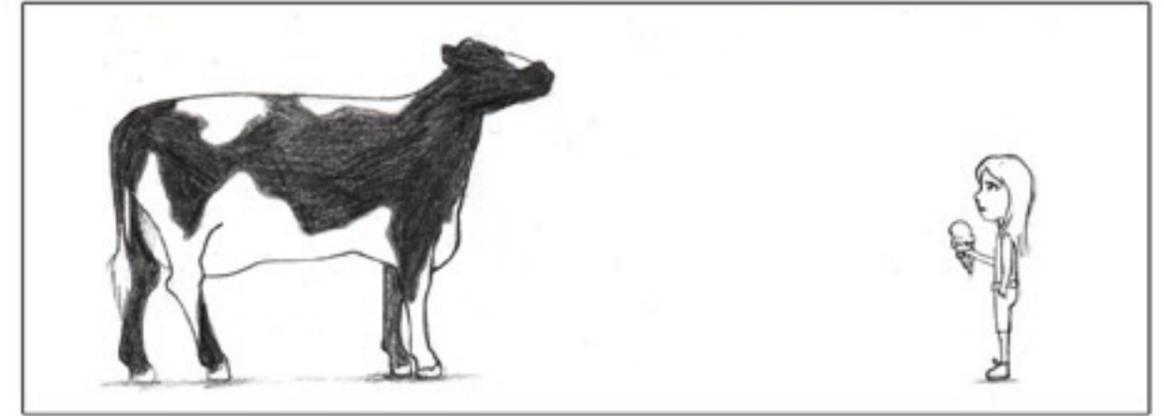
Car Crash Hearts



Alex



Custom for Alexander Gwynne





nick
knite



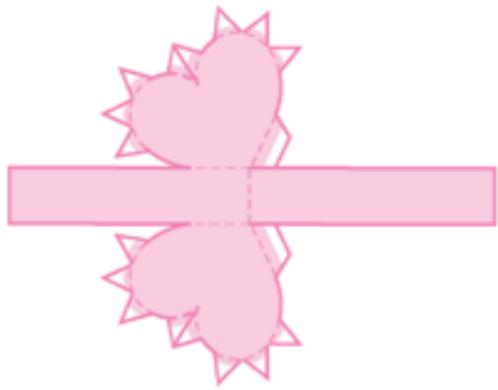
My pet bear



SIZZA PANDA

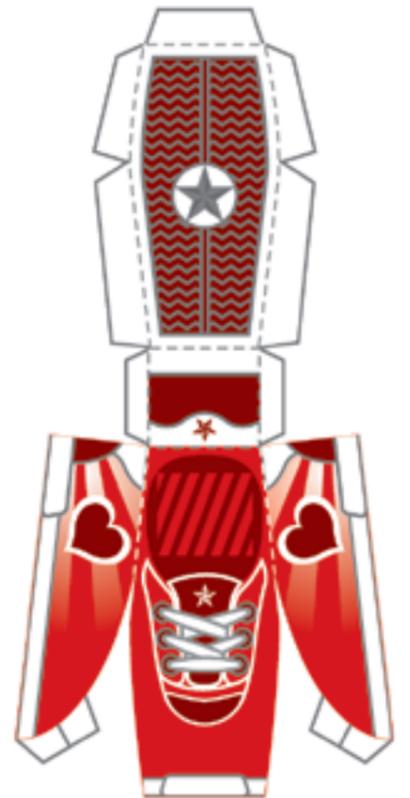
Custom for Nick Knite



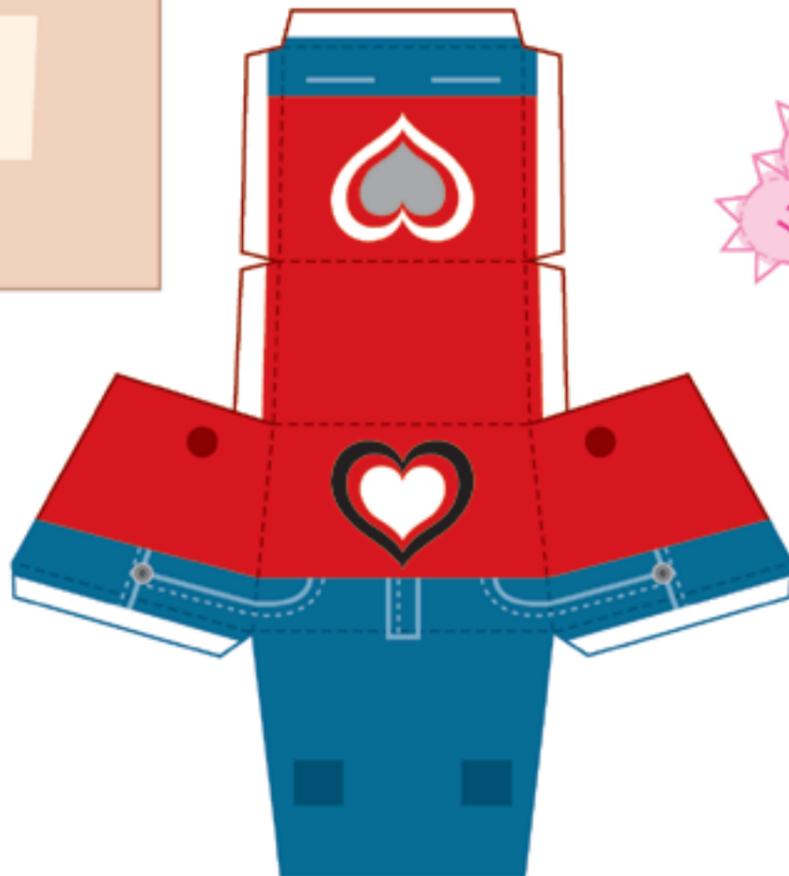
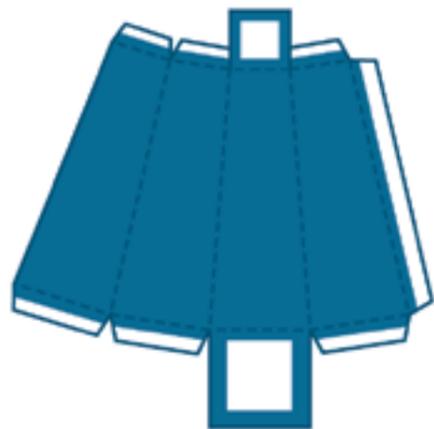
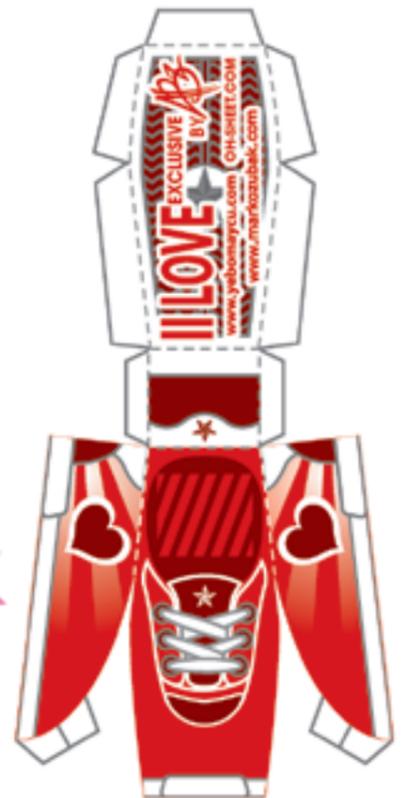
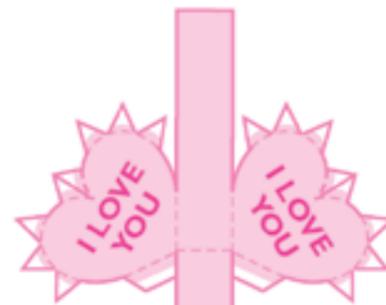


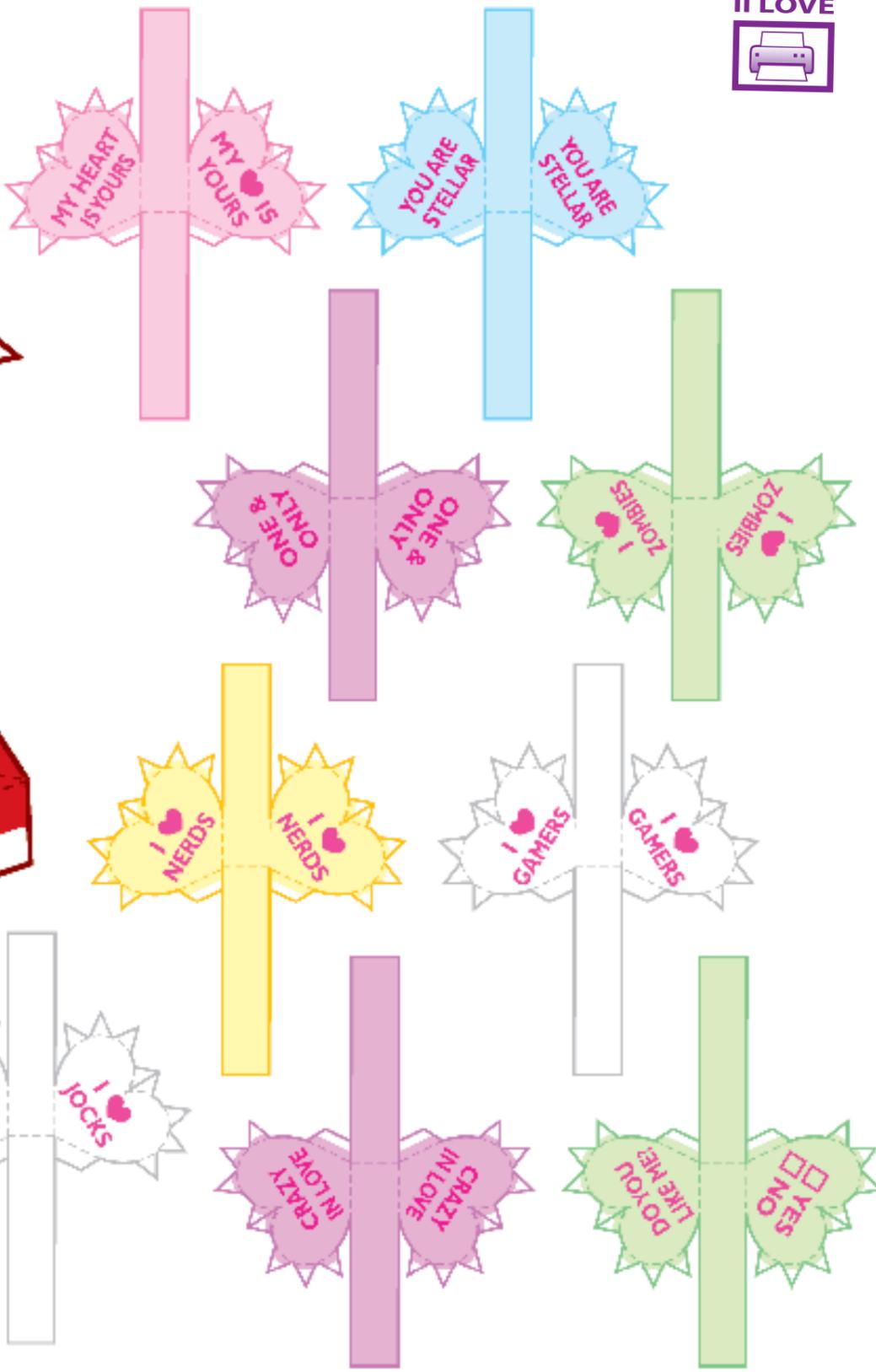
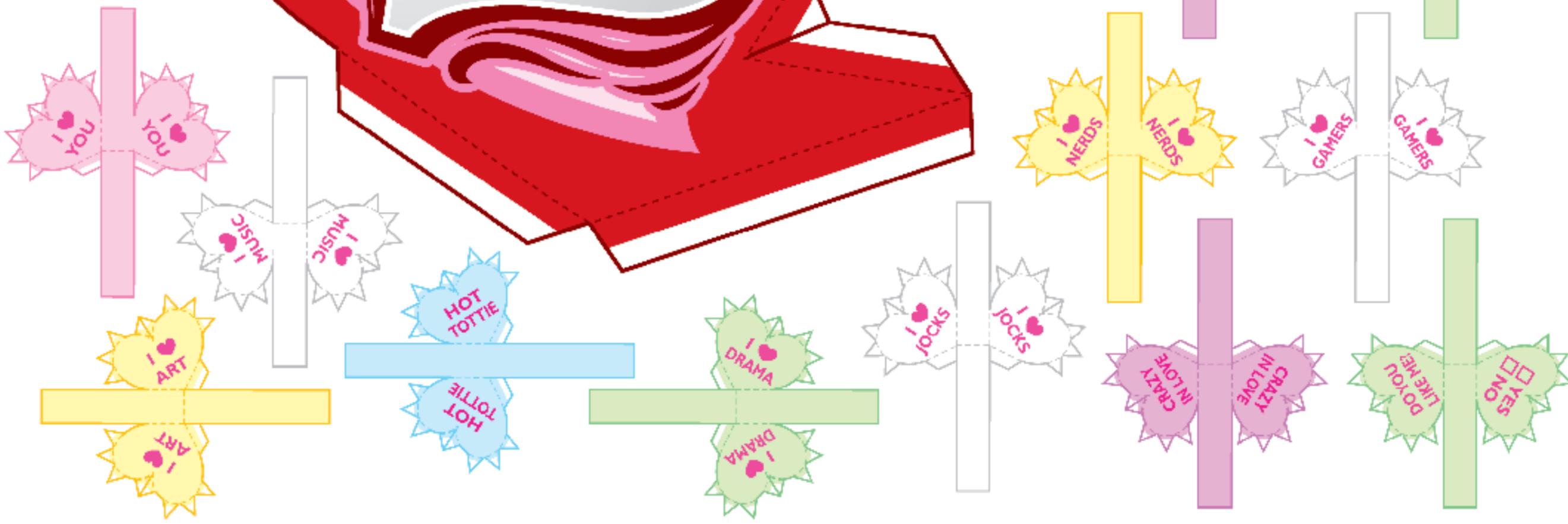
Cut

Fold



II LOVE EXCLUSIVE BY *AB*
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To construct the I Love Heart: 1. Cut out the !! piece and glue to the back of the of the I piece (see instruction at the top of this page). 2. Cut out both heart pieces and pre-fold at all fold lines. 3. Glue the bottom tab of the 'One Love' piece to the bottom strip of the 'I Love' piece, align between the fold lines. Aside from the long strips, the heart shapes should look like mirror images. 4. Fold the bottom strip up towards the larger curve of the heart, gluing to the tabs while gradually working upwards. 5. Then fold the top strip down towards the larger curve of the heart, gradually gluing to the tabs while working your way downwards. 6. Fold the remainder of the top strip down towards the center of the heart, then back up and around the remaining side of the heart, gradually gluing the tabs as you work your way towards the bottom of the heart.



WACK in the BOX

by CASTLEFORTE

“Wack in the Box”, the new breakout app

by CASTLEFORTE

Torment your virtual pet monster and watch him wreak havoc on your device. Print, build and collect your very own Wack in the Box papertoys right from the app.

★★★★★
Wacky! Good fun.
~ David S.

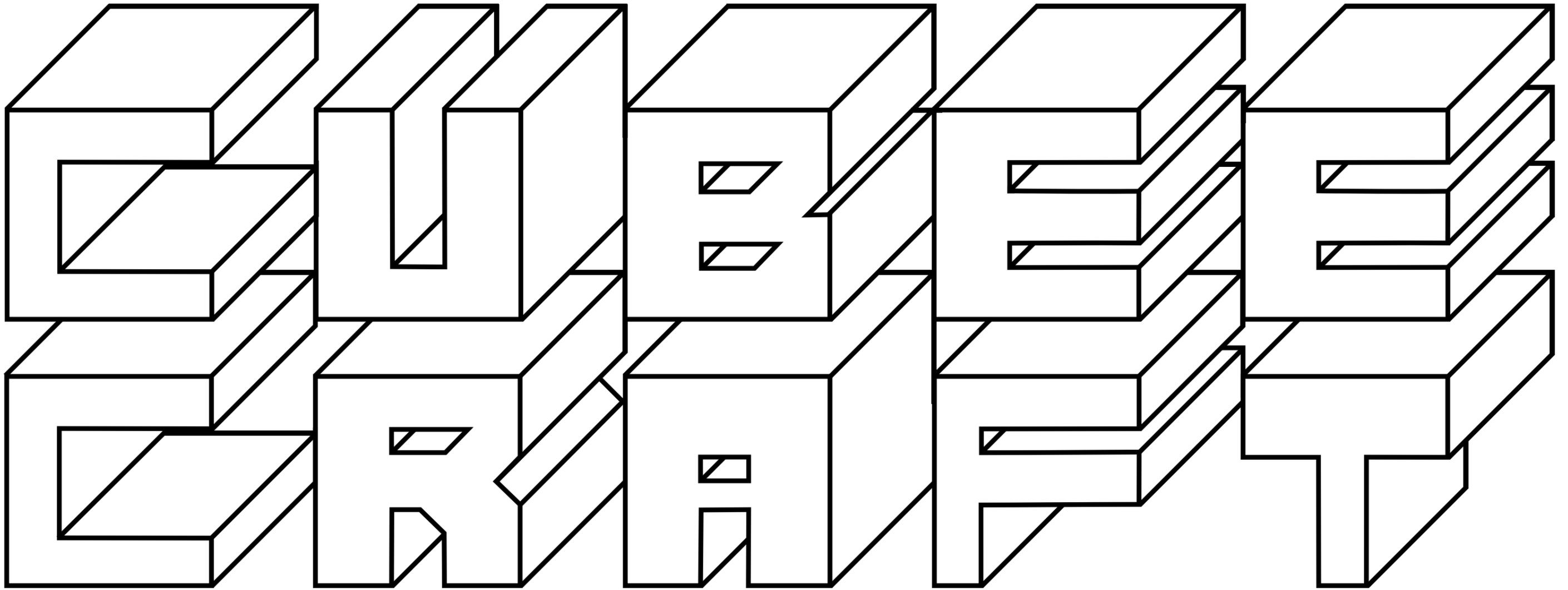
★★★★★
This is such an awesome application.
It will leave you with a smile on your face!
~ Spanky Stokes

★★★★★
Cool papertoys and Wack gear!
~ Bullet Hell Fetus

★★★★★
I love the artwork and the concept
and being able to print the papertoys.
~ anonymous user

★★★★★
My kid's favorite app!
This is entertaining art in motion.







Rustee

Chris Beaumont

C U B E E C R A F T

New York, USA



• **For those who don't know, who stands behind the Cubecraft and what do you do?**

My name is Chris Beaumont. I am an artist living in Brooklyn, New York. When I'm not working on Cubecraft I oversee game development on a special project at the Sesame Workshop.

• **How long have you been papercrafting and what attracted you to this way of expression?**

I can remember making little paper dice in elementary school, making a rocket pack out of a cereal box after I saw The Rocketeer... I've generally always been keen on craft projects especially if they were fun to do. The first paper model I remember making was a StarFox Arwing that came in an issue of Nintendo Power - I remember it being a bit frustrating to assemble...

• **When did you come up with your famous Cubecraft paper toy and what was your first idea behind this shape?**

I had come up with the idea back in college of creating a "designer" paper toy that was easy to assemble. The idea came to me during a packaging design class while at Pratt. We had a project where we had to choose from a number of objects and create a piece of packaging for it. I chose matches and built a matchbox which looked like a little firetruck. It had a bay in the back that dispensed matches.

Vinyl toys were really taking off at the time but they were expensive to buy or produce and all of the really awesome customs I was seeing online were one-offs. I thought it would be cool to find a way to do toys on the cheap and also inject some craft into it. By the time I figured out what I wanted to do though I had found there were already a bunch of folks doing this with paper toys - very inspirational! Thinking back I think the first ones I saw were the Ready Mech series.

I wanted to make something simple and remembered the dice I had built back in elementary school. I also thought it would be good to make it glue-less somehow so there's wasn't a lot of materials or investment involved.

I went through a lot of designs - different proportions, sizes, ways of connecting pieces - but ultimately settled on the one you see on the site.

• **What success did this character brought you and how did you achieved it?**

When I started the site I really just did it for myself... it was a challenge to do something non-work related and I challenged myself I would do a new one each week. I wanted to share with friends without spamming their e-mail with "look what I did!" every week so I put the site together.

The site was largely spread by word of mouth, though mentions in Daily Candy and on Cartoon Network's Adult Swim didn't hurt either!

• **Is putting free paper toys on your site enough for self promotion, or you have to work it out the other ways as well?**

Meeting people and building a network are very important if you are an artist. The site certainly helps but I do it more for fun than anything else. I'm happy people like the work but at the end of the day if I wasn't enjoying it I wouldn't do it.

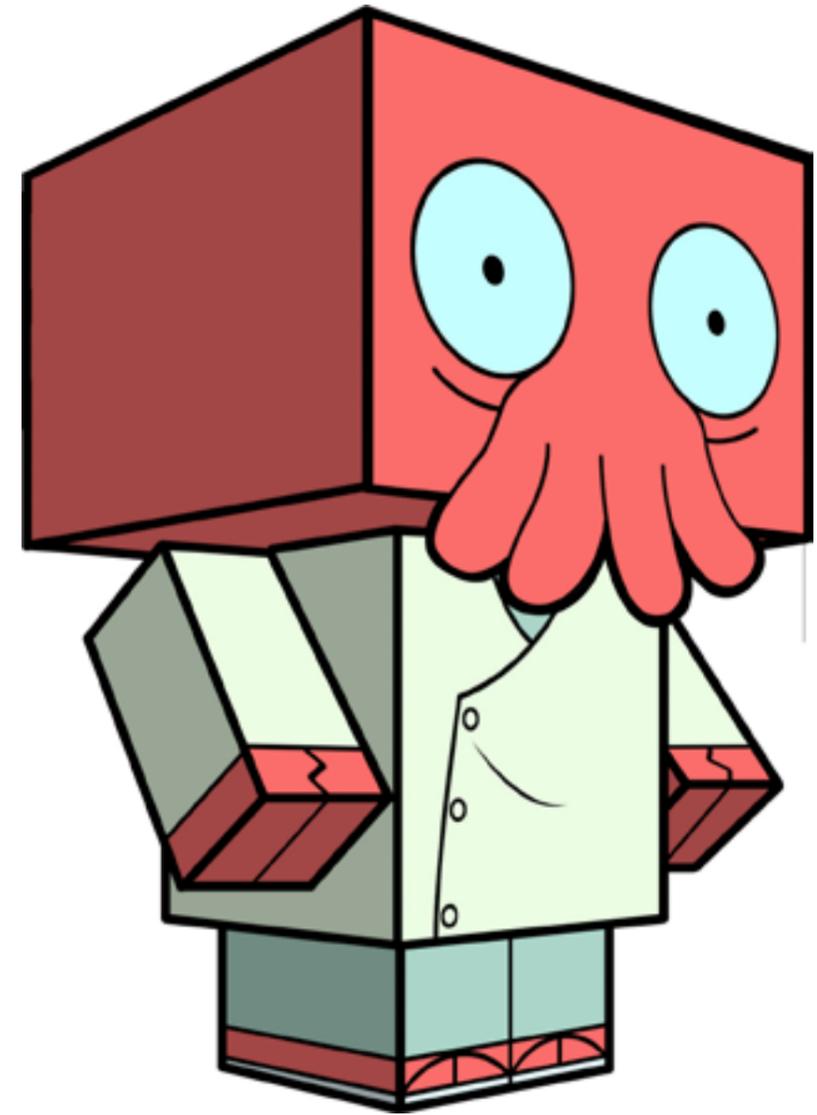
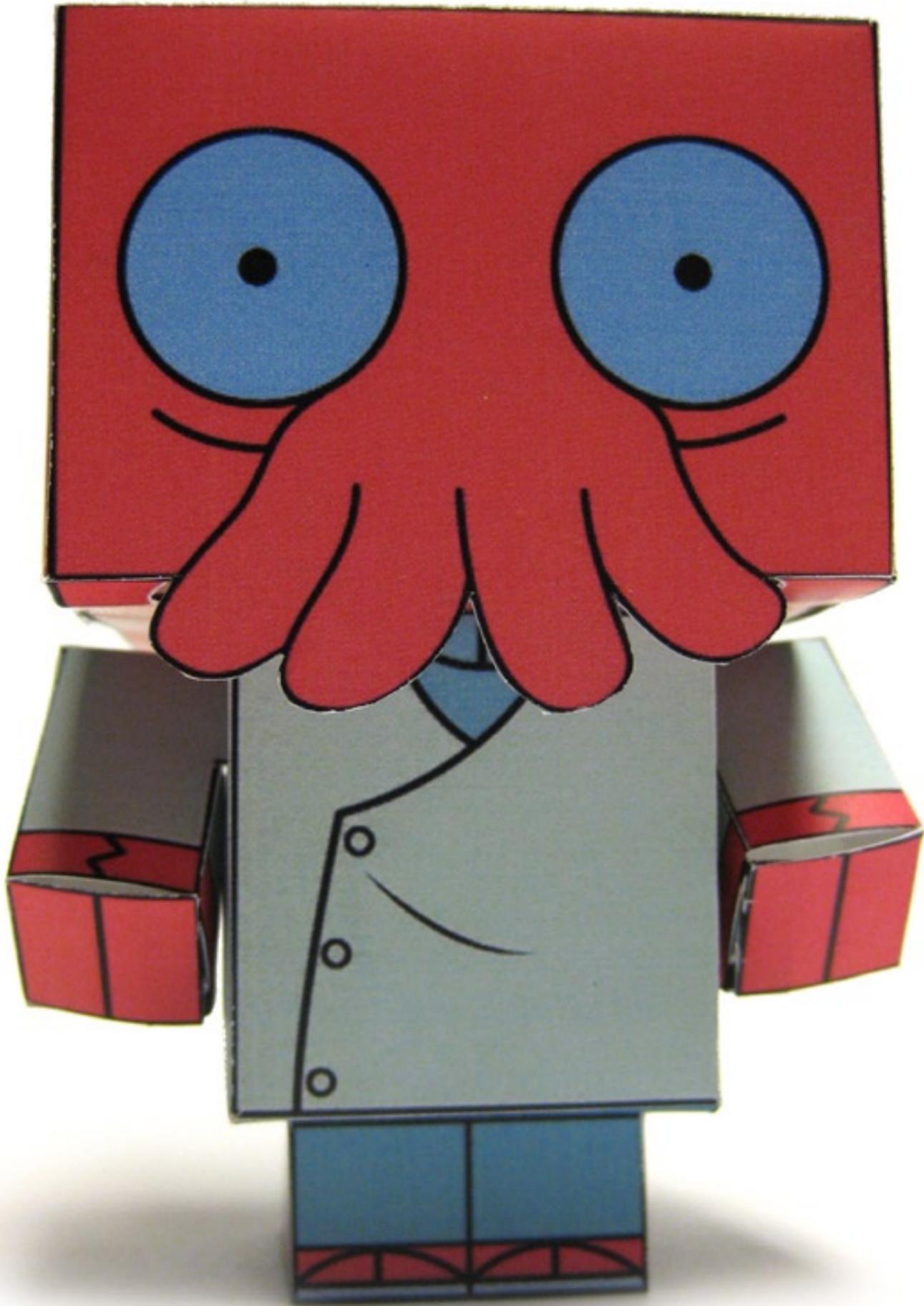
• **There are really lots of Cubecraft customs on your site. How many models have you made?**

There are a lot of great guest artists with work on the



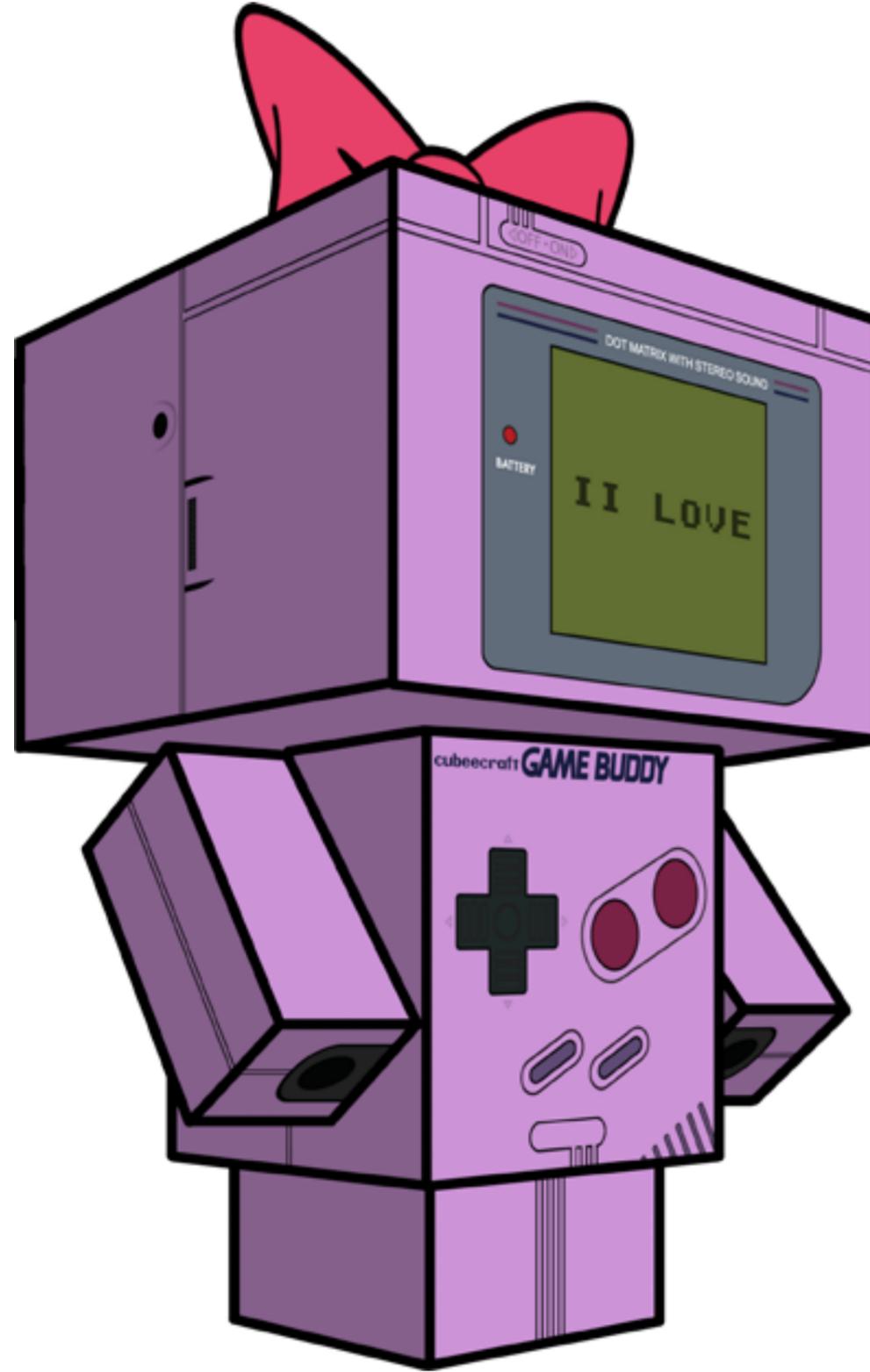
site - in fact about 1/3 of the site is guest artist work. I've personally done something close to 300 at this point.

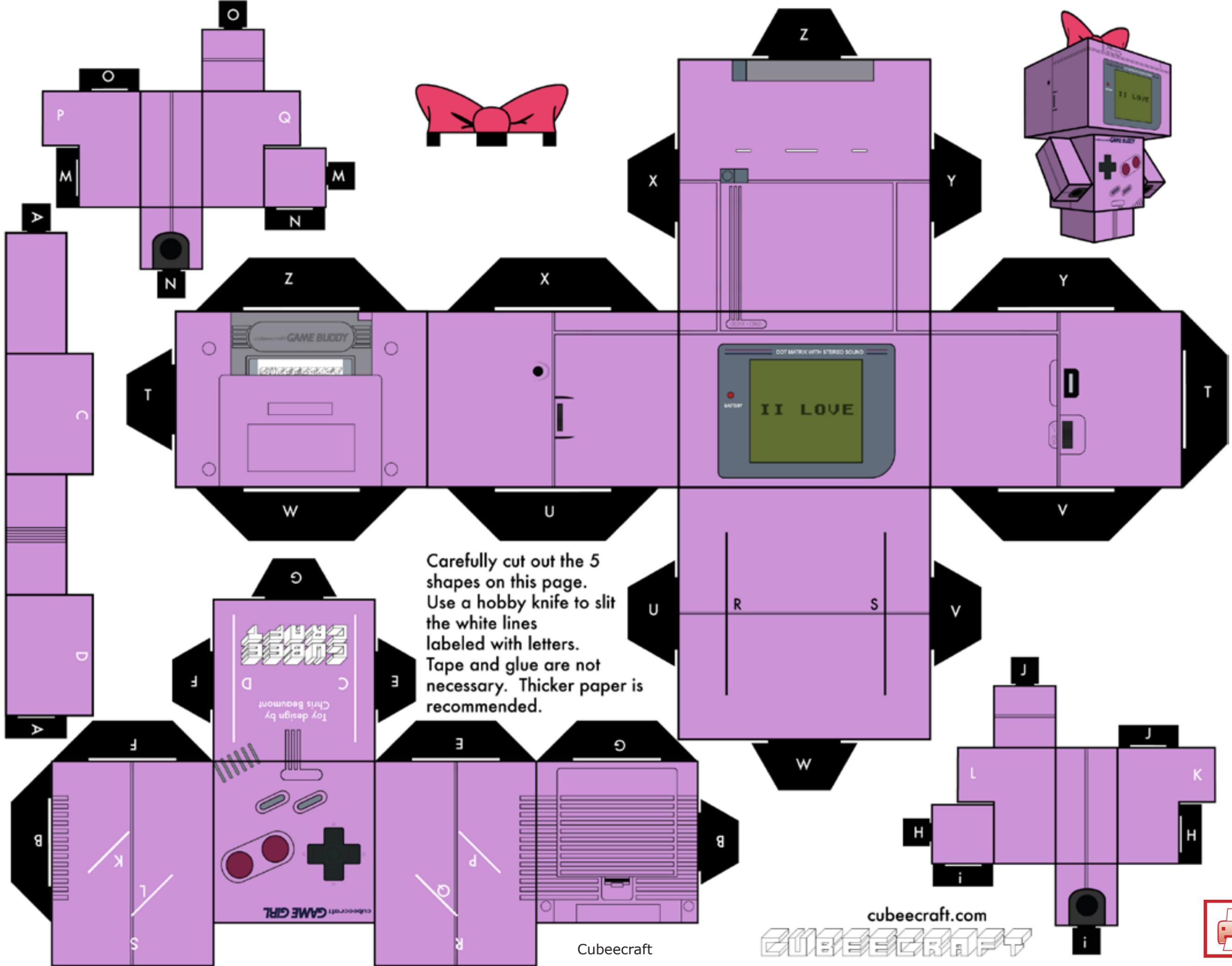
• **Is your Cubecraft available for customization? Do you plan an artist series?**



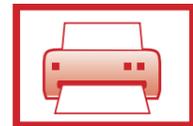
Zoidberg

exclusive paper toy I: Gamegirl





Carefully cut out the 5 shapes on this page. Use a hobby knife to slit the white lines labeled with letters. Tape and glue are not necessary. Thicker paper is recommended.



Yes - there is a blank template available on the site, but it is not in the most obvious place. This hasn't stopped people from doing their own customs - in fact there is an entire category for Cubeecraft customs on Deviantart.com. I have been working on more originals lately, and there is a stable of originals from a variety of artists already available. Original designs trickle into my mailbox but I don't really try to put together "a series".

I am planning a couple of shows later this year and will likely be putting out a call to artists very soon.

• Lot's of your designs are inspired by video games. What role do the games have in your life and what are your favorites?

I don't watch a lot of TV, I don't drink or do any drugs... I just play a lot of video games. I have a soft spot for the NES/SNES era. I currently play a lot of Xbox Live and iOS games.

• Is your paper toy work based strictly on this character or you make also other types of paper toys?

I have been branching out lately doing more custom



TV



templates. In fact I have a book I worked on with a paper engineer named Michael Caputo coming out later this year that is almost all original templates - Spongebob Squarepants: Spongebob and Friends.

Other recent non-template work includes the NES R.O.B., Robot Unicorn Attack piece I did for Adult Swim, and the Grrnade piece I recently released.

I plan to do a lot more non-template work. We'll see how it goes. Maybe I'll start another site, ha!

• Looking from commercial aspect, is making paper toys profitable for you?

The site generates some ad revenue - certainly enough to cover the lofty bandwidth the site generates. I've got a lot of freelance work from my paper toy work, in fact I just finished three books (Batman, Green Lantern and Spongebob Squarepants)... but honestly I don't think I'll be quitting my day job anytime soon. I think once it becomes work, it will feel like work and I won't enjoy it anymore. I know of at least one other successful paper toy designer who recently quit taking on commercial projects because of this, and I can totally see where he's coming from. Generally I only pick up the jobs I think I'll

Cubeecraft

like or be proud of at the end of the day.

• What is your process of creating? What kind of tools do you use? Do you construct all of your toys?

I have to have an idea or be inspired in some way and from there I start sketching. I always work out how things will look with pencil and paper before I set to work on anything digitally. Creating the art in the template or creating a new template is usually done in Photoshop or Illustrator.

• Since you share your work for free, what kind of permissions do you use for it? Could copying digital material be considered a theft?

I ask that people do not sell the work, I ask that if you use the blank template you keep the Cubeecraft logo, URL etc on there. Certainly copying digital material could be considered a theft.

• Do you enjoy customizing other people's paper toys?

I have only done a handful and I've never released them. I do like it - especially trying to find a way to do something with it the original artist may not have intended.



• **What are your plans for the future?**

I would like to do more original work. I have 2 shows lined up for later in the year that will be excellent excuses to work on new original pieces.

• **Can we ever expect any rounded paper models from you?**

If I had a good idea for something that would call for it definitely - but the form I ultimately went with was to me a balance of aesthetic and ease of construction. I have been tempted to do some more complex things lately so if I get the time I might give it a shot.

• **How do you see the future of paper toys?**

I believe they are becoming more popular every day.

www.cubecraft.com



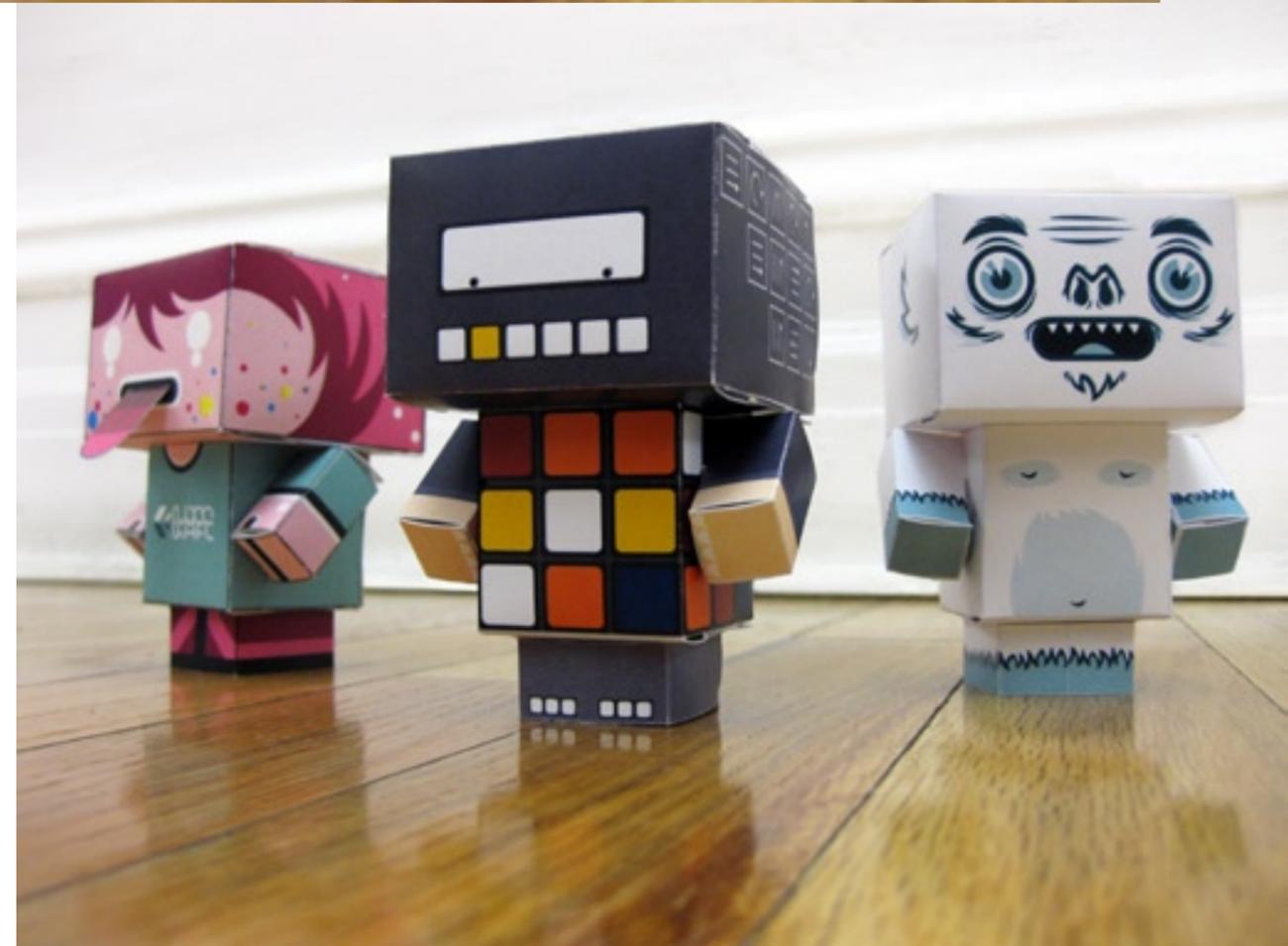
Ggrranade



Cubecraft



Customs





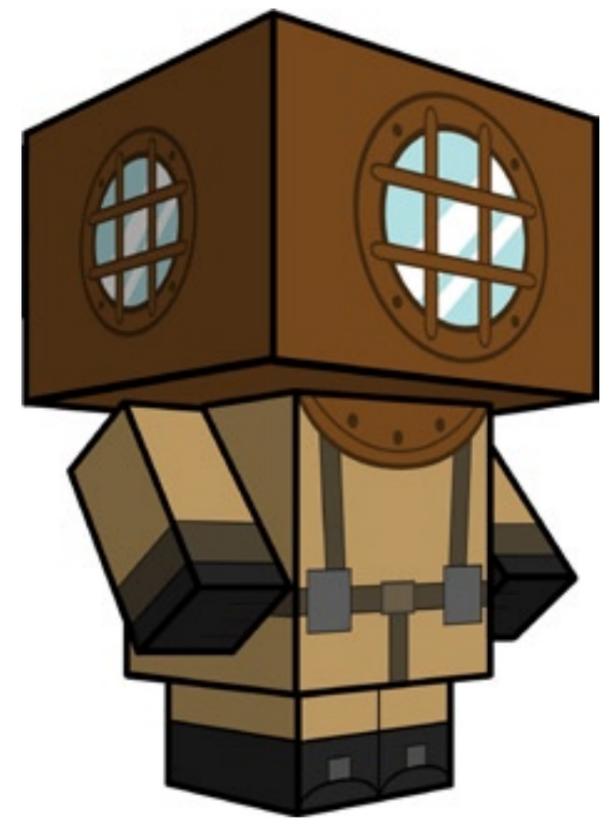
Gordon Freeman



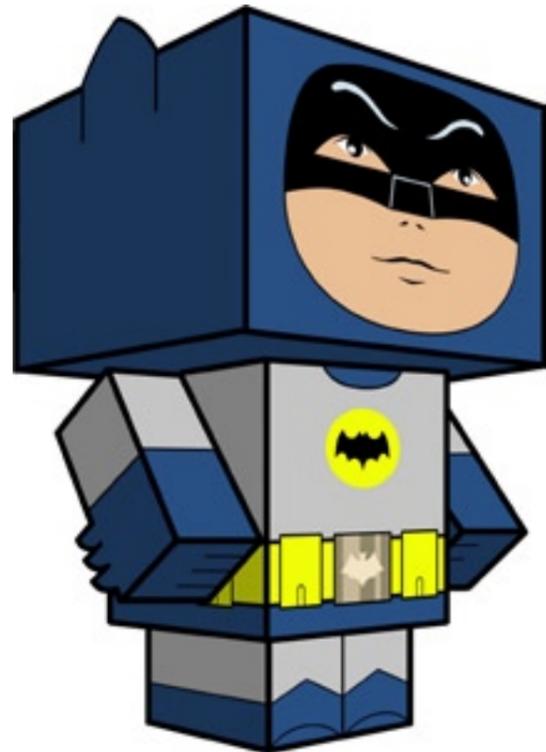
Superman



Rorschach



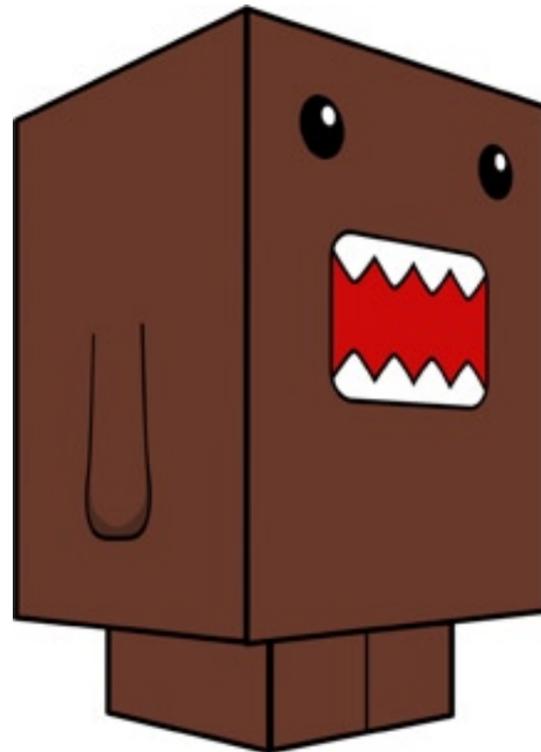
Diver



Batman



Harry Potter



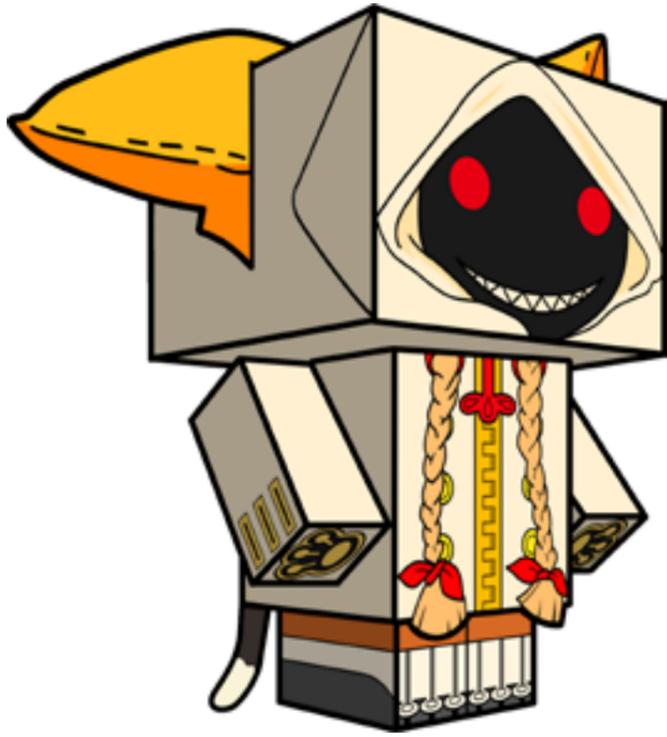
Domo



Cyclops



Rocketeer



Taokaka



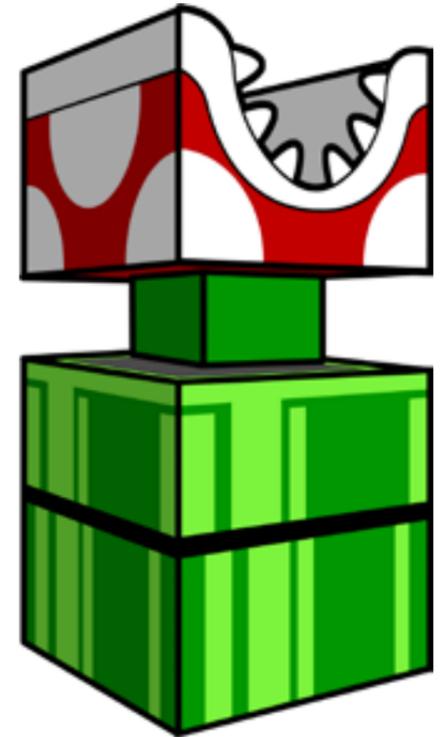
Wolverine



Red Eye



Oscar



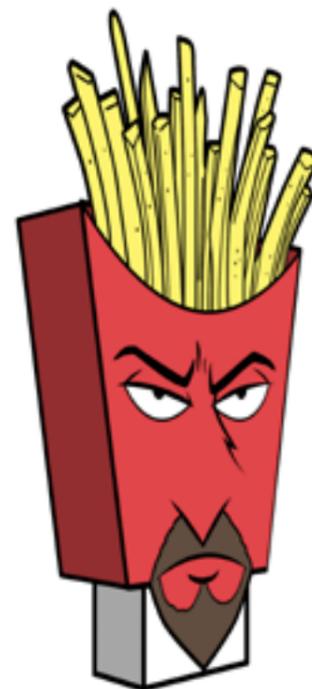
Piranha plant



Tardis

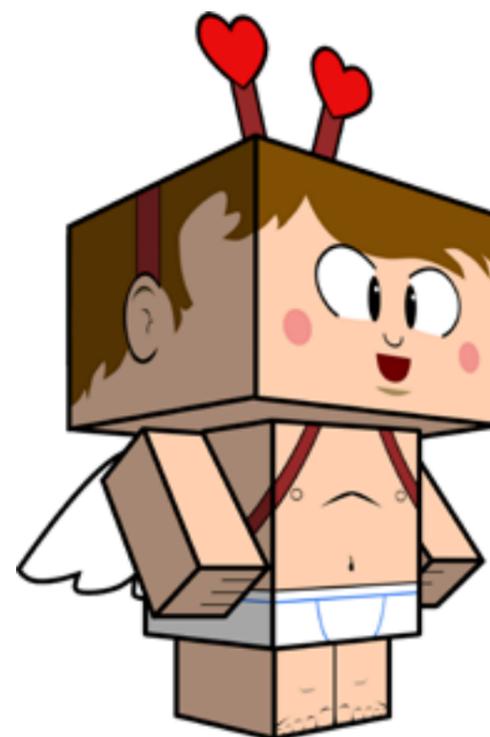


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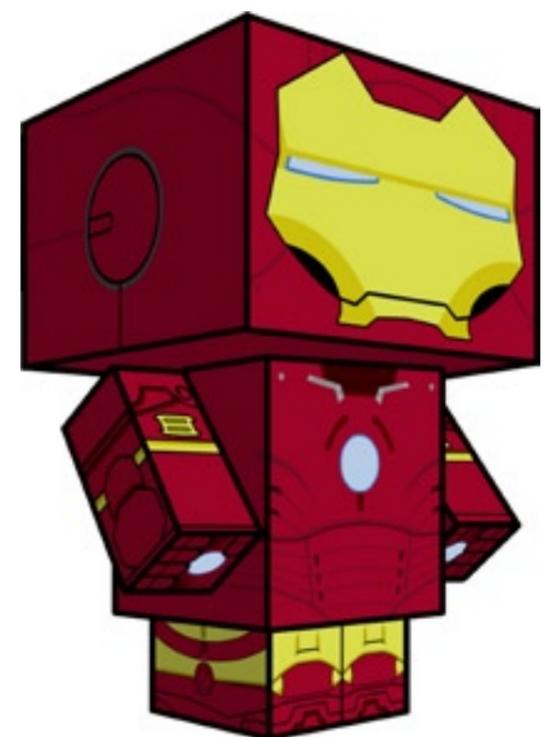


Frylocke

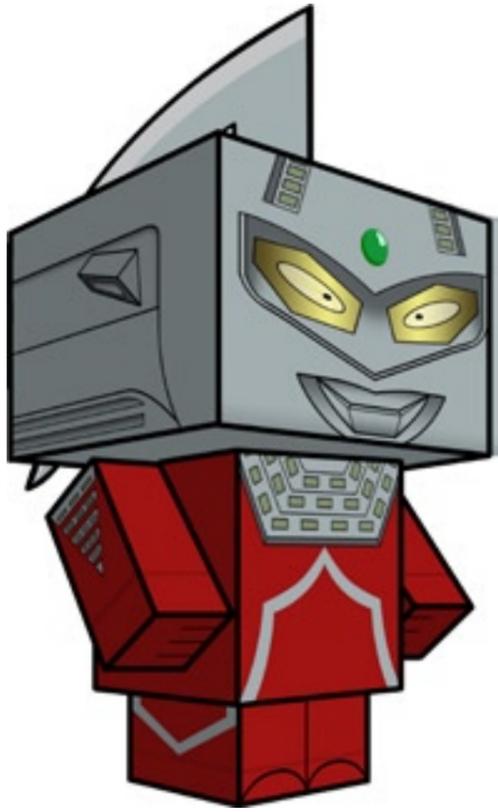
Cubecraft



Cupid



Ironman



Ultraseven



Mario



Moss



Alien



Conan



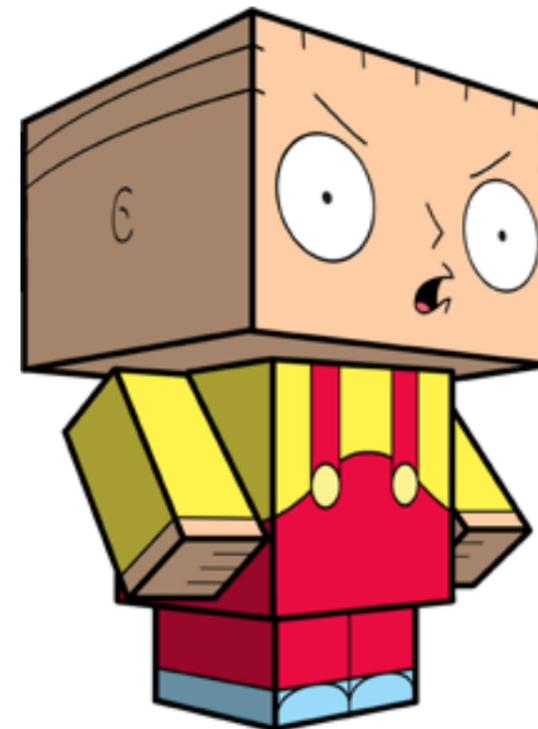
Leon



Mc Gurk



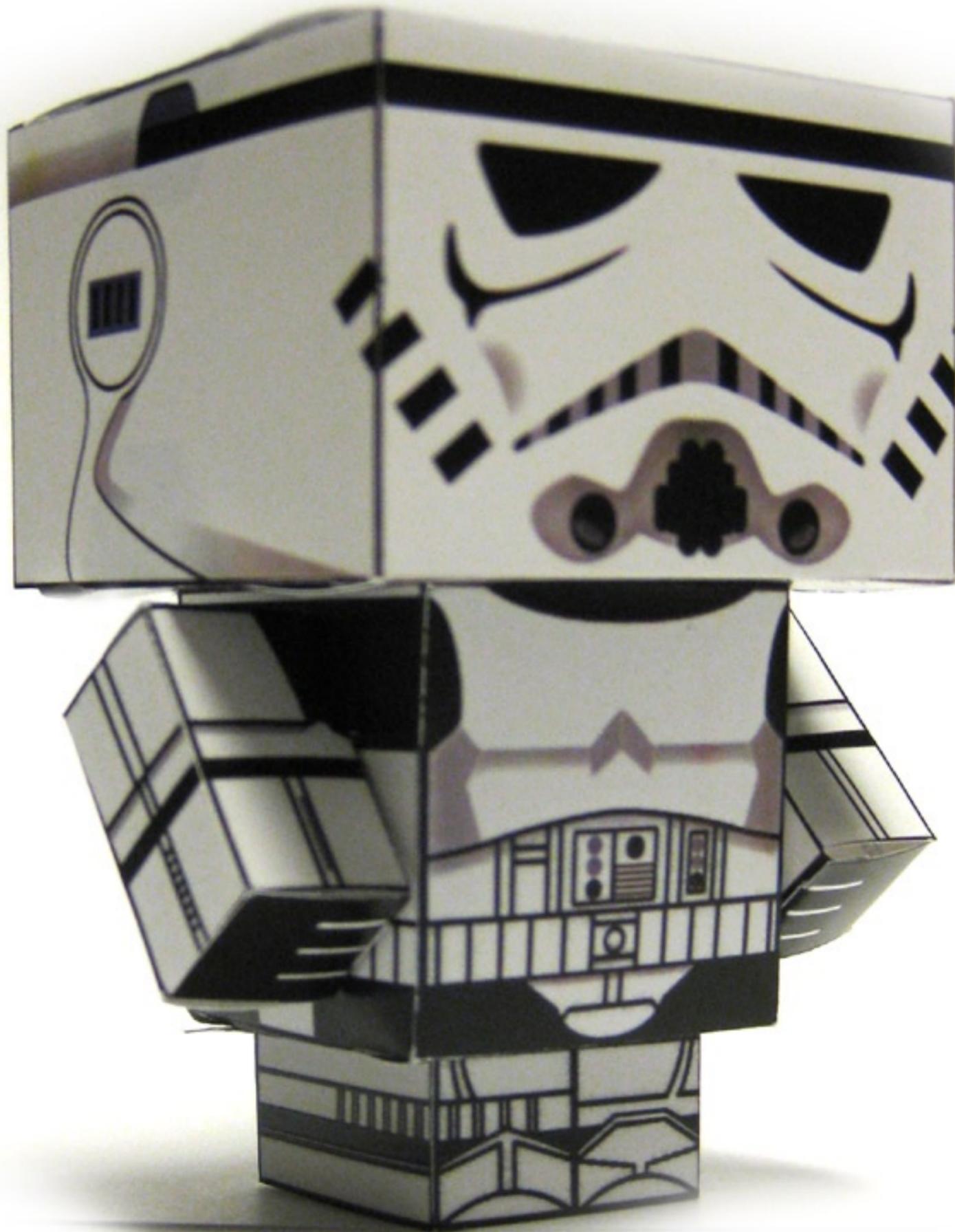
Carp



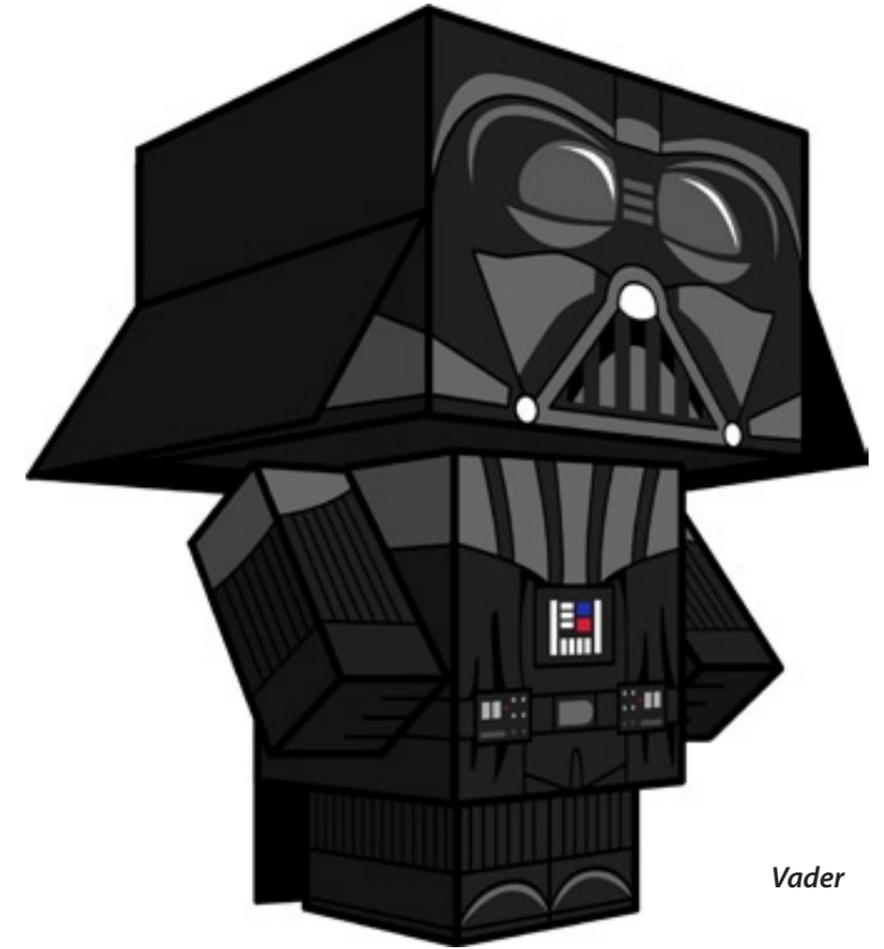
Stewie



F monster



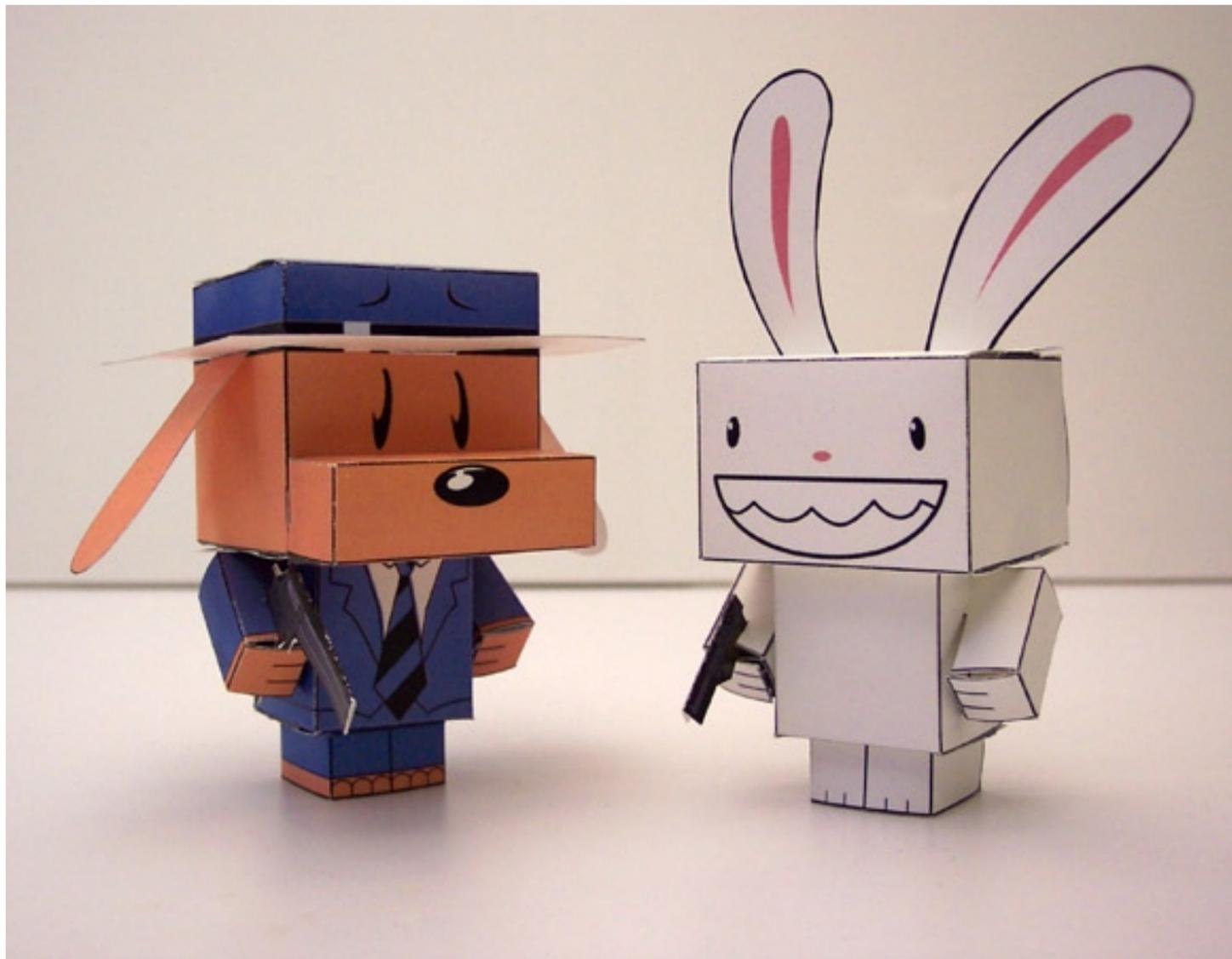
Cubecraft



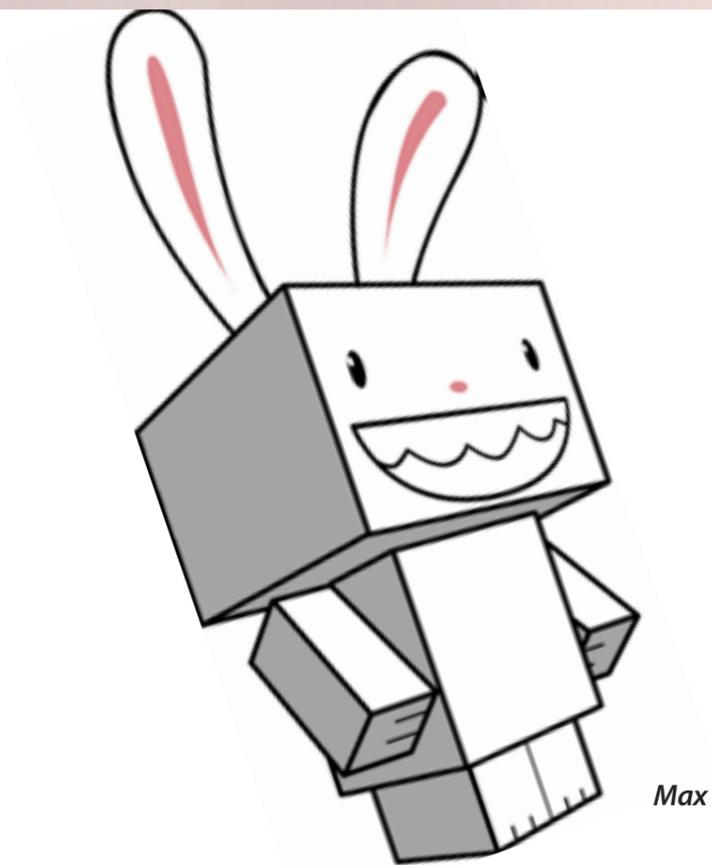
Vader



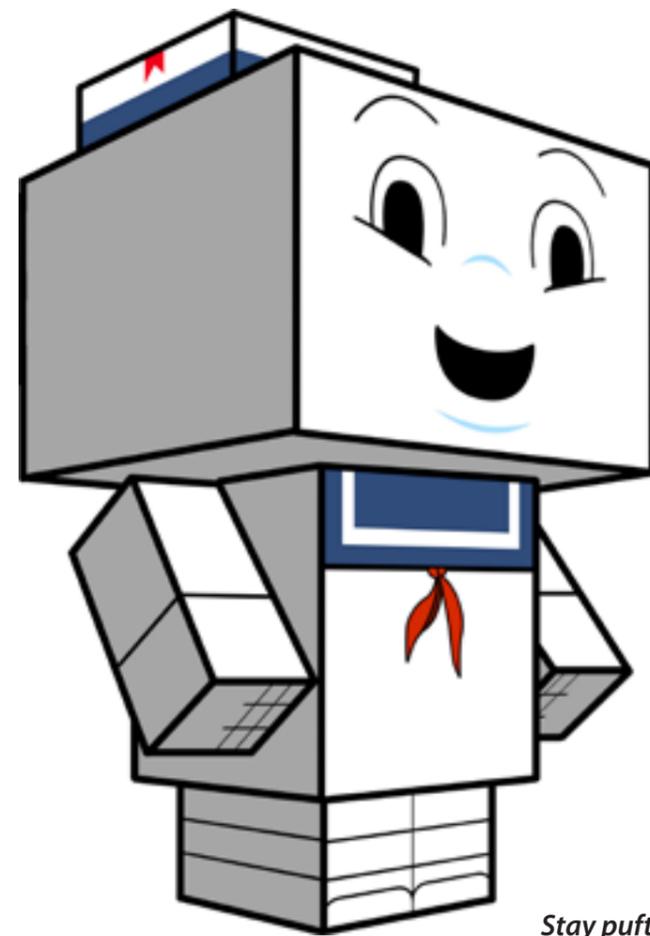
Stormtrooper



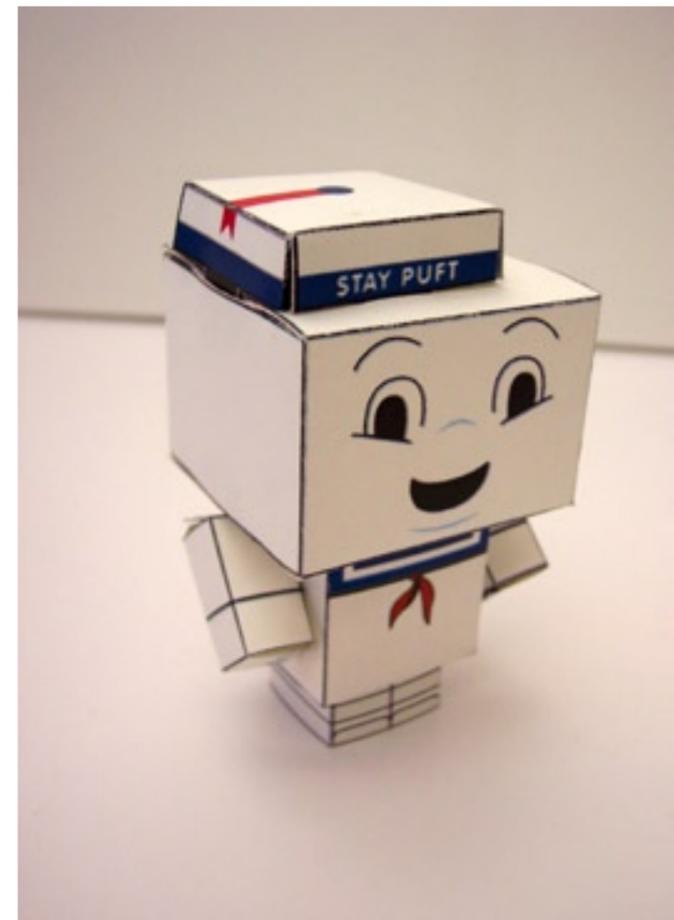
Sam

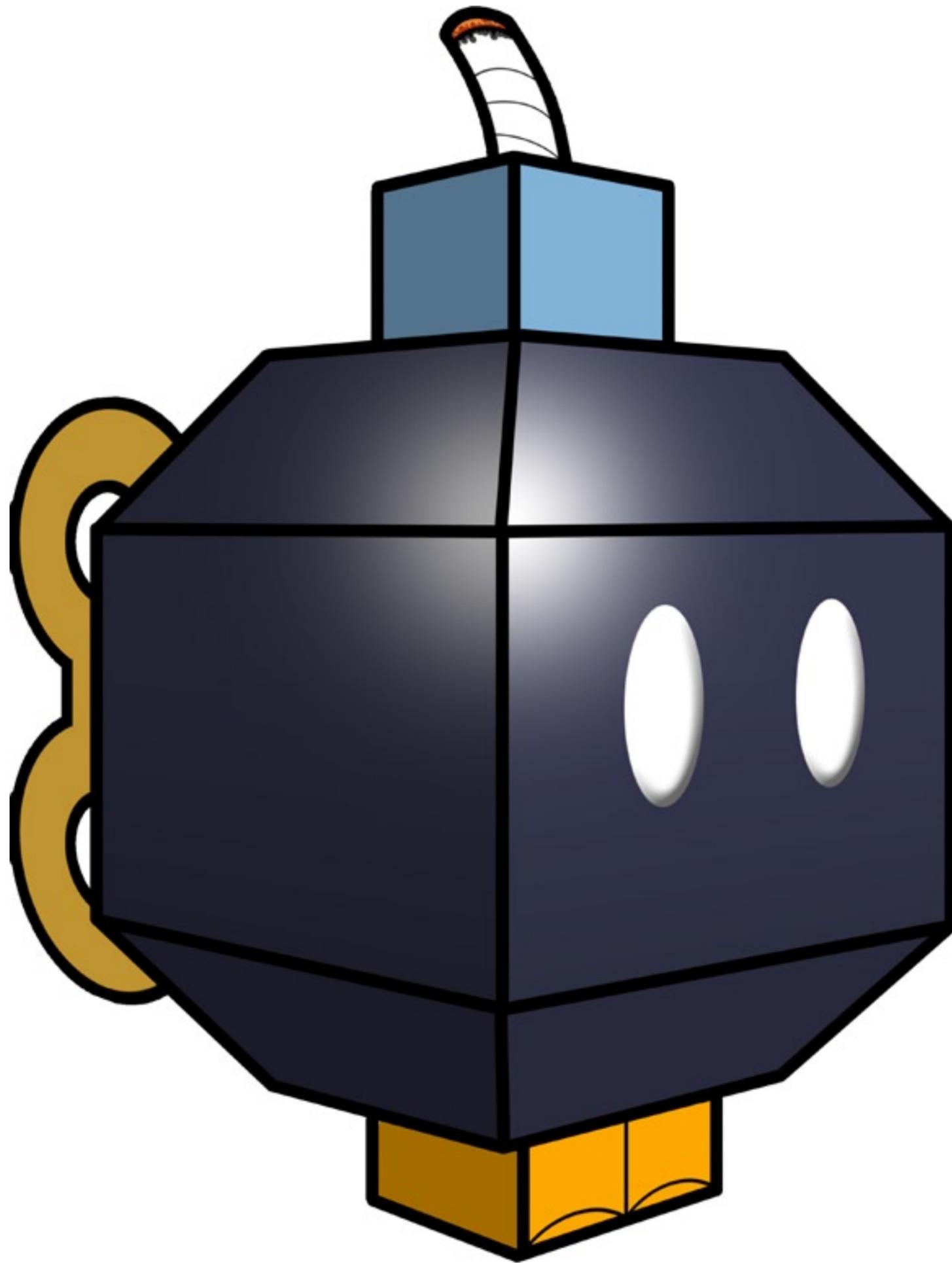


Max

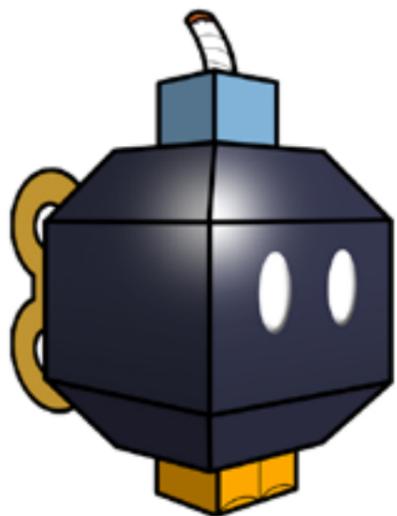
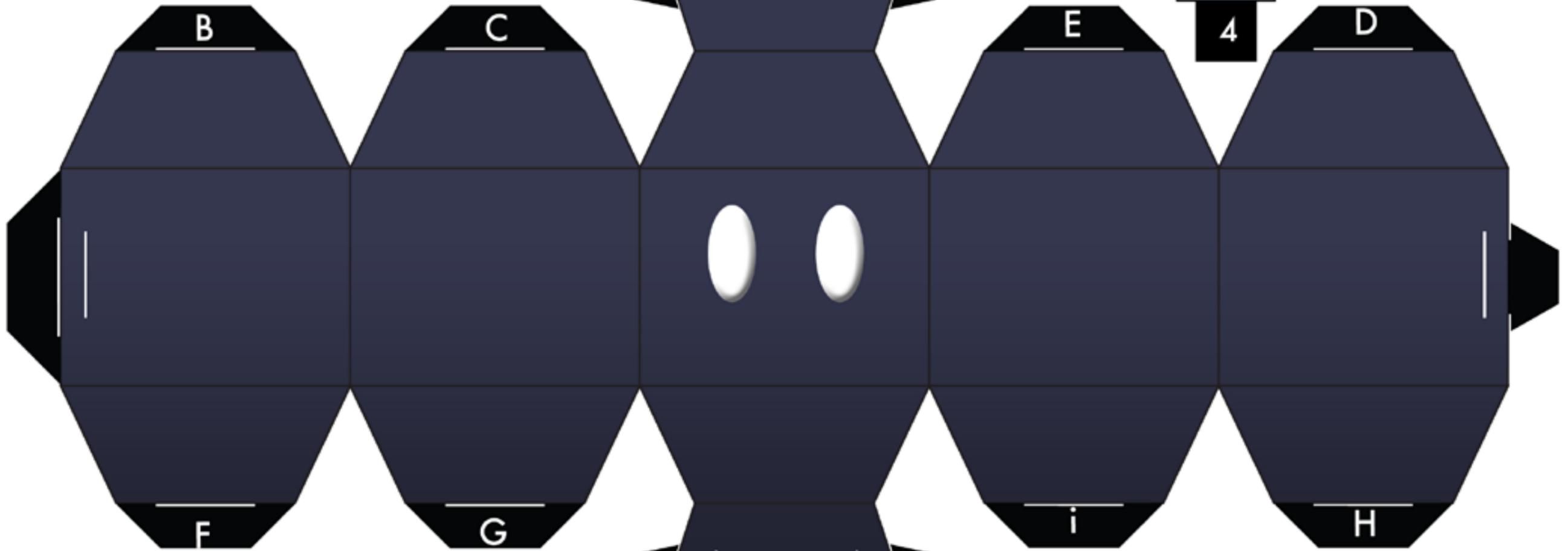
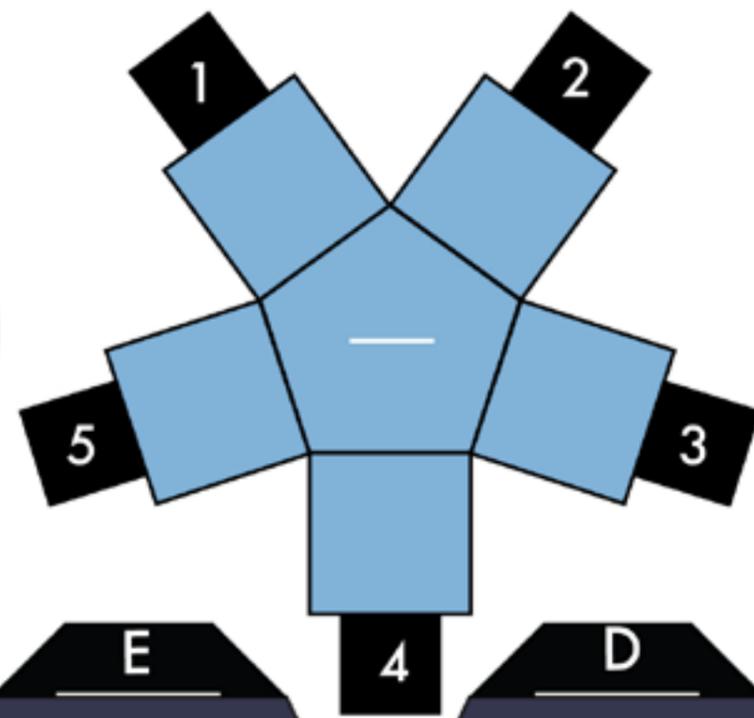
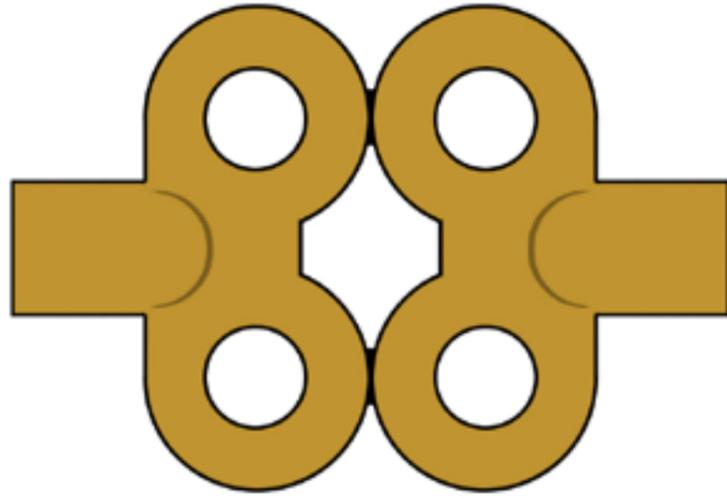


Stay puft





Cubecraft



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CUBEECRAFT





**ye-boT initiative II:
St. Bugbot**

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New stop motion video coming soon
yebomaycu project by Marko Zubak