

*Calling all artists, illustrators, art student, designers*

We are delighted to announce the 2<sup>nd</sup> International  
Graphic Shakespeare competition.

Submission deadline Dec. 31, 2017.

## **2<sup>nd</sup> Graphic Shakespeare competition**

### **Schedule**

1. Dec. 31, 2017: submission deadline.
2. Results to be announced by the early February, 2018.
3. 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 [graphicsshakespearecompetition@gmail.com](mailto:graphicsshakespearecompetition@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. Details to be updated.

Entrants will be judged on the following criteria.

- the artwork
- their ability to tell a story through images.

Competition convener

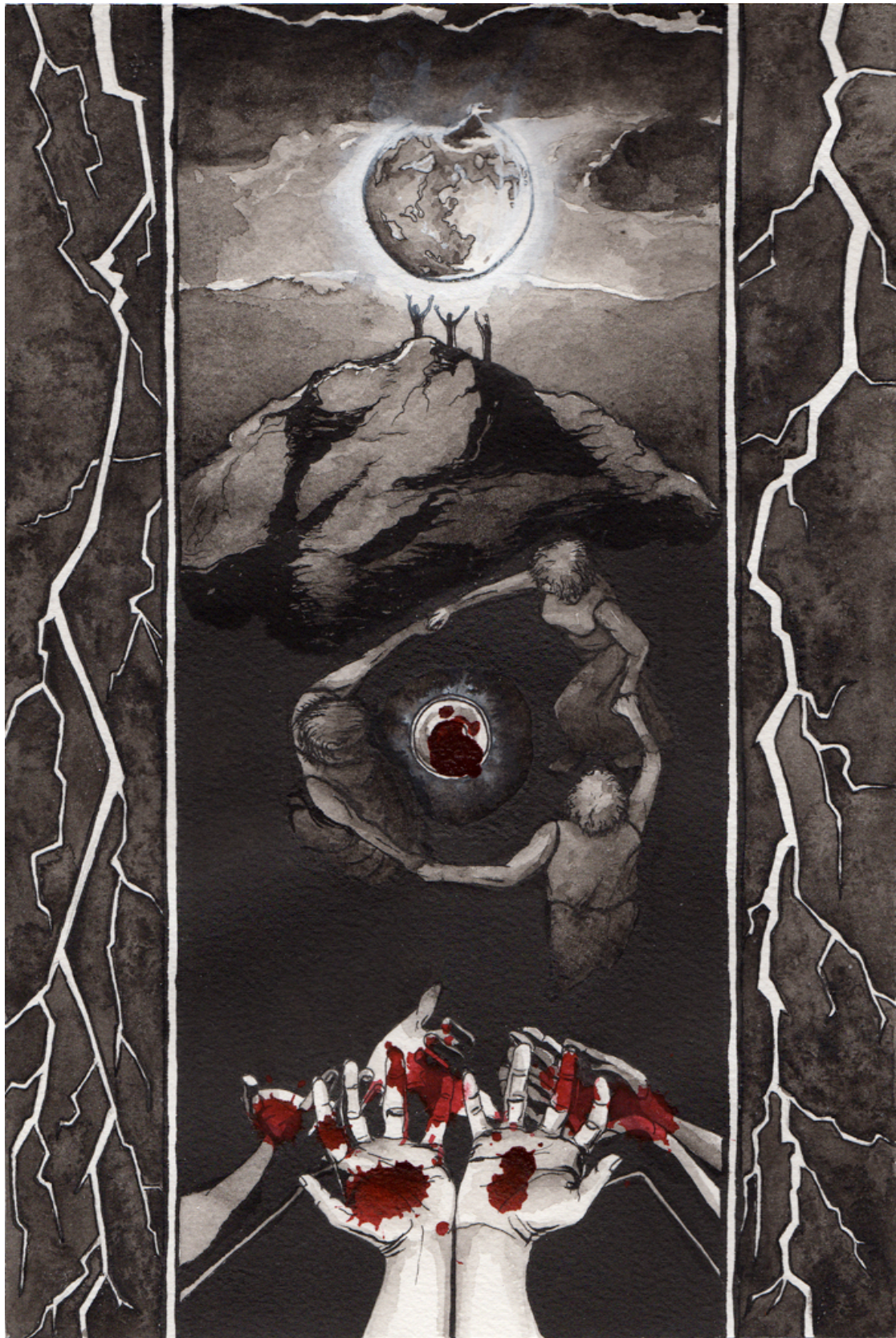
Yukari Yoshihara (U. of Tsukuba, Japan)

[graphicsshakespearecompetition@gmail.com](mailto:graphicsshakespearecompetition@gmail.com)

The 1<sup>st</sup> Graphic Shakespeare Competition was held in 2016, to  
commemorate Shakespeare's 400<sup>th</sup> birthday.

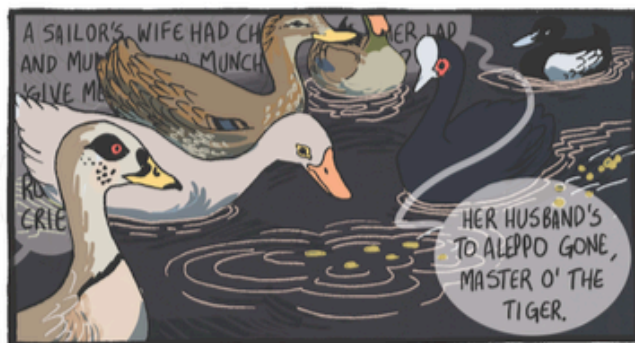
There were over 100 entries, many of which can be viewed at:  
<https://elsinoregraphicshakespeare.tumblr.com>

The winners are 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.

