



# IN THE SPOTLIGHT

MACIEK SIKORA



**Maciek Sikora** is a 3D artist who is currently residing in Longford, Ireland. Here's what he has to say about his experience working as a 3D artist and using VUE for creating 3D CG environments.

**e-on: What is your background: When did you get started in this industry?**

**Maciek Sikora:** I come from Poland originally, but I moved to Ireland 11 years ago. 3D is my hobby, but sometimes I do some freelance work. I've been interested in 3D graphics since 2005. I started off with 3ds Studio Max, but later I changed to Cinema4D.

**e-on: How did you discover VUE: How long have you used VUE?**

**MS:** I discovered VUE by accident when I was looking for plugins for Cinema4D to create 3d landscape about 10 years ago. I tested the trial version, and since then I've been working with VUE. The first time I used VUE that year for a professional project was to create a wallpaper for a game. Generally, to create graphics I use two computers. The first one is a Xeon E5-2698 v4 (20 core) and 64 GB RAM that I use for rendering. The second one is an AMD FX (8 core) and 32 GB RAM used for post processing.

VUE works great with Xeon (20 core). The rendering is fast, and I can quickly modify materials, lights, and atmosphere in the scene.

For post processing, I use Photoshop, Magic Bullet PhotoLooks, and Flame Painter 3.

**e: What motivated you to enter the 3D CG Environment Competition? Can you tell us more about your artwork? How did you get inspired? Were you surprised that you won?**

**MS:** For past few years, I have successfully applied for the competition sponsored by e-on software. It is always a new challenge, and a chance to expose my work and to gain experience from other artists.

There are two things that inspired me this year for this 2017 contest challenge.



**MS:** I think that over the last 10 years a big impact on the evolution of computer graphics has been hardware development.

**e: In your opinion, what has been your most important skill as an artist? What advice would you give someone who'd wish to start a career in the industry?**

**MS:** In my opinion, being patient and getting continuous training from online courses.

**e: What are some of the "must haves" for a portfolio, as well as some of the warning signs?**

**MS:** I think it's better if you have a few very good works in your portfolio rather than many that are average.

**e: Now that the industry has become more accessible, we have seen significant growth in educational programs tailored towards 2D and 3D entertainment art. What are your thoughts on the various methods for learning?**

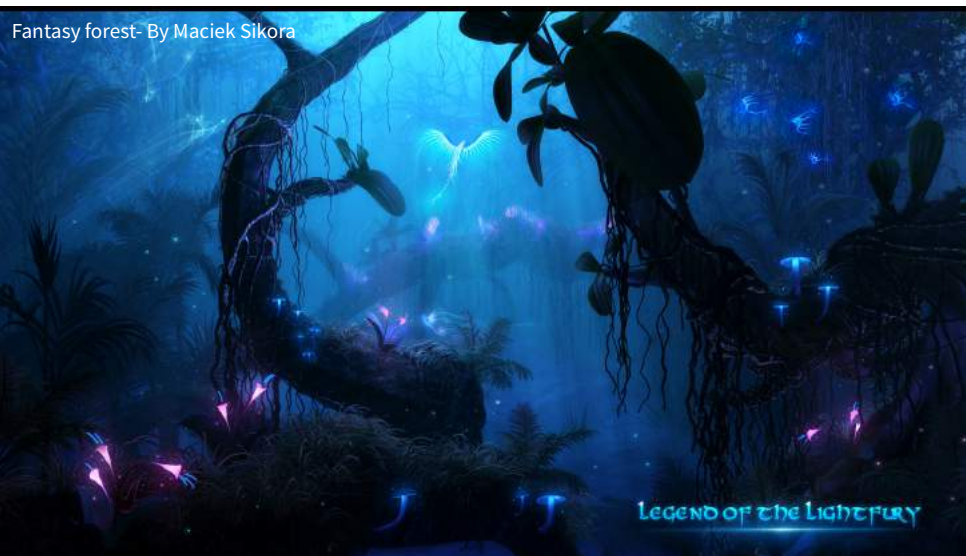
**MS:** If you are starting out young, I recommended attending university, but for someone in my position (family and full-time job), on-line courses are the best choice.

**e: What is your favorite feature or features of VUE?**

**MS:** My favorite function in VUE is creating EcoSystem population to scatter instances at the surface of objects. The scatter instances feature is a lot better in VUE than in any other software.

**e: And finally, have you used or tested PlantFactory yet?**

**MS:** Yes, I use PlantFactory. This program is a fantastic tool that has a lot of advanced functions to create a variety of plants. ↻



The first was the 2016 film The Jungle Book because of its beautiful landscapes. The second is a classic oriental image of the fisherman on the raft. These two images got me started.

I was surprised to get third place in the e-on Software 3D CG Competition of 2017. The standards were high this year. There were a lot of good works out there. It was very impressive and motivating!

**e: Which are your favorite entries from other participants? (Check them out in our website galleries - [www.e-onsoftware.com/competition/2017](http://www.e-onsoftware.com/competition/2017))**

**MS:** This year, there were a lot of good works, but I had few favorites:

*Tree of Knowledge* - [Ralph Streaun](#)

*Wonderfully Alone* - [Alessandro Mancini](#)

*At the Heart of the Island* - [Alen Vejzovic](#)

**e: Over the past decade, what struck you most in terms of the evolution of computer graphics: hardware, software, and other techniques in your domain?**

e-on Software thanks Maciek Sikora for supporting VUE! We hope this inspired you to create.

Check out Maciek Sikoras's online portfolio at:

[www.artstation.com/maciek3d](http://www.artstation.com/maciek3d)