

Title	juror comment 1	juror comment 2	juror comment 3	juror comment 4
<b>Aegan Landfall</b>	A classic. -- Lorne Lanning, Oddworld Inhabitants	Very romantic quality to it that makes it compelling. -- Kevin Salatino, LACMA		
<b>Alin Glass Desert</b>	Great atomsphere and a classic sci-fi image. -- Tim Langdell, USC and EDGE Games	Mysterious, atmospheric. Particularly great the way those menacing spiky foreground elements contrast with the floating buildings in the background. -- Cynthia Burlingham, The Hammer	Interesting take on a classic, maybe cliché, scifi approach. Great establishing shot and nice depiction of unnatural subject matter. -- Ryan Church, Concept Artist	
<b>Chicago Train Graveyard</b>	Darker, nastier. Looked both composed and yet utterly unnatural. -- Kevin Salatino, LACMA	Love the lonely sense of "graveyard" without actually relying on a literal graveyard. Striking. -- Ryan Church, Concept Artist	The artist has piled up geometric forms into a beautiful composition. A top notch sense of design. -- Louis Marchesano, The Getty	Beautifully done and the light is fantastic. -- Caryn Coleman, sixspace
<b>Damascus Souk</b>		Technically well-done, good technique and indication, doesn't call attention to the techniques used to create it. Unlike most of the others, its devoid of any overt narrative, however. -- Ryan Church, Concept Artist	Reminds me of those wonderful mid-19th century British topographical prints of Middle Eastern locales, popular with audiences fascinated with foreign places. I like the way the artist uses perspective, with the walls leaning in and the glowing light in the background. -- Cynthia Burlingham, The Hammer	
<b>Darkness</b>	This is my choice for a single-figure image. A nice Japanese woodblock effect. -- Louis Marchesano, The Getty	I really liked this graphic. The style is very simple, very Japan-influenced. Definitely one of my favorites. -- Caryn Coleman, sixspace	This one is different and well executed; nicely graphic and simplified; still confident. --Ryan Church, Concept Artist	A bold striking image. Nice blend of styles. -- Tim Langdell, USC and EDGE Games

Title	juror comment 1	juror comment 2	juror comment 3	juror comment 4
<b>Eyes</b>	Terrific. The effect of its 16 floating eyes, repeated like a film strip, call to mind the Surrealism of Man Ray. -- Kevin Salatino, LACMA	I really like this one, there's nothing representational about it at all. It's purely graphic and really contrasts with almost all of the other pieces but it's still got a strong graphic composition. -- Ryan Church, Concept Artist	Really like this. -- Caryn Coleman, sixspace	
<b>Floating Mosque</b>	Manages to take an unlikely subject (a mosque) and multiply it exponentially. Painterly and panoramic, a strong sense of dynamic movement, good color sensibility. -- Kevin Salatino, LACMA	An original concept confidently painted. Immense scale and dramatic lighting enhance the believability of the unbelievable. Traditional architecture in a non-traditional application. Beautiful and non-static. Makes me want to know more. -- Lorne Lanning, Oddworld Inhabitants	Same painterly quality as rootaps, but with a little bit more design included. Shows great sense of scale. These are things the artist couldn't see anywhere but are rendered very convincingly. -- Ryan Church, Concept Artist	
<b>In the Garden of Ava</b>	It's painterly sprays of red and black, blossoming like flowers, slowly reveal an inner narrative. Beautiful and compelling. -- Kevin Salatino, LACMA	An amazing piece. The minimal composition and apparent abstract brush gestures emphasize the violent nature of the passively rendered character. That these gestures reveal themselves to be portraits... gives the image additional sophistication and strength. Excellent combination of historic cultural style that adds depth to an experience delivered by a 21st century medium. -- Lorne Lanning, Oddworld Inhabitants	A beautiful design. Has both decorative and representational qualities that draw and maintain your attention over a long period of time. -- Louis Marchesano, The Getty	

Title	juror comment 1	juror comment 2	juror comment 3	juror comment 4
<b>Into the Fray</b>	This one is very strange, fantastical. -- Caryn Coleman, sixspace	This artist definitely has skill. It's a relief to see such rich brush strokes and such a detailed image without too much reliance on photocrap. This is a particular kind of genre, and this piece does it really well. The artist doesn't skimp on the level of detail. For example, the dinosaur is a deliberately a crazy, extremely exaggerated version of what it is. That's part of this genre. Excellent technique. -- Ryan Church, Concept Artist	Really great energy to this. Love the use of colors and composition. -- Tim Langdell, USC and EDGE Games	
<b>Monster House Toy Room</b>	Nice depiction of a difficult assignment. I like the acidic out-of-the-tube colors and warped but accurate perspective. -- Ryan Church, Concept Artist	Eerie combination of red, blue, and green light perfect with menacing toys. Off-kilter perspective contributes to uneasy, scary tone. -- Cynthia Burlingham, The Hammer	An almost disturbing image, for which kudos. -- Tim Langdell, USC and EDGE Games	
<b>Rooftop</b>	The longer I look at it, the more it grabs my attention and pulls me in. -- Caryn Coleman, sixspace	Extremely painterly. Subtle and simple, with a strong sense of the vertiginous. Light effects are particularly effective. The longer one looks at it, the more it reveals. -- Kevin Salatino, LACMA	The lighting slowly draws our attention to the scene's seemingly irrelevant motionless figures. But what first appears to be a benign setting slowly reveals a more menacing circumstance that raises emotionally disturbing questions. I like the subtle approach of this image. It hints towards the deeper emotional dilemmas that the next generation of interactive experiences should be capable of delivering. -- Lorne Lanning, Oddworld Inhabitants	

Title	juror comment 1	juror comment 2	juror comment 3	juror comment 4
<b>Rooftops</b>	Nice invocation of vertigo! -- Tim Langdell, USC and EDGE Games	Very painterly. It's as much about panoramic effect as anything else, and beautifully composed. A highly complex image, with an impressively unified overall composition. Browns and yellows strategically complimented by the odd-looking windmill in red. -- Kevin Salatino, LACMA	One of the most painterly pieces in the group. The rooftops are small patches of color and light that are beautifully composed. The panoramic effect and the skewing of the perspective work quite well, giving the picture a kinetic quality and the viewer a sense of the vertiginous. This is one of the strongest submissions we saw. -- Louis Marchesano, The Getty	
<b>Screen_000027</b>	A simple graphic quality, executed with a great aesthetic sensibility. -- Louis Marchesano, The Getty	This is interesting, because it is a simple technique, with the tools available to game artists. But their use here -- the composition and subtlety and the fact that the subject matter isn't as dwelled on, show that this is a very sophisticated artist. The process this artist went through to come up with such a piece to know that this would be a standout show a very high skill level and sense of artistry. -- Ryan Church, Concept Artist	I particularly like its graphic quality - just black on white with a lot of movement. This comes closest to a true drawing. -- Kevin Salatino, LACMA	
<b>The Road</b>	This image has a similar aesthetic to the Tim Burton movie Sleepy Hollow. That creepy gothic look always pulls me in. -- Caryn Coleman, sixspace gallery	I'm reminded of late 19th-century children's book illustration, Edmund Dulac in particular. Its demonic sense of fantasy merging with a palpable and macabre reality is strengthened by sinuous line and draftsmanly precision. The viewer is pulled in not just by the beauty of the image, but also by a compellingly mysterious and expectant narrative. -- Kevin Salatino, LACMA	One of my favorite pieces. A great use of photo-sampling which doesn't allow the source material to dictate the structure of the design. The eerie atmosphere, limited palette, and classically macabre setting suggest a darker story that is yet to unfold. -- Lorne Lanning, Oddworld Inhabitants	

Title	juror comment 1	juror comment 2	juror comment 3	juror comment 4
<b>The Sphere</b>	Great feeling of movement and very imaginative design. -- Tim Langdell, USC and EDGE Games	Complex line, but simplicity of form. Density and poreousness. These juxtapositions make the picture very compelling. -- Louis Marchesano, The Getty	I really love this piece. The sphere's composition is very much like something you'd find in the design of the movie Alien. The way it's juxtaposed against the circle of the earth is compelling. -- Caryn Coleman, sixspace	
<b>Titan's Head</b>	A fun piece -- nice contrast with the more serious scifi stuff we've seen. -- Ryan Church, Concept Artist	Monumental perspective and a sense of humour. It reminds me of certain kinds of cartoons from the sixties, like Hercules, which had a sense of being clumsily drawn. -- Louis Marchesano, The Getty	Connection between the gesturing figure in the foreground and Titan's eye pulls the viewer into the composition. Pastel palette is an interesting counterpoint to the subject. -- Cynthia Burlingham, The Hammer	This is really fun and has a clean look that helps it stand out. -- Tim Langdell, USC and EDGE Games