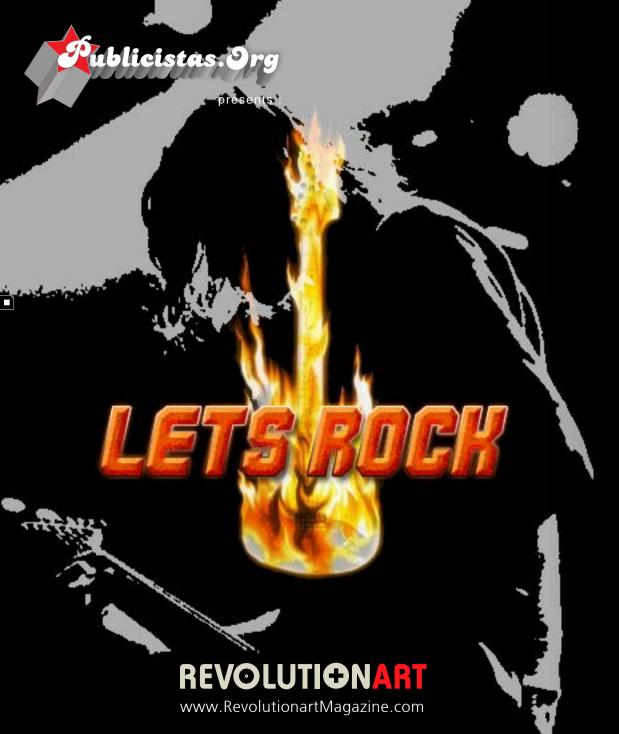


REVOLUTIONART





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Thanks to:

- .Dale May
- .Nina C. Alice
- .Paola Vázquez
- -Sanjay Chand
- .Stephen Light

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LET'S ROCK EDITORIA

Revolutionart 18 is in your hands.

Welcome to the new magazine filled inspiration and rock n' roll. An edition filled with pages that tell of the musical inspiration of our participants. Turn up the volume.

The spirit of rock is filled with strength and rebelliousness. Since the beginning it has been the music of revolution, the music of a new generation who used electric guitars with distortion to express their nonconformity with the system.

Today many festivals push for new changes in the world through the medium of rock concerts, and bands, in spite of the years, continue to compose new songs inspired by the pioneers and creating a fusion of new trends. Whether it be grunge, metal, classic, punk, heavy, progressive, rock n' roll, or any other sound, we are talking about rebel guitar and the message is change. Revolutionart reflects that spirit and expresses it in this edition.

As a special guest, we have the rock photographer Dale May, interviewed by our beloved Nina C. Alice. We have also invited the spectacular Sanjay Chand, bringing with him



beasts and demons to nail directly into your eyes.

This issue is not just full of surprises but also comes accompanied by a complete redesign of our website RevolutionartMagazine.com and the creation of our official community. Sign up and participate.

And then there is the unmatched beauty of our models, as well as a fine selection of musicians mostly chosen by our music editor Paola Vazquez.

Relax, take off your shoes, grab a beer and smoke our pages.

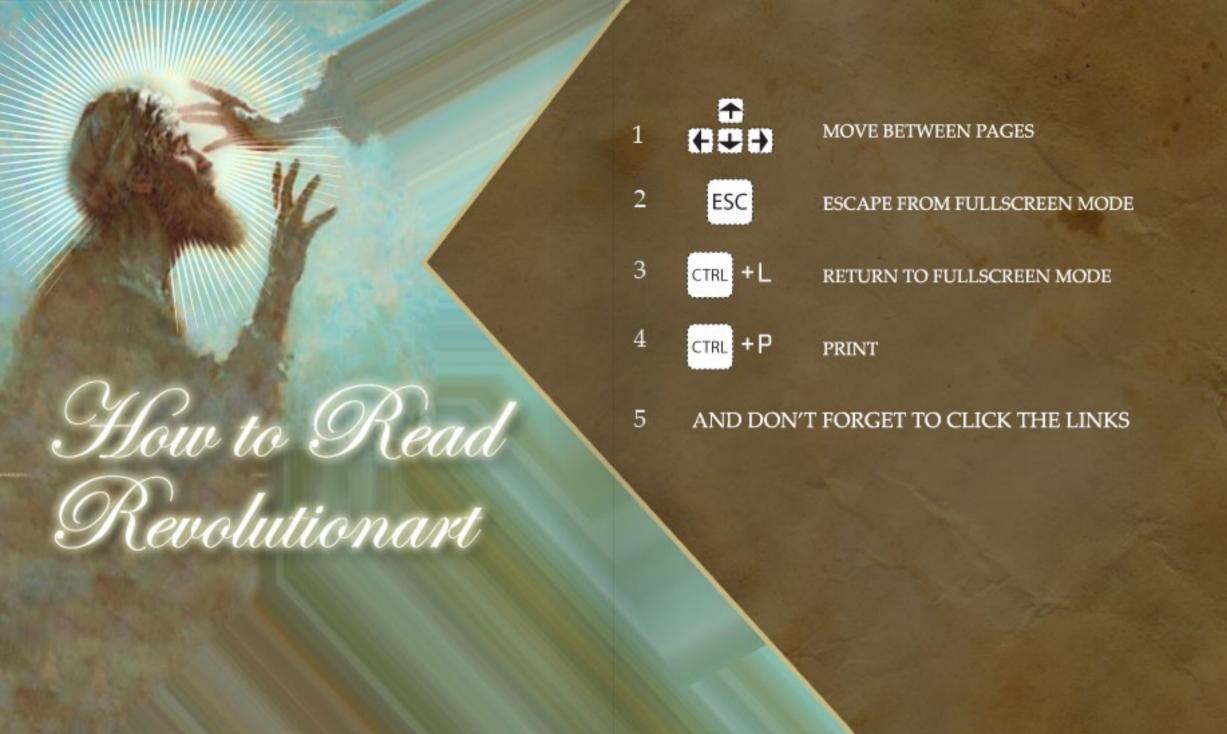
Let's rock...!

- (T.:

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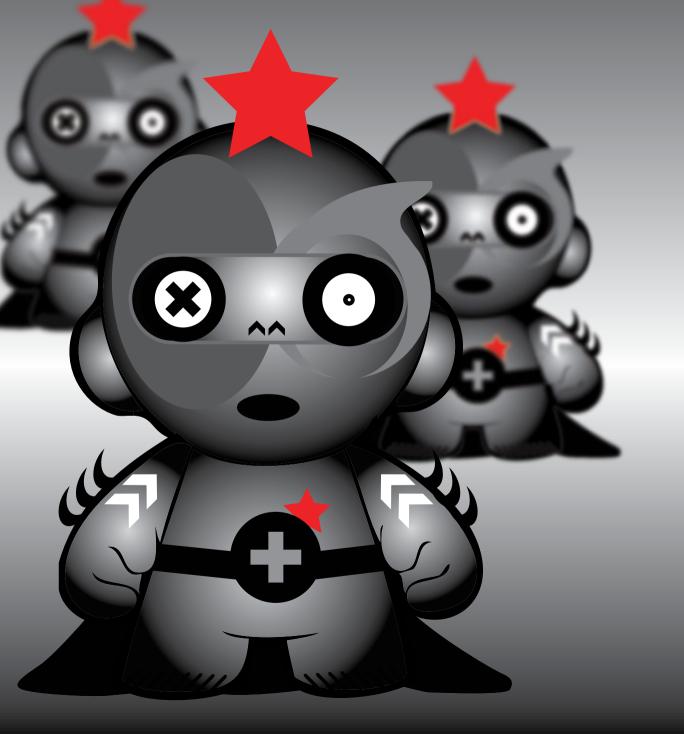
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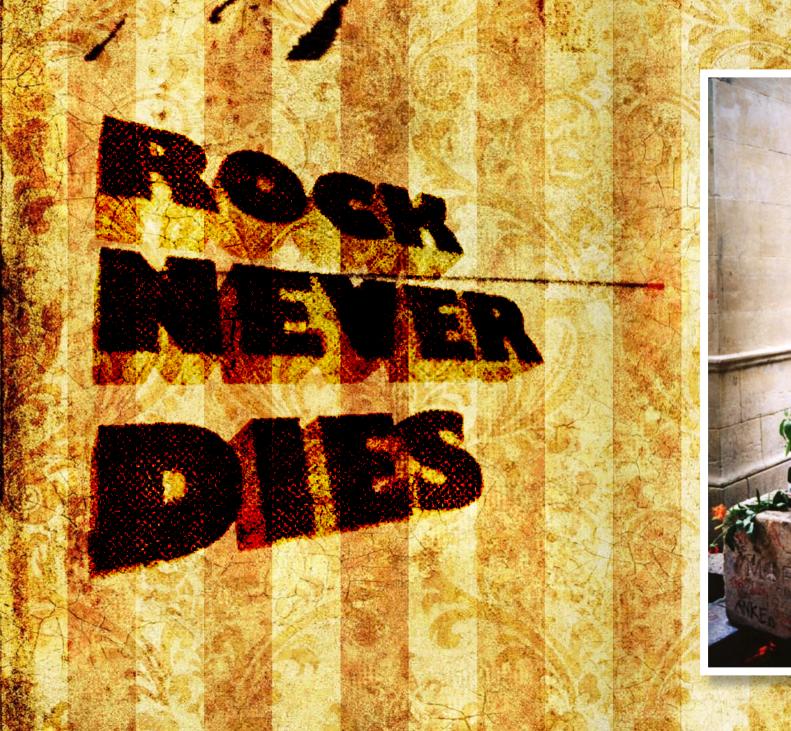
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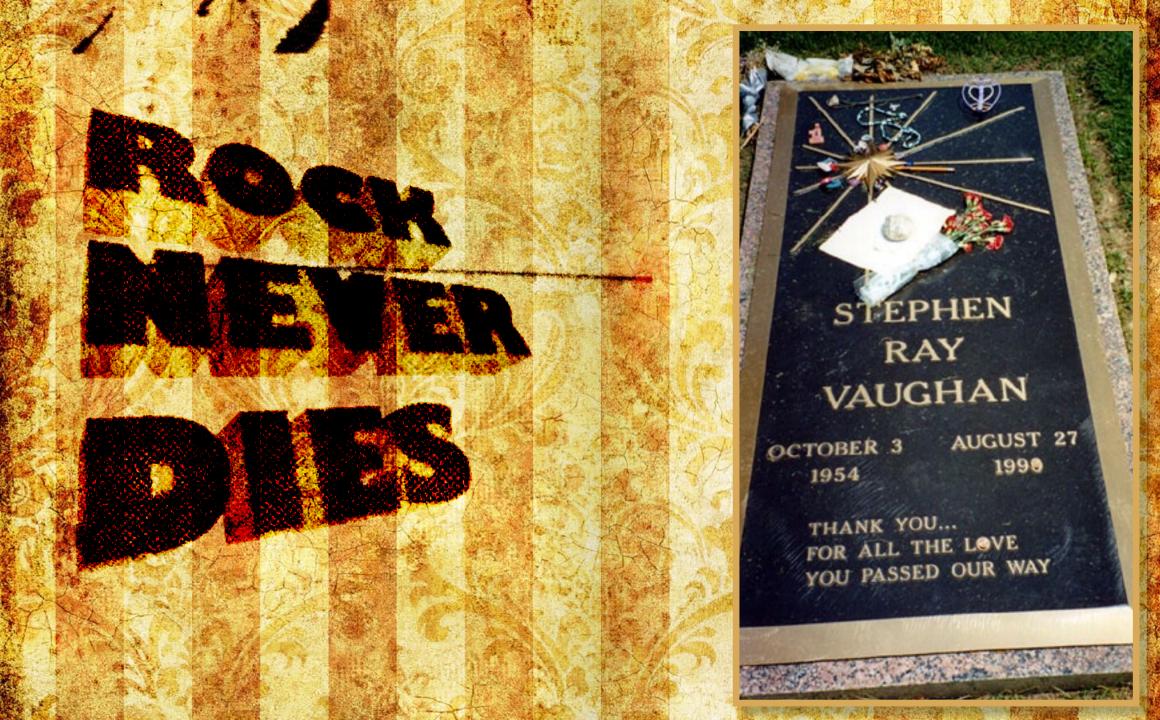
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...or maybe not

But the important thing is to keep you reading the little characters

we don't know why this ad is black

But the little characters are unavoidable











































INTERVIEW WITH DALE MAY

THE ROCK PHOTOGRAPHER

INTERVIEW WITH DALE MAY

Germany

www.dalemayphotography.com

April 2009

By Nina C. Alice

monongo@snafu.de

© all images by Dale May





Dale, it's a great pleasure to have you here for an interview! Your photographs are outstanding and very different from other people's work I think, so I am glad I got to do this interview with you!

★ It is my pleasure as well Nina. I'm a big fan of Skew Siskin!

I am a huge fan of your artistic skills, therefore, am very curious how and when you got into Photography.

★ I knew early on that I wanted to do something in the arts, whether it be music, painting, or design of some sort. It wasn't until my second year in college when I decided to choose photography as my focus. The reason I chose that over other arts was because

there was a technical aspect that I needed to learn, whereas with music and painting, these were things I already had a general knowledge of and I felt I could pursue further, on my own.

After school, I assisted and studio managed for other photographers, for a few years, to makes ends meet while I worked establishing myself as a name.

What and with who was your first photo job?

★ I believe that was Godsmack's first album cover. They purchased an image I shot years before, while I was in school. The image was of a girl with spiky orange hair and pierced lips. Their label also hired me to shoot the band for packaging and PR.



What are you trying to capture in your photos? Is there a main focus you want to get across?

★ I try to capture people's soul, ha ha ha! (evil laugh).... and then I sell the soul on Ebay for \$35. It comes with a certificate of authenticity.

Although the final objective may change from job to job, especially from portrait work to advertising work, the goal is still the same. My job is to tell a story through photography, usually with a single image.

Is Fashion an important part of your photos?

★ We are all judged on how we look and what we wear, so yes, I'd say it's a very important part of my images, as well as my life. That's why I always wear a Speedo and bunny ears. I want people to know that I mean business!

Photography enables you to let creativity fly free. So what do you do if your mind is blocked for some reason?

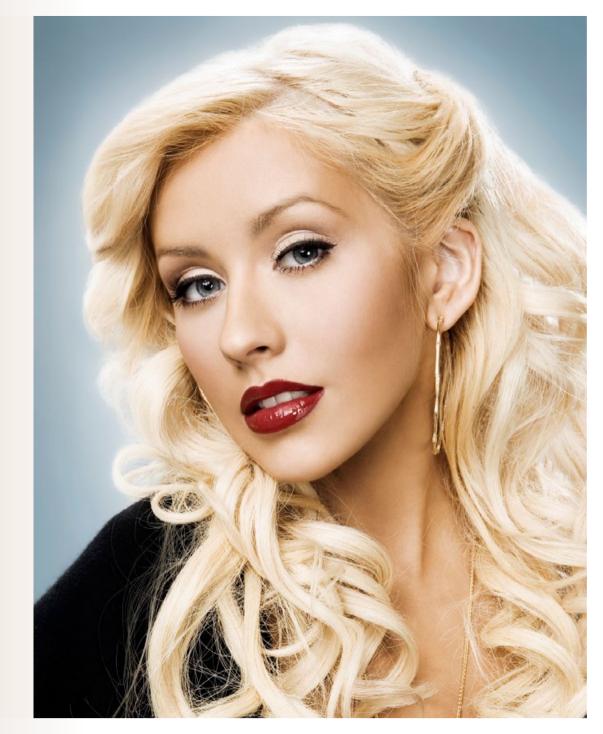
★ Usually, the only creative blocks I get are with personal work. With commercial work, you always have art directors, photo editors, the creative team and the subject, so it helps to feed off each other for creativity. My work is very conceptual, so my personal projects have to be well thought out and planned. There are so many ideas and possibilities, I find it hard to focus and will often edit myself before I even start. Those are the creative blocks I get.

I'm very comfortable walking on to a shoot with either a specific plan or no plan at all. People are very unpredictable and will usually do something to surprise me. The trick is being open to receive these surprises and adapt quickly to capture it.













Do you have a certain "strategy" to get the jobs you want?

★ I leave the "strategy" to my Rep. The most important thing is to shoot the images you love and hopefully people will hire you for those purposes.

Do you have any advice for beginners in photography?

★ Start by shooting the people that are close to you, family and friends. Chances are, they will still remain your family and friends after you've wasted hours if not weeks of their time learning hot to set all of those crazy knobs on your camera. Keep shooting and experimenting. One day you'll find your own creative style, who you are as an artist. This is important. Lastly, the most important aspect of a photographer's work is his ability to edit. It's better to show 10 amazing images than 30 images that are just OK.







What kind of camera(s) do you use and what equipment are you using in your photo studio?

★ Right now I'm using a Canon 5D Mark II with L series lenses, and for the less frequent film shoot, a Mamiya Pro II - RZ 67. I also take my Canon G10 point and shoot digital camera with me, on every job, for backup. I use Profoto strobe equipment in my studio, and I use a Power Mac G5 2 x 2.8 Mhz Quade-Core with Photoshop CS4 for post production / retouching.

How did you get into rock photography?

★ I've been a musician since the age of 5, so it's always been a part of my life. The industry tries to pigeon-hole you and label you as a rock photographer, or a fashion photographer. It only takes one photo editor or art director with vision to see that your eye can be applied to something else, and then a month later, you are "that" kind of photographer. Music photography is just part of what I do. I love to be challenged with new ground.

You spare no effort in post production. Some of your artwork designs are very impressive. Do you plan the outcome of those upfront or are you coming up with your ideas after the actual photo shoot? And How much time do you spend on retouching a photo?

★ Yes, post production is a large part of my work process. Usually, the concepts are thought out ahead of time since it's important to light things properly so that they will look seamless when combined in post. There are times when I'll let the concepts develop after the shoot. Sometimes it's the unexpected that can be the most exciting direction to go.

I do so much post work, I decided to open my own in-house retouching business. It's called POST IMAGE GROUP, and I have some of the best retouchers in New York City working with me. I like to do most of the work myself, when I can. Every jobs is different. Some images take a few hours, and others, can take several weeks of retouching work.





How much has photography changed over the years?

★ Well, there used to be a thing called a Daguerreotype, and now, there's something called digital photography, which will pretty much enable anyone to take a somewhat average photo of a naked teenager and call themselves a Photographer. I think it's wonderful. Seriously

though, although the tools have changed, I appreciate images for what they communicate and not how they were achieved.

When you get hired for a job, how important is it to match the vision of the employer and are you able to cut your own ideas off? And, the other way around: if an employer

wants your creativity, how do you bring your points of view across and how fast would you adapt the product you're shooting for?

★ Well, in a perfect world, the client hires you because they trust your vision. When I shooting an Ad job, I'll give my opinion but in the end we have to make sure the client gets what they want. I have no problem separating my personal thoughts from the job. If there's time at the end of the job, I usually like to shoot something for myself, and sometimes, the client has gone with that in the end. Sometimes is best to show them what they want first and then show them what they didn't think of.

You are a singer for a band called SATANICIDE. Would you say this gives you an advantage, knowing the

other side as well? Does it help when you take photos of musicians?

★ I guess if the musicians I'm photographing are interested in wearing wigs, spandex, leather chaps, and a few spikes here and there, then yes, Satanicide definitely helps me have an edge on the competition. This especially came in hand when I shot Gene Simmons. Ha ha.

With your band you've directed a great short movie. It's a persiflage (or parody) of rock stars. How did this idea come to mind and how long did you work on it? Did it get you some more gigs along the way?

★ Yes, it's a Rockudramedy called "Jer-Z Knights". Satanicide needed a promotional video since so much of what we do is





so visual. The plot was loosely structured when we began. The film starts off at a live show and then follows the singer (myself) and the guitarist (Phil Costello) out of the club and into the street, with our wireless instruments, as we decide to drive away from the show in search of White Castle hamburgers. To do this I taped a video camera to the car's side view mirror and Phil and I drove around improvising loosely scripted dialogue. I directed as we went along. Phil would say something that would inspire a new direction or vise versa. I spent 3-4 months shooting and editing other scenes to bring the plot together. In the end we had an 8 minute masterpiece that was accepted at the Sundance Film Festival.

You took some amazing photos of some great rock stars. How was it to work with Gen Simmons, Lemmy Kilmister or Dave Grohl for example?

★ Gene was fun. I knew he would have a short attention span and I had a lot to accomplish at that shoot, so I hired an attractive and quick-witted female photo assistant, to keep him interested in what we were doing. It worked! Ha ha.





I shot Lemmy and Dave together for the Probot project. Dave was nice enough but no one beats Lemmy for the good time award. He walked on set with a bottle of Jack and a cigarette hanging from the corner of his mouth, and it was only 11:00am. I said, Lemmy, I'm a really big fan. He said, "You don't look that big to me" and proceeded to drink the rest of the Jack bottle. The shot I did of Lemmy with the deck of cards is still one of my favorites.

maybe around noon, I'll get a call from Time Out NY Magazine asking me to shoot a cover with Dev Patel (Slumdog Millionaire). The shoot is that night, in a hotel room, and I have only 10 minutes with him, and then I'll have to retouch him into a bank vault, waist high in money and turn the entire job around in 36 hours from the initial phone call. I hang up the phone and drink a lot more coffee.

Tell us something about a day in the life of Dale May.

★ I wake up early, usually because my mind is starts racing. I drink some coffee, feed my dogs Heather and Angus, and then sit down at the computer for a day of post production. Then,

What's your best photo in your opinion?

★ The one I haven't shot yet.



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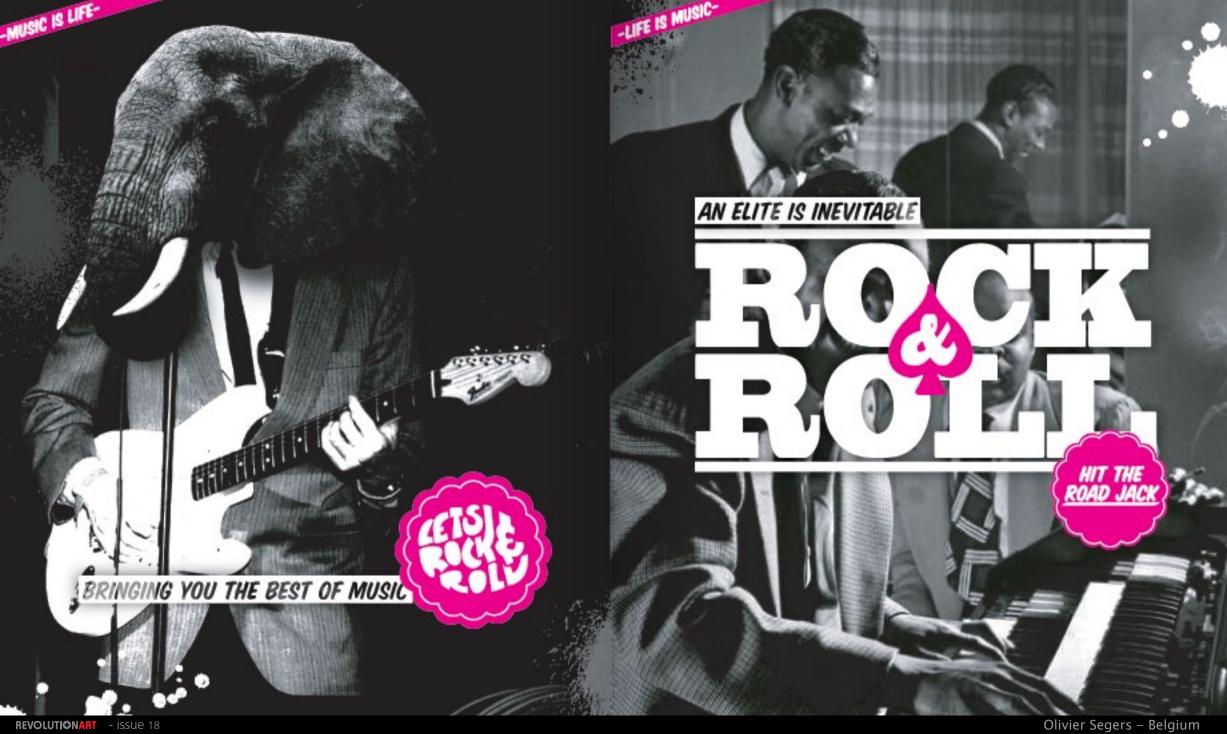








REVOLUTIONART - issue 18 Leah Coghlan - Canada





Leah Coghlan - Canada



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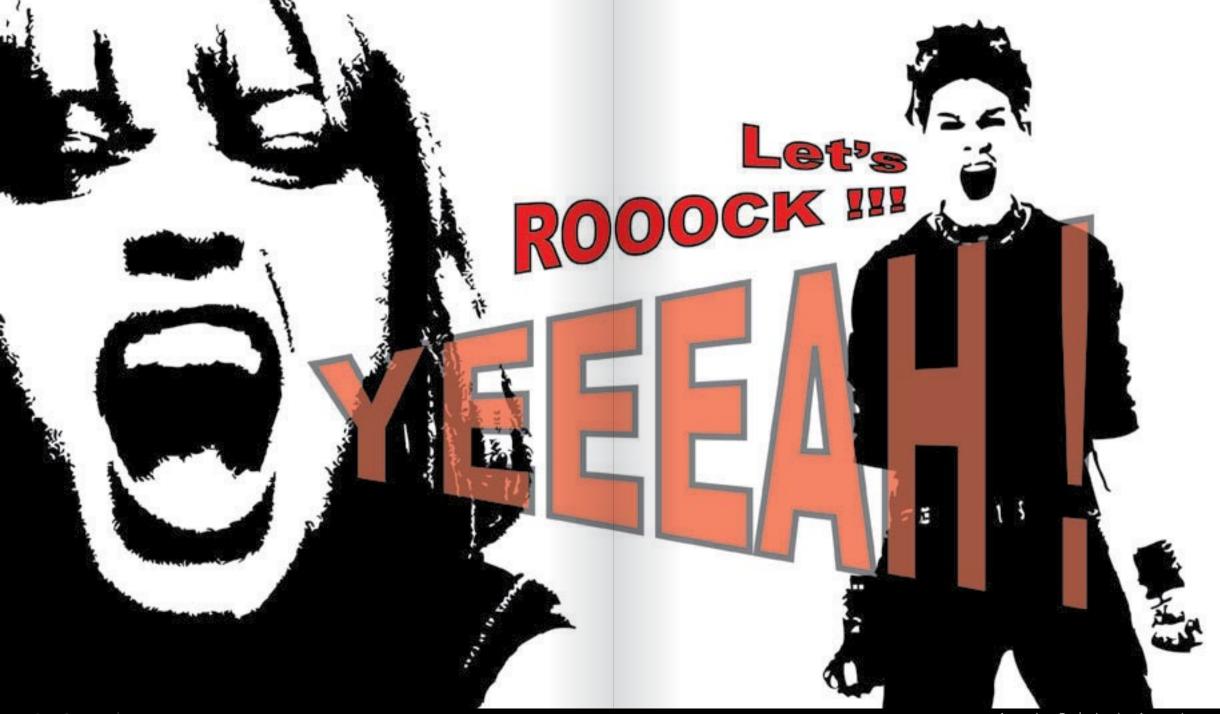




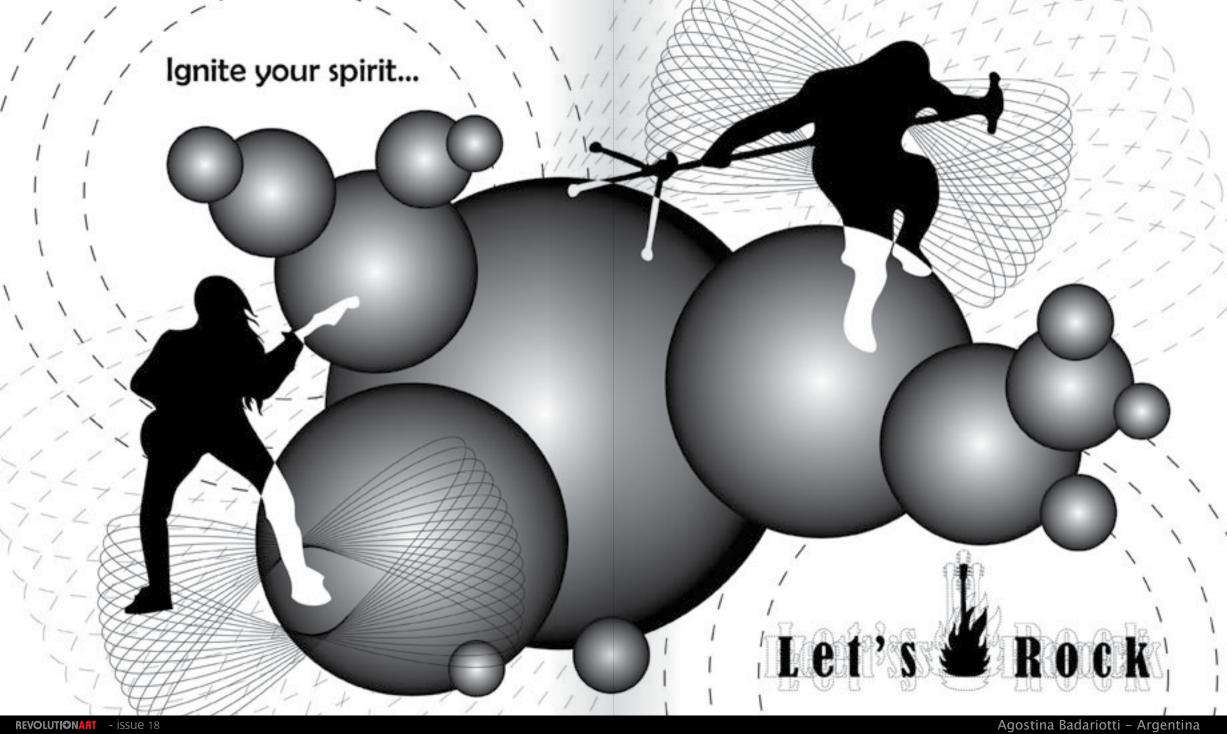


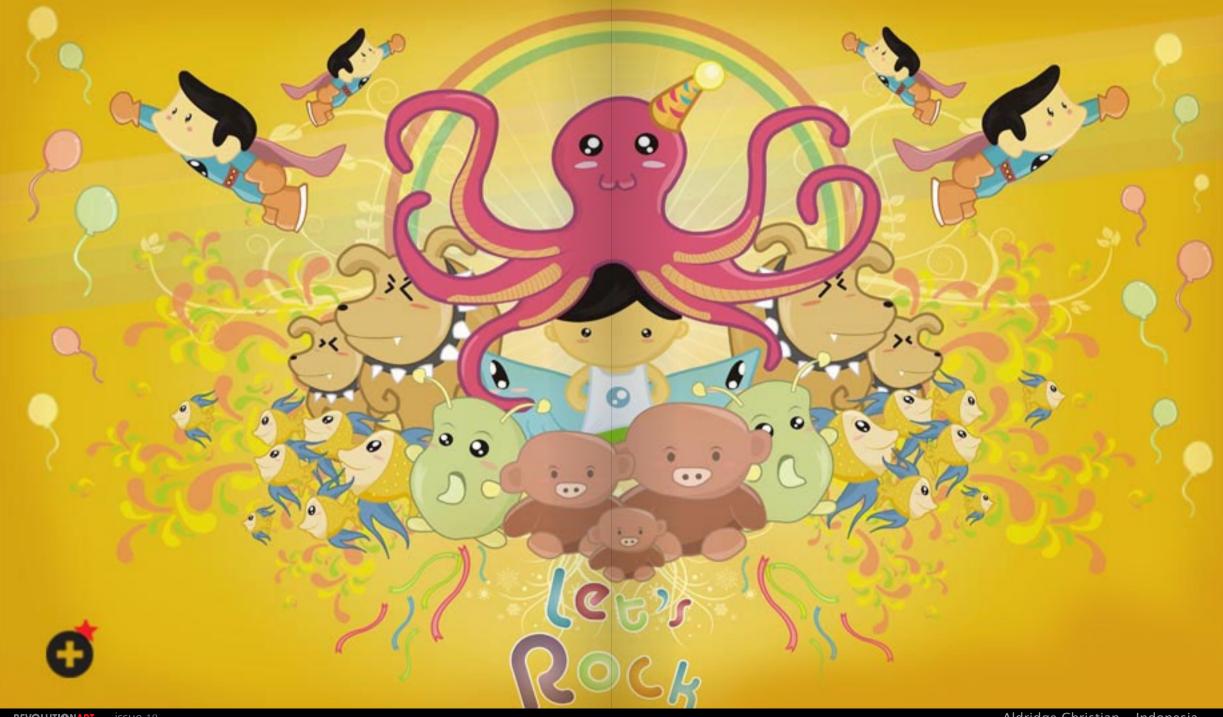
Los roqueros no se hacen, nacen.

REVOLUTIONART - issue 18 Hugo Galipolli - Venezuela















Alejandro De Nicolò + Manuela Guell - Argentina





REVOLUTIONART - issue 18 Alejandro Ferreira - Uruguay







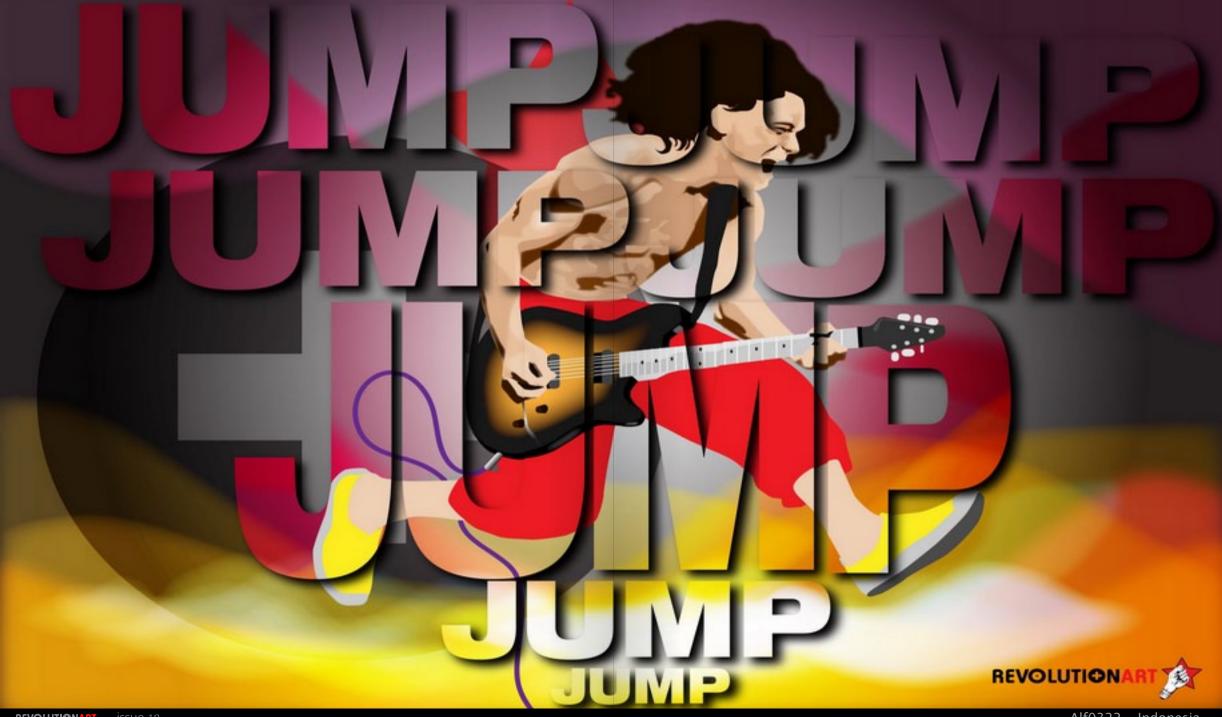


REVOLUTIONART - issue 18 Alexis Galvez - Chile

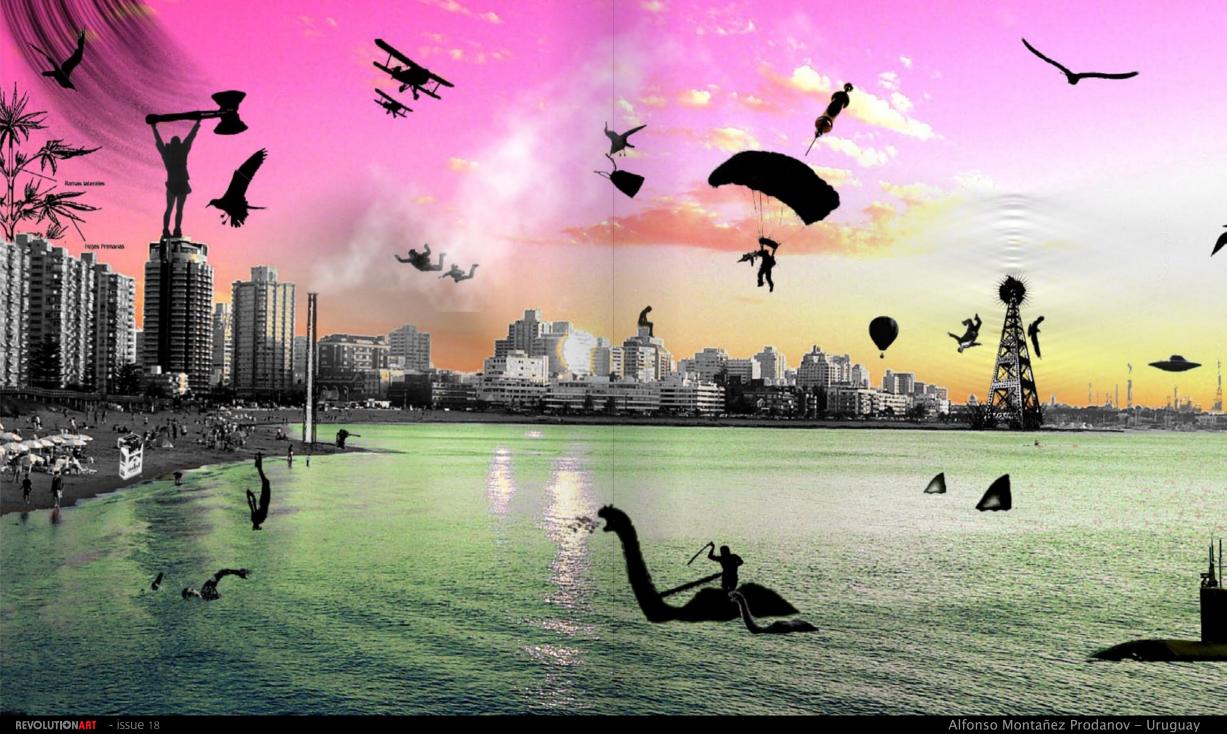


Alexis Galvez - Chile **REVOLUTIONART** - issue 18





Alf0322 – Indonesia **REVOLUTIONART** - issue 18

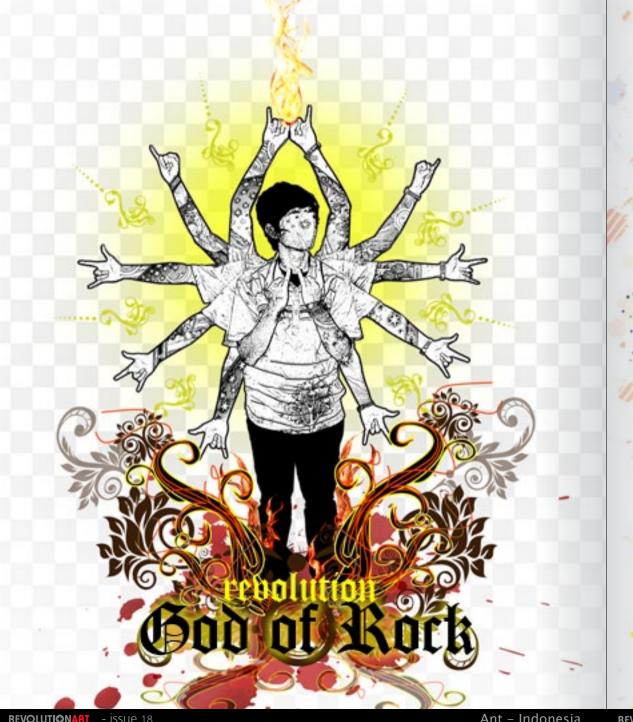


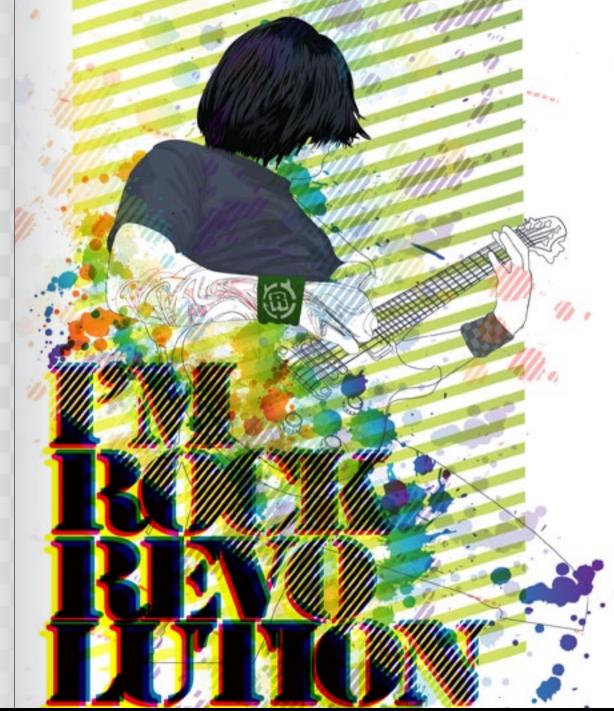






Angel Maestre – Spain





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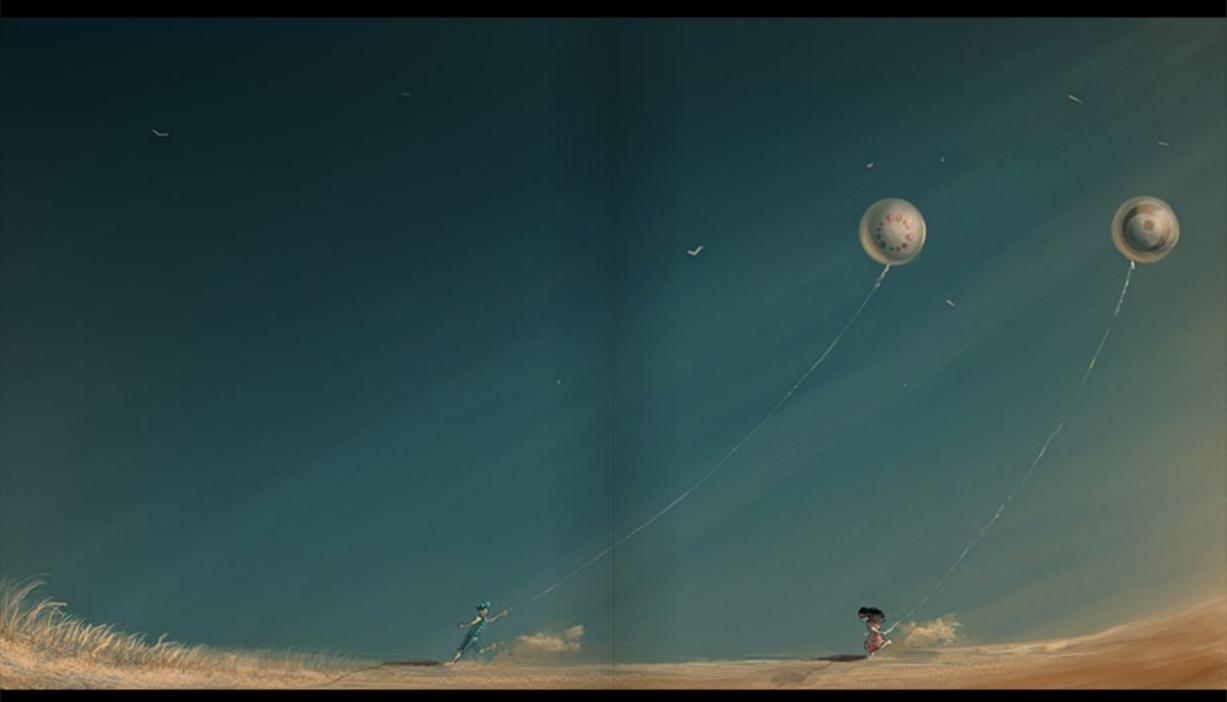
No hay fin, ni paraíso, _ni domingo. No nos espera Dios al fin de semana. Duerme,/// no lo despiertan nuestros gritos: Sólo el silencio lo despierta. Cuando se calle todo opueno y ya no canten la sangre, los_relojes, las estrellas___ Dios abrirá los ojos y al reino de su nada Jveremos. "Cuarto de Hotel" Octavio Paz Premio Nobel de Literatura 1990 NIN





REVOLUTIONART - issue 18 Cristian Coc - Romania



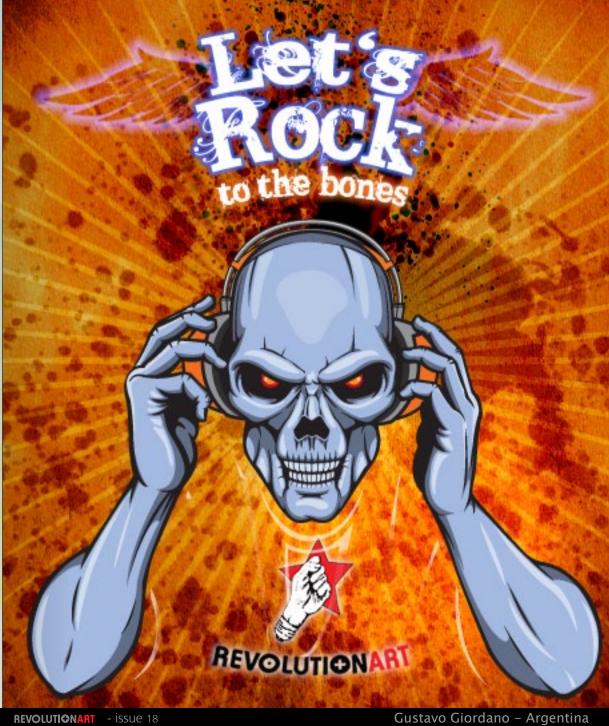


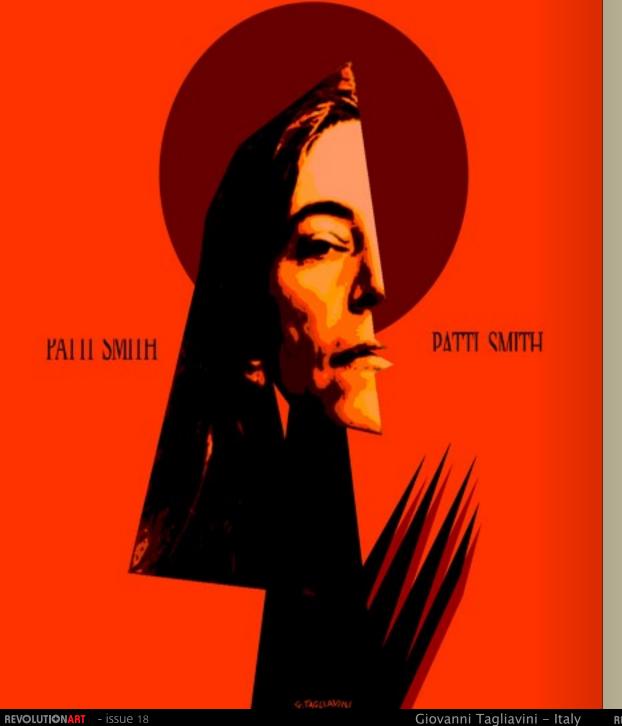








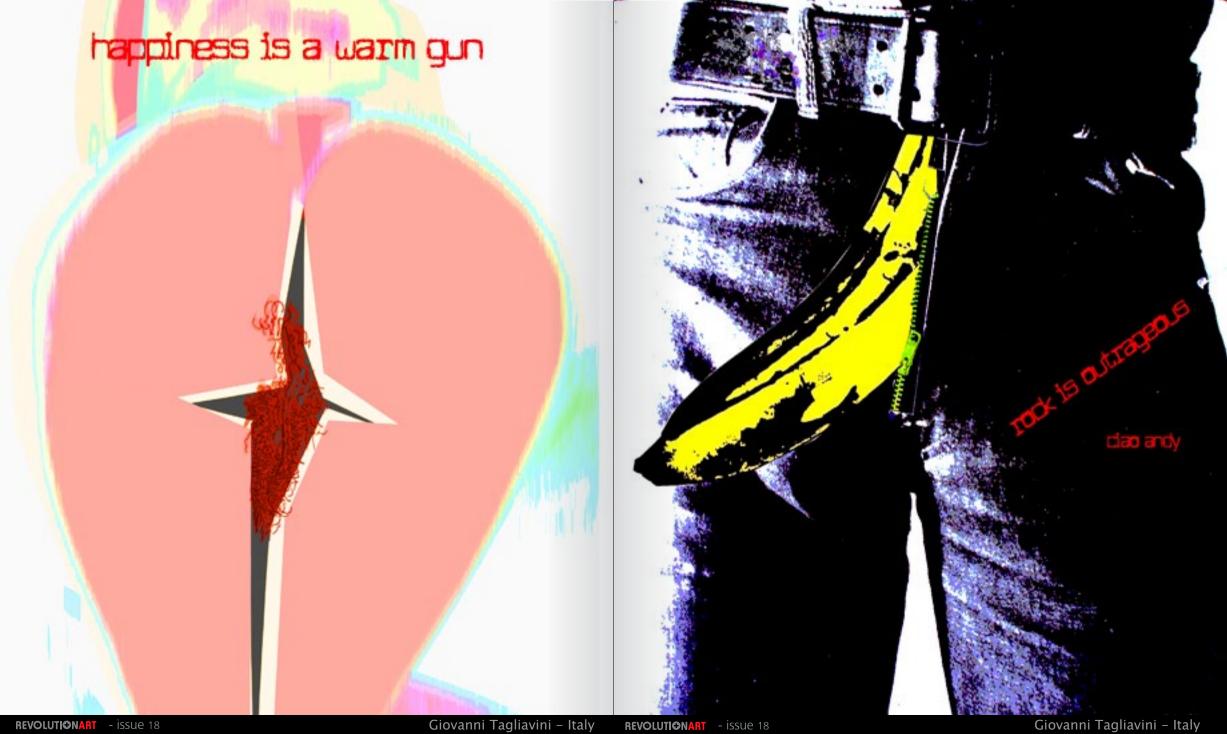






Giovanni Tagliavini - Italy Giovanni Tagliavini - Italy **REVOLUTIONART** - issue 18







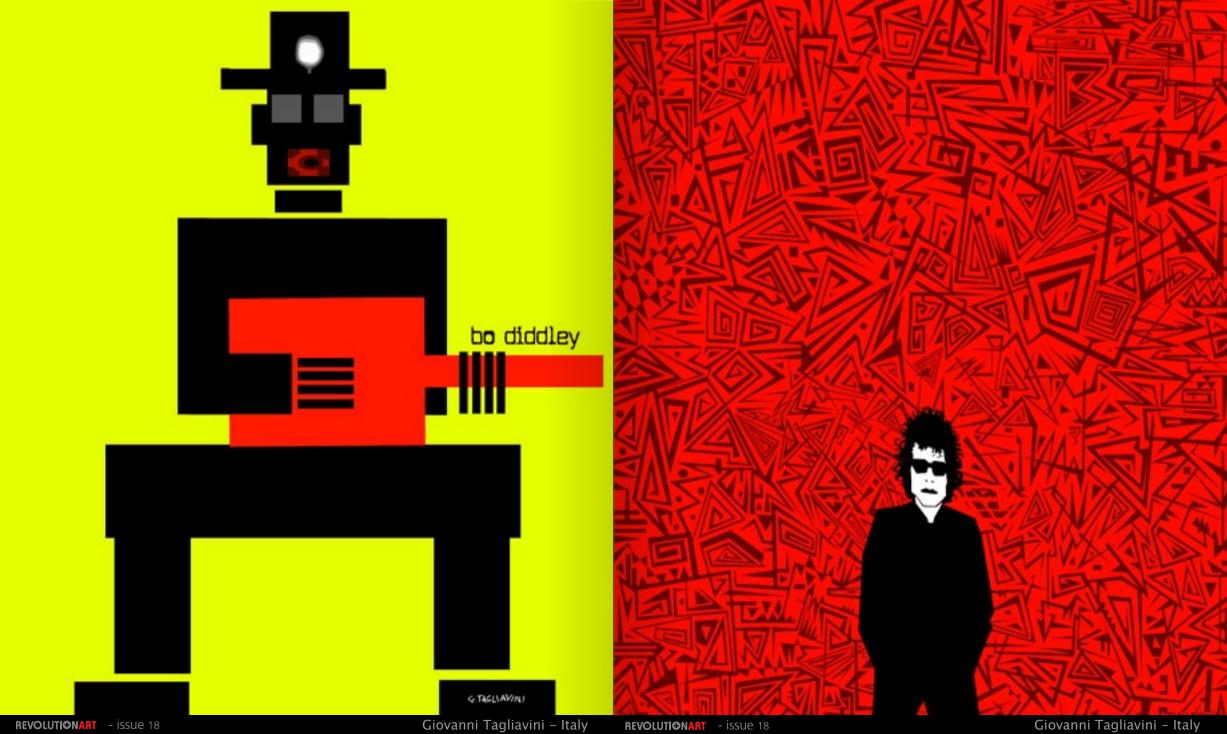


Giovanni Tagliavini – Italy











REVOLUTIONART - issue 18 Giovanni Tagliavini - Italy









J. Cattlett - United States **REVOLUTIONART** - issue 18



J. Cattlett - United States





J. Cattlett – United States



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J. Cattlett - United States **REVOLUTIONART** - issue 18





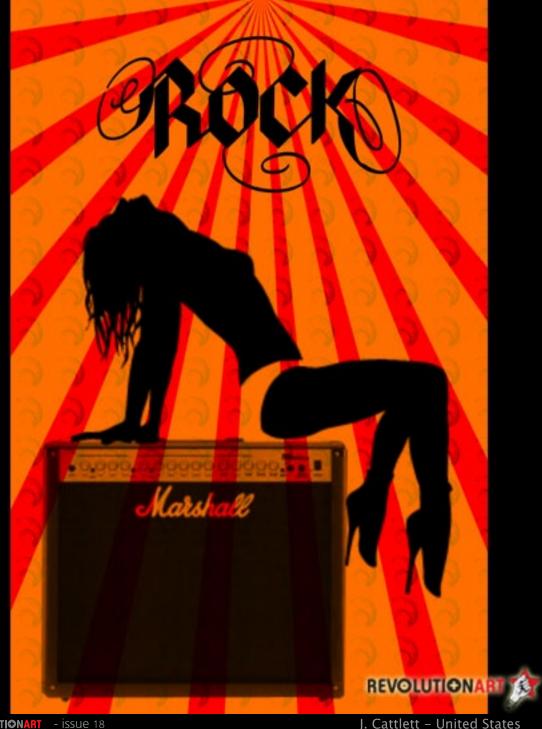
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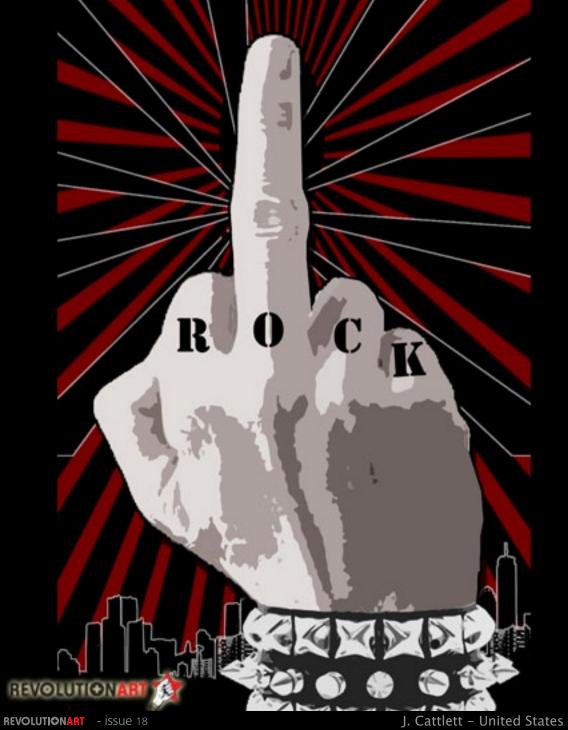


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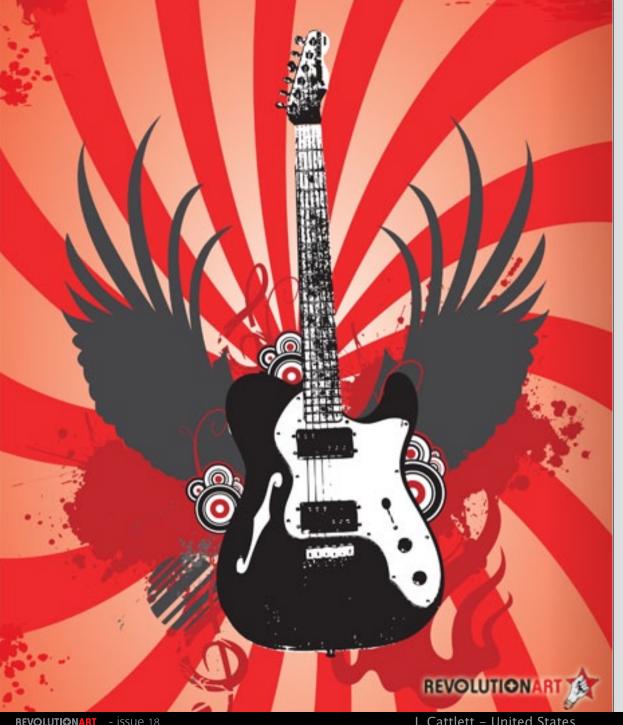


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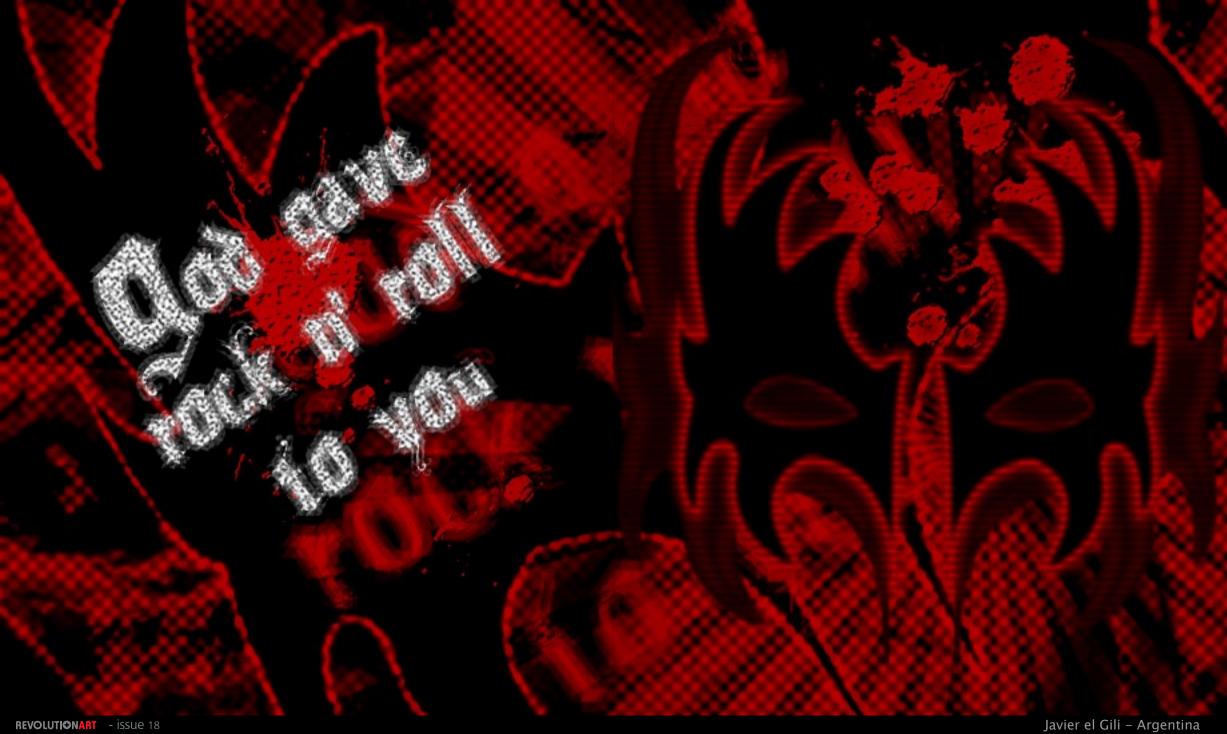


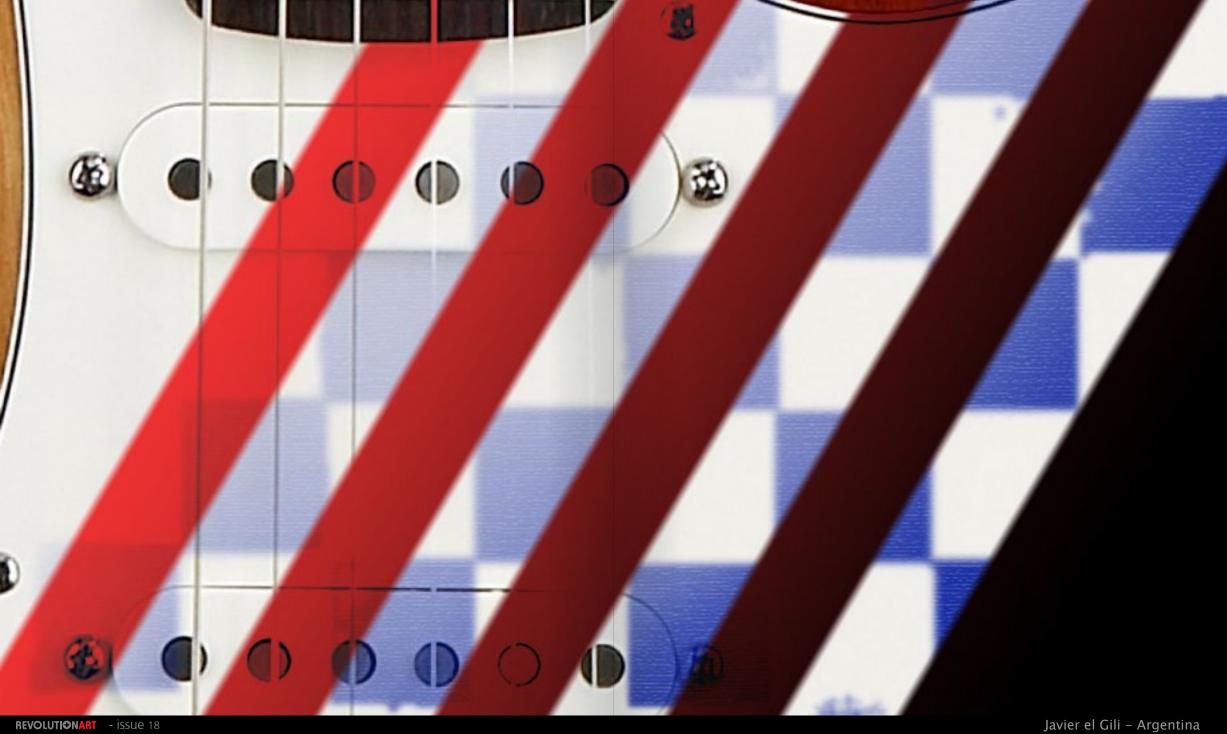


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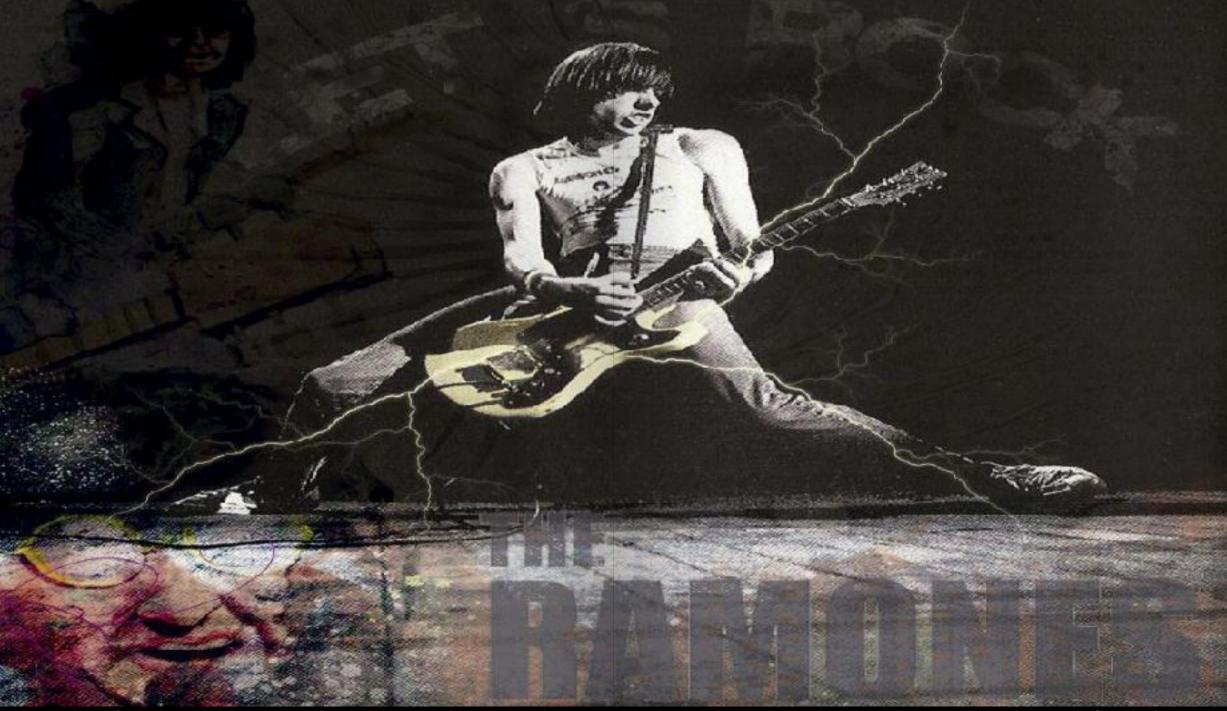


REVOLUTIONART - issue 18 Javier el Gili - Argentina





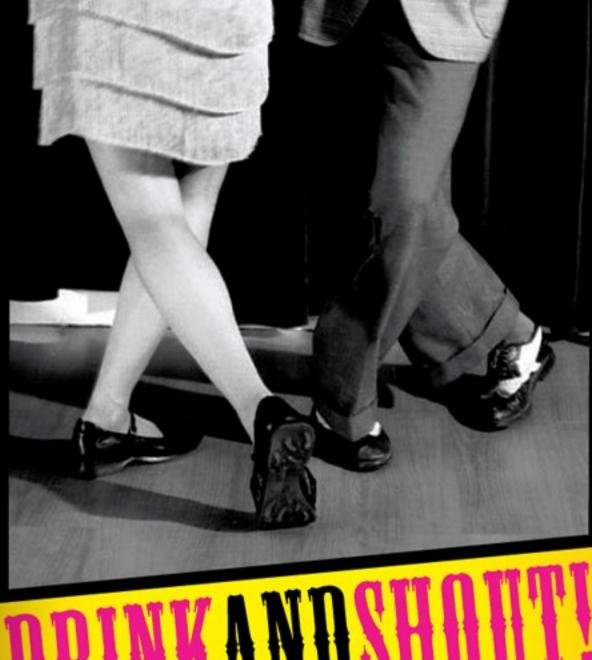




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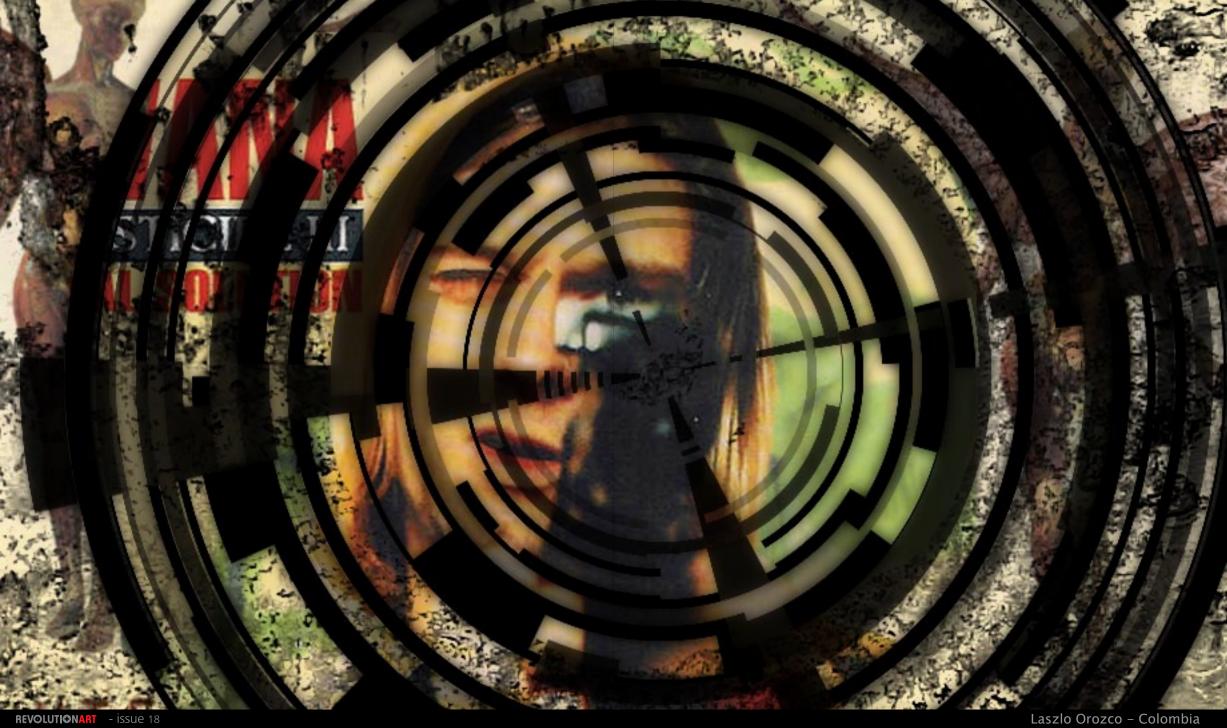






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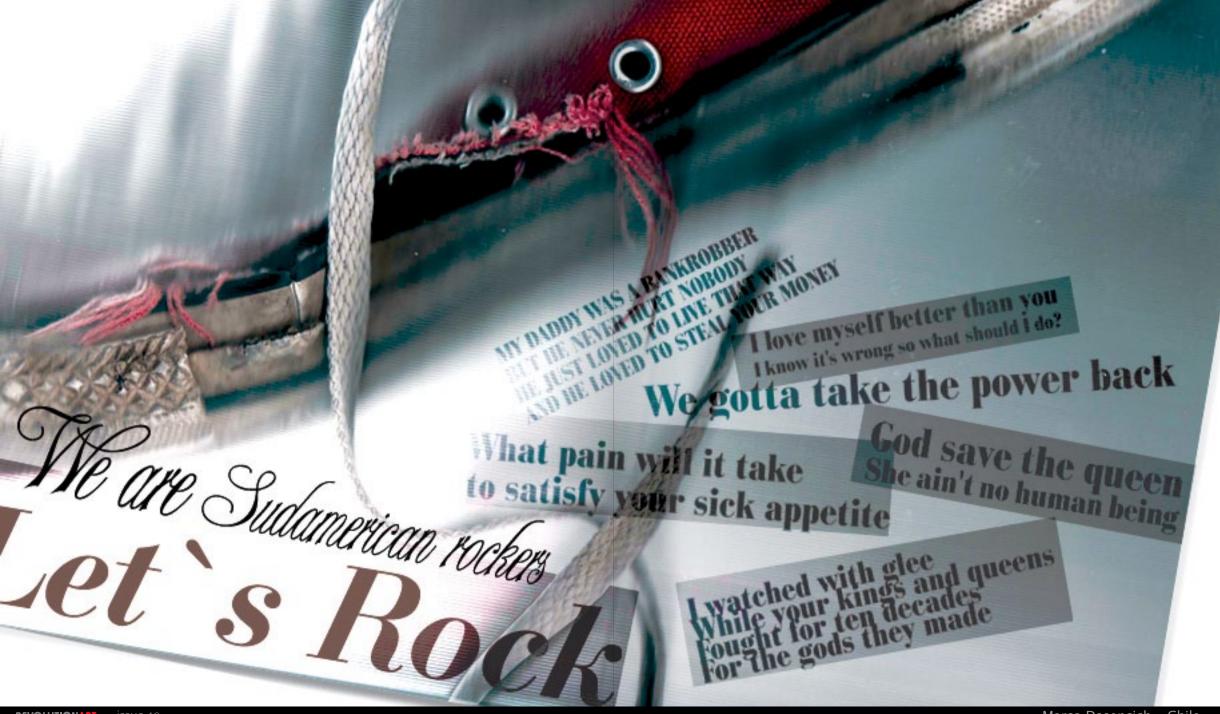






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Marco Calle – Perú



REVOLUTIONART - issue 18 Marco Dasencich - Chile



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Marco Simola - Perú **REVOLUTIONART** - issue 18





REVOLUTIONART - issue 18 Marco Simola - Perú





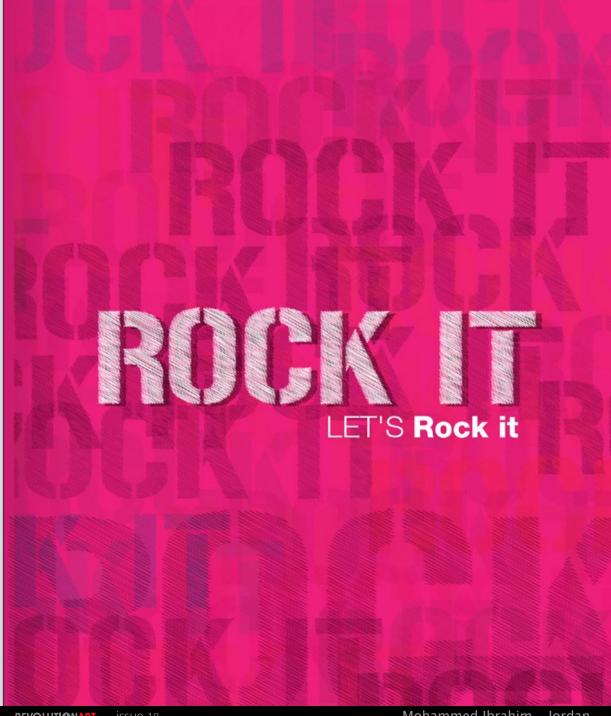


Marco Simola – Perú **REVOLUTIONART** - issue 18



REVOLUTIONART - issue 18 Marco Simola - Perú









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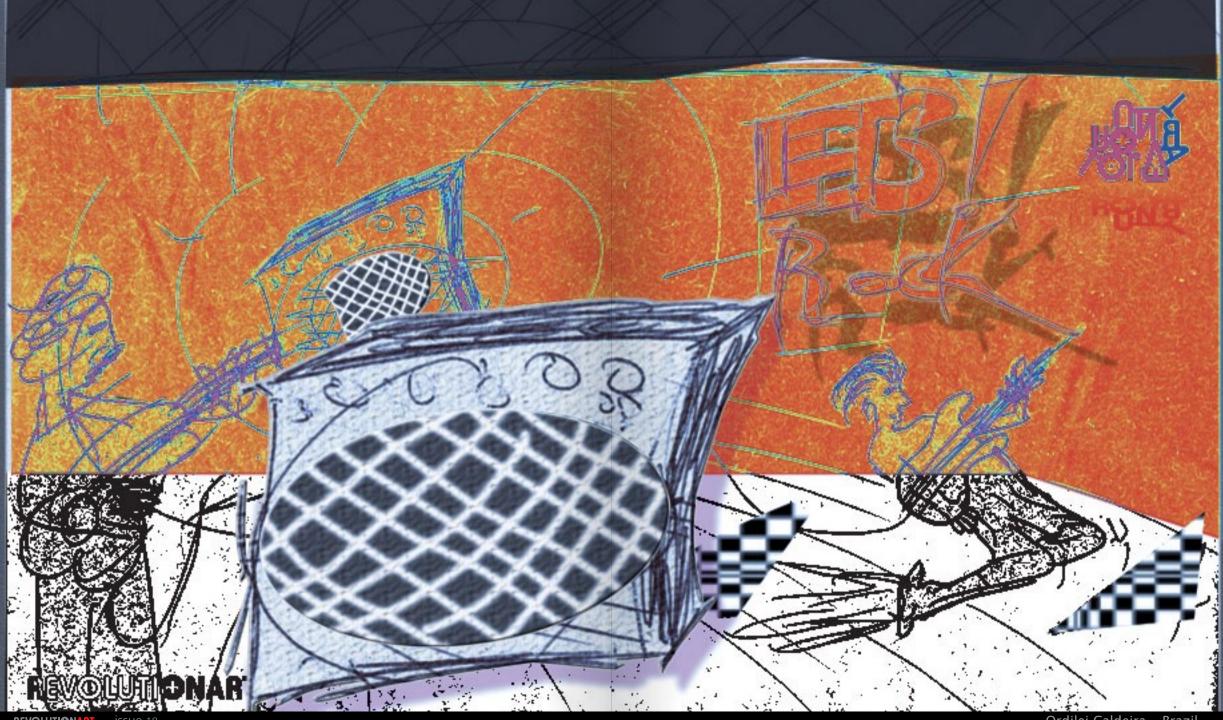


















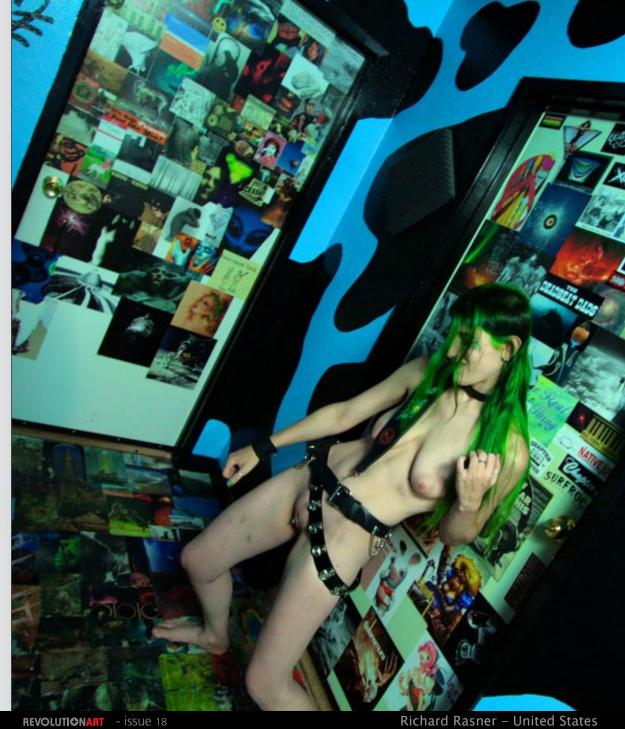




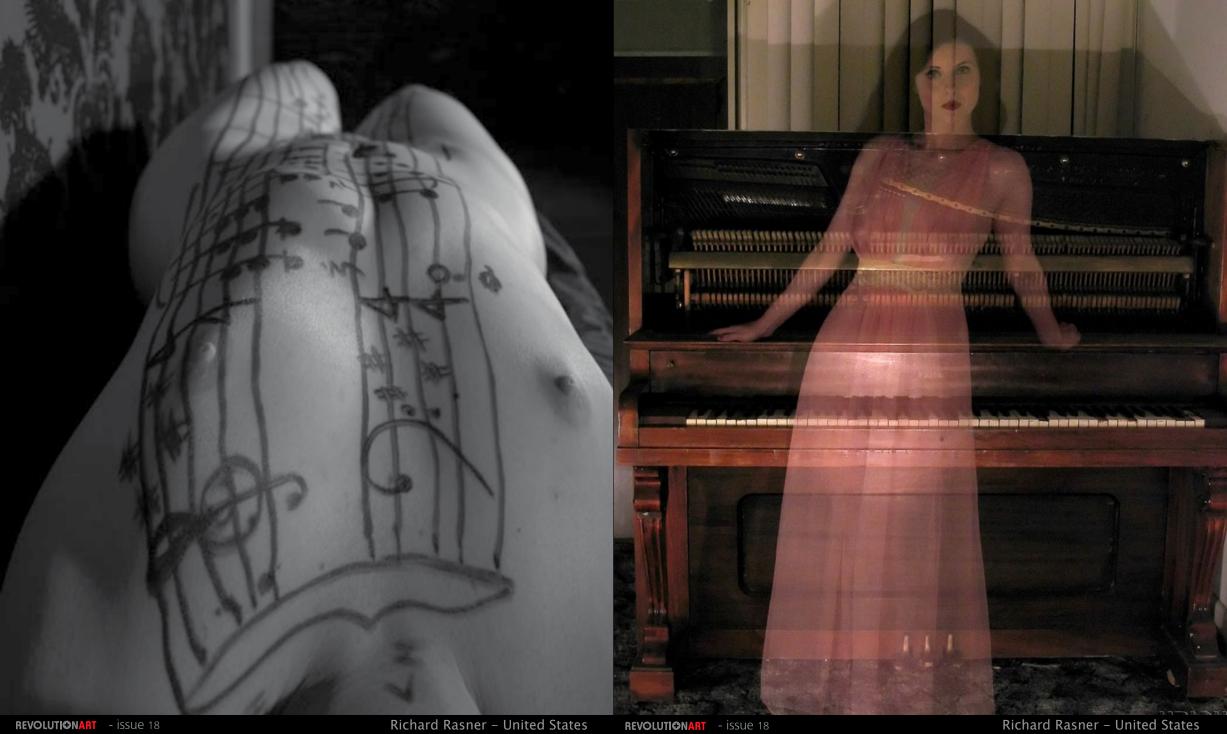
Raul Corrado – Argentina **REVOLUTIONART** - issue 18

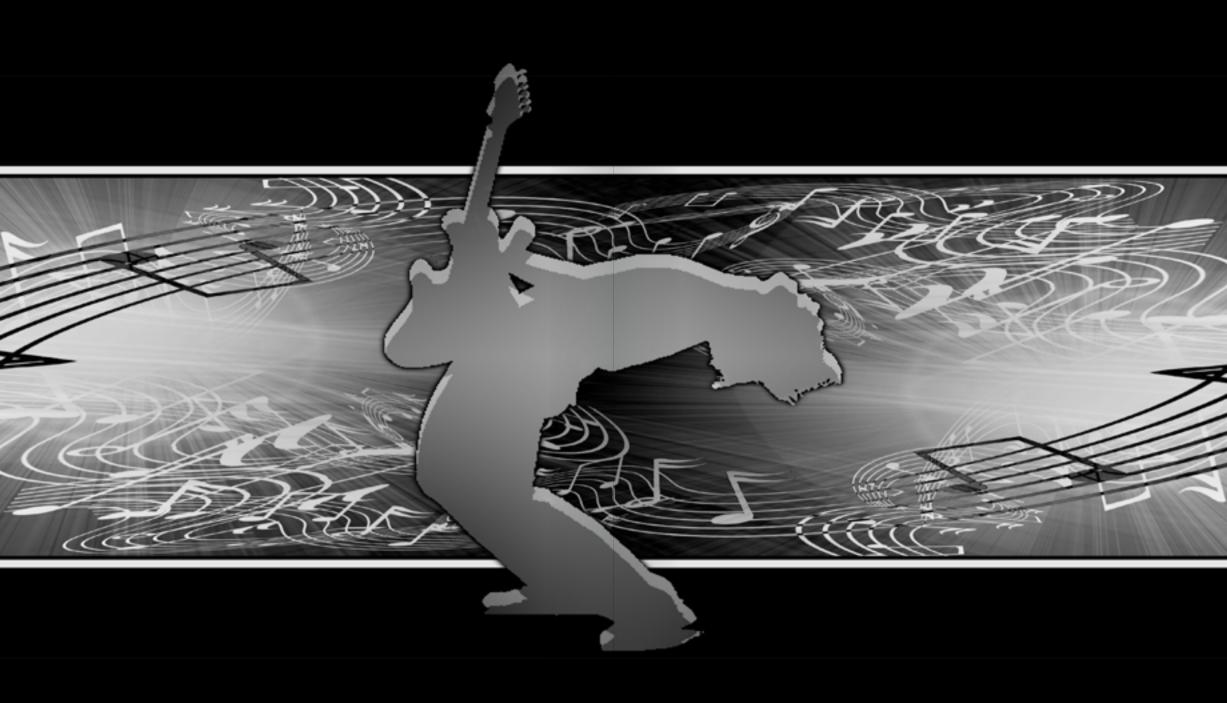






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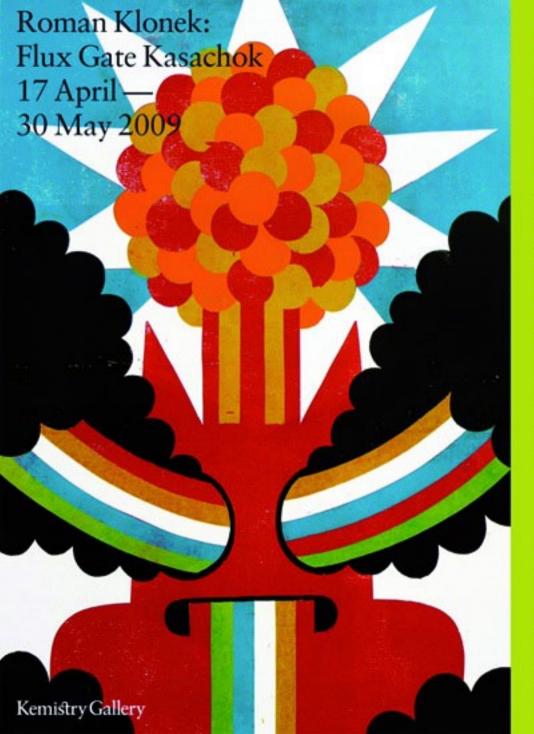




REVOLUTIONART - issue 18 Rick Hart - United States



Rick Hart - United States **REVOLUTIONART** - issue 18



The work of Polish-born Roman Klonek is largely influenced by Eastern European cartoon styles. In the 1990's he studied Graphic Arts in Düsseldorf, where he discovered a passion for woodcut printing. The prints he creates are populated by a wide range of whimsical creatures, mostly half animal/half human, and often presented in awkward or hair-raising situations. Klonek succeeds in creating worlds featuring a bizarre balancing act between folklore and popular culture; the reduced forms of the woodcuts he produces are reminiscent of the first days of comics and cartoons. He founded the Gallery Revolver in 2001, bought a printing press and started a never-ending rangve of woodcut printings. Roman Klonek works together with friends in a studio in Düsseldorf, Germany.

Visit the gallery
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London EC2A 3PD
Call +44 (0)20 7729 3636
info@kevmistrygallery.co.uk
Opening hours
Weekdays 10.00—18.00 / Saturday 11.00—16.00



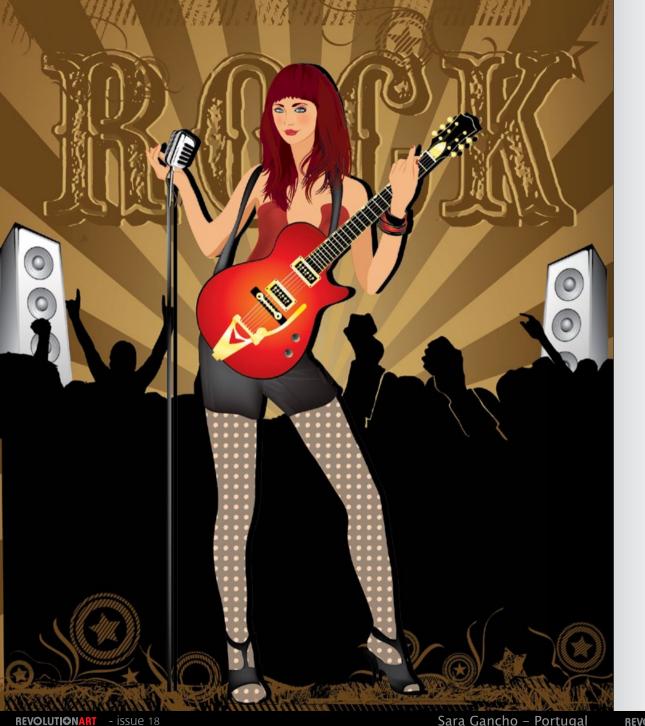






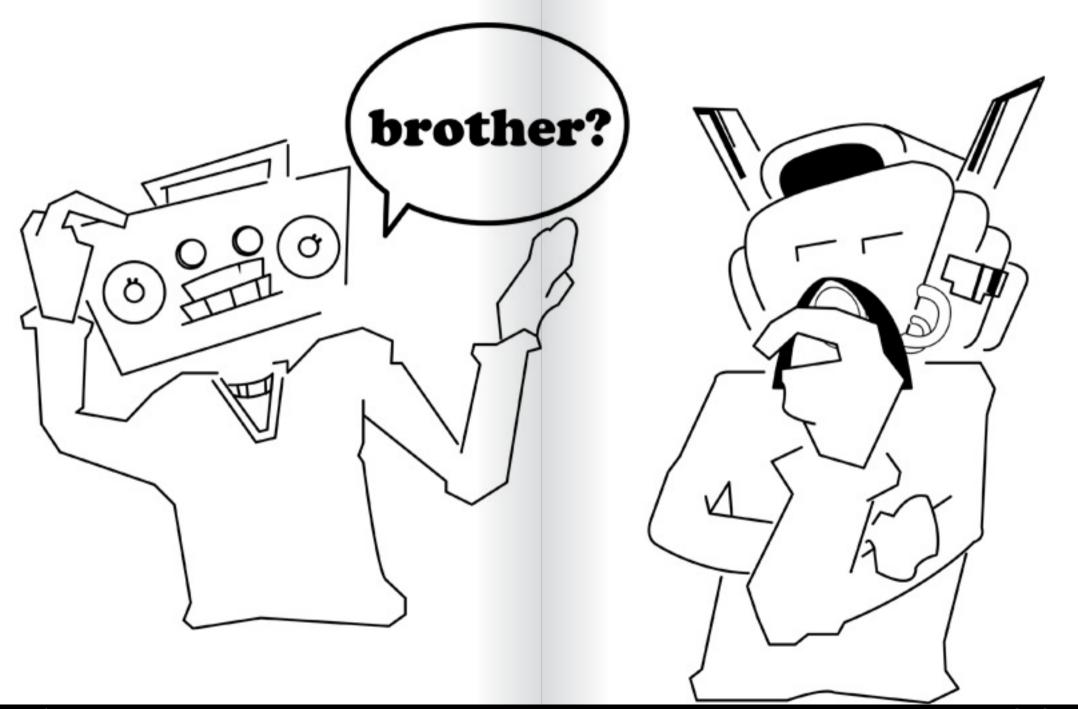






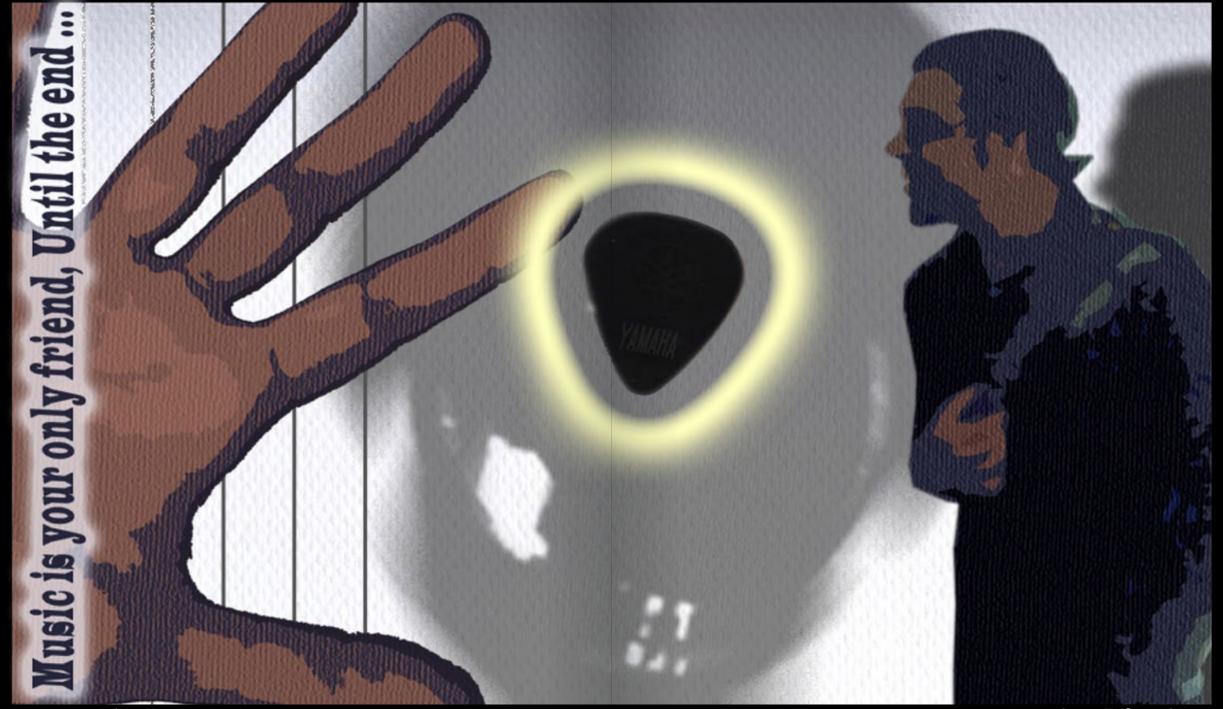


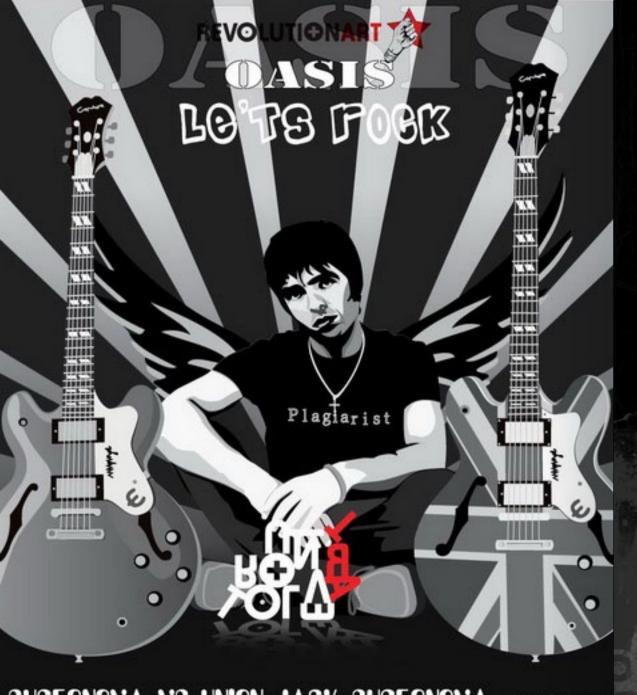
Sara Gancho – Portugal REVOLUTIONART - issue 18 Svn One – Mexico

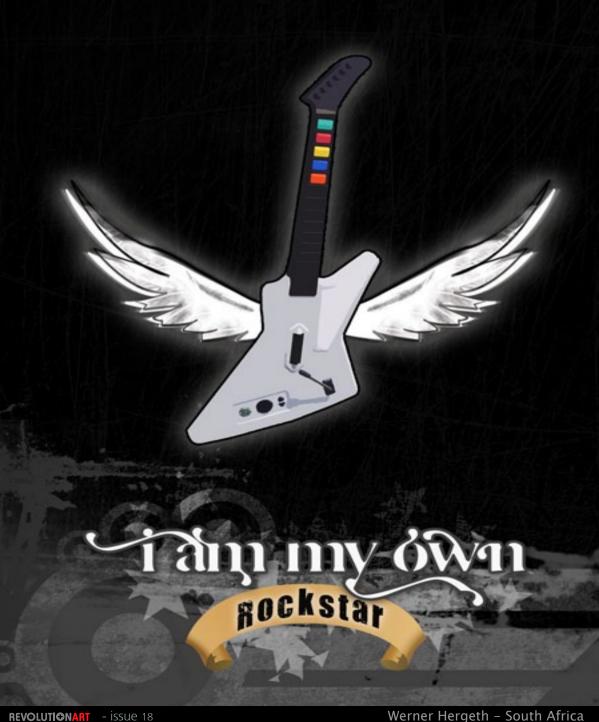


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SUPERNOVA VS UNION JACK SUPERNOVA

Nod Galle for

Tubagus - Indonesia

Werner Hergeth - South Africa



REVOLUTIONART - issue 18 Valyus Sashko – Ukraine



REVOLUTIONART - issue 18



Yahya Pakdel – Irán





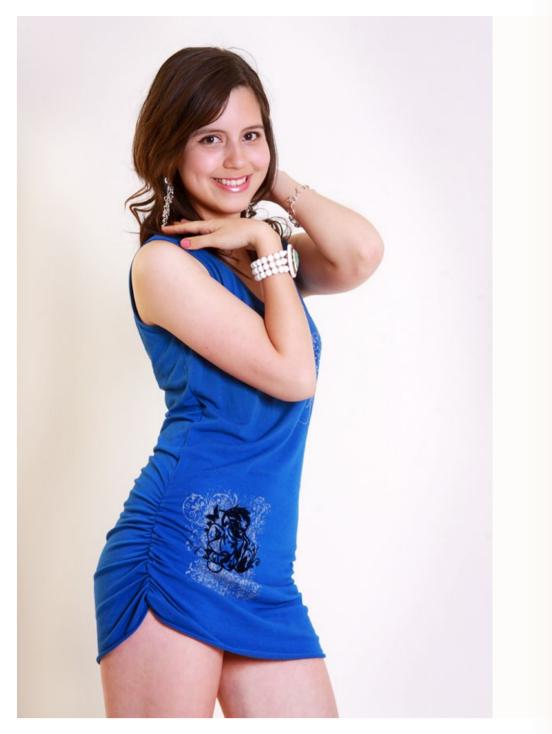


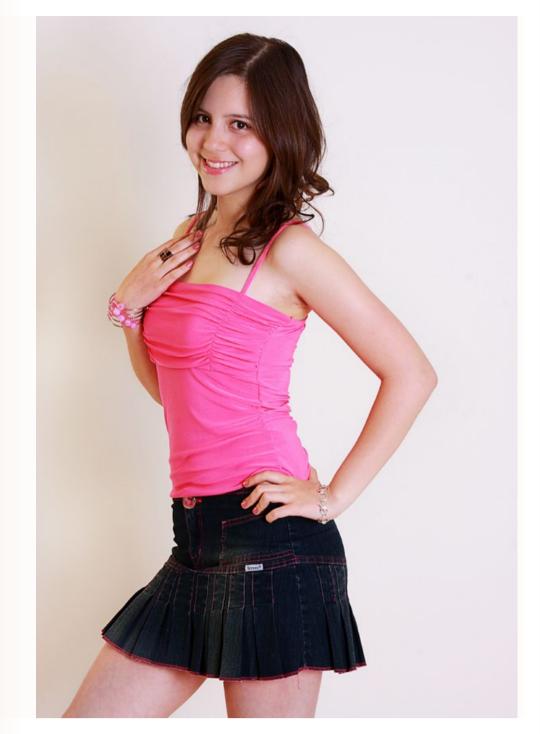
REVOLUTIONART ADRIANA

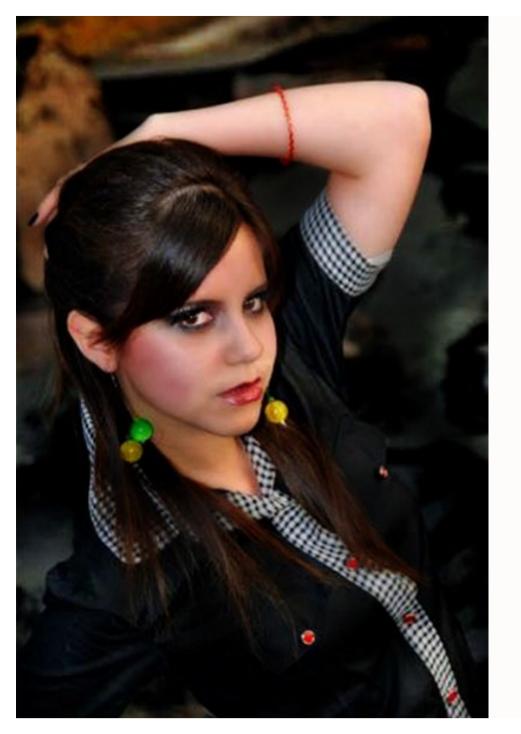
Name: Adriana Benito

Age: 16
Occupation: Model/ Student
Country: Perú
Website: www.publicistas.org/adriana



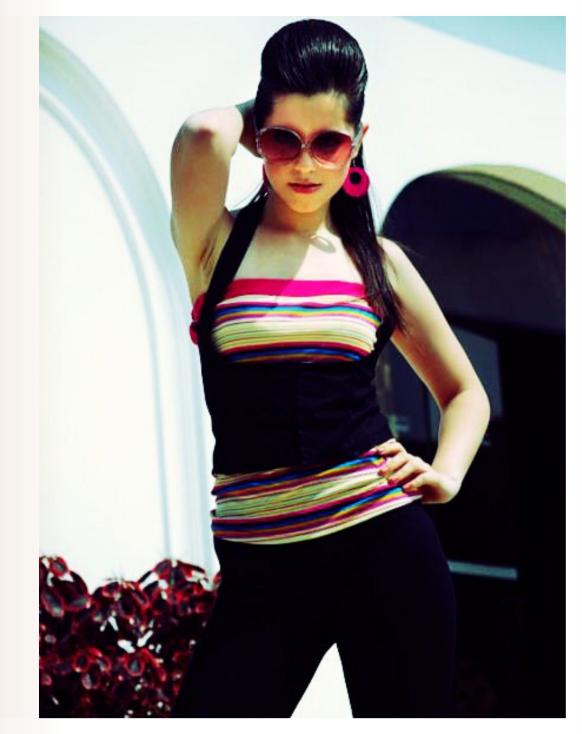


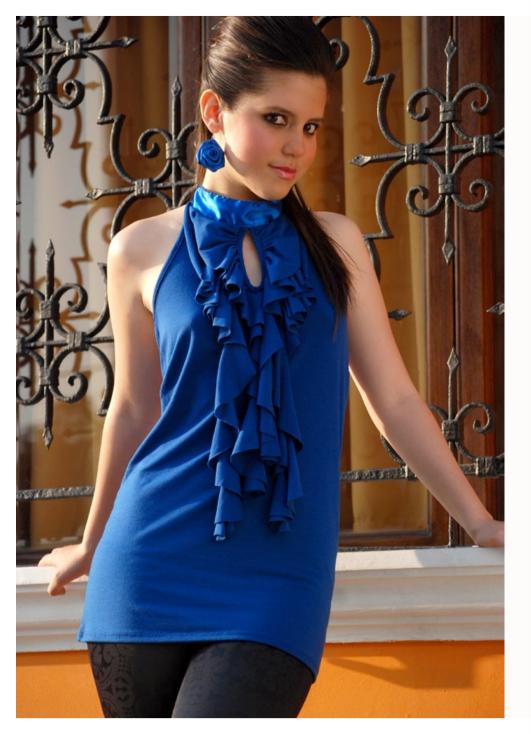


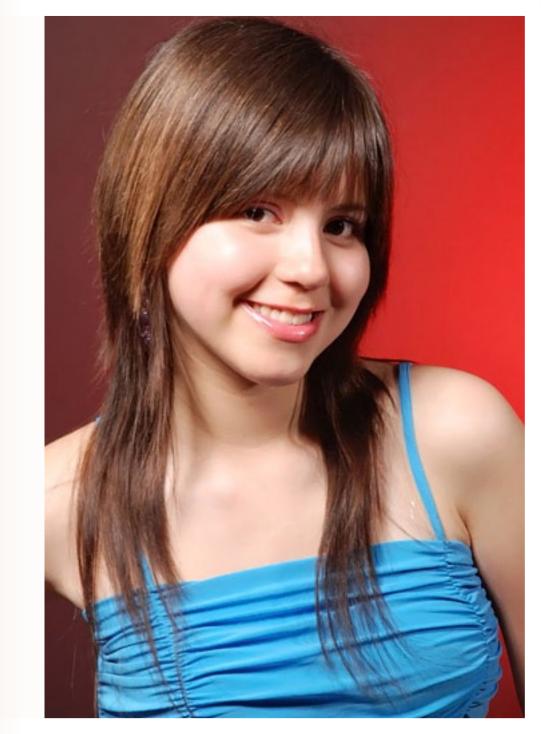


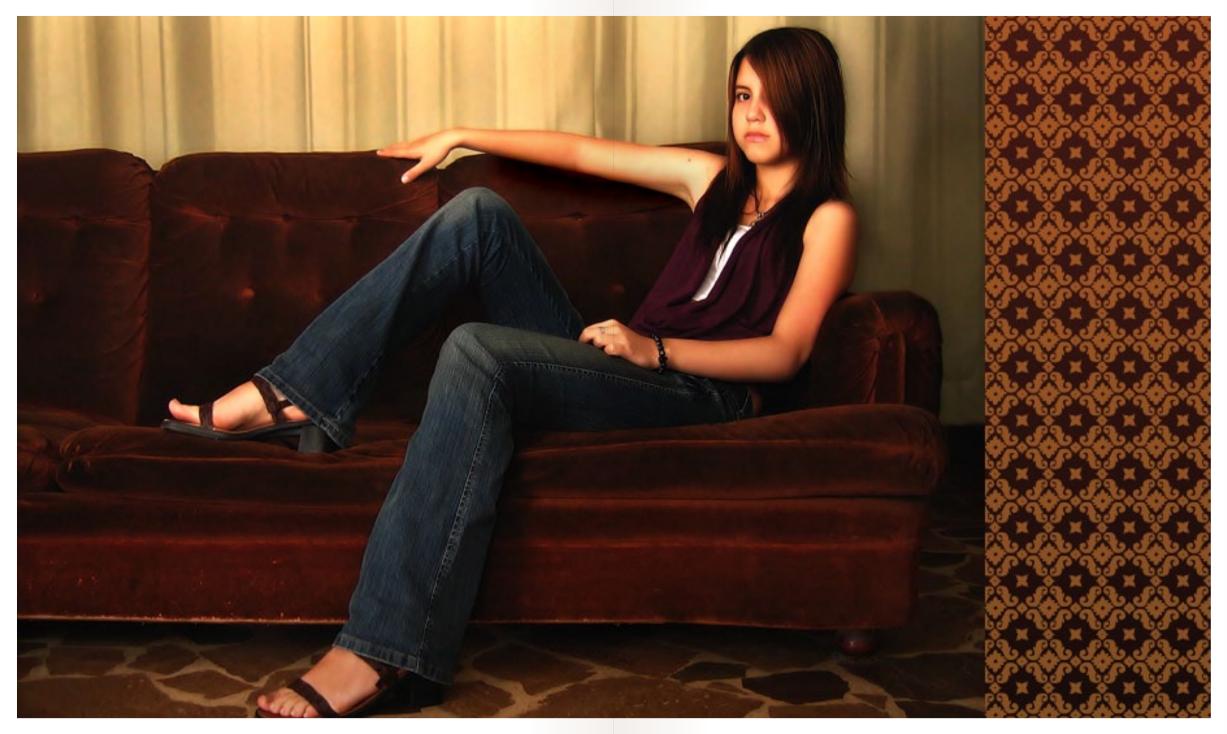


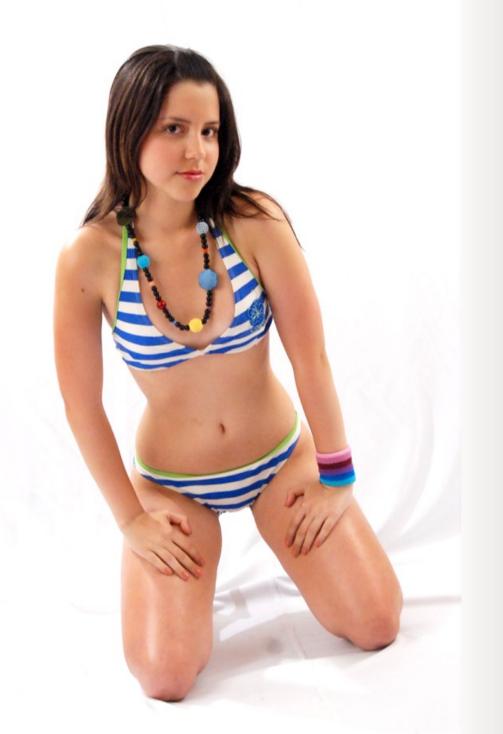








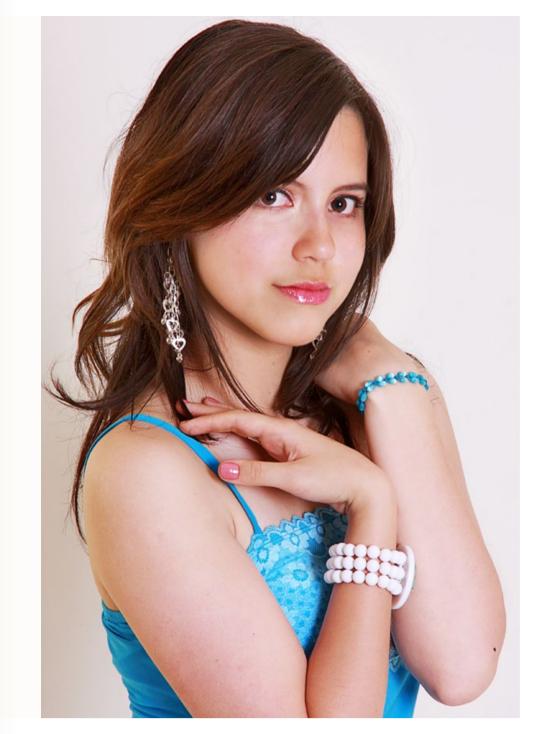










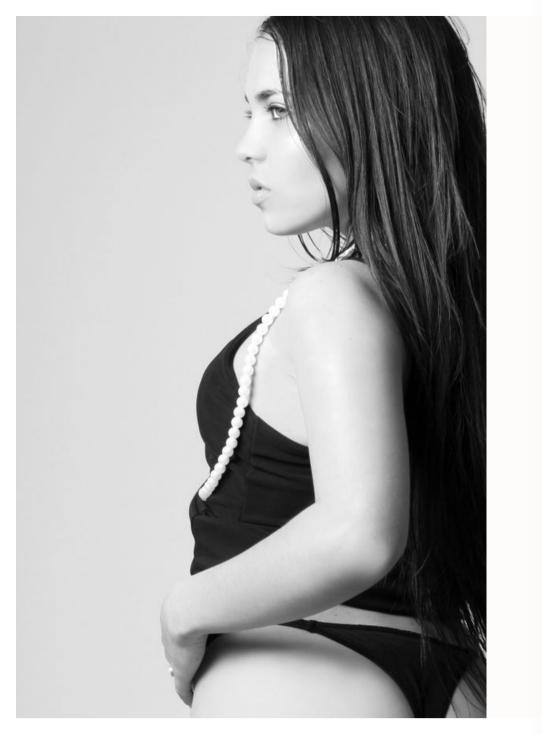


REVOLUTIONART FLAVIA

Model: Flavia Natalia Sirio

Occupation: Country: Website:













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RICARDO GALVAO

Photographer: Ricardo Galvão

Model : Pola

Country: Brazil Website: ricardogalvao.blogspot.com















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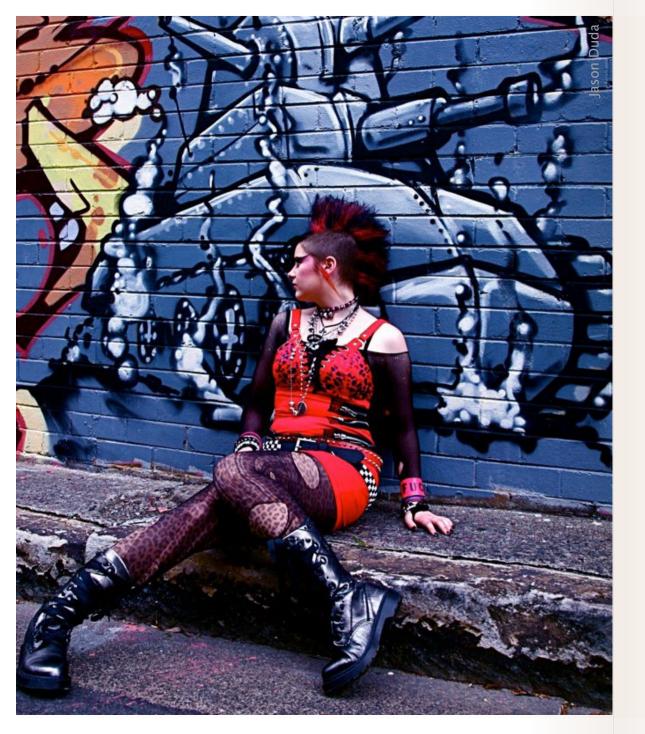
MAY - Z

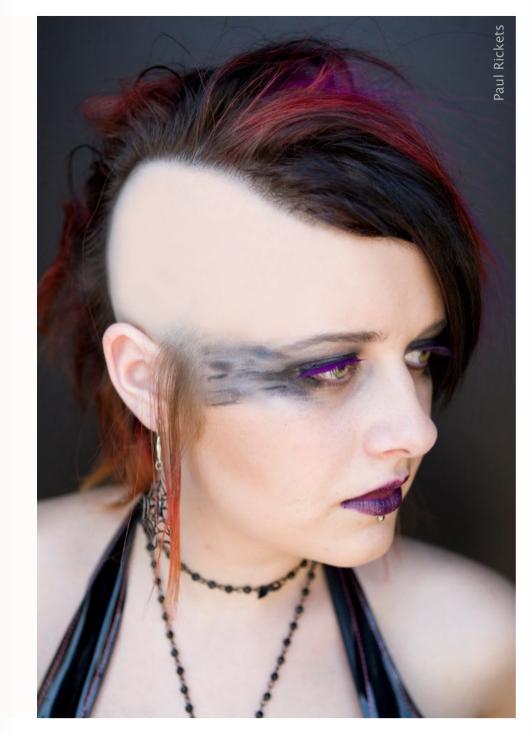
Model: Elle-May Michael Occupation: Alternative Model / Actor / Charity Customer Service Manager Country: Australia Website: www.myspace.com/ellemay.michael



Paul Rickets

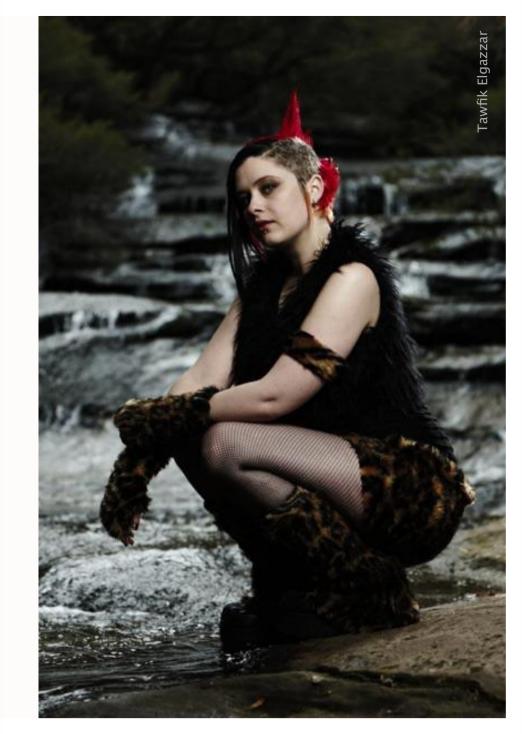




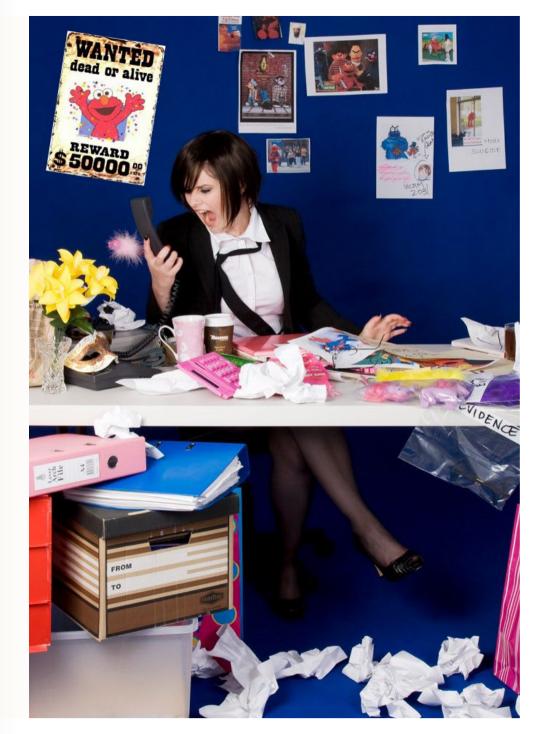


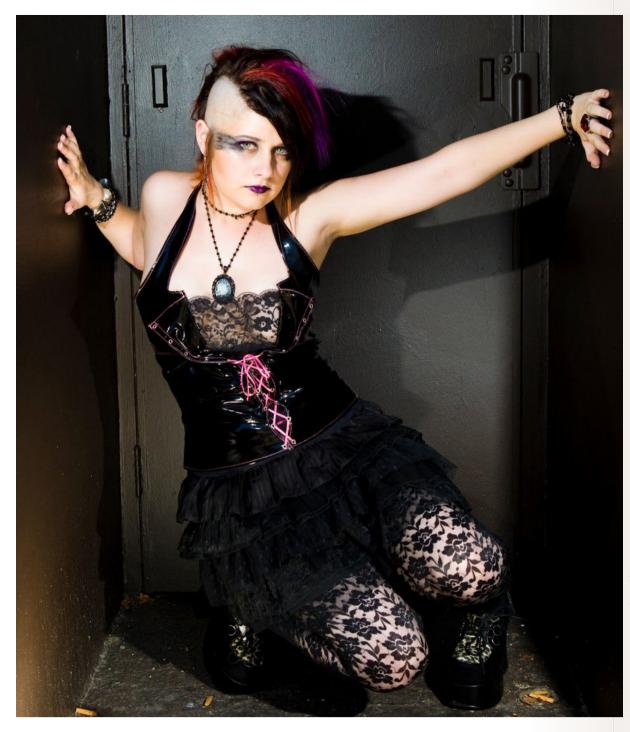












Paul Rickets



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REVOLUTIONART music

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Style: Punk / Black Metal / Healing

Country: Unites States

Hear: www.myspace.com/thenervband



MACANA

Style: Rock / Funk / Psychedelic

Country: Perú

Hear: www.myspace.com/macanaband



BANDA DC2

Style: Rock / Pop Rock

Country: Brazil

Hear: www.myspace.com/bandadc2



GILLMAN

Style: Metal / Trash / Rock

Country: Venezuela

Hear: www.myspace.com/gillmanband1



LOS CARNICEROS DEL NORTE

Style: Punk / Post punk / Gothic

Country: Spain

Hear: www.myspace.com/loscarnicerosdelnorte



DEATHBED

Style: Punk / Blues / Soul

Country: Finland

Hear: www.myspace.com/killedbybed



DODA

Style: Classic Rock / Pop / Powerpop

Country: Poland

Hear: www.myspace.com/d0da



REVOLUTIONARI music

HAVALIM

Style: Rock / Classic Rock / Progressive

Country: Israel

Hear: www.myspace.com/havalim



BIG JOHN BATES & THE VOODOO DOLLZ

Style: Blues / Rockabilly / Garage

Country: Canada

Hear: www.myspace.com/bigjohnbatesandthevoodoodollz



LARRY

Style: Jazz / Blues / Pop

Country: Belgium

Hear: www.myspace.com/jazzylarry



EUFOBIA

Style: Death Metal / Metal

Country: Bulgaria

Hear: www.myspace.com/eufobiacarnage



PAIN

Style: Alternative / Grunge / Rock

Country: Panama

Hear: www.myspace.com/painband



ASTRO ZOMBIES

Style: Psychobilly / Punk / Rockabilly

Country: France

Hear: www.myspace.com/zeastrozombies



BEZKOLIR

Style: Rock / Alternative / Funk

Country: Ukraine

Hear: www.myspace.com/bezkolirband



REVOLUTIONARI music

PETRA KEPENOVA

Style: Rock / Pop / Electroacoustic

Country: Slovakia

Hear: www.myspace.com/kepenova



KNIGHTSHADE

Style: Rock / Metal / Glam

Country: New Zealand

Hear: www.myspace.com/knightshadenz



IL CICLO

Style: Glam / Pop / Rock

Country: Italy

Hear: www.myspace.com/ilcicloband



ASHTON CUT

Style: Rock / Grunge / Metal

Country: Iceland

Hear: www.myspace.com/ashtoncut



MORFINA

Style: Metal / Rock / Electronica

Country: Albania

Hear: www.myspace.com/morphinealb



MOHAMED HAMAKY

Style: Pop / Electro Country: Egypt

Hear: www.myspace.com/mohamedhamaky



MUGISON

Style: Experimental / Pop / Ambient

Country: Iceland

Hear: www.myspace.com/mugison







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REVOLUTIONART W.T.F.









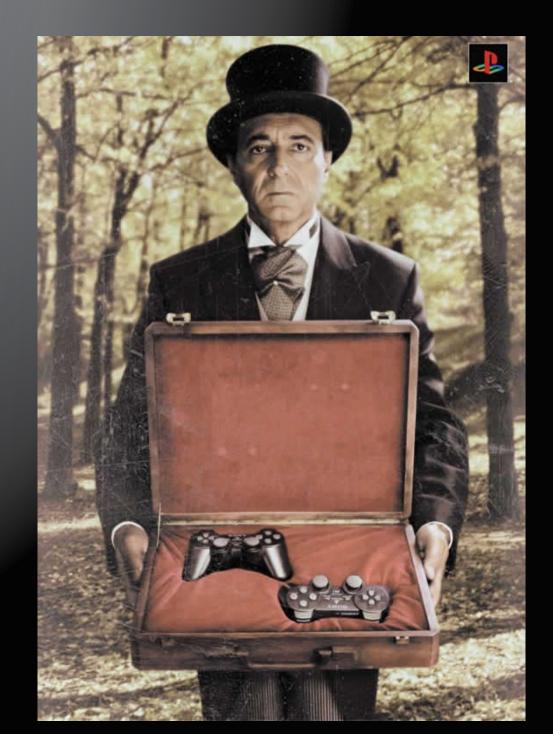




REVOLUTIONAD







REVOLUTIONAD









INTERVIEW WITH SANJAY CHAND MONSTER FACTORY

REVOLUTIONART

INTERVIEW WITH SANJAY CHAND United States www.sanjaychand.com April 2009 By Nelson Medina nelson@publicistas.org © all images by Sanjay Chand



WHAT PERSONAL EXPERIENCES HAVE INFLUENCED YOUR ART TO SWAY IN A CERTAIN DIRECTION?

Ive always loved movie monsters and sci-fi movies. Im attracted to concepts/ideas/creatures/ events in films that do not exist or seem to be impossible, yet are grounded in reality. One recently-released movie that I absolutely love is Cloverfield. The suspense, immersion, and the execution of the creature and its placement within the film are extraordinary.

WHAT WAS YOUR FAVORITE WORKS AND CLIENTS?

So far, ive really enjoyed my time at Sony Imageworks. We are working on a very cool project





and everyone has a really firm grasp on what needs to be done and how it should look, especially my supervisors. As far as personal works, I dont really have a favorite. Im never happy with my own work.

WHAT IS A TYPICAL DAY IN YOUR LIFE LIKE?

As one can imagine, I spend most of my day in-front of a computer. Work starts at 9am. Usually after arriving we have dailies and the supervisors review the artists work. We then spend the rest of the day working on shots (I am currently a lighting and compositing artist), we have dailies again in the evening. Occasionally there is a meeting dealing with certain obstacles that need to be addressed for specific shots/sequences or just

to inform specific teams of the work that is coming. Usually after work (I leave between 7 and 8pm), I head to the gym. Is always important to stay active, especially if one spends 10+hours in-front of a computer every day.

WHICH ARE YOUR FAVORITE TOOLS?

For personal work, I always use Maya, Mental Ray, Zbrush, Photoshop, and a node-based compositing app such as Fusion. I really love this combination of these apps as it allows a great-deal of freedom and control in various aspects of completing a piece, such as a creature or an environment.







WHAT GENERAL EMOTIONS DO YOU CALL ON WHEN YOU CREATE A CHARACTER?

I usually try to make something as "moody" or dramatic as possible. Perhaps even scary or dark. I usually achieve this with lighting and compositing treatments.

WHAT WOULD YOU LIKE TO LEARN?

Whatever I can. Its been said before, but one should never stop learning, and that applies to anything in life. In regards to 3D, im very interested in further developing my character modeling skills.

WHAT THINGS IN THE WORLD ARE THOSE THAT AROUSE GREATER ADMIRATION TO YOU?

Well made films, classical Greek and Roman sculpture, quite a bit of the 3D art on Cgtalk. com.





Id really like to do a piece of art revolving around ancient Greek and Eastern philosophy, a full scene building upor various metaphysical concepts and metaphors

THE CURRENT THEME OF REVOLUTIONART IS "LET'S ROCK". HAVE YOU BEEN INFLUENCED BY ROCK MUSIC IN ANY WAY?

All the time! I love rock and heavy metal. I usually listen to something heavy and fast when working, or something more subdued and intricate (such as a movie soundtrack). Listening to music is a great way to stir-up emotion and channel that energy into whatever art one is working on.





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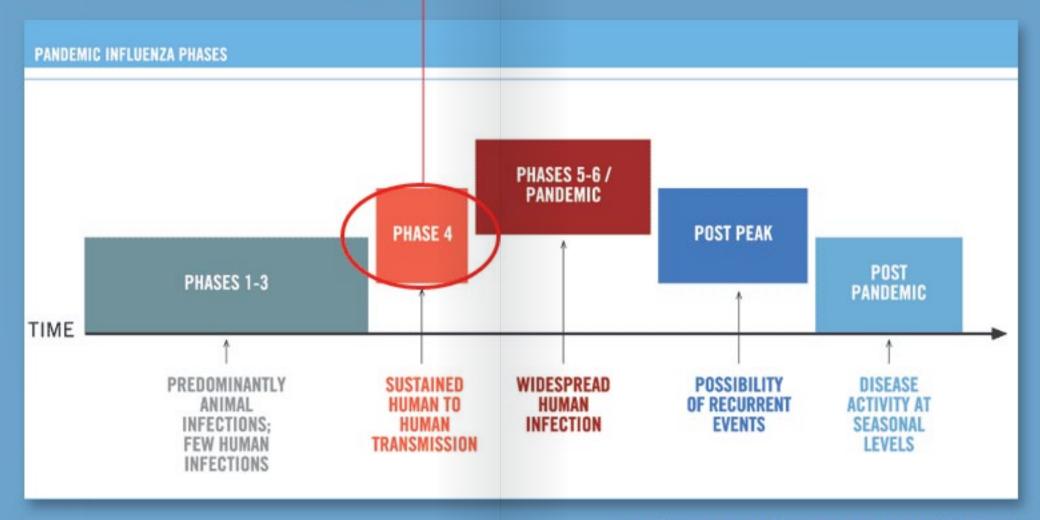


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