

ANNECY FESTIVAL

SEE YOU FROM
21st to 27th June 2026

for the next edition of the [Anecy International Animation Film Festival](#). For an entire week, the event gathers together the biggest names in the sector and celebrates the wealth of creative and diverse animation styles and techniques.

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ANNECY
FESTIVAL

ANNECY
ANIMATION
SHOWCASE

*Animation Feature Films
Works in Progress*

Sunday 17th May – From 10:00 am

Cannes, Palais K



CANNES ANIMATION
MARCHÉ DU FILM

ANNECY ANIMATION SHOWCASE

is part of Cannes Animation 2026, a joint initiative between the Marché du Film and the Annecy Festival.

We invite you to discover five projects in production, all of which reflect the diversity of today's animation.



Director: Vergine Keaton
Production: Iliade et Films, Les Astronautes
Countries: France, Canada, Italy, Belgium

Technique: 2D
Genre: Drama
Length: 80 min
Expected release date: 2028



Director: Takayuki Hirao
Production: CLAP Animation Studio
Country: Japan

Technique: 2D
Genre: Drama
Length: 119 min
Expected release date: 2027

10:00 am

[Palais K](#)

The projects will be introduced by their representatives.

BATAILLE

Director's statement: *Drawing from Renaissance art, the film's visuals transform a single conflict into a universal allegory. Beyond the grand scale, it dissects group dynamics – hierarchy, power, and submission. Ultimately, this "Battle" transcends History to focus on the intimate, weaving a tapestry of individual stories.*

Synopsis: On a cold winter's morning, a battle rages on the outskirts of a small town in Renaissance Italy. Attackers and the besieged are engaged in a furious hand-to-hand combat, but military tactics gradually go awry. There are two opposing forces: a desire to win and a desire to live.

Goals: Private Funds, broadcasters, sales agents

Contact: Vanessa Buttin-Labarthe
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WASTED CHEF

Director's statement: *I came up with this story when the world was grappling with COVID-19. Unimaginable threats can disrupt everyday life we take for granted and change our values – so what is "valuable"? Through spectacular animation of a story about a young chef, I want the audience to feel the hope that everything has value.*

Synopsis: A young chef chasing a lost flavor arrives in a ruined world without taste. Saved by Kasumi, his cooking awakens forgotten memories. But as a dark force rises to erase all desire, his quest becomes the last hope to save both worlds.

Goals: Partners in financing, acquisition, co-production and promotion

Contact: Ryôichirô Matsuo
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Director: Sofia Carrillo
Production: Pimienta Films, Inicia Films
Countries: Mexico, Spain
Technique: Stop motion

Genres: Drama, Comedy
Length: 75 min
Expected release date: 2028

INSECTARIO

Director's statement: *The idea of awakening guides this fantasy film noir: environmental awareness and puppets brought to life through stop motion. Like Lexi, who awakens insects and is, in turn, brought to life by them, this marks my venture into animated features.*

Synopsis: In a world where insects are extinct, Lexi preserves specimens in a collection for her uncle, Dr. Krause, an entomologist. After removing the pin from a rare *Attacus atlas* moth, she takes it home to hide her mistake, only to discover it has come back to life.

Goals: Investment, funds, co-production, sales agents

Contact: Nicolás Celis
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Director: Alain Gagnol
Production: Parmi les lucioles films, Kaïbou Production Inc., Umedia
Countries: France, Canada, Belgium

Techniques: 2D, 3D
Genre: Comedy
Length: 80 min
Expected release date: 2027

DOG MY CATS!

Director's statement: *I like to think that the world doesn't stop at what our eyes can perceive. What if cats and dogs could speak? Exploring the tight bond between humans and animals, this story plays with our imagination and moves across genres from fantasy to road-movie to slapstick to poetry.*

Synopsis: Jules and Lola's life has taken a sad turn after their parents' death, but their routine is disrupted by their grandmother Jeanne, who turns up with a very special mission: to find a missing teenager. Thanks to their grandmother, they discover an extraordinary family legacy within themselves.

Goal: Project's teasing

Contact: Jérôme Duc-Maugé
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Director: Masashi Kawamura
Production: Dwarf studios, Whatever, TECARAT

Country: Japan
Technique: Stop motion
Genre: Action
Length: 90 min
Expected release date: 2029

HIDARI

Director's statement: *I've always wanted to create a world that could only exist through stop motion, where real texture meets cinematic spectacle. Inspired by the legendary craftsman Jingorō Hidari, I use wood – deeply rooted in Japanese culture – to let material and story become one. HIDARI is a bold action film that blends handcrafted craft with anime energy for global audiences.*

Synopsis: Betrayed during Edo Castle's reconstruction, legendary craftsman Jingorō Hidari loses his father figure, fiancée, and even his right arm. Forging lethal mechanical prosthetics, he turns grief into vengeance and carves a path to justice with his loyal "Sleeping Cat".

Goals: Distribution, sales agent, financing

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