

Cosmix Competition - get published in Cosmix!

Either Illustrate for Cosmix!

Illustrate a single-page Cosmix story!

Choose one of these scripts and illustrate it! Follow the script as closely as you can.

Research to work out how the science and technology should look.

Illustrations should fill an A4 portrait page. We'll reduce the winning image to fit the Cosmix page size and format.

Choose ONE of the following to illustrate:

• Beauty and the Beast

An early mainframe computer takes up most of the room (it is the 'Beast'). Next to it is a state-of-the-art laptop computer (the 'Beauty'). The mainframe is spitting out page after page of the same image - a rose. Incorporated into the frame is the following text: 'If he could win the heart of another by the time his paper tray ran out, the spell would be broken.' The computers are networked together.

• The Science of the Paranormal

Two teens in Halloween costumes sit around a table performing a séance. They have their index fingers on a coin. Teen One says: "You moved it"; Teen Two says: "I did not!" Mischievous younger brother is hidden under the table holding a powerful magnet. The magnetic field, which is making the coin move, can be seen. Younger brother, in a spooky whisper says: "The power of physics compels you!"

Or Write for Cosmix!

Choose one of the science and technology topics below and develop a reality-based Cosmix story that weaves in your chosen topic.

Think about the role of science and technology in your own lifestyle and how you would use science and technology to solve a problem or get out of danger.

Research: ask the right people, use the internet, magazines and books. Remember to check that facts are correct and up-to-date!

Then write it! Remember to include the information an illustrator would need to understand exactly what to draw.

You will probably need to write a few drafts, making changes as you go.

The winning entry will need to fit onto 3 single-sided pages of Cosmix. That's a total of 15 comic book frames, and a maximum of 100 words on each page (not including instructions for illustrators, character descriptions etc.). Your story should look like a script for a play or film.

Choose one writer's topic: • New Technology • The Environment • Everyday Chemistry

Rules & Prizes

Only one entry per person.

Entrants must be 13-18 years of age and live in New Zealand.

Entries must be your original work.

The judging will be by Tearaway's Y.E.T.I. (Youth Editorial Team Inc.) and Otago Museum.

The winning 'Write for Cosmix!' entry will be professionally illustrated and published in Issue Three of Cosmix, released October 2006.

The winning 'Illustrate for Cosmix!' entry will also be published in Issue Three, released October 2006.

Winner and runner-up from each category will each win an iPod Shuffle!

Get your entry to us:

Illustrate for Cosmix!

Electronic Illustrations: must be saved as a Photoshop document with flattened layers, written to disk and packaged appropriately.

Illustrations on Paper: must be on a flat sheet of A4 paper. Entries must be packaged flat (between sheets of stiff card) and clearly labelled: 'Do Not Bend!'

Write for Cosmix!

Entries must be clearly typed and printed on A4 paper.

All entries must include a completed entry form and be mailed to:

Cosmix Competition
Otago Museum
PO Box 6202
Dunedin, NZ

Completed entries must be received at Otago Museum by 30 June 2006

ENTRY FORM

You can photocopy this form or download it from the Cosmix website, click the link at www.otagomuseum.govt.nz

Your Name Age

Your Address Your Phone

Your Email School (if you're at school)

Which category and topic? Write an 'X' in ONE box only:

Write for Cosmix!

New Technology

The Environment

Everyday Chemistry

Illustrate for Cosmix!

Beauty and the Beast

The Science of the Paranormal

All fields on the entry form must be completed. By entering this competition you are agreeing that Otago Museum gains copyright of entries and may change, reproduce, publish and display submitted entries in any way. Otago Museum may publish the winners' names. Staff and families of the competition organisers and organisations associated with Cosmix are not eligible to enter this competition.

Entries will not be returned. The judges' decision is final. Winners will be notified by mail. Entries received later than 30 June 2006 will not be considered. Prizes are not transferable or redeemable for cash. For further information contact Amos Mann, Otago Museum, PO Box 6202, Dunedin, ph (03) 4747474 ex 769, or email cosmix@otagomuseum.govt.nz