

ITFS
03.–08. MAI 2022



29. Stuttgart International Festival of Animated Film (ITFS)

ITFS 2022 – The Highlights on Tuesday, May 3

Press release, Stuttgart, May 2, 2022

The **29th International Festival of Animated Film Stuttgart (ITFS)** starts tomorrow, **May 3**, bringing together animation enthusiasts from all over the world for a week in the capital of Baden-Württemberg, Germany, until **May 8**. As of today, **May 2**, animation fans, film lovers and professionals can already experience the films of the competition **International Competition, Young Animation, Tricks for Kids and Trickstar Nature** as well as the film programmes "**Ukraine Benefit**", "**Animation around Europe**" and the Tricks for Kids school programme with selected films for school classes at [OnlineFestival.ITFS.de](https://onlinefestival.itfs.de) in the Online+ Media Library. In the free GameZone area, the nominees of the **Animated Games Award Germany** and the **Local Heroes – Kokolores & Friends** will be presented.

Here are the highlights of ITFS 2022 on May 3:

ONSITE

Onsite, the **ITFS** starts with the **opening ceremony** at 19:00 in the Gloria 1 cinema. The moderators **Anja Lange** and **Alexander Franke** will lead through the evening with prominent guests, introduce the international juries of the ITFS, the short films of the International Competition 1 and the filmmakers, most of whom will be present. Another guest at the opening is the Ukrainian producer **Michael Margulis** (Kapi Animation) with a statement on the critical situation of art and animation in Ukraine due to the Russian invasion.

The popular **Open Air cinema** on Stuttgart's Schlossplatz offers a colourful programme for all film fans from Tuesday. Animated short films from the Tricks for Kids competitions of the last few years as well as the animated feature film "**Fritzi – Eine Wendewundergeschichte**" can be experienced here from 12:00 CET. From 17:00, short films and music videos from the current ITFS programme and previous years will start. At 20:15 the first Open Air day will close with the feature-length film "**The Ice Age Adventures of Buck Wild**".

Also at other locations in Stuttgart the ITFS will be showing animation in all its facets. The VR experience "**YULLBE Go**" can be tried out on the third floor of the **Breuninger store** until May 7. "**SAVING WATER**", a projection mapping crowd game by PONG.Li Studios, can be played outside on the facade. In the directly neighbouring **DOQU** (Dorotheen Quartier), there will be an all-day short film programme called "**Urban Animation**". The nominated games of the **Animated Games Award Germany** can be tested at the **Jugendhaus Mitte**, and the **GameZone Kids workshops** of the ComputerspielSchule Stuttgart and the Mobile Medienschule Stuttgart Ost will also start. The **Galerie B of the Stuttgart City Library** will be showing the exhibition "**Elementarteilchen**" by **François Chalet**, the creator of the ITFS 2022 trailer "Back to Black!" until May 28. The exhibition "**Artists Support Ukraine**" can be seen at the **VAUND Store** Stuttgart until May 8 and is a collaboration between German and Ukrainian artists and a project of the Artists Support Ukraine Foundation (ASU). The aim of ASU is to spread information about the Russian invasion of Ukraine and the brutality of the war, while at the same time supporting the Ukrainian cultural sector.

ONLINE & ITFS VR HUB

The **ITFS Live Stream** on <https://onlinefestival.itfs.de/en/itfs-live-stream/> starts at 14:00 CET and brings the Open Air (with individual programme deviations) to the world. Two highlights are the feature films "**Mia & The Migoo**" at 15:00 and "**\$9.99**" at 20:15. Other highlights in the ITFS online supplement are, in the virtual world of the **ITFS VR HUB**, the VR installation "**Friedenskinder**" by Causa Creations about Vienna in the 1940s, the exhibition "**Black is Back - Black & White in Computer Games**" and the **GameZone Talents**. Kids Kino Industry, the ITFS and the Animation Production Days invite to the free webinar "**SMART COLLABORATION – Embracing New Technical Tools in Animation**" with **Kim Adams &**

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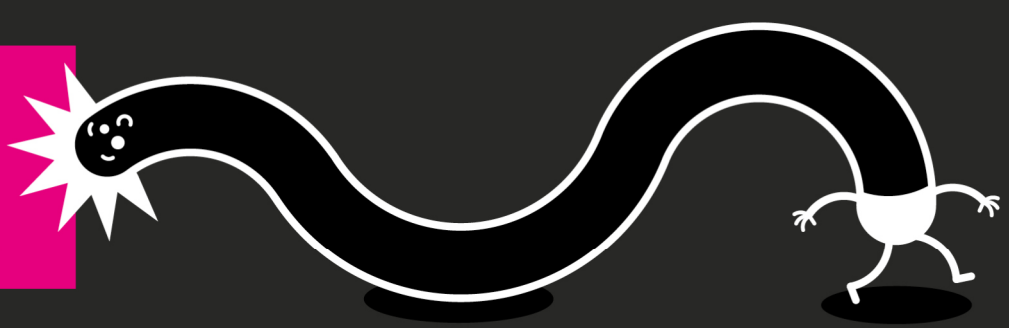
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Julia Parfitt (Nexus Studios London / Los Angeles) and **Phil Stewart** (Head of Realtime, Blue Zoo, London), moderated by **Prof. Lilian Klages** at 16:00. [Click here to register!](#)

www.itfs.de/en/

Tickets for the ITFS are available at www.itfs.de/en/tickets/.

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Images and film stills can be found at: <https://www.itfs.de/en/press-pr/downloads/>.

Highlights clip with excerpts from selected films of the ITFS 2022: <https://youtu.be/t85e4oflle4>

You would like to be accredited as a press representative at ITFS 2022? We are looking forward to your visit! You can choose between HYBRID accreditation (access to all offers on site and online) or exclusively ONLINE. Further information as well as link for pre-registration at: <https://www.itfs.de/en/press-pr/pressaccreditation/>

About the ITFS: The Stuttgart International Festival of Animated Film (ITFS) was founded in 1982 and is one of the world's biggest and most important festivals for animated films. In several categories of competitions more than Euro 65,000 prize money will be awarded. The [FMX – Film & Media Exchange](#), Europe's largest professional conference for animation, effects, games and immersive media takes place parallel to the ITFS. Together, ITFS and FMX organise the business platform [Animation Production Days](#), the only coproduction and financing market in Germany specialized in animation projects.

The project "ITFS & Raumwelten VR Hub" is developed as part of "dive in. Programme for Digital Interactions" of the Kulturstiftung des Bundes (German Federal Cultural Foundation) with funding by the Federal Government Commissioner for Culture and the Media (BKM) through the NEUSTART KULTUR programme.

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