

Calling all Artists, Illustrators, Art Student, Designers and Comic Creators...

We are delighted to announce the 2nd International Graphic Shakespeare competition.

Submission deadline Dec. 31, 2017

2nd Graphic Shakespeare competition

Schedule

Dec. 31, 2017: submission deadline.

Results to be announced by the early February, 2018.

May 28, 2018: ceremony for the winners at the Third Conference of Asian Shakespeare Association (Manila, the Philippines).

Competition description

Entrants are to choose the work / scenes on your own.

Please draw / adapt them in 1 to 8 pages.

Please indicate on which work / scenes your work is based on.

You can give your work in Shakespeare's original English, modernized version, or any language you choose (in this case, please provide simple explanation in English), or you can do without words so far as your images can tell the story.

All ages and abilities can enter the competition from professional artists to newcomers.

The style could be in graphic novel style, American comics style, manga, four-panel, bande dessinée, or illustration, as you choose.

The entries should be submitted digitally --- you can create your work on paper first and then scan it, or you can create your work digitally.

The entries can be either in black-and-white or in colours.

Paper size --- A4.

Please submit your work either a jpg or a pdf 300 dpi --- one page (A5) in 1748px × 2480 px, 2 page spread (A4) in 3496px×2480.

We are planning to offer prizes and/ or trophies for those who win the competition. Please write to me, Yukari Yoshihara at graphicshakespearecompetition@gmail.com when you decide that you will join the competition. I will inform you further details.

The Judges

The judge team consists of renowned comics/manga specialists (TBA), including
Paul Gravett
Paolo Fabregas
Yukari Shiina

It is planned that the entries is to be exhibited digitally at the The Third Asian Shakespeare Association Conference venue. More details to be updated.

Entrants will be judged on the following criteria.
the artwork
their ability to tell a story through images.

The First Graphic Shakespeare Competition was held in 2016, to commemorate William Shakespeare's 400th birthday.

There were over 100 entries, many of which can be viewed at:

<https://elsinoregraphicshakespeare.tumblr.com>

The winners are Kathryn Briggs' *Macbeth*
and Letty Wilson's *Park Witches*



Kathryn Briggs' *Macbeth*



Letty Wilson's *Park Witches* (based on *Macbeth*)

The Runner-up special prize was given to Sanpo Yokoi's *The Merchant of Venice*.

