

NVIDIA ION Case Mod Contest

Meet The Modders

If you've been keeping tabs on NVIDIA's ION Case Mod Contest at www.nvidia.com or www.modders-inc.com, you're probably aware that mod ideas came flooding in—to the tune of more than 450. The submission period has closed, your submissions have been sorted and offered up to a dream team of modders, and they've begun work on their projects.

The team we helped put together for this contest is made up of names most of you already know; you've seen their handiwork on our covers and elsewhere throughout the modding world time and time again. Together, the guys represent decades of experience, and we are really looking forward to seeing what they come up with.

We'll unveil the contest winner and show you all of the excellent mods based on your ideas in an upcoming issue, but for now we thought we'd introduce you to the men behind the mods.

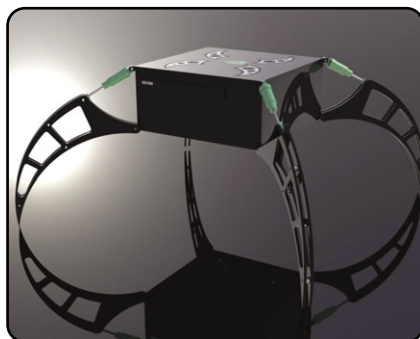
Brian "Boddaker" Carter



Hailing from Northern California, Carter is a video producer for an advertising agency by day, but for the last five years or

so, he's been spending his spare time transforming everyday PC cases into works of art. Carter is putting the finishing touches on his seventh mod, and we've seen enough of them to know that whatever he comes up with for this event is going to be good.

If you've seen the cover of our April 2009 issue, you're already familiar with Carter's skill and insane attention to detail; his Battlestar Galactica mod remains one of the most striking we've seen to date. For this contest, Carter elected to take on Roboduck's Spider PC design (concept pictured below): "I picked the Spider PC because of its industrial yet elegant feel, as well as its simplicity," Carter says. "Its small size lends itself well to the ION platform and kind of has a "more-than-meets-the-eye" mystique about it."



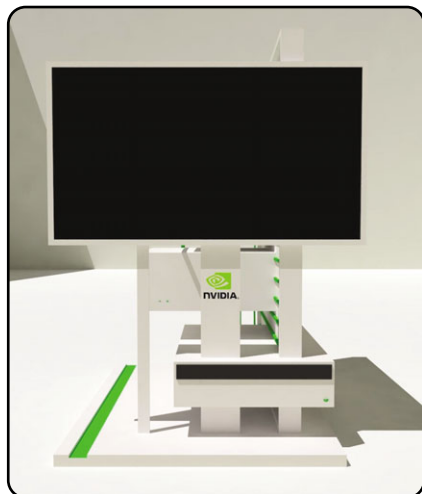
Ton "TiTON" Khowdee

Ton Khowdee, an IT pro from SoCal, has been overclocking PCs for more than



10 years and modding cases for more than five, and his dedication to both pursuits is obvious and infectious. Khowdee doesn't mess around; he overclocks with liquid nitrogen, and his list of mods includes the Team Fortress 2-inspired Sentry Gun and Dispenser mods, which were a huge hit last year at NVISION in San Jose and have appeared on YouTube and in forums all over the Web.

Khowdee says that so far, the TF2 mods are his favorites. "These were my first fully fabricated case mods that brought something from the gaming world to life," says Khowdee. "When people see them in person, the expressions on their faces are priceless." The one thing that Khowdee hasn't done yet that he'd like to do with a mod is to integrate mechanical movement with servos and actuators. "Having movement in a case mod will definitely take modding to the next level."



For the ION Case Mod Contest, Khowdee has selected a design submitted by Brad "oZEPPLINO" Conyers (concept pictured above). "His mod goes beyond just a computer case. This is a full system.

When this case mod is done, it will be a full sensory experience.”

Dennis “Deadguy” Leach



Dennis Leach’s modding credentials are beyond question; he co-founded the excellent case and cooling shop Danger Den (www.dangerden.com) with buddies Jeremy Burnett and Dan Stephens out of a basic need for reliable water blocks that don’t have to be bolted onto the outside of a case. Leach has been modding PCs since about 1994, and his gorgeous mod Overkill graced the cover of our May 2007 issue.



Leach chose od1’s Bonsai mod concept (concept pictured above) as his entry in the ION contest. “For me, the Bonsai tree was a no-brainer,” Leach says. “For years, I have been trying to sneak a computer into the living room in my house. My wife has always thwarted my attempts, with you know, *the look*. This will just look like a decoration next to the big-screen TV.”

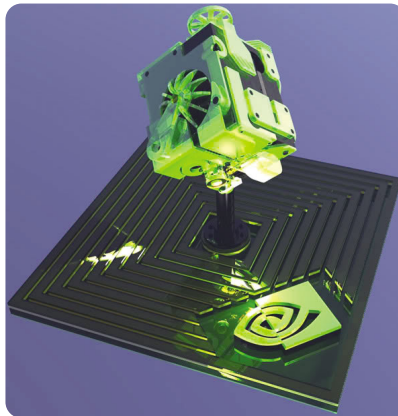
Bill “Overkill Bill” Owen

Bill Owen’s mods have been on so many *CPU* covers that he’s practically a member of our staff. The HD-01 Harley tribute mod is just one example of Owen’s impeccable work; very few modders we’ve been



around have Owen’s skill in the paint booth, and it shows.

Owen started Mnpctech.com in 2001, in Minneapolis, Minn., and plies his trade building custom mods for clients around the globe. He’s been modding for 10 years and change, and he’s currently putting lots of time into what is already his favorite mod, a tribute to H. R. Giger called Biomechanical. We’ve seen early pictures, and we predict Biomechanical will be hands-down one of the coolest-looking mods ever built.



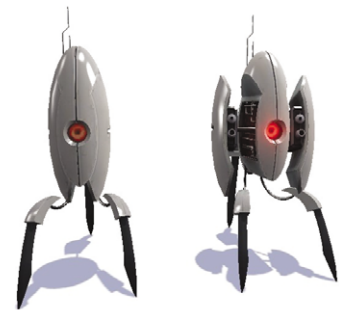
For the ION contest, Owen chose the NVIDIA Cube design (pictured above) by Cheapskate. “Its Borg-like futuristic design is a fun way to represent the small ION ITX platform,” Owen says. “Twenty years from now, this PC will still look cool.”

Geno “BoxGods” Phipps

Geno Phipps’ modding career actually began with something we don’t cover much in *CPU*—R/C airplanes. But relocation to the southern portion of Texas



resulted in wind conditions not very conducive to spending lots of money and time building fragile planes out of balsa wood. Phipps picked up PC gaming, which led him to area LAN parties, which in turn exposed him to the grassroots beginnings of the modern modding culture. Phipps’ first full case mod won a CompUSA “Beat This” modding contest (the top prize: \$10,000), and he was hooked. Phipps says his favorite modding tool is the modding community at large and likes how the ION Case Mod Contest format has gotten that community involved.



For his mod, Phipps chose the Portal Sentry mod concept, designed by DSS. “I chose it because I loved the original game and the excellent Portal Prelude mod/expansion, and I have a lot of respect for Valve as a company,” Phipps says. “It will hopefully allow me to demonstrate that I am able to work in a wide variety of materials like aluminum, acrylic, and carbon fiber and maybe show off a bit of animatronics.”

Stay Tuned

The NVIDIA ION Case Mod Contest is heating up; keep an eye on *CPU* for full coverage of the winning mod as well as the results of all five of these exciting projects. ▲