



PRESENTS :

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# REVOLUTION+ART



presents



# REVOLUTION+ART

<http://revolutionart.publicistas.org>

## REVOLUTION+ART

INTERNATIONAL MAGAZINE

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Creative Director:  
Nelson Medina

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Thanks to:

- . You
- . The boys of the revolution
- . GoMedia
- . Gisele Jecker
- . The fans

Do you like to support the best magazine in the world?

We need enthusiasts journalists to cover events around the world. Some funny guy for cartoons section. Some freaky chic for fashion events. Some headbangers for the music comments. And some geeks for the tech news and gadgets. Join us!

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Welcome back to your favorite magazine. In this superedition we have more superpeople contributing than ever: designers, artists, models, musicians, advertisers. There are more than 200 pages full of color and style... and as always FREE.

We are many more! That's great, but there's still more people walking in the darkness that doesn't know this magazine. We have two alternatives 1.- kill them 2.- show them Revolutionart. Make your choice!

In this number we have an exclusive interview with Jeff Finley from Gomedia; an outstanding design studio that has worked with some great bands like Ozzy, Stone Sour, Metallica; and brands like Pepsi.

For your delight, the MODELS section has new faces and bodies. Our MUSIC space presents some independent bands to explore new tastes. Comment them in our forum.

The next edition of REVOLUTIONART will be dedicated to our Planet Earth. You have the space to express your thoughts about important themes like global warming,



ecology, nature, species on extinction, natural resources and our part as human beings to solve some of these problems. Make your advertise to the world.

By the way, on August 17th will be my birthday. If you like to say hello, drop me an email. Peace.

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Issue 7

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YOU CAN PARTICIPATE IN THE NEXT ISSUE !

# HOW TO SEND YOUR ARTWORK FOR THE NEXT EDITION OF



## ARTISTS:

// SEND YOUR ARTWORK IN HIGH QUALITY JPG TO  
HOLA@PUBLICISTAS.ORG

// SIZE:  
920 x 550 PIXELS (IF ARTWORK IS HORIZONTAL)  
460 x 550 PIXELS (IF ARTWORK IS VERTICAL)

// IT COULD BE COMPUTER GENERATED, HAND MADE  
DRAW, PHOTOMANIPULATION, VECTOR, RASTER, SCANNED  
OR ANY IMAGE FROM YOUR CREATIVITY RELATED TO THE  
NEXT ISSUE'S THEME. (SEE THE LAST PAGE)

// SEND NAME, COUNTRY, E-MAIL, AND WEBSITE.

## ADVERTISERS AND CREATIVES:

// SEND YOUR COOLEST PIECES OF MARKETING CAM-  
PAIGNS, BELOW THE LINE, DIRECT MARKETING, VIRAL,  
ABOVE THE LINE, PROMOTIONAL ACTIONS AND CREATIVE  
ADS.

// ADD A LITTLE BRIEF (MAYBE CAMPAIGN OBJEC-  
TIVES, IDEA, AND RESULTS) AND CREDITS.

// SEND IT AT ANY SIZE IN HIGH QUALITY JPG TO  
HOLA@PUBLICISTAS.ORG



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WHY DO BUSINESS IN OTHER WAY?

## REVOLUTIONART INTERNATIONAL MAGAZINE

Frequency: Every two months

Price: FREE \$ 0

Estimated downloads per issue:  
10,000

Estimated viral readers per issue:  
34,000

Distribution: All the web

Readers origin :

1.Europe 37.4 %

2.South America 20.5%

3.Asia 12.2 %

4.USA and Canada 13.1 %

5.Centroamérica 9.1 %

6.Australia 3.4 %

7.Africa 0.5 %

others 3.7 %

## REVOLUTIONART



(stats pounded from past Issues)

Promoted in AD festivals, magazines, blogs, podcasts and lot of alliances on Internet



PLACE YOUR AD HERE

[hola@publicistas.org](mailto:hola@publicistas.org)

**SUPERSTAR!**



# REVOLUTION+ART



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SUPERSTAR

SUPERSTAR







REVOLUTIONART

# SUPERSTAR IS THE FACE

Revolution Art









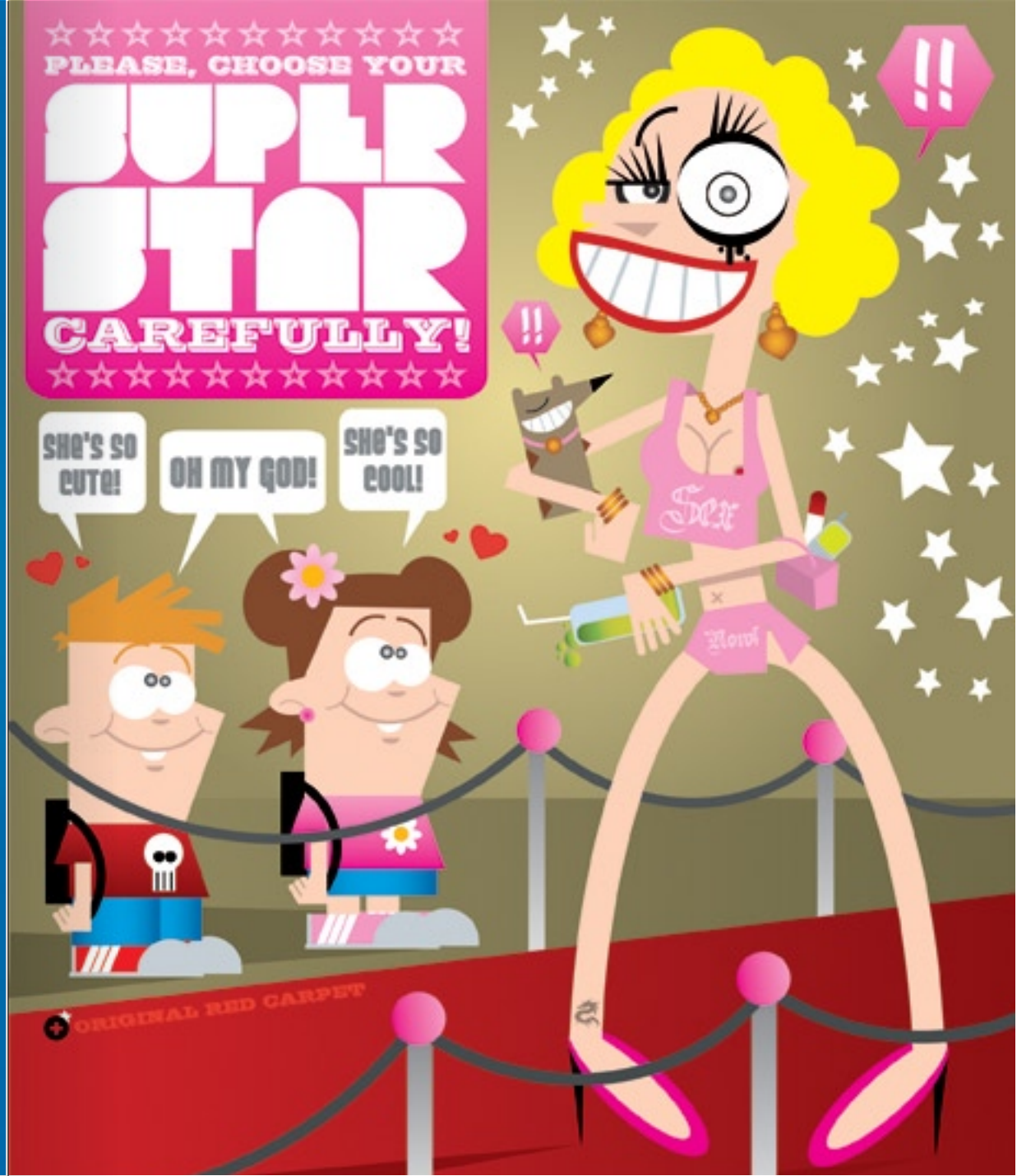
# SUPERSTAR

*Colección*  
**Aeroha**  
*Authentic Woman Vintage*



**Aeroha**  
\*\*\*\*\*  
*Primavera - Verano*  
*2006 - 2007*







**REVOLUTION+**

**ART**





*superstar*

*superstar*

*superstar*





nearer the stars

nearer the stars

superstar







REVOLUTION+ART

SUPER STAR



REVOLUTIONART



SUPER ★



**REVOLUTIONART**







SUPER STAR







# Superstar





Edición Ilustrada

REVOLUTIONART 

AL QUE SE HAGA FAMOSO  
CON MUSICA AJENA LLAMALO...



FARSANTE!

REVOLUTIONART 



I love my  
Rockstar

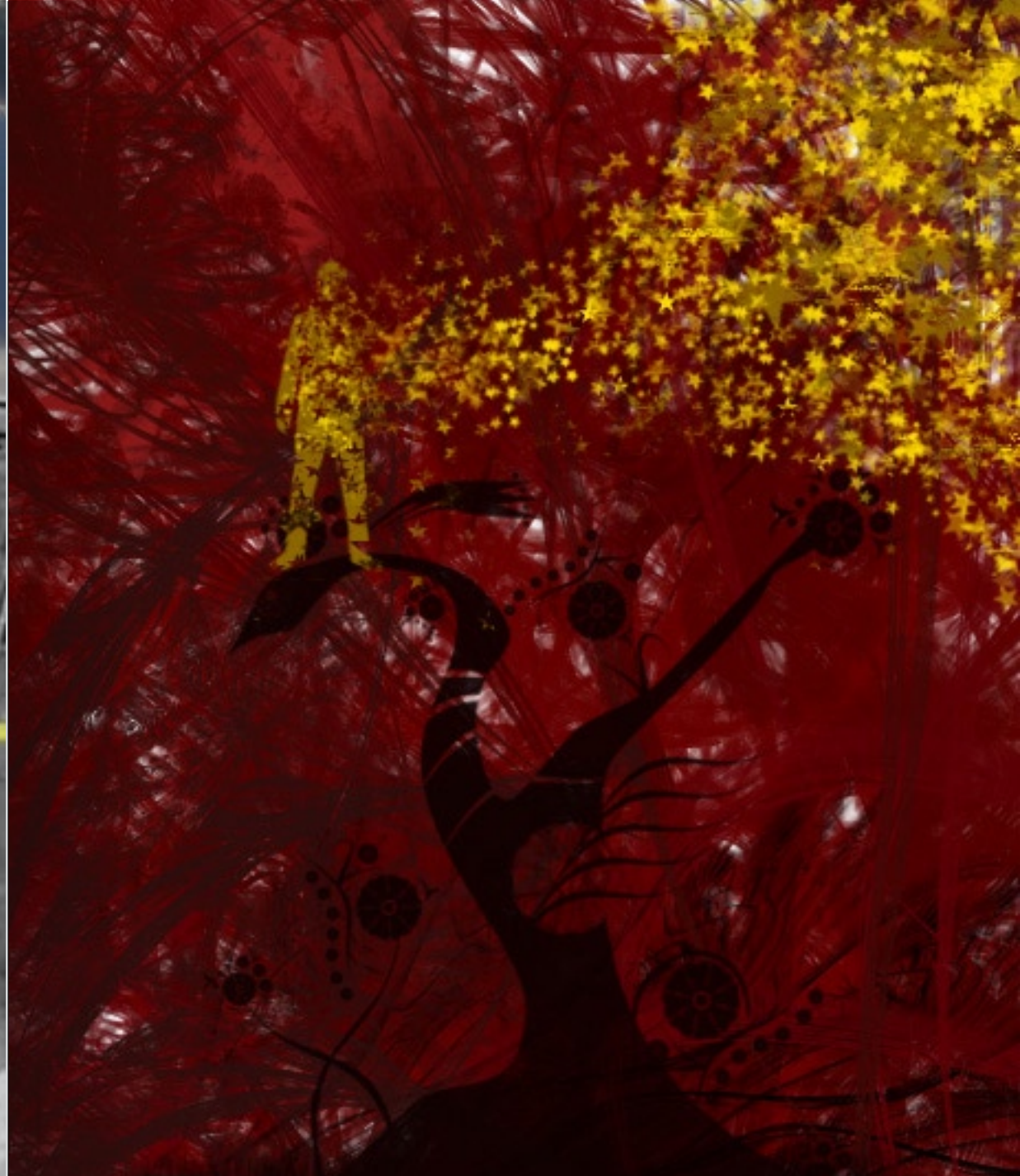
REVOLUTIONART 



Javier Cadena – México



Jorge Campos – Bolivia





I made it through the wilderness

So I made it through

Don't you lost I was

I complete

you

Like a virgin

ached for the

virgin

heart beats (after

me

Gonna give you all my love, boy

My fear is fading fast

When saving it all for you

blue cause only love can last

You're so fine and

What I

loved

lo

scared and con



# STARLIST



Intento llegar con sentimiento  
en lo profundo de tu corazón  
no me basta con mirar al cielo  
para entender este amor

Pero aun no tengo la certeza  
de conquistar tu corazón  
como puedo pronunciar  
tu nombre si no tengo ese amor

Amor en mis poemas  
es muy difícil definir  
pero una sonrisa tuya  
le haría muy bien a mi corazón

Difícil es mirar el cielo  
si tu no me quieres ni ver  
recoge desde el cielo  
a este pobre corazón

Acaso pequeña mía  
no entiendes este amor  
difícil es mirar las estrellas  
Si no me quieres ni ver

Prometo en mis palabras  
no volverte a molestar  
pero una sonrisa tuya  
alegraría mi corazón

Podría escribir mil poemas  
para conquistar tu corazón  
pero no encuentro las palabras  
para conquistar este Amor

Podría escribir mil razones  
para conquistar tu corazón  
pero es difícil mirarte mi cielo  
si no deseas mi corazón

Se despide este pobre loco  
que intento conquistar tu corazón  
pero es difícil encontrar el cielo  
si no me quieres ni ver

Amor y amistad son dos palabras  
tan difícil de entender  
si me dieras tu amistad  
Podría mirar al cielo y poderte contemplar

Difícil es explicar sentimientos  
ahora se me nubla el pensamiento  
porque no encuentro esas palabras  
para poder conquistar tu corazón



I+W  
**IVETTE**  
**TE AMO**  
MI MUNDO SE DESTRUYE DESDE QUE NO ESTAS




I can't walk but I sure can fly



**SUPERSTAR**  
9 01 46 54 68 79 00 71 48 7



**REVOLUTIONART** 

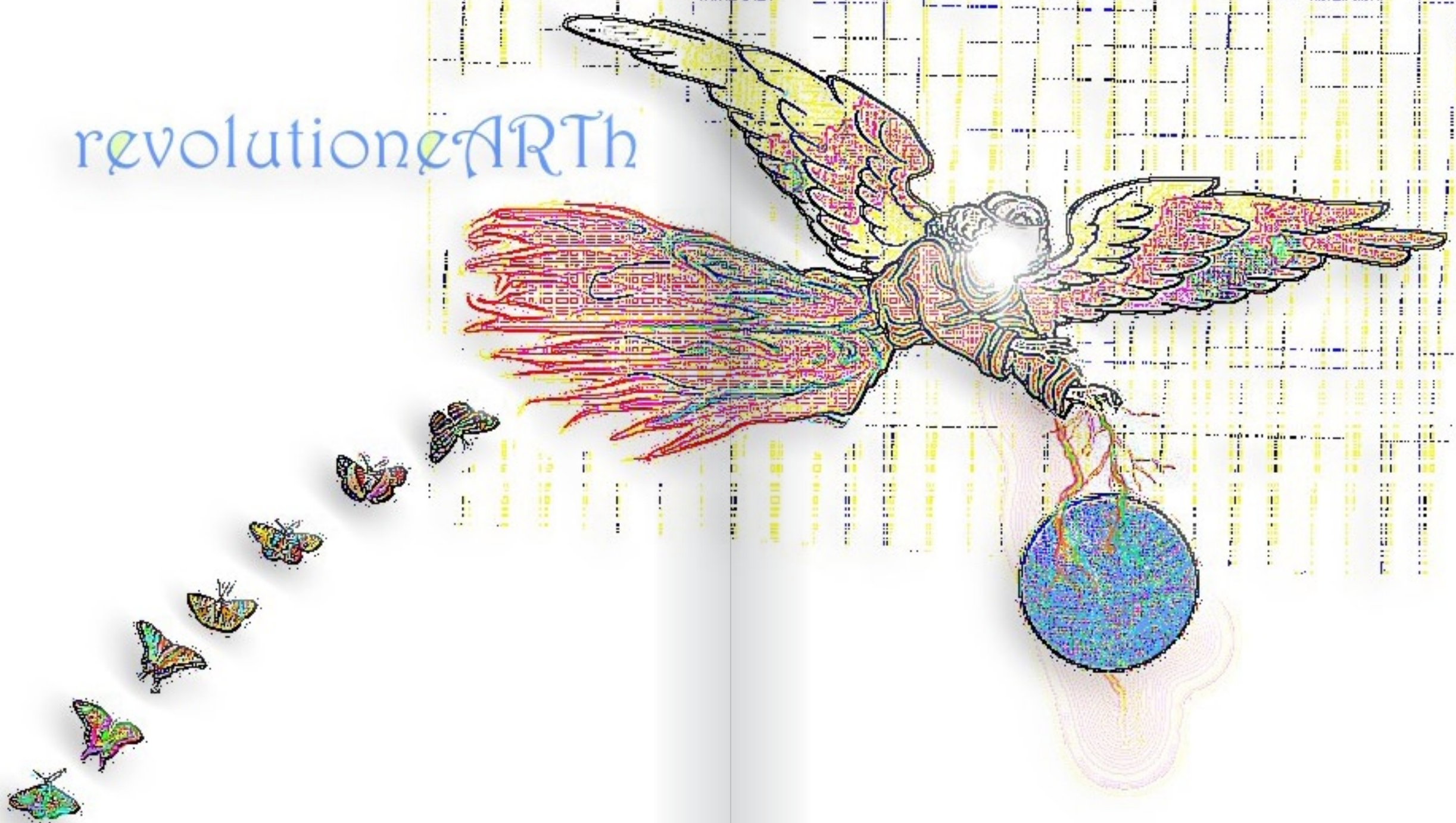




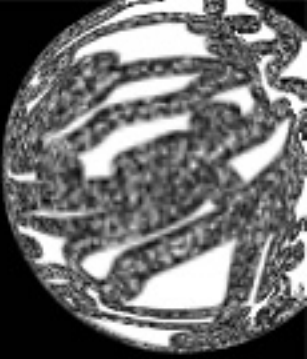




# revolution & ARTh









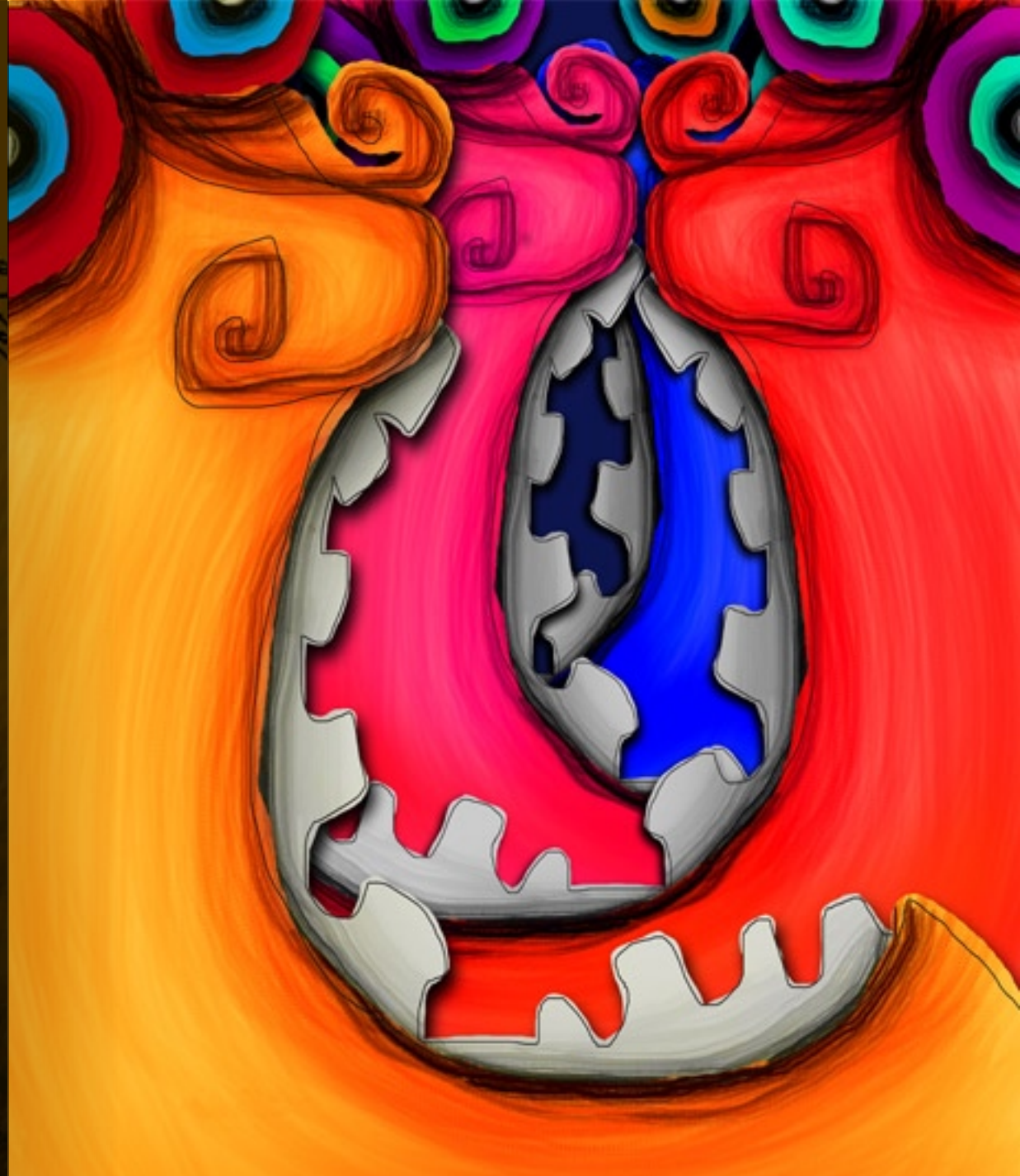




























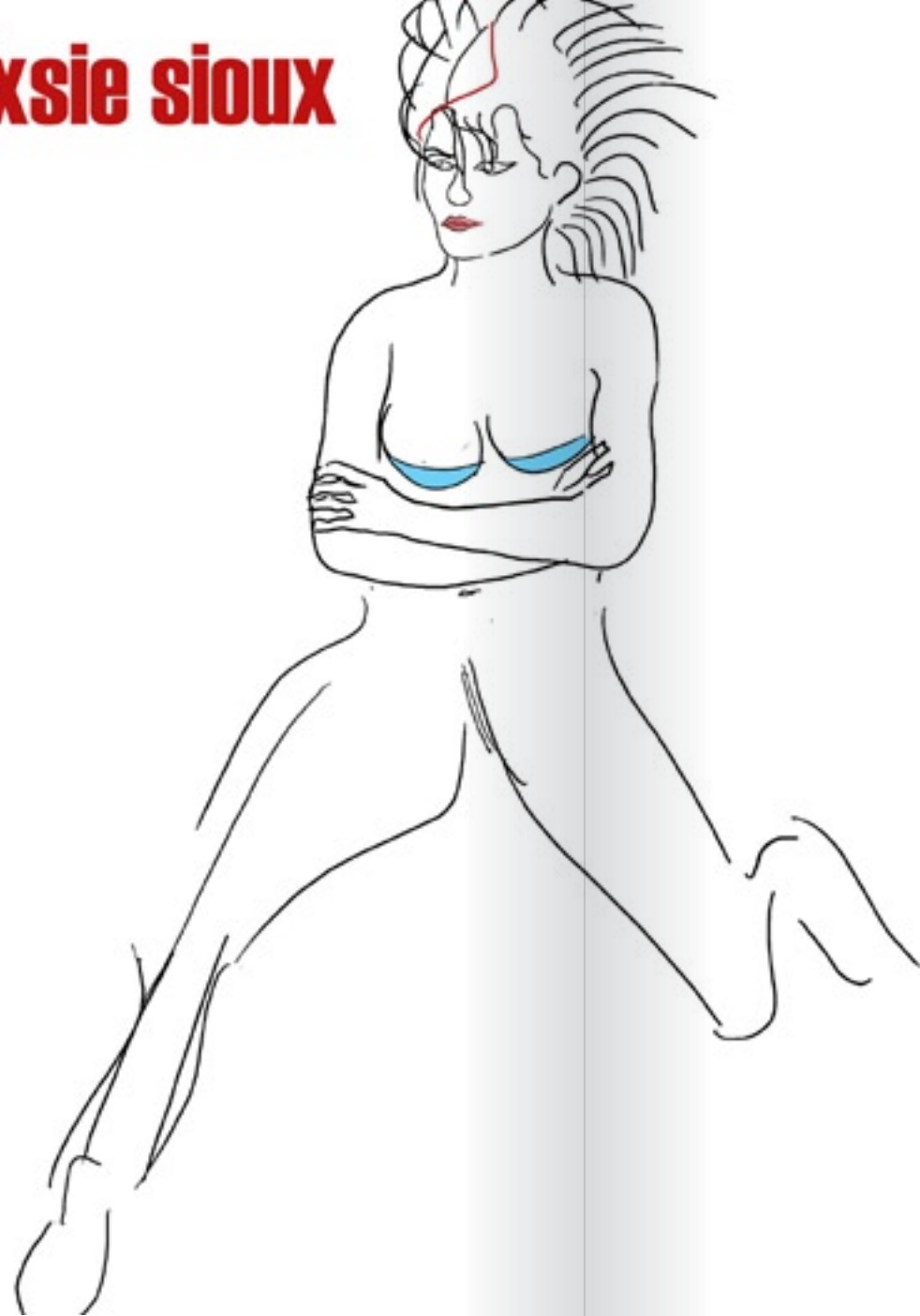








nerosunero  
**siouxsie sioux**





How do you become a SUPERSTAR?





Sara Gancho





I WANTED TO BE A ROCK ★

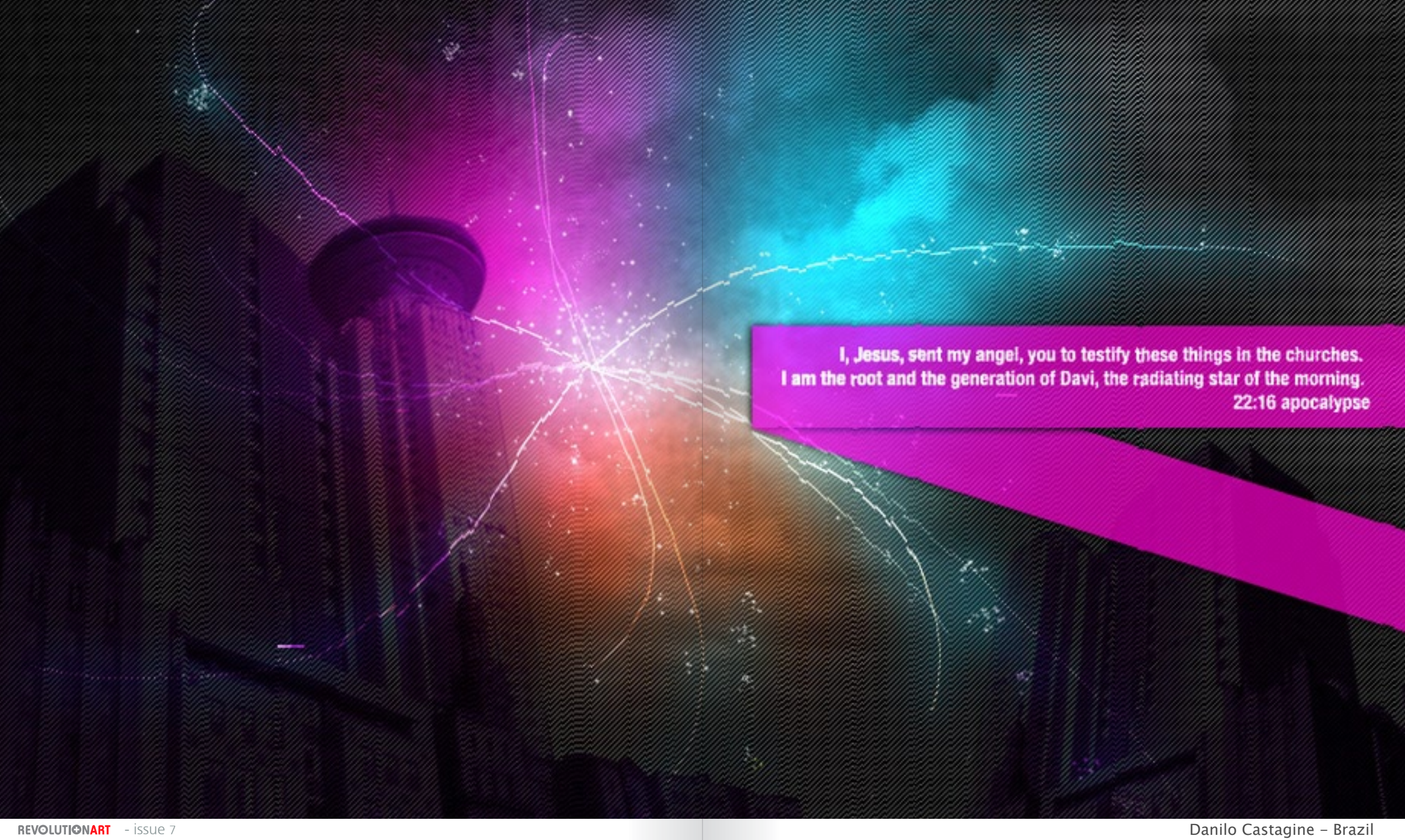




HOW CUTE!!

**SUPERSTAR**





I, Jesus, sent my angel, you to testify these things in the churches.  
I am the root and the generation of Davi, the radiating star of the morning.  
22:16 apocalypse





INTERVIEW WITH

**jeff finley**

*Always the best food, made especially for you!*



**GO MEDIA**  
www.gomedia.com



**Ozzfest**



INTERVIEW WITH  
JEFF FINLEY  
*United States - June 2007*  
by Nelson Medina  
Revolutionart  
© All the works by Jeff Finley





**Hello Jeff. Can you tell us a little about yourself and your professional background?**

Well, I am 25 and live in Cleveland, OH. I live a positive smoke/alcohol free life and am engaged to my long time girlfriend Kim. I'm really into music and film and I could talk about that for hours on end. Professionally, I'm a partner in the design firm Go Media and am constantly working to get us to that next level.

**Your studio has been worked with some of the coolest rock bands and festivals like Metallica, Van Halen, Poison, Stone Sour, Ozzfest. That's great Jeff, tell us how did they become interested in your work?**

Throughout the years, designing for bands has been my passion and I feel it allows me to be really creative. About 3 years ago I started designing for smaller bands and I always strived to do my best work. I wanted to

utilize my imagination and have the freedom to explore new techniques. And as my portfolio got better and more expansive, I kept getting bigger and better jobs. I would constantly be trying to make contact with new clients. I tried to reach out to the bands I wanted to work for. Eventually our portfolio was impressive enough to warrant the attention of some of the biggest artist merchandising firms in the US and that's how we get most of the big jobs like Metallica and Ozzfest. After the first merchandising company hired us, a few others followed suit.

**I saw that some of your designs uses many techniques beyond the vectors. Could you tell us what are some of your creative ways to made some of your posters like the Ozzfest or Stone Sour band?**

Well, those particular designs are all vector. Most of the t-shirt designs I do are all vector, but a lot of the prep work is done in Photoshop. For instance, the





Ozzfest design with the demon baby and the skeleton monsters was prepared in Photoshop first. I had an idea, then I gathered all my reference photos and cut them out, manipulated and arranged my design in Photoshop. Then I imported the image into Illustrator and used my Wacom tablet to do the illustration. Sometimes I'll use 3D Studio Max to prepare elements for my designs. I like to use a variety of techniques. Also, never underestimate the power of traditional pen and paper!

**Maybe a common but important question that a lot of people are doing... "How can we reach your comic book style graphic design"?**

Well, the "comic book style" is actually my colleague Bill Beachy's work. He's an amazing comic book illustrator. He's been drawing his entire life and has even put out his own comic book. The comic book style has its place in the world, and it's not typically in graphic design. You don't see too much of it and in my opinion, it's a really underrated medium.





We take Bill's comic book style and merge it with other styles to achieve a completely different aesthetic. For artists looking to develop that style, the most important thing is keep drawing. Draw draw draw. And use those drawings and mix them with graphic design. It doesn't have to look like Marvel or DC, but the important thing is to get back to traditional means of artistry. Pick up a pencil and you'll be surprised!

### What is a typical day in your life like?

At the moment, I currently live in the same building as our studio. So I wake up at 9:45 AM and shower and all that. Get downstairs in the studio at around 10:00 and grab some cereal or something while I check my emails. Sometimes there are urgent things that need done, other times I pick up a project that's in progress. I check my current project queue to see if any of our clients have provided feedback and then I determine what I will do the rest of my day. So that becomes plan A. But almost 90% of the time, curve balls are thrown and my attention





gets diverted all over the place. Whether it be clients calling and wanting changes right away, new project leads, or miscellaneous promotion online. Speaking of online promotion, I am the one responsible for just about all of Go Media's online marketing. When I'm not designing, I'm thinking of ways to advertise, promote, or get the word out. I love that kind of thing.

**Tell us about the greatest Vector Packs. What's the story behind their creation and how do you recommend to use them?**

We've always thought it'd be cool to sell stock art. But the stock art websites out there that allowed you to sell stuff didn't seem worth it. So we decided to just do it ourselves. We had a large library of custom design elements already made up and we packaged them up in a cool way and put them online. We purchased and customized some software to allow us to sell digital downloads and that's how it





started. We were very encouraged by the initial response, so we decided to put out another pack. And it kept getting bigger and bigger. So we kept releasing more packs! And the way we recommend using the Vector Packs is with vector editing software like Adobe Illustrator. While you're working on a design, you just open up one of the files like "skulls.eps" and select a skull and copy and paste it into your design where you can now move it around or manipulate it however you wish.

### **Can you describe your studio set-up?**

We currently work in a neo-industrial townhouse on the west side of Cleveland. Our studio is on the 2nd floor and we've got 6 people working every day - 5 designers and 1 office manager. We also have designers and animators based in Florida and New York as well as a staff of programmers in the Ukraine. Our headquarters in Cleveland is where most of the magic happens. Each person has their own desk with an Ikea Jerker desk and a Dell PC with a widescreen monitor. Yes, we are designers that use PC's (shh).





Space is a little tight, but we are looking to expand to the 1st floor and hire more people in the near future.

### **What does the future hold for your sites and work?**

The future is extremely bright. We're never short of work and have recently hired a rep in New York to help market and promote us to bigger agencies and clients. Our vector packs are selling very well and we'll put out a bunch more packs in the next year.

We are also planning on buying our own warehouse and building a "real" office from the inside out. I am incredibly excited. And work wise, we will continue to push the envelope and hone our skills. We all want to grow creatively and be the best at what we do. So every day is a step closer in that direction. We will keep moving forward!

### **What advice do you have for aspiring artists looking to "get noticed"?**

Put out great work and show everyone you can. If you are looking for attention, it's easy to get it online. But the most important thing is to do amazing work and be nice and friendly to the people you meet. Collaborate with other artists. Share resources and be out and about both online and in the community.

### **Do you have any message to share with the readers of REVOLUTIONART?**

Just keep working hard. An average designer with a strong work ethic, friendly attitude and good people skills will get further than a talented designer with a nasty ego trip. Everyone is a graphic designer these days, so it's important to always try new things and set yourself apart from the rest. Don't be afraid of failure, it's the quickest way to learn!



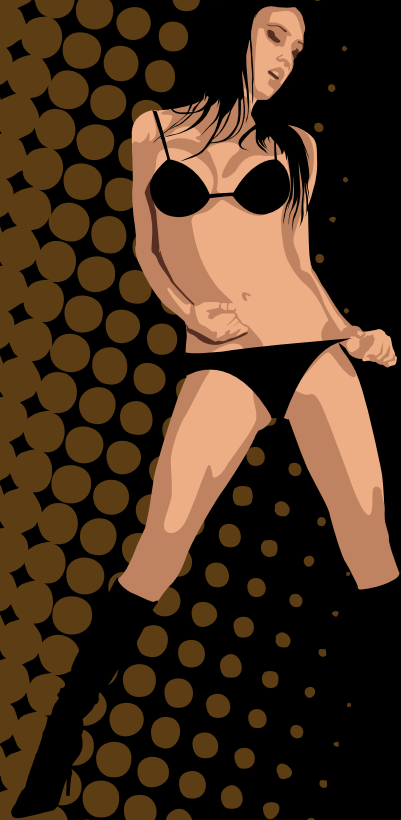
REVOLUTIONART



**MODELS . . .**

# REVOLUTION+ART

IS LOOKING FOR MODELS



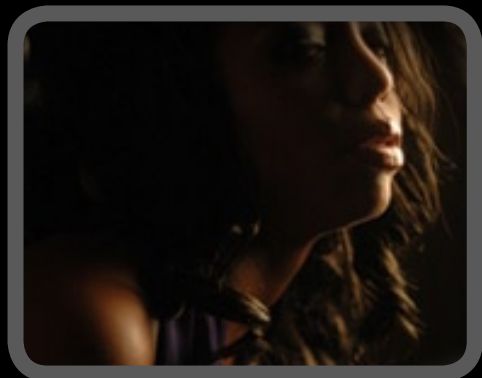
## THE EASY INSTRUCTIONS:

// You don't have to be an experienced model or have a perfect body to be the next Revolutionart girl. Even if you're amateur it's right. Just send your own beauty in revolutionary ways.

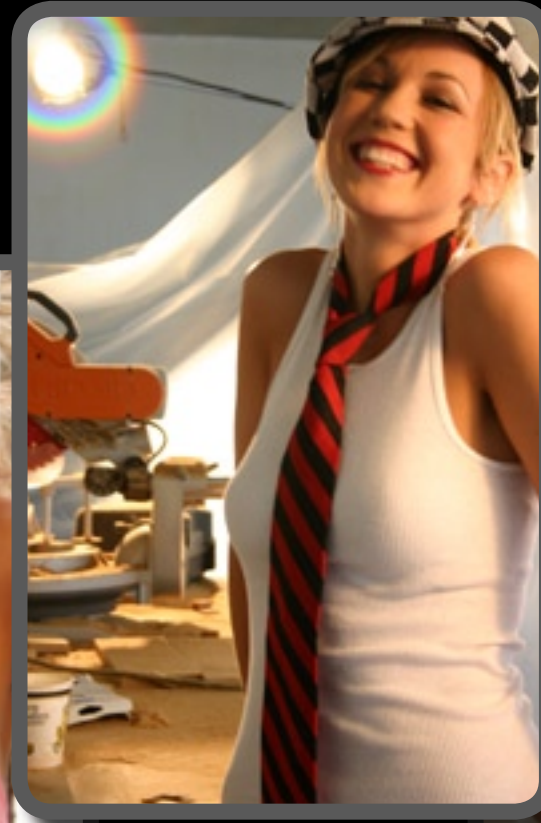
// Include credits from model and the photographer. Full names, country, email, website.

// Send the images with subject: "MODEL" to [hola@publicistas.org](mailto:hola@publicistas.org)

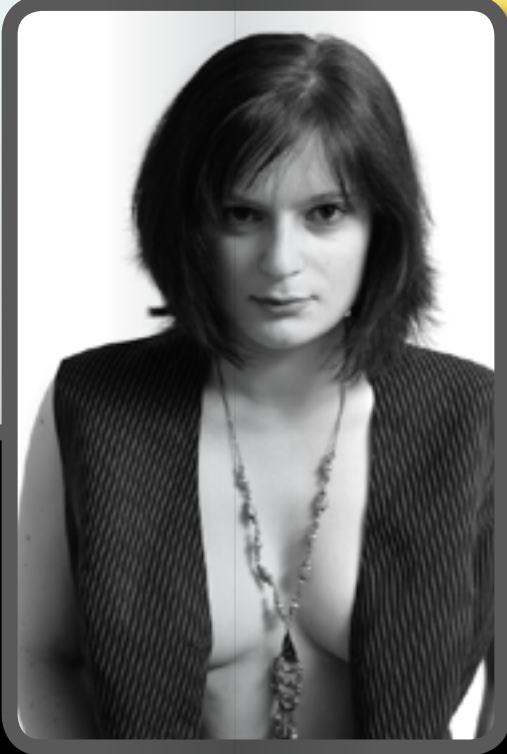
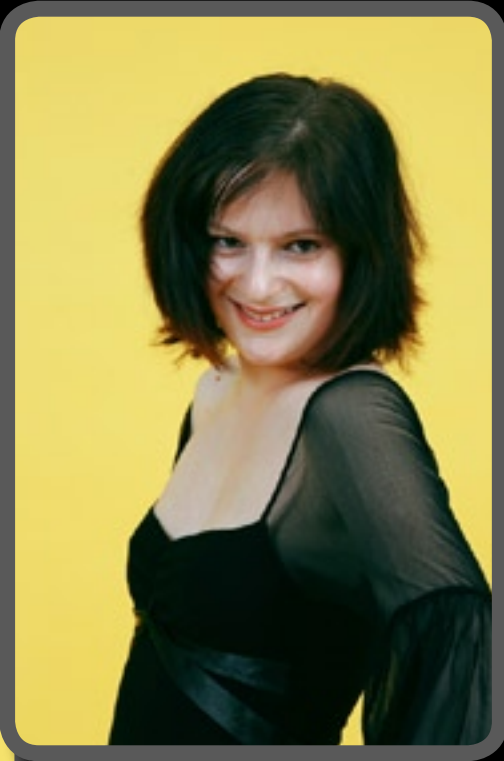
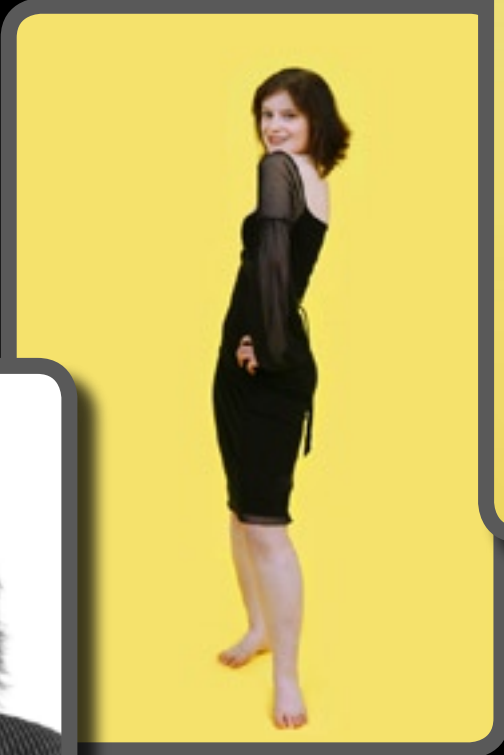
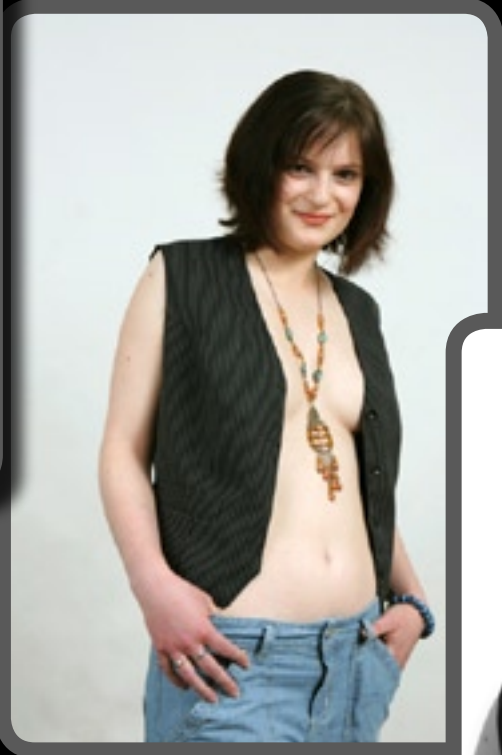
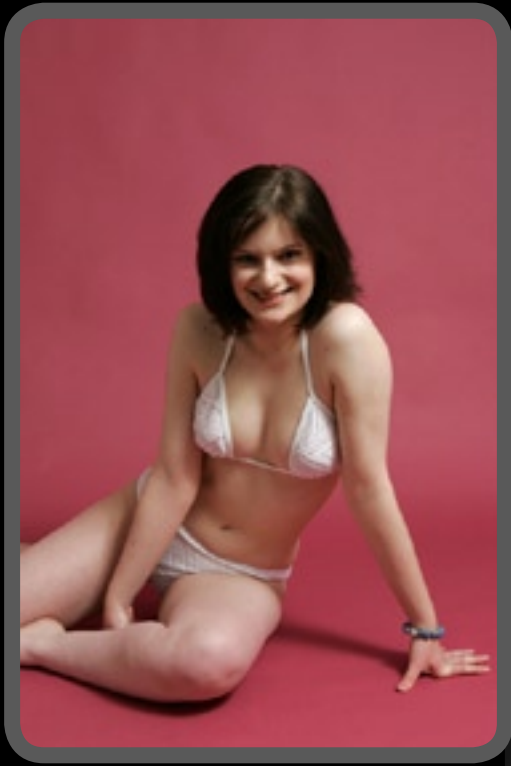




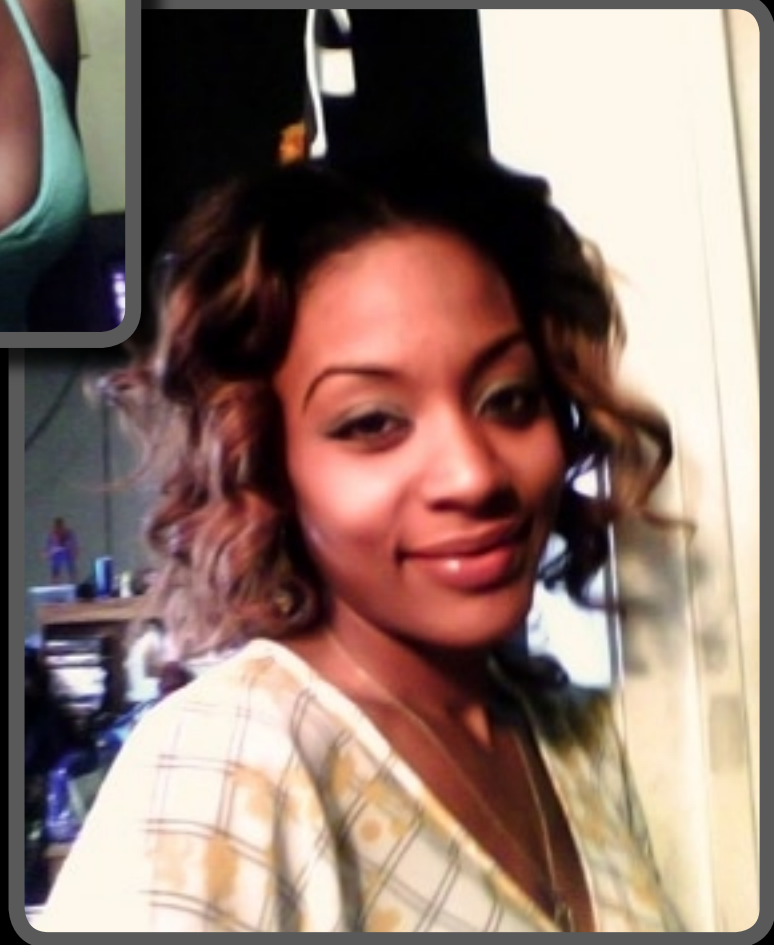
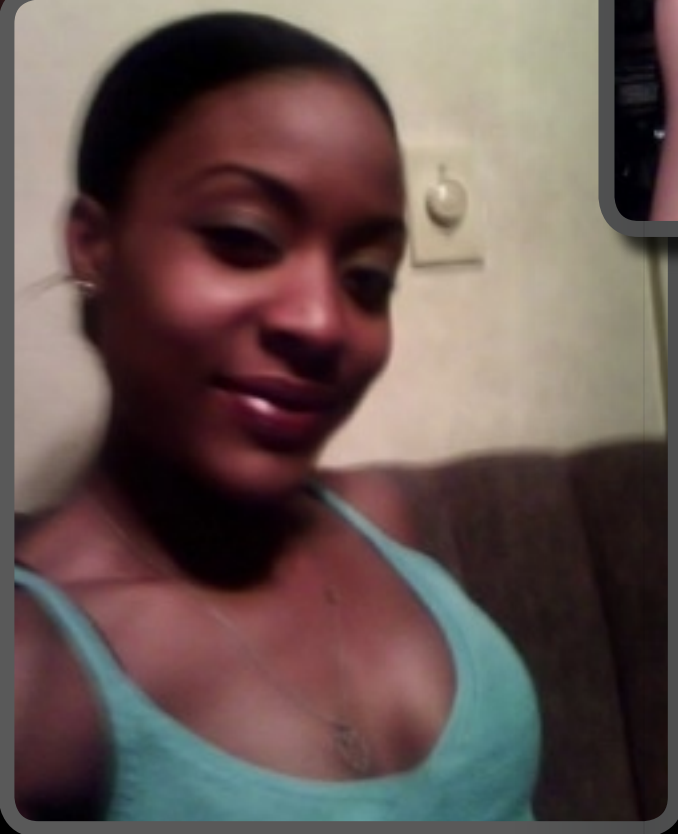
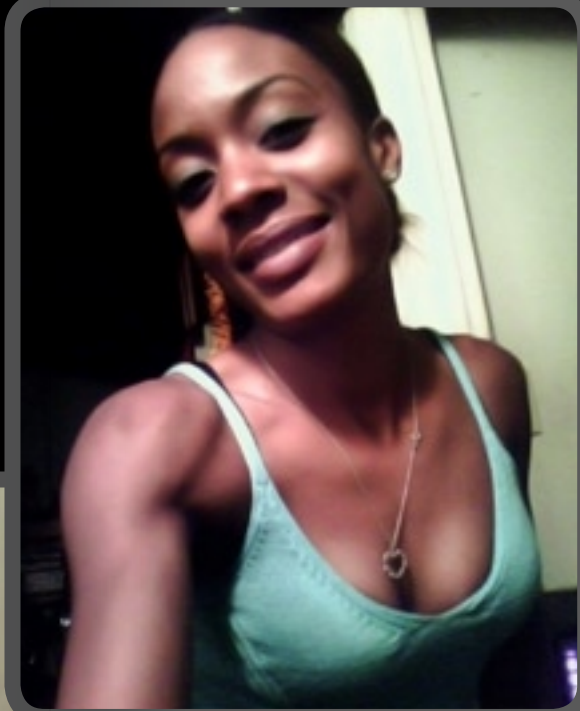
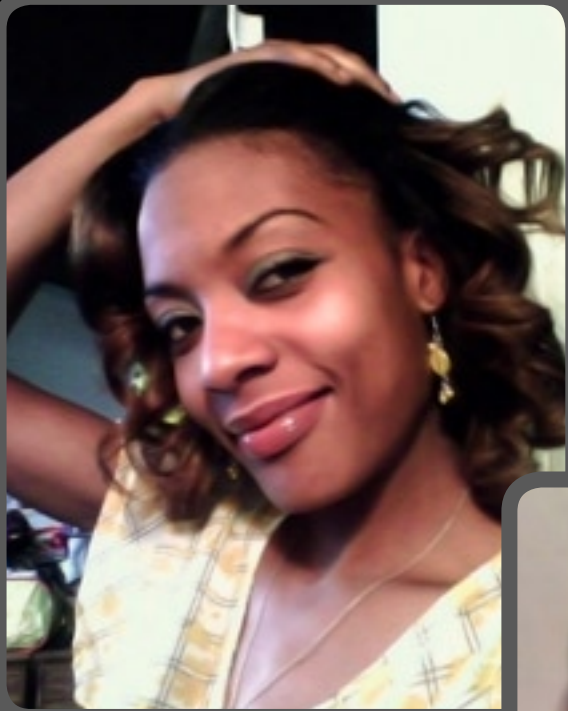
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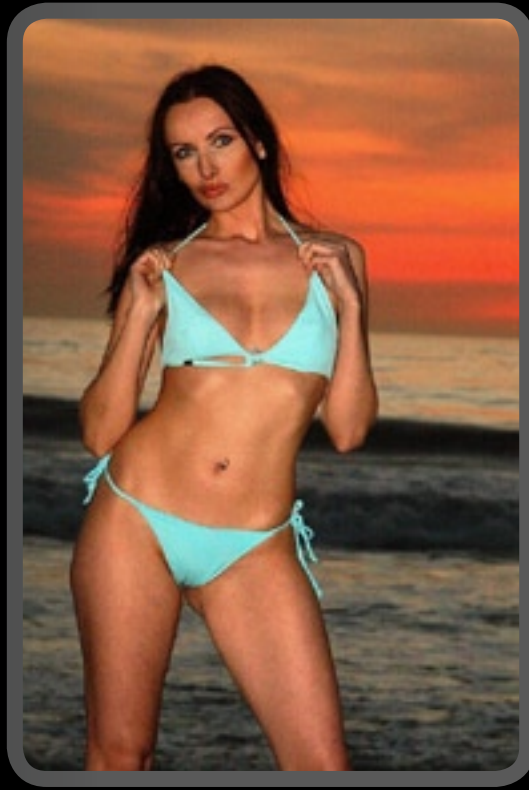
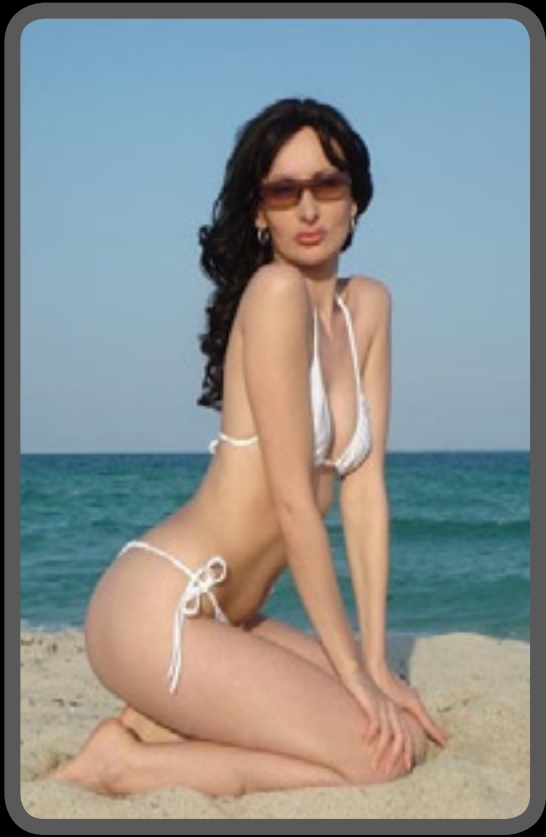


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## THE MAKING OF A SUPERSTAR

A look on what goes on behind the music scene

by Gisele lecker de Almeida

What is it that makes some people SUPERstars and others, just stars? What is it that can turn an average musician into an idol, worshipped by millions of people around the globe? An instantly recognisable face and name? Come on guys, you know better than me! Give me an A! Give me a D! Give me a V! Give me an E! Give me an R! Give me a T! Give me an I! Give me an S! Give me an E! Give me an N! Give me a T! What have we got? A-D-V-E-R-T-I-S-E-M-E-N-T Without advertisement, clever branding and multi-million dollar marketing, our celebrity culture wouldn't have gotten anywhere.

Think like a star: Be a star: You are star Over-saturation has led us to the point where nothing is exceptional and very little is shocking. These two products were the ingredients that brought the early day SUPERstars to worldwide attention. Before then, singers were known for their voices, and not for their looks or what they got up to wee wee hours. Time was when the only picture you'd see of your

favorite band would be the one on the cover of their record. Y'know, the black round thing, L-P. Not CD or the instant-and-easily-disposable mp3. Of course, when the audience started getting extremely excited over certain names, such as The Beatles and Elvis Presley, some people thought that albums were not enough...

That's when the companies figured out they could sell pretty much anything that had famous people's names and image on it: magazines, t-shirts, make-up, posters, autographs, toys, wigs... you name it, they had it all. Then, of course, the television became more popular.

People could actually SEE their idols walking around, just like themselves. They could see how they were actually human beings – except that funnier, smarter and more interesting, all the time. Have you ever heard the story of Elvis being banned from Ed Sullivan's show because of his dance? People were shocked by the way he moved his hips. A classic example of generating polem-

ics to attract the public eye's attention. It has definitely become more difficult nowadays, though. I mean... to become a superstar.

Because everyone with a brain knows how to be a star (1. Write a catchy song; 2. Build a cool webpage; 3. Hang out with the coolest crowd. That should get yourself a number one hit. On the next album, you do exactly the same thing. Except that you may want to spice things up a bit... maybe fire the lead guitarist and get a few tabloid covers by treating your addiction somewhere quiet like... Hollywood!), but getting to be a superstar... that's more difficult. Modern day stardom has reached a new level where it is both so easily within reach, and yet, simultaneously, blown magnificently out of proportion, but we still can't find many SUPERstars among contemporary celebrities.

And the reason for this? I have two theories:

Theory #1. People don't want to be superstars anymore, because it actually sucks and it's really hard work Don't believe me? Can you imagine having your house surrounded by people you have never seen in your life, pointing cameras at you all day long? Or having your name in so many pages over the internet that you can't be bothered to look at them? Or having every single vacation you take spoiled because you were "spotted"?

Why do you think Kurt killed himself? Or Prince changed his name? Or Madonna got married and had kids?

Theory #2. Today's world doesn't allow people to become superstars – there just isn't enough time! Things move faster each day. There's no room for superstars as we knew them anymore, that kind of star that pleased a few people with their first album, had a few bad reviews in their second and got it right in their 3rd. Nowadays, it's all or nothing: your MySpace tracks & pictures are what counts, the number of Youtube videos are the measurement for your popularity. People have a shorter attention span, they'd listen to R'n'B one day, and could easily be listening to electro-pop-punk the next one. There just simply isn't enough time for new names and faces to reach the same level of popularity the yesterday's stars have reached. You might be thinking, 'where does music come into all of this?' Well, truth is... it doesn't. That much. SUPERstars are not necessarily the best musicians around. Even if they make music, they might not even be musicians! They just... work. The room. The crowd. The sponsors. The press. So, musicians, mind not about anything I have said. Don't look out for the competition; be careless about what others think of you. Look inside yourself. That's where you'll find your art.

Do you have a music project? Send your name project, city, style, a picture and a direct link to hear you music to [hola@publicistas.org](mailto:hola@publicistas.org) with the subject "MUSIC".

Click on the images to hear the music :

## INFERNAL NOISE

City : Italy  
Style : Electronic  
Hear: (click here)



## FX BAND

City : Bali-Indonesia  
style : PopRock progressive  
Hear: [fxbandindie.multiply.com](http://fxbandindie.multiply.com)



## KILLING THE SOUND

City : Los Angeles, US  
Style : Hip Hop  
Hear: [myspace.com/killingthesound](http://myspace.com/killingthesound)



## CBC, 25 AND THE FAMILY

City : US  
Style : Hip Hop  
Hear: [myspace.com/cbc\\_25](http://myspace.com/cbc_25)



## ENERGUMENO

City: Concepcion - Chile  
Style : Rock  
Link: [www.purevolume.com/energumeno](http://www.purevolume.com/energumeno)



## CHRIS BURKMENN

City : US  
Style : Rock  
Hear: [myspace.com/chrisburkmenmusic](http://myspace.com/chrisburkmenmusic)



## VÈRTICAL

City : Lima, Peru  
Style : Grunge  
Download full album: (click here)



## WEEDY FACTORY

City : Luton, United Kingdom  
Style : Alternative - Progressive  
Hear: [myspace.com/weedyfactory](http://myspace.com/weedyfactory)



## FADAS

City : Lima, Peru  
Style : Rock  
Hear: [myspace.com/fadas](http://myspace.com/fadas)



## SHARMILA

City : US  
Style : Pop  
Hear: [myspace.com/sharmilasound](http://myspace.com/sharmilasound)



## VALIUM

City : Lima, Perú  
Style : Rock  
Hear: [myspace.com/lasvalium](http://myspace.com/lasvalium)



## HAITI

City: Fort Lauderdale, Florida, US  
Style : Hip Hop  
Link: [myspace.com/haitiatbbp](http://myspace.com/haitiatbbp)



## GINO ANDRETTY

City : Lima, Perú  
Style : Ballad Rock  
Hear: [purevolume.com/ginoandretty](http://purevolume.com/ginoandretty)



## XOCH

City : Poughkeepsie, New York, US  
Style : Pop  
Hear: [myspace.com/xoch](http://myspace.com/xoch)



This space is available for comic illustrators, comedians and everyone who like to share some funny. Send your name, country and picture to [hola@publicistas.org](mailto:hola@publicistas.org) with the subject "HUMOUR".



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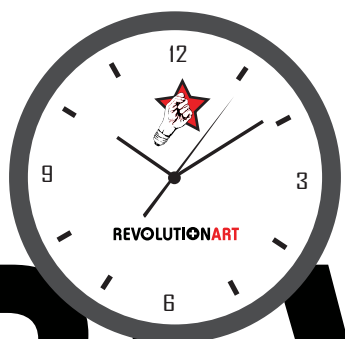
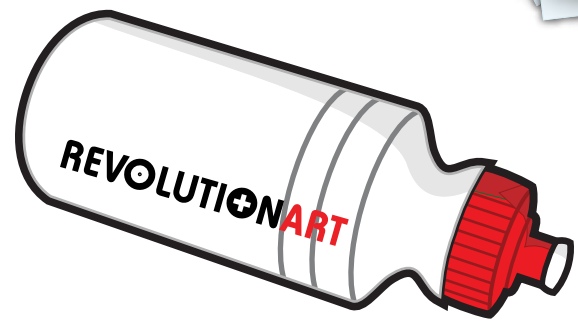
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- 3.- SEND SOME PICTURES OF YOUR STUFF BEING USED AND WE WILL PUBLISH THEM IN THE NEXT ISSUE !

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