

E3 - 2006

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One of the biggest events in the year for both game professionals and game aficionados alike is set to occur this May at the LA Convention Center in, you guessed it, Los Angeles California. It's set to be a big year at E3 with two new major consoles likely to make an appearance and dozens of next generation games sure to be on display. From May 9th to May 12th, the city of Los Angeles will play host to an extremely varied

For those who have not been, E3 is a fantastic, somewhat varied experience. Lines are often extremely long for anything that's received any publicity, people are absolutely everywhere, it smells rather odd in places, and finding someone who knows anything about a particular game, console, peripheral, etc can be exceptionally difficult at times. Despite these annoyances and limitations, it remains one of the most appealing industry trade shows out there. Game professionals tend to be gamers at heart, and E3 offers up a bevy of exciting new games and associated hardware to get their hearts all aflutter. Pair that with a deluge of information and professional networking potential and you've got that perfect mixture; a professional event that doesn't take itself so seriously that it ceases to be fun.

While it's not for everyone, I really enjoy the show and all that it entails. Sure there are a lot of people, and sure some of them are pushy and obnoxious, making it hard to enjoy yourself while crowding through hallways and feeling ever so much like cattle ripe for the slaughter. I am by no means comfortable in this sort of situation, yet every year I'm right back there mooing away with the rest of them through narrow hallways and long lines, eager to see what there is to see and talk to those that have a moment about their creations.

For more information on the conference track and exhibition hall, visit <http://www.e3expo.com/>

More information on last year's show can also be found here:

<http://www.e3insider.com/>

Into the Pixel

In addition to the general exhibition and conference programs present at E3, this year will once again display the Into the Pixel art exhibit. This will be the third year for the show, which features a collection of video game themed artwork from many talented artists selected by "world-renowned museum curators, cutting-edge gallery owners, and interactive entertainment art veterans."

While the show may have started as a rather small, tucked away addition to the generally large and distracting expo floor, it is quickly gaining both wallspace and admiration from those within the industry, media, and extended art community. Roger Ebert may not be able to recognize the value of video games and the artistic expression they offer, but that doesn't mean that the rest of the world is blind!

You can find images from last year's show here:

[USA Today Gallery of Into the Pixel - 2005](#)

warning: site is in flash, and makes disturbing camera noises while navigating

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