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NOT S... OR INTERVIEW

BY 

FUGTRUP





Another interview, another guest. In this interview, I want to introduce - **FUGTRUP** - animator, artist ... DAMN IT, I don't have ideas for descriptions. How can I describe each of these artists separately, how do most of those I interview with do a similar thing? I will not write the same thing a thousand times. Anyway...

I invite you to read.

X-BASH

1) Why "FugTrup"?

It's actually an anagram of a Russian meme from 2011. I needed a username for my Digitalero account, so I've got to think fast. So, basically, it's just a bunch of letters.



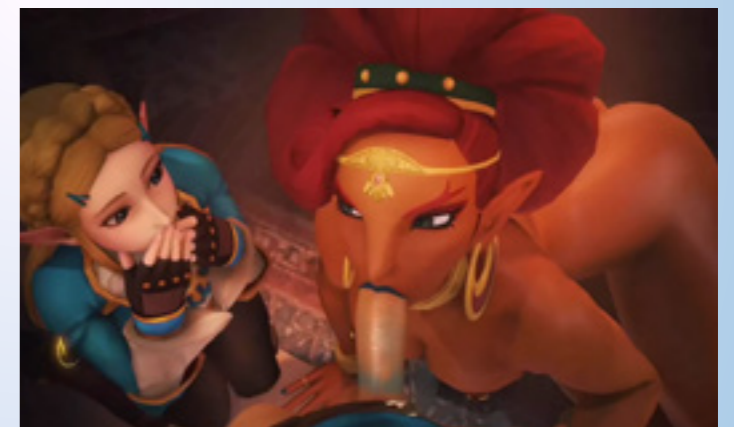
2) How did your adventure with animation begin?

It began in 2011 (i guess) on Digitalero forums. I was making lewd pictures in Garry's Mod and it was my little hobby. In 2012 SFM came out, and I don't think Valve expected it to become the "porn-making software" as it is now... So, naturally, I shifted

from GMOD to SFM, because it was much more advanced, and started posting my first animations to Digitalero. Not so long after that, I started to feel that my ego needs its own personal blog. And 6 years later I'm here, still doing that.

3) Where do you get models and sounds for your animations?

SfmLab and Steam Workshop.



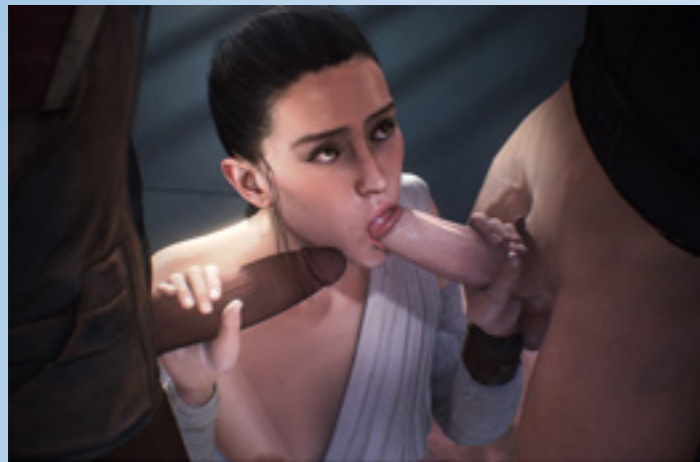
4) Do you have your favorite character? If so, why?

It's a tough question, but I'll list some of my favorites. **Alyx Vance** has a sweet spot in my heart. Like, every female from **Borderlands** series. And, of course, **Mei** from **Overwatch**.



5) What programs do you use when creating the animation?

SFM, After Effects and Photoshop for exporting gifs.



6) How long does it take to create one animation?

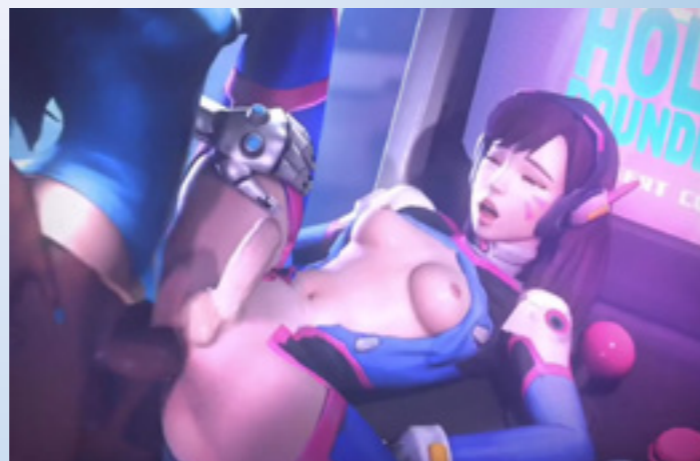
It depends. Sometimes, I can make an entire animation in one day. Sometimes projects can take weeks, just because I scrap the whole scene and redo it, again and again, to make it work. But, usually, it takes 3-4 days.

7) Any plans for the future related to animations?

To leave SFM and move on to "real" 3d software. Sometimes I feel that some ideas I have in my head are almost impossible to make in SFM. I'm not a fast learner, but I hope that in 2019 I'll move to Maya entirely.

8) Who or what inspired you to create animations?

Since childhood I was interested in design and animation, making little cartoons for my friends in Macromedia Flash. This and my love for porn combined, producing a passion for making animated porn. So, I guess that what you can call an inspiration.



9) Any advice for others who would like to create similar content for yours?

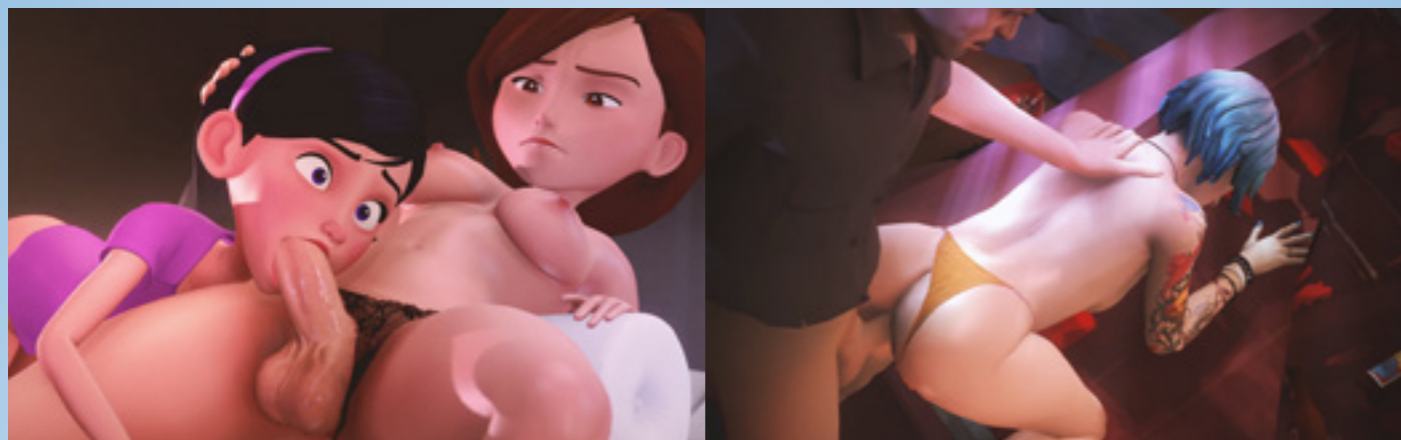
Quality over quantity. Never push yourself to make something that you have no passion for. Stop promoting your Patreon when you have only 10 followers.





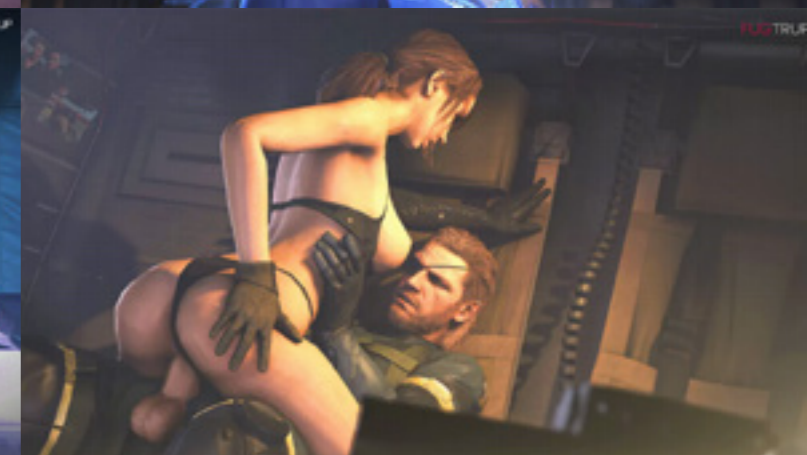
10) Traditional question... do you like CREAMPIE ;D?

I don't find it aesthetically pleasing.



11) Do you have someone you would like to greet or thank for help or "inspiration"?

I'm bad at remembering names, so it's tough for me to name specific people. But every artist on this [LIST](#) is either inspiring me, or have the potential to inspire me in the future,







mad_maxxx95

2m ago

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SEE YA
Mr.X-BASH

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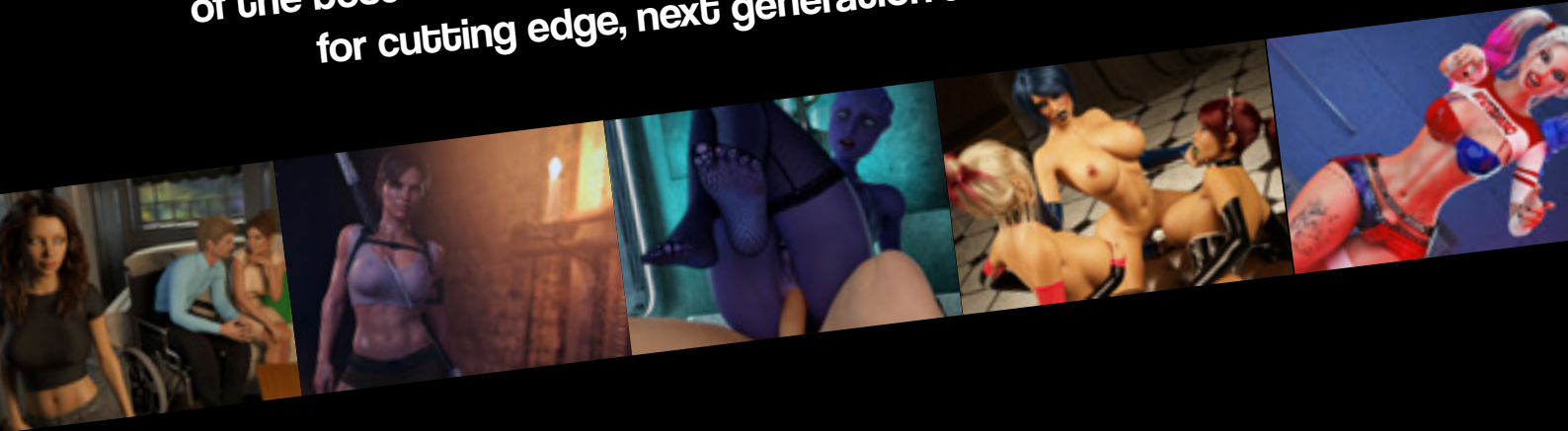
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