

Rookie Awards 2019 - Winners Announced

BREAKING — The Rookies today announced the winners for the Rookie Awards 2019 - the worlds most prestigious competition for aspiring design and media entertainment artists.

The Rookie Awards 2019 received 3,458 entries from digital media and entertainment artists in 89 countries. Over 500 academic facilities encouraged their students to submit work and compete for the hotly contested School of the Year title (announces August 2018), while students battled for Rookie of the Year, Game of the Year, and Film of the Year titles. This year students also competed for Studio Internships and Academic Scholarships.

The official categories for 2019 were: 3D Animation, Concept Art & Illustration, Visual Effects, Game Design & Development, Immersive Media, 3D Motion Graphics, Architectural Visualisation, Product Design, Film of the Year (Visual Effects, 2D Animation, 3D Animation), and Game of the Year (Console and PC, Immersive Media, Mobile).

“It always seems so cliché to keep saying the quality of entries is better each year, but it's happened again. The quality of entries is truly inspiring and it's encouraging to see such amazing talent starting in the industry” said The Rookies co-founder Andrew McDonald.

The winners were selected by the official Judging Panel which included over 120 highly influential and respected industry veterans. The Judges were asked to score entries based on criteria including — creative skills, technical skills, presentation, variety of skills, complexity, raw talent, and employment potential.

“People are genuinely shocked when they discover how amazing the student work is these days – even after all these years we are still constantly blown away with the quality and diversity of new talent,” said Alwyn Hunt, co-founder of The Rookies.

To see the full list of winners please visit each of the following category pages:

Rookie of the Year

[3D Animation](#)

[Visual Effects](#)

[Concept Art & Illustration](#)

[Game Design & Development](#)

[Immersive Media](#)

[Architectural Visualisation](#)

[Product Design](#)

[3D Motion Graphics](#)

Film of the Year

[2D Animation](#)

[3D Animation](#)

[Visual Effects](#)

Game of the Year

[Console & PC](#)

[Mobile](#)

[Immersive Media](#)

Studio Internships

[3D Animation - Asia](#)

[3D Animation - Canada](#)

[3D Animation - Oceania](#)

[3D Motion Graphics - United States](#)

[Architectural Visualisation - Oceania](#)

[Game Design & Development - United Kingdom](#)

[Game Design & Development - United States](#)

[Visual Effects - Canada](#)

[Visual Effects - Europe](#)

[Visual Effects - Oceania](#)

[Visual Effects - United States](#)

School Scholarships

[CG Master Academy](#)

[Flinders University / CDW Studios](#)

[Lost Boys | School of VFX](#)

[Rising Sun Pictures Education](#)

[Think Tank Training Centre](#)

[UTS Animal Logic](#)

[Vancouver Film School](#)

The Rookie Awards is supported by some of the world's smartest companies: Autodesk, Shutterstock, Unity, Epic Games, Substance by Adobe, Foundry, Blackmagic Design, SideFX, Chaos Group, Yellowdog, Pixologic, Wacom. The following production studios are offering a range of fully

paid internships and training programs to category winners: Weta Digital, Animal Logic, Polygon Pictures, Axis Animation, Electric Theatre Collective, CVD Studios, RodeoFX, NetherRealm, Monolith, Ninja Theory, BVN, Sarofsky throughout Asian, Canada, Europe, Oceania, and the USA.

Further information can be found here:

Press Kit: <http://bit.ly/2tLgz9P>

Promo Video: <http://bit.ly/2tLgz9P>

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