Kaboom Animation Festival March 13th – 22nd 2026

Kaboom Animation Festival is the main animation festival of the Netherlands, taking place from March 13th – 22nd in Utrecht, Amsterdam and online. The festival receives around 36.000 visits to cinema screenings, industry sessions, online screenings, talks, panels, VR projects, games, installations, and exhibitions. Besides an international audience festival, showcasing more than 300 animated shorts and features in various programs aimed mostly at adults, the Kaboom Industry Days are an important part of our festival. During the Kaboom Industry Days our goal is to contribute to the development of the Dutch animation industry in the (inter)national field by offering a platform for meeting and inspiration with an industry program in which international exchange, networking opportunities and the proposal and guidance of new talent are the basis.

After a successful pilot edition, the Benelux Animation Pitch (BAP) returns on March 18th, 2025, during the Kaboom Animation Festival in Utrecht. It serves as a platform for showcasing animated short and feature films from the Netherlands, Belgium, and Luxembourg. Designed for projects in the early stages of development, this event connects creators with key decision-makers, including funders, distributors, broadcasters, studios, and festival programmers, fostering collaboration and investment opportunities within the Benelux animation industry. By promoting regional talents, the event strengthens the Benelux animation sector's presence in the global market.

Rules and regulations of Benelux Animation Pitch

Deadline for application: January 15th, 2026

Event Date: March 18th, 2026

Location: HKU, Oudenoord 700, Utrecht

1. **Pitching categories**
   There are two pitching categories: short film and feature film.

2. **Eligibility**
   Projects must match the following criteria to be eligible:

- The project must be in an early development stage.
- The duration of short films does not exceed 30 minutes.

KABOOM ANIMATION FESTIVAL

- Applications for the pitch can be submitted by producers or project right-holders with the legal authority to present and pitch their projects publicly.
- The project is intended as an international coproduction.
- Submissions are accepted solely via the form available on the website of Kaboom Animation Festival and are free of charge.

3. Invitation for selected projects

The producers and the director of each selected project will be invited to the Benelux Animation Pitch to pitch their project live. The invitation is limited to two people per production company, and includes:

- Accreditations for Kaboom Animation Festival 2026, that runs from 13 - 22 March, 2026 in Utrecht, Amsterdam and online, including access to booking free tickets for onsite screenings, access to the online screenings of the competitive programs and access to free tickets to both Kaboom Industry Days (17 & 18 March in Utrecht).
- Access to Kaboom Pro, the industry day aimed at professionals on the 18th of March 2026, including the Benelux Animation Pitch, preregistered 1:1 meetings with decision makers after the pitch.

4. Submission requirements

- Logline (max. 200 characters including spaces)
- Synopsis (max. 1 000 characters including spaces)
- Director's statement (max. 1 000 characters including spaces)
- Producer's statement (max. 1 000 characters including spaces)
- Head visual (jpg, jpeg, png, max. file size: 2 MB, min. size: 1920x1080px / 300dpi / landscape orientation)
- Samples of visual style (max. file size is 10MB)
- Information about the format (target group, animation technique, length)
- Information about the budget (budget estimation and funding secured)
- Director's photo (landscape), bio and filmography
- Producer's photo (landscape), bio, filmography and company profile

5. Application timeline

- Open Call: December 10th, 2025
- Submission Deadline: January 15th, 2026
- Notification of Selection: January 21st , 2026

- Agreement Signature: February 5th, 2026
- Online Pitch Training: TBC - February, 2026
- Pitch: March 18th, 2026

6. Selection process

Projects will be reviewed and preselected by a panel of industry professionals from the Benelux region. Selected participants will receive feedback and participate in an online pitch training prior to the live event.

7. Pitch format

The live pitch of each project will consist of a project presentation and a Q&A session with the attending decision-makers, funders, distributors, broadcasters, studios, and festival programmers. After the pitches, preregistered 1:1 meetings are organised for each pitch team.

8. Awards

We are thrilled to announce that Benelux Animaton Pitch will spotlight creative and innovative projects through Benelux Animation Pitch Award. This award includes a cash award. The projects will be judged by a jury of representatives of Belgium, Luxemburg and Dutch professionals and will be presented on the day of the pitch.

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