

## MDCC 2017-2018      COMPETITION CATEGORIES

**Objective:** Remember, this is not a scavenger hunt to find the best object, but a competition to create the best photograph. Using the Windows category as an example, this is an opportunity for you to explore the theme of windows. A window's function is to let light and air into a building, yet so often we decorate and adorn the outside. Sometimes we invite people to look in. Sometimes we block the view with curtains or blinds. Some windows are reflective, distortive, how are you going to interpret this theme and mould your story into a creation of fine art that anyone would be proud to hang on the wall? Or will your story be more suited to a magazine or newspaper story?

Each member may submit 2 pictures for each category as per the schedule below.

Club competitions will follow the same rules as the Inter-Club. Please read the [Inter-Club Guidelines](#) carefully.

Club categories will continue to be divided between General and Advanced divisions. The Competition Coordinator will place competitors in the appropriate division based on average score.

**OCTOBER**      **Inter-Club** – 1. Nature: Botany 2. Historical Connection  
**Club:** Wet

**NOVEMBER**      **Inter-Club** – 1. Urban 2. Nature: Animals  
**Club:** Hands

**DECEMBER**      **Inter-Club** – Scapes  
**Club:** Negative Space

**JANUARY**      **Inter-Club** – 1. Low Light 2. People  
**Club:** Everyday Things

**FEBRUARY**      **Inter-Club** – 1. Macro 2. Monochrome  
**Club:** Windows

**MARCH**      **Inter-Club** – Photographer's Choice  
**Club:** Shadows

### Club Category Descriptions:

**The categories are very general and allow each photographer to interpret the theme in their own style to produce the best possible image.**

**Wet** – Please do not place seascapes, lakes or rivers in this category if they are also eligible for the Scapes category, such pictures should be entered in Scapes. This category includes all things wet or things that make us wet. Liquid should be visible in the image, for example if you take a picture of a water gun, there should be water coming out of it or the people around it should be visibly wet. Water is not the only liquid, wet paint, drinks etc are also wet. Wet can be a joyful thing in a spring rain or create a moody atmosphere in heavy fog or cold drizzle.

**Hands** – These must be actual human hands, in action or at rest. Animals, mannequins or statues are not permitted. Hands can tell a story in the lines, texture and callouses they contain or in the activities they engage in.

**Negative Space** – The subject is the positive space, the rest is negative space. In this category you will use negative space to enhance the subject. The negative space should frame the subject, give the subject space to move or look and balance the subject. Here is a short article about negative space. You can cut and paste the link into your browser: <http://www.photographymad.com/pages/view/understanding-and-using-negative-space-in-photography>

**Everyday Things** – This is a ‘learning to see’ category. Everyday things are all around us but do we ever really look at them? The lines and curves in a simple object. The way the light strikes it. How it reflects. Look around your home and photograph something not as a record shot – “This is my vase” – but as a fine art picture – “This is the light hitting and refracting from the side of my vase”

**Windows** - We are looking here for actual windows – not ‘eyes are the windows of the soul’ kind of windows. Windows were discussed in the ‘Objective’ section at the top of the page. They can be taken from the outside looking in or the inside looking out.

**Shadows** – Shadows can be soft and flowing, hard and straight, or contain intricate shaped patterns. They are real and yet not real. Shadows can conceal things in their darkness or reveal things in their shapes. Look for shadows that form a pattern, tell a story, or enhance the subject.

If you have any questions or concerns about competitions, please contact Jennifer O’Keefe.