



	多学科 PRIX ARS ELECTRONICA 2014 CYBERARTS COMPETITION	截止日期 07 3月 2014 已截止
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发布日期	参赛费用	在线链接
2014年2月25日	请参阅竞赛详情	访问主办方网站

[竞赛详情](#) / [留存参考](#)

来源: GRAPHIC COMPETITIONS

The Prix Ars Electronica is one of the most important awards for creativity and pioneering spirit in the field of digital media.

The 2014 edition will honor excellence in these categories:

- Computer Animation / Film / VFX • Interactive Art
- Digital Communities • u19 – CREATE YOUR WORLD • [the next idea] voestalpine Art and Technology Grant • Visionary Pioneers of Media Art

A work may be entered in only one category. An artist may submit more than one work. The artists retain all copyrights.

Since 1987, the Prix Ars Electronica has served as an interdisciplinary platform for everyone who uses the computer as a universal medium for implementing and designing their creative projects at the interface of art, technology and society.

There is no entry fee.

ELIGIBILITY

The Prix Ars Electronica is an international competition open to anyone worldwide.

PRIZE

In Computer Animation /Film /VFX, Interactive Art, and Digital Communities, the Golden Nica grand prize is accompanied by a cash award of €10,000 (approx. 13,700 USD).

There are also two Awards of Distinction and 12 Honorary Mentions in each category. The Golden Nica in u19 – CREATE YOUR WORLD is endowed with €5,000. The recipient of [the next Idea] voestalpine Art and Technology Grant receives €7,500 and additional support from the Ars Electronica Futurelab in further developing his/her prizewinning concept. The winners in each category will be selected by a five-person jury made up of experts from all over the world, who also have the right to nominate candidates.

The prizewinning projects will be presented to an international audience in conjunction with the Ars Electronica Festival and featured in the annual Ars Electronica publication.

Moreover, all projects submitted for Prix Ars Electronica prize consideration will be entered into an online archive that currently contains approximately 55,000 entries and thus offers unique insights into the development of media art.

