



LIVING TO
TELL THE TALE

COMPETITION THEME

+ SUBMISSION DETAILS

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competition
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LIVING TO TELL THE TALE *Vivir para contarlo / Vivre pour la raconter*

Significant events in centuries past have been depicted in many works of art. How will you illustrate and therefore preserve the occurrences of this current situation?

Introduction

Wars, plagues, and pandemics are three of the main historical factors that have marked the course of humanity, altering everything from how we inhabit territory to our perception of death. These disturbing events naturally run in cycles and therefore, in theory, are predictable. They have strongly marked the collective psyche of all societies that have suffered and will not cease in doing so. Without a doubt, these are traumatic incidents that have often been reflected and represented in the art of each period through symbolism and iconography.

The story of pandemics as told by art history helps us to understand the effects they have had on human activity. The Black Death, leprosy, tuberculosis and even more recent infections such as AIDS, have reoccurring trends and similar outcomes while existing exclusively in their specific historical context. Mass death throughout history has physically shaped and transformed elements of the modern city, it has changed appearances and improved basic facilities such as cemeteries and hospitals. Due to the suffering, we have developed medical techniques and strategies for curing, protecting, identifying and controlling populations. We have observed how different cultures, groups, and societies emotionally react with different scales of anxiety depending on religious beliefs, culture, wealth, security, leadership, etc.

Regarding the current global impact of Coronavirus, we are at a crucial point where different scenarios are playing out simultaneously across the world. On the one hand, China, the first country affected by this pandemic, is beginning to return to a gradual state of “normality”, while European countries such as Spain and Italy have managed to pass the “peak of the curve” and are facing a phase of sustained transmission. Finally, India, the USA, and other Latin American countries are suffering from initial phases of the pandemic with exponential growth in the number of people infected.



Competition theme

In this special edition organized between DOCEXDOCE and ARCHsharing, we invite you to:

Create a static or animated graphic composition (image or gif) that narrates the elements you consider to be most important during this Covid19 pandemic, whether they be cause or effect. The aim is to create a graphic story as a landscape; we want to see your unique perception of this pandemic and the historical period we are living through. Your text, story and the relationships created between elements in your entry should work as a ‘general picture’ of the pandemic. The illustration can revolve around aspects that you consider most appropriate or interesting, whether they are health, political, social, artistic, technological, urban, etc.

Similar to the historical references / pictorial works attached below, we are looking for richness and strength in composition. We also ask that your work be expressed in what you believe to be a contemporary language. We envision these images to coexist as a collective so as they can be legible and interpretable in the years to come as a testimony of these current times.



Fragments of the following art works (left to right) *El Triomf de la Mort* (1562), Pieter Brueghel; *An ideal home* (1933) Heath Robinson; *New Yorker magazine cover* (2020), Chris Ware.



Submission Details

If you are working as an **individual**, you may submit 1 image or gif .

If you are working in a **team** (2 to 4 members), you may submit a maximum of 2 images and/or gifs.

* As described in the competition rules: “all proposals will be evaluated individually and anonymously by the jury”. In other words, the jury will not evaluate positively or negatively whether a team has submitted 1 or 2 proposals.

A short text of up to 50 words must be attached to each image. Participants may compose this text to complement, explain, highlight or add information to their image.

Important!

The images or brief animations must be delivered in **JPG** or **GIF** format and must have a resolution of **3000x3000 pixels** (maximum size: 10 Mb) [square format]. The accompanying text must be submitted as an A4 **PDF**. Each file must be named with the team code you been assigned, codes are retrieved by following this link [here](#).

Example: VGY.jpg + VGY.pdf

If a team wants to submit 2 proposals they must fill the web formulary twice, adding the number 2 to the team code during the second time.

Jury's Assessment

The Jury will evaluate each application and will examine the graphic quality and legibility of each image thoroughly. They will also pay great attention to the critical capacity of each entry and the inclusion of elements that build an authentic, reliable account of the current complex situation, whether it be in a local or global context.

Remember that one of the objectives of this competition is to create a printed publication showcasing the winners. The visual richness of your image and its narrative capacity as a graphic document (storytelling) will be very important.

You can use whichever graphic technique that you consider most appropriate;

Other

If you have any further questions send us a message through the social networks of DOCEXDOCE and ARCHsharing. Any important information will be communicated through these channels.

Finally, here are some links that may be of interest to you:

1. [La historia del arte desde la historia de las pandemias](#), Nacho Ruiz [VIDEO, esp]
(Conference summary in ENGLISH: www.patiodesombras.com/en)
2. [What Can We Learn From the Art of Pandemics Past?](#), Megan O'Grady [TEXT, eng]
3. [Comment l'histoire de l'urbanisme est liée à la lutte contre les épidémies](#) [AUDIO, fra]
4. [CAM The Covid Art Museum](#) [IMG, Instagram]

Good luck to you all!

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