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ALL MIMSY ARE THE BOROGOVES

Contributing to the recent rise in interest in independent computer games culture, students of RMIT's School of Creative Media's Animation and Interactive Media (AIM) postgraduate program are excited to announce the creation of "The Exposition of Mimsy", an innovative realtime 3D multiplayer play space. “The Exposition of Mimsy” is a fun play space were users can interact with each other and the various games within the space. Set in a giant gorge, the colourful “Exposition of Mimsy” is an exaggerated fantasy world where players encounter ideas of floating, suspension and magic.

A screening is taking place at 6pm on May 19th at the AIM studio Building 9, Level 3, Room 22 RMIT University, City Campus. Crn LaTrobe and Swanston Streets, Melbourne. All those interested are welcome to attend. The project draws on themes from Lewis Carroll’s “Through the Looking-Glass” and Expositions as the past's view of the future. Operating as an exploratory multiplayer space, the game invites players to jive in the disco area, follow the twists and turns of the hedge maze, have fun with the giant ball area, explore the dense jungle and fantasy forest and race their friends in the bubble car track. It also showcases floating islands and a hanging lake, which encourages users to suspend their disbelief and embrace a world where anything is possible. The aesthetic sensibility takes inspiration from Art Nouveau but in a bright childlike way.

Jeremy Parker, AIM lecturer, said of the project, "The game space is a fascinating medium to explore the combination of animation, interactivity and sound in a non-traditional production. The objective of this project is to give the students a chance to work in a group in a non-commercial environment to create something of a large scale. It is exciting to harness the untapped potential of those working outside of the traditional games industry. Creating a game space is creating a world and populating it with your own creations."

Conceived as the major group project of the course the entire game was created in 5 weeks, an amazing achievement considering the scope of the task. Assuming roles simulating a games development studio for the project, various skills of the students have been utilized to create the world of the game. Tasks and roles included director, producer, concept development, 3d modeling, texture and sound creation, game play and game engine implementation.

The centre for Animation & Interactive Media at RMIT is a focus for national and international postgraduate study and hosts one of Australia's largest research programs in new media. There has been increased focus in recent years in real time 3d spaces and this has been shown in the engaging real-time, collaborative projects innovatively produced at the AIM centre.

"The Exposition of Mimsy" website is http://www.rmit.edu.au/aim/mimsy

For more information about "The Exposition of Mimsy" contact:
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