



# **ABOUT THE PROGRAMME**

Together with Den Vestdanske Filmpulje, Open Workshop is launching a new programme for talents looking to develop scripts for animation projects. Over the course of nine months, you'll get to dive deep in to animated storytelling, with expert guidance from Kirsten Bonnén Rask and Stefan Frost from Den Vestdanske Filmpulje.

When starting a new project, many storytellers within animation choose to focus on the the visual aspects first - i.e.the universe, the characters, the backgrounds - and only start the writing process after developing the visuals. With this programme, you'll participate in parallel animation and scriptwriting worksshops, in order to write and work with the visuals in a combination that best suites you and your project.

The programme runs from April-November 2023. As a part of the programme, Open Workshop offers either internal or external workspace from April-June, providing access to computers and our facilities. Furthermore, participants have the option to apply for a residency in Viborg during the programme in order to live and work with other animators.

To apply for a spot in the programme, you'll need a synopsis or treatment for an animation project you wish to develop - it could be a film or a series, and you are free to apply with projects from both fiction or the documentary genre. You do not need to be an animator to apply, but documented experience with either animation or scriptwriting is necessary.

During the programme you'll improve your writing and storytelling skills trough a series of workshops and individual guidance - when the programme ends, you should have a packet consisting of the second version of your script, drafts of your characters and backgrounds, an animatic and a coherent pitch of the project.

The program ends with a final pitch in front of producers and professionals from the film- and animation industry in November 2023.



# SCRIPT DEVELOPMENT FOR ANIMATION

April-November 2023

The programme will contain obligatory workshops, as well as more flexible individual guidance. If you wish to apply, it is important that you are able to set aside the following dates.

## 27 - 28/3 SCRIPTWORKSHOP 1

Open up the story and spot the development potential. With assistance from skilled artists, we'll visualize the initial thoughts and associations.

#### 11- 12/4 STARTUP GUIDANCE

Individual guidance in relation to the work at the workstations with the professional scriptand animation consultants.

# 24/4 THEME WORKSHOP - TARGET AUDIENCE AND PRESENTATION

Who is your target audience and how do you include them in your developmentprocess? We explore how to best present your concept to producers and potential investors.

# 8 - 10/5 SCRIPT WORKSHOP 2

Taking what we learned from the theme workshop, the participants develop further upon their characters and situations with the target audience and presentation in mind.

#### 19 - 20/6 SCRIPT WORKSHOP 3

Where is the story going, and how do we use the remaining time at the workstation to the best of abilities? Now is the time for final decisions.

### 28 - 29/8 SCRIPT WORKSHOP 4

The first version of the script is reworked, and we begin preparing the final packet and pitch.

## 30 - 31/10 SCRIPT WORKSHOP 5

We look into the second version of the script, and try and tie as many loose ends as possible. The next version of the scripts needs to be ready to present to producers.

## 1 - 2/11 WORKSHOP ON TREATMENT AND PITCH 1

We work on our treatments and pitches. You need to be able to sell you project as well as possible, and build you confidence in order to pitch the project.

# 15/11 WORKSHOP ON TREATMENT AND PITCH 2

We practise our pitch and finetune it before the finale.

# 23/11 FINALE - PITCH IT TO THE INDUSTRY

The programme finishes with diplomas, and pitching in front of producers and potential investors from the film and animation industry.



