

MULTIPLE DISCIPLINES

THE LUMEN PRIZE CALL FOR ENTRIES 2017

DEADLINE

03 JUN 2017

ENTRIES CLOSED

POSTED	ENTRY FEE	ONLINE
10 Mar 2017	SEE ARTICLE DETAILS	VISIT ORGANIZER

DETAILS / KEEP FOR REFERENCE

SOURCE: GRAPHIC COMPETITIONS

UPDATE: deadline extended to June 3, 2017.

Now in its sixth 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.

Since it's launch in 2012, The Lumen Prize has staged more than 25 shows and events globally, as well as well-attended symposiums and seminars. As of 2017, Lumen – dubbed 'the world's pre-eminent digital art prize' by the Guardian Culture Blog – will have disbursed nearly 55,000 USD in prize money to digital arts globally. Entry fee is 45 USD for two jpegs with a file size limit of 1MB or, if an entry contains moving elements, two URL links to time-based work with maximum length of 30 seconds. If selected for the short-list, artists will be invited to send their work at its original size and/or length.

ELIGIBILITY

Open to artists anywhere in the world.

PRIZE

Entrants will be eligible to win a place on the 2017 Lumen Prize Exhibition, which will travel to venues in Europe, the US and Asia, as well as one of eight cash prizes worth a total of 10,000 USD.

Moreover, the top 100 works will win a place in the Lumen Prize Online Gallery and be eligible for the People's Choice Award.