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October 2020 Issue

Featuring **Romina Ressia** (cover)
Atelier Olschinsky, Chris Leib, Saddo, Synchronogs,
Thomas Dubois, Daan Botlek, Brent Shavnore
and more inspiring creatives!

Showcasing inspiring creative work since 2009



Colophon

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Made in: Rotterdam, The Netherlands

Cover: Romina Ressia

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01	Romina Ressia photography	Page 04
02	Atelier Olschinsky digital arts	Page 16
03	Chris Leib paintings	Page 28
04	Saddo illustrations	Page 38
05	Synchrodogs photography	Page 50
06	Thomas Dubois digital arts	Page 60
07	Daan Botlek (street) arts	Page 76
08	Brent Shavnore photography	Page 88
09	Community members work	Page 98

photography

Romina Ressia

Romina Ressia is a multi-award-winning photographer and artist from Buenos Aires, Argentina. She is well known for her anachronisms and her strong Renaissance influence.

Her works have been largely exhibited in New York, London, Milan, Paris, Edinburgh, Brussels, Buenos Aires, Zurich, among other cities.

<https://www.rominaressiaph.com/>













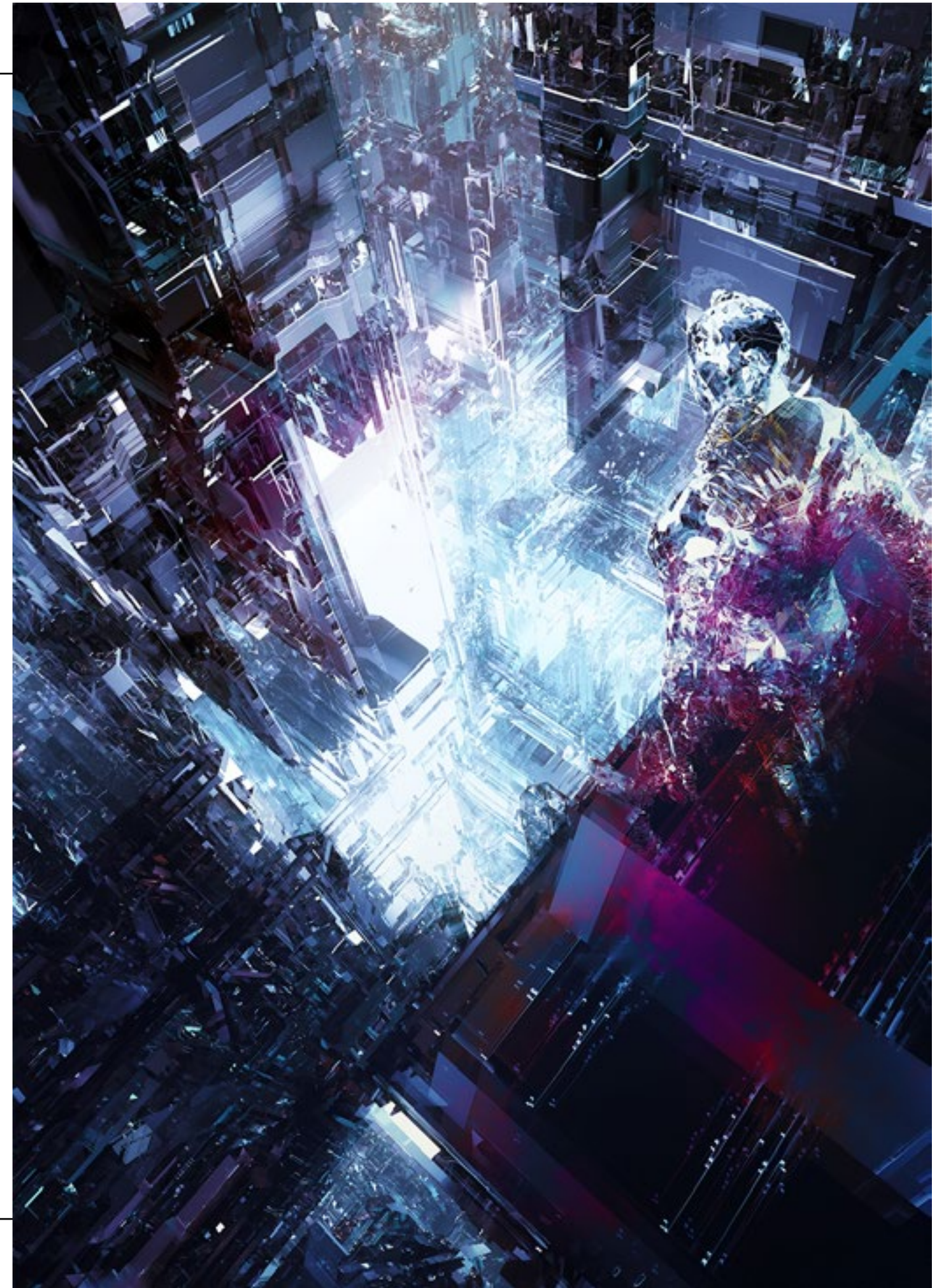
digital arts

Atelier Olschinsky

atelier olschinsky, founded in 2002 is a small creative studio based in Vienna, Austria. Peter Olschinsky and Verena Weiss are operating in various fields such as graphic design, illustration, photography and art direction. In addition to their jobs for clients they also run several independent projects, always trying to develop and refine their work.

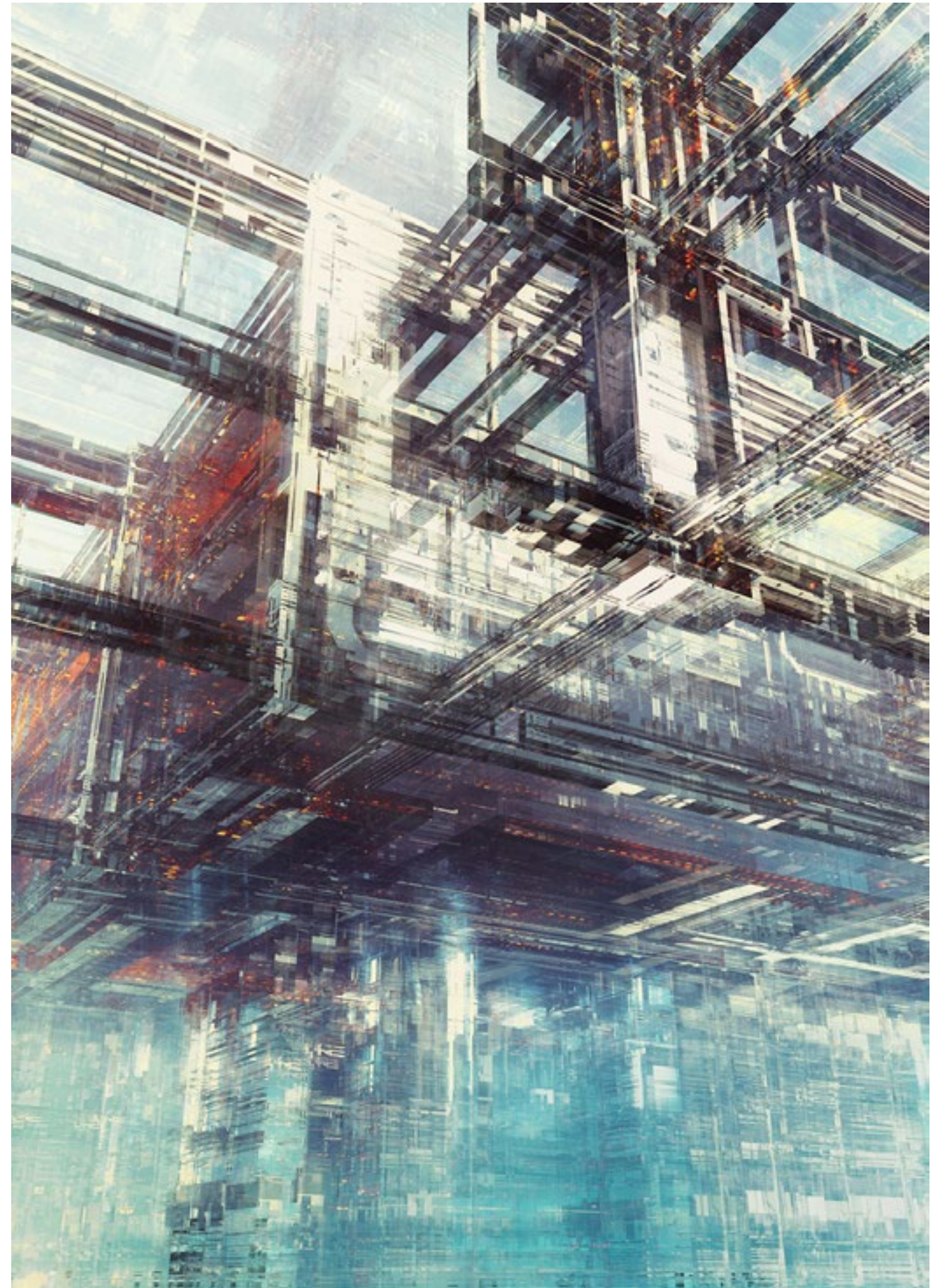
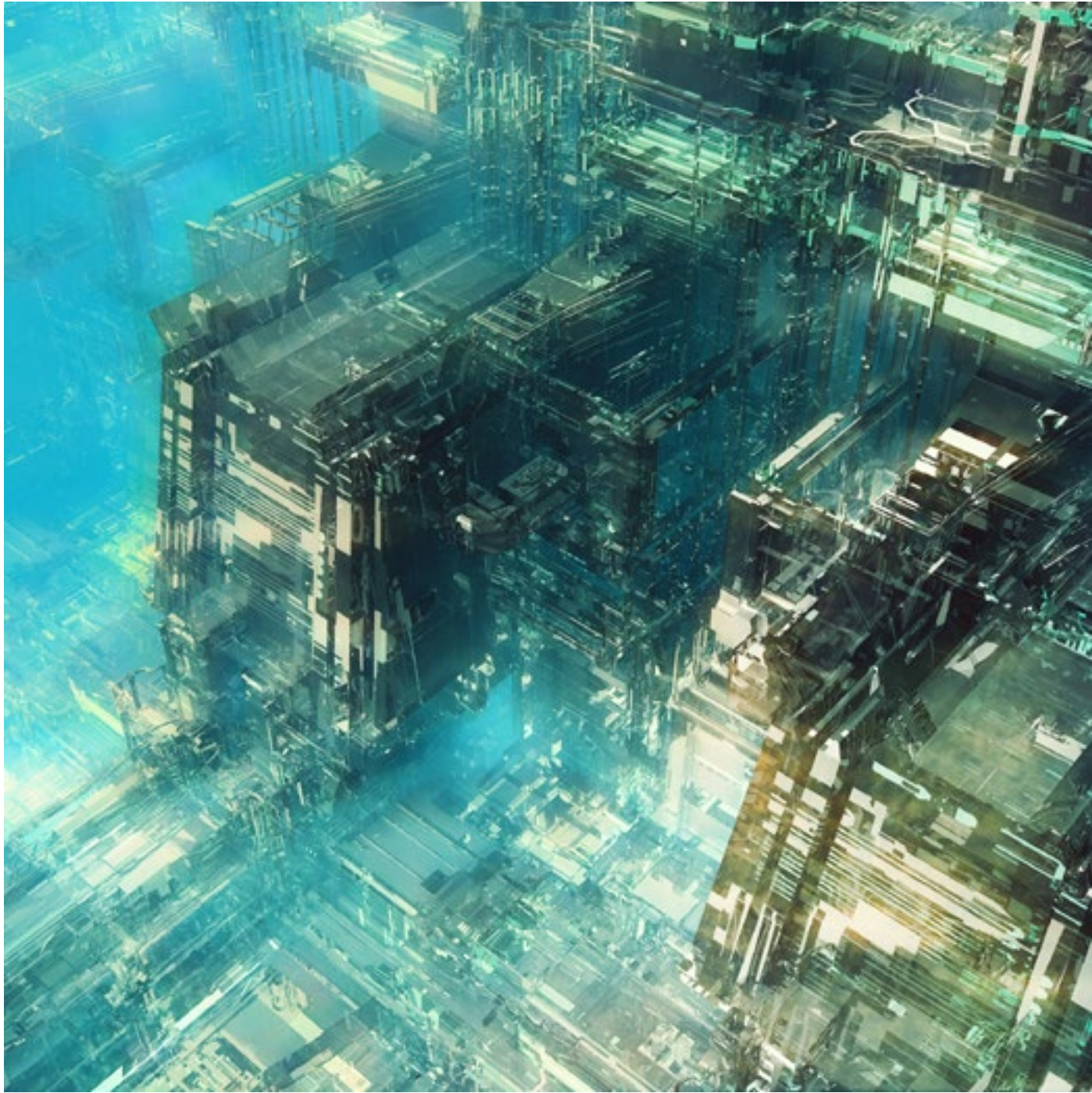
"It is just so important to work as much as you can, to learn and to be open to new things. The journey is the award."

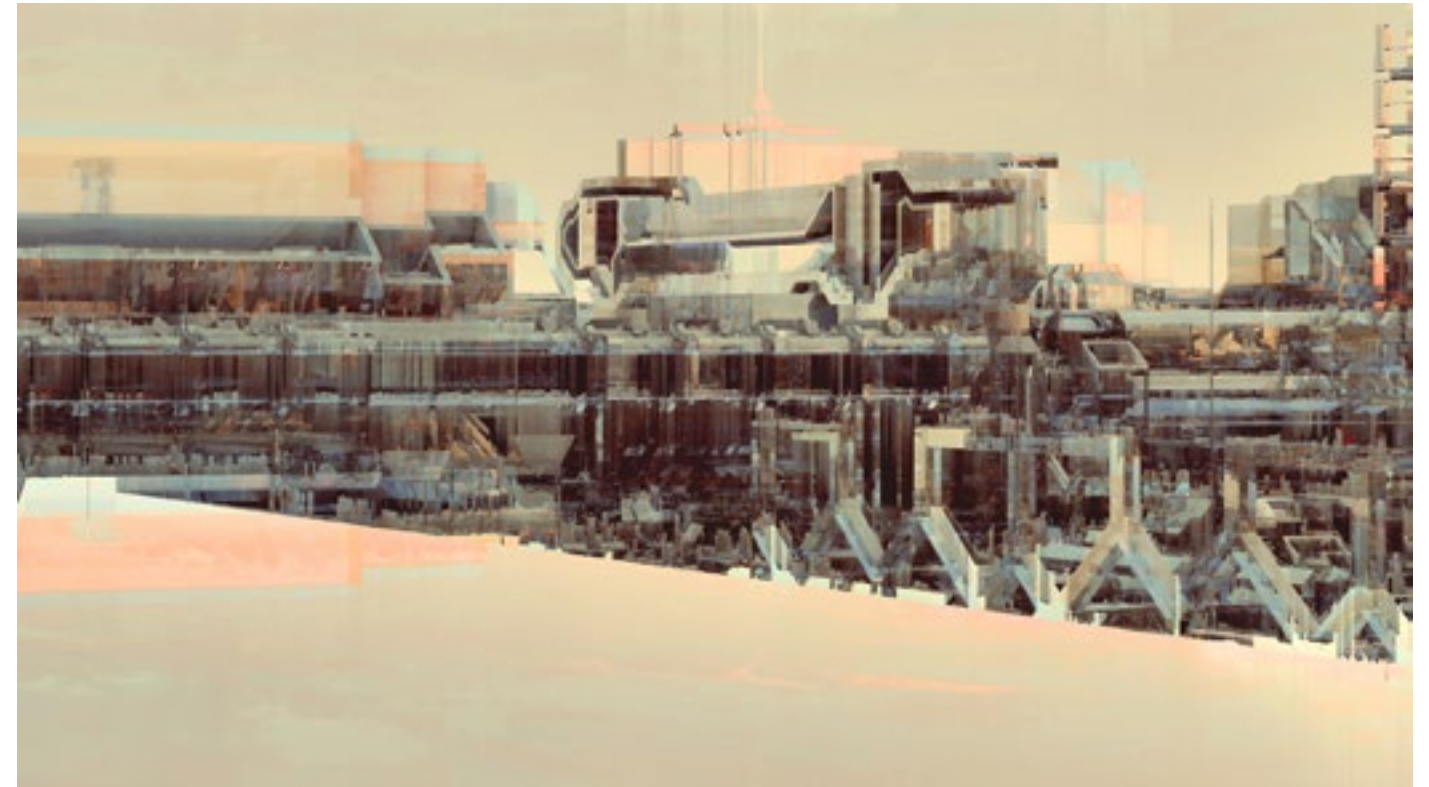
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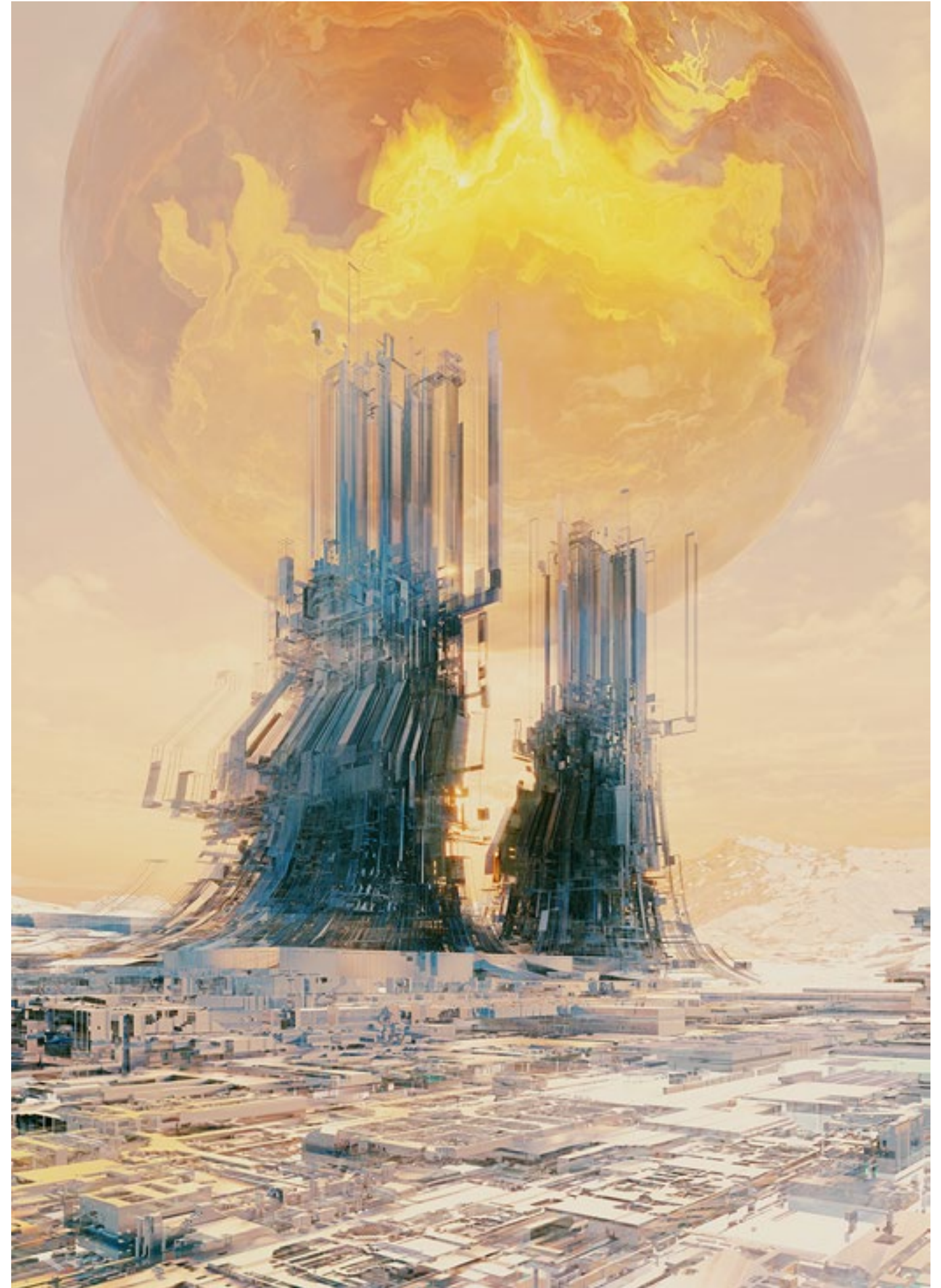












paintings

Chris Leib

Chris Leib is an American fine artist and graduate of anthropology, renowned for his iconography of bonobo chimps and astronauts and cosmonauts, often juxtaposed, with exquisite technique and scrupulous attention to detail.

Transcending whimsy, his paintings are imbued with meaning and intellectual contemplation. Leib's work explores themes of heroism, human endeavour and the sensitivity of human hopes and ambitions for possible realities of science-fact. His work challenges us to contemplate a collision of science fiction, reality and religion, this three-car pileup viewed from the vantage point of our evolutionary ancestors, who have quietly continued to evolve themselves. ~ Luke Barrett

<https://www.chrisleib.com/>











illustrations

Saddo

Romanian born contemporary artist Saddo, currently based in Bucharest, has a labile way with style, techniques and subjects. He juggles between paintings on canvas for galleries, large scale murals and commission illustrations for different projects and brands.

His work mixes his taste for painters like Rousseau, Bosch, Walton Ford, Matisse, Iranian miniatures or Asian carpets, with his street art formation, visible in his love of contemporary illustration, decorative arts, hip hop, urban culture.

His subjects range from surrealist imagery, day of the dead like iconography, explorations on death in different myths and religions, portraits of rappers and gangsters, flowers, burning cars, intricate patterns of birds and plants. He samples many different details, composition elements, themes, from all the paintings, illustrations, carpets, books and movies he likes, and incorporates them in his own complex iconography.

He's been part of numerous group shows all over the world, he's had two solo shows, in Viana do Castelo (Portugal) and Berlin (Germany), collaborated with many brands and agencies from Romania and abroad, and has painted murals in Germany, Romania, Canada, Bosnia, Thailand, Morocco, Portugal, Israel.

<https://saddo.ro/>



© Saddo











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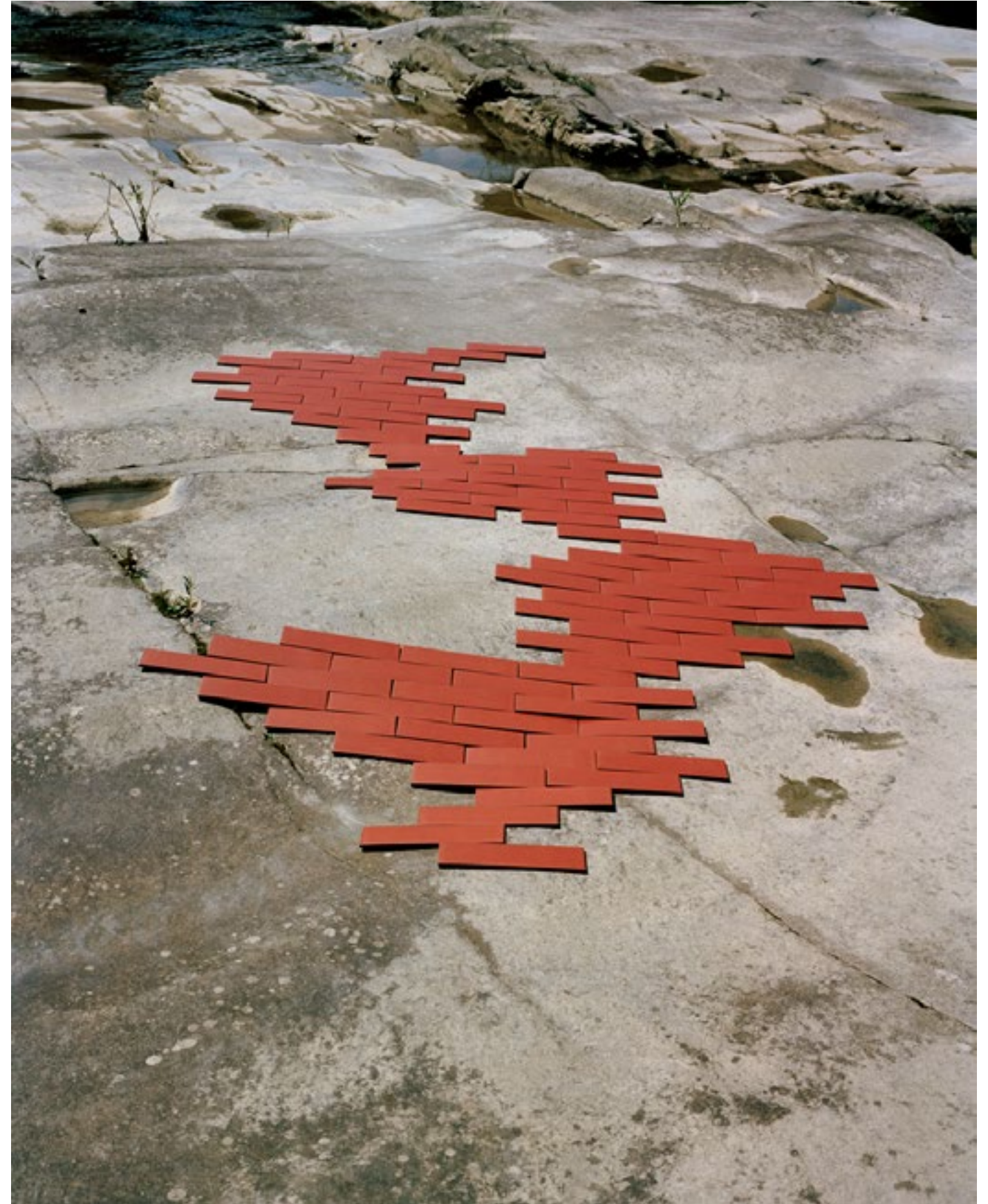
photography

Synchrodogs

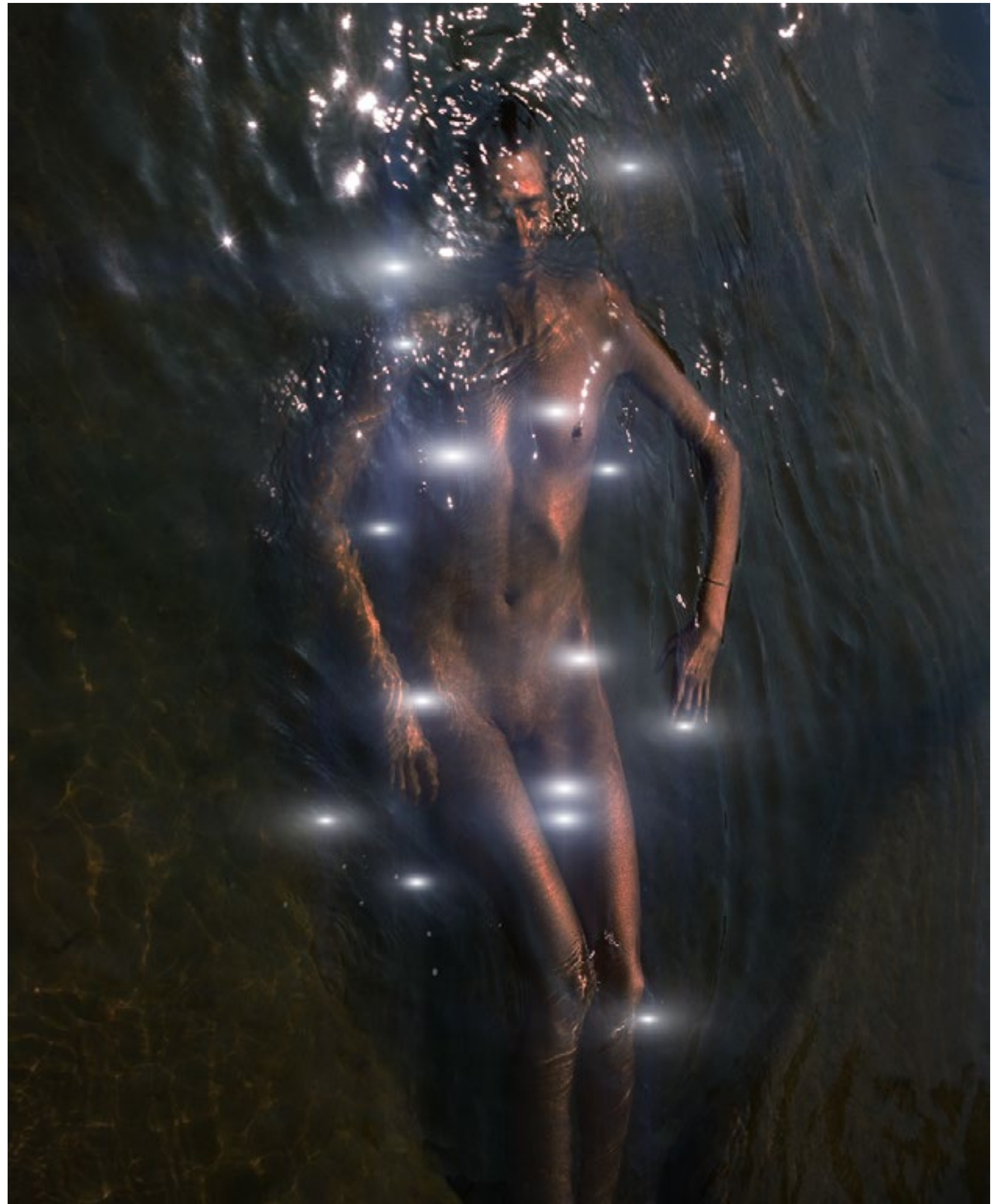
Synchrodogs, made up of Ukrainian creative duo Tania Shcheglova and Roman Noven, has become synonymous for its idiosyncratic surrealist touch. In their photographs, bodies blend into breathtaking terrain, creatures emerge from serene dreamscapes and objects seem to take a life of their own. Since meeting each other on a photography website in 2008, the pair are LensCulture (2019) and Feature Shoot (2019) finalists and voted Vogue Italy Best Fine Art photographer (2016). They collaborated on an array of photography projects, ranging from editorials for New York magazine, Dazed and Confused, British Journal of Photography to campaigns for fashion brands such as Ruslan Baginskiy, Burberry and big names like Lady Gaga.

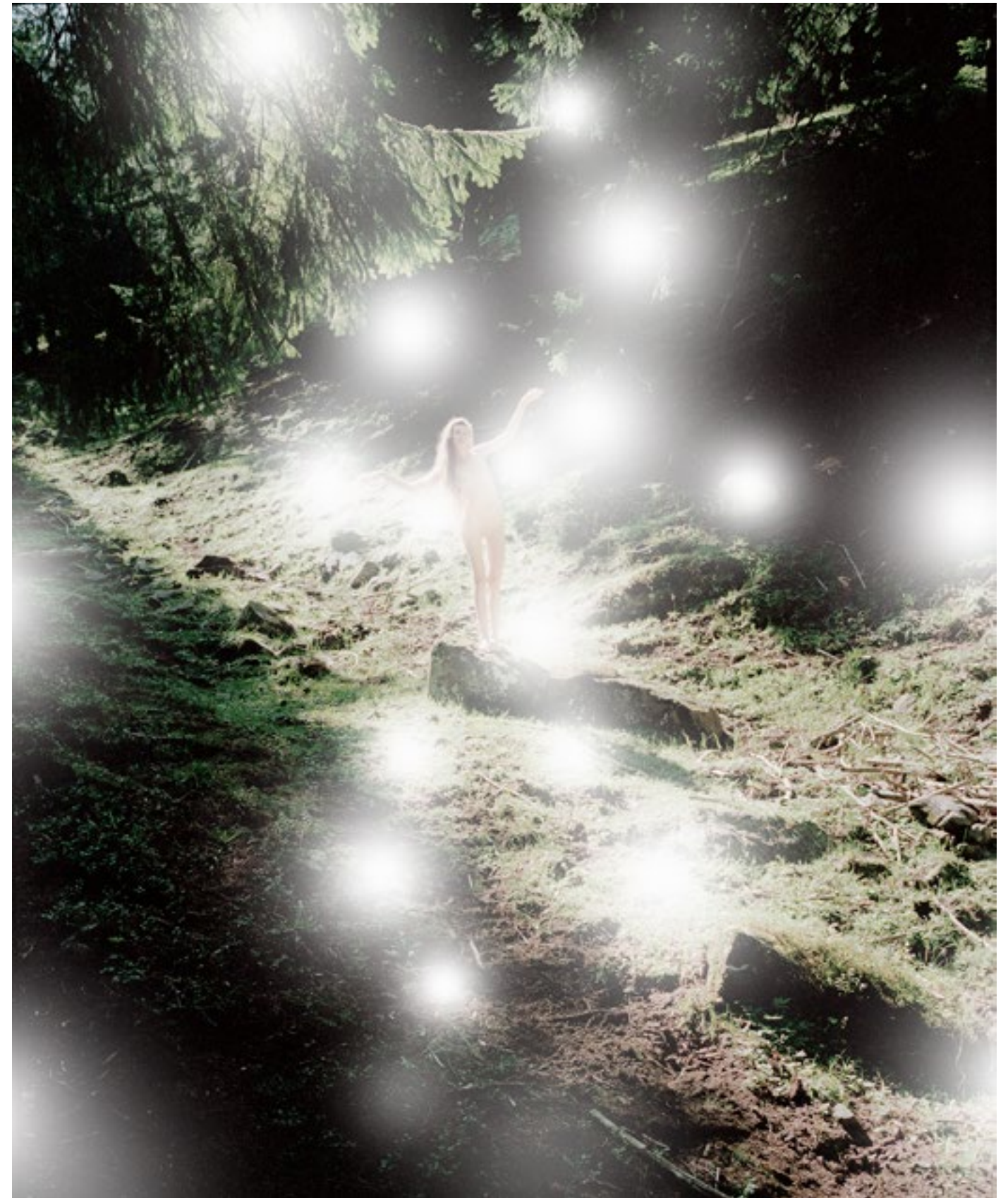
https://www.instagram.com/synchrodogs_official/









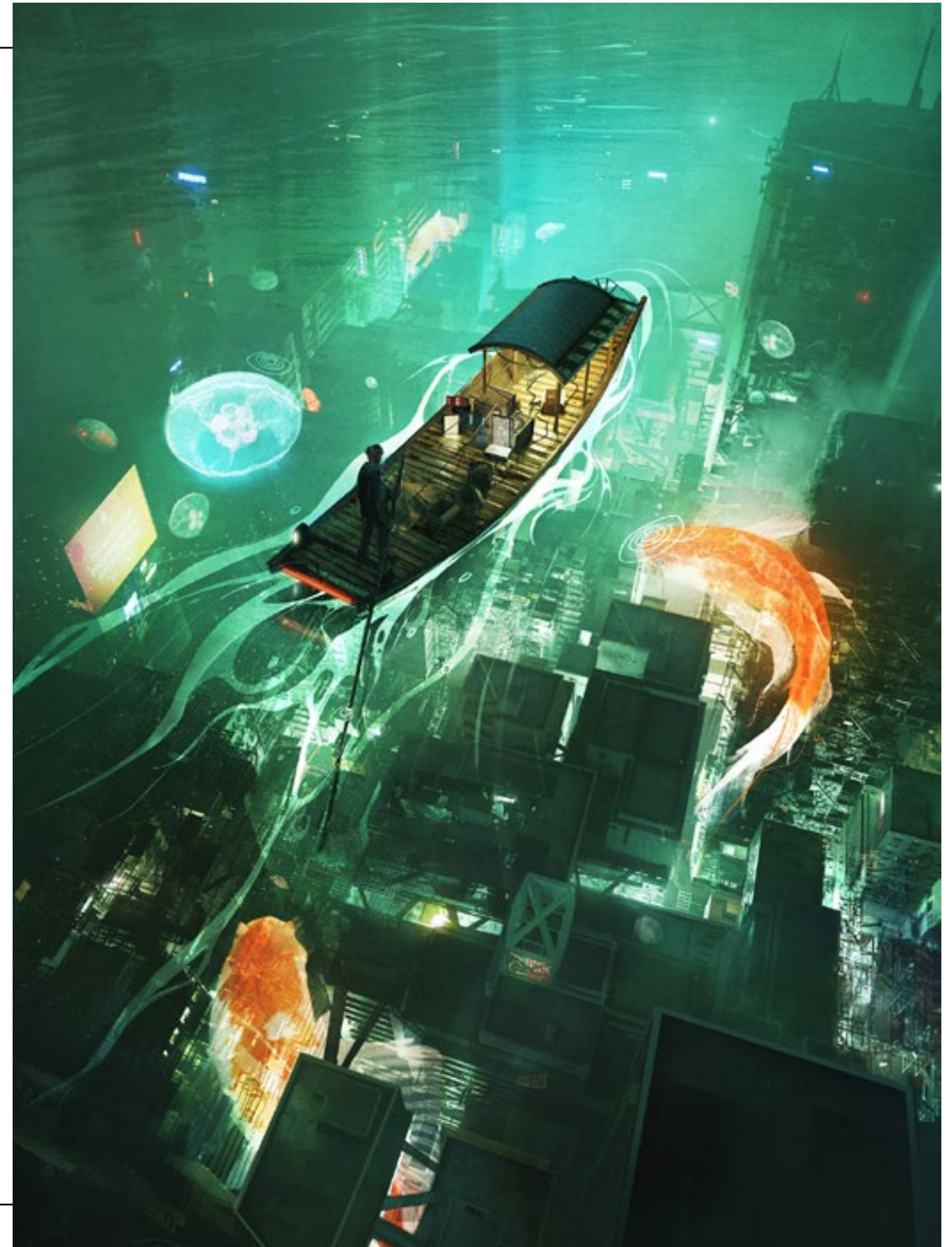


digital arts

Thomas Dubois

From a young age, Thomas Dubois has always loved to draw and create any kind of story. His background in Architecture and his passion for creation led him to produce a wide variety of visuals, award winning projects and scenarios. From his studio in the South of France Thomas creates stories and concept for film, entertainment and design industries.

<http://duboisthomas.com/>







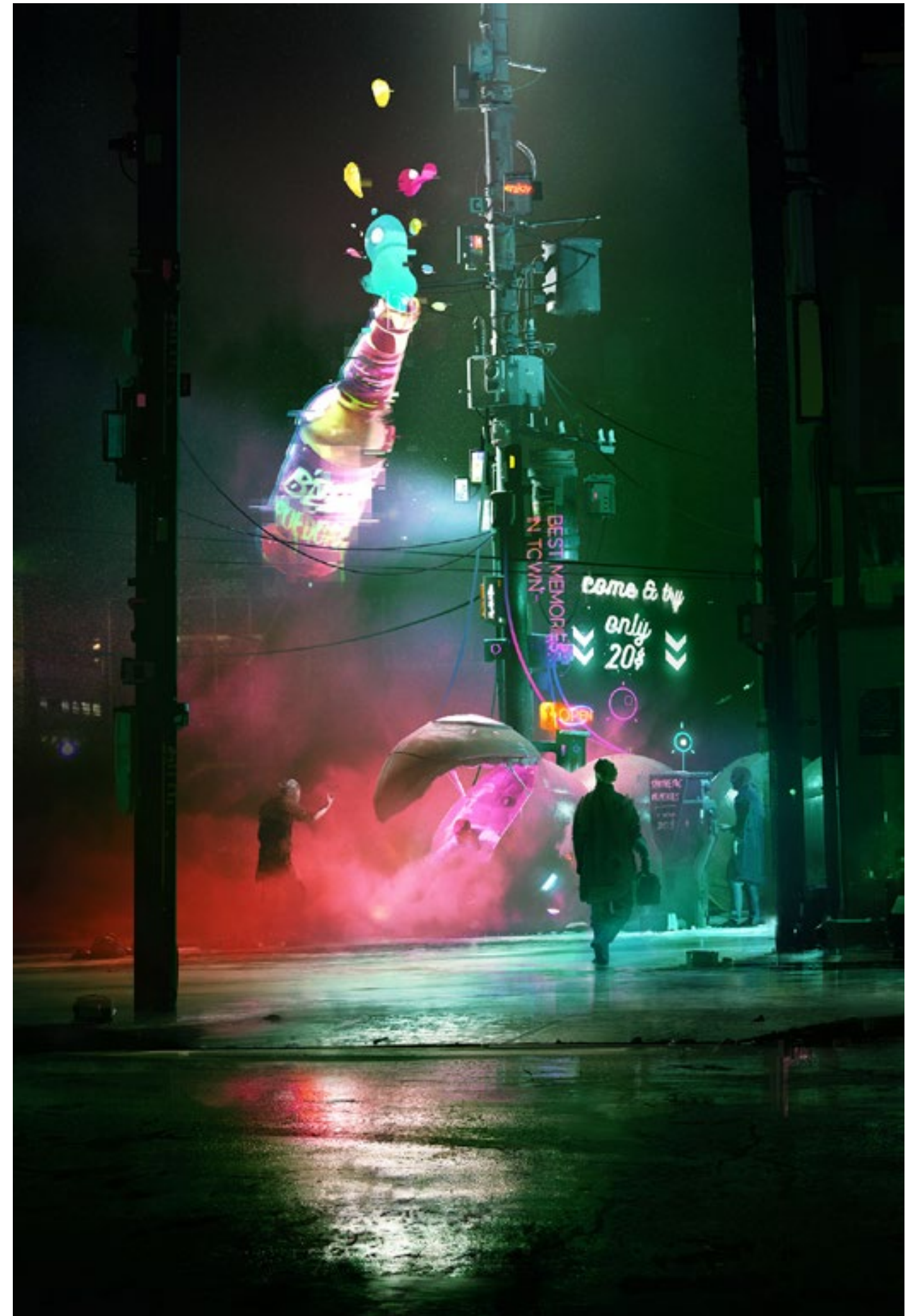
Dubois











(street) arts

Daan Botlek

'Man is the measure of all things' is the famous statement of Greek sophist Protagoras (ca. 490-ca. 420 BC). When Daan first learned about this phrase it had a big impact and it would eventually become the main motif of his art.

The original concept of the statement is about relativism; the notion that judgments and knowledge are in some way relative to the person judging or knowing. Each individual person is the standard of what is true to himself.

In Roman times, the architect Vitruvius (ca. 80-ca. 15 BC) applied this statement of measure in a very literal way. In his book 'De Architectura' Vitruvius describes how architecture is an imitation of nature. When perfecting this art of building it gives a sense of proportion, culminating in understanding the proportions of the greatest work of art: the human body. During the Renaissance (ca. 14th-17th century) the statement captured the humanist spirit that people should be free to think about the world, and that curiosity and critical thinking were better than unquestioning acceptance. These times witnessed science and the arts blend and flourish. The workings of the human body were believed to be an analogy for the workings of the universe. This is beautifully illustrated in Leonardo da Vinci's drawing 'Vitruvian Man', which is based on the correlations of ideal human proportions with geometry (as described in 'De Architectura').

With Protagoras' statement in mind, man became his measure for creating art. A game of relativism, proportions and curiosity.

In order to play this game Daan had to break with his past work and start from scratch. From now on the focus was on developing ideas and concepts; the main subject to play with was the naked human body. He needed to go minimalist in style and subject in order to get to the bare essence of an image.

<http://www.daanbotlek.com/>













photography

Brent Shavnore

Brent Shavnore is a United States Marine Corps veteran turned Audio Engineer/Photographer/Videographer/Social Media Marketing consultant. After serving 5 years in the Marines and a deployment to Iraq, Brent made his way into the audio/visual world working on documentaries with Forbes Magazine, writing articles for various surfing magazines, producing commercials and shooting music videos for bands and events all over the U.S. Brent pursued a bachelor's degree in psychology from the University of Southern Maine to better understand the brain and answer his lifelong question of why a particular piece of art or music resonates with someone. Taking a scientific approach and making the connection between art and the brain is a passion that keeps Brent moving and producing media both audio/visual and helping companies connect their product to the consumer.

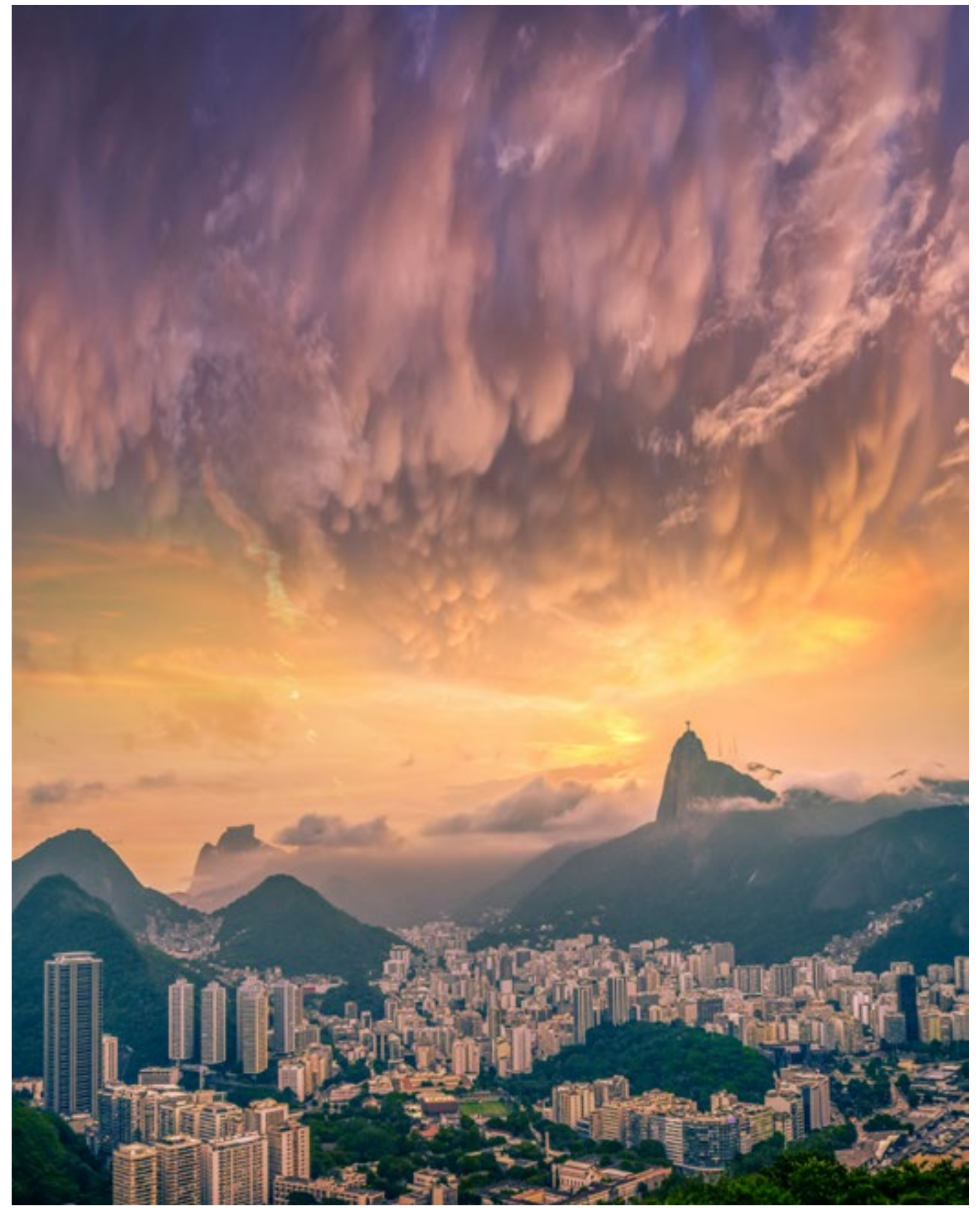
<https://brentshavnore.com/>











members work

Community

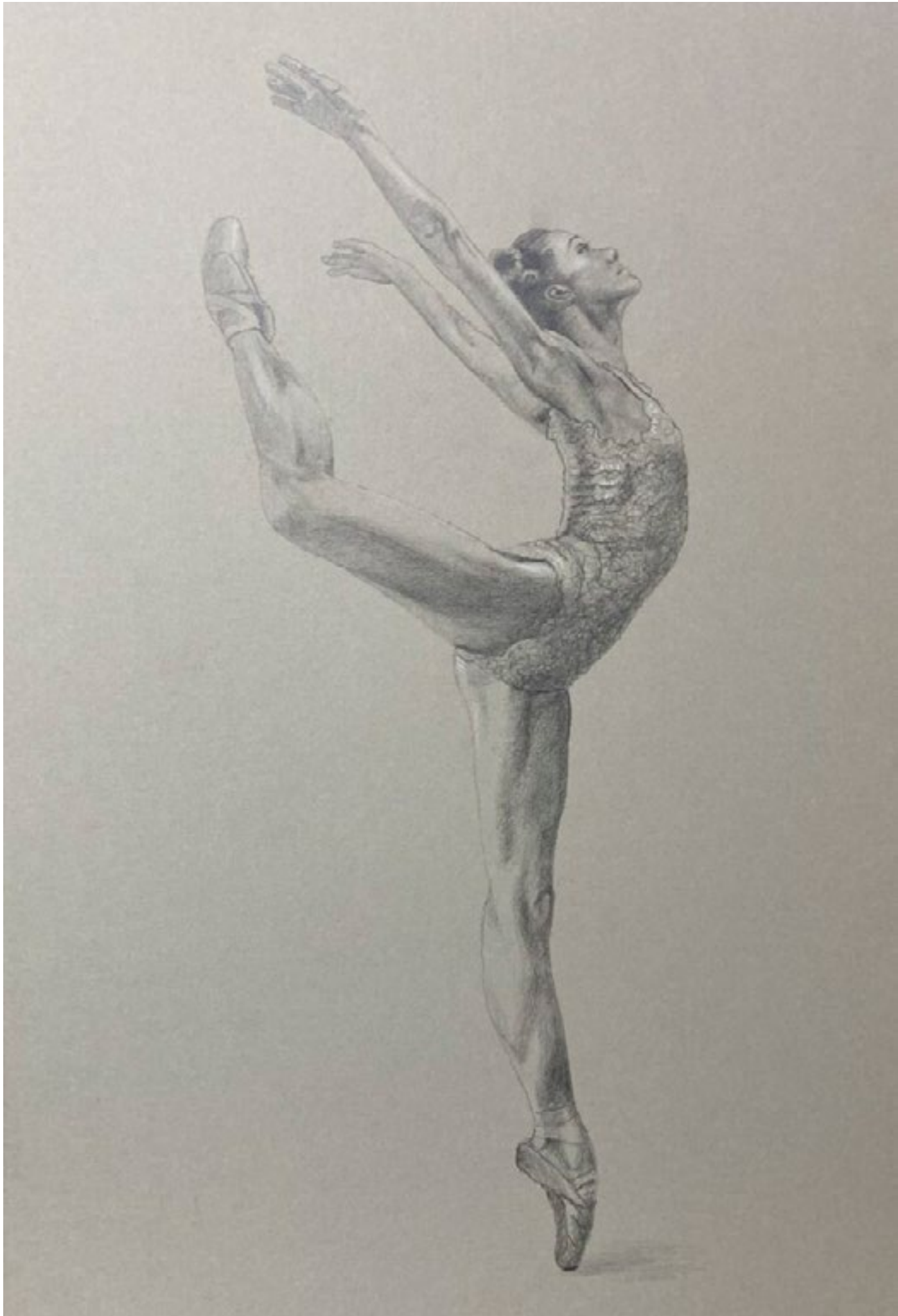
Here you can find a selection of work our members have showcased on our free community platform. Let's connect! Sign up, fill out your profile, start building your portfolio, and connect with other creatives worldwide.

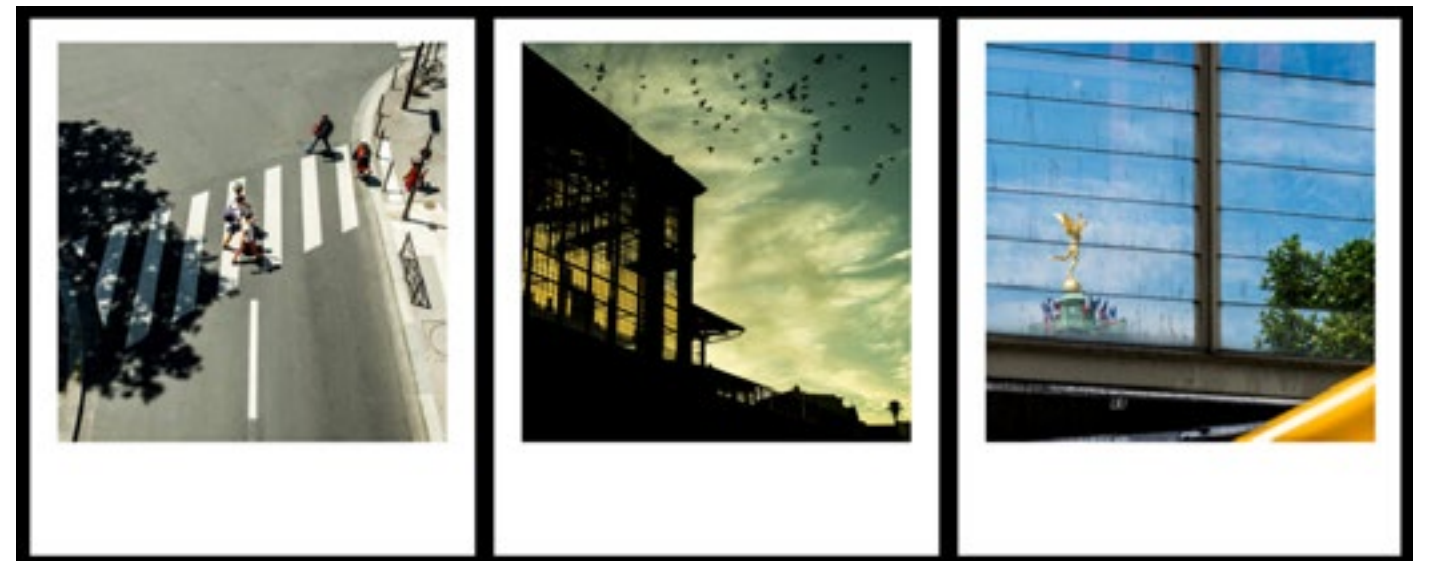
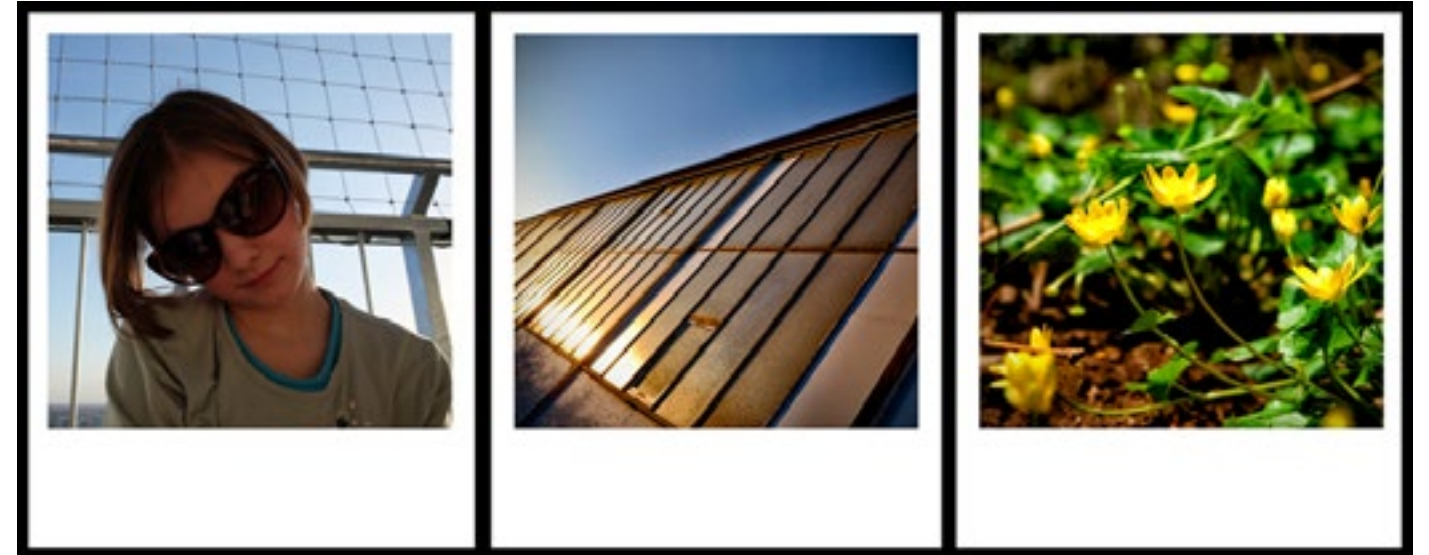
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André Kreft

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