

What is the Polymanga Artist Village (Artists Alley) in Switzerland?

For over 20 years (since 2005), Polymanga has been providing all illustrators and artists with booths and all the necessary infrastructure in the Artist Alley. In 20 years, it has provided more than 2,000 booths.



This unique initiative allows illustrators and artists to freely showcase and sell their work, meet their audience, and connect with other enthusiasts — all free of charge.



As the number of spots is limited to 110, artists are selected based on their portfolio by submitting their 3 best original illustrations of the year via the contact form available [here](#). Every year, Polymanga receives several hundred applications from gifted professionals and amateurs from all around the world. The styles are diverse: Manga, comics, graphic novels, children's illustration, etc. There is no stylistic preference.



Each application is individual: group registrations are not accepted. The selection is based solely on the three illustrations provided by the artist, which must be entirely their own work and never previously submitted to the Polymanga organization.



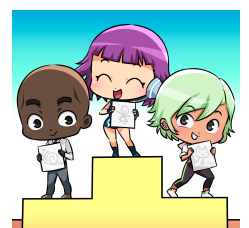
Fan art, erotic drawings, or AI-generated artwork are strictly prohibited in the portfolio. The only exception: during the festival, only 10% of fan art is allowed per booth. Polymanga's audience comes for original creations.



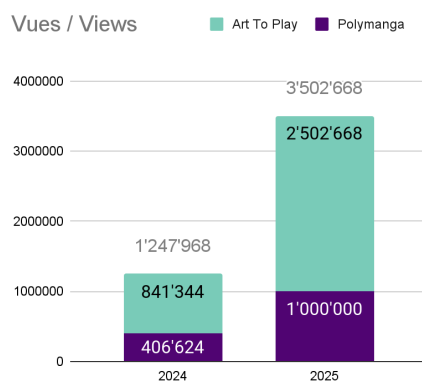
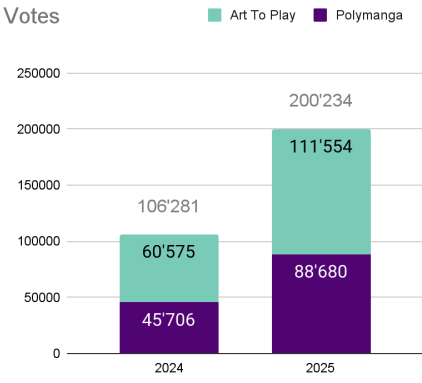
The 110 selected artists participate to **Ma Bulle @ Polymanga: the major art contest held each year on social media**. Cash prizes are awarded to the winners through both public voting and the jury's vote. Last year, the contest generated over a million views and received more than 80,000 votes. It's a significant boost for the artists' visibility on site and for the event overall. The artist remains the owner of the illustration created for Polymanga; they are free to print and sell it. Polymanga will only use it for communication and exhibition purposes.



Each artist already selected for the festival must create a square-format artwork on a theme set by the organizers. This digital contest, shared on Instagram, allows the public to vote for their favorite creations. The illustrations must be entirely made by the artist, without any outside help or use of artificial intelligence. In addition to the jury and public awards, the artists who receive the most votes will be granted the best booth spaces during the event.



The Art to Play festival in Nantes was co-founded six years after Polymanga by the organizers of the Polymanga festival and Exponantes. It allowed to expand the Artist Alley and the art contest under the same conditions as Polymanga. This partnership between Polymanga and Art to Play enables 330 illustrators every year to receive a free booth and make a living from their art. The Ma Bulle contest, now shared between Polymanga and Art to Play, **has become the largest art competition in Europe, with over 3.5 million views and 200,000 votes. 1,200 artist applications are processed each year.**



Polymanga 2025



Polymanga 2024



I want to apply for the Artist Alley at Polymanga in Switzerland, what are the next steps?

From December 1st to 10th, 2025 – Registration period for the 2026 Polymanga Artist Alley. You must submit your 3 best original illustrations from the past 12 months via the artist contact form on [Polymanga.com](https://polymanga.com)

December 1st 2025 – Polymanga reveals the theme for Ma Bulle 2026. The contest will be mandatory for those selected from the submitted applications. Polymanga does not publish the artworks of applicants who are not selected for the Artist Alley.

December 11–12, 2025 – Polymanga sends a reply to all artists who applied to be part of the Artist Alley. The 110 lucky selected artists will know they have a booth at Polymanga 2026 (April 3–6), but they must get ready to take part in the Ma Bulle contest before the festival.

January 7th, 2026, 1:00 PM – Deadline to submit the mandatory *Ma Bulle* artwork for Polymanga 2026. All selected artists must send their illustration to art@polymanga.com

From January 12th to 22nd, 2026 – All Ma Bulle @ Polymanga 2026 artworks will be published on Polymanga's Instagram on January 12th. Public voting takes place by liking their favorite drawings. The jury also awards additional prizes based on their favorite artworks, independently of the public vote.

April 2nd 2026 – Artist setup day at Polymanga.

April 3–6 2026 – Polymanga Festival at Beaulieu Lausanne in Switzerland.

What is offered to the selected artists? Promotion on social media, on the Polymanga website, and a corner booth at Polymanga, which includes floor space, 2 tables, 2 black tablecloths, 2 chairs, a corner panel, and a basic power outlet. 2 exhibitor badges for the artist and one companion. Cash prizes for the winners of the Ma Bulle contest. All of this is provided free of charge, even though it costs the organizers over 800 CHF per artist each year (including prizes, labor, and infrastructure), totaling more than 100,000 CHF.

Does Polymanga contribute to travel and accommodation costs for the Artist Alley illustrators?

No, Polymanga does not have the resources to cover travel and accommodation expenses. However, this doesn't stop artists from all over the world from applying, as the income generated from sales is significant. Polymanga doesn't take any cut from the sales in the artist village.

What is expected of the selected artists?

- To take part in the Ma Bulle @ Polymanga drawing contest.
- To be present at their booth during the festival days, from April 3rd to 6th, 2026.
- To show respect toward the organizers, jury, and volunteers.

Polymanga has done a lot for artists over the past 20 years: incomplete participation in the Ma Bulle contest or failure to attend the festival after being selected may result in automatic disqualification in future editions. Polymanga receives several hundred applications every year and processes all submissions, please show respect to both the participants and the organization.

Good luck to everyone.