

CALL FOR APPLICATIONS:

ANIMATION
INCUBATION
PROGRAM

ESCENA'S STUDENTS APPLICANTS



Crédito: Gobelins, l'école de l'image



The animation incubation program that positions Mexico as a key hub for animation development in Latin America.



Gobelins Paris is the world’s leading animation school, with over 60 years of experience in training top professionals. It has been recognized as the world’s best animation school by Animation Career Review since 2021.

This year, Escena celebrates 15 years of shaping Mexican artists in animation, illustration, comics, screenwriting, and visual storytelling, with a hands-on, professional approach. Our students have been selected to participate in festivals such as Chilemonos, Morelia and the Quirino Awards.

In this context, Escena and Gobelins join forces to offer the student community the opportunity to be part of the 2D Animation Incubation Program. This is a one-year training experience in which 16 participants (8 advanced students from Escena and 8 external candidates) will create original short films as a team, working under conditions that simulate a professional studio environment.

Throughout the program, participants will experience every stage of the production process: scriptwriting, storyboarding, animation, sound, and final editing, ensuring an intensive, comprehensive, and high-level training.

For Escena students, the Gobelins + Escena Animation Incubator is also an additional graduation option, allowing them to develop a short film project as part of a professionalization program that culminates in a finished and distributed work.

The program consists of 15 workshops —11 led by Gobelins instructors and 4 by Escena faculty— held in person at a specially designed space within Escena’s facilities in Mexico City. It will also include complementary virtual review sessions led by Gobelins instructors.

At the end of the program, both institutions will support and promote the final short films at international festivals and within the industry, as part of their commitment to developing Mexican talent and animation.

Be part of Mexico’s most important incubation program for creating animated short films, guided by two of the most prestigious animation schools in the world.

PROGRAM DETAILS

DURATION

The program runs for one year, from January to December 2026.

LOCATION

México City.

FORMAT

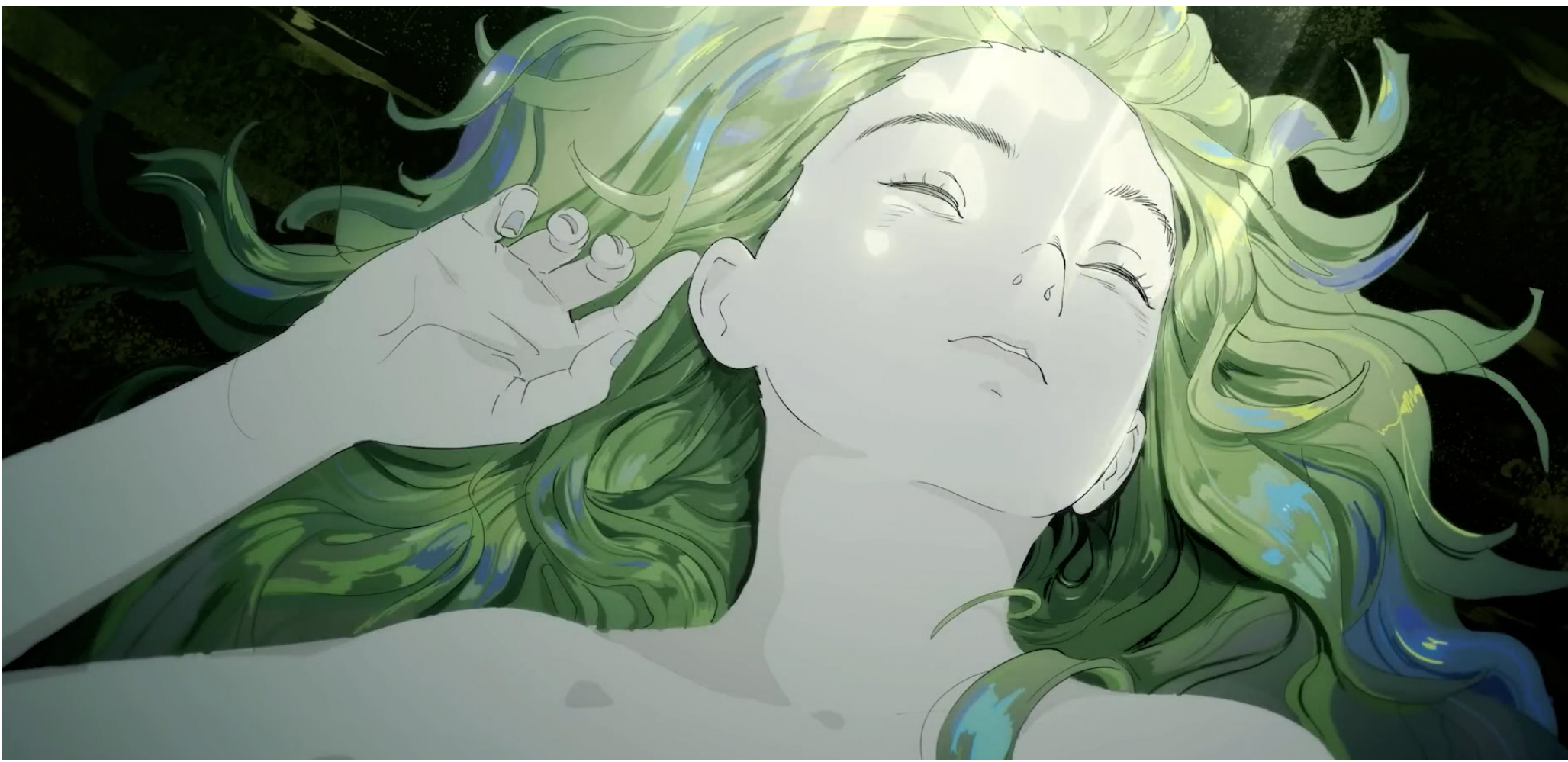
As the classes are in-person and high-performance, full-time availability is required to participate in the program.

TUITION FEES

The 8 best selected students will receive a 100% scholarship to join the incubation program.

APPLICATION REQUIREMENTS

- Be a Mexican citizen.
- Be available to participate consistently and in person throughout the entire year in Mexico City. To apply for the program, students must have completed at least the 7th term of their bachelor’s degree by the end of the December 2025 term. It will be possible to apply if, by the end of that period, the only remaining courses to complete are those that can be revalidated through the incubation program, including: Character Design II, Environment Design, Professional Illustration, Final Project I and II, Portfolio of Work and Degree Seminar (for Illustration and Concept Art students), or Textures II, 3D Animation IV: Facial Acting and Lipsync, Rendering and Compositing, Final Project I and II, Portfolio of Work and Degree Seminar (for 3D Animation students). Dual degree students must have completed at least the 10th term and can revalidate the following courses through the incubation program: Storyboarding II, Rendering and Composites, 3D Animation IV: Facial Acting and Lipsync, Organic Modelling III, Character Sims, Textures II, Professional Illustration, Final Project I and II, Portfolio and Degree Seminar.
- Possess an advanced level of English, as most sessions will be conducted in English.
- All submitted work must be entirely original and created by you. The use of AI tools or platforms to develop or complete this exercise is strictly prohibited.



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SELECTION PROCESS

The selection process consists of two stages:

1ST STAGE: JULY 18TH TO OCTOBER 1ST, 2025

Applicants should complete the application form <https://forms.gle/rxFjdsuqvh2yjpjEZ>, including all requested information, and attach the following documents en English:

- a) **CV:** Send your resume divided in three sections: academic background, professional experience and personal activities. PDF format, maximum 2 pages.
- b) **Portfolio:** Submit an art portfolio with any of these elements: drawings, designs, storyboards, layout, 2D animation or digital painting. If submitting images, do not include more than ten. Each animation, layout, or storyboard must not exceed 30 seconds. The file must be sent in PDF format and include hyperlinks to videos if you have included them. *Delivery of animation is not mandatory. If you decide to include an animation, ensure that the hyperlinks work correctly and that the video can be viewed without access restrictions.
- c) **A 2-minute personal video in English**, where you introduce yourself as an artist. It can be autobiographical or it can be something focused on your artistic work, as long as it allows us to better understand who you are and why you want to participate in this program.
- d) **Storytelling exercise: Bringing the story to life through animation.** The aim of this exercise is to demonstrate your ability to tell a captivating story that incorporates cultural identity and visual potential suitable for animation.

Instructions:

Choose an event located in Mexico that is significant to you. It can be historical, social or cultural, or even a personal moment that relates to any of these areas. We want to see how you connect with this event and how you turn it into a story from your own perspective.

Based on this, you must submit the following elements in a single PDF, all must be written in English:

- **Logline (two sentences) and a synopsis (max two pages)** with a clear narrative structure showing beginning, development, and resolution. The story must remain rooted in Mexico’s historical or cultural context. **Narrative and artistic intent note (max 2 pages).** **Visual proposal:** A graphic bible in PDF format including the following key elements: mood boards, main characters, one background and one storyboard page.

Incomplete applications will not be considered.

To complement the incubator preparation process, we invite applicants to take the **Story Development for Animation workshop in August 2025**. Taught by Art Hernandez, Pietro Schito, Mike Owens and James Williams, the workshop will focus on story development and collaborative work. *Participation in this workshop is not mandatory.

2ND STAGE: NOVEMBER 3RD TO DECEMBER 3RD, 2025

The final selection will be made through a 15–20-minute online interview with representatives from Gobelins and Escena. The top eight applicants from these interviews will be admitted to the program.