**Please do not publish the results before 8pm, Saturday, 10 May!**



**Anifilm 2025 announces the winners of the international competitions as the festival ends**

**The International Festival of Animated Films Anifilm is slowly ending, the closing ceremony will take place at Aula G of the Liberec University of Technology, where the awards will be presented to the winners of the international competitions of films and games.**

A total of 10 feature films, 34 shorts films, 32 student films, 27 music videos, 17 abstract and non-narrative creations and 7 VR films competed **in the international competition sections.** In addition, 15 computer games and for the first time this year, 12 student computer games were competing at the festival.

The winner of the international competition of **feature films for children and young audience**, ***Living Large***by Kristina Dufková, is from the Czech Republic. The jury said: *‘From the very first frame, this film captivated us with its unique charm, visual imagination, and emotional depth. Told through beautifully crafted stop-motion animation, we follow a witty and talented teenager navigating first love, bullying, and self-doubt. In a world that persistently tells him to change, the film gently but powerfully reminds us that true transformation begins within oneself. With its uplifting message, joyful spirit, and loving ending, it is a celebration of self-acceptance and resilience. The director, supported by an exceptionally talented team of animators, has created a vivid universe full of distinctive characters and imaginative storytelling. It is not only a delight to watch, but an important reminder that the journey to embracing oneself is one worth taking.’*

The award in the **competition of feature films for adults** was given to brothers **Stephen** and **Timothy Quay** and their film ***Sanatorium Under the Sign of the Hourglass***. The jury statement: *‘Mysterious and masterfully told, this film is a haunting meditation on grief, memory, and the passage of time. Meandering between reality and dreams, it brings two worlds into collision – one grounded in a historical, desolate mountain landscape, the other a dystopian realm where time slips and reality blurs. Through a powerful blend of evocative puppetry and live action, the directors manage to create a beautiful yet eerie world, where time becomes abstract and grief takes shape in the most unexpected forms - continuing their distinctive artistic vision, crafting a universe that is both unsettling and mesmerising. With wonderful editing and a deeply atmospheric tone, the film leaves us with a lingering sense of loss and wonder. It is a cinematic journey that not only draws us into its corridors of mystery, but also gently nudges us to wander through our own.’*

The **short film** category’s winner is the Italian-French ***The Voice of the Sirens*** directed by **Gianluigi Toccafondo**. The jury explained their decision: *‘In this dreamlike dive into the confines of fantasies, the director mixes ghostly images with an incredible palette of colours that blend into a single choreographic moving painting with strange sounds and the fascinating song of his free and wild sirens.’*

In the **student category**, the jury chose ***Bunnyhood*** produced at the UK’s National Film and Television School and directed by **Mansi Maheshwari**. The jury praised the film and the narrative followingly: *‘Based on a true story, an energetic movie with wild aesthetics and crisp narration about lies, trust and a relationship that will never be the same again.’* In the **non-narrative****and abstract animation** category, the award was presented to **Meejin Hong** for her film ***Deluge***, a testimony of resilience in the creative process, which the author animated on 24 sheets of paper and whose creation took almost a decade. The best **music video** award goes to Argentina’s **Jesica Bianchi** and her video for ***My Way*** by the electro-pop-rock band ***Siamés***. **Boris Labbé** is the winner of the VR film category; his film ***Ito Meikyū*** creates a highly enjoyable, deeply personal and emotional experience within a contemplative labyrinth, where the boundaries between self and the environment dissolve. In the **computer games competition**, the award for best computer game for children goes to ***Snufkin: Melody of Moominvalley*** produced by Hyper Games; the award for best visual art in game goes to ***Indika***by Odd Meter. The audience has chosen the winner in the audience award category – the **Liberec Region Award** was presented to ***Hurikán*** by Czech director Jan Saska.

The winners in the international competitions were selected by renowned jurors, including Argentinian designer, animator and director Diego Polieri, who worked on the series *Love, Death & Robots* and *Scavengers Reign* and the film *Spider-man: Across the Spider-verse*, French historian and publicist Xavier Kawa-Topor, US director Josh Shaffner, Polish director Tomek Popakul and Czech director Diana Cam Van Nguyen.

Already at the opening ceremony the Czech Horizon awards were presented to the winners chosen by the Council of Animated Films members. The PPF Foundation Award for Best Czech Short and Feature Film was given to Jan Saska’s *Hurikán*. The Czech TV Award for Best Czech Animated Creation was presented to Kristina Dufková for her feature *Living Large*; this award is presented to films across all categories. The Best Czech Student Film award winner is Pola Kazak with *Weeds*. The best series winner is an episode of *Regeneration Tricks* called *Bioshorts* by Daniela Hýbnerová. The Best Czech Commissioned Work Award goes to Jan Míka’s *Jan Žižka* commissioned by the Hussite Museum in Tábor. And finally, the energetic video for *Woo* by DVA directed by Jaromír Plachý was named best Czech music video.

Anifilm also held the third edition of pitching for the *Czech Horizon Grant Supported by the PPF Foundation*, the aim of which is to support the production of professional Czech animated shorts. The following four projects received support from the grant: *Last Shift* by Martin Búřil, *The Molepire* by Marek Čermák, Andrea Szelesová’s *Eeny, Meeny, Miny, Moe!* and *Party* by Anna Mastníková. The other pitching session, *Game Pitch Arena*, was focused on computer games, where two projects shared first place: *Space Candy* by Kateřina Hanáčková for AOKU GAMES and *PARAVOID* by Michal Tancjura for JammieDev. *CRAVE* by Michal Čulík for Hang the Eyelids came third, while *Mișu’s Adventure* by Maria Hodor took fourth place.

**Anifilm 2025 programme in short**

During the six days of the festival a number of film, music and exhibition programmes outside of competition also took place. This year, Anifilm took a deep dive into the fascinating world of science fiction. The programme introduced key feature films by René Laloux *Fantastic Planet*, *Light Years* and *The Masters of Time*, the iconic Japanese film *Ghost in the Shell* by Mamoru Oshii, *Chronopolis* by Piotr Kamler along with American independent sci-fi animation and Czech (Czechoslovak) animated sci-fi works. The festival also showed the series *Scavengers Reign* and the features *Mars Express* and *White Plastic Sky*. The topic of science fiction was also reflected in lectures by Czech and international experts in the industry programme. Like every year, Anifilm also offered the *Animo* programme for children and families, Oscar-nominated short films and the *Taking Stock* section. *Animami* featured works by mothers-animators, and the role of women in film was also the topic of *That’s What She Said Vol. 2*. The *School of Animation powered by the PPF Foundation* that took place at Liberec Chateau offered workshops in which children created their own animated films with the help of experienced instructors. In the Game Zone, the festival also provided space for the presentation and playing of games in competition and other games, and gaming workshops where visitors could create their own games without coding. The programme also had exhibitions, concerts, theatre performances and a dubbing and foley studio.

And finally, the festival would make no sense without its most important part – its audience. This year, the festival welcomed more than **36,000** **viewers**.

For more information about Anifilm, go to [www.anifilm.cz](http://www.anifilm.cz/)

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