

## **Game Engine Creation Wins International Art Prize**

**One of the most internationally important prizes in the field of 3D animation has been awarded to a though-provoking and artistically sophisticated short film by Friedrich Kirschner, a young member of the creative staff at the Ars Electronica Futurelab in Linz.**

"The Journey" is the title of Friedrich Kirschner's picturesque cinematic confrontation with the problematic issue of social constraints and the search for freedom. "I still haven't gotten over the shock! Now, I've got to collect my thoughts and figure out where all this is going next," said the modest young man who celebrated his 25<sup>th</sup> birthday on January 31<sup>st</sup>. Kirschner took first place in the Best Non-Interactive Real Time Movie category at MSUC, the most prestigious international competition for 3D artists and programmers. More than 1,000 contestants were vying for the \$25,000 first prize.

The film was produced with "Unreal Tournament 2003," software that was actually designed to create computer games. Nevertheless, game engines like Unreal Tournament are increasingly being used for other applications and thus—as in the case of Kirschner's film—are being endowed with enhanced significance.

Friedrich Kirschner was born in 1980 and studied at HdM – University of Applied Sciences in Stuttgart, Germany. He already has a long list of credits including films beyond the realm of game engine productions. Friedrich Kirschner's day job is artist and creator at the Ars Electronica Futurelab in Linz.

**P R E S S   R E L E A S E**

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The Futurelab is a model of a new kind of media art laboratory in which artistic and technological innovations engender reciprocal inspiration. The lab's teams bring together a wide variety of specialized skills; their approach to an assignment is characterized by interdisciplinarity and international networking. The Futurelab's wide-ranging activities include designing and engineering exhibitions, creating artistic installations, as well as pursuing collaborative projects with universities and joint ventures with private sector associates.

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