

BALLISTIC PUBLISHING JOURNEYS INTO THE REALMS WITH PHILIP STRAUB'S UTHERWORLDS

Adelaide, South Australia - 22nd September 2009

Ballistic Publishing has joined the battle between the forces of good and evil with the launch of the Utherworlds fantasy graphic novel. The large-format Utherworlds takes the graphic novel to a new level of presentation with each page covered in paintings and illustrations along with a sweeping tale from the imagination of world-renowned artist Philip Straub.

Ballistic Publishing is excited to launch a large-format fantasy graphic novel based on the Utherworlds universe created by Philip Straub. The ambitious single-author project spanning six years of production tells the tale of Lucas Sellers and his journey into The Realms where the forces of hope are pitted against ultimate evil. Utherworlds combines a fully-fledged novel with written and spoken languages, maps, and stunning paintings with hidden messages that provide layers of detail not seen in other graphic novels.

"My goal for Utherworlds, was to create something that inspires, enlightens, and entertains," explains artist and author Philip Straub. "People can dig as deep as they want into the story, the mythology, and the imagery. If they want to just enjoy the pictures and the handsome presentation of the book then it's there for them to enjoy. If they want to dig deeper and understand the story, the characters, the languages, and their connection with the real world--the world we all live in, they can do that."

Like all great fantasy stories, Utherworlds is full of exotic characters whose paths entwine across a sweeping backdrop. Lucas Sellers is thrown into a universe that he has no knowledge of, and is protected in his journey by Aadyasha and The Guardian, through the Nightmare and Dream Realms. In his travels, Lucas learns of the languages of Hope and Fear, and how to harness the individual symbols while battling the minions of Hellzunas. In creating the Utherworlds universe, Philip Straub set out to map the lands that the story would take place in, so each chapter starts with a detailed map of the lands, and includes descriptions of each location and creature that inhabits those lands. Similarly, the languages of Hope and Fear are fully explained in the book's introduction with detailed descriptions of the history of each language, and beautiful illustrations of each Hope and Fear symbol.

"Measuring 10" x 15", Utherworlds showcases Philip's extraordinary paintings at a size that conveys the scale of the story," explains Ballistic Publishing Co-Publisher Daniel Wade. "Each spread of the book is fully-illustrated. A parchment format mimics the lead character's journal, and every square inch of Utherworlds has been painstakingly illustrated for the greatest effect."

Utherworlds is available in two editions: a hardcover edition, and a leather-bound Limited Edition. The hardcover edition features a padded binding treatment with a leather notebook appearance and varnished Utherworlds title. The Limited Edition features a suede-like leather bound cover, a numbered, hand-signed certificate by Philip Straub, and is limited to only 100 copies.

To complement the Utherworlds book, Phil Straub's Unity Entertainment company has created an evocative theatrical soundtrack with renowned composer Alan Hewitt including the Utherworlds Theme, and compositions on the major characters and locations of the Dream and Nightmare Realms. An Utherworlds web site also adds another dimension to Phil Straub's Utherworlds universe with remarkable animations bringing the languages of hope and fear to life, and providing a blog and online forums to further develop the Utherworlds story beyond the book. Visit the [Utherworlds web site](#).

Pricing and Availability

Utherworlds is available in a hardcover edition (USD\$99.00) and a leather-bound Limited Edition with a hand-signed certificate by Philip Straub (USD\$150.00). More details about the books and availability can be found on the Ballistic Publishing website at: <http://www.ballisticpublishing.com/books/utherworlds/>

Publication Details:

- * ISBN: (Hard Cover) 978-1-921002-61-8, (Limited Edition): 978-1-921002-65-6
- * Pages: 112 pages
- * Dimensions: 247mm x 384mm (9.7" x 15.1")
- * Authors: Philip Straub and Mark Snoswell
- * Editors: Daniel Wade and Gemma White
- * Publishers: Daniel Wade and Mark Snoswell
- * Shipping: Late September

Exclusive Utherworlds soundtrack offer

The first 20 buyers of Utherworlds will become the first people in the world to hear the Utherworlds soundtrack by composer Alan Hewitt, with a free download of the complete album on purchase. The next 200 buyers of Utherworlds will receive an alternate track and the Utherworlds Theme from the soundtrack which will be released on Amazon.com.

Utherworlds soundtrack track listing

1. Utherworlds Theme
2. Hellzunas
3. Lucas
4. Dream Realm
5. Nightmare Realm
6. Lealinnia
7. The Mark
8. Aadyasha
9. For the Love of Family

Praise for Ballistic Publishing

"Ballistic continues to make books which are not just visual stimulation--a gallery of the top artists around the world--or just an amazing coffee-table art book, but the publication of the EXPOSÉ series is an invaluable reference catalog which art directors, production designers, and other digital creatives rely on." -- EXPOSÉ 7 review, FilmmakingCentral.com

About the artist/author

As an Art Director, Philip Straub has worked with some of the biggest names in the gaming industry including: Vivendi Universal; Electronic Arts; NCSoft; and Big Fish Games. Philip's work has appeared in over 30 childrens' books, and he has co-authored three digital art tutorial books including d'artiste Digital Painting. In the entertainment industry he has worked with many clients including: Mattel; Fisher Price; Disney; Universal Studios; Warner Bros; DC Comics; and Knowledge Adventure.

He also teaches an annual online Concept Art class to students around the globe. Philip is a founding member of The CGSociety and regularly contributes to the illustration and digital art communities by judging illustration competitions including: The Society of Illustrators; PAINTER; EXPOSÉ; and CG Challenges hosted by The CGSociety. Philip's licensed designs appear on a variety of products including: books; games; wall murals; scrap-booking; gifts; stationery; apparel; and textiles. As a freelance illustrator his work has appeared on: broadcast media; book jackets; CD and magazine covers; trading cards; feature films; and advertising campaigns.

About The CGSociety and Ballistic Media

Ballistic media operates two major divisions - The CGSociety and Ballistic Publishing. The CGSociety is the world's largest society of professional digital artists and provider of forums, portfolios, training, job and event services for the digital arts industry. Ballistic Publishing is the leading, award-winning, independent publisher of books for the digital arts industry. Dedicated to publications of the highest quality celebrating the talents of digital artists worldwide, Ballistic has set the benchmark as a quality boutique publisher. Ballistic Media is based in Adelaide, South Australia, with offices in Melbourne (Victoria, Australia) and Tampa (Florida, USA).

Digital assets can be downloaded from <http://www.ballisticpublishing.com/press/>

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