



## Third CG Whiz Competition To Reward Amateurs and Young Professionals in Computer Graphics

*Escape Studios teams up with industry leaders for competition to uncover future stars of the computer graphics industry*

- **More than \$30,000 in prizes**
- **Opportunity to work at visual effects studio, The Mill, up for grabs**
- **Upload a video to Escape Studios' Facebook page to enter**
- **Closing date November 12, 2011**

**Los Angeles, CA, October 12, 2011:** [Escape Studio's CG Whiz competition](#) is back for its third consecutive year and this time it's bigger and better than ever. With more than \$30,000 worth of prizes and the opportunity to work with [The Mill](#) up for grabs, this competition offers amateurs and young professionals with a passion for computer graphics (CG) the lucky break they've been waiting for.

Launched by [Escape Studios](#) – one of the most respected CG academies in the world – in partnership with [The Mill](#), [3D Artist](#), [Digital Artist](#), [CGSociety](#), [Autodesk](#) and [Hewlett Packard \(HP\)](#), the competition aims to uncover future stars of the CG industry. Having kick-started the careers of the two previous winners, this year sees the introduction of a brand new “Young Professional” category in addition to the existing “Amateurs” category. There will also be the chance for the public to vote for their favorite entries with new user-voted awards, voted for on Facebook.

The top prize for the “Amateurs” category is a [12-week visual effects \(VFX\) classroom course](#), either at Escape Studios' academy in Los Angeles or London, followed by a 12-week placement at The Mill. Runners up will receive a selection of mentored and online courses and a license of the Autodesk Entertainment Creation Suite for Education.

The top prize for the “Young Professional” category is an Escape Studios [ZBrush for 3D Artist online course](#), a Hewlett Packard (HP) Pavilion laptop and a show reel review by the panel of judges. This category has been introduced this year to provide an opportunity for young professionals with some experience to boost their career development.

Commenting on the competition, Dominic Davenport, CEO and founder of Escape Studios said: “CG Whiz is back and it’s bigger than ever. We’re really excited about our search to find some of CG’s brightest talent and give aspiring artists the chance to break into the VFX industry. Last year, the quality of entries was outstanding – a testament to the hidden talent that exists – and we’re expecting this year to be even better. It is our mission to help anyone with a creative streak and a passion for computer graphics develop their skills and get them started on successful CG careers.”

Tom Bussell, Head of 3D at The Mill, added: “We’re really pleased to be supporting CG Whiz in its third year. It’s a great way to check out some of the best upcoming CG talent and offer these artists a real opportunity to build a career as a professional. We can’t wait to have this year’s winner with us on a 12-week work placement in either our Los Angeles or London studios.”

Stu Schwartz was last year’s winner. He recently completed his training at Escape Studios, and said “Winning CG Whiz is like winning the lottery – it has the potential to completely change your life. Just the experience of entering the competition was great, being able to see who had entered and the standard of work. Knowing how good everyone was made winning all the more special, and my career is poised to take off after having had the chance to study with Escape and work at The Mill.”

### **How to Enter**

To enter CG Whiz 2011, all entrants need to do is submit a show reel or set of stills compiled into a video via Escape Studios’ [Facebook page](#).

The closing date for the Amateur and Young Professionals competition is November 12, 2011 and winners will be announced in early December. Voting for the Users' Choice Prizes will commence on November 14, 2011 and will finish on December 3, 2011.

Full terms and conditions for the competition can be found on the Escape Studios website: [www.escapestudios.com/CGWhiz](http://www.escapestudios.com/CGWhiz).

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**About Escape Studios**

Escape is one of the most successful and well-respected CG academies in the world. We're the proving ground for a new generation of computer graphics stars breaking into film, TV, games and commercials. We're a vibrant community of professional artists. We're a unique outsourcing resource for leading CG studios. We're a specialist creative recruitment agency for entertainment, advertising, architecture and manufacturing businesses. We're an authority on all things CG, offering informed opinions on cutting-edge creative, commercial and political issues. We're host of the acclaimed CG awards. We are all of these things. We are CG. We are Escape Studios.

For further information, please visit [www.escapestudios.com](http://www.escapestudios.com)

**About The Mill**

Based in London, New York and Los Angeles we collaborate on award-winning moving image, design and digital projects for the advertising, film, TV, games and music industries.

Twenty years of innovation has established The Mill as a recognised global brand for creating seamless visual effects, but we are also leaders in design, animation, live action content direction, VFX brand accounts, versioning and global adaptations, digital content creation and distribution.

We were founded in 1990 by Robin Shenfield and Pat Joseph, both of whom still lead the group and now have a global team of 500 plus made up of multi-national and home grown talent.

For further information, please visit [www.themill.com](http://www.themill.com)

**About 3DArtist**

If you're passionate about 3D in all its forms then we have the perfect magazine for you. 3D Artist is an exciting and imaginative publication aimed at artists of all levels. Every issue it features how-tos for inspirational images, interviews and career advice from industry insiders and behind-the-scenes access on major 3D projects.

3D Artist covers all software and all disciplines, so you're sure to find tutorials, interviews and more to suit your interests every month. If you run into trouble with one of your designs, then their experts are on hand to answer your software-specific questions and queries. Meanwhile, the dedicated gallery and community section showcases the best and brightest talent the industry has to offer.

Every issue of 3D Artist magazine comes with a free cover disc that's packed full of handy pieces of software, videos and tutorial files. If you'd like to be part of the 3D Artist community then share your thoughts and latest work over at [www.3dartistonline.com](http://www.3dartistonline.com).

### **About The CGSociety**

The CGSociety is the most respected and accessible global organization for creative digital artists. The CGS 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.

For further information, please visit <http://www.cgsociety.org/>.

### **About Autodesk**

Autodesk, Inc. is a leader in 3D design, engineering and entertainment software. Customers across the manufacturing, architecture, building, construction, and media and entertainment industries — including the last 16 Academy Award winners for Best Visual Effects — use Autodesk software to design, visualize and simulate their ideas. Since its introduction of AutoCAD software in 1982, Autodesk continues to develop the broadest portfolio of state-of-the-art software for global markets.

For additional information about Autodesk, visit [www.autodesk.com](http://www.autodesk.com).

### **About Digital Artist**

An inspirational title for creative professionals and enthusiasts, Digital Artist provides everything you need to create incredible art, illustration and graphic design, from fundamental tuition across traditional art and design skills to creative ways to work with the latest digital media.

Focused on the worldwide digital art community and industry, Digital Artist's professional tuition and on-trend style guides ensure that its readers always stay ahead of the curve, giving artists, designers and illustrators alike the knowledge, skills and inspiration they need to grab the attention of art directors with the best work they've ever created.

For more information, visit [www.digitalartistdaily.com](http://www.digitalartistdaily.com).

### **About HP**

HP creates new possibilities for technology to have a meaningful impact on people, businesses, governments and society. The world's largest technology company, HP brings together a portfolio that spans printing, personal computing, software, services and IT infrastructure at the convergence of the cloud and connectivity, creating seamless, secure, context-aware experiences for a connected world.

More information about HP (NYSE: HPQ) is available at <http://www.hp.com>.