

PHOTOGRAPHY

EYETIME 2014 PHOTO COMPETITION

DEADLINE

14 OCT 2014

ENTRIES CLOSED

POSTED	ENTRY FEE	ONLINE
18 Sep 2014	SEE ARTICLE DETAILS	VISIT ORGANIZER

DETAILS / KEEP FOR REFERENCE

SOURCE: GRAPHIC COMPETITIONS

EyeTime 2014 invites students and young professionals or enthusiasts to submit a collection of their photography comprised of up to three digital images. By submitting your work, they invite you to share your voice with the collective intelligence of a community of visual thinkers.

The proliferation of device culture, social networking, and cloud technology are changing the way we create, and connect on a daily basis. For photography, this means that technology is not only transforming the process of production, but also the processes through which we share, critique, and organize ourselves around the work we do.

The competition is first and foremost an experiment in distributed intelligence. By leveraging the "wisdom of crowds" every entrant can see and understand how his or her work is experienced by others. It has been predicted that in 2020 there will be 50 billion mobile internet connections worldwide, the equivalent of seven devices per person. Thus, this competition is not simply about the existence of technology, but rather why and how we harness it as artists.

There are two categories:

• Emerging Talent (students only) • Future Voices (young professionals or enthusiasts)

All submissions are digital and each entrant may submit a maximum of three collections. Entrants maintain full copyright to their work.

There is no entry fee.

ELIGIBILITY

Emerging Talent category is oriented to all young professionals and upcoming practices. To be eligible, young professionals must be 40 years of age or under if submitting as an individual. If the work was completed by practice, then the practice must be 15 years old or younger.

Future Voices category aims instead to discover upcoming design voices within academia. To be eligible, students must currently be under-graduate or post-graduate students at universities or tertiary institutions. (Tertiary institutions include: junior colleges, colleges of technology, and other relevant vocational schools)

PRIZE

Publication and promotion.