

THE PAW-POST!

MAY-27-2016 - Artist Highlight: DoubleScale!

New to the Paw Post or have questions/curiosities about it? Check out the [Facts and F.A.Q.s Document](#) for all you need to know!

grow!

Yay! Warm weather has happened at last, and... kind of all of a sudden here in Southern Ontario - sitting here in shorts and my vibrams fivefinger KSOs *wiggles toes* - which feels SO nice after clunky shoes.

Okay! So a couple things to cover here before we get going. First off, this was a tricky Paw-Post to make as we're still coming off the fallout of FurAffinity's major outage/hack last week. That means that there has been a LOT of stuff posted (and re-posted), plus people have been mirroring their work on other sites like Weasyl and Furry Network - and I mean pictures by the thousands! As such, I won't have alternative links to everything because just this morning, for example, there were 1016 pictures on my "What's New" on Furry Network, and I really, really don't have time to go through all of them. I figure the mirroring of galleries and stuff will soon quiet down and normalize. That does, however, bring me to the second thing...

I'm updating how I post the image links and tagging to make it easier to post alternative links for the pictures. I think the older method of posting them was getting messy when there were a lot of alternative links, especially if they were on more than one site. Again, with FA's recent outage, the importance of alternative links has been made pretty obvious. So, what I'm going to do is under the Artist's name will be a bullet list, which each image starting with the tagging, then listing all links for the image underneath like this:

Artist Name:

- (Paw-type: rating -- genders -- species -- special content info [if applicable])
 - <image link1>
 - <image link2>
 - <image link3>
 - *Commentary (if any)*

In this way, the whole thing has a much cleaner presentation, and makes selecting whatever site you want to grab it from easier. You won't see the alternative links quite as much in this particular Paw-Post, but as the crazy gallery mirror slows, they'll be more common in all the future ones. If you think there's anything else I can do to improve the way I link stuff, please let me know!

Alright, let's get started!

TC's Random Music Pick

Alex Metric - "Ilium" (2013) - <https://www.youtube.com/watch?v=AMQ89X5LYjg>

A great dance/electronica song with a nice pounding beat, sweet synthesizers and a very retro 1980's style music video. :3 I really like the pace of this song, and the video is pretty nostalgically awesome too. Kinda reminds me of the early 1980s when the attitude was still very much "WOO! We can do ANYTHING!"

Open for Sales/Commissions

Siberio: <http://www.furaffinity.net/view/20082316/> (YCH)

DJ-Rodney: <http://www.furaffinity.net/journal/7595569/> (opening soon, details here)

HomogenousRule: <http://www.furaffinity.net/journal/7595895/>

FastTrack37D: <http://www.furaffinity.net/journal/7596382/>

Wolf-Nymph: <http://www.furaffinity.net/journal/7599589/>

TwilightSaint: <http://www.furaffinity.net/journal/7600315/>

Keedot: <https://www.weasyl.com/journal/106735/artistic-liberty-sketches-june>

Rokemi / Rook: <https://www.weasyl.com/journal/106685/open-for-commissions>

GENERAL LEGEND

nsfw = Nudity and/or adult situation

nsfw-ish = Impending adult situation, suggestive nudity

sfw-ish = mostly safe, but implied pending adult stuff, or anatomically correct bumps. :P

sfw = hopefully won't damage anyone's brains if they see it on your screen

m = male

f = female

f-h = mostly female hermaphrodite

m-h = mostly male hermaphrodite

h = hermaphrodite (50/50 for m/f)

tm = transgender/inter-sexed, identifies as male

tf = transgender/inter-sexed, identifies as female

macro = super-sized characters involved

micro = tiny sized characters involved

ref = character reference sheet

charr! = a Guild Wars 2 race... I'm biased here - they're sexy and get their own rating. :P

Sera! = picture featuring Sera; always a guarantee of amazing paw stuffs

Loki! = picture featuring Loki (or one of his charr); also always a guarantee of amazing paw stuffs

p.o. = Paws Only; IE, the image is just footpaws/feet

TCO! = Tame Comments Only (don't post suggestive or sexual comments on artists page; they don't want/like it)

Pawsexual = Person who derives 51% or more of their sexual drive from Feet/Paws

rl-human = Real life human foot picture

art-human = digital or traditional art, human foot picture

Footpaw Classes:

C1 to C5

See either of these journals for details/examples:

<https://www.furaffinity.net/journal/7014996/>

<https://www.weasyl.com/journal/93938/footpaw-feet-classification-system-for-paw-posts>

Most Pawesome Picture

by SupScooter

(C3: sfw -- m -- Raccoon): <https://www.furaffinity.net/view/20077973/>

WOW... talk about a picture that makes the feet the centrepiece, this is beautiful! BIG soft raccoon soles with toes gently splaying and stretching while he reads, studies or games. There's such wonderful skin details on the sole and toe pads, and lovely fur work. I mean... this picture just makes me wanna whimper and wish I were able to see them point blank. And Most-Pawesome was *not* easy for this Paw-Post either! There are some amazing runner-ups, as you'll see. :3

CariFoxLeopard:

- (C4: sfw -- m -- canine-wolf)
 - <https://www.furaffinity.net/view/20064583/>
- (C4: sfw -- m -- canine-wolf)
 - <https://www.furaffinity.net/view/20068658/>
- (C4: sfw -- m -- canine - ref.)
 - <https://www.furaffinity.net/view/20069007/>
 - *How cool is this character reference!? This is a really unique looking guy, and the only time I've ever seen star-shaped ball pads. Neat idea, and pulled off beautifully by Cari.*
- (C4: sfw -- m/m -- canine)
 - <https://www.furaffinity.net/view/20080354/>

ZP92:

- (C1: nsfw -- m -- shark)
 - <https://www.furaffinity.net/view/20043808/>
- (C1: nsfw-ish -- f/m -- lizard, gator)
 - <https://www.furaffinity.net/view/20096385/>
 - <http://www.deviantart.com/art/New-Stirrups-611324032>
- (C1: sfw-ish -- f -- feline-lion)
 - <https://www.furaffinity.net/view/20096407/>
- (C1: sfw-ish -- f/m? -- canine-jackal)
 - <https://www.furaffinity.net/view/20096487/>
 - <http://www.deviantart.com/art/Fetish-Vixens-Comic-Cover-1-The-Princess-Secret-611121675>
- (C1: nsfw -- m/f -- dragon, canine-wolf)
 - <https://www.furaffinity.net/view/20096514/>
- (C1: sfw -- m -- snake)

- <https://www.furaffinity.net/view/20096539/>
- (C2.5: nsfw -- f -- android/cyborg -- FNAF)
 - <https://www.furaffinity.net/view/20097884/>

Tchaikovsky2:

- (C4: nsfw-ish -- f -- hyena)
 - http://orig11.deviantart.net/2302/f/2016/148/7/c/kusubiri_by_tchaikovsky2-da42yhe.jpg
 - *An alternate view of panel #1 of the latest Anza comic showing Kebibi's insanely cute soles. ❤ You can see the whole comic here:*
<http://tchaikovsky2.deviantart.com/art/Anza-056-Barakoa-611553374>

MoodyFerret:

- (C4: sfw-ish -- f/m -- canine -- macro/micro)
 - <https://www.furaffinity.net/view/20044374/>
- (C2.5: sfw-ish -- f/m -- feline-lion, weasel -- light bondage)
 - <https://www.furaffinity.net/view/20077610/>

EC-Major:

- (C4: nsfw -- f -- worgen -- WoW)
 - <https://www.furaffinity.net/view/20046550/>

Incognito:

- (C4: nsfw -- m -- canine-fox)
 - <https://www.furaffinity.net/view/20073439/>

Wolver_Mustang:

- (C3/C4: nsfw -- m/m -- feline-panther, canine-wolf)
 - <https://www.furaffinity.net/view/20051147/>

Tazara:

- (C3/C4: sfw-ish -- m/m -- canine, feline)
 - <https://www.furaffinity.net/view/20051986/>

LigerJazz:

- (C4: sfw-ish -- f -- canine -- macro)
 - <https://www.furaffinity.net/view/20053133/>

Iggi:

- (C4: nsfw -- f -- worgen -- WoW)
 - <https://www.furaffinity.net/view/20055837/>
- (C3 & C4: -- fh/fh/fh/m -- tauren, lizard-hybrid, dragon, canine)
 - <https://www.furaffinity.net/view/20056596/>

Evil-Sprite:

- (C3: sfw -- f -- Pokemon-Mewtwo -- p.o.)
 - <https://beta.furrynetwork.com/artwork/618675/mewtwo-feets/>
 - <https://www.furaffinity.net/view/20056796/>
 - <http://www.deviantart.com/art/Mewtwo-Feets-610769040>
- (C3: sfw -- f -- Pokemon-Mewtwo -- stomp-animation)

- <http://www.deviantart.com/art/Stomped-by-Red-Animation-610977177>

Volac:

- (C4: sfw -- m/m -- feline-tiger, caine-werewolf)
 - <https://www.furaffinity.net/view/20057204/>

Sebafox:

- (C1: sfw -- m -- goat-ram -- magic-trap)
 - <https://www.furaffinity.net/view/20067966/>
- (C1: sfw -- m -- feline)
 - <https://www.furaffinity.net/view/20074613/>

Teaselbone:

- (C3: sfw -- f -- wolf/cow-hybrid -- macro)
 - <https://www.furaffinity.net/view/20069362/>
 - *Now that is original - never seen a paw quite like that!*
- (C3: sfw -- m -- canine-wolf -- macro)
 - <https://www.furaffinity.net/view/20082995/>
- (C4: nsfw -- m -- canine -- mega-macro)
 - <https://www.furaffinity.net/view/20092634/>

Cagey:

- (C3: nsfw-ish -- m/m -- canine -- tickling, light bondage)
 - <https://www.furaffinity.net/view/20069784/>

Syberfab:

- (C4: nsfw -- m/m -- charr!, Loki! -- foot-worship) - Most Pawesome Runner Up!
 - <https://www.furaffinity.net/view/20069963/>

Cyborg-Steve:

- (C1/C2: sfw-ish -- f -- human/kitty-hybrid -- foot worship)
 - <https://www.furaffinity.net/view/20071656/>

AnthroRaptor:

- (C4: nsfw -- m/m -- canine-wolf -- foot worship)
 - <https://www.furaffinity.net/view/20074192/>

Beherit:

- (C3: sfw-ish -- m -- canine-husky -- macro, stomp)
 - <https://www.furaffinity.net/view/20076064/>

DJ-Rodney:

- (C3: sfw -- m -- bear -- Tail Spin)
 - <https://www.furaffinity.net/view/20077210/>
- (C3: sfw-ish -- m/m -- squirrel, bear -- micro)
 - <https://www.furaffinity.net/view/20084359/>

SupScooter:

- (C3/C4: sfw -- m/m -- canine-vulpine -- micro, foot worship) - Most Pawesome Runner Up!
 - <https://www.furaffinity.net/view/20077964/>

- (C3: sfw -- m -- canine/raccoon-hybrid "huscoon")
 - <https://www.furaffinity.net/view/20078660/>

Paintchaser:

- (C4: nsfw -- m -- canine-fox)
 - <https://www.furaffinity.net/view/20079384/>

FastTrack37D:

- (C4: nsfw -- m/m -- canine, kangaroo -- foot worship) - Most Pawesome Runner Up!
 - <https://www.furaffinity.net/view/20082097/>

Aggro-Badger:

- (C3 & C4: sfw -- m/m/m/m -- canine, canine-hybrid -- macro) - Most Pawesome Runner Up!
 - <https://www.weasyl.com/submission/1287114/stompy-boys-commission-paws>
 - <https://www.furaffinity.net/view/20086226/>

Catwolf & Syrinoth (collab):

- (C5: nsfw -- f -- sergal)
 - <https://www.furaffinity.net/view/20088491/>

JammerHighwind:

- (C3: sfw -- m -- skunk -- ref.)
 - <https://www.furaffinity.net/view/20090644/>

GothWolf:

- (C3/C4: nsfw -- m -- feline-hybrid)
 - <https://www.furaffinity.net/view/20091814/>

TideKeeper:

- (C4: sfw -- m -- Dorey-dragon ❤️ -- p.o.) - Most Pawesome Runner Up!
 - <https://www.weasyl.com/submission/1288519/not-my-art-doran-paw-bust-by-tidekeeper>
 - <https://www.furaffinity.net/view/20093161/>
 - <https://beta.furrynetwork.com/artwork/900871/2016-paw-bust-promo---dorianeirok/>
 - <http://www.deviantart.com/art/NOT-MY-ART-Doran-paw-bust-by-TideKeeper-611376949>
- (C4: sfw -- m -- canine-husky -- p.o.) - Most Pawesome Runner Up!
 - <https://beta.furrynetwork.com/artwork/962150/2016-paw-bust-promo---devilhusker/>
 - <https://www.weasyl.com/submission/1291200/2016-paw-bust-promo-devilhusker>
 - <https://www.furaffinity.net/view/20104645/>

ArcticLion:

- (C3: nsfw -- m-multiple -- lion, panda, bear, puma, rhino)
 - <https://www.furaffinity.net/full/20095648/>

Higsby:

- (C4: nsfw -- m -- canine -- toys!)
 - <https://www.furaffinity.net/view/20096680/>

Maid:

- (C4: sfw -- m -- canine-fox)
 - <http://www.furaffinity.net/view/17209016/>

KronexFire:

- (C3: nsfw -- m -- bear)
 - <http://www.furaffinity.net/view/20102582/>

Ulitochka:

- (C4: sfw-ish -- m/m -- feline -- foot worship) - Most Pawesome Runner Up!
 - <http://www.furaffinity.net/view/20103418/>

Rokemi (aka Rook):

- (C4: nsfw -- f -- canine)
 - <http://www.furaffinity.net/view/20104869/>

Rukis:

- (C4: nsfw -- m/m - feline-lion, canine)
 - <https://www.weasyl.com/submission/1287192/in-the-ring>
 - <https://beta.furrynetwork.com/artwork/768393/in-the-ring/>

Artist Highlight: DoubleScale!

Colour Guide (for who's talking):

(TC), (DoubeScale)

Main Site:

FurAffinity: <https://www.furaffinity.net/user/doublescale/>

Alternative Sites:

Picarto (I live-stream almost all of my work, and I love chatting with viewers there):

<https://picarto.tv/doublescale>

Work Samples: (all sfw)

Pawman: <https://www.furaffinity.net/view/18538661/>

Max and the Car Park: <https://www.furaffinity.net/view/19187198/>

Under Nevix: <https://www.furaffinity.net/view/19586322/>

Personal Summary:

I had secretly lurked FA and other sites for several years, looking for macro and other size-difference smut, until I decided to check out some modeling tutorials for Blender.

Half a year later, I reluctantly decided to get active on FA, so I could show some new people my stuff. I love feedback!

I'm currently finishing my studies as a computer programmer (I love computers). I've never been involved in artistic things very much, so I'm surprised to be here, making "art", being featured like this.

Comment Preferences:

I'm always looking forward to receiving comments and notes, I don't think I've gotten any yet that I really didn't like! I try to reply to each and every comment, so having questions or specific remarks to respond to helps me avoid just saying "thank you" to everything :)

Commission Info:

I'm not very organized with commissions yet. Send me a note if you want to discuss it, but I'm not going to be able to pick up new ones for at least half a year.

Some (live) Q&A:

(TC) Hi DoubleScale! Welcome to the Paw-Post and thanks for taking the time to answer some questions for us. :) You're a relatively new artist to FA, but your work is definitely very stand-outish. What got you interested in doing 3D rendering and animation?

(DS) Thank you very much for featuring me, ToeClaws, I feel honored =)
I've always been interested in computers and computer graphics in particular.

I learned programming and toyed around with 3D graphics for several years, but only recently did I really get into modeling and animating things properly.

The main "push" for me was playing around with Blender, the software I now use for my works, being fascinated by its tools, and wanting to learn what it could offer :)

(TC) Well I must say the results are already darn impressive! So is this a field that you might want to be getting into then as a career, or is it going to be more of a hobby?

(DS) Thank you ^.^

This artistic part of 3D will most likely stay a hobby.

I intend to get into a programming career, but it's not out of the question that I will do something graphics-related there as well.

(TC) Ahhh. The coding days, I remember those - I take it the words Polymorphism, Inheritance and Encapsulation must mean something to ya. ;)

(DS) Yesss, I have done a fair bit of object-oriented programming :^]

I've also dabbled a bit in functional programming, and low-level stuff in assembly, where those terms don't appear, for better or worse :D

(TC) Assembly! Oh gods, you masochist you. I played mostly in C++ in my day, but then Windows became popular and ruined everything. XD Ahem... anyway! So, folks are surely

quick to notice that in your rendering, you do a lot of stuff that offers up some good footpaw views. That mainly a love for macro stuff?

(DS) Yes, my main motivator for those views is size-play.

I enjoy various aspects of that stuff, and for things like stomping, or just paw-play it's important to put effort into making the footpaws look good :)

(TC) So in terms of footpaws - your interest in them is largely aesthetic then?

(DS) Well, in combination with a fitting macro scene, for example, where they are in the center of attention, my interest in them is more than aesthetic :D

Good footpaws can make such pictures much more enjoyable for me, but they are not my "primary fetish" if that's what you mean :^]

(TC) Oh, so they're at least something more to ya. Can you explain what it is then that you like about footpaws and in what way?

(DS) Yep, they are a thing I often look for when I look for new pictures to fill my collection with, hehe.

That's a difficult question... I'm not exactly sure what it is that makes me like them, but I enjoy them most in a context of size-based domination, so it helps if they're big and meaty, I suppose x)

(TC) So BIG meaty soles and toes then (very nice). Is there a particular type of footpaw you like more than others (like.... species and/or class)?

(DS) Exactly!

I enjoy a wide range of types (I'd say C1-C4) and species; from my name you might guess that I generally like dragons and reptiles, but regarding the paws, I've found lots of nice artwork with felines, canines, kangaroos, pretty much anything.

I found that the style of the particular artist is more important than the exact species for me :)

(TC) Ahhh, interesting answer. So style-aside, it's mostly the macro/size-play aspect of them that really is your thing (and by proxy, what we can expect to see of your work)?

(DS) Yes, macro art is what led me here in the first place, and that aspect is still what I enjoy most.

I might post some pictures that focus purely on paws occasionally, though.

(TC) Heh - I doubt you will get any complaints from the folks on this list if you do that! Have you given any thought to what sort of paw-play you might put in pictures?

(DS) I haven't planned any specific things. I'm going to experiment and I'm open to ideas :D Some things I might go for would be paw worship, trampling, perhaps that thing where a small character is held between the paws. Mostly with a size difference!

(TC) Well happy to offer suggestions if ever you're needing them! There are a lot of things folks enjoy when it comes to paws, and while you can't please everyone with a single theme, you can certainly make varied themes to reach the masses and those are good starts. What about other work - you've done some neat animations so far - did you have other macro projects/themes in mind?

(DS) Yeah, I don't want to keep repeating the same things; variety helps me learn new techniques in 3D and reaches more people, as you say :^]

I am planning to try out some new things with a macro theme; for example, I want to look into fracture physics, ragdolls and other simulations to make some nicer Godzilla-style rampages possible.

(TC) Your current animation stuff is really smooth and nice; is that something Blender can do for motion or is that based on other software or just sheer animating skill?

(DS) Aw thank you =)

I'm not too experienced with this stuff, I haven't used other programs besides Blender and this is the first time I'm doing any real sort of character animation.

I think it might be a good practice to keep the animation simple, just place a few "keyframes" and let the software interpolate the motions (these are based on Bézier curves); with sparse control points, you get smooth curves.

Besides that, one thing I've heard is to never keep parts of a character completely rigid; some small, slow motions on every joint can make the animation look more natural.

(TC) That is really neat. :) And I think good advice in the end there too - I remember so many early CG stuff from the 80s was so, so rigid. How long does it take to produce a rendered scene and/or animation?

(DS) Oh, I should keep track of that time better...

There's a lot of different stuff that goes into it.

Of course, one has to build and rig the model first, which in the case of my last commission (Nevix) took two months.

Setting up a scene for a still image without any fancy environment usually doesn't take more than a few hours, but an animation can take a long time again, hours for a single second of video.

If I remember correctly, the animation with the dino and the car, and Max's animation took a full week-end each.

Then, when it's set up, my computer has to render the images, do the lighting calculations and everything, which can take minutes to hours for a picture, and many hours to several days for an animation, depending on the quality settings.

(TC) Good gods... so certainly a very, very intensive process at every step of the way! And the Nevix model looks fantastic, by the way. Do you have plans to introduce new characters?

(DS) Thanks again =)

I try to improve and learn new things with every model I do, so I take my time with it :)

I'm going to keep doing some more character-model commissions, and I also want to make more models for myself.

I've been planning to make a feral dragon-like thing for a while, but commissions have priority now!

(TC) Pretty cool that you take commissions too on top of all this! So if folks are interested, they might just be able to get a 3D version of their character?

(DS) Ah yeah, that was sort of unexpected for me... I just wanted to do these things for fun, but some people asked me about commissions, and I don't see a reason not to accept them as long as I have fun making them!

I'm not going to promise anything for a while, I might not be able to take on new commissions for half a year at least, but generally I'm happy to model people's characters :)

(TC) That is so cool! I certainly wish you all the best for that in the future; I think you'll have no lack of people wanting to get their characters done like this. Now... before we go, let me turn to the floor to you - if there's anything you'd like to say to the folks on the Paw-Post, please do!

(DS) Thank you very much, again!

The only thing that comes to mind is how unexpectedly nice all the feedback has been so far. I thank all of you ^^

And I'm always happy about comments, notes and IM-chats, so don't hesitate to write! I try my best to reply to everything.

Woo! Very awesome interview - thank you DoubleScale, and the rest of you go check out his gallery - there are LOTS more neat renders and animations to see. :) And by the looks it, lots more to come! That wraps it up for this Paw-Post - Have a good weekend everyone!

TC

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<https://www.weasyl.com/~toeclaws>
<http://toeclaws.deviantart.com/>