

2021 COMPETITION TOPICS

FEBRUARY 2021- “OPEN” (3 YEAR TIME LIMIT)

Any subject is acceptable

APRIL 2021- “TOOLS OF THE TRADE” (3 YEAR TIME LIMIT)

A set of tools or skills that are necessary for a particular kind of job or occupation. Example: Paints and brushes are an artist’s tools of the trade. Image may be photographed while the tools are in use or as a still life.

JUNE 2021- “BLACK & WHITE OR SEPIA” (NO COLOR AND NO TIME LIMIT)

Deep dive into B&W or sepia photography! Regardless of the subject, the absence of color puts even more focus on capturing the essence of the scene. B&W can bring out emotions more strongly than color by removing distractions. Sepia is a form of photographic print toning—a tone added to a B&W photograph in post processing to “warm” up the tones. Shoot any subject you choose, the only requirement is that the finished image must be B&W or sepia. Keep your mind on strong composition and good use of contrast, tones, shadows, shape, and texture. Post processing that compliments your intent is always important.

AUGUST 2021- “SEASIDES & BEACHES” (3 YEAR TIME LIMIT)

Take images at the beaches or waters’ edges, wherever they occur: by the sea, on lake sides, by the river, or any major water source.

OCTOBER 2021- “GOLDEN HOUR OR BLUE HOUR” (3 YEAR TIME LIMIT)

In photography, the golden hour is the period of daytime shortly after sunrise or before sunset, during which time daylight is redder and softer than when the sun is higher in the sky. The blue hour occurs when the sun is far enough below the horizon so that the sunlight’s blue wavelengths dominate. Golden hour and blue hour are states of natural lighting that usually occur at daybreak in the morning or during the last stages of twilight in the evening. The photograph can be of any subject taken at either of those times.

DECEMBER 2021- “INDUSTRIAL” (MEMBER ONLINE VOTING AND 3 YEAR TIME LIMIT)

Submit an image with anything having to do with industrial plants, heavy transportation, mining, utilities, farm production, etc.