CartoonNext, the latest Cartoon pitching and conference event for animation professionals, with an exciting and innovative look to the future !

What is it?

The main focus will be on well-curated keynotes: experienced professionals bringing their vision on the future of your business, your craft and your day-to-day work.

On the other hand, producers coming from all over Europe will pitch selected, innovative projects, displaying their multiplatform strategy, and getting a direct and thoughtful feedback from international animation experts with various background.

> **Keynotes and Case studies**

Animation is crossing bridges. Animation is more alive than ever, and doing well. Mixing with other domains like anime and gaming, using silo-marketing to transform IP, developing a presence on animated cross-platforms, and growing thanks to the adult audience.

During three days, avant-garde themes will be discussed in keynotes and case studies by key broadcasters, influential media player and leading specialists across all platform

> The challenges to nurture talents to reinvent linear TV
> Why new technologies and new techniques shape the way you work (from creation to distribution)
> How sustainability can drive the development of your studio

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Pitch and Improve your multiplatform project

BEFORE THE EVENT

> Benefit from a **dedicated chairperson** allocated to your project, who will review and analyse your concept and help you produce the best presentation possible.
> **Receive written feedback from a panel of industry experts**, specially selected for your project, in advance of putting your final pitch together.
> The selected projects are getting during **a 40-minute session practical advice** and guidance by today's digital advocates and game changers.

" Get instant practical advice and guidance about content and distribution. Connect with today's digital advocates and change makers."

AT THE EVENT

> Deliver a **17-minute pitch** outlining your core concept and how the key cross-over elements will be developed to work across your chosen platforms.
> Receive **17-minutes moderated feedback** (experts from TV, licensing, investor-financing, distribution, gaming, e-publishing, etc.) on your project, its multi-platform potential and strategy as well as helpful advice so as to move the project forward.
> And **6 min "in"/"out"** (so that the next pitch can be prepared on the stage).

Which kind of project can be pitched at CartoonNext?

> An existing, "in concept" or "in development" project which is being developed across multiple platforms.

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> Originating from an animated TV series, a film, or short form content.
Or a book, a game, a AR/VR experience, or even a toy where animation is to be used to extend the property into a crossover proposition.

> At a stage where at least 2 ideas on distinct platforms can be fully pitched.

Who can present a project and participate?

> **European producers** who want to develop their animation project or property into a multiplatform brand to be distributed on several platforms.

> **European professionals** who want to develop their transmedia project into animation.

> The project holder must come from one **Creative Europe - MEDIA** country:
the 27 EU countries + Albania, Armenia, Bosnia and Herzegovina, Georgia, Iceland, Liechtenstein, Montenegro, North Macedonia, Norway, Republic of Serbia & Ukraine.

> **Attention:** since the Brexit, the UK is not part of the eligible countries.

> Fluency in **English** is required for the pitch and to communicate as there will be no translation on site.

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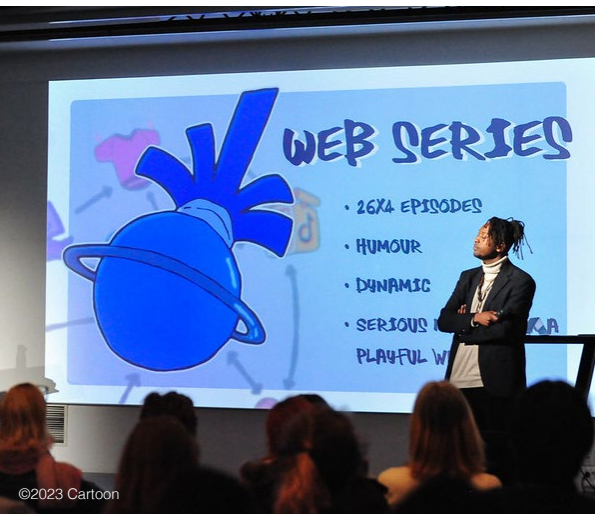
Project submission

The online form to submit a project will be available in November.
Project submissions will close on **Wednesday 31st January 2024**.

To submit your project on our website, go to: **www.cartoon-media.eu**
> **My Cartoon**
> **My Projects**
> **CartoonNext**

The event is also open to **producers without a project**, potential multiplatform partners and financiers looking for new opportunities, partnerships and investments. They will have the opportunity to **learn from first-class keynote presentations, case studies and pitches** with experts sharing their knowledge of creating, developing and distributing multi-platform IP.

Cost

> **400 EUR** for producers pitching a project.
  Meals (3 lunches and 2 dinners) are included.

> **300 EUR** for participants without a project.
  Meals (3 lunches and 2 dinners) are included.

Schedule and Deadlines

20 NOVEMBER	Opening date for project submission
31 JANUARY	Closing date for project submission
9 FEBRUARY	Producers will be informed whether their project has been selected
19 FEBRUARY	Participants' registration deadline (with project)
20 FEBRUARY	Participants pitching a project will be contacted by their chairperson
18 MARCH	Participants' registration deadline (without project)
9-11 APRIL	CartoonNext in World Trade Center Marseille Provence (France)

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