

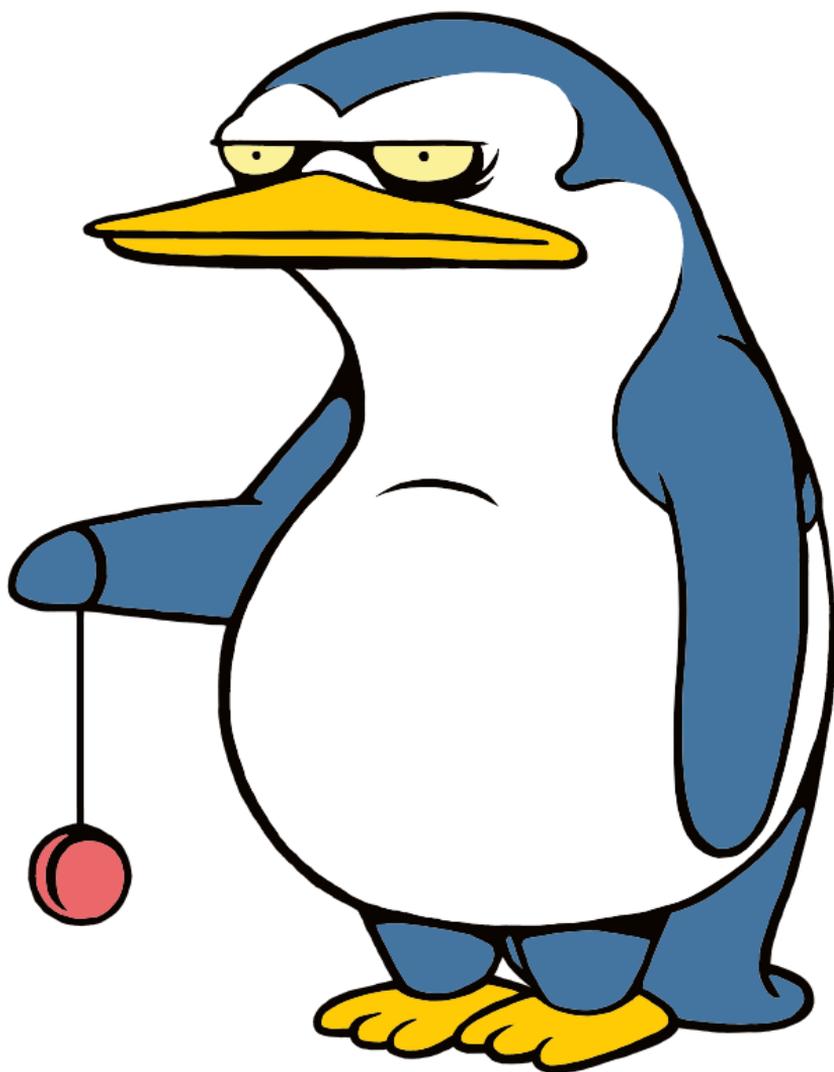
# ITFS



MAY 04–09, 2021

28. INTERNATIONALES  
TRICKFILM FESTIVAL  
FESTIVAL OF ANIMATED FILM  
STUTT GART

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CREATED BY

film & medien festival

g GmbH

#itfs

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

CREATING



Diversity

## Diversity in Games and Animation

Animation and games are the 21st century's central art forms. Combining technological innovation and social emancipation while offering entertainment with great depth, they reach audiences of all generations. ITFS celebrates these art forms with film screenings, exhibitions, talks, lectures, workshops, hackathons, and animated live performances.

In 2020, film festivals could not take place in their usual form due to the coronavirus pandemic and an urgent rethink was required. ITFS 2020 was launched as a strictly online edition, thus reaching new, additional target audiences. However, a festival such as ITFS thrives on direct encounters.

Therefore, we are planning a hybrid festival version for 2021, combining cinema screenings and game exhibitions with digital applications and virtual space. The ITFS 2020 competition films which could be shown online only will be presented again in 2021, on the big screen!

True to our motto "Creating\*Diversity", we wish to point out that artistic media such as animation and games do not only represent aesthetic and social diversity, but create it as well – from concept to production and distribution.

In 2021, ITFS will also place the focus on France as a partner country that has developed a diverse and successful animation scene, particularly in the past 30 years. With "Wonderwomen – Women in Games & Animation" we tackle a relevant topic we already highlighted in 1996 with a programme curated by Jayne Pilling.



Established in 1982, ITFS has evolved into a globally outstanding event for animated film. The Oscar qualifying Festival presents the full spectrum of current animation filmmaking with intersections to visual effects, architecture, art, design, music, and games. 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 2021, the Stuttgart region will again become the worldwide centre of animated film.

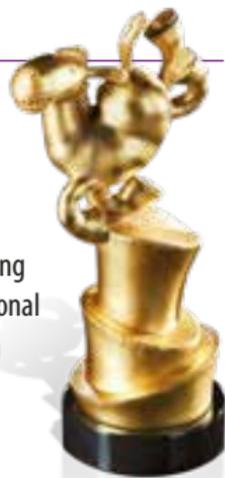
Centrally located before the unique backdrop of Stuttgart Schlossplatz, the Open-Air cinema creates a special Festival atmosphere. Thanks to a large LED screen, animated shorts and popular cinema hits can be shown from midday on, which makes ITFS a Festival for the whole family. Up to 100,000 visitors come to Stuttgart 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.

The ITFS GameZone gives visitors the opportunity to experience the link between games and animation, with offers ranging from indie games to VR installations and game jams.

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.





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# COMPETITIONS & PRIZES

## INTERNATIONAL COMPETITION

The International Competition is the Festival's centrepiece, presenting artistic animated films of the previous twelve months. An international jury consisting of prominent figures from the field of animated film awards the following prizes:

### ■ GRAND PRIX

Grand Award of the State of Baden-Württemberg and the City of Stuttgart in the amount of 15,000 €.

### ■ LOTTE REINIGER PROMOTION AWARD FOR ANIMATED FILM

Prize for the best graduation film in the amount of 10,000 € sponsored by MFG Film Funding Baden-Württemberg.

### ■ SWR AUDIENCE AWARD

In the amount of 6,000 €.

## YOUNG ANIMATION

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

### ■ YOUNG ANIMATION AWARD

Prize for the best student film in the amount of 2,500 € sponsored by Landesanstalt für Kommunikation Baden-Württemberg and MFG Film Funding Baden-Württemberg.

### ■ THE FANTASTIC AWARD

Prize for the best animation talent in the amount 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

Prize money in the amount of 4,000 € sponsored by Studio 100 Media. The winner is elected by a children's jury.

## ANIMOVIE

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

### ■ ANIMOVIE AWARD

Prize for the best international animated feature film.

## TRICKSTAR NATURE

The competition presents animated short films dealing with issues of climate protection, biodiversity, the environment, and sustainability in an informative, entertaining, or humorous way.

### ■ TRICKSTAR NATURE AWARD

Prize money in the amount of 7,500 € sponsored by Verband Region Stuttgart.

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### TRICKSTAR BUSINESS AWARD

The award honours innovative business models in the field of animation and comes with prize money in the amount of 7,500 € sponsored by Verband Region Stuttgart. The competition will be announced separately in November.

### ANIMATED GAMES AWARD GERMANY

Prize for an animated computer game from Germany with the best visual design and aesthetics in the amount of 5,000 € sponsored by MFG Medien- und Filmgesellschaft 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. It will be announced separately in October.

#### ■ GERMAN ANIMATION SCREENPLAY AWARD – MAIN AWARD

The award for the best German screenplay comes with 2,500 € sponsored by the Animation Media Cluster Region Stuttgart.

#### ■ GERMAN ANIMATION SCREENPLAY AWARD – INTERNATIONAL PERSPECTIVE

Prize for the German screenplay with the best international market potential in the amount of 1,500 € sponsored by Pink Parrot Media (Madrid/Montréal).

### GERMAN VOICE ACTOR AWARD

Award for the best German-language voice artist in an animated feature film – in cooperation with Renitenztheater.

### FOR REGISTRATION FORMS PLEASE GO TO [WWW.ITFS.DE](http://WWW.ITFS.DE)

Awards and cash prizes may be subject to changes.

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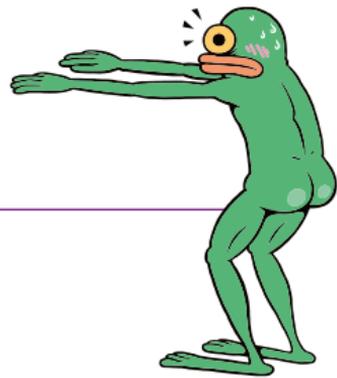
The next call for submissions for the following two competitions will be published for ITFS 2022.

### BECHSTEIN CLASSIC ANIMATION AWARD

This music and animation competition is aimed at animation students at international higher education institutes of film, art and media and awards the best use/the best implementation of music in an animated short film. For this purpose, music label Bechstein Classic made five pieces of music from its portfolio available for download. The award comes with 2,500 € in prize money. Six films have been nominated from the ITFS 2020 submissions. The winner will be selected by a jury at ITFS 2021.

### CRAZY HORSE SESSION – 48H ANIMATION JAM

International teams face the challenge to realise an animated short film involving Festival mascot Trixi in a period of 48 hours. The Crazy Horse Session takes place in cooperation with M.A.R.K.13 electronic media and is supported by MFG Film Funding Baden-Württemberg and the Landesanstalt für Kommunikation Baden-Württemberg. The teams selected to participate in ITFS 2020 will be invited to ITFS 2021.



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# 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 2021 is Mark Shapiro from Portland.

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), Liu Jian (Hangzhou), Monique Renault (Amsterdam), Regina Pessoa (Porto), and Jean-Charles Mbotti Malolo (Lyon).

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.

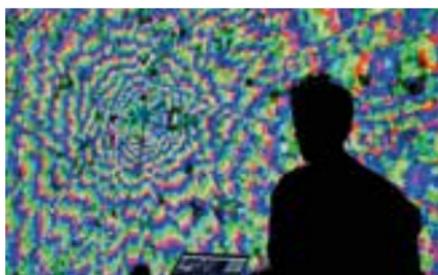
**GAMEZONE** invites visitors to play by presenting innovative, high-quality computer games and interactive projects at the intersection of games and animation. GameZone curators are Sabiha Ghellal, Stephan Schwingeler and Judith Ackermann. Presentations include the games nominated for the Animated Games Award Germany as well as a selection of games developed by students at **GAMEZONE TALENTS**. The curated exhibition 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 the 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, experienced animation filmmakers and film professionals give insights into the collaborative world of animation production.

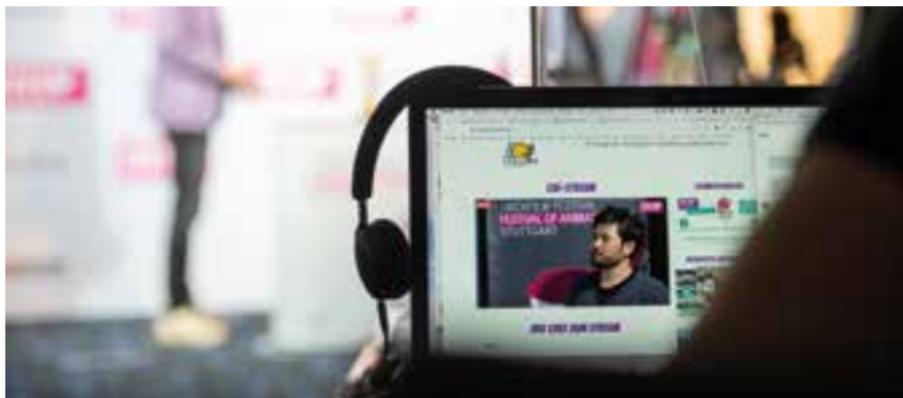
Copines! The ITFS 2021 **COUNTRY FOCUS** is on **FRANCE**. Selected filmmakers, studios, and institutes of higher education introduce themselves and join us in our celebration of the Grande Nation of animated film.

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. Curated by Waltraud Gausgruber, Gerben Schermer as well as Stephan Schwingeler and Judith Ackermann.

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



# SUBMISSIONS



## SUBMISSION DEADLINES

### DECEMBER 1, 2020:

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

### FEBRUARY 1, 2021:

German Animation Screenplay Award, Animated Games Award Germany

### MARCH 1, 2021:

Trickstar Business Award

**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.itfs.picturepipe.net](http://www.itfs.picturepipe.net) where you can find our online registration form and upload your film.

## IMPRINT

Film- und Medienfestival gGmbH

Managing Director Programme: Prof. Ulrich Wegenast

Managing Director Organisation and Finance: Dieter Krauß

Film- und Medienfestival gGmbH

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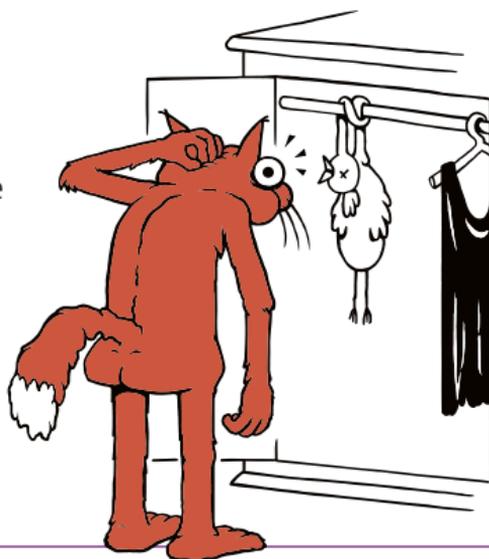
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## ANIMATION PRODUCTION DAYS

Animation Production Days (APD) is a business platform for the German and international animation industry and take place for the 15th time from May 05 – 07, 2021 along with Stuttgart International Festival of Animated Film 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, 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 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 160 participants from more than 20 countries negotiate cooperation for 40 to 50 selected projects each year in around 800 pre-planned individual meetings. Due to the corona pandemic, APD 2020 was conducted as a digital edition with about 600 video conference meetings.

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



## FMX – CONFERENCE ON ANIMATION, EFFECTS, GAMES AND IMMERSIVE MEDIA

FMX, which celebrates its 25th anniversary in 2021, is a globally influential conference that focuses on developments and trends in the design, technology and business of animated films, visual effects, computer games and immersive media.

Top-class speakers will give presentations and workshops as part of the conference programme, hardware and software providers will demonstrate their innovations at the Marketplace, and companies will be on the lookout for creative talent at the Recruiting Hub.

FMX is organised by Animationsinstitut, part of the Filmakademie Baden-Wuerttemberg.  
[www.fmx.de](http://www.fmx.de)

