

ITFS
MAY 03–08, 2022



ITFS 2022 Call for Entries – The 29th Stuttgart International Festival of Animated Film is now open for submissions!

Press Release, Stuttgart, September 13, 2021

The **29th Stuttgart International Festival of Animated Film (ITFS)** – one of the most important events for animated film worldwide – will take place from **May 3 to 8, 2022**. Animated films completed after October 1, 2020 can now be submitted for the main competitions of the Festival.



Films can now be submitted to the following competition categories:

- **International Competition** – International competition for animated short films
- **Young Animation** – International student film competition for animated short films
- **Tricks for Kids** – International competition for animated short films and series for children
- **Trickstar Nature Award** – Competition for animated short films that deal with the topics of climate protection, biodiversity, the environment and sustainability
- **AniMovie** – International competition for animated films of feature length

The submission deadline is December 1, 2021.

The film submission takes place via the online submission platform www.shortfilmdepot.com. There, the online registration form is available to the submitters and they can upload their film. An account is required for registration. Participation in the ITFS competitions is free of charge, but the submission platform charges a small fee for its service, depending on the number of animated films submitted.

All further information and contact details can be found at <https://www.itfs.de/en/professionals/call-for-entries/>.

More information about the ITFS 2022 and all competition categories can be found in the [ITFS 2022 Flyer](#)

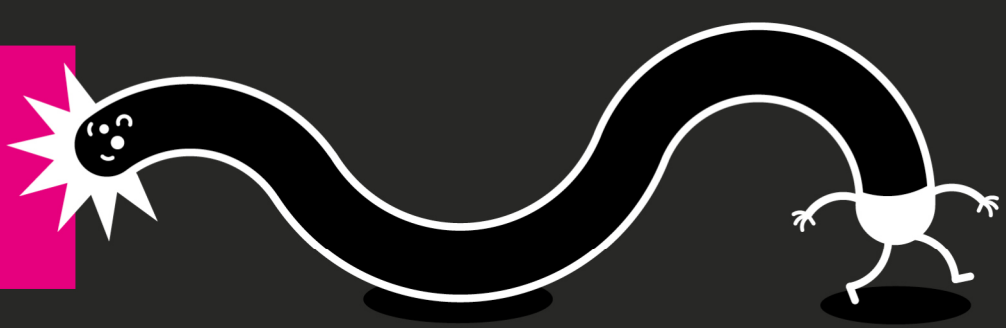
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Call for entries at a later date:

- **Trickstar Business Award** – Prize for innovative business models for a project or a company in the field of animation (Call for submissions November 2021 / closing date March 1, 2022)
- **German Animation Screenplay Award** – Award for the best German- or English-language screenplay for a German animated feature-length film (Call for submissions October 2021 / closing date February 1, 2022)
- **Animated Games Award Germany** – Award for an animation-based computer game from Germany with the best visual design and aesthetics (Call for entries December 2021 / closing date February 1, 2022)
- **Crazy Horse Session – 48H Animation Jam** – International teams face the challenge to create an animated short film about the festival mascot Trixi in 48 hours. The Crazy Horse Session takes place in cooperation with M.A.R.K.13 electronic media and is supported by MFG Filmförderung Baden-Württemberg and the Landesanstalt für Kommunikation Baden-Württemberg. (Call for submissions December 2021 / closing date March 1, 2022)

About ITFS

Established in 1982, ITFS is one of the world's leading events for animated film. It offers filmmakers, directors, production and distribution companies a professional platform to present their films to an interested broad audience as well as to industry representatives. On six days, animated film fans of all ages have the opportunity to watch and experience animated short and long films, series and games as well as VR and AR projects. The festival will show the full spectrum of current animated film production with its intersections to visual effects, architecture, art, design, music and games. The festival focuses on artistic animated film, innovative interactive and transmedia projects and the promotion of young talents. Prize money of up to 70,000 € in total is awarded in the various competitions.

Thanks to the unique combination of the **ITFS**, the **Animation Production Days** and **FMX - Conference on Animation, Effects, Games and Immersive Media** (organised by Filmakademie Baden-Württemberg), the event has evolved into a unique platform for the financing and development of animation projects. Over 6,000 professional visitors meet in Stuttgart every year for an intensive exchange of ideas.

In 2020 and 2021, due to the Corona pandemic, the ITFS took place as online edition and has reached many new, mainly international target groups. 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, games exhibitions, presentations and workshops with digital applications and the virtual space.

<https://www.itfs.de/en/>

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