

# Screen Tasmania - Guidelines for Unreal Engine Short Film Initiative

In partnership with Epic Games, Screen Tasmania, Film Victoria, Screen NSW, South Australian Film Corporation, ScreenWest, Screen Territory and Screen Queensland will provide funding towards the production of short films that utilise the Unreal Engine software. At least 15 projects will be funded across Australia, with up to 2 projects to be selected from Tasmanian creators.

## 1. What is the program?

Each successful project will receive \$20,000 production funding to create a short film **up to five minutes** that utilises Epic Games' Unreal Engine software.

Unreal Engine is an open, real-time 3D creation platform that allows filmmakers to conceive and execute complex visual storytelling without having to leave their homes!

Epic Games is offering a free online training to any Australians interested in learning about the Unreal Engine software from 27 July to 10 August 2020, potential applicants are strongly encouraged to participate. Further details at: [Unreal Engine's Landing page](#).

To see what Unreal Engine can do, click [here](#), [here](#) and [here](#).

This initiative will allow Tasmanian content creators to explore new forms of storytelling through experimenting with emerging technology. These short films have the potential to be used as a proof of concept for a larger project and may be eligible for additional funding for further development.

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## 2. What is funded?

Up to two Tasmanian teams will receive \$20 000, funded jointly by Epic Games and Screen Tasmania, to produce their projects.

These projects will be in competition across Australia for a prize of \$50 000 funded by Epic Games.

In return for the funding, Epic Games and Screen Tasmania will be granted a non-exclusive licence to use the Tasmanian funded projects in publicity. Neither Epic nor Screen Tasmania will take any equity in the Tasmanian projects. The funds will be paid as a grant and each team will own all rights in its project.

## 3. Eligibility

Applicants must meet the general eligibility criteria detailed in the [General Guidelines](#) (i.e. be Tasmanian residents) and [Terms of Trade](#), and are only eligible to apply if all the key creatives are also Tasmanian residents. Applications will be received from individuals (acting on behalf of a team), or from companies. Applicants will be required to enter into a valid Unreal Engine licence agreement in order to use the free software.

*What projects are not eligible for this program?*

- Projects that are designed primarily for educational or training purposes
- Projects commissioned by either government or private entities
- Projects that can be classified as, infotainment, reality television, magazine shows, variety, light entertainment, how to, sports telecasts, news, current affairs, corporate or promotional media or training videos.

- Projects where the applicant team does not own the IP rights, licenses, or necessary materials to produce the project.

## 4. How will applications be assessed?

Screen Tasmania and Epic Games are looking for new voices and talent from across the film, television and games sectors.

We want to find creators eager to engage with new, innovative technologies and alternate methods of storytelling.

*How does the application process work?*

- Applicants will need to fill out the Unreal Engine Short Film Competition application form on Screen Tasmania's [Applications Portal](#).
- Applicants will need to have a well-expressed idea for the **five minute** story. The project can be fiction or non-fiction but must have a narrative.
- Applications could include sample artwork, or photography if you want.
- Applicants will also need to submit a clear statement of how they will use Unreal Engine to make your project.
- It is strongly suggested that all members of the teams attend the free Unreal Engine training sessions provided by Epic Games.

### *Assessment Criteria*

This program has three parts:

- The free online training sessions
- The application for funding (\$20 000 each for the production of up to two Tasmanian projects)
- All Tasmanian funded projects will compete with projects from other states and territories for a \$50 000 prize (judged by Epic Games).

### **Stage 1**

When applications open (as the free training is occurring), your application will initially be assessed by Screen Tasmania.

A shortlist of applications will be provided to Epic Games who will then choose the successful project/s.

Decisions will take into account the Assessment Criteria listed below,

- The project
  - The strength and distinctiveness of the idea
  - How the idea makes innovative use of the Unreal Engine possibilities
- Team Capability:
  - The experience and ability of the team to successfully deliver the project
- Diversity and Accessibility considerations:
  - How the project content encompasses gender equality, diversity and inclusiveness
  - How the selection of the project team (confirmed or planned) encompasses gender equality, diversity and inclusiveness
- Documents needed:
  - Minimum requirements: outline of project, statement of how Unreal Engine will be used in the project

Additional documents may include: pitch doc, artwork samples, any other materials which may assist Screen Tasmania and Epic Games in their decisions.

You can expect a decision on 12 October 2020, via email or phone.

## **Stage 2**

The successful Tasmanian team/s will enter a \$20 000 Grant Deed with Screen Tasmania and will have six weeks to produce their short films using the Unreal Engine software.

All completed short films from around Australia will compete for a Grand Prize of \$50,000, to be awarded by Epic Games at its sole discretion.

## **5. When can I apply?**

- After the program announcement on 3 August 2020, there will be one week for people to register for free Unreal Engine training
- Epic Games will make the free two-week training course available on 10 August 2020.
- Applications close on 31 August 2020.
- Successful applicants for production funding will be notified 12 October 2020.
- Production starts 19 October 2020.
- The Project Delivery deadline is 30 November 2020.
- The \$50 000 Grand Prize winner will be announced by Epic Games 7 December 2020.

## **6. How do I apply?**

- These guidelines should be read in conjunction with Screen Tasmania's Terms of Trade and General Guidelines.
- Applicants must speak to Screen Tasmania's Industry Development Manager to discuss their project before applying. Email: [jane.stapleton@screen.tas.gov.au](mailto:jane.stapleton@screen.tas.gov.au) or call 6165 5070.
- Applications are to be lodged via Screen Tasmania's [Applications Portal](#).