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URBANATOR



Another interview, another guest. In this interview, I want to introduce – **URBANATOR** – an artist who creates some of the best work at SFM. With his works he proves that the program for modeling characters is not enough. He takes care of every detail so that the work gets the best quality.

**I invite you to read.**

**Mr. X-BASH**

CREATOR

**MR. X-BASH**

ASSISTANT

**THE ICHOR MONGREL**

## 1) Why Urbanator?

If I remember correctly, I appropriated the name from my older brother, years ago as a kid. He used the name 'Urbanator' in some random game and I just usurped it for myself sometime later. I'm assuming the name is a mash-up of 'Urbanski' (my surname) and The Terminator. It could also be a reference to the 'Shermanator' from that American Pie film, but I never actually asked HAHA!



## 2) How did your adventure with modelling begin? What came first?

Modelling isn't really how I'd describe it; 'posing' would be more appropriate – I've never modelled anything! I started using Gmod (Garrysmud) back in 2009. I had left higher education and was struggling to find employment and to fill up that period of boredom. I used Gmod to pass the time by messing around with the silly face morphs you could use on character models and playing with the various props, etc. I'm not sure how I was first introduced to Gmod, maybe through a friend? Anyway, sometime later I started posing characters, like from Left 4 Dead or Batman and making very simple scenes for fun. I started learning the basics of lighting, usage of colours, camera placements, and how to pose character models with a little more finesse. Over time I improved and started getting noticed!

## 3) Why did you start to do your model poses?

Initially, it was because I had nothing else to do, and I noticed GMod had this huge image-making appeal on sites like Facepunch, which I think I came upon around 2010. I was always more arty back in school and I really enjoyed video gaming. Consequently, the idea of being able to create scenes and images based on video games and characters was very enticing! Back then I only made images based on games I had played and enjoyed, though now I often pose characters or models I know little about and like the look of, but I sometimes haven't played the games they've originated from. To answer your question more directly – I liked the creativity and fun that came from posing images, and I later came to realize that I also love sharing the images with others online!





#### 4) Where do you get models for your works?

Originally I got them from Facepunch modelling sections and some Garrysmod specific sites. Nowadays I get them from places like SfmLab or the Source Filmmaker Steam Workshop. Occasionally I find them on public art sites like Deviantart. I also commission some friends or acquaintances every now and then to grab a model for me, compensating them for their time spent porting models to Gmod/Sfm. Though with hindsight I probably should have laid off on that, since I already had too many characters to use! Some guys I talked to over Steam would also occasionally send me a model to pose.



#### 5) Don't think we didn't notice your profile icon. Clever. We're guessing you're an ass man?

Well, see, „when I think of asses, a woman's ass, something comes out of me.“  
But ironically, I'm probably more of a chest guy, if that wasn't obvious from my work  
- HAHA!

#### 6) Do you have your favourite character from any movie, game or other media? If so, why?

Gosh, that's a tough one, I don't know if I have an absolute favourite nailed down. There are so many video game characters out there that I've liked over the years. To name a few - Guybrush Threepwood (Monkey Island), Andrew Ryan (Bioshock), the Joker and Harley Quinn (Arkham series), Female Commander Shepard (Mass Effect), Samus Aran (Metroid), the Doom Slayer (Doom 2016), Alyx Vance (Half-Life 2), all for a variety of reasons. That's just some from the top of my head, but I could go on for a while! I'm also tempted to say Bowser from the Mario series as I always liked his design as a kid, especially as I loved Dinosaurs growing up. A big, fire breathing Turtle Dragon/Dinosaur that has an insatiable infatuation for an attractive, young, blonde princess - entirely relatable.









## **7) What programs do you use for you to create your works?**

I originally started with Garrysmod and then moved to Source Filmmaker. While GMod is more akin to a game or sandbox, Sfm in comparison feels more like a tool. Although the potential for creativity in Gmod is still massive - I've seen some incredible images and animations using the programme - I found I felt more comfortable with Sfm and its user interface, among other features that make it easier for posing and rendering. Most recently I've been messing around with a VR programme called 'Virt-A-Mate' (VAM) which has some really neat features of its own, though not without its share of restrictions. Unlike Sfm however, which has been entirely abandoned at the roadside by Valve, VAM is being periodically updated and improved, which is refreshing! I hope to delve into it more.

## **8) That second pass over your work in Photoshop really does take things to the next level. It's almost like digital multimedia that you're doing. Do you just do touch-ups, or how much of the image do you compose in Photoshop?**

Some jobs require more work than others, but using Photoshop I'll typically go over every part of an image with a fine-tooth comb. I'll try to correct any imperfections while adding my own editing touches to an image. Photoshop is only the icing on the cake however, as the main bulk of work is done in the different posing programmes. Generally, the Photoshop side will take more time than posing as I am a stickler for correcting details.

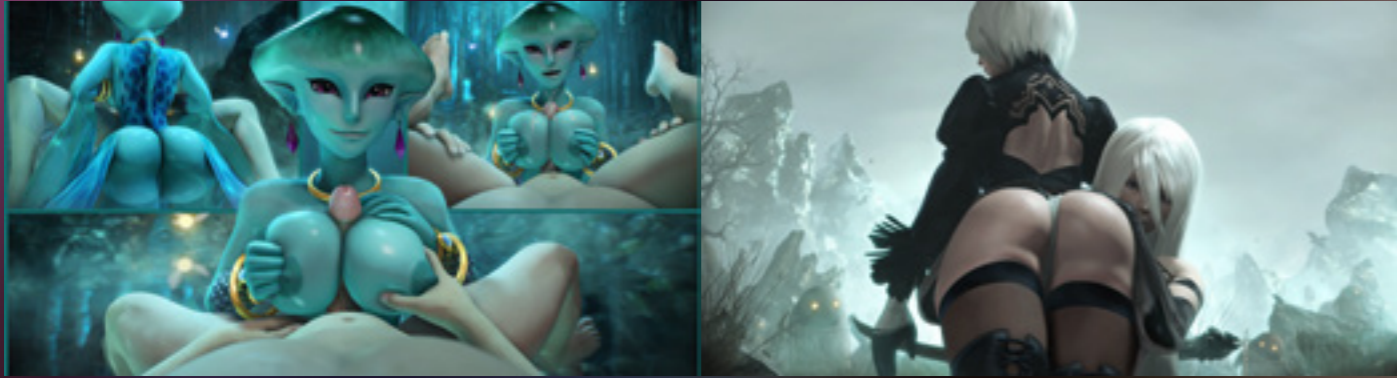






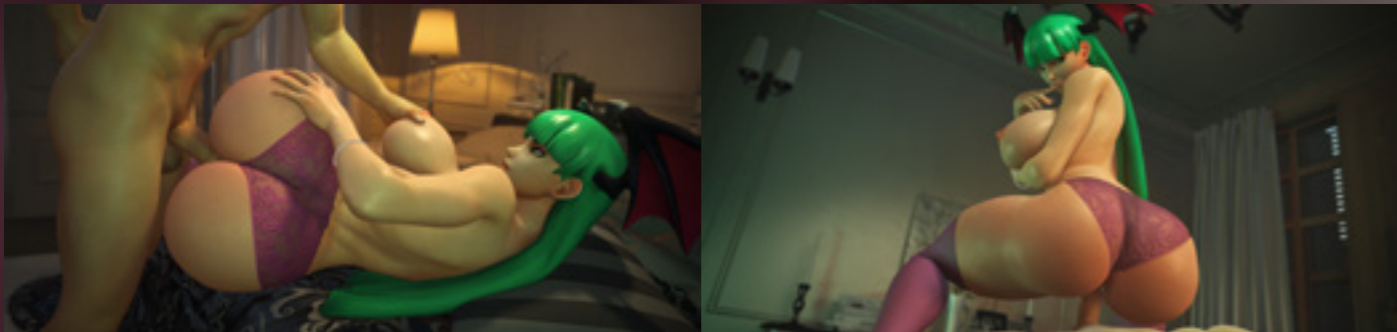
## 9) How long does it you take to create one work?

I've never really timed myself. Each project can differ, with some taking a considerable amount of time more than others. The editing side of the image-making process easily takes the longest. It doesn't help that I have something of an obsession when it comes to, for example, correcting any flawed pixel on a character. I tend to get carried away in Photoshop but I like to think people appreciate the extra bit of effort!



## 10) How does the process of creating your works?

There's not a whole lot to the process honestly. I just fire up Sfm/Vam, carefully pose a scene, then render it. I then take the resulting rendered images through Photoshop to clean them up. Generally speaking, this is where the arduous part begins - editing images and cleaning them up isn't really difficult but it takes a significant amount of time to achieve optimal results, and meet the standards I set for myself.



## 11) Any plans for the future related to your works?

Sure, namely broadening my horizons and trying new programmes that are being periodically updated and supported. VAM, which I mentioned previously, and Blender are great examples of tools that have active communities working to improve them. Though Source Filmmaker can still achieve great results, it is quite an archaic tool and has been for years. Beyond that, learning animation and animating characters could also expand my repertoire, and I am slowly working to develop those skills. I don't have much experience yet on the animation front, and I am slowly working to develop those skills.









## 12) What, do you feel, really draws people to your work?

I have almost always used well known and loved characters from different video game series in my work, so I'd imagine I've built followings from those particular character depictions. I also tend to utilize characters who aren't trending, so as to avoid jumping on the bandwagon. While that is probably to my detriment in the short term, I believe a lot of people also recognize that I try to put my all into each image, and they appreciate the finalized images as a result of careful and consistent work.



## 13) Who or what inspired you to create your art?

My primary inspiration comes from my enthusiasm for video games and films. I began to realize the creative potential in Gmod back when I started this art gig and creating little images of characters I recognized in scenarios felt really fun and creative. I enjoyed learning how to incorporate lighting and camera angle techniques I had learnt from films, and from other Gmod users who were far more skilled than myself at the time. Inspired by what other artists had produced, I kept refining my techniques and tried to create my own look, which in turn lead to studying editing applications like Photoshop. I'm still learning new tricks and tools in Photoshop even today. Incidentally, being able to inspire other people to create their own art is one of the best feelings. Likewise, reading nice comments from people who approve of your work is always gratifying.

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

Patience. I've found that patience is absolutely critical. If you rush a picture or an animation, you'll risk marring your finished piece and if you're like me, you'll hate that you didn't put your full effort into it. There's no doubt in my mind that I could seriously improve my workflow output by sacrificing quality for quantity, but I don't believe I'd feel good about it in the long run. I'd also strongly advise people to take on board constructive criticism when people critique your work. I often don't feel I've had enough critique leveraged at me over the years, but the criticism I have had has only helped my art improve. If you're unable to handle well thought out and sensible critique aimed at your art, then chances are you'll never improve as an artist.





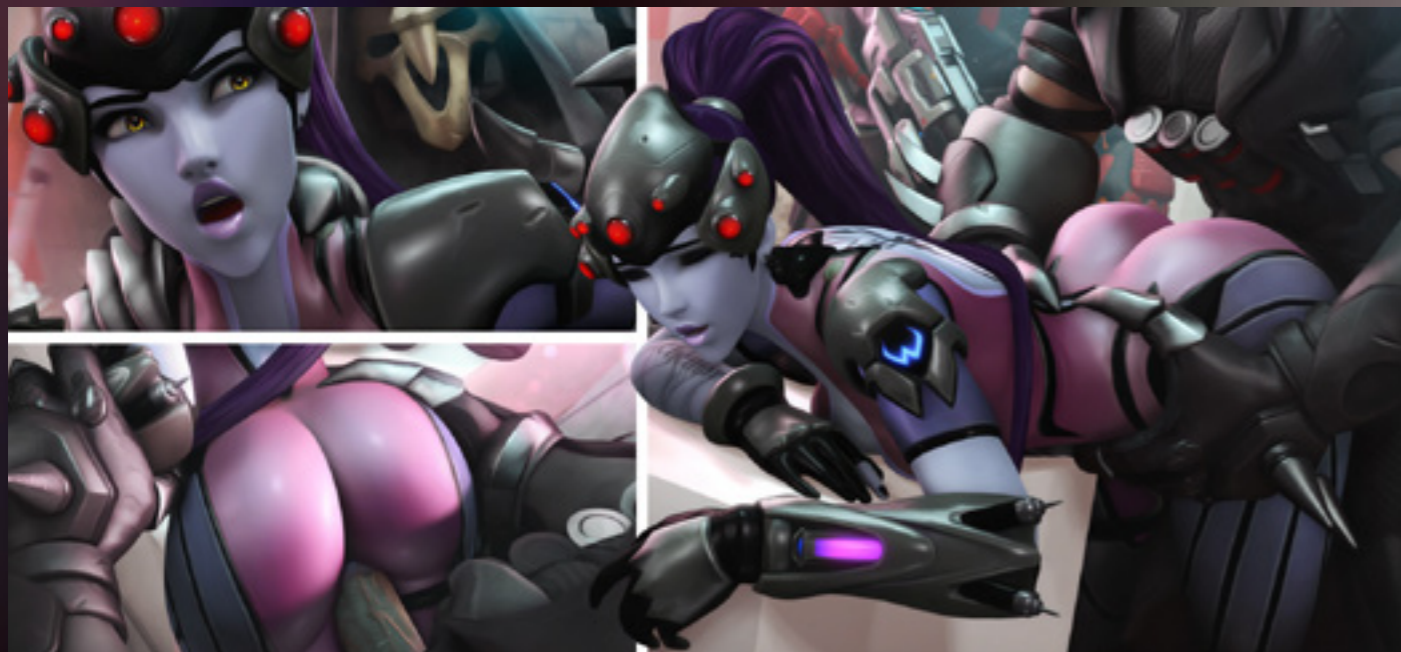


## 15) Traditional question... ...Do you like CREAMPIE ;D?

Yes... short and sweet that one! :V

## 16) Do you have someone you would like to greet or thank for help?

A huge shout out to the people directly supporting me through Patreon. They're all solid, particularly a large handful who have supported me since day dot - they are top tier folk and they know who they are! I'd also like to thank the people who follow me online generally and enjoy the art I've slowly churned out over the years. Although still images don't appear to be as popular compared to animations, generally speaking, I'm pleased people still have time for them and appreciate my work!









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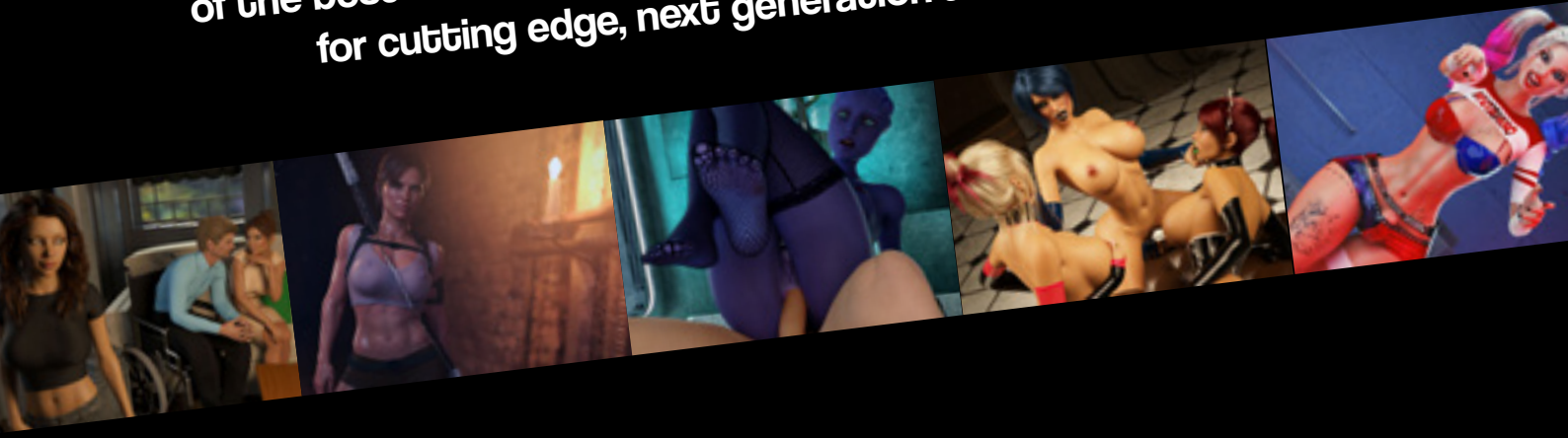
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