



'CG WHIZ' 2011: Winners revealed

Escape Studios announces competition winners and future stars of the computer graphics industry

London, 15th December: Today, [Escape Studios](#), the leading computer graphics (CG) academy, is delighted to announce the winners of '[CG Whiz](#)' – its annual competition which aims to uncover future stars of the CG industry.

The competition recognises the brightest CG talent in two categories: amateurs, with no professional experience, and young professionals (with less than three years' experience). Over 200 entries were submitted via [Facebook](#) in October and November 2011, and the overall winners were chosen by a jury comprising Escape Studios, [The Mill](#), CGSociety and 3D Artist magazine. Users' Choice awards were given to the video in each category with the most Facebook 'Likes'.

Daniel Daniellsson of Sweden was crowned Best Amateur at the awards event held last night at Escape Studios HQ in London. The judges were very impressed by his stunning entry, which demonstrated a wide range of skills in VFX, 3D and motion graphics. He also demonstrated a high level of creativity and originality, showcasing his potential. He wins a 12-week visual effects (VFX) classroom course at Escape Studios, followed by a 12-week placement at The Mill.

Daniel said: "Winning CG Whiz is a dream come true – I can't wait to start Escape's classroom course. Its tutors are the best in the industry, so I'll be in good hands before my placement with The Mill. Big thanks to Escape Studios and The Mill for this amazing chance!"

Tom Bussell, Head of 3D at The Mill, added: "We're delighted to have been involved in CG Whiz for the third year running. Once again, we were stunned at all the great amateur CG talent out there and are pleased to be able to offer opportunities to Daniel to help him build a career as a professional artist."

Yunsung Cho from the US was named Best Young Professional at the same event. A new award sponsored by HP, the Young Professionals category was designed to cater for artists with professional credits with less than three years in the industry. Against a tough crowd, Yunsung was selected by the judges as the entry with the best technical skills, with his [reel](#) demonstrating his abilities in a number of disciplines, and wins a 12-month online ZBrush for 3D Artist course from Escape Studios, an HP Pavilion laptop and a showreel review by the competition judges.

Yunsung said "Having taken my first steps in the industry, I was looking to develop my skills, and winning the professionals category of CG Whiz will give me the chance to do exactly that. Career development is so critical in an industry that's as fast-paced as this, and thanks to Escape Studios and HP my prizes are going to go a long way to making sure I'm at the top of my game."

[Jorge Barros](#) and [Amila Kumarasinghe](#) were named respectively the winners of the Amateur and Young Professional categories of the Users Choice Award. Another new set of prizes, these awards were chosen by fans of Escape Studios' Facebook page, with over 4,000 votes cast in both categories. Jorge receives a 12-month online Maya Essentials course from Escape Studios worth £1,000,, whilst Amila will benefit from a CGSociety workshop.

Leanne Towers was awarded second place in the Amateurs category for her [entry](#), and wins a 12-month online mentored VFX course at Escape Studios worth £6,000 and a license of the Autodesk Entertainment Creation Suite for Education courtesy of Autodesk.

Commenting on the competition, Dominic Davenport, founder of Escape Studios said: "CG Whiz is now in its third year, but the standards keep getting higher and higher. With over 200 entries to choose from, difficult decisions had to be made, so congratulations to Daniel and Yunsung – we thought they both personify the potential star talent we're looking to uncover with this competition. We hope they enjoy their prizes, and look forward to helping them build their careers in the coming years."

"Autodesk is dedicated to educating up and coming animators, and to help them find their place in the global production community," said Stig Gruman, vice president, Autodesk Digital Entertainment. "We are delighted to be part of Escape Studio's efforts

to help young talent and aspiring animators build their skills and prepare for rewarding careers in the CG industry."

About CG Whiz

CG Whiz is Escape Studios' annual competition which aims to uncover future stars of the CG industry. Now in its third year, it offers amateurs the chance to win over £15,000 worth of Escape Studios' training and a unique work placement at The Mill, and rewards the most promising young professionals with the chance to develop their skills further. CG Whiz is sponsored by [The Mill](#), [Autodesk](#), [HP](#), [CGSociety](#) and industry magazines 3D Artist and Digital Artist.

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

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

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

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About Digital Artist

Digital Artist is the perfect magazine for anyone who uses their computer as a canvas. It is the only community-focussed magazine to cover all art styles and all art software, making each issue a medley of breathtaking images to inspire you to create your own.

Digital Artist works on two levels. On a practical level, it has tutorials and guides. These show you how to re-create an image and learn a specific skill, whether it's how to use a particular piece of software, or how to paint a certain effect. The magazine also has an extensive Q&A section, including a dedicated area to teaching fundamental art theory such as composition, perspective and tonal values. Whatever your skill level, you will plenty of new ideas to try.

On another level, Digital Artist is an inspirational title that celebrates the digital art community. It reports on new artists and the projects they are working on, in addition to including interviews, features and galleries to show the diverse range of work being produced.

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>.

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