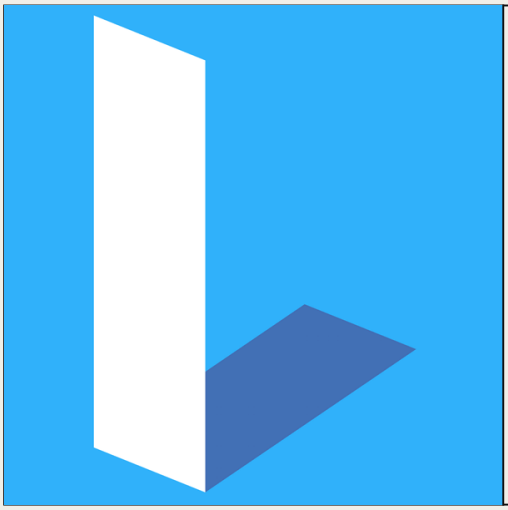


MULTIPLE DISCIPLINES

LUMEN PRIZE CALL FOR ENTRIES 2019

DEADLINE

03 MAY 2019

ENTRIES CLOSED

POSTED	ENTRY FEE	ONLINE
20 Mar 2019	SEE ARTICLE DETAILS	VISIT ORGANIZER

DETAILS / KEEP FOR REFERENCE

SOURCE: GRAPHIC COMPETITIONS

Now in its eighth year, the Lumen Prize Exhibition celebrates the very best art created digitally by artists around the world. Its goal is to celebrate the power and potential of this exciting genre through an annual competition and global tour of works selected by an eminent panel of judges.

Artists may submit works created, at least in part, on tablets, digital cameras, smartphones or computers. Entries using animation techniques, CGI and moving image software to produce 3D, interactive and time-based works with or without sound are all welcome. Works which use gaming technology, VR, AR, a website or an app are also eligible for entry. If your work is site-specific, please provide video documentation.

Essentially, artists can use any equipment, there is no limit.

Since its launch in 2012, the Lumen Prize has already awarded over 70,000 USD in prize money and staged over 45 exhibitions in 15 cities worldwide, including London, New York, Shanghai, St Petersburg, Beijing, Cardiff and Athens.

Entry fee is 48 USD for two works and 24 USD for each additional work. Students can enter for free in the Photomonitor Student Award.

ELIGIBILITY

Open worldwide to any digital artist.

PRIZE

The judging of the Lumen Prize is done in two stages. The longlist is determined by an international selection committee of curators, artists and academics. This longlist is then reviewed by the judging panel, who select the finalists and winners.

This year's prize fund is 11,000 USD. Finalists are also eligible for the People’s Choice Award and the Lumen Gold Award and all women finalists are eligible for the Rapoport Award for Women in Art and Technology.