

FANTOCHE

INTERNATIONALES FESTIVAL FÜR ANIMATIONSFILM
BADEN/SCHWEIZ

Press release

Baden, 5 August 2024

For Professional Audiences: Fantoche Industry Day, Meet the Artist & more

Every year, Fantoche International Animation Film Festival attracts numerous filmmakers from Switzerland and around the world to Baden. From 3 to 8 September 2024, the festival will once again play host to a wide variety of platforms for creative dialogues, workshops, “Making-ofs” and “Meet the Artists”. The motto of the 10th Fantoche Industry Day on Friday, 6 September is “Root to Rise”. The day will be dedicated to cornerstones such as storytelling as well as new tools like artificial intelligence, and how animation schools are dealing with these. The presentation of the 7th Swiss Animation Industry Award (SAIA), in cooperation with the SWISSFILM Association, will round off Industry Day.

Industry Day offers practical knowledge sharing

In the morning, Industry Day will take a look at “AI as a Tool”: Salome Horber (Suissimage), Robbert van Rooden (Inlusio Interactive) and Jonas Trottnow (Animationsinstitut Filmakademie Baden-Württemberg) will discuss the advantages of the new technology as well as potential hurdles and the lack of regulation in the use of AI. In the second international panel, Aya Suzuki (International Competition jury member), Kayvon Darabi-Fard, Diane Schaefer and Klaus Lyngedal will address the various forms of storytelling, a topic that will be explored in greater depth in an interactive workshop in the afternoon. Further presentations will focus on self-marketing and immersive gaming experiences. In the Artist Talk, Baden-born CGI artist Ramón Arango will speak about his journey from a bachelor’s degree at Lucerne University of Applied Sciences and Arts to international success in the animation industry.

To round off Industry Day, Fantoche, in cooperation with the SWISSFILM Association, will present the shortlist for the best animated commissioned film and select the film that will take home the SAIA trophy. The winner will also be given the chance to enter the Edi.24 competition for commissioned films.

Meet the Artists, Making-ofs, retrospectives and workshops

Industry Day is not the only chance to get a peek behind the scenes – there are numerous opportunities for professionals and the general public throughout the festival. On Wednesday (4 September), producer Tendayi Nyeke (Swiss Competition jury member) from Zimbabwe will report on the “Making of” the action-packed African sci-fi series “Kizazi Moto: Generation Fire” from Disney+. Swiss filmmaker Claude Barras and his producer Nicolas Bulet will talk about field research in Borneo and the hunt for

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sustainable materials and will present in-depth insights into the production of “Sauvages” on the Saturday of the festival.

Two additional international filmmakers will share their experiences in “Meet the Artist”: British director and three-time BAFTA nominee Osbert Parker (“Film Noir”, “Yours Truly”) will this year offer various insights into his artistic process. In addition to the “Meet the Artist” on Friday, a selection of his sketchbooks will be on display at Kunstraum Baden. Portuguese filmmaker Regina Pessoa, also a multi-award-winner, will be sharing her own experience and creative process on Thursday. Pessoa also curated the retrospective on British experimental film director and animator Paul Bush in collaboration with Erik van Drunen, which will be shown on Thursday and Sunday. Bush died in a motorbike accident in 2023.

The second retrospective is dedicated to the French studio Sacrebleu Productions (“Long Way North”, “Marona’s Fantastic Tale”, “My Sunny Maad”), which will also be showing its latest feature film “Sirocco and the Kingdom of Winds” at Fantoche. The retrospective is centred around the studio’s best short films celebrating the female perspective on animation and the diversity of life.

Other workshops are also taking place: At Thursday’s “Find a Producer”, animation filmmakers will get the chance to pitch their ideas and skills to Swiss producers one-to-one. And this year’s FOCAL Workshop is devoted to “Art Direction for Animated Films” – from artistic vision and production constraints to teamwork and planning. At “Game Industry Focus”, games developers from Switzerland and around the world will showcase the potential of combining both disciplines. As ever, in festival week, animators and game designers will collaborate on games, exploring the dividing lines and overlapping aspects of the two disciplines. This year, Fantoche is hosting its first Game Pop-up on Saturday, which offers up-and-coming game developers a platform to show off their creations to the public in an exhibition at the Trafo Baden.

And like every year, Fantoche invites guests to an Artists’ Brunch, where filmmakers from the short film programme offer insights into their creative processes and how their films are made. Guests are welcome to attend in person (with breakfast) or via the live stream.

The complete programme and advance tickets (including accreditations) will be available online from 14 August.

For questions about this press release:

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