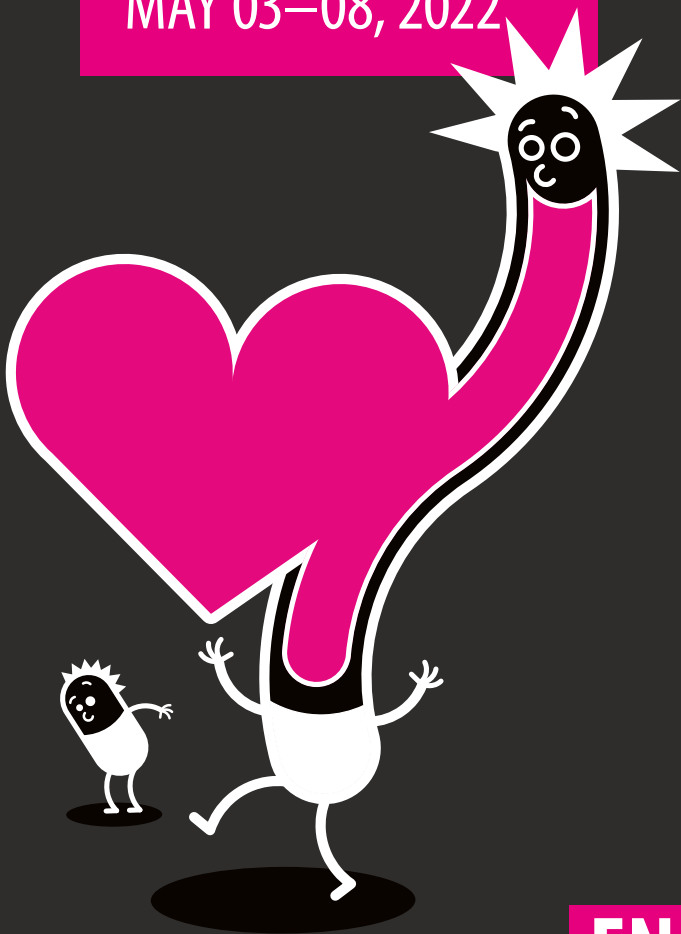


# ITFS



MAY 03–08, 2022



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CREATED BY

**film & medien festival**  
g GmbH

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[www.ITFS.de](http://www.ITFS.de)

# BLACK IS BACK!

Animation and games are the central art forms of the 21st century and have proven to be extremely resilient in the coronavirus crisis. They combine technological innovation with social emancipation, entertainment with avant-garde, and thus reach all generations. The ITFS celebrates these art forms in screenings, exhibitions, talks, master classes, lectures, hackathons, live streams, VR events and live animated performances.

However, the pandemic has significantly changed the way festivals take place. ITFS 2020 and 2021 had to take place as online-only editions, reaching additional, new audiences in the process. But a festival like the ITFS is brought to life by personal, face-to-face encounters. We are therefore planning a hybrid version for 2022 that combines cinema screenings and games exhibitions with digital applications and experiences in virtual space.

With the motto „Black is Back!“, we would like to place the fundamentals of animation – reduction, simplification, and clarity – at the centre of ITFS and present and highlight these newly rediscovered tendencies in animation and games in various film programmes and panels. Because with the coronavirus crisis, many people have become aware of the desire to return to the essence and fundamentals of our existence in everyday life, too.

In 2022, ITFS will also focus on Austria as a partner country, which stands out in the field of animation and games particularly through innovation and experimentation. With the thematic programme „Wonderwomen – Women in Games & Animation“, already planned for 2020/21, we are taking up a relevant topic that we had already examined in 1996 with curator Jayne Pilling, asking how the situation has changed since then and which new artistic positions could establish themselves in the meantime.

Established in 1982, the Stuttgart International Festival of Animated Film (ITFS) is one of the world's most important events in the field of animated film in all its facets, with interfaces to visual effects, architecture, art, design, music, science, games, et al. ITFS offers directors, production and distribution companies, as well as world sales agents a platform to present their films and transmedia projects to an interested, broad public and many industry representatives. On six days and nights in spring 2022, the Stuttgart region will again become the worldwide centre of animated film.

Amid the unique setting of Schlossplatz Stuttgart, the Open Air cinema gives the Festival a very special atmosphere, which, in addition, we plan to broadcast online for the first time via live stream. Thanks to a large LED screen, animated shorts and popular cinema hits can be shown from midday on, which makes ITFS a Festival for the whole family. Up to 100,000 visitors traditionally have been coming to Stuttgart every year to see and enjoy around 1,000 films at Innenstadtkinos Stuttgart and at the Open-Air area.

The Festival focus is on artistic animated films, innovative, interactive, and transmedia projects and on the promotion of young talent.

Prize money of up to 70,000 € in total is awarded in the various competitions.

With the special combination of Festival of Animated Film, Animation Production Days, and expert conference FMX – Conference on Animation, Effects, Games and Immersive Media organised by the Animationsinstitut of Filmakademie Baden-Württemberg, the event has evolved into a unique platform for the financing and development of animation projects. More than 6,000 professional visitors meet in Stuttgart every year for intensive exchange. The ITFS GameZone makes it possible to experience the connection between games and animation.



# COMPETITIONS & PRIZES

International juries consisting of prominent figures from the field of animated film award the main prizes of the ITFS in the following categories:

## INTERNATIONAL COMPETITION

The International Competition is the Festival's centrepiece, presenting artistic animated films of the previous twelve months.

### ■ GRAND PRIX

State of Baden-Württemberg and City of Stuttgart Grand Award for Animated Film with a cash prize of 15,000 €.

### ■ LOTTE REINIGER PROMOTION AWARD FOR ANIMATED FILM

Award for the best graduation film with a cash prize of 10,000 € sponsored by MFG Film Funding Baden-Württemberg.

### ■ SWR ONLINEFILM AUDIENCE AWARD

With a cash prize of 6,000 € sponsored by SWR (regional Broadcasting for southwest Germany).

## YOUNG ANIMATION

The Young Animation competition presents the best films by students at international film, art and media schools and universities.

### ■ YOUNG ANIMATION AWARD

Award for the best student film with a cash prize of 2,500 €, sponsored by LFK Landesanstalt für Kommunikation Baden-Württemberg and MFG Film Funding Baden-Württemberg.

### ■ THE FANTASTIC AWARD

Award for the best animation talent with a cash prize of 1,000 € sponsored by the FANTastic Jury, the most faithful fans of ITFS.

## TRICKS FOR KIDS

The Tricks for Kids children's film festival presents entertaining, outstanding animated films and series for children.

### ■ AWARD FOR THE BEST ANIMATED CHILDREN'S SHORT FILM

with a cash prize of 4,000 €, sponsored by Studio 100 Media.

**FOR REGISTRATION  
FORMS PLEASE GO TO  
[www.ITFS.de](http://www.ITFS.de)**

Awards and cash prizes may be subject to changes.



## ANIMOVIE

The AniMovie competition for feature films presents a selection of internationally outstanding animated films of feature length.

### ■ ANIMOVIE AWARD

Award for the best international animated feature-length film.

## TRICKSTAR NATURE AWARD

Award for the best international animated short film that deal with the topics of climate protection, biodiversity, environment and sustainability, with a cash prize of 7,500 €, sponsored by Verband Region Stuttgart.

## TRICKSTAR BUSINESS AWARD

Award for the best innovative and groundbreaking business model for a project or a company in the field of animation with a cash prize of 7,500 €, sponsored by Verband Region Stuttgart. The competition will be announced in December.

## ANIMATED GAMES AWARD GERMANY

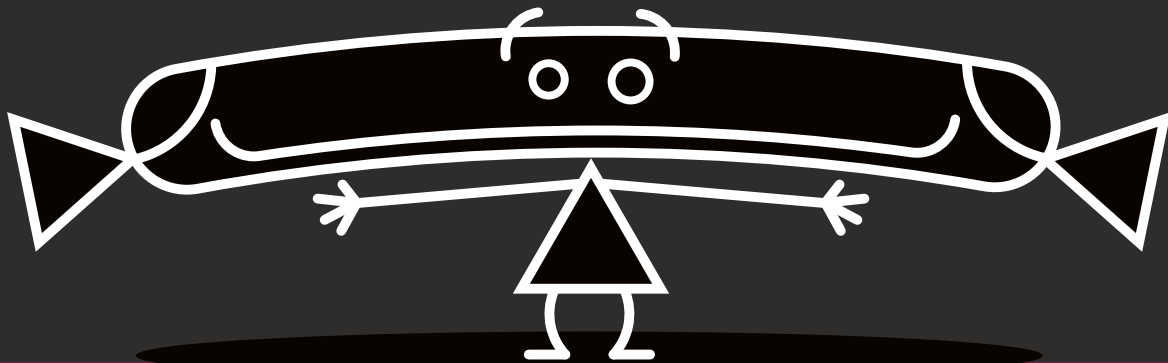
Award for the best animation based German computer game, which is characterized by the best visual design and aesthetics with a cash prize of 5,000 €, sponsored by MFG Film Funding Baden-Württemberg. The competition will be announced in December.

## GERMAN ANIMATION SCREENPLAY AWARD

The prize aims to promote excellent screenplays for German animated feature film projects in German and English language. The award comes with a cash prize of 2,500 € sponsored by the Animation Media Cluster Region Stuttgart (AMCRS). The competition will be announced in November.

## CRAZY HORSE SESSION – 48H ANIMATION JAM

International teams face the challenge to realise an animated short film involving Festival mascot Trixi within a period of 48 hours. In cooperation with M.A.R.K. 13 electronic media and supported by MFG Film Funding Baden-Württemberg and LFK Landesanstalt für Kommunikation Baden-Württemberg. The competition will be announced in December.



# SUPPORTING PROGRAMME

One of the Festival highlights is the curated **BEST OF ANIMATION** section presenting the most interesting and remarkable animated films of the past ten years considering thematic and formal aspects. The curator for ITFS 2022 is Mark Shapiro from Portland.

**PANORAMA INTERNATIONAL** offers an insight into current trends in the international world of animation.

In the **IN PERSONA** series, internationally distinguished and artistically outstanding animation filmmakers personally offer insight into their work and working methods. Scheduled guests include Daniel Höpfner (Berlin), Jochen Kuhn (Ludwigsburg), Marta Pajek (Suchedniów), Regina Pessoa (Porto), Jean-Charles Mbotti Malolo (Lyon) and Thomas Renoldner (Wien).

Globally leading, renowned animation studios as well as young and innovative animation studios present their working methods and films in **STUDIO PRESENTATIONS** and provide an exclusive outlook on new projects.

In the **SCHOOL PRESENTATIONS**, the ITFS presents programmes of selected, international film, art and media schools and universities.

**GAMEZONE** invites visitors to play by presenting innovative, high-quality computer games and interactive projects at the intersection of games and animation. GameZone is curated by Sabiha Ghellal. Presentations include the games nominated for the Animated Games Award Germany as well as a selection of games developed by students. The theme-based exhibition curated by Stephan Schwingeler deals with historic and current positions of women in the games industry. The opportunities for visitors are complemented by several hackathons and the **GAMEZONE KIDS**.

In the context of **TRICKS FOR KIDS** and in cooperation with vhs Stuttgart – Treffpunkt Kinder and Landesanstalt für Kommunikation Baden-Württemberg, many film programmes, workshops, special screenings, and hands-on activities are offered for children and school classes. At the Animation Academy for Kids in cooperation with Kindermedienland Baden-Württemberg, experienced animation filmmakers and film professionals give insights into the collaborative world of animation production.

The **COUNTRY FOCUS** of ITFS 2022 is on **AUSTRIA**. Animation production in the Alpine republic stands for experimentation, innovation, and dark humour. Selected artists, studios and institutes of higher education will present their work. The Austrian partner festival is Tricky Women / Tricky Realities.

With the **WONDERWOMEN – WOMEN IN GAMES & ANIMATION** topic series we continue the thematic programme realised in 1996 and curated by Jayne Pilling, and examine how the situation for women in animated film has changed since then, which new artistic positions have arisen, and which role women play in the games industry. Curators are Waltraud Grausgruber, Stephan Schwingeler and Judith Ackermann.

**BLACK IS BACK!** A selection of the most beautiful and unusual animated films that captivate with their black-and-white aesthetics, reduction, and minimalism, but also with extraordinary narrative forms.

**ANIMATION AROUND EUROPE** presents a selection of special programmes by European partner festivals and institutes.



## SUBMISSION DEADLINES

### SUBMISSION DEADLINES

#### DECEMBER 1, 2021:

International Competition, Young Animation, Tricks for Kids, AniMovie, Trickstar Nature Award

#### FEBRUARY 1, 2022:

German Animation Screenplay Award, Animated Games Award Germany

#### MARCH 1, 2022:

Trickstar Business Award, Crazy Horse Session – 48h Animation Jam

**Registration forms and film uploads/documentary materials must reach Film- und Medienfestival gGmbH by the respective closing date.**

For registration forms and regulations please go to [www.ITFS.de](http://www.ITFS.de). For film submissions please use our online submission platform [www.shortfilmdepot.com](http://www.shortfilmdepot.com) where you can find our online registration form and upload your film.

### ORGANISER

Film- und Medienfestival gGmbH  
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Commercial Managing Director: Dieter Krauß

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## 16. ANIMATION PRODUCTION DAYS

Animation Production Days (APD) is the most important co-production and financing market for animation in Germany and takes place for the sixteenth time from 4 – 6 May, 2022 along with Stuttgart International Festival of Animated Film (ITFS) and FMX–Conference on Animation, Effects, Games and Immersive Media.

In exclusive one-to-one meetings, German and international producers discuss their latest ideas for projects in the fields of film, TV series, games, cross- and transmedia with potential co-production partners as well as broadcasters, streamers, world sales agents, distributors, investors, and promoters.

The conference with lectures and discussions on current trends and challenges in the animation industry is another important section of the programme. In addition, APD offers various networking events and roundtables with industry participants of the partner events ITFS and FMX.

The Animation Production Days' event format as a co-production and financing market specialising in animation and games projects is unique in Germany.

At APD around 170 participants from more than 20 countries negotiate cooperation for around 50 selected projects each year in around 800 pre-planned individual meetings.

Due to the corona pandemic, APD 2021 was conducted as an online edition with about 700 video conference meetings, a conference live stream and digital roundtable discussions.

More information:

[www.animationproductiondays.de/en](http://www.animationproductiondays.de/en)



**animation  
production days**  
may 4–6/2022



## FMX 2022

**FMX**2022

FMX is a globally influential conference focused on trends and developments in design, technology and business of animated films, visual effects, interactive and immersive media.

If you've ever wanted to take a look behind the scenes of the film and media industry, FMX is the place to be. As part of the conference programme, top-class speakers will talk about the development of current projects. The Forum offers the opportunity to gain insights into the latest technologies, to establish contact with recruiters or to learn more about the study programmes offered by international universities.

FMX is organised by Filmakademie Baden-Württemberg.

[www.fmx.de](http://www.fmx.de)