WHAT CONTEST JUDGES LOOK FOR

Suggestions For Better Outcomes in Club Competitions

QUESTIONS FOR YOU



WHY DO YOU TAKE PICTURES?

- 1. To document an occasion or event.
- 2. Record a special subject/object.
- 3. To save a memory or moment.
- 4. It's a reason to travel or explore.
- 5. To market something/get paid.
- 6. To connect with others/the world.
 - 7. To tell stories/communicate.
 - 8. Creative expression.
- 9. Enter contests/gain recognition.

WHY COMPETE?



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✤ Why I compete:

- 1. It's fun!
- 2. I like the challenge
- 3. I need the push to go out and shoot
- 4. It's a good way to learn
- 5. Provides a way for others to see my work



WHY SHOULD YOU LISTEN TO ME?

- I've given this a lot of thought based on having:
 - been judged for more than 40 years
 - judged for many different clubs
 - completed the PSA Image Analysis course
 - observed contest judges at work



I KNOW WHAT YOU ARE THINKING!

"IF YOU KNOW SO MUCH, WHY DON'T YOU WIN ALL THE TIME?" THERE ARE TWO KINDS OF "METADATA" "OBJECTIVE" **"SUBJECTIVE"**

SO, HOW DO YOU WIN A PHOTO CONTEST?

1. IDENTIFY A CONTEST AND UNDERSTAND WHAT IS EXPECTED.

2. MAKE A TECHNICALLY PERFECT PHOTOGRAPH OF AN INTERESTING SUBJECT IN GREAT LIGHT THAT MEETS THE CONTEST CRITERIA.

3. ENTER THE CONTEST

4. HOPE THAT YOUR MOTHER IS THE JUDGE!

THE MOST IMPORTANT POINT!

THE OPINION OF A CONTEST JUDGE DOES NOT

DEFINE WHO YOU ARE AS A

PERSON, A PHOTOGRAPHER, OR AN ARTIST!!!

YOU WIN SOME AND YOU LOSE SOME

CREATE REASONABLE GOALS!

FOR MYSELF, I HAVE THREE SIMPLE GOALS FOR CLUB CONTESTS:

1. ENTER EVERY CONTEST

- 2. DON'T BE THE FIRST NAMED IN RESULTS
- 3. FINISH YEAR IN THE TOP HALF OF GROUP

CRITICISM vs CLUB JUDGING (A SHOW vs A COMPETITION)

CRITICISM

- Criticism is all about asking questions (Critical Thinking) when looking.
 - What do I see? What is it about? What do I think? How do I feel?
- It follows then, that "criticism" is a way to better understand and appreciate photographs.
- Criticism "slows down" viewing time (like using a tripod).
- While the results of the exercise may be negative (you don't like the picture), it ultimately leads to informed and rational reactions to images.

CRITICISM vs CLUB JUDGING

JUDGING

- It's a **BIG JOB**.

- There are often time constraints.
- The pool of judges is extremely heterogeneous.
- A given judge may not understand the specific context.
- A given judge may not be qualified for the specific task.
- Judges are required to **RANK ORDER** entries!

HOW JUDGES JUDGE

Club Contests

- Solo Judge
- Public and Non-Public
 - Public Judging is Structured and Generally Done Quickly
 - Private Judging May Allow for a More Studied Evaluation
- Projected, Prints, or Both
- May Provide Feedback as Well as Placement of Entries

HOW JUDGES JUDGE

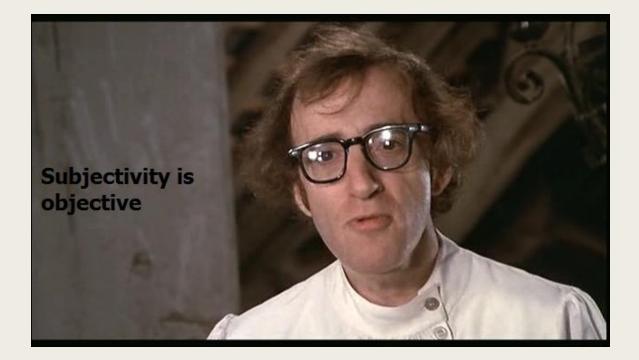
Salon Style Judging

- Public
- Generally Anonymous
- Fast
- No Feedback



HOW JUDGES JUDGE

SUBJECTIVELY!!!









and the second **Janual Mile**



FIVE TIPS

 Make more photographs: THOUGHTSHOTS vs SNAPSHOTS

 Look for contest shots
 Save your best to a contest folder
 Study winning images

Seek out feedback: <u>do not let a contest judge be</u> the first person to comment on your photos!

THE SECOND MOST IMPORTANT POINT!

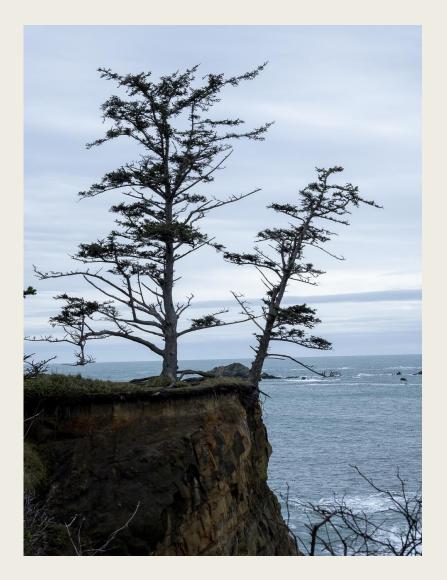
■ DO NOT GIVE A JUDGE SOMETHING TO DISLIKE!!!

- Know and follow <u>ALL</u> contest rules.
 - Nature and Photojournalism are very strict! (see http://www.gulfstatesccc.org/new-page-1)
- Make a <u>**REAL**</u> effort to capture contest specific images.
- Eliminate <u>OBVIOUS</u> flaws in your submissions.
 - Noise, Dust Spots, Horizon, Background Distractions, Edges, Focus, Sharpness, Print Quality, Mats & Matting
- Ask someone knowledgeable for <u>ADVICE</u> before you submit an image.
- Keep your entries as <u>SIMPLE</u> as possible.

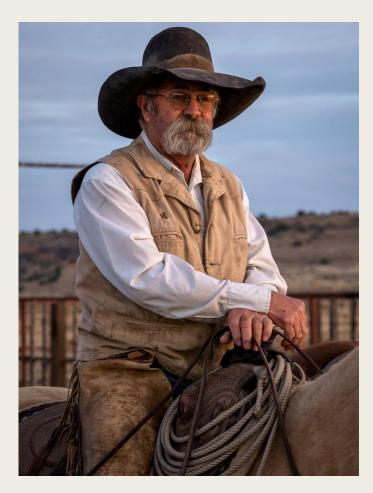




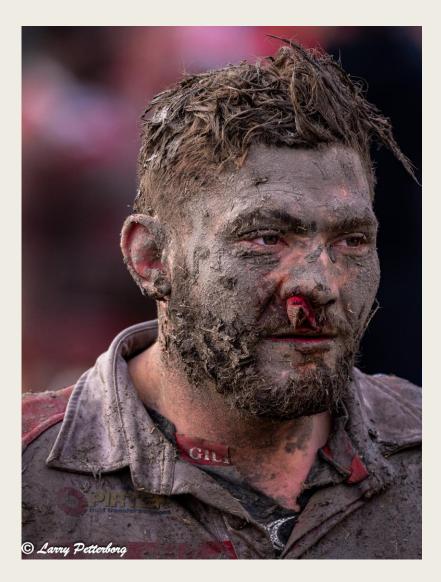


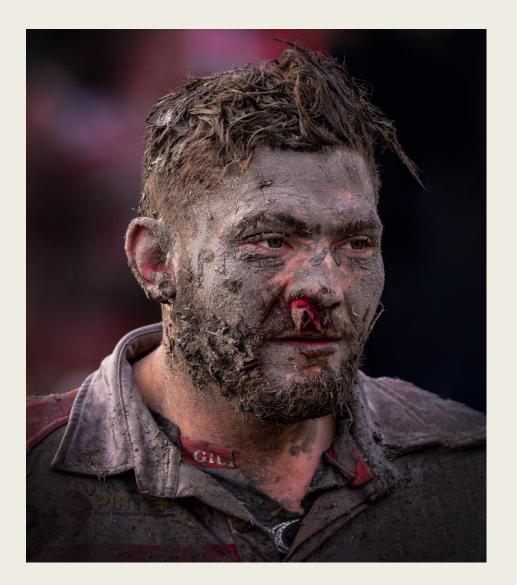






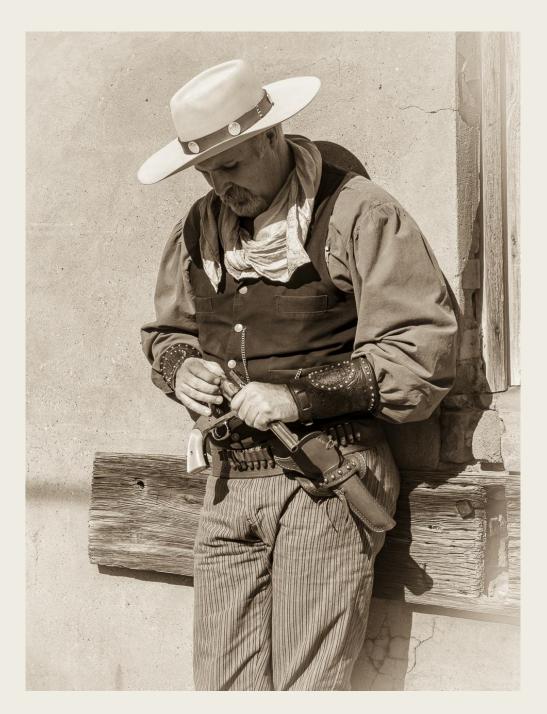






SOMETIMES YOU JUST CAN'T WIN

"Nice composition. I would have preferred eye contact."



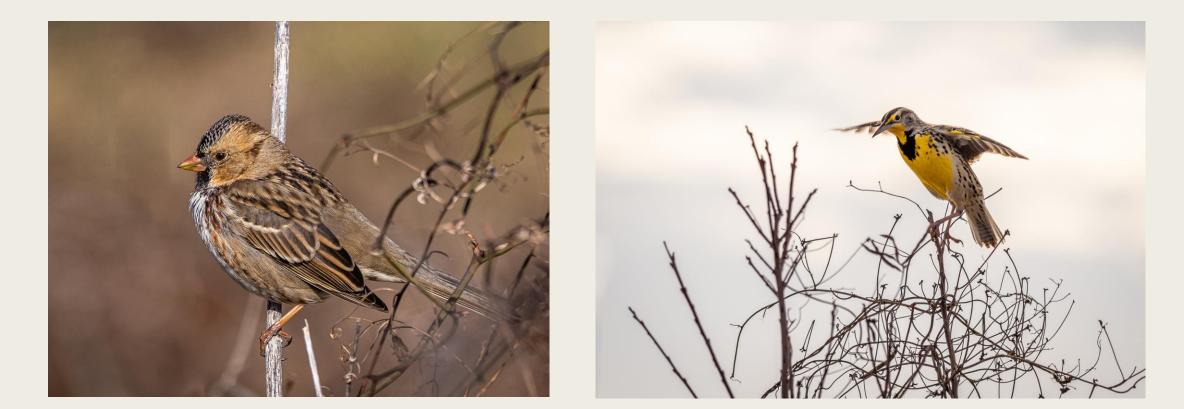
POINT NUMBER THREE!

■ THE MOST **ORIGINAL** AND **IMPACTFUL** IMAGES DO THE BEST.

- If you can't do it better, do it **DIFFERENTLY**.
- Make it **EASY** on the judge.
- Use the **<u>TOOLS</u>** available to you.
- LEARN from your mistakes.



A PRETTY PICTURE IS NOT ENOUGH





CREATING IMAGES WITH **IMPACT**

■ What is **IMPACT**?

- It is **SUBJECTIVE!**

- Make Photographs About Things Rather Than Of Things
- Emotion, Mood, Contrast, Color, Subject, Action, Humor, Exotic, Scale, Connection
- Tells a Story
- Why does it matter?
 - Time
 - Numbers



EXAMPLE: CONTEST SUBJECT IS PORTAL(S)



ONE IS A DOCUMENT THE OTHER A STORY!









IMPACT MOOD





IMPACT CONTRAST

































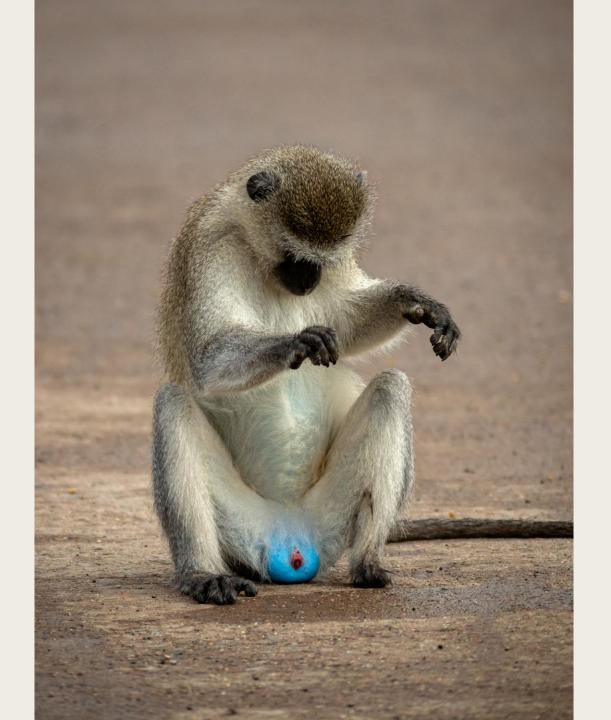


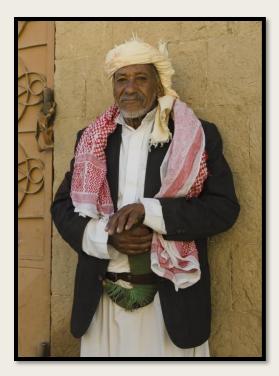








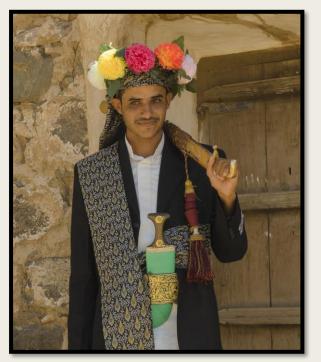


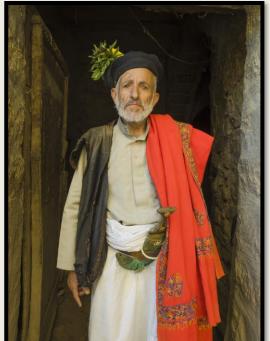




















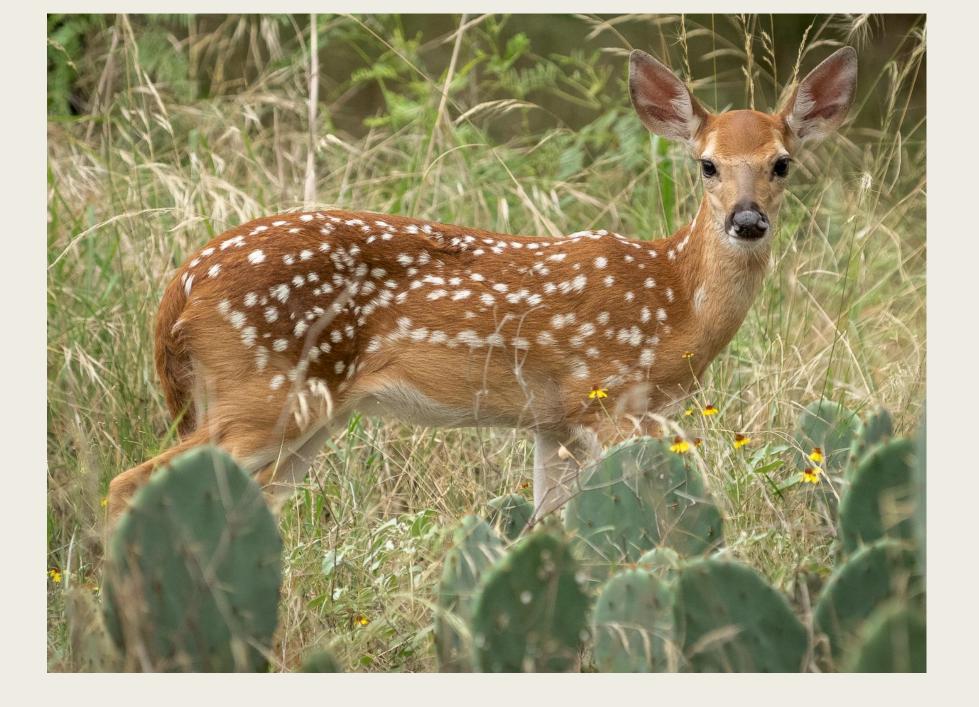












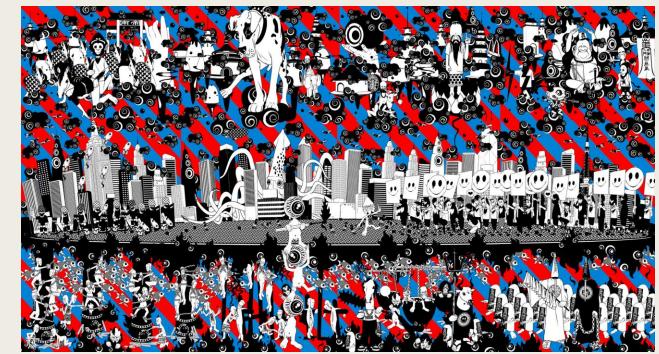
POINT NUMBER FOUR!

■ IN ADDITION TO IMPACT, WINNING IMAGES HAVE:

- <u>Technical Perfection</u> (or as close as you can get).
- A <u>composition</u> that supports the photographer's intention.
 - Composition is merely the arrangement of elements within the frame.

PAINTING vs PHOTOGRAPHY



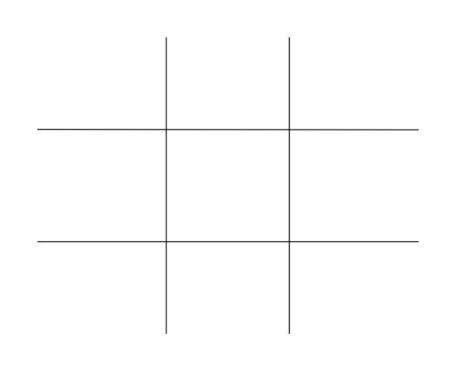


TOOLS NOT RULES! (USE COMPOSITION TO YOUR ADVANTAGE)

What are the so-called COMPOSITIONAL RULES of Photography?

- The Rule (Tool) of Thirds
- Leading Lines
- Fill the Frame
- Read Left to Right
- Use Odd Numbers of Things
- Leave Space for Subject
- Create Depth
- Triangles and Diagonals
- Frames
- Differential Focus and Depth of Focus

EXAMPLES THE TOOL OF THIRDS





EXAMPLES THE TOOL OF THIRDS



Background

Mid

Foreground

EXAMPLES HORIZONS

- Contraction

EXAMPLES LEADING LINES





EXAMPLES FILL THE FRAME





EXAMPLES READ RIGHT TO LEFT

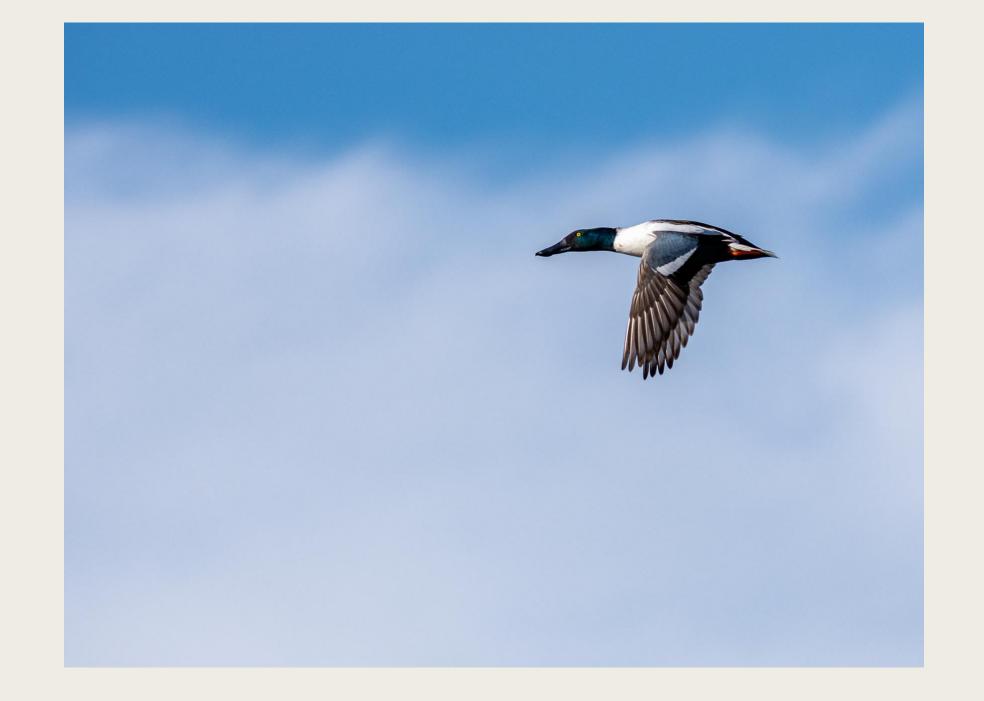


EXAMPLES USE ODD NUMBERS OF THINGS



EXAMPLES LEAVE A SPACE FOR SUBJECT



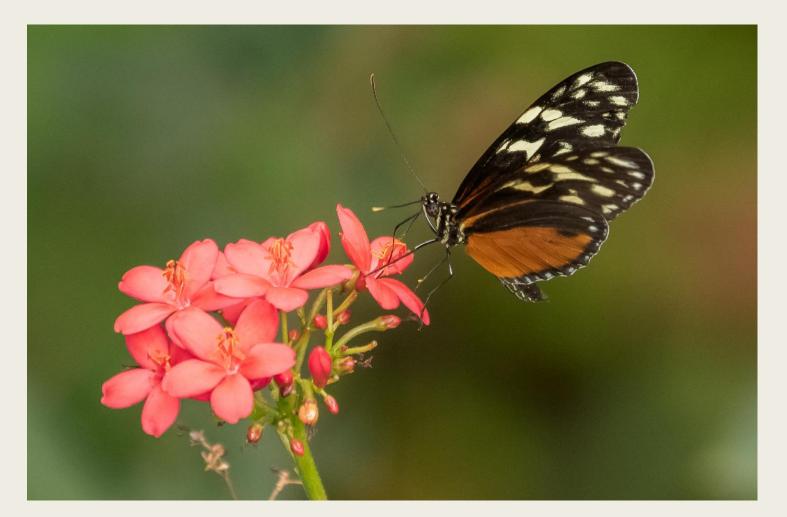


EXAMPLES CREATE DEPTH





EXAMPLES FOCUS



POINT NUMBER FIVE!



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TAKE HOME MESSAGE IF YOU WANT TO COMPETE MORE SUCCESSFULLY

- 1. Capture an Interesting Subject
- 2. Take Advantage of the Best Light for your Subject
- 3. Use Compositional Tools to Enhance The Impact of Your Image
- 4. Avoid/Eliminate Distractions
- 5. Follows the Contest Rules/Guidelines

6. TURN IT IN AND LET IT GO!!!!!!

HAVE FUN!

