FAQ

EFM Animation Days — Submissions for International Projects

Key information for producers and project teams submitting to EFM Animation Days.

Submission window: **August 18 – October 1, 2026.**

Berlinale
EFM
European Film Market

General Requirements

Who can apply?
Projects can be submitted by producers or production companies.

What kind of projects can be submitted?
The call is open to outstanding animated feature lenght projects in development from around the world. Projects should have strong international potential and be looking for international co-production, financing, sales or distribution partners.

Can work-in-progress projects be submitted?
No. The call is aimed at projects in development. Work-in-progress projects are not eligible.

Which animation formats are eligible?
All animation formats are welcome. Projects may be developed as feature films, animated documentaries, series, or other episodic formats, and can use any animation technique or visual approach, including 2D, 3D, stop-motion, mixed media, or hybrid forms. We are open to projects at different stages of development and encourage applications from filmmakers and creators working across a wide range of animation styles and formats.

Does the project need to have international partners already attached?
No. An existing international financing structure or co-production partnership is not required at the time of application. The programme is specifically designed to help projects connect with potential international co-producers and to further develop the financing and co-production strategy of the project. However, any existing financing, partnerships, letters of interest or other relevant industry commitments should be indicated in the application, as they can help demonstrate the project's current stage of development and potential.

How many projects can we submit?
As many as you like.

What happens if our project is selected?
Selected projects are given the opportunity to pitch their projects directly to a professional audience of financiers, co-producers, industry partners, private investors, sales agents and distributors. The pitching sessions are followed by one-on-one meetings with potential partners, providing participants with an opportunity to develop professional connections and explore possible financing, co-production and distribution opportunities.

Are travel and accommodation costs covered?
No. Travel and accommodation costs are at the participants' own expense.

Required Materials

Please make sure to send us all required material in the requested formats. Without these materials, we cannot assess the projects on an equal basis.

What materials are required for the application?
Please submit all materials requested in the online application form. These materials should provide a clear overview of the project, its creative approach, production status and international potential.

Can I submit visual material?
For animation projects in early development, relevant visual materials could include concept art, character designs, mood boards, visual references, storyboards, style frames, or early animation tests. These materials do not need to be final; they should primarily help communicate the project's visual identity, artistic approach, and overall tone.

Does the project need to have a completed script?
No. A completed script is not required at the application stage. A treatment and outline are sufficient. However, we strongly encourage applicants to submit visual materials, as these can help convey the project's creative vision and may strengthen its chances of being selected.

Can the application materials be submitted in a language other than English?
No. All application materials must be submitted in English.