

**FOR IMMEDIATE RELEASE**  
**BALLISTIC PUBLISHING ANNOUNCES —EXPOSÉ 9—**  
**The greatest collection of original digital art ever assembled**  
*Adelaide, South Australia - 1st June 2011*

**Ballistic Publishing is proud to present the highest achievements of the digital art community with EXPOSÉ 9. The latest instalment of the Finest Digital Art in the Known Universe brings together a record number of inspiring works from some of the best-known artists in the entertainment industry, and introduces many new artists who will lead the community in years to come.**

EXPOSÉ 9 features a record-smashing 444 pieces of original art (51 pieces more than EXPOSÉ 8) from 327 artists (44 more than EXPOSÉ 8) in 60 countries—more than 10% extra art and artists than any other EXPOSÉ book. EXPOSÉ 9 draws artists from every continent on Earth (except Antarctica), making it the most diverse collection of styles and cultural influences, and a true snapshot of the worldwide digital art community.

**EXPOSÉ 9** showcases the world's best digital art in the categories of: Game Art; Comic/Manga; Portrait (Painted & Rendered); Fantasy; Fantasy Femmes; Architecture (Exterior & Interior); Concept Art; Environment; Matte Painting; Science Fiction; Robotic/Cyborg; Abstract; Still Life; Warriors & Conflict; Whimsical; Surreal; and Transport. Across all these categories, Ballistic Publishing is uncompromising in its pursuit of quality, and each image that appears in EXPOSÉ 9 is individually color-corrected to maintain a standard of output that no other art publisher can match.

**EXPOSÉ 9** entries were judged into Master and Excellence classes by a judging panel of renowned artists including: Stephan Martiniere (concept artist), Chris Sloane (award-winning Art Director), Max Dennison (founder of Matte Painting UK), Chris Stoski (matte painter and concept artist), Don Seegmiller (legendary artist and educator), Alex Morris (architectural visualization guru) and Sze Jones (renowned game artist).

**EXPOSÉ 9 Grand Master Award Winner—Daniel Dociu**

Each year EXPOSÉ awards the title of Grand Master to an artist who has had a major influence through their craft. Previous winners have included H.R. Giger, Ralph McQuarrie, Syd Mead, and John Berkey. Daniel Dociu, the EXPOSÉ 9 Grand Master, has exerted his creative influence in game art direction. Dociu's life started behind the Iron Curtain where he studied art before teaching visual communication at the Fine Art Academy in Cluj, Transylvania. He left for the USA and worked for a toy company before joining several Seattle-based game companies. He is currently the Chief Art Director for NCSoft and has been a central influence on one of the most visually interesting and stylistic RPGs of the last decade with the Guild Wars franchise.

**Exclusive FREE A3 Print Offer**

The first 100 customers to purchase EXPOSÉ 9 (Soft Cover or Hard Cover) and all EXPOSÉ 9 Limited Edition customers will receive the beautiful 'Delivery' A3 Print by Michal Lisowski. The high-quality print will be shipped separately in a flatpack mailer so that it will arrive unfolded, and in pristine condition.

**Pricing and Availability**

EXPOSÉ 9 is available in three editions: Hardcover (USD\$79); Softcover (USD\$69); and Limited Edition (USD\$170). The EXPOSÉ 9 Limited Edition release includes an additional 16 pages of behind-the-scenes work from the Master Artists and specially-printed full-color endpapers. More details about the books and availability can be found on the Ballistic Publishing website <[http://www.ballisticpublishing.com/books/expose/expose\\_9/](http://www.ballisticpublishing.com/books/expose/expose_9/)>

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**H.R. Giger on EXPOSÉ & Digital art**

"I see here a new generation of fearless artists who are unafraid of embracing the latest technology to express their vision. The tools may be more complex and require time and skill to master but, as always, the strength and value of a finished work—regardless of the medium—will always rest on the power of the idea behind it." - H.R. Giger, EXPOSÉ 8 Grand Master

**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, independent publisher of books for the digital arts industry. Dedicated to publications of the highest quality and celebrating the talents of digital artists worldwide, Ballistic has set the benchmark as an award-winning 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 the Ballistic Publishing Press Area<<http://www.ballisticpublishing.com/press/>>

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