

CARTOON FORUM

TOULOUSE
OCCITANIE

14-27
SEPT. 26

PRESS KIT

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EUROPEAN CO-PRODUCTION FORUM FOR ANIMATION TV SERIES



Creative
Europe
MEDIA



centre national
du cinéma et de
l'image animée



toulouse
métropole

france.tv

BLANSALE

PRESS AREA

COMMUNICATION MATERIAL

The list of selected projects:

<https://www.cartoon-media.eu/forum/projects/discover-the-projects>

High-resolution stills of the projects and press releases available for downloading in the Press Area:

<https://www.cartoon-media.eu/forum/images-of-the-projects-for-the-press>



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1. CARTOON FORUM

THE EUROPEAN RENDEZ-VOUS FOR ANIMATION SERIES' PROFESSIONNALS

Producers, buyers, investors, broadcasters and other potential partners will meet at Toulouse from September 14 to 17 during Cartoon Forum, the unique co-production platform for European animation series.

The aim? To create opportunities and facilitate partnerships and co-productions.

THE EVENT WHERE PROJECTS COME TO LIFE

Created in 1990 to boost the co-production and distribution of European animation for television and new media platforms, Cartoon Forum has built since a true network of transborder cooperation, by restoring confidence in the relationship between producers and buyers, and by showing that there is more than a sufficient offer of quality animated projects, within the European Union.

Cartoon Forum has helped **1048 animation series obtain financing to the tune of over 3.81 billion euros**. And the results are considerable. European animation has become now the leader on its own territory.

OUR PARTNERS

The main partners of Cartoon Forum 2026 are Creative Europe - MEDIA, CNC (Centre national du cinéma et de l'image animée), Région Occitanie, Mairie de Toulouse, Toulouse Métropole, Casino Barrière and France Télévisions (FTV).



2. HOW DOES IT WORK?

YOU CREATE, WE CONNECT

NETWORKING & CO-PRO EVENT

Cartoon Forum is neither a fair nor a festival, but rather a European co-production forum for TV and new platform animation programs. European producers have the opportunity to present their projects to decision-makers, buyers and investors in order to:

- speed up financing of their project;
- find co-production partners and cross-border cooperation;
- catch the eye of European and international buyers.



The highly professional yet very friendly atmosphere makes it easier to consolidate commercial links, meet new contacts, and deal with all aspects of partnerships - whether commercial or artistic - at leisure.

TRAILERS OF THE PROJECTS

Each morning starts with the traditional “Croissant Show”, an animated welcome breakfast during which all the participants can discover [the trailers of the projects](#) that will be presented that morning.

The **“Coffee Shows”** are similar but organised just before the afternoon sessions. The aim is to visually introduce and promote each project on an equal basis in front of all the participants and to encourage a maximum of people, and especially the financial partners, to attend the “pitching” sessions.



PITCHING SESSIONS

The pitching sessions will take place during the three days of the event at the Centre des Congrès in Toulouse.

- Duration: *each producer will be allocated a 20-minutes session to present all the aspects of their project, including concept, graphics, characters, production schedule, stage reached in the financial arrangements, profitability scheme and what they expect from the audience.*
- Purpose: *to start negotiations between the project's producer, television channels, new platforms and other financial partners in order to conclude the project's financial package as quickly as possible.*

EXTRA TIME CORNER

A special space is available at the exit of the pitch room to allow producers to meet people interested in the project directly after their presentation and start discussions.



CHAIRPERSONS

An experienced and neutral animation professional chairperson will help producers prepare their presentations beforehand.

The chairperson will also be present during the pitching session, to introduce the producers and act as moderator during the questions & answers. The list of chairpersons as well as a short bio are available on our website: [here](#).



3. CARTOON FORUM 2026

In the continuity of the previous editions, we continue to develop our two-axes strategy: make our events more sustainable and strengthen our digital tools.



A SUSTAINABLE APPROACH

As event organizers, we are committed to find better solutions to organize our events in a more responsible way, in order to reduce our impact on the planet. ***All our efforts are deployed in this direction and many actions are already implemented during the organization of the Cartoon Forum*** (short circuits, mobility of the public, consumption of energies and resources, sorting and management of waste, responsible communication, etc.) with the help of our partners and service providers. Thanks to our effort we obtained in December 2024 the ***eco-responsible certification ISO20121***, which will be renewed at the end of 2026. Our entire approach can be found on our [website](#).

ESSENTIAL DIGITAL TOOLS

In addition to our sustainable approach, ***our efforts have also been deployed in developping our digital tools*** (website and mobile application) allowing us to centralize information and facilitate the experience of Cartoon Forum participants. This edition will fully operate thanks to the extention of our mobile application and website.

Focus on the mobile application with which participants can access to:

Regarding the selected projects:

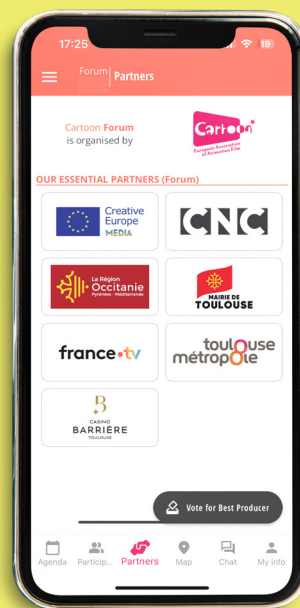
- ***All information (production companies, creative teams, trailer and contacts on site).***
- ***A digital agenda to choose the pitches to which to attend.***
- ***A feedback form for buyers, producers and creative teams to complete in order to facilitate contact and to provide useful feedback to pitching producers.***

Regarding the participants:

- ***A “Chat” section allowing participants to communicate with each other (including the picture of each participant).***
- ***A participants’ directory gathering the contacts of all the registered participants and the profile of the companies will be available.***

About Cartoon Forum in general:

- ***A voting system for the Tributes.***
- ***A map of Toulouse with all practical information concerning the event (places, addresses, times, restaurants, etc).***
- ***Direct access to important documents related to accommodation (vouchers...).***
- ***A summary of your one-on-one meetings.***
- ***The possibility to choose your own password!***



© CARTOON

NEW CHALLENGES, NEW SOLUTIONS

Over the past few years, the animation industry has been heavily impacted by the ongoing economic crisis. ***This has led to financing challenges and a reduction of projects being green lit into production,*** creating further obstacles for producers. Many are now urgently seeking fresh leads, new partners and funding opportunities to fill critical gaps in their project budgets.

To support producers in these difficult times and respond more effectively to the current needs of the industry, CARTOON has implemented new measures.

NETWORKING AFTERNOON ON THURSDAY

Since 2024, Cartoon Forum offers a networking opportunity after the pitches. ***One-to-one meetings*** will be organised on ***Thursday 17 September 2026 afternoon.*** Come and engage with animation professionals and take the chance to meet new buyers and financial partners!

These meetings are based on the participant's bilateral choices, CARTOON will send a list of meetings scheduled with the different companies that interest them. Each meeting will last for maximum 20 min.



“FILL THE GAP” INITIATIVE

In 2026, the “[Fill the Gap](#)” initiative returns, offering producers who previously pitched at Cartoon Forum and are still seeking part of their financing ***the opportunity to come back, secure the remaining funds needed, and move their projects into production.*** Selected projects will benefit from:

- Presence in the Cartoon Forum mobile app.
- Trailer screening during the Thursday Coffee Show (shown in the restaurant).
- A dedicated 5-minute presentation slot in the Blue Room on Thursday afternoon.
- Participation in the One-to-one meetings session on Thursday afternoon (signing up for these meetings when you register to Cartoon Forum 2026).

This renewed visibility and networking opportunities aim at helping you connect with new partners, complete your financing, and kick off production as soon as possible.



4. STATISTICS

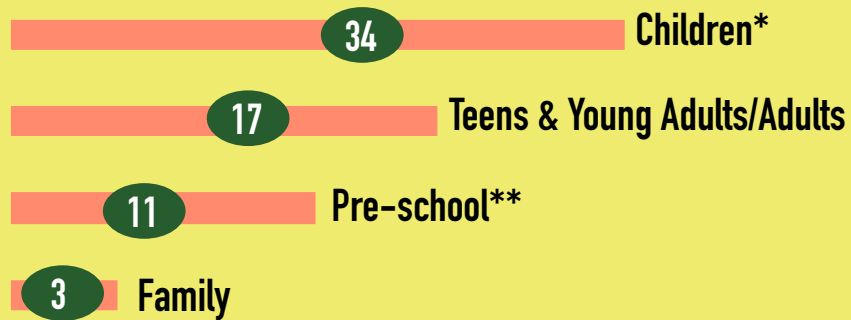
PROJECTS

65 animated TV series will be presented this year at Cartoon Forum, coming from 19 European countries, for a total budget of 280 million EUR, representing 326 hours of animation.

BY NATIONALITY

<i>France</i>	31
<i>Ireland</i>	6
<i>Germany</i>	5
<i>Spain</i>	4
<i>Poland</i>	2
<i>Belgium</i>	2
<i>Finland</i>	2
<i>Denmark</i>	2
<i>Sweden</i>	1
<i>Netherlands</i>	1
<i>Luxembourg</i>	1
<i>Estonia</i>	1
<i>Norway</i>	1
<i>Czech Republic</i>	1
<i>Italy</i>	1
<i>Romania</i>	1
<i>Austria</i>	1
<i>Bulgaria</i>	1
<i>Greece</i>	1

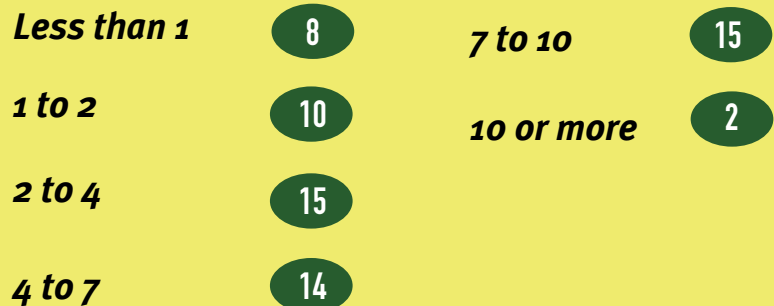
BY TARGET



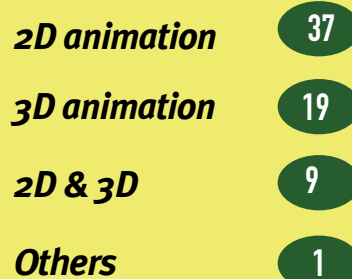
*Children : Children 5-7 (Bridge), Children 6-9 (Kids) & Children 9-11 (Tweens)

**Pre-school : Pre-school 2-4 & Upper pre-school 5-6

BY BUDGET (in MIO EUR)



BY ANIMATION TECHNIQUE



5. FOCUS ON PROJECTS

HEROINES & FEMALE PERSPECTIVES



This year's selection continues to highlight a strong presence of female-driven stories, with 32 projects (49%) featuring a main female character, including **"Emma Makes Waves"**, **"Jasmine"**, **"OUCH!"** or **"The Banana Complex"**. This trend is reflected in the creative teams, with 28% of projects directed by women and 31% produced by female producers, alongside 3% co-directed projects and 25% still without an attached director. These figures confirm a steady, if still evolving, shift towards greater gender diversity across both storytelling and production roles.

ENVIRONMENTAL ISSUES

A growing share of this year's selection is also engaging with sustainability, with 40% of projects already implementing measures such as charters, certification processes, waste reduction, and logistics or energy optimisation. This reflects a gradual but clear integration of more sustainable practices within animation production workflows.

In addition, around ten projects directly address environmental protection issues through their stories and creative worlds.



DIVERSITY & INCLUSION

Diversity and inclusion also remain a strong narrative focus, with 31% of the selected projects (20 in total) featuring stories that carry a clear message around representation and inclusivity. This highlights a continued effort within the selection to reflect a broader range of perspectives and social themes.

FROM CARTOON SPRINGBOARD TO CARTOON FORUM

[Cartoon Springboard](#) is our 3-days event dedicated to new talents in animation with keynotes and pitching sessions. It is planned to happen in **Madrid from 4 to 6 November**. During this Master the young talents pitch their projects and receive direct advice from experts. It is common to see the young talents' mature projects at the Cartoon Forum.

Since 2015, 33 projects presented at Cartoon Springboard have subsequently been pitched at Cartoon Forum, representing 13% of the projects presented at Cartoon Springboard. This is the case of **"WAW Resort"** (Peekaboo Animation — ES) and **"OUCH!"** (Anna Films — FR) (selected at Cartoon Forum this year).



KIDS AND FAMILY SERIES, N°1 PROJECTS IN EUROPEAN ANIMATION

Series targeting children – from pre-school to 11-years-old – and families remain the main focus of European animation production. This year, 74% of the series selected at Cartoon Forum target these audiences.

This strong focus on children's animation can be explained by ***the current economic climate, which continues to encourage producers and broadcasters to invest in more traditional and established content.*** In 2025, children's programmes still accounted for 67.6% of the total volume of French animated productions, while France Télévisions dedicated 90% of its animation commissions to children and family content. Major broadcasters such as Disney Channel (100%) and the BBC (91%) also continued to invest overwhelmingly in programmes targeting these audiences.

Source: «Le marché de l'animation en 2025» by the CNC (published in June 2026)

MITTEN PALS

Prod.: Zographic Films (BG)

Target: Pre-school 2-4

Bobo the bear's friends—Gogo the hedgehog, Sisi the squirrel, Mimi the mouse, and Rudi the fox—disregard his winter warnings and try to fight it, thinking it's an animal. When the cold hits, they team up to find a house, failing until a passing sleigh drops a mitten that becomes their home. Living together feels like a real family, yet they stay kidlike: curious, hungry, and playful. Each episode starts with a simple shared goal—cool down, collect supplies, or invent a game—but a small obstacle causes silly mix-ups: prickly bushes, slippery mud, gusty wind, or overexcitement. They solve it through teamwork or an obvious trick they discover that becomes the final joke.



© Mitten Pals — Zographic Films

RAINY DAYS

Prod.: Animadre Studio (AT)

Target: Upper Pre-school 5-6



© Rainy Days — Animadre Studio

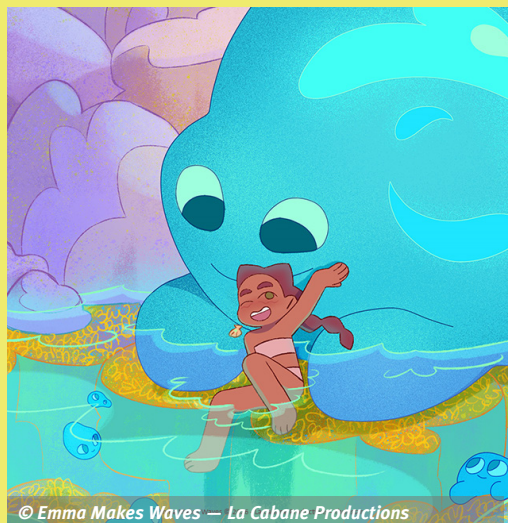
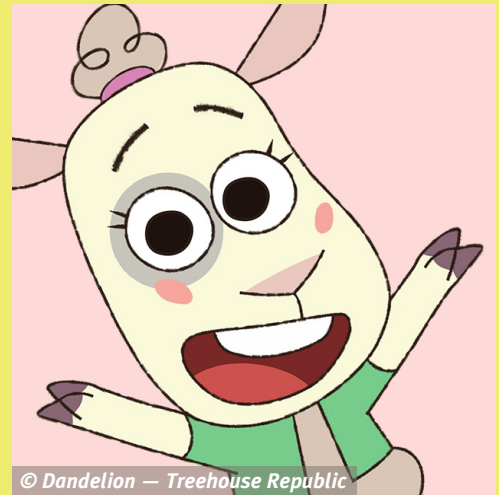
High up in the clouds, in the joyful Rain City, four young rain friends, Dropetty, Roy, Yuvia and Thundery, go to rain school. There they learn how to pour, form puddles, paint with rainbows and rumble with thunder. Most days don't go as expected, and through games and their ideas, they turn everyday moments into adventures, whether practicing for a concert, arguing over rules or trying to fix what went wrong. Along the way, the world of water and weather reveals itself around them. They discover friendship, their feelings and the joy of being rain.

DANDELION

Prod.: Treehouse Republic (IE)

Target: Children 5-7 (Bridge)

Get ready to turn everyday moments into hilarious showdowns in the woolly world of Dandeloin, where she and her family and friends turn normality into calamity, making everyday life into outrageous contests, heartfelt chaos, and lots of laughs in this children's sitcom series that celebrates the fun, warmth, and pride that come with being part of a perfectly imperfect family!



EMMA MAKES WAVES

Prod.: La Cabane Productions (FR)

Target: Children 6-9 (Kids)

Nine-year-old Emma spends her first summer without her parents on the volcanic island where her grandparents and cousins live, discovering a newfound sense of freedom. The beautiful island is also home to the Pantùs, impressive aquatic guardians who watch over its people – and they are determined to look after Emma too! Between new experiences, a different way of life and fantastical guardians she didn't ask for, Emma's summer turns out anything but ordinary!

PIE IN THE SKY

Prod.: JPL Films (FR)

Target: Family

Late August. Luna, aged ten, is dragged along by her photographer-reporter father to the site of an exceptional event: in a few days, a meteorite containing several kilos of gold will cross the sky above a small, remote village in Finistère. Amid an informal gathering of curious onlookers, UFO enthusiasts, tabloid journalists and astrophysicists, Luna meets Arthur, a boy her own age who lives along the local road. That summer will mark for both of them the discovery of a territory even vaster than childhood: the Cosmos, as unfathomable and mysterious as the new feelings stirring within them.



TEENAGERS AND YOUNG ADULTS, GROWING REPRESENTATION, ONGOING CHALLENGE

This year, 26% of the selected projects target an audience of teenagers, young adults and adults (20% in 2025). **While this represents a significant increase compared to last year**, reflecting the high quality of these projects, which are more diverse in terms of animation techniques and formats and tend to tackle more political issues, **the overall trend for these audiences remains challenging**.

After several years of strong momentum, the development **of animation targeting teenagers and young adults has entered a more cautious phase**. While the success of series such as “The Broos”, “Dreamland”, “Fucking Cat” and “Belzebubs” demonstrated the growing appetite for mature animated content, **the current market slowdown is encouraging broadcasters and commissioners to prioritise projects with broader commercial appeal**.

As commissioning activity declines worldwide, buyers are increasingly concentrating their investments on children’s and family programming, **considered more resilient in the current economic climate**. Subscription streaming platforms remain the main supporters of adult-oriented animation, despite a significant reduction in commissioning over the past two years. By contrast, public broadcasters continue to focus overwhelmingly on younger audiences, with France Télévisions notably increasing the number of new children’s series launched in 2025. **While the market for adult animation remains creative and dynamic, it is currently evolving in a more selective financing environment**.

Source: «Le marché de l’animation en 2025» by the CNC (published in June 2026)



© Scope of the Universe — LØV Film

SCOPE OF THE UNIVERSE

Prod.: LØV Film (NO)

Target: Teenagers

Scope of the Universe is a seven episode cinematic, animated journey for curious minds aged 12 and up. An exploration of science and philosophy, guided by a curious astronaut. We dive deep into the mind-blowing mysteries of the cosmos with breathtaking 2D visuals with 3D depth, topped with epic instrumental covers of rock, metal, and pop. Over seven connected episodes, we are taken on an adventure through space and time, showing not just how the universe works, but what it means to be part of it.

THE ROOTS OF MY HAIR

Prod.: Gao Shan Pictures (FR)

Target: Young Adults/Adults

After years of chemical torture, Rose’s nappy hair has had enough — it comes magically alive and goes on strike. With a wedding to attend and a lifetime of ‘fitting in’ to undo, this Réunion Island girl is finally going back to her roots. NAPPY HAIR MATTERS!



© The Roots of My Hair — Gao Shan Pictures



DOG AND I

Prod.: Sacrebleu Productions (FR)

Target: Young Adults/Adults

"Dog and I" showcases the everyday life of a young man and his dog living in a world where logic, reason and normality are completely meaningless words, where old ladies are smashed by war tanks falling from the sky, birds smoke cigarettes and dance, people are cut in half by flying ice swords for no good reason and, even more bizarre than any of that, dogs can talk. And sing. And buy furniture. Or at least this dog can.

OUTSIDE KABUL

Prod.: Les Films du Poisson (FR)

Target: Teenagers

In the summer of 2021, the Taliban returned to power in Afghanistan, and the lives of two young women, Raha and Marwa, were changed forever. Contacted by French journalist Caroline Gillet, Raha and Marwa recorded and exchanged hundreds of voice messages with her over several months. From these unique testimonies, OUTSIDE KABUL draw a raw and intimate chronicle of two young woman coming of age amidst the collapse of the world they had known. It is a story of friendship, courage and resilience.



HEROES OF BRONZE

Prod.: Elysian Dreams (CZ)

Target: Young Adults/Adults

500 BC. The Persian Empire presses against Greece, threatening to swallow it whole. When a revolt explodes, it tears young lovers Kleio and Timotheon apart. Their desperate farewell sets off choices, betrayals and fatal mistakes echoing across the Aegean. Their fate entangles three old friends struggling to keep peace alive: Nikephoros, an Athenian adventurer; Philippos, a Greek general; and Arynham, a Persian noble. But duty, family and empire force them into choices their friendship cannot survive. When the campaign to crush the revolt ends in blood, the Ionian world ignites, and the men who once stood as brothers find themselves on opposite sides of one of history's most famous conflicts.

NEW TRENDS IN 2026

MORE DIVERSITY AND STRONGER FEMALE REPRESENTATION

This year, we observed a **significant increase in projects focusing on inclusion and diversity**, rising from 17% in 2025 to 31% in 2026. **This trend is also reflected in the representation of female protagonists.** While, on average, only 33% of projects over the past seven editions featured a female lead, this year's selection reaches a record high, with one project out of two (49%) centering on a female main character.

STABLE LEVEL OF CO-PRODUCTIONS

In recent years, **European and international co-productions have become increasingly common** as producers seek to address the ongoing challenges facing the industry. In 2026, co-productions account for 40% of selected projects, remaining broadly in line with 2025 (44%).

FEWER PRE-SCHOOL PROJECTS

While children's projects continue to represent the majority of the selection, **the share of pre-school projects declined in 2026**, dropping from 28% in 2025 to 17% in 2026.

THE ERA OF ADAPTATIONS

Book adaptations continue to be a strong trend in the audiovisual industry, and this is also reflected in animated series. This year, 31% of the selected projects are adaptations of comics, books or other media.

Moreover, the production teams tend to growingly consider developing other platforms from the start of the project. Choosing to explore the use of other supports simultaneously with the creation of the TV series is a potential fruitful answer to the growing interest of children (and older ones) in technology. Whether through e-sports and videogames, music, podcasts, social media campaigns or record-comics collection, **adopting a transmedia approach** surely offers the opportunity to live a memorable experience and to reach a broader audience.

THE OTHERNESS

Prod.: Deal Productions (LU)

Target: Children 6-9 (Kids)

"The Otherness" is a TV special that weaves together three visually striking and emotionally resonant stories. Unified by their exploration of the theme of "being different", the special invites audiences on a transformative journey that celebrates individuality, creativity, and empathy. Each 25-minute segment — Leo & the Octopus, Nina & the Old Camera, and Henri & the Machine — brings to life the experiences of young protagonists who embrace their differences, unlocking new ways of understanding themselves and the world around them. Presented in a visually consistent style, this collection transitions seamlessly between its stories.



© The Otherness — Deal Productions

6. ANIMATION IN FRANCE

France is leading the animation market in Europe both in production and commissioning, and now ranks 3rd worldwide in terms of animated TV series ordered, behind Japan and the United States, ahead of Canada. Despite a more challenging international environment, French animation remains highly resilient, with **15,254 hours of animation** broadcast on national channels in 2025, a stable level compared with 2024. The genre continues to enjoy strong audience appeal, particularly among children: animation accounts for 21.2% of TV viewing among 4-10 year-olds and 16.0% among 4-14 year-olds. France also continues to shine internationally with successful productions such as “Arcane”.

SPECIFICITIES

Animation remains **one of the most expensive genres to produce**, with an average production cost of €10.5 million per feature film over the 2016-2025 period, compared with €4.9 million for fiction and €0.7 million for documentaries. Production costs are largely driven by the technical complexity and labour-intensive nature of animation.

As broadcasters contribute a smaller share of financing than they do for live-action productions (12.0% of feature film financing over 2016-2025, compared with 31.8% for all genres), **international partnerships remain essential**. In 2025, foreign financing represented 19.5% of animation TV budgets, still well above fiction (3.7%) and documentary (6.4%), despite a significant decline. Over the past twenty years, nearly 70% of French animated feature films have been international co-productions, with Belgium, Luxembourg and Germany remaining France’s main partners.

TRENDS

The shift towards non-linear viewing continues. Alongside strong linear television audiences, **animation is increasingly consumed on streaming and digital platforms**. By the end of 2025, more than 5,200 animation titles were available on specialist SVoD services, while 63% of parents said their children watch animated content on video-sharing platforms, with YouTube remaining the leading destination.

NEW CHALLENGES

The international market remains still under pressure, **with broadcasters and streaming platforms commissioning fewer animated programmes**. Worldwide, Ampere Analysis recorded 593 animation commissions over the last 12 months, down 10% year-on-year, reflecting reduced investment from both subscription streaming services and pay-TV broadcasters.

This slowdown is directly affecting the French industry. Foreign investment in French animation fell by 34% in 2025, while international service work also declined sharply, with only 39 productions benefiting from the international tax rebate, compared with 63 two years earlier. As a result, **producers are increasingly focusing on projects with stronger commercial potential, particularly family-oriented content**, while the market for teenage and adult animation remains more selective.

FRENCH ANIMATION MARKET

The international downturn has also affected employment. In 2024, the French animation industry employed 9,149 people, down 8.1% year-on-year, while payroll fell by 10.1%. **The decline has been particularly severe for newcomers to the profession**, whose numbers dropped by 27.7%, illustrating the current difficulties facing young talent entering the industry.

Nevertheless, **the French animation sector retains strong fundamentals**. France remains home to some of the world’s leading animation schools, with seven institutions featured in the Animation Career Review Top 50 (outside the United States), led by Gobelins at number one. The country also maintains a dense production ecosystem, with 206 active animation companies in 2024. Another encouraging trend is the **gradual feminisation of the sector**: women now represent 44.4% of the animation workforce and 36.3% of managers, while gender parity has essentially been achieved among the youngest professionals entering the industry.

As the leading European partner and investor in animation, France Télévisions continues to play a central role in supporting the French animation industry. In 2025, the public broadcaster remained **the leading European commissioner of new animated TV series**, with six new French series launched on its channels, contributing to a total of eleven new French animation series broadcast during the year. France Télévisions also strengthened its role in original creation, with five additional series launched on France 4, including four original productions.

France Télévisions stands out for the diversity of its editorial choices, offering a unique catalogue of original stories and artistic styles. Through its free-to-access, advertising-free services, the group provides high-quality animation for audiences of all ages while continuing to support ambitious French productions.

Animation also remains a key pillar of the group's digital strategy. **Okoo continues to be France Télévisions' flagship destination for children and families**, offering a rich catalogue of French and international animation **that complements its linear channels and reinforces the public broadcaster's commitment to making premium animation widely accessible.**

Launched in December 2019, Okoo, the reference brand for children, is already watched by 1 child out of 2 with nearly 1.5 million videos viewed each day.



While France Télévisions **make kids and family its priority**, it has also **expanded its editorial line** aimed at new animation audiences, such as teenagers and adults, especially on france.tv slash, which will soon also be a YouTube channel.

france.tv slash

Source: «Le marché de l'animation en 2025» by the CNC (published in June 2026)

Projects of series pitched at previous editions of Cartoon Forum and supported by France Télévisions:

Edmond and Lucy - Pitched at Cartoon Forum 2017



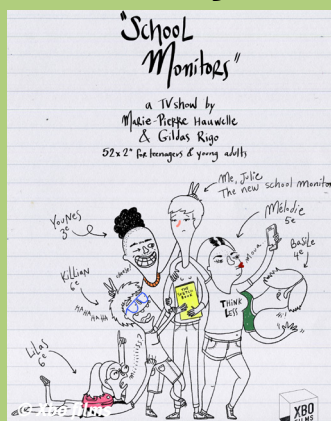
Gustave - Pitched at Cartoon Forum 2022



Behind the Beats - Pitched at Cartoon Forum 2019



School Monitors - Pitched at Cartoon Forum 2023



The Tour de Fear - Pitched at Cartoon Forum 2024



Vampirette & Me - Pitched at Cartoon Forum 2025



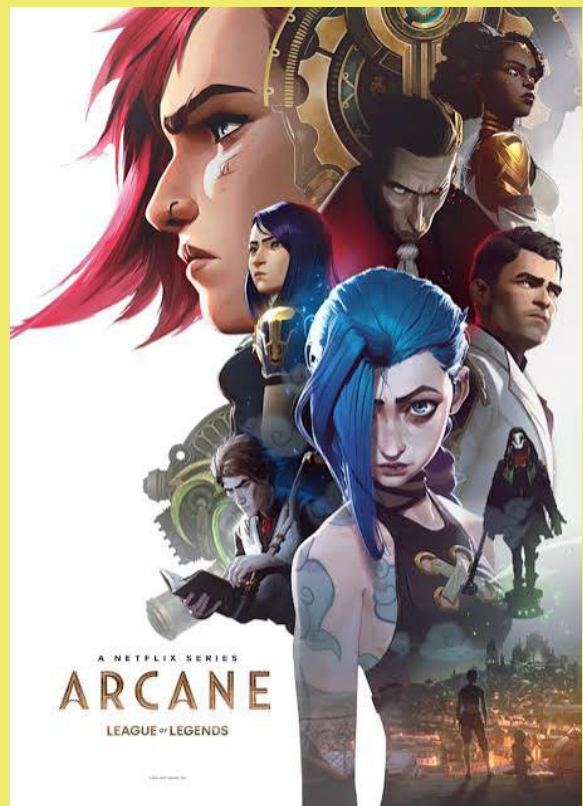
7. ANIMATION IN OCCITANIE

MADE IN OCCITANIE

In the land of Occitanie, animation never ceases to develop. Occitanie is one of the **most dynamic region in this sector**. Every year, there are regional productions at major festivals, competing for prestigious awards. The public can also discover these productions on all media: television of course, but also cinema, not to mention the internet with educational platforms for the little ones or series for young adults, who are fond of these new formats.



© Astérix et le combat des chefs — TAT Productions



© Arcane — Fortiche Production

Thanks to events such as the Cartoon Forum, many projects have come to life and are helping the Occitanie region to shine throughout the world. This local know-how, this **“made in Occitanie”** is doing wonderfully well internationally, like the 100% Occitan feature film **“Pil”** (by Julien Fournet, produced by TAT productions) released in 2021, and being the second most seen film abroad in 2023 and which is currently declined in series (presented at the Cartoon Forum 2023).

In 2024, the project **“The Broos”** (Bobby Prod) was pitched for the first time after been born in the Occitanie region, in the mini-pitch workshop at Cartoon Forum’s Coaching Programme in 2021. Recently the worldwilde success of **“Asterix and Obelix: The Big Fight”**, directed by Alain Chabat and also produced by TAT productions, released in April on Netflix) illustrate perfectly the dynamism of the region.

Other studios such as Xbo films have highlighted their talent through projects such as **“Papillon”**, nominated for the 2026 Oscar of the Best Animated Short-film.

SCHOOL SCREENINGS

"Les Toons D'ici" is an initiative that aims at **promoting the animation industry in Toulouse and the Occitanie region to the young audience** (children from 7 to 11 years old).

This initiative, in partnership with the Mairie and the Metropole of Toulouse, is based on sessions highlighting local productions and allowing children to exchange directly with stakeholders who worked on the projects. This year, the operation for schools will take place at the Pathé Wilson cinema, at the Cinema Véo Cartoucherie and at the Alban Minville Cultural Center in Toulouse from September 10 to 18.

The sessions are structured on the different animation techniques (2D, 3D and stop-motion) and offer the children screenings from local projects, discussions with professionals, as well as pictures from behind the scenes and a summary quizz to put it all in a nutshell.



THE APIFA

The Association of Independent Producers of the Audiovisual Industry of Occitanie (APIFA Occitanie) brings together around forty production companies and aims at:

- Highlighting the productions and the attractivity of the territory,
- Help the rise of new talents and maintaining the diversity of local projects,
- Consolidate the links and collaboration between all the actors of the audiovisual Occitan industry,
- Better structure and professionalize the actors of the territory,
- Defend the interests of the producers.

3 PROJECTS FROM THE REGION PITCHED AT CARTOON FORUM



PLASTICLAND

Prod.: Dwarf Entertainment (Montpellier)

Target: Children 6-9

Format: 52x11'



THE BANANA COMPLEX

Prod.: Xbo films (Toulouse)

Target: Young Adults / Adults

Format: 11x13'



THE OLD LADIE AND THE DRAGON

Prod.: Les Films d'Ici Méditerranée (Montpellier)

Target: Young Adults / Adults

Format: 5x15'

8. QUÉBEC-CANADA LAND IN EUROPE

A Space for Creation

Following a successful collaboration in March during the last Cartoon Movie, the “[Québec-Canada Land in Europe: A Space for Creation](#)” initiative is back for the Cartoon Forum 2026 and will once again spotlight a renewed commitment to international co-production. A dedicated session will present an outstanding selection of projects, offering creators and industry professionals fresh opportunities to connect, collaborate, and build meaningful partnerships. At a moment when Europe is navigating economic pressures and Québec-Canada is adapting to a shifting U.S. market, this initiative provides a powerful platform for cross-border cooperation. Together, we are opening new pathways for talent, expanding market potential, and shaping a vibrant future for animation.



IN COLLABORATION WITH:

QUÉBECRÉATIF

SODEC
Québec

TELEFILM
CANADA



CMF FMC
CANADA MEDIA FUND
FONDS DES MÉDIAS DU CANADA

QUÉBEC AND CANADIAN PROJECTS PITCHED AT CARTOON FORUM THIS YEAR



“Algorithm”

Directed by Francis Gélinas
Exterieur Jour (Québec-Canada)



“Miss Tzatziki’s Classroom Mysteries”

Happy Camper Média (Québec-Canada)



“Alien Book Club”

Directed by Shabnam Rezaei
Big Bad Boo Studios (Canada)



“Semanka”

Chrystelle Maechler Productions
(Canada)



“El Kapoutchi, the King of Villains”

Directed by Sylvain Lavoie
Punch! Animation (Québec-Canada)



“The Labradoodles”

Directed by Eric Hogan & Tara Hungerford
Imagine Create Media (Canada)

9. COACHING PROGRAMME

OBJECTIVES & CONTENT

The “Coaching Programme” is a training initiative through which young talents from specialized, local and reputable schools will have a broad overview of the animation industry and the challenges encountered when launching a project: the different stages of production, market trends, success of creators, difficulties encountered by the director, screenwriter or producer and resolutions, the role of each person, budget and financial arrangements, partnerships with other countries, etc.

About 70 students and teachers bring the Coaching Program to life each year. ***This year, the following schools are participating in the program: ANATEN Tarbes, BRASSART Toulouse, DNMADE Cahors, E-artsup, ENSAV Toulouse, ESMA Toulouse & Montpellier, ISCID Montauban, LISAA Toulouse, Lycée des Arènes, MJM Graphic Design and Toulouse Ynov Campus (12 schools in total). See more on our website: <https://www.cartoon-media.eu/forum/programme/coaching-programme>***



PROGRAM · MONDAY SEPTEMBER 14

- Presentation of CARTOON and the Cartoon Forum **by Agnès Bizzaro**
- Masterclass **by Jean-François Tosti (TAT productions)**
- Masterclass **by Luc Camilli (Xbo films)**
- Atelier mini-pitch: “How to make a good pitch?” **by Agnès Bizzaro**
- Masterclass by Joseph Jacquet (France Télévisions)

MINI-PITCH WORKSHOP · THURSDAY SEPTEMBER 17

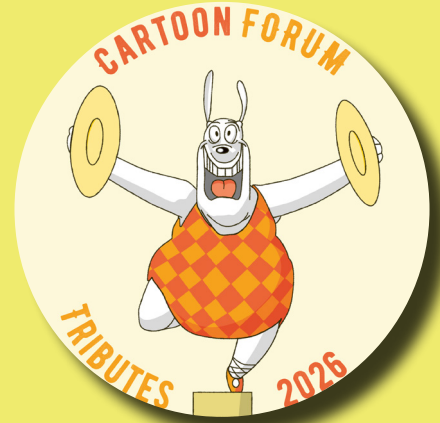
The mini-pitch workshop is a unique opportunity **for students to** pitch their project to an audience of regional experts **and other students. 6 projects are selected (short film, TV series, feature film, etc.) and presented during a 10 minutes-pitch on Thursday, September 17 in the afternoon. Students can thus draw inspiration from the pitches seen the previous days as part of the Cartoon Forum 2026 and get feedback from the comitee selection on their project.**



10. TRIBUTES 2026

The Cartoons Tributes are an opportunity, during the Cartoon Forum, to pay tribute *to the exceptional actors of the European animation sector by awarding them prizes. Divided into three categories:*

- Broadcaster
- Investor/Distributor
- Producer of the Year



These prizes will be awarded after the vote of the participants (from around 40 countries) who take part in the Cartoon Forum 2026.

The vote is done via the mobile application from Cartoon Forum.

The nominees per category will briefly present their work during the lunches. The winners will be announced on **Thursday, September 17, at the end of lunch.**

See the list of the nominees on our website: <https://www.cartoon-media.eu/forum/programme/tributes>

The winners of the 2025 Tributes:

- **Broadcaster of the Year:** Danish Broadcasting Corporation (DK)
- **Investor/Distributor of the Year:** Mediatoon Distribution (FR)
- **Producer of the Year:** Creative Conspiracy (CC) (BE)



THE ECOPROD CARTOON TRIBUTES

From 2026 onwards, a new award will be created in collaboration with Ecoprod: **the Ecoprod Cartoon Tribute**. It will recognise a company participating in Cartoon Forum for its efforts to make its production processes more sustainable and better address emerging environmental and societal challenges. To identify the winner, Ecoprod will assess the sustainability practices implemented by participating companies, based on the information available.

11. MEET THEM AT CARTOON FORUM !

NETWORKING AFTERNOON ON THURSDAY

Since 2024, Cartoon Forum offers a networking opportunity after the pitches. ***One-to-one meetings will be organised on Thursday 17 September 2026 afternoon.*** Come and engage with animation professionals and take the chance to meet new buyers and financial partners!

These meetings are based on the participant's choices, CARTOON will send a list of meetings scheduled with the different companies that interest them. Each meeting will last for maximum 20 min.

PUBLISHERS

Every year, CARTOON aims at bringing together the professionals from the image industry (publishers, video games) to create synergies and continue building bridges between sister-industries. In this context ***a delegation of the Bologna Children Book Fair*** will be on site to meet you!

You can consult the list of the registered publishers on our website: <https://www.cartoon-media.eu/forum/buyers>



MEET SOME FAMOUS ANIMATION NAMES

- **Ron Dyens, Forum project: "Dog and I"**
Co-Producer of "Flow" (2024) - FR
- **Claude Barras, Forum project: "Banane Has Questions"**
Director of "My Life as a Courgette" (2016) - CH
- **Tomm Moore, Forum project: "Mebh and the Wolf Pups"**
Director of "Wolfwalkers" (2020) - IR
- **Guillaume Rio, Forum project: "Animal Jack"**
Director and writer of "Rabbids Invasion" (2013) - FR
- **Chloe Miller, Forum project: "Victoire & Clovis"**
Director of "Angelo Rules" (2009-2013) - FR
- **Charlotte Carbon, Forum project: "The Roots of My Hair"**
Director of "Culottés" (2013) - FR



OUR PARTNERS

*The 37th Cartoon Forum is organised by **CARTOON - European Association of Animation Film** with the support of Creative Europe - MEDIA Programme of the European Union, the CNC (Centre national du cinéma et de l'image animée), Région Occitanie, Mairie de Toulouse, Toulouse Métropole, Casino Barrière and France Télévisions.*

OUR EVENTS

*Cartoon Forum 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 30 years it 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.*

- **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), 4-6 November 2026*

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

- *CartoonNext (Marseille, France), 13-15 April 2027*



CARTOON - European Association of Animated Film

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