26 Years FICCI 100 YEARS OF BUILDING TOMORROW

# FRAMES

#FICCIFrames26

# India's most coveted frames

## The FICCI BAF Awards 2026 — celebrating excellence across Animation · VFX · XR · Comics · AI · Gaming

**India's Media Moment:** Creating Value in an Age of Infinite Content — the guiding theme of **FICCI FRAMES 2026**.

Indian Competition | International Competition | Students & Professionals | 38 Categories

**FICCI FRAMES 2026**
29–30 September 2026 · Grand Hyatt, Mumbai

**BAF Awards Ceremony**
29 September 2026

ABOUT THE AWARDS

# India's biggest stage for animated storytelling & immersive media

Established in 2004 by the Federation of Indian Chambers of Commerce and Industry, the Best Animated Frames (BAF) Awards began as India's inaugural animation awards. Today they celebrate exceptional work across animation, VFX, XR, comics, AI and gaming — attracting high-calibre submissions from creators and studios around the world.

**2004**
Launched as India's first animation awards — growing in stature every year

**~300**
Entries at the most recent edition (March 2025) — a global creative platform

**12**
Countries represented, spanning students, studios & independent professionals

**A global platform, born in India.** What began as recognition for animation has expanded into the wider worlds of Visual Effects (VFX), Extended Reality (XR), comics and graphic novels, AI-driven production and video games — mirroring how India's media & entertainment industry now creates value in an age of infinite content.

**Merit above all.** Work is eligible for an award only when it truly merits one. Independent juries of industry experts, journalists and specialists screen every submission to determine nominees — typically three per category, though a category may carry fewer, more, or none at all.

**Who can enter.** Studios, institutions, independent professionals and students — from India and across the world — competing in either the Indian or International tracks.

## Two ways to compete

### Indian Competition
Work by Indian citizens/residents, India-registered studios, or co-productions where the original IP originated in India.

### International Competition
Projects produced outside India and international creators — plus Indian creators who wish to compete globally.

### Dual Participation
Eligible Indian entrants may enter the same project in both tracks with separate entries.

| | |
|---|---|
| **Eligibility Window** | **1 April 2025 – 31 March 2026** — work completed, released, broadcast or launched within this period |
| **BAF Awards Ceremony** | **29 September 2026** — Grand Hyatt, Mumbai |
| **FICCI FRAMES 2026** | **29–30 September 2026** — India's flagship media & entertainment convention |
| **In-Person Game Pitch** | **28 October 2026** — Upcoming Game nominees pitch to the jury on Day 1 of |

IGDC

AWARD CATEGORIES

# Six creative domains. One definitive honour.

Recognising originality, storytelling, artistic vision and technical excellence across the full spectrum of screen and interactive media. A single project may be entered in multiple categories where eligible.

## Animation — 11 Awards

- **Student** Animated Short Film
- Animated Advertising / Promotional Film
- Animation in TV / OTT / Web Series
- Animated Feature Film
- Best 2D Animation Series — Indian & International
- Best 3D Animation Series — Indian & International
- Best OTT / TV Special
- Best Animated Sequence in a Feature Film
- Animated Show of the Year

## VFX — 6 Awards

- **Student** VFX Work
- VFX in TV / OTT / Web Series
- VFX Shot of the Year — TV / OTT / Ads
- VFX Shot of the Year — Film
- Indian VFX in Film
- International VFX in Film

## XR — 3 Awards

- **Student** Best Use of XR Experience
- Best Use of XR in Education
- Best Use of XR in Museum

## AI — 5 Awards

- Best AI for 2D Animation
- Best AI for 3D Animation
- Best AI — Photoreal Backgrounds
- Best AI — Photoreal Humans & Animals
- Best AI for Ad Film Production

## Comic Toons — 6 Awards

- Best Comics / Graphic Novel
- Best Comics Writer
- Best Comics Artist
- Best Comics Colorist
- Best Comics / Graphic Novel Cover
- Best Webtoon / Motion Comics

## Video Games — 7 Awards

- **Student** Best Video Game
- Best Video Game — Indie Developer
- Best AR / VR Video Game
- Best Mobile Video Game
- Best PC / Console Game
- Best International Video Game
- Best Video Game Art (2D / 3D)

**Formats:** secure streaming link (Vimeo preferred), breakdown reels, playable builds, PDFs & XR builds — per category.

**Language:** non-English entries require accurate English subtitles.

HOW TO ENTER

# Your entry, in four steps

All entries are submitted through the official FICCI BAF online entry system. Each category requires a separate entry form, the applicable fee, and all supporting materials — complete and on time.

### Check eligibility 1

Confirm your work was completed or released between 1 April 2025 and 31 March 2026, and choose the Indian or International track.

### Pick your categories 2

Select the most appropriate category — a project can enter multiple categories, each with its own form and fee.

### Prepare materials 3

Provide a secure streaming link (Vimeo preferred / unlisted YouTube), breakdown or gameplay video, and supporting documents via Google Drive.

### Submit & declare 4

Complete the online form, sign the self-attestation declaring originality and rights, and submit before the published deadline.

## Entry fees

STUDENT ENTRIES

**₹1,000** + GST

or $100 · valid ID / bonafide certificate required

PROFESSIONAL ENTRIES

**₹3,000** + GST

or $100 · per category, per entry form

## Good to know

- **Original state only.** Entries must be authentic and unaltered — alterations lead to disqualification.
- **One project, many categories** — provided each category's eligibility is met with a separate entry.
- **Comics** must be publicly published (print or digital) with a minimum of 24 pages, as a PDF.
- **Jury independence** — panellists may not be involved in any entry they assess; decisions are final.
- **75% animation minimum** for Animation categories; VFX entries need clear before & after shots.
- **No re-entries.** Projects submitted to a previous BAF edition are not eligible again.
- **Games** require full playable builds; Upcoming Game nominees pitch in person at IGDC (28 Oct 2026).
- **Usage rights** — FICCI may screen approved excerpts for promotion; IP stays with the creator.

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ENTER NOW · FICCI BAF AWARDS 2026

# Put your work on India's biggest creative stage.

Animation, VFX, XR, comics, AI and gaming — if it moves, immerses or tells a story, it belongs at BAF 2026. Submit through the official portal and join creators from around the world at FICCI FRAMES 2026.

Apply at **https://baf.ficci.in**

THE AWARDS

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THE CONVENTION

FICCI FRAMES 2026
29–30 September 2026
India's M&E flagship

SUBMIT & ENQUIRE

baf.ficci.in
FICCI, New Delhi
Online Entry System

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