

DIGITAL ZINE

Digital Art, showing peoples designs on their creativity of digital zine, You can really use a visualization on how to do it properly.

Testing the text wrap so I know it actually works. As to what I'm going type doesn't actually matter because this is a class project, and I'm only doing this because I have to and this is graded on, so the more I type the more professional it will look, even though it looks like these are important text on the front cover of this magazine, in reality it's just a bunch of baloney, and none of this makes sense.

WITCHER
2 0 1 1

Cocktails

CONTENT OF THE MAGAZINE:

THIS MAGAZINE CONTAINS MOSTLY OF ART-WORKS FROM OTHER ARTIST THAT I LIKE TO DISPLAY FOR MY AUDIENCE, THE DEMOGRAPHIC OF THIS MAGAZINE I'M HOPING IT TO BE GAMING AND ANIME ENTHUSIASTICS LIKE ME.

DON'T HATE JUST RATE, AND DON'T FORGET TO
SUBSCRIBE.

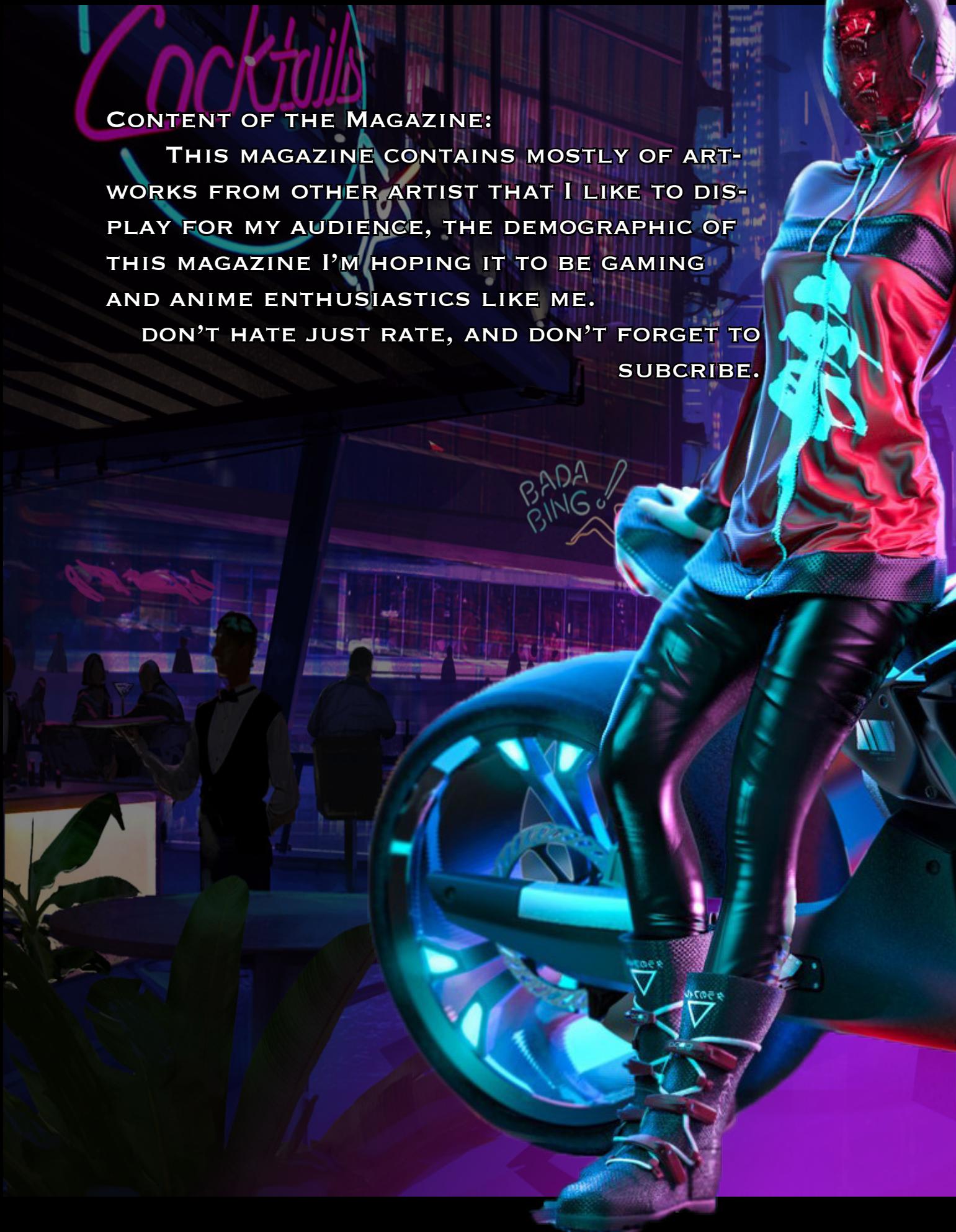


TABLE OF CONTENT:

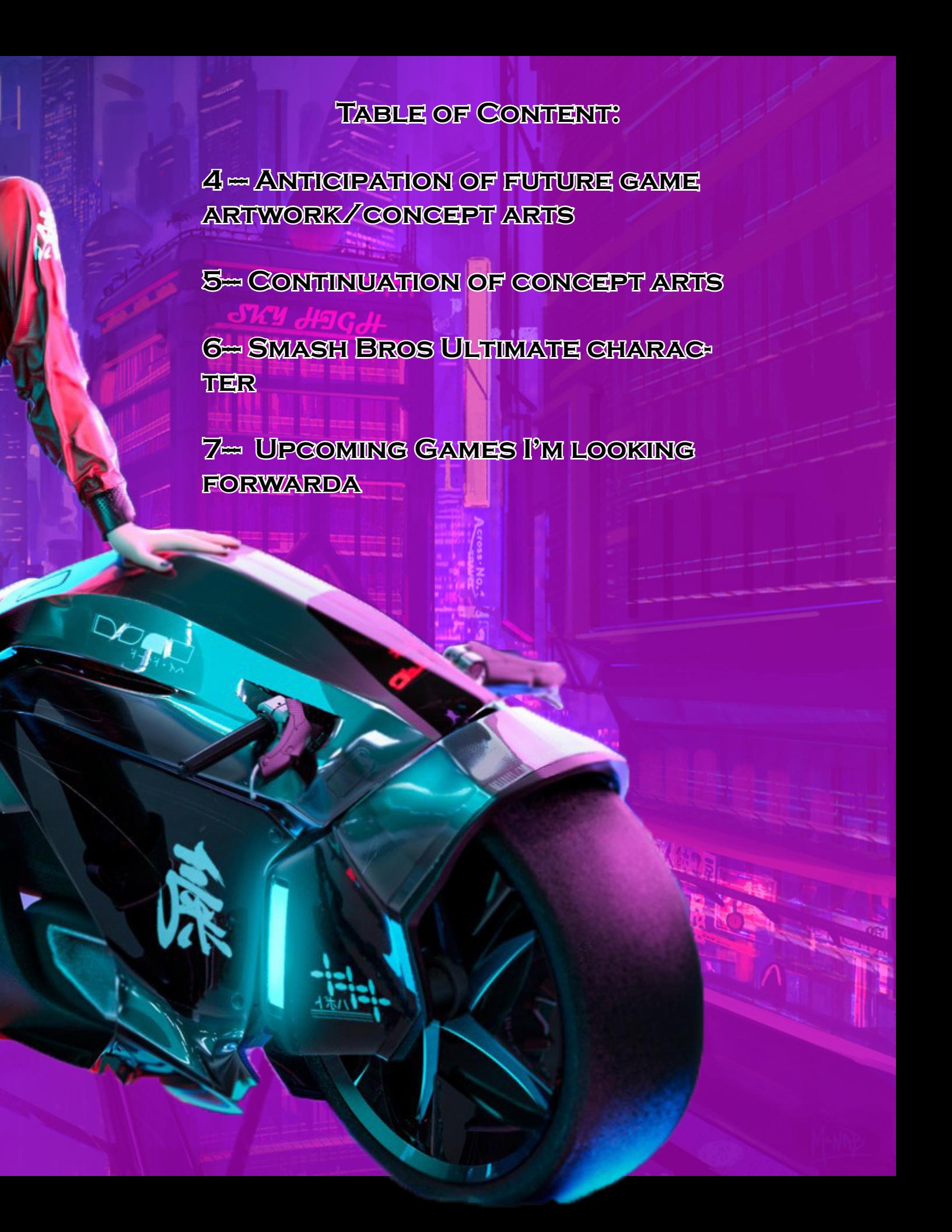
4-- ANTICIPATION OF FUTURE GAME ARTWORK/CONCEPT ARTS

5-- CONTINUATION OF CONCEPT ARTS

Sky High

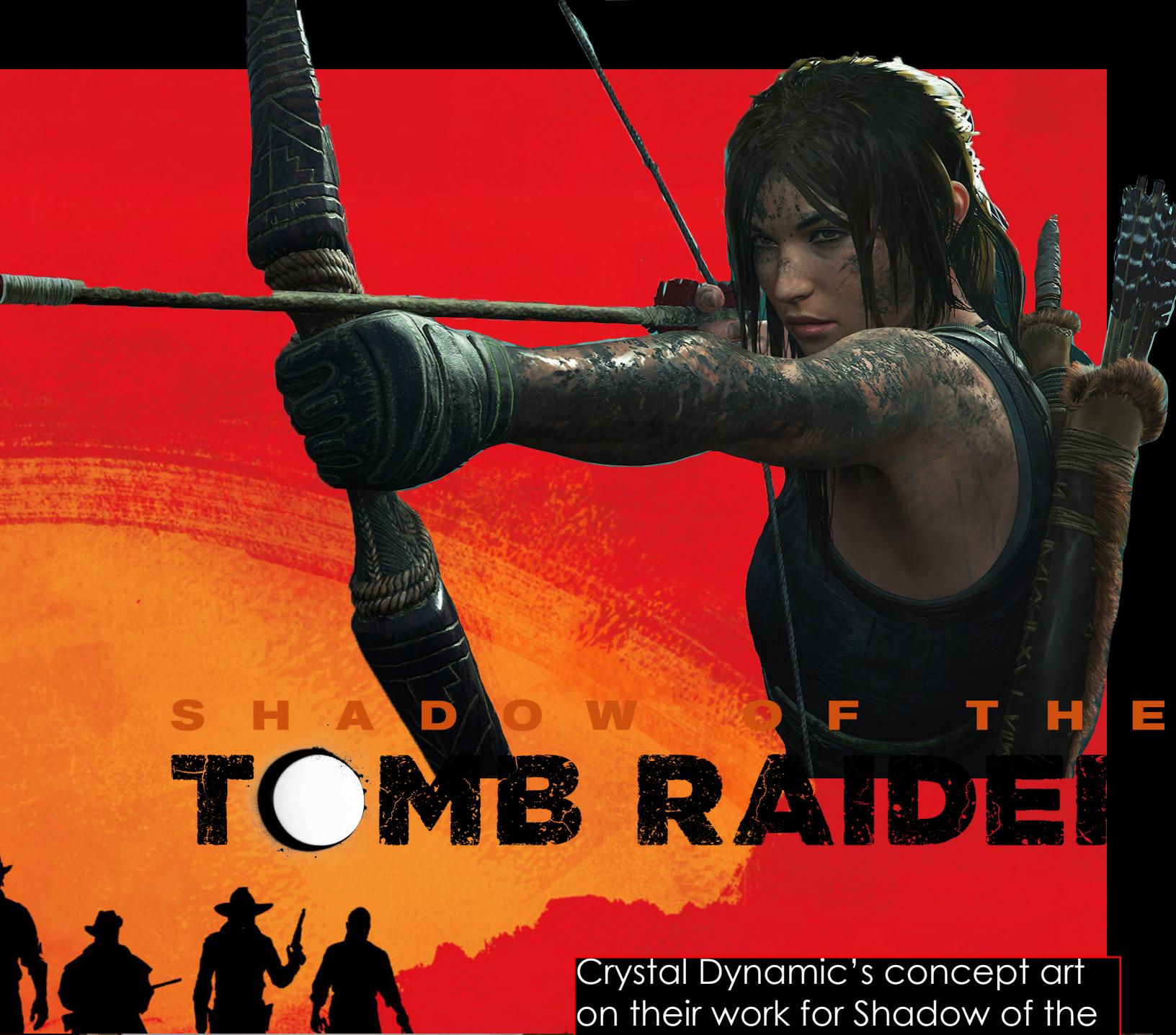
6-- SMASH BROS ULTIMATE CHARACTER

7-- UPCOMING GAMES I'M LOOKING FORWARDA





Heavy Hitter from MSM concept art



Crystal Dynamic's concept art
on their work for Shadow of the
Tomb Raider



gameinformer

SUPER SMASH BROS.TM ULTIMATE



Smash Bros Ultimate is coming out. The 3 characters I'm looking forward to the most are...

These were the character I played the most back in the day when I would be playing Smash on the Wii U

Toon Link

43



Sonic

38



Cloud

61



Games that I'm looking forward to:



Thanks For reading



Big thanks to Google image search for providing for majority of the picutre shown
in this issue of the magazine.