



GRAPHIC CORUÑA

#COMIC #ILLUSTRATION
#GRAPHIC HUMOUR #ANIMATION



GRAPHIC CORUÑA

Professional guide of graphic authors from A Coruña and its area of influence

The pictures of this project were taken specifically during several sessions in October 2015 by the photographer Alberte Peiteavel in cultural facilities owned by the municipality of A Coruña: Fundación Luís Seoane (Cristo Aleister, María Álvarez 'Yupiyeyo', Carlos Arrojo, Txema Mora, Uxía Pin, David Pintor), Centro Ágora (Marcos Calo, Lucía Cobo, Virginia Curiá and Tomás Conde, Santy Gutiérrez, Emma Ríos, Alberto Taracido), Fórum Metropolitano (Marta Álvarez, Xosé Cobas, Alberto Guitián), Palexco (Guillermo Arias, Rebeca V. Bernardo 'Perdivel', Brais Rodríguez, Sekone, Diego Sendón), Casa das Ciencias (Science Museum) (Marcos B, Álvaro López, Irene Sanjuán), House Museum Casares Quiroga (Diego Blanco, Gairah Love, Luis Usón), House Museum Pablo Picasso (Aurora Cascudo Román, Iria do Castelo, Paula Mayor, Roberto M. Soler), House Museum María Pita (Yago GR, Dani Montero, Javi Montes, Jorge Peral), Public Library Castrillón (Fernando Castro, Iria Fafián, Luis Sendón, Josiño Souto Santé), Public Library Monte Alto (José Domingo, Roi Paz, Pinturero, Xulia Pisón, Martín Romero), Biblioteca de Estudos Locais [Library of Local Studies] (Paula Esteban, Rubén Mariño, Borja López Cotelo and María Olmo Béjar), Public Library Sagrada Familia (José Gimeno, Fernando Llorente, Roque Romero), Praza do Humor (Siro López), Archaeological Museum (Sonia Corral, Manel Cráneo, Miguel Cuba, Talía García 'Perrilla', Carlos Rodil 'Rodouyeha'), Aquarium Finisterrae (Suso Cubeiro, Miguelanxo Prado, Marina Seoane) and Domus (Jano, Carlos Silva, Alberto Vázquez). For the 2017 extended version, Alberte Peiteavel took new sessions at the Fundación Luís Seoane (Uxío Broullón, Gaudino, Antón Lezcano, Pepe Mansilla, Álvaro Valiño and Manu Viqueira) and Centro Ágora (A. Almau, Mateo Alvarellós, Cristina Ayala, Cristian F. Caruncho, Héctor Francesch, Juan David Guevara, Manuel Lariño, Bea Lema, Orelí Pello and Inés Vázquez).

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Digital Edition: Demo Editorial

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GRAPHIC CORUÑA

The cover design of this book is a direct tribute to the cover of the last issue of *Coruña Cómica*, which in a way was the recipient, in the early twentieth century, of predecessor authors who developed editorial illustration locally, planting the seed of professionalization for a sector that currently is experiencing a splendid moment artistically and professionally.

THE PROJECT

Graphic Coruña is a project developed by the City Council and the Provincial Council of A Coruña with two purposes, the census of local professional authors in the illustration sector and its professional promotion, taking into account the rich panorama currently available and the need to enhance the creation and services of our authors in a context of artistic boom, which contrasts with the detriment of the job market.

For this publication, 95 authors were invited, with the participation of almost all, except for some isolated cases of artists who are no longer involved in the sector or those who could not attend the specified dates; for these and others who intend to participate, there will be the possibility of joining the digital version of the project, as the goal is to be open, long-term and complete so that A Coruña is a pioneer city as regards initiatives under this profile.

The criteria to establish the base requirements of the invitation was that the participants must have been born in A Coruña or in the metropolitan area or have a strong link with it due to having resided or worked there, with professional experience or a minimum certified background with published pieces, awards or the quality of their works. In this way, the book encompasses several generations that in some cases have been practising the profession in the city since the 1970s. This collection is a good example of the diversity of styles that the local panorama offers.

Each author profile includes a brief biographical reference, examples of outstanding works and awards received, several methods of contact and two illustrations, chosen by the illustrator himself/herself. In the upper part, symbols indicate the areas in which they work (illustration, comic, animation or graphic humour).

We also wanted to make a brief introduction to a series of short articles noting the professional evolution of the local graphic art illustration sector since the beginning of the twentieth century. This retrospective traces the evolution from the first works of editorial illustration created on the first large printing presses in A Coruña, through the pioneers of the Galician comics in the 1970s, on to the end of century with the first animation productions in the city and concluding with the current panorama presented in this book. To complete the content, a brief guide of good practices is included for readers intending to contract the professional services of the authors profiled in this guide.





LIVE HERITAGE

José Manuel Sande

This support for a consolidated art, which is part of a process of creative splendour, could well result in redundancy. It is obvious that the result of the publication we have here, a real privilege for the City Council and the Provincial Council of A Coruña, contains the essence of an undisputed triumph: that of several generations of creators from or related to A Coruña, capable of articulating with talent, excitement and passionate rebellious spirit, comics, animation and the universe of illustration.

The gargantuan task of mapping this cosmos, as personal as fortunately versatile, offers a suggestive guide. The professional importance of this work and the openness of a practice that is combined with other tones, inaugurating contemporary ways of exploration with a stimulus for the reader, explain the complex relationship with power, the difficulties with the ruling party and the need for subversion of boring dogmas. Irony is a sin for the arrogant; the incisive character, the nakedness of the powerful; the image traced, evocation of other dreamed lives. One sometimes thinks of humour and fantasy, largely absent from artistic and cultural practices, as inseparable elements, distinctive signs of these disciplines. The sublimation of this idea on paper presents in the following pages a coexistence as an altarpiece that goes from finer lines to unbridled vigour of the *underground*, from the hooligan to the bourgeois narrative, an itinerary where the historical Roel printing house — one remembers its overwhelming

ruins — is mixed with the initiatic publication *Coruña Cómica*. Besides, the essential summer event of Viñetas desde o Atlántico comic festival travels along with the awakening of animation in cinema, while fanzines and comic strips always refer to the effervescence of the wildest stage of the Spanish transition to democracy, in need of diagnosis.

You will find a historical itinerary full of nuances and semantic twists, a catalogue of voices and visions that if on the one hand allows one to overcome the late recognition, on the other begins to elaborate, with opulent imaginary, a carnival designed by 73 creators eager to continue their work. An unfolding canonical carnival *in crescendo*: bold, energetic, plural, playful. It has a life of its own.

GRAPHIC CORUÑA A BRIEF RETROSPECTIVE



ARCHAEOLOGY OF GRAPHIC ILLUSTRATION IN A CORUÑA AND ITS INDUSTRIAL ORIGINS (1910-20)

Manel Cráneo

This exercise in the archaeology of illustration in A Coruña, addressing the first works published in the city, produces important relevant data for the local development of the profession. We would have to return to the dawn of the twentieth century, especially the first two decades, to find tangible evidence. It was in this historical period where graphic production companies grew such as **Imprenta y Fotograbado Moret**, **Litografía e Imprenta Lorman**, **Fotograbado Ferrer** and **Litografía e Imprenta Roel**. The latter was on Fistera Avenue, in front of the old location of the spring of Santa Margarita, and was a centre for the production of periodicals, books and posters at years of great demand for graphic illustration; at the time there were many great internationally recognised Galician names during modernism, such as **Federico Ribas Montenegro**, an illustrator from Vigo known for his collaborations in the magazine **Blanco y Negro**. It was also probably the place where the names of other local pioneering authors of the profession were forgotten with the passage of decades and disappeared with the ruins of the building.



Workers in front of the Imprenta Roel

The company carried out the production of the different variants of graphic art, such as graphic humour, cartoons or editorial illustration. As a highlight of that time we have **Álvaro Cebreiro**, an artist with strong political involvement, collaborator in magazines such as the emblematic **Nós**: an undoubted reference of Galician cartoons. **Carlos Maside** is another outstanding example of an illustrator and cartoonist who captured



Cover of the magazine *Coruña Cómica*

traditional Galician folk, known to be influenced by German expressionism and Japanese print.

Undoubtedly, one of the highlights of this brief trip to the origins of the editorial illustration in the city is finding some of the first drawings of **Castelao** in the magazine **Coruña Cómica**, published by Roel in the second decade of the twentieth century. It was a type of publication aimed at local children. From this magazine we know that six issues came to light. It published **Castelao** back in 1914. The last issue of this editorial initiative was a little darker than the previous ones: it changed the usual header for that of **Coruña Fúnebre**, honouring dark comedy and the sharp sarcasm of a city that is called the "Glass City". The cover of that last issue, reproduced in these pages, could well be the seed for the cover of this book, where the skeleton of Geryon, extracted from the municipal logo, changes the femurs into drawing tools, reminding us that the history of graphic illustration in A Coruña is more present than ever, posters aside, so important at the time and essential part for advertising illustration. All this is clear proof that illustration was already at this time a craft with industrial intentions due to the implantation of new industrial printing techniques among the illustrators of A Coruña.

THE 1970s: PIONEERS OF GALICIAN COMICS IN A CORUÑA

Xulio Carballo

Although some of the egregious Galician humorists, such as **Castelao** or **Álvaro Cebreiro**, had already approached the ninth art with their “Galician tales”, or even **Enrique Pardo** or **Xan Navarro** had their fixed character comic strips, it wouldn’t be until the 1970s that the ninth art takes off in Galicia in a strong and determined way. And it would be in the form of a superhero from a distant galaxy, which, in his human form (hidden behind big glasses), would adopt the name of **Reimundo Patiño** and the city of A Coruña as the place for arrival and departure to and from our world. We owe him not only deep theorizing about comics but also some of the most transcendental works, such as the first Galician comic album, **2 viaxes** (1975), together with **Xaquín Marín**, or the prized mural **O home que falaba vegliota** (1972), which would serve as a reference for new generations of restless young people trying to choose their approach to this nascent art in Galicia.

From the visualization of this mural would arise the **Grupo de Cómic do Castro**, composed by **Xosé and Rosendo Díaz** (A Coruña, 1947 and 1949, respectively) together with **Luís Esperante** (A Coruña, 1952) and **Xesús Campos** (Tenerife, 1952 – Compostela, 1991). In the summer of 1972, they would try to launch the first Galician comic exhibition during the fiestas of O Castro (Sada), which ended up, after a “tip-off”, being removed by the police. This would not be the only obstacle, as in May of the following year, censorship would again make an appearance, this time by the “paternal authorities” of the Dominican School of A Coruña. Nevertheless, in February of that year they had managed to hold their exhibition in the Escuela Normal of this same city. Also from this group would arise the first Galician comic magazine, **A Cova das Choias**, published in Switzerland and sold clandestinely in Spain, still under the yoke of the dictatorship.

We cannot forget that it was precisely the father of **Xosé and Rosendo Díaz**, **Isaac Díaz Pardo** (Compostela, 1920 – A Coruña, 2012), who in 1970 had already created his **Cantares de cego** (**O marqués de Sargadelos**, **Paco Pixiñas** and **A nave espacial**), with which he also became one of the pioneers, although in a tangential way, of this art in Galicia.

At the end of this decade, another artist from A Coruña, **Miguelanxo Prado** (A Coruña, 1958), would take the first steps leading to become the most important international author in Spain. It would be with the effort

of the **Xofre** group, along with **Fran Jaraba** and **Xan Carlos López Domínguez**, that would be introduced the first Galician comic fanzine, **Xofre**, which would mark a point of inflection towards the dawn of the 1980s.



O home que falaba vegliota, by Reimundo Patiño

THE 1990s: ANIMATION ON THE RISE IN A CORUÑA

Carlos Amil

A Coruña is a pioneer city in terms of cinematographic image, both at Spanish and Galician level. Still today it continues to welcome the most important Galician audiovisual companies, as well as the most unique authors and artists from the four Galician provinces.

A Coruña is also the main talent pool of Galician animation, now due to the implementation of an upper level in the **Escola de Imaxe e Son**. It was precisely in this school that the first independent seeds were sown more than twenty years ago. **Lhosca Arias** was the first to spontaneously propose an end-of-course project regarding animation, since at that time there was no such education here or anywhere in Galicia. Thus, **Lumi** was born in 1994. Later, **Lhosca** began a small series, **O Carrabouxo**, based on the character from the cartoons of the newspaper **La Región**, of 26 one-minute episodes.

Another remarkable work from that time is **Alegrías de Puerta Tierra**, also from 1994, by **Virginia Curiá** (born in Cádiz) and **Tomás Conde** (born in A Coruña), that would comprise the **Algarabía** production company, with a long and fruitful rise in the field of the stop motion, patiently animating frame by frame a whole world

of personal stories or of classic Galician authors such as **Manuel Murguía, Ánxel Fole, Cunqueiro, Avilés de Taramancos**, etc., now set to release its first feature film. From here, the animation of A Coruña grew to the pinnacle of Spanish animation, with a production company like Dygra winning Goya awards for almost every one of its feature films, thanks to the talent and effort of people like **Ángel de la Cruz, David Rubín, Juan Galiñanes** or **Manolo Gómez** as visible leaders of a troupe full of talent. Other outstanding authors are **Juan Pablo Etcheverry**, who directed the highly awarded stop motion short film *Minotauromaquia*, on the world of **Pablo Picasso**, produced by **IB Cinema**, the company owned by the fanatic animation collector **Ignacio Benedeti**, a key figure in animation from A Coruña.

There are many forgotten names and production companies worthy of being featured here, but limited space requires a slim selection. This is mine. Others will make other selections, as good or better than this one. This is excellence in a particular field: animation encourages and inspires.



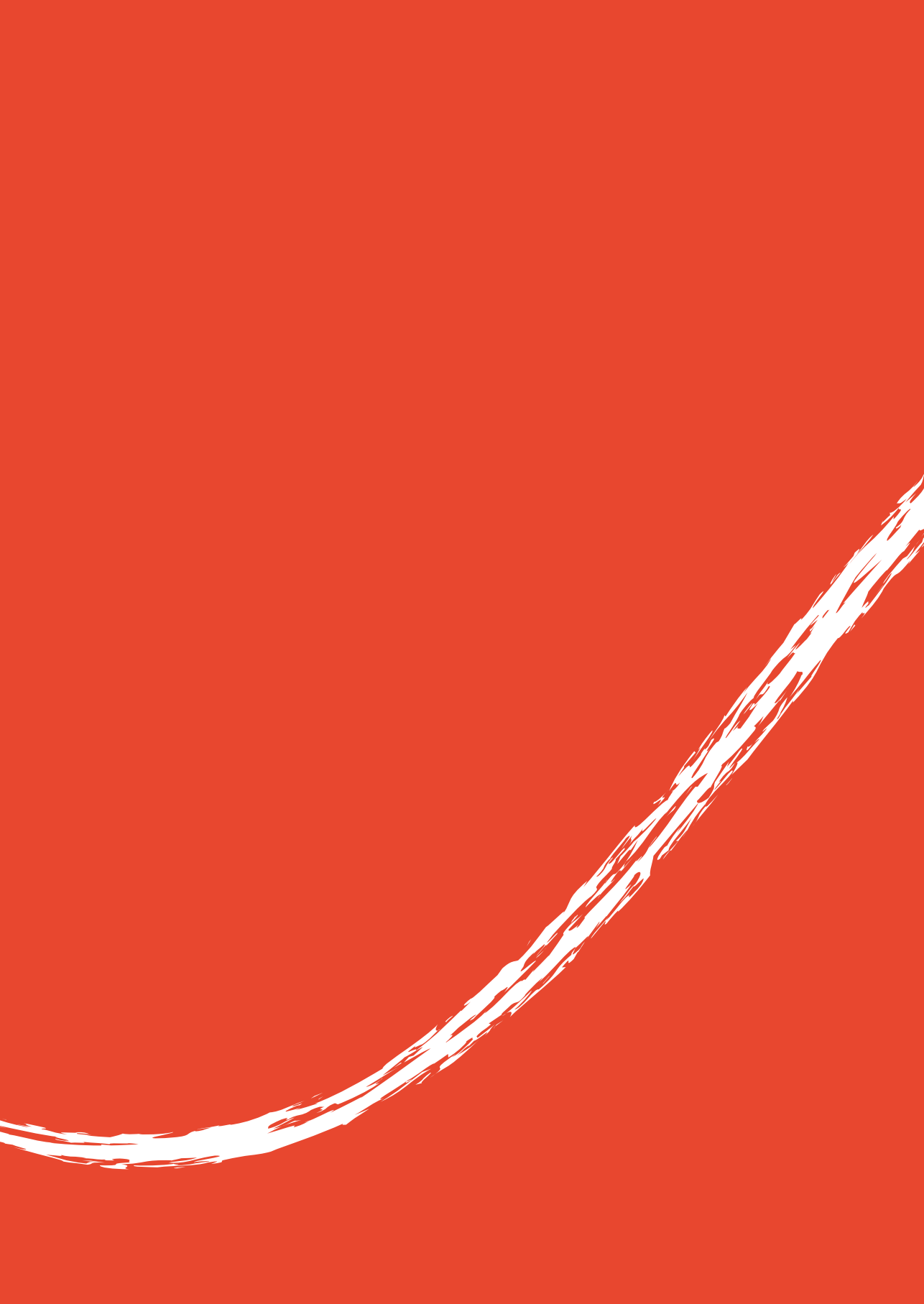
Minotauromaquia, by Juan Pablo Etcheverry (IB Cinema)

THE IMPULSE OF ILLUSTRATION IN A CORUÑA TODAY

Henrique Torreiro

EThe numerical potential of illustration in A Coruña is evident, but also the outstanding level of the graphic work that it offers. Although it is a cliché, one of the ways of objectifying this second statement is precisely the number of these and other professionals who are triumphing in very demanding international markets, in any field (from illustration understood in its most traditional form to comics and animation). Today, A Coruña is one of the centres of attention with respect to illustration. To such an extent that there are even a few important examples of authors

coming not only from other parts of Galicia, but also from the rest of the country. If we ask ourselves the reason for this vitality, what is happening in A Coruña is part of a general process in this part of the world, especially in terms of the Iberian Peninsula and Spain. In just a few years, we have left behind a state of affairs in which not only illustration was a cultural manifestation almost unknown socially, but that its own professionals were isolated without having a real consciousness of the group in which they worked. That is why it is not an exaggeration to claim that one of the main factors of change was the creation, at the beginning of this century, of the **Asociación Galega de Profesionais da Ilustración** (Galician Association of Professional Illustrators). To this must be added the existence of the Internet and, with it, the social media. The contact with other members of the profession became progressively broader, and this factor partly explains greater technical knowledge, interchange of ideas through online forums, and ease of access to explanatory sites and videos for the most diverse forms of illustration production; self-learning is increasingly relative. In this respect, however, the importance of art schools and colleges of fine arts is undeniable. It is difficult to explain if the concrete relationship of this fact to the creative explosion of illustration responds to a generalized focus of personal interests in a formula of “applied and authorial art”, if creativity was previously channelled in other ways or if it is that now there really is more creativity. Regardless, the economic crisis certainly had something to do with it too, as a counterpart to all the negativity it brought with it. The impossibility to enter some professions previously considered *economically secure* opened for many people the possibility of dedicating themselves to, or at least trying, that which really motivated them and which in other circumstances they would not have dared. The truth is that the valuation of everything related to graphic arts is now, fortunately, booming in our society, as a result of a set of pieces that are gradually increasing. Certain changes that are already a reality in society seem difficult to undo. Illustration is no longer linked only to children’s literature, and has, at least in part due to its manifestations, earned the status of “greater art.” Following in the wake of a growing social acceptance of comic books under the label of “graphic novel”, the illustrated book is designed more and more for an adult target. Animation has also become a means of expression aimed at audiences of all ages, and its modes of production enable projects without the need for exorbitant investments. Additionally, author illustrations also reach the textile sector as well as product design, while reinforcing its presence in traditional and digital press, as illustrators are increasingly active agents for their work, not only carrying out the production of content. Hopefully the economic conditions of the illustrators improve so that all the achievements of these years may be settled definitively.



GUIDE FOR CUSTOMERS

(Summary of the text published in *Nuevo libro blanco de la ilustración gráfica en España* [FADIP, 2012], based on AOL's *Guide to Commissioning*)



CONTACTING ILLUSTRATORS

- Check the illustrator's availability to take on a new assignment.
- Specify your deadlines in addition to a few details of the job.
- If the call is based on having seen a particular work, let the illustrator know what you've seen as it will give him/her a better understanding of exactly what it is you're looking for.

DESCRIBING THE ILLUSTRATION REQUIRED

- The illustrator will need technical information (printed size, colour or black and white, space for typography, etc.).
- If necessary, be specific about the means of execution if an illustrator works in different styles.
- If you need a specific image, communicate it as accurately as possible in order to minimize the possibility of misinterpretations. Any visual material that can be provided for this purpose will also be helpful.
- Indicate if the project is open to the interpretation of the illustrator. Define all existing restrictions from the outset. If a sketch is rejected ensure you communicate to the illustrator the reasons for the rejection together with any suggestions for a remedy. The illustrator may apply additional charges if more sketches are requested above and beyond what was originally briefed.
- Indicate the deadline for the finished work and delivery of roughs. Provide an indication of the time necessary for sketch approval. Wait time for sketch approvals can seriously affect the time allotted for the execution of the finished work.

REQUESTING A MEETING

- Consider the purpose of a meeting with the illustrator and keep in mind that it could easily result in the loss of one day of work. Briefs, portfolio samples and visual material can usually be more efficiently communicated via electronic transmission.
- In arranging a meeting between artist and client ensure the illustrator is briefed as to what will be expected of their presence, e.g. presenting portfolio, talking about ideas, etc.
- If more than one meeting is required, then these times may reasonably be charged by the illustrator as added expenses.

REQUESTING A QUOTE

- As illustration is costed out according to its usage, the illustrator will need details of how and where the finished piece is to be used, and over what period of time that work is to be used, in order to arrive at a price. In the event different uses or different display locations are anticipated, the illustrator will require:

- a list of intended uses (advertising brochures, press releases, points of sale, etc.);

- areas of use (areas of the world or a list of single countries);

- period of use; usually 1-2 years for advertising and design work.

- If there is a specific budget, it saves a lot of time and energy to communicate it in advance. The illustrator will indicate if the work can be carried out for the budgeted price. Do not offer the illustrator less than your budget allows. There exists a serious deterioration of rates, making the illustration profession increasingly difficult to sustain.

- Do not expect an immediate quote from an illustrator for a project. Assignments are often very complex and the illustrator needs time to consider all aspects. Associations advise their members to avoid providing approximate figures over the telephone.

- It is reasonable for an illustrator to apply additional charges for all required non-standard expenses, such as travel to a specific location. Likewise, special rates may be applied for rush jobs, if the work is required in an unusually short period of time.

DOCUMENTATION

- It is in the interest of both parties to have proper written documentation regarding the work commissioned, through the use of Acceptance of Commission form detailing all conditions agreed.

- Do not request that an illustrator sign a contract granting exclusive copyrights to the client without having first agreed to a price for such uses.

- In the vast majority of cases, partial assignment (license) is the most appropriate way to provide the client the rights required. The illustrator maintains the copyright while granting the client suitable rights to the commission. The contract shall indicate the period, territory and time of use, and exclusivity of said conditions for the client during the specified time.

IN THE EVENT THE JOB IS REJECTED OR CANCELLED

- Any envisaged problems over the style or content of artwork should be aired as soon as possible.

- If you are not satisfied with the quality of the work (i.e., dissimilar to the quality observed in the illustrator's samples) and have to reject it, bear in mind that the illustrator shall be entitled to apply a percentage of the initial price agreed, which will vary according to the state in which the work is carried out at the time of rejection. These percentages must be negotiated with the illustrator along with all other conditions of the order.

- If the order is cancelled for reasons beyond the illustrator's control, the illustrator may also apply a percentage (which must also be agreed along with the rest of the conditions) of the initial price agreed; however, the illustrator may demand the entire amount due in the event the cancellation is communicated at the time of delivery of the finished work.

THE FINISHED WORK

- Currently, final work may be delivered in a myriad of ways. Be sure to convey to the illustrator your preferred method of delivery and confirm reception via email or phone.

- If modifications are required, the illustrator may apply additional charges for any significant changes not included in the original brief; however, additional charges may not be applied for alterations due to the fault of the illustrator, or for insignificant alterations.

- Unless otherwise agreed, the original work belongs to the illustrator. Ensure that the original is returned in perfect condition.





DIRECTORY

SPECIALITIES



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She studied Fine Arts at the College of San Carlos in Valencia, and has worked as an independent illustrator for four years with various editorial projects related with children's illustration and illustrations in magazines. Throughout her career she worked on several short films as a director and was involved in various animation and audiovisual academic projects.

"I enjoy the level of creative freedom that can be achieved from illustration, compared to other artistic professions."

SELECTED WORKS

- *Nimue* (comic), Casterman, 2017
- *Bicos voadores* (illustration), 2014

CONTACT

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Dous gatos. Unpublished illustration, 2015



"Bico na rua", illustration for Bicos voadores, Maria Inês Cuadrado's texts, 2014





"The key to a good illustration work is in the communication between the client and the illustrator."

SELECTED WORKS

- "L'Agent – Agent Provocateur" (spot), Douchebag Prod, 2011
- L'Étrange Festival (graphic identity), MadCineClub, 2011
- *Snip* (short film, art direction), Vernhes&Zenier Ltd., 2008
- *Paradýsso* (album: illustration), Sôber, MuXXlc/Universal Music, 2003
- *Synthesis* (album: illustration), Sôber, Zero Records, 2001
- *Vivimos no Ciclo das Erofanías* (illustration), Espiral Maior, 1999

AWARDS

- Selection, Fontshop Valentyne, 2013
- Best Album Art, Carlos Pina Rock Awards, 2008
- Sol de Plata for Best Product Placement, Festival Publicidad Sol, 2006

CONTACT

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He studied at the Escola Pablo Picasso and after working in the publishing market for Espiral Maior, Dorna, Letras de Cal and Elipse, he moved to Madrid to work for other markets (musical, publishing, advertising, audiovisual, multimedia), with clients such as Universal, Fernandes Guitars, Campari, JTI, L'Étrange Festival or The Music Sales Group. Focusing on the field of museum design, publishing and typography, he studied a master's degree in Typography with Jonathan Barnbrook in London and worked on projects such as the Mystetskyi Arsenal Museum in Kiev (Ukraine) or the Resolution (Northern Ireland) and developed books for Blurb Books. He is the Art Director of the digital magazine *O Botafumeiro*.



"Cartografia da dor", HZOil, 2003

Poster of L'Etrange Festival, MadCineClub, 2011





"It motivates us when the viewer identifies with the characters and gets excited about their stories."

SELECTED WORKS

- *Caroline and the Magic Potion* (feature film), 2015
- *Carrera de la Mujer* (spot), Cosmopolitan TV, 2015
- *Equilibrium* (short film), Inditex, 2012
- *O soldadiño de chumbo* (short film), 2008
- *¿E por qué?* Series (52 short films), 2005
- *A lingua animada* Series (7 short films), 2000-2003

AWARDS

- Young Audience Award, Festival Ecozine de Zaragoza (*Equilibrium*), 2014
- Mestre Mateo Award for "Best Adversing Spot" (*Estrella Galicia Feliz Navidad*), 2013-2014
- Best Animated Short Film Award, Festival Pata Negra de Guijuelo (*O soldadiño de chumbo*), 2009
- Mestre Mateo Award for "Advertising Production" (*Las noticias del Guiñol*, Canal+), 2007
- 1st Prize, Federación de Cineclubes de Galicia-Portugal (*Good night mon ami*), 2003

CONTACT

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www.youtube.com/user/pantomas69
vimeo.com/algarabiaanimacion

Virginia Curiá and Tomás Conde are a couple of filmmakers specialized in stop motion animation with characters modelled in plasticine. In 1994 they finished their studies at the Escola de Imaxe e Son in A Coruña; there they created their first animation work, *Alegrías de Puerta Tierra*, selected by the Ministry of Culture as an example of Spanish films abroad. They founded the production company Algarabía Animación, having directed and animated fourteen short films, two series, continuity announcements and advertising campaigns for Gadis, Unicef, Inditex, MMT, Estrella Galicia, TVG, EVO Banco, Galicia Calidade and Cosmopolitan TV. They also directed the 3D animation film *Caroline and the Magic Potion*.



"Second Life Project", 2015





"Illustration illuminates new depths and meanings in what is shown, while outlining what is suggested in it."

SELECTED WORKS

- *Nai dos desterrados* (comic), Amnesty International, 2017
- *Eres Tonto* (comic), self-publishing, 2014-2017
- *Mal de sangre* (short film: poster), 2013
- *O morgado tivo un prezo: Prólogo* (comic), 2013
- *Sin Conexión* (comic), self-publishing, 2009

CONTACT

www.facebook.com/a.almau.ilustracion

www.instagram.com/a.almau

Graduated in Law from the University of Santiago de Compostela, he has focused his work as an illustrator on applied illustration products, such as posters for films or labels for wine, in addition to illustrating poetry, comic strips and comics in different publications, such as the collective volume *Nai dos desterrados*, published by the Amnesty International group in A Coruña.

Comic for the fanzine *Eres Tonto*, self-publishing, 2014





¡Dadme a vuestros rendidos.



a vuestros pobres.



vuestras masas hacinadas

anhelando respirar en libertad.



el desdichado desecho de vuestras rebosantes playas.



"To illustrate is to transfer elements from the brain to the hand, see what goes wrong and work to correct it."

SELECTED WORKS

- *Licor café* (comic), Demo Editorial, 2017

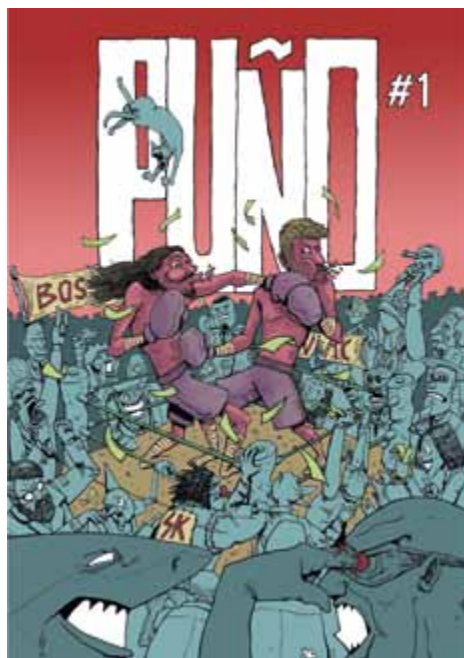
AWARDS

- 1st Prize, Graphic Jam Comic/Illustration Contest, A Coruña, 2017

CONTACT

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He studied Fine Arts in Pontevedra, where he entered the field of self-publishing together with other colleagues. He was part of the group Cabeza de Corte Aéreo until 2015, and the next year he founded Gran Madre Cangrejo, where he published the fanzines *Puño* and *Bosviac*. In 2017 he participated with a short story in the collective book *Licor café* (Demo Editorial), and started his self-publishing series *Oni neko*.



Cover of the fanzine *Puño* no. 1, self-publishing, 2016





"I like to change the kind of projects I do, so that each one poses a challenge that makes me grow."

Marta Álvarez has a degree in Psychology and is a self-taught artist. She has been professionally engaged in children's illustration since 2002. In 2007 she was selected to participate in the Biennial of Illustrations Bratislava with the work *O soto do anano*, published by Alfaguara-Obradoiro. She has worked for publishing houses such as Santillana, Edelvives, Oxford University Press, Xerais, Galaxia or Baía. She is currently part of the Baobab Studio in A Coruña.

SELECTED WORKS

- *Els músics de Bremen* (illustration), Barcanova, 2015
- *Comença la tador!* (illustration), Barcanova, 2014
- *Sopa de xarope de amora* (illustration), Xerais, 2010
- *O soto do anano* (illustration), Alfaguara-Obradoiro, 2007
- *A aspironeta* (illustration), Xerais, 2005
- *¡Como está o galiñeiro!* (illustration), Xerais, 2002

CONTACT

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Els músics de Bremen, Editorial Barcanova, 2015







"The important thing is to let the images that one carries inside flow, as well as beauty and elegance."

AWARDS

- Poster of Festival Sardines of Sada, 2013
- Poster of Festival Curtocircuito, Santiago de Compostela, 2012
- Image/Poster of "Día de la Música de Heineken en Madrid", 2011

CONTACT

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Working for Sysvisions studio, he did graphic identity and illustrations for clients such as the City Council of A Coruña, Abanca, the Provincial Council of A Coruña or Expocoruña. He was the responsible of the graphic image for the Festival do Norte of Vilagarcía de Arousa in recent years, and has illustrated albums for groups such as Apenino, Nadadora, Nouvelle Cuisine and Bassmatti & Vidaur. He has made posters for concerts and cultural events for clubs, pubs and discos throughout Galicia, Madrid and Barcelona. Nowadays, he works as an illustrator and graphic designer in Barcelona doing designs and printed patterns for companies such as Zara, Mango, Pimkie or Pull and Bear.



Unpublished, 2015





"The key is to offer a personal approach, communicating clearly and enriching the medium."

SELECTED WORKS

- Poster of Festas de María Pita, City Council of A Coruña, 2015
- Poster of Cidade Imaxinaria, Cidade da Cultura de Galicia, 2015
- Poster of XVI Salón do Libro Infantil e Xuvenil de Pontevedra, 2014
- *O libro da selva* (cover), Sushi Books, 2013
- *Kora, una storia a colori* (illustration), Lupo Editore, 2013
- *Geografía mágica* (illustration), Siruela, 2010

AWARDS

- Prize Ilustramaxima International Contest, 2015
- Poster of VI Festival NigranJazz, 2012
- Injuve Illustration Award, 2011
- 1st Prize for Best Children's and Young Adult book, Spanish Ministry of Culture (*Geografía mágica*), 2011
- 2nd Prize, Galicia Crea – Posters, 2009

CONTACT

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Bachelor of Fine Arts from the University of Vigo. Alternating traditional and digital techniques, he illustrates books, covers, magazines, posters, etc. He combines this work with teaching and giving workshops and classes in various centres. His work has been recognized with several awards, such as Galicia Crea in 2009 or Injuve - Illustration in 2011.



Poster of VI Festival NigranJazz. Town Council of Nigrán. 2012





"More and more clients from different sectors are looking for illustrations... but they do not value what it is worth."

SELECTED WORKS

- *Lupita, un rincón de palabras* (illustration), DiSBO, 2016

AWARDS

- Selection Eganet Awards, categ. Corporate Web Communication, 2007

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Graphic designer, she studied at the Escuela de Artes y Oficios in Madrid and obtained a master's degree in Audiovisual Techniques from Trazos (Madrid). She has worked in naming and branding for textile (Nanos Moda, Inditex), catering (Bluesockhostels, Spoom) and publishing companies. She has also done animation and graphics for audiovisual and web design. From the DiSBO brand, she produces her own applied illustration products and has edited her illustrated storybook *Lupita, un rincón de palabras*.

Brand illustrated characters for Nanos Moda, 2016.





"Illustration is at a critical moment. The importance placed on image is greater than ever."

SELECTED WORKS

- *Las aventuras de M&M: El caserón del acantilado* (comic), self-publishing, 2013
- "El ser" (comic), *Exégesis* no. 27, 2013

AWARDS

- 2nd Nature Drawing Context "Vida silvestre do encoro de Cecebre", Grupo Naturalista Hábitat, 2014
- Second Prize of the Galician Comic Contest Xuventude 99, 1999

CONTACT

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Bachelor in Biology, self-taught artistic training. He combines his work as a teacher in secondary education with the creation of illustrations, the publication of his own stories in magazines and self-publishing.



Unpublished illustration, 2015





"Drawing is the most important tool of illustration, but there are others: it must satisfy the needs of the project."

SELECTED WORKS

- 2132 (comic), Asociación Entre Bambalinas, 2014
- *Tanque familiar* (comic), Polaquia, 2007
- *Pinche mundo* (comic), Polaquia, 2006

AWARDS

- 2nd Prize, Benito Losada Comic Contest, 2014
- Awarded for the Galician Comic Contest about Theatre, Asoc. Entre Bambalinas, 2013
- Second Prize, Injuve Comic and Illustration Contest, 2011
- 2nd Prize, Xuventude Crea – Comic, 2010
- Nomination for the Best Fanzine 2009, Barcelona International Comic Fair (*El Dios Mofeta*), 2010

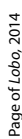
CONTACT

www.diegoblancos.es

He studied Fine Arts at Pontevedra. He collaborated with groups as Polaquia and Carne Líquida. After a period as a freelance illustrator and designer, in 2011 he began to work in the same fields at the e-learning company Netex (Oleiros). He combines this job with the development of various comic projects.



Page of "El humor de Mr. T", Injuve Cómics e Ilustración 2011





"Illustrating is like a 'visual soundtrack' that helps get you into the message you're trying to communicate."

SELECTED WORKS

- Festa das Utopías (poster), Culturactiva / City Council of A Coruña, 2016-2017
- *O mandril nas ondas* (cover), self-publishing, 2008
- Illustrations for the magazine *Vieiros.com*, 2006-2009
- Promotional poster on professional associationism, AGPI, 2006

AWARDS

- Poster of the International Short Film Festival Curtocircuíto, 2011

CONTACT

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He studied at the Escuela de Arte n.º 10 in Madrid. He works mainly as a graphic designer, and as an illustrator he has worked primarily with advertising illustration and posters. He also created illustrations for the digital newspaper *Vieiros*, as well as for several audiovisual projects. For a time, in his blog he published graphic humour under the title *Vida Carbon*.

Two on Earth, advertising work for the company Kilómetros y Millas, 2012



NOSFERATU IN THE SUNKEN CITY OF R'LYEH



STARRING:

LON CHANEY
BORIS KARLOFF
BELA LUGOSI



DIRECTED BY: TOD BROWNING
SCREENPLAY BY: F. W. MURNAU & H. P. LOVECRAFT

©ICTHOSCARO (L)



"Sometimes an image is reduced to its minimum expression because the client insists on changing it out of ignorance."

SELECTED WORKS

- *Wonder at the Edge of the World* (illustration), Little, Brown Books for Young Readers, 2015
- "Eddie Red" series (illustration), Houghton Mifflin Harcourt, 2014-2016
- "Greetings from Somewhere" series (illustration), Little Simon / Simon & Schuster, 2014-2016
- "Monsterrific Tales" series (illustration), Starscape / Tor Books, 2013-2014
- *Despicable Me* (feature film: background art), 2007
- *Planet 51* (feature film: background art), 2005-2007

AWARDS

- 1st Prize, Artistic Image Contest Xuventude 2001 – Comic, 2001
- 3rd Prize, Galician Comic Contest Xuventude 98, 1998
- 2nd Prize, Galician Comic Contest Xuventude 97, 1997

CONTACT

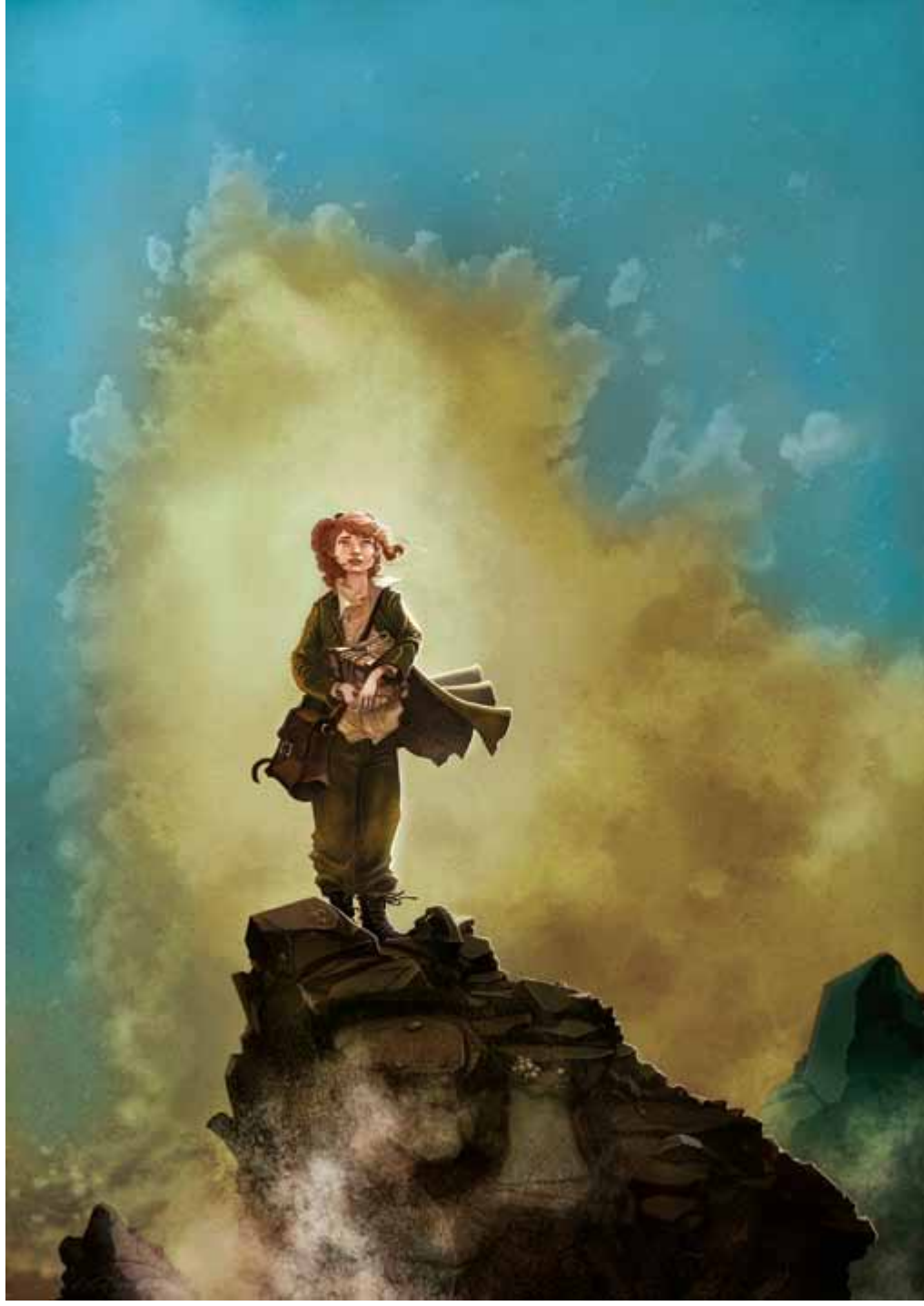
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He studied Fine Arts at the College of Pontevedra. He worked for several years on animation projects for the companies Dygra Films (A Coruña), Bren Entertainment (Santiago de Compostela) and Ilion (Madrid). He also worked as freelancer for SPA Studios (Madrid). In this area he dedicated himself to the creation of designs for backgrounds and characters, as well as the development of storyboards. Later, he began working as an independent illustrator, represented by the agency Shannon Associates (USA) for all territories outside of Spain. He mainly works in children's and youth literature for companies such as HarperCollins, Simon & Schuster, Houghton Mifflin Harcourt, Heinemann, Scholastic and Tor Books.



Cover of *The Bully Bug*, written by David Lubar, Starscape/Tor Books, USA, 2014

Cover of *Wonder at the Edge of the World*, written by Nicole Helget. Little, Brown Books for Young Readers, USA, 2015





"The current state of the illustration sector is like spring, a lot of new artists entering with force."

SELECTED WORKS

- *Licor café* (comic), Demo Editorial, 2017
- *Assalto acústico* (Os Novos's LP, cover), Lixo Urbano, 2017
- *DHOGS* (comic), 2016
- Poster of III Festival Entremareas, 2016
- *O voo da vacaloura* (comic), self-publishing, 2015
- *Por un saco de patacas* (comic), self-publishing, 2014

AWARDS

- 1st Prize, 20th Curuxa Nova Contest, Museo do Humor of Fene, 2016
- 1st Prize, 3rd Arcebispo Xelmírez Comic Contest, 2015
- 1st Prize, 2nd Benito Losada Comic Contest (cat. Young authors), 2013
- 1st Prize, 1st Benito Losada Comic Contest, 2012
- 1st Prize, 3rd "Cómico da Mariña" Contest, 2011

CONTACT

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In 2011, in order to tell stories based on what he saw around him, he created the fanzine *Historias de Regho Torto*, in which he has published eight comics. He usually works in the field of self-publishing, although he has collaborated with media companies such as the *Diario de Pontevedra* and has participated in the collective book *Licor café*. He is currently studying Illustration in the EASD Pablo Picasso and is preparing new comic projects.

O voo da vacaloura

- Cristian F. Caruncho -



Cover of *O voo da vacaloura*, self-publishing, 2015





"Walking among trees is a good start for me: the mind is emptied to make room for clarity."

SELECTED WORKS

- *De paseo con Paulo* (illustration), Edicións Embora, 2015
- *De paseo con Crunia* (illustration), Edicións Embora, 2015
- *A historia fascinante da vaca rodante* (illustration), Everest Galicia, 2013
- *Os poemas do río* (illustration), Everest Galicia, 2012

AWARDS

- Poster of Entroido de Lugo, 2011

CONTACT

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Illustrator and graphic designer, she studied English Philology. She currently works as a graphic designer in Netex, a company dedicated to e-learning, and combines this job with collaborations and publications in the illustration sector.



Unpublished, 2013





"In my work I am always looking for dark corners, for the monsters that frighten and amaze me."

AWARDS

- Uttarayan Arts Foundation Scholarship (Vadodara, Gujarat, India), 2014
- MAC Artist-in-Residence at A Coruña, 2013
- Fundación CIEC Scholarship at Alfara Studio, Salamanca, 2012
- Fundación CIEC Scholarship, Betanzos, 2011
- Selected by Antonio López for the III Cátedra Extraordinaria Ciudad de Albacete, 2011

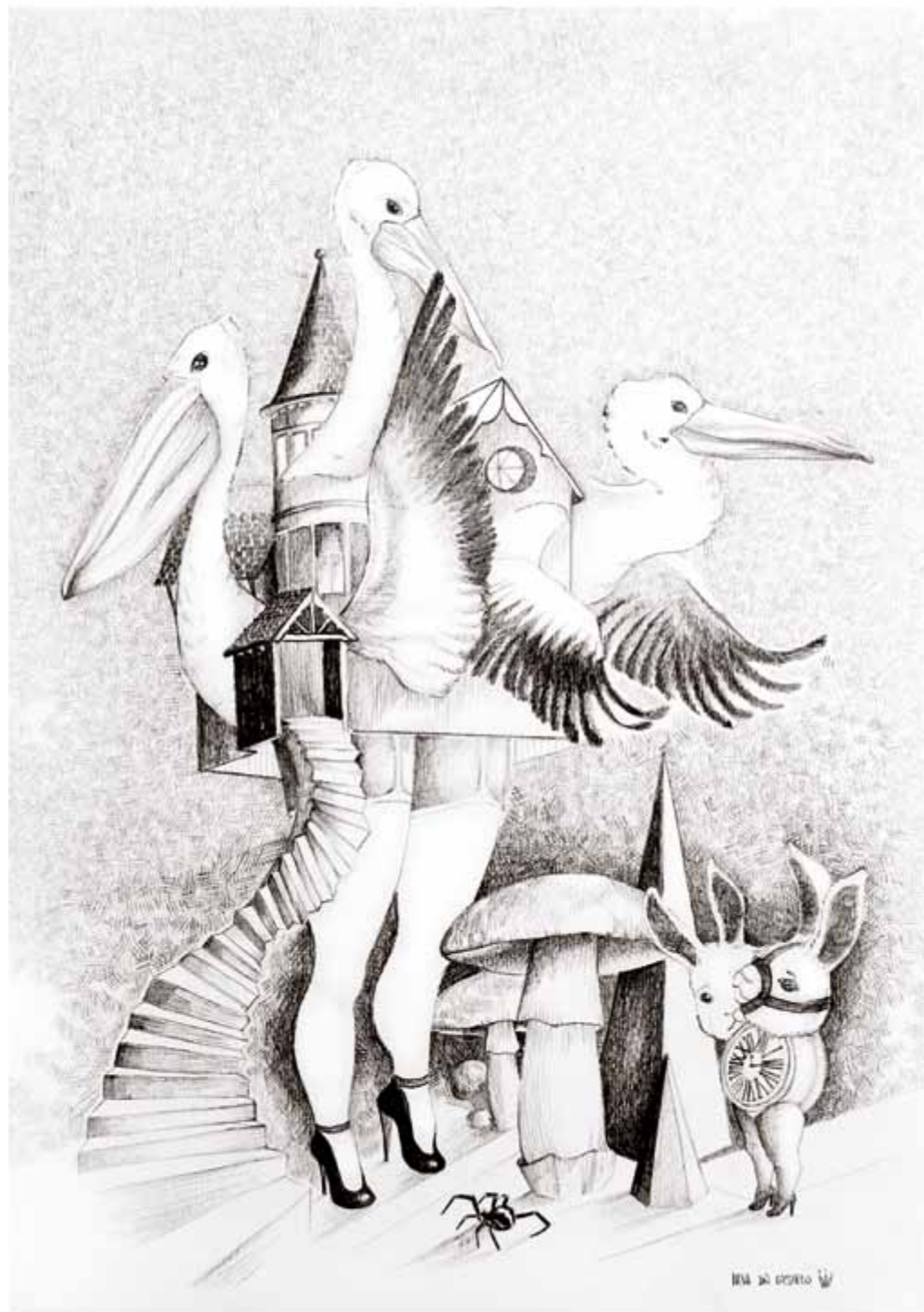
CONTACT

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She studied at the Escola Pablo Picasso in A Coruña and at the Fundación CIEC (International Center for Contemporary Printmaking, Betanzos). She works with galleries and art spaces in Oviedo, Barcelona, Santander, Melbourne and Hong Kong. She has exhibited at the Yollin Ollitzl Centre in Mexico, the MACRO Testaccio in Rome, the Downstairs 47 in Nova Delhi or the MAC – Museo de Arte Contemporáneo Gas Natural Fenosa in A Coruña. She has also participated in art fairs such as Art Madrid and Swab Barcelona. As an illustrator, she has made posters for the MAC in A Coruña, brand designs (A&Y, The Farm House) or album covers (One of These Days & Thee Heavy Random Tone Colour Lab).



Unpublished, 2013





"The perfect client for an illustrator is the one who values the craft and allows him or herself to take advice."

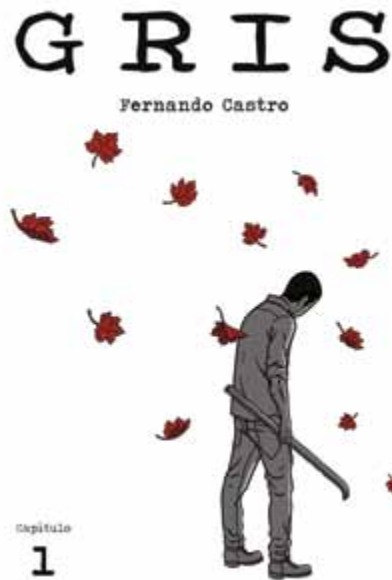
SELECTED WORKS

- *Entre tangos* (album: illustration), Enclave, 2015
- *Gris* (comic), self-publishing, 2014
- Galaicum Ensemble, logo and poster for Asociación Prodar, 2014

CONTACT

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He has basically self-taught training. He is the author of the comic fanzine *Gris*. He illustrated the EnClave's CD *Entre tangos* and also made other designs and event posters for the EnClave band, the Asociación Prodar and Galaicum Ensemble.



Gris, self-published fanzine, 2015





"What motivates me most in this profession is turning the transience of creation into an enduring act."

SELECTED WORKS

- *A casa da luz* (feature film: concept design), 2008
- Poster of Feiras do Libro de Galicia, Regional Government of Galicia, 2006
- Poster I Congreso Iberoamericano de Voluntariado, 1999

AWARDS

- Xosé Neira Vilas Award, 2014
- Isaac Díaz Pardo Award, 2008
- Gourmand World Cookbook Awards, Stockholm, 2004
- White Ravens, Munich, 2003 and 2005
- FETEN Award, Best Theatre Illustrated Book, 2002

CONTACT

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Coming from the world of painting (with his first individual exhibition in 1977), he combined painting with graphic design and illustration in newspapers (*La Voz de Galicia*, 1981-1993), magazines and books. Since 1988, he has focused his activity as an illustrator on children's and young adult literature, and to date he has published more than a hundred books in the field, for Galician, Spanish and foreign publishing companies. Since 1991 he has been the graphic designer for the Provincial Council of A Coruña. He was involved in the creation, and part of the writing team, of the international children's art and literature magazine *Bloc*. Between 1983 and 2008 he was a curator for the Town Council of Cambre painting contest.



Illustration for the book *Lenda lendas digo versos*, Xerais, 2015

Illustration for the cover of the book *A illa de todas as illas*, Xerais, 2013





"Currently, illustration is a sector on the rise and in much demand, but which is painfully disrespected in economic terms."

SELECTED WORKS

- *Muriel* (illustration), Xerais, 2017
- *Bruxa e familia* (illustration), Santillana-Obradoiro, 2017
- *O soño do merlo branco* (illustration), Xerais, 2016
- *Osa* (illustration), Narval Editores, 2015

AWARDS

- Honourable Mention, 5th Ibero-American Illustration Catalogue. México, 2014
- Finalist, "Salvaje" Contest, *Mínima* magazine, Argentina, 2011
- Second Prize, Design & Logo Contest for the 15th anniversary of the Civil Engineering School, A Coruña, 2006
- 1st & 2nd Prize, T-shirt Illustration Contest, Mandacarú fair trade company, Pontevedra, 2006

CONTACT

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She studied engineering, and after working for several years as a graphic designer she graduated in Illustration from the Escola Pablo Picasso in A Coruña. In 2013, she completed her master's degree in Illustrated Children's Books, at I con I (Madrid). She collaborates in magazines and websites and she also works for Alfaguara. She participated in several group exhibitions in Granada and A Coruña. At the end of 2015 her first book was published.



Provisións, unpublished, 2014





"Illustration is a graphic memory of humanity, from cave paintings to modern medical manuals."

SELECTED WORKS

- "La procesión" (comic), *El Arca de las Historietas* no. 3, 2015
- "El sauce que lloraba" (illustration), *Cuentos de Ciudad Esmeralda*, Mensajeros de Oz, 2013
- "Shen" (illustration), *Lupus in Fabula* no. 5, 2013
- *La puerta de la bruma* (cover), Círculo Rojo, 2012
- "Seis de enero" (illustration), *Dreamers* no. 1, 2000

CONTACT

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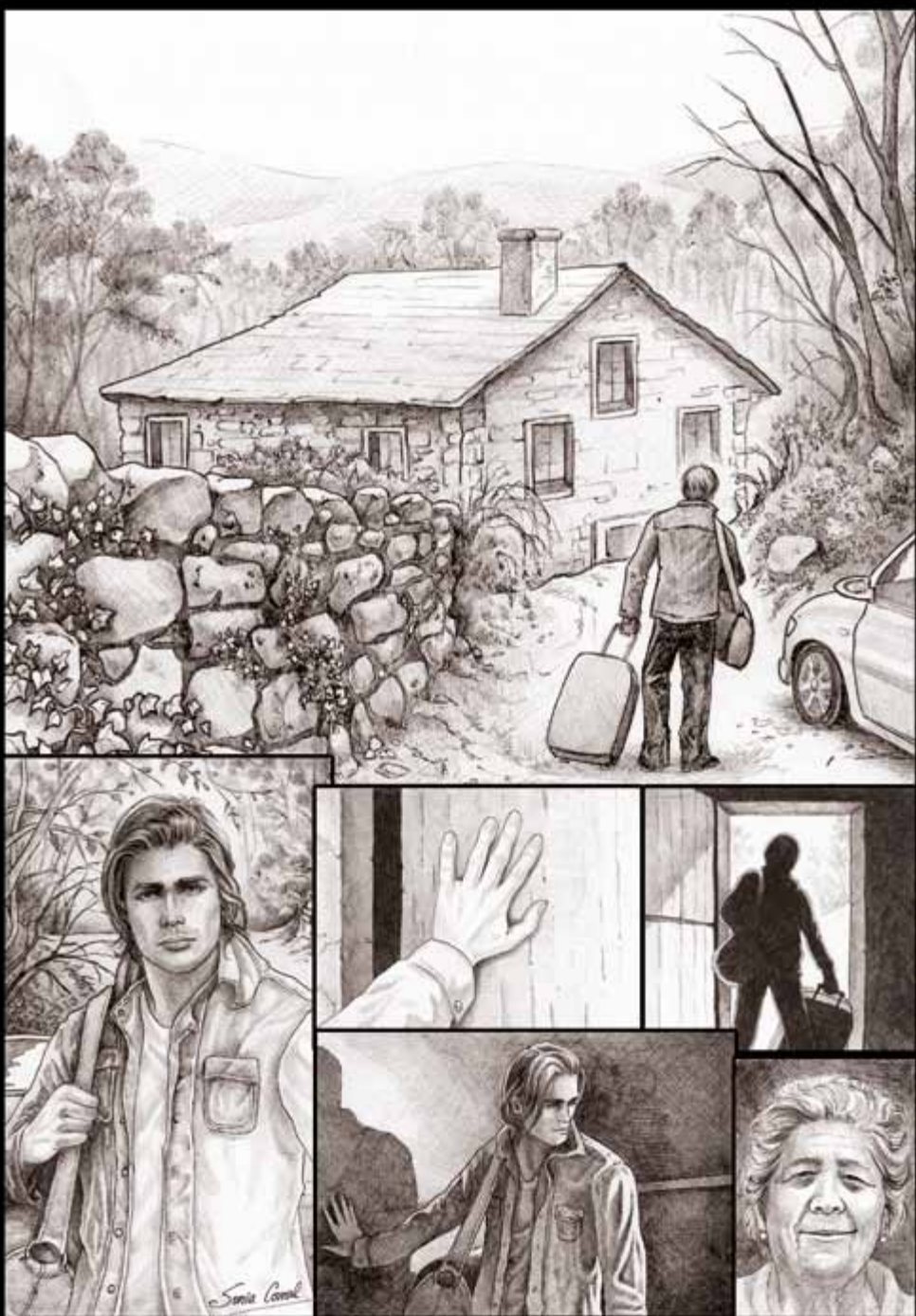
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She studied Illustration at the Escola de Artes e Deseño Pablo Picasso; from then on she intensified her collaborations in Spanish and North American fanzines and entered into professional illustration and portrait painting. She is currently part of the Colectivo Miñoco, with which she carries out various activities to promote illustration.



"Shen", no. 5 in the online magazine *Lupus in Fabula*, 2013





"The freedom that I get from a pencil and a blank piece of paper cannot be found in other things."

SELECTED WORKS

- *Destino Hërgüss* (comic), Demo Editorial, 2015
- *Pichük's Travels* (short animation film), 2015
- *Vento e chuva* (illustration), Xerais, 2013
- *A torre dos Mouros* (comic), Demo Editorial, 2012
- *Cousas de mortos* (comic), Demo Editorial, 2012
- "Diario de Pichük" (series of illustrated books), Everest, 2012

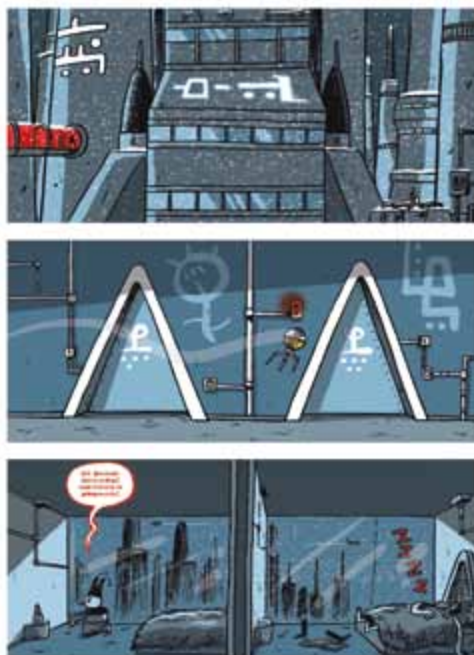
AWARDS

- Grant for Comic Creation, Regional Government of Galicia, 2010
- Selection for the Biennial of Illustrations Bratislava, 2005
- Prize of the San Andrés de Rabanedo Comic Contest, León, 2004
- Federico García Lorca National Comic Award, Granada, 1998

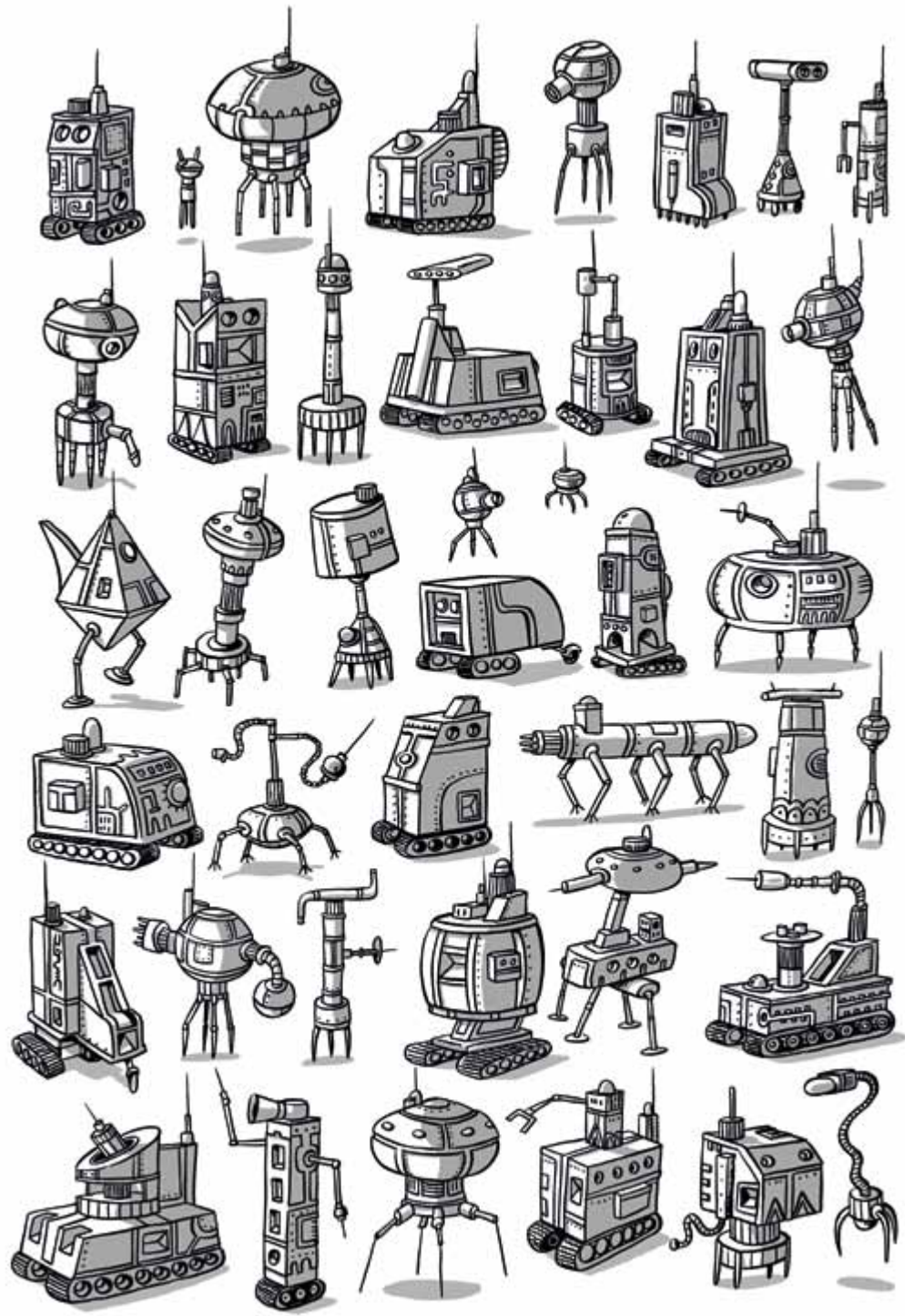
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Comic author and illustrator, he has collaborated in several publications as *BD Banda*, *Barsowia*, *Dos Veces Breve*, *Subterfuge Comics*, *Boletín Galego de Literatura*, *Caña* and *Golfinho*. He participated in the collective books *Fito y Fitipaldís*, *Artículo 20* and *H2Oil*. He has worked as an illustrator for Richmond Publishing, Usborne, Santillana, Galaxia, Xerais, Porto Editora, Edelvives and Everest. He has also worked for advertising agencies such as Imaxe and Galicia Comunicación, and production companies such as Continental, Portozás Visión and Mondotropo. His graphic work has been exhibited in several countries. He was President of AGPI (Association of Professional Illustrators of Galicia) and Vice-President of FADIP (Federation of Associations of Professional Illustrators of Spain).



Destino Hërgüss, Demo Editorial, 2015.





"Illustration is a more universal language than any other language and a very didactic medium."

SELECTED WORKS

- *O Salmón Oval* no. 1 (cover), 2015
- *Conservación preventiva para todos. Una guía ilustrada* (co-author), Agencia Española de Cooperación Internacional para el Desarrollo, 2014
- *A Psychogeographic Guide of Rome: 16 maps to get lost* (chapter), Aecid/Exit, 2013
- *Tempo Exterior* (illustration), Igadi, 2012
- *Punto de fuga* (comic), Demo Editorial, 2011
- *As crónicas chairegas* (illustration), Fundación Manuel María, 2008

AWARDS

- Isaac Díaz Pardo Contest, Provincial Council of A Coruña, 2013
- 2nd Prize, Xuventude Crea Contest – Comic, 2012
- Grant for Comic Creation, Regional Government of Galicia, 2010
- 1st Prize, Xuventude Crea Contest – Painting, 2010
- 1st Prize, New Talent Contest, Provincial Council of Pontevedra, 2009

CONTACT

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Bachelor of Fine Arts from the University of Vigo, where he also completed his doctorate. He combines the research facet in his studies with his career as a visual artist, illustrator and comic author. Throughout his career, he obtained art scholarships in Casa Velázquez in Madrid (2015), Colegio de España in Paris (2014) and Accademia di Spagna in Rome (2013). Among his individual works, the following can be outlined: *BD de l'Akrasie* (Colegio de España, París, 2015), *Iconville. La ciudad de los signos* (Galería Metro, Santiago de Compostela, 2012) or *Visiones de Babilonia* (Galería 9the13, A Coruña, 2010). His illustrations can be found in several publications.



Lamprea's LP cover, unpublished, 2015

Piece for the exhibition *Iconville. La ciudad de los signos* (Galería Metro, Santiago de Compostela), 2012





"To illustrate is to 'illuminate' a text, to put it beautifully. Although in the case of illustrated books, it is the text that illuminates the illustration."

SELECTED WORKS

- Ornithological Route "El bosque animado", Crendes (Town Council of Abegondo / Provincial Council of A Coruña), 2015
- Ceramic Mural "Escuela del Niño Jesús" in Figueroa (Town Council of Abegondo), 2014
- Permanent exhibition "Torre de Hércules" at Monte de San Pedro park, A Coruña, 2012
- *A costureira das ánimas* (illustration), Everest, 2012
- *Larita* (illustration), Everest, 2003
- *No corazón da fraga* (illustration), Everest, 2001

AWARDS

- Ulteira Prize, Regional Government of Galicia, 1985
- Lecturas Prize, Gáliz, 2003

CONTACT

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Self-taught artist, he worked for two years in advertising agencies and three years at the Galician Regional Ministry of Fisheries as an illustrator. Then he has worked for 23 years as a freelance illustrator. Among his clients, there are publishing companies such as Everest, Bruño, Susaeta, Siruela or Anaya, organizations such as the Regional Government of Galicia, several Town Councils and Provincial Councils, and companies such as CEM, Dygra, Ineco as well as different advertising agencies.



Andanzas de maese Pérez el organista y otras leyendas. Bruño, 2009





"Illustration ranges from pragmatism to emotion; it inspires, opens the mind and makes us see other ways of looking."

SELECTED WORKS

- *Pablo & Jane and the Hot Air Contraption* (comic), Flying Eye Books / Astiberri, 2015
- *Birdboy: The Forgotten Children* (feature film: background art), Zircozine / Basque Films, 2015
- Trazers (logo, graphics and animated advertising campaign), 2015
- *Conspiraciones* (comic), Astiberri, 2013
- *Adventures of a Japanese Businessman* (comic), Bang / Nobrow Press, 2011

AWARDS

- Nominated for "Best U.S. Edition of International Material", Eisner Awards (*Adventures of a Japanese Businessman*), 2014
- Prize for Best Work, Saló del Còmic de Barcelona (*Adventures of a Japanese Businessman*), 2012

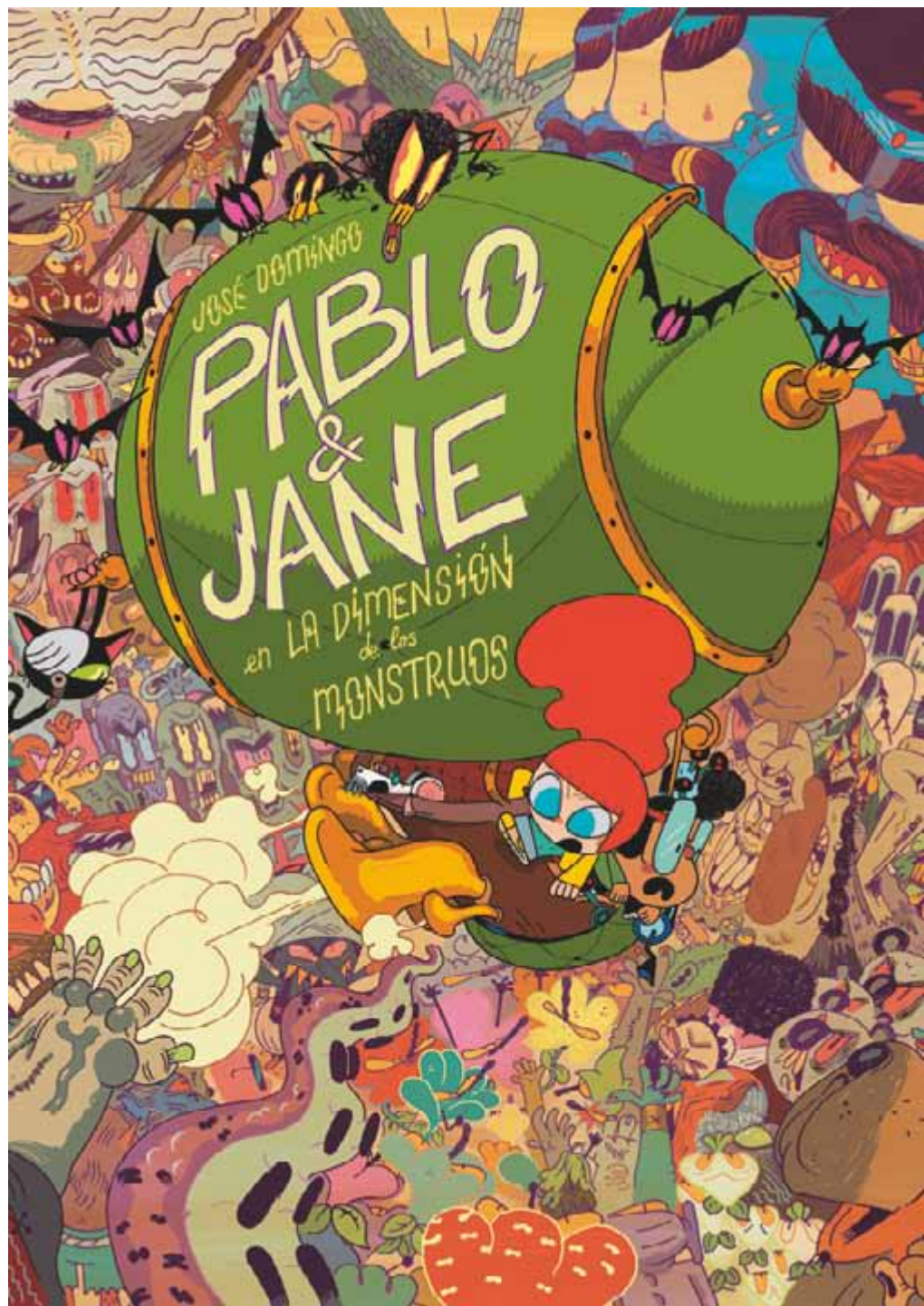
CONTACT

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He began his professional career in the field of animation as a character designer and storyboard artist. He was part of the Polaquia group and in 2008 he published his first work, *Cuimhne: El fuego distante*, written by Kike Benlloch. With *Adventures of a Japanese Business Man*, his first solo work, he won the award for the Best National Work at the Barcelona Comic Fair and a nomination for the 2014 Eisner Awards for its edition in English. *Pablo & Jane and the Hot Air Contraption* is his latest work and his first children's book, originally published in English by Flying Eye Books for the United Kingdom and the USA.



It's Domingo, logo, 2015





"For me, illustration is perceived by people with sensibility, such as music or any artistic expression."

SELECTED WORKS

• *Versos On The Rocks* (illustration), Laberinto de Paixóns, 2008

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He produced album covers for El Beasto Recordings, music tour posters for bands such as The Flaming Sideburns, The Assassins or Chris Speeding, and murals for El Crápula and Os Tigres. He illustrated his own poems and short stories book *Versos On The Rocks*. He has collaborated with comics and strips in several publications such as *Caña*, *Cuakzine* or *El Beasto*.

«Madonna chill out», from the book *Versos On The Rocks* (Laberinto de Paixóns, 2008)







"The ideal client does not have a preconceived notion and is willing to develop the work along with the illustrator."

SELECTED WORKS

- "Brutselas" series (comic), *Veredes.com*, 2015
- Poster of XXV Jornadas Banda Deseñada de Ourense, 2013
- Shigeru Ban. *Arquitectura de emergencia* (illustration), Ediciones Arquia, 2011
- "15 metros no son nada. Un abismo" (illustration), *Laciudaddiva.org*, 2011
- "A noite e as sombras" (comic), *EBA 5.0*, Difusora, 2009
- *Historias de Galiza 1, 2 and 3* (comic), Difusora, 2008-2009

AWARDS

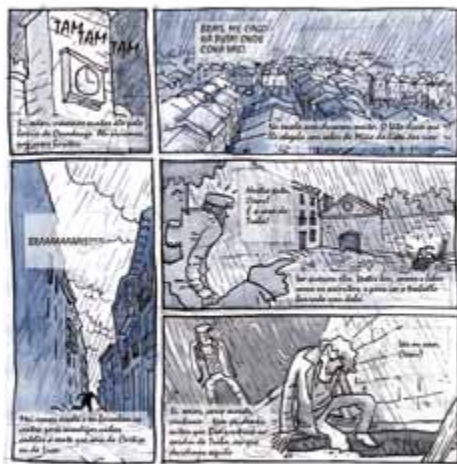
- 1st Prize, Galician Comic Contest – cat. B, 2003
- 1st Prize, "Ben Veñas Maio" Contest, Pontevedra, 1996-1997 (Second Prize in 1995)

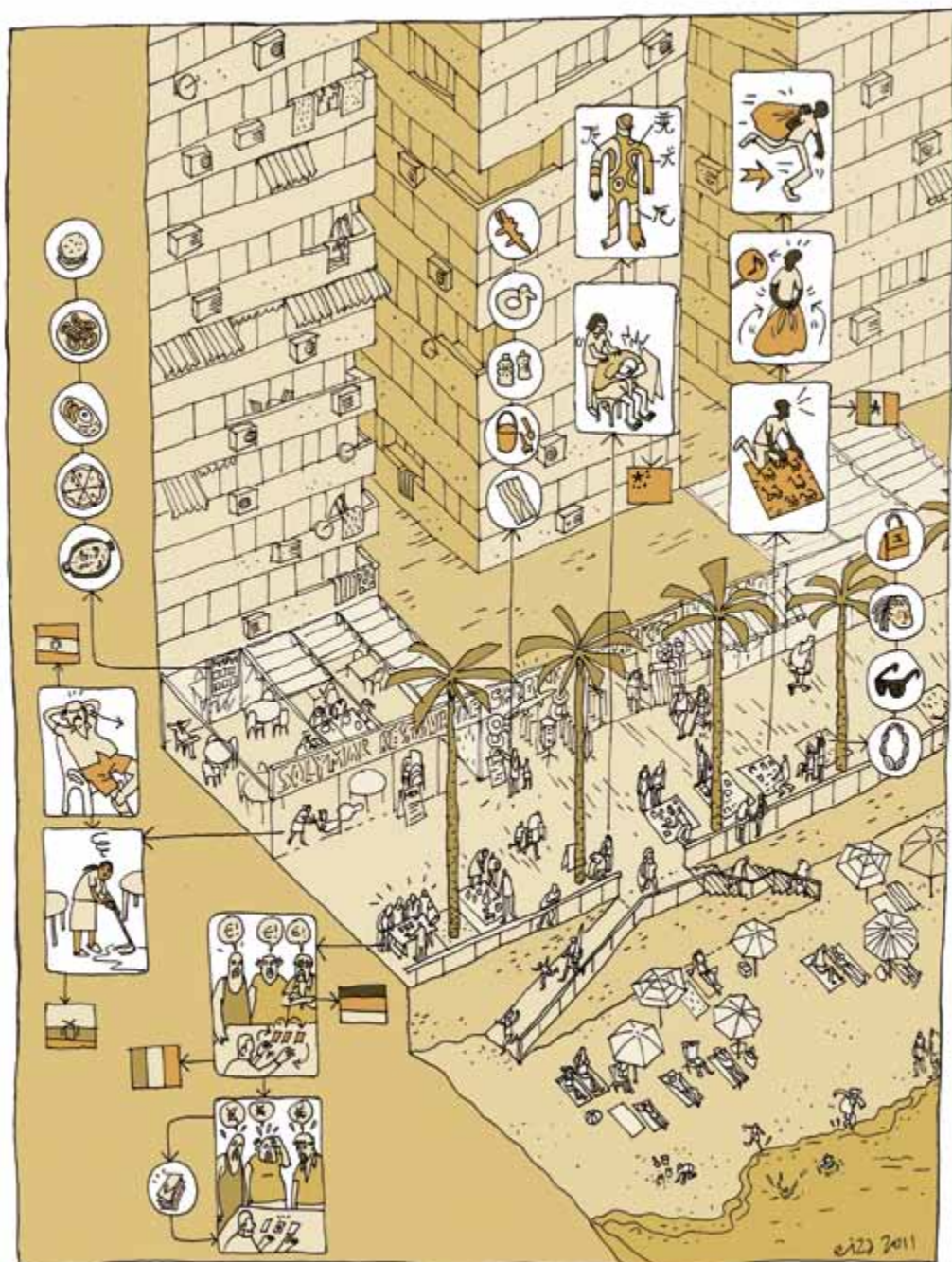
CONTACT

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He is an illustrator and architect, graduated from the ETSA of Madrid. He has participated with illustrations for various publications and contests since childhood. Since 2005, he works as an architect for several studios, where he often uses his sketches and comics when presenting projects. He currently lives and works in Brussels.

"A noite e as sombras" (script by Carlos Rafael Ramos) in *EBA 5.0*, 2009







"One must think! A good illustration work is not just an aesthetic finish."

SELECTED WORKS

- *Red Bricks* (comic), self-publishing, 2017
- *Licor café* (comic), Demo Editorial, 2017
- *Las aventuras de Frisby & Trisky* (comic), self-publishing, 2015
- *No te Agarres la Cabeza*, 1 and 2 (comic), self-publishing, 2013-2014

AWARDS

- Pre-selection, Bologna Children's Book Fair 2015

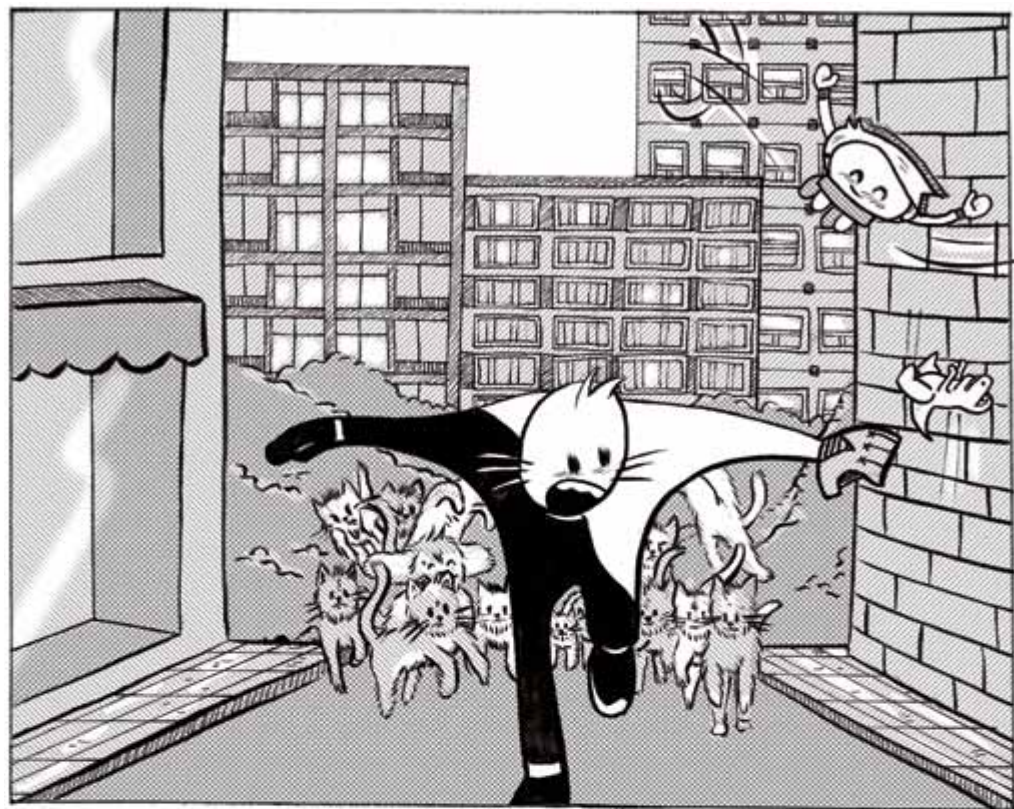
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She studied Graphic Design and Illustration at the EASD Pablo Picasso of A Coruña and Graphic Design and Comic at L'École Supérieure des Arts Saint-Luc de Liège (Belgium). She published the fanzines *No te Agarres la Cabeza 1 & 2* and *Las aventuras de Frisby & Trisky*. She belongs to Colectivo Miñoco and has collaborated in the edition of the graphic novel *Os que levan o lume*, by Álvaro López. She participated in collective publications such as *Fanzine Chachi*, *Autozine* or *Miñoco Fanzine*, as well as in group exhibitions as *Homenaje a nuestros villanos*, *Viajes ilustrados*, *Héroes en la vida cotidiana*, *Tar-des de Nocilla* or *Viñetaxe*.



Tribute to Maurice Sendak, 2014





"An image has the ability to capture essences and then disseminate them, and is thus a witness and reference of society."

SELECTED WORKS

- *A bruxa Discordia* (illustration), Galaxia, 2015
- *En boca del lobo* (illustration), Walrus, 2014

AWARDS

- 2nd Prize of Xuventude Crea Contest – Murals, 2014

CONTACT

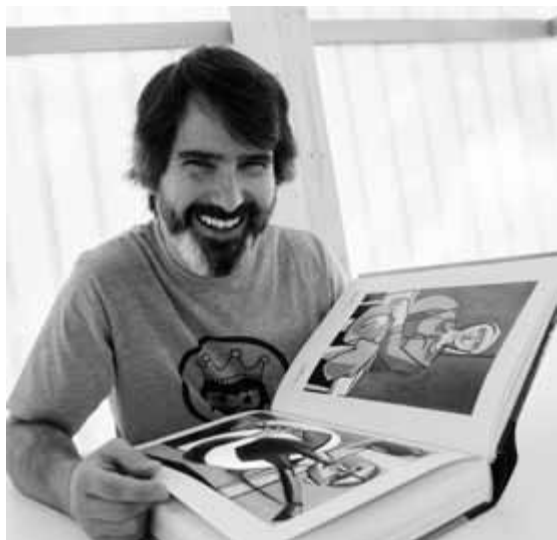
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She began her studies in Fine Arts in Pontevedra in 2008, in 2010 she went to Angoulême (France) and now she lives in Altea. In 2012 she took a postgraduate course in illustration at BAU School in Barcelona and in 2014 she attended the Master in Graphic Work at the Fundación CIEC (Betanzos, A Coruña). In 2014 she published her first illustrated book, with Editorial Galaxia, where she will publish another one in 2015. She took part in art and illustration fairs as Ilustratour, Ilustrísima or Made in Galicia. Besides, she produced murals in Desordes Creativas 2015 (Ordes) and in Xuventude Crea 2014, in addition to others made on request and for pleasure in various locations of Spain.



Sketch for personal project, 2015





"There are images that tell universal things and can remain in the memory of people in order to learn from ourselves."

SELECTED WORKS

- Labels for the 110th anniversary, Estrella Galicia, 2016
- *Abarrote no museo*, Museo de Belas Artes da Coruña, 2015
- *Oculus*, Palexco, A Coruña, 2015
- *Come fly with me*, Centro de Arte Contemporánea Piramidón, Barcelona, 2007

AWARDS

- MAC Gas Natural Fenosa Artist-in-residence, A Coruña 2017
- Young artists meeting of Cidade da Cultura de Galicia in Argentina, 2016
- Honourable Mention, 36th Carmen Arozena International Prize of Engraving, 2008
- Acquisition Prize, 10th Isaac Díaz Pardo Visual Arts Contest, 2007
- Second Prize, 21st Painting Contest, Town Council of Cambre, 2004

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Multidisciplinary artist. He took a master's degree in Serigraphy at the CIEC Foundation, and currently he is a teacher for this educational module. His work was exhibited individually in different galleries, museums and institutions in cities such as A Coruña, Vigo, Madrid and Barcelona. He has participated in contemporary art fairs such as Swab Barcelona, Justmad or Artelisboa. He has taken part in the selection of different contests such as the Auditorio de Galicia Prize or the Mostra Internacional Unión Fenosa and exhibited collectively in places such as Arts Santa Mònica in Barcelona or the Torrente Ballester Cultural Centre in Ferrol.



Skate Chaplin, unpublished, 2011





"What motivates me the most in my work is to concentrate on the drawing until it disappears."

SELECTED WORKS

- *El límite inferior* (cover), Salto de Página, 2015
- *Te espero dentro* (cover), Destino, 2014
- *Más cerca que cerca* (cover), El Desvelo Ediciones, 2013
- *Tiempo muerto* (illustration), El Gallo de Oro, 2013
- *Presencia Humana* no. 1 (illustration), 2013
- *Política de hechos consumados* (illustration), Limbo Starr, 2009

AWARDS

- 2nd Prize, Audiovisual Contest "Dame un minuto de agua", Unesco Etxea, Bilbao, 2011
- Finalist Festival Filmo, Gijón International Cinema Festival, 2010
- Acquisition Prize, Fundación María José Jove Painting Contest, A Coruña, 2008
- 2nd Prize Fundación Carriegos Painting Contest, León, 2006
- 2nd Prize, 6th Goya Painting Contest, Bilbao, 2005

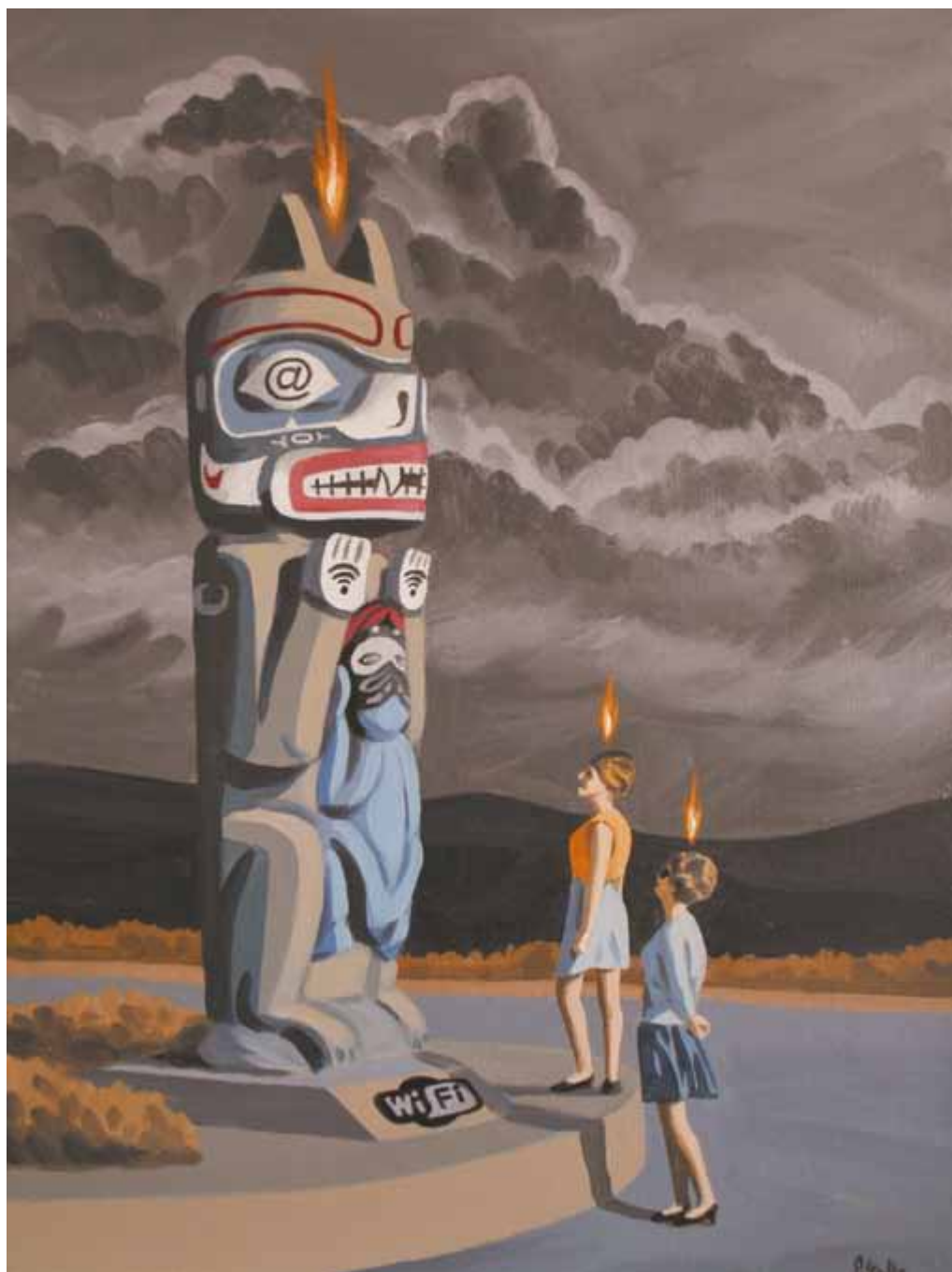
CONTACT

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He is the author of the books *Manual de ruleta rusa* (Aristas Martínez, 2015) and *Hiperhíbridos* (El Gaviero, 2011), and the anthology *El libro del voyeur* (Wind Editions, 2010). He has illustrated, among others, the books *Tiempo muerto* (El Gallo de Oro, 2013), by José Fernández de la Sota, and *Política de hechos consumados* (Limbo Starr, 2009), by Nacho Vegas. He has collaborated in magazines such as *Quimera*, *Presencia Humana*, *La Bolsa de Pipas*, *Vinalia Trippers*, *Zurgai*, *Reverso* (Mexico), *Rooms* (England), *Salon 55* (Denmark) and *Tvårdrag* (Sweden). In 2014 he began the series of performances "Psychographic Sessions", in which he draws blindly while projecting the result together with Iago Alvite's music.

Cover of the book *Política de hechos consumados*, by Nacho Vegas, Limbo Starr, 2009







"There is nothing that communicates better than a good image. It can be a good synopsis for many complexities."

SELECTED WORKS

- *Licor café* (comic), Demo Editorial, 2017
- *Hoodoo Voodoo* (comic), Fosfatina, 2016

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Graduated in Fine Arts from the College of Pontevedra, he is mainly engaged to comics, illustration and posters. With extensive experience in self-publishing, combining his personal work with his membership in groups such as the fanzines *Taiga* and *Bosviac*, in 2016 he participated in the comic anthology *Hoodoo Voodoo*, carried out by the Fosfatina publishing house, and in 2017 in the collective book *Licor café*.



Image from the fanzine *Visiones*, self-publishing, 2017

ELLOS SON LOS PUTOS HOMBRES DE HIELO





"Publishing companies are experiencing a moment of change, which they are not adapting to as quickly as the situation demands."

SELECTED WORKS

- *Corazón de piedra* (illustration), iBooks Store and Amazon, 2014
- *Profundo* (comic), Dude Cómic, 2002

AWARDS

- 1st Prize, "Ciudad de Dos Hermanas" Contest, 1996
- Finalist, *Totem el Cómic* Comic Contest, 1989

CONTACT

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He published in the magazines *Zona 84* and *Totem el Cómic* (Toutain Editor), and *Cimoc* (Norma Editorial), at the beginning of 1990s; besides he collaborated with the Italian magazine *Skorpio* until the end of that decade. In 2002, Dude Cómic published his graphic novel *Profundo*, in two volumes. In 2014, he published the illustrated short story *Corazón de piedra*, in digital format at the Apple and Amazon stores.



Elise. Unpublished comic project, 2015

Illustration for the short story *Corazón de piedra*, published in iBooks Store and Amazon, 2013





"Surely, what motivates me the most in my work is the unpredictability of the result."

SELECTED WORKS

- *Ready to Play* (album: illustration), Agoraphobia, 2015
- *Turo*, vol. 1, 2, 3 & 4 (comic: colour), Le Lombard, 2013
- "Vodafone Yu" campaign for Vodafone (illustration), 2012
- *Os libros de Merlin* (illustration), Xerais, 2012
- *Opération Felix* (comic: colour), Dargaud, 2012
- *Zodiaque – Le piège du béliar*, vol. 1 (comic: colour), Delcourt, 2011

AWARDS

- Rozas Joven Award, 13th Las Rozas Comic Contest, 2012
- Illustration Extraordinary Award, EASD Pablo Picasso, A Coruña, 2011
- 1st Prize, 4th OMIX Valadouro Comic Contest, 2010
- 1st Prize, 11th Las Rozas Comic Contest, 2009

CONTACT

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Since 2008 he has been working as a freelance illustrator for a wide range of areas: children's illustration, video game designs, comics, posters and musical projects, among others. In 2010 he was awarded the Illustration Extraordinary Award by the Escola de Artes Pablo Picasso in A Coruña and became part of the Baobab illustrators' studio in the same city. In 2013, together with Marcos García, Jorge Peral and María Álvarez, he created the comic fanzine *Compota de Manatí*, which has three issues published.



"Our Future": Exhibition No Future, Colectivo Miñoco, 2013





"Illustration is a profession that adapts to and perfectly complements other fields."

SELECTED WORKS

- VII Jornadas Gixax (poster), 2016
- "Jazz y cannabis" (cover), *Cannabis Magazine*, 2014
- Mancha (positional illustration), STP for Zara Woman, 2011
- *Este século rima en galego* (comic), Asociación Cultural Alexandre Bóveda, 2009

CONTACT

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He studied Illustration and Graphic Design at the EASD Pablo Picasso in A Coruña, Photography at the Escola de Imaxe e Son in A Coruña and different animation courses in motion graphics. He worked as a textile illustrator in a company for Inditex, Benetton and others. Currently he works as a graphic designer. As a freelance illustrator he has created covers for *Cannabis Magazine*, and illustrations for TVG programmes opening credits and for RPG books.



Unpublished illustration, 2017





"A good illustration job: a good idea plus good accomplishment multiplied by enthusiasm and divided by good income."

SELECTED WORKS

- Collective exhibition *A metaviñeta*, Galería Monty4, A Coruña, 2015
- Graphic design and art direction of the shows performed by El Retrete de Dorian Gray, 2006-2015
- Exhibition of *El Circo Lorza*, MIHL, Lugo, 2014
- *Chico & Rita* (feature film: background art), Estudio Mariscal, Barcelona, 2010
- *Oca do Camiño de Santiago* (board game, illustration), Ográfico/Ideas Peregrinas, 2010

AWARDS

- Salão do Humor Gráfico de Vila Real, Portugal, 2000-2005
- Second Prize, Injuve Comic and Illustration Contest 2003

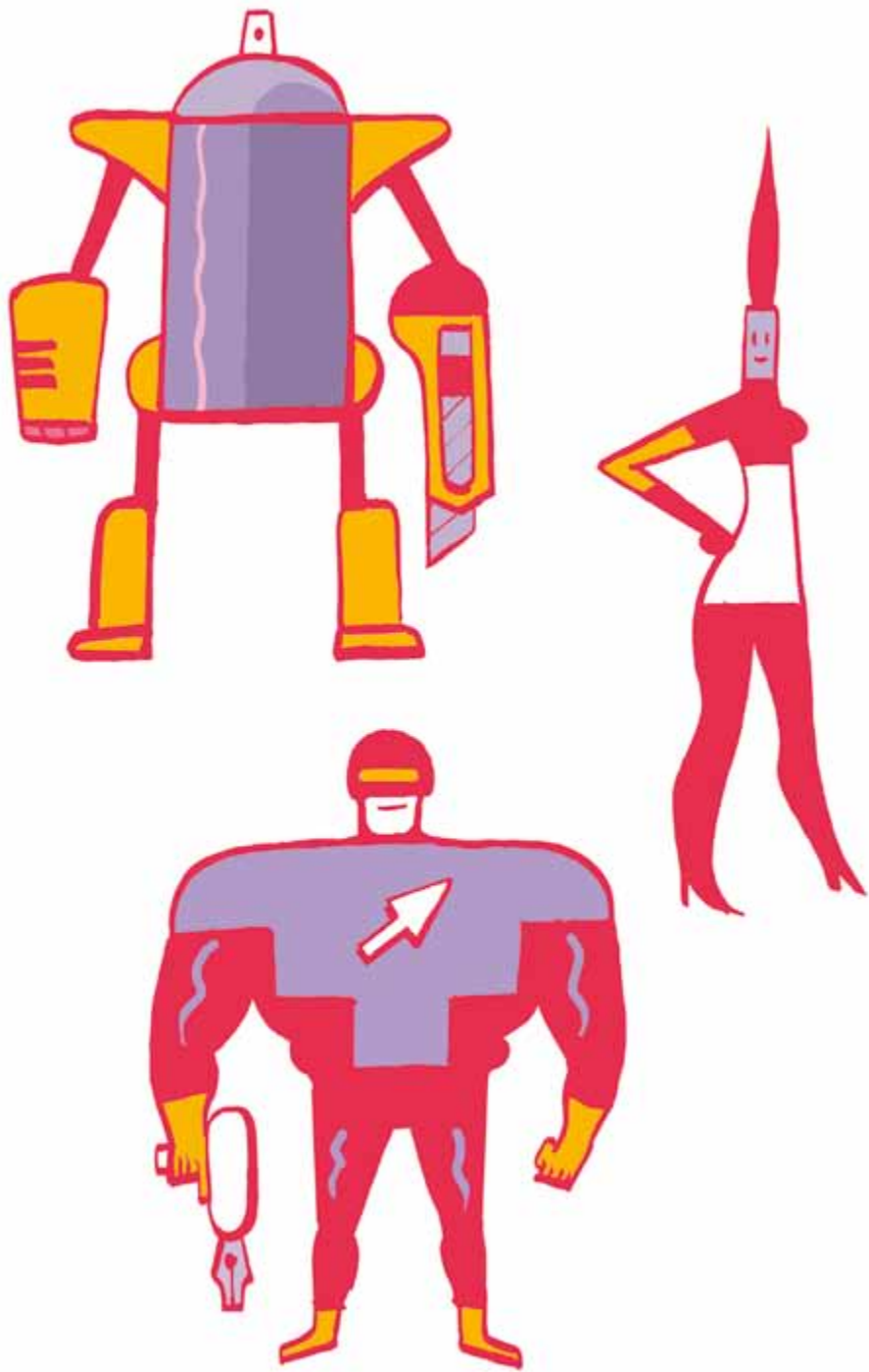
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Bachelor of Fine Arts from the University of Vigo. In Barcelona he started as a freelance illustrator and graphic designer. He illustrates posters, covers, products, books and advertising. Collaborator in the humour magazines *El Jueves*, *Mister K*, *Retranca* and *O Botafumeiro*. He has participated in several comic anthologies (such as *H2Oil*, *Autsaider Minicomics*, *BlackPulpBox* or *Mortland*). He also works in animation background art and storyboarding. He has given more than 40 workshops and master classes of comic and illustration in Galicia and Catalonia. He is a member of AGPI. He has published the monographs *Fito & Pita* (Retranca, 2009), *Petaco* (Diábolo, 2010; French edition in 2013), *El Circo Lorza* (Dibbuks, 2011) and *Solo tinta* (Polaqia, 2012).



Deck of cards Camiño de Santiago, for Ideasperegrinas.es, 2015





"Illustration must enter through your eyes and tell you something."

Born in Vigo, he studied in Santiago de Compostela and is currently living in A Coruña. With more than twenty years of professional experience, he has created illustrations for books and posters, graphic humour, cartoons, advertising, comics and textile design, and he has also dedicated himself to the teaching of drawing. He is a founding member of the Baobab studio in A Coruña and was President of AGPI for 11 years.

SELECTED WORKS

- *O corazón da maxia* (illustration), Xerais, 2015
- *Lilus Kikus* (illustration), Trifolium, 2012
- "Sam Zipper" series (illustration), Bruño, 2009-2011
- *O maquinista Antón* (illustration), Xerais, 2009
- *Dáme a man* (illustration), Xerais/Algar/Erein/Bromera, 2008

AWARDS

- Albarelo Journalism Prize, 2009
- 1st Prize of "J&B Joven y Brillante" Graphic Humour Contest, 2001
- 1st Prize, Ourense Caricature Contest, 1998

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Unpublished illustration, 2015

Hey, Ho! !
Let's Go !



HELL yeah!



"I would change the excessive media exposure we bear as illustrators for a bit of job stability."

SELECTED WORKS

- *Nacho Camacho* (comic), Demo Editorial, 2014
- *Operario* (comic), Demo Editorial, 2013
- *Ratoon* (comic), Bang, 2010
- *Centoloman* (comic), Rei Zen Tolo, 2009

AWARDS

- Best Strip, Golden Globos Awards, 2011
- Ourense Prize, IV Certame de Imaxe Artística, 2003
- Injuve Comic and Illustration Contest Award, 2002

CONTACT

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He graduated in Fine Arts and had an Erasmus scholarship in Bergen (Norway); he also studied Illustration at the Escola Massana in Barcelona. He has worked as a graphic designer and illustrator in various companies and in different fields. As a comic author, he has several works published in Bang! Ediciones, *Retranca*, *Mongolia*, *Autsaider Comics* or *Demo Editorial*. He makes illustrations for publishing houses such as *Ir Indo* or *Alfabia* and for entities such as the Fundación Barrié. He also teaches graphic narrative workshops at the Museum of Contemporary Art (MAC) in A Coruña or at the City Council of Pontevedra. He was one of the guests at the Viñetas desde o Atlántico Festival in 2014. He is the Director of the digital magazine *O Botafumeiro*.



Ktorce-18, Asociación Arela/Fundación Barrié, 2015





"In an illustration, for me, the main thing is the idea; without an idea, the image is empty."

SELECTED WORKS

- Red Cross campaign (illustration), La Casa del Marketing, 2017
- *Shouting at the Telly* (illustration), Faber&Faber, 2010
- *The Wolvering & the Bee* (album cover), 2010
- *The All Day Dreamer's LP* (album cover), 2006

AWARDS

- Selection, *Illustration West* 46 and 47, 2008-2009
- Finalist, GZ Crea, 2008

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He studied at the Joe Kubert School of Cartoon and Graphic Art (Dover, New Jersey) and at the Ringling College of Art and Design (Sarasota, Florida). He has illustrated works for *Esquire*, Faber&Faber, DK Publishing, *Paste Magazine*, Oxford University Press, Anaya, Hachette, Sci-Fi Channel, Calle 13, Lenore Records, and Cruz Roja.



Album cover of *The All Day Dreamer's LP* by Daniel Watters, 2006





"Illustration grows in society because it brings the elements of drawing and painting to a less sacramental level."

SELECTED WORKS

- *Licor café* (comic) Demo Editorial, 2017
- *Sacaponcho* (comic), 2012-2013

AWARDS

- 1st Prize, Rekalde-Ortizadar Comic Contest, 2014
- 2nd Prize, Benito Losada Comic Contest, 2013

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She studied Fine Arts at the University of Barcelona, Engraving speciality. She also took studies at the Centro de Estampa Contemporánea (printmaking school) of Betanzos. She is currently studying a master in Contemporary Film and Audiovisual Studies at the Pompeu Fabra University in Barcelona. She was awarded in comic contests and she was co-founder of the fanzine *Sacaponcho*. She collaborated with a short story in the collective book *Licor café*.



Unpublished illustration, 2016





"Illustration is necessary for society because it has the ability to express complex ideas immediately."

SELECTED WORKS

- 31st Madrid Choreography Competition (image), 2017

AWARDS

- 12th Castelao Comic Award, 2017

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Product designer, she began her professional career working for Sargadelos. Since 2013 she has been developing design and illustration independently with very diverse projects, for companies or institutions such as the Madrid Choreography Competition, the City Council of A Coruña, Horno Sanbrandán, Unitaria, Nave 1839, the Galician Association of Cooperatives, the City of Culture of Galicia, the City Council of Santiago de Compostela or the publications *O Salto Galiza* and *Fuera de Margen*. In 2017 she won the Castelao Comic Award with her graphic novel *O Corpo de Cristo*.



Mulheres en rede. Personal project, unpublished illustration, 2016.

NAVE
1839

//OUTUBRO 2016

VENRES 7 EMILIO JOSÉ + RAÚL QUERIDO + EL MONTIAC

SÁBADO 8 PERRO + PORRO FOLAR

VENRES 14 WILD ANIMALS + LESS FORTUNATE SONGS + KIDS OF RAGE

SÁBADO 15 LÓSTREGOS + HELDE + ARKAIK EXCRUCIATION

SÁBADO 22 DANDY FEVER + DJ SITH

SÁBADO 29 SYBERIA + ARSIAN

DESENHO DE A LEMA



"The perfect client for an illustrator is the one who does not get involved as an illustrator."

SELECTED WORKS

- Icon of the sardine fishbone for the Festas de San Xoán of A Coruña, 2015
- Icon of the cow with the Galician flag, 2002

AWARDS

- Poster of Festa Internacional do Marisco do Grove, 2012 e 2017
- 2nd Prize, Curuxa do Humor, Museo do Humor of Fene, 2016
- Poster of Festas de San Xoán, Carballo, 2013
- 1st Prize, Imaginaria Advertising Contest, Visual magazine, 1999

CONTACT

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As a graphic designer, he is the creator of images such as the Riazor football stadium logo for Deportivo de A Coruña or the sardine fishbone logo for the Bonfires of Saint John of A Coruña. He is Professor of Creativity in the Advertising department of Centro Español de Nuevas Profesiones. He collaborated weekly in the newspaper *DxT Campeón* with a cartoon on Deportivo football club.



Bandeira da vaca, 2002





"Currently, the level of quality for illustration is getting higher and higher. The same is not happening with respect to remuneration."

SELECTED WORKS

- *Laura y el ladrón de voces* (illustration), Anaya, 2012
- *A rapaza na fiestra* (illustration), Tambre, 2010
- *Xenaro e o misterio da mochila verde* (illustration), Xerais, 2008

CONTACT

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He was born in Las Palmas de Gran Canaria; in the 80s he regularly collaborated in Madrid with magazines such as *El Europeo* or *Vogue*, and illustrated various publications of the Regional Government of Madrid. He currently spends his time between A Coruña and Santiago de Compostela, where he has worked for the animation company Bren Entertainment. He makes illustrations for different publications and publishing houses such as Edelvives, Anaya, Xerais, Rodeira and Tambre.

Unpublished, 2015







Se studied animation at the Centro Sperimentale di Cinematografia in Turin. Since 2008, she has worked on different short films and feature films as an animator and background art illustrator. During a stay at the Maison des Auteurs in France, she became passionate about illustration and comics, and began to develop other projects as an author. Since 2011 she lives in Galicia, where she combines her animation work with the facets of being an illustrator.

"What motivates me the most in my work is the possibility of making mistakes and learning from them, it's a continuous learning."

SELECTED WORKS

- *Effe – Periodico di Altre Narritività* (illustration), no. 7, 2017
- *Birdboy: the Forgotten Children* (feature film: background art), 2015
- *Unicorn Blood* (short film: animation), 2012
- *Pinocchio* (feature film: background art), 2011
- *Kéryty, la maison des contes* (feature film: background art), 2009

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Unpublished illustration, 2017





He creates comics, alone or in collaboration with other authors. He has worked as a designer at Idea Creatividad since 2000 and collaborates with hardcore, punk and rock and roll bands on the design and illustration of albums. He published the graphic novel *Os que levan o lume* (Demo Editorial), and directs along with Luis Sendón the fanzine *Altar Mutante*.

"In illustration you have to understand what the client is looking for and make it your own in a way that satisfies you both."

SELECTED WORKS

- *Os que levan o lume* (comic), Demo Editorial, 2015
- *Sálpock: O val dos Cegos* (comic), Demo Editorial, 2012
- *Barsowia* (comic), 2003-2011
- *Prime Time Holocausto* (comic), Polaquia, 2008

AWARDS

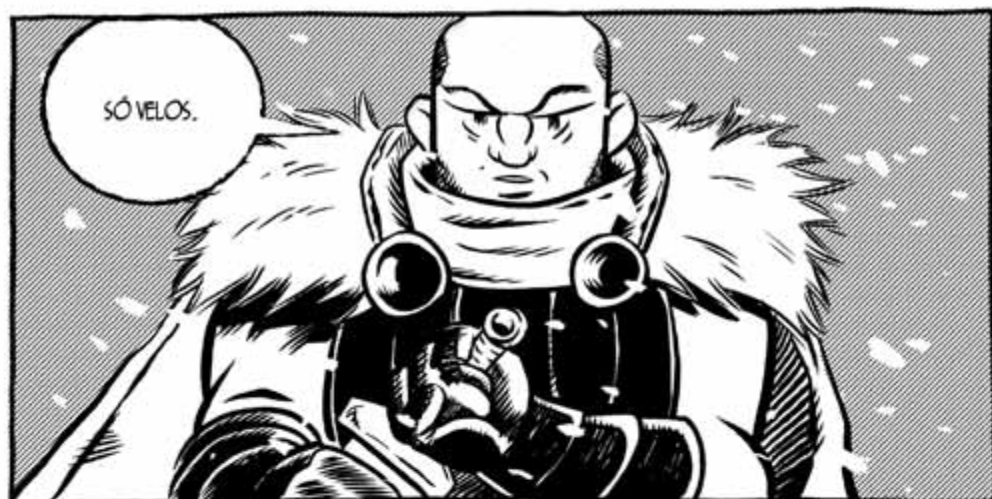
- Finalist, Castelao Comic Award (*Sálpock: O val dos Cegos*, with Luis Sendón), 2009

CONTACT

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LP cover *Trapped*, by Simbiose, 2015





"If everything were one colour, the world would be terribly sad. The same would be true if society lacked graphic discourses."

SELECTED WORKS

• *Puericia* (illustration), 2015

CONTACT

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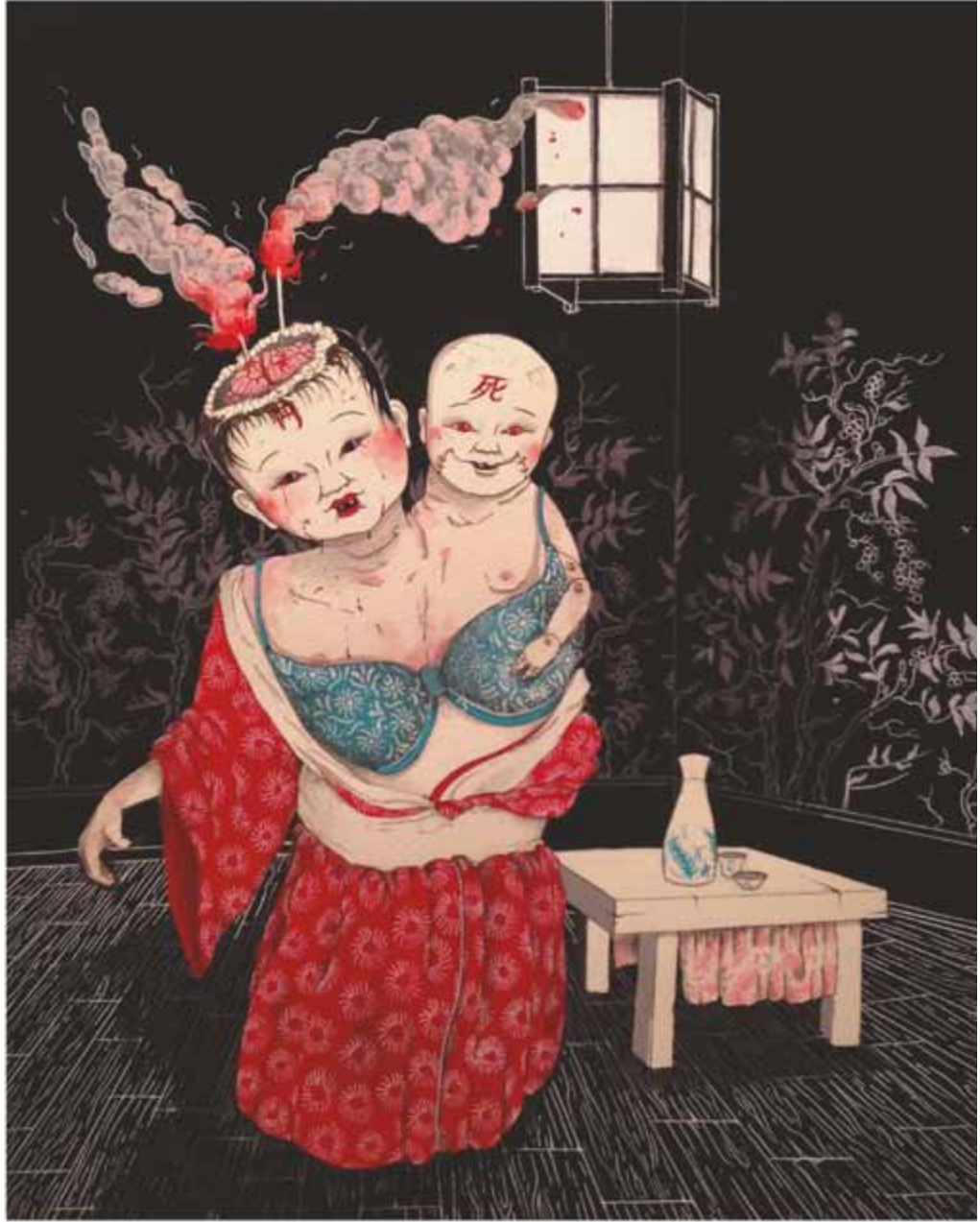
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After finishing her illustration studies at the Escola de Arte Pablo Picasso in A Coruña (2013-2015), she created her first fanzine, *Puericia*, about how anxiety can affect an individual.



Gotta f***em all, unpublished, 2015





"Graphic humour is an excellent door for reflection, a shoehorn for common sense."

SELECTED WORKS

- "La Viñeta Turka" (graphic humour), *Riazor.org*, 2010 – now
- *Nai dos desterrados* (comic), Amnesty International – A Coruña, 2017
- *Amor orgánico* (comic), Foster Ediciones, 2016
- *Degeneración democrática* (comic), self-publishing, 2015
- *Eres Tonto* (comic), self-publishing, 2014

CONTACT

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Bachelor in Audiovisual Communication, with professional experience in media, digital marketing and web projects. He has also taught comic drawing. As a cartoonist, he collaborates in *Riazor.org* as the author of the section "La Viñeta Turka", capturing the news of Deportivo de A Coruña since 2010, as well as carrying out personal projects and participating in various fanzines.

Page for the collective book *Nai dos desterrados*, Amnesty International – A Coruña local group, 2017







"The perfect client does not exist; it will have to be drawn."

SELECTED WORKS

- *Titanio e Plutonio* (short film: digital retouching), Hipotálamo Films, 2010
- "Goza en galego, goza do galego" (campaign illustration), Universidade Popular de Corcubión, 2009
- *NEMO: Novo Entretenemento Móbil* (short film: poster), Alen Filmes, 2007

CONTACT

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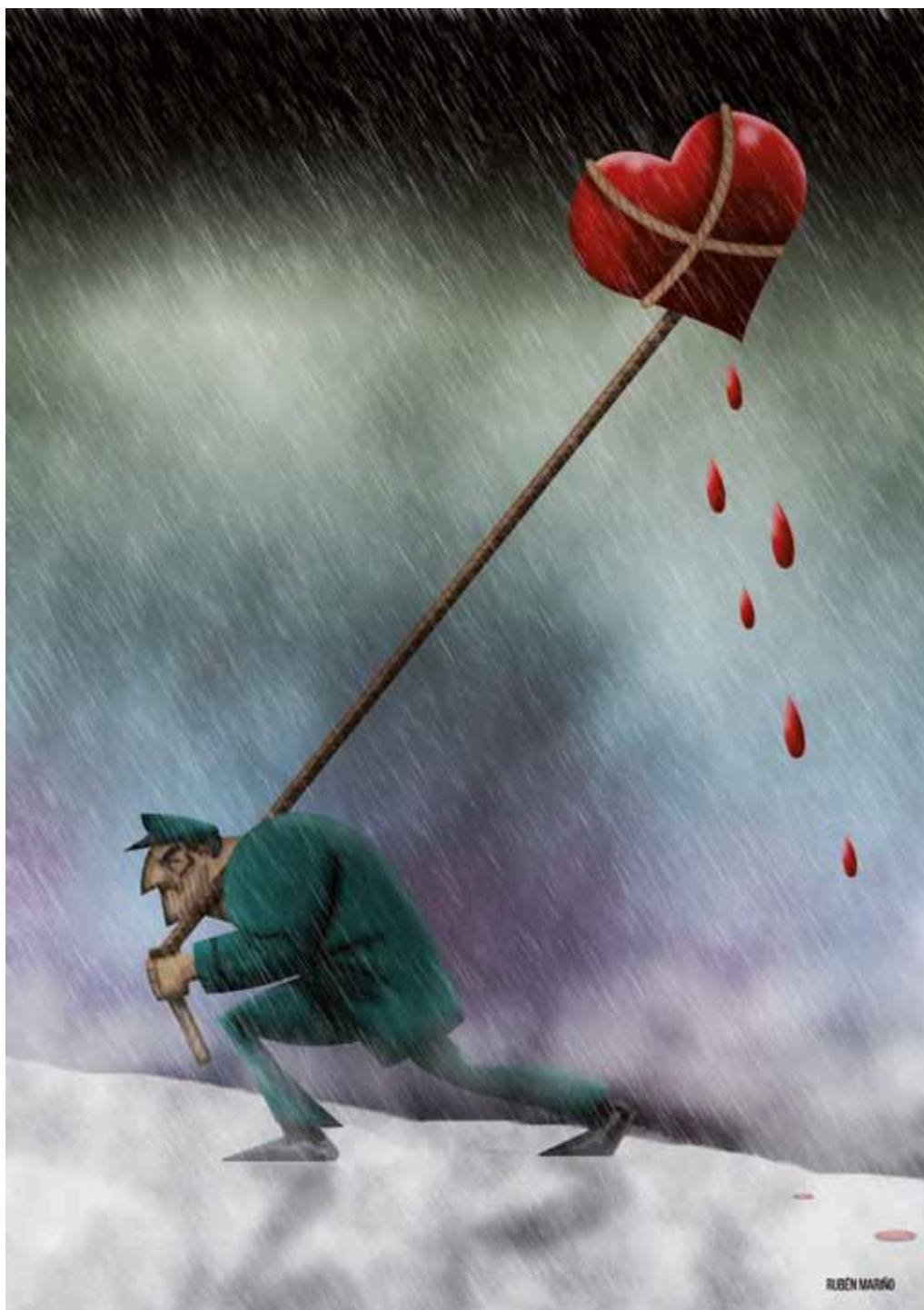
www.facebook.com/ruben.marinholamas

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He studied Illustration at the Escola Pablo Picasso of A Coruña and Graphic Design at the Instituto Galego de Formación (Culleredo, A Coruña). He took a master's degree in Engraving (Lithography module), at the Fundación CIEC (Betanzos, A Coruña). He worked as a graphic designer and illustrator for various companies, and in the digital post-production department of Hipotálamo Films. He collaborated in group exhibitions such as ArTeu in Cambre (2009), the Festival Paralelo 43° 21' 45" (2010), the Festival Agra Directo (2014) or *Parafusos, alambiques e birleques* (organized by AGPI for the Salón do Libro Infantil e Xuvenil de Pontevedra in 2013).



Pantalla final, unpublished, 2015





"Illustration is increasingly important in the world of communication but the work behind it is not always recognized."

SELECTED WORKS

- "Venres nas librerías" (campaign: illustration), Regional Government of Galicia, 2015
- "El peque de la casa" (campaign: illustration), El Corte Inglés / La Opinión, 2015
- *Galicia entre copas* (illustration), Hércules de Ediciones, 2015
- *¡Haz click y vive sano!* (illustration), Hércules de Ediciones, 2014
- *25 años sin éxitos* (album: illustration), Doctor Snob, 2014
- *La pequeña coronel* (illustration), Hércules de Ediciones, 2013

AWARDS

- Hércules Illustration Award, Hércules de Ediciones, 2012
- 1st Prize, "Refugiados y Libertades" Comic Contest, 2012
- 3rd Prize, "Artistas por la Paz" Comic Contest, Albacete, 2010
- 1st Prize, 12th Dos Hermanas Comic Contest, 2006
- 2nd Prize 9th Igualada Comic Contest, 2004

CONTACT

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She studied computer science and interned at an animation agency that led her to graphic design, which she later combined with illustration. Later, after receiving several awards, she also entered the field of textile design and publishing.



La pequeña coronel / A coroneliña, Hércules de Ediciones, 2013





"Since the beginning of time, the image is the medium of expression on which we build our dreams, our future."

SELECTED WORKS

- Estrella Galicia spot (storyboard), Mondotrope, 2015
- *El misterio del timbre* (illustration), SM, 2015
- *¡Socorro, una alcantarilla!* (illustration), SM, 2015
- *La despensa mágica* (illustration), SM, 2014
- *Cómo consolar a una ardilla* (illustration), SM, 2014
- *Sen mirar atrás / Sin mirar atrás / Kein Blick zurück* (comic), Demo / Edition 52, 2010

AWARDS

- Castelao Comic Award, Provincial Council of A Coruña, 2009
- 1st Prize, Ourense Caricature Contest, 2006
- Best script, 1st Sant Boi Comic Contest, 2001
- 1st Prize, Canarias Comic Contest, 2001

CONTACT

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He studied Fine Arts at the College of Pontevedra and at the Escola de Arte Pablo Picasso in A Coruña. He has experience in CGI animation, video games, advertising, comic and illustration. He worked for companies such as Dygra (where he participated in the film *Midsummer Dream*), Enne or Airylabs, and publishing houses such as Xerais, SM, Edebé, Anaya or Demo.

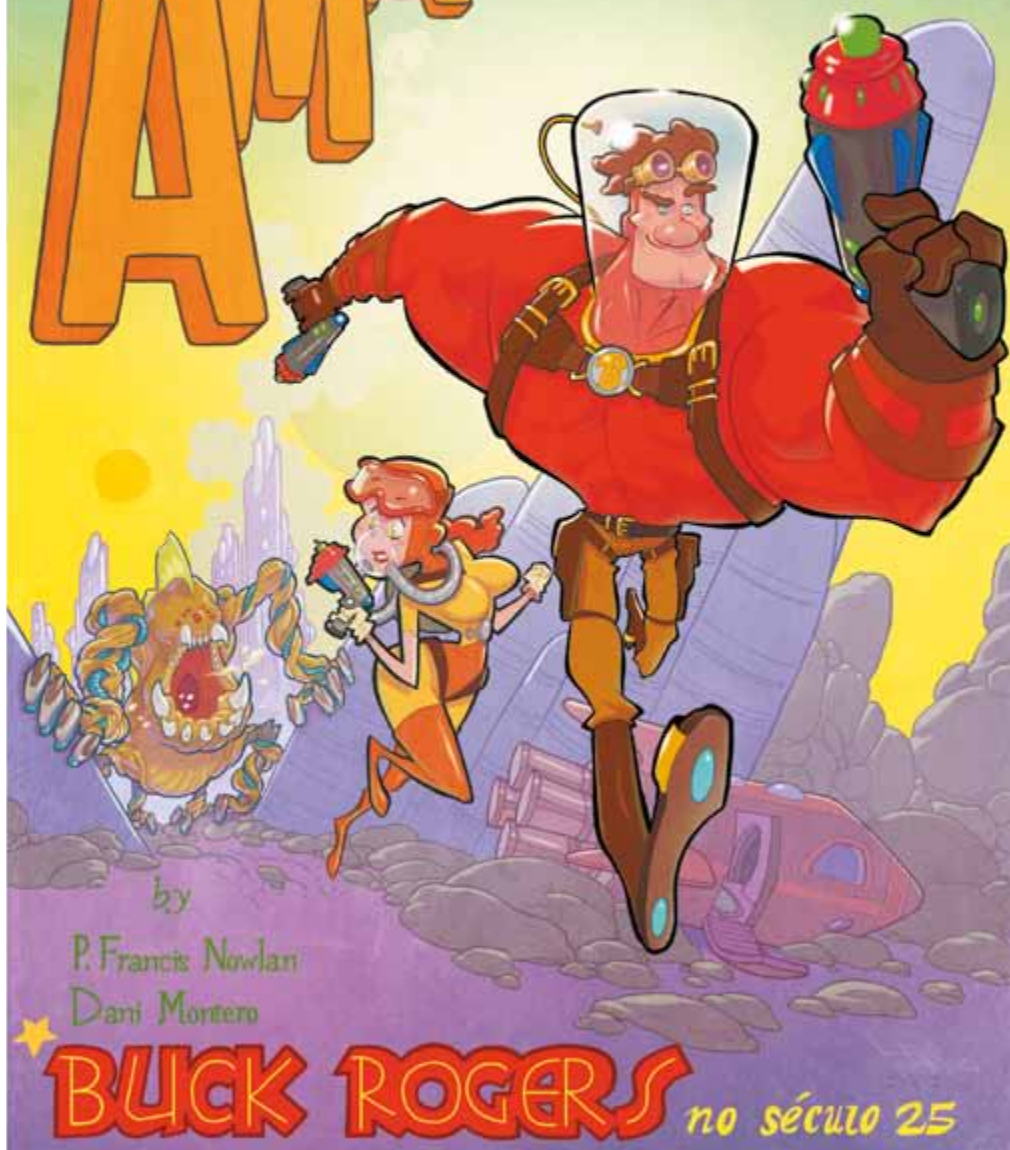


Unpublished, 2015

Xuño

25 Centimos

AMAZING STORIES



by

P. Francis Nowlan

Dani Montero



BUCK ROGERS

no século 25



"The best thing about the profession is the possibility to create very different projects out of nothing, using the same tools."

SELECTED WORKS

- Xabarl series (illustration), Xerais, 2007-2015
- Murals for Meirande – Centro de Interpretación de Rande, Redondela, 2013
- *El llac de les xiquetes mudes* (illustration), Bromera, 2010
- *Do A ao Z con Rosalía* (illustration), Everest, 2009
- *O dromedario nadador* (illustration), Obreroiro, 2005
- "Rocket B" (comic), *Mister K* (with M. Robledo), 2004-2006

CONTACT

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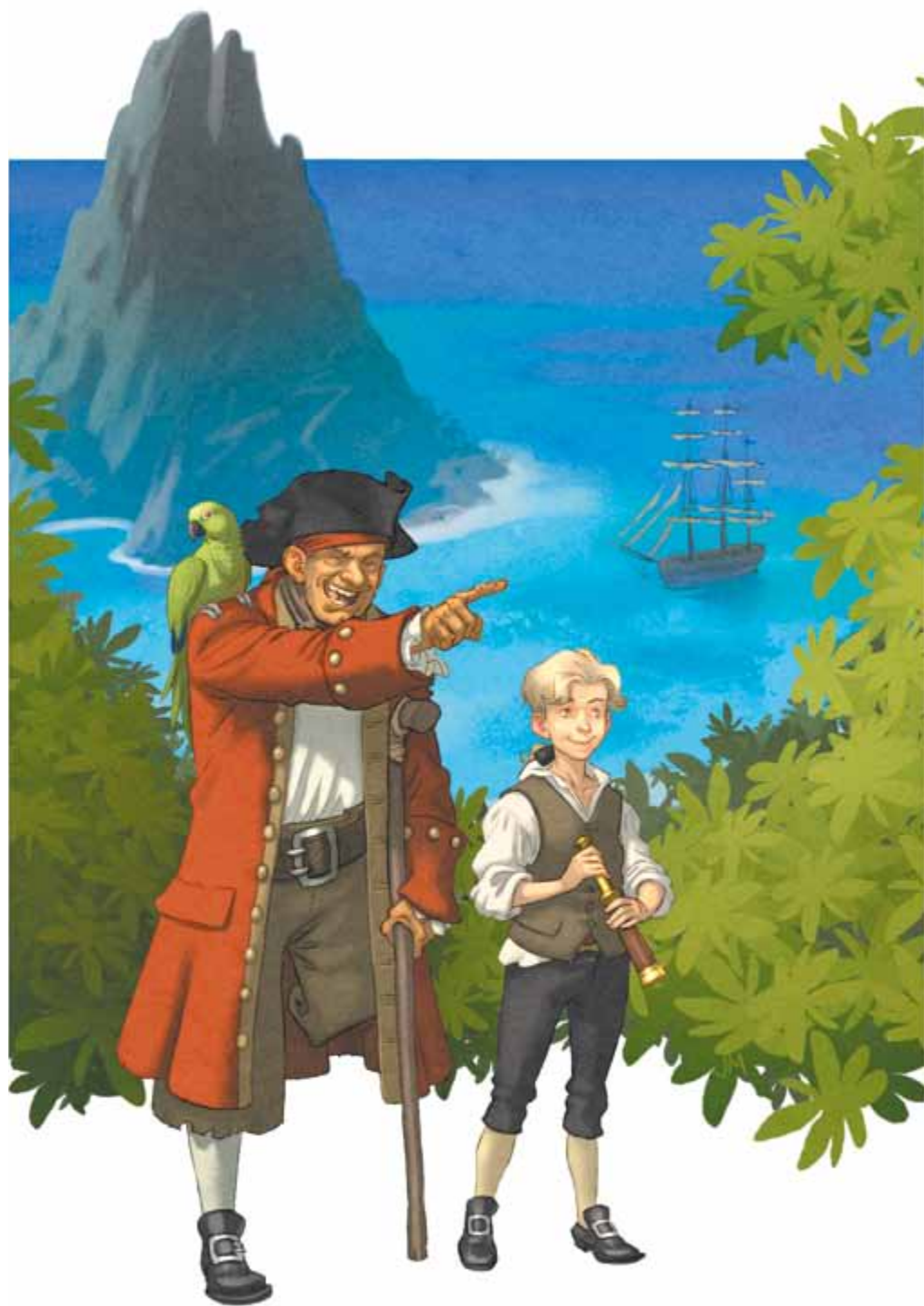
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He studied Graphic Design at the Escola de Artes Pablo Picasso and for a few years he combined illustration and design work. In 1999 he began working at *La Opinión de A Coruña* exclusively as a graphic humorist and illustrator, and shortly after, at Bren Entertainment, creating storyboards and production design for animation. In 2002 he established himself as an independent illustrator and founded Estudio Baobab with other illustrators. Since then he has worked in editorial illustration, advertising, and mainly in comic books, as a penciller/inker or colourist; as a colourist he collaborated with the main comic publishers of the American and French-Belgian markets, such as Marvel, DC, Dargaud or Le Lombard.



Marcovaldo ou as estacións na cidade, Xerais, 2013





"To illustrate consists in solving problems visually communicating an idea, while introducing a factor of distinction."

SELECTED WORKS

- Proximity marketing for Estrella Galicia (illustration), 2015
- Graphic identity El Huerto, 2015
- Cerveza de Bodega de Estrella Galicia (illustration), 2014

CONTACT

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He took a degree in Law and a master's degree in Computer Science (CEV, Madrid, 1994) and another in Multimedia Techniques (Tracor Arts School, Madrid, 1996). He was a consultant for Apple Spain and teacher at the Istituto Europeo di Design. He worked for the agencies Ogilvy, eOne, Maxan, Neo and DNA, and currently has his own studio.

Proposal for a campaign of the Regional Government of Galicia, 2014



CLASSICS
LONGBOARDS
FROM THE 60's





"The keys to an illustration are a good idea, good accomplishment and a client that knows how to enhance it in the final product."

SELECTED WORKS

- *Pollosauro* (illustration), Jaguar, 2017
- *A cazadora de estrelas* (illustration), Xerais, 2017
- *Nena e o mar* (illustration), Xerais, 2015
- *Erik, el constructor de sueños* (illustration), Bululú, 2014
- *Pan de millo* (illustration), Kalandraka, 2013

AWARDS

- Selection for the Biennial of Illustrations Bratislava, 2015
- Isaac Díaz Pardo Award, 2014
- Pura e Dora Vázquez Illustration Award, 2011
- 2nd Prize, Cangas Comic Contest, 2010
- 2nd Prize, Young Cartoonists Contest, Ourense, 2008

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Architect by the ETSA of A Coruña. As an illustrator, he began his career in 2011 after winning the Pura e Dora Vázquez award, which resulted in his first book, *O papaventos de Laura*, by María Canosa. Since then, he has illustrated books for numerous publishing companies.



Illustration of *Nena e o mar*, Xerais, 2015





"Capturing the spirit of what is illustrated is essential."

SELECTED WORKS

- Illustration and image of Totem company, 2014-2015
- *Alumnado con discapacidade intelectual* (illustration), Regional Government of Galicia, 2005
- *BE&C* (illustration), 2004

AWARDS

- Second Prize, Ourense Caricature Contest, 2006
- 1st Prize, Arteixo Comic Contest, 2006
- 3rd Prize, Arteixo Comic Contest, 2005
- 2nd Prize, Ourense Caricature Contest, 2004
- 2nd Prize, O Alfaiate Comic Contest, 2003

CONTACT

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He studied Illustration at the Escola de Arte Pablo Picasso in A Coruña. Events cartoonist for several companies (Totem, Animatium, Serviguide). Comic and drawing teacher at the Centro Cívico de San Diego (social centre) and the Biblioteca da Deputación da Coruña (public library).



Unpublished, 2014





"What motivates me the most is to not stop learning, to browse and experiment... To overcome and reinvent yourself. To be like a Renaissance artist".

SELECTED WORKS

- *Por elas, por nós, violencias non* (advertising campaign), Town Council of Ribadeo, 2016
- Corporate image, Clínica Dental Martín, Sevilla, 2016
- *Axenda Científicas galegas* (cover), Observatorio da Mariña pola Igualdade, 2016
- *Nosoutras* (collective exhibition), Museo Interactivo da Historia de Lugo, 2015

AWARDS

- Illustration Prize, IV Certame das Artes, Club del Mar de San Amaro, A Coruña, 2014
- Selection "Palomas Picasso", Distrito Picasso da Coruña, 2014

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Born in Brest (France), with studies in Applied Arts, Hispanic Philology and Illustration (at the EASD Pablo Picasso in A Coruña), she has got prizes in various graphic contests. She has participated in artistic events such as "Palomas Picasso" in A Coruña, and she exhibited at the MIHL (Museo Interactivo da Historia de Lugo) together with other female artists. She is currently preparing several illustrated albums.



Design of hand-painted teapots ("Teteiras ilustradas"), 2017





"The perfect client is oneself."

SELECTED WORKS

- *8House: Kiem* (comic), Image Comics, 2015
- *The Amazing Spider-Man: The Gauntlet* (comic), Marvel Comics, 2011
- *Terror, Inc. – Apocalypse Soon* (comic), Marvel Comics, 2009
- *Marvel Assistant-Sized Spectacular* (comic), Marvel Comics, 2009

AWARDS

- 1st Prize, Comarca do Sar, Padrón, 2000
- 1st Prize, Galician Art Contest Xuventude 99, 1999
- Second Prize, 11th Galician Comic Contest, 1995

CONTACT

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He took a degree in Fine Arts at the College of Pontevedra and a master's degree in Visual Studies at the College of Art and Design in Minneapolis (USA). He obtained scholarships from the councils of A Coruña and Pontevedra. In 2006 he participated in collective exhibitions in Galicia and also in the magazine *Barsowia*. He then began working with American publishers: Marvel Comics, Dark Horse and Image. He is the Creative Director of Vazva and of the CAV Surfing Project in Cabreiroá.



Illustration for the Wake Up Electronic Parties poster (El Bosque, Cambre), 2013

Cover of 8House: Kiem, with Brandon Graham, Image Comics, 2015





"The worst illustrated works are those that, due to an excessive control by the client, lack the personal touch of the author."

SELECTED WORKS

- *Taberna espacial* ("Manteis ilustrados" series), Salón do Libro de Pontevedra, 2015
- *Compota de Manatí* no. 2 (cover and comic), 2015
- *Nanomachina* (video-game: concept art, animation, background art), Gazpacho Games, 2015
- "Ciclón" (illustration), for *Estirpe* (feature film), Adrián López, 2014
- *ESC.* (videogame: concept art, animation, background), Gazpacho Games, 2014
- *¿Hablamos?* (illustration), Éditions Maison des Langues, 2012

AWARDS

- 1st Prize (Manga categ.), Las Rozas Comic Contest 2012

CONTACT

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After finishing his illustration studies at the Escola de Arte Pablo Picasso in A Coruña, he started working as a freelancer. He illustrated several children's books for Meubook publishing house and collaborated with Éditions Maison des Langues on the textbook *¿Hablamos?* He is co-founder of the group of illustrators Miñoco and since 2012, he has been co-directing the fanzine *Compota de Manatí*, which also includes his comics. He is currently working as a concept artist and 2D animator at Gazpacho Games, developing the independent video-game *Cain*. He combines this with commissioned projects as well as his own project, the graphic novel *El artesano*, with a script written by Víctor Fernández.



Cover of *Compota de Manatí*, 2015





"I do not believe that illustration in and of itself is what changes society; I think its presence is synonymous with society's health."

SELECTED WORKS

- *Novas olladas sobre os clásicos ilustrados* (illustration), AGPI, 2015
- *Fanzine Miñoco* (illustration), 2015
- *Caderno AGPI 2105* (illustration), AGPI, 2014
- Showroom illustration, Pull & Bear Spring/Summer campaign, Citadium shopping centre, Paris, 2013
- *Belio 27, 30 and 31* (illustration), 2008-2013
- *E ata aquí podo ler* (illustration), AGPI, 2010
- *Guía AGPI Ilustración 2011* (illustration), AGPI, 2010

CONTACT

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She studied Illustration and Graphic Design at the Escola Pablo Picasso in A Coruña. While studying design, in 2000, she started working at Neograf, where she develops a wide range of design and illustration tasks for clients such as Inditex or Estrella Galicia. Moreover, she also devotes herself to personal illustration projects. She is a member of Colectivo Miñoco.



Unpublished, 2015





"Illustration is capable, at a glance, of exciting and expressing infinite feelings and sensations."

She studied Graphic Arts at the IES Calvo Sotelo of A Coruña. In 2009 she created the brand Perrilla y Cía, to bring illustration closer to the world of fashion and accessories. Her first published work is entitled *En un lugar de Malvadia*, a verses book for all ages written by Jack Mircala. She is currently working on her graphic novel *Historia de una libreta*.

SELECTED WORKS

- *En un lugar de Malvadia* (illustration), Hiperión, 2015

AWARDS

- 1st Prize, "Snorries" Design Contest, Nora GCL, Madrid, 2012
- Fashion show "Vida y Moda: Elche en boca de todos", Asociación de Comerciantes, Elche, 2010

CONTACT

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Unpublished, 2014





She studied illustration, graphic design and engraving. She combines illustration and design works. Most of her career as an illustrator has been focused on the children's sector, textbooks in particular, with clients such as Edicións Tambre and INTEF (Spanish National Institute of Educational Technologies and Teacher Training).

"It's another way of narrating. Illustration stimulates creativity and the critical and reflective spirit of the reader."

SELECTED WORKS

- Poster of Festas de María Pita, A Coruña, 2016
- Moussec – Evento Gastroelectrónico (corporate image and animation), Restaurante Paprica, Lugo, 2014
- *Escape From the Pyramid* (video-game: animation), Inteligencia Visual, 2013
- Illustration of literary works for INTEF, 2007-2011
- Illustration of school textbooks for Editorial Tambre, 2007-2008

CONTACT

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Unpublished, 2015





"The current state of illustration? Paradoxical."

SELECTED WORKS

- *Il fantastico mondo di Alice* (illustration), Lapis Edizioni, 2015
- *Barcelona* (illustration), Kalandraka, 2015
- *La piccola grande guerra* (illustration), Lapis Edizioni, 2015
- *O Grande Chefe* (illustration), Tcharan, 2012
- *Gulliver's Travels* (illustration), Agaworld, 2011

AWARDS

- Special Price, Nami Island International Illustration Concours (Korea), 2013
- Selection for the Bologna Children's Book Fair 4 times
- Selection for the Biennial of Illustrations Bratislava 4 times
- Selection for the White Ravens list 3 times

CONTACT

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Illustrator, graphic humourist, cartoonist and painter. In 1993 he began to work in graphic humour with the scriptwriter Carlos López, under the pen name of Pinto & Chinto; their comic strips have appeared in newspapers such as *Diario 16*, *La Voz de Baleares* or *Diario de León*, as well as in *La Voz de Galicia*. In the field of illustration, he has collaborated with publishing companies such as Everest, SM, Anaya, Kalandraka, Sotelo Blanco, Círculo de Lectores, Biblos and Combel. He collaborated with illustrations and comics for several magazines: *El Virus Mutante*, *Golfiño*, *BD Banda*, *Tretevents*, *ECO* and *Sapoconcho*. He has participated in numerous national and international exhibitions.



Unpublished, 2015





"The ideal client knows what he or she wants, chooses the right illustrator for each assignment, and pays promptly."

SELECTED WORKS

- *Dust* (game/role-playing game: cover), Modiphius Entertainment, 2015
- Creation of the character Nette (Panettes con chocolate), Mk Lab for Quely, 2015
- Culture section of *El País* (cover), 2014
- *The Art of Pinturero* (illustration), SQP Publishing, 2014
- Celsius 232 – Terror, Fantasy and Sci-Fi Festival of Avilés (poster), 2014
- Creation of the character La Vaka Mágika, Grupo Bittia for Central Lechera Asturiana, 2010

CONTACT

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He studied at the Escuela Superior de Dibujo Profesional de Madrid (ESDIP), where he also taught Illustration and Aerography for several years until 2001. Since then, he has developed his career in the fields of advertising illustration (posters, storyboard, characters creation...) and book illustration (covers, didactic material). It is remarkable his work as a cover designer and illustrator of pin-ups that he has published in and out of Spain; this work has been compiled by Dibbuks in his book *Rapazas: Las pin-up de Pinturero* and by SQP Publishing in *The Art of Pinturero*.



Book *The art of Pinturero*, SQP Publishing, 2014

PAOLO PARENTE'S
DUST
ADVENTURES

MÖDIPHÜS
ENTERTAINMENT

A ROLEPLAYING GAME
SET IN THE WORLD OF **DUST**



"It's funny how, if you have that need to create, it always comes back to you, no matter how hard you try to leave it alone".

SELECTED WORKS

- *Licor café* (comic), Demo Editorial, 2017
- Poster of Festas de María Pita, City Council of A Coruña, 2017
- *(∞-1)* (comic), Alita Cómics, 2016
- *McCactus* (comic), self-publishing, 2015

AWARDS

- 1st Prize, Xuventude Crea Galician Comic Contest, 2015
- 1st Prize, Poster Contest of the 36th Festival Irmandiño de Moeche, 2015

CONTACT

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Illustrator and comics author. She published the comics *McCactus* and *(∞-1)*. She is a member of the Miñoco illustrators collective — with which she has participated in several exhibitions — and of the organization of the comic and self-publishing festival Autoban. She collaborated in several collective publications such as *Altar Mutante*, *Finnegans*, *Diletantes* or *Miñoco Fanzine*, and coordinated and participated in the anthology *Licor café*.



Unpublished, 2015





"In the future, when you want to study the drawing in our time, you will have to do it through the authors of comics and the illustrators."

SELECTED WORKS

- *Presas fáciles* (comic), Norma / El Patito, 2016
- *Ardalén* (comic), Norma / El Patito, 2012
- *De Profundis* (feature film, direction), 2006
- *A mansión dos Pampín / La mansión de los Pampín* (comic) COAG / Norma, 2004
- *Trazo de Xiz / Trazo de tiza* (comic), Norma / El Patito, 1993
- *Quotidianía delirante* (comic), Norma, 1988-1996

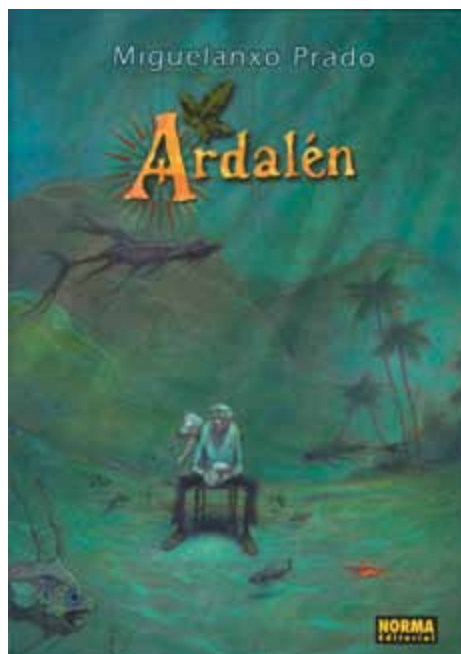
AWARDS

- Galician Culture Award, Regional Government of Galicia, 2015
- National Comic Award, Ministry of Culture of Spain (*Ardalén*), 2013
- Grand Prize, Barcelona International Comic Fair, 2007
- Best Comic Prize, Barcelona International Comic Fair, 1989, 1994, 2005
- Best Foreign Comic at the Angoulême International Comics Festival, 1991, 1994

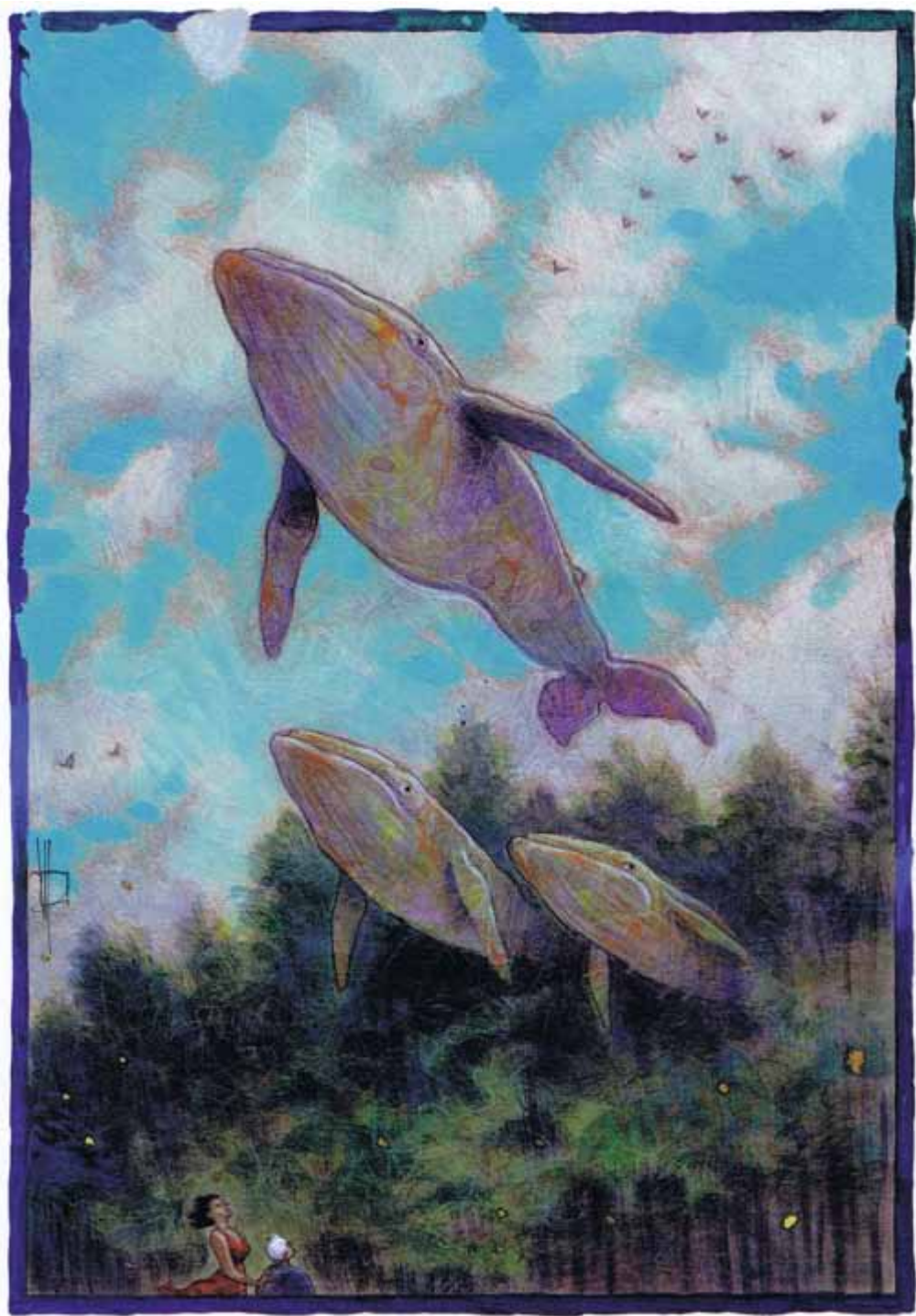
CONTACT

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His comic books, including *Trazo de tiza* and *Ardalén*, are translated to several languages. He has also made illustrations for children's and youth literature, press and all types of media. He has collaborated with several writers such as as Neil Gaiman, Manuel Rivas, Agustín Fernández Paz or Laura Esquivel. He also works in animation for TV and cinema, in 1999 he produced the TV series *Os vixilantes do Camiño* and in 2006 he produced and directed the feature film *De Profundis*. Since 1998 he has been the Director of Viñetas desde o Atlántico (A Coruña Comic Festival). He is a member of the Real Academia Galega de Belas Artes (Galician Academy of Fine Arts).



Ardalén, Norma Editorial, 2012





"The key is to be able to transmit an idea, sometimes a very complex one, with the tools of visual language."

SELECTED WORKS

- *Hedy's Journey* (illustration), Capstone, 2017
- *As cousas que importan / Las cosas que importan* (illustration), Bululú, 2015; Citic, 2017

AWARDS

- Curuxa Prize of graphic humour, Museo do Humor of Fene, 2017

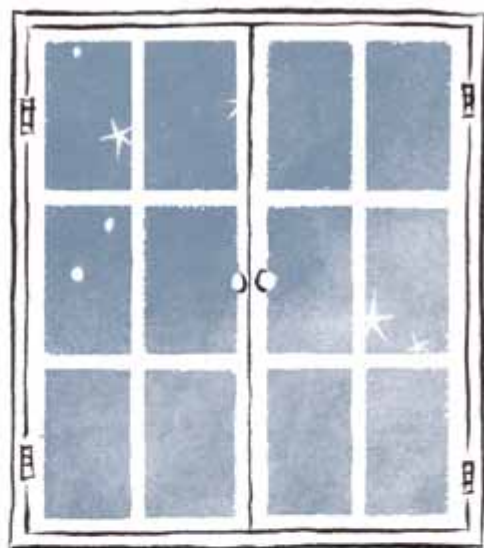
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El Primo Ramón is composed by Borja López Coteló, architect and doctor in graphic expression, and María Olmo Béjar, architect. From 2009 to 2013, they were responsible for the graphics of the Pecha Kucha Coruña cultural days. Between 2012 and 2014, they published cartoons and illustrations in *Veredes*, an online architecture magazine; recently they have collaborated with *Bartlebooth Magazine*. In 2015 their first illustrated book, *Las cosas que importan* (Editorial Bululú) was published. They taught summer courses at the University of A Coruña «Ciudad, dibujo y café con hielo» (2013) and «Ciudad y dibujo» (2014).



Unpublished illustration, 2014





Self-taught artist, his work focuses on film, sports, music, and pop culture. He currently produces posters for film productions, such as Paul Urkijo Alijo's film *Errementari* – *El herrero y el diablo* (2017).

"I think that whoever has talent and creativity has another way of seeing things and that's why he or she always deserves to be heard."

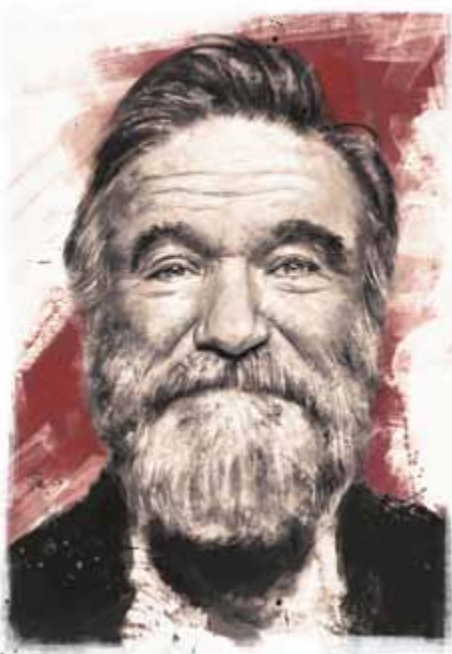
SELECTED WORKS

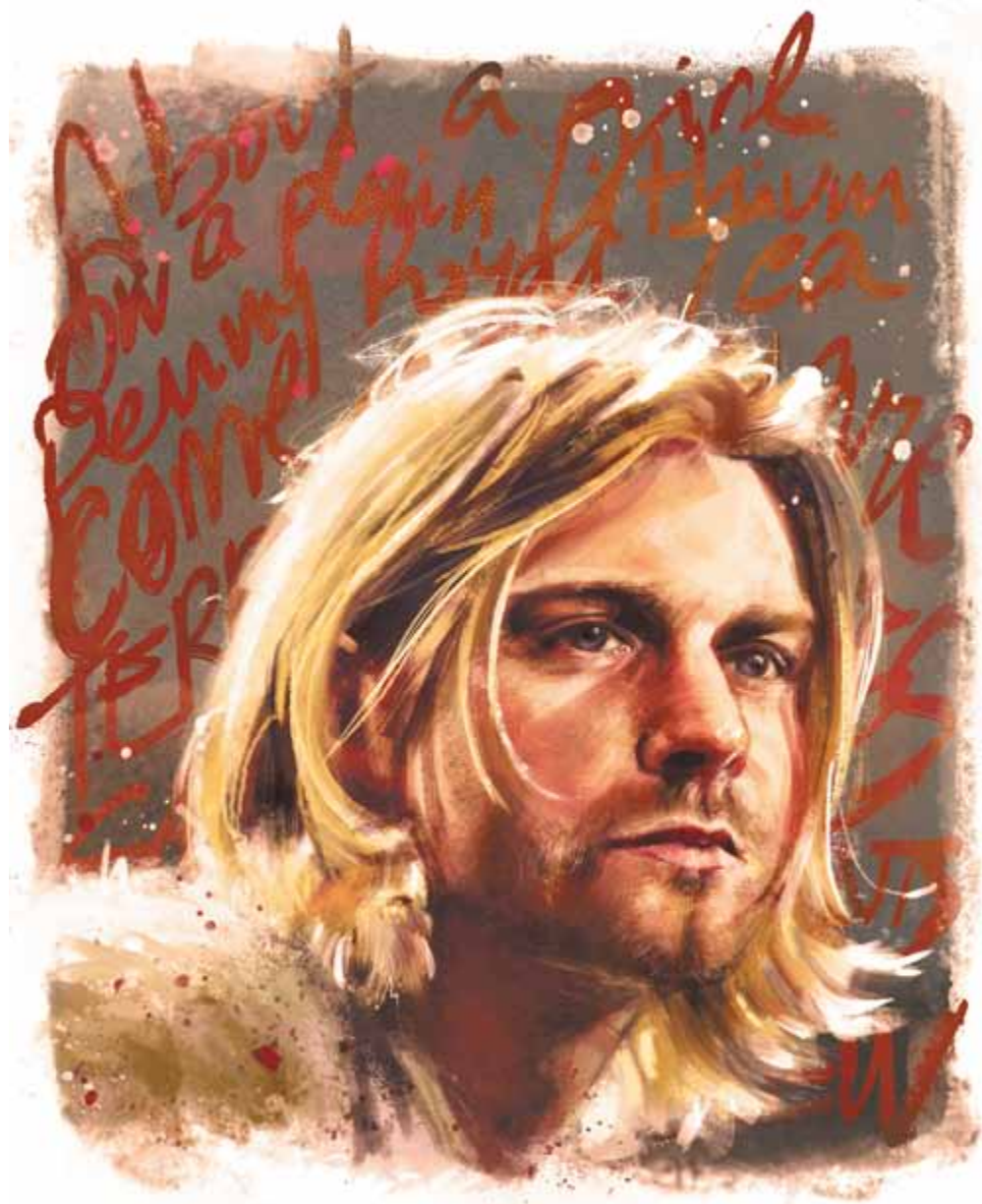
- *Errementari* – *El herrero y el diablo* (poster), 2017
- *Keirsey Magazine* (illustration), 2016

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Unpublished illustration, 2016





Unpublished Illustration, 2016



"I defend art in general as a powerful tool for expression and change."

SELECTED WORKS

- *Pretty Deadly* (comic), Image, 2014-2016
- *Amadís de Gaula* (comic), SM, 2009
- *Hexed* (comic), Boom! Studios, 2008
- *APB – A prueba de balas* 1, 2 & 3 (comic), Polaqia, 2003-2005

AWARDS

- Nominations for "Best Penciller/Inker" and "Best Cover", Eisner Awards, 2014
- New Talent Prize, Expocómic, Madrid, 2008
- 3rd Price, Galician Comic Contest, 2004
- 1st Prize, Arteixo Comic Contest, 1999

CONTACT

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She started out self-publishing fanzines, and collaborated with the Polaqia group until its dissolution in 2011. Currently she works mainly in the American market; she started at Marvel (*The Amazing Spider-Man*, *Doctor Strange*) and now concentrates on works of her own creation, supported by Image Comics. Her most recent work, *Pretty Deadly*, with Kelly Sue DeConnick, resulted in the nomination for two Eisner awards in 2014. She also co-published *Island* magazine with Brandon Graham, where she included *I.D.*, a solo science fiction piece. She also writes *8house: Mirror*, where she collaborates with the Malaysian artist Hwei Lim.



Page of *I.D.*, Image Comics, 2015





"We are visual animals, and as such, communication is simpler, more universal and more powerful with images."

SELECTED WORKS

• *Croa Magazine*, no. 27 (cover), 2014

CONTACT

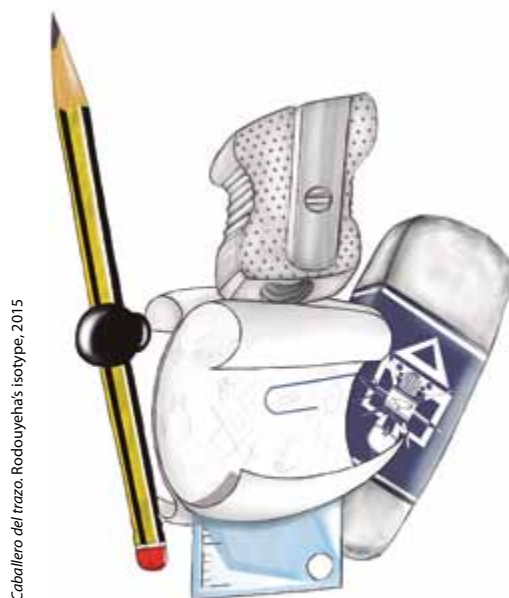
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Self-taught artist, he also took courses in graphic design, press illustration and digital illustration, among others. He has worked as a freelancer for companies and individuals. For example, for Stick Out (company dedicated to make stickers for cars), Dietasin (specialty food store), Skarallaos (music band), Stir Consciences Records (music production company), Tras Teatro (children's theatre school) or *Croa Magazine* (creative multidisciplinary magazine).



Caballero del trazo. Rodouyeha's isotype, 2015





"Illustration allows us to perceive what cannot be seen in any other way."

SELECTED WORKS

- *La gente del perro* (comic), Carne Líquida, 2012
- *A man do diaño / La mano del diablo* (comic) Demo / Astiberri, 2011
- *Doentes* (comic), Asoc. Cult. Entre Bambalinas, 2009

AWARDS

- Selection, Concurso Propuestas, Vegap, 2011
- Castelao Comic Award, 2010
- Injuve Comic and Illustration Award, 2010
- GZ Crea Award – Comic, 2009
- 1st Galician Comic Contest about Theatre, 2009

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He studied Fine Arts in Pontevedra and has been making comics since then. He has collaborated in different fanzines and magazines, as *Barsowia*, *Fanzine Enfermo* and *O Botafumeiro*. He published the comic version of *Doentes*, a play written by Vidal Bolaño, and he won the Castelao Comic Award of the Provincial Council of A Coruña with his work *A man do diaño*.



Cover of *Dos Veces Breve*, Surrealism special issue, 2008





"In illustration, we continue to fight for minimum rights in each project and with each client."

She studied Architecture at the University of A Coruña, and then Fine Arts at the Complutense University of Madrid. Between 2008 and 2010 she worked at Domenico Prati's architecture and scenography studio. She has illustrated textbooks, children's and young adults literature and posters. In 2009 she made the mural of the public library in Soutomaior (Pontevedra). She is a member of the Baobab studio in A Coruña.

SELECTED WORKS

- *A carapuchiña vermella* (illustration), Educateatro Produccións, 2015
- Banco Santander Campaign (infographies), Accenture, 2015
- *Cuadernos de matemáticas* (illustration), SM, 2014-2015
- Educational material (storybooks, files, activities: illustration), Everest, 2014-2015
- *Cuentos clásicos para soñar* (illustration), Editorial Molino, 2009

CONTACT

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"I love coffee", 2013





"The key is a good idea to communicate what you want to convey and a clear, strong, and – if possible – beautiful creation."

SELECTED WORKS

- *Salir a caminar* (illustration), A Buen Paso, 2017
- *La deuda* (comic), La Cúpula, 2017
- *Episodios lunares* (comic), Atrabile / Reino de Cordelia, 2013-2015
- *Breve historia del tándem* (illustration), Vidas de Papel, 2012
- *Las fabulosas crónicas del Ratón Taciturno* (comic), Sins Entido / Apa Apa, 2011
- *La invasión de los ultracuerpos* (album: illustration), The New Raemon, 2009

AWARDS

- Selection, Propuestas Contest, Vegap / Espacio Z, 2014
- Alhóndiga Bilbao Scholarship for creation, Maison des Auteurs de Angoulême, 2010
- Junceda Award – Best Edition (*La invasión de los ultracuerpos*, by The New Raemon), 2009
- Comic Prize GZ Crea, 2008
- Injuve Comic Award, 2007

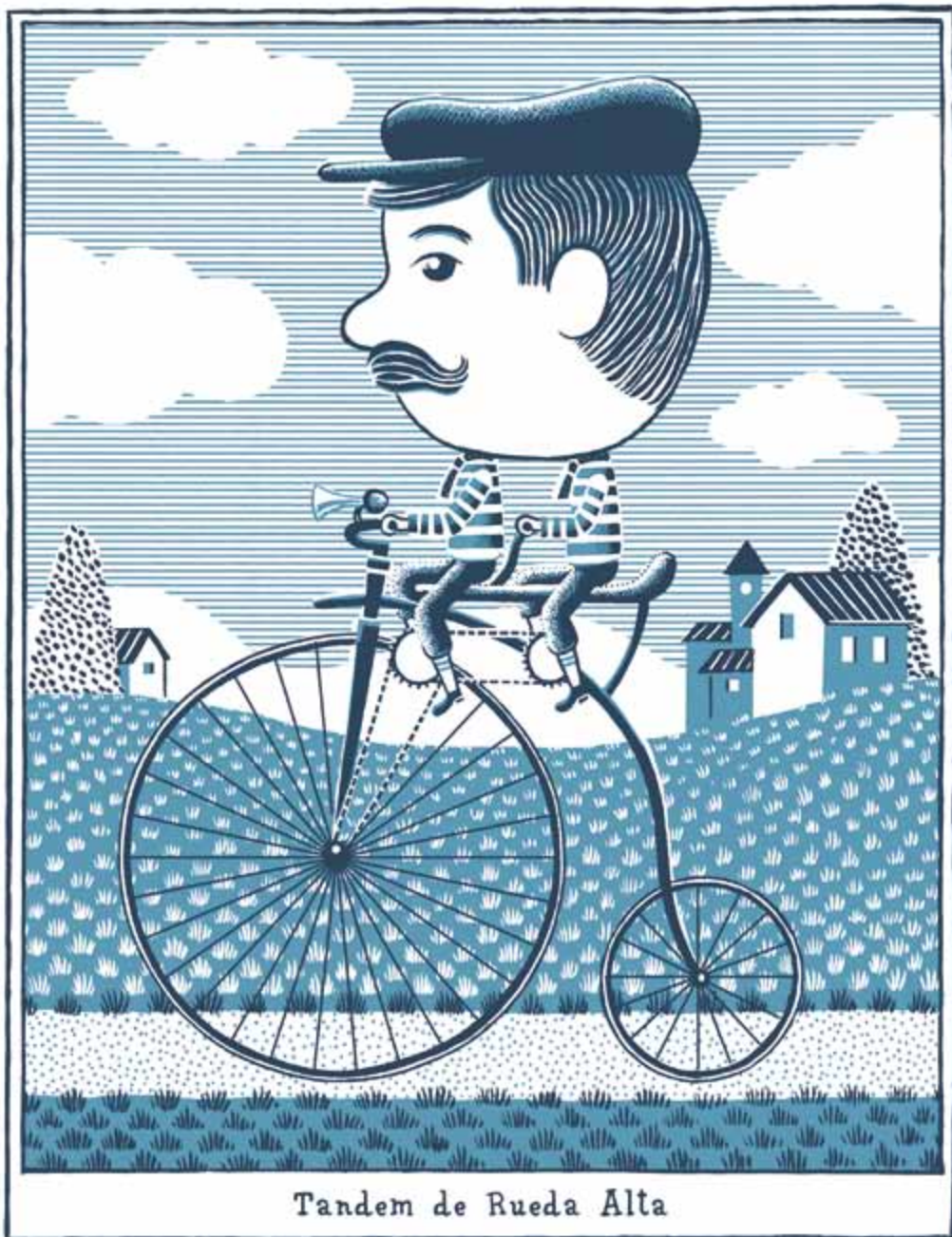
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Illustrator and comics author. He studied graphic design at the Escola Ramón Falcón in Lugo and illustration at the Escola Massana in Barcelona. He has worked for magazines such as *El País Semanal*, *Rolling Stone* or *Vice*. He has worked in advertising with clients such as Seat. He has illustrated young adult books with the French publishing house Le Rouergue; he created the graphic image and design of the band The New Raemon, as well as other clients such as Lolacool. He worked in the animation film *Birdboy: The Forgotten Children*, by Alberto Vázquez. His graphic novels (*Las fabulosas crónicas del ratón taciturno* and *Episodios lunares*) were published in France and Spain.



Cover of *Episodios lunares* / *Les épisodes lunaires*, Reino de Cordelia / Atrabile, 2013



Tandem de Rueda Alta



"Illustration is a form of communication accessible throughout the world, regardless of languages, beliefs, cultures or resources."

SELECTED WORKS

- *La monstruoteca* (illustration), Barbamigos, 2014
- *Zooloco / Zoo Zoraa* (video-game), Elhuyar Fundazioa / Imaxin Software, 2009
- *Cmntk: O xogo* (video-game), 2008
- *Polaqia's Sketchbook 2 – Roque Romero* (illustration), Polaquia, 2008

AWARDS

- Second Prize, Galician Comic Contest, with Diego Blanco, 1999
- Second Prize, "Creación Joven" Contest – Comic, Madrid, 2006

CONTACT

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Bachelor of Fine Arts in Design and Audiovisuals. He worked as a designer, illustrator, animator and layout designer for Imaxin Software (Santiago de Compostela), and as a content developer for Netex Knowledge Factory (A Coruña). He collaborated in the magazine *Bar-sowia* (Polaquia). He is a product designer and illustrator for Barbamigos.com. He collaborates in the publication *Island*, of Image Comics.



Monster is People. Unpublished, 2015





"The keys to a good illustration job are simplification, aesthetics and communication."

SELECTED WORKS

- *No Art, Vida Original* (textile illustration), Zara Man – Inditex, 2017
- *Arborizate* (campaign), City Council of A Coruña, 2017
- *Mi vida entre las hormigas* (animation for documentary film), 2016
- Turespaña campaign (animation), Raro Films, 2011

AWARDS

- 1st Prize, Biennial of Young Artists from Europe and the Mediterranean, Lisbon, 1994

CONTACT

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He took a degree in Fine Arts in Seville and also studied in Barcelona and Valencia. In the eighties and nineties he made illustrations and comics in publications such as *Cairo*, *Madriz* and *El Canto de la Tripulación*. In 2002 he founded the studio *Milicia Gráfica*, which he still runs today, based in A Coruña. He did the graphic design of numerous albums for EMI, BMG Ariola, Warner or Virgin. He has collaborated with audiovisual production companies for opening credits animations, advertising campaigns, etc. He also gives workshops on children's creativity for entities such as E. C. I. and MAC – Museum of Contemporary Art (A Coruña).



"Adrenalina", illustration for Daniel Rojo's book *Las adiciones*, Editorial Kairas, 2017

"Rey de Copas", unpublished illustration, 2015





"Institutions should entrust more things to illustrators and less to designers who use image banks."

SELECTED WORKS

- *Aurora West* 1 & 2 (comic), First Second, 2014-2015
- *Beowulf* (comic), Astiberri / Image Comics, 2013-2017
- *The Heroe* 1 & 2 (comic), Astiberri / Dark Horse, 2011-2015
- *La tetería del Oso Malayo* (comic), Astiberri, 2006

AWARDS

- Critics Award for the Best National Comic Artist (*The Heroe*, 2012; *Beowulf*, 2014)
- Best Script Award, Expocómic (*The Heroe* 2), 2013
- Best New Talent, Barcelona International Comic Fair, 2007
- Castelaó Comic Award, 2005
- 1st Prize, Injuve Comic and Illustration Contest, 2005

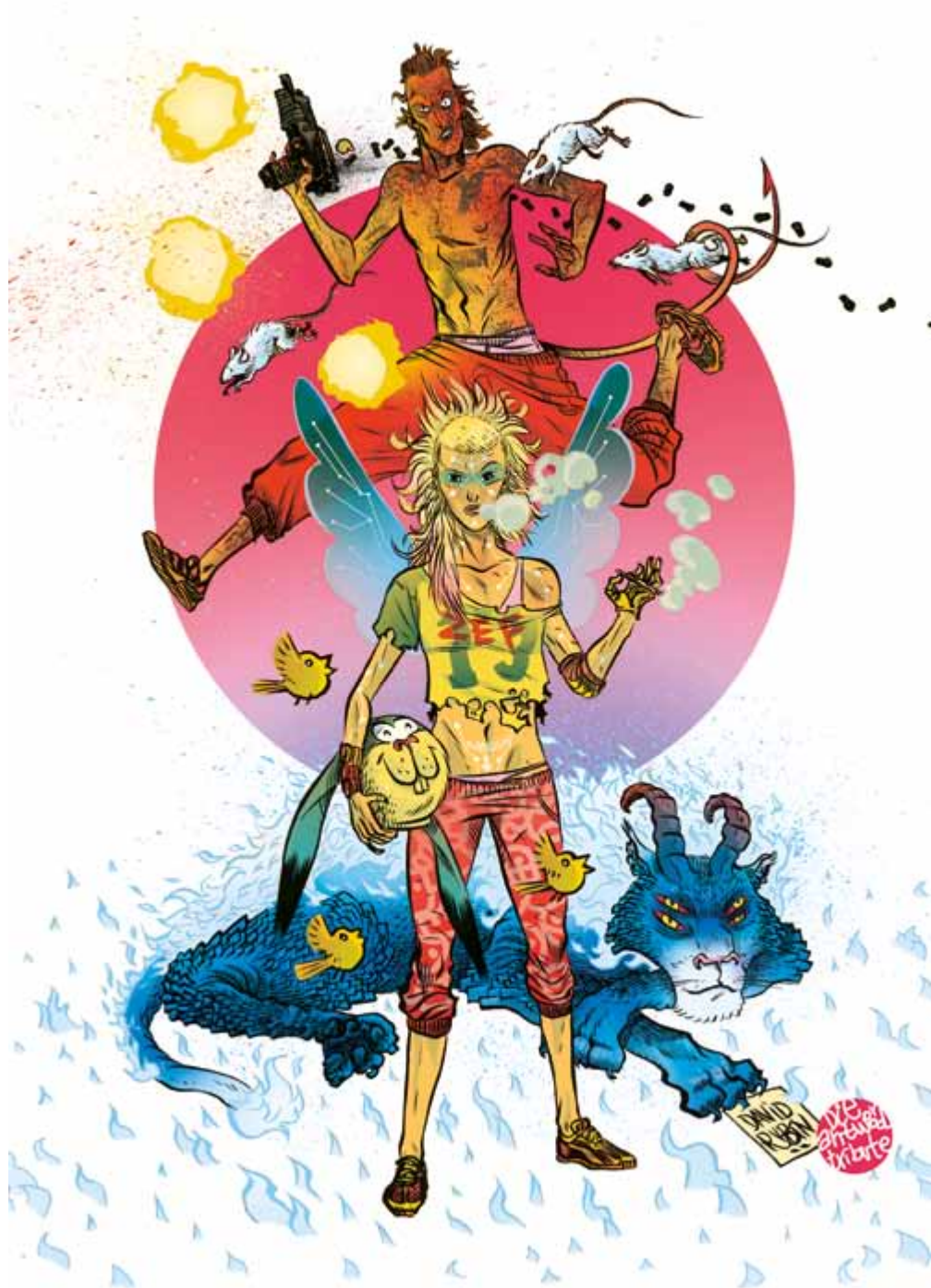
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He studied at the Escola Antonio Faílde of Ourense. He moved to A Coruña to work on several animation films and afterwards he devoted himself entirely to comic creation. He was a founding member of Colectivo Polaqia, and has collaborated in numerous publications; his first book, *El circo del desaliento* (2005), published a selection of stories previously published in magazines and fanzines. Since then, his books have been published in Galician, Spanish, English, French, Italian, Czech and Italian, and he currently combines works for the European market with others directly for the North American market.



Cover of *The Fall of the House of West*, First Second, 2015





"The current state of the illustration sector is still very precarious in terms of working conditions."

SELECTED WORKS

- *Marca eres tú* (illustration), Editorial Rasche, 2015
- *De profesión inventor* (illustration), Bululú, 2014

CONTACT

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She studied Audiovisual Production at the Escola de Imaxe e Son in A Coruña, Illustration at the Escola Pablo Picasso, Styling and Fashion Design at the Escola Goymar in A Coruña, Textile Serigraphy at the Saint Martin's School in London and Graphic Design at the IFES in A Coruña. She worked as a designer in the marketing department of Caramelo (A Coruña), she created graphic pieces for the Nanos online shop and made illustrations for the websites of Dismedia (Desarrollos TIC SLL) and Educalnflamatoria (Complejo Hospitalario de Ferrol). She participated as a speaker in the summer course of the University of A Coruña "5 attitudes for success".



De profesión inventor, Bululú, 2014





"A good illustrator does not have to be a great draughtsman;
a good draughtsman does not have to be a great illustrator."

SELECTED WORKS

- Car Park of Building BCA28 (murals), A Coruña, 2008
- "800 Anniversary of A Coruña", San Pedro de Mezonzo Viaduct (murals), A Coruña, 2009

CONTACT

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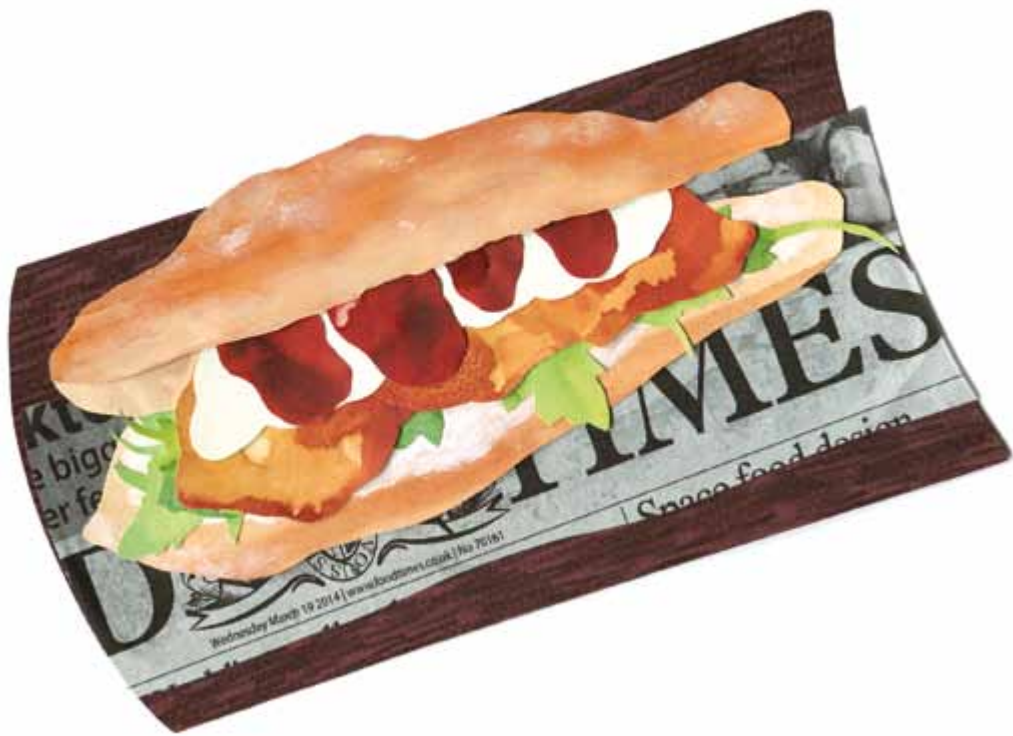
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Born in Vilagarcía de Arousa and based in A Coruña, he works in various fields, such as illustration, murals and textile graphic design. He has participated in contests such as Desordes Creativas (Ordes, A Coruña) and has worked as a designer for the Inditex group. He currently combines his work as an independent illustrator with his career as a plastic artist.



"Boca Negra McPollo", for the Boca Negra restaurant menu, A Coruña, 2015

"Bocadillo de pollo crujiente", for the Boca Negra restaurant menu. A Coruña, 2015





"The perfect customer is like a unicorn: it does not exist, but we all would love to see one."

SELECTED WORKS

- *Vady* (comic), Ver+medios, 2014
- Illustration for Scouts de Galicia, 2012-2013
- *Controla* (comic), Regional Government of Galicia, 2005

AWARDS

- Second Prize, O Alfaiate Comic Contest, A Coruña, 2005
- 3rd Prize – Youth categ., Arteixo Comic and Illustration Contest, 1999

CONTACT

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He studied Illustration at the Escola de Arte Pablo Picasso in A Coruña, and then he took higher studies on 2D & 3D Animation and Interactive Design at the Escola de Imaxe e Son. Since then he has worked as an illustrator, graphic designer, photographer and video editor in several companies and as a freelancer.



"Un pequeno gran rato", unpublished, 2013





"The perfect client is one who has clear ideas and knows how to make full use of the characteristics of one illustrator instead of another."

SELECTED WORKS

- *Corresponsabilidade* vol. 1 and vol. 2 (illustration), City Council of A Coruña, 2009
- *Axenda '08 de corresponsabilidade no eido local* (illustration), City Council of A Coruña, 2008
- *Controla* vol. 1 and vol. 2 (illustration), Regional Government of Galicia, 2005-2006
- *La cocina de Picadillo & Pardo Bazán* (illustration), Hércules de Ediciones, 2003
- *Galicia de conto* (illustration), Hércules de Ediciones, 2003
- *Unha soa bágoa* (illustration), Hércules de Ediciones, 2002

AWARDS

- Finalist, Castelao Comic Award, Provincial Council of A Coruña, 2011
- 2nd Prize, Cangas Comic Contest, 2006
- Poster for Bonfires of Saint John, Town Council of Carballo, 2005
- 3rd Prize – Adult categ., 9th Arteixo Comic Contest, 2004
- Pura e Dora Vázquez Illustration Award, Provincial Council of Ourense, 2003

CONTACT

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He works as an illustrator and graphic designer. He illustrated several books, including *Hercules e Xerión* (with texts by Manuel Almofrei), *Adeliña* (written by Celia Díaz), *Reflejos del Abismo* (based on stories by Carlos Dopico) and *Blod til Baphometh* (from the Danish writer Benni Bødker). He is a member of the Colectivo Polaqla and he made numerous comics for the magazine *Barsowia*. He has published two graphic novels written by Álvaro López, *38* and *Sálpock: O val dos Cegos*. He is currently co-directing the fantasy comic magazine *Altar Mutante*, where he regularly publishes *Reino d'Muertos*, with scripts by Manel Cráneo. He has just published *Ad mortem*, a book that compiles most of his work for bands and festivals in recent years.



Illustration for FKM, Festival de Cinema Fantástico da Coruña, 2015

4,5 €

HORROR PUTREFACTO

CIENCIA FICCIÓN GRASIENTA

ALTAR MUTANTE

COMIX

PRIMER NÚMERO
#1
COCHAMBROSO Y EMOCIONANTE

TU COCTEL FAVORITO DE:

- SATANISMO Y BRUJERÍA
- PUÑALADAS TRAPERAS
- FOLLETEO PERVERSO
- LUGARES PROHIBIDOS
- ZOMBIES VETUSTOS
- ARMAS DE GRAN CALIBRE
- LITROS DE SANGRE



"The perfect client offers freedom, expects the best from you and pays well."

SELECTED WORKS

- *El burlador de Sevilla* (illustration), Oxford, 2015
- *¡Lo que nos gusta viajar por aire, por tierra o mar!* (illustration), Algar, 2015
- *Gluscabi y los animales* (illustration), National Geographic Learning / Cengage Learning, 2015
- *Where the Mountain Meets The Moon* (illustration), National Geographic Learning / Composure Graphics, 2015
- *El león y el ratón* (illustration), Oxford, 2014
- *La cigarra y la hormiga* (illustration), Oxford, 2014

AWARDS

- Children's and Young Adult Literature Award – Lecturas, Gáliz, 2006
- 1st Prize, Best Published Book – School Textbooks, Ministry of Education and Culture, 1999
- CCEI Honour List of Children's and Young Adult Literature, 1998
- The White Ravens Selection, Munich, 1997

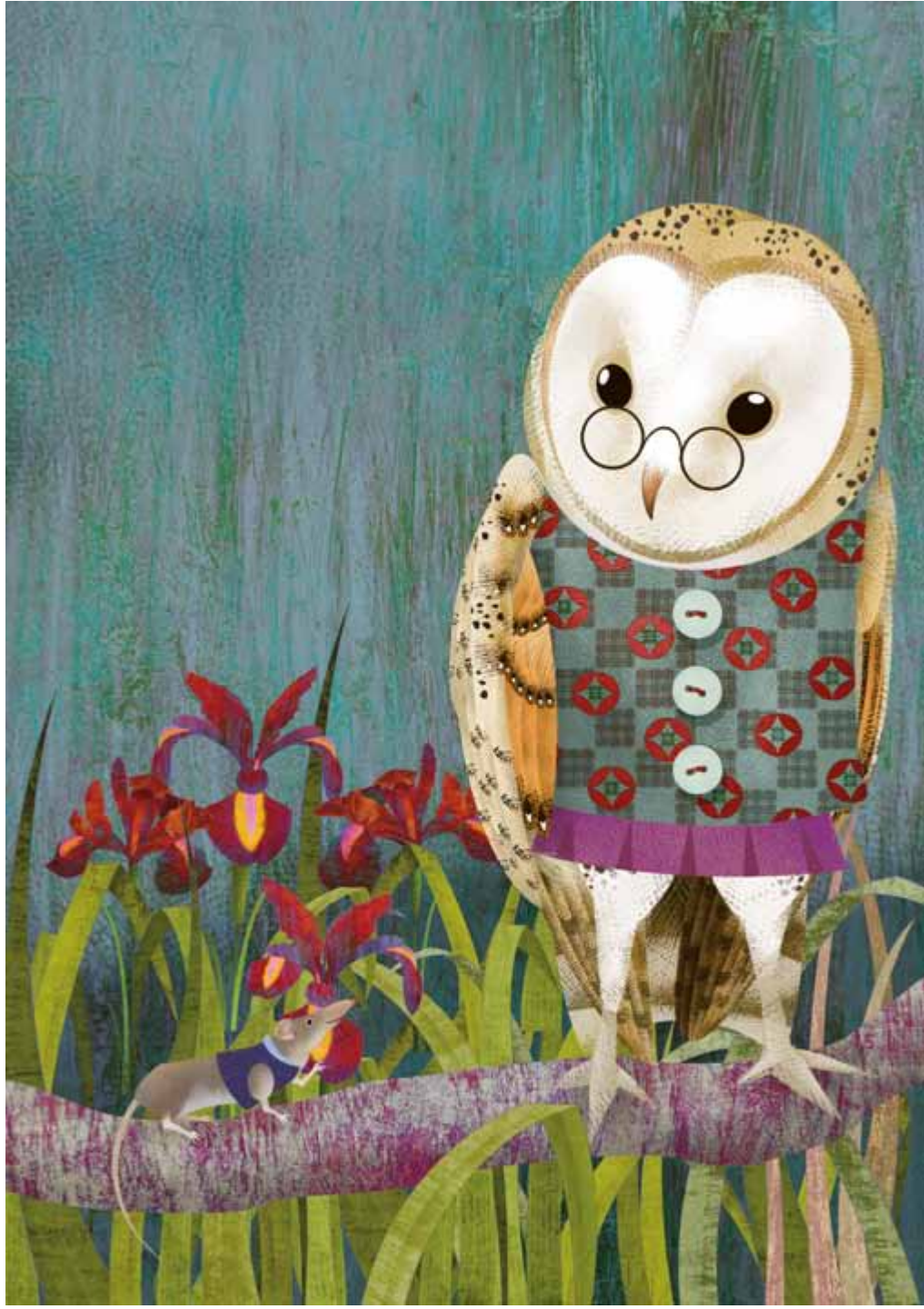
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She graduated in Sculpture at the College of Fine Arts of Madrid. She has collaborated with more than forty Spanish and foreign publishers, design studios and official entities. She has illustrated around 250 books (stories, children's and young adult novels, textbooks, etc.), and has published five stories as a writer (in Anaya, San Pablo, Bruño and Edimáter). In addition, she has produced several posters to encourage reading, and has made eleven individual exhibitions and numerous group exhibitions. Between 2009 and 2013 she was Art Director of Edimáter publishing house, and between 2013 and 2015 she was President of AGPI.



Cover of *Gluscabi y los animales*, Cengage Learning & National Geographic Learning, 2015





"Illustration allows a different, singular, renewed, clarifying, instructional vision... of reality."

SELECTED WORKS

- "Baía Verde de Guías da Natureza Galega" Series (illustration), Baía Edicións, 1992-2009
- "A Nosa Natureza" Series, A Nosa Terra, 1996-1997

AWARDS

- Isaac Díaz Pardo Award for Illustrated Book, AGE, 2007
- Mention, Penagos Drawing Award, Madrid, 1992
- 1st Prize Curuxa do Humor, Fene, 1988
- 1st Prize O Facho Comic Contest, A Coruña, 1985
- 2nd Prize, Casa da Xuventude de Ourense Comic Contest, 1985

CONTACT

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Bachelor of Fine Arts. He worked as a book illustrator, caricaturist and cartoonist between 1978 and 2000. He was a product designer at Cerámicas do Castro, part of the Sargadelos group, from 1980 to 2010, and illustrator at Baía Edicións from 2004 to 2013. He is currently an independent illustrator. He provides nature illustration courses at CEIDA in Santa Cruz (Oleiros, A Coruña).



Unpublished 2015





"Today, illustration reminds us that art really is a serious thing."

SELECTED WORKS

- *A Autonomía Galega nas caricaturas de Siro* (illustration), Deputación da Coruña, 2009
- *Xente na brétema* (illustration), La Voz de Galicia, 2003
- *In sæcula sæculorum amén* (illustration), author's edition, 1986
- *Coas raíces na Terra* (illustration), Galaxia, 1980
- *Os pecados capitales* (illustration), Galaxia, 1977

AWARDS

- Honour Member of the Galician Association of Professional Illustrators, 2007
- Medal of Galicia, Regional Government of Galicia, 1997
- Curuxa Prize, Museo do Humor de Fene, 1996
- Fernández Latorre Award, La Voz de Galicia, 1986
- Vieira do Humor Gráfico, Enxebre Orde da Vieira, 1982

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He created cartoons, caricatures and illustrations for the newspapers *Ferrol Diario*, *El Ideal Gallego*, *La Región*, *La Voz de Galicia*, *Diario de León* and *Diario 16* and in several Galician publications. In 1983, along with Xaquín Marín, he wrote a manifesto in defence of humour, which achieved a revaluation of the work of cartoonists and caricaturists in the press, as well as giving rise to the Museo do Humor of Fene. In 1990 he designed the Praza do Humor (Humour Square) in A Coruña. In 2000 he created and coordinated *Xatentendo.com*, a humour supplement of *La Voz de Galicia*, until 2002, when publication ended. He recently created the section "A Transición en imaxes" for *La Voz de Galicia*.



Self-portrait caricature for *La Voz de Galicia*, 2014





"Each aspect of illustration involves its own particular and differentiated rewards".

SELECTED WORKS

- *Cruel y Estúpido* (comic), self-publishing, 2013-2015
- Advertising cartoons for Metrópolis Cómics bookshop, 2014

AWARDS

- 2nd Prize, 7th Cangas Comic Contest, 2005

CONTACT

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He studied Illustration at the Escola de Arte Pablo Picasso in A Coruña. Among the works related to illustration that he has been carrying out there are commissions of caricatures and illustrations for private clients, participation in collective exhibitions, making covers for albums, cartoons for campaigns, advertising drawings for shops and identity logos, as well as self-published comic projects. Since 2014 he is part of the illustrators' collective Miñoco.



Unpublished illustration, 2015





"I love that the client enjoys and values my work.
In other areas this does not happen."

SELECTED WORKS

- *El Entorno Metropolitano* (cartoons), 2015
- *Guía de viaxes* (illustration), Asociación Camiños a Santiago pola Ribeira Sacra, 2015
- *Diáspora* (CD: illustration), Fracasados de Antemano, 2014
- *Mundo de cores* (colour and design), ONGD Viraventos, 2014
- Poster "Noche Blanca", Asociación Zona Comercial Obelisco, 2013
- *Chusco, un can vagabundo* (illustration), Primerapersona, 2012

AWARDS

- Selection, International Congress "Ilustrando a diversidade" (project *Animaladas*), University of Santiago de Compostela, 2012

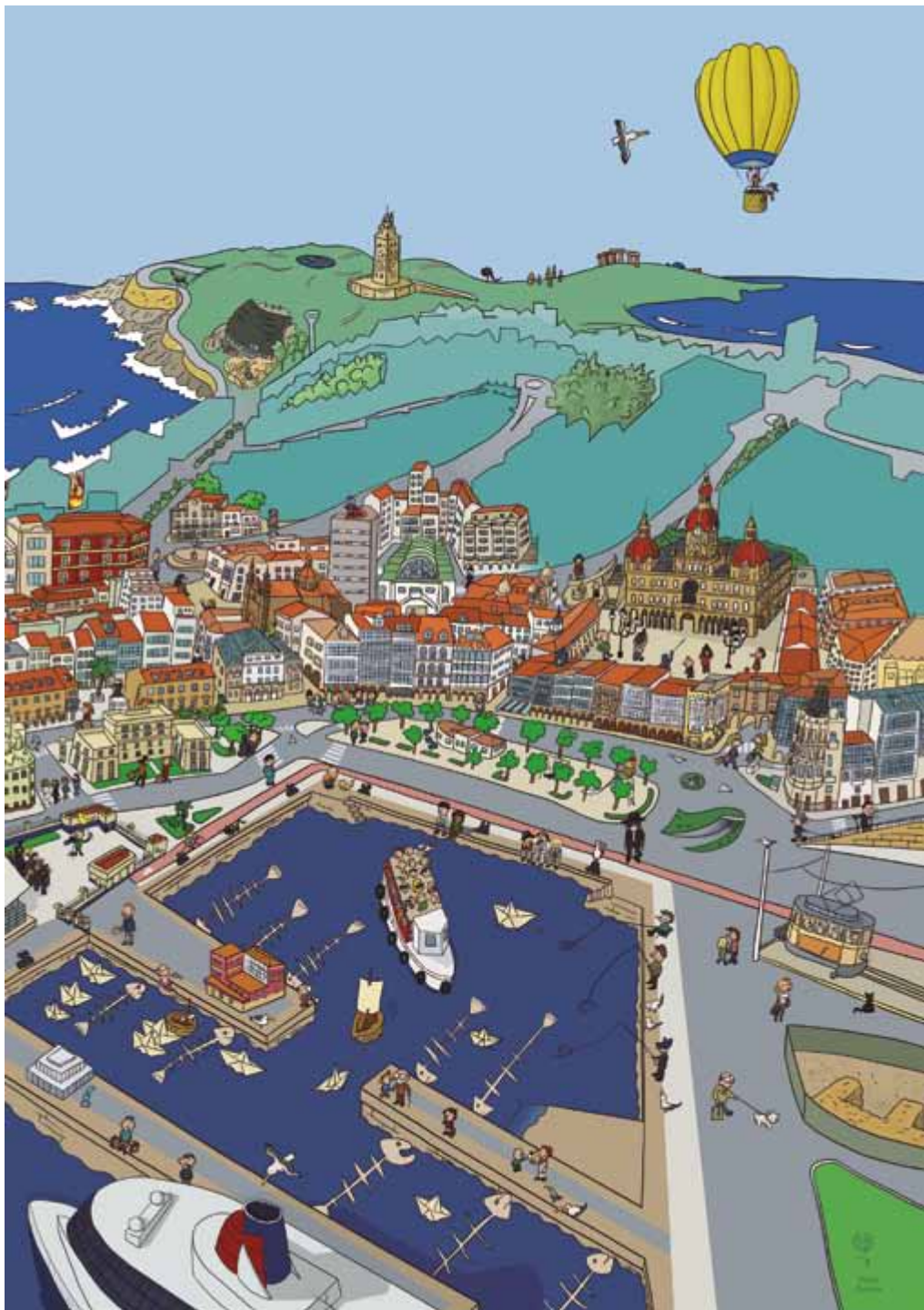
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After studying Technical Architecture and working for a few years in the world of construction, the financial crisis led him to illustration. After finishing her illustration studies at the Escola de Arte Pablo Picasso in A Coruña (2012-2014), he has carried out illustration and design work for the audiovisual production company Formato Producciones, the publishing house Primerapersona, the NGOs Viraventos, Asociación Zona Comercial Obelisco, Asociación Camiños a Santiago pola Ribeira Sacra, the newspaper *El Entorno Metropolitano* and the bands Fracasados de Antemano and Voodoo Project.



"O oso Yuri" (unpublished), *Animaladas* series, 2011





"Illustration is a way of life, as well as a profession that seems simple but is complex and exciting."

SELECTED WORKS

- Graphic campaign "Feira das Marabilhas", A Coruña, 2014-2015
- Corporate identity for R, 2012-2014
- *Midsummer Dream* (feature film: art direction), 2006
- *The Living Forest* (feature film: art direction), 2002

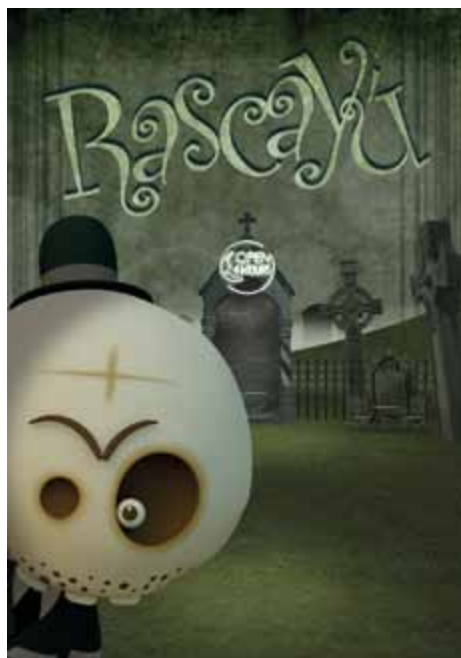
AWARDS

- Chano Piñeiro Award, Best Art Direction, 2002
- Laus Award, Best Multimedia, Best Art Direction, 1998

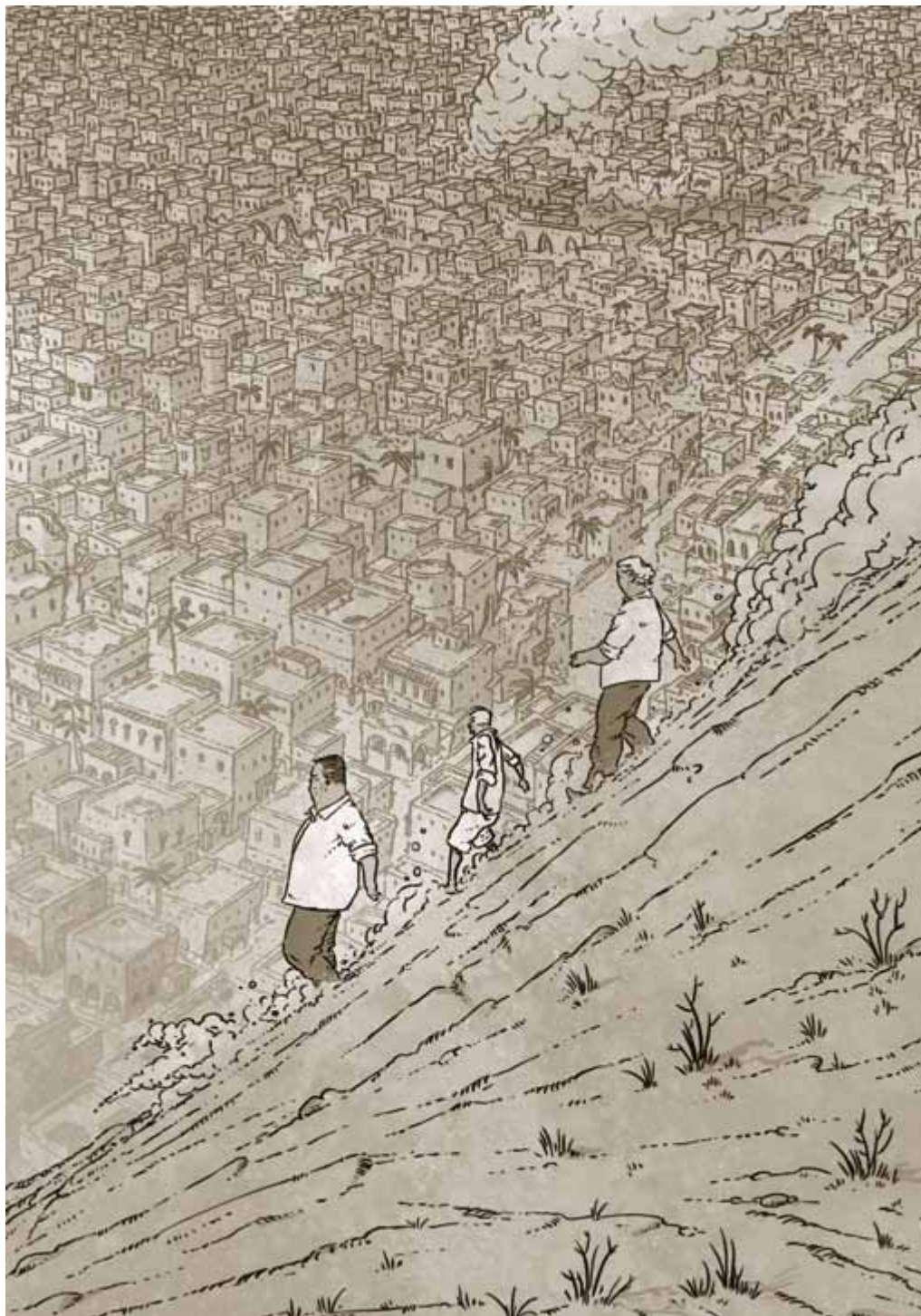
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He was the Art Director of Filloa Records' *Bicho, menudo mundo*, which won the Laus Award for Best Multimedia Design in 1998. He was Co-Director and Art Director of the animated feature film *The Living Forest* produced by Dygra Films, which won a Goya Award for Best Animated Film in 2002 and a Goya Award for Best Song. He was also the Art Director of Dygra Films' animated feature film *Midsummer Dream*, which received a Goya Award for Best Animated Film in 2006. He is a founding partner of Otiplanet Group, a studio specialized in animation, visual communication and multimedia.



Rascayú, animation series. Otiplanet, 2015





"Future societies will analyse us through the art that we leave to them, and that will be the yardstick to contextualize us."

SELECTED WORKS

- *Afterwork* (short film), 2016
- *Pinkoo* (short film), 2014
- *El club del bromista* (short film), 2011

AWARDS

- Pictoplasma Berlin, 2015
- Mestre Mateo, 2012
- Festival de Cans, 2012
- Mundos Digitales, 2011

CONTACT

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He has been in the world of CGI for more than five years. During this time he has made short films such as *El club del bromista* and *Pinkoo*, winners of awards such as Mestre Mateo or Mundos Digitales, and that have been selected in festivals such as Pictoplasma Berlin or 3DWire, as well as other festivals in Chile, Mexico, India or USA. He has also carried out advertising campaigns as an animator and previz artist for Magnum, McDonald's, Boehringer or Confiperú.



Image of the short film *Pinkoo*, 2014





"I think the key is that the idea behind an illustration is good. I'm not passionate about virtuosity."

SELECTED WORKS

- *Mongolia* (graphic humour), 2012-now
- *O Botafumeiro* (graphic humour), 2014-2015
- *Público* (illustration), 2007-2012

AWARDS

- Gràffica Prize, 2011
- 11 awards of excellence, Society for News Design
- 28 Malofiej Awards

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He studied Graphic Design at the London College of Communication. He works as a freelance infographer and illustrator from Washington DC and has contributed to publications such as *National Geographic Magazine*, *Smithsonian Magazine*, *Corriere della Sera* and *Mongolia*. He began his professional activity in *La Voz de Galicia*, and was head of graphics in the newspaper *Público*. His work was recognized by the Society of News Design and the Malofiej Awards. He has taught seminars in Madrid, New Delhi and Kuala Lumpur. His work was included in the books *Information Graphics* (Taschen) and *Visual Storytelling* (Gestalten).



"La paz imprescindible en Colombia", *Ahora Journal*, 2015







"Illustration today: a lot of quantity, plenty of quality, little work and terrible prices."

SELECTED WORKS

- *Birdboy: The Forgotten Children* (feature film), 2015
- *Unicorn Blood* (short film), 2013
- *La sombra sobre Insmouth* (illustration), Astiberri, 2012
- *Poe* (illustration), Libros del Zorro Rojo, 2012
- *El evangelio de Judas* (comic), Astiberri 2010
- *Psiconautas* (comic), Astiberri, 2006

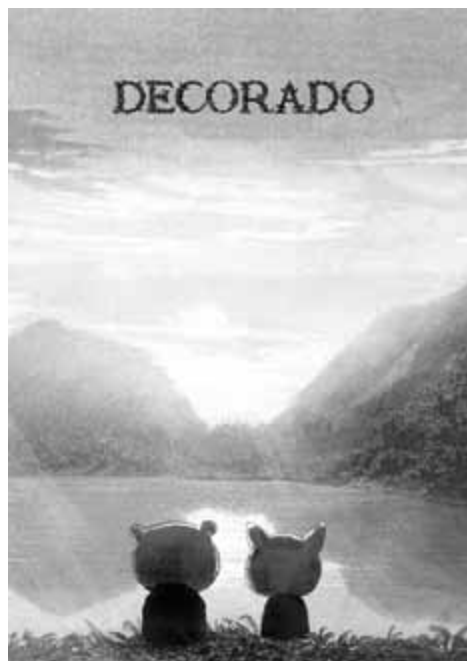
AWARDS

- Selection, Festival de San Sebastián (*Birdboy: The Forgotten Children*), 2015
- Best Experimental Animated Short, Chicago Film Fest (*Unicorn Blood*), 2013
- Best International Short Film, ExpoToons, Buenos Aires (*Unicorn Blood*), 2013
- Goya Award for Best Animated Short Film (*Birdboy*), 2012
- Public Prize – Best Drawing, Barcelona International Comic Fair (*El evangelio de Judas*), 2008

CONTACT

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Animation film director, illustrator and comic artist. His books have been published in Spain, France, Italy, Brazil and Korea. As a press illustrator he has worked regularly with publications such as *El País*, *La Voz de Galicia*, *Communication Arts* and *Boston Globe*. As a director, his work has been twice nominated for the Goya Awards, and he won the Goya for Best Animated Short Film in 2012. He has won more than 60 international awards and his work has been exhibited at prestigious festivals around the world, such as Annecy, Clermont-Ferrand, Animafest Zagreb and Slamdance. His first feature film, *Birdboy: The Forgotten Children*, is based on his comic *Psiconautas*.



Decorado, animated short film. Uniko Producciones, 2015



"I'm motivated by that moment when the paper disappears and you end up inside the illustration you're working on."

SELECTED WORKS

- *Licor café* (comic), Demo Editorial, 2017
- *Escenarios da Prehistoria* (exhibition: illustration), Museo de Pontevedra, 2016
- *221BD* (comic), Retranca Editora, 2015
- *A vila dos debuxantes do norte* (comic), Retranca Editora, 2014

AWARDS

- 2nd Prize, Xuventude Crea, Comic categ. 2016
- 2nd Prize, Xuventude Crea, Comic categ. 2015

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She studied Arts at the IES Durmideiras of A Coruña. After spending a year studying Audiovisual Communication in A Coruña, she opted for the world of illustration and comics and studied for three years at O Garaxe Hermético school (Pontevedra). She participated as an illustrator in the exhibition *Escenarios da Prehistoria* (Museo de Pontevedra) and did an animation clean-up course at Spa Studios. She has collaborated with short comics in several comic publications.



Illustration for Character Design Challenge, 2017





"The status of illustration is growing in acceptance, use and professionalism, but driven by trends."

SELECTED WORKS

- *Anna Dédalus detective: El misterio de la mansión quemada* (comic), Andana Editorial, 2015
- *Sacoponcho* 1 & 2 (comic), self-publishing, 2013-2014

AWARDS

- 1st Prize, Xuventude Crea Contest – Comic, 2014
- 1st Prize, Benito Losada Comic Contest, 2013
- 1st Prize, Benimaclet Comic Contest, 2013

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She completed her artistic baccalaureate at the Durmideiras Secondary School in A Coruña, and she has finished her Fine Arts degree at the University of Valencia. She collaborates in fanzines and small press publications such as *Sacoponcho*, *Kokoro*, *Lis en Fleur* and *Arròs Negre*, and she also does illustration commission works for magazines such as *Jot Down* or *Catalist*.



Personal work for the Inktober activity, 2015





"What motivates me the most is the excitement of starting a new project, creating new rules and worlds".

SELECTED WORKS

- *Planeador* (music video: animation), 2017
- *Resurgir* (music video: animation), 2017
- *Sistema antisocial* (music video: animation), 2017
- *Troubled Times* (music video: animation), 2017
- *La batalla desconocida* (animation), 2016
- *A contracorrente, vida e morte de Luís Trigo* (documentary film: animation), 2011

AWARDS

- CREA Award for Best Music Video Producer, Galician Association of Film Producers, 2017
- Selection, Palena Film Festival, Italy, 2017
- Finalist, Los Angeles Music Video Festival, 2017
- Selection, London Eye International Film Festival (*Troubled Times*, *Sistema antisocial*), 2017
- Selection, Ourense Film Festival (*A contracorrente, vida e morte de Luís Trigo*), 2011

CONTACT

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Graduated in Audiovisual Communication, he has worked on projects as a director, scriptwriter and editor, and in post-production and motion graphics. He has designed and elaborated multiple opening credits for television programmes and documentary shows and has collaborated in spots, short films, documentaries and films (*Torrente 5*, *Dhogs*). In 2017, he produced Green Day's music video *Troubled Times*, for Warner. He developed his collage technique also for bands such as Soziedad Alcohólica or Love of Lesbian.



Detail from Soziedad Alcohólica's *Sistema antisocial* music video, 2017



Frames of Green Day's *Troubled Times* music video. Warner Music, 2017



"Illustration means images, and it is difficult to conceive a culture without images."

SELECTED WORKS

- *Daga*, self-publishing, 2015
- *Nimio*, self-publishing, 2014
- *Sacaponcho*, self-publishing, 2013

AWARDS

- 2nd Prize, 3rd Benimaclet Comic Contest, 2013
- Special Mention, 1st Benito Losada Comic Contest, 2012
- Second Prize, 2nd Benimaclet Comic Contest, 2012

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He studied art in A Coruña and graduated in Fine Arts at the University of Valencia. Freelance illustrator, he is one of the promoters of *Sacaponcho* fanzine. He collaborates with his comics in publications such as *Arròs Negre* and *Mañana*.



Unpublished, 2015





She studied at the EASD Pablo Picasso in A Coruña, where she met several colleagues with whom she formed the illustrators group Miñoco in 2011. With this group she developed several collective exhibitions and activities related to illustration and drawing, such as comic classes and Drink & Draw events that take place in A Coruña. In 2012, with part of the Miñoco group, she published the fanzine *Compota de Manatí*, that already has three issues.

SELECTED WORKS

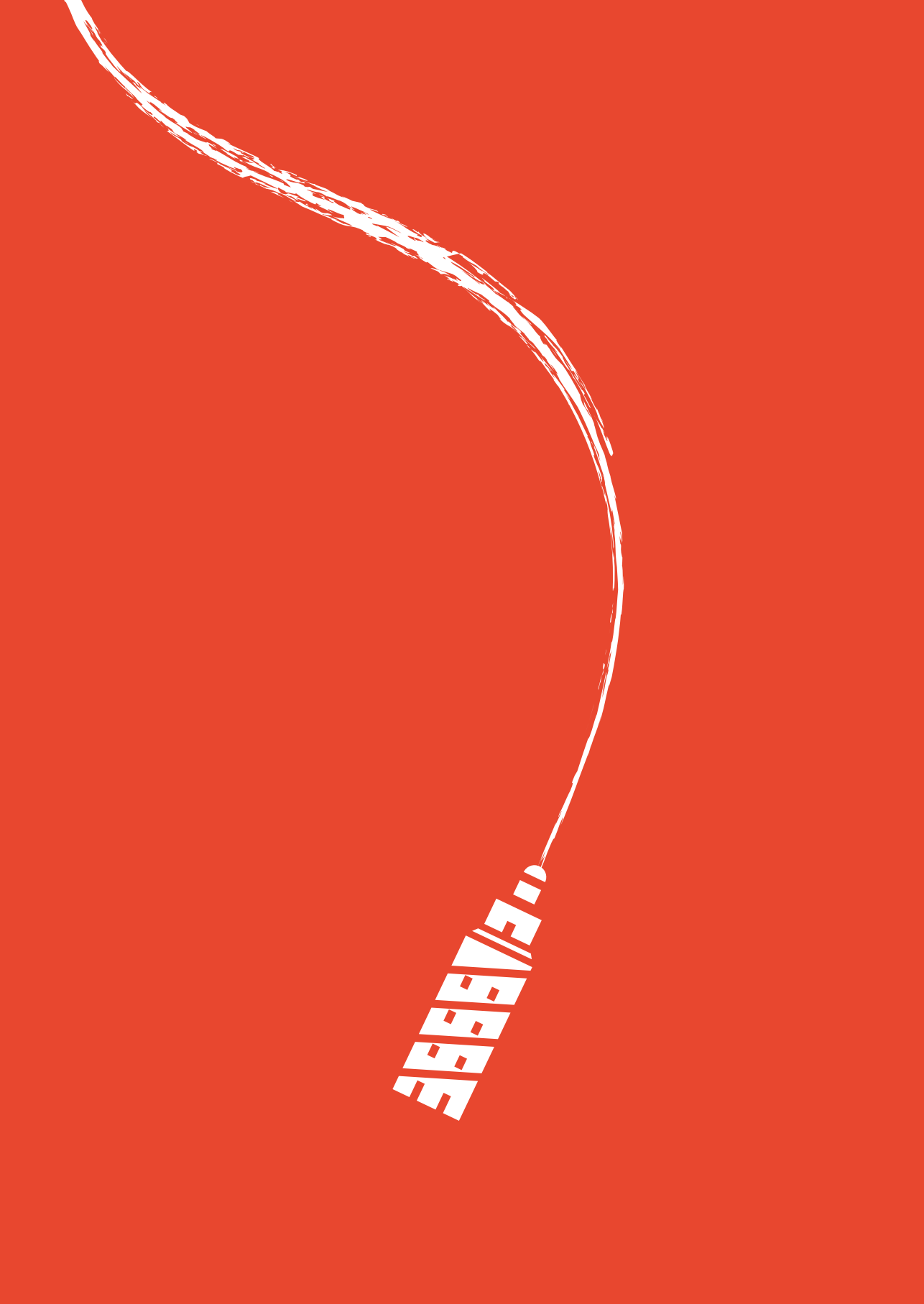
- *Normativa de calidad de la planta ornamental de Galicia* (illustration), Fundación Juana de Vega, 2013
- *Qué duda cabe* (illustration), Víctor Grande, 2011

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