

CartoonNext 2024



A sneak peak of what's coming!

09/02

Spatial Computing – The Next big thing since the iPhone? It is being billed to become a gamechanger for 3D animation!

Apple have announced their first device which is the first mixed reality headset, treating it more like a new computing platform than a metaverse device. One of the authorities in this specialisation is Thomas Bedenk.

Thomas Bedenk is VP Extended Reality at Endeava and freelance advisor with over 25 years of experience in digital productions. His focus areas are Strategy, XR and UX across industries. He is a frequent speaker at international conferences and founding member of XRBB and the German Game Association. 2008 he founded game studio Brightside Games. He has degrees in Media Design and Human Factors. Prior, he was interactive designer and developer for 10 years and worked on special effects for movies.

Thomas Bedenk
Freelance & VP Extended Reality
Endeava (Germany)



Meet the first European studio, wholly devoted to adult animation! Bobbypills! What's next for the inspiring company and its mission to empower artists to shape pop culture, through unique, accessible series, and innovate the 2D animation sector?



Gabrielle d'Andrimont
Development Manager
Bobbypills (France)

With 4 diverse series under its belt, partners including Netflix, Ubisoft and Warner, 2024 sees the opening of an exciting new studio in Angouleme. Speakers, Arthur Delabays, Nicolas Athané and Gabrielle D'Andrimont provide fascinating insights into their journey and ground-breaking philosophy.

Nicolas Athané
Creative Director
Bobbypills (France)



Bobbypills is the first and only studio in Europe specialized in adult animation. The Paris-based studio already created, produced and released 3 original series: "Peepoodo", "Vermin" & "Crisis Jung", that found great international partners through Netflix & ADN. Known for developing outrageously progressive concepts that fit perfectly the animation medium, Bobbypills seeks to work with talented artists in French animation to combine European sensibilities with Japanese and American influences.



Arthur Delabays
Development Director
Bobbypills (France)

What Next in Licensing? Cult licensing is the new byword.

If your idea has cult appeal, there are fresh opportunities to create your own licensing programme regarding consumer products. Licensing agent, Max Arguile, from Reemsborko, has a passion for all things pop culture. Whether it's animé, horror, or other genres from webtoons, comics, TV, film or online, he has found a way to commercialise it and shares his insights with CartoonNext, with some fascinating case studies.

Reemsborko works on the most interesting IP out there. Niche properties are always bigger and more commercial than you realise. We have a passion for pop-culture and great contacts across the whole of the licensing industry. Over the past 25 years we have negotiated and signed over 1000 contracts for music, film, TV, football, art, brands, video games and animé properties, working with all the major and most of the minor licensor's and agents, for UK, European and global deals.

Max Arguile
Managing Director
Reemsborko (United Kingdom)



How to nurture and mentor the next, new talents in Africa, looking to create and finance their own shows?



Sébastien Onomo
President & Producer
Special Touch
Studios (France)

With inspiring insights and innovative initiatives from Ariane Suveg, instrumental in developing and producing the first animated series from Nigeria for Cartoon network; joined by Sébastien Onomo of Special Touch Studios, a pioneer in producing award-winning content with African creatives, about to launch the first Pan-African Animation Workshop.

Sébastien Onomo is a French producer who has been working in the film and audiovisual industry for over ten years. He has produced numerous television films and feature films including “*The Forest of Miss Tang*” by Denis Do, “*The Siren*” by Sepideh Farsi, or “*Augure*” by Baloji.



Ariane Suveg
Producer and Founder
Celestine Blue
(France)

With more than 20 years of experience in the TV industry, Ariane is a content and animation expert from production, programming, and business development perspective. She has been Programming Director of several channels, among them Nickelodeon and the French free-to-air Gulli.

What's New and Happening in the world of publishing and what fresh opportunities might there be for creators and storytellers in Europe?

Children and Family Alumni, Bob Higgins, President of recently created production company, Trustbridge Entertainment, in New York, talks about sourcing, developing, and producing premium content across Europe and the Globe, based on books, and how he is introducing innovative cross-media ideas to the process.

Bob Higgins oversees creative and business operations for Trustbridge Entertainment, a division of Trustbridge Global Media, a multi-screen development and production company that partners with creators to develop entertaining content for children and families. TGM, a multi-platform content which has a large portfolio targeting a global audience of all ages while focusing on producing high-quality content. Current slate includes “*Maisy Mouse*”, “*Judy Moody*”, “*The Circus Ship*” and “*Dasher*”.

Bob Higgins
President
Trustbridge Entertainment (USA)



Digital participation

CartoonNext highlights animation excellence in Hungary!

Réka Temple
Executive Producer
Cinemon Entertainment (Hungary)



Keynote and Case Study with producer and female entrepreneur, Réka Temple, who's celebrating the power of 2D and animation, as cinema. She provides fascinating insights into her ground-breaking feature, "*4 Souls of Coyote*", chosen for the Academy International Category. And looking to the future, she sets out what Hungary and Eastern Europe has to offer the rest of European animation.

Hungarian film producer, former member of the Secretary General of the Hungarian Producer's Association and head of the Animation Department at the Institute of Theatre and Film and current president of the Hungarian Animation Producers' Association, she represents the country as the Ambassador at the European Animation Awards. In over 25 years of experience, she contributed to 12 feature films and has earned over 100 awards and nominations worldwide.

What Next for Studio Meala! This dynamic Irish studio is all about pushing the boundaries of hand-drawn animation, and creating a fair, sustainable studio for artists to thrive in!

Recently chosen to bring to life an episode of cult horror franchise, "*Banquet of Hungry Ghosts*", Studio Meala will soon be embarking upon an exciting new slate of their own and also looking to work with under-represented and diverse studios, across Europe.

Specialising in 2D hand-drawn paperless animation, Studio Meala works with some of the best animation talent worldwide through a hybrid of local and remote animation productions.

Their highly collaborative approach to animation production creates an environment for creativity to thrive and delivers exciting animated content for their clients and audiences.

Shane Perez
Head of Development
Studio Meala
(Ireland)



Stephen Fagan
Co-founder,
Producer and Creator
Studio Meala
(Ireland)

CartoonNext gazes into the Crystal Ball at Animation's 'Future Horizon'. And it's not all 'doom and gloom' following recent market downturns!

Alex Cameron
Director EMEA
Parrot Analytics (United Kingdom)



Leading industry analysts, Parrot Analytics, take a data-driven approach to historical trends and current market data to anticipate what lies ahead, pinpointing opportunities for growth and innovation. Exploring the rising demand for varied animation content, with increased interest in adult animation and broadcasters strategically investing in anime and related genres. Special attention will also go to "*Local Roots, Global Reach*" and how stories like "*Miraculous Ladybug & Cat Noir*" can evolve from local favourites to global franchises.

Alex brings over 15 years of experience in the TV industry to his current role at Parrot Analytics. His background includes serving most recently, as Head of Entertainment Analytics at Hasbro, where he focused on data-driven strategies for content. At Endemol Shine, as Head of Brands & Insights, Alex led audience research, contributing to the success of the group's extensive network of production companies.

What Next for Epic Games, a major supporter of animation in Europe?

In a rare keynote from EPIC and their UE Business Director, Ben Minall, we explore what initiatives are planned for the next generation of Studios and Creatives.

Following on from their ground-breaking Unreal Engine, Ben shares some of their vision and opportunities, as well as touching upon UEFN, their application for designing, developing and publishing games and experiences, directly onto Fortnite, using the power of the Unreal Editor.

As a professional in the visual effects and real-time animation industry, He had the privilege of contributing to several groundbreaking projects. He began his journey as a Shake compositor at Realise Studios London, where he honed his skills and developed a passion for visual storytelling. At Realise Studios, he delved into Nuke, teaching himself the intricacies and foibles of this new powerful compositing software.

Ben Minall
UE Business Director
Epic Games (United Kingdom)



CartoonNext puts children, front and centre, of the debate on A.I. and generative A.I. Thanks to an inspiring keynote from renowned ethics fellow at the Alan Turing Institute, Dr. Mhairi Aitken, voted one of the top 100 brilliant woman in A.I. ethics, internationally!



Mhairi Aitken
Ethics Fellow
The Alan Turing Institute (United Kingdom)

In her influential research, Dr. Aitken uniquely gives children a voice, exploring what excites them and what concerns them about these revolutionary tools. Learning from the impact of social media, Dr. Aitken will discuss the benefits A.I. can bring to children and children's media, as well as the risks, when formulating policy and governance, at a time some describe as A.I.'s "Wild West" era.

Dr. Mhairi Aitken is an Ethics Fellow at The Alan Turing Institute (the UK's national institute for A.I. and data science). Her research examines social and ethical aspects of data science and A.I., with a particular focus on how A.I. impacts children. Mhairi was included in the 2023 international list of "100 Brilliant Women in A.I. Ethics" and is a frequent contributor to media discussions on A.I. and data.

And more to come!

