

FOR IMMEDIATE RELEASE

Over \$90,000 worth of prizes in CGSociety Challenge

Adelaide, South Australia - Monday 25th, June 2007

Today Ballistic Media and the CGSociety launched the 21st CGChallenge: 'Strange Behavior'.

With a focus on short film entries, the Challenge offers over 80 prizes in 12 separate categories. Entrants can compete in three major categories: Short Film; Animation; and Illustration. Prizes will also be awarded to the best work in an additional nine open categories: Cinematography; Modeling; Matte Painting; Visual FX; Lighting; Texturing; Compositing and Editing; Art Direction; and Screenplay Adaption. http://features.cgsociety.org/challenge/strange_behavior/index.php

With a total prize pool worth over US\$90,000 the CGChallenges are now the richest and largest competitions of their type in the world. Mark Snoswell, President of the CGSociety said, "The CGChallenges have grown tremendously in the past year. We recently introduced a film category, and interest has exploded."

An amazing group of sponsors have supported the challenge including Boxx Technologies, NVIDIA, Autodesk, Softimage, Maxon, Luxology, REALVIZ, Corel, Stash, Pixologic, Gnomon Workshop, e-on Software, and Mudbox.

'Strange Behavior' dramatically expands the CGSociety's presence in the short film area with 11 of the total of 15 prizes relating to film production. For the first time the film category is focused on a short screenplay, written by Paul Gulino, accomplished professional screenwriter and Dean of Screenwriting at Chapman University. Paul will be joined on the judging panel by top Hollywood producers Jinko Gotoh ('Finding Nemo') and Dan Curry ('Star Trek'), as well as winners of previous challenges and senior CGSociety staff members.

"Using an actual screenplay places production teams into an environment which is very close to a professional working environment," said Snoswell. "Our previous Challenge 'EON', based on one of Greg Bear's bestselling novels was the first challenge opened to film entries and the results were spectacular." <http://features.cgsociety.org/challenge/eon/>

The CGSociety runs several challenges per year which provide an excellent platform for skill development, the creation of original, outstanding art, and the discovery of new artists. Several challenges have been developed into hard copy publications and can be found at http://www.ballisticpublishing.com/books/grand_space_opera/ and <http://www.ballisticpublishing.com/books/machineflesh/>

Full details about the current and past challenges can be found on the CGSociety web site at http://features.cgsociety.org/challenge/strange_behavior/index.php

About CGSociety and Ballistic Media

Ballistic Media operates two major divisions, The CGSociety and Ballistic Publishing. The CGSociety is the world's largest society of professional digital artists and provider of forums, portfolios, training, jobs and event services for the digital arts industry. Ballistic Publishing is the leading, award-winning, independent publisher of books for the digital arts industry. Dedicated to publications of the highest quality celebrating the talents of digital artists worldwide, Ballistic has set the benchmark as a quality boutique publisher. Ballistic Media is based in the Adelaide Hills of South Australia, with offices in Melbourne (Victoria, Australia) and Tampa (Florida, USA).

Contact

Mark Snoswell,
President of the CGSociety
Phone: +61-8-3885966
Email: mark@ballisticmedia.net
Web: www.CGSociety.org