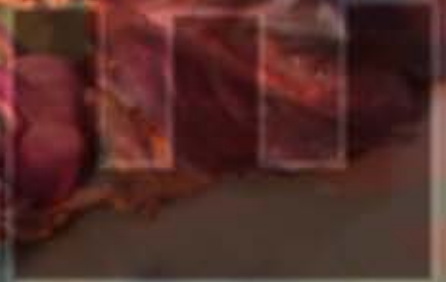
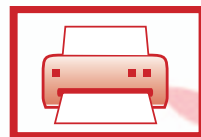


#9



ISSUE 9 2011

II LOVE MAGAZINE



* Print the pages with this sign.

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Cover by Marko Zubak, paper toy by Matt Hawkins

Contact: info@yebomaycu.com

www.markozubak.com
www.yebomaycu.com



This issue of II LOVE really took me a long time... I've been quite busy producing other works, working on second ye-boT initiative video called *St. Bugbot* and even doing some epoxy artistic floors, but the mag was floating in my head all the time.

Matt Hawkins made an excellent contribution for this autumn edition with his November paper toy, which will get you out of your cosy homes in search for the most beautiful leaf to use it as a head of the toy. But be sure not to miss exceptional Boxdam toy by Adam Lawrence and to try how does the flat axles work on Josh Buczynski's toys.

All three toys are worth to construct, you'll see when you make them!

Marko Zubak

MATT HAWKINS



interview

• **You're the veteran of urban paper toys, but let's start with the most common question. How did you started making paper toys?**

I was working at a very large company about 6 years ago and they had a free soda machine. Every time you got a soda from the machine a new little plastic cup would pop down, so by the end of the day I would have 2-3 of them to toss out. So one day I turned the cup over and drew a face. Then I started making these little characters out of cups wasn't long before I was making them little arms and legs and accessories out of index cards. As the creations got more elaborate the index cards started taking over. So it was about that time I ran across some downloadable paper toys online at www.paperforest.blogspot.com and it's when readymechs hit the scene. I was just finishing a self produced comic book and decided to make a paper toy of a character from the book to promote the book and I loved designing it and sharing it, soon I was hooked.

• **Your designs have specific cartoon look. Where do you find your inspiration? Name few cartoons that first come up to your mind from your childhood.**

Inspiration is everywhere but I find lately I'm inspired by kids and how they draw and how they see the world very whimsically. As a kid I loved the old Looney Tunes and classic Hanna-Barbera stuff like Yogi Bear and Huckleberry Hound and old Disney stuff. I spent hours drawing all these characters in notebooks and margins of text books. I also loved comic strips and books like Carl Barks Donald Duck, Floyd Gottfredson's Mickey and Walt Kelly's Pogo. I still find a lot of inspiration in old cartoonist like Milt Gross, George Herriman and Otto Messmer.

• **You're the author of "Urban Paper" book, which was released two years ago. What were your expectations before releasing it and how do you see it's success today?**

It was my first book experience and I am super proud of it and really thankful for all the amazing artist who gave me their time and creativity to make it happen. Two years later it's sold out and you can't even get a copy of it and the publisher doesn't intend on doing a reprint. So I'm a little disappointed it's all gone and over. But it was a great experience and I hope to do another similar project someday soon. I hope it's legacy is that it brought our art and passion to new people who might not have found it otherwise.



Bently, 24" x 18" chipboard and spray paint.
Made for the Super Jam8bit show based on Atari's Crystal Castles game.



Pee-Wee, 24" x 18" chipboard and spray paint.

• **You have an idea for a pop-up shadow book which seems quite interesting and your comic characters fit perfect for such a project, but as you said, no one seems interested. Did you gave up from it? Have you got any plans for some other book and how would it look like?**

I'm constantly coming up with ideas and pitching them to different publishers so we'll see. Nothing solid at the moment.

I do have some plans for some smaller more personal self-published stuff soon.

• **What is it about paper automata that attracts you? You made several models that can perform some kind of action. What's the process of creating a paper automata mechanism? Is it more challenging than a paper toy "shell"?**

I guess my interest in paper-automata probably steams from my early love for animation. It's really cool to see something come alive in an interesting and surprising way. It's really a lot like designing non-moving paper toy just a lot of experimenting and trial and error. I love designing those things but it's very intense and some of the more complex ones I would love to release on my site for free but some I could barley make again let alone show some one else how to do it.

• **Many of your paper toys are made out of hand cut pieces of colored paper. How do you do them? Do you first make them digitally and print separate forms on different papers or you draw directly on paper and make the parts as you progress?**

It's actually a bit of both, the early pieces I started on the computer much like my other toys, then transferred them on to the colored paper; the more I do, the more I have fun free handing the shapes and staying off the computer completely. Most of my day is spent in front of a computer so I really enjoy getting off the screen and doing more free form larger scale pieces.

• **You work as illustrator/designer at C3 and you're one of the few paper toys artists who gets paid for making paper toys. How does commissioned paper toy work reflect to your personal projects you do for free?**

I feel super lucky to do what I do for a living. I find the commercial products have certainly pushed my paper engineering skills farther than I would have gone on my own. Different constraints and non-glue assembly and that kind of stuff push my technical abilities which can inform my personal work and vice-a-versa, so it's cool as long as I don't get burnt out which does happen every once in a while but never



Banjo Gundam, paper automata

Matt Hawkins



Free Paper Toy of the Month: Paper Chuck

lasts too long.

• **Many of your paper toys play some instrument. As a matter of fact, you're into the music as well. How long have you been into the music and how important is the music in your life? How many instruments do you play?**

I love music, it's a big part of my life. I'm either listening to music while I work or I'm playing music.

I play a lot of different string instruments like banjo, ukulele, mandolin, guitar and dobro.

• **You also have a band called The Loaded Goat. What kind of music do you play? Are you also involved in other music-related projects?**

Loaded Goat plays a variety of Americana, Classic Country, Bluegrass, blues and folk type stuff. American roots type music. Loaded Goat is my main music project at the moment but I never miss an opportunity to sit in or play with other bands. I'm very fortunate to have so many good friends who love music like I do.

• **Who are your influences in music? What are you listening at the moment?**

Although my music projects usually border on the American roots side of things I really do love all kinds of music. I think that's one of the really exciting things about the age we live in, we have 100 years and an entire world of recorded music available at our finger tips. Why wouldn't you want to listen to a wide variety of things? It's great to find an exciting new band or a great band from 70 years ago.

• **Would you ever stop making illustrations and paper toys if you get a chance to build a serious music career?**

Nah, to make it playing the kind of music we play you'd have to travel a lot. We all have families and day jobs so music is just for fun.

• **For the readers around the world who would like to hear your music, have you got something online? Would you share your music like you share your toys?**

Yeah we hope to have some recording done in the next couple months but you can find us on facebook here:

<http://www.facebook.com/pages/Loaded-Goat/223882060986017>

Stubby

"Some pencils can just draw, others not so much. I'm not sure how this happens but it does and when you find a pencil that can draw you keep it around. A friend, a collaborator and trusted creative partner. But there is only so much lead a pencil has to give and after many hard fought creative battles it's left short, used up, stubby. So this paper toy "Stubby" is a tribute to those great pencils past, present and future who so proudly sacrifice there graphite soul in service to the higher creative calling!"



Bouru,
a collaboration with Sam Garcia



Matt Hawkins

II LOVE



CUSTOM PAPER TOYS

ボウル
samthings.com

• **You released various paper kits for sale. Do they provide you an extra revenue stream?**

A little, not to much, the kits I sale mostly just pay for themselves and allow me to do the next kit. I like to do play with printing processes and other materials so these projects allow me to do that.

• **I really like your Comic Monkey paper-art table. I already see the whole series of custom tables. Have you got any plans related to this kind of work?**

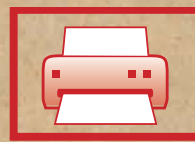
I've been busy with projects and art shows lately but I'm hoping to clear my schedule so I would have a little more time for some self initiated projects.

• **You have participated in various exhibitions with your large scale paper scenes you put in boxes. With this kind of works you're pushing paper toys to other level, they are not free designs you can download from internet anymore, they are unique art pieces. Is this way of paper crafting you enjoy the most? When are we going to see your solo show?**

I do really enjoy these pieces. I like working large and physically instead of small and digital. I do regret that with a full time job, a family, a band and all these art shows I have had to sacrifice doing the free models on my site. I really enjoy the sharing and community of the free toys. Lots of people ask for templates for the larger one-off pieces and get a little mad that I don't offer them but what they don't understand is that I never really have a full developed templates of these pieces. It has been pretty exciting for me to see my work in places like Rivet, Gallery 1988 and lam8bit. These pieces are really something I'm looking to develop even more. A solo show would be good, I'd love to do a large instillation piece. Maybe someday I can get up enough work to have a solo show, for now I really enjoy doing the group shows! □



www.custompapertoys.com



November papertoy

1. Cut out all parts carefully. Be sure to cut slot for scarf end.
2. Roll main body into cone and glue tab A inside to form.
3. Roll legs into cylinders and glue tabs B and C to form.
4. Find a nice fall leaf with a good stem.
5. Glue EYES onto leaf.
6. Place stem of leaf inside body and tape it to the inside.
7. Enjoy.



Postcards monster series



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		1		1
	3	3	2	3
2	2		—	
	1	1		
		5		
1	1	1		
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[illegible]

A 10x10 grid tilted at an angle. The grid contains numbers 1, 2, 3, 4, and 5, and some cells are black. The numbers are distributed as follows: Row 1: 1, 3, 3, 2, 3, 3, 1; Row 2: 2, 2, 1, 1, 5; Row 3: 1, 1, 1, 1, 1; Row 4: 1, 1. The black squares form a pattern that is roughly diagonal from top-left to bottom-right, with some variations in the pattern.

70



From 4th till 11th March 2011, Paper Toys were introduced for the first time in a program of the NEXTCOMIC Festival. The exhibition under the title **OK Paper Toys** was held in the OK Offenes Kulturhaus OÖ, Linz, Austria. I was the invited artist and the show was organized within two rooms inside this center for contemporary art, founded in the late 80s.

The first room was reserved for the *II LOVE mag* exclusive paper toys and *ye-boT initiative* show, followed by video projection of my first ye-boT stop motion animation *Thought control*.

In the second room I set a big scenography for second ye-boT stop motion video called *St. Bugbot*, on which I worked for the whole month, parallel to the show and as a part of Artist in residence program. During the festival days, people were able to walk through the installation and watch the progress of the work, during which I also gave few school classes.

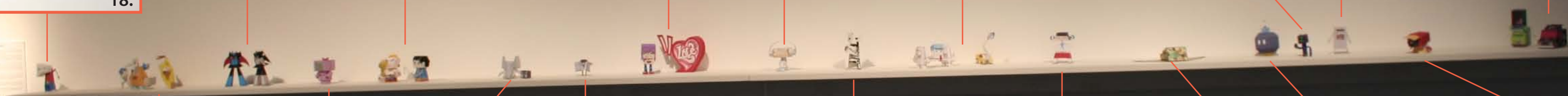
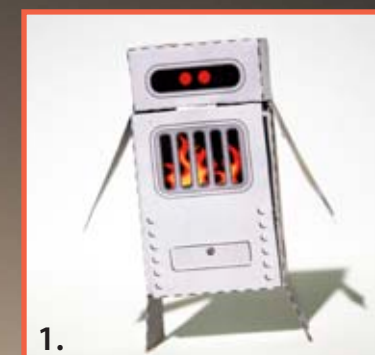
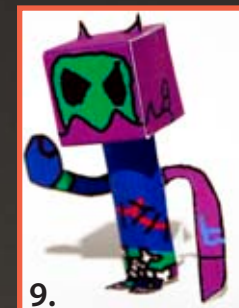
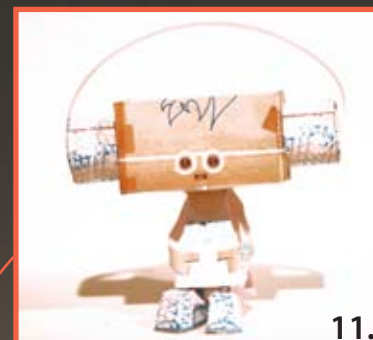
In the next few pages I bring you the photos from the whole event and from the making of *St. Bugbot* video.

II LOVE installment showcased big part of the exclusive toys made for the magazine, from first to the eighth issue. It was the first time these paper toy were publicly exhibited.

1. II LOVE I - **Matchbot** by Marshall Alexander
2. II LOVE I - **B-boy crew** by Marko Zubak
3. II LOVE II - **Hanoman & Loro Blonyo** by Fai Sal Azad
4. II LOVE III - **Skelatoon, "Will work for skin"** by Alexander Gwynne
5. II LOVE III - **Devilguys: Devil and Retrodevil** by Harlancore
6. II LOVE III - **Tita** by Zerolabor
7. II LOVE III - **Stealth SIZZA** by Nick Knite
8. II LOVE IV - **Chukka** by DMC
9. II LOVE V - **He- Fox** by Super Cooper
10. II LOVE V - **Car Crash** by Marko Zubak, made for **Calling All Cars** by Horrorwood
11. II LOVE VI - **Giovannino** by Vinsart
12. II LOVE VII - **09 Boy & Taco Truck** by Idham Mahardhika
13. II LOVE VII - **Watching Yoo** by Fai Sal Azad
14. II LOVE VIII - **elephant bboy** by Jonny Chiba
15. II LOVE VIII - **Show some love** by ABZ
16. II LOVE VIII - **Gamegirl** by Cubeecraft
17. II LOVE VIII - **Bob-Omb** by Cubeecraft
18. Made for Paper Toys show at NextComic festival - **Skullboy** by Marko Zubak



Projection of the **Thought control** video

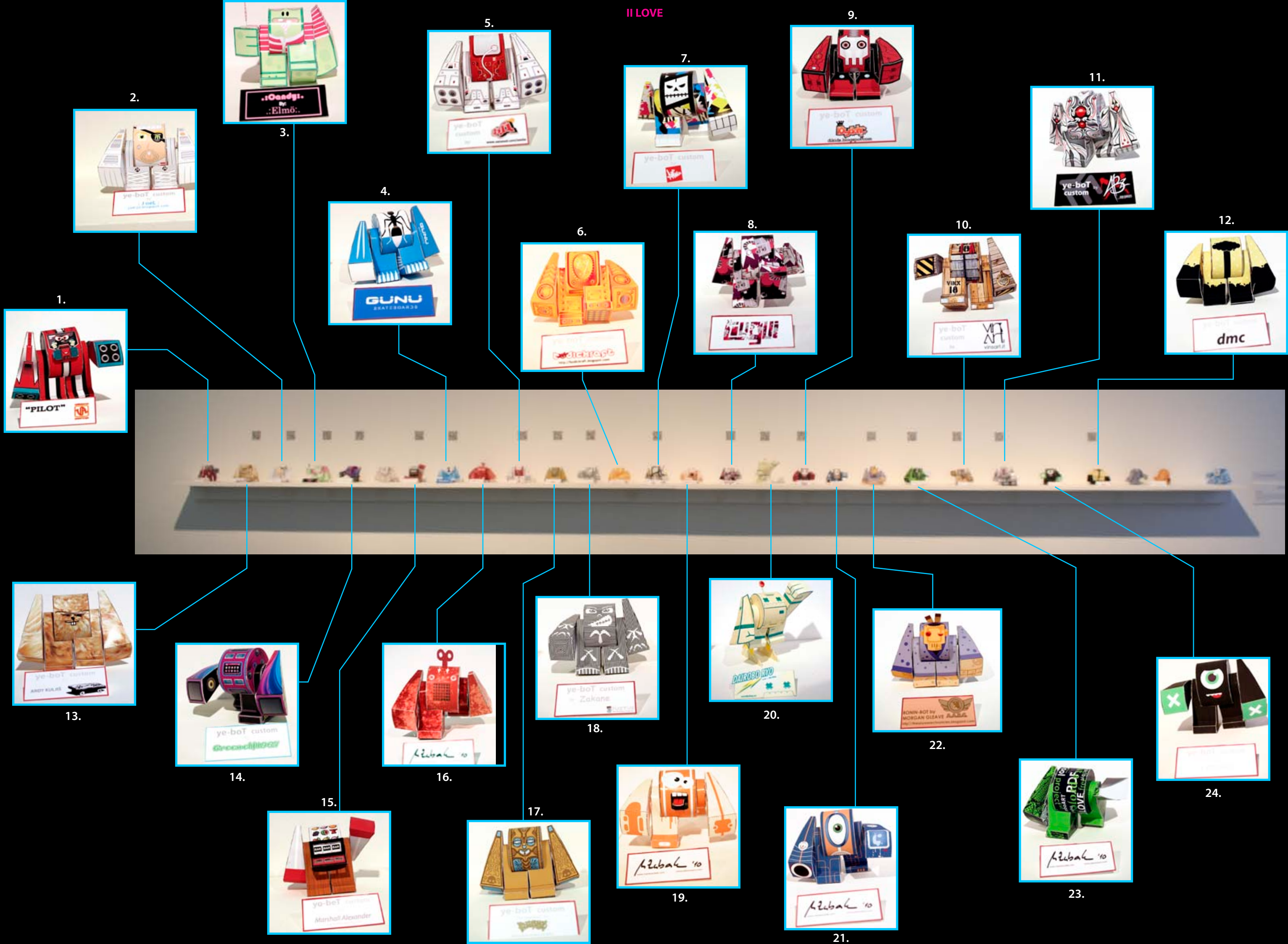


ye-boT initiative section showcased ye-boT customs I received till the date of the exhibition. The customs available for free download on internet were accompanied with QR codes, carrying the links to the pdf files, so the interaction with the visitors was made through their own mobile devices.

1. **Pilot** by Willie Beren
2. **P-Chef** by Yulia Susanti
3. **Candy-boT** by Elmö
4. by Lucca Boni Zailo
5. **Star 08** by Sal Azad
6. **Insider** by Dicky Wardiansyah
7. by Phil
8. by Tougui
9. **Boney** by Dyadic
10. **VINX18** by Vinsart
11. by ABZ
12. by DMC

13. **Fur-bot** by Andy Kuljiš
14. **Bangin' Beats** by Greenelf1967
15. **yo-beT** by Marshall Alexander
16. **Yebotibus Invictus** by Marko Zubak
17. **The Guardian** by Horrorwood
18. by Zakane
19. **Scream** by Marko Zubak
20. **Dayrobo Ryo** by Dolly Oblong
21. **El Ojo** by Marko Zubak
22. **Ronin-boT** by Morgan Gleave
23. **ye-bot YM** by Marko Zubak
24. by Simon Walterer







Working on a **Big Paper Toy Eater**, based on the character by illustrator Titus Ackerman, www.titusillu.com.

Feeding the Big Paper Toy Eater with paper toys



Author of the ye-boT
custom Nr.23



St. Bugbot installation room was my working playground for one month and was open to the public during one week of NEXTCOMIC Festival and even after for guided groups.

At the beginning, I didn't have a clear vision of the final work, but each step opened the possibility for the next one and I just followed the flow, so the end surprised even myself.





Start: 19.02.2011.

A stop motion video by: Marko Zubak

Music by: Dominik Harrer

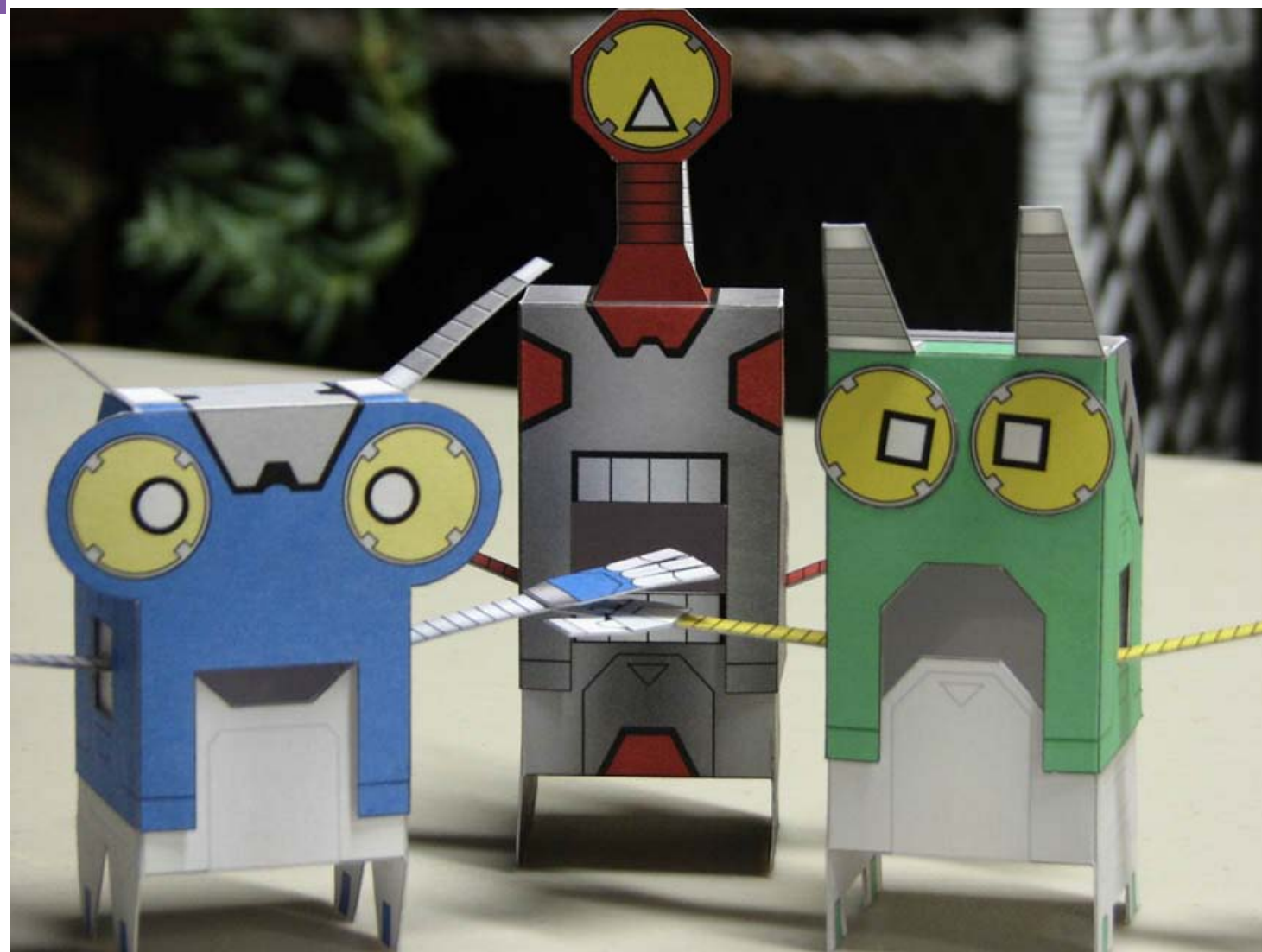


St. Bugboot



Josh Buczynski

www.paperposeables.blogspot.com



Chompy group

•Where are you from?

I'm from New Jersey, the most densely populated state in the US. I grew up with plenty of video games and cartoons to watch!

•How long have you been into paper toys and why did you start?

A few days ago, I found one of my earliest paper toys from my school days. It's a tiny hand puppet made from a single sheet of ruled paper. Opening the mouth reveals gigantic teeth and a tongue. During college, one of our assignments was to pick a building on campus and make it into a paper model, again, all done with a ruler.

On March 16th, 2004, Boing Boing (www.boingboing.net) linked to Shunichi Makino's sci-fi paper toys, and the models that won me over were the Star Wars toys, mainly the AT-AT which had legs that could be built with optional poseability. The mechanism was genius! The connection was loose and freely rotated, but it was still the best thing I had ever seen made from paper. I spent months building his toys.

The first model I made on a computer was in May of 2004. I realized that I had enough know-how with Microsoft Word's clip-art drawing tools to make my own. I quickly produced a paper toy of a favorite video game character, "Shantae," and spent almost 3 months trying to get it right. I moved on to making paper toys of other favorite things: Wigu, Sheriff Pony and Topato Potato from the "Wigu" web comic. (www.wigucomic.com)

Around March 2005, I made my first poseable paper toy, "Facebot". The original blue and green facebot used regular 3/4" magnets to create part attachment and pose-ability. The magnets were weak though, and he could rotate and fall down if I leaned him over too much.

•Would you like to earn money making paper toys?

Once I made Facebot, I knew I had something that was good enough to sell. Sadly, one of my first instincts was to hide the design from people, especially other paper toy designers. In August, 2008, I was very fortunate to see a posting on Claudio Dias' website, www.paperinside.com, which hinted at a secret project looking for articulated paper robot toys. "How lucky," I thought, "this is exactly what I do!" I broke through my shell and had my first job as an illustrator and paper toy designer. Microbot and the Chompy Bots were born from that pursuit.

Right before the book was released, my dad passed away, and I retreated back into my design shell, hiding my ideas in case they got stolen by the cartoonishly sinister publishers and designers that lived in my mind. Despite my fears, I

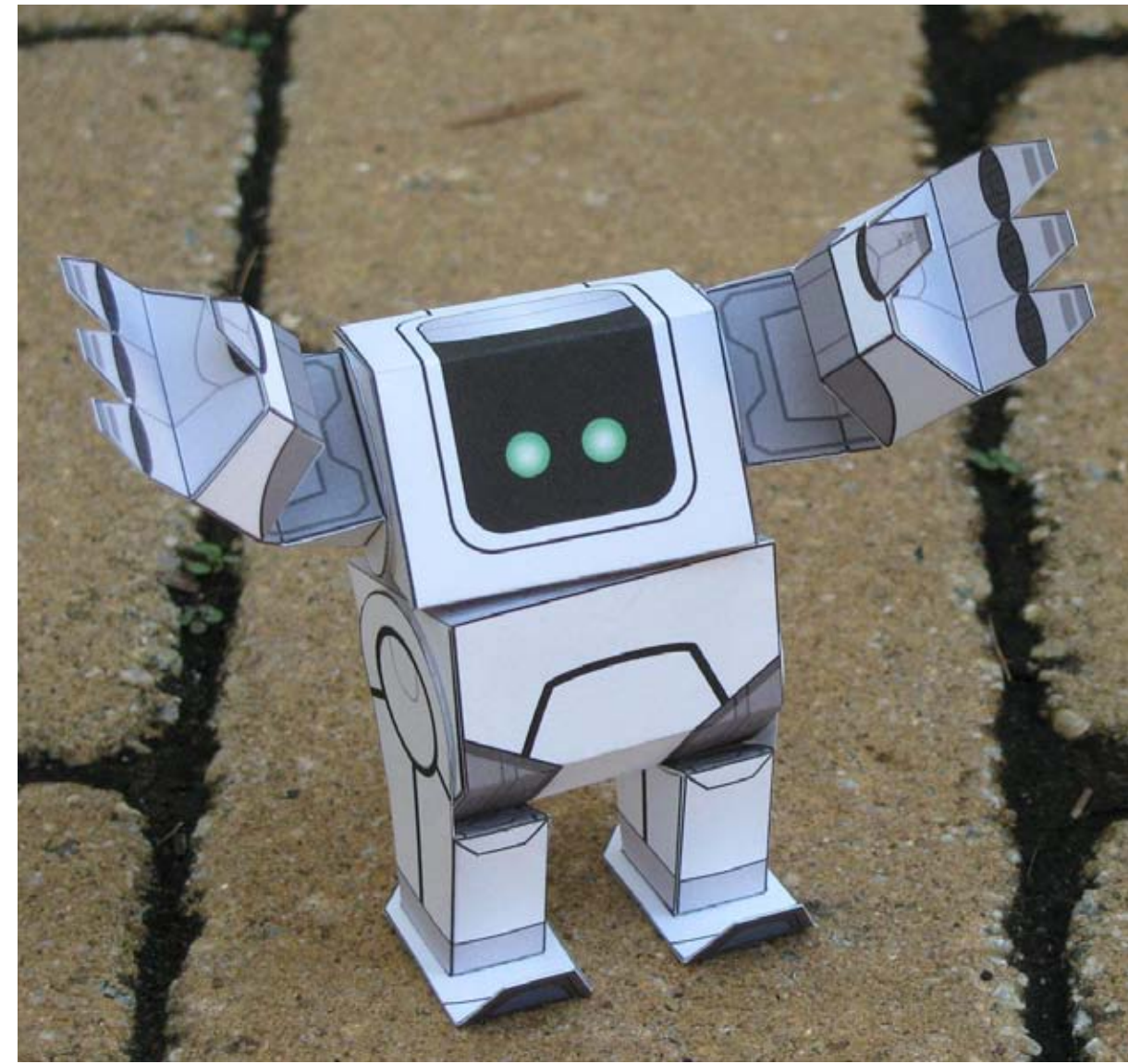
II LOVE



Nanobot



Sweet robo



made refinements to the disk joint design and eventually ended up with the screw-in disk which I did release on my blog last year.

• Do you customize other people's paper toys?

I love making paper toys from my favorite designers, but making my own customs is something I don't often do. Recently, I did a Cubee for Chris Beaumont and way before that, I was going to make a "Calling All Cars" custom available, before I realized that I had copied Eric Scarecrow's style too closely. I'll definitely be making more customs in the future.

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

Paper toys are my inexpensive gateway into toy design and for having something complex and fun to do. One of my original motivations for making the first Facebot was to stave off my desire to buy a Perfect Grade Gundam... those things cost crazy money, but

they are so cool and I still want one. I've made up for it by building SF Paper Craft Gallery's Lens Head or Mel Ebbles' robots at 3 times the normal size.

At this point in my life, I spend more time building and designing paper models than I spend playing Minecraft or other games!

• What paper toy artists inspire you most?

Shunichi Makino is my hero, first and foremost. His designs are complex, yet simple for me to build. He taught me that paper needs to move! Chris Roe (Mel Ebbles) also makes some excellent robots

with great details, and at such a tiny scale. Denny Unger of World Works Games is my inspiration for making products that can be sold -- his dedication to his vision is palpable over the web. Every day, I get inspiration from the people who post at www.nicepaper toys.com.

• What are your other interests?

My biggest interests since 3rd grade have been drawing and video games. For a long time, I wanted to be a video game designer and I spent much time making test levels in ZZT, Megazeux and later in DROD. I've also dabbled heavily in polymer clay toys and other craft materials.

• What's your day job?

I'm trained as a cabinet maker, went to school to become a technology education teacher, got stuck doing lawn care, and ended up in a factory making animal food. Savings are keeping me going as I turn paper toys into my full-time job!

• How do you see the future of paper toys?

It is incredible to see the number of designers who are making paper toys more popular each year. I remember seeing some Mario Brothers toys from Japan on Nintendo websites back in 1998. Then it was a few years of no paper toy activity on my radar. All of a sudden, Hako Clones appeared, then Ready-mech and I watched the rise of the vinyl toy movement and paper toys followed closely after. There are so many supremely talented designers, I wouldn't be surprised to see more find their way into package and product design, turning everyday flat commercial items into toys.

• What are your plans for the future?

My immediate plans are to build up my website with free paper toys. During this time, I'll work more on refining the next poseable tech.

Just a few months ago, Alexander Gwynne and I



Microbot and prototype

came up with a stunningly simple mechanism for adding pose-ability and swap-ability to any paper toy, using very simple pieces. Once you see it, you'll wonder why it hasn't appeared earlier. Right now, this idea is secretly held by just a few of the paper designers I trust. One day soon, you will see it featured in a book with die-cut parts, just like Castleforte's Paper Toy Monsters! I need to do more real engineering and testing before that though.

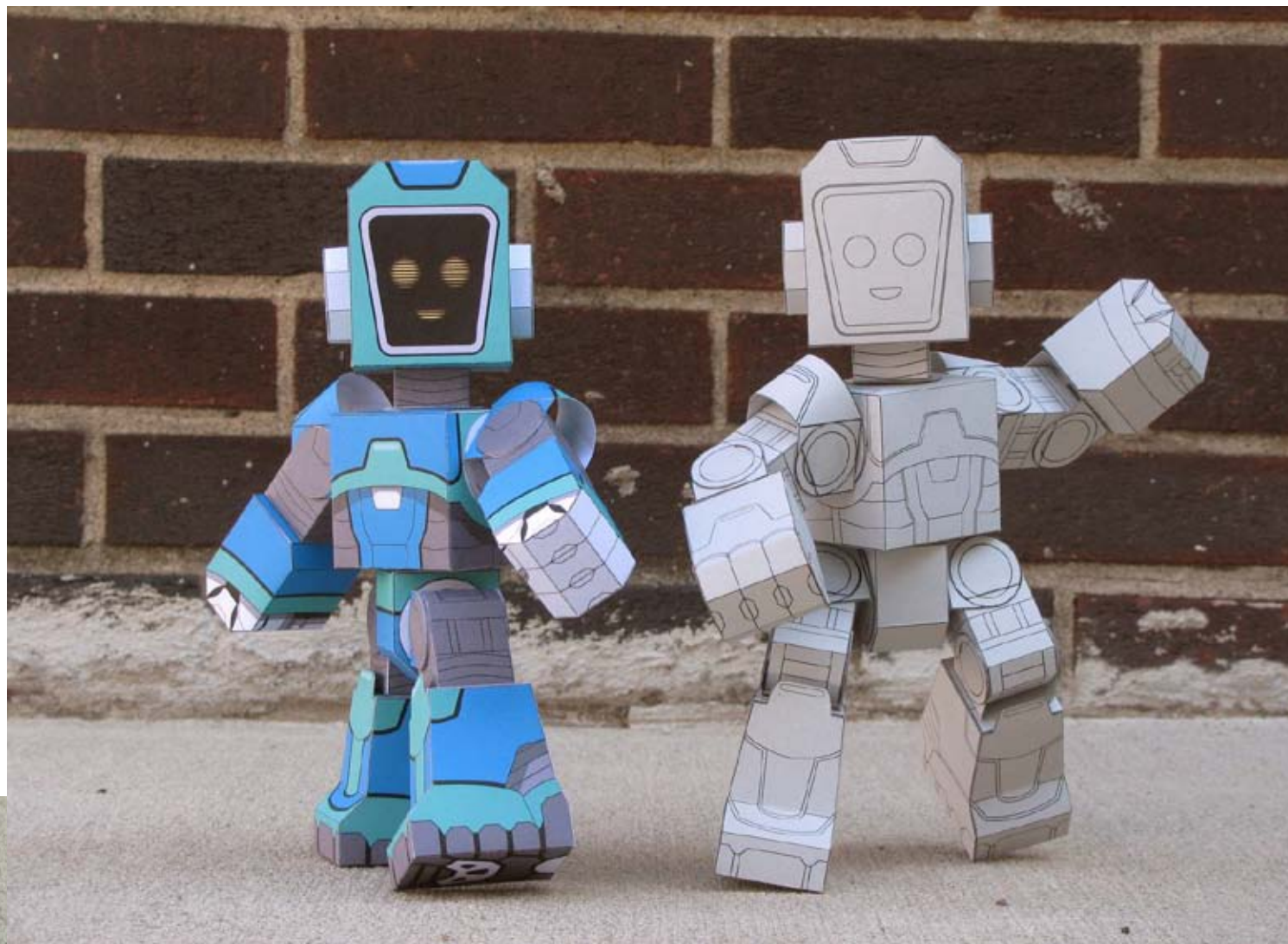
• Do you collect paper toys yourself?

I love to download and look at paper toy templates, even if I don't intend to build them. So many designers fascinate me with their use of color and texture: Tougui, Dolly Oblong, Marshall Alexander just to name a few. Others astound me with their choice of shapes; anything Matt Hawkins does, Nick Knite's Mechabunny, and Tetsuya Watabe's Rommy.

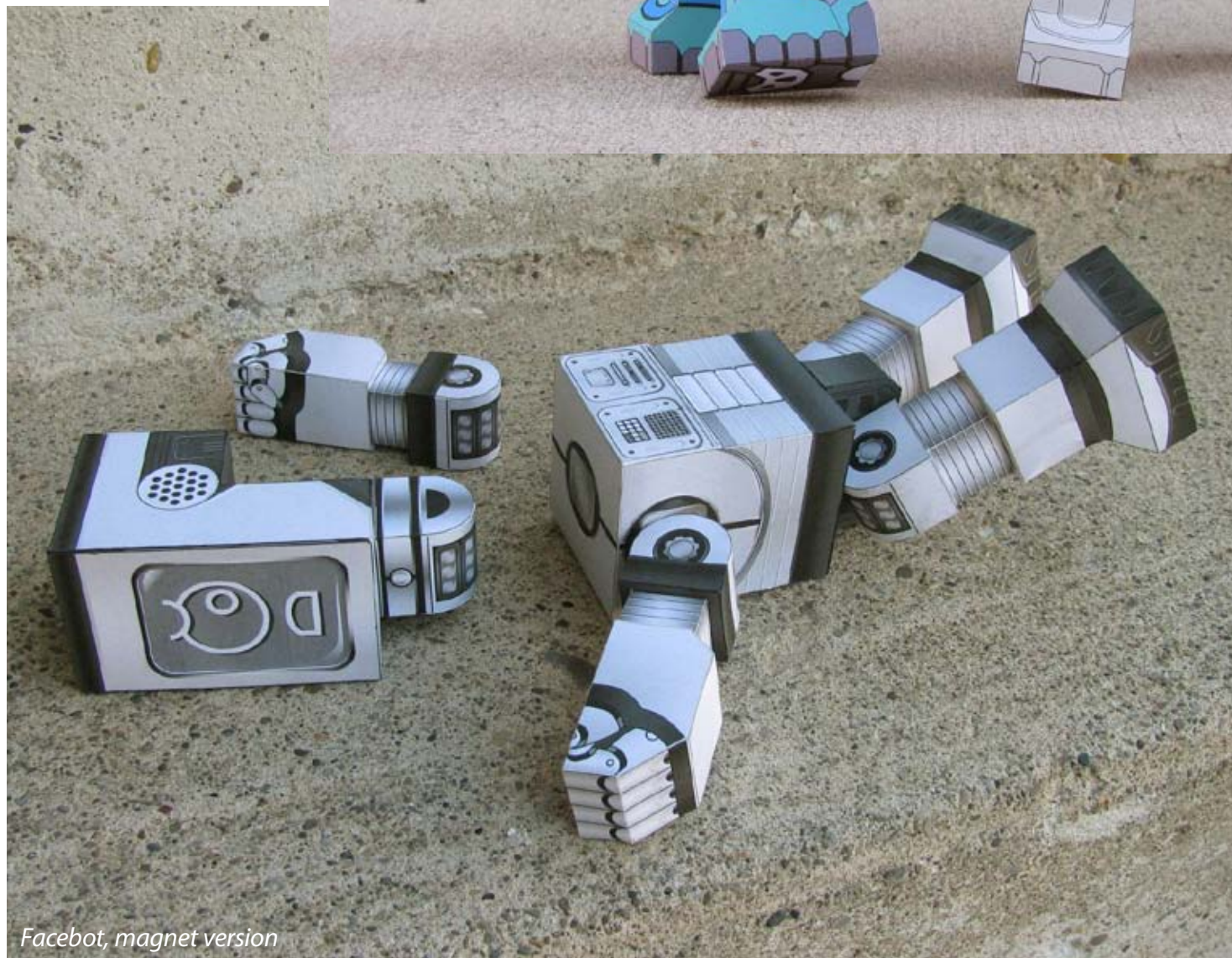
I also love printed books and kits, all the way from, "We Are Paper Toys" to "Urban Paper", Rob Ive's "Amazing Paper Pets" and of course, "Paper Toy Monsters". Francois Chetcuti's "Paper Toys" tin is so great that I'm sad to cut each beautiful page while making the toys.

• Are you planing to release any platform paper toy for customization?

When I've tried to design platform toys, I hit a cou-



Facebot, version 4



Facebot, magnet version



Facebot, version 3

ple of roadblocks... one is that I like to design toys with many points of articulation. This makes it time-consuming to build and I imagine, even harder to customize.

As I continue to do customs of other people's toys, I may better get in touch with the elements that make something fun to customize. If I can limit myself to designing a toy with only 1 or 2 moving parts and simple construction, then it might become popular enough to truly become a platform toy.

• **What's your process of creating and how did you come to flat axles?**

When Erik Young launched *www.paperrobots1999.com*, I was really struck by the tiny, ultra-poseable characters he made. When I went to make them, I was frustrated by having to tie knots in the rubber bands, and I never made any two joints the same.

I took that frustration and tried to design my own rubber band system that would be easier to put together, requiring no knots or adjustments. I tried out

several crazy methods, and accidentally came across a method for something I call "high friction cylinder wrap". I made a round paper cylinder, capped the two ends to keep it's shape stable, then wrapped another strip of paper around the cylinder and glued it tightly to create a surprisingly high-friction rotating part. Scotch tape on the inside surface of the cylinder and the wrap always ensures a smooth motion.

The lesson was valuable— pressing paper tightly against paper produced a smooth friction-ful interaction that would allow positional adjustment with a slight bit of force, yet it was strong enough to allow a figure to stand on one foot or lean over, holding the entire body weight on one point of articulation.

Taking this lesson, I revisited Shunichi Makino's axle design from the AT-AT paper toy. I created an enclosure that squeezed the edges of an internal disk, providing enough friction to hold a toy up. This was the enclosed "Disk Joint" design that appeared in "Build your own Paper Robots" in my Microbot design. It's not great over time though... the design is flawed and each disk joint enclosure eventually loosens up as the paper disk cuts into it. Also, the design allows shearing force to delaminate the tiny axle piece; the layers of paper that make up the tiny cardstock circle peel apart!

Between Microbot and Poco Bot, I removed the shearing action of the enclosed disk joints by building the joints right into the bodies of my toys. Eventually, I figured out that they could be screwed in instead of glued in, and I also discovered that the flat axle and it's cap ends could be made into one connected piece and folded over and glued to create the finished screw-in flat axle concept.

• **Have you got any plans about a stop motion video?**

Making a movie with my paper toys would be great, but I'm very picky about lighting and having a good place to photograph the action. Also, I wouldn't be happy unless I could change the expression on the face of the characters I'd use... so more designing

will precede any movies. Your Ye-bot exhibit was the perfect structure and source of moody lighting for making a multi-shot animation. I want to match that for sure!

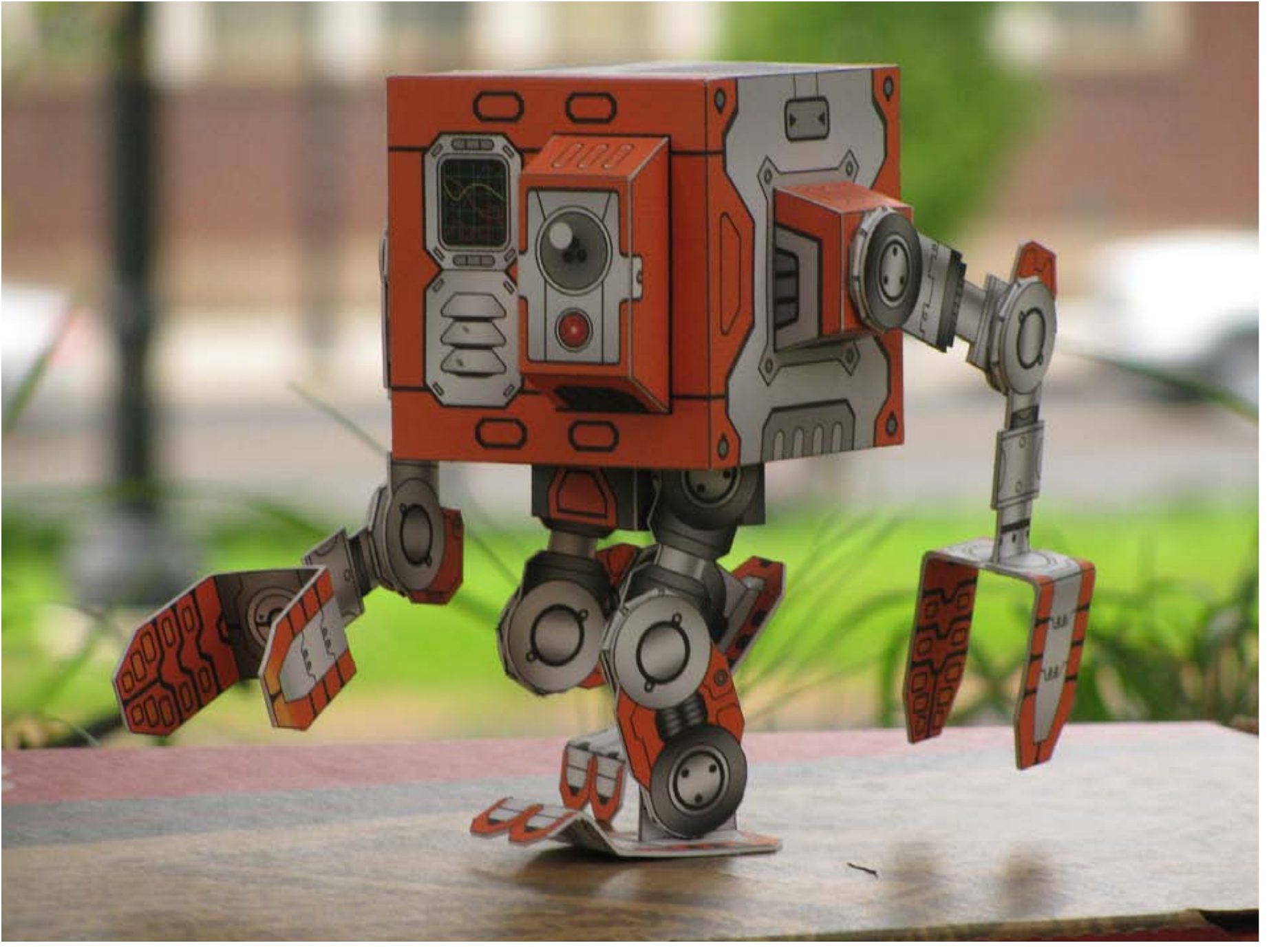
I was lucky to have a very creative fellow, like chx-mx, send in an animation using Pocobot. It's linked to on my blog and I show it to everybody who asks me what I do for a living! □



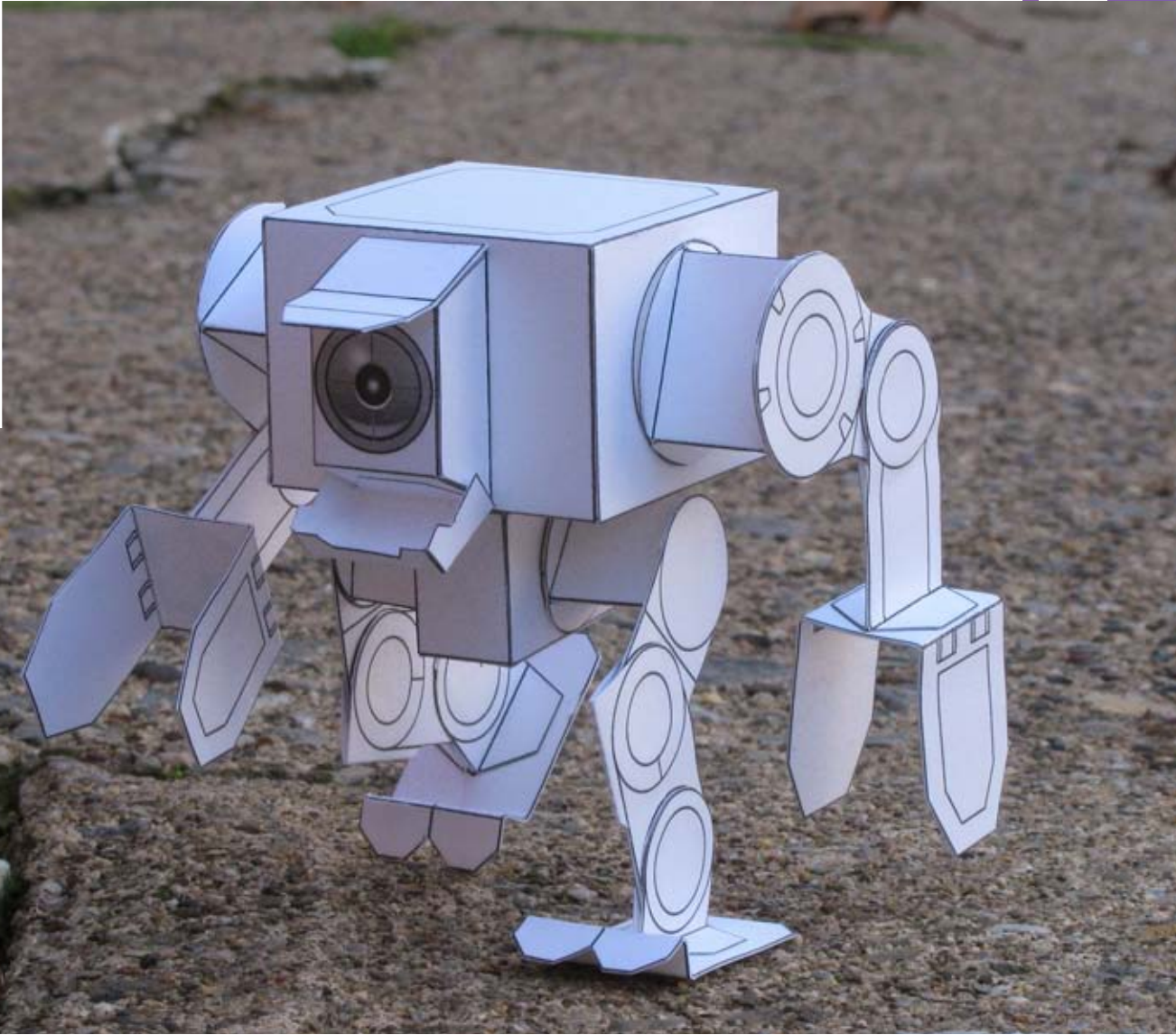
Robo paper



Shantae



Boxee, major

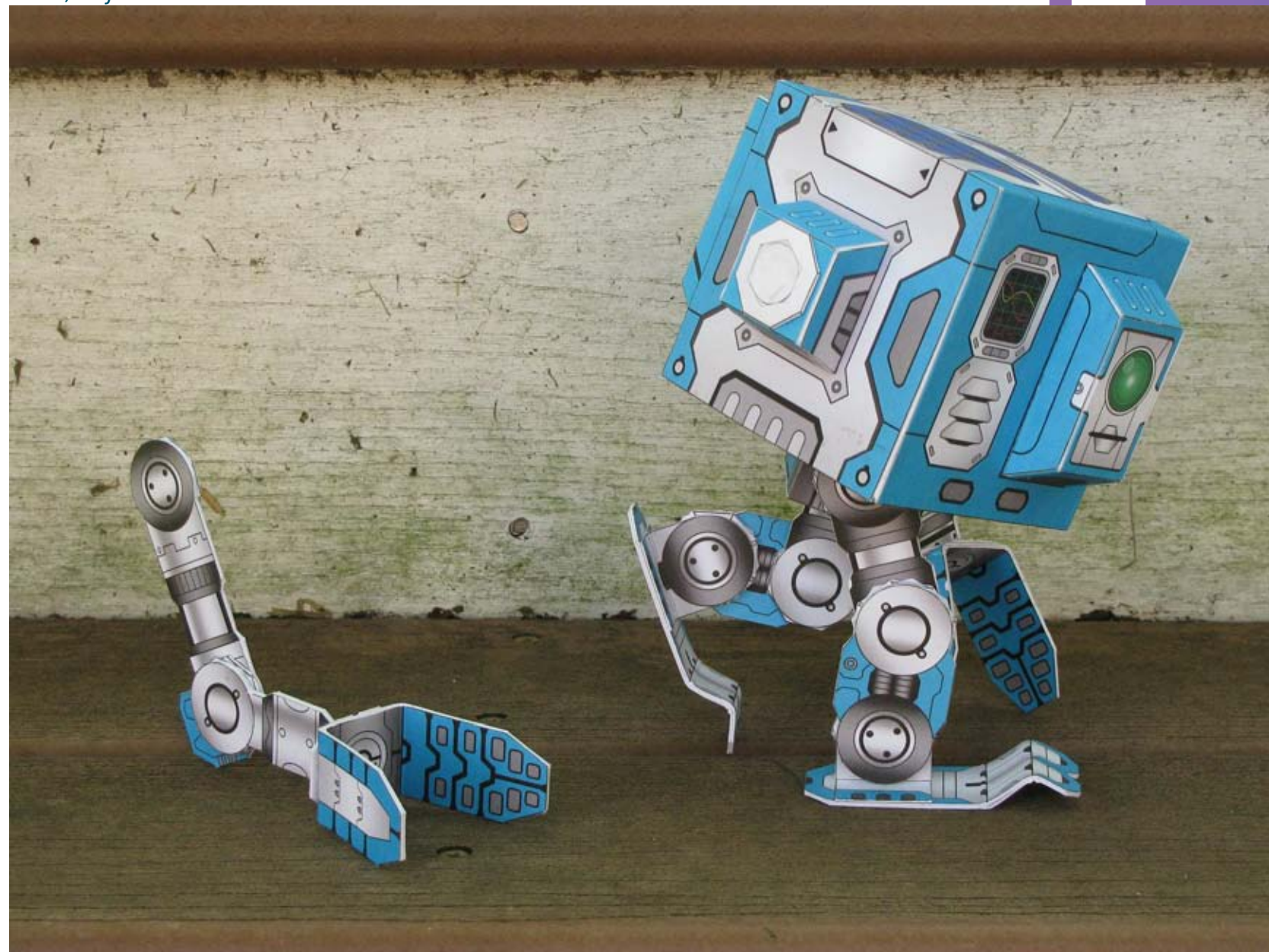


Mini Boxee

II LOVE



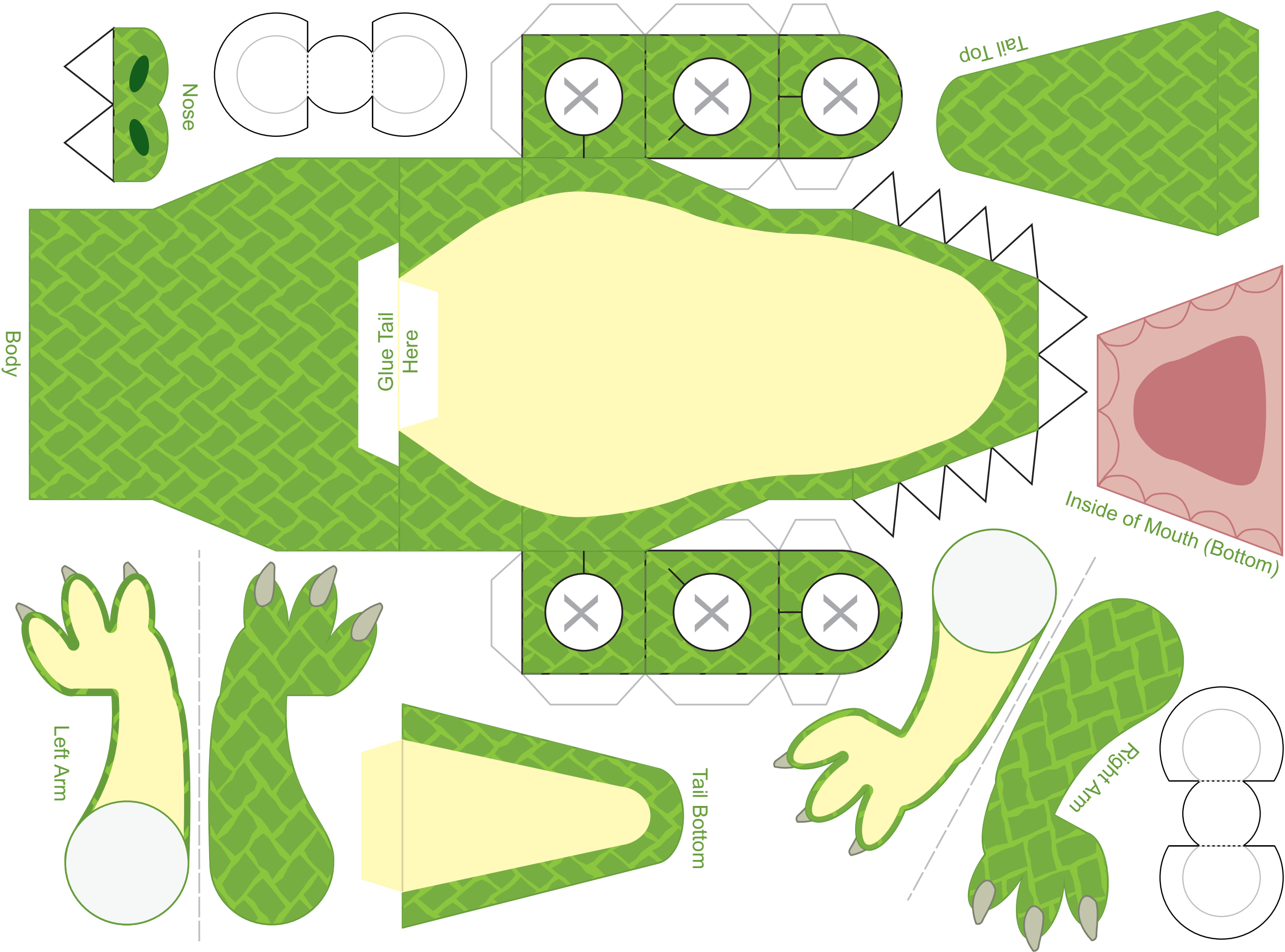
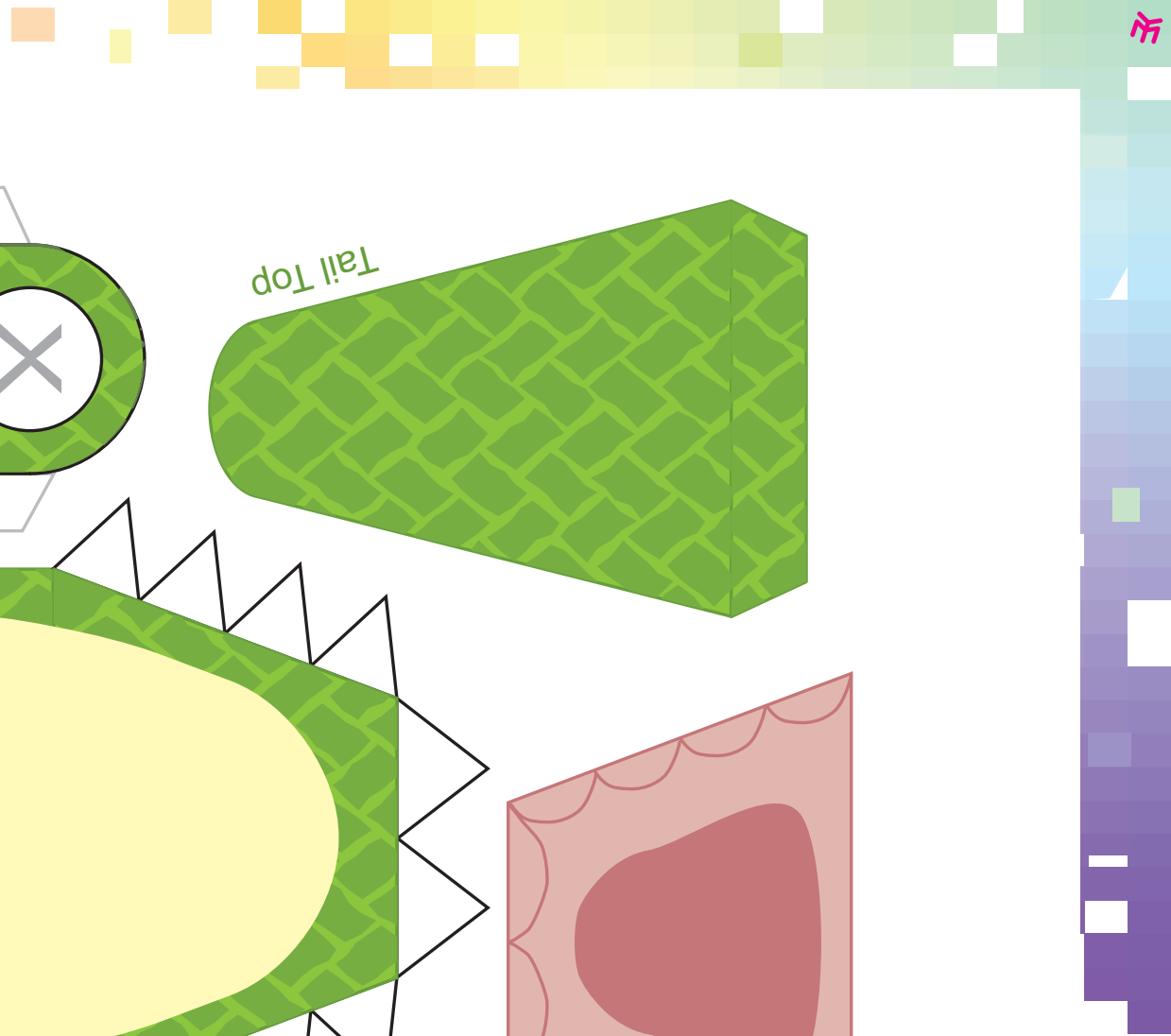
Boxee, major



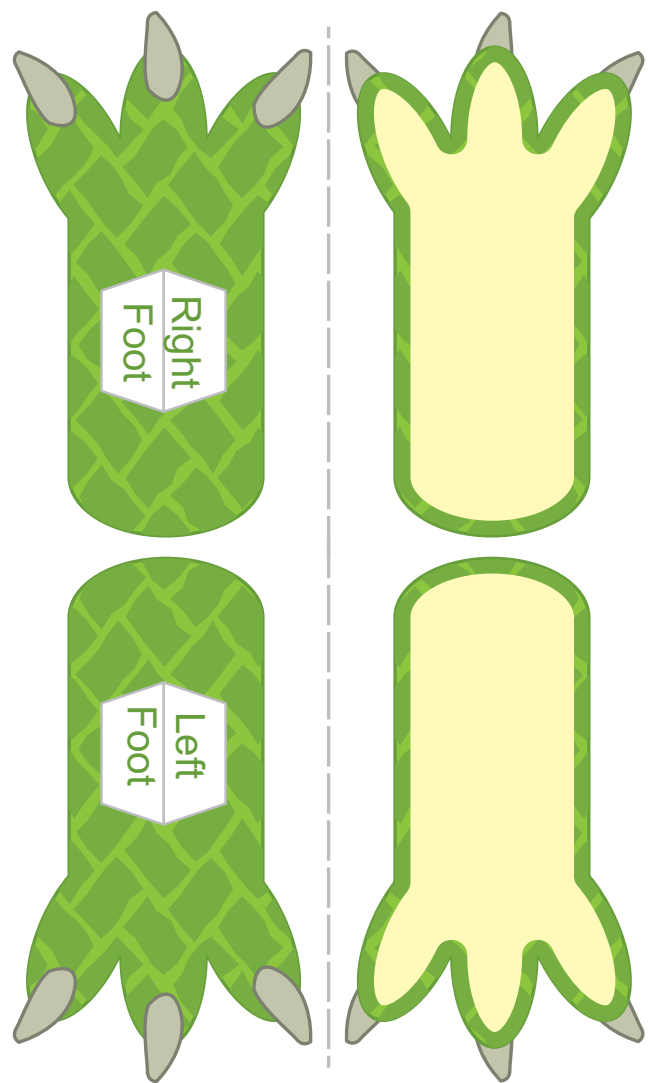
Josh Buczynski



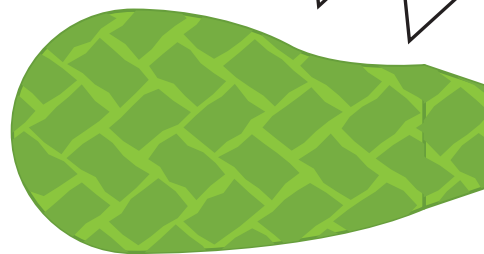
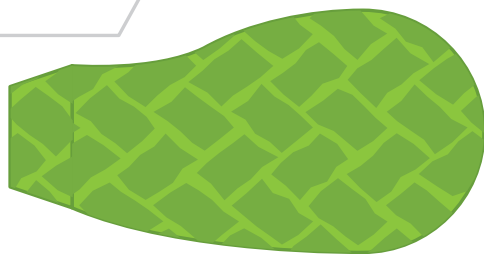
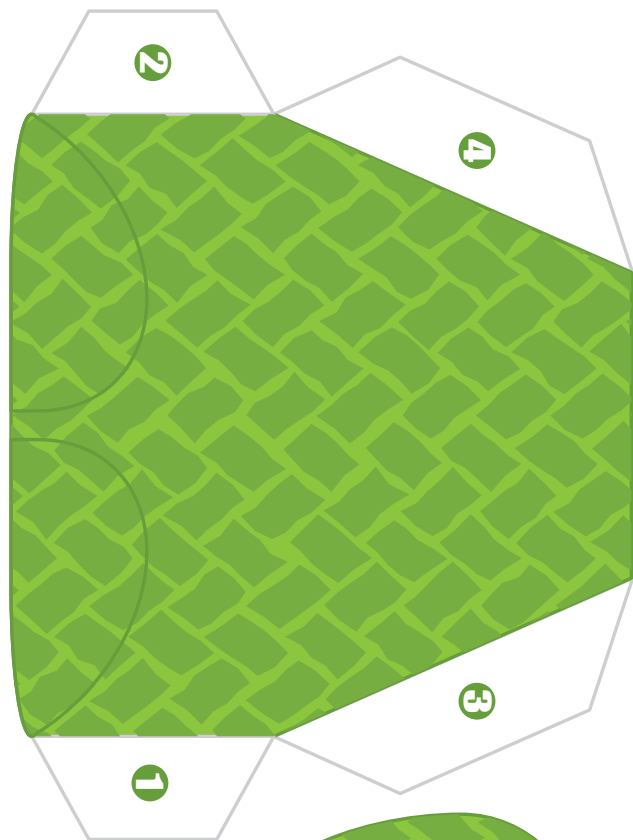
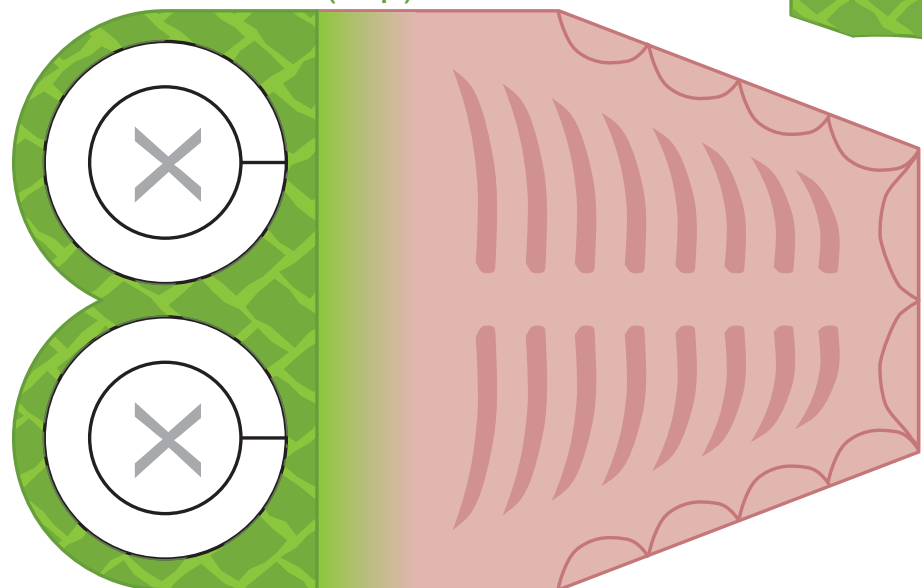
Shockduck



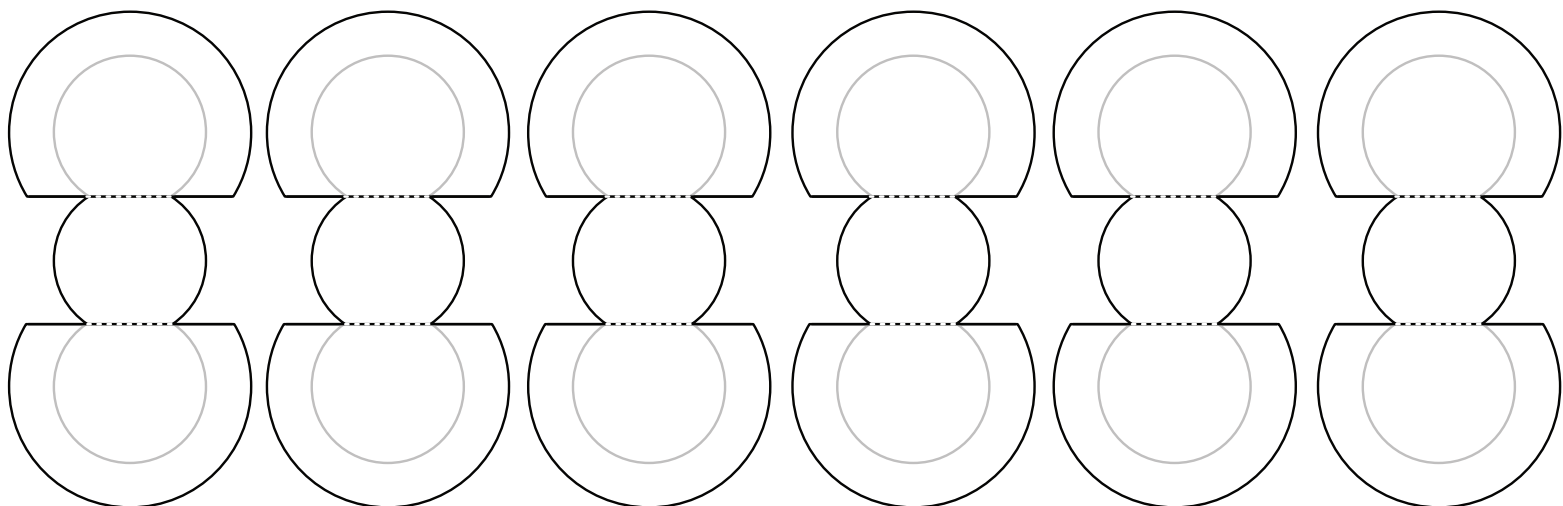
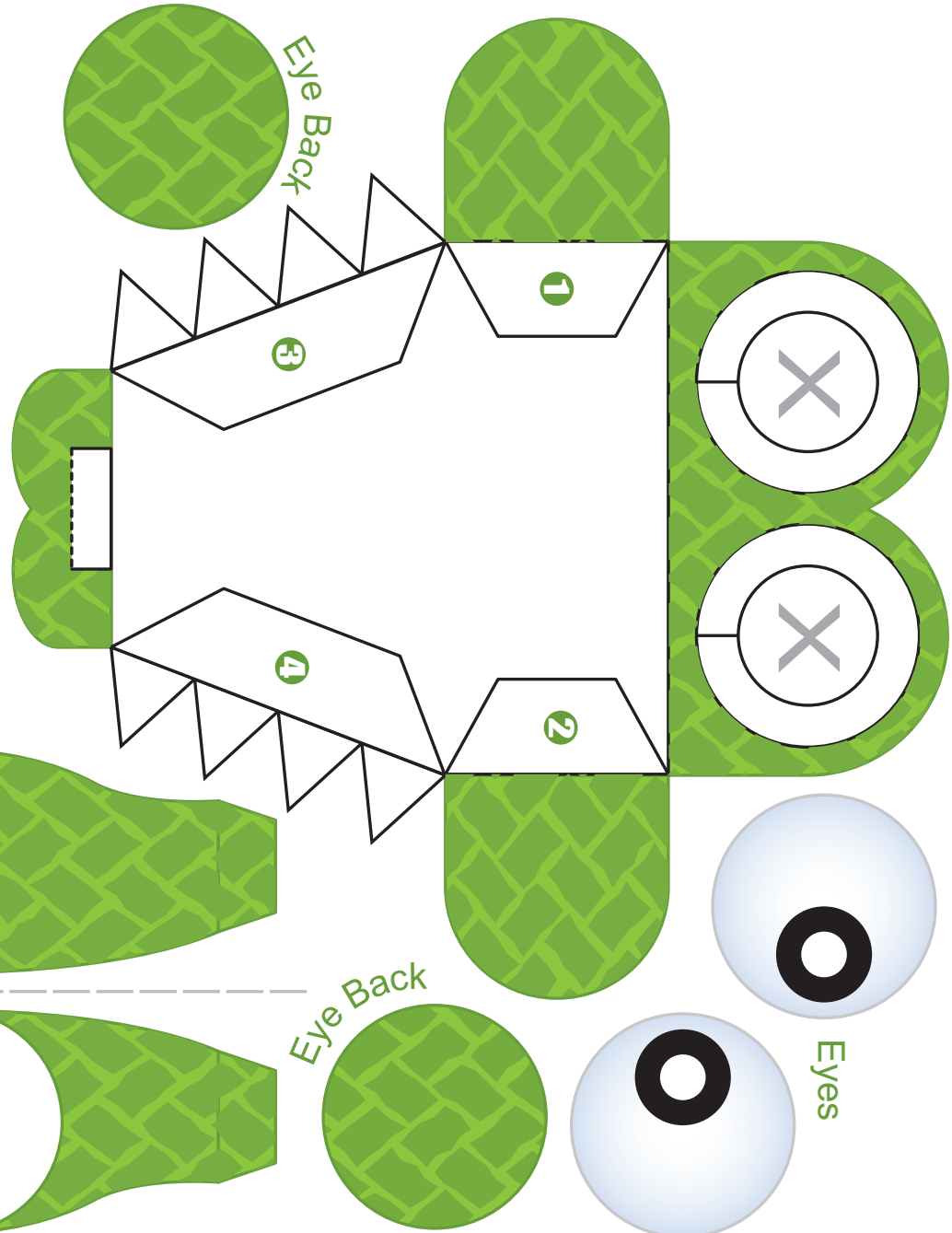
CROCO



Inside of Mouth (Top) and Back of Head



“Crocco” by Josh Buczynski -
paperposeables.blogspot.com



CROCCO



CROCO



Click here for the instructions!
<http://tinyurl.com/crocotoy>

Adam Lawrence

F R O M L I G H T M A K E R

www.collectables.lightmaker.co.uk

●Where are you from?

I'm born and breed in the UK, southeast just outside London to be a little more precise

●How long have you been into paper toys and why did you start?

I've loved the whole idea of paper toys for a long time as I have huge interest in the vinyl scene, and I love the whole idea of taking a blank, and customizing it to something of your own design. So paper toys seemed like a good idea. Though I only ever use one sheet of A4, which at times can prove tricky, which means sometimes things might not make it into the final design.

●Would you like to earn money making paper toys?

That would be great, but for me at the moment it's not about money, it's about giving something back for free.

● Do you customize other people's paper toys?

Alas no, but I have been known to customize Dunnys and Munnys in my spare time, as I said before I'm a massive fan of the vinyl scene, which in turn inspired me to come up with something through work, hence the paper toys.





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

I love paper toys, as it's amazing how complex some are, bearing in mind they are made of a flimsy bit of paper, it just annoys me that my fingers are a bit sausage like, and I have real trouble with the tiny fiddly parts....HAHA

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

There are so many out to name, but for me I get inspired by artists from all walks of life, toys, things outside the window you name it I get inspired from it.

• **What are your other interests?**

That's a good question, I'm interested in so many different things Art, toys, comics, Halloween, horror, film, monkeys and extreme sports to name a few. To be fair there isn't much that doesn't interest me, I need to be occupied 24/7...HAHA

• **What's your day job?**

Well this is my day Job, which can't be too bad, I'm head creative and a 3D artist for a Company called Lightmaker (www.lightmaker.com) who are a web design firm.

I had this idea some time ago as a creative outlet at work, which work were cool to let me get on with, so now we try and get a new set done every quarter..

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

Hopefully to see more people creating them, as I love that fact that something so simple can be so creative, that and it's a toy that you can make, they are collectable, customizable and damn good fun, shame they aren't waterproof....

I would love to see it in schools as part of the art curriculum. It's cheap, and everyone could be working of the same blank, how amazing would it be.



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

To carry on doing what I'm doing now, just pushing my art into as many avenues as I can. Learning new things and to enjoy every minute of it.

● **Do you collect paper toys yourself?**

I do indeed, along with so many other things, like Lego, vinyl toys and art books. My desk at work is almost impossible to work on, due to all the toys spilling out from everywhere.

● **Are you planning to release any platform paper toy for customization?**

That's always something that I've been meaning to do, so watch this space.

Though we hopefully will be working on something very special, hopefully not in too far in the distant future. So keep them eyes peeled good people.

● **What does your colleagues at work think about your paper crafting?**

They love it, they have all come up with a few ideas that hopefully you will see on the website soon....

● **Do you plan to make your own web page for your works**

There no planning needed, as we have this <http://collectables.light-maker.co.uk/> one good thing about working at Web design firm.

Most of them on there have been created by myself, though a few are from other designers, a student and by the head of technical. I love the fact that everyone here seems to be inspired to create one.

● **Something else important or interesting about you, not mentioned here?**

I have a tattoo of a Mexican wrestling zombie dressed as the virgin Mary on the underside of my arm... □







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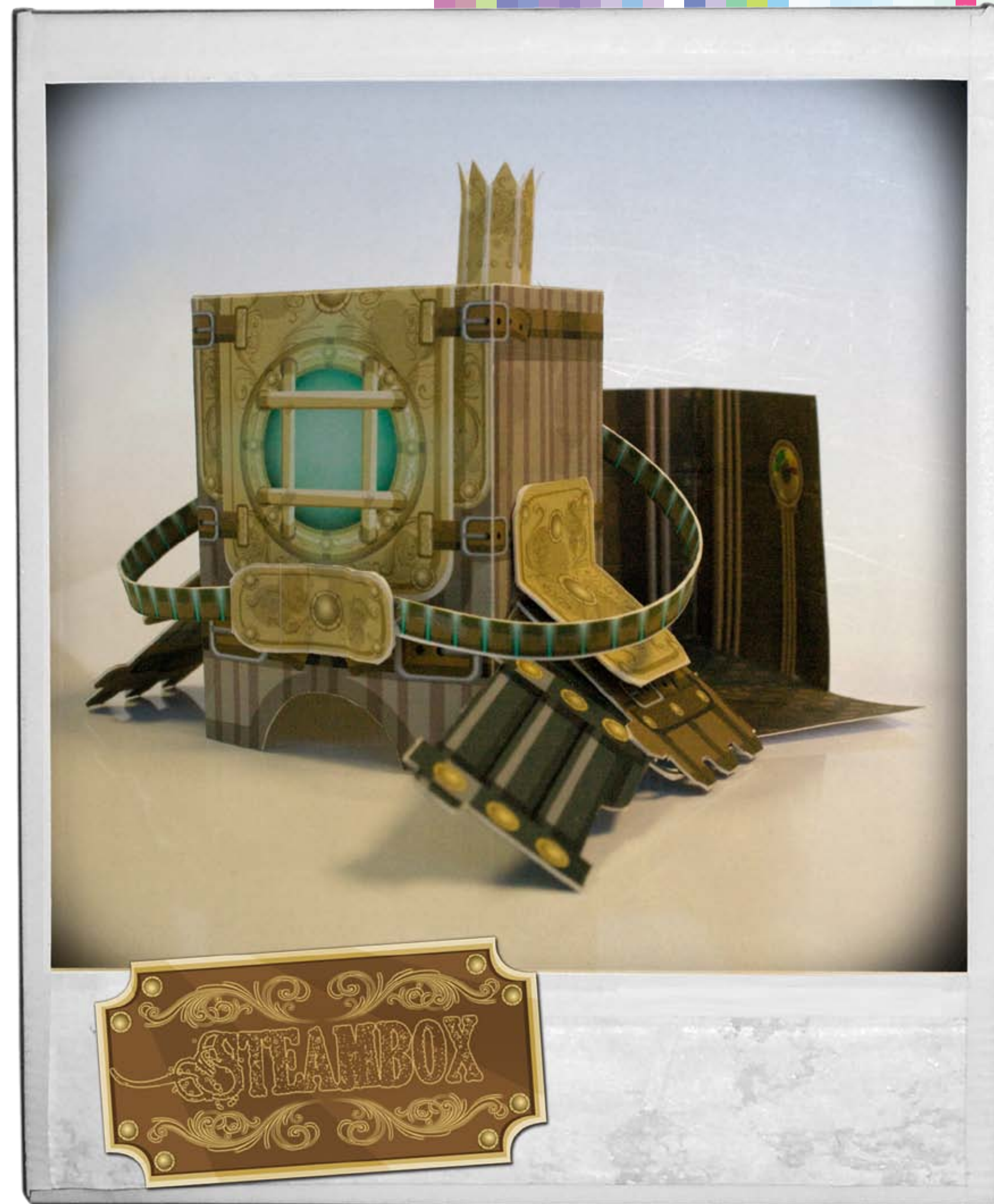
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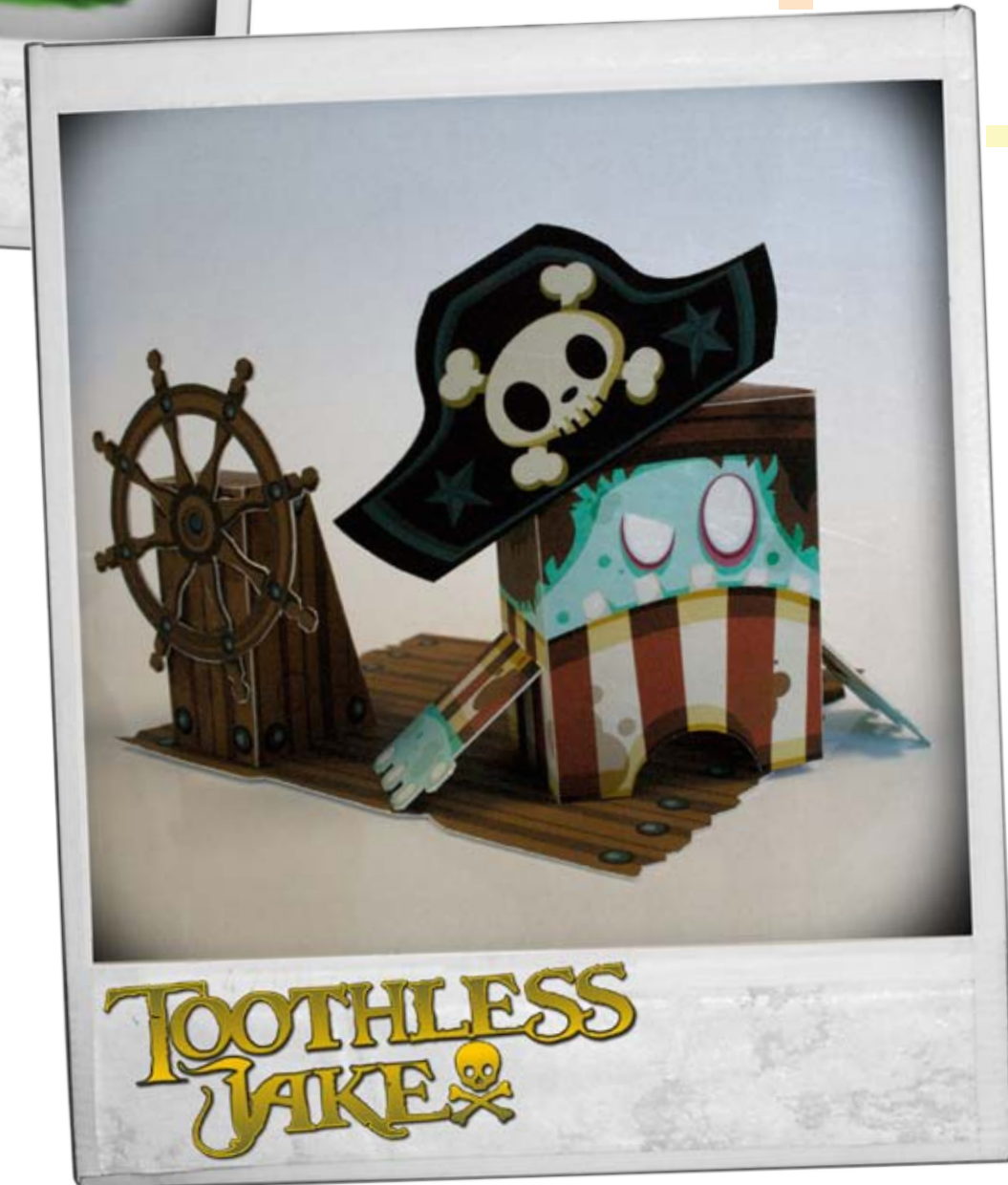
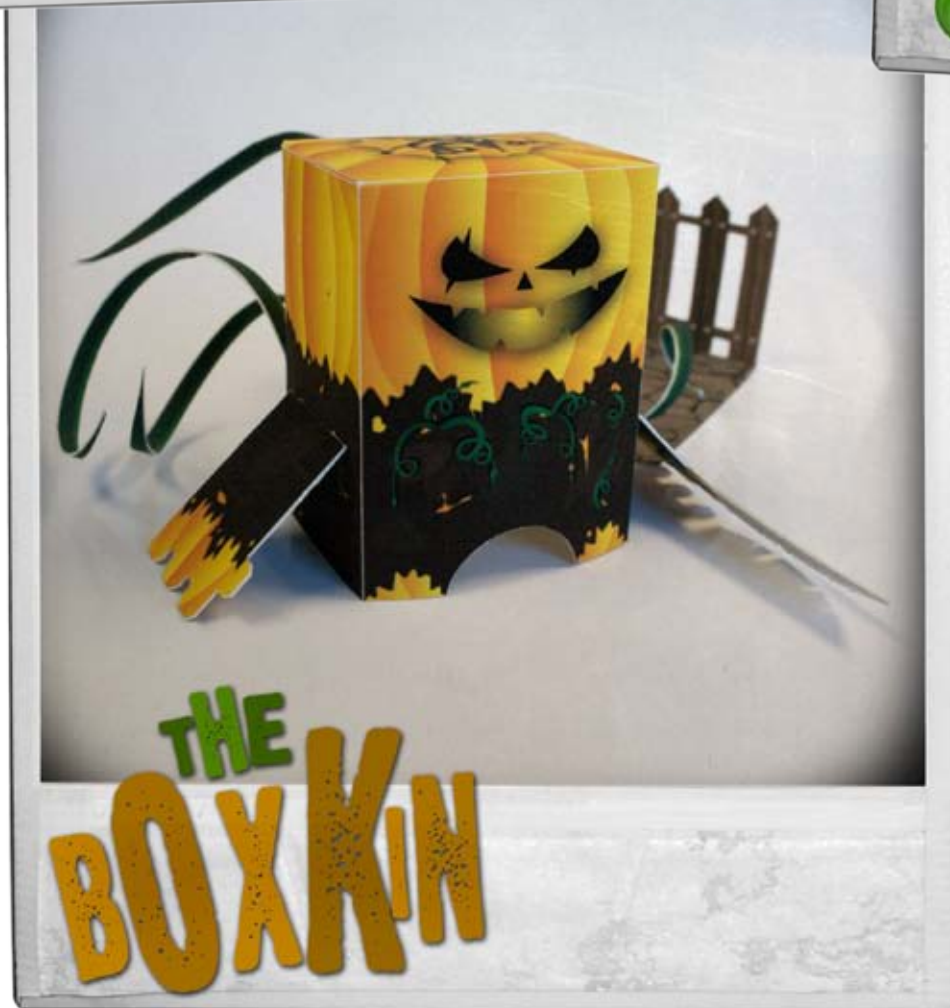


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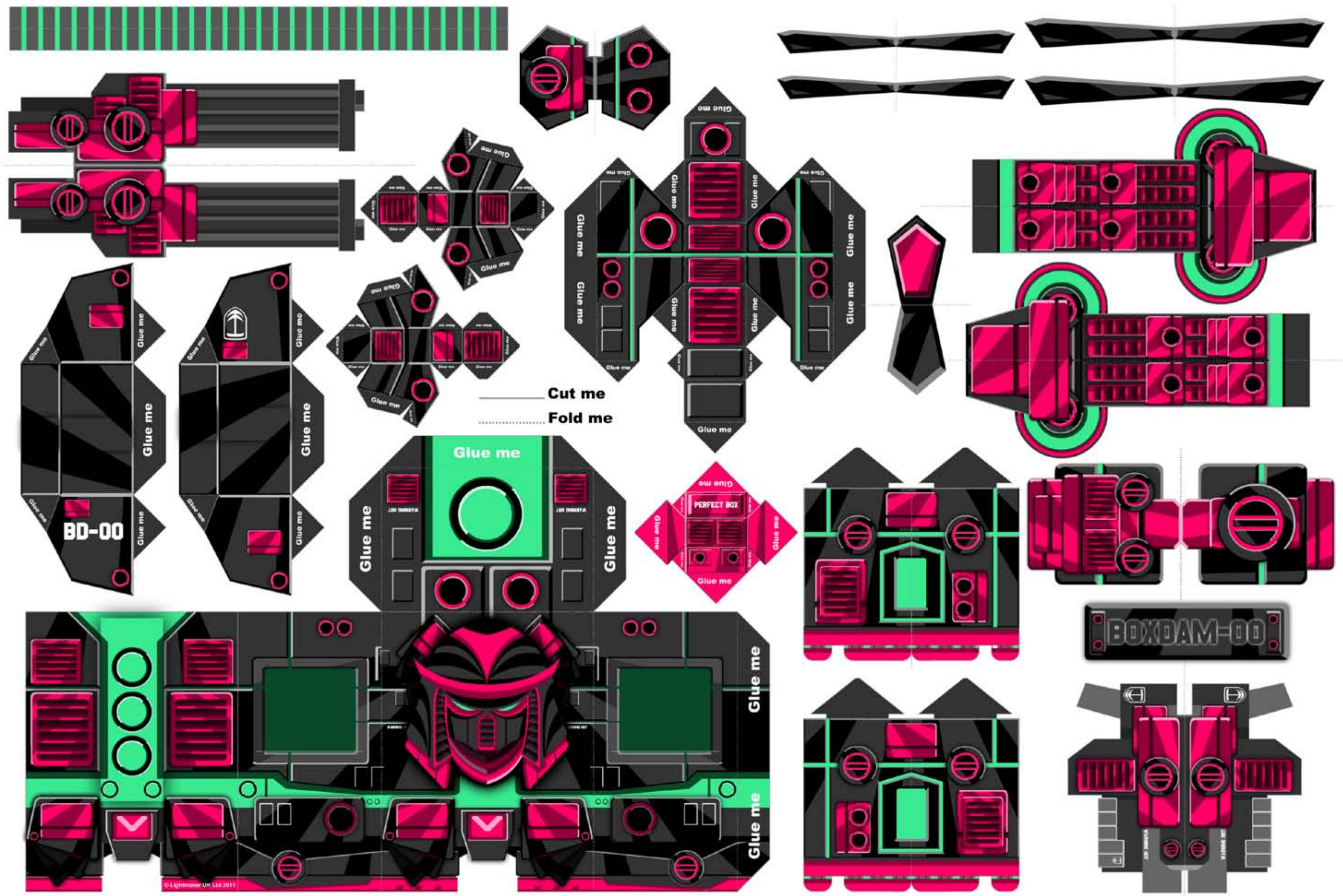
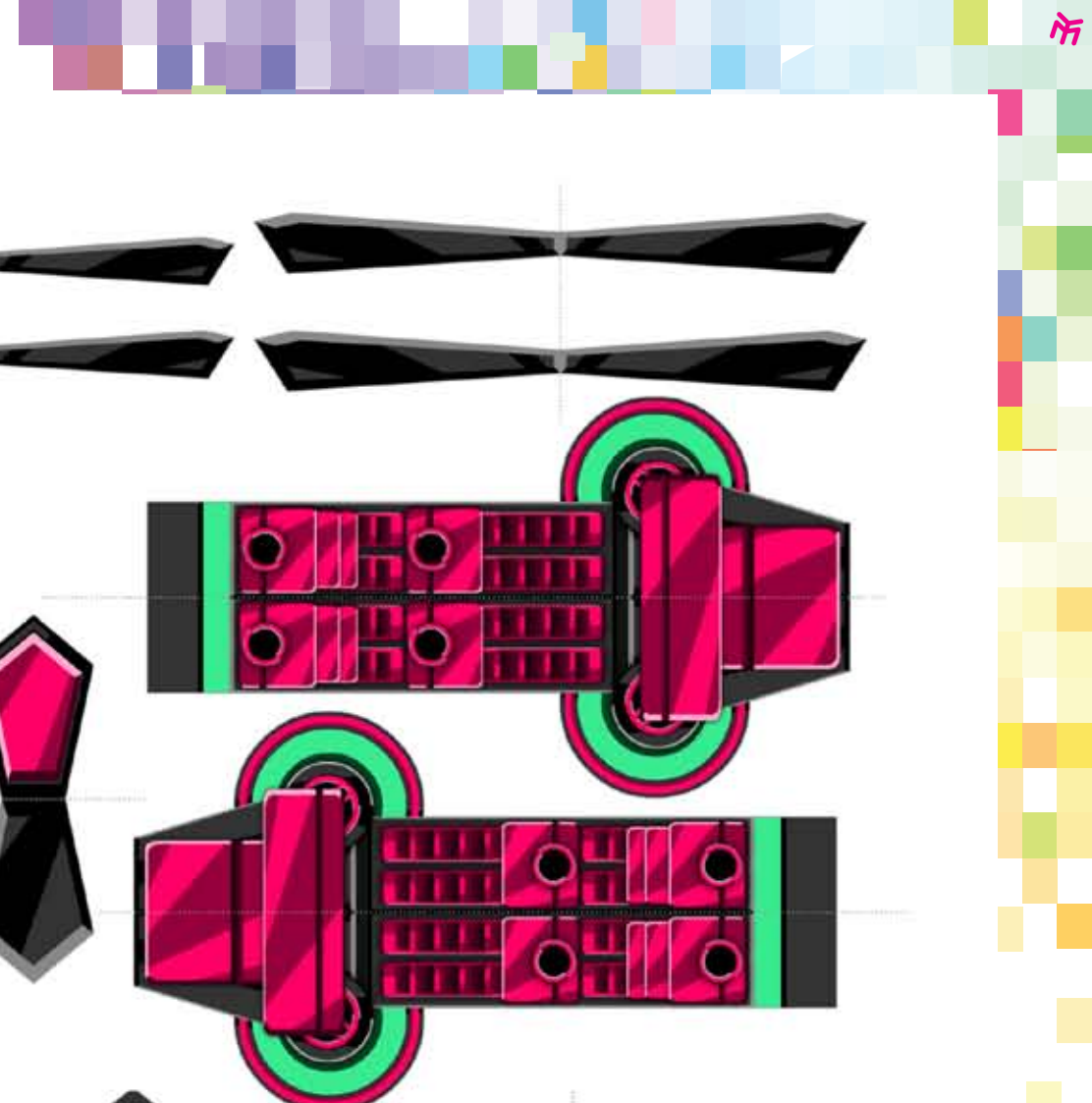


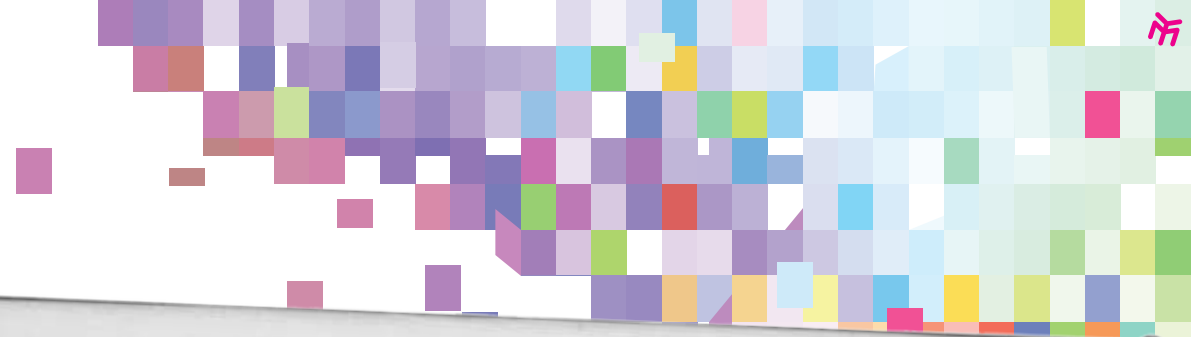














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SOLUTION FROM THE ISSUE #00