



Blastwave FX Announces Eternal Sound Design Competitions *Mix Magazine Current Co-Sponsor for Competition*

Detroit, Michigan, July 9, 2009 – Blastwave FX (www.blastwavefx.com), the HD sound effects label, today announced their commitment to hosting eternal sound design competitions with notable judges such as 2009 Academy Award Winner Richard King and generous prizes such as the BLASTDRIVE, a 400GB HD Sound Effects Libraries (retailing \$5,999).



Richard King, 2009
Academy Award
Winner (*Dark Knight*)

The purpose of these competitions is to challenge participants to showcase their creativity while thinking outside the box and fostering relationships within the sound design community. “These competitions provide a great opportunity for aspiring sound designers, using great material, to show what they can do,” reflects King.

Blastwave FX will give participants a **free download pack** of sound effects to use as their base palate, and they can then edit, process, manipulate the sounds in any way they choose. Depending on the competition specifics, they will submit a sound narrative or soundtrack for picture from which judges will select the winning piece.

Currently, Mix Magazine (www.mixonline.com) is partnering for the latest competition called the **Blastwave FX Sound Design Competition**. Participants will create a soundtrack using sounds from Blastwave FX for a 30-second spec commercial produced by Peking (www.superpeking.com). Judges include 2009 Academy Award Winner Richard King (*Dark Knight*), 2000 Academy Award Winner Dane Davis (*Matrix*) and 2009 Golden Reel Nominee Charles Deenen (*Need for Speed: Undercover*). The winner will receive the BLASTDRIVE (\$5,999) and a one-year subscription to Mix Magazine.



“We’re proud to be the first sound effects publisher to host a sound design competition,” says Ric Viers, head of Blastwave FX. “These competitions show us how stock sounds can be used for much more than what is listed in their metadata, and challenge sound designers to create really cool compositions with limited resources. And that’s what being an artist is really about – creating something out of practically nothing.”

Previous competitions include the SONOPEDIA Sound Design Competition hosted with Post Magazine. Participants from over twenty countries submitted entries, and New Yorker Weston Fonger took the prize: SONOPEDIA, The Encyclopedia of HD Sound Effects (retailing \$3,999).

Judges included Academy Award Winners Richard King, Lon Bender and Randy Thom. Visit www.blastwavefx.com/Sound-Design-Competitions/t2/articles.html for more information.

Blastwave FX also unveiled their sound design partner program, encouraging interested parties from press and web publications to audio/video editing software companies to co-host future sound design competitions. For more information contact laura@blastwavefx.com.

About Blastwave FX

Blastwave FX (www.blastwavefx.com) develops next-generation HD sound effects libraries for professional audio production. Blastwave FX libraries, including the flagship SONOPEDIA, serve as royalty-free creative resources for audio professionals worldwide in post, broadcast, film, television, video games, animation, radio, new media and beyond.

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