

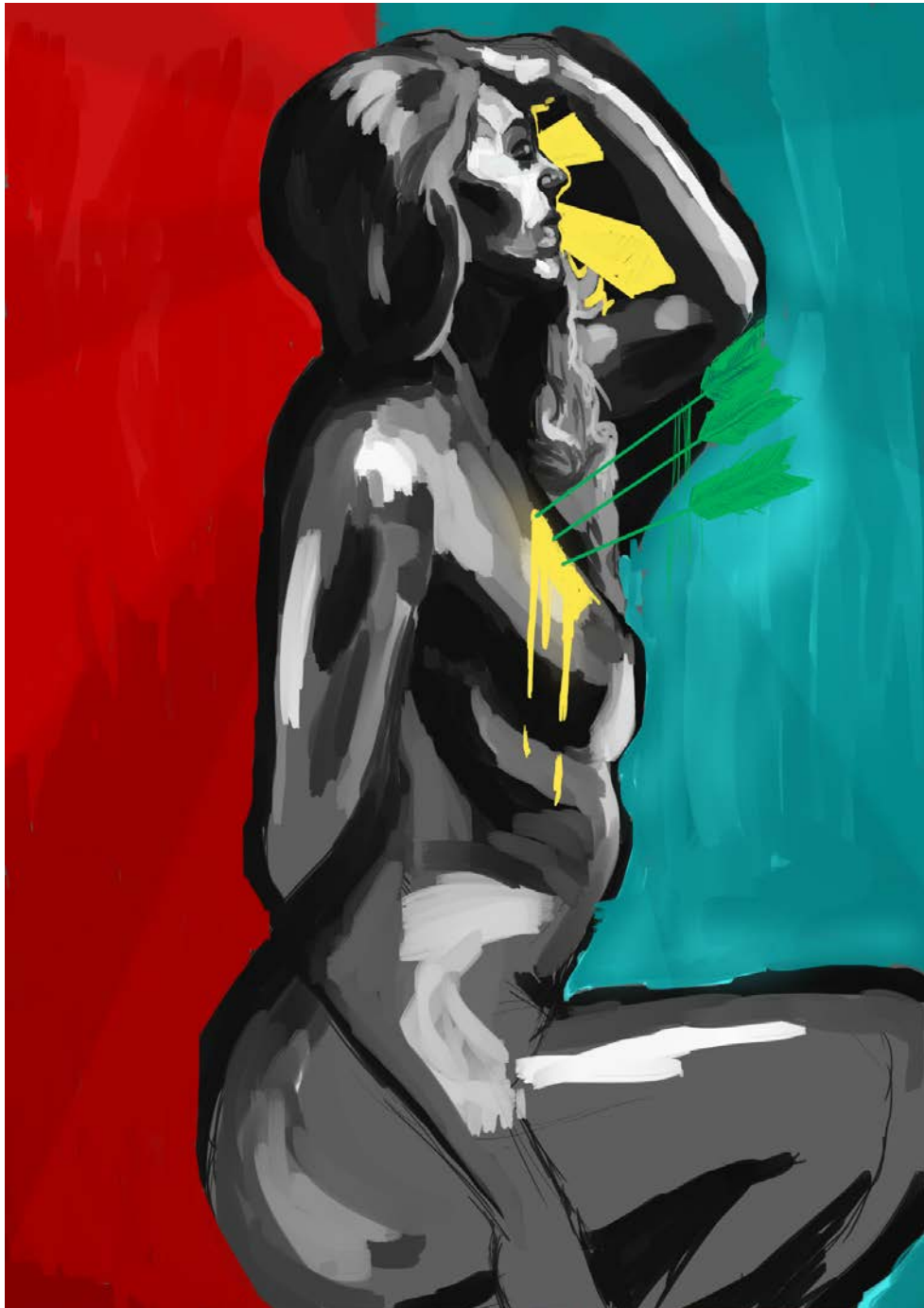
**Ray Pesina** is a 2D artist living in Wichita, KS. He currently works as a graphic designer and spends much of his time at home drawing and otherwise immersing himself in art. Want to get in touch? Send us a note at [thetinlunchbox@gmail.com](mailto:thetinlunchbox@gmail.com).



*Acolyte*

**TL:** Tell us how you got started with making art. How long have you been drawing?

**RP:** I caught art as a childhood illness, and just never got rid of it. Medical technology still has a way to go I guess.



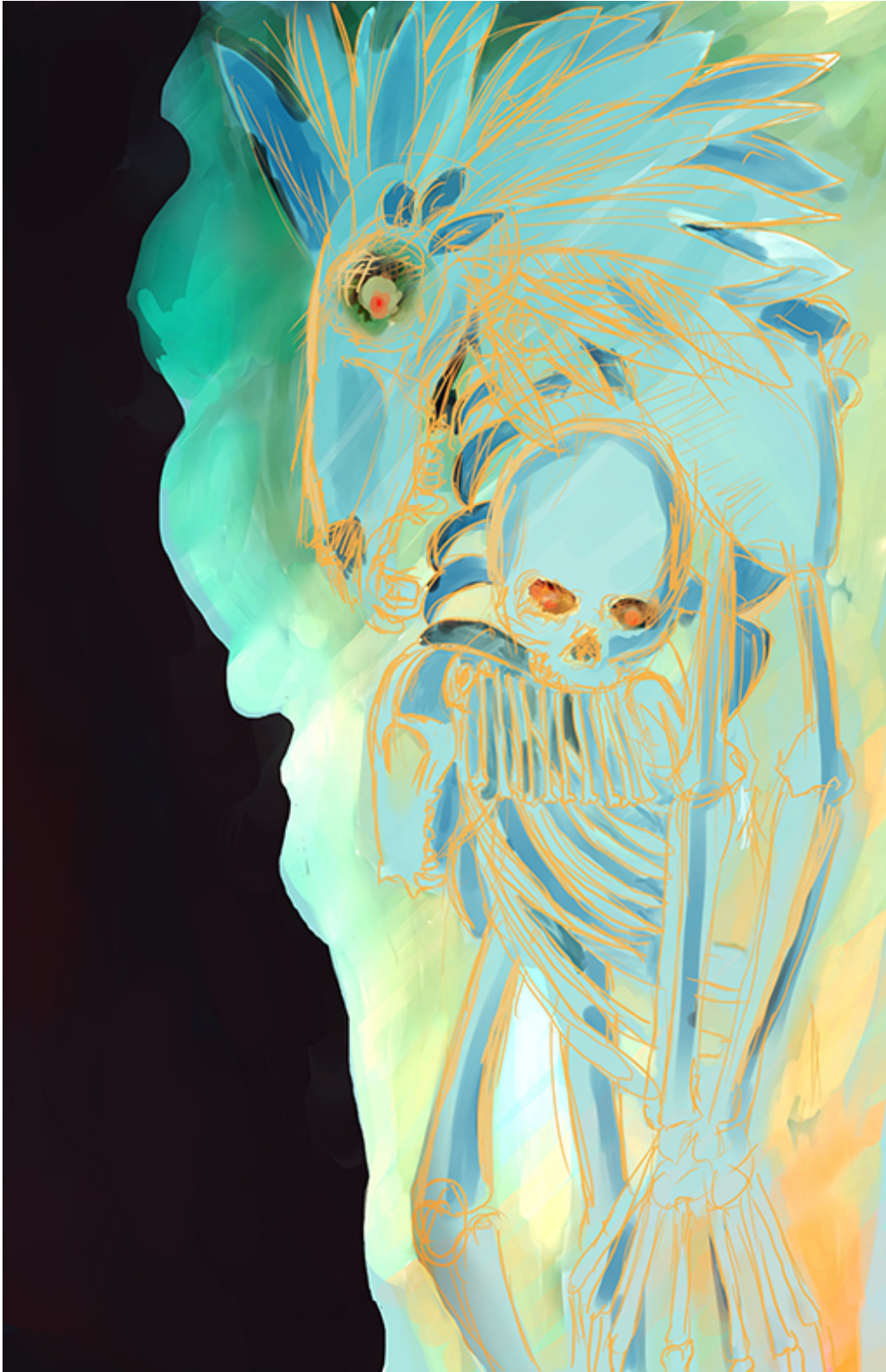
*Antonym*

**TL:** What is your favorite medium(s) to use while making your art?

**RP:** I don't know if I have a favorite, anything I can get lost in I guess. Usually drawing or painting, occasionally sculpture.

**TL:** How long does it take to create a piece, start to finish?

**RP:** Most of my work is done within 5 hours, it's something I've been trying to push but to little success.



*Necromancer*

**TL:** How do you know when a piece is complete?

**RP:** I don't really [finish a given work], it's a personal flaw. My work isn't finished, only abandoned.

**TL:** What do you have to have in order to create?

**RP:** I've found I actually need music to create effectively. Usually something without words, but not necessarily. Super Bros. Sword and Sorcery EP soundtrack from Jim Guthrie [is a favorite].



*Dreamer*

**TL:** Do you like to work/create with a theme or specific direction in mind?

**RP:** Short answer, No. Art for me is more like diarrhea. I get the impulse, I generate the product, and make sure that the quality of what now exists isn't offensive to the public.

**TL:** What inspires you? Do you have artists or styles you try to emulate?

**RP:** Illustration really inspires me, but also art history in general. I also really get inspired by ideas in fiction and the sciences.

**TL:** Do you work in 3D as well as 2D? What is most appealing about 2D?

**RP:** I usually stick to 2D just out of convenience, but I do enjoy 3D when I get the chance to put my hands to it.



*Voyage*

**TL:** What advice do you have for budding artists?

**RP:** My advice to budding artists: You're not budding, you're just an artist. Practice, practice, practice, sell when you can.