The Rotunda Gallery

A display of Trinidad and Tobago’s cultural and political heritage

CALL FOR SUBMISSIONS

Artists & Collectors

The Rotunda Gallery is inviting submissions for our exhibition titled “Ink and Pixels: A Showcase of Cartoon, Comic, Digital & Anime Art.” The exhibition will be held from Monday 24th June – Friday 19th July, 2024.

Inspirational Tags

Anime; Cartoons; Comic Art, Animation; Claymation; Rubber Hose; Modern Cartoons; Chibi Art; Traditional Animation; Two Dimensional Animation; Three Dimensional Animation; Flipbook Animation; Animatronics; Cutout Animation; Whiteboard Animation; Augmented Reality Animation; CGI; John Witney; Atari.

The Vision

The world of animation has made a profound impact in shaping social and cultural values through iconic characters and storylines. Animation dates back to ancient Greece, where the first recorded animator Pygmalion created a sculpture of a woman, fell in love and pleaded with the roman goddess Venus to bring the figure to life. His gesture shaped the purpose of animation which is to give life to inanimate objects or static imagery. To achieve such, animators throughout history have developed
various styles. For example, Claymation\(^1\), Cutout Animation\(^2\), Flipbook Animation\(^3\), Modern Animation\(^4\), Chibi Animation\(^5\), Anime\(^6\), Rubber Hose Animation\(^7\), CGI and Animatronics\(^8\), all evident in the imagery we consume daily.

Animation in its evolution gradually presented more efficient means for production such as Computer Generated Imagery (CGI), introduced to the industry in the early 1940s by American animator John Whitney. Since its inception, Computer Generated Imagery has evolved greatly and has been used to create various movies and video games. For example, in 2009, the Sci-Fi/Action movie Avatar was produced using the revolutionary Motion Capture technology. Additionally, in 1980 the first ever computer generated Atari game, Battlezone, made its debut.

While its influence on digital media is profound and favours Three Dimensional characters in recent times, acknowledgment of the evolutionary journey between illustration and animation is important, as it is the genesis of the production of most motion pictures. Therein lies the sole difference between animation and comic art. While animation consists of several images compiled to create a motion picture, comic art/strips are an impression of time in between images. Both relying on static imagery. Marvel comics created by Stan Lee eventually became the blueprint for the computer-generated movies, which gave life to the Marvel Universe.

\(^1\)Claymation is an animation technique using three dimensional characters and motion photography  
\(^2\)Cut-out animation is a technique using flat characters, backgrounds and props cut from material such as paper, stiff fabric and card.  
\(^3\)Flipbook animation refers to a series of drawings drawn on individual pages of a small book. Each drawing will be slightly different from the next, creating the illusion of animation when the book is flipped through.  
\(^4\)Modern Animation makes use of the rigging technique wherein you need to create only 2 frames for each sequence.  
\(^5\)Chibi Animation is a form of stylized character drawing that originates in Japan. They are characterized by distinct features such as a Large head, small body and large eyes.  
\(^6\)Anime refers to a style of Japanese animation that is characterized by stark colourful graphics depicting vibrant characters in action filled plots often with fantastic or futuristic themes.  
\(^7\)Rubber-hose animation was the first animation style and is defined by the portrayal of characters of with tube-like, slender limbs.  
\(^8\)Animatronics is a combination of robotics and animation used to automate puppetry
Globally, Animation, Anime, Cartoon and Comic art continues to shape the way we socialize and interact with the world around us. As we aim to communicate and reflect our society through stories, the world of animation will continue to evolve and create new innovative ways to bring the world’s ideas to life. The Rotunda Gallery welcomes submissions that showcase the concept and story of your animations/cartoon/comic designs from storyboards, character design and development, illustrations or any other physical rendering highlighting the process of your animation/cartoon/comic.

**Important Notes**

- The following genres are acceptable (digital art painting, digital art drawing, painting, drawing/illustrations (pen, ink, pencil, colour pencil), sculpture, short animations no longer than **five (5)** minutes will be acceptable (kindly send a link or WeTransfer of the video for your submission).
- Submissions for this call are open to citizens/residents of Trinidad and Tobago.
- There is no submission fee, but artists and collectors will be responsible for framing, transport, and insurance of their artwork.
- No nudity, sexual content, violence, hatred, or propaganda allowed.
- The final decision on whether your artwork will be exhibited is at the sole discretion of the Office of the Parliament Rotunda Gallery Committee.
- Artists and Collectors may be invited to exhibit by the Office of the Parliament Rotunda Gallery Committee or solicited through a call to artists.
- The Office of the Parliament will, at the Artist’s request, make contact information available to persons interested in purchasing the artwork. All sales and related negotiations are the sole responsibility of the Artist.
## Important Dates

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<th>Activity</th>
<th>Date</th>
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<tbody>
<tr>
<td>Call for Submissions</td>
<td>Friday 17th May, 2024</td>
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<tr>
<td>Email Submission deadline of artwork and other supporting documents to <a href="mailto:rotundagallery@ttparliament.org">rotundagallery@ttparliament.org</a></td>
<td>Sunday 16th June, 2024</td>
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<tr>
<td>Selection Notification via email</td>
<td>Tuesday 18th June, 2024</td>
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<tr>
<td>Submission of artwork at the Rotunda Gallery, Red House</td>
<td>Saturday 22nd June, 2024</td>
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<tr>
<td>Deadline for collection of artworks from the Rotunda Gallery, Red House</td>
<td>Thursday 25th July, 2024</td>
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## Submission Guidelines and Requirements

- Proof of Trinidad and Tobago citizenship/residence (National ID/DP/Passport).
- Contact information (name, phone number, email address).
- A brief Artist Statement (not exceeding 300 words).
- An explanation of each piece submitted (not exceeding 150 words per piece).
- Images (at least 300 dpi) of up to three (3) pieces of work.
- Documents must be submitted electronically to rotundagallery@ttparliament.org in MS Word format and images of work must be in JPEG format. See title examples below on how to name files:
  - John Doe_National ID
  - John Doe_Anime Digital and Cartoon Comic Art_2024_24x44inches
  - John Doe_Artist Statement_2024
- Collectors must submit proof of ownership of the artwork being submitted.
- All artwork submitted must be authentic, original and done by the artist submitting the work.

**You are required to submit the title, medium, year, size, and price of artwork.**
The Selection Process


Frequently Asked Questions for Exhibitions at the Rotunda Gallery

1. **WHO CAN SUBMIT WORKS?** Any citizen/resident of Trinidad and Tobago.

2. **WHAT CAN I SUBMIT?** Artists and collectors can submit up to three (3) pieces of work in digital art painting, digital art drawing, painting, drawing/illustrations (pen, ink, pencil, colour pencil), sculpture, short animations no longer than **five (5)** minutes will be acceptable (kindly send a link or WeTransfer of the video for your submission). No nudity, sexual content, violence, hatred, or propaganda. **Unsuitable works will not be accepted.**

3. **I CANNOT COMPLETE ARTWORK BY THE DEADLINE, ARE THERE ANY OTHER OPPORTUNITIES?** Yes, the Rotunda Gallery exists as an exhibition space to display Trinidad and Tobago’s cultural and political heritage. Follow the Parliament of Trinidad and Tobago and Rotunda Gallery on Facebook, Instagram, and Twitter for future Call for Submissions.

4. **HOW MANY WORKS CAN I SUBMIT?** Artists may submit up to **THREE (3)** pieces of artwork unless specific permission has been granted to submit a collection.

5. **WHAT IS THE SIZE LIMITATION?** The maximum size is 60 inches in height and 72 inches in width.

6. **WILL THE ARTWORK BE INSURED?** It is the responsibility of the artist or the collector to arrange all insurance. While every effort will be made to ensure that
artworks submitted are handled carefully and well protected, all artworks should be insured door to door by the participating artist or collector.

7. **HOW WILL I KNOW WHETHER MY WORK HAS BEEN SELECTED?** You will receive an email informing you of the status of your submission.

8. **DO I HAVE TO FRAME MY ARTWORK?** For the initial electronic submission, the artwork can be unframed. Once you receive the email advising of the selection of your piece(s), you may proceed to the framing phase to prepare your work for submission day. All selected works must be professionally/tastefully mounted and ready for hanging or installation in the Rotunda Gallery.

9. **WHAT CAN I EXPECT ON FINAL SUBMISSION DAY?** Artists are required to bring in their work(s), ready to hang or display. The labels and submission form will be provided in the notification email. All documents should be completed in advance and submitted with artwork.

10. **WHAT ARE THE GALLERY HOURS?** The gallery is open from 9 a.m. – 4 p.m. to facilitate walk-ins or scheduled appointments. The exhibition will also be shown online @rotundagallerytt on Facebook and Instagram. To book an appointment, call 624-7275 ext. 2365/2314 or 701-6133.

11. **I CANNOT COLLECT MY ARTWORK IN THE WINDOW PROVIDED CAN I AUTHORISE SOMEONE TO COLLECT ON MY BEHALF?** Yes. **We DO NOT** have a facility to store unclaimed works. Please arrange to collect your works within the window provided. If you are designating someone to collect your artwork you must send us an email with the person’s name, and they must provide photo ID on arrival.