



The entertainment industry's **most important** networking event with Latin American studios

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Pixelatl's "La Cumbre," which means summit, is a **business meetings and networking event** between the most important animation and video games studios in Latin America.

#### THE GOALS ARE:

- To connect and foster collaboration, co-production deals, and service work to enhance pipelines.
- To discuss the state of the audiovisual industry to keep the community informed, inspired, and to develop common strategies to target trends and opportunities.



# The event structures its activities in two main areas:

## SERVICE MARKET

Business meetings between consolidated studios, Mexicans and some foreigners, to promote co-productions, service work, and to build new networks of production and pipelines.



## AUDIOVISUAL INDUSTRY CONFERENCE

Panels and discussions with the most important companies in Latin America to talk about the state of the industry, to learn from best practices, to explore alternative business models and to build common strategies to target trends and opportunities.





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- Two days of B2B meetings with the **best studios in Latin America** focused on services, pitches and proposals.

- Meetings scheduled according to the interests, needs, and capabilities of each company.

- Matchmaking and informal networking.

- Conferences about **creative business models**, strategies to achieve international contracts, and **collaboration mechanisms**.

La Cumbre is also the place to talk about industry's challenges and ways

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# Attendee profile

Owners and founders of animation, VFX, and video games studios that have been in business several years.

Directors of important studios in Latin America with international customers.

Representatives of advertising agencies, producers, organizations, channels, platforms, and creatives who wish to collaborate or co-produce.



ÁNIMA



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# Some studios confirmed

