



Third CG Whiz competition to reward amateurs and young professionals

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

- **Over £20,000 worth of prizes to give out**
- **A unique opportunity to work at The Mill up for grabs**
- **To enter upload a video to Escape Studios' Facebook page**
- **Closing date 12th November 2011**

London, UK, 12th October 2011: [CG Whiz](#) is back for its third consecutive year and this time it's bigger and better than ever. With over £20,000 worth of prizes and the opportunity to work with [The Mill](#) up for grabs, this competition could provide amateurs and young professionals with a passion for computer graphics (CG) the lucky break they've been waiting for.

Launched by [Escape Studios](#) – Europe's leading CG academy – 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 usual “Amateurs” category. There will also be the chance for the public to vote for their favourite 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 London or Los Angeles, followed by a 12-week placement at The Mill. Runners up will also 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 showreel 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 and was 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 London or Los Angeles 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 12th November 2011 and winners will be announced in early December. Voting for the Users Choice Prizes will commence on 14th November 2011 and will finish on 3rd December 2011.

Full terms and conditions for the competition can be found on the Escape Studios website: www.escapestudios.co.uk/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 a specialist IT consultancy and technology store. We are all of these things. We are CG. We are Escape Studios.

For further information, please visit www.escapestudios.co.uk

About The Mill

We have been creating world-class visual effects for over twenty one years. Our artists help to shape some of the most exciting imagery on our screens.

Based in London, New York, Los Angeles and Singapore, we work with brands, advertising agencies, film-makers, television companies, music companies and creative individuals of all kinds, producing work of the very highest quality that engages, entertains and moves its audience, wherever they are and however they encounter it.

Our passion for quality and the international scale of our operation makes us unique. From the design of simple characters to the creation of sports stadiums filled with thousands of CG 'fans', our supervisors, producers and artists support all stages of production, from pre-visualisation and conceptual artwork, shoot supervision, 3D, 2D and colour grading through to delivery of the finished project.

The Mill's artists combine their passion and skill with a wide variety of innovative technologies to exceed expectations, whatever the brief.

For further information, please visit 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.

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.co.uk/.

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.

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/uk>.