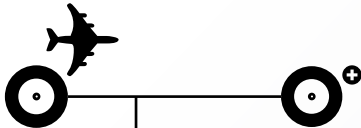




Publicistas.Org

PRESENTS :



REVOLUTION+NART

+ + + + +



↓.023

REVOLUTIONART INTERNATIONAL MAGAZINE
ISSUE 23 SPACE
MARCH - APRIL 2010

SPACE



Published by:
Publicistas.Org

Contact Revolutionart:
hola@publicistas.org

Creative Director:
Nelson Medina
nelson@publicistas.org

Thanks to:

- . LedFoot
- . Philip Straub
- . Nina C. Alice
- . The Jedi Knights
- . The cool people of the Facebook group

All the contributor's artworks are property of their respective owners and can't be reproduced without permission.

All the editorial designs by RevolutionartStudios.com and can be hired.

All the creative ideas by Publicistas.org and can't be stolen.



SPACE EDITORIAL

Since ancient times man always has been marveled by the stars. Looking to the stars helped them to predict the seasons, rain and drought. Thus early religions considered the sun as the main deity, creator and protector of life on our planet.

Today we have reached the stars but there's still a long way to conquer them. It is in this attempt we can see major technological projects which presents new possibilities such as the International Space Station whose construction will be completed in 2011.

Space is also an endless source of imagination and inspiration. Great movies that make us dream happens in other galaxies, showing distant planets, life forms and different intelligences. Superman, Thundercats, Star Wars, Star Trek, Planet of the Apes, Independence Day, Alien, are examples that follow ad infinitum.



That's why this issue called the inspiration from artists around the world to give life to "REVOLUTIONART SPACE" and continue the legacy of imagination beyond the stars.

We once again delivered a spectacular edition with hundreds of pages full of creativity, design, photos, musicians, models and ideas. Get on this ship and travel with Revolutionart. If at the end you like the ride do not forget to support the movement and spread this project made by and for people. Enjoy the ride!

Nelson Medina
Creative Director
Publicistas.org
nelson@publicistas.org



TIPS TO ENJOY

REVOLUTIONART



ESCAPE FROM FULL SCREEN MODE



MOVE BETWEEN PAGES



RETURN TO FULLSCREEN MODE



PRINT

... AND DON'T FORGET TO CLICK THE LINKS !

REVOLUTIONART CONTRIBUTORS

Issue 23 - Space



Agnes Roberta Costa
Brazil
agnes.roberta@hotmail.com
www.bymeduza.blogspot.com

Alex Lee
China
evirus.lee@gmail.com
www.modelmayhem.com/evirus

Alice Yumi Sinzato
Brazil
sinzato.alice@gmail.com
www.flickr.com/aliceyumi

Amit Das
India
amit.godgeezy@yahoo.com
www.godgeezy.com

Andrés Tuberquia
Colombia
gottlos1@gmail.com
www.schwarzemann.blogspot.com

Anne Seow
Singapore
freaknpissn@hotmail.com

Baris E. Parlan
Italy
bparlan@gmail.com
www.bparlan.com

Blubuk
United Kingdom
alloutfamily@hotmail.co.uk
www.blubuk.deviantart.com

Bruno Faustino de Oliveira Torres
Brazil
bruno_torres_2006@hotmail.com

Camilo Torres Díaz
Perú
sm.ail.1000@hotmail.com
www.flickr.com/elnoos



Carla Ceia
Portugal
hello@hauntedcathouse.org
portfolio.hauntedcathouse.org

Carlos Alberto Ramón Sanabria
Cuba
cramon@uclv.edu.cu
www.cramoncuba.blogspot.com

Charles Kaufman
Germany
info@toontoonz.com
www.toontoonz.com

Davide Mega
United States
m3ga@speakeasy.net
www.facebook.com/davide.mega1

Dennis Busch
Germany
james.din.a4@gmx.de

Derrewyn
Argentina
linguistic.massacre@gmail.com
www.navaja-de-ockham.blogspot.com

Drfranken
Spain
nastplas@nastplas.com
www.nastplas.com

Edwin Pineda T.
Colombia
tv2108@live.com
www.2108.tv

Elena-Greta Apostol
Romania
greta_apostol@yahoo.com
www.iscariotteh.deviantart.com

Endry Tazewell
Indonesia
endritaze@yahoo.com

REVOLUTIONART CONTRIBUTORS

Issue 23 - Space



Erick De la Cruz Estrada
Perú
erick-d@hotmail.com
www.flickr.com/photos/erickdlacruz/

Fábio A.
Brazil
<http://desde69.zioanza.com>
desde69@gmail.com

Giovanni Tagliavini
Italy
gtagliavini@tiscalinet.it
giovannitagliavini.meddiagroupdesign.com

Istvan Elekes
Romania
spider2man1@yahoo.com

Iwan's
Indonesia
iwans_120@yahoo.co.id
www.iwans.deviantart.com

Jasmina Mitrovic
Bosnia and Herzegovina
jasminaaa@gmail.com

Jebari Mohamed
Tunisia
moh_jebari@hotmail.com

Jhonatan Yamunaque Estrada
Perú
jhonatanalexisyamunaque@gmail.com
jaoestrada.blogspot.com

Johann Bernal
Spain
johannndesign@hotmail.com
johannbernal.blogspot.com

John Quintero
Spain
jonfly@gmail.com
www.johnquintero.es

Jonal Lozano
Spain
jonal@algrafics.com

Jose Julian Riofrio
Ecuador
josejulianr7@hotmail.com

Juan Curcio
Argentina
juancurcio@gmail.com
<http://tinyurl.com/yhcpghy>

Junior Mclean
United States
darkGaia2@yahoo.com
www.freewebs.com/slayer_x

Kamen Goranov
Bulgaria
kamengoranov@yahoo.co.uk

Kike Riesco
Peru
email@kikeriesco.com
www.kikeriesco.com

Kris Wlodarski
United Kingdom
kriswladarski@gmail.com
www.wlodarski.art.pl

Leah Coghlan
Canada
littleleah78@gmail.com



REVOLUTIONART CONTRIBUTORS

Issue 23 - Space



Lin Chia Hsing
Taiwan
sheep.cc@gmail.com

Luciano de Azevedo
Brazil
85.propaganda@gmail.com
www.flickr.com/roupasuja

Mario Heyer
Germany
foto@exploding-art.de
www.exploding-art.de

Miguel González
Mexico
wesartstudio@gmail.com
www.wesartstudio.com

Miño Juan Pablo
Argentina
satanas666_616@hotmail.com

Nikola Knezevic
Serbia
nikolasvajc@gmail.com

Noémie Beaulieu
Canada
noemie.beaulieu@gmail.com
www.moutonpink.deviantart.com

Quebrantahuesos
Uruguay
mapeedu@hotmail.com

Raquel Fukuda
Brazil
necksk8@hotmail.com
www.rincondelpulse.blogspot.com

Reza Rakhshani Moghadam
Iran
art.rrakhshani@gmail.com

Rick Olsen
United States
rickolsen@cox.net

Robert de Andrade Oliveira
Brazil
robertjonas1@yahoo.com.br
robert.revistacinefilos.com.br

Sebastián Gelves
Colombia
sebastian.gelves@gmail.com
www.myspace.com/sebastian_438

Silvino González Morales
Colombia
yourmung@gmail.com
www.yourmung.com

Tobe Fonseca
Brazil
www.tobiasfonseca.com

Veggie Saund
Colombia
el_fippes_ah23@hotmail.com

Vytautas Verkėlis
Lithuania
vverkėlis@gmail.com

YOU CAN PARTICIPATE IN THE NEXT ISSUE !

The Zeitgeist Movement

Revolution and Activism for a New Worldwide Order

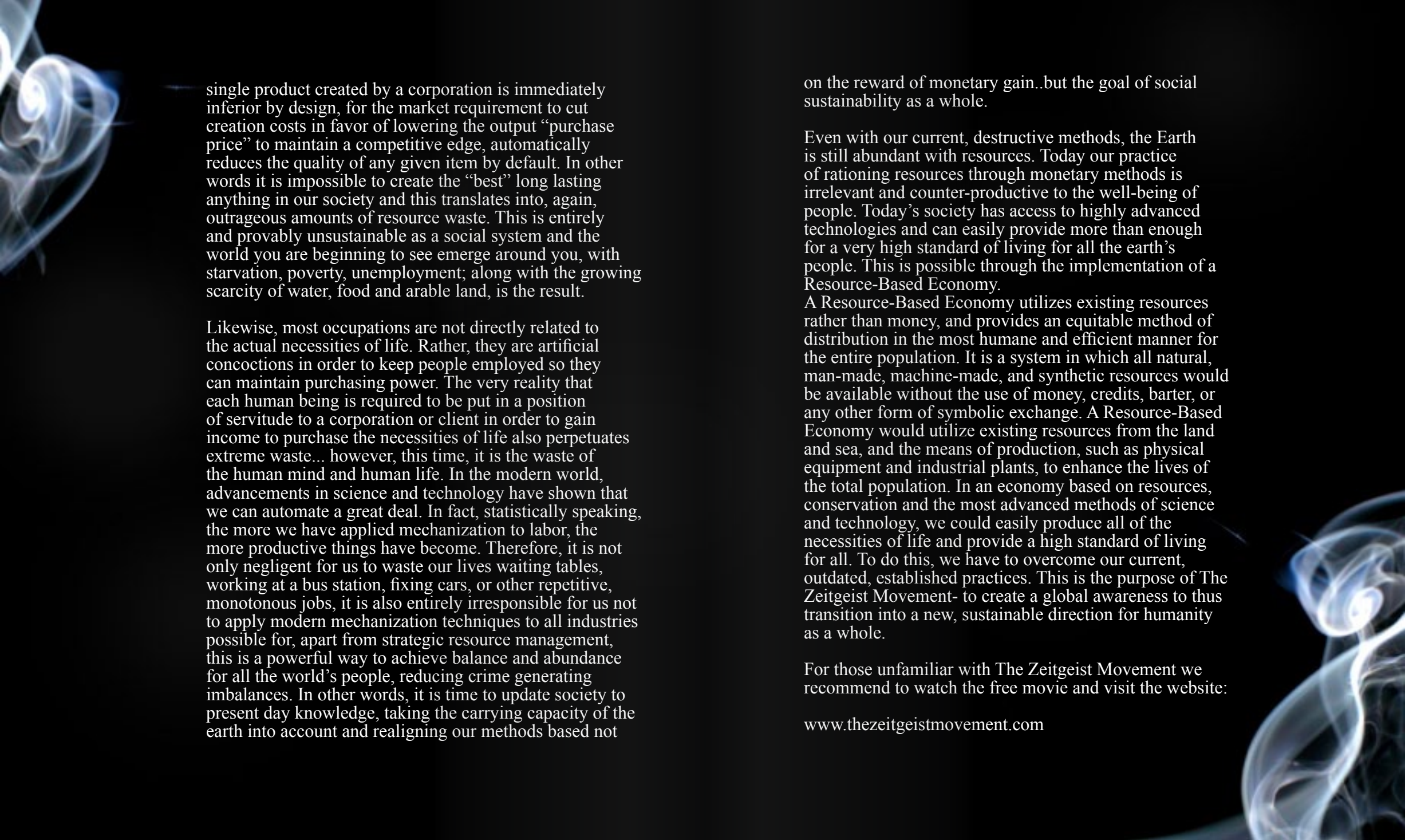
.....
Started in late 2008, The Zeitgeist Movement exists fundamentally as the communication and activist arm of an organization called The Venus Project. The basic pursuit of The Movement is to begin a transition into a new, sustainable social design called a "Resource-Based Economy". This term was first coined by Jacque Fresco of the Venus Project and refers to an economic structure based exclusively on resource management and relevant education.
.....

The world today has become very detached from nature, with techniques of production and distribution that have no relationship to the physical environment. Our use of a profit based, "growth" driven monetary system has become one of the greatest destroyers of the natural world and sustainable human values. It is important to understand that the entire global economy requires "cyclical consumption" to operate, which means that money must constantly be circulating. Thus, new goods and services must be constantly introduced regardless of the state of the environment and actual human necessity. This "perpetual" approach has a fatal flaw, for resources as we know it are not infinite. Resources are finite and the Earth is essentially a closed system. Once we run out of life sustaining resources, the game is over. For example, our entire society is constructed out of fossil fuels, which are not renewable, and require millions of years to develop. The plastics in everything you own, along with the ammonia-based fertilizer which is used for the mass production of food,

coupled with the outrageous amounts of energy used in transportation, along with the electrical grid that powers your home, are almost all derived from fossil fuels. In other words, we have constructed a society based on a resource that is nonrenewable. What is going to happen when we run out of this resource? It is simply a matter of time, isn't it? This is a question which is critical to consider, for the consequences are dire and staggering for the human species unless we make a quantum and radical change quickly.

Sadly, the intents associated with the monetary system are counter progressive in this regard, and derive a strategic edge from scarcity itself. This means that depleted resources are actually a positive thing for industry in the short term, for more money can be made off each respective unit. This is known as the basic law of supply & demand and hence "value" in economics. This creates a perverse reinforcement to ignore environmental problems and the negative consequences of scarcity, for it literally translates into profit.

To make matters worse, the system requires problems/constant consumer interest in order to work. The more people who have cancer in America, the better the economy due to expensive medical treatments. Needless to say, this generates an inherent disregard for human well being. The monetary arrangement, whether in the form of capitalism, communism, socialism, fascism, free-market or the like, is utterly detached from natural resources and thus human well-being. It is erroneously assumed that the incentive to seek money is also the incentive to help society. Nothing could be further from the truth. For example, every



single product created by a corporation is immediately inferior by design, for the market requirement to cut creation costs in favor of lowering the output “purchase price” to maintain a competitive edge, automatically reduces the quality of any given item by default. In other words it is impossible to create the “best” long lasting anything in our society and this translates into, again, outrageous amounts of resource waste. This is entirely and provably unsustainable as a social system and the world you are beginning to see emerge around you, with starvation, poverty, unemployment; along with the growing scarcity of water, food and arable land, is the result.

Likewise, most occupations are not directly related to the actual necessities of life. Rather, they are artificial concoctions in order to keep people employed so they can maintain purchasing power. The very reality that each human being is required to be put in a position of servitude to a corporation or client in order to gain income to purchase the necessities of life also perpetuates extreme waste... however, this time, it is the waste of the human mind and human life. In the modern world, advancements in science and technology have shown that we can automate a great deal. In fact, statistically speaking, the more we have applied mechanization to labor, the more productive things have become. Therefore, it is not only negligent for us to waste our lives waiting tables, working at a bus station, fixing cars, or other repetitive, monotonous jobs, it is also entirely irresponsible for us not to apply modern mechanization techniques to all industries possible for, apart from strategic resource management, this is a powerful way to achieve balance and abundance for all the world's people, reducing crime generating imbalances. In other words, it is time to update society to present day knowledge, taking the carrying capacity of the earth into account and realigning our methods based not

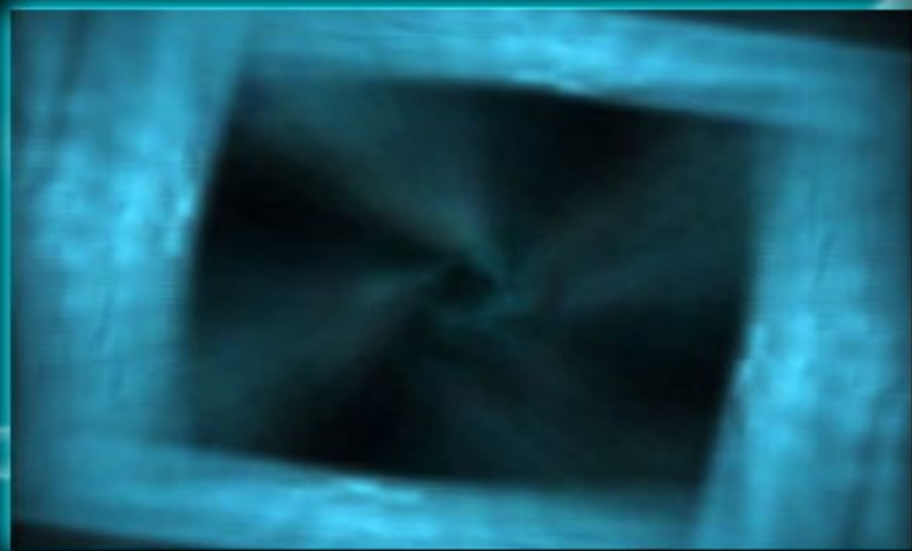
on the reward of monetary gain..but the goal of social sustainability as a whole.

Even with our current, destructive methods, the Earth is still abundant with resources. Today our practice of rationing resources through monetary methods is irrelevant and counter-productive to the well-being of people. Today's society has access to highly advanced technologies and can easily provide more than enough for a very high standard of living for all the earth's people. This is possible through the implementation of a Resource-Based Economy.

A Resource-Based Economy utilizes existing resources rather than money, and provides an equitable method of distribution in the most humane and efficient manner for the entire population. It is a system in which all natural, man-made, machine-made, and synthetic resources would be available without the use of money, credits, barter, or any other form of symbolic exchange. A Resource-Based Economy would utilize existing resources from the land and sea, and the means of production, such as physical equipment and industrial plants, to enhance the lives of the total population. In an economy based on resources, conservation and the most advanced methods of science and technology, we could easily produce all of the necessities of life and provide a high standard of living for all. To do this, we have to overcome our current, outdated, established practices. This is the purpose of The Zeitgeist Movement- to create a global awareness to thus transition into a new, sustainable direction for humanity as a whole.

For those unfamiliar with The Zeitgeist Movement we recommend to watch the free movie and visit the website:

www.thezeitgeistmovement.com



↙ **CLICK OVER THE IMAGE TO WATCH
"ZEITGEIST : THE MOVIE"
IN ENGLISH**

↘ **OR CLICK HERE TO CHOOSE YOUR LANGUAGE**



REVOLUTION+ART





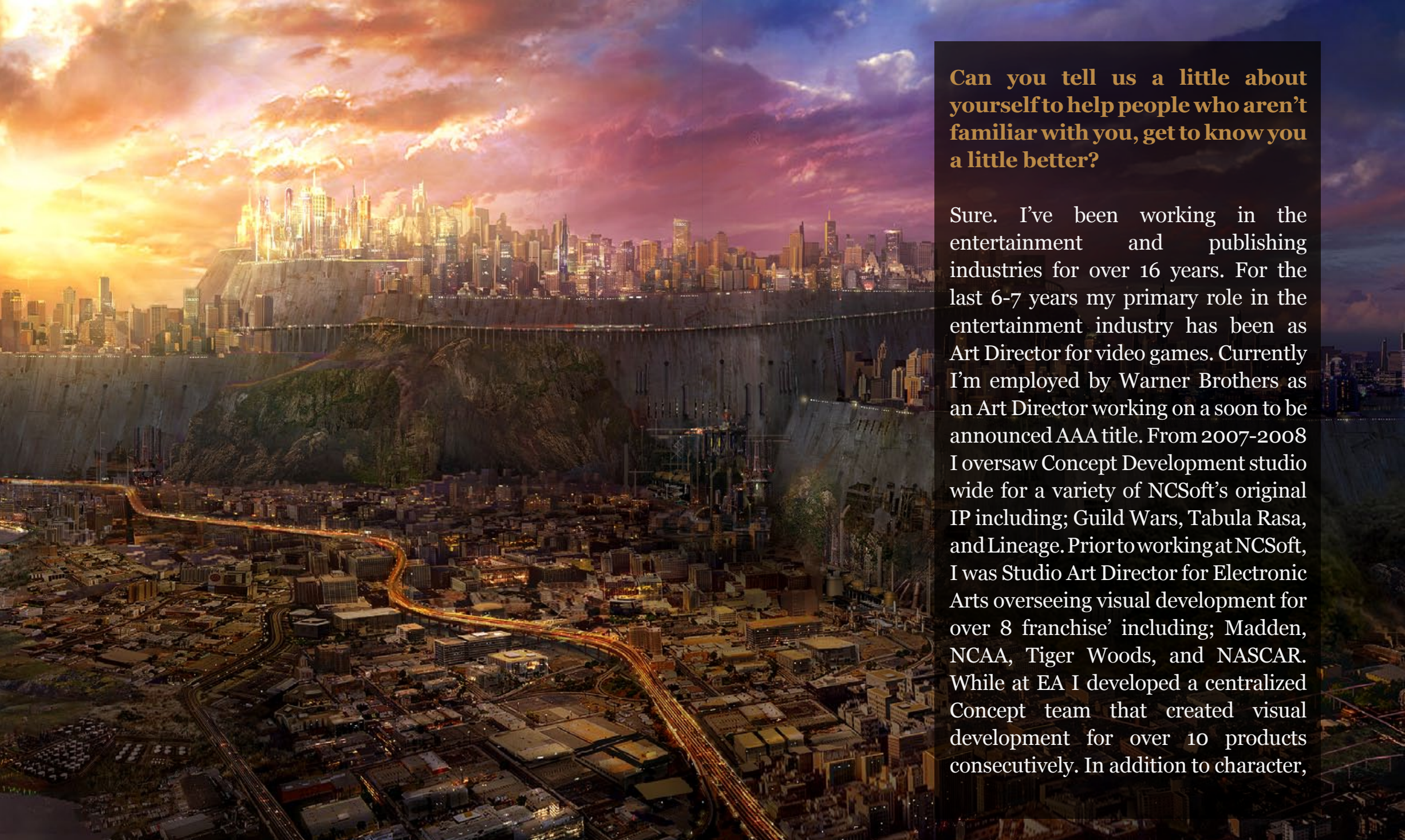


INTERVIEW WITH PHILIP STRAUB

TRAVELING AROUND THE IMAGINARY WORLDS

REVOLUTIONART

INTERVIEW WITH PHILIP STRAUB
United States
www.philipstraub.com
February 2010
By Nelson Medina
nelson@publicistas.org
© illustrations by Philip Straub



Can you tell us a little about yourself to help people who aren't familiar with you, get to know you a little better?

Sure. I've been working in the entertainment and publishing industries for over 16 years. For the last 6-7 years my primary role in the entertainment industry has been as Art Director for video games. Currently I'm employed by Warner Brothers as an Art Director working on a soon to be announced AAA title. From 2007-2008 I oversaw Concept Development studio wide for a variety of NCSoft's original IP including; Guild Wars, Tabula Rasa, and Lineage. Prior to working at NCSoft, I was Studio Art Director for Electronic Arts overseeing visual development for over 8 franchise' including; Madden, NCAA, Tiger Woods, and NASCAR. While at EA I developed a centralized Concept team that created visual development for over 10 products consecutively. In addition to character,

environment, and UI Design, my team developed in game cinematics, marketing materials, and logo brand development. Reaching beyond that Art Director duties, I also taught a Concept Art class at EA University helping to grow Concept Artists within the studio and was on Electronic Arts Worldwide Preproduction council working with other company representatives to improve the console game prototyping process.

I'm the author of the recently released illustrated Novel, Utherworlds as well as the creator of the Utherworlds.com the companion website to the book. I was Co-Author the first in the series of very popular D'artiste books published by Ballistic Publishing. My work has appeared in over 30 children's books under a variety of licenses. In addition my licensed designs and artwork can be seen on a variety of products including: books, games, puzzles, lenticular prints,



skins for electronic devices, wall murals, scrap booking, gift, stationery and textiles.

As a freelance illustrator my work has appeared on broadcast media, book jackets, CD covers, magazine covers, trading cards, in feature films, and included in advertising campaigns.

How did you get interested in illustration?

It started with a general interest in the arts. I became fascinated with the Hudson River School landscape fantasy at a very young age-probably around 6 years old. So when all the other kids were looking at comics I was looking at contemporary landscape painters. It also helped that my grandmother was an artist with a focus on landscape painting. At the same time I was reading all kinds of fantasy fiction which, of course included Tolkien and CS Lewis among others. These stories and the artwork



associated inspired me on the fantasy side of the art spectrum.

As time passed I began to study some of the contemporary wildlife painters like Carl Brenders and Robert Bateman. As I began to enter my pre and early teens music became a big influence on my life and with it the art that appeared on the album covers of the music I liked. Artists like Roger Dean, Michael Whelan, and Derikk Riggs were also influences for the work they did for bands like Iron Maiden and Yes.

It wasn't really until college that I became a true student of the illustration field and its rich history in the US. From there I was hooked and began to immerse myself in as many Society of Illustrators annuals as I could get my hand on.



“It also helped that my grandmother was an artist with a focus on landscape painting.”



Who from the world of illustration do you admire and why?

There are many names. It's interesting because I enjoy work from a variety of genres.

As I mentioned above, Michael Whelan has been a huge influence on me for some time. His personal work, with its symbolism, rich color palette, and classic compositions really speak to me. For the same reasons, I enjoy the richly detailed work of Kinuko Craft.

In the fine art arena I love the surreal work of Daniel Merriam Michael Parkes, and Gil Bruvel.

Where do your character ideas come from?

I typically draw inspiration for all the images I create from an esoteric almost spiritual place. Most of my personal work including the Utherworlds book



and website I released recently is fairly introspective. I like to try and visually express human emotions and how these raw emotions might visually manifest themselves into characters or locations. This concept is a cornerstone of the Utherworlds IP.

What can we find around your workplace and how is your bedroom ?

Well, we just moved from our place in Queen Anne Seattle to Capitol Hill Seattle so things are still in a bit of disarray. For a number of years, regardless of where my wife and I have lived we've always made sure to have a large space solely dedicated to the creation of art and our business. Our new place has a room with both of our computers set up, my easel, the drawing table, and lots of files for art storage and business contracts.

What commission have you done you would be most proud of?

Probably the recent work I did for national



geographic on the discovery of Manhattan by Henry Hudson. It was a cover feature and was seen by a ton of people around the world. Historically some of the greatest illustrators have worked for Nat Geo and to be part of that group is a great honor for me. I'm also very proud of my licensing business which is a bit different than commissioned work for a client. It's actually even more rewarding to have a bunch of products with my images on them, or to have the image actually be the product. In 2010 I'll be releasing 4 new puzzles out to the world, new apparel, and a few other things I can mention...yet.

Your darker themed works have a very unique style to them, how did you first start creating in this fashion?

Most of my darker personal work is part of the Utherworlds project and so the story was really the origin of many of those images. These images are really a continuation of my need to explore both the





dark and light side of human emotions and how visuals can illicit or convey the emotions. I always tell my students and the artists that I work with in the entertainment industry- our main goal is to make the viewer “look here and feel this.” All of the visual choices we make should filter down into how we want them to emotionally affect our audience. If we’re able to create compelling visuals that convey something powerful then we are successful.

What does the future hold for your sites and work?

I’m currently working at Warner Brothers as Art Director for a AAA fantasy game title. I’m very proud of the work we’re doing on the game and the IP is very close to my heart and many others worldwide. We’ll be making the announcement on the game in late March so hopefully I can say more then. My wife and I are working on further developing out my

Secret Places and Imaginaries brand. We have a number of products coming out this year with this imagery and are continuing to work towards completing the book. I continue to look at potential licensing and film opportunities with my Utherworlds brand so we'll see where that goes...

The current theme of Revolutionart Magazine is "Space". What does this word mean to you?

It could mean a-lot of things; something that takes up space, lack of space, or the more sci-fi take on the word conjures up all kinds of fantastic imagery. A fun topic for sure.



REVOLUTION+ART



CURRENT THEME:

SPACE







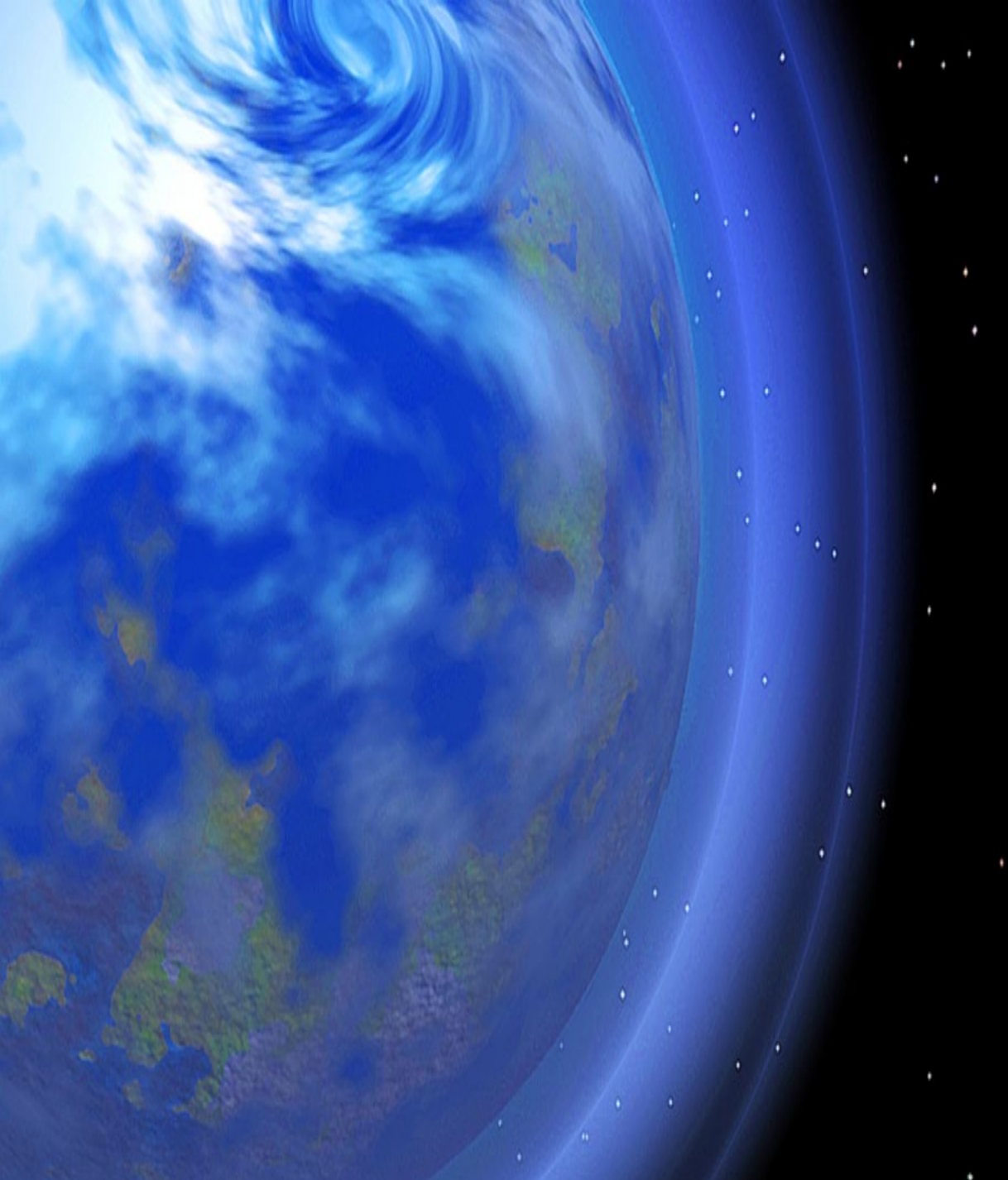


Derrewyn - Argentina



REVOLUTIONART - issue 23

Drfranken - Spain



LA HISTORIA SE REPITE





WILL THERE BE ANY ROOM FOR THEM



SPACE IMMIGRANTS









REVOLUTIONART



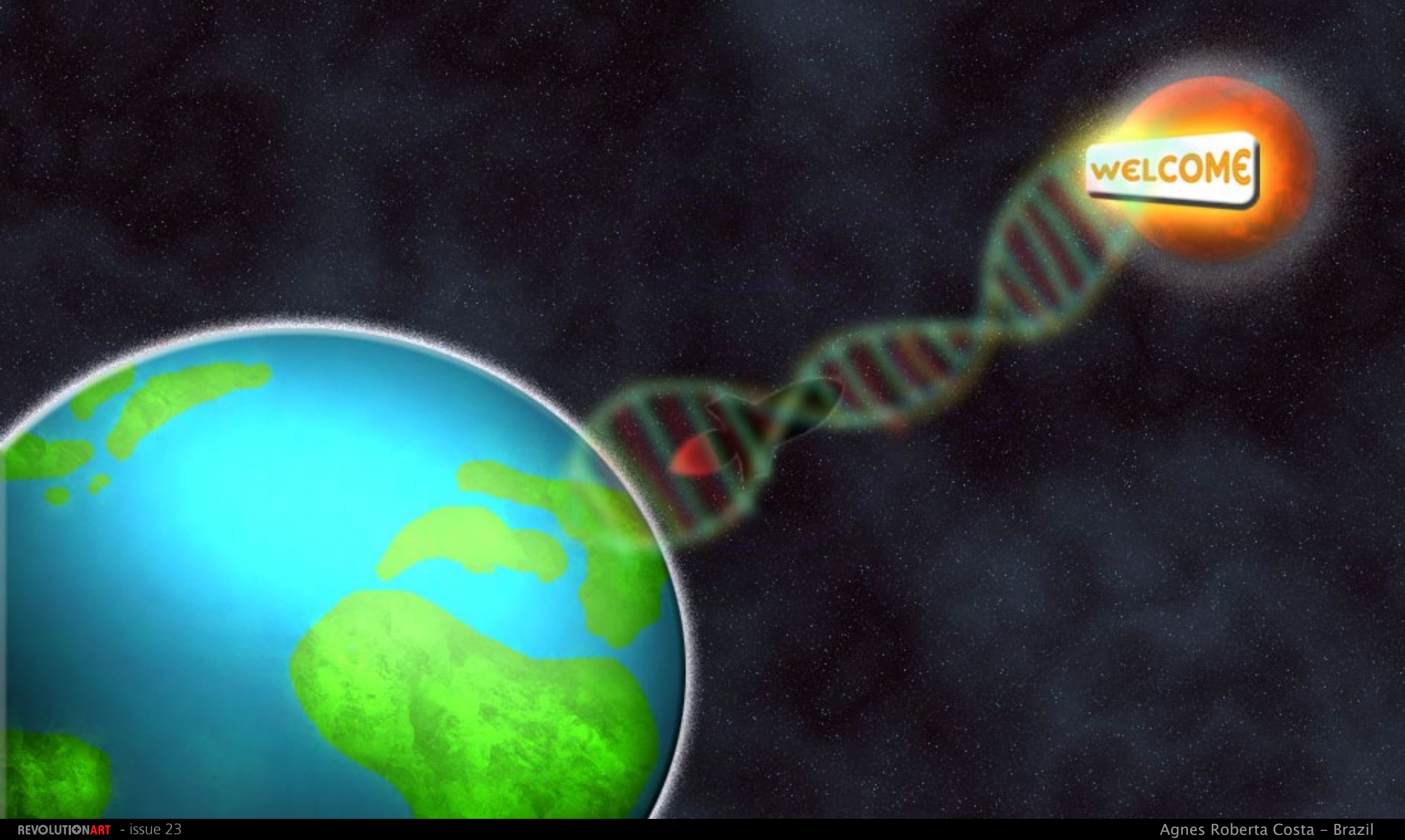


Master of the Universe





WELCOME TO MARS BUT : NOT A POLLUTION !!!

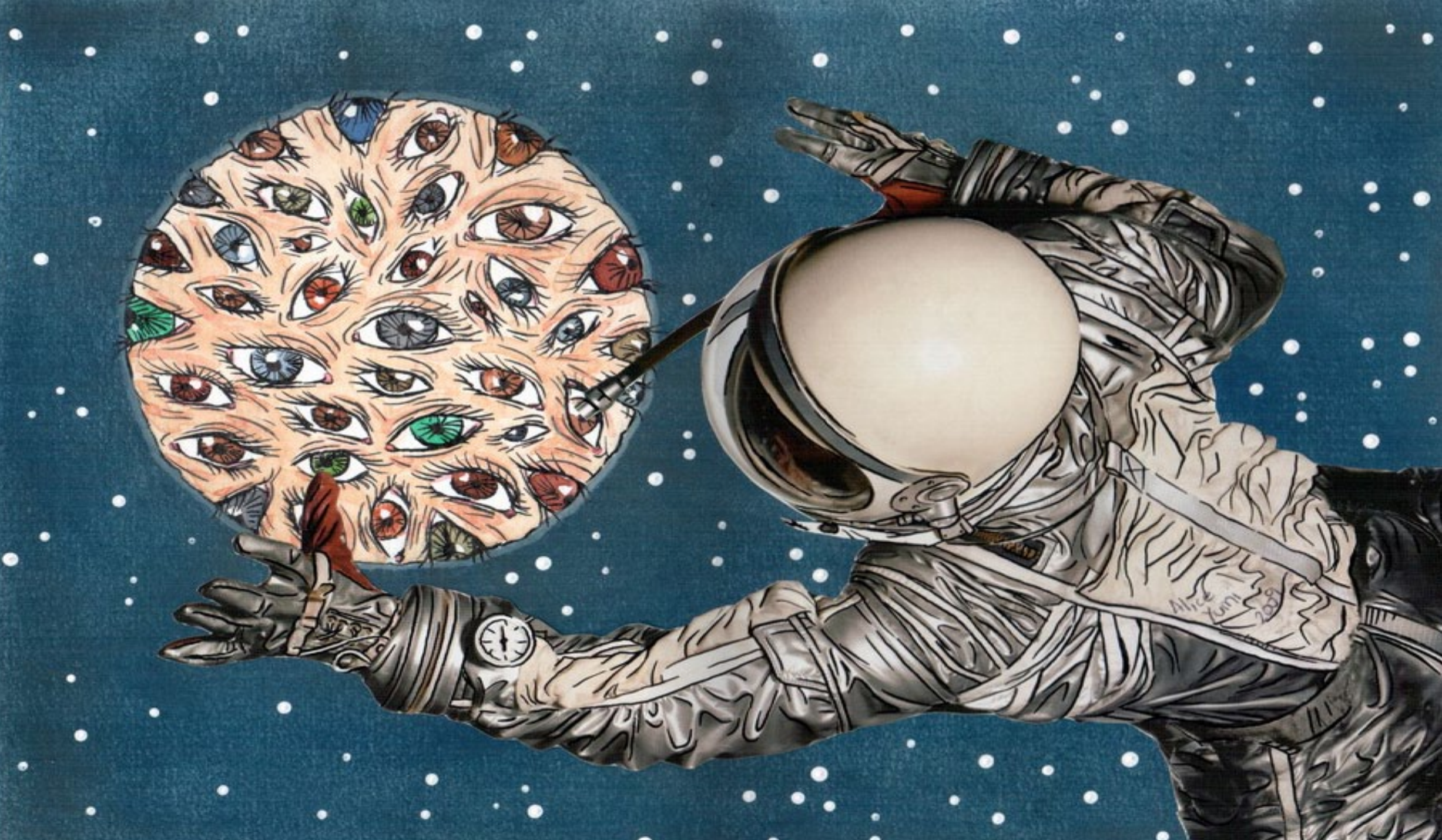


WELCOME









GOD CREATOR



Humans=0
Nature=1



**THE TERRANS ARE COMING !
JUST DON'T POLUTE HERE !!!**









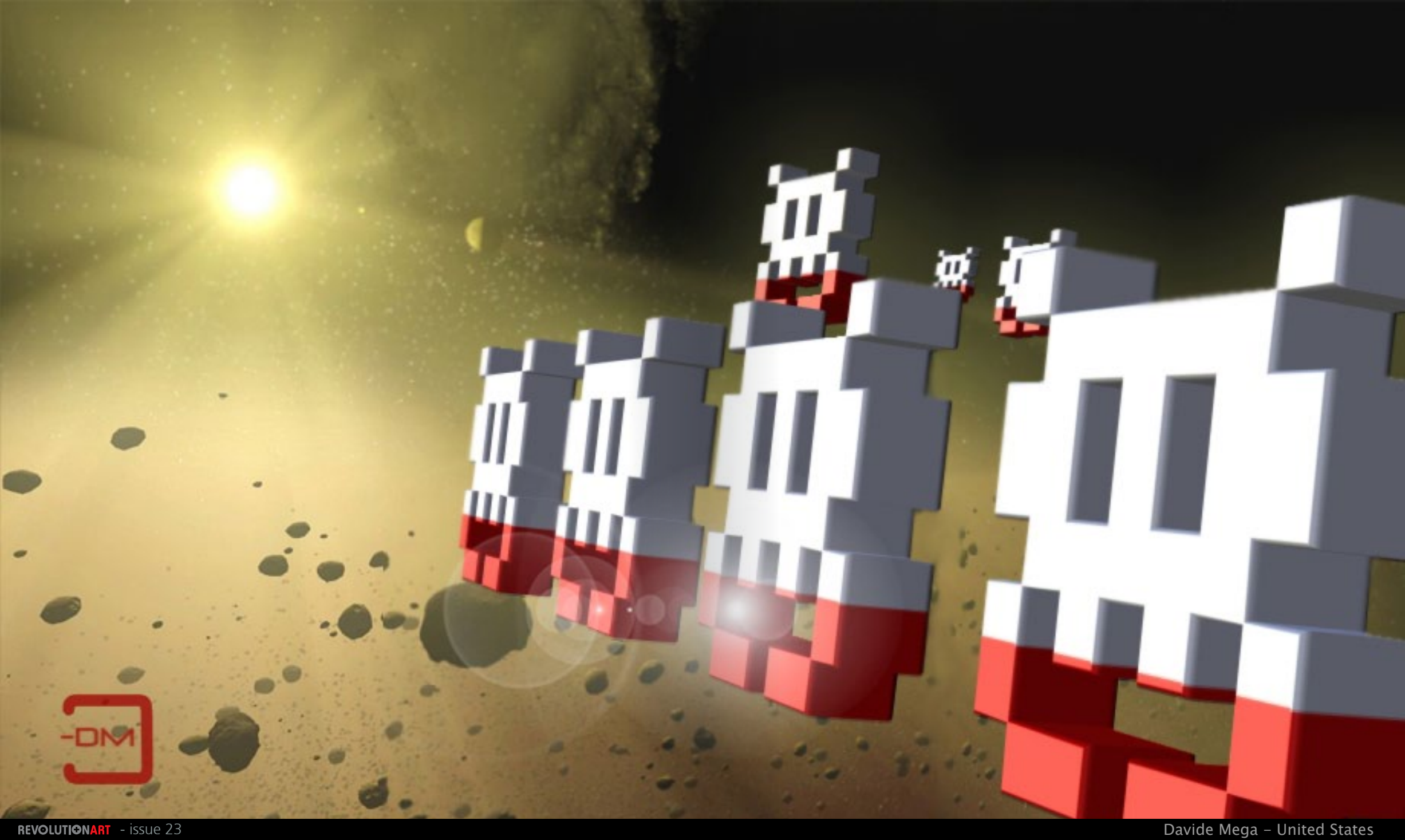
Eywa's Spirit



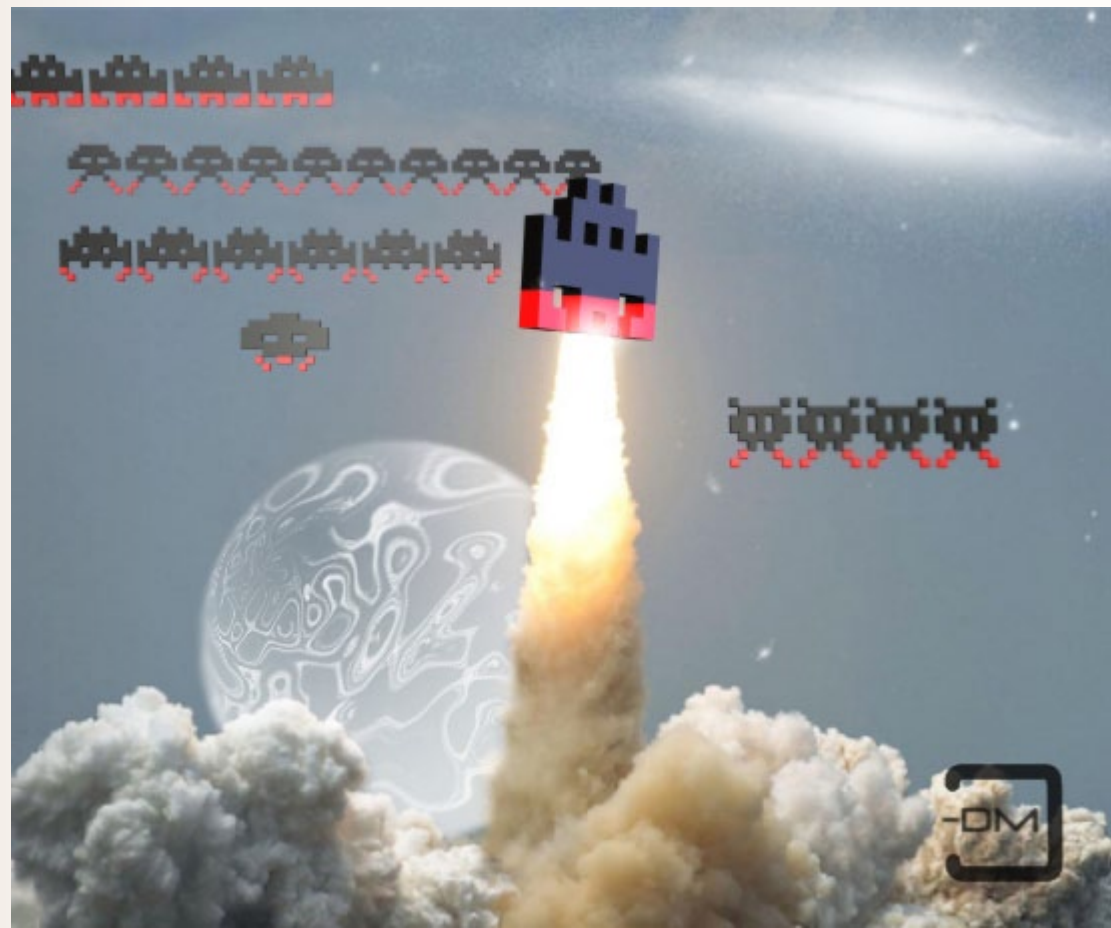
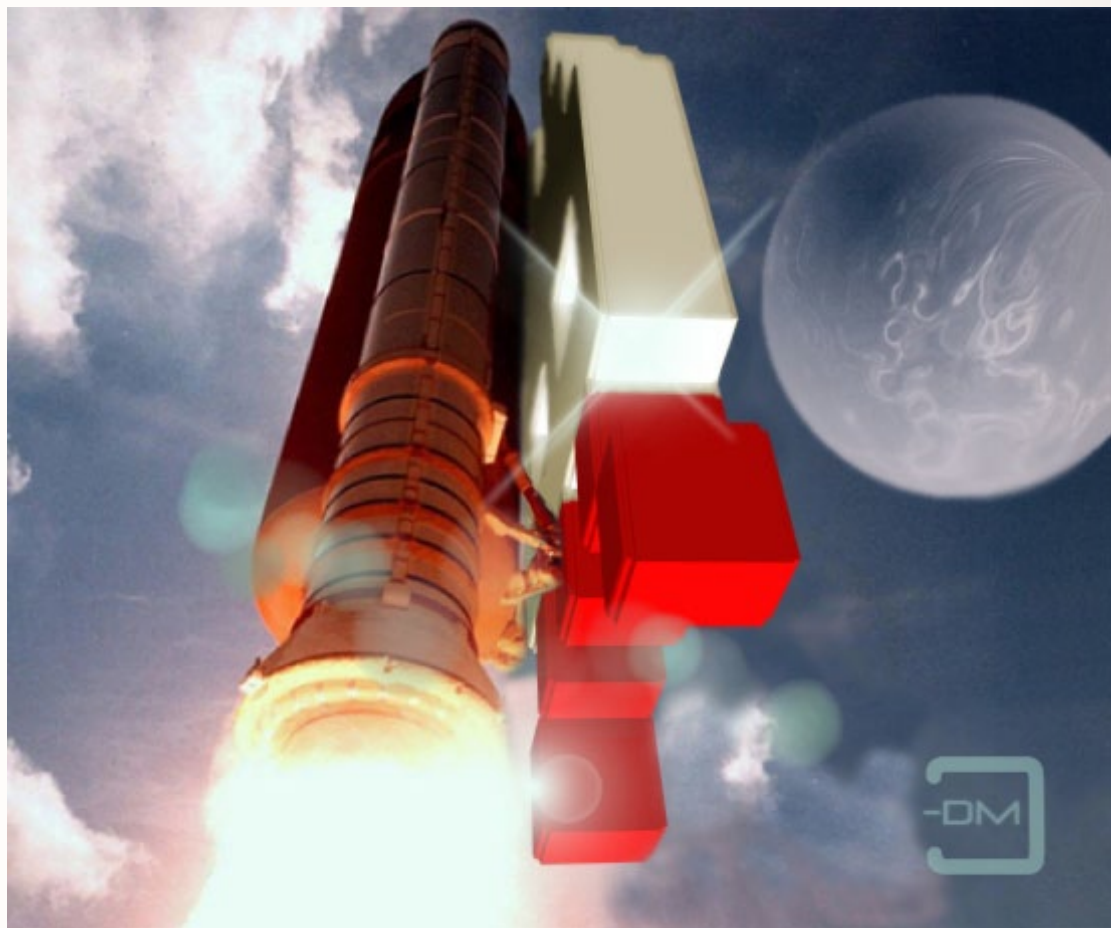
















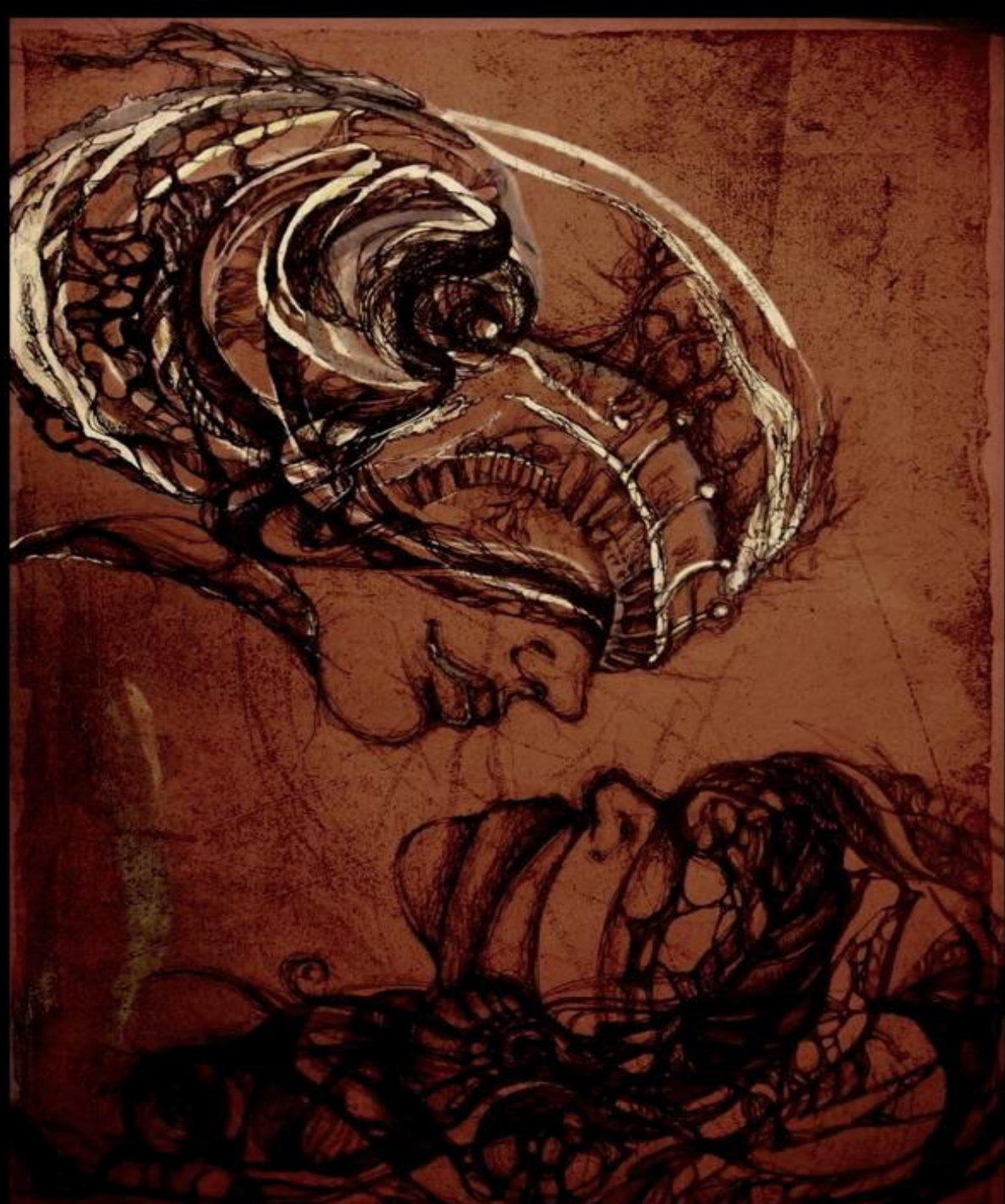
Dennis Busch - Germany



REVOLUTIONART - issue 23

Dennis Busch - Germany







Elena-Greta Apostol - Romania



REVOLUTIONART - issue 23

Elena-Greta Apostol - Romania

REVOLUTIONART



WHEN  GO HOME
I LOSS MY **SPACE**



Level: 4

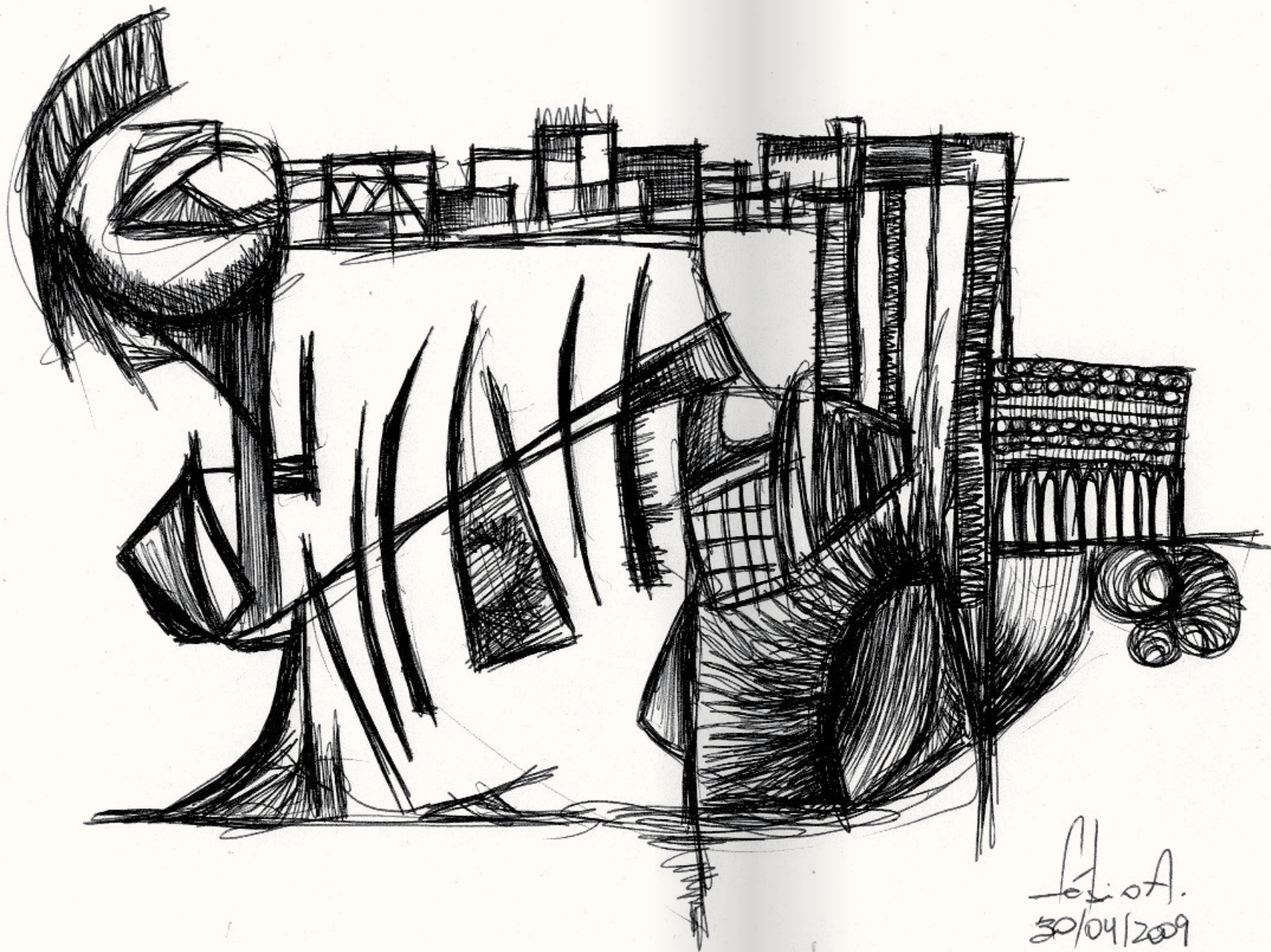
score: 210000



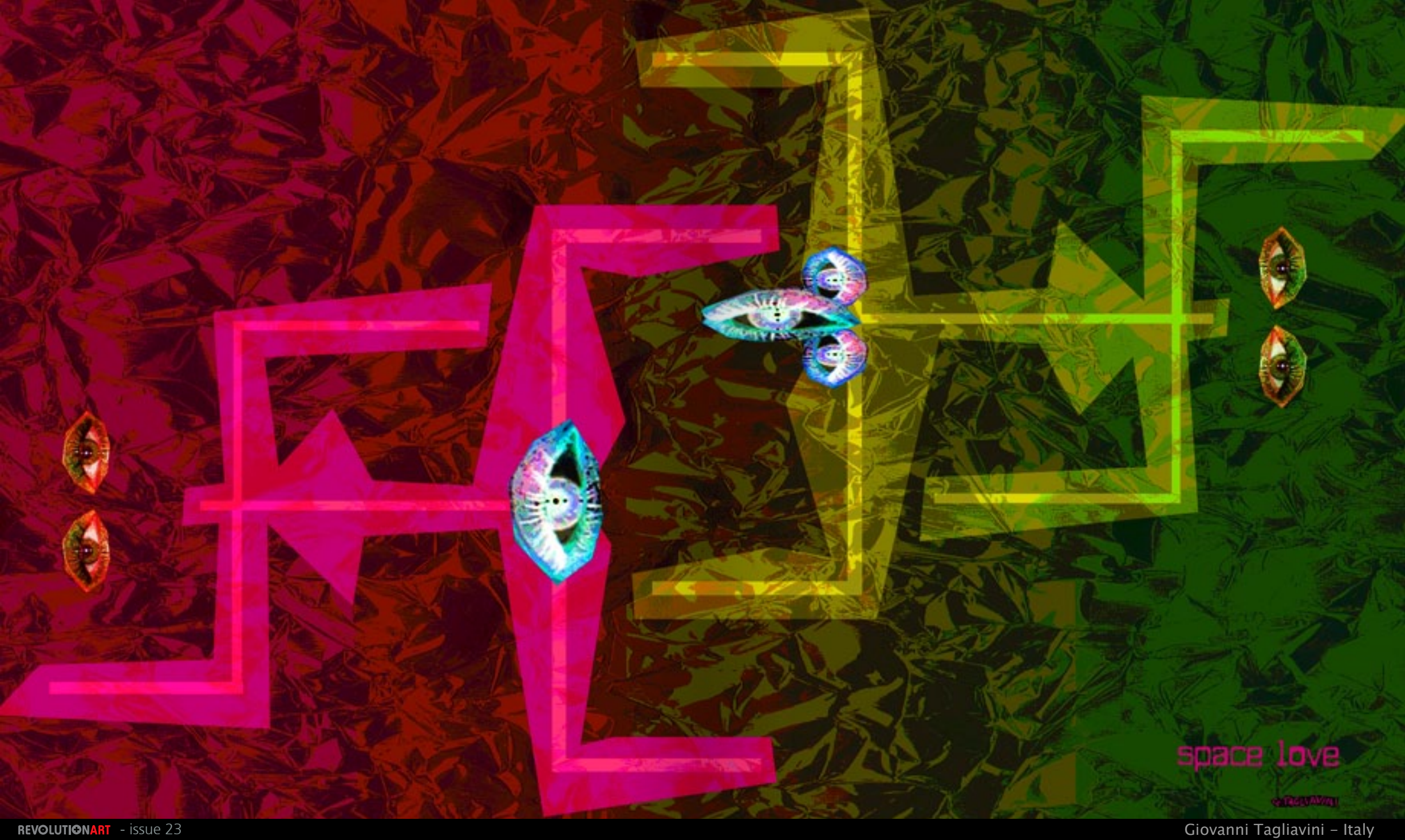
El Espacio es Mío



Fábio A.
22/05/2009



F. A.
30/04/2009



space love

© TAGLIAVINI

Giovanni Tagliavini - Italy



last
space



© TAGLIAVINI



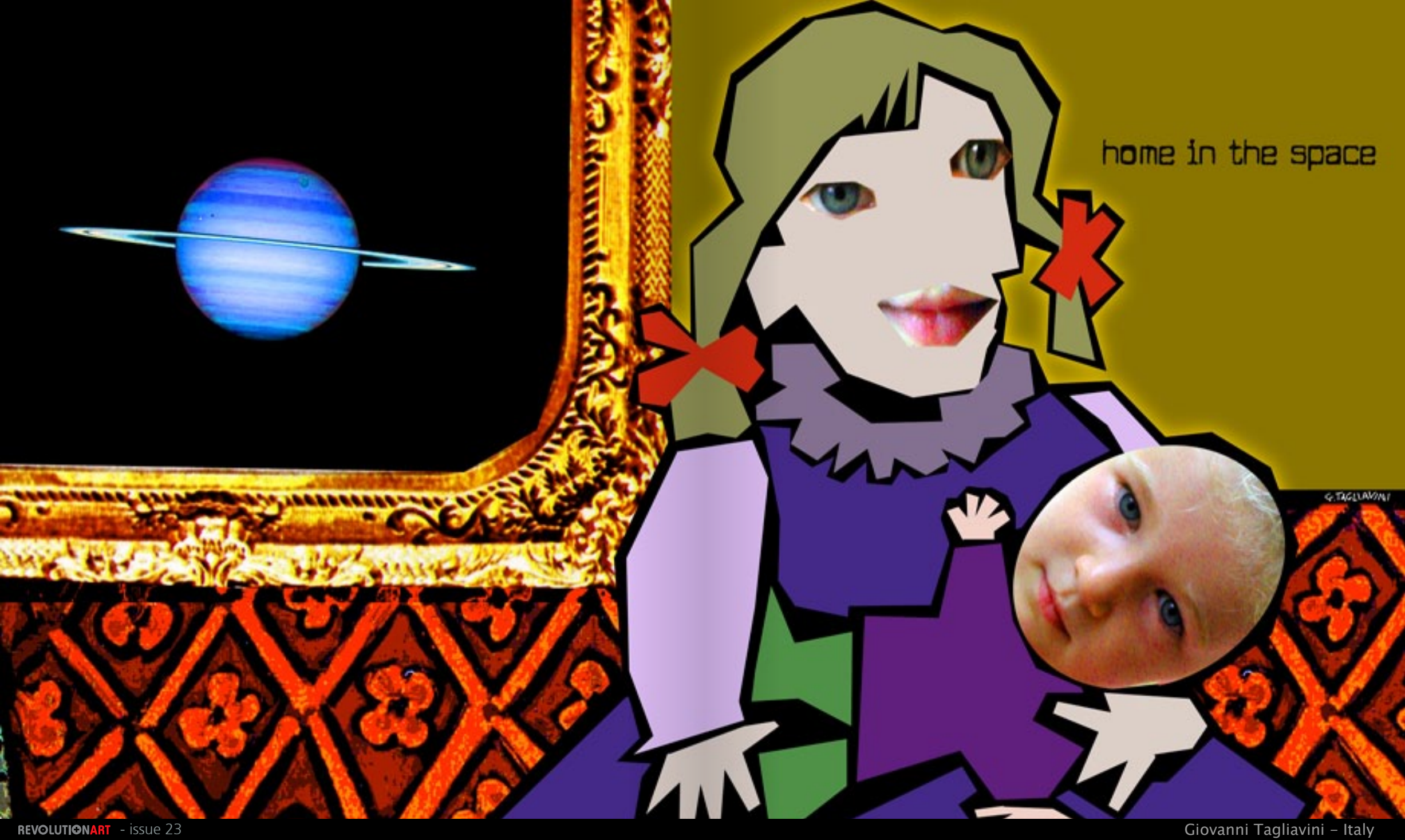
welcome in the space

© TAGLIAVINI

Giovanni Tagliavini - Italy

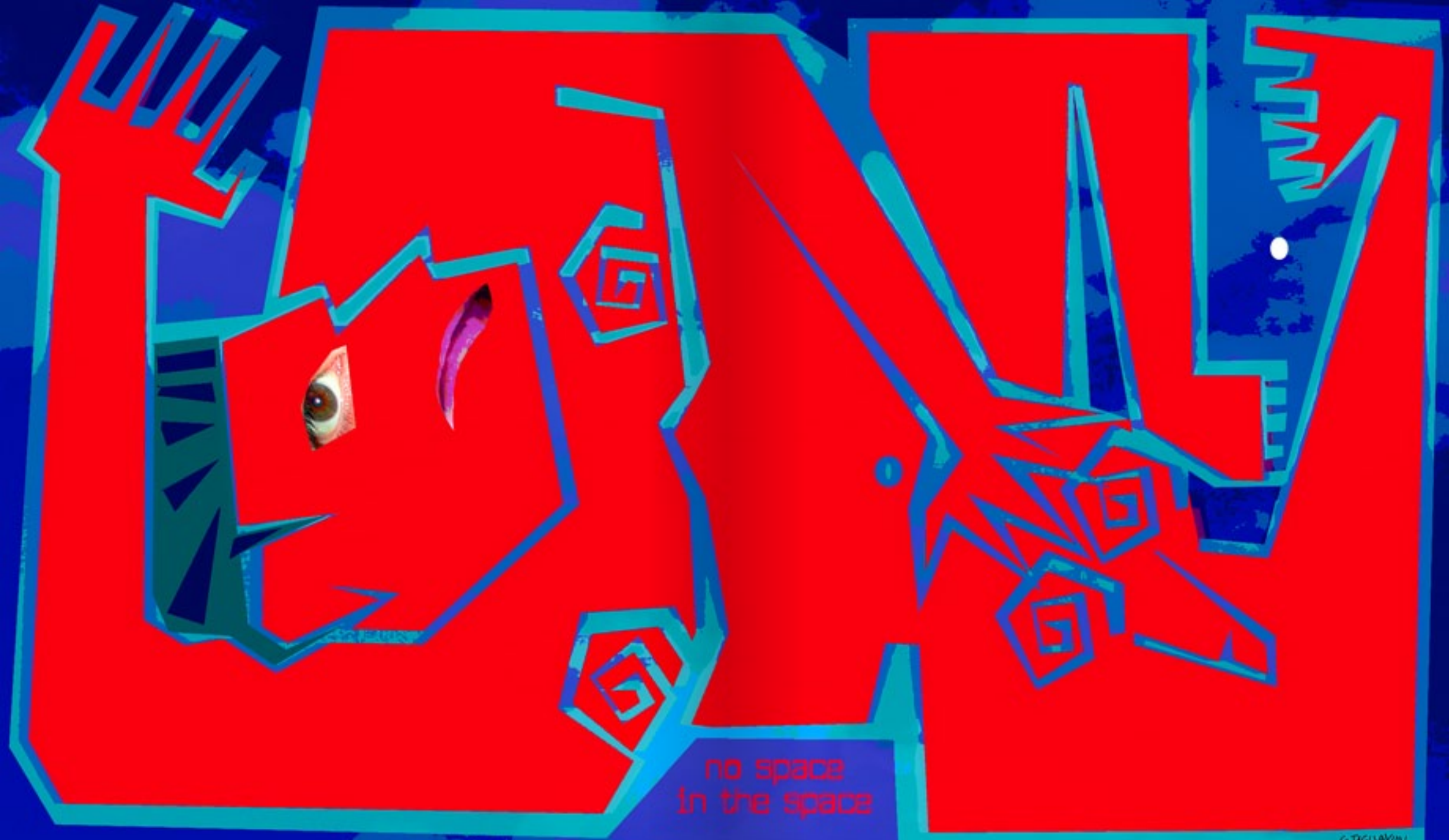
lost in the space





home in the space

G. TAGLIAVINI



no space
in the space

G. TAGLIAVINI



space?

G. TAGLIAVINI

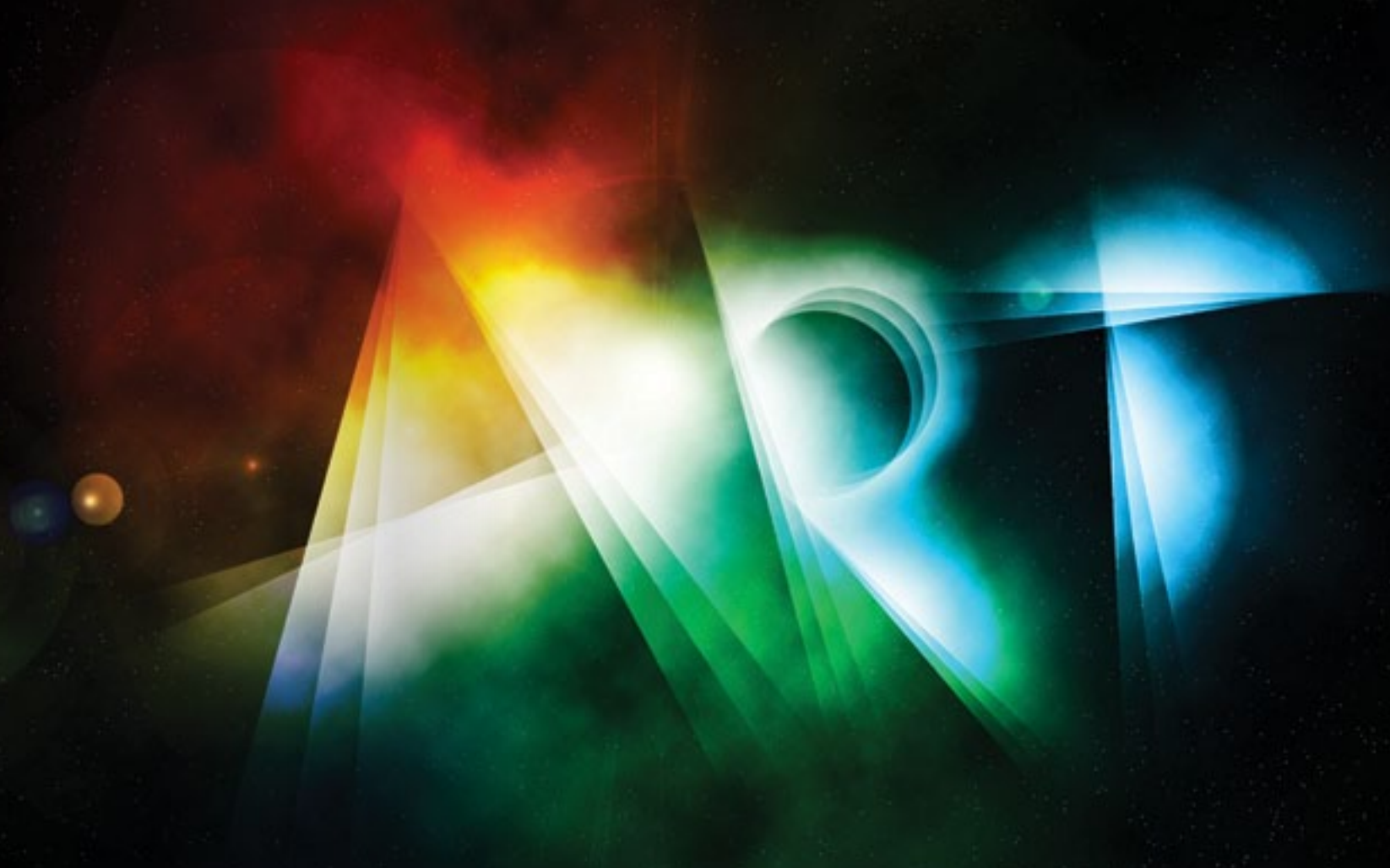


another world...
another space

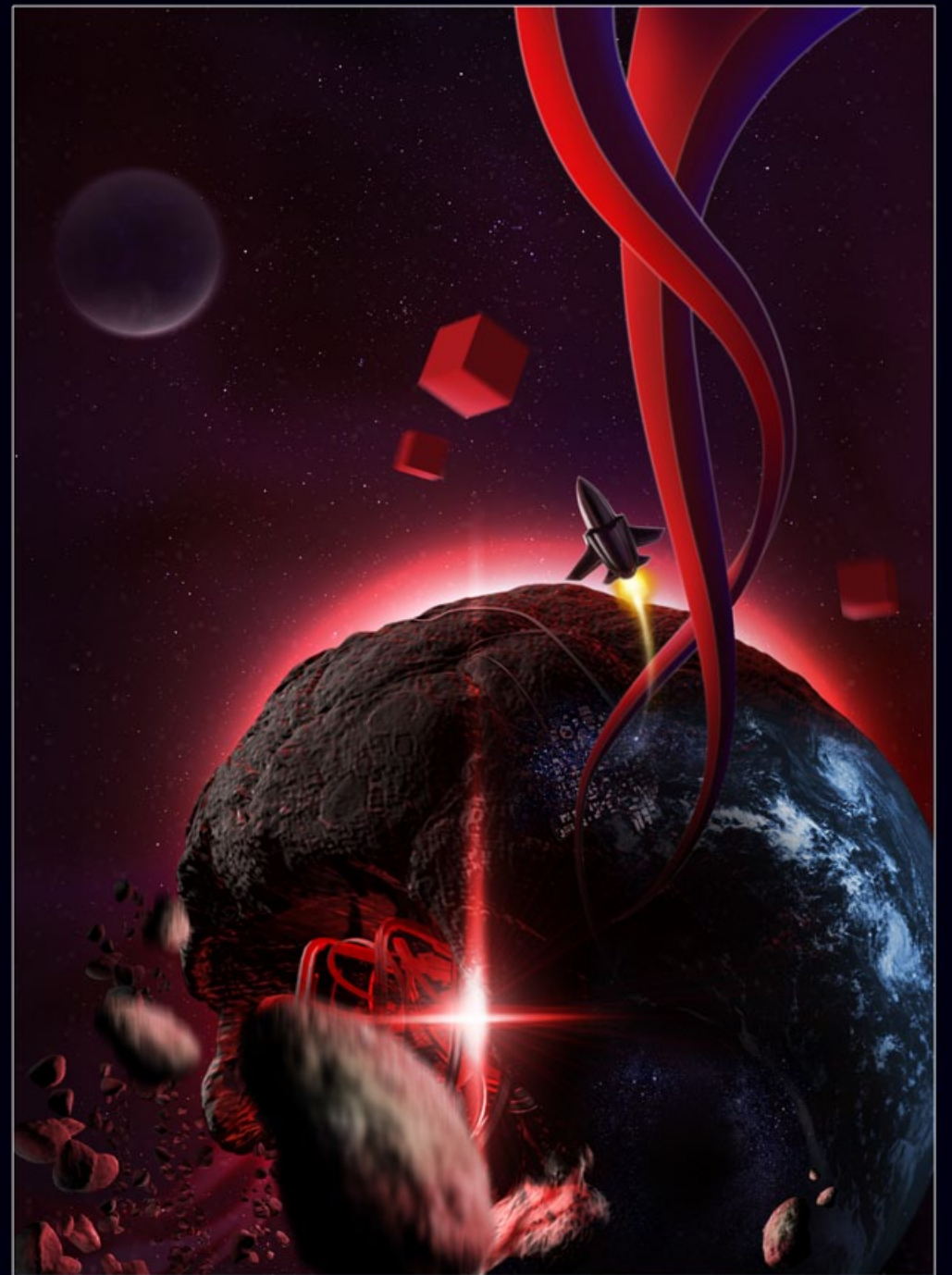


G. TAGLIAVINI





The Artist







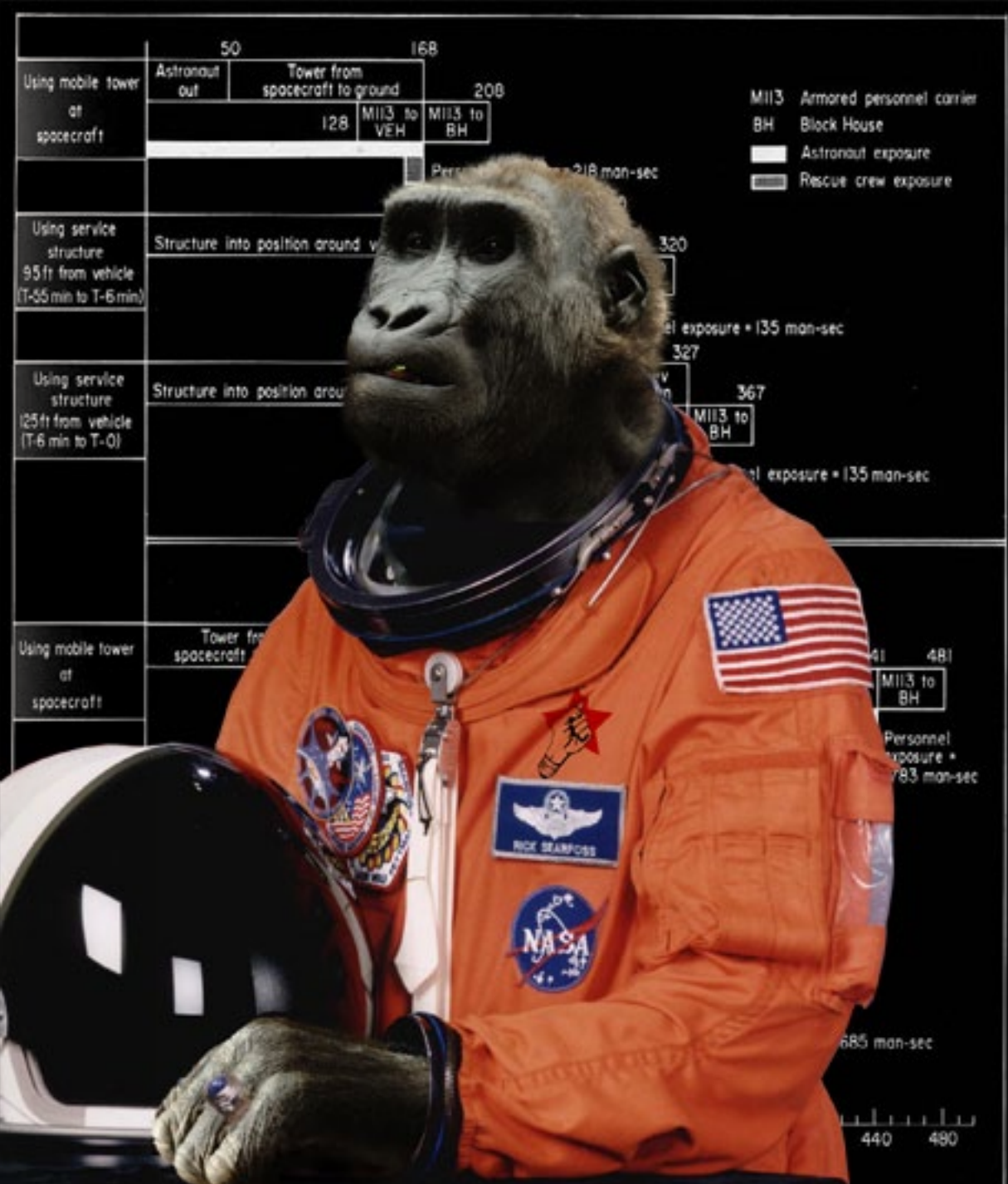


Encuentran
agua en
Marte















ALIEN

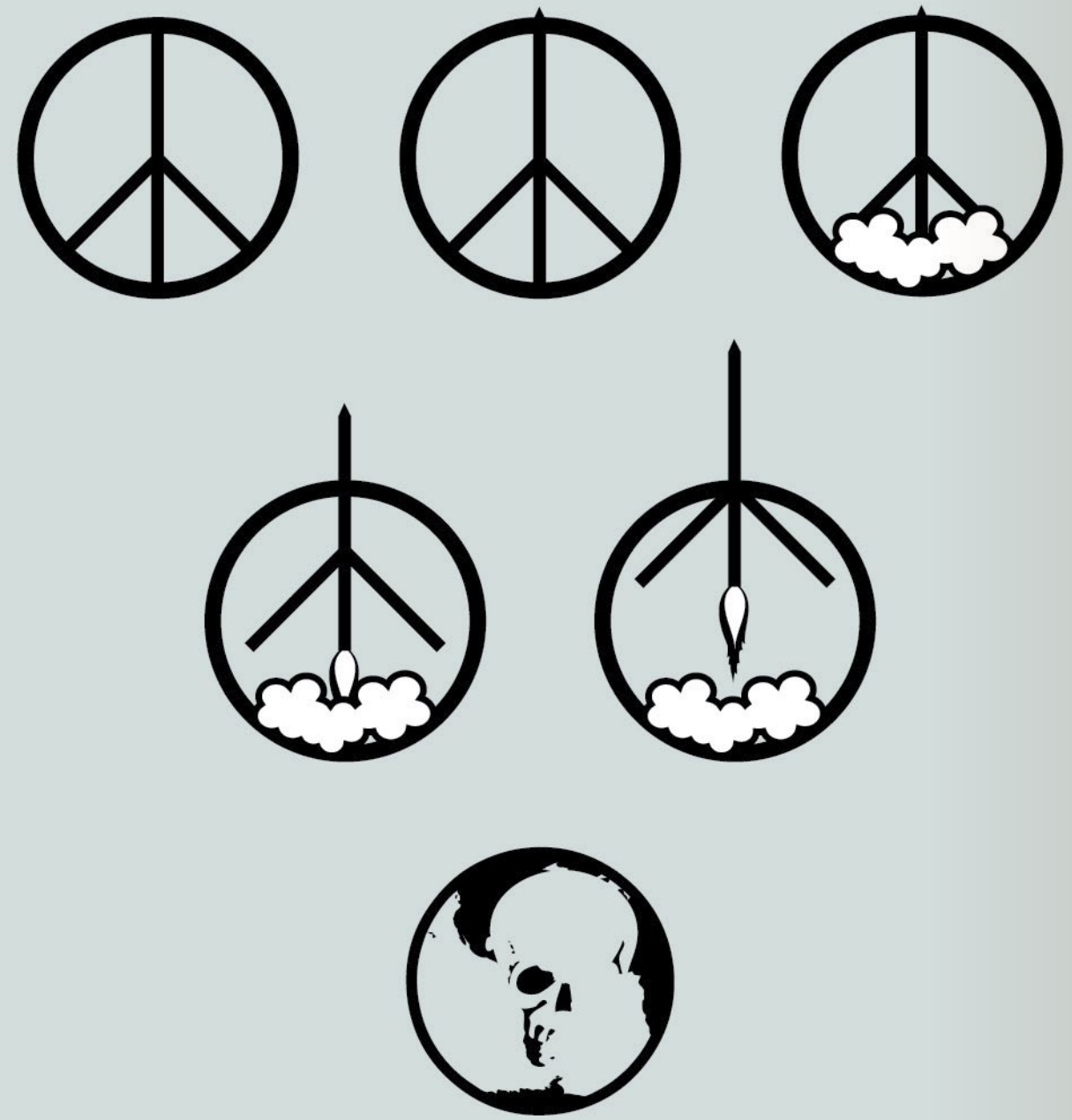
WORLD



SEX

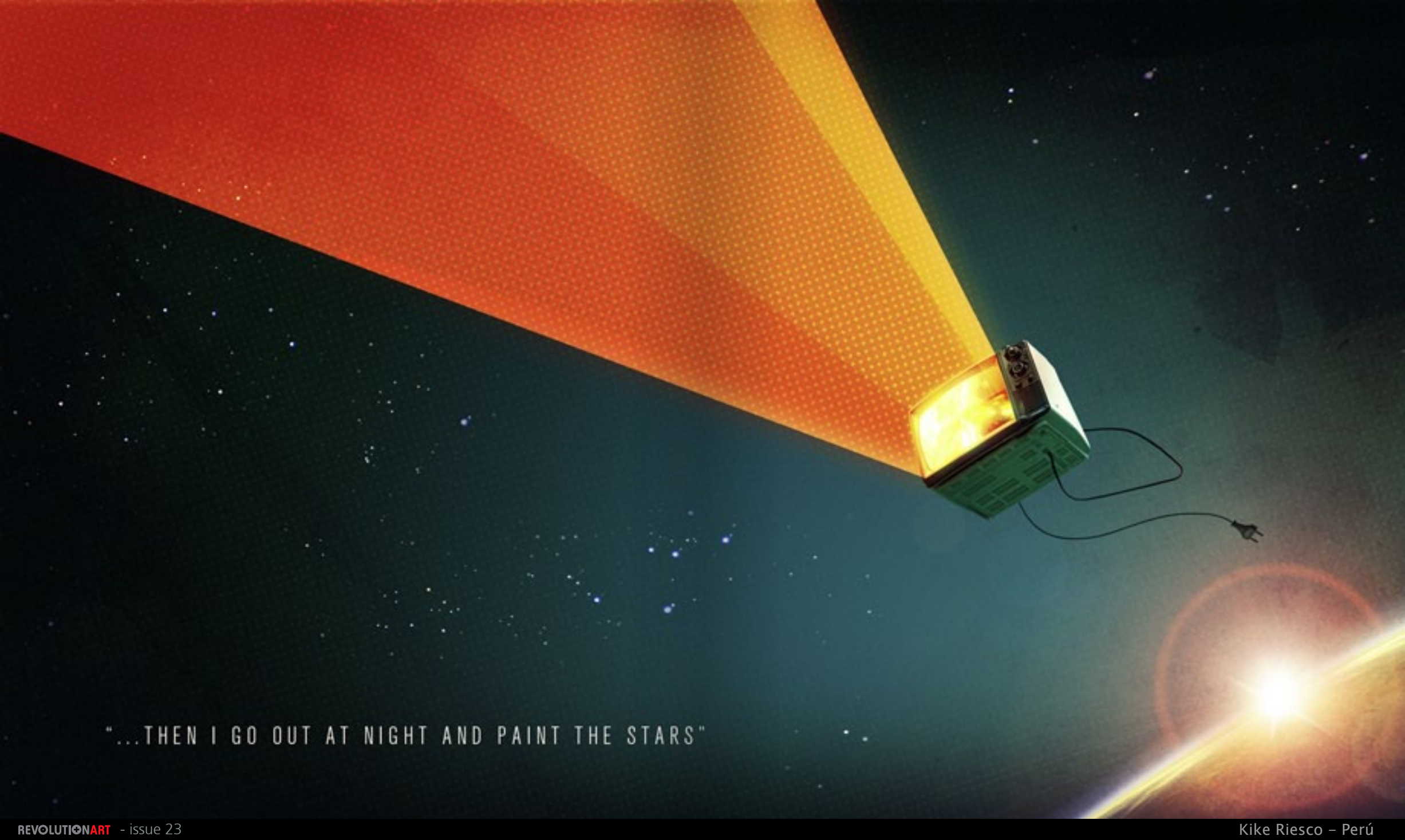
ALIEN





mundo muerto...mundo en paz





"...THEN I GO OUT AT NIGHT AND PAINT THE STARS"





OUT IN
SPACE
WE'RE A SEXY RACE

REVOLUTIONART



VOYAGER SPACESHIP
PROTOTYPE ONE

MODULE
19

BM2008-D1 STATAN
{.....}

D1 FLUID LAVA
FLU LEVEL MEDIUM
DANGER LEVEL MEDIUM
D1 CRUST

12.000

BM2008-D2 NATASHA
{.....}

D2 FLUID LAVA
FLU LEVEL MEDIUM
DANGER LEVEL MEDIUM
D2 CRUST

24.000

36.00

48.00





THE HIDDEN SIDE OF THE FORCE

























she had the world





Sleepy Head

DO NOT ADJUST YOUR TV



SPACE



fiotfio armani ?
christian dior ?
fianni versace ?
calvin klein ?

.....nooo!!!

obi-wan kenobi



a noble weapon, for

more civilized times



wELCOME TO

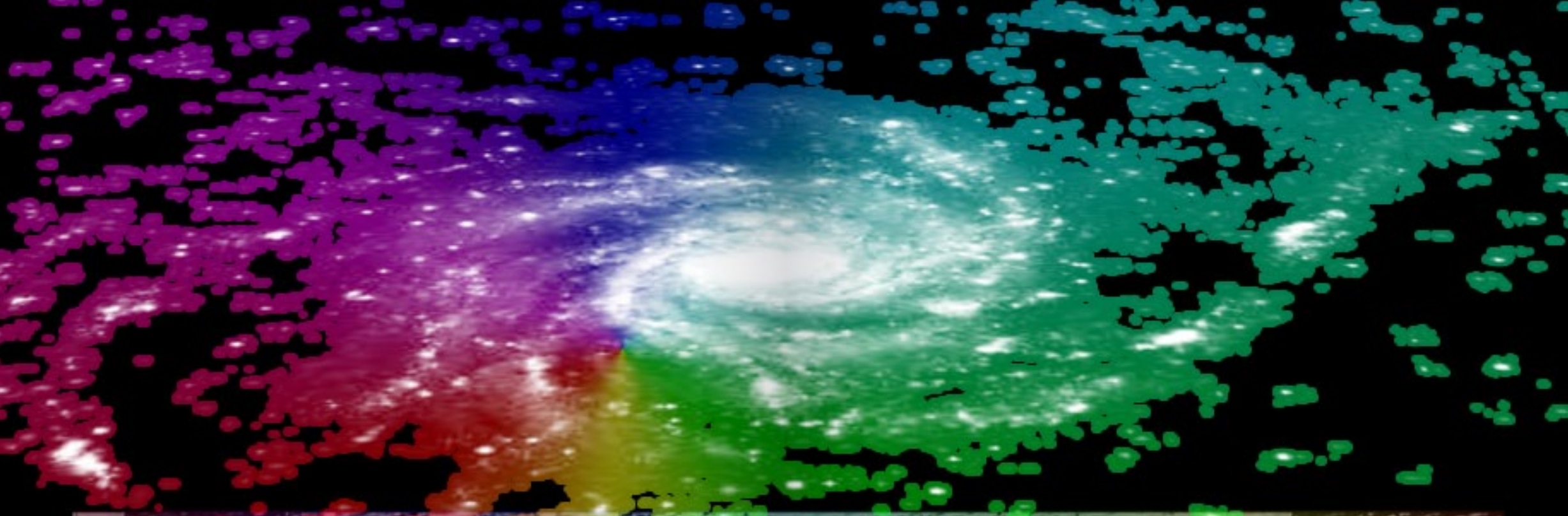
SPACE





















THE FINAL FRONTIER

When we have
finished with
our own planet





NO MORE HUMANS 4 TOMORROW



in the space ...



TRONKAZ & FRIENDS
NIU LAIF*
THE NEW ESPECIES OF FUTURE





READ THE LAST PAGE TO PARTICIPATE IN THE NEXT EXITION



**END OF
CONTRIBUTIONS**

INTERVIEW WITH LEDFOOT

THE REBEL TIMOTHY SCOTT McCONNELL

REVOLUTIONART

INTERVIEW WITH LEDFOOT
www.myspace.com/ledfootblues
Germany
February 2010
By Nina C. Alice
hola@publicistas.org
© all images by Ledfoot





Sit Down And Play !

Imagine a skinny guy and his black 12 string guitar, which he lovingly calls "Bastard", coming along with strong, dark, desperate and emotional songs. A man with white hair, classic blues fashion clothes, silver jewellery, and black tattoos all over his body. A man that seems to live on an uninhabited isle, as there aren't many who have the guts to sing about the dark sides of life so intensively, reflecting on life like he does, furnished with young anger and choked with a snotty attitude, despite of what life was, is, or will become. A wise rebel coursing his stories on us. A man who is so white but blessed with the blackest blues and soul in his blood that you could dream of. Stomping his feet to the rhythms, hammering into his guitar so hard that his fingers often bleed. A poet with the knack to describe the truth heavily, bold, mean and real, singing about solitariness, broken hearts and stripped souls. Boys and girls, this is LEDFOOT!



Nina:

I first heard your music at the end of 2008 and it stuck to me immediately like superglue. Then I read you're calling your music **GOTHIC BLUES**, which I thought is a great term for your style! How did you come up with that?

Ledfoot:

I think I got tired of saying 'I don't know' when people asked what style of music I play. You could just define what I do as blues in the sense that I sing about worry and trouble and play 12 string slide in an open tuning while stomping my foot on the floor... but when you mix that with my personal twisted viewpoint, an open tuning no one else uses (Bb minor), steel fingerpicks and a Ledfoot...it starts to sound like something all it's own...Gothic Blues seemed to fit.

Nina:

You've played with various artists, been around with bands like "The Rockats" and "The Havalinas", and went on major tours with them. After all that, you've chosen to pick

up the guitar and play alone. Is it easier or harder to be a "one-man show"?

Ledfoot:

A little bit of both. There's a lot of work involved being in a band that has nothing to do with music. I have more time to focus on writing and guitar working alone. On stage, I really enjoy performing solo... there's a kind of 'tight-rope walker' aspect to it...you either fall or you don't...keeps you on your toes...

Nina:

In which countries have you performed? Will you go on tour to promote the new album you're working on at the moment? If so, when and where?

Ledfoot:

I've been touring for over 30 years so I've been all over the place... as Ledfoot i've been to France, England, Denmark, Switzerland, Greece, Netherlands, Germany, Norway, Belgium, U.S. and a few other places i guess. The new CD should be out in March, I'm



recording at Ronni Le Tekrø's studio in Norway with John Fryer (Nine Inch Nails, H.I.M.) producing. I'm hoping to tour most of the countries I've been before and more....heh, I'm a white trash southern gypsy... home is when i'm rolling....

Nina:
What's the audience like at your live shows?

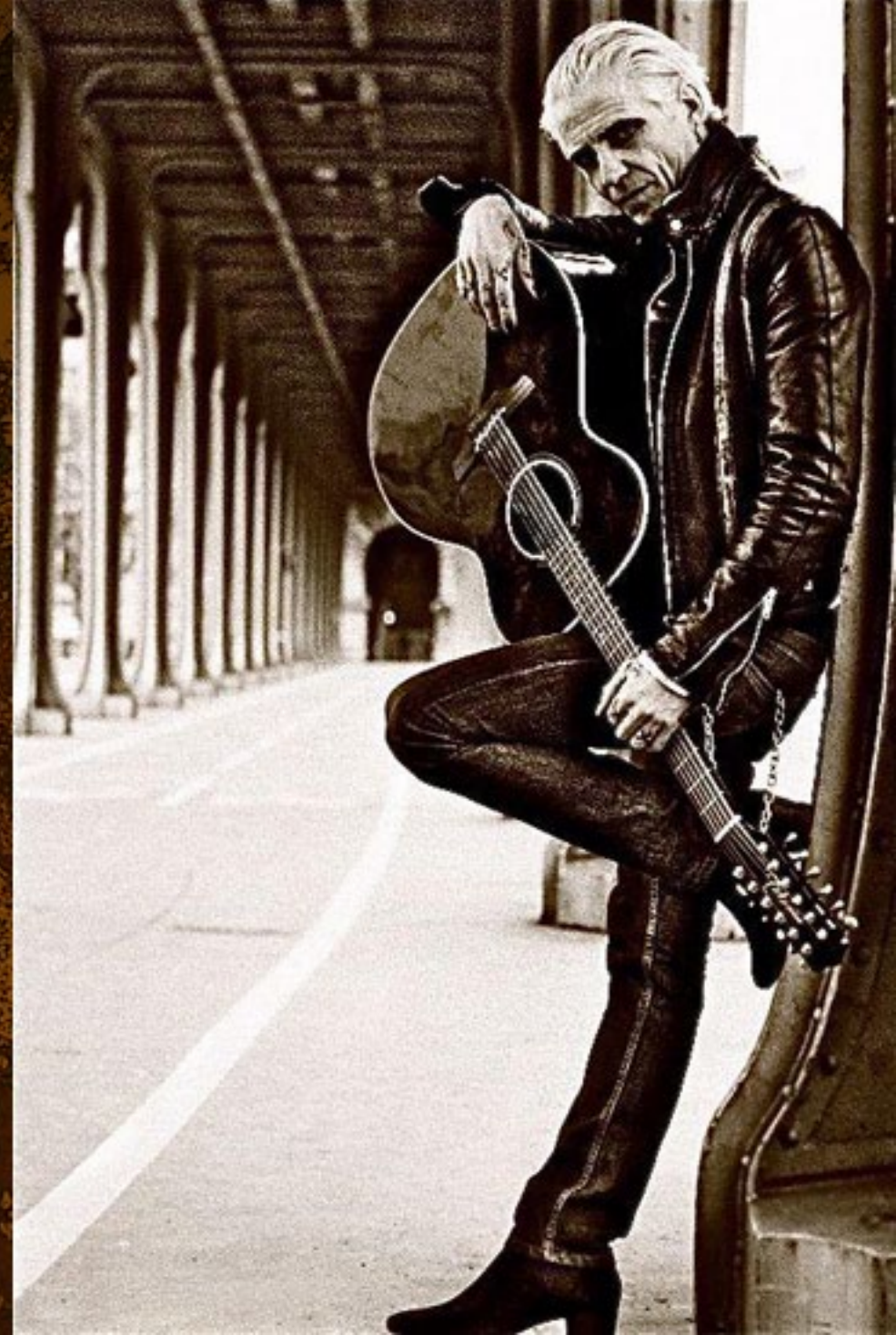
Ledfoot:
It's a really wide variety of types, being so bare bones in the way I perform makes it extremely honest... that crosses a lot of boundaries culturally...

Nina:
When you're writing songs, do you need to be alone and sit quiet, or are you constantly scribbling down notes and ideas? Also, what inspires you to write?

Ledfoot:
I write anywhere and everywhere...I prefer privacy...but don't look for a certain setting to write in. As for choosing subject matter....it's always there...whatever's on my mind....heh and I have a lot on my mind.

Nina:
What kind of music made you pick up the guitar when you were a young lad? You started to play at age 10?

Ledfoot:
Johnny Cash...but mainly I had a spell around then when it didn't look like I'd be able to walk...playing guitar's something you can do sitting down



Nina: Do you play any other instruments?

Ledfoot: Yeah, I play a little bit on pretty much anything with strings and small strange assortment of other instruments....but these days I spend all my time on 12 string.

Nina: Did moving to Norway change your cultural influences, views and feelings?

Ledfoot: It's educated me in the fine art of truly being an outsider.....

Nina:
What guitars do you play live with? Are you using the same ones in your recording sessions? I read you have a custom made Takamine. What's special about that one?

Ledfoot: Right now I'm using

a Taylor LKSM signature series I went to the factory and they set it up for me to take my heavy strings...it's my favorite right now. There's a company called A.Davis who make one of a kind custom guitars who are threatening to make me my dream guitar...we'll see. I also have some Takamines that I really like. Right now though the Taylor's at the top of the list.

Nina: What do you think about the young singers and songwriters entering the music scene? Do you have any favourites amongst them? Do you listen to other people's music, and who inspires you?

Ledfoot: I'm pretty much a workaholic so I don't get much time to hear new stuff...I guess I'm inspired by reality...or my doubts that it exists....my advice...never take advice from strangers.





Nina:

In your song “Cold Light Of The Day” you’re singing, “You’re not walking with Jesus and that she doesn’t walk with you”. The fact that you make Jesus a female made me smile. Do you have a thing with religion? Do you believe in a higher self or something bigger than us?

Ledfoot:

No I don’t. Of course there’s nothing smaller than us either.

Nina:

You have a lot of great ink on your skin. Where do you get your tattoos done and what do they mean to you? How and when do you choose your body designs? You even have an eye tattooed on your inner hand. Does it hurt to get inked inside the hand?

Ledfoot:

My good friend Birdie does it at his shop ‘Personal Art’ in Ski, Norway. Birdie’s king...he has that old school touch. I draw most of the designs myself, gives me something to do in airports and hotel rooms. Getting your hand done hurts like hell...I have big hinges on the back of my knees...think that hurt more...ouch.



Nina:

Referring to the topic of Revolution Art Magazine “SPACE”, what would you do?

Ledfoot: Hope that the contracts are in order and the promoter fulfilled the rider...no cheap wine in the dressing room...

Thank you LEDFOOT!

MYSPACE: <http://www.myspace.com/ledfootblues>

YOUTUBE: <http://tinyurl.com/yj2bft8>

AMAZON: <http://tinyurl.com/yz5va4g>

ITUNES: <http://tinyurl.com/yl4gxqh>



PLAY: “WHAT YOU MEANT TO ME”





REVOLUTIONART
MODELS



Photo by Martin Pelzer

REVOLUTIONART

CATHY

Name: Cathy Salmon

Occupation: Model, Artist, Translator

Age: 23

Country : Germany

Website: www.myspace.com/model_cathy_s



Photo by Martin Pelzer



Photo by Wild At Heart



Photo by Wild At Heart



Photo by Wild At Heart



Photo by Wild At Heart



Photo by Martin Pelzer



Photo by Wild At Heart

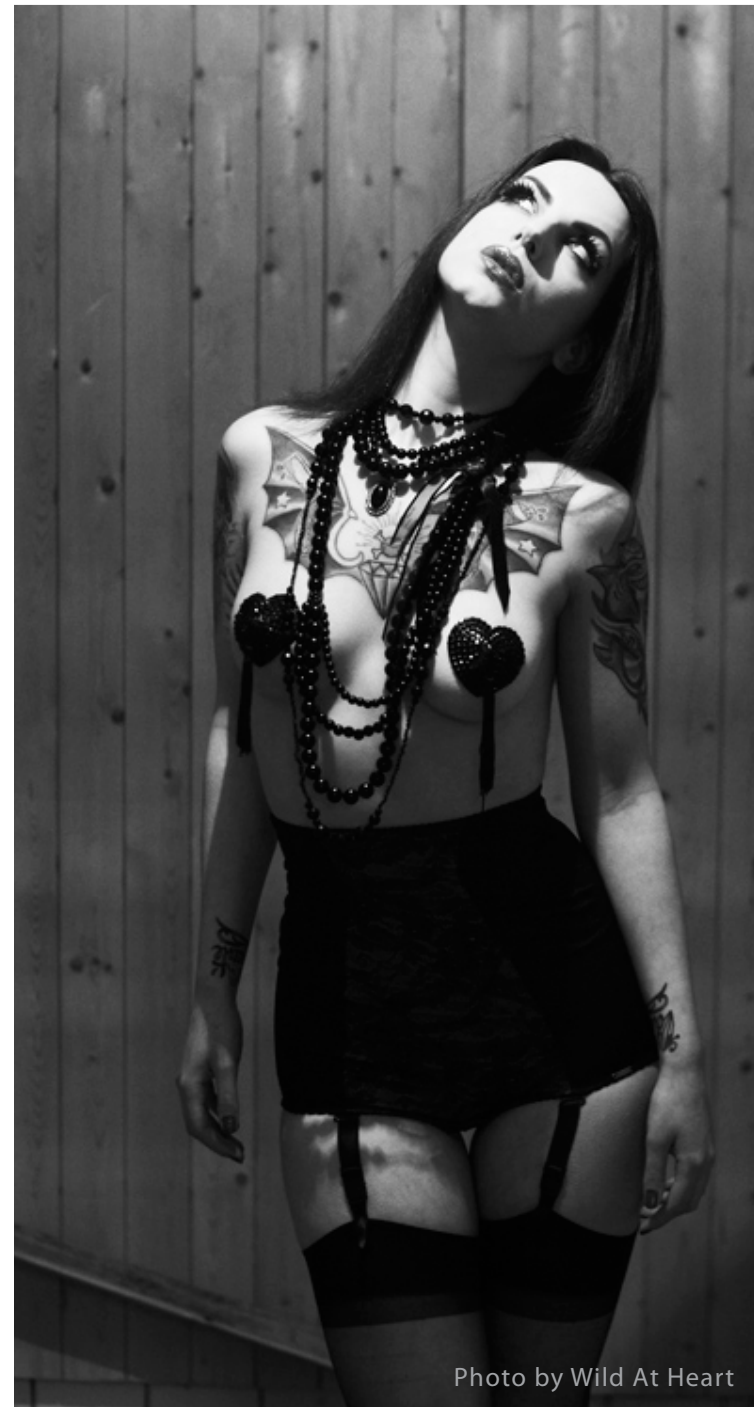


Photo by Wild At Heart



Photo by Wild At Heart



Photo by Martin Pelzer



Photo by Wild At Heart



Photo by Martin Pelzer



Photo by Wild At Heart

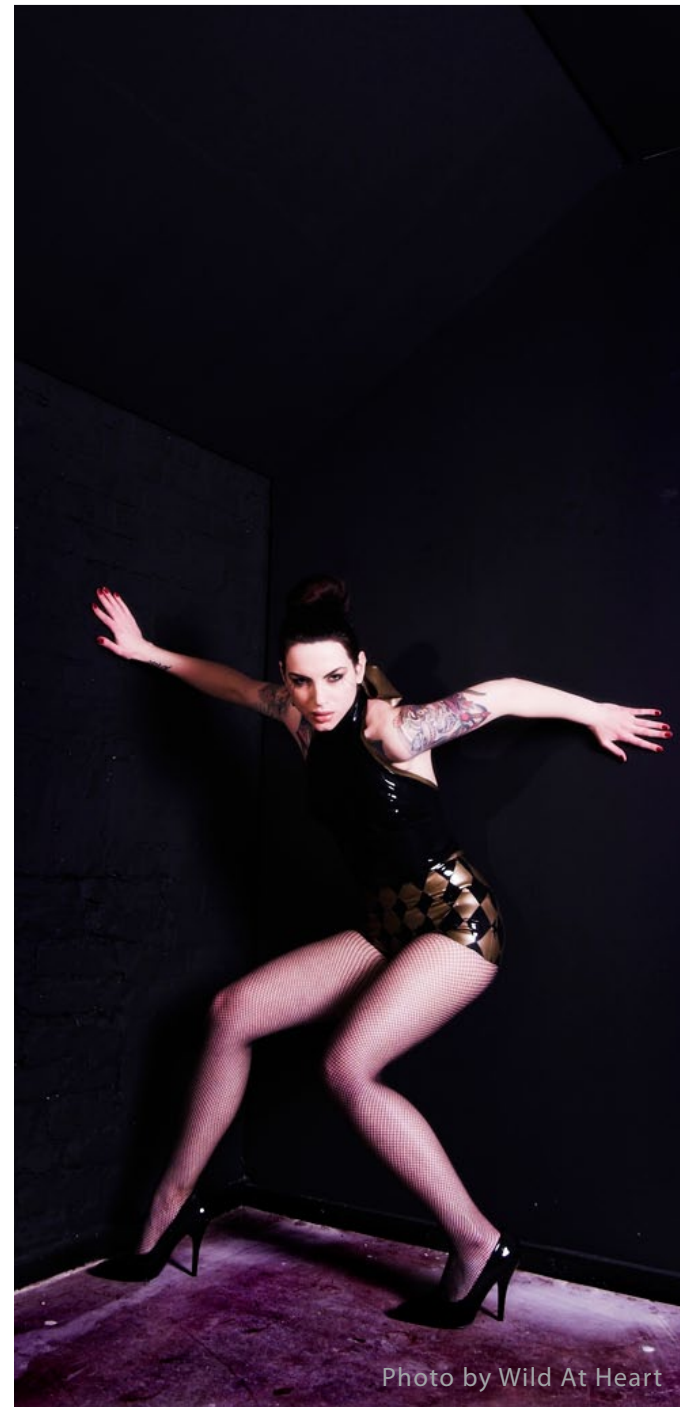


Photo by Wild At Heart

REVOLUTIONART

LUX NOIR

Photographer: Lux Noir (Laura Otero)
Country: Argentina
Occupation: Artist, Art Director, FilmMaker
Website: www.luxnoirart.blogspot.com













UNIQUE
NUDES



REVOLUTIONART

RICHARD RASNER

Photographer: Richard Rasner
Occupation: Photographer
Country: United States
Website: www.UniqueNudes.com

Model: LilyStarr



Model: Kaylynn Hills



Models: Renee & Psyche



Model: Erzsebet

REVOLUTIONART

ANDRE MARCHANDISE

Photographer: Andre Marchandise

Age: 45

Occupation: SAP-ISU consultant

Country: Belgium

Website: www.eroticoon.com



Model: Goddess Hiliana



Model: Cyrielle



Model: Erotikon



Model: Mina



Model: Kumimonster



Model: Inja Van Gastel, bodypaint by LannaMarras



Model: Dutch Dame



Model: Cyriëlle





Model: Sjanett



Model: Mieke, special FX by LannaMarras



Model: Goddess Hiliana



Models: Inja Van
Gastel, Romy
Heyrman, Barbara,
bodypaint by
LannaMarras



Model : Dutch Dame



Model: Inja Van Gastel,
bodypaint by LannaMarras



Model: Kumimonster



Model : Dutch Dame

REVOLUTIONART

MODELS



BE A **REAL** MODEL FOR A **REAL** MAGAZINE

This is the best place to expose your talent. A showcase for photographers, models, make up artists and fashion designers. If you like to participate just send your best shoots to Revolutionart Magazine.



REVOLUTIONART

music

REVOLUTIONART music

Do you have a music project? Send your project's name, country, style, a picture and a direct link to hear you music to hola@publicistas.org with the subject "MUSIC".

Click on the links to hear some cool music from the world :

SCORPION FREQUENCY

Style: Industrial metal
Country: Canada

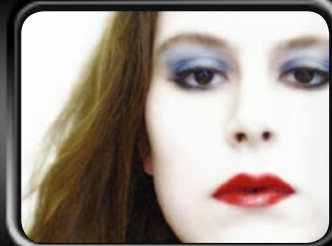
Hear: www.myspace.com/scorpionfrequency



IMCAKALLEROC

Style: Experimental
Country: Germany

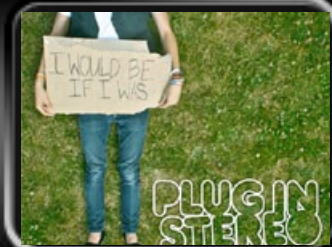
Hear: www.myspace.com/imcakalleroc



PLUGIN STEREO

Style: Soft rock - Pop
Country: United States

Hear: www.myspace.com/pluginstereo



FLORA MATOS

Style: Rap / Hip Hop / Experimental
Country: Brazil

Hear: www.myspace.com/floramatosmc



JOE ROCK SHOW

Style: Rock / Progressive
Country: United States

Hear: www.myspace.com/joerockshowusa



DEADWALK

Style: Metal
Country: Canada

Hear: www.myspace.com/deadwalkhc



VON LUFT UND LIEBE

Style: Pop
Country: Argentina

Hear: www.myspace.com/vonluftundliebe





THE LADY AND THE REAPER



press to play

3d animation about an old woman being chased by the Death.



PROMETEUS THE MEDIA REVOLUTION



press to play

In 2050 Prometheus buys Place and Spirit. Virtual life is the biggest market on the planet. Prometheus finances all the space missions to find new worlds for its customers: the terrestrial avatar. Experience is the new reality.

ALL THE WORLD'S WAITING TO SEE YOUR SHORT FILM!

Last year in 13 countries and in over 70 cities worldwide
7907 screens billions of viewers suddenly caught
by an ultra short film. People have already begun sending
in their short films. Art By Chance 2010 theme is "TIME".
Deadline: Last Friday of March WWW.ARTBYCHANCE.ORG

ART BY CHANCE

ULTRA SHORT FILM FESTIVAL



Online Participation: WWW.ARTBYCHANCE.ORG

Deadline: Last Friday of March

IT'S TIME TO MOVE

2010 THEME: "TIME"

REVOLUTION+AD
ADS OF THE WORLD

AMBI PUR

pour lavatory



NOW THAT'S AN EAU DE TOILETTE



LE NOUVEAU CLEANER POUR LOO



NOW THAT'S AN EAU DE TOILETTE

London / Paris / Rome / Lavatory



REVOLUTION+AD

ADS OF THE WORLD



CIVILIZING
SPACE
SINCE
1968
CIVILIZINGSPEACE.COM.AU





HELL & HEAVEN

by monapitt



HELLANDHEAVENSTORE.COM

Beautiful handmade products with embroidered tattoo design. Made in Peru

INFO@HELLANDHEAVENSTORE.COM

Bellas carteras bordadas a mano

We all have a dark side...
Todos tenemos un lado oscuro...



CRISTIANO

we all have a dark side

www.cristianorocks.com



Looking for
something
different?



...Read Revolutionart !
www.RevolutionartMagazine.com

WE LIKE BEING TOGETHER

www.RevolutionartMagazine.com/community





CALL FOR
ENTRIES

ENTER

THE 2010 ANNUAL DESIGN AWARDS
NOW OPEN FOR ENTRY

You will get a 30 per cent discount using this promotional code: 22REVOLART

YOUR TARGET IS OURS



REVOLUTIONART INTERNATIONAL MAGAZINE

Frequency: Every two months

Price: FREE \$ 0

Readers per issue:
70,000+

Distribution: All the world.

Readers origin :

1.Europe 28.4 %

2.South America 19.5%

3.Asia 14.2 %

4.USA and Canada 16.1 %

5.Centroamérica 9.1 %

6.Australia 3.4 %

7.Africa 2.5 %

others 3.7 %

REVOLUTIONART



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



PLACE YOUR AD HERE

click to find how



**BEING TOGETHER
IS IMPORTANT**

SUSCRIBE TO OUR GOOGLE E-LIST AND NEVER MISS OUR MAGAZINES

CLICK HERE

In past editions ...

REMEMBER THIS AD ?



We were promoting the Revolutionart's Page.
Now we like to invite you to join the official
REVOLUTIONART GROUP at Facebook.

What's the difference?

Page = You can follow Revolutionart. You are hearing us.

Group = You're an active member. We are hearing you.

Join the new GROUP now... !

click here ! 

YOUR REVOLUTIONART MAGAZINE
COMES WITH
THIS POSTER

PLEASE, IF YOU WANT TO HELP THE MOVEMENT
POST IT IN YOUR WEBSITES, SOCIAL NETWORKS,
FORUMS AND SEND IT TO YOUR FRIENDS

REVOLUTIONART



REVOLUTIONART W.T.F.!!!?

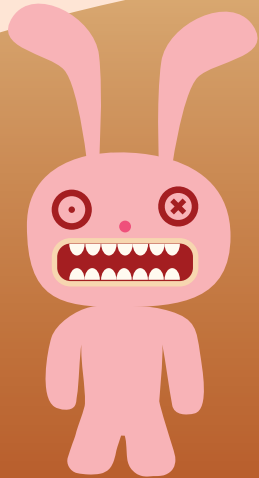
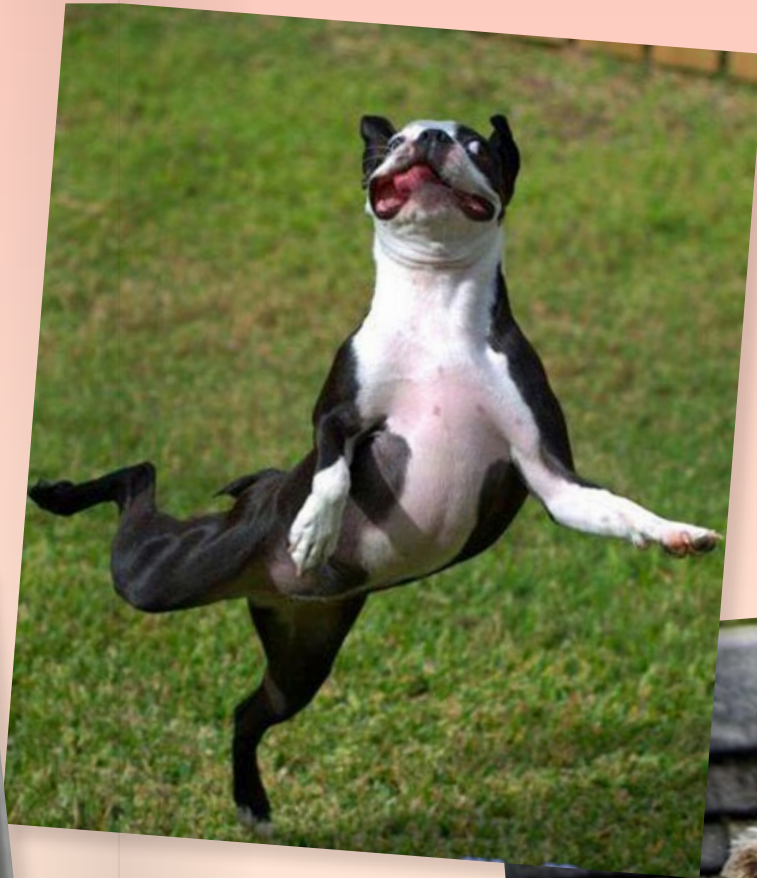


a fine selection of humour
presented by chisen

CREATIVE FOOD!



REVOLUTION+ART W.T.F.



HOW TO SEND YOUR ARTWORK FOR THE NEXT EDITION OF

REVOLUTIONART



// Send your artwork in high quality jpg with name, country, e-mail, and website to hola@publicistas.org

// Size:

920 x 550 pixels (if artwork is horizontal)

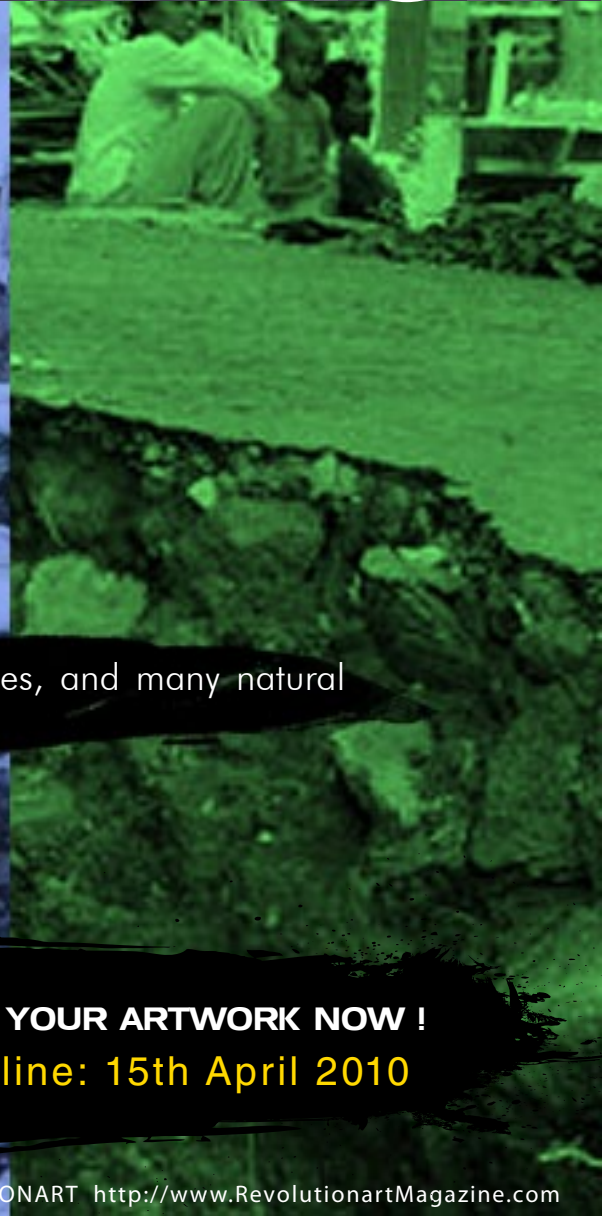
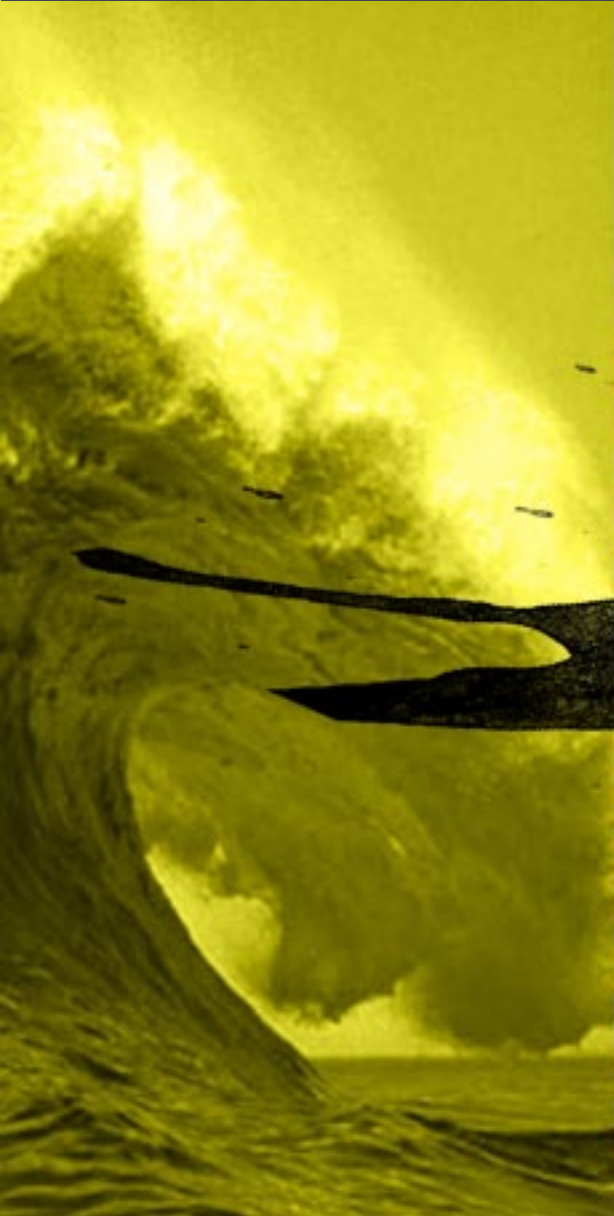
460 x 550 pixels (if artwork is vertical)

// It could be computer generated, photo, hand made draw, photomanipulation, vector, raster, scanned or any image from your creativity related to the next issue's theme.

DEADLINE:
15th April
2010



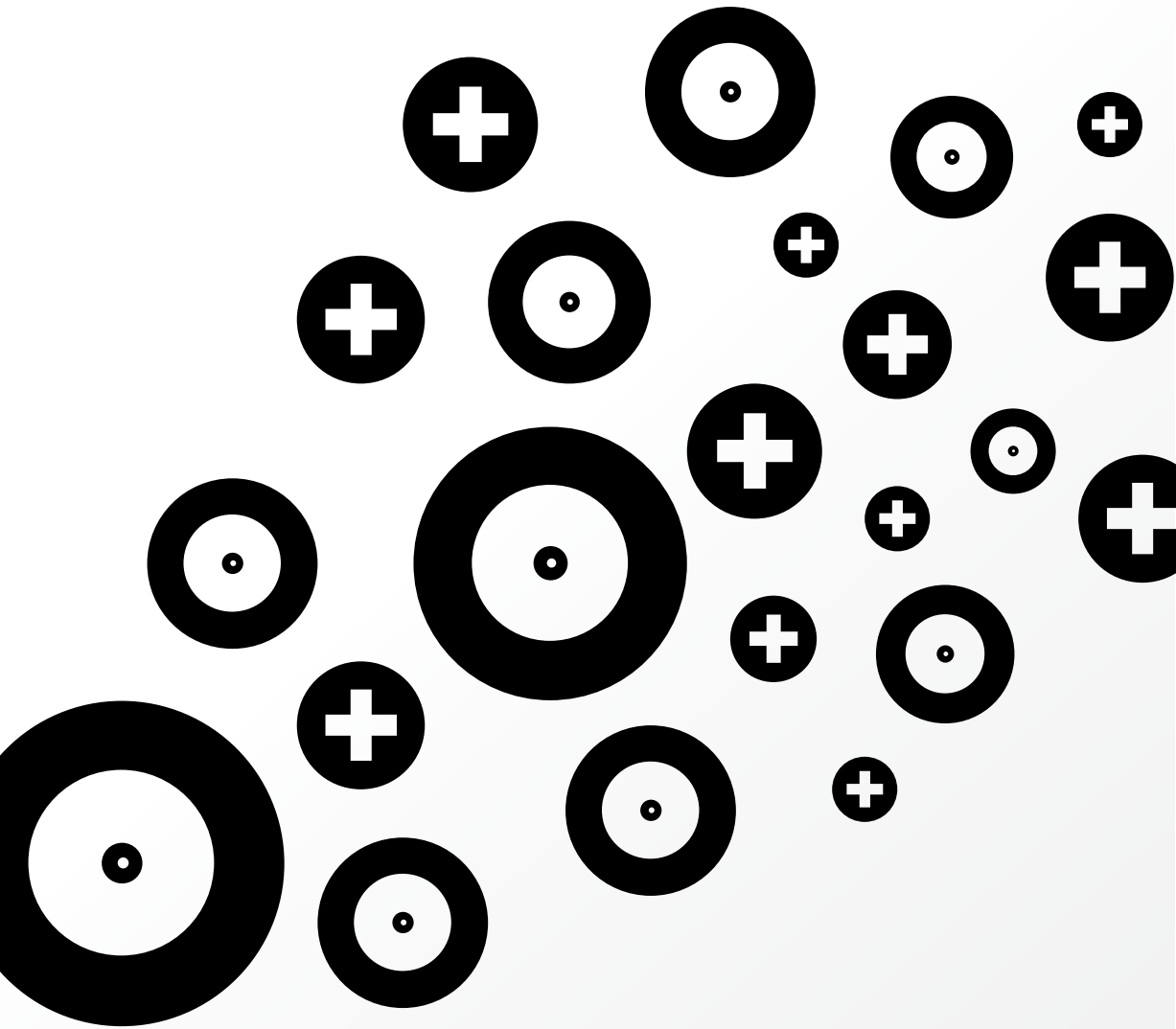
CLIMATE CHANGE



Is mother nature out of control ? earthquakes, tsunamis, landslides, tornadoes, and many natural disasters are happening too quick in the last years. There's a reason.



SEND YOUR ARTWORK NOW !
Deadline: 15th April 2010



REVOLUTIONART

www.RevolutionartMagazine.com



facebook