

# GrzMag

neat stuff

**SPRING 2008**  
**PDFMAG #1**  
**WEBMAG #1-7**





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## **GIZMAG, neat stuff**

When I decided to make a PDF version of GizMag, I have to admit, I had no idea what the result would be. But as I got more response than I anticipated on the interviews. I got more excited about it. And I'm very happy with the result.

GizMag initially started as a weekly web magazine focussing on multimedia and design. But I try to broaden this perspective to photography, architecture, fashion, film, culture and so on. After every three months, a PDF version of the web magazine will be created about some of the past subjects.

I'm very pleased so much fantastic people answered my call to participate in this first PDF issue of GizMag. And I would like to thank them all for their cooperation!

Enjoy.

**Geert.**  
**[gizmag.eu](http://gizmag.eu)**

# PAPLOU

Online vintage conceptstore for kids  
[www.paplou.be](http://www.paplou.be)



**Who are you?**

Karolien, 30 years, female

**Where are you based?**

Hasselt, Belgium

**What is your background?**

Creative vintage loving photographing mummy.

**What do you like the most about your work or way of life?**

Trying to & be able to make a living with the stuff I really like to do.

**Is there something you are really proud of? Anything?**

My sweet little Luxie.

**Before answering these questions, what were you doing?**

Feeding our rabbits.

**Any last thoughts?**

You go bro!





















[www.mediumphobic.com](http://www.mediumphobic.com)  
[www.roadofknives.com](http://www.roadofknives.com)

# NICHOLAS DI GENOVA

## Who are you?

Nicholas Di Genova

## Where are you based?

Toronto

## What is your background?

I'm an artist who grew up in a small town in Canada. My parents are both immigrants, my dad is Italian and my mom is Australian. I took sculpture and then painting in art school, but I don't really do either of those things anymore... Um... I turned 27 yesterday!

## What do you like the most about your work or way of life?

Working for myself is amazing, I get to share a studio with two of my best friends, being an artist encourages girls to think I am more interesting than I actually am...

## Is there something you are really proud of?

I quit smoking.

## Before answering these questions, what were you doing?

I just finished eating breakfast with my girlfriend Jamiyla.

## Any last thoughts?

I'm working on a comic with some pals... [www.roadofknives.com](http://www.roadofknives.com)

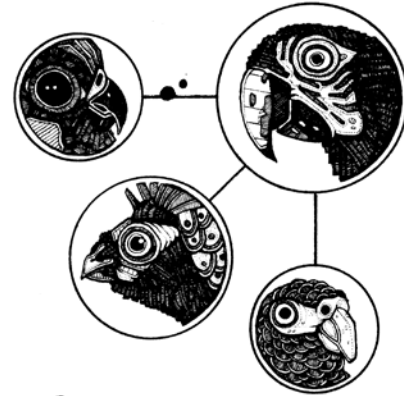
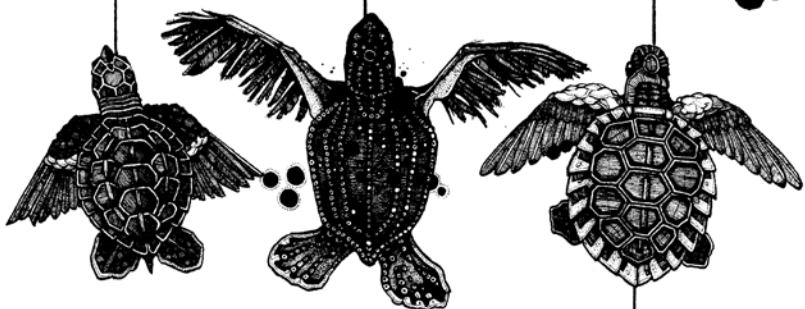
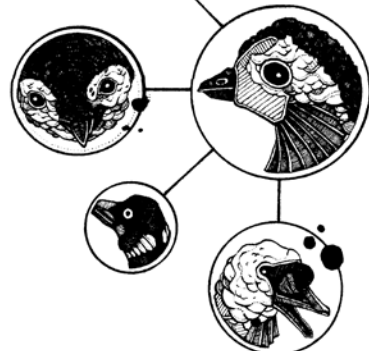
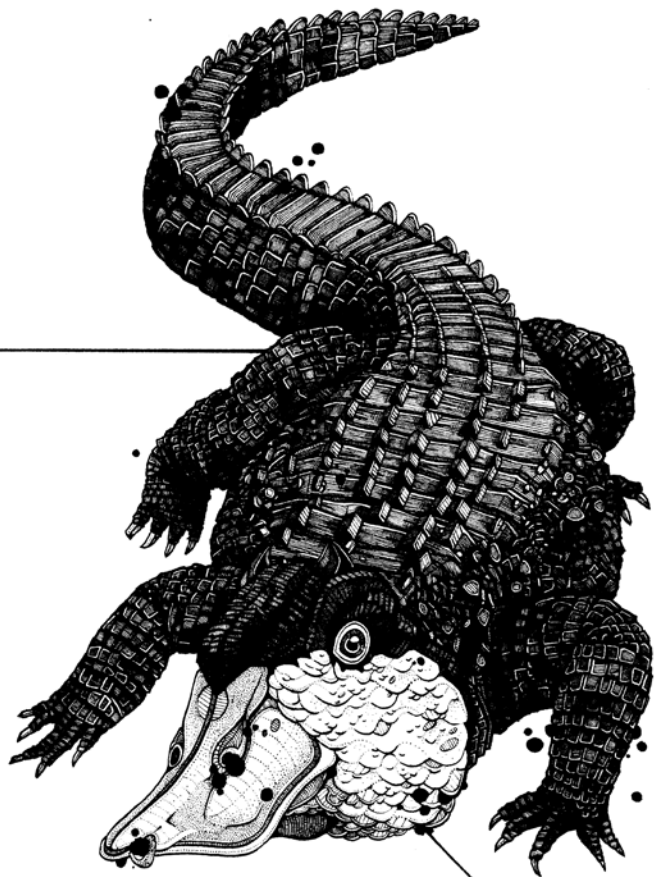




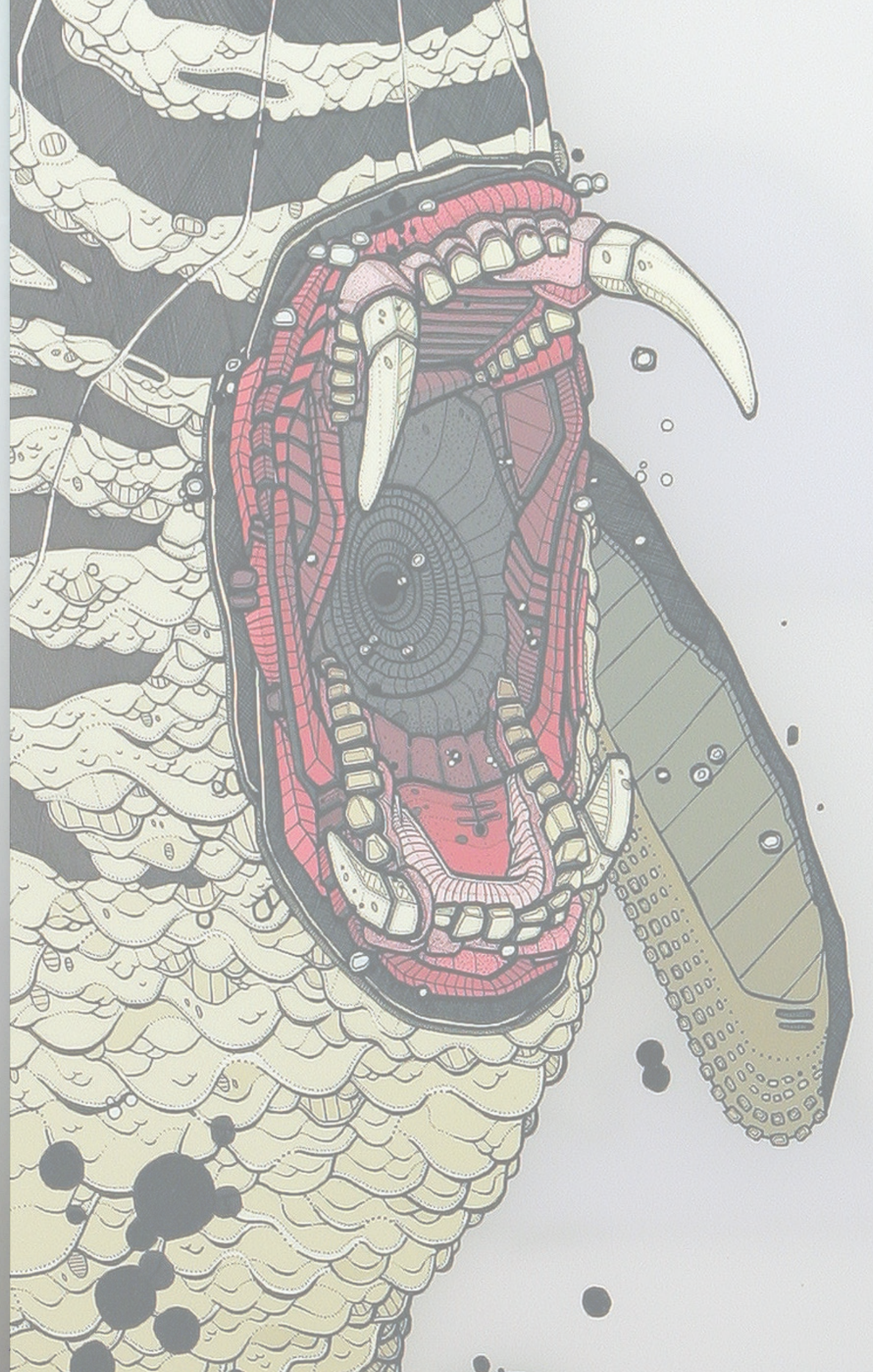














# AUDREY KAWASAKI

## Who are you?

I am Audrey Kawasaki.

## Where are you based?

Los Angeles.

## What is your background?

Japanese heritage. Have been drawing since I was a kid from manga comics. And started to take fine art classes in middle school, and have continued to paint since. Attempted art college in Brooklyn, but dropped out after 2 years. But have been lucky enough to meet many awesome art supporters, here in LA, and have been showing on a regular basis for a few years now.

## What do you like the most about your work or way of life?

Working/painting from home on my own pace and feel is perfect for me. I cant imagine myself doing anything else. I love to draw and paint and create, and I feel extremely lucky yo be able to do that and make a decent living. I tend to be introverted and not very expressive in person or with words, so its very healthy for me to freely express my inner desires and images and ideas.

## Is there something you are really proud of?

Every new piece I make, I wish to be proud of. When I have a solo show, and work for months on a series of pieces. And when that is complete and the opening reception goes well, its very fulfilling. Especially when I get alot of feedback from others.

## Before answering these questions, what were you doing?

I made kimchi natto fried rice and am now sipping on coffee, checking my mail, and scrabble on facebook.



Mysterious young women with bedroom eyes  
**[www.audrey-kawasaki.com](http://www.audrey-kawasaki.com)**















# SPACE INVADERS

A reality game by Invader  
[www.space-invaders.com](http://www.space-invaders.com)

**Who are you?**

I am Invader.

**Where are you based?**

I live and work on earth.

**What do you like the most about your work or way of life?**

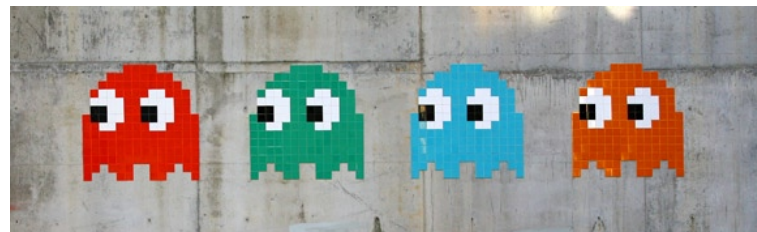
My work is a good way to discover many cities and people from earth.

**Is there something you are really proud of?**

Doing what I want.

**Before answering these questions, what were you doing?**

I was working on a post Invasion trip. I'm just back from India where I invaded the holy city Varanasi and I was working on those pictures for my database.











STUDIO / PARIS 2005











# MIMOCO

Mimobots by Mimoco  
[www.mimobot.com](http://www.mimobot.com)

## Who are you?

We are MIMOBOT, come from Planet Blooh to bring style and joy to the USB ports of Earth. Plus, we're all pretty much brain-wiped, and we need you to use MIMOBOT to store your data so we can recover ours.

## Where are you based?

We live in Boston, Massachusetts by way of Planet Blooh

## What do you like the most about your work or way of life?

I love the fact that we can take something as mundane as a flash drive and make art out of it

## Is there something you are really proud of?

We are proud to be able to change the way people look at consumer tech and self expression

## Before answering these questions, what were you doing?

We were packing... New York isn't that far of a trip, but when we trip, we trip hard, man.













HAPPY TREE FRIENDS  
USB Flash Drive

HAPPY TREE FRIENDS  
USB Flash Drive

HAPPY TREE FRIENDS  
USB Flash Drive

Not a toy Ages 13 & up

mimo  
bot

USB Flash

mimo  
bot

bot Art

1GB

Flippy™  
mimo bot Art Toy USB Flash Drive

Flippy™  
mimo bot Art Toy USB Flash Drive

4GB





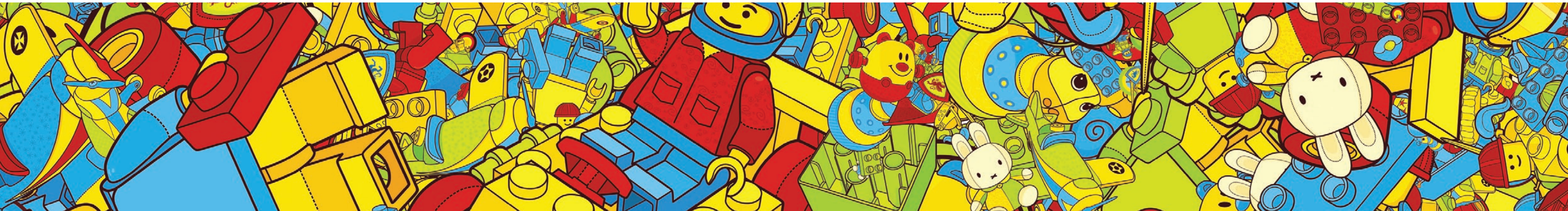


# GUILHERME MARCONI

A compulsion for color, form and repetition

[www.marconi.nu](http://www.marconi.nu)

[brain.marconi.nu](http://brain.marconi.nu)



## Who are you?

I'm an self-taught artist. I was born in a small city named Nova Friburgo, in Rio de Janeiro. I can say I love my work and colors, and this passion for color comes from my culture (folklore) and from the climate of my country (the hot heat we have here). Add to that, I love cartoons and series, I can't miss a chapter of Heroes, Lost, Prison Break, Smallville, Naruto, Avatar and Stargate Atlantis. And I love Japanese food and go to the movies. So, I'm this.

## Where are you based?

There are some traditional artists that are very important to me, like Van Gogh and his yellow color that influenced me a lot. In relation to colors, I couldn't forget Romero Brito. There are others influences like Nando Costa, Denis Kamioka, Murilo Maciel, Will Murai, Rodrigo Rezende (that is from Nova Friburgo too), and Chuck Anderson.

## What is your background?

I didn't have an academy background, I never went to the university, I didn't like a lot of the professor image.

## What do you like the most about your work or way of life?

I like the freedom that I have as a freelancer. I can wake up at any hour I want and produce what I like... I can go to the movies in the afternoon, and go to eat Japanese food to get some inspiration. I can date in the middle of the day... But when I have a lot of work, I can't do all of this... I respect my deadline and my work. And when it happens, I don't even have weekends or take a vacation. And some times I have to change my plans of a holiday because of a job, but I love what I do... so, it's worth it.

## Is there something you are really proud of?

In my personal life, I'm proud of my fiancée, she is all for me. :) And in my professional life, I'm proud of my job for Absolut, it was very important for me, cause it delimited my style.

## Before answering these questions, what were you doing?

I was sleeping... Enjoying my weekend and relaxing a little. :) After all, it is necessary to have more ideas for projects.

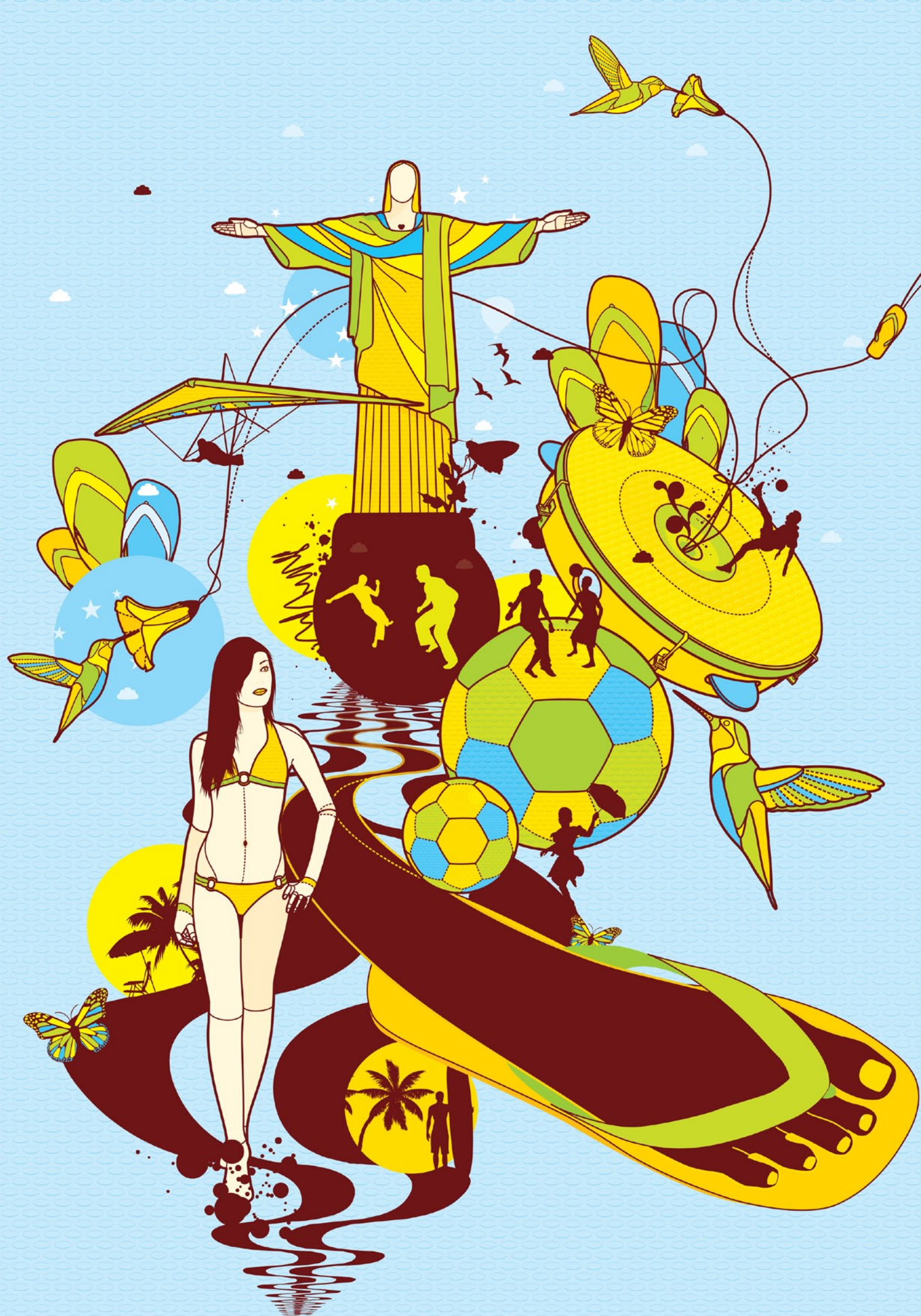
## Any last thoughts?

Thank you for the opportunity of participating of the mag, I'm very glad and honoured for it. :)











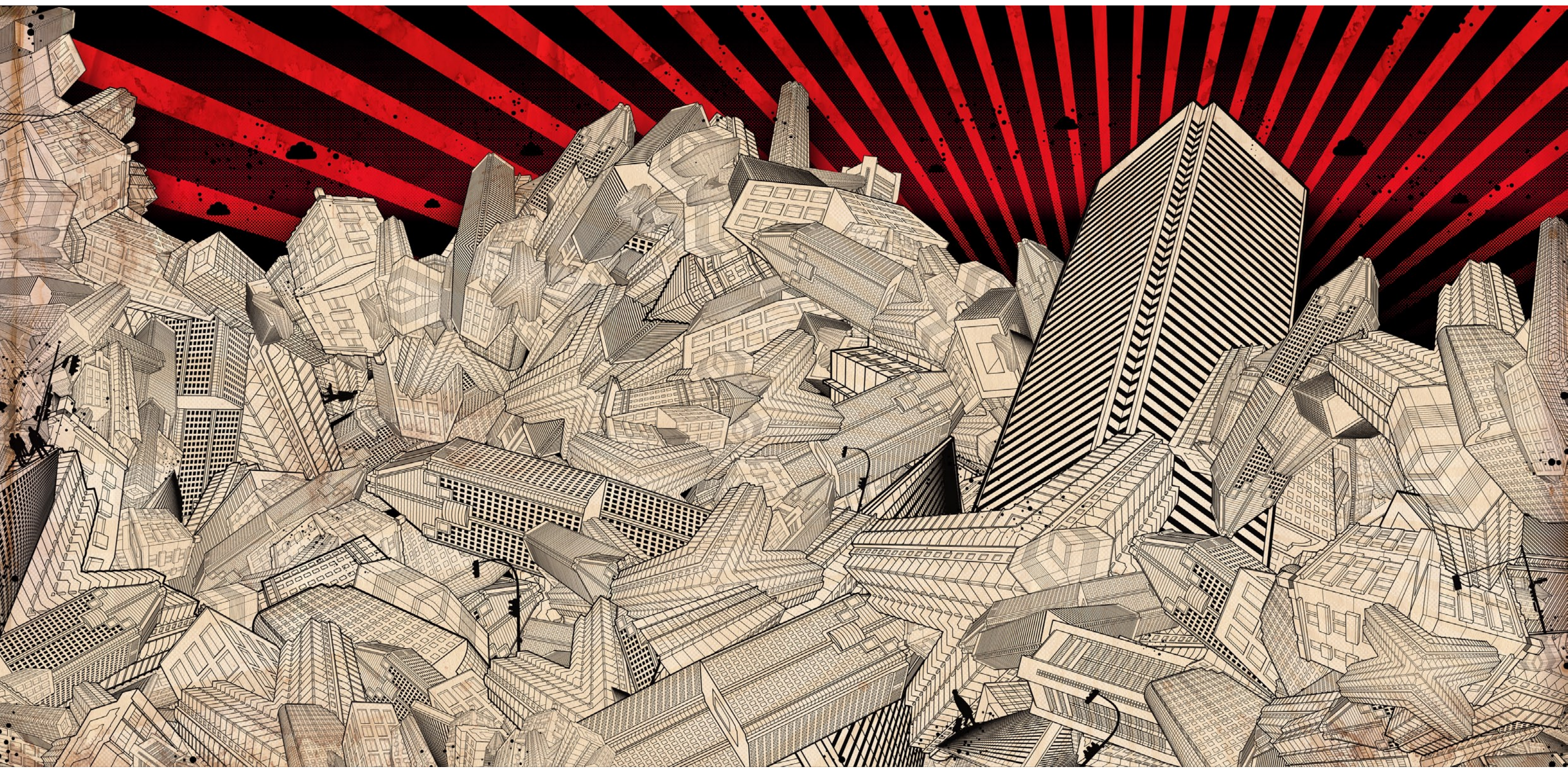


AT&T / BBDO ATLANTA  
ART DIRECTORS: JEFF OEHMEN, MICHELLE MATTHEWS  
DESIGN DIRECTOR: PAUL HUGGETT















# PLEIX

A virtual community of digital artists  
[www.pleix.net](http://www.pleix.net)



## **Who are you? Where are you based?**

Pleix is a community of digital artists (graphic designers, 3d artists, musicians...) willing to mix their skills to gain greater freedom for various projects. The Pleix touch could be a common work on limits, contradictions and accidents that show the fragility of the digital world. These artists produce tension by joining together heterogeneous graphics, videos and sounds. We are all based in Paris. It's true, we never put our individuals name but sign our different projects under the name of PLEIX. Pleix is not a company... just a group of various artists.

We work together since 2001 but we know each other since before we created Pleix. We are all complementary technically and creatively and it's an ideal situation for us to be together. Bleip is part of the collective, he is a musician and a video editor. Working together is a great help, we all believe that image, sound & edit are all equally important.

## **What is your background?**

Some did SupInfoCom (a 3D school), some did Arts Deco, some did other art schools and some are autodidacts.

## **What do you like the most about your work or way of life?**

We love what we are doing film, video, installations etc... we are really having fun!

## **Is there something you are really proud of?**

Nothing at all, that's why we are carrying on doing it! We are trying hard!



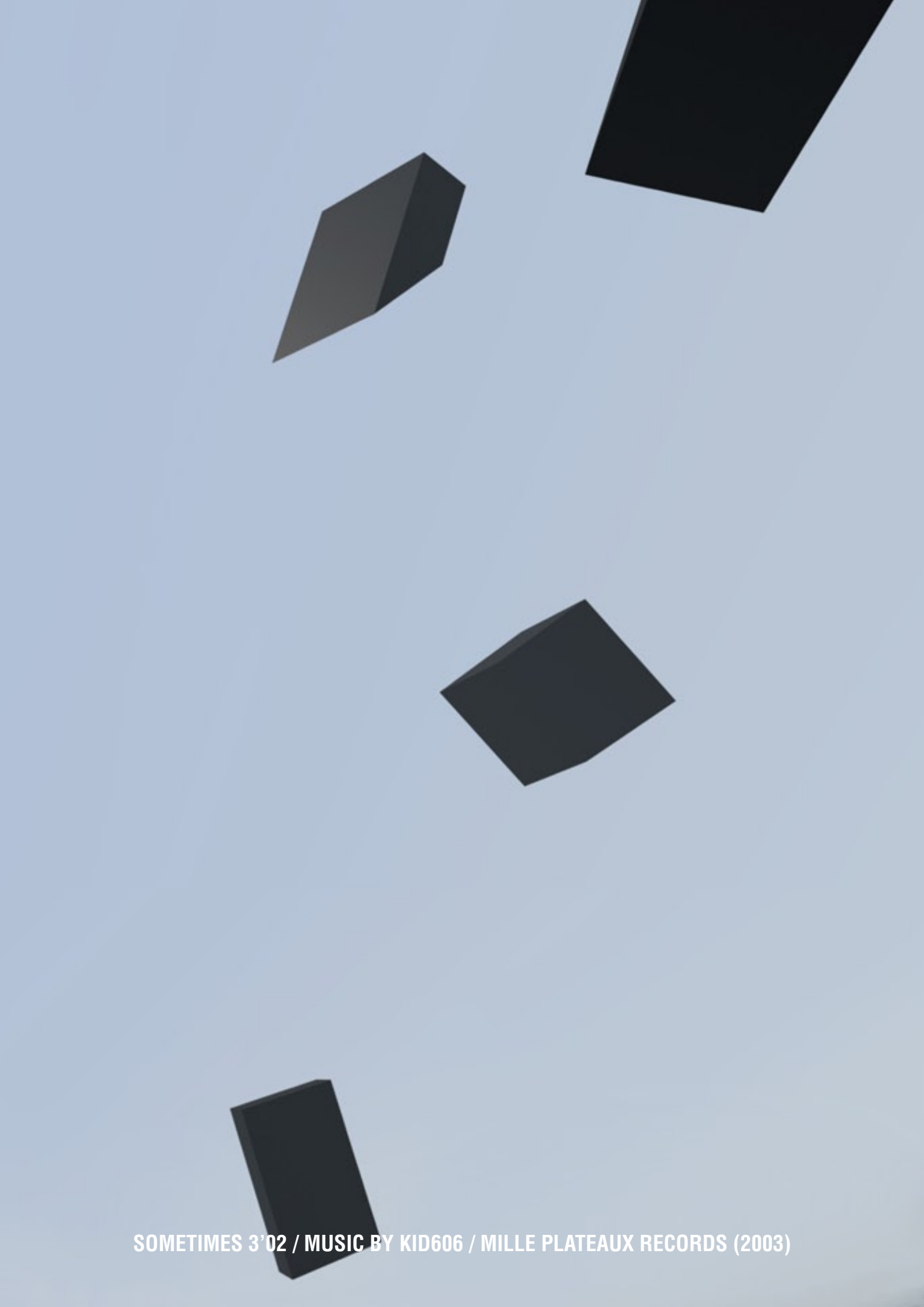
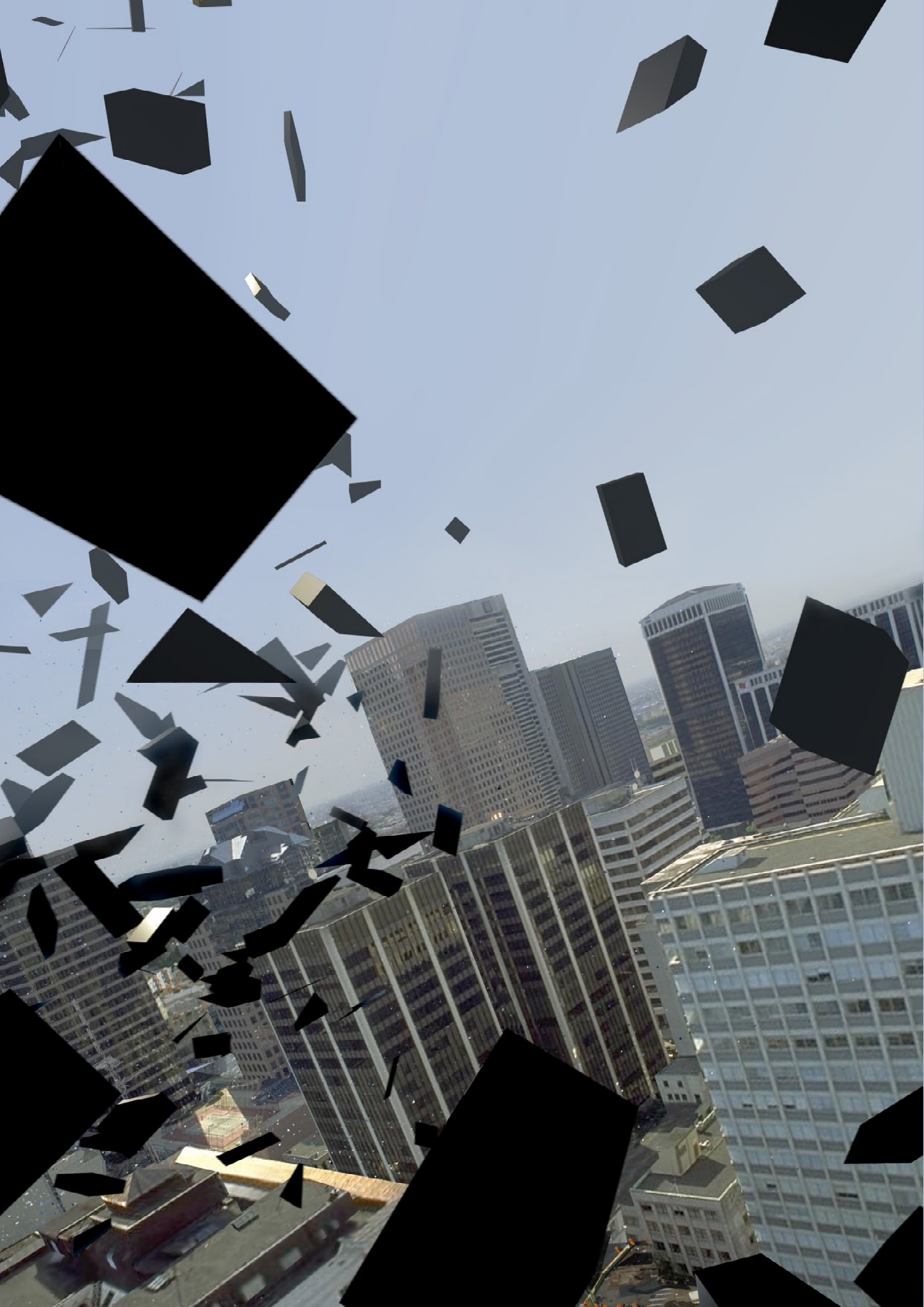






SOMETIMES 3'02 / MUSIC BY KID606 / MILLE PLATEAUX RECORDS (2003)





SOMETIMES 3'02 / MUSIC BY KID606 / MILLE PLATEAUX RECORDS (2003)





BIRDS / DIRECTED BY PLEIX / MUSIC VITALIC (PIAS RECORDS) 2006





## Who are you?

My name is Jurgen van Zachten. Founder of graphic design agency Locografix and father of PlayRoll.

## Where are you based?

Eindhoven. The city where Philips started making its first light bulb, and invented the cassette and compact disc.

## What is your background?

I've been drawing a lot since I was a young kid. I used to play soccer, so I made drawings of all players of my favorite soccer team and send it to them hoping that they would sign it and send it back to me. Since I used to live in a very small village (where most people were working as a farmer or as carpenters) it never crossed my mind that I could choose an education developing my creativity. Most of my class mates started studying economy or law. So, what happened? I started studying law for 1 year. Of course. After attending college for 2 weeks I spent the rest of the year playing pool and drinking beer. During Christmas my parents asked me why my law books were still sealed. I had to take a closer look at what I wanted to study again. The art academy seemed to be most appropriate. It turned out to be the art academy of Maastricht. This was 1992. In this same period house music became more and more popular. Going to big house parties in the weekend and studying graphic design the rest of the week turned out to be difficult to combine. So, after 2,5 years I quit the art academy and went to a school for advertising. During an internship I was offered a job. I never went back to school again...

## What do you like the most about your work or way of life?

Every couple of years I have to take a closer look at what I'm doing

and why I'm doing it. Working as a freelancer I always have the ability to change into the right, newer direction. I have a lot of freedom in the projects I work on. Still, I needed a project in which I was the client as well as the designer: PlayRoll. Being able to create what I started collecting, designer toys, was my ultimate dream.

## Is there something you are really proud of?

Workwise there are several projects that I'm still proud of. The first one is a manual for a 3D software program called Blender. This was my breakthrough in the world of graphic design in the late nineties.

Another project I'm proud of is a catalogue I made with my former trainee, Joris Hoogendoorn, for Copa. The catalogue was designed as a seventies soccer comic book about 'enfant terrible' Vinnie Mulder. While Vinnie's career moves to different directions, you'll be taken through the various sections of the collection. With the accuracy of a free kick Vinnie guides you from one product to another. This catalogue was nominated for 'Best Dutch Graphic Design'.

And last but not least, PlayRoll. I sure hope that one day one of my papertoys are being produced in vinyl. I just finished a papertoy for 'Put your hands up for Detroit' DJ Fedde Le Grand's first album. Most likely this character will be produced in vinyl in the near future.

## Before answering these questions, what were you doing?

My studio is in a former Philips factory in the heart of Eindhoven called the Temporary Art Centre. This building is jam-packed with other creatives. I just had lunch with some fellow designers and ate a smoked mackerel with my bare hands.

## Any last thoughts?

Poo it yourself!





PUT YOUR HANDS UP FOR DETROIT / FEDDE LE GRAND











# CHRISTOPHER LEE

The beast is back  
[www.thebeastisback.com](http://www.thebeastisback.com)



## Who are you?

My name is Christopher Lee and I'm an Art Director in the motion graphics industry for Buck ([www.buck.tv](http://www.buck.tv)) and a freelance illustrator.

## Where are you based?

I currently live in Burbank, California.

## What is your background?

I was born in Sacramento, California and graduated from Sacramento State University with a BS in Graphic Design in 2006.

## What do you like the most about your work or way of life?

I love the creative freedom and the constant need for self-discipline. I've really learned to balance my life to make sure I stay productive, while at the same time not forgetting to live a little.

## Is there something you are really proud of?

Outside of specific projects, I think I'm proud of what I've been able to accomplish in the span of only three and a half years. Granted, I've been drawing my entire life, but I think 2005 marked the time when my career really started to take off. It took a lot of sacrifice, exploration and dedication that I never knew was in me. Looking back at some of the projects I've done, I often stop and think "How the hell did I manage to finish that in one week?" Haha.

## Before answering these questions, what were you doing?

Sending my last emails for the night. It's 1:15am right now.

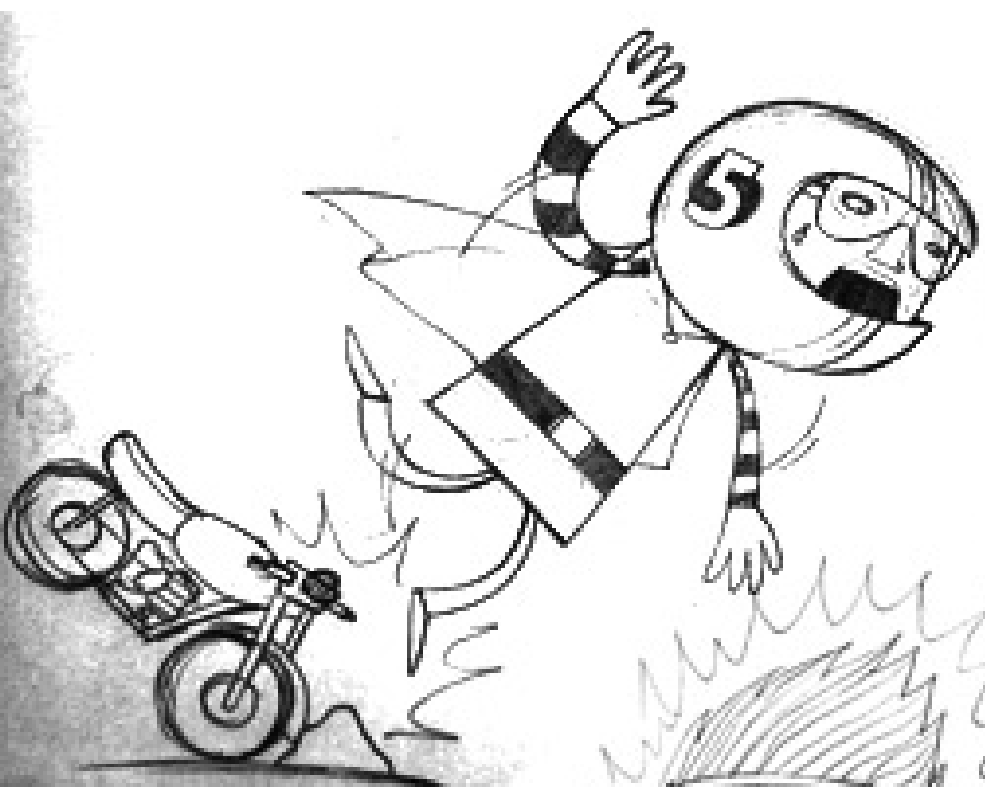
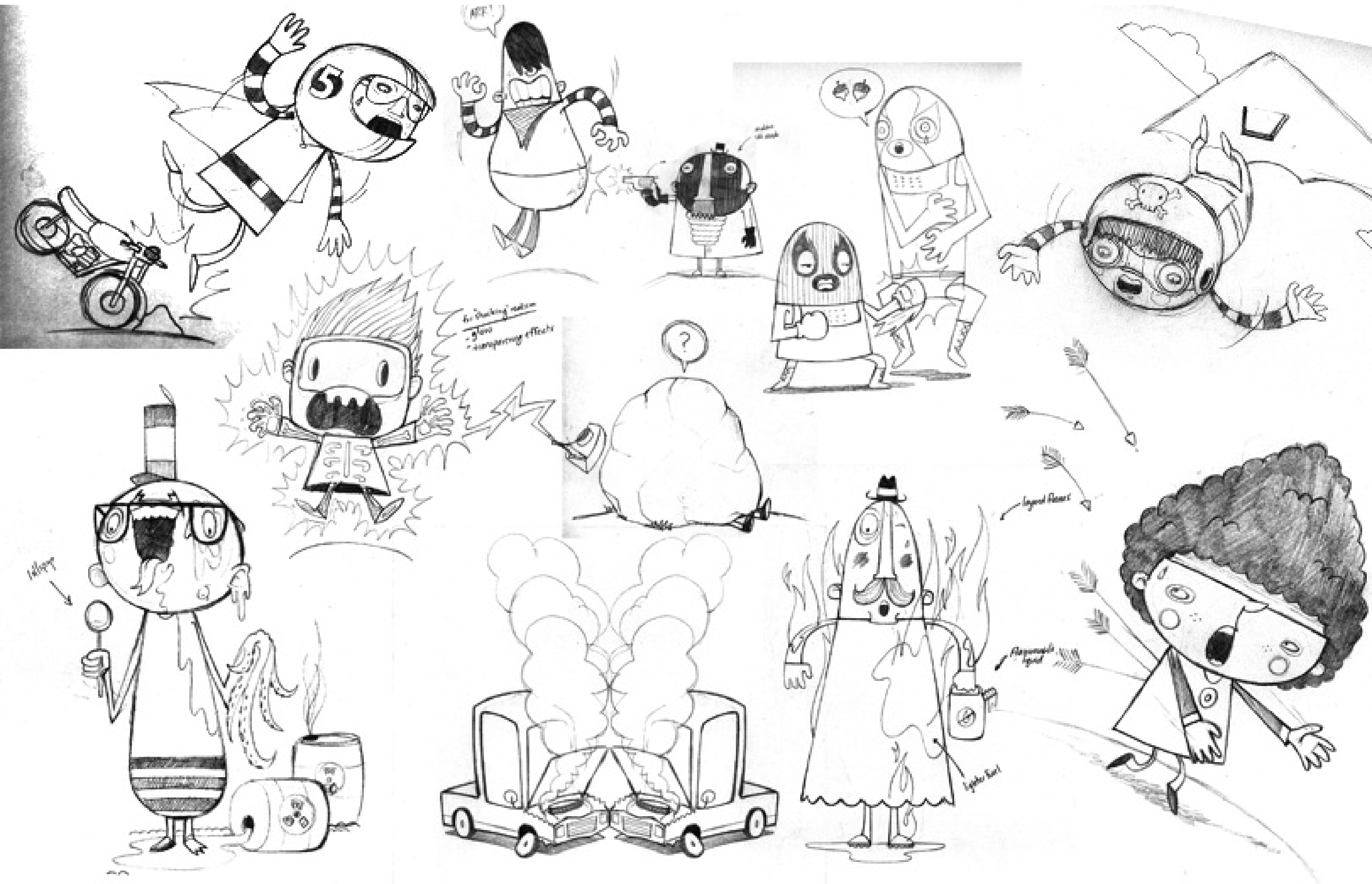
## Any last thoughts?

Thanks GizMag and watch out for my new mini-print series coming out called The Great Hunters! Lots of surprises in-store for that one.



















**NGUAN**  
Photography  
[www.nguan.tv](http://www.nguan.tv)

**Who are you?**

My name is Nguan. I'm a photographer.

**Where are you based?**

Hard to say, I've been moving around like a fugitive. I'm currently in Tokyo.

**What is your background?**

I was born and raised in Singapore.

**What do you like the most about your work or way of life?**

Photography allows me to go outside and play.

**Is there something you are really proud of?**

I am intensely motivated and live every single waking moment like it's my last.

**Before answering these questions, what were you doing?**

Daydreaming. I lied on the previous answer.

**Any last thoughts?**

I can't believe I'm in Jizz Mag!























# PEE&POO

Kiss&Bajs  
[www.peeandpoo.com](http://www.peeandpoo.com)



## **Who are you?**

I'm Emma Megitt, the creator of the Pee&Poo plush dolls.

## **Where are you based?**

I'm based in Stockholm, Sweden.

## **What is your background?**

I have a master in Graphic Design at the University of Design & Crafts at Gothenburg University, Sweden. I've previously worked as a freelance illustrator.

## **What do you like the most about your work or way of life?**

It gives me the freedom to make decisions for myself, but also accountability to myself. It's a fine balance between pleasure and pain.

## **Is there something you are really proud of?**

Managing to bring Pee&Poo to the market and being able to present a product, surrounded by so much taboo, in a such a, non offending way.

## **Before answering these questions, what were you doing?**

I was embroidering a matryoshka brooch in felt.

## **Any last thoughts?**

It's not all about doing what you love, but also loving what you do.







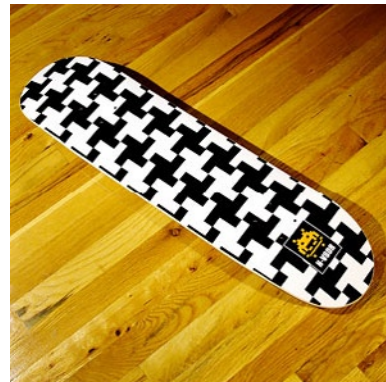








**N-V8DR**  
Take Action!  
[www.n-v8dr.com](http://www.n-v8dr.com)



**Who are you?**

N-V8DR is a lifestyle brand that infuses the skateboard, fashion, and art cultures. We're striving to be the premier platform that portrays distinctive talent be it pro, amature or enthusiast.

**Where are you based?**

Planet Earth (New York City)

**What is your background?**

Our background consists of travel, music, cinema, skateboarding, fashion, nightlife and art culture.

**What do you like the most about your work or way of life?**

We get a chance to take our ideas, compile them into exclusive interactive products and share it with the world.

**Is there something you are really proud of?**

The fact that we're getting up, getting out and doing something that makes both younger and older generations reacting to our ideas. We are also proud of our team members.

**Before answering these questions, what were you doing?**

We were on the road for 18 hours going back to N.Y.C from Miami, Florida. Where we were supporting our friends Heartsrevolution/Heartschallenger.

**Any last thoughts?**

Take Action!















# BENNETT ROBOT WORKS

Robot sculptures

[www.bennettrobotworks.com](http://www.bennettrobotworks.com)

## **Who are you?**

My name is Gordon Bennett.

## **Where are you based?**

I live in Brooklyn, New York, in a section called Park Slope. I have lived here for 18 years.

## **What is your background?**

I work as a Creative Director in advertising. My background is in art direction. I have worked in advertising, in New York City, for 32 years.

## **What do you like the most about your work or way of life?**

What I like best about my job is all the artists I get to work with. Graphic designers, web designers, musicians, film directors, set designers, editors, colorists, photographers, actors, illustrators, animators and CG artists.

## **Is there something you are really proud of?**

I'm proud of the art I create when I'm not working in advertising. I build robot sculptures out of garbage and found objects. I find parts in flea markets, yard sales, garbage dumps and construction sites.

## **Before answering these questions, what were you doing?**

Before answering these questions I was loading software into my new computer, because my last one just died.

## **Any last thoughts?**

Thanks for giving me a chance to be in your zine!















## **Who are you?**

I am the chairman and founder of Stikfas Pte Ltd. I am also the creator and inventor of STIKFAS™, an articulated action figure that has revolutionized the global toy industry.

## **Where are you based?**

I am based in Singapore and in the same office in Katong where we first started. Katong is located in the East of Singapore, near the beach and also where I grew up.

## **What is your background?**

My background is in design. I began my career as a Junior designer for a hotel and later, went on to work with an events company, designing outdoor decorations for their buildings. Being a toy collector, with over 60,000 toys in my collection, I have also done some toy wholesale and retail. Before STIKFAS™, I was CEO of a local animation company.

## **What do you like the most about your work or way of life?**

There are lots of things that I like about my work. I find joy in coming into the office everyday. My company is about the company of the people and hanging out with my colleagues is the best part of work. I like to surround myself with people that are both intelligent and inspiring, people that have their own ideas and do not necessarily always agree with me. If I take them out of the equation, the company would only be the four walls with lots of tables and computers. That doesn't make a business.

I also enjoy the flexibility of work. I don't adhere to a strict 9 to 5 schedule and I don't expect my colleagues to either. Being a company that is designer heavy, I don't limit my team to being creative only from 9am to 5pm. Creativity strikes me at the oddest times, could be at 2am and that is when I will do my work. However, my colleagues and I know that when work needs to be done, it gets done.

## **Is there something you are really proud of?**

I am very proud of my team and what they have achieved with STIKFAS™. The brand has gotten to where it is through their hard work and dedication and I could not ask for a more creative and inspiring team of people to work with.

## **Before answering these questions, what were you doing?**

Gardening. I love gardening and spending time in the garden. I find gardening extremely peaceful and inspiring. Also, being a designer, I tend to be a visual person and I like to be able to look out and see lots of calming greenery.

## **Any last thoughts?**

Inspiration comes from all around. Just look at your environment and be sensitive to the things and people around you.















# TO BE US

A matter of toys  
**www.tobeus.it**

## **Who are you?**

Matteo Ragni, designer and father of two wonderfull children.

## **Where are you based?**

In Milan, close to Parco Ravizza, a beautifull city park.

## **What is your background?**

I'm an architect but I started working as an industrial designer.

## **What do you like the most about your work or way of life?**

Everyday there's a new project, a new challenge, so I never get bored about my work. that's the most important thing in every man's life.

## **Is there something you are really proud of?**

Of course of my sons and of my new challenge as an entrepreneur with Tobeus.

## **Before answering these questions, what were you doing?**

I'm having my first coffee at home before going at work.

## **Any last thoughts?**

Designing for children is the best way to belive in a better world.















**GizMag is** Geert Bollen, Hasseltsestraat 37, B-3740 Bilzen, Belgium  
**Visit GizMag at** <http://gizmag.eu>  
**Comment GizMag at** [geert@gizmag.eu](mailto:geert@gizmag.eu)

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