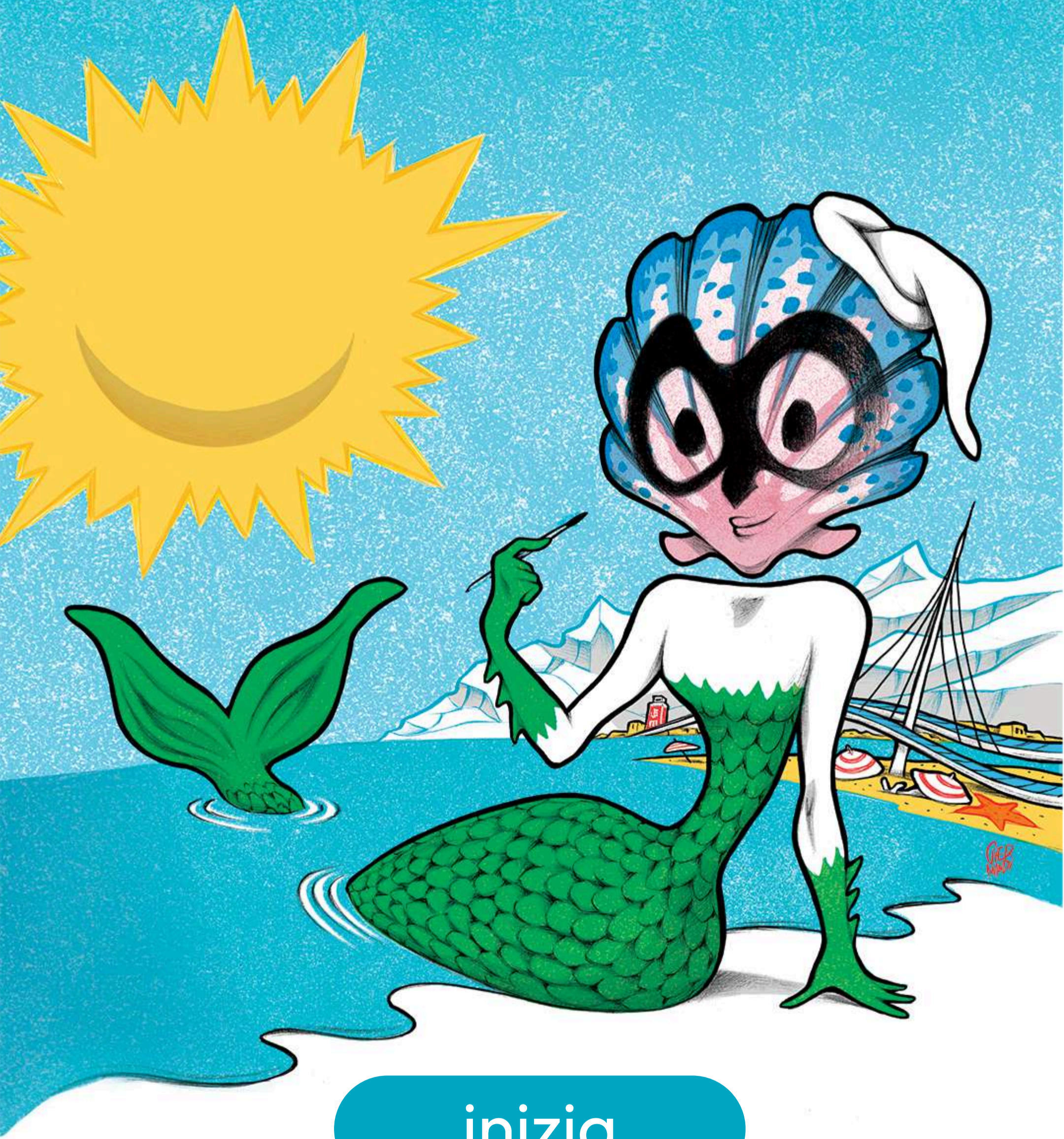


CARTOONS

PULCINELLA AWARDS 2026 ON THE BAY



inizia



Promoted by



Organized by



In collaboration with



CARTOONS 2026 ON THE BAY



Promoted by



Organized by



In collaboration with



Under the Patronage

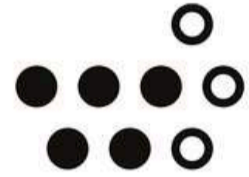


Ministero delle Imprese e del Made in Italy

REGIONE ABRUZZO



Città di Pescara
Medaglia d'oro al Merito Civile



Wallonie - Bruxelles
International.be



Partners



ASSOCIAZIONE
PRODUTTORI
AUDIOVISIVI

SERIE • FILM • INTRATTENIMENTO • DOC • ANIMAZIONE



ASSOCIAZIONE ITALIANA FILM D'ANIMAZIONE



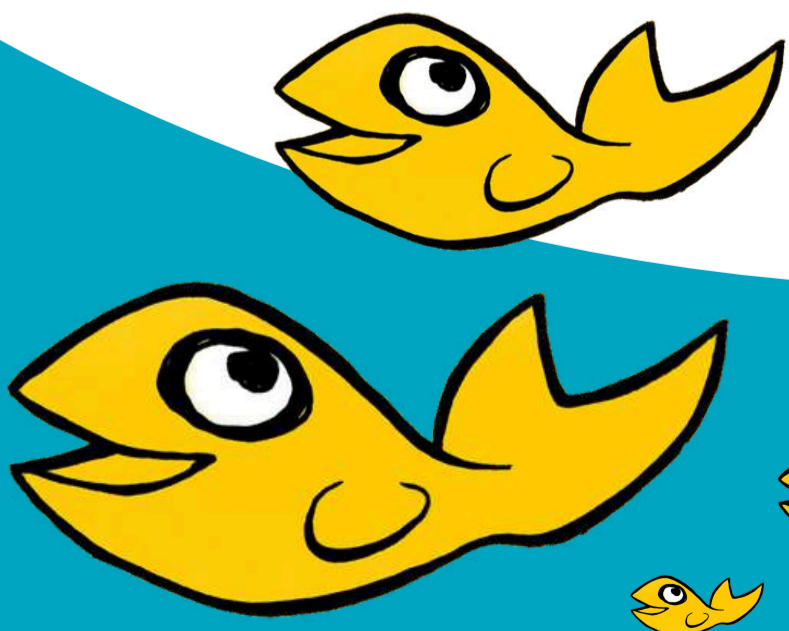
ASSOGIOCATTOLI



MoviMenti
We are Banijay



REDMONK
STUDIO



≡ Index

CARTOONS 2026 ON THE BAY



Promoted by



Organized by



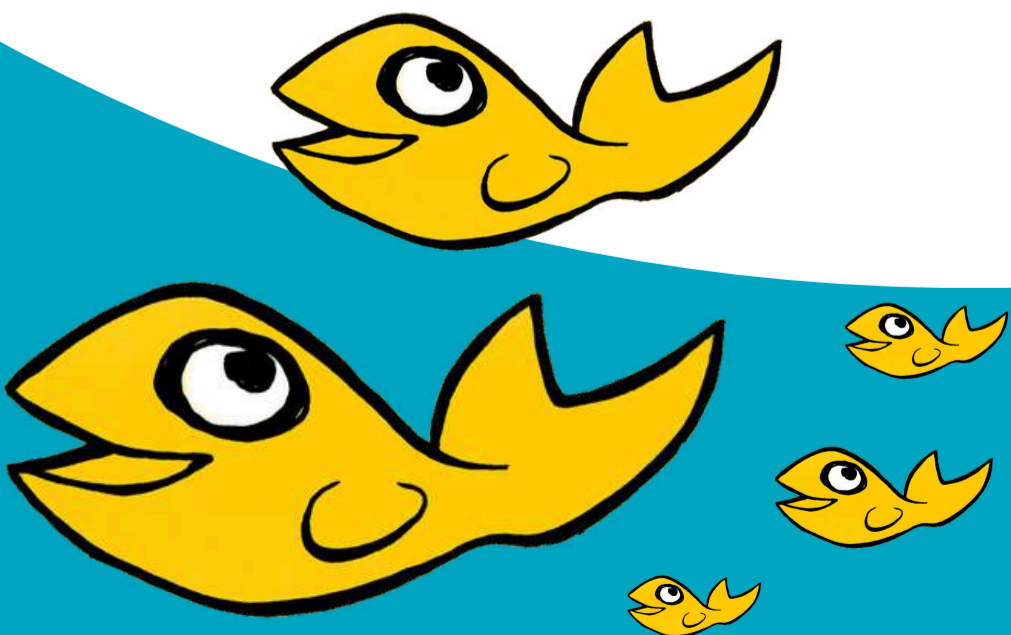
In collaboration with



Technical Partners



Media Partners



☰ Index

CARTOONS ON THE BAY 2026



Promoted by



Organized by



In collaboration with



Thanks to



ASSESSORATO AL TURISMO
E AI GRANDI EVENTI



FONDAZIONE
CINEMA
PER ROMA



TOR VERGATA
UNIVERSITÀ DEGLI STUDI DI ROMA



NUOVA
ACCADEMIA
DI BELLE ARTI



Rome
University
of Fine Arts



UNINT
Università
degli Studi Internazionali di Roma

SCUOLA HOLDEN
CONTEMPORARY HUMANITIES



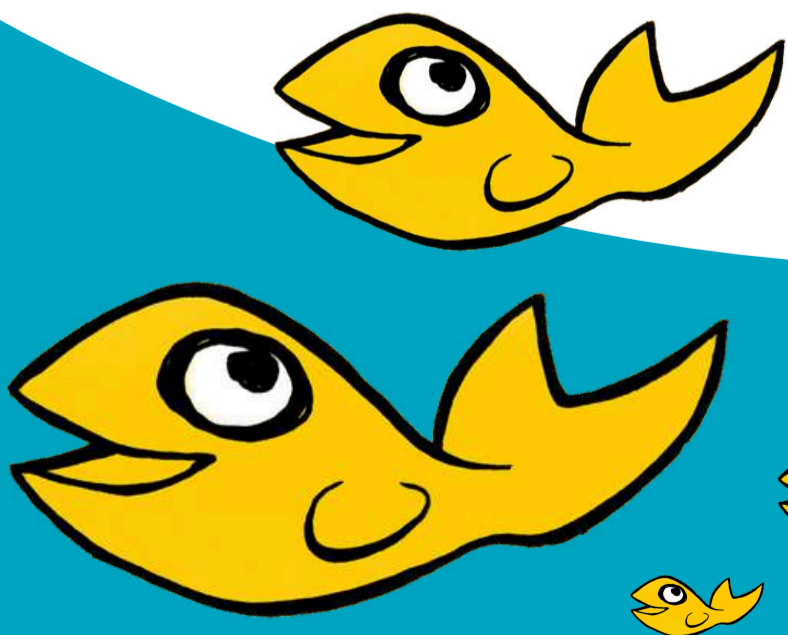
SCUOLA
ROMANA
"FUMETTI"



bottega finzioni



STRUCTURA
knowledge:games:futures



≡ Index

CARTOONS

PULCINELLA AWARDS 2026 ON THE BAY

Index

Pulcinella Awards

Pulcinella Awards Jury

Exhibitions

Nominations by category

Special Awards



Rai Kids

Rai Yoyo

Rai Gulp



Buonanotte con Carolina

STORIE E LETTERINE



PROVA A NON
RIDERE



ON
ARI



PULCINELLA
AWARDS

Pulcinella Awards 2026

- Career Award Kirk Wise
- Career Award Don Daglow
- International Studio of the Year
- Italian Studio of the Year
- Digital Award
- Transmedia Award
- Immersive Award
- Diversity Award

Sergio Bonelli Award

Premio Laganà

 **Index**



Kirk Wise

Pulcinella Career Award

WHEN INNOVATION MEETS POETRY

Kirk Wise, an American director, animator, and screenwriter, graduated from Palo Alto High School and studied character animation at the California Institute of the Arts, quickly becoming one of the greatest innovators in cartooning. The retrospective of his work opens with **Beauty and the Beast** (1991), a grandiose musical with sophisticated and innovative animation (the dance sequence between Belle and the Beast is legendary)...



Awards



Index



The film, co-directed with Gary Trousdale, is an architectural marvel: from the reconstruction of the Beast's gothic castle to the overflowing shelves of Belle's beloved bookshop, it is the first animated feature film nominated for an Oscar in the Best Picture category, when the Academy had not yet established specific awards for animation. With *The Hunchback of Notre Dame* (1996) and *Atlantis: The Lost Empire* (2001), both directed with Gary Trousdale, Wise continued a stylistic research where computer graphics, combined with traditional animation, offers a sophisticated reinterpretation of the canons of musical and adventure films.

OSCAR COSULICH

▲ Awards

≡ Index

The film, co-directed with Gary Trousdale, is an architectural marvel: from the reconstruction of the Beast's gothic castle to the overflowing shelves of Belle's beloved bookshop, it is the first animated feature film nominated for an Oscar in the Best Picture category, when the Academy had not yet established specific awards for animation. With *The Hunchback of Notre Dame* (1996) and *Atlantis: The Lost Empire* (2001), both directed with Gary Trousdale, Wise continued a stylistic research where computer graphics, combined with traditional animation, offers a sophisticated reinterpretation of the canons of musical and adventure films.

AWARD MOTIVATION

For breathing new life into the musical, maximizing the narrative and expressive potential of computer graphics combined with traditional animation, and establishing once and for all that animation is pure cinema, a flexible medium of expression and not a "genre".

Oscar Cosulich



Don Daglow

Pulcinella Career Award

Don Daglow is one of the great pioneers in the history of video games, whose career has spanned more than five decades of interactive media evolution. Active since the 1970s, he created some of the most innovative works in gaming history, beginning with *Baseball* (1971) and *Dungeon* (1975). In 1981 he designed *Utopia*, widely recognized as the first city builder, god game, and real-time strategy game in history, while with *Intellivision World Series Baseball* (1983), developed alongside Eddie Dombrower, he introduced the first use of multiple camera angles in a sports video game. Founder of *Stormfront Studios* in 1988, he led the creation of landmark titles such as *Neverwinter Nights* (1991–1997), the first graphical MMORPG, later honored with a Technology & Engineering Emmy Award. In 2002, *Stormfront Studios*' team also received the DICE Award for Best Visual Engineering for *The Lord of the Rings: The Two Towers*.



[Awards](#)



[Index](#)

AWARD MOTIVATION

For opening new frontiers in digital experience, transforming electronic gaming into a space of narrative, technological, and cultural innovation. His vision has profoundly influenced generations of creators and the very evolution of the interactive imagination.





FORMAZIONE PER CHI CREA IL FUTURO DIGITALE

Quattro percorsi online per trasformare la tua passione in competenze e costruire il tuo futuro nel mondo dei videogiochi, dei media e dell'editoria.



GAMELOC ACADEMY

Corso di Localizzazione videoludica

Impara a tradurre, adattare e localizzare videogiochi e contenuti crossmediali. Lezioni teoriche, laboratori pratici e case studies per acquisire competenze professionali nel settore.

INQUADRA
PER SCOPRIRE
IL CORSO



VGMAG

Corso di Giornalismo Videoludico

Scrivi, racconta e comunica il mondo del gaming. Lezioni pratiche, esercitazioni e tirocinio in redazione per imparare a realizzare recensioni, news, interviste e contenuti multimediali professionali.

INQUADRA
PER SCOPRIRE
IL CORSO



GAMAC

Game Marketing Academy

Impara a promuovere e far crescere videogiochi e progetti di entertainment. Project work, case studies ed esercitazioni pratiche per sviluppare strategie, contenuti e campagne di marketing vincenti.

INQUADRA
PER SCOPRIRE
IL CORSO



OFFICINA EDITORIALE

OFFICINA EDITORIALE

Corso di Editing e Correzione Testi

Dall'editing del manoscritto alla pubblicazione. Esercitazioni su testi reali e feedback professionali per acquisire competenze concrete e lavorare nel mercato editoriale.

INQUADRA
PER SCOPRIRE
IL CORSO



CRESCI. CREA. LASCIA IL SEGNO.
Il futuro è nelle tue competenze.



Peyo Company **Pulcinella International** **Studio of the Year**

Cartoons on the Bay honors Peyo, the Belgian studio behind one of the most iconic and enduring properties in global animation. Through the legacy of The Smurfs, Peyo has preserved and expanded the legacy of a transgenerational universe that continues to evolve across television, cinema, publishing, and consumer products, setting a benchmark for storytelling, character creation, and international franchise development.

 [Awards](#)

 [Index](#)



Cartobaleno Pulcinella Italian Studio of the Year

Cartoons on the Bay honors Cartobaleno for its distinctive creative vision and its ability to develop original IPs that resonate with young audiences. Combining storytelling, strong visual identity, and a strategic approach to audience engagement, Cartobaleno represents a new generation of Italian studios capable of building relevant and contemporary animation projects both locally and internationally.

▲ Awards

≡ Index



Pera Toons

Pulcinella Digital Award

The Pulcinella Digital Award is dedicated to works and IPs born in the digital space, adopting a digital-first approach in their creation, development, and relationship with audiences. The award recognizes projects capable of building a strong and distinctive identity across digital platforms, developing innovative languages and a direct connection with younger generations, with strong potential for multi-platform expansion.

For creating a highly distinctive digital-first IP that has successfully built a strong connection with young audiences through interactive storytelling, humor, and participation. By seamlessly bridging social media and publishing, Pera Toons has developed an engaging and recognizable universe with significant potential for multi-platform expansion.

▲ Awards

≡ Index



Pokemon Pulcinella Transmedia Award

For building one of the most iconic and enduring transmedia universes worldwide, capable of evolving across generations and platforms. Through a seamless integration of video games, animation, trading card games, publishing, and licensing, Pokémon stands as a benchmark in the creation of an expansive, recognizable, and consistently relevant narrative ecosystem.

▲ Awards

☰ Index



Roblox

Pulcinella Immersive Award

Roblox receives the Cartoons on the Bay Immersive Award for redefining the concept of participatory digital experience, transforming animation and gaming into a shared space of creativity, socialization, and interactive storytelling. A platform capable of engaging millions of young users worldwide, opening up new perspectives for immersive audiovisual language and next-generation entertainment.



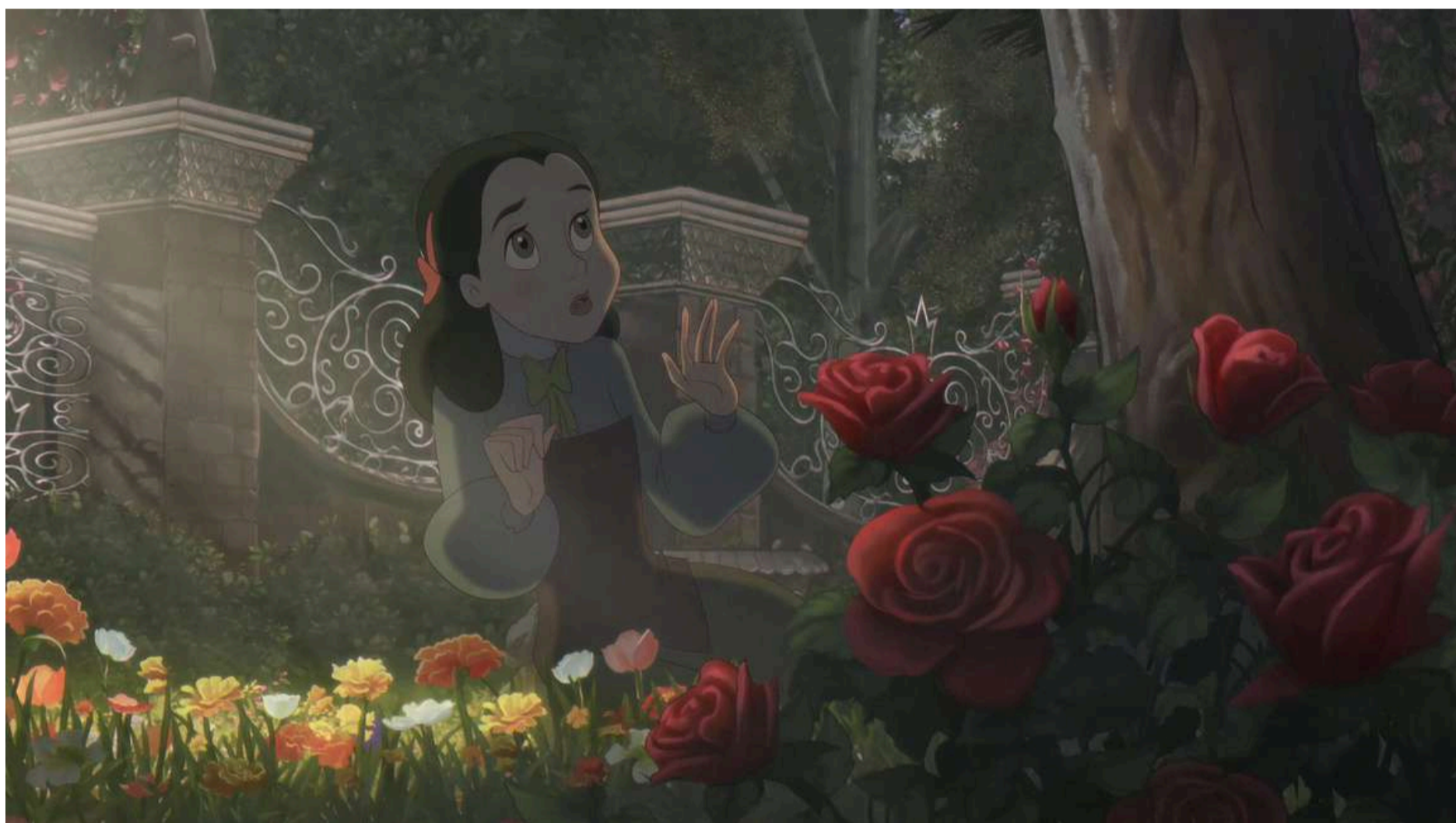
DIVERSITY AWARD

BYE SWEET CAROLE

The case study of Bye Sweet Carole demonstrates how the language of gaming can explore complex social and identity-related themes. Set within a dark fantasy universe inspired by classic European and Disney-style animation, the game addresses issues of identity, personal growth, and female representation through a narrative strongly centered on women protagonists. Consistent in its themes, narrative sensitivity, and production approach, the project also stands out for involving women professionals in key creative and artistic leadership roles.

AWARD MOTIVATION

For transforming, with *Bye Sweet Carole*, interactive animation into a space of inclusion, sensitivity, and narrative innovation, addressing themes of identity and female representation also through a development team in which women hold a central and prominent creative role.



Chris Darril

The case study of *Bye Sweet Carole* demonstrates how the language of gaming can explore complex social and identity-related themes. Set within a dark fantasy universe inspired by classic European and Disney-style animation, the game addresses issues of identity, personal growth, and female representation through a narrative strongly centered on women protagonists.



[Awards](#)



[Index](#)

Consistent in its themes, narrative sensitivity, and production approach, the project also stands out for involving women professionals in key creative and artistic leadership roles.

Over the years he has collaborated with internationally renowned artists including Takashi Shimizu (Ju-On/The Grudge), Nobuko Toda (Metal Gear Solid IV: Guns of Patriots, Halo V), and other leading figures of Japanese game culture. Darril is also a member of the SIG-IGDA committee.

 [Awards](#)

 [Index](#)



Alessandro Rak

Sergio Bonelli Award

Thirty years of Cartoons on the Bay and the fifth edition of the Sergio Bonelli Award, dedicated to recognizing and celebrating the creativity and professionalism of those who effortlessly navigate the various realms of the visual arts imagination. Zerocalcare, Carlos Grangel, Altan, Sara Pichelli, Lorenzo Ceccotti: these are the names.

Recognized masters and rising talents who have made and continue to make the entertainment industry great, with roots firmly planted in tradition and a keen eye on the present and future of multimedia. Joining them this year is a name that allows Italian animation to stand tall alongside the most prestigious international productions: Alessandro Rak. "The Art of Happiness," "Cinderella the Cat," "Yaya and Lennie – The Walking Liberty": the titles of his three feature films and the countless awards they have garnered could speak for themselves. But Rak is a visionary and multifaceted talent, truly impossible to describe and contain within just a few lines.

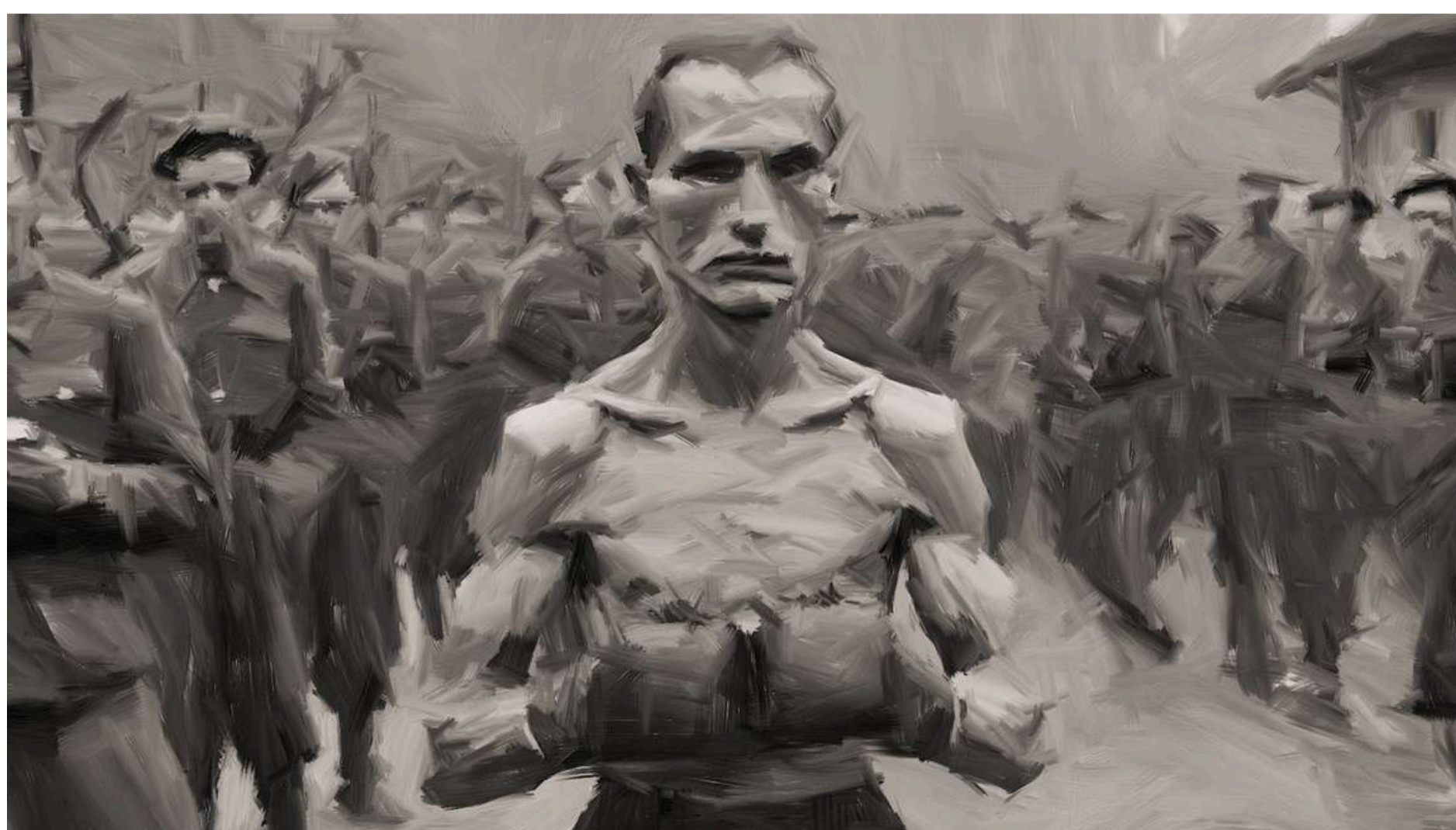
Michele Masiero

▲ Awards

≡ Index

AWARD MOTIVATION

Alessandro Rak wins the 2026 Sergio Bonelli Award, director of "The Art of Happiness," "Cinderella the Cat," and "Yaya and Lennie – The Walking Liberty." The award is dedicated to recognizing and celebrating the creativity and professionalism of those who effortlessly navigate the various realms of the visual arts imagination.





GIUSEPPE LAGANÀ

AWARD 2026

By Cartoon Italia & ASIFA Italia

Since 2016, the award, named in memory of late artist Giuseppe Laganà, celebrates Italian authors whose works exhibit artistic uniqueness and market potential.

▲ Awards

☰ Index



MoviMenti

We are Banijay

MINIHEROES of the forest



SUPER HAPPY MAGIC FOREST



DUE SPICCI



Alice & Lewis



Le Storie di BECCO di RAME in fattoria

Movimenti Production srl
info@movimenti.com

Via Cola Montano 9, 20159, Milan / Italy
Via Silvio Pellico 42, 00195, Rome / Italy

© 2026 Movimenti Production srl – all rights reserved

Exhibitions



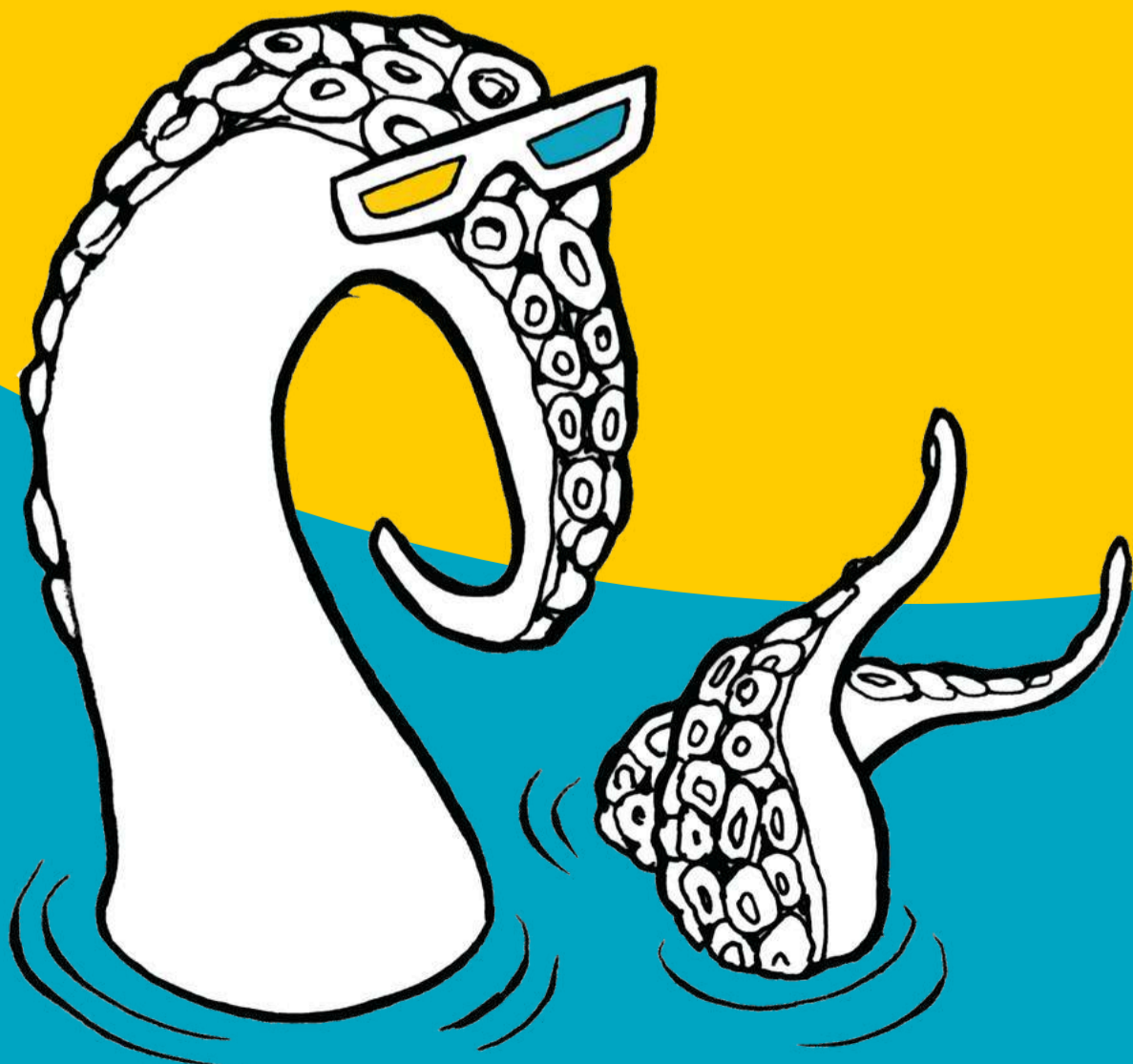
**FORTY YEARS OF DREAMS
AND NIGHTMARE WITH
DYLAN DOG**



**CORTO MALTESE
AN ENDLESS SEA**



**BEYOND MIDDLE-EARTH
THE TOLKIENIAN VISIONS
OF ANGELO MONTANINI**



≡ Index



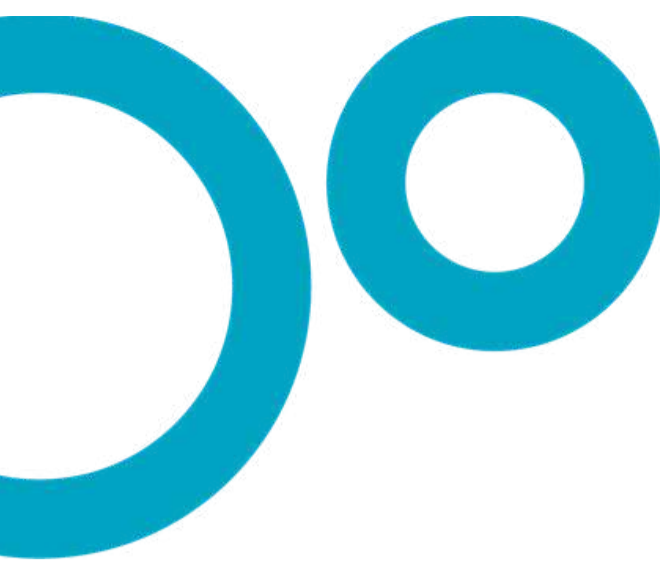
FORTY YEARS OF DREAMS AND NIGHTMARE WITH DYLAN DOG



He is considered the only Nightmare Investigator in the world. Fear fascinates him so much that he made it his profession. Created by Tiziano Sclavi, Dylan Dog is the most famous protagonist of an Italian horror series (although “horror” is a limiting definition...). Published since 1986 by Sergio Bonelli Editore, his adventures alternate between traditional horror and numerous “homages” to classic monsters, ... **1/2**

▲ [Exhibition](#)

☰ [Index](#)



to Dario Argento- and George Romero-style gore, but also to mystery, the surreal, and the fantastic—always with great irony. With these ingredients, first slowly and then in a stunning crescendo, the “Dylan Dog phenomenon” exploded: for the first time, a widely popular comic book also established itself as an auteur comic, acclaimed by critics and the most famous intellectuals. Umberto Eco, first and foremost, who declared: “I can read the Bible, Homer, and Dylan Dog for days without getting bored.

2/2

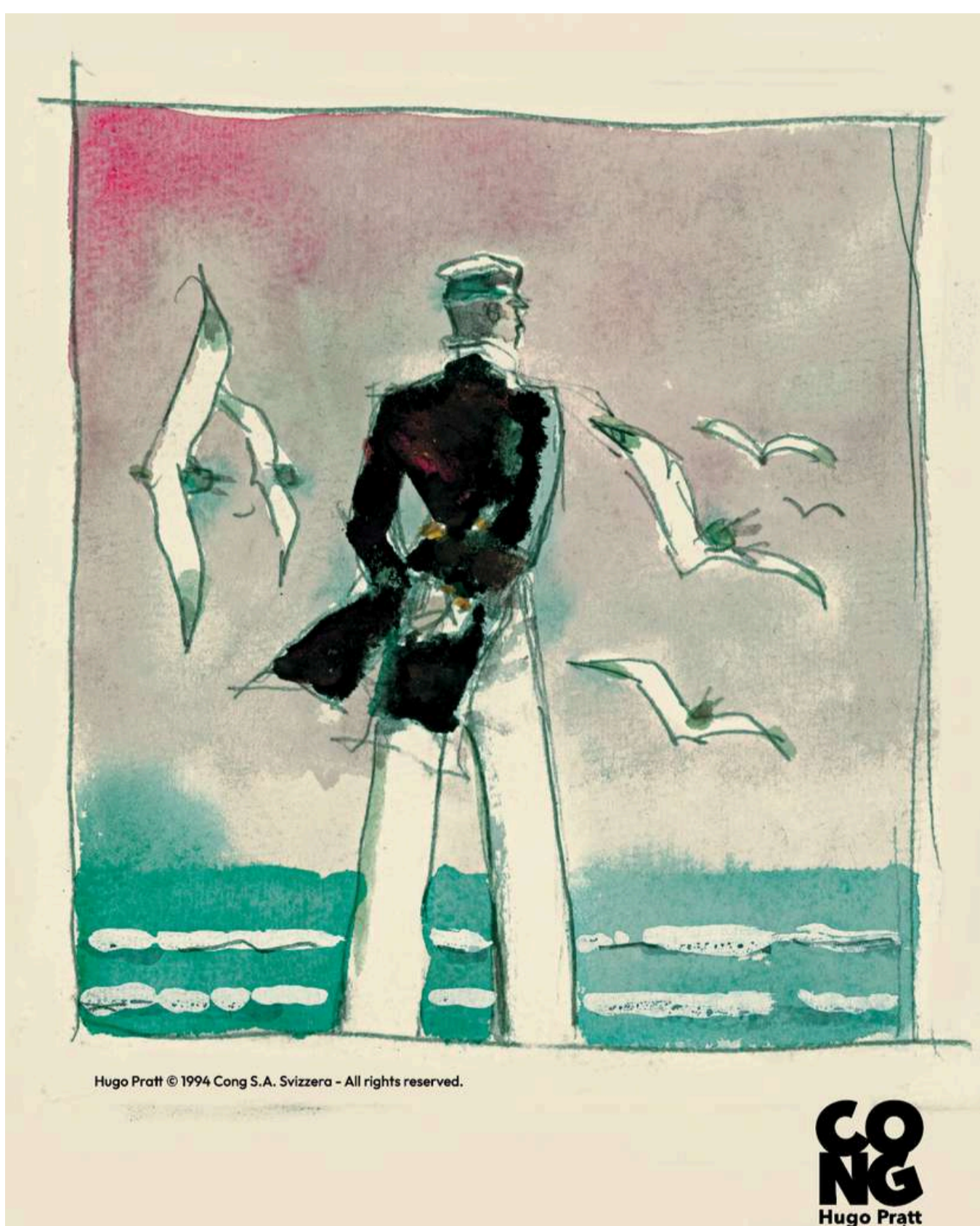
 [Exhibition](#)

 [Index](#)



Corto Maltese

AN ENDLESS SEA



Corto Maltese is one of the most iconic characters in European comics. A sailor, adventurer, and free spirit, Corto travels the world during the early decades of the twentieth century, living adventures suspended between historical reality, poetry, and legend.

▲ [Exhibition](#)

☰ [Index](#)

Created from the cosmopolitan imagination of Hugo Pratt in 1967, the character embodies the allure of travel, freedom, and encounters between different cultures.

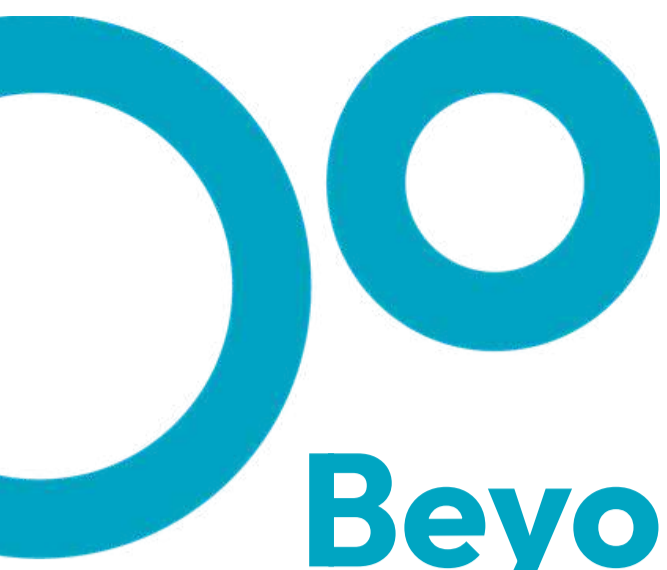
The adventures of Corto Maltese unfold across oceans, deserts, port cities, and borderlands, weaving together historical figures and literary atmospheres. Though seemingly cynical and independent, Corto ultimately reveals a profound sense of justice and humanity, becoming a symbol of nonconformity and curiosity about the world. Even today, Corto Maltese continues to captivate readers of every generation. Through his expressive and deeply narrative artistic style, Hugo Pratt revolutionized modern comics, transforming them into a form of “drawn literature.” For the 30th edition of Cartoons On The Bay, an exhibition dedicated to Corto Maltese is being presented. Curated by Patrizia Zanotti and Marco Steiner, the exhibition guides visitors through Pratt’s imaginative universe, made of distant horizons, encounters, cultures, and timeless stories.

La serie completa in esclusiva su



▲ [Exhibition](#)

☰ [Index](#)



Beyond Middle-Earth

THE TOLKIENIAN VISIONS OF
ANGELO MONTANINI



Cartoons On The Bay and Lucca Comics & Games invite you on a journey into the heart of the fantasy imagination shaped by one of the greatest visual interpreters of The Legendarium, an artist regarded as one of the cornerstones among the great Tolkien-inspired creators.

▲ Exhibition

☰ Index

At the center of the exhibition is a rich selection of works from the collectible card game Middle-earth, an absolute cult classic of the 1990s in which Angelo Montanini's illustrations guided generations of enthusiasts along the paths of Arda.

Enriching the exhibition route are several stages that go beyond the gaming table: from the historic illustrations created for the celebrated Tolkien calendar published by Rusconi in 2000, to a selection of covers designed for the historic publications of StrateLibri.

Finally, this journey is completed by a number of studies and an unpublished illustration, unique rediscoveries found among the treasures of the artist's archive.

Curated by [Lucca Crea](#)

Concept and Artistic Direction [Emanuele Vietina](#)

Project Coordination [Luca Bitonte](#), [Silvia Ceccarelli](#)

Production Management [Lilia Andreotti](#)

Design and Exhibition Project [Roberto Irace](#)

Communication and Press Office [Francesca Bellotto](#)

LUCCA
COMICS&GAMES

FP | **FONDAZIONE**
PESCARABRUZZO
condividere innovando

▲ [Exhibition](#)

☰ [Index](#)



I TUOI PARTNER PER LA **STAMPA 3D**

Smetti di aspettare, stampa ciò che vuoi!

Libera il potenziale dei tuoi progetti con soluzioni 3D progettate per l'eccellenza.

**Distributori ufficiali
per l'Italia**



**I nostri servizi
per te:**

Vendita
Assistenza
Noleggio a breve termine
Service 3D
Materiali di stampa

Bilcotech Srl

Via Ettore Majorana 28 - 20047 Cusago (MI)

Tel. +39 3290787552

Email: info@bilcotech.it

www.bilcotech.it | store.bilcotech.it

DeAPlaneta Entertainment



licensing@deaplaneta.com
media@deaplaneta.com
www.deaplanetaentertainment.com



Pulcinella Award Jury

- International Audiovisual Jury
- Internation Cinema Jury
- Pitch Me! Contest Jury
- Sergio Bonelli Award Jury



☰ Index



International Audiovisual Jury



Cecilia Persson

Managing Director of BBC Studios Kids & Family, leads the company's global end to end strategy for kids and family content.

▲ Juries

☰ Index



International Audiovisual Jury



Don Daglow

Don Daglow is an Emmy[®] Award winning game designer with a 55-year career on over 100 games, and he has worked on every generation of video game consoles. His innovations include the first game to use multiple camera angles (1983)

▲ Juries

☰ Index



International Audiovisual Jury



Frédéric Puech

Frédéric founded prodco Something Big in 2014, after 15 years at Planet Nemo Animation where he co-produced 15 series including ‘Bali’, ‘Mila’s Twisted Tales’, “Rita & Whatsit”, “What’s the Big Idea”, “Chicky” and “Groove High“, and developed interactive and digital extensions of several IPs at Planet Nemo Interactive. From 2014 to 2018, Frédéric served as Producer and SVP of animation at Ankama, where he oversaw the company’s animated TV and film production and distribution.

▲ [Juries](#)

☰ [Index](#)



International Audiovisual Jury



Sara Cabras

Sara works in the children's entertainment department for Rai. She has worked as producer and editorial supervisor for different target age groups: preschool, pre-teens and teenagers. She has been in charge for sourcing and managing content for Kids . She is currently working at Rai Kids as producer of fiction series and cartoons.

▲ Juries

☰ Index



International Audiovisual Jury



Emanuele Vietina

Expert in cultural marketing and transmedial storytelling, Emanuele Vietina, Deputy Director of Lucca Comics & Games since 2007, is now at the head of the Festival and General Manager of Lucca Crea, the company of the City of Lucca that organizes and manages the most important crossmedia event in Europe: Lucca Comics & Games. He has been in charge of the Games section (board games and videogames) for 15 years, and in the meantime he has developed and started some new areas of the festival: one dedicated to the Fantasy world (on the artistic and narrative level), and one dedicated to Cinema, TV Series and Home Entertainment...1/2

▲ [Juries](#)

☰ [Index](#)



International Audiovisual Jury

Emanuele Vietina

... Manager and author of many successful projects related to edutainment and gamification such as “Dark Ride, The Webgame” (INDIRE 2007), “Terre di Optimalia” (awarded as the Best Italian Educational Program in 2008) and Scarty (2015/2106) where he planned and led the innovative organized gaming program dedicated to recycling and waste management. In Italy he was one of the first managers and curators of exhibitions on fantasy art and concept art, mainly dedicated to cinema and video games. To name a few: Alan Lee and John Howe (Lord of the Rings), Iain McCaig (Star Wars), Brian Froud (Labyrinth and Dark Crystal), Behind the Brotherhood (Assassin’s Creed), Naughty Dogs 40th Anniversary.

2/2

▲ Juries

☰ Index

UNDERDOG

E I CANINE DEFENDERS



**NUOVI EPISODI SU RAI GULP E RAI PLAY
DAL 9 GIUGNO!**



International Cinema Jury



Alessandro Rak

Italian director and illustrator trained at the Centro Sperimentale di Cinematografia. He created short films, music videos, and books, debuting with *L'Arte della Felicità* (2013), internationally awarded. He later directed *Gatta Cenerentola* (2017) and *Yaya and Lennie* (2021).

▲ [Juries](#)

☰ [Index](#)



International Cinema Jury



Kirk Wise

Born in San Francisco, California in the flower-power '60s, Kirk Wise was raised by hippie parents who instilled in him a lasting love for art, music, and storytelling. By the age of ten, he was already drawing, shooting, and editing his own animated films. After graduating from California Institute of the Arts in 1985, Kirk began a long and fruitful relationship with The Walt Disney Company. Collaborating with what he fondly calls "the best team of artists in the known universe," he's best known for directing *Beauty and the Beast* (1991), *The Hunchback of Notre Dame* (1996), and *Atlantis: The Lost Empire* (2001) alongside his former CalArts classmate Gary Trousdale...

1/2

▲ [Juries](#)

☰ [Index](#)



International Cinema Jury

Kirk Wise

...

Beauty and the Beast became the first animated feature to be nominated for Academy Award for Best Picture, and has since been recognized as a masterpiece of the Disney Renaissance. In 2002, it was chosen for preservation by The Library of Congress National Film Registry for being "culturally, historically, or aesthetically significant". With a spirit of joy, playfulness, and a storytelling sensibility shaped by over four decades in the industry, Kirk remains dedicated to crafting stories that thrill, charm, and inspire audiences worldwide. His work continues to celebrate courage, compassion, and the enduring power of innocence.

2/2

▲ Juries

☰ Index



International Cinema Jury



Gaia Tridente

Gaia Tridente has been the Director of MIA | International Audiovisual Market since 2022. With around twenty years of experience in the international film and audiovisual industry, she is recognized for her contribution to developing strategic relationships among the sector's leading global players. She earned a PhD in Cinema from Roma Tre University in 2005 and has since held leadership roles in production, programming, and international relations, collaborating with major institutions, festivals, and production and distribution companies.

▲ [Juries](#)

☰ [Index](#)

AT THE HEART OF LICENSING BUSINESS

LICENSINGITALIA.IT

The #1 Organization for Licensing in Italy.

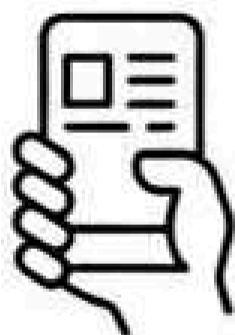
Licensing Italia is the representative office of Licensing International in Italy.

We support licensors and licensees in the implementation of Licensing programs and promote growth within the industry by offering:



CONSULTANCY

We offer consultancy services to companies willing to access the licensing industry



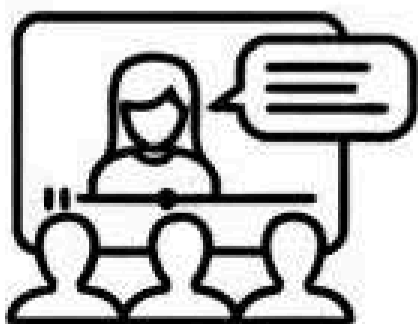
INFORMATION

Since 2018, Licensing Italia is the only registered licensing magazine in Italy



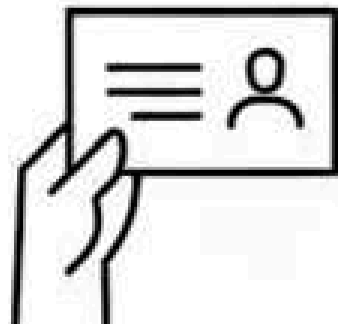
RESEARCH

In collaboration with HUBITS, we monitor the industry and offer specific surveys to our clients



EVENTS

We offer discounts to participate to the Brand Licensing Europe and other events



NETWORKING

Our members can access the Licensing Database, industry insights, and events discounts

Send your news to info@licensingitalia.it to be featured on licensingitalia.it.



Pitch Me! Contest Jury



Agnes Bizzarro

Agnès Bizzarro is a consultant for Creative Concept & Story Development. She has worked across a variety of projects in animation and live action at CinéTévé, France Télévisions and M6. She is Head of Content of Cartoon Springboard, the pitching event created by CARTOON, dedicated to young talents.

▲ Juries

☰ Index



Pitch Me! Contest Jury



Caterina De Mata

Caterina De Mata is a director and producer of animated tv series and documentaries. Combining innovative storytelling with digital strategy, she develops content for both linear and new media.

▲ Juries

☰ Index



Pitch Me! Contest Jury



Maurizio Forestieri

He founded the production company Graphilm Entertainment, and established himself on the market as a author, director, and producer, with almost forty years of experience in the sector.

▲ Juries

☰ Index



Sergio Bonelli Jury



Adriano Monti Buzzetti Colella

Direttore di Rai Libri
e Direttore Artistico
di Cartoons on the Bay



Davide Bonelli

Presidente
Sergio Bonelli Editore



Michele Masiero

Direttore
Editoriale Sergio Bonelli Editore

▲ **Juries**

☰ **Index**

Wacom® MovinkPad

DISEGNA SENZA LIMITI: Scopri la nuova generazione di ALL IN ONE

Compatibile, versatile e compatta.

Disegna quando vuoi, come vuoi, dove vuoi.
Non hai bisogno di esperienza o di particolari abilità.
Tanto meno di uno scopo.

Wacom MovinkPad rimuove tutte le barriere alla tua creatività.
Lasciati trasportare dal momento e inizia a dare forma alla tua creatività. Wacom MovinkPad è a tua disposizione al momento giusto, quando arriva l'ispirazione.

Cattura subito il momento.

La funzione Disegno Rapido* è disponibile ogni volta che ne hai bisogno.

Avvia l'applicazione di disegno "Wacom Canvas" toccando la penna e tenendola premuta sullo schermo durante la modalità Standby. Inizia a disegnare nei tuoi momenti di ispirazione, proprio come se aprissi un quaderno.

*Quando usi la funzione di disegno rapido per lanciare Wacom Canvas, si aprirà una nuova tela per proteggere il tuo lavoro.

*Le funzioni e l'interfaccia utente di ogni software sono soggette a modifiche a causa di aggiornamenti.

Realizza le tue opere in modo fluido, dalla bozza alla grafica finale.

Viene fornito con Wacom Canvas, perfetto per realizzare schizzi e bozze, e CLIP STUDIO PAINT DEBUT*, con cui potrai creare illustrazioni e manga.

Wacom Canvas ti consente di aprire le bozze direttamente in CLIP STUDIO PAINT, per poterti immergere rapidamente nel flusso creativo, senza alcuna difficoltà.

*Include una licenza di 2 anni per Clip Studio Paint DEBUT. Per utilizzare questo software è necessario registrarsi su Celsys. Si applicano le condizioni di utilizzo.

*Per iniziare la prova di ibisPaint con l'abbonamento Prime fino a 180 giorni, è necessaria la registrazione a ibis. si applicano limitazioni e condizioni.

Personalizza il tuo tratto: nessuna ricarica, nessuna interruzione. Wacom Pro Pen 3 senza batteria non interromperà il tuo flusso creativo.

La Wacom Pro Pen 3 inclusa non necessita di ricarica o batterie, così il tuo flusso creativo non viene mai interrotto.

Leggero e progettato per lunghe sessioni di disegno, è uno strumento ad alte prestazioni a cui si affidano i professionisti creativi.

Puoi anche personalizzarlo con la punta e le impugnature che preferisci per ottenere la sensibilità perfetta (gli accessori sono venduti separatamente).



Contattaci per una dimostrazione!

riccardo.missana@wacom.com



Caratteristiche principali:

MOVINK PAD 11"

Risoluzione schermo

2200 x 1440 pixel

16,7 milioni di colori

Sistema Operativo

Android

Memoria + Storage

8gb ram/128gb

Dimensioni (L x P x H)

266 x 182 x 7 mm

Area attiva

243 x 159 mm

Pro Pen 3

Senza batteria

Peso del prodotto

588g

Caratteristiche principali:

MOVINK PAD PRO 14"

Risoluzione schermo

2880 x 1800 pixel

OLED

Sistema Operativo

Android

Memoria + Storage

12gb ram/256gb

Dimensioni (L x P x H)

323,3 x 210 x 5,9 mm

Area attiva

302 x 189 mm

Pro Pen 3

Senza batteria

Peso del prodotto

699g



Nominations



☰ Index

FROGLETS



Italy 2025

Animazione con pupazzi, 26x5

Direction: Riccardo Mastropietro

Production: Rai Kids, Pesci Combattenti
Srl, Eaglet Pictures Limited

Synopsis:

Three cute wool frogs live inside an ordinary family home with mum, dad and two children. As the family leaves, they pop out from their hideouts and leap into brand new mini adventures exploring and discovering new things. Unnoticed by the humans, their presence is known only to the kind dog Bertie.

LITTLE CHARLIE



Italy 2026

2D, 26x7

Direction: Anneke De Graaf

Production: Rai Kids, Palomar Spa, Alexandra Schatz
Filmproduktion, Società Di Mediawan Rights

Synopsis:

Everything is new for Little Charlie! However, having to deal with new emotions could be hard for a little rabbit like him. Thanks to his family and friends, Little Charlie will happily hop from one adventure to another, learning to know himself, through familiar situations for a young audience.

MY FRIEND MAISY, STRIPEY DAY



United Kingdom 2026

2D, 52x5

Direction: Beth Hughes

Production: Bbc Studios Kids & Family,
Trustbridge Entertainment

Synopsis:

In this episode Maisy notices that today lots of things are stripey - from her toast to Josi's scarf, to Zebra's whole body. Inspired by the stripes, Maisy has a stripey day and everything she comes into contact with mirrors her stripey mood.

THE COCCOLOBA BUNCH



France 2025

2D, 75x7

Direction: Pierre-alain Chartier, Olivier Perrault

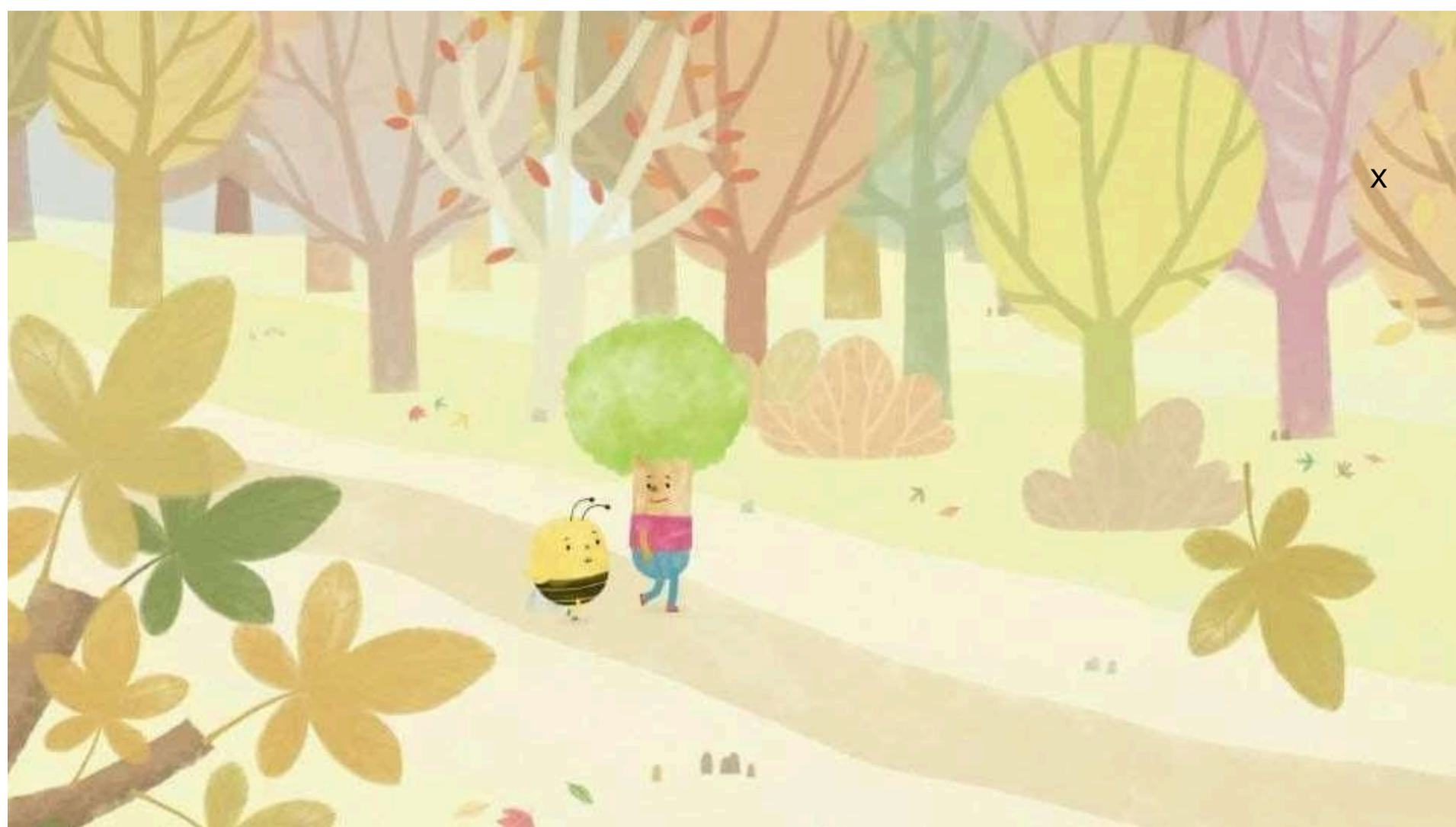
Production: Samka Animation

Synopsis:

Coccoloba Island is unique: it's where children's "boobos" are fixed. Alice, Max, Chloé, Mehdi, and Lola form a tight-knit band of friends.

Despite their extraordinary boobos, they still play, dream, and grow up with tenderness... just like all children!

TREE&BEE



Croatia 2025

2D, 26x7

Direction: Vjekoslav Zivkovic

Production: Recircle Studio

Synopsis:

Tree & Bee is a laugh-out-loud 2D watercolour show in which two best friends ponder life's big (and small) questions with comical levels of earnestness and enthusiasm, always finding the answers in surprising ways.

3 CAPTAINS



Germany 2025

2D

Direction: Julia Ocker

Production: Studio Film Bilder Gmbh

Synopsis:

The three captains argue about who has to clean the ship. There's only one way to solve this problem: they steal the crown of the Queen of England! Because whoever has the crown, is in charge.

A RIVER OF QUESTIONS



Colombia 2026

2D, 10x5

Direction: Anamaria Castiblanco

Production: Canal Capital

Synopsis:

Twins Vale and Leo explore the world with Río, their playful dog. His curious questions—like why humans wear clothes or dislike being touched by strangers—lead the trio to discover bodily autonomy, boundaries, and self-care in a fun, educational journey for the whole family.

E.B. WHITE'S CHARLOTTE'S WEB



United States 2025

3D, 3x45

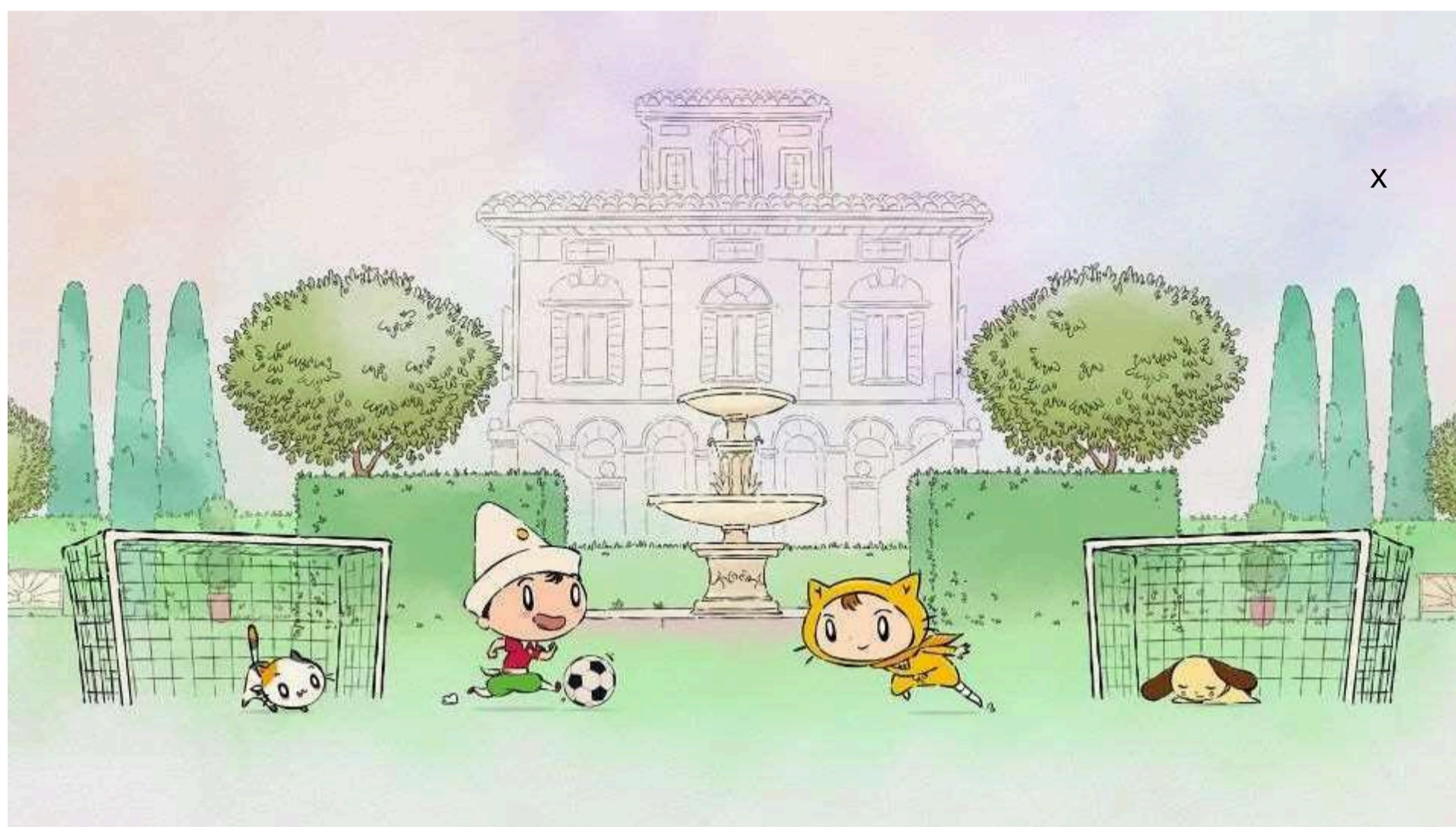
Direction: Yurie Rocha

Production: Sesame Workshop

Synopsis:

Based on the classic story by E.B. White, *Charlotte's Web* tells the story of a farm pig named Wilbur. After Wilbur learns he is being raised for slaughter, barn spider Charlotte writes messages in her web to convince the farmer to let him live.

PINO & SHINOBY



Italy 2025

2D, 26x5

Direction: Andrea Bozzetto

Production: Rai Kids, Studio Bozzetto, Yomiuri
Telecasting Corporation

Synopsis:

Pino & Shinoby is an animated series about two friends from different cultures: Shinoby, a friendly ninja from Japan, and Pino, a cheerful Italian boy inspired by Pinocchio. Through funny adventures, they explore traditions, differences, and surprising connections between Italy and Japan.

THE TINIES



France 2025

3D, Real Time 3D, 27x11

Direction: Wassim Boutaleb

Production: Miam! Animation, Panique,
Miam! Distribution

Synopsis:

The Tinies is a series about toys living in an attic, where they have built an entire town from recycled packaging. Living together is a challenge but they can rely on two heroes: Ollie, an energetic doll, and Titus, her crafty best friend, who love helping others by inventing and building solutions.

GOAT GIRL



France 2026

2D, 10x12

Direction: Krystal Georgiou, Lauris Saunders

Production: Daily Madness Productions,
Miami! Animation ,Thuristar

Synopsis:

GOAT GIRL is a quirky coming-of-age comedy about Gigi, raised by goats, tackling her biggest challenge: surviving school and making human friends.

ONCE THERE IS



France 2025

2D, 10x7

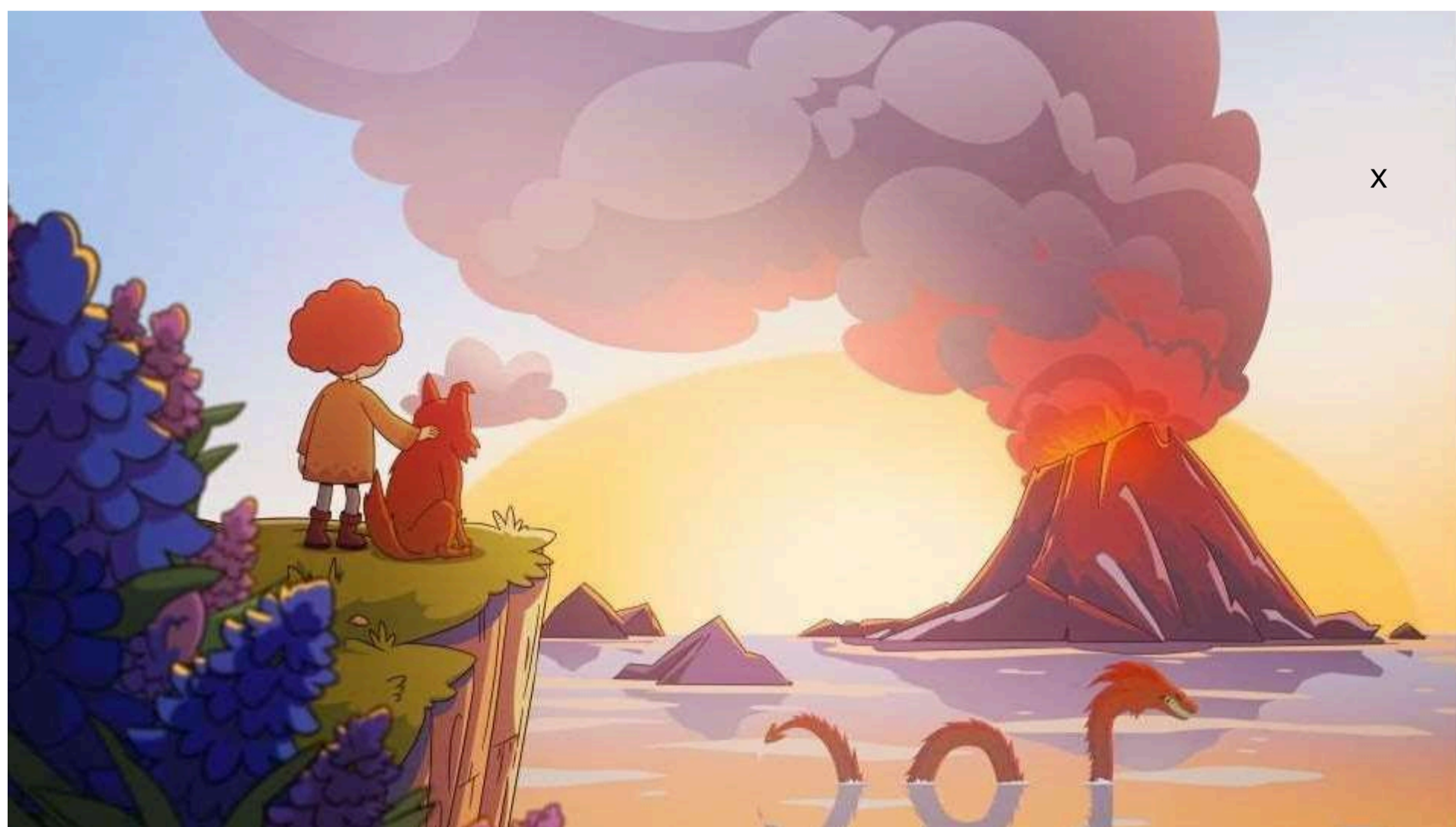
Direction: Patrick Volve

Production: Have A Nice Day Films, Miyu Productions

Synopsis:

A little sunhat bolo boy, a bluebeard man, a wolf on a motorcycle, three little pigs, and many more characters whom we think we know already, but turn out to be different than expected. Seeing as these tales cross centuries, this series is an opportunity for a colourful present-day voyage.

ORMHILDUR THE BRAVE



Iceland 2026

2D, 13x22

Direction: Thorey Mjallhvit

Production: Compass Films

Synopsis:

Ormildur, a young girl, goes on a mission with old Albert, Gudrún the sneaky witch, and Brúnhild the fierce gang leader across dangerous highlands to cast a spell in the Cave of Evocation. A spell so powerful it will lock mythical creatures back in glaciers and restore humanity's power.

TRY NOT TO LAUGH



Italy 2026

2D, Hand-Drawn, 46x6

Direction: Pera Toons

Production: Tunué Srl

Synopsis:

Pera Toons, the author most loved by children, proposes an irresistible challenge: “Try not to laugh!” A series of 46 episodes, each lasting 6 minutes, full of jokes, puns, riddles, and wordplay that will test both adults and children alike.

UNDER THE SOFA



Spain 2025

2D, 52x7

Direction: Jaume Boixó

Production: Teidees Audiovisuals

Synopsis:

A group of useless objects that find a second chance sheltering under a sofa. Forced to an imperfect coexistence, they will have to survive in the apartment of a family that aspires to be perfect.

FREAKED OUT: MAJOR DECISION



France 2025

2D, 20x2

Direction: Theo Grosjean

Production: Autour De Minuit, Fklg, Panique !

Synopsis:

Theo would like to propose to Auriane to move in with him. L'Angoisse then organizes a crisis meeting.

LEGS WEAVER



Italy 2025

2D Light Animation, 4x10

Direction: Raffaele Compagnoni, Federico Rossi Edrighi

Production: Rai Kids, Sergio Bonelli Editore, S.p.a. A Socio Unico

Synopsis:

In the futuristic East City, Legs Weaver and May Frayn defend the little dragon Harvey from criminal organization known as the Black Ladies, led by Jahna. Amid chases and clashes, Legs and May find themselves in dire straits until Harvey breaks free from a cylinder, unleashing an unexpected power.

TALES FROM OUTER SUBURBIA



Australia 2025

3D, 10x23

Direction: Noel Cleary

Production: Highly Spirited, Flying Bark Productions

Synopsis:

Klara and Pim move to the suburbs with their mum Lucy. But their new neighbourhood isn't what it seems. The kids face weird encounters and wondrous experiences as they struggle to stick together and adjust to their new lives.

THE MR FABOO SHOW



Italy 2026

AI

Direction: Anna Russo

Production: Anna Russo

Synopsis:

The Mr Faboo Show is an irreverent animated talk show where the most famous fairy-tale characters reveal the truth about their stories. Hosted by Mr Faboo, each episode brings princesses, heroes, and villains onto the stage to uncover what really happened behind the scenes of the fairy tales.

WORLDBOT: RISE & GRIND IN TAICHUNG



Thailand 2025

2D, 20x6

Direction: Sasapitt Rujirat

Production: Wishberry Co.

Synopsis:

When aliens attack Taichung, Taiwan, UNI, a giant robot hero, finds brute force fails. Inspired by the city's Bubble Tea, he learns to "stop the hustle." To defeat the galaxy's fastest foe, UNI must master his own pace and discover that slowing down is his greatest power.

BYE SWEET CAROLE



Italy 2025

Hand-Drawn

Direction: Chris Darril

Production: Little Sewing Machine

Synopsis:

Bye Sweet Carole is a narrative-horror adventure game completely hand-drawn in the style of classic animated films. Follow the trail of missing Carole Simmons and uncover the dark secrets hidden behind her disappearance from Bunny Hall orphanage.

INTERACTIVE ANIMATION

DONKEY KONG BANANZA



Japan 2025

3D

Production: Nintendo Co.

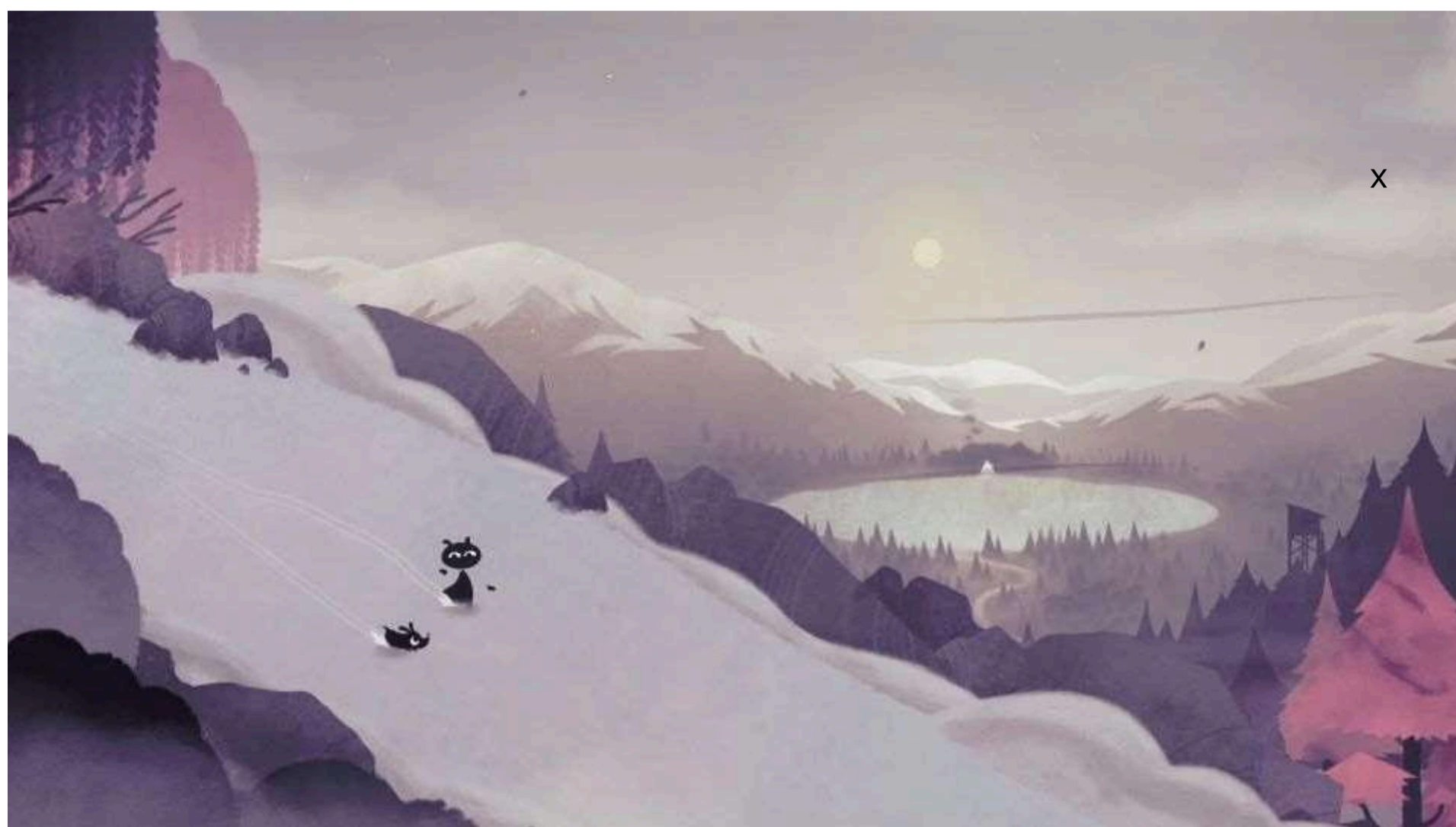
Synopsis:

Donkey Kong and his friends dive into wild adventures to protect DK Island from quirky threats. With disappearing bananas and chaotic challenges, DK relies on strength and humor to restore peace to the jungle.

▲ Top

☰ Index

KOIRA



Belgium 2025

2D, Hand-Drawn

Direction: Ben Lega

Production: Studio Tolima

Synopsis:

Koira is a heartwarming, hand-drawn adventure featuring a lost forest spirit and her new puppy friend. Together they must journey to safety in the heart of the enchanted forest, solving puzzles, finding friends, and avoiding the hunters lurking along the way.

▲ Top

☰ Index

INTERACTIVE ANIMATION

RESIDENT EVIL REQUIEM



Japan 2026

3D

Direction: Koushi Nakanishi

Production: Capcom

Synopsis:

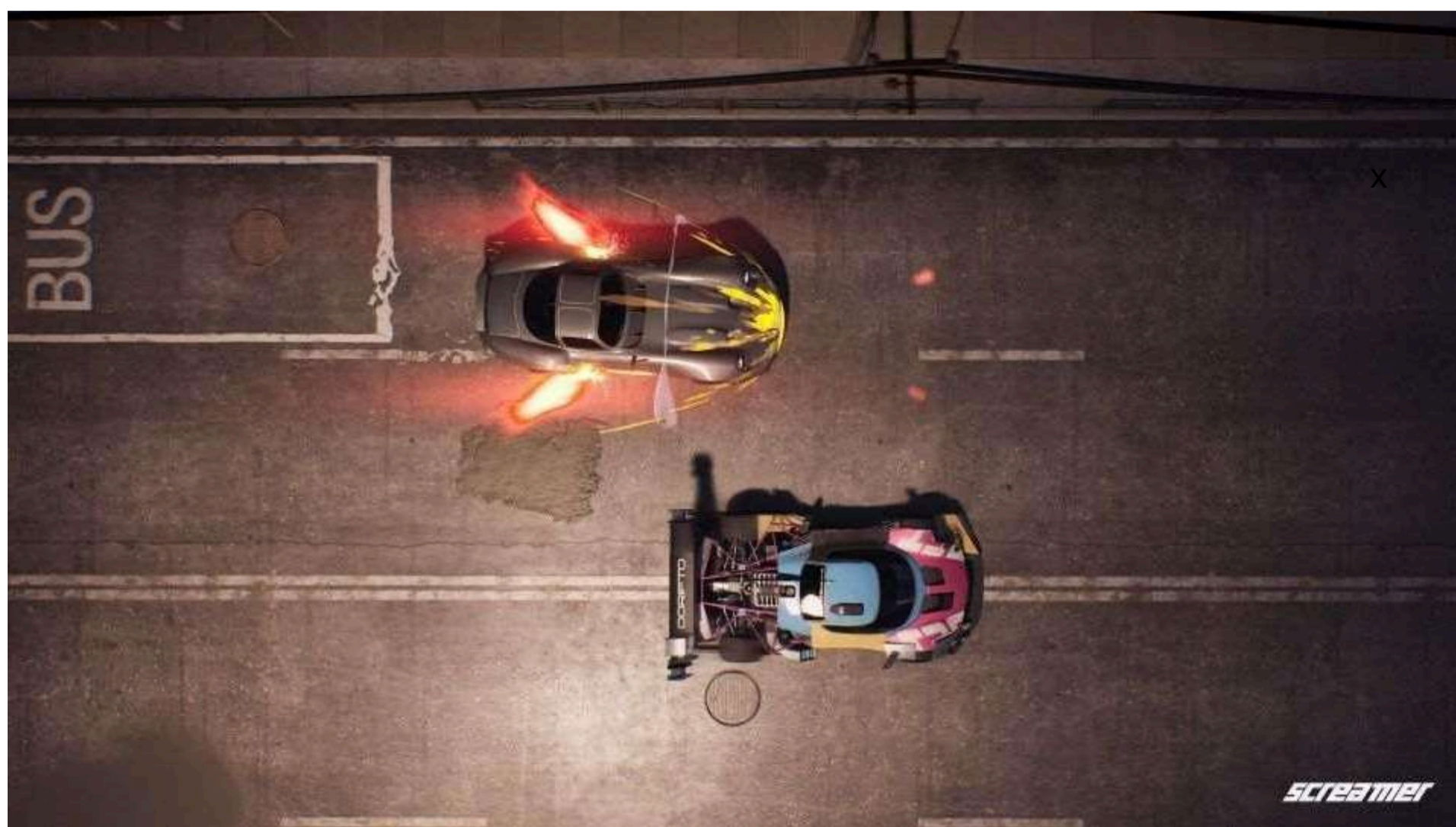
Get ready to escape death in a terrifying experience with FBI analyst Grace Ashcroft, and dive into adrenaline-pumping action alongside the legendary agent Leon S. Kennedy. Their paths and playstyles intertwine in an exciting, breathtaking experience that will chill you to the bone.

to

▲ Top

☰ Index

SCREAMER



Italy 2026

3D

Direction: Milestone S.r.l.

Production: Milestone

Synopsis:

Screamer is a high-speed arcade racing game with combat and a gripping storyline. In a dystopian world, rival drivers and teams compete in an underground tournament where every car becomes a weapon, featuring customization, boosts, and offensive tactics.

▲ Top

☰ Index

FEATURE FILM

DREAMLAND



Iran 2025

2D, 3D

Direction: Mohsen Enayati

Production: Mostafa Hasanabadi

Synopsis:

Dream Land is the story of a boy named Arat who decides to save his city from destruction. Pasha, his funny and cute friend, and Tamara, the smart and clever girl of the story, are his companions on this path.

▲ Top

☰ Index

FEATURE FILM

NIMUENDAJÚ



Brazil 2025

2D

Direction: Tania Anaya

Production: Bruno Hilário, Kleber Gesteira Matos, Luana Melgaço, Michelle Antunes, Tania Anaya, Tatiana Mitre, Gabriel Bonilla

Synopsis:

The film tells the story of Curt Unckel, a social scientist who lived with indigenous peoples for 40 years. Curt was baptized in 1906 by the Guarani as Nimuendajú, and dedicated his life to studying and understanding different cultures. He witnessed the persecution and expulsion of indigenous peoples from their lands.

▲ Top

☰ Index

FEATURE FILM

RETURN TO KELLOGG



Canada, USA 2023

Stop-motion

Direction: Carolyn Gair

Production: Ron Hayes

Synopsis:

Return to Kellogg is about what happens when a postman, a penguin, a mad scientist, 2 French Canadian farmers, a man in a cheese costume, and a C league hockey team, among others, return to their hometown to steal an off ramp to save it from being bypassed by a new highway. What follows is an impossible heist from a well-meaning ragtag team of unforgettable characters.

▲ Top

☰ Index

FEATURE FILM

RUN NINA RUN



South Africa 2026

3D

Direction: Donald Tshepo Mashigo

Production: Donald Tshepo Mashigo

Synopsis:

When Nkatli, a teenage girl been taken by kidnappers, finding herself helpless in the Farmhouse, in the middle of nowhere, Nina run after the car that has taken her big sister Nkatli. It takes everything she has to fight her way to find her sister at the farmhouse, she and her sister escapes the farmhouse at the back of the house through the broken window.

RUN NINA RUN is an animated film that uses a non-linear story telling technique to immerse its audience in the harrowing ordeal faced by a victim of human trafficking. Using flashbacks, the film will shed light on the circumstances that led to Nkatli's kidnapping and escape, while allowing us to bear witness to how this young girls, Nina using nothing but her wits, cunning and bravery is able to escape the ruthless team of kidnappers that are hot on her tail.

▲ Top

☰ Index

FEATURE FILM

MY GRANDFATHER IS A NIHONJIN



Brazil

2D

Direction: Celia Catunda

Production: Kiko Mistrorigo, Ricardo Rozzino

Synopsis:

Noboru is a 10 year old Japanese descendant in search of his cultural identity. He turns to his grandfather Hideo, to know more about his family. Despite always avoiding his past, Hideo agrees to tell Noboru his story. As Noboru digs into his family's history, he finds out he has an uncle he knew nothing about.

▲ Top

☰ Index

FEATURE FILM

EDMOND AND LUCY'S SUNNY DAYS



France 2026

3D, Other, Real Time 3D, 0x45

Direction: François Narboux

Production: Miam! Animation

Synopsis:

As the sunny season returns, Edmond and Lucy eagerly head outside to their favorite playground. Follow them on a journey of exploration, learning, and playing in the heart of the woods!

▲ Top

☰ Index

LYDIA AND THE MIST RIDER



Canada 2025

3D

Direction: Nancy Florence Savard

Production: 10th Ave Productions

Synopsis:

When her older brother Thaddeus is mysteriously kidnapped by the Spellbinder, Lydia sets off to find him. Picked up by the crew of a flying ship, Lydia becomes the apprentice of Ambrosia, an Astromancer. Determined to solve the mystery, Lydia must learn astromagic to confront the Spellbinder.

FEATURE FILM

MIRACULOUS WORLD: TOKYO STELLAR FORCE



France 2025

2D

Direction: Thomas Astruc

Production: Miraculous Corp

Synopsis:

In Tokyo, a mysterious villain is transforming innocent civilians into monstrous kaiju that threaten to destroy the city. To stop the growing chaos, Ladybug must rally a fractured group of Japanese superheroes and unite them into a legendary force of defenders.

▲ Top

☰ Index

OLIVIA & THE CLOUDS



Dominican Republic 2024

2D, Stop Motion, Hand-Drawn, Scratching on cells

Direction: Tomás Pichardo Espailat

Production: Guasabara Cine, Historias De Bibi, Cine Chani

Synopsis:

Olivia & The Clouds is a surreal exploration on love's complexities. Following the stories of Olivia, Ramón, Bárbara and Mauricio, as they relate to one another without understanding each other.

FEATURE FILM

TALES FROM THE MAGIC GARDEN



Czech Republic 2025

Stop Motion

Direction: Patrik Pass Jr.

Production: Vivement Lundi!

Synopsis:

Three kids spend the night at their grandpa's house. To fill the silence after losing their grandma, the family's storyteller, they begin to create their own stories and discover the power of imagination. This uplifting stop-motion film celebrates creativity and its healing magic.

▲ Top

☰ Index

FEATURE FILM

THE DUKE OF SORENBURG



United States 2025

2D

Direction: Jack Fanburg

Production: Notch Hill Productions

Synopsis:

Mike Peacockski, an crime-fighting peacock is tasked with liberating the oppressed people of Sorenburgh

▲ Top

☰ Index

SHORT FILM

ARGUMENTS IN FAVOR OF LOVE



Portugal 2025

3D

Direction: Gabriel Abrantes

Production: Portugal Film - Portuguese Film Agency

Synopsis:

A couple's arguments, taken from life, embodied by ghosts.

▲ Top

☰ Index

SHORT FILM

DAVID AND I



Italy 2025

2D

Direction: Marilù Rainò

Production: Rai Kids, Good Karma Srl

Synopsis:

In Florence, a young Michelangelo takes on an impossible challenge: carving a David that will become a symbol of freedom. Facing doubts, obstacles, and difficult choices, the young artist discovers that art can inspire courage — and give people the strength to stand up for what they believe in.

▲ Top

☰ Index

SHORT FILM

THE APPLICANT



Spain 2025

Stop Motion

Direction: Sam Orti

Production: Conflictivos Productions, Institut Valencià De Cultura

Synopsis:

A civil servant lives and works in a tiny, gray, depressing room. His mission in life is to reject applications submitted to his window, while constantly fearing that someone will show up with all the forms in order, and that he will have to use his green stamp of approval.

▲ Top

☰ Index

SHORT FILM

THE NEST



France 2025

3D

Direction: Aurélien Coquery

Production: Supinfocom Rubika

Synopsis:

A shy young luthier, Aurore returns to work in the family's prestigious workshop. As she reunites with her beloved mother, she uncovers a monstrous family secret.

▲ Top

☰ Index

SHORT FILM

TRAVELER OF THE HORIZON



Iran 2025

2D

Direction: Hamid Bahrami

Production: Hamid Bahrami

Synopsis:

A solitary traveler moves toward a distant horizon through vast and shifting landscapes. In this poetic journey, exile, memory, loss, and hope intertwine, revealing an inner search for meaning, home, and human connection.

▲ Top

☰ Index

Cartoon springboard

4-6 November 2026 ★ Madrid - Spain



www.cartoon-media.eu

THE PITCHING EVENT FOR YOUNG TALENTS



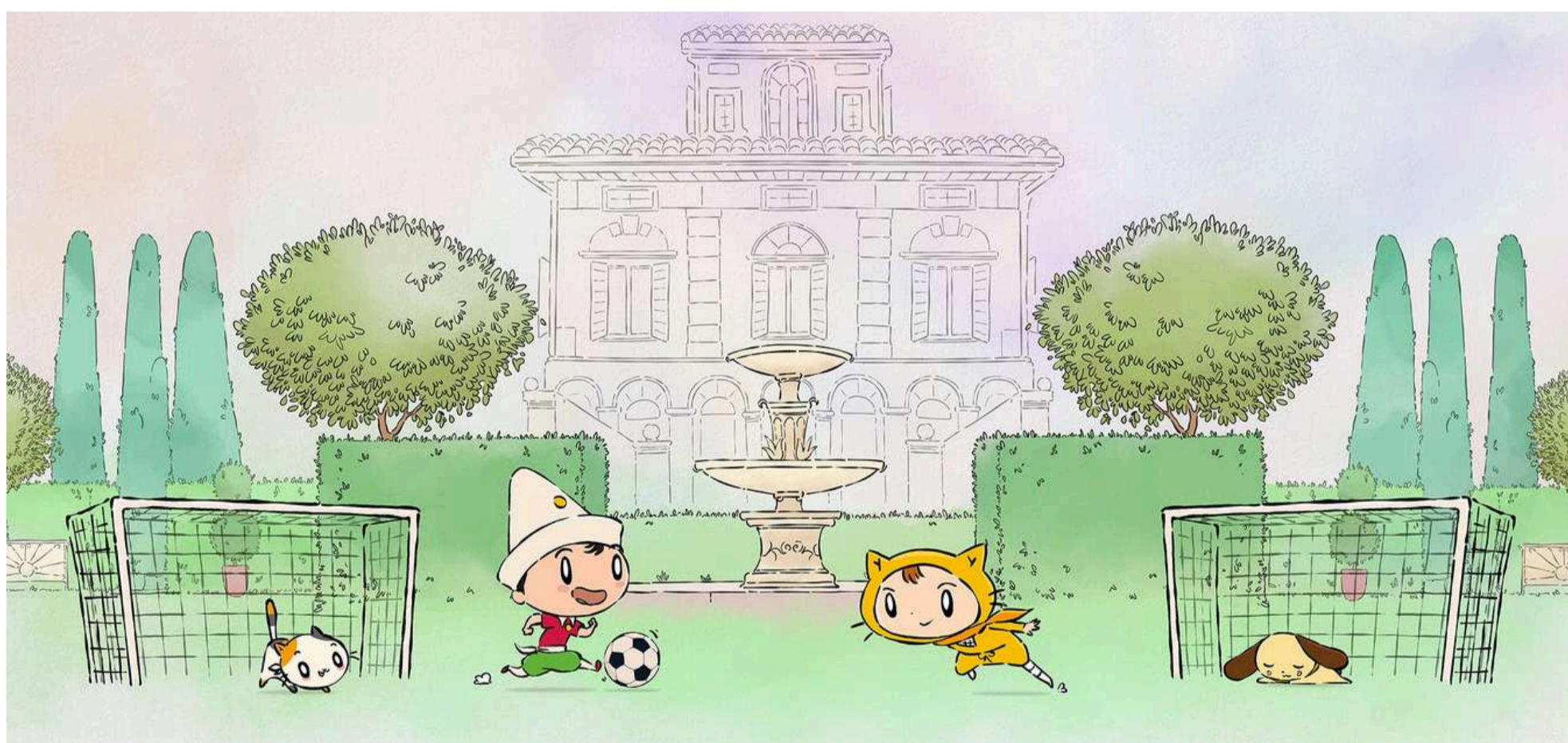
Creative
Europe
MEDIA



Comunidad
de Madrid

Premio MOIGE

Miglior progetto “family friendly” **PINO E SHINOBI**



Pino & Shinoby is an animated series about two friends from different cultures: Shinoby, a friendly ninja from Japan, and Pino, a cheerful Italian boy inspired by Pinocchio. Through funny adventures, they explore traditions, differences, and surprising connections between Italy and Japan.

[≡ Index](#)



Premio UNICEF TERREMOTO

unicef 

per ogni bambino

The 2026 UNICEF Award is presented to **Terremoto** for its ability to narrate children’s emotional storms and their difficulty in managing them with both depth and simplicity.

The clear and intense language employs an effective metaphor to portray the fragility of the youngest, remaining free from all judgment and capable of addressing emotions that are complex to manage and accept.

When adults understand and embrace all of children’s emotions, they are able to support them even through their emotional earthquakes—which can at times become overwhelming and destructive—helping them grow in a more serene and positive way.

 [Index](#)

**FATTI
BUONI**

PASSIONE PER LA NOSTRA TERRA

dal cuore dell'Italia

Noi di Oasi e Tigre
selezioniamo per te
le **eccellenze
enogastronomiche**
del nostro paese.



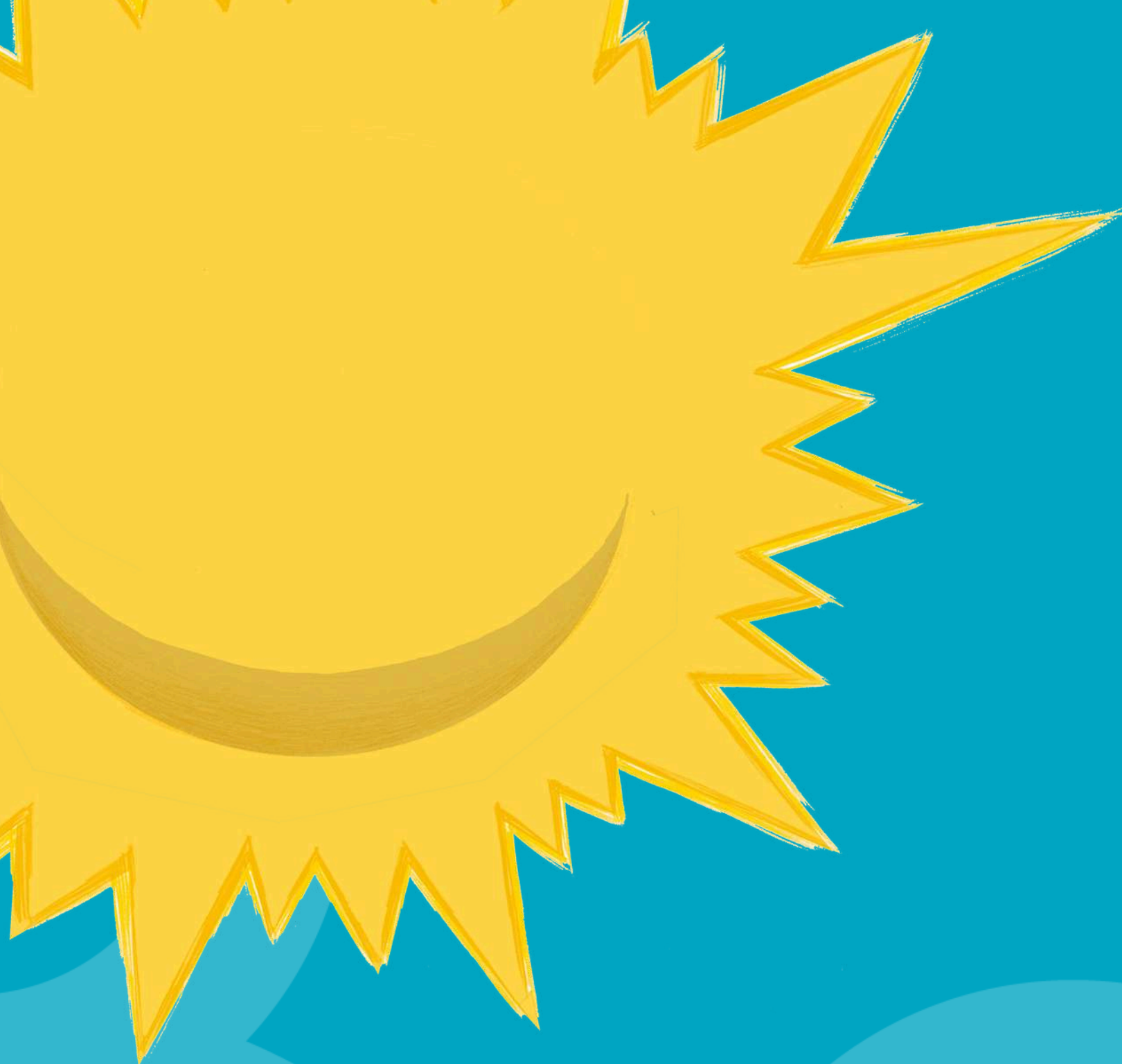
Dall'amore
e dal rispetto per
il nostro **territorio**,
nasce la linea
di prodotti
Fatti Buoni.

Lasciati guidare
dagli **antichi sapori**
e dalla maestria di chi
tramanda con cura
la **tradizione**.



Scopri l'esclusiva selezione
di **prodotti autentici**
solo nei supermercati Oasi
e nei supermercati Tigre.

OASI tigre



CART **30** **ONS**
PULCINELLA **ON**
AWARDS 2026 **THE BAY**

 [Index](#)