

FOR IMMEDIATE RELEASE

## Call for entries in the latest International Digital Art Competition from The CGSociety - Steampunk - Myths & Legends

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**The CGSociety is throwing down an artistic challenge to find the best Steampunk concept design!**

**Adelaide, South Australia, November 10th 2008 -- The CGSociety launches their 23rd CGChallenge -- 'Steampunk - Myths & Legends'**

This CGChallenge involves revamping some of the world's best known stories and legends with gears, springs brass and steam! We are offering you the chance to re-imagine legendary characters such as a steam-powered minotaur, or a Zeppelin-mounted Thor, hurling lightning bolts from the sky as well as getting hold of some great prizes - over \$220,000 worth!

Steampunk grew in the 1980s and early 1990s into a fully fledged sub genre of fantasy and speculative fiction. It involved the creative application of advanced steam age technology to a modern or science fiction setting. Steampunk also covers works set in an era or world where steam power is still widely used - usually the 19th century and often set in Victorian England. Just imagine inventions like those that appear in the works of Jules Verne or H.G. Wells.

To help get you started we have included inspirational images and short stories to wet your appetite and unleash your own creative steam punked genie! You can access them via our website <http://features.cgsociety.org/challenge/steampunk/index.php> - extracts from some steampunked short stories are included below:

For more information on previous Challenges click here <http://features.cgsociety.org/challenge/>

*"His initial experiments, on the local graveyard corpses, proved promising. He was soon ready to operate on the frozen body of Miss Hyde. We are not completely sure how he did it, but Dr Jekyll merged her with the latest machinery. Miss Hyde's mind was powered by the finest Swiss clockwork. A small exhaust pipe protruded from the back of her neck, which let steam escape from the engine in the pit that was once her heart. Brass plates were rivetted onto her body to cover where wounds once seeped. Enhancements such as these were common amongst the living, but no-one had been able to reanimate the dead."*

*"In a panic I pressed one of the buttons. To begin with there was a just small tickle in my feet. Then, the tickle rushed through my body like a wave, until it reached the crest of my head. With an electric shock, the metal cap started to bloom and rapidly extended into a 4 foot steel pole. With a little steam, that puffed surprisingly out of my ears, four tapered blades unfolded. They started to turn, and rapidly gathered speed. I lifted from the ground. Only a little at first. Then, with confidence, I allowed myself to go slightly higher."*

### **Challenge Sponsors:**

Again we have an incredible cast of top industry sponsors to partner with CGSociety including BOXX Technologies, Autodesk, NVIDIA, Wacom, SOFTIMAGE, Luxology, Pixologic, Craft Animations, SideFX, e-on, Corel, Stash, Gnomon Workshop, ImagineFX, Ballistic Publishing and Esperient. With a prize pool of over \$220,000, this is the biggest challenge The CGSociety has run to date.

### **Challenge Judges:**

Kerry Shea from The Jim Henson Company along with Justin 'Coro' Kaufman from Massive Black join the legendary Phil Straub and Brom as some of the stellar cast of judges lined up by The CGSociety.

The challenge starts on Monday 10th November and both Image and Video categories will commence at the same time - however they will run for different periods of time:

- **The Image category will run for 8 weeks. Finishing on 12 January 2009.**
- **The Video categories will run for 12 weeks. Finishing on 03 February 2009.**

The awards will be judged at the close of each main category which are:

**Image - Individual.**

**Video - Team.**

**Video - Individual.**

### **About the CG Society:**

The CG Society is the most respected and accessible global organization for creative digital artists. The CGSociety supports artists at every level by offering a range of services to connect, inform, educate and promote, by celebrating achievement, excellence and innovation in all aspects of digital art. The CGSociety, along with its sister organisation Ballistic Publishing, is a division of Ballistic Media.

<http://www.cgsociety.org>

<http://www.ballisticpublishing.com>

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