

PRESS RELEASE  
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## **CARTOON MOVIE PREPARES ITS 26<sup>th</sup> EDITION FEATURING 55 NEW ANIMATION FILMS**

Cartoon Movie returns in 2024 with a selection of 55 animated films from 16 countries at various stages of production. The 26<sup>th</sup> edition of this co-production and pitching event for European animated feature films will take place on March 5-7 in the French city of Bordeaux bringing together some 800 industry professionals, including buyers, investors, and potential international co-producers.

The line-up is headed by France, Belgium, Germany, Spain, and Norway, and includes mostly in-development projects (34), but also 13 in-concept, 4 in-production and 4 sneak previews. Nine of the selected projects have been previously presented at Cartoon Movie, confirming the importance of the event in the development of animated projects.

Reflecting the richness and diversity of European animation, the selection features both celebrated and up-and-coming directors. Alain Ughetto (“Rose and the Marmots”), Alessandro Rak (“The Little Prince of Shangri-La”), Alain Gagnol (“Dog my cats!”), Toby Genkel (“Out of Frame”), Patrick Imbert (“The Wild Inside”), Alexis Ducord & Vincent Parronard (“Into the Wonderwoods”), and Kari Juusonen & Jørgen Lerdam (“Niko - Beyond the Northern Lights”) are some of the renowned directors who will be pitching their new works in Bordeaux.

Besides, a sneak preview of the following near-completion films will be presented at the event: “Elli” by Jesper Møller, Piet de Rycker & Jens Møller, “Kensuke’s Kingdom” by Neil Boyle & Kirk Hendry, “Living Large” by Kristina Dufková, and “SuperKlaus” by Steven Majaury & Andrea Sebastiá.

Adventure films largely dominate (60%) in a selection that also features other genres such as comedy, drama, action films, documentaries, musicals, fantasy, and sci-fi. European animation’s creative diversity is reflected in the wide range of the topics addressed by the projects, including friendship, environmental and sustainability concerns, as well as sensitive topics such as inclusion, bullying, migration, health conditions, and political and gender issues, among others.

With 56% of the programme, films aimed at family audiences are still in the majority with 31 works, while 10 are aimed at Young Adults/Adults, other 10 at Children, 2 at Teenagers, and 2 at Pre-schoolers.

Adaptations of books, picture books, graphic novels, and comic books continue to be a major source of inspiration for the projects presented in Cartoon Movie. Klaus Baumgart (“Elli”), José Pedro Cavalheiro, aka Zepe (“Dom Fradique”), Camilla Läckberg (“Super Charlie”), Sir Michael Andrew Morpurgo (“Lucy Lost” and “Kensuke's Kingdom”), Alexandria Neonakis (“Finding Home”), and Mikaël Ollivier (“Living Large”) are some of the writers and illustrators behind the literary adaptation projects for the big screen to be pitched in Bordeaux.

While female characters continue to gain ground in European animation – 58% of the projects feature at least one main female character –, the gender gap doesn't appear to be closing behind the camera, with barely 22% women at the helm of a project. Judith Colell (“Moss”), Anja Manou Hellem (“Finding Home”), Sahra Mani (“Dream of Grape Gardens”), Cécile McLorin Salvant & Lia Bertels (“Ogresse”), and Nina Wels (“Rat King”) are among the women directors who will be presenting their projects in Bordeaux. Regarding production, 33% of the projects have a woman as their main producer.

The full list of projects can be found [here](#).

## **Trends & Figures**

French animation stands out with 15 projects. The Nouvelle-Aquitaine stands out in the 2024 Cartoon Movie selection with 4 projects. Three projects are supported by the Nouvelle-Aquitaine Region: “Picasso in Royan” by Benoît Laure, “Into the Wonderwoods” by Vincent Parronard & Alexis Ducord, and “Living Large” by Kristina Dufková. “Picasso in Royan” as well as “The Line” are supported by the Département Charente.

Belgium, Germany, and Spain participate with 5 projects each. By regions, the Nordic countries have doubled their participation year-on-year with 9 projects, which break down as follows: Norway (4), Denmark (2), Sweden (2), and Finland (1). Also noteworthy is the sustained participation of the CEE countries, with 6 projects from Poland, Hungary, and Czech Republic, while Luxembourg has enhanced its profile with 3 projects as majority producer.

The projects total duration represents 76.5 hours, with an average length per film of 84'. Financially wise, this year's line-up numbers are in line with those of last year's. The overall budget amounts to 397.6 MIO EUR, with an average cost per film of 7.2 MIO EUR and an average cost per minute of 86,533 EUR

With 65% of the films produced between two or more countries, co-production remains the main financing model for animation in Europe. Eighteen projects are co-productions among two or more Creative Europe programme countries - with France, Belgium, Germany, and Spain as the most active co-producers -, while 13 projects are co-productions with non-EU countries (Canada, Philippines, South Africa, Switzerland, and United Kingdom).

Lastly, as for the animation techniques, 3D is on top with 24 projects, while 2D projects stand at 16. Fourteen projects combine 2D/3D, and one uses drawing as a technique.

## **Animation & Transmedia**

Lastly, an activity looking to create synergies between the animation, video games & transmedia industries will take place on the opening day of the event. “Animation & Transmedia”, as it is titled, will feature two roundtables: “Sustainability in animation production: exchanges between European professionals” by Maite Woköck, Producer & CEO of Telescope Animation, and other names to be confirmed (moderated by Aymeric Castaing), and “How to sell a book for screen production? How to approach a publisher as producer looking for rights?” by Laurent Duvault, Director of Audiovisual Development at Mediatoon Audiovisual Rights, Richard Klicnik, Head of Comics publishing at Argo Publishing, and Sam Arthur, CEO of Flying Eye Books (moderated by Ivanka Hahnenberger). Following these roundtables, CARTOON will organise one-to-one meetings between animation professionals and representatives of video game companies and publishers.

## **About Cartoon Movie**

Since its first edition in 1999, 458 films have been financially supported by Cartoon Movie with a total budget of 3 billion EUR. Organised by CARTOON, Cartoon Movie is an annual forum aimed at strengthening the production and distribution of animated feature films in Europe. The event has the support of Creative Europe - MEDIA, CNC (Centre national du cinéma et de l'image animée), Région Nouvelle-Aquitaine, Bordeaux Métropole, and Pôle Image Magelis.

CARTOON – European Association of Animation Film is an international non-profit association based in Brussels that organises Cartoon Movie, together with Cartoon Forum, a co-production forum for animated TV series, and the training seminars Cartoon Springboard, CartoonNext, and Cartoon Business.

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[Cartoon Movie Communication Kit](#)

[Images of the projects](#)