metalheart

[a brainreactor emBOX project]

release o

METALHEART INFRASTRUCTURAL PROCEDURE   d a m a g e communicationreaction

1.0.1 : INPUT
1.0.2 : SECOND INPUT
1.0.3 : THIRD INPUT
1.0.4 : PRODUCTION
1.0.5 : IMAGE PERPETITION
1.0.6 : PRODUCTION [SLEEPLESS]
1.0.7 : SIXTEEN NIGHTS
1.0.8 : COMPUTER CRASH
1.0.9 : PRODUCTION
1.1.0 : SELDORDA
1.1.1 : DESIGN
1.1.2 : TYPOGRAPHIC CHAOS
1.1.3 : PRINT
1.1.4 : PACKAGING
1.1.5 : PAYMENT
1.1.6 : GROSSITE

by andreas lindholm and anders f rönnblom

The **METALHEART** book contains exclusive
computer-generated hardcover visuals,
numerous experimental artworks by
Anders F Rönnblom and Andreas Lindholm,
as well as contributions from renowned
digital artists!

The **METALHEART** project started in 1998
when Swedish designers Anders F. Rönnblom
and Andreas Lindholm released
the emBox/Brainreactor prototype CD with
fonts and 3D typefaces for people to
experiment with.
The book is a compilation of digital images
and design samples of this project. All the
images are identified with the title, the name
of artist, description and the software which
was used to make it. The accompanying CD-
ROM includes postscript fonts, 3D typeface
images with alpha-channels and paths,
samples from **METALHEART** background
royalty-free collections, 100 MB high-res
images, animations, video clips, and graphic
libraries.

METALHEART

LOVE
METALHEART IS LOVE

Andreas Lindholm   Anders F Rönnblom

Contents

ANDREAS LINDHOLM is a 29-year old graphic designer from Stockholm, Sweden, who has been designing a great variety of techno display typefaces for the last couple of years. He is also a visual creator and 3D illustrator and has been working with programs such as FreeHand, Photoshop, After Effects and a variety of 3D applications, for both stills, animations and videos. Andreas is currently working as a creative director at Tension Graphics in Stockholm.

Fore_word_06.00

I've been waiting for this book. Three years of personal evolution.

Three years of hard work. Three years of unbeaten positivism.

Still, I've refused hundreds of my own images – artwork that was supposed to have a place in

this collection. Yes, I really wanted to show everything. The work represented in this edition of

MetalHeart (except for some of the typefaces) is not older than three years.

I love my artistry. I love it because I can fully control the process. I love the process of digital art.

I love abstract things: shapes, shadows and colors.

Wherever you are, you are always surrounded by beautiful and inspiring details.

On a recent domestic flight, for example, I looked amazingly at a small area on the aircraft's wing.

It had a very nice construction with hundreds of tiny nits and aggressively shaped aluminum

plates. Reflections from the blue sky made the image complete,

and later it inspired me to create a piece that can be found in this book.

MetalHeart is made with passion for this kind of illustrative and experimental work.

MetalHeart is love.

_Andreas Lindholm

Fore_word_07.00

MetalHeart is the description of a process, not of a result.

That's why it has taken three years to complete.

It has been an ongoing process of taking new and giant leaps with the current technology,

and falling deep into the realm of pure digital art and design. And, to be honest, the majority of art

in this book couldn't have been successfully created without the aid of today's digital software.

My passion for digital design is based on the power of the pixel. The power of noise and fractals.

The power of layers and channels. And the power of using blending calculations.

It is also the power of RenderMan – were it not for that technology, I would have been nowhere.

My passion for this process has been growing through the last ten years, and so has my network

– a great community of artists all around the world. It is therefore a great pleasure to see the

powerful contributions to the Guest Artist Gallery.

The new way of designing things. The new way of expressing.

It's art that matters. Art is important.

MetalHeart is art.

_Anders F Rönnblom

ANDERS F RÖNNBLOM is a 54-year old art director and musician from Stockholm, Sweden, who has been running his own design firm, Studio Matchbox, for more than 25 years. Together with photographer Mariann Eklund, he publishes the exclusive magazine EFX Art & Design, and he is also the curator of the Digital Hall of Fame art exhibition. Anders F has for many years been designing experimental 3D typefaces using RenderMan technology, and is also a dedicated Live Picture user.

Some of fonts and typefaces included on the emBOX/Brainreactor Prototype CD.

The METALHEART book project started in 1998 with the emBOX/Brainreactor Prototype CD, containing fonts and 3D typefaces that were sent out to digital designers for digital experimenting. We wanted them to use and abuse our alphabets, and then send us their artworks. Our plan was to publish a book of new experimental digital design. However, it took us quite some time to complete this book, because we didn't actually know what was going to be in there. We didn't have a clue of what kinds of images people would send to us, and in the beginning we didn't even know too well what to include ourselves. Initially we received a few files from people who had used the fonts and typefaces for flyers and logowork (see opposite page), but it wasn't until we published Andreas' spectacular graphics in EFX Art & Design magazine, that we started to see a new attitude grow among digital designers. And it spread over the Internet. Andreas published new fonts. People started to talk about MetalHeart. And we received more and more interesting files. We also invited many renowned digital artists to participate. For the past three years, we have seen the development of a new graphic style, a new exciting graphic language among today's young digital designers. The METALHEART book is a document of this digital development. The book is an exclusive collection of contemporary digital design and typographic experiments, and it features a guest gallery of more than 30 international digital artists presenting illustrations, flyers, posters, CD covers, web design, and lots of self promotional graphics. Welcome to METALHEART.

_The authors
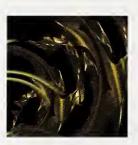
Designed by: **Dave Taylor,** USA, using a
modified version of Andreas' Decoder font.

Designed by: **Lionel Barat,** France, using
Anders F's Freaky Plaster typeface.

Designed by: **Aaron Spesard,** USA, using a modified version of Andreas' Octane font.
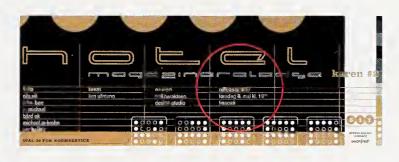
Designed by: **Filippo Spiezia,** Italy, using
Anders F's Cyber Bronze typeface.

Designed by: **Egil Haraldsen,** Norway, using Andreas' Neutronica font.
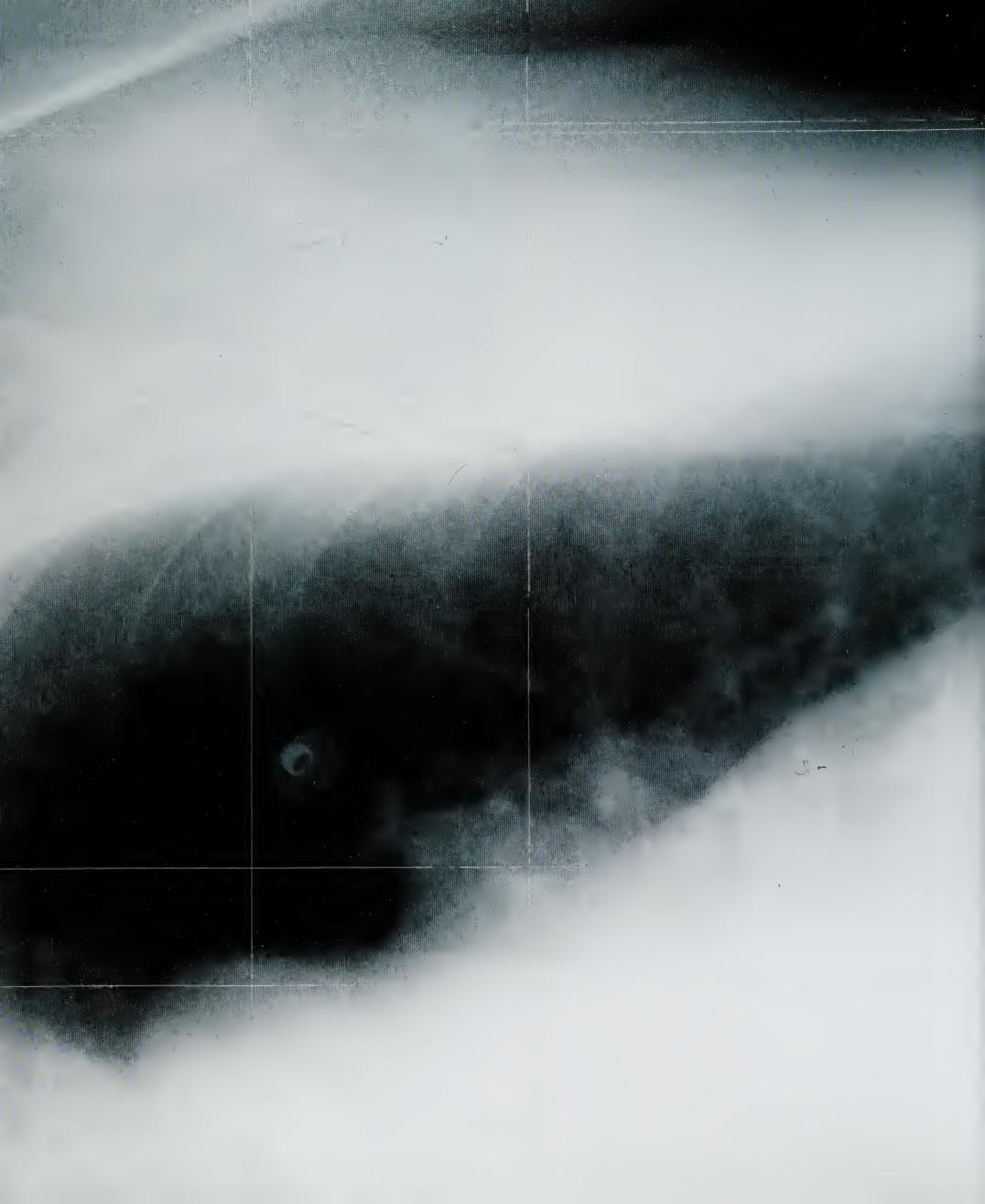
Designed by: **Filippo Spiezia,** Italy, using Andreas' Crystopia font.
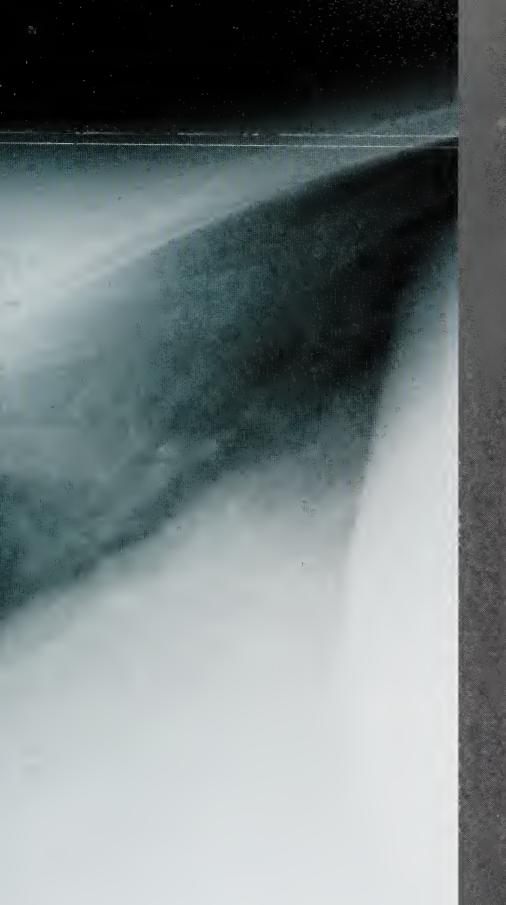
Designed by: **Jeff Valdor,** USA, using Anders F's Cyber Joker typeface.

Designed by: **Bruce Palmer,** USA, using Andreas' Intergalactic font.

METALHEART IS PLEASURE

There are thousands of them. Thousands of beautifully designed typefaces out there. Handcrafted, perfect and readable for all kinds of written text.

Brainreactor fonts are something else. Not always readable, very rarely made by hand, and far from perfect. Some people like them, some people don't.

Brainreactor fonts are prototypes for the future, my future. Concepts, ideas and elaborations with the printed word in mind made this collection. A collection of fonts that was never meant to be released for the public. Now they are, and people around the world are using them every day for all kinds of designwork.

I started with these elaborations in 1995, and until today I've created approximately 200 different full alphabetical setups for my own pleasure. About 20 of them are represented on the MetalHeart CD in the back of this book. Others will be released in the future.

Use them as you like.

Maybe new ideas will be born.

Brainreactor fonts are pleasure.

_Andreas

PRENOPTICA
Built for speed

PRENOPTICA
ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890

VACCU-BOMB
Do not inhale

VACCU-BOMB
ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890

CRYSTOPIA
Candystore on Mars

crystopia
abcdefghijklmnopqrstuvwxyz

ULTIMATE SURVIVAL
399 days in the Gobi Desert

ULTIMATE SURVIVAL
ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890

DECODER
Future in the past

DECODER
abcdefghijklmnopqrstuvwxyz
1234567890

OCTANE
Drunk by petrolium

Octane
abcdefghijklmnopqrstuvwxyz
1234567890

NEUTRONICA
Tiny tiny moe

NEUTRONICA
ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890

VIRUS
Ebola and Microsoft

VIRUS
abcdefghijklmnopqrstuvwxyz
1234567890

REACTIVATOR
Please, use it for real

REACTIVATOR
abcdefghijklmnopqrstuvwxyz
1234567890

BUMBLEBEE
Some cool words

bumblebee
abcdefghijklmnopqrstuvwxyc

---

artist/company: **Andreas Lindholm,** Brainreactor, Sweden

artwork title: Various fonts from the Brainreactor collection

software used: FreeHand, Fontographer

comments: www.abstructure.com

PROLOGIC
Bobby Surround

PROLOGIC

abcdefghijklmnopqrstuvwxyz
1234567890

CALCULATOR
The most ugly in the world

calculator

abcdefghijklmnopqrstuvwxyz
1234567890

FUTUREMARK
There is something

futuremark

abcdefghijklmnopqrstuvwxyz
1234567890

NEODREAMS
The 'Rs' are rare

NEODREAMS

ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890

MF PROPAGANDA
Sorry, not to be released

MF PROPAGANDA

ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890

399 MISSILE
Scumbag Scud

399 MISSILE

ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890

INTERGALACTIC
StarTrek will continue

INTERGALACTIC

ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890

AMRAAM
A Medium Range Air-to-Air missile

AMRAAM

ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890

ELASTICA
Minimal hardcore

ELASTICA
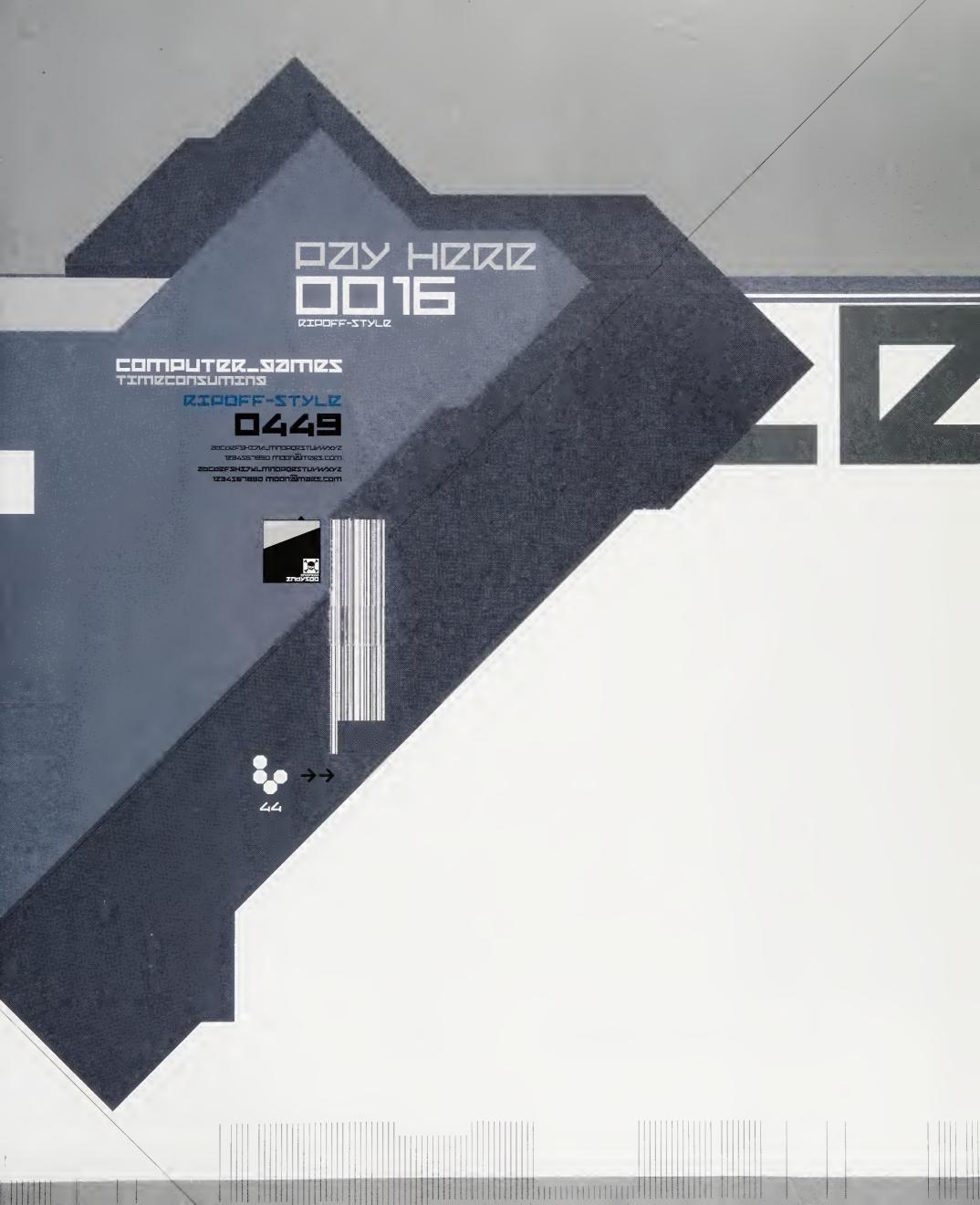
ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890

INDUSTRIAL FAITH
Kom fram ur mörkret

INDUSTRIAL FAITH

ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890

RIPOFF-STYLE

0449

abcdefghijklmnopqrstuvwxyz
1234567890 moon2mars.com

abcdefghijklmnopqrstuvwxyz
1234567890 moon2mars.com

PAY HERE
0016
RIPOFF-STYLE

computer_games
timeconsuming
RIPOFF-STYLE
0449

abcdefghijklmnopqrstuvwxyz
1234567890 moon2mars.com
abcdefghijklmnopqrstuvwxyz
1234567890 moon2mars.com

indy500

44

abcdefghijklmnopqrstuvwxyz 1234567890
ABCDEFGHIJKLMNOPQRSTUVWXYZ 1234567890

ABCDEFGHIJKLMNOPQRSTUVWXYZ 1234567890
abcdefghijklmnopqrstuvwxyz 1234567890

ABCDEFGHIJKLMNOPQRSTUVWXYZ 1234567890
abcdefghijklmnopqrstuvwxyz 1234567890

yDOM

artist/company: **Andreas Lindholm,** Brainreactor   software used: FreeHand, Fontographer

artwork title: Dominator Font   comments: www.abstructure.com

LOVE MISSILE

★★★★★

DOMINATOR TRANSCRIPT
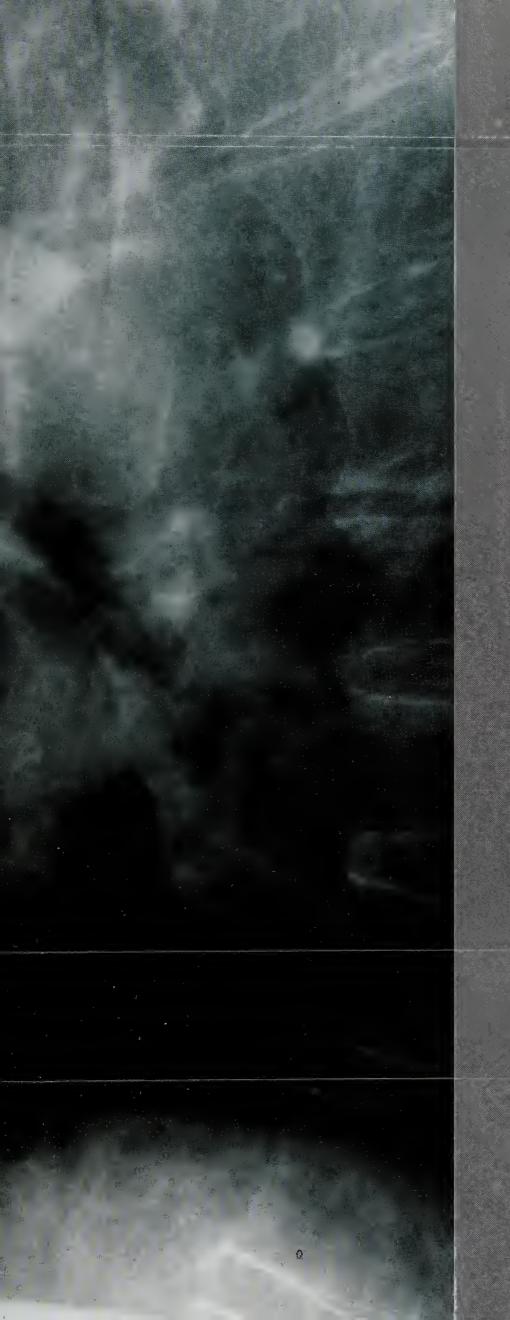
NEURAL EQUIPMENT

NATOR

METALHEART IS PASSION

And it is also my passion for RenderMan, one of the world's most advanced 3D rendering technologies.

The emBOX 3D Type Collection contains one-of-a-kind 3D typefaces with unique surface materials, created using Pixar Typestry and MacRenderMan.

Typefaces have been developed and refined for the last 7 years, and the whole collection includes more than 200 typefaces. Each character is a 300 dpi color image including an 8-bit alpha channel, and some typefaces also include Illustrator paths.

_ Anders F

artist/company:	**Anders F Rönnblom,** Studio Matchbox	typefaces displayed:	1. Metal Pizza 2. Cyber Smoke 3. Heavy Bronze 4. Freaky Nuclear
artwork titles:	RenderMan Type Collection 1, 2, 3 & 4		5. Pontille Plate 6. Cyber Joker 7. Cyber Sprouts 8. Decoder Plant
software used:	Pixar Typestry, Photoshop, Live Picture		9. Gilles Modi 10. Convalian Sheet 11. Soft Shells
comments:	Promotional posters, presented as Giclée Fine Art		12. Chantarelle Crack (Cracked Beauty) 13. Freaky Plaster
	prints in the Digital Hall of Fame Collection		14. Cyber Ribbons (Mellow Ribbons) 15. Cyber Silk 16. Freaky Silver
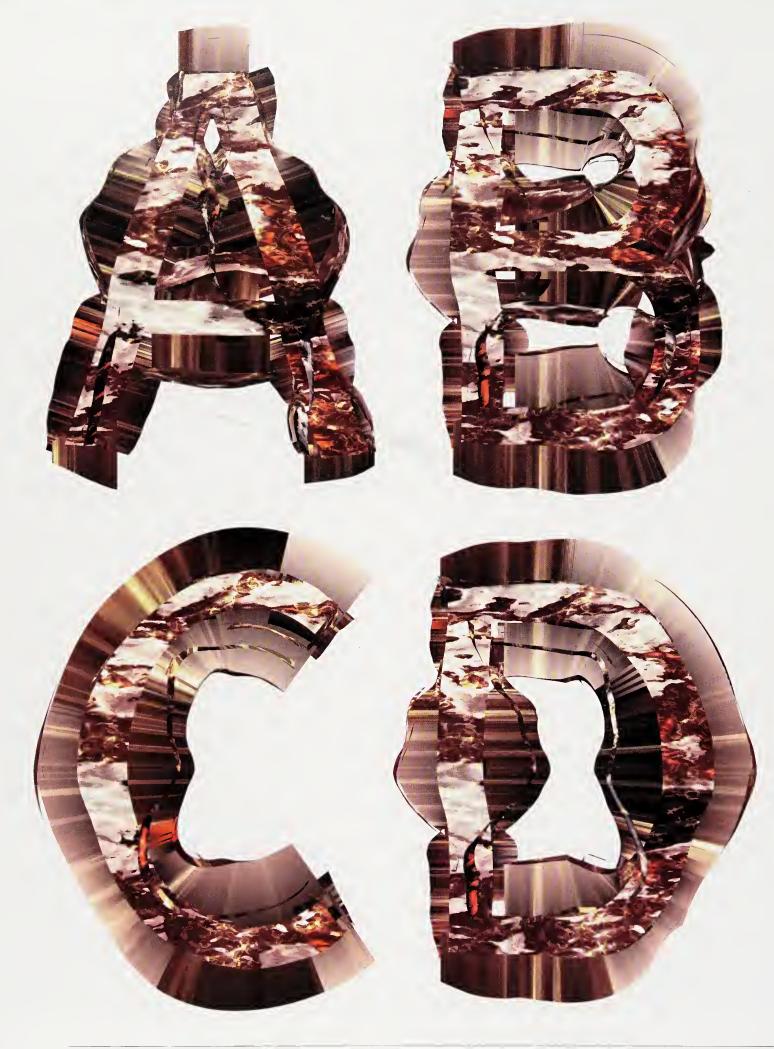
typeface displayed: **emBOX Justinelle Bronze**

typeface displayed: **emBOX Caledonia Bronze**

typeface displayed: **emBOX Old Metal**

emBOX Freaky Water 3 (Cyber Ocean)

artist/company:	**Anders F Rönnblom,** Studio Matchbox	software used:	Pixar Typestry, Photoshop, Live Picture
artworktitle:	emBOX Typeface samples from the years 1993-2000	comments:	Cyber Ocean rocks

emBOX Freaky Floofy Circus

emBOX Magician's Mask

emBOX Freaky Floofy Bronze

emBOX Cybereem

emBOX Freaky Water 1

emBOX Psycho Root

emBOX Freaky Water 2

emBOX Cyber Ribbon 2

emBOX Cyber Lizard 1

emBOX Freaky Bronze

emBOX Cyber Swirl

emBOX Cyber Joker

emBOX Swirl Ribbons

emBOX Half-Cracked Beauty

comments: Selected files available on the complementary MetalHeart CD
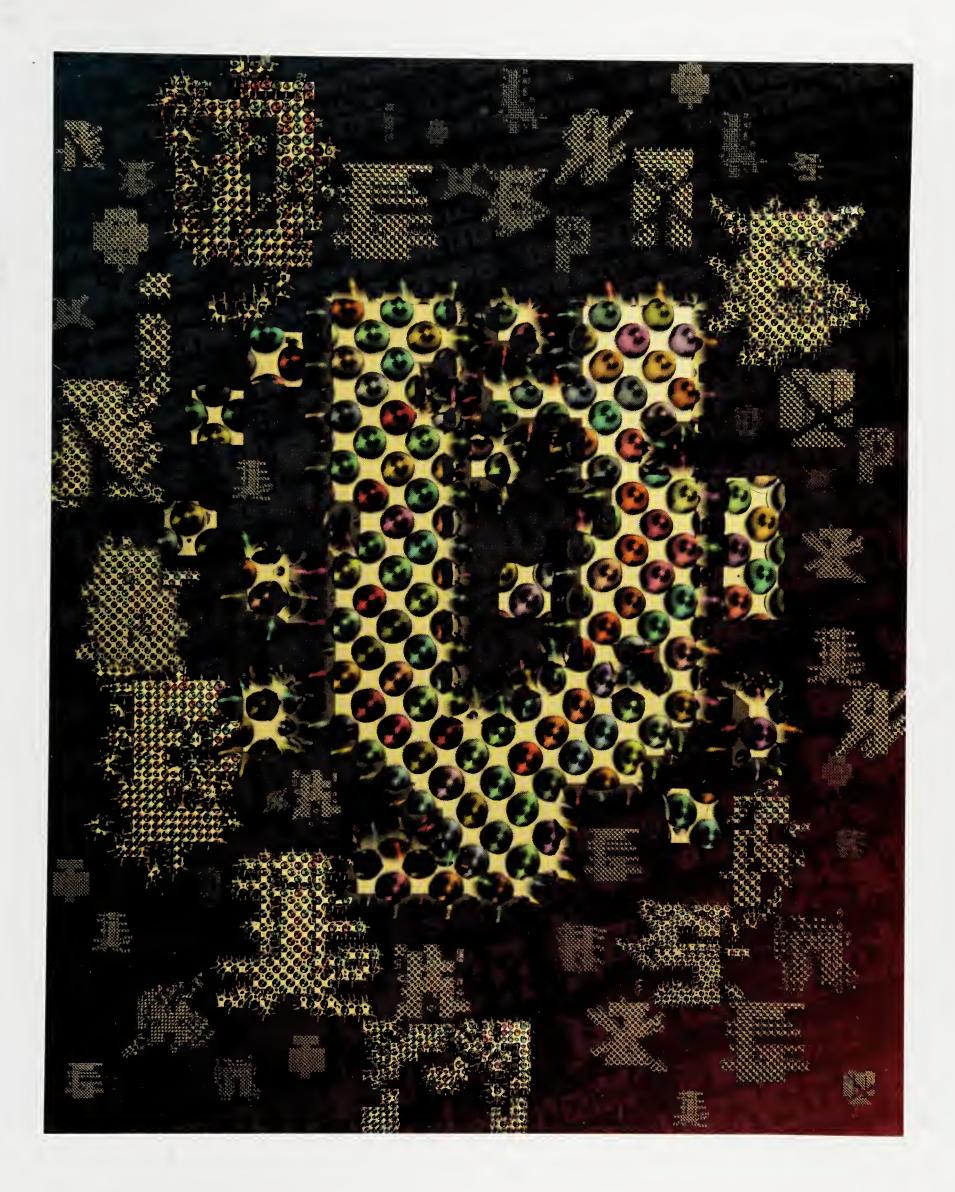
artwork title: Tribute to Gianni Versace

comments: 3D type based on the font Scratched Out, designed by Pierre di Scullo for the FUSE type library

artist/company: **Anders F Rönnblom,** Studio Matchbox

artwork title: Samples from the emBOX 3D Type collection

software used: Pixar Typestry, Photoshop, Live Picture
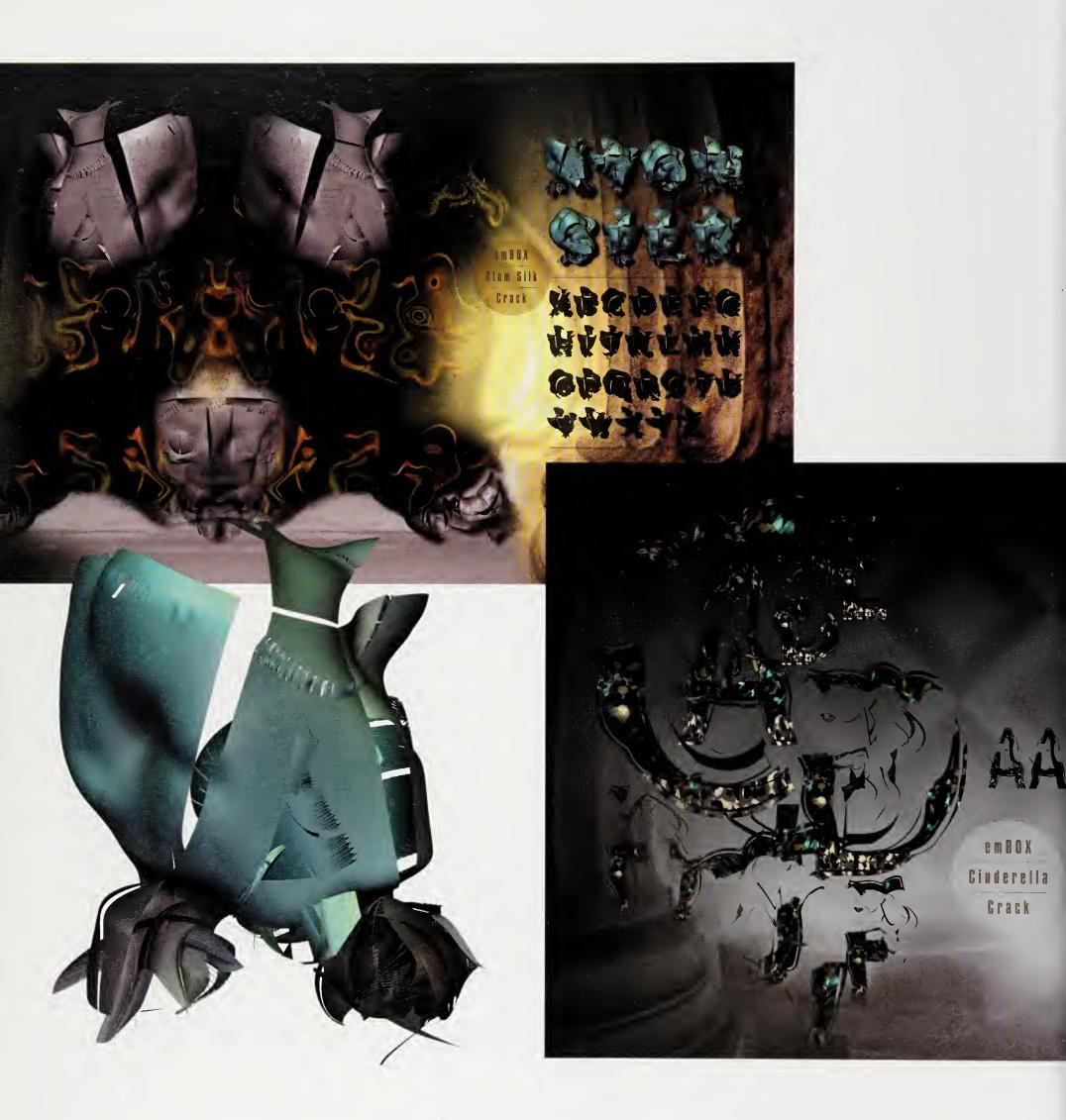
comments: Selected files available on the complementary MetalHeart CD

typefaces displayed: AKZ Metal Supreme, Concrete Supreme, Cyber Ribbons, Floofy Bronze Roman, Weird Wood 13,
Full Smoke Cica, Freaky Nuclear, Corrupt Metal, Cyber Metal Mother

artist/company: **Anders F Rönnblom,** Studio Matchbox

artwork titles: emBOX Atom Silk Crack, emBOX Cinderella Crack, emBOX Pontille Plate
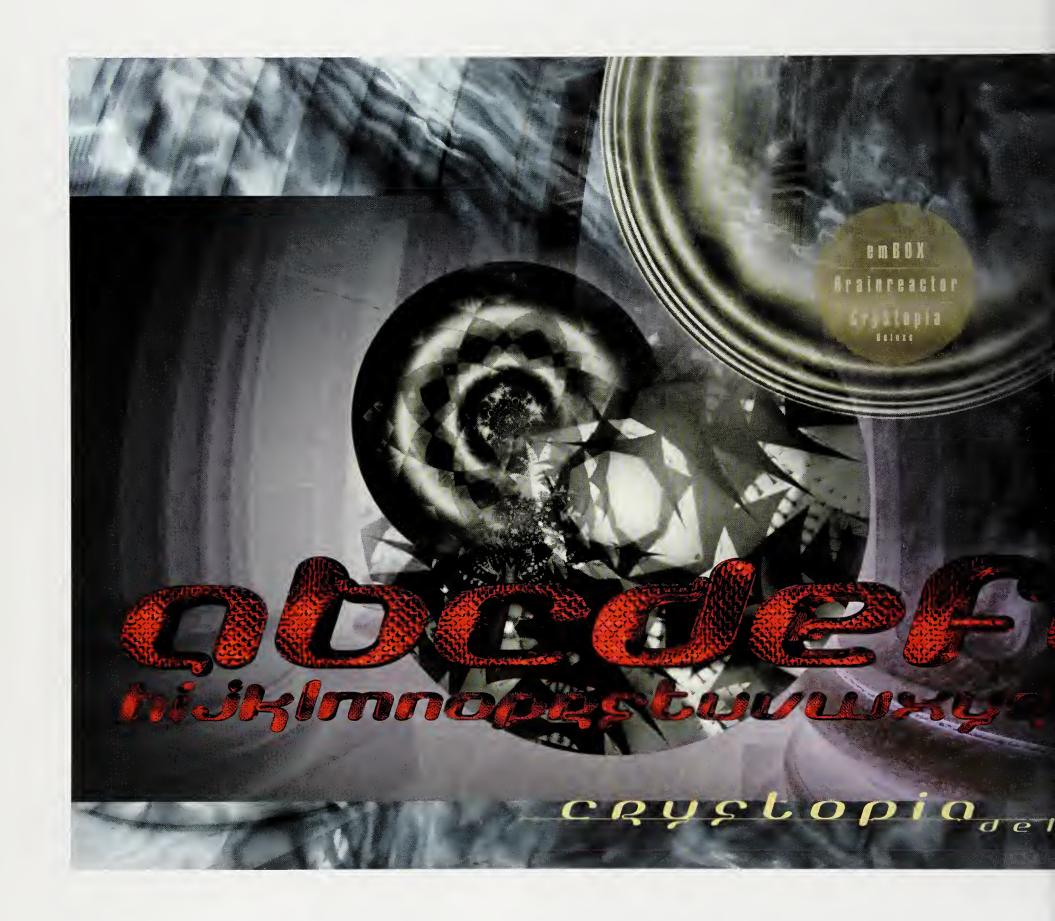
software used: Pixar Typestry, Photoshop, Live Picture

comments: Selected files available on the complementary MetalHeart CD

artist/company: **Anders F Rönnblom,** Studio Matchbox

software used: Pixar Typestry, Photoshop, Live Picture
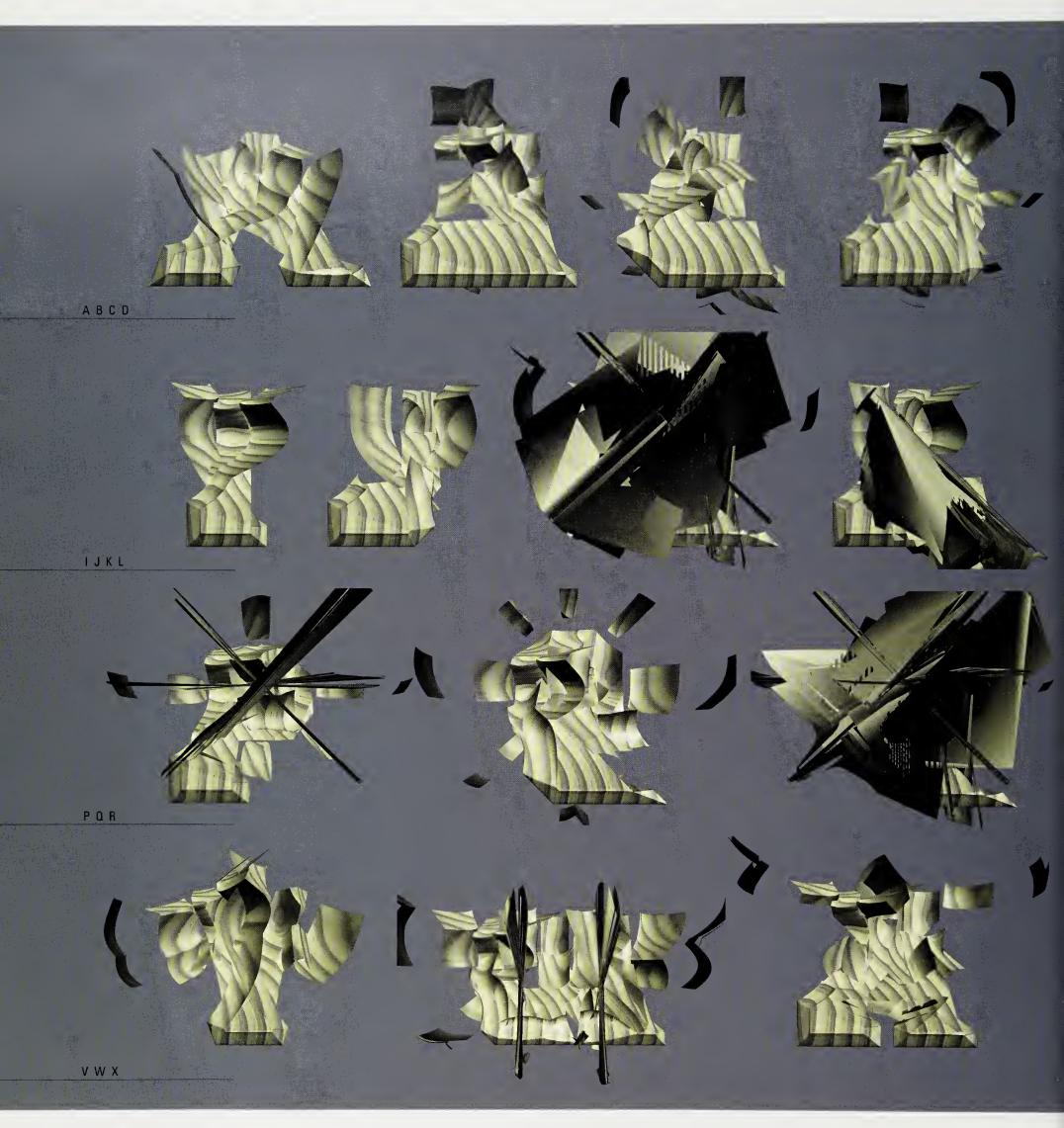
artwork titles: emBOX Crystopia Deluxe, emBOX Swelled Glass

comments: Crystopia Deluxe based on the Brainreactor Crystopia font

Selected files available on the complementary MetalHeart CD

A B C D

I J K L

P Q R

V W X

artist/company:	**Anders F Rönnblom,** Studio Matchbox	software used: Pixar Typestry, Photoshop, Live Picture
artwork title:	emBOX Extreme Wood	comments: Extreme distortions produced a corrupt typeface
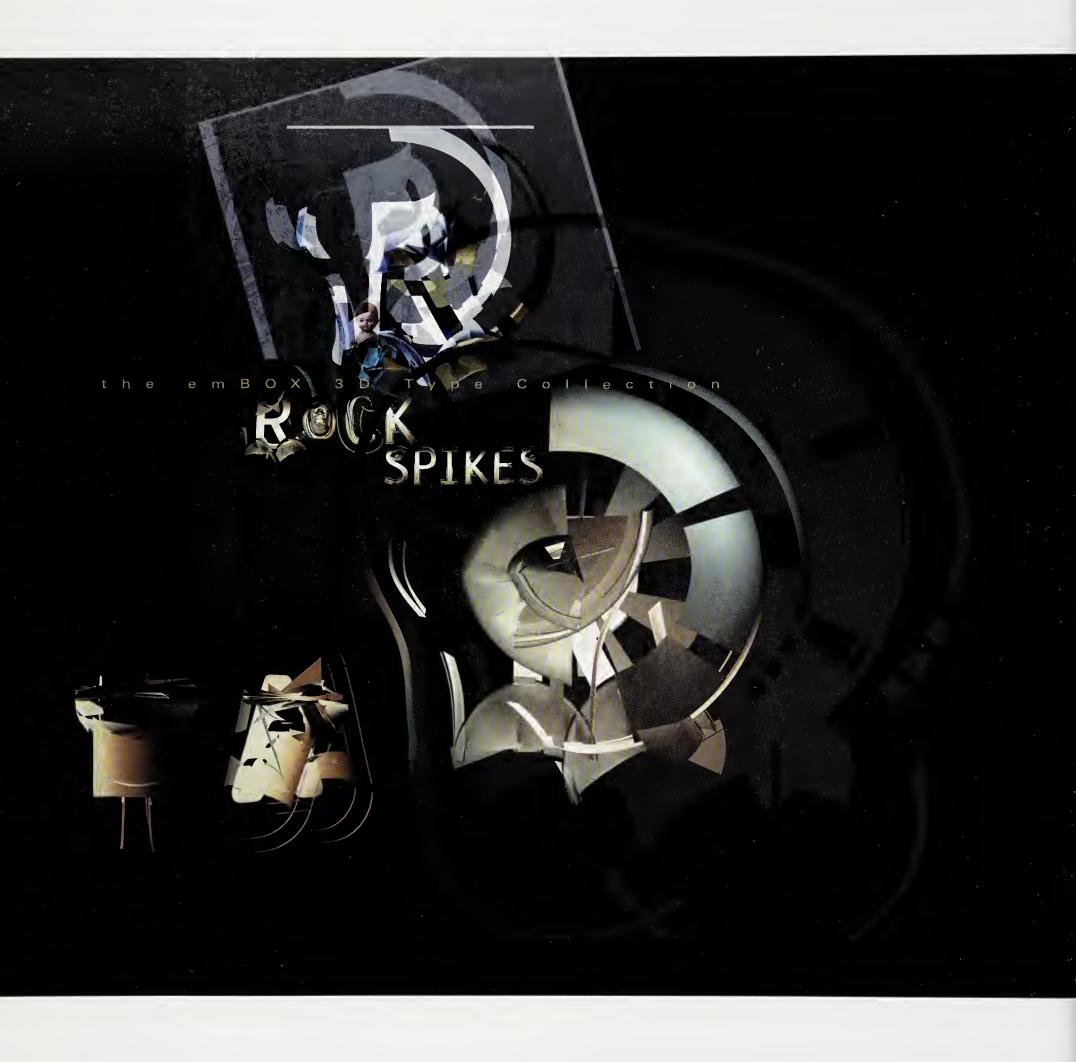
E F G H

M N O

S T U

Y Z ?

artist/company:	**Anders F Rönnblom,** Studio Matchbox	software used:	Pixar Typestry, Photoshop, Live Picture
artwork title:	emBOX Rock Spikes	comments:	emBOX catalog spread

THE emBOX ROCK RELIEF MATERIAL IS A STONE-LIKE SURFACE THAT HAS HAD ITS SPOTS WORN AWAY. IT IS BUILT AROUND A GENERAL PURPOSE MATERIAL THAT ALLOWS YOU TO CONTROL COLOR, SHININESS, METALNESS, TRANSPARENCY AND GLOW, TOGETHER WITH A RELIEF THAT PRODUCES A FRACTAL SURFACE. THE MAXIMUM HEIGHT, THE ROUGHNESS AND THE RUGGEDNESS OF THE RELIEF CAN BE CONTROLLED FOR EROSION EFFECTS, AND THE DISPLACEMENT PARAMETER IS USED FOR EXTREME DISTORTION EFFECTS. A WELL-BALANCED MIX BETWEEN THESE VALUES WILL PRODUCE A WIDE VARIETY OF BOTH SMOOTH AND SPIKY SURFACE MATERIALS.

artist/company:	**Anders F Rönnblom,** Studio Matchbox
artwork titles:	RenderMan sculpture 1 & 2, Labels 1, 2 & 3
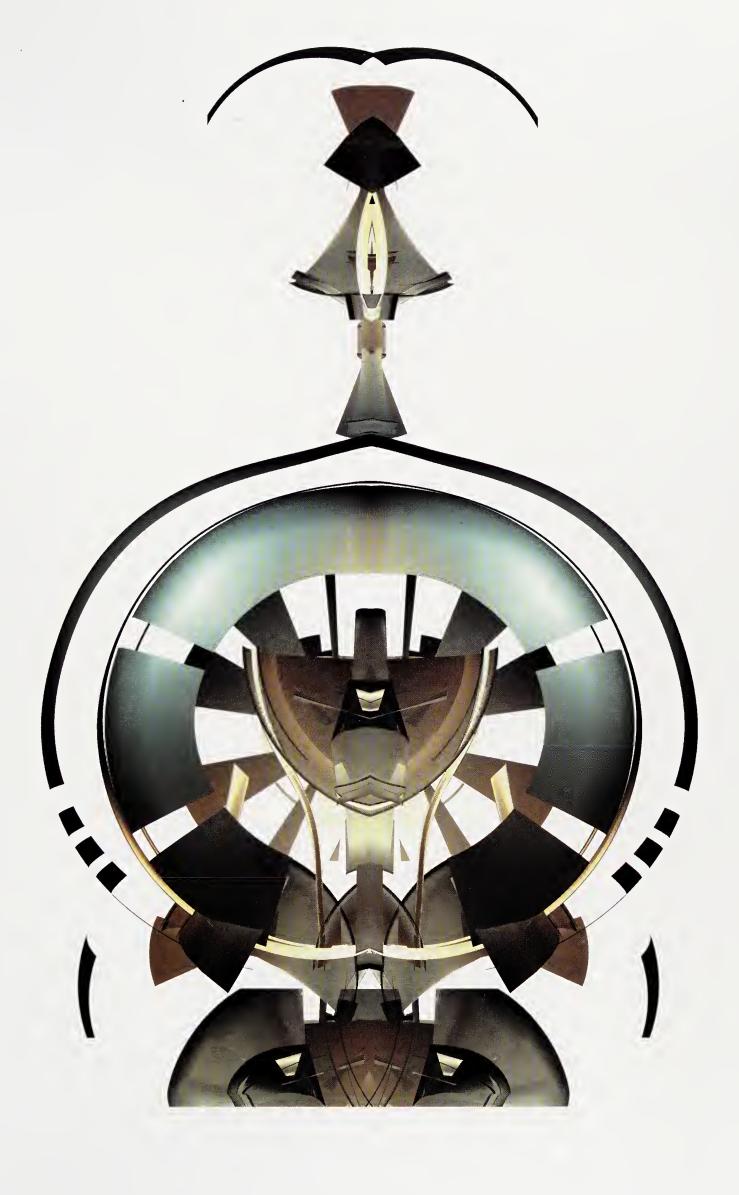
software used:	Pixar Typestry, Photoshop
typeface used:	emBOX Rock Spikes and Brainreactor Futuremark
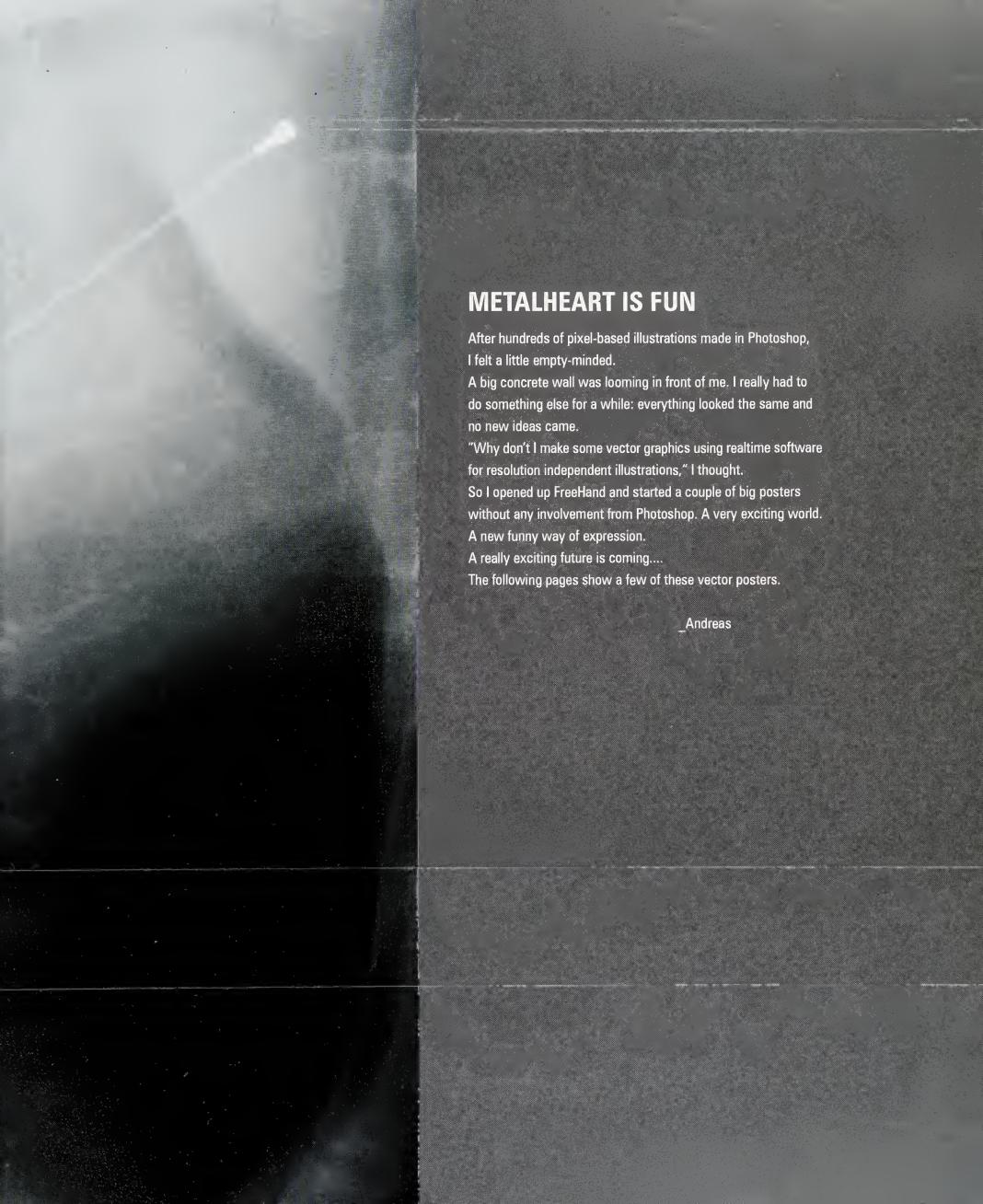
comments: Sketches for cosmetic products

METALHEART IS FUN

After hundreds of pixel-based illustrations made in Photoshop,
I felt a little empty-minded.
A big concrete wall was looming in front of me. I really had to
do something else for a while: everything looked the same and
no new ideas came.
"Why don't I make some vector graphics using realtime software
for resolution independent illustrations," I thought.
So I opened up FreeHand and started a couple of big posters
without any involvement from Photoshop. A very exciting world.
A new funny way of expression.
A really exciting future is coming....
The following pages show a few of these vector posters.

_Andreas

Recording ends at 16.44.31.16

16.44.26: - Co-pilot: "No (unclear)."
16.44.26: - Fire service leader: "De Gaulle tower from fire service leader, can you give me the situation of the Concorde" (two gongs and sound of switch, followed by another switch and sounds like exertion)
16.44.29: - Pilot: (unclear, sounds like exertion).
16.44.30: - Pilot: (unclear, sounds like exertion).
16.44.30: - Pilot: (unclear, sounds like exertion). Last sound noted on transcript at 16.44.30.18

IN_deep_end_ENT****

1

GROUNDBREAKER

Today is 00-11-22

SATISFACTION ARE HERE!

2001

2

ENT_er_tain_MENT****

LOGO FOR NOTHING™

(((Blamethestate)))

Recording ends at 16.44.31.16

16.44.26: - Co-pilot: "No (unclear)."
16.44.26: - Fire service leader: "De Gaulle tower from fire service leader, can you give me the situation of the Concorde" (two gongs and sound of switch, followed by another switch and sounds like exertion)
16.44.29: - Pilot: (unclear, sounds like exertion).
16.44.30: - Pilot: (unclear, sounds like exertion).
16.44.30: - Pilot: (unclear, sounds like exertion). Last sound noted on transcript at 16.44.30.18

IN_deep_end_ENT**

LOVE DESIGN

METALHEART IS ENTERTAINMENT
VER_sion_ONE_point_0
http://

★

METALHEART IS LOVE
DELICIOUS
DELERIOUS
DELETED
DESTRUCTED

2000-11-22

DELICIOUS
DELERIOUS
DELETED
DESTRUCTED

DENTISTRY

ACTION DENTAL SURGERY
AC_tion_MEN_tal_SURGERY

METALHEART ****
700x1000 mm Poster

MEGA_front
TOOLS FOR CREATIVE OUTPUT

[MEGA]
Rebels of new innovative ways of output

DNA-Mediated Electron Transfer

XYZ

artist/company: **Andreas Lindholm,** Tension Graphics   software used: FreeHand

artwork title: Megafont Illustration for 2001 calender

34

im_PLANTS

★

MEGAFRONT

d_BREAK_er_2

METALHEART IS FOOD
METALHEART IS FOOD

U S
TECHNOLOGY

MH³

2

47

METALHEART IS EXCITEMENT

Illustrations, compositions, graphic effects or art?
It's your decision.
When I created the following illustrations, I had real fun. It was
like a grown-up kindergarten. Many of them were made for clients,
but they were still fun to make, because the clients paid me to
experiment. Thank you, dear clients!
Some of them are old. The illustration with the "pills" on page 65
was made in late 1997. Respect and Metalspread 01 were made
in 1998. Most of the illustrations in this section were made in
1999.

_Andreas

artist/company: **Andreas Lindholm,** Brainreactor   software used: Photoshop, FreeHand

artwork title: Burnback

your convenience, you have priority to land."
switch noises).

rbe

| artist/company: | **Andreas Lindholm,** Brainreactor | software used: | Photoshop, FreeHand, Maya |
| artwork title: | Developmental Remix | comments: | Just another remix |

2 ⇒

RE-DEFINING THE ICEAGE

RE-DEFINES THE FUTURE

THE LAST ICE AGE PEAKED ABOUT 20,000 YEARS AGO, AFTER WHICH THE EARTH AGAIN BEGAN TO WARM. FOSSIL EVIDENCE SHOWS THAT
YEARS AGO, ICE AGE PEOPLE WERE ROAMING THE PLAINS AND FORESTS IN NORTH AMERICA, HUNTING ENORMOUS MAMMALS WERE
MOST OF THOSE ANIMALS WERE EXTINCT BY ABOUT 10,000 YEARS AGO. DID CHANGES IN CLIMATE OR OVER-
MAMMALS? SCIENTISTS ARE STILL DEBATING. MEANWHILE, WE LEARN
TOWERING GIANT GROUND SLOTH, CAMEL, MASTODON, THE CAT FOUND THE THE A BIG HORNED WOLVES, AND DOZENS OF OTHER ICE AGE ANIMALS.

MAMMUT AMERIBRUM
THE SIMPLE BEASTSWHICH WERE MIGHTY LARGE NUMBERS MAMMALS. FROM COAST TO COASTAND FROM ALASKA TO CENTER ABOUT 10,000
YEARS AGO, SOME MASTODON REMAINS HAVE BEEN FOUND ASSOCIATED WITH FIRES. PERHAPS OUR ANCESTORS USED BY SNOW HAND TO

THE WING CAT WAS BUILT TO AMBUSH ITS PREY WITH ITS SHORT, HEAVY LIMBS LACKING, SHARP TEETH FOR COUTTING
THANNIT FIELD ABOUT 14,000 YEARS AGO, DISTURBED WAYS ANIMALS COME MAMMON THE THE POWER AND
OF SCIENCE ANIMALS.

---

artist/company: **Andreas Lindholm**, Brainreactor

artwork title: Iceage

software used: Photoshop, FreeHand, Cinema 4D

comments: Cold as Mars

artist/company: **Andreas Lindholm**, Brainreactor

artwork title: Silence

software used: Photoshop, FreeHand, Cinema 4D

comments: Hot as hell

SILENCE IS SEXY

//SILENCE IS PROGRESSIVE//SILENCE IS POWERFUL//SILENCE IS SEXY//EXCITEMENT OF SILENCE//

SILENCE IS POWER

Silence is sexy

Silence"

>>SPEECHLESS NEUROTIC TISSUE 28
WE ARE CONSUMING SOUNDS AND DISTORTIONS

SILENCE IS A PRODUCT OF TIME

243 millimeters

391 millimeters

artist/company:	**Andreas Lindholm,** Brainreactor	software used:	Photoshop, FreeHand, Strata StudioPro
artwork title:	Metalspread 01	comments:	The birth of MetalHeart

622 millimeters

567 millimeters

B O O S T E R

/there's/no/creative/limits/use/ynur/imagination/index.html

m e t a l h e a r t

[a b i t n i c a t o r emBOX p r o j e c t]

TIMECONSUMING DETAILS

artist/company: **Andreas Lindholm,** Brainreactor

artwork title: Metalspread 02

software used: Photoshop, FreeHand, Strata StudioPro

comments: To messy to explain

artist/company: **Andreas Lindholm,** Brainreactor
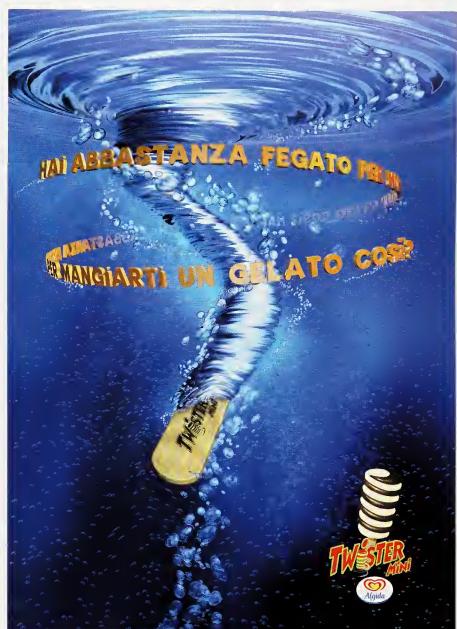
artwork title: Various illustrations and experiments

software used: Photoshop, FreeHand, various 3D applications
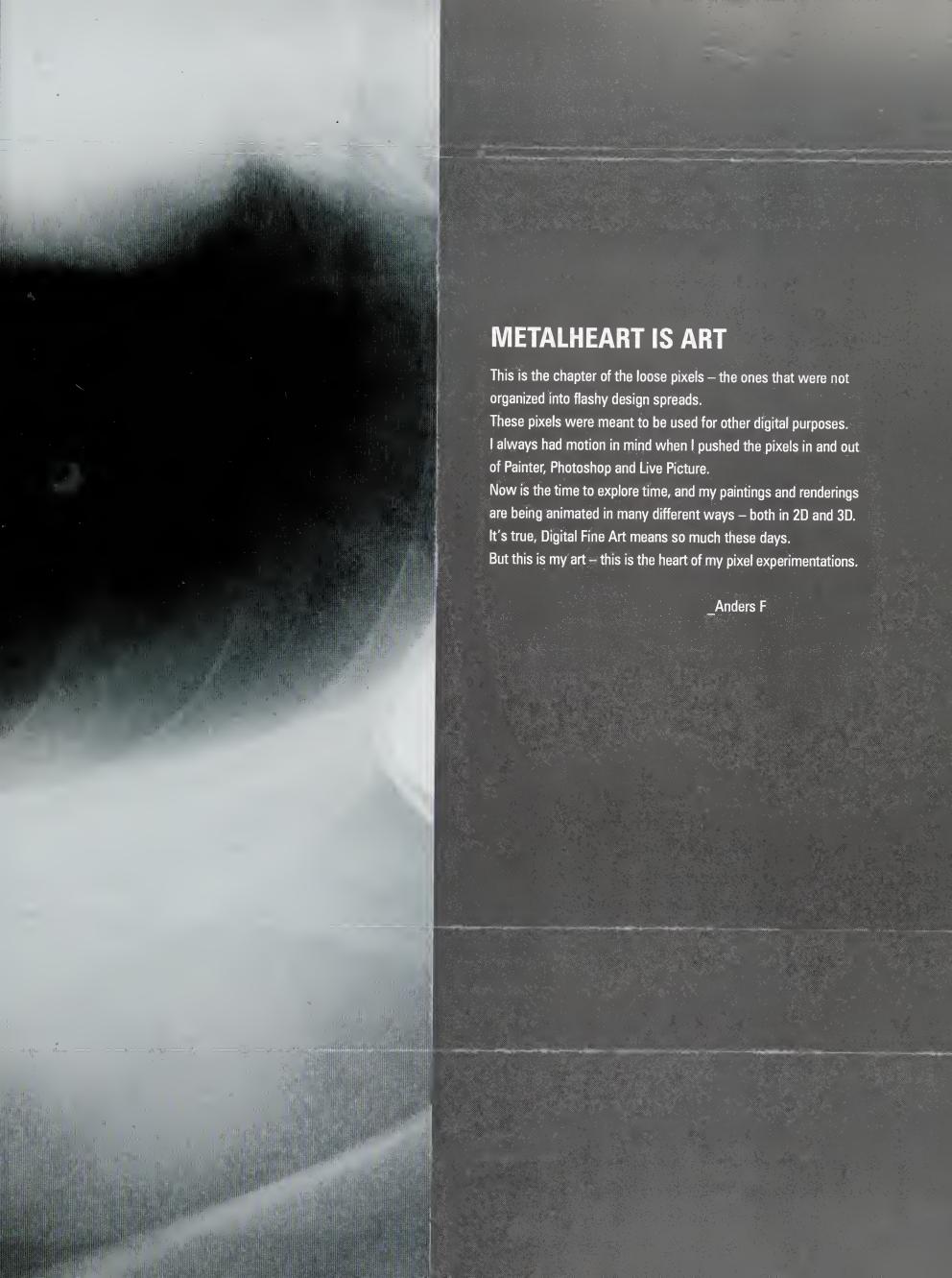
comments: Commercial work

METALHEART IS ART

This is the chapter of the loose pixels — the ones that were not
organized into flashy design spreads.
These pixels were meant to be used for other digital purposes.
I always had motion in mind when I pushed the pixels in and out
of Painter, Photoshop and Live Picture.
Now is the time to explore time, and my paintings and renderings
are being animated in many different ways — both in 2D and 3D.
It's true, Digital Fine Art means so much these days.
But this is my art — this is the heart of my pixel experimentations.

_Anders F

artist/company: **Anders F Rönnblom**, Studio Matchbox   software used: Photoshop, Painter, Live Picture

artwork titles: Monk and the Cyberbabies, Ghost Glass No 5
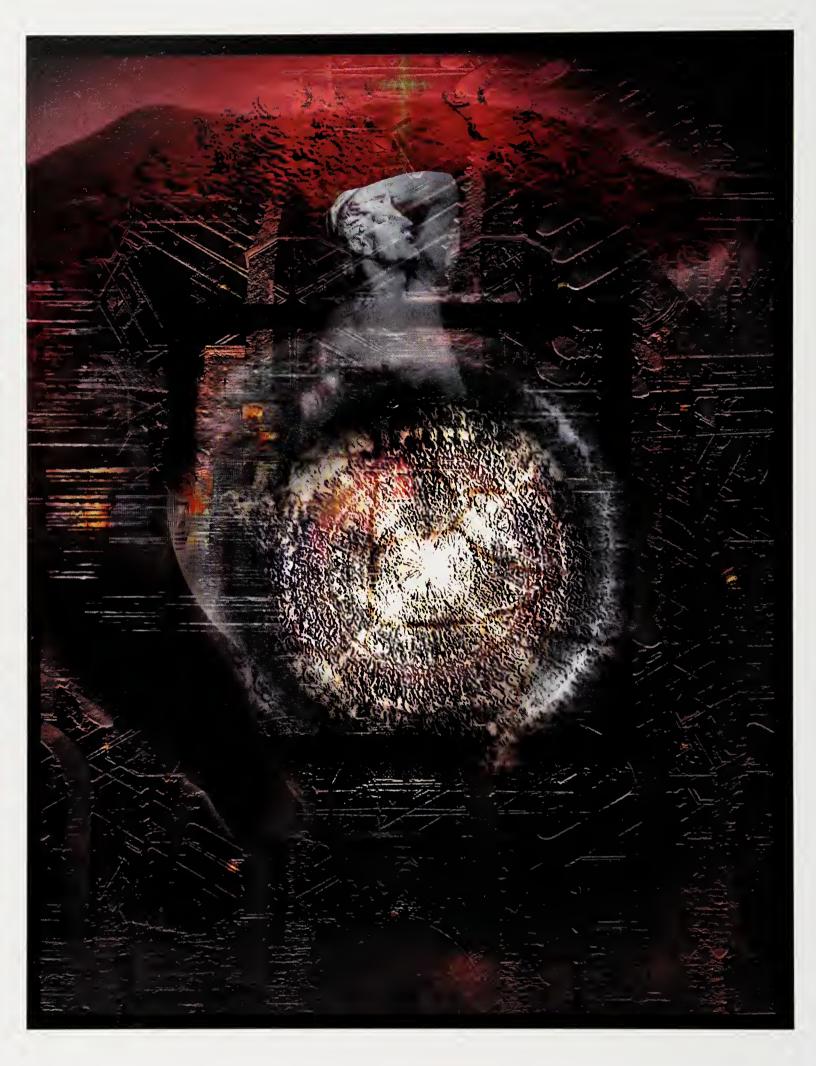
artist/company: **Anders F Rönnblom,** Studio Matchbox
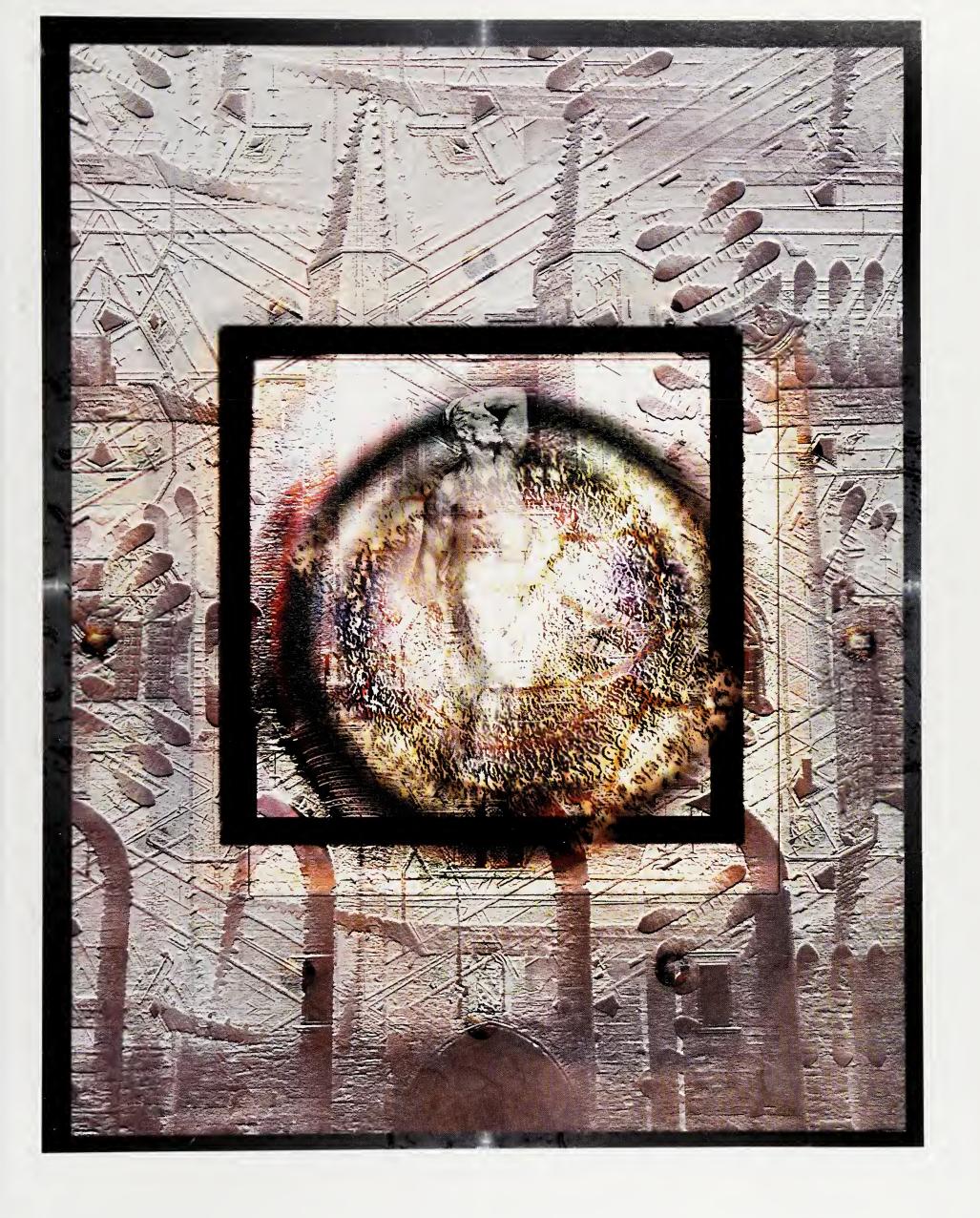
artwork titles: Getting To The Extra Church On Time 1 & 2

software used: Photoshop, TextureScape, Terrazzo, Painter, Live Picture

comments: Work in proress: images from an animated art video sequence

artist/company: **Anders F Rönnblom,** Studio Matchbox   software used: Photoshop, TextureScape, Terrazzo, Painter, Live Picture

artwork titles: The Equizinelle Series, Monk's missing, Blond Equize
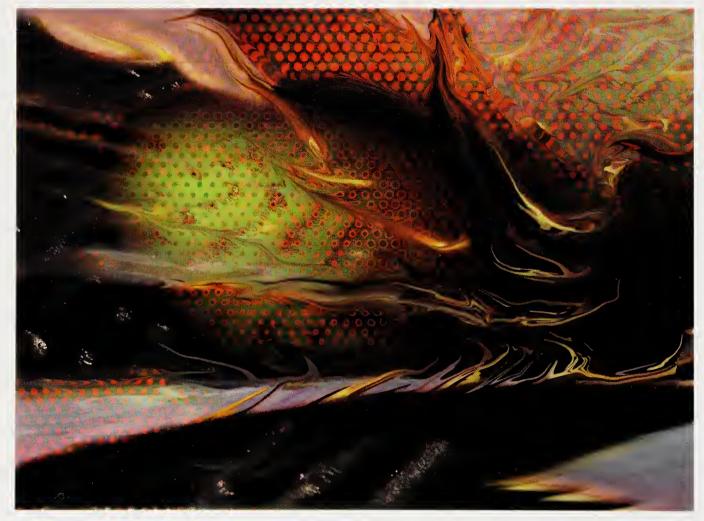
comments: Work in proress: images from an animated art video sequence

Photo by Mariann Eklund

artist/company: **Anders F Rönnblom,** Studio Matchbox   software used: Painter, Live Picture, Pixar Typestry, Photoshop
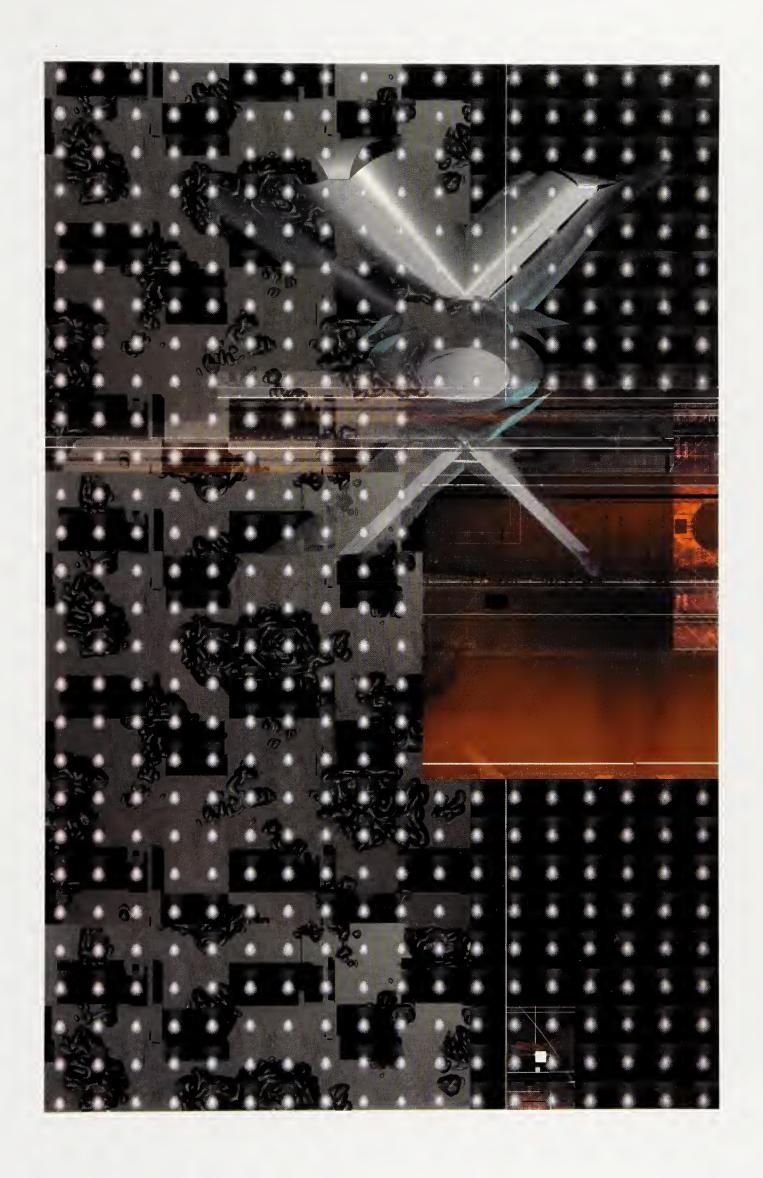
artwork titles: Spotlight Eggs 1 & 2, RenderMan Sculpture 8
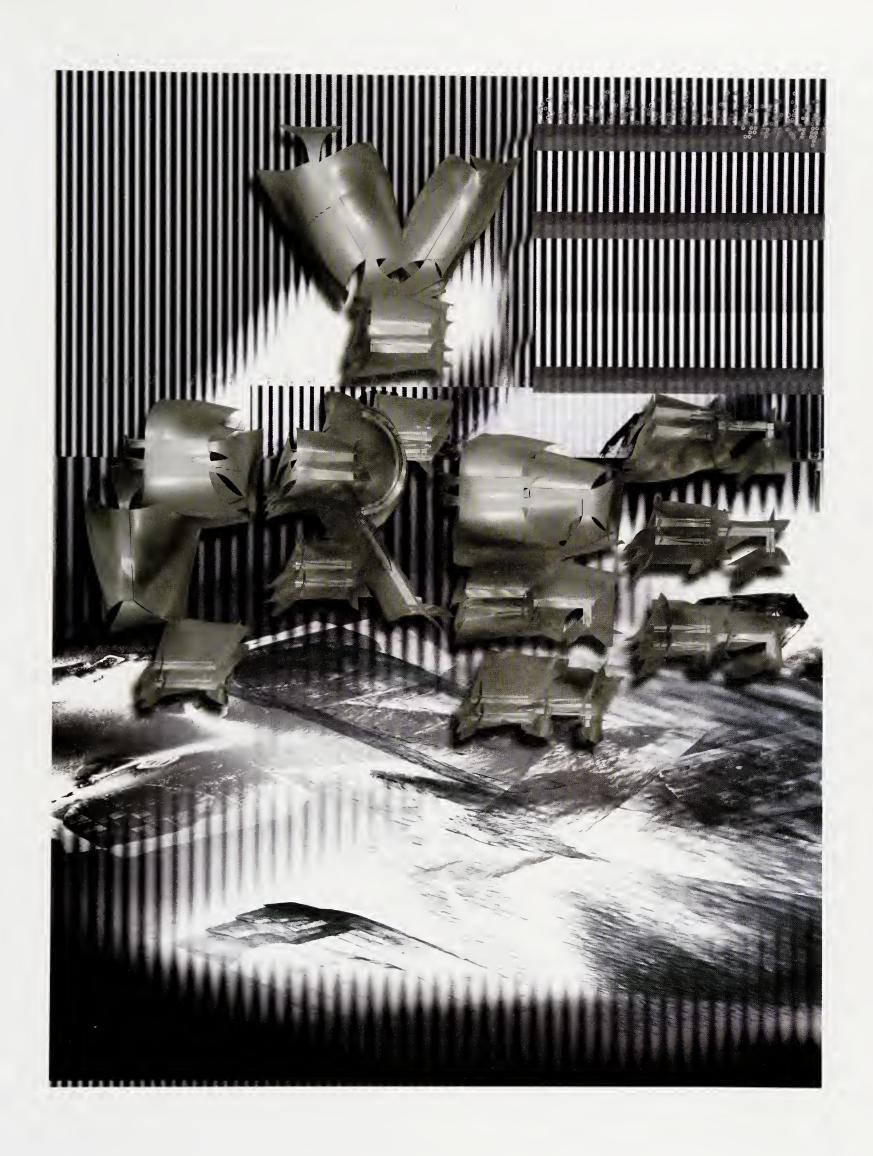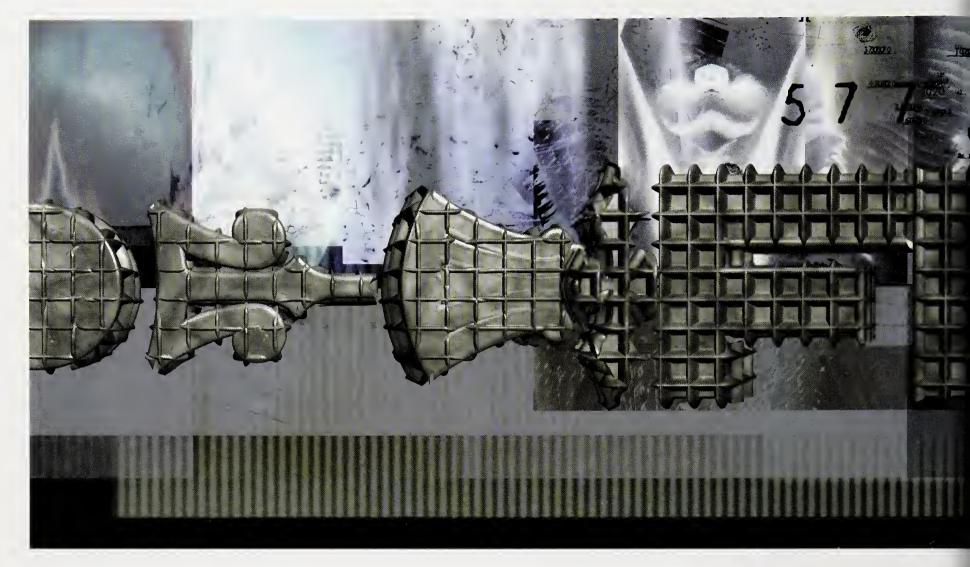
artist/company:	**Anders F Rönnblom,** Studio Matchbox
artwork titles:	RenderMan Sculpture 5 & 6

software used:	Pixar Typestry, Live Picture, Photoshop
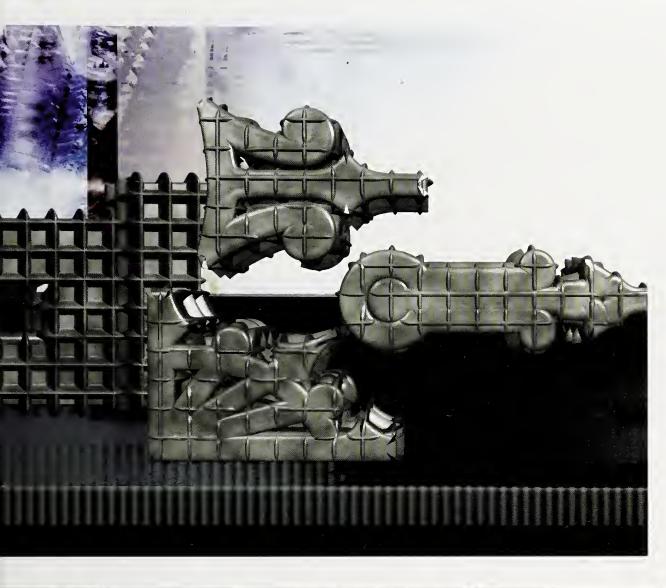
artist/company: **Anders F Rönnblom,** Studio Matchbox   software used: Pixar Typestry, Live Picture, Illustrator, Photoshop

artwork titles: RenderMan Sculpture 7 & 1

artist/company: **Anders F Rönnblom,** Studio Matchbox

artwork titles: Statues in Trasition 1, 2 & 3
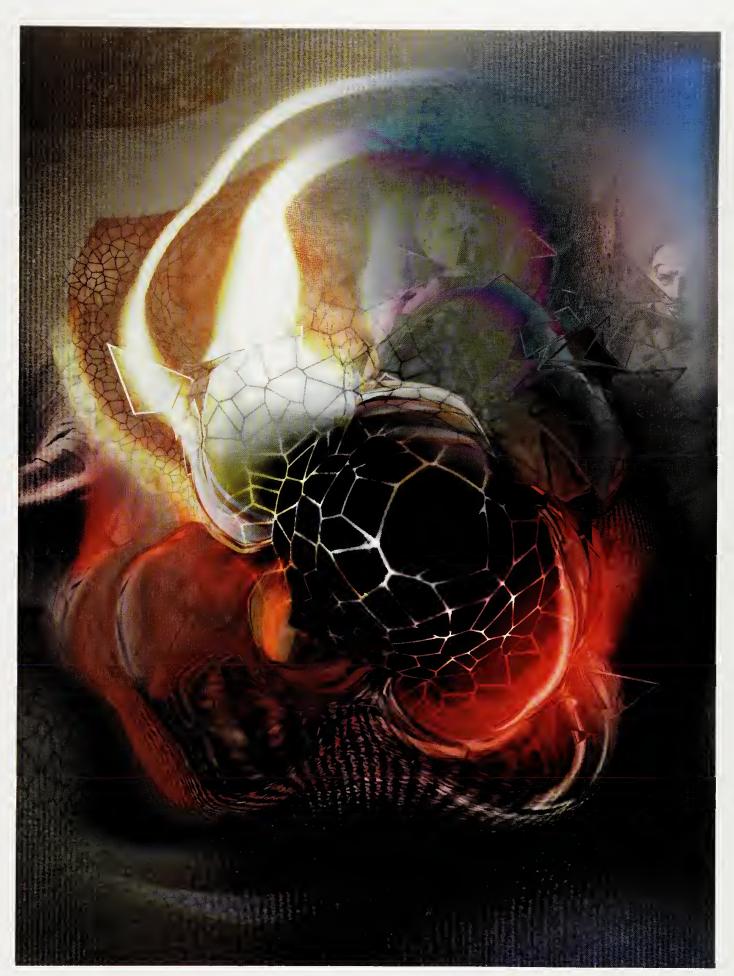
software used: Photoshop, Painter, Live Picture
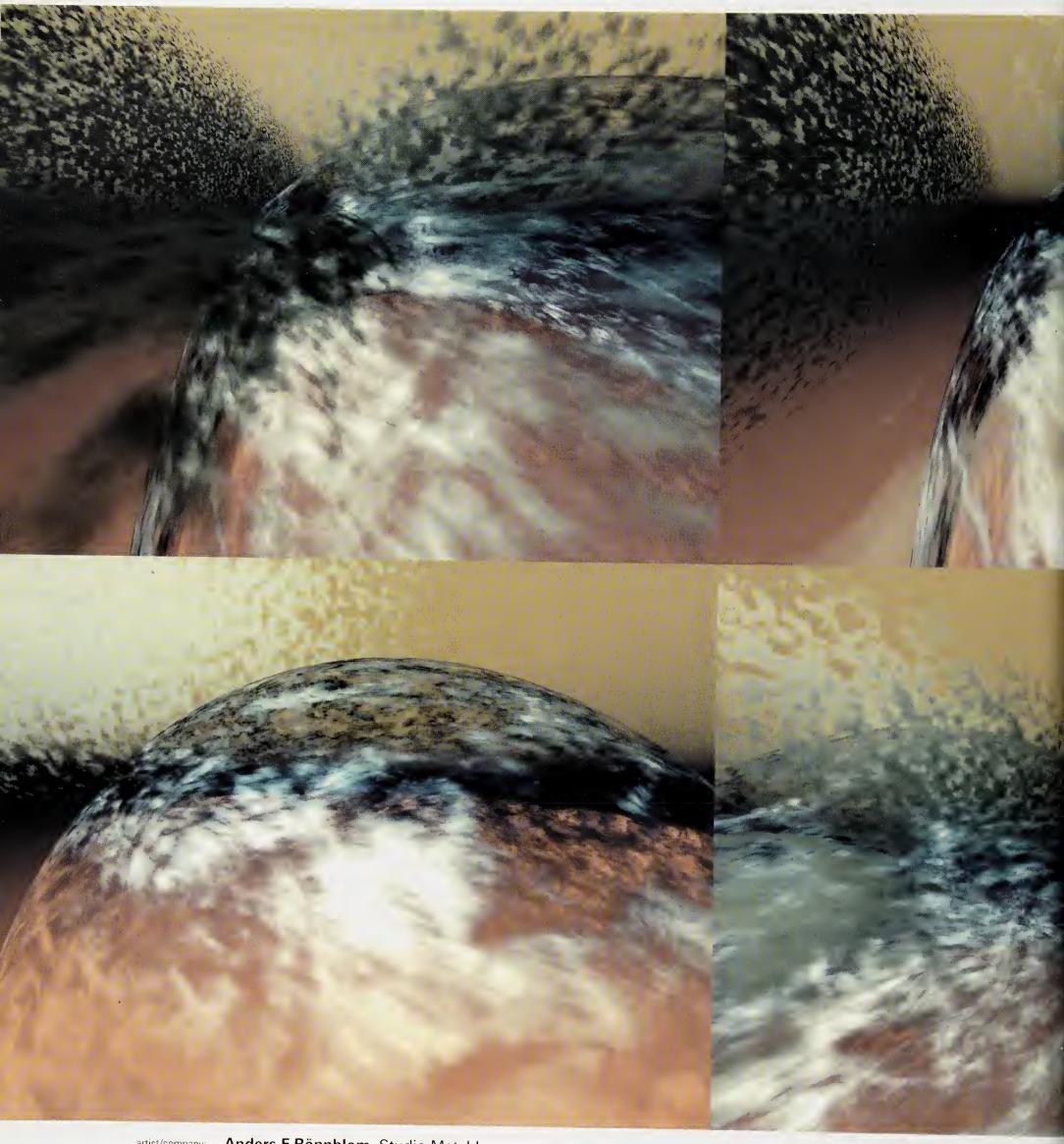
comments: Work in proress: images from an animated art video sequence

artist/company: **Anders F Rönnblom,** Studio Matchbox

software used. Bryce 3D

artwork title: Clouds Go Nowhere
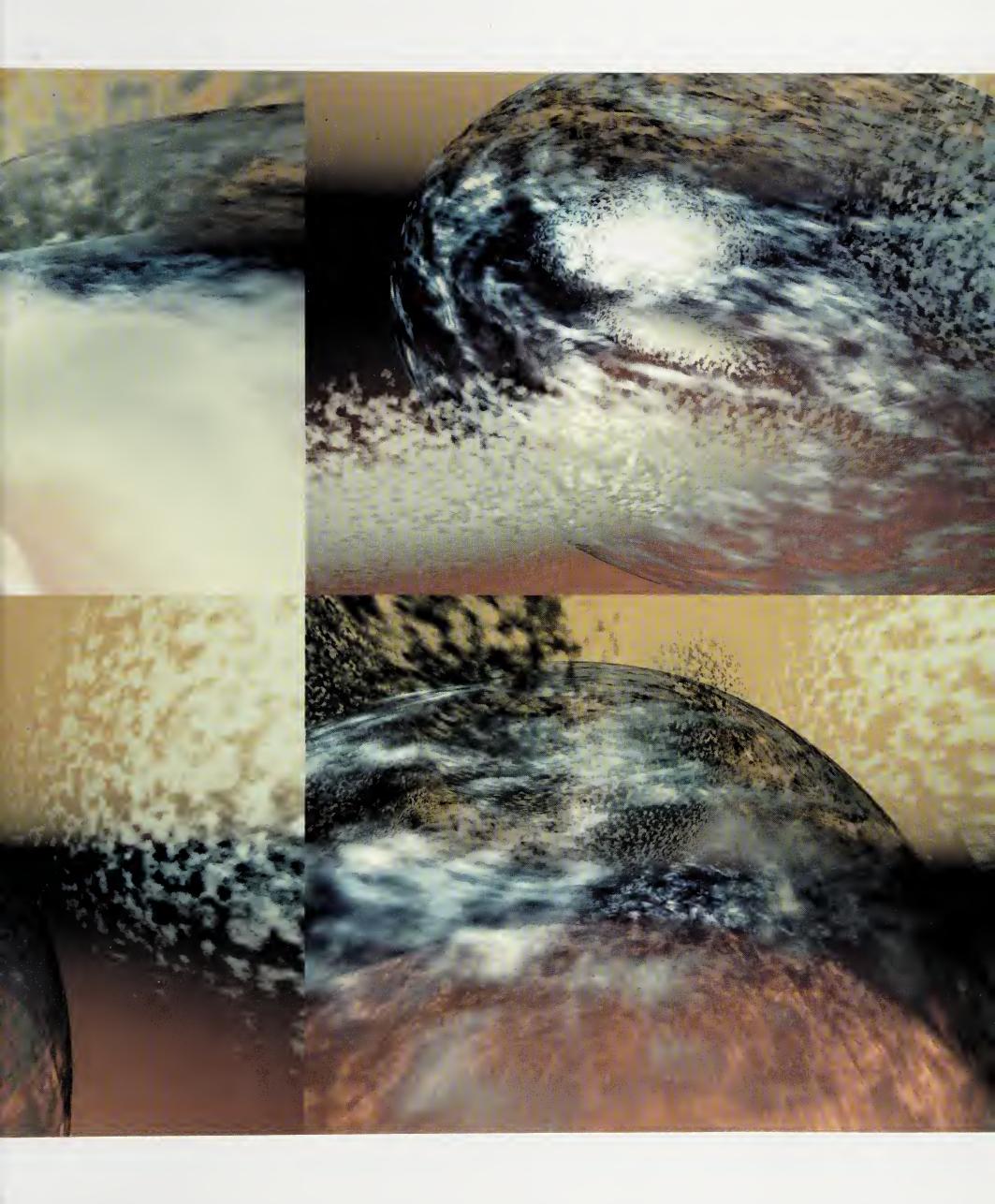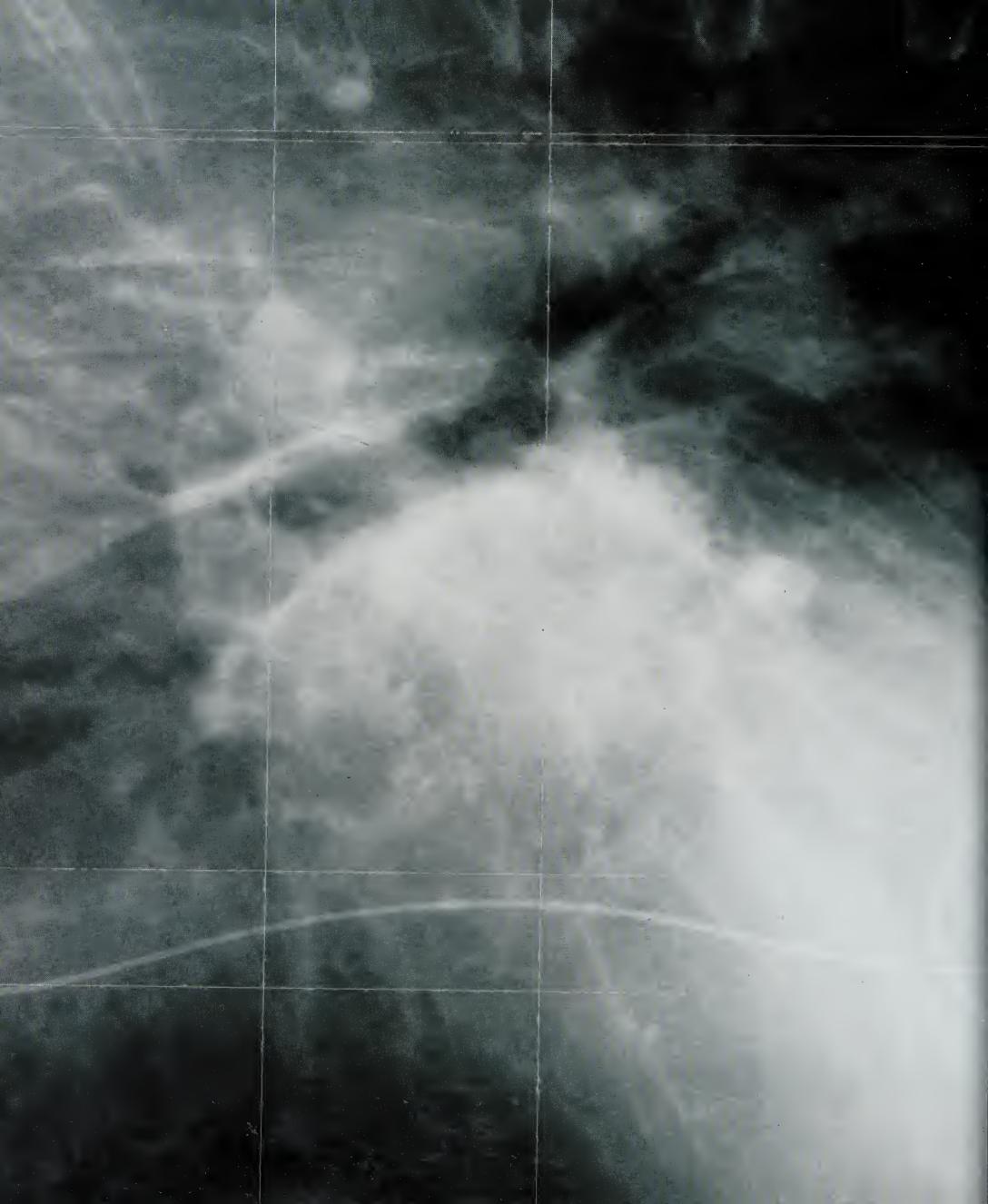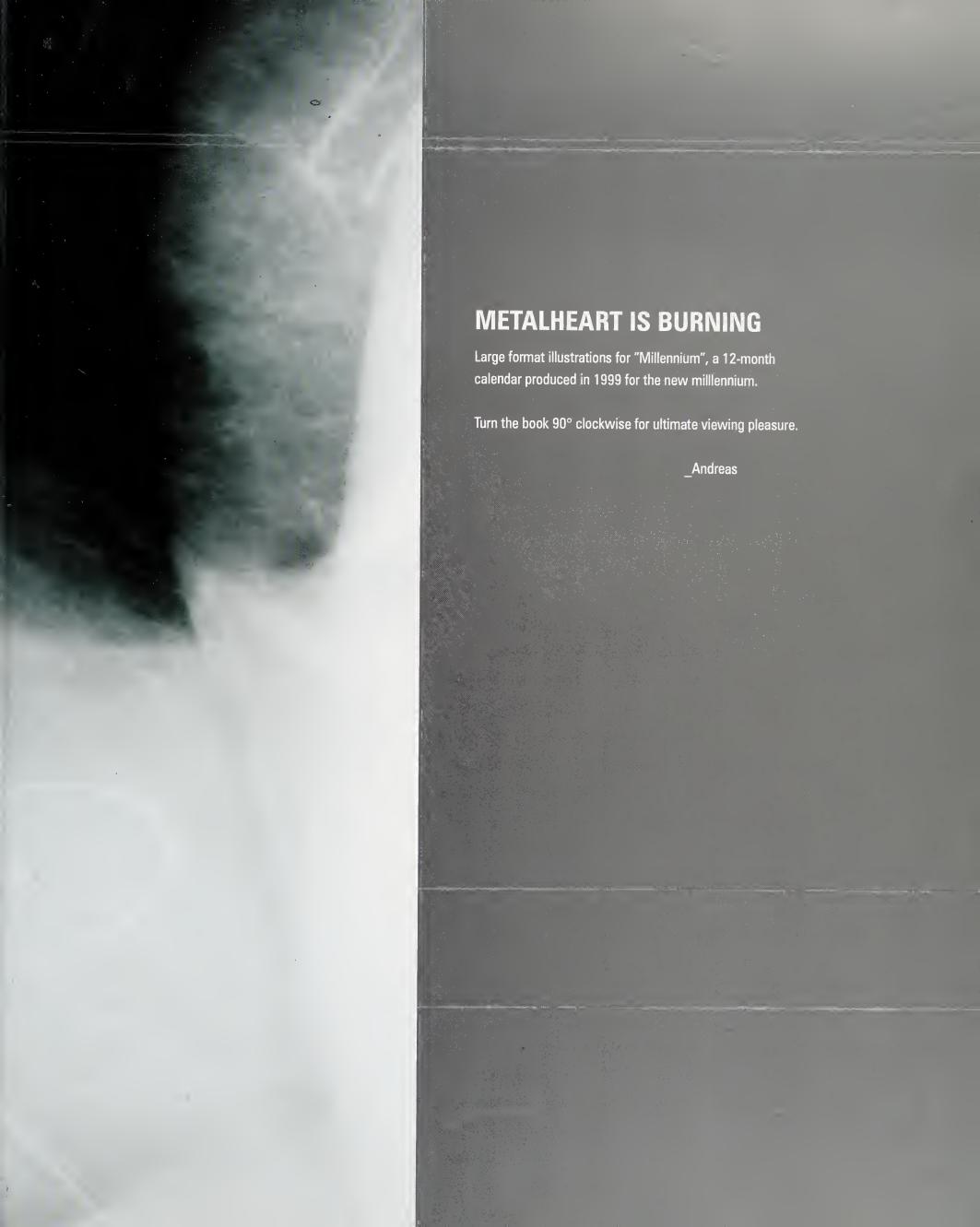
comments: Work in proress: images from an animated art video sequence

METALHEART IS BURNING

Large format illustrations for "Millennium", a 12-month
calendar produced in 1999 for the new milllennium.

Turn the book 90° clockwise for ultimate viewing pleasure.

_Andreas

SUBSTRATE

SUBSTRATE INTEGRATION

DRAMATIQUE

SUBSTRATE

This biohybrid system promise to become a powerful tool for drug discovery and for the networks, of synaptic plastici and of pathophysiological conditions. Such a

98:4:89:7534

... and for the analysis of neural ... conditions ... as ischemia and epilepsy.

CULTURECRASH

AIKAO

Killer

98:4:89:7534

SUBS

dynamics

unlimited patterns

CONSTRUCTIVE EQUINO

57 millimeters

eighthundredfortyfour.ml

The Last Wonder of the World.

Thirty times larger than the Empire State Building, the Pyramid's
terraces are so large they can be seen from the Moon. Its base
covers 13 acres (equal to seven midtown Manhattan city blocks);
each side being greater than five acres in area. A highway lane
eight feet wide and four inches thick could be built from San
Francisco to New York and put inside the Great Pyramid. The
oldest structure in existence, having been started 4,617 years
ago, it is the sole remnant of the Seven Wonders of the World.

HVBBDDDBT

distortions

permedia/analytic/solutions/for/the/brave

>>16.78.290   >>17.63.381   >>18.99.992

>>14.37.306

>>13.65.229

4.984:44

43984-44

CESS

NERG

DISBELIEF
GROUP

NON-ANTISTA
VISUAL FULLRA

EXPOSE

DISCUSS

WATCH

THINK

CHOOSE

BE HAPPY

ENERGY

ENERGY

entrance to ind
interstate

hypocondrica

Trapezius

Humerus

Pronator tere

Exten digito m umm
Extensor carpura lis bre
Flexor digito pb s
Abductor Pollicis longus
(Extenso p lic s evis

rmx02

interstate resonance

METALHEART IS FRIENDS

Friends, colleagues, competitors...
We are proud to present an artist gallery of outstanding art from
more than 30 digital artists and designers from Sweden,
Norway, the Netherlands, France, Italy, Turkey, Japan, New Zealand,
Canada and the USA.
Weird stuff. Beautiful shapes. So much metal!
Different styles – but also a lot in common.
Enjoy!

_Andreas and Anders F
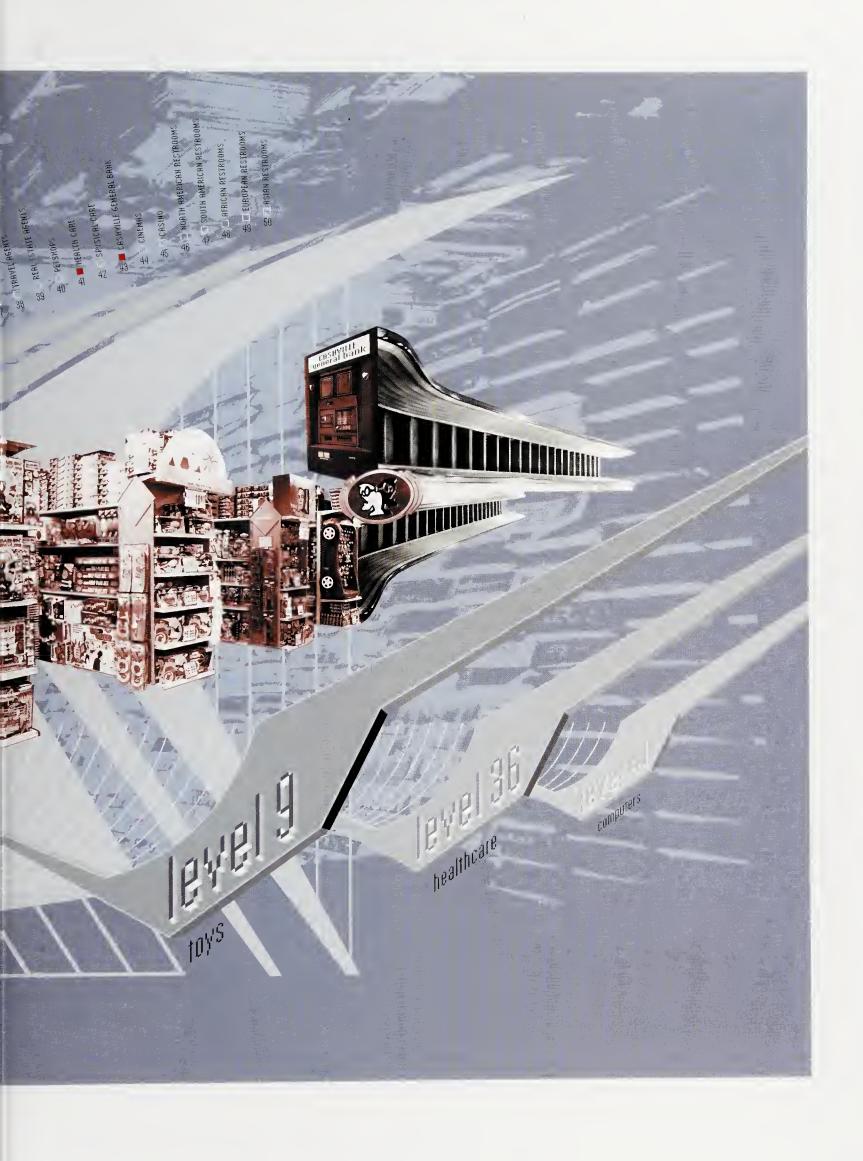
artists/company:	**Bas Waijers and Jurgen van Zachten**, Riff Raff
based in:	Amsterdam, the Netherlands
artwork title:	Shopping
software used:	Illustrator, Photoshop, QuarkXPress, Infini-D
contact info:	www.riffraff.nl
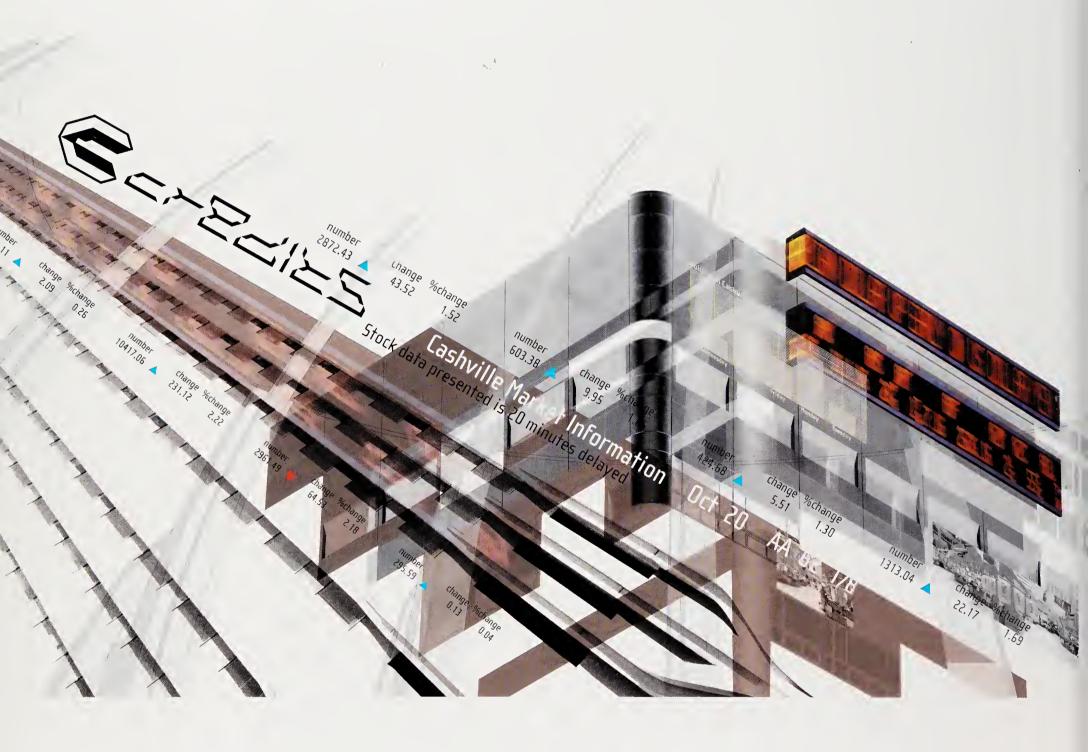
artists/company: **Bas Waijers and Jurgen van Zachten**, Riff Raff

based in: Amsterdam, The Netherlands

artwork titles: Financial, Mailing, Planologie
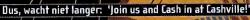
software used: Illustrator, Photoshop, QuarkXPress, Infini-D

contact info: www.riffraff.nl

2084 ™

CASHVILLE,

De eerste Citymall© ter wereld is geopend. Het is een hit.
Logisch, want iedereen wil wonen in een miljoenenstad die is opgebouwd rond een shoppingmall.
Wonen en kopen onder één dak! Het is de droom van iedereen.
In 2084™,

Die droom is voor het eerst gezien door Casher Worldwide, een conglomeraat dat in 2035 groot werd met de verkoop van de jaren van de 21ste eeuw.
In 2077™ lanceert Casher Worldwide het idee van de Citymall©. Het is een uniek concept waarbij de eerste levensbehoeften,
wonen en kopen, zijn geïntegreerd. Een wereldwijde advertising campaign brengt Cashville aan de man.
De campagne, compleet met interactive selling propositions en direct advice-activiteiten gericht op politici en opinion-leaders, blijkt overbodig.
Cashville verkoopt zichzelf.
En als de eerste bewoners Cashville betrekken, wordt al gewerkt aan een wereldomspannend netwerk van CityMalls.
Cashville betekent de start van een wereldwijde commerciële revolutie.

Wie in Cashville woont is nauwgezet gescreend en getest.
Klantgegevens uit de Cashers Global Customers Database
zijn gekoppeld aan het individuele DNA-profiel.
Liquiditeit word gecheckt. Koopbereidwilligheid wordt getest.

Bewoners van Cashville werken overdag binnen de Citymall©.
De thuisblijvers hebben hun eigen taak. Winkelen, kijken en vooral kopen.
Indoctrinerende reclame is dan geen overbodige luxe:
duizenden reclameboodschappen worden overdag en 's nachts ingeprent.
Gratis.
Koopgedrag vormt de basis van de continue geldstromen van inkomsten
en uitgaven. Het maakt Cashville tot een geheel zelfverzorgend organisme.
Onafhankelijk. Vrijheid in optima forma!

Kortom, iedereen in Cashville wint: materieel en emotioneel!

Dus, wacht niet langer: 'Join us and Cash in at Cashville!'

Consumer Protection Department

Recreation Dome

Hall of Sports

Cashville Control Centre

Financial District

artists/company: **Bas Waijers and Jurgen van Zachten**, Riff Raff

based in: Amsterdam, the Netherlands

artwork titles: Architecture 3, Architecture 1

software used: Illustrator, Photoshop, QuarkXPress, Infini-D

contact info: www.riffraff.nl

HARDCORE ASASSIN TURBULENCE GRAPHICS BY CHAPTER THREE EMOTIONAL ABSTRACTS

artist/company: **Jens Karlsson**

based in: Karlskrona, Sweden

artwork title: Industrial Intelligence

software used: Photoshop

contact info: jens@chapter3.net

AND THE PHYSICAL BODY EXISTS ANOTHER MANIFESTATION OF US (ANOTHER MANIFESTATION OF ME)

[deathcold]

INDUSTRIAL INTELLIGENCE 48:

IOIORYTHMIC EXPRESSION FOR SELF PROMOTIO
PLEASE VISIT CHAPTER3.NET RIGHT AWAY

*THINK.063

SPIRITUAL KNOWLEDGE

IT'S JUST REALIZATION THAT YOU'SET BEYOND THE TIME IS ETERNITY
SO OPEN UP YOUR MIND AND SPARK YOUR INDIVIDUAL BELIEF AND
YOU WILL SEE THAT A PERSON WHO'S NEVER BEEN OUTSIDE HIS OWN
VILLAGE ALWAYS THINKS HIS VILLAGE IS THE WHOLE WORLD

RIGHTOUSSNESS IN A CROOKED FUTURE
COPYLEFT 2000 JENS KARLSSON | CH3

DEMOLIVE PRESENTS
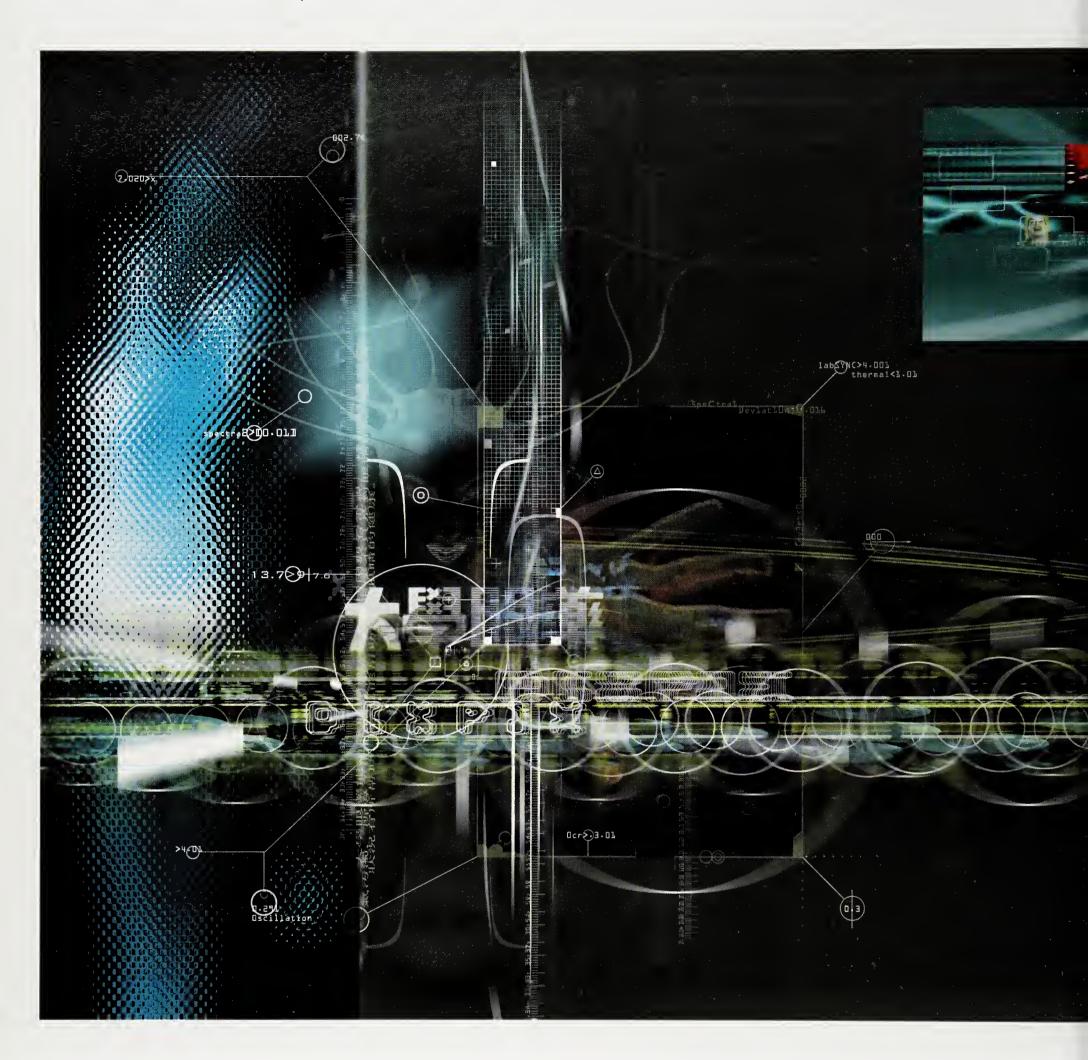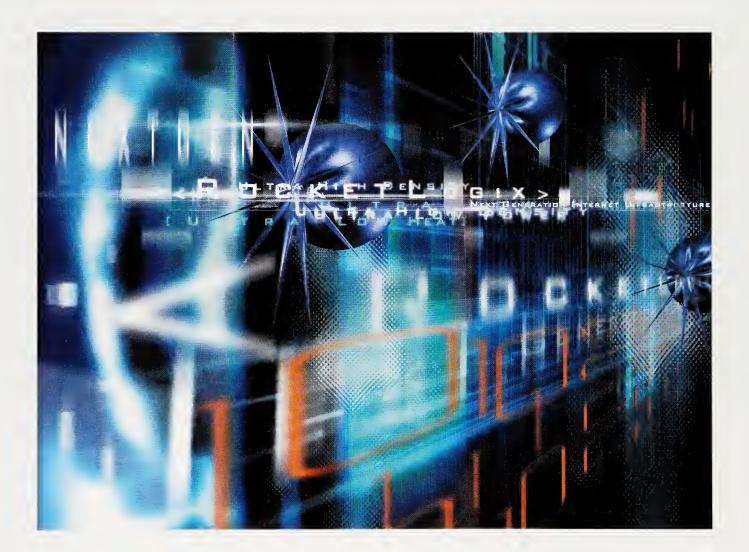
artist/company:	**Richard Krall**
based in:	New York, USA
artwork titles:	Spectral Deviation, Dixpix card, Rocketlogix
software used:	Photoshop
contact info:	dixpix@earthlink.net

artist/company:	**Klas Jonsson,** Strobe
based in:	Stockholm, Sweden
artwork title:	Ultraviolence
software used:	Photoshop, Cinema 4D
contact info:	klas@strobe.se
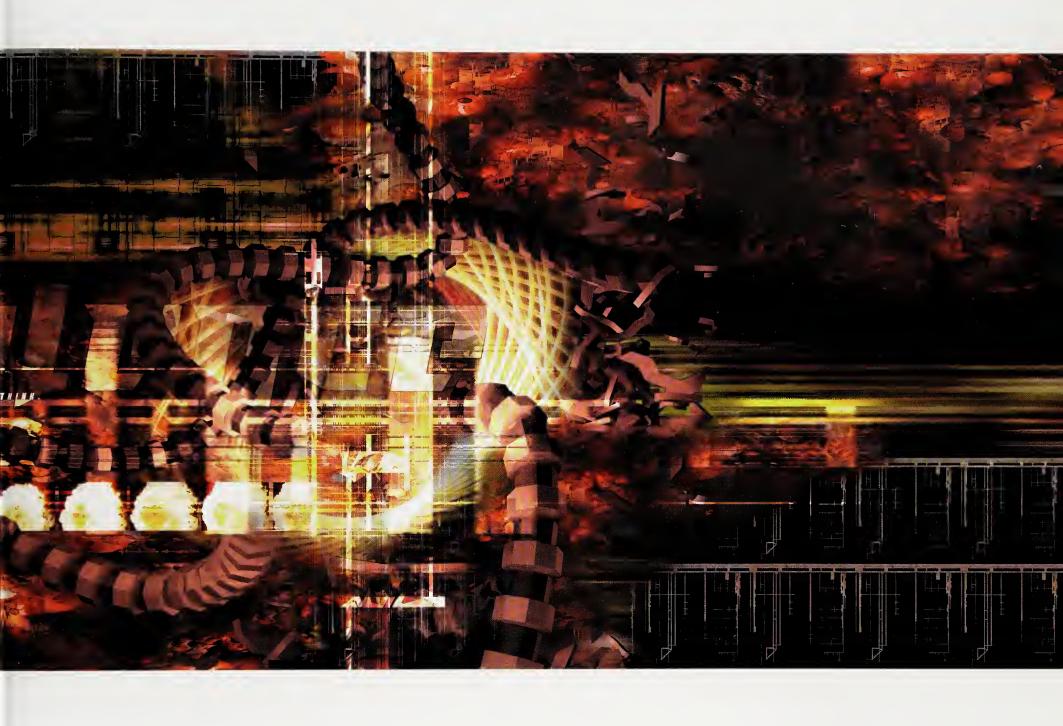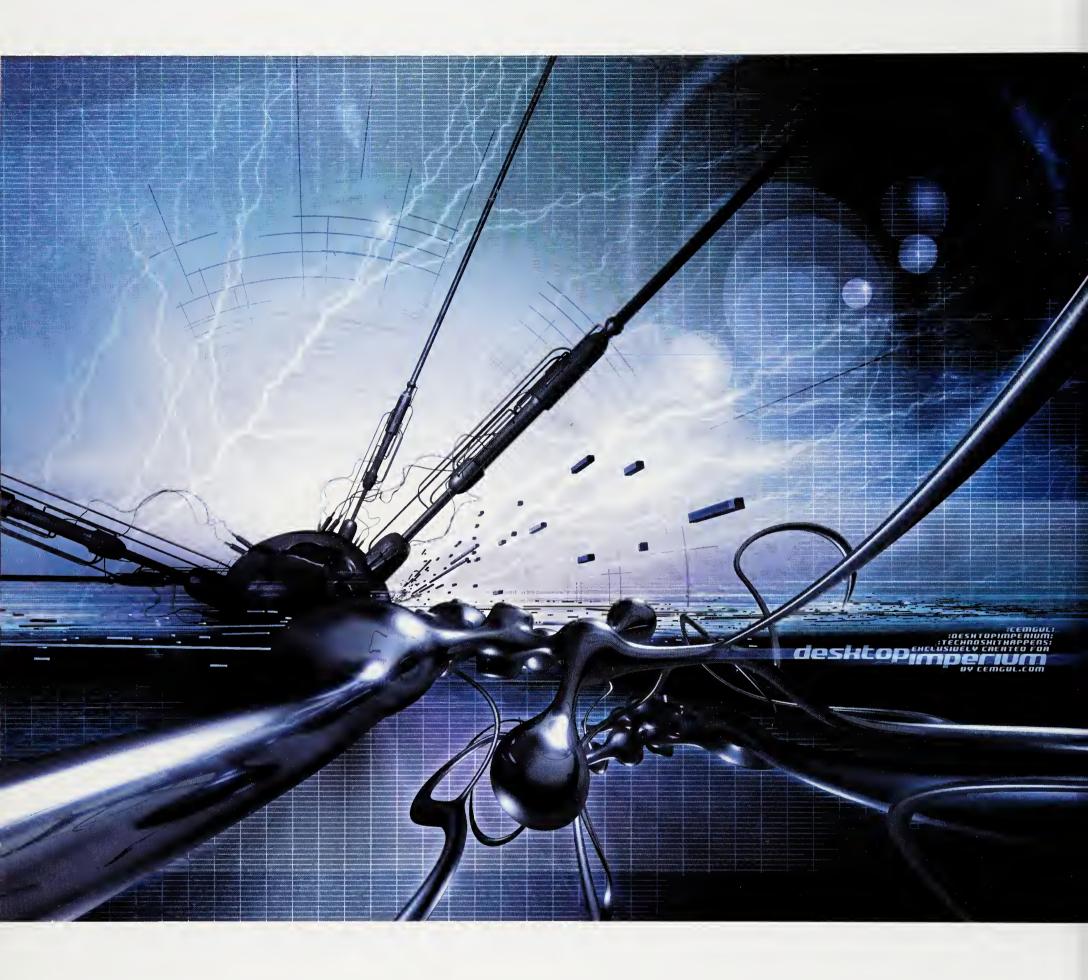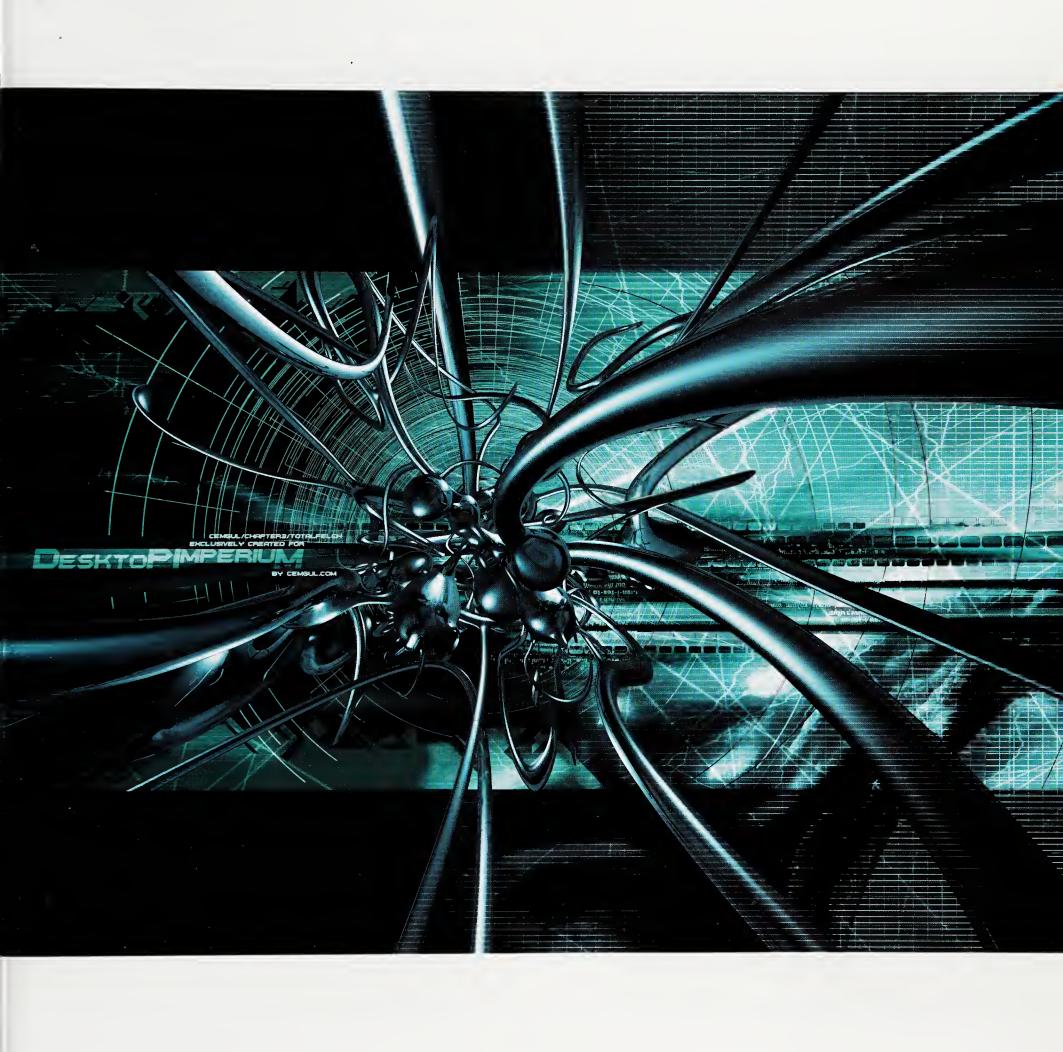
artist/company: **Cem Gül,** Metropolis

based in: Ankara, Turkey

artwork titles: Technoshit Happens, Total Felch

software used: FreeHand, Photoshop, LightWave 3D

contact info: mail@cemgul.com

CEMGUL/CHAPTER3/TOTALFELCH
EXCLUSIVELY CREATED FOR
DESKTOPIMPERIUM
BY CEMGUL.COM

artist/company:	**Cameron Redwine**
based in:	Atlanta, GA, USA
artwork titles:	Myth flyer, Paul van Dyk flyer
contact info:	cameron@one3.com
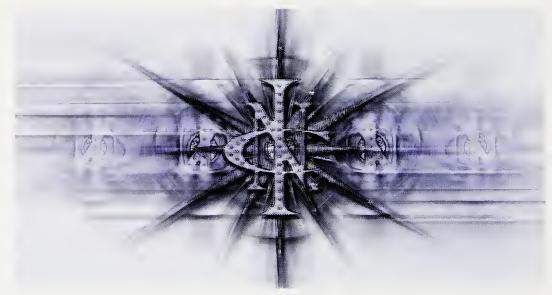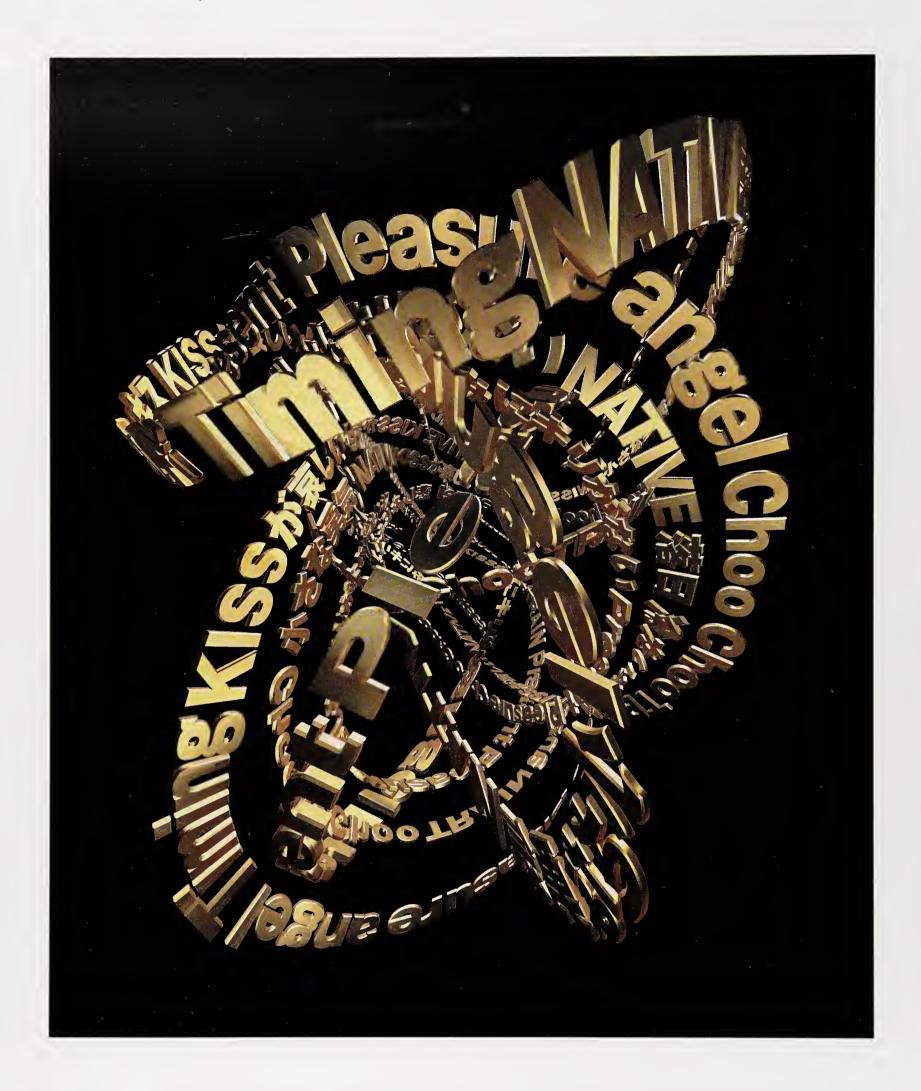
software used: Illustrator, Photoshop, KPT3/5/6, Bryce

comments: "A majority of what I do is related to music and nightlife – the promotion for raves, clubs, bars and pubs."

artist/company:	**Sin Takahashi**, Branz Hatch
based in:	Tokyo, Japan
artwork title:	Digital Solution 98
software used:	Illustrator, Photoshop, 3D Studio Max, Premiere
contact info:	bullcall@mango.ifnet.or.jp

artist/company:	**Toru Kosaka,** Studio EggMan
based in:	Tokyo, Japan
artwork title:	Joints
software used:	Illustrator, Photoshop, Shade III
contact info:	eggman@air.linkclub.or.jp
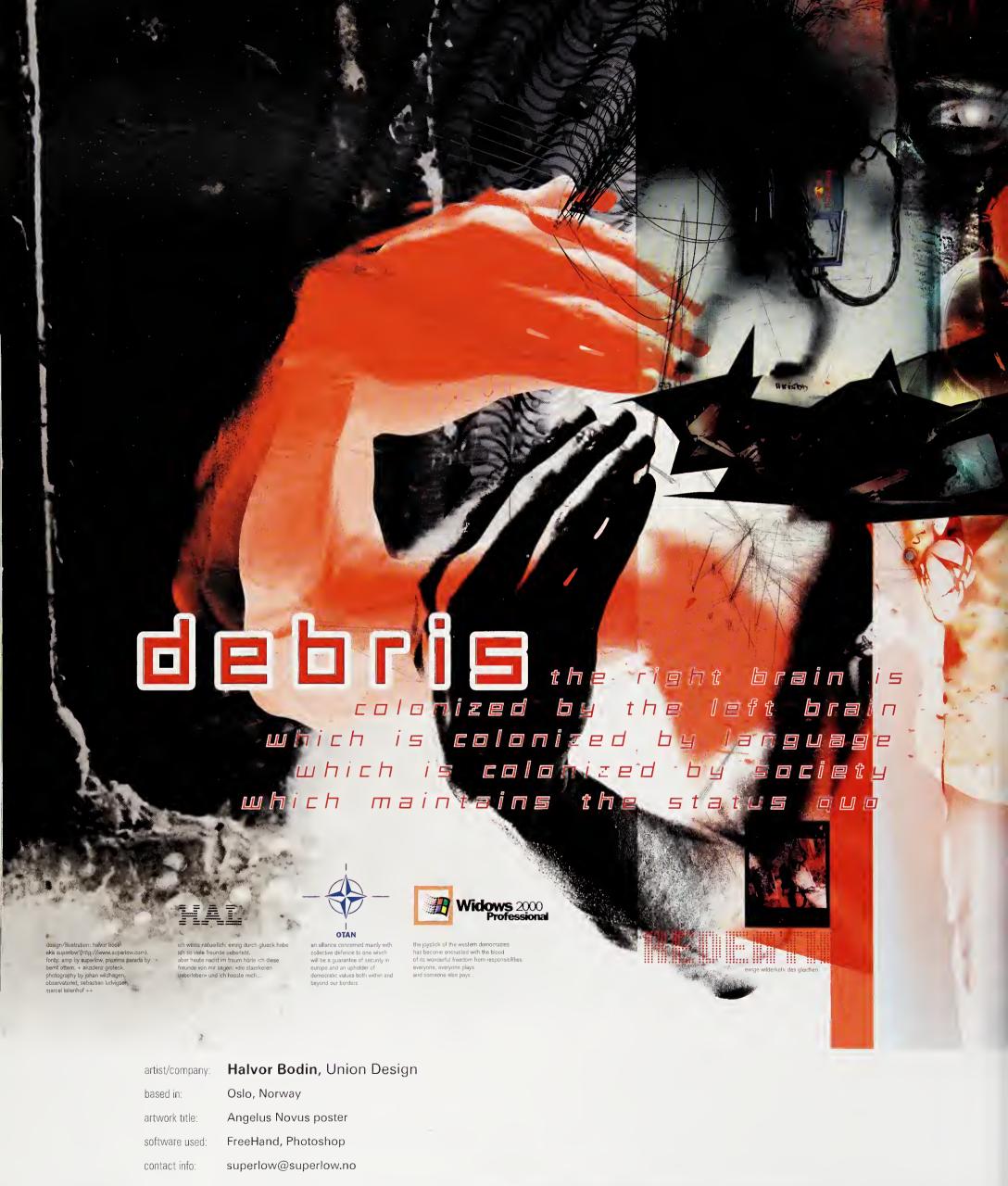
debris

the right brain is
colonized by the left brain
which is colonized by language
which is colonized by society
which maintains the status quo

HAL

OTAN

Widows 2000 Professional

design/illustration: halvor bodin
aka superlow (http://www.superlow.com).
fonts: amp by superlow, proxima parada by
bernt ottem, + akzidenz grotesk.
photography by johan wildhagen,
observatoriet, sebastian ludvigsen,
marcel lellenhof ++

ich weiss natuerlich: einzig durch glueck habe
ich so viele freunde ueberlebt.
aber heute nacht im traum hörte ich diese
freunde von mir sagen: «die staerkeren
ueberleben» und ich hasste mich...

an alliance concerned mainly with
collective defence to one which
will be a guarantee of security in
europe and an upholder of
democratic values both within and
beyond our borders

the joystick of the western democracies
has become encrusted with the blood
of its wonderful freedom from responsibilities.
everyone, everyone plays
and someone else pays .

ewige widerkehr des gleichen

artist/company:	**Halvor Bodin,** Union Design
based in:	Oslo, Norway
artwork title:	Angelus Novus poster
software used:	FreeHand, Photoshop
contact info:	superlow@superlow.no

angelus novus

a klee painting named ‹angelus novus›
shows an angel looking as though he is
about to move away from something
he is fixedly contemplating
his eyes are staring, his mouth is open,
his wings are spread.
this is how one pictures the angel of history.

his face is turned toward the past.

where we perceive a chain of events,
he sees one single catastrophe
which keeps piling wreckage upon wreckage
and hurls it in front of his feet.

the angel would like to stay, awaken the dead,
and make whole what has been smashed.
but a storm is blowing from paradise;
it has got caught in his wings with such violence
that the angel can no longer close them.

this storm irresistibly propels him into the future
to which his back is turned,
while the pile of debris before him grows skyward

this storm is what we call progress.

— walter benjamin

war
as spectator sport

artist/company: **Halvor Bodin,** Union Design

based in: Oslo, Norway

artwork title: Spectator poster

software used: FreeHand, Photoshop

contact info: superlow@superlow.no

anticopyright®
www.superflow.com
real art is play
hakim bey®
www.notom.ac/~morusu/bey

real art is play.
play is one of the most
immediate of all experiences.
those who have cultivated
the pleasure of play cannot
be expected to give up
simply to make political point.
art will go on, in somewhat
the same sense that
breathing,
eating,
or fucking
will go on...

artist/company:	**Lou Zadesky,** Screaming Cactus
based in:	San Francisco, USA
artwork titles:	Rusty C-1, Rusty C-2
software used:	Photoshop, 3D Studio Max
contact info:	www.ScreamingCactus.com

'With fitting tears, I show
The mourning heart bereaved,
It's faith in Love deceived.

'Love, who first fixed into my heart
She for whom now I sigh in vain,
You showed me her so full of grace
That I held light each bitter gain
    Which came to torment me
    So everlastingly.
    I know my error now;
    Not without grief, I vow.

'I comprehend that false deceit
And see how, while I thought that she
Seemed to allow my love, she'd found
Another servant, spurning me.
    Ah, then I could not see
    My future misery!
    But she the other took
    And me for him forsook

'A mournful song swelled through my heart
When I perceived that I was spurned,
That dwells there still; and oft I curse
Faith, hope, love and the hour I learned
    Her noble beauteousness
    Whose radiance doth oppress
    My dying soul, which yet
    Cannot those charms forget.

'Bereft of every comfort now,
Oh, Lord of love, to you I cry;
I burn with such a torment here
That for a less I'd crave to die.
    Come Death, then, and my life
    With all it's cruel strife;
    Strike down my misery!
    I shall the better be.

'No other way nor other ease
Remains to soothe my grief but death.
Grant me this, Love, and end my woes;
Take from me now my wretched breath.
    All joy is gone from me,
    No pleasure's left for me;
    Make then my death content her
    As the new love you sent her.

'My song, if none should learn to think to sing
Thee over, I take little care;
No one can sing thee as I can:
Only, to Love one message bear:

    Beg him, since life was all
    Loathsome to me, and vile,
    To safer haven take
    Me for his honour's sake.'

                    Boccaccio, The Decameron

SCREAMING**CACTUS**.com

artist/company:	**Lou Zadesky,** Screaming Cactus
based in:	San Francisco, USA
artwork titles:	Vogue Graphics, Crimson Lounge
software used:	Photoshop, 3D Studio Max
contact info:	www.ScreamingCactus.com

sounds

artist/company:	**Albert Kiefer,** Sector A Design
based in:	Venlo, the Netherlands
artwork titles:	Amnesty International 40 Years, Sounds
sofware used:	Maya Unlimited, Photoshop, form•Z, ElectricImage
contact info:	sectora@euronet.nl

artist/company:	**Arne Kaupang,** Arne Kaupang Design	software used:	Illustrator, Photoshop, Infini-D
based in:	Oslo, Norway	comments:	Images and design for a CD album and booklet
artwork titles:	Reset "Play", Reset "Makin' Me Feel"		
contact info:	www.akdesign.no		

RESET

MAKIN' ME FEEL

artist/company: **Arne Kaupang,** Arne Kaupang Design

based in: Oslo, Norway

artwork title: Hyperstate

software used: Illustrator, Photoshop, Infini-D

contact info: www.akdesign.no

artist/company:	**Torgeir Holm,** Union Design
based in:	Oslo, Norway
artwork titles:	Downloading Soul, Recharging
software used:	Imagine, Photoshop
contact info:	torgeir@union.no

artist/company: **Tim Jester,** J6Studios

based in: Houston, TX, USA

artwork title: Blood (B positive, Don't B Negative)

software used: Illustrator, KPT Vector Effects, Photoshop, Dimensions

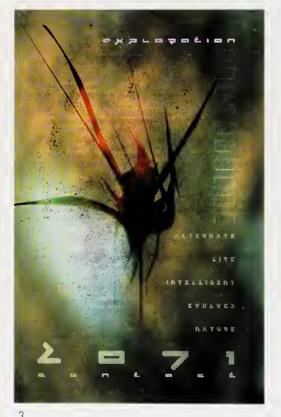contact info: jester@j6studios.com

1.

2.

3.

1. artist/company:	**Jim Mousner,** Origin Design	2. artist/company:	**Doni Soward,** D2	3. artist/company:	**Eddy Roberts,** Morphic Resonance
based in:	Houston, TX, USA	based in:	Houston, TX, USA	based in:	Houston, TX, USA
artwork title:	Collage	artwork title:	Poster	artwork titles:	Commune, Contact
software used:	Illustrator, Photoshop	software used:	Illsutrator, Photoshop	software used:	Illustrator, Photoshop
contact info:	mousner@origindesign.com	contact info:	soward@hotmail.com	contact info:	eroberts@minordesign.com
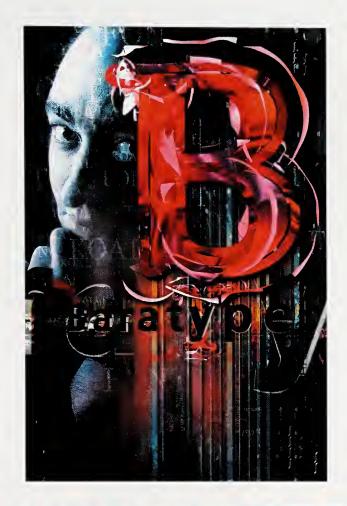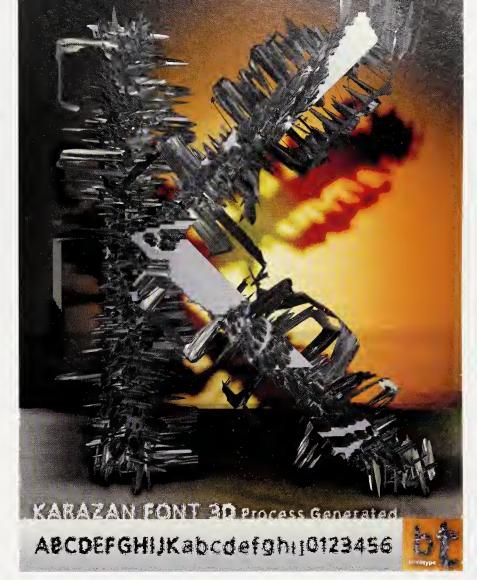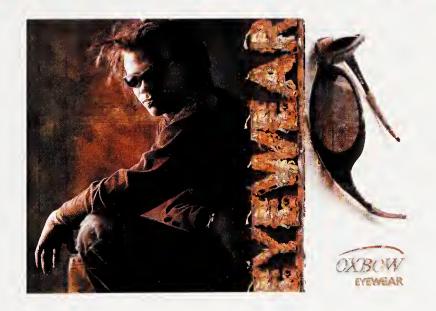
KARAZAN FONT 3D Process Generated

ABCDEFGHIJKabcdefghij0123456

artist/company:	**Lionel Barat,** Oxbow Promotion
based in:	Merignac, France
artwork titles:	Bloody Type, Karazan Type, Stream, Eyewear
software used:	Pixar Typestry, Photoshop
contact info:	lbarat@oxbow.fr
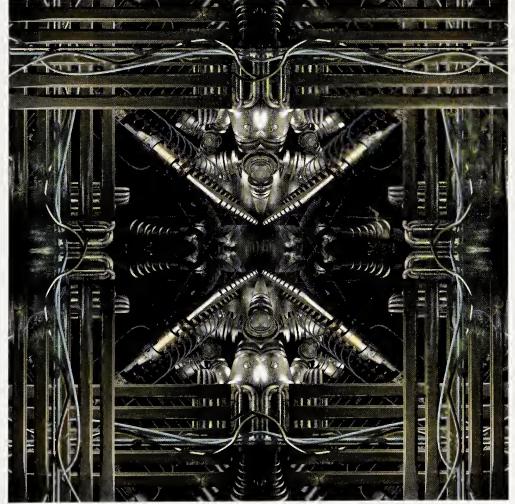
artist/company:	**Leif Åbjörnsson**
based in:	Stockholm, Sweden
artwork titles:	Mr Fix, Mr Clip, Mrs Hook, Mr. T, Mr. Multimedia Robot
software used:	Photoshop, Squizz
contact info:	www.aabjornsson.se

artist/company:	**Robert Zohrab,** Hinge Design
based in:	Auckland, New Zealand
artwork titles:	Organic Window, Intact Instinct
software used:	Photoshop, Strata StudioPro
contact info:	cybcult@ihug.co.nz
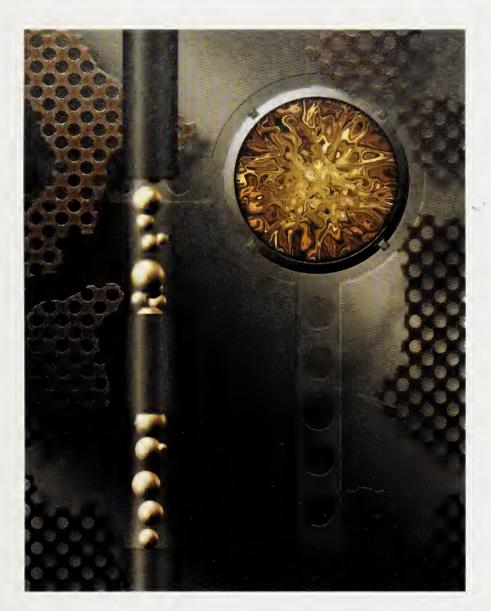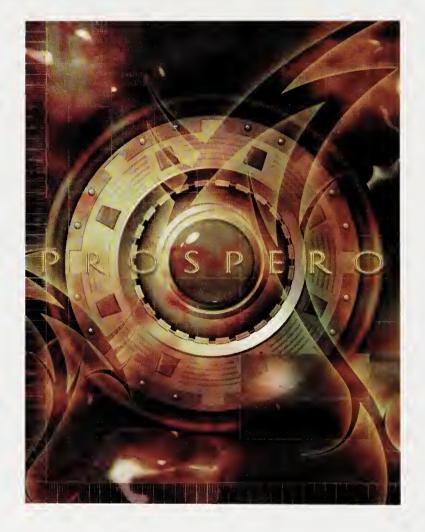
artist/company:	**Derek Prospero,** Liquigem
based in:	West Palm Beach, FL, USA
artwork titles:	Vintage, Sepia, Red, Green
software used:	Photoshop
contact info:	www.derekprospero.com
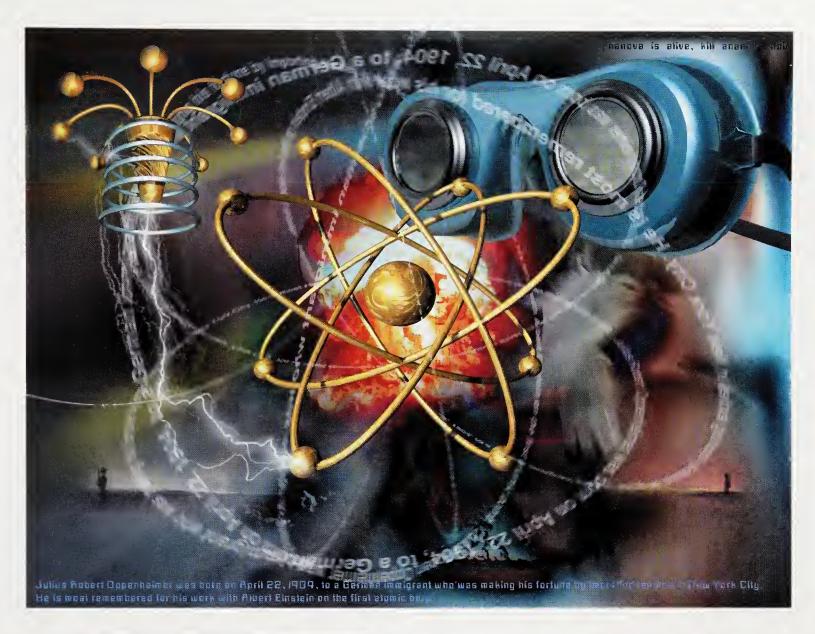
Julius Robert Oppenheimer was born on April 22, 1904, to a German immigrant who was making his fortune by importing textiles in New York City. He is most remembered for his work with Albert Einstein on the first atomic bomb.

artist/company:	**Peter Aversten**
based in:	Stockholm, Sweden
artwork titles	The Nuclear Series
software used:	Pixels:3D, Photoshop, After Effects
contact info:	aversten@meshmen.com
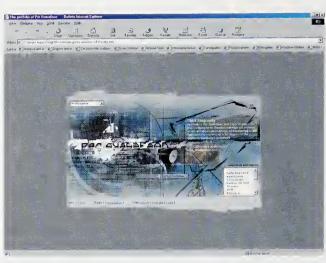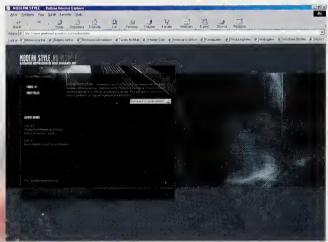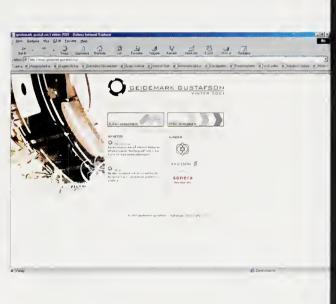
artist/company:	**Per Gustafson**
based in:	Hallstahammar, Sweden
artwork titles:	Per Gustavsson Portfolio, Modern Style, Tribute to MetalHeart, Overload, Geidemark Gustavsson
software used:	Photoshop, Flash, LightWave 3D
contact info:	per@modernstyle.nu
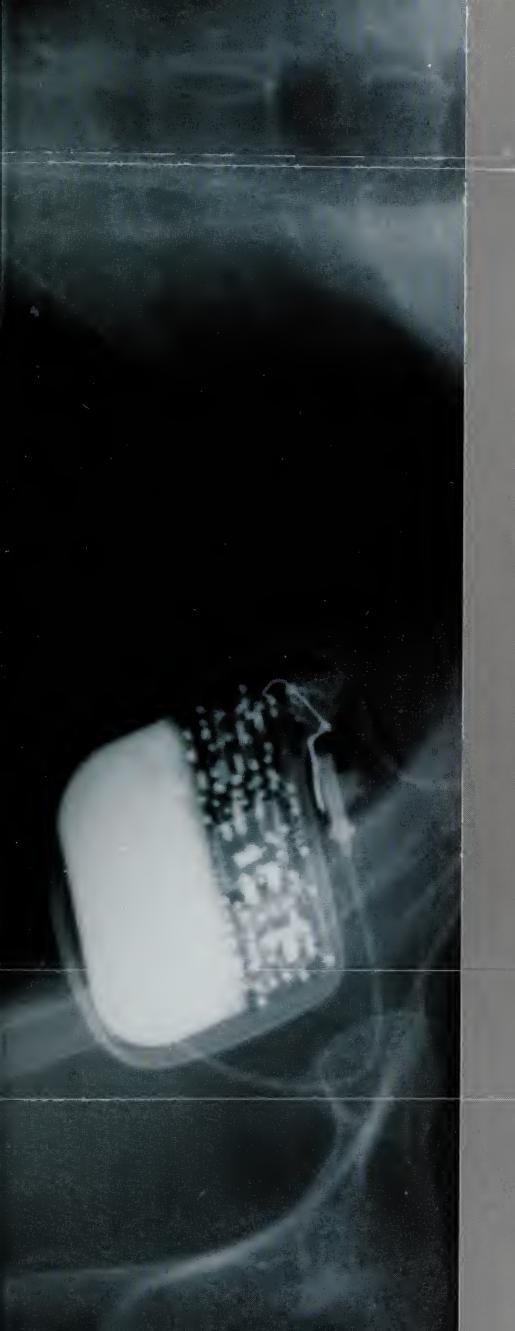
artist/company:	**Kalle Everland**
based in:	Stockholm, Sweden
artwork titles:	Hive 001, Hive 002, Hive S, Real Life, RE.Designing, SuperTrendWhore
software used:	Photoshop, 3D Studio Max
contact info:	kalle_everland@yahoo.com
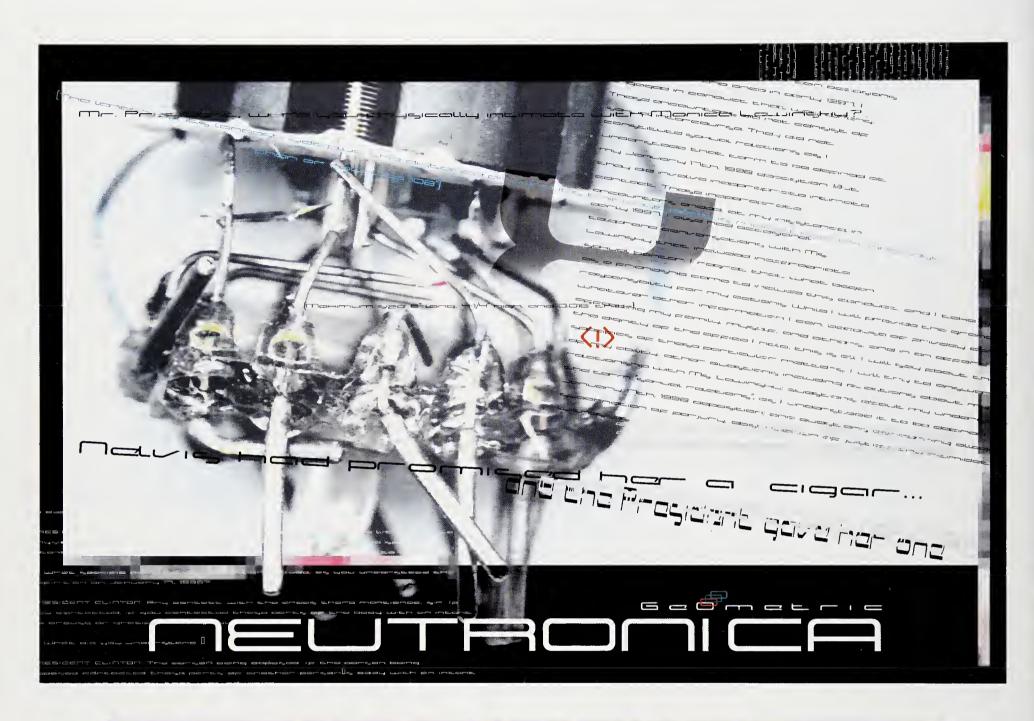
METALHEART IS MORE

MetalHeart is so much more:
animations, videos, patterns, textures, surface materials, the
MetalHeart Backgrounds, presets, and other cool libraries.
On the complementary CD we have included some of our favorite
art materials, and some tips and tricks from our archives.
But we have more to give you...
so, we guess there is bound to be another volume.

_Andreas and Anders F

artist/company:	**Bruce Reeves**	artist/company:	**Alexander Carter**
artwork title:	Tube Steal Boogie (Neutronica Poster)	artwork title:	Brainreactor Poster
software used:	Illustrator, Photoshop	software used:	Illustrator, Photoshop

artist/company: **Michael Esquino** (Under the supervision of Catarin Eure)

artwork title: Introspection

software used: Director, Illustrator, Photoshop

artist/company: **Ian Walter**

artwork title: Flash Pieces

software used: Flash

artist/company: **Klas Jonsson,** Strobe

artwork title: Make Your Mind Up

software used: After Effects, Photoshop, Avid Media Composer

comments: Test spot
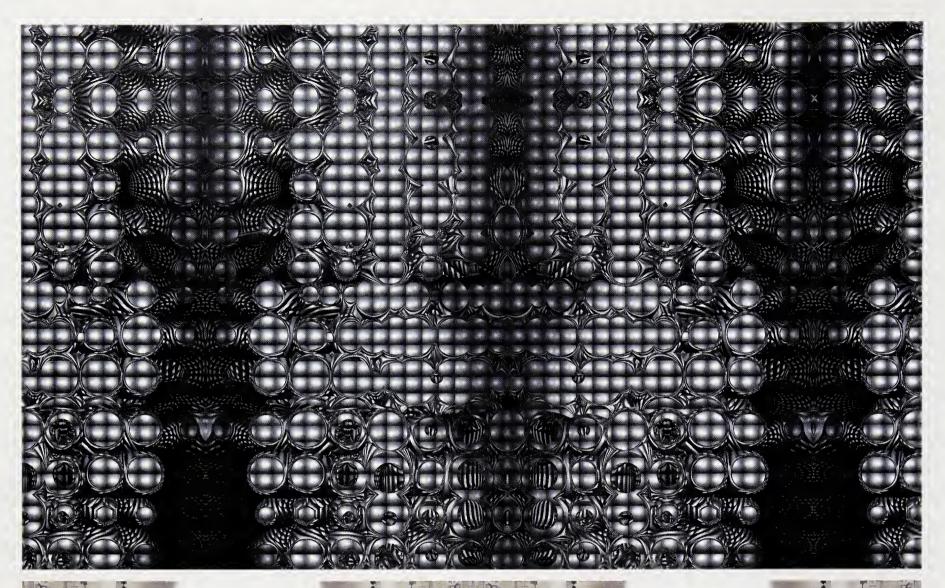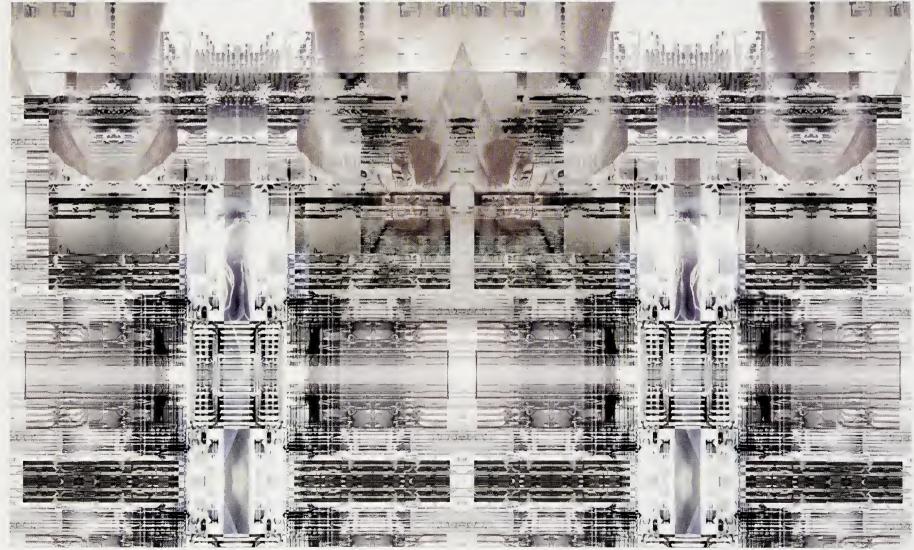
artist/company: **Klas Jonsson, Lars Heydecke, Andreas Lindholm,** Megafront

artwork title: The Millennium Movie
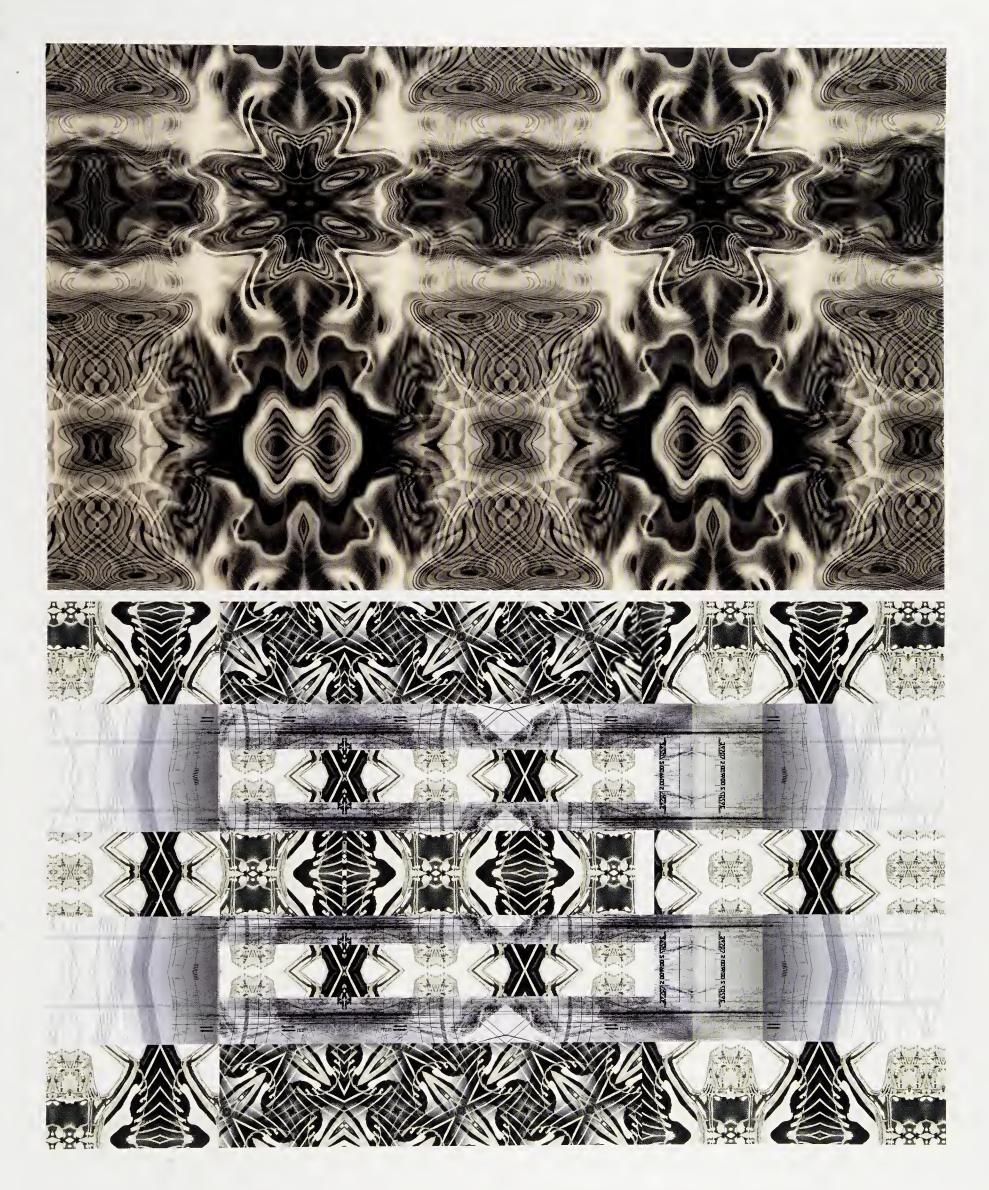
software used: FreeHand, Photoshop, After Effects,

Avid Media Composer

artist/company: **Anders F Rönnblom,** Studio Matchbox
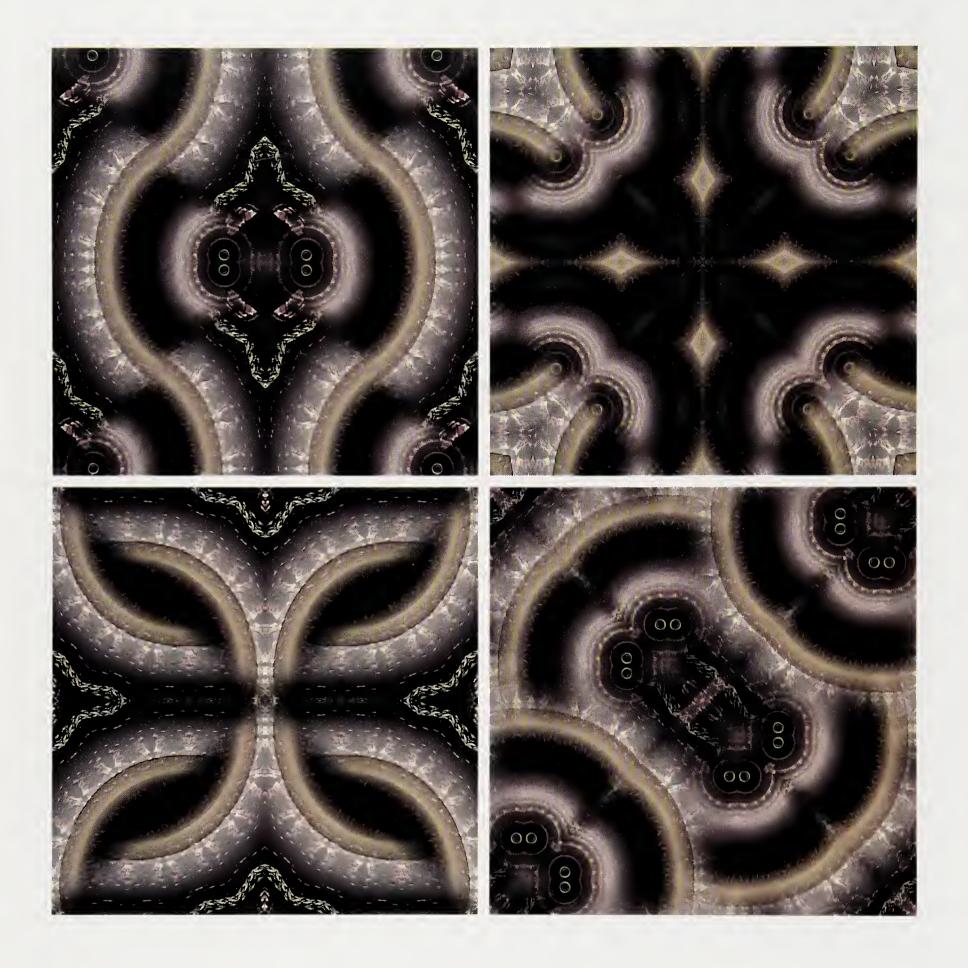
artwork titles: Metal Bubbles, Terra Front, Artwork Swirls, Terrazzo Spatial Reflection

software used: Pixar Typestry, Terrazzo, Live Picture, Photoshop

comments: Images available on the complementary MetalHeart CD

artist/company: **Anders F Rönnblom,** Studio Matchbox

artwork titles: Terrazzo Pattern 1 & 2

software used: Pixar Typestry, Terrazzo, Live Picture, Photoshop

comments: Seamless tiles available on the complementary MetalHeart CD

artists: **Anders F Rönnblom and Andreas Lindholm**

artwork titles: Reconstructions 25 (from the CD-Rom collection MetalHeart Backgrounds Vol. 02: Reconstruction)
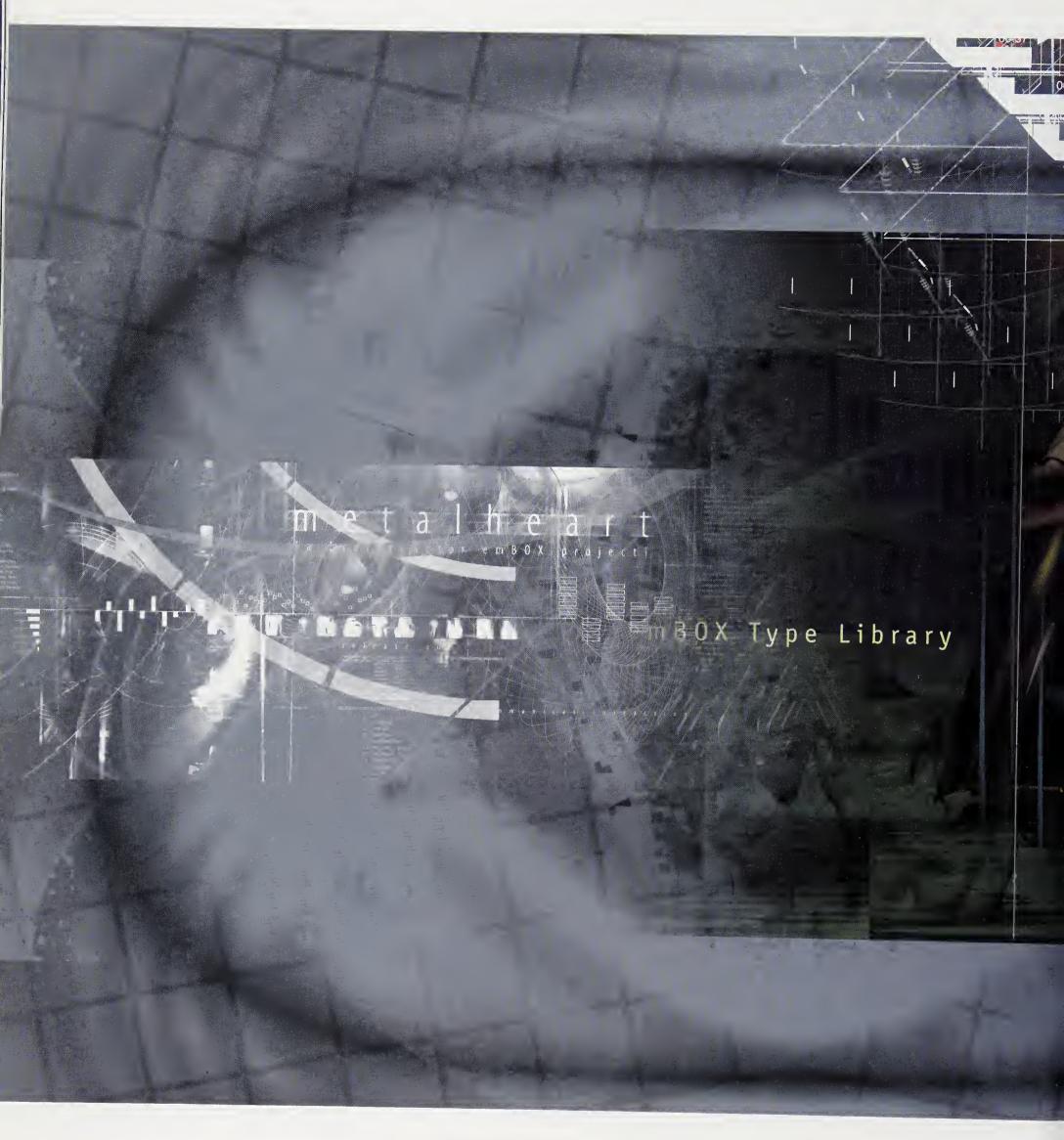
software used: FreeHand, Pixar Typestry, Photoshop, Live Picture

comments: Hi-res image (70Mb) available on the complementary MetalHeart CD

artists: **Anders F Rönnblom and Andreas Lindholm**

artwork title: Reconstruction 08 (from the CD-Rom collection MetalHeart Backgrounds Volume 02: Reconstructions)

CORRUPT METAL

artwork title:	**The royalty-free CD-Rom collection "MetalHeart Backgrounds Volume 01: Organic Resonance "**
designed by:	Anders F Rönnblom, Studio Matchbox
published by:	Agosto Inc.
contact info:	www.agosto.com

artwork title: **The royalty-free CD-Rom collection "MetalHeart Backgrounds Volume 02: Reconstructions "**

designed by: Anders F Rönnblom & Andreas Lindholm

published by: Agosto Inc.

contact info: www.agosto.com

MetalHeart is Digital

The Prototype CD :

We have included this prototype collection for those of you who missed the first shipment three years ago. Designed by Anders F Rönnblom using Pixar Typestry and RenderMan technology. Additional characters can be downloaded from: www.macartdesign.matchbox.se

emBOX_ CyberBronze	A	B	C	D	E	F	G	H	I
	CyberBronze_A.psd	CyberBronze_B.psd	CyberBronze_C.psd	CyberBronze_D.psd	CyberBronze_E.psd	CyberBronze_F.psd	CyberBronze_G.psd	CyberBronze_H.psd	CyberBronze_I.psd

J	K	emBOX_ CyberJoker	A	A	B	B	C	C	D
CyberBronze_J.psd	CyberBronze_K.psd		CyberJoker_A.psd	CyberJoker_A_ b&w.psd	CyberJoker_B.psd	CyberJoker_B_ b&w.psd	CyberJoker_C.psd	CyberJoker_C_ b&w.psd	CyberJoker_D.psd

D	E	E	F	F	G	G	H	H	I
CyberJoker_D_ b&w.psd	CyberJoker_E.psd	CyberJoker_E_ b&w.psd	CyberJoker_F.psd	CyberJoker_F_ b&w.psd	CyberJoker_G.psd	CyberJoker_G_ b&w.psd	CyberJoker_H.psd	CyberJoker_H_ b&w.psd	CyberJoker_I.psd

I	J	J	K	K	L	L	M	M	N
CyberJoker_I_ b&w.psd	CyberJoker_J.psd	CyberJoker_J_ b&w.psd	CyberJoker_K.psd	CyberJoker_K_ b&w.psd	CyberJoker_L.psd	CyberJoker_L_ b&w.psd	CyberJoker_M.psd	CyberJoker_M_ b&w.psd	CyberJoker_N.psd

N	O	O	P	P	emBOX_ CyberMetal	A	B	C	D
CyberJoker_N_ b&w.psd	CyberJoker_O.psd	CyberJoker_O_ b&w.psd	CyberJoker_P.psd	CyberJoker_P_ b&w.psd		CyberMetal_A.psd	CyberMetal_B.psd	CyberMetal_C.psd	CyberMetal_D.psd

E	F	G	H	I	J	K	L	M	emBOX_ CyberRibbons
CyberMetal_E.psd	CyberMetal_F.psd	CyberMetal_G.psd	CyberMetal_H.psd	CyberMetal_I.psd	CyberMetal_J.psd	CyberMetal_K.psd	CyberMetal_L.psd	CyberMetal_M.psd	

A	B	C	D	E	F	G	H	I	J
CyberRibbons_A.psd	CyberRibbons_B.psd	CyberRibbons_C.psd	CyberRibbons_D.psd	CyberRibbons_E.psd	CyberRibbons_F.psd	CyberRibbons_G.psd	CyberRibbons_H.psd	CyberRibbons_I.psd	CyberRibbons_J.psd
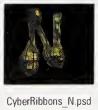
K	L	M	N	O	P	Q	R	emBOX_ CyberSilk	A
CyberRibbons_K.psd	CyberRibbons_L.psd	CyberRibbons_M.psd	CyberRibbons_N.psd	CyberRibbons_O.psd	CyberRibbons_P.psd	CyberRibbons_Q.psd	CyberRibbons_R.psd		CyberSilk_A.psd

CyberSilk_B.psd CyberSilk_C.psd CyberSilk_D.psd CyberSilk_E.psd CyberSilk_F.psd CyberSilk_G.psd CyberSilk_H.psd CyberSilk_I.psd CyberSilk_J.psd CyberSilk_K.psd

emBOX_
CyberSmoke

CyberSmoke_A.psd CyberSmoke_B.psd CyberSmoke_C.psd CyberSmoke_D.psd CyberSmoke_E.psd CyberSmoke_F.psd CyberSmoke_G.psd CyberSmoke_H.psd CyberSmoke_I.psd

CyberSmoke_J.psd CyberSmoke_K.psd

emBOX_
CyberSprout

CyberSprout_A.psd CyberSprout_A_
b&w.psd
CyberSprout_B.psd CyberSprout_B_
b&w.psd
CyberSprout_C.psd CyberSprout_C_
b&w.psd
CyberSprout_D.psd

CyberSprout_D_
b&w.psd
CyberSprout_E.psd CyberSprout_E_
b&w.psd
CyberSprout_F.psd CyberSprout_F_
b&w.psd
CyberSprout_G.psd CyberSprout_G_
b&w.psd
CyberSprout_H.psd CyberSprout_H_
b&w.psd
CyberSprout_I.psd

CyberSprout_I_
b&w.psd
CyberSprout_J.psd CyberSprout_J_
b&w.psd
CyberSprout_K.psd CyberSprout_K_
b&w.psd
CyberSprout_L.psd CyberSprout_L_
b&w.psd
CyberSprout_M.psd CyberSprout_M_
b&w.psd
CyberSprout_N.psd

CyberSprout_N_
b&w.psd
CyberSprout_O.psd CyberSprout_O_
b&w.psd
CyberSprout_P.psd CyberSprout_P_
b&w.psd

emBOX_
FreakyNuclear

FreakyNuclear_A.psd FreakyNuclear_B.psd FreakyNuclear_C.psd FreakyNuclear_D.psd

FreakyNuclear_E.psd FreakyNuclear_F.psd FreakyNuclear_G.psd FreakyNuclear_H.psd FreakyNuclear_I.psd FreakyNuclear_J.psd FreakyNuclear_K.psd

emBOX_
FreakyPlaster

FreakyPlaster_A.psd FreakyPlaster_B.psd

FreakyPlaster_C.psd FreakyPlaster_D.psd FreakyPlaster_E.psd FreakyPlaster_F.psd FreakyPlaster_G.psd FreakyPlaster_H.psd FreakyPlaster_I.psd FreakyPlaster_J.psd FreakyPlaster_K.psd

The emBOX Typeface Collection:

These typefaces have been rendered with RenderMan technology in Pixar Typestry 2.1.2. Each character is a 24-bit color image including an 8-bit alpha channel. The background is black in order to provide the best quality for the alpha channel mask. Please note that some images are transparent.

Some of these renderings are extremely advanced, using one of RenderMan's most powerful features – the displacemnet parameter, allowing you to displace the actual physical model of your character.

These rendered images are experiments, and some characters may be illegible and hard to identify. We have also, for some typefaces, included black and white images which can be used as complements.

The additional characters of the emBOX typefaces can be downloaded on our website   www.macartdesign.matchbox.se

emBOX Typefaces CREATED BY: Anders F Rönnblom, Stockholm, Sweden   ©1998 by Anders F Rönnblom   email: macartdesign@matchbox.se

emBOX
CinderellaCrack

| CinderellaCrack_A .psd | CinderellaCrack_B .psd | CinderellaCrack_C .psd | CinderellaCrack_D .psd | CinderellaCrack_E .psd | CinderellaCrack_F .psd | CinderellaCrack_G .psd | CinderellaCrack_H .psd | CinderellaCrack_I .psd |

| CinderellaCrack_J .psd | CinderellaCrack_K .psd | CinderellaCrack_L .psd | CinderellaCrack_M .psd | CinderellaCrack_N .psd | CinderellaCrack_O .psd | CinderellaCrack_P .psd | CinderellaCrack_Q .psd | CinderellaCrack_R .psd | CinderellaCrack_S .psd |

| CinderellaCrack_T .psd | CinderellaCrack_U .psd | CinderellaCrack_V .psd | CinderellaCrack_W .psd | CinderellaCrack_X .psd | CinderellaCrack_Y .psd | CinderellaCrack_Z .psd |

emBOX_
CrystopiaJewel

| CrystopiaJewel_a .psd | CrystopiaJewel_b .psd | CrystopiaJewel_c .psd | CrystopiaJewel_d .psd | CrystopiaJewel_e .psd | CrystopiaJewel_f .psd | CrystopiaJewel_g .psd | CrystopiaJewel_h .psd | CrystopiaJewel_i .psd |

| CrystopiaJewel_j.psd | CrystopiaJewel_k.psd | CrystopiaJewel_l .psd | CrystopiaJewel_m .psd | CrystopiaJewel_n .psd | CrystopiaJewel_o .psd | CrystopiaJewel_p .psd | CrystopiaJewel_q .psd | CrystopiaJewel_r .psd | CrystopiaJewel_s .psd |

| CrystopiaJewel_t.psd | CrystopiaJewel_u.psd | CrystopiaJewel_v .psd | CrystopiaJewel_w .psd | CrystopiaJewel_x .psd | CrystopiaJewel_y .psd | CrystopiaJewel_z .psd |

emBOX_
CyberJoker

| CyberJoker_A.psd | CyberJoker_B.psd | CyberJoker_C.psd | CyberJoker_D.psd | CyberJoker_E.psd | CyberJoker_F.psd | CyberJoker_G.psd | CyberJoker_H.psd | CyberJoker_I.psdCC |

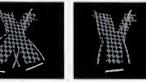|									
yberJoker_J.psd	CyberJoker_K.psdy	berJoker_L.psd	CyberJoker_M.psd	CyberJoker_N.psd	CyberJoker_O.psd	CyberJoker_P.psd	CyberJoker_Q.psd	CyberJoker_R.psd	CyberJoker_S.psd

CyberJoker_T.psd	CyberJoker_U.psd	CyberJoker_V.psd	CyberJoker_W.psd	CyberJoker_X.psd	CyberJoker_Y.psd	CyberJoker_Z.psd

emBOX_
CyberMetalMother

CyberMetalMother_ A.psd	CyberMetalMother_ B.psd	CyberMetalMother_ C.psd	CyberMetalMother_ D.psd	CyberMetalMother_ E.psd	CyberMetalMother_ F.psd	CyberMetalMother_ G.psd	CyberMetalMother_ H.psd	CyberMetalMother_ I.psd

CyberMetalMother_ J.psd	CyberMetalMother_ K.psd	CyberMetalMother_ L.psd	CyberMetalMother_ M.psd	CyberMetalMother_ N.psd	CyberMetalMother_ O.psd	CyberMetalMother_ P.psd	CyberMetalMother_ Q.psd	CyberMetalMother_ R.psd	CyberMetalMother_ S.psd

CyberMetalMother_ T.psd	CyberMetalMother_ U.psd	CyberMetalMother_ V.psd	CyberMetalMother_ W.psd	CyberMetalMother_ X.psd	CyberMetalMother_ Y.psd	CyberMetalMother_ Z.psd

emBOX_
CyberSmoke

CyberSmoke_A.psd	CyberSmoke_B.psd	CyberSmoke_C.psd	CyberSmoke_D.psd	CyberSmoke_E.psd	CyberSmoke_F.psd	CyberSmoke_G.psd	CyberSmoke_H.psd	CyberSmoke_I.psd

CyberSmoke_J.psd	CyberSmoke_K.psd	CyberSmoke_L.psd	CyberSmoke_M.psd	CyberSmoke_N.psd	CyberSmoke_O.psd	CyberSmoke_P.psd	CyberSmoke_Q.psd	CyberSmoke_R.psd	CyberSmoke_S.psd

CyberSmoke_T.psd	CyberSmoke_U.psd	CyberSmoke_V.psd	CyberSmoke_W.psd	CyberSmoke_X.psd	CyberSmoke_Y.psd	CyberSmoke_Z.psd

emBOX_Ind_Faith_Unfaith

Ind_Faith_Unfaith_a.psd	Ind_Faith_Unfaith_b.psd	Ind_Faith_Unfaith_c.psd	Ind_Faith_Unfaith_d.psd	Ind_Faith_Unfaith_e.psd	Ind_Faith_Unfaith_f.psd	Ind_Faith_Unfaith_g.psd	Ind_Faith_Unfaith_h.psd	Ind_Faith_Unfaith_i.psd
Ind_Faith_Unfaith_j.psd	Ind_Faith_Unfaith_k.psd	Ind_Faith_Unfaith_l.psd	Ind_Faith_Unfaith_m.psd	Ind_Faith_Unfaith_n.psd	Ind_Faith_Unfaith_o.psd	Ind_Faith_Unfaith_p.psd	Ind_Faith_Unfaith_q.psd	Ind_Faith_Unfaith_r.psd	Ind_Faith_Unfaith_s.psd
Ind_Faith_Unfaith_t.psd	Ind_Faith_Unfaith_u.psd	Ind_Faith_Unfaith_v.psd	Ind_Faith_Unfaith_w.psd	Ind_Faith_Unfaith_x.psd	Ind_Faith_Unfaith_y.psd	Ind_Faith_Unfaith_z.psd		

emBOX_React_Ornament

React_Ornam_a.psd	React_Ornam_b.psd	React_Ornam_c.psd	React_Ornam_d.psd	React_Ornam_e.psd	React_Ornam_f.psd	React_Ornam_g.psd	React_Ornam_h.psd	React_Ornam_i.psd
React_Ornam_j.psd	React_Ornam_k.psd	React_Ornam_l.psd	React_Ornam_m.psd	React_Ornam_n.psd	React_Ornam_o.psd	React_Ornam_p.psd	React_Ornam_q.psd	React_Ornam_r.psd	React_Ornam_s.psd
React_Ornam_t.psd	React_Ornam_u.psd	React_Ornam_v.psd	React_Ornam_w.psd	React_Ornam_x.psd	React_Ornam_y.psd	React_Ornam_z.psd		

MetalHeart Backgrounds:

The MetalHeart Backgrounds, published by Agosto Inc., are royaltyfree digital art images of a very high quality. Each 300 dpi image has an approximate file size of 70Mb in RGB mode (93Mb in CMYK) and includes graphic elements designed by Anders F Rönnblom and Andreas Lindholm. From the 2 first collections, Organic Resonance and Reconstructions, we give you 6 images free, for you to use for print, video, multimedia or web design. 10 more collections are in the works, to be published later in 2001. For more information: www.agosto.com

MH_Organic Resonance08.jpg	MH_Organic Resonance22.jpg	MH_Organic Resonance58.jpg	MH_Reconstruction 08.jpg	MH_Reconstruction 25.jpg	MH_Reconstruction 56.jpg

MetalHeart Gradients:

This is a collection of 15 big gradient images (25Mb) which could be used as is, for decorative high res graphic design, or as grayscale images in various alpha channel processes for 72 dpi screen design. Designed by Anders F Rönnblom, Studio Matchbox.

MetalGRADIENT_01
.jpg

MetalGRADIENT_02
.jpg

MetalGRADIENT_03
.jpg

MetalGRADIENT_04
.jpg

MetalGRADIENT_05
.jpg

MetalGRADIENT_06
.jpg

MetalGRADIENT_07
.jpg

MetalGRADIENT_08
.jpg

MetalGRADIENT_09
.jpg

MetalGRADIENT_10
.jpg

MetalGRADIENT_11
.jpg

MetalGRADIENT_12
.jpg

MetalGRADIENT_13
.jpg

MetalGRADIENT_14
.jpg

MetalGRADIENT_15
.jpg

MetalHeart Patterns:

This is a collection of 10 high resolution patterns (approx. file size: 30Mb). Designed by Anders F Rönnblom, Studio Matchbox.

MetalPATTERN_01
.jpg

MetalPATTERN_02
.jpg

MetalPATTERN_03
.jpg

MetalPATTERN_04
.jpg

MetalPATTERN_05
.jpg

MetalPATTERN_06
.jpg

MetalPATTERN_07
.jpg

MetalPATTERN_08
.jpg

MetalPATTERN_09
.jpg

MetalPATTERN_10
.jpg

MetalHeart Tiles:

This is a collection of 28 high resolution seamless tiles (4.25Mb), to be defined as patterns in Photoshop and used as attractive tiled backgrounds. Designed by Anders F Rönnblom, Studio Matchbox.

MetalTILE_01.jpg

MetalTILE_02.jpg

MetalTILE_03.jpg

MetalTILE_04.jpg

MetalTILE_05.jpg

MetalTILE_06.jpg

MetalTILE_07.jpg

MetalTILE_08.jpg

MetalTILE_09.jpg

MetalTILE_10.jpg

MetalTILE_11.jpg

MetalTILE_12.jpg

MetalTILE_13.jpg

MetalTILE_14.jpg

MetalTILE_15.jpg

MetalTILE_16.jpg

MetalTILE_17.jpg

MetalTILE_18.jpg

MetalTILE_19.jpg

MetalTILE_20.jpg

MetalTILE_21.jpg

MetalTILE_22.jpg
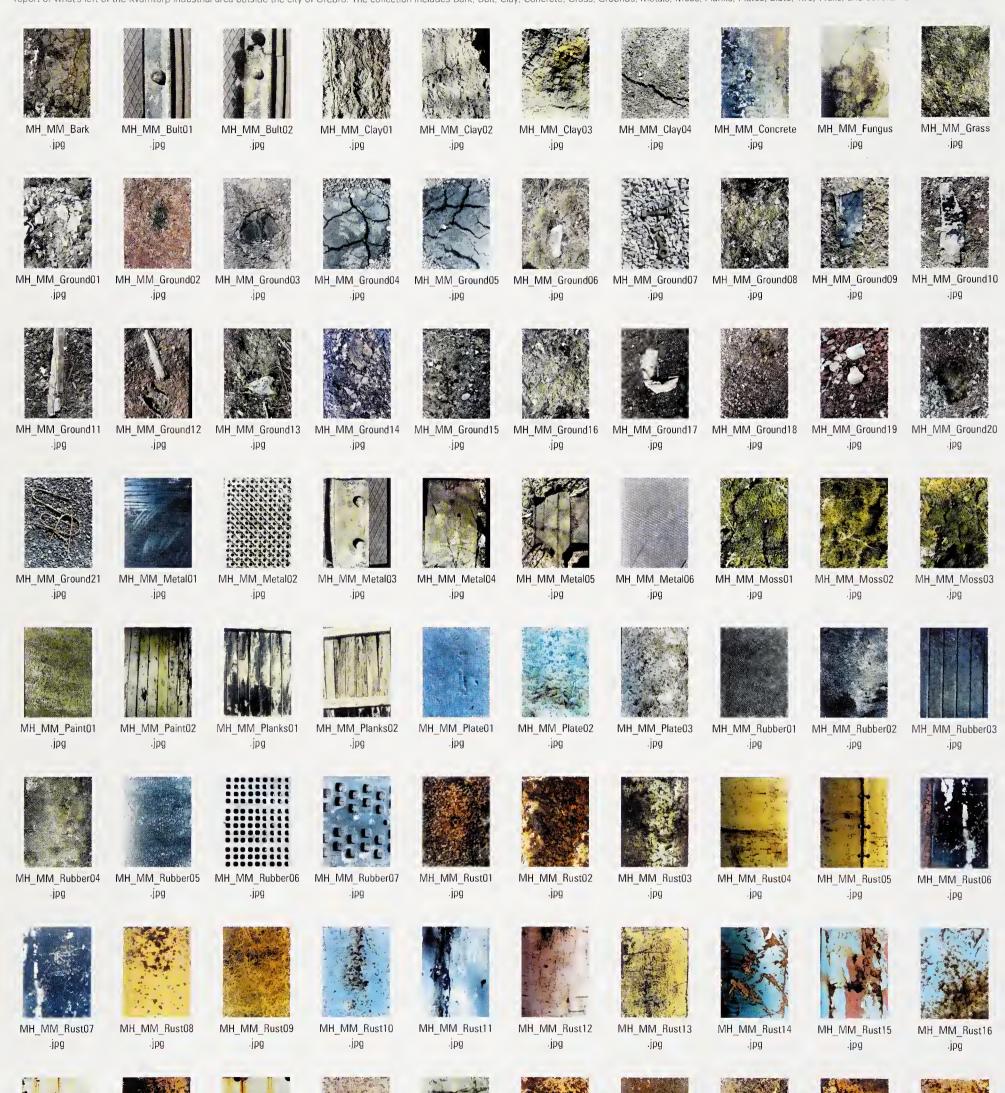
MetalTILE_23.jpg

MetalTILE_24.jpg

MetalTILE_25.jpg

MetalTILE_26.jpg

MetalTILE_27.jpg

MetalTILE_28.jpg

MetalHeart/Meshmen Textures:

These are 99 textures created by Peter Aversten and Fredrik Fogelqvist of the Meshmen group in Örebro, Sweden. The textures are true studies of nature and a report of what's left of the Kvarntorp industrial area outside the city of Örebro. The collection includes Bark, Bult, Clay, Concrete, Grass, Grounds, Metals, Moss, Planks, Plates, Slate, Tire, Walls, and several variations of Rusts.

MH_MM_Bark.jpg	MH_MM_Bult01.jpg	MH_MM_Bult02.jpg	MH_MM_Clay01.jpg	MH_MM_Clay02.jpg	MH_MM_Clay03.jpg	MH_MM_Clay04.jpg	MH_MM_Concrete.jpg	MH_MM_Fungus.jpg	MH_MM_Grass.jpg
MH_MM_Ground01.jpg	MH_MM_Ground02.jpg	MH_MM_Ground03.jpg	MH_MM_Ground04.jpg	MH_MM_Ground05.jpg	MH_MM_Ground06.jpg	MH_MM_Ground07.jpg	MH_MM_Ground08.jpg	MH_MM_Ground09.jpg	MH_MM_Ground10.jpg
MH_MM_Ground11.jpg	MH_MM_Ground12.jpg	MH_MM_Ground13.jpg	MH_MM_Ground14.jpg	MH_MM_Ground15.jpg	MH_MM_Ground16.jpg	MH_MM_Ground17.jpg	MH_MM_Ground18.jpg	MH_MM_Ground19.jpg	MH_MM_Ground20.jpg
MH_MM_Ground21.jpg	MH_MM_Metal01.jpg	MH_MM_Metal02.jpg	MH_MM_Metal03.jpg	MH_MM_Metal04.jpg	MH_MM_Metal05.jpg	MH_MM_Metal06.jpg	MH_MM_Moss01.jpg	MH_MM_Moss02.jpg	MH_MM_Moss03.jpg
MH_MM_Paint01.jpg	MH_MM_Paint02.jpg	MH_MM_Planks01.jpg	MH_MM_Planks02.jpg	MH_MM_Plate01.jpg	MH_MM_Plate02.jpg	MH_MM_Plate03.jpg	MH_MM_Rubber01.jpg	MH_MM_Rubber02.jpg	MH_MM_Rubber03.jpg
MH_MM_Rubber04.jpg	MH_MM_Rubber05.jpg	MH_MM_Rubber06.jpg	MH_MM_Rubber07.jpg	MH_MM_Rust01.jpg	MH_MM_Rust02.jpg	MH_MM_Rust03.jpg	MH_MM_Rust04.jpg	MH_MM_Rust05.jpg	MH_MM_Rust06.jpg
MH_MM_Rust07.jpg	MH_MM_Rust08.jpg	MH_MM_Rust09.jpg	MH_MM_Rust10.jpg	MH_MM_Rust11.jpg	MH_MM_Rust12.jpg	MH_MM_Rust13.jpg	MH_MM_Rust14.jpg	MH_MM_Rust15.jpg	MH_MM_Rust16.jpg
MH_MM_Rust17.jpg	MH_MM_Rust18.jpg	MH_MM_Rust19.jpg	MH_MM_Rust20.jpg	MH_MM_Rust21.jpg	MH_MM_Rust22.jpg	MH_MM_Rust23.jpg	MH_MM_Rust24.jpg	MH_MM_Rust25.jpg	MH_MM_Rust26.jpg

MH_MM_Rust27 .jpg   MH_MM_Rust28 .jpg   MH_MM_Rust29 .jpg   MH_MM_Rust30 .jpg   MH_MM_Rust31 .jpg   MH_MM_Slate01 .jpg   MH_MM_Slate02 .jpg   MH_MM_Slate03 .jpg   MH_MM_Slate04 .jpg   MH_MM_Slate05 .jpg

MH_MM_ Stoneground.jpg   MH_MM_ Sulphur.jpg   MH_MM_Sulphur ground01.jpg   MH_MM_Sulphur ground02.jpg   MH_MM_Tire.jpg   MH_MM_Wall01 .jpg   MH_MM_Wall02 .jpg   MH_MM_ Wetground01.jpg   MH_MM_ Wetground02.jpg

The emBOX Slide Show: A slide show including rendered images of emBOX typefaces and Brainreactor fonts. Created by Anders F Rönnblom.

Movies and Animations

"Introspection" A multimedia project by Michel Esquino, student at the Art Institute of Southern California, Laguna Beach (under the supervision of Catarin Eure).
"Make Your Mind Up" Commercial test spot by KLAS JONSSON, Strobe. "The Millennium Movie" Promotional film to back up the Millennium Calendar project. By Klas Jonsson, Lars Heydecke and Andreas Lindholm, Megafront.

The Brainreactor Fonts:

These are the original Techno fonts designed by Andreas Lindholm. These are conventional fonts, that you install in your system and use in your graphic application by typing with your keyboard. When you cannot install them directly from CD-ROM, drag and copy the folders or files to your desktop first and install the copied ones to your machine.
Brainreactor Fonts CREATED BY: Andreas Lindholm, Stockholm, Sweden   ©1998 Andreas Lindholm   email: andreas@megafront.com

399 Missile-Normal
[MAC ONLY]

399 Missile-Thin
[MAC ONLY]

Amraam-Heavy
[MAC ONLY]

Amraam-Medium
[MAC ONLY]

Amraam-Thin
[MAC ONLY]

Bumblebee an acid
[MAC & WIN]

Bumblebee an the maan
[MAC ONLY]

Crystopia Atmosphere
[MAC & WIN]

Crystopia Ultraspace
[MAC ONLY]

Decader Regular
[MAC & WIN]

Decader Thin
[MAC ONLY]

Intergalactic Highway
[MAC & WIN]

Intergalactic Velaudrame
[MAC ONLY]

Neutranica DNA
[MAC ONLY]

Neutronica Geametric
[MAC ONLY]

Neutranica autthere
[MAC ONLY]

Neutronica subspace
[MAC ONLY]

Neutronica subwarld
[MAC & WIN]

Octane Premium
[MAC ONLY]

Octane Regular
[MAC ONLY]

Octane Super
[MAC & WIN]

Pornamania Peepshow
[MAC ONLY]

Pornomania Regular
[MAC & WIN]

AEROSPACER
[MAC & WIN]

CALCULATOR
[MAC & WIN]

ELASTICA
[MAC & WIN]

FUTUREMARK
[MAC & WIN]

INDUSTRIAL FAITH
[MAC & WIN]

NEODREAMS
[MAC & WIN]

PRENOPTICA
[MAC & WIN]

PROLOGIK
[MAC & WIN]

REACTIVATOR
[MAC & WIN]

ULTIMATE SURVIVAL
[MAC ONLY]

VIRUS
[MAC & WIN]

Dominator-Black
[MAC ONLY]

Dominator-BlackItalic
[MAC ONLY]

Dominator-Medium
[MAC ONLY]

Dominator-MediumItalic
[MAC ONLY]

Dominator-Thin
[MAC ONLY]

Dominator-ThinItalic
[MAC ONLY]

Ripoff_STYLE-Normal
[MAC & WIN]

Ripoff_STYLE-Thin
[MAC & WIN]

Vaccubomb-Italic
[MAC ONLY]

Vaccubomb-Normal
[MAC ONLY]

Viagra
[MAC & WIN]

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ANDREAS LINDHOLM, a 29 year old graphic designer from Sweden, has been creating a great variety of techno display fonts and typefaces for the last few years. He is a also a visual creator, currently working with 3D and video software at Tension Graphics in Stockholm. As a musician, Andreas used to work out techno beats on the drums.

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