

Description

From 16 to 19 October 2021, we invite 25 emerging talents from the field of moving images to apply with their audivisual project ideas for an intense 4 day training experience. With the help of renowned personalities from the creative audiovisual industries, they will work in-depth on their submitted projects.

The accompanying conference program is made up of internationally established funders, financiers and professionals from the media and creative industries.





The program is accompanied by screenings, showcases and networking events.

Participants will receive an accreditation for the entire B3 2021 program.

Eligibility requirements

Applicants must have a first published audiovisual project completed and no further audiovisual project published, in the field of:

Film, art, VR/XR or games

Please note that you have to apply with an audio-visual project in development (preferably at an early stage).

Thesis projects from universities are not eligible for entry.

Applicants must not be enrolled at a university.

Submissions may be made in the form of project outlines, scripts, screenplays and the like.

Pair and group applications are permitted.

Submit here

https://vp.eventival.com/b3/2021



Please note that our registration process is managed by our technical partner eventival.

Contact

Do you have any questions? Please contact us at:

talentforum@b3biennale.com





HessenLab is part of the B3 Talent Forum: A new initiative of the B3 in cooperation with HessenFilm and Medien GmbH

Emerging talent development program for students and the HessenLab program for young professionals.



B3 Talent Forum program modules

Thanks to a specific two-fold approach, the needs of both young professionals and students will be met. B3 Talent Forum program modules suitable for both groups such as networking events and events discussing generally relevant topics may be attended by all.

Program structure Pitching sessions Master classes Group meetings Think tanks Networking events 1 on 1 Meetings Screenings/ Streamings Workshops Fields & topics Film Art VR/XR Games