

WEIRD 2020

REGULATION OF THE CALL FOR ANIMATION WEBSERIES PROJECTS



1. Organization and objectives

Weird (previously known as 3D Wire) turns 12 years old. From this 12th edition on, the market will be much more than animation, video games and new media, including new sectors such as board games or comics. That is why it becomes WEIRD, a new name that welcomes great ideas and IPs regardless of their origin.

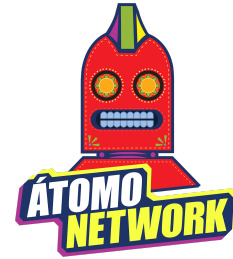
One more year, Weird organizes the **12th edition** of the Weird International Animation, Video Games and New Media Market in Segovia, Spain, from **September 28th to October 4th 2020**. The objective of the meeting is to create collaborations between distributors, producers, TV channels, Programmers, video game developers, students and animation directors, international and national.

Weird Wire Market dedicates this **call to animation webseries** that want to be known in their different states of production: in pre-production, production or finalized.

From the projects received will be made a selection that will be published in the Weird Market catalog, in order to promote and assist the distribution. The publication is distributed in major festivals and international markets for animation, video games and new media in addition to its online distribution for free that each year reaches more than 7,000 professionals in the sector.

Furthermore, one or several projects will be selected to be presented by its authors during Weird 2020.

In addition, the registered projects and those who wish may participate in the **Átomo Network Awards**, main collaborator of this call, which we will detail later



2. Terms of participation

2.1. The call for projects for animation webseries is open to all the world, in its different states of production, being understood by these: pre-production, production or finalized.

2.2. All animation techniques are accepted (3D, 2D, stop motion...).

2.3. Each project can only be registered in a single category and in a single state of production, it cannot be repeated in the next edition of the market.

2.4. The maximum number of participating projects per company will be three titles.

2.5. There is no entry fee.

2.6. The deadline for registration and submission of materials is **July 24th, 2020**.

3. Materials needed

3.1. In addition to completing the form it is necessary to send the following materials to formalize the request: project dossier in PDF, 2 horizontal images in high quality clean (without logos or titles), brief history of the director, and brief history of the production company.

3.2. Sending extra material that helps to know better the project like graphic materials, trailer, pilot chapter, chapters, etc. will be positively valued.

3.3. All materials should be sent to: info@weirdmarket.es

4. Project selection

4.1. The selection committee will be formed by professionals and specialists in animation and video games.

4.2. The selected works will appear with their information sheet and contact information in the Weird Market catalog.

4.3. Producers or authors must ensure that they are in legal possession of the project rights, including those indirectly related (for example, music).

4.4. The audiovisual and additional material of each of the selected titles may be available to professionals accredited in the video library of the event, unless the creators indicate otherwise.

5. Professionals attendance

5.1. The authors of the selected projects will be able to count on a free accreditation for Weird 2020. Only one accreditation per project and a maximum of three accreditations per company will be granted.

5.2. All professionals who need more information or wish to go to the Weird Market 2020 can contact us at: info@weirdmarket.es

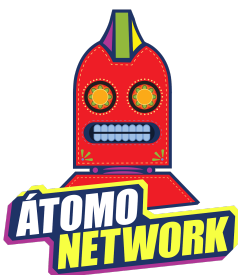
6. Projects' presentation during the event

6.1. The selected projects will be published on the website www.weirdmarket.es in September 2020.

6.2. To the projects selected to be presented during the market by their creators, the organization will provide transportation, accommodation and meals for a representative.

7. Awards

7.1 Átomo Network Awards



Átomo Network will give a series of awards to the best animation webseries: **Átomo Network Award**, to the best webseries in any language other than Spanish; and **Premio Robot Atómico**, to the best webseries in Spanish language.

For both prizes the series should be directed to a target Teen (12+) or adult (18+), but in no case to Kids (6-11) or Preschool.

7.2. The **Átomo International Network Award** includes the Átomo statuette, the dubbing and publication of the series in Spanish (neutral) on the Átomo Network Channel and the option of co-production in case of successful publication of the series.

For the Átomo Network Award it will be essential that there be at least **5 episodes** produced to qualify for this award.

7.3. The **Robot Atómico Award** includes the Átomo statuette.

If the series already has five or more episodes produced, the option to publish the series will be granted on the YouTube channel Átomo Network Channel through a distribution agreement with the subsequent distribution of revenues between the series and Átomo Network.

7.4. These awards will be given among those animation webseries projects that express their desire to participate and accept the conditions of the Átomo Network Awards (above mentioned).

7.5. In addition Weird and Átomo Network will give the **Átomo Grand Prix** to the best webseries presented at the festival, rewarding technical and artistic merit. The winning series will receive the exclusive statuette of Atom Network and Weird.

8. Registration conditions

8.1. The participation in the call for projects of animation webseries, with the sending of materials and the registration made, implies the full acceptance of this regulation.

8.2. The person signing the work must have the necessary rights on the work to present it.

8.3. Weird doesn't reserve any ownership of the work, except for publication in the catalog.

8.3 In the following link you can access the registration form:

□ [ANIMATION WEBSERIES PROJECTS](#)

For more information about the call for projects:

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