

WEIRD 2020

REGULATION OF THE CALL FOR EUROPEAN COMIC 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, television channels, programmers, video game developers, students and animation directors, international and national.

Weird Market dedicates this call to new **comic projects** that want to make themselves known in their different stages of production: in pre-production, in production or finished.

The objective of this new call is to encourage young cartoonists, illustrators and screenwriters to present their original works, where creativity, innovation, experimentation stand out, as well as highlighting the importance of comics and illustration as a means of communication and transfer of ideas.

From the projects received a selection that will be published in the catalogue of Weird Market will be made, in order to promote and assist the distribution of the European comic industry. Special attention will be given to **innovative projects**.

From this selection of projects, which will be reflected in the publication, one or more projects will be extracted and presented during the market by their creators.

The publication is distributed in the main festivals and international animation, video games and new media markets in addition to its free online distribution that reaches more than 7,000 professionals each year. The purpose of the publication is to make known in these events the excellent Portuguese-Spanish production of animation and video games and to be able to put in contact its creators with distributors, buyers and co-producers.

2. Terms of participation

2.1. The selection of comic projects of the market is open to all kind of European projects, in their different states of production, understood by these: pre-production, production or finished.

2.2. 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. Transmedia projects should fill the appropriated form.

2.3. The works that are submitted to the contest will be original free themes. The characters and the stories must be unpublished, or characters whose exploitation rights are freely available.

2.4. No reference to any trademark may be made, and the content of the comic may not be offensive. Weird reserves the right not to admit works that hurt people's sensibilities, incite violent, discriminatory or contrary behavior to social customs.

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

2.6. Only projects of producers or studies registered in European territory will be valid.

2.7. There is no entry fee.

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

3. Materials needed for each type of project

3.1. The following are the materials that will be needed to complete the registration. The sending of this documentation is obligatory to formalize the request:

- 3 pages of the comic finished (or in ink) in jpg format in high quality (300ppp resolution)
- 2 horizontal images in high quality clean (without logos or titles)
- Link to the work in high resolution if completed
- Summary of the plot of the work in a maximum of 2 sheets (single-sided) as well as a summary of 5 or 6 lines as a presentation of the project.
- Brief history of the creator or creators.
- Optionally You can add a cover, as well as character cards

3.2. Sending extra material that helps to know better the project will be positively valued.

3.3. All materials should be sent to: info@weirdmarket.es. All documentation must be sent in a single email, preferably in a single link.

4. Project selection

4.1. The selection committee will be formed by professionals from the sector

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

4.3. Producers or authors must ensure that they are in legal possession of the project rights.

4.4. The 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.

4.5. Those comic projects chosen to be presented will also have a space in the showroom area where can test the comic among the audience.

5. Professional 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 authors of selected projects will be able to go to the market and have meeting points to meet with producers, programmers, distributors, publishers and other professionals present.

5.3 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. Different recognitions may be awarded, which we will announce by press release.

8. Showroom space

8.1. Weird in its bet for the sector and its support to the Portuguese-Spanish animation and video games industry returns to enable the space of showroom during October 2nd and 3rd.

8.2. The selection of showroom participants will take place among all the projects received that have applied for its place in the registration process, in August.

8.3. The name of these projects will be known in the month of September.

9. Registration conditions

9.1. Participation in the call for projects, with the sending of materials and the registration made, implies the full acceptance of these regulations.

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

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

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

□ [EUROPEAN COMIC PROJECTS](#)

For more information about the call for projects:

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