

CartoonNext

Imagining the Future of Animation and Digital Content

MARSEILLE
8 > 10 April
2026

PRESS KIT

www.cartoon-media.eu



Ooops! The Adventure Continues © Ulysses Filmproduktion / Moetion Films / Fabrique d'images

PRESS AREA



COMMUNICATION MATERIAL

Click below to access the following material & documents:

- » [An overview of the programme.](#)
- » The list of [selected projects](#) to be pitched during the event.
- » All the [speakers & experts](#) coming to the event.

CONTACT

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1. CARTOONNEXT 2026

AN ENRICHING EXPERIENCE WHERE INNOVATION MEETS CREATIVITY!

CartoonNext is a European **networking and training event** for animation professionals. It's a platform for professionals to **discover what's Next in animation** with a focus on well-curated **keynotes** and **case studies** by experienced key players. Producers **coming from all over Europe** also have the opportunity to present innovative selected projects **with a multi-platform strategy**.



A TRAINING OPPORTUNITY ON A EUROPEAN SCALE!

Created in 2022 in order to **meet the demands of the changing industry**, CartoonNext has the ambition to gather **more than 250 participants each year** from **over 20 countries** and offer a unique professional training.

Our goal is to **empower European innovations and creativity** by **facilitating collaboration among producers, buyers, and creative teams from diverse EU countries**. During the event, the participants have many training and networking opportunities, **combining a business and friendly atmosphere**.



PRACTICAL INFORMATION

- » 8th - 10th april 2026
- » World Trade Center (Marseille, France)
- » Contact: masters@cartoon-media.eu

OUR PARTNERS

The main partners of CartoonNext 2026 are **Creative Europe - MEDIA Programme of the European Union**, **Région Sud - Provence-Alpes-Côte d'Azur**, **Métropole Aix-Marseille-Provence**, **SudAnim** and **Ville de Marseille/ Office du Tourisme Marseille**.

2. HOW DOES IT WORK?

KEYNOTES, CASE STUDIES AND PANELS

About fifteen conferences sessions will be spread over the 3 days of the event, dealing with different topics, such as:

- » **How will new technologies and new models impact the industry?**
- » **What's next in the creative industry/market?**
- » **Case studies and success stories**

You can find more information about the programme on page 4 or by [clicking here](#).



SPEAKERS AND EXPERTS

CartoonNext 2026 gathers more than 40 experts and speakers from 16 countries around the world covering many fields of expertise: **distribution, production, broadcasting, publishing, gaming, creation, new technologies, music...**

Please find the full list of confirmed experts and speakers by [clicking here](#).



Bobby & the Bottle Brigade ©Something Big, Kavaleer & Magic C



PITCHING SESSIONS

The **pitching sessions** will take place on 9 & 10 April.

- » **Duration:** each creative will be allocated a **30min session divided in two parts:** the first 10' will allow them to **present all the aspects of their project**, and multi-platform strategy, followed by 20' of **discussion with the experts** who will give live feedback on the project and **helpful advices to move the project forward.**

2. HOW DOES IT WORK?

CHAIRPERSONS & MODERATORS

An experienced and neutral **chairperson** will **help producers prepare their presentations beforehand**. The chairperson is also present during the pitching session, to **introduce the projects' holders** and smooth out the Q&A session.

Each keynote, case study and panel is **supervised by a moderator**, who makes sure that everything runs smoothly.

The **list of chairpersons and moderators** along with a short bio for each of them is available [here](#).



EXTRA TIME CORNER

A **dedicated space** is available at the exit of the pitch room during breaks and lunches to allow participants with projects to **meet and start discussions with people interested in their project**.

ONE-TO-ONE MEETINGS

One-to-One meetings can be compared to **professional speed-datings**: open to all, these allow participants to **have privileged conversations with their peers**. Based on each participant's choices, CARTOON will organise meetings with other participants they are interested to exchange with. Each meeting lasts for a **maximum of 20 min**.

One-to-One meetings will take place on **Wednesday 8th from 9:30 to 12:00**. *These meetings are available upon registration and will be pre-scheduled.*



3. PROGRAMME

About 15 conferences sessions will be led by professionals from diverse backgrounds. Here are the main themes that have emerged in our programme, along with a few of the sessions that will be presented.

Inventing tomorrow: Innovation, AI & New Creative Frontiers

» AI & Animation: How the Future is shaping Work in this Age of Generative AI?

Speakers: Audrey Schomer, Media Analyst & Research Editor at **Luminate** (USA), Marianne Carpentier, Director of Innovation & New Tech at **TF1** (France) & Cathal Gaffney, Chief Innovation Officer at **Brown Bag Films** (Ireland)

» A New Era for Stop Motion!

Speakers: Angélica Lares, General Director of International Centre of Animation at **Taller del Chucho** (Mexico), Sarah Cox, Chief Creative Director at **Aardman Animations** (United Kingdom) & Kerdi Kuusik-Oengo, Producer at **Nukufilm** (Estonia)

» Music is the “Soundtrack to Life!” and a Powerful Tool for Film, TV and Games!

Speakers: Thibault Kientz-Agyman, Composer at **Twentykeys** (France), P.T. Adamczyk, Composer & Music Producer at **CD PROJEKT RED** (Poland) & Laurence Ripoll, Production Manager at **MCM Festival** (France)

Navigating a Transforming Global Market

» What’s New and Happening at Europe’s Commercial Broadcasters?

Speaker: Coralie Boitrelle-Laigle, Head of Kids Content at **Gulli/M6** (France)

» New Opportunities, New Skills: Explore the Possibilities AI will offer!

Speakers: Elena Sinel, Founder & CEO of **Teens in AI** (Portugal & United Kingdom) & Michelle Connolly, Founder of **Educational Voice** (Ireland)

» Women in Gaming: if players are 48% Female, why is leadership still 84% Male?

Speakers: Kelly Vero, Founder of **NAK3D** and Game, Brand & IP Developer (Switzerland) & Ruth Lemmen, Co-founder & Ambassador of **Womenize! Games and Tech Voice** (Germany)

Talent, Voices & Creative Powerhouses building the Future!

» Discover what’s next for Ubisoft TV and Film Division!

Speaker: Taïeb Ben Amor, Director Production & Business Affairs at **Ubisoft** (France)

» CartoonNext celebrates “Olivia and the Invisible Earthquake”!

Speaker: Irene Iborra Rizo, Key Creatives at **Citoplasmas Stop Motion Animation Studio** (Spain)

» The Bold Journey of Miss Saturne: Pioneering a New Wave for Young Adult Animation!

Speakers: Annelise Vieilledent, Creative Producer at **Fortiche Production** (France) & Marianne Lévy-Leblond, Director of Digital Creations Unit at **ARTE** (France)

Click [here](#) to have more details about these sessions and discover the full programme!

4. SELECTED PROJECTS

The selected works **capture European animation current creative innovation**. The line-up includes 8 projects targeting all audiences at different stages: 1 in concept and 7 in development.

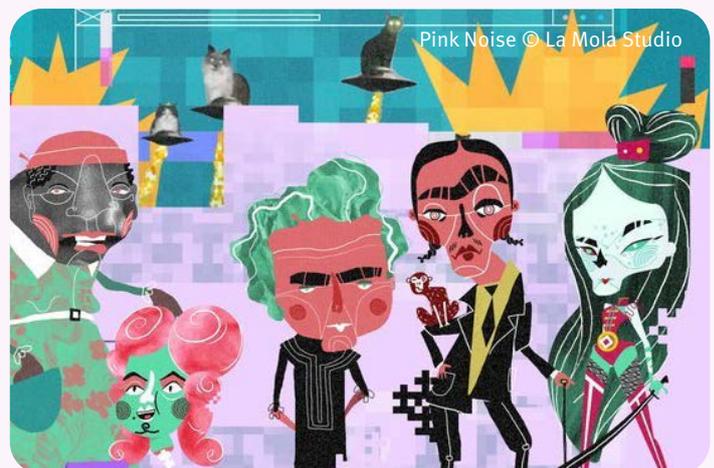
B-86oK: Sychtrails

- » **Country:** France
- » **Format:** TV series
- » **Platforms:** Video Game • Music • Digital First Content
- » **Target Audience:** Young adults / Adults



Illogical Adult World

- » **Producer:** Salt Cinema (Ukraine)
- » **Format:** TV series
- » **Platforms:** Comics • Digital First Content
- » **Target Audience:** Children 6-9 (Kids)



Pink Noise

- » **Producer:** La Mola Studio (Spain)
- » **Format:** TV series
- » **Platforms:** Comics • Podcast • Film
- » **Target Audience:** Young Adults / Adults

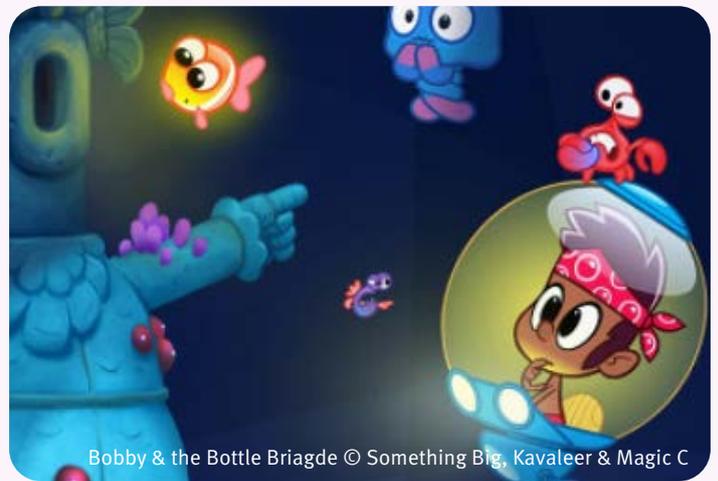


Stink

- » **Producer:** Big Bad Boo Studios (Austria)
- » **Format:** TV Series
- » **Platforms:** Comic/Book • Podcast • Video Games
- » **Target Audience:** Children 6-9 (Kids)

Bobby & the Bottle Brigade

- » **Producers:** Something Big (France), Kavaleer (France) & Magic C (France)
- » **Format:** Digital or First Content
- » **Platforms:** Apps • TV series
- » **Target Audience:** Upper pre-school 5-6



The Wing-Ed Freaks!

- » **Producer:** Adventurverse Studios (Ireland)
- » **Format:** AR/VR Game
- » **Platforms:** TV series • Podcast • Licensing • Digital First Content
- » **Target Audience:** Teenagers 12-15

Cosmic Loom

- » **Country:** Italy
- » **Format:** Digital First Content
- » **Platforms:** TV series • Licensing
- » **Target Audience:** Teenagers 12-15



Orphan Yakuza

- » **Producer:** Filin Good Films (Finland)
- » **Format:** Feature Film
- » **Platforms:** Video Game • Comics • Digital First Content
- » **Target Audience:** Young adults / Adults

5. STATISTICS

STATISTICS – ACCEPTED PROJECTS CARTOONNEXT 2026

8 projects coming from 7 different countries, will be presented at CartoonNext 2026.

STATES OF ADVANCEMENT

- Projects in concept **1**
- Projects in development **7**

BUDGETS

- Between €350k and €1.1M **2**
- Between €2.8M and €3.1M **3**
- Between €3.2M and €5.1M **2**
- More than €6.5M **1**

AVERAGE **€3 108 378.58**

MEDIAN **€2 972 316**

COUNTRIES REPRESENTED

France, Austria, Finland, Ireland, Italy, Spain & Ukraine.

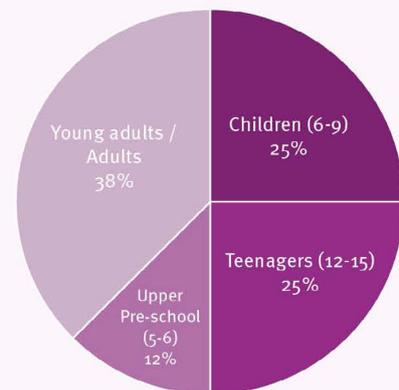


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FIRST FORMATS

- TV Series **4**
- Web content **2**
- Feature Film **1**
- AR/VR **1**

TARGET AUDIENCES

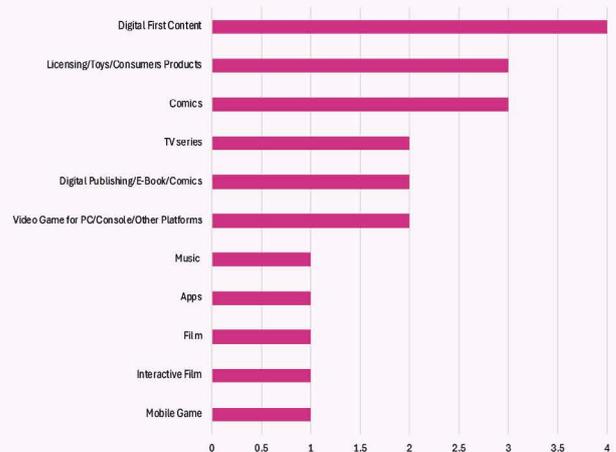


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TOPICS

Among the topics explored in the selected projects, we find **adventure, sci-fi, socio-emotional, inclusion, sustainability, comedy, friendship** as well as **fantasy**. These choices reflect the evolving dynamics of animation.

TRANSMEDIA PLATFORMS



Number of projects concerned

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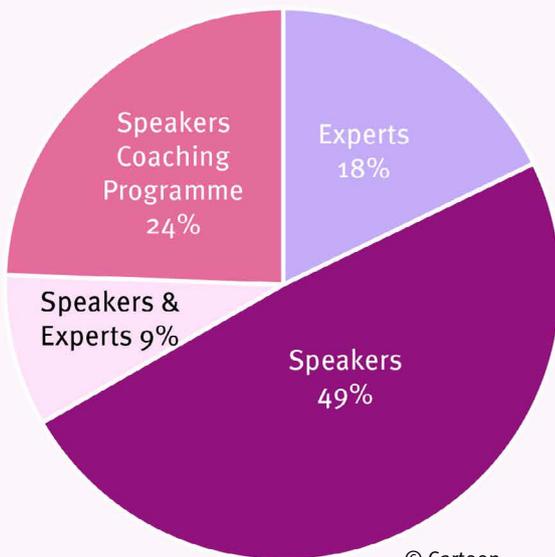
5. STATISTICS

STATISTICS – SPEAKERS AND EXPERTS CARTOONNEXT 2026

SPEAKERS & EXPERTS

45 Speakers and Experts
from 16 different countries
64% are newcomers

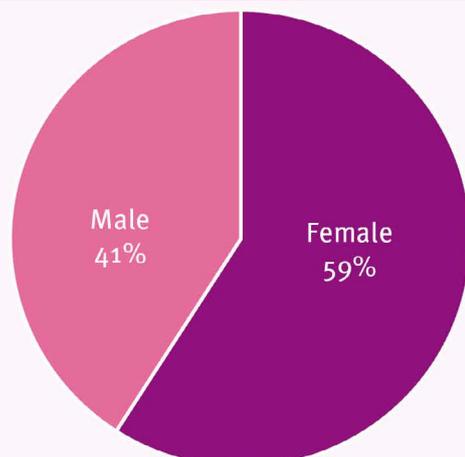
CATEGORIES OF SPEAKERS & EXPERTS



COUNTRIES OF SPEAKERS & EXPERTS

| | |
|-----------------|----|
| France | 24 |
| United Kingdom | 4 |
| Ireland | 2 |
| Spain | 2 |
| Sweden | 2 |
| Estonia | 1 |
| Finland | 1 |
| Germany | 1 |
| Japan | 1 |
| Mexico | 1 |
| Poland | 1 |
| Portugal | 1 |
| Slovakia | 1 |
| Switzerland | 1 |
| The Netherlands | 1 |
| USA | 1 |

GENDER OF SPEAKERS & EXPERTS



6. COACHING PROGRAMME

OBJECTIVES AND CONTENT

The “Coaching Programme” is a **training initiative** designed to provide young talents from specialized, local, and reputable schools with a comprehensive **understanding of the animation industry** and the **challenges encountered** when launching a project. This programme covers various aspects including the different stages of **production, market trends, the successes of creators, the challenges faced by directors, screenwriters, or producers and their resolutions, the roles of each individual involved, budgeting and financial arrangements**, as well as **partnerships with other countries**, among others.



Over 50 students and teachers coming from the following schools participate in this year’s Coaching Programme: Brassart Aix-en-Provence, École De Condé Marseille, École MoPA, ESRA Côte d’Azur, Lycée Marie Curie, ECV Aix-en-Provence, ENSI and Ynov Campus Aix.

PROGRAMME

The programme equips young animation talents with **essential tools for growth**. Through three conferences, attendees learn to deliver **compelling pitches**, learn about **how to develop series and films** and **navigate regional funding opportunities**.

PORTFOLIO REVIEW

Since 2024, and in line with the collaborative work established with our partners, a new initiative had been launched and proved very successful: we have therefore decided to repeat it this year. During 2 sessions of 1 hour each, on Wednesday 8th (morning), groups of 4 to 5 students will be **paired with professionals from the region**. The aim of this activity is for the **mentors to share their feedback on their portfolio** and offer **helpful advices**.



MINI-PITCH WORKSHOP

The mini-pitch workshop is a **unique opportunity for students to pitch their project** to an audience of **regional experts** and other students. 6 projects are selected (short film, TV series, feature film, etc.) and presented during a **mini-pitch workshop (10 minutes per project) on Friday, April 10th in the morning**. Students can thus draw inspiration from the pitches seen the previous day as part of CartoonNext 2026 and **get feedback from the selection committee on their projects**.

Les sandwiches de Maman © Anouk Massé



7. ANIMATION IN THE REGION

ANIMATION IN REGION SUD

The animation sector has significantly developed in the **Region Sud - Provence-Alpes-Côte d'Azur** in recent years, with a support fund in place since 2010. This fund provides grants for feature films, short films, specials, and television series at the writing, development, and production stages. **With a budget of €1.4 million**, the regional animation support fund has financed **more than a hundred projects since its creation**. These projects, produced in one of the **15 regional studios** or in local companies mainly located in **Avignon, Arles, and Marseille**, have fostered the growth of a **true animation hub in this attractive region**, which is also home to several internationally renowned schools.



ANIMATION IN MARSEILLE

The **animation and video game sectors are thriving**, and they still have significant development potential. The City of Marseille is determined to **accelerate their growth** through significant support for initiatives that contribute to their development and influence. One of the priorities of the city council is to attract talent and new studios. In this context, the renovation of the **Pôle Média in la Friche de la Belle de Mai** is planned, as part of the **“Marseille en Grand” project**.

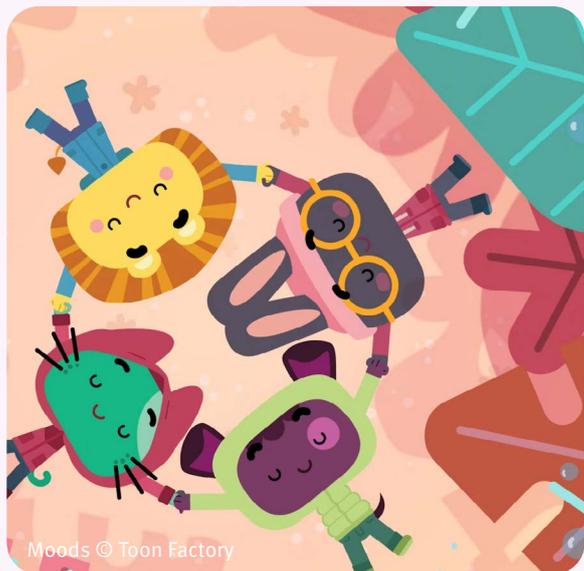


7. ANIMATION IN THE REGION

ANIMATION IN THE AIX-MARSEILLE-PROVENCE METROPOLITAN AREA

Aware of the economic and employment opportunities offered by the **Cultural and Creative Industries (CCI)**, the **Aix-Marseille-Provence Metropole** has placed this sector, which includes the **animation sector and, more generally, the film and audiovisual industries**, at the heart of its development and attractiveness **strategy**. In fact, in October 2024, as a priority on its economic development agenda, the Metropole voted for a roadmap dedicated to the CCI, marking its ambitions to support the development and structuring of this sector of excellence.

The Metropolitan France Film and Filming Mission, created in 2023 within the institution, is the preferred point of entry for professionals in the industry, particularly when it comes to supporting production. In this vein, the **Fonds d'Aide Cinéma, Audiovisuel et Multimédia Métropolitain (FACAMM)**, launched in 2024, has already supported **24 projects (including 7 animated works)**.



SCREENINGS

To celebrate the **recent successful productions** from the territory, come and watch the screenings of two local short films on Thursday 9 & Friday 10 April.

» Sulaimani

by **Vinnie Ann Bose**, produced by **Girelle Production & Les Astronautes** and distributed by **Pentacle Productions**

One evening in Paris, two Indian women from the Kerala region who do not know each other find themselves in the Indian restaurant Sulaimani. Sitting a few meters apart, they observe each other, intrigued by one another. In this miniature Kerala that is the restaurant, the smells, flavors, music, and language all remind them of the India of their past. Each revisits her experience of being uprooted and emancipation during this symbolic trip filled with memories.

» To the Woods

by **Agnès Patron** produced and distributed by **Sacrebleau Productions**

Sister remembers that Brother had dark eyes, hair like her own, shoulders as fragile as a bird's wings, and that he knew the way to the river by heart. Sister has forgotten noting about Brother.



Sulaimani © Girelle Production & Les Astronautes



To the Woods © Sacrebleau Productions

8. MEET THEM AT CARTOONNEXT 2026

COME MEET OUR PARTICIPANTS!

HERE IS A LIST OF THE COMPANIES REPRESENTED BY THE SPEAKERS, EXPERTS & PRODUCERS PRESENT AT THE EVENT :

- » Aardman Animation (United Kingdom)
- » Adventurverse Studios (Ireland)
- » Altered Gene (United Kingdom)
- » ARTE France (France)
- » BBC (United Kingdom)
- » Big Bad Boo Studios (Austria)
- » Brown Bag Films (Ireland)
- » CD PROJEKT RED (Poland)
- » Citoplasmas Studio (Spain)
- » CNC (France)
- » Cross The Ages (France)
- » DeAPlaneta - Kids & Family (Spain)
- » Educational Voice (Ireland)
- » Fiilin Good Films (Finland)
- » Fortiche (France)
- » France Télévisions (FTV) (France)
- » JAM Media (Ireland)
- » La Mola Studio (Spain)
- » Les Astronautes (France)
- » Luminate (USA)
- » M6 / Gulli (France)
- » Magelis (France)
- » NAK3D (Switzerland)
- » NBI Pictures (Italy)
- » Nukufilm Studios (Estonia)
- » Paramount-Kids & Family (The Netherlands)
- » Polarity Reversal (United Kingdom)
- » Salt Cinema (Ukraine)
- » Something Big (France)
- » STVR (Slovakia)
- » Studio Stray Dogs (France)
- » Taller del Chucho Studio (Mexico)
- » Teens in AI (Portugal/United Kingdom)
- » TF1 (France)
- » The Gang (Sweden)
- » TNZPV (France)
- » Tokyo Epic (Japan)
- » Twentykeys (France)
- » Ubisoft (France)
- » Unity (United Kingdom)
- » Visible Realms (Finland)
- » Womenize! Games and Tech (France)

[Click here to access the complete list of confirmed experts and speakers!](#)

The full list of participants will be available two weeks before the event.



9. OUR SUSTAINABLE APPROACH

DISCOVER OUR NEW MOBILE APP

Discover our **mobile application**, Cartoon Events, designed with **user-friendliness** in mind. It serves as a handy tool **to access all essential information** and **enhance your experience at CartoonNext**.

The mobile app will allow you to:

- » Check the **event's agenda**
- » Learn more about the **selected projects** and the **keynotes, case studies** and **panels**
- » Give and/or receive **feedbacks**
- » **Chat** with other participants
- » Use the map to find usefull locations
- » Download your **travel voucher** and other key documents



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SUSTAINABILITY COMMITMENT

We are proud to announce that **CARTOON has been awarded the ISO 20121 certification** for responsible event management. The ISO 20121 standard sets a framework that supports the achievement of the sustainable development goals established by CARTOON, aiming for continuous improvement and always in full respect of the legal, health, safety, and other requirements applicable to the events. In accordance with the values we stand for, we are working with a partner of choice which has also been awarded ISO 20121 certification: the **World Trade Center Marseille Provence**, which will be hosting the event. Find out more about our sustainable commitment [here](#).

SUSTAINABILITY ON SITE

A list of sustainable measures planned during the event:

- » Encourage walking and the use of public transports by picking locations close from one another.
- » Selective waste sorting.
- » Available water fountains.
- » 100% vegetarian meals.

Among others!



CODE OF CONDUCT

At CARTOON, we aim to create **safe** and **inclusive** events, where exchanges and discussions are based on **mutual acknowledgment** and where everyone is treated with **respect and as equals**. To find out more about our values and code of conduct, [click here!](#)

OUR PARTNERS

The 5th CartoonNext edition is organised by CARTOON - European Association of Animation Film with the support of **Creative Europe - MEDIA Programme of the European Union, Région Sud - Provence-Alpes-Côte d'Azur, Métropole Aix-Marseille-Provence, SudAnim** and **Ville and Office du Tourisme de Marseille.**

OUR EVENTS

CartoonNext was devised and created by CARTOON, an international non-profit association based in Brussels, aiming to support and promote the European animation industry. For over 35 years CARTOON has received financial support from Creative Europe - MEDIA Programme of the European Union to run its activities, which are concentrated in three areas:

- **CARTOON FORUM:** a co-production forum for animated series, mainly for television.

Next edition: 14 -17 September 2026 in Toulouse, France

- **CARTOON MOVIE:** a co-production forum for feature-length animation films, mainly for the cinema.

Next edition: 2-4 March 2027 in Bordeaux, France.

- **CARTOON MASTERS:** three training seminars per year for professionals in the industry, dealing with specialised subjects affecting the development of skills and trade involved in animation.

Next editions:

› Cartoon Springboard (Madrid, Spain), 3-5 November 2026

› Cartoon Business (Brussels, Belgium), 24-26 November 2026