



## THE 2ND INTERNATIONAL LABORATORY BRIDGING THE GAP HAS A NEW DEADLINE FOR ANIMATION PROJECTS SUBMISSIONS

*\* The NEW DEADLINE to submit animated feature film, series and short film projects – in preproduction, in development, or in production – is April 25th*

*\* The lab is aimed to a maximum of 12 participants and it will take place in Valencia (Spain) between July 18th – 23rd 2016.*

*\* The program will provide with partial scholarships for participation to five of the selected projects and will give in other scholarships thanks to the collaboration of 3D Wire, Institut Français Espagne and the schools Barreira Arte + Diseño and U-tad.*

**Madrid, April 13th 2016.** The international animation lab **Bridging the Gap** (BTG) has extended the deadline for its second edition's call for projects, which will be hold in Valencia (Spain) in July 18<sup>th</sup> – 23<sup>rd</sup>. The NEW DEADLINE to submit animated projects – from all over the world - in preproduction, in development, or in production is April 25<sup>th</sup>.

BTG is presented as an intensive workshop given by industry experts that will provide the keys to produce, distribute and sell the animated works. The program is open to **young animation artists, professionals and students** who have an animation feature film or series project in production stage of preproduction, development or production. Short films projects with potential to become a feature film or a series may also be considered.

Among all the projects received a maximum of twelve will be selected to participate in this workshop which will include masterclasses, lectures and individual B2B meetings with international experts, who will provide advice to strengthen projects and enhance their integration in the industry.

The lab will provide partial scholarships for the participation to a maximum of five projects from Bolivia, Colombia, Cuba, Ecuador, El Salvador, Guatemala, Haiti, Honduras, Nicaragua, Paraguay, Peru, Dominican Republic, Mauritania, Morocco, Western Sahara, Palestinian Territories, Mali, Niger, Senegal, Ethiopia, Equatorial Guinea, Mozambique and the Philippines. The rules and regulations of participation, course content, registration costs, conditions of the grants and the application form are available on the website of BTG ([www.bthegap.com](http://www.bthegap.com)).

Among the activities scheduled the participants will have the opportunity to pitch their projects to decision-makers and professionals of channels interested in knowing new animation works, like

Cartoon Network, RTVE or Movistar+. Regarding the confirmed experts for this second edition of BTG we can stand out the following ones: Eric Goossens, director of the Belgian production company [Walking de Dog](#) ('The Congress', 'A Monster in Paris', 'The Secret of Kells' and 'The Triplets of Belleville' among others); Charlotte De La Gournerie, producer of one of the most successful projects in Kickstarter and an international benchmark of new forms of marketing of animation: '[The Reward](#)'; the producer of Oscar-winning short film 'Logorama' Nicolas Schmerkin; the creator of "Pocoyo" Guillermo Garcia Carsí; the creative director of Walt Disney Europe, Shamik Majumdar; the European producer of 2012 Manuel Cristóbal ('Wrinkles'); Guadalupe Arensburg, Head of Short Films Acquisitions Department Movistar+; Paco Rodríguez, consultant and executive producer of seven animated feature films; and the young animation studio [Silly Walks](#) that currently works for a project of Nickelodeon USA.

In the first edition, seventeen students from all around the world gathered with their development projects in the Spanish city. Among them, young people from the following countries participated: Brazil, Chile, Colombia, Costa Rica, El Salvador, Spain, France, Guatemala, Kenya, Mexico, Nicaragua, Peru, Dominican Republic and Uruguay.

Organized by Bridging the Gap, an initiative promoted by several animation professionals, under the Program ACERCA on Training Development in the Cultural Sector of the Spanish Agency for International Cooperation for Development (AECID), and with the collaboration of International and Ibero-American Administration and Public Policy (FIIAPP); the laboratory aims to **strengthen and promote internationally animation projects from around the world** and facilitate the creation of international partnerships and networks.

With this aim, BTG has made collaboration **agreements with different institutions**, through which other grants to participate will be provided: 3D Wire Scholarship to Best Spanish Project, Institut Français Espagne Scholarship to Best French Project; and those of the schools Barreira Art + Design and U-tad, University Center for Technology and Digital Arts, focused respectively to one of their students. The selection of these projects awarded with grant by institutions will be held jointly between the institution and the selection committee of Bridging the Gap.

More information and downloads:

[Rules and registration form](#)

[Press dossier](#)

[Video about the first edition](#)

[Pictures gallery](#)

[Logo BTG](#)

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## Co-organizes



## Collaborates



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