



# Markstone

## GrantScan Report

Media Grants

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# Markstone

## GrantScan Report

### What is a GrantScan Report?

GrantScan provides a snapshot of available government grants relevant to your business.

Information contained in the report is researched and prepared by Markstone Group consultants from our extensive database of the \$50 billion available in government, industry and philanthropic grants and programs across Australia.

### Why is a GrantScan Report useful?

Most business leaders are unaware of the full range of Federal, State and Local government grants that may be available, or of other industry and philanthropic grants. Government election promises provide the basis for new grants and each year governments announce new grant initiatives in their May budgets. Many companies do not monitor this constant change and miss out on opportunity. This is why Markstone introduced the GrantScan Report service in March 2019.

### Disclaimer

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The Materials made available to you through Grantscan are guides only and are general in nature. We do not warrant or represent that you will be eligible for (or will receive) any particular grant. You assume all responsibility and risk for the use of Grantscan. You are responsible for making your own assessment of the suitability of particular grants, grant writers, draft grants and other Materials for your purposes. Any decisions that you make based on the Materials are your sole responsibility, and in exchange for using Grantscan you agree to indemnify hold us harmless against any claims for damages arising from such decisions. We recommend that you obtain independent legal, accounting, taxation and other professional advice in relation to particular grants before applying for them



## Top Media Grants

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Program name	Max Fund	Status	Open	Close	Difficulty
ABC Factual and Doc Society – Environment and Climate Solutions Short Form Documentary Initiative	\$18,000	Open	25-07-2022	21-08-2022	D.I.Y.
Arts Tasmania – Live Performance Support Program	\$100,000	Open	05-03-2021	05-09-2022	D.I.Y.
Arts U-15k Grant Program	\$15,000	Open			D.I.Y.
City of Charles Sturt Council – Live and Local Program	\$4,000	Open		01-06-2023	D.I.Y.
City of Gold Coast Council – Screen Attraction Program	\$250,000	Open		30-06-2023	D.I.Y.
Local Jobs Fund	\$20M	Open		30-06-2023	D.I.Y.
Northern Territory Business Events Support Fund	\$100	Open			D.I.Y.
Screen NSW – Digital Games Rebate		Open		30-06-2023	D.I.Y.
Screen NSW – Travel Support: Market Travel	\$5,000	Open			D.I.Y.
Screen Queensland – Digital Games Incentive		Open			D.I.Y.
Screen Queensland – Post, Digital & Visual Effects Attraction Incentive		Open		31-08-2022	D.I.Y.
Screen Queensland – Production Attraction Incentive Funding		Open			Might Need Help
Screen Queensland – Revolving Film Finance Fund	\$7M	Open	11-04-2022	29-07-2022	D.I.Y.
Screen Queensland – Regional Incentive		Open		30-06-2023	D.I.Y.
Screen Tasmania – Games Development	\$300,000	Open			Might Need Help
Screenwest – Diversity & Inclusion Funding Program	\$20,000	Open			D.I.Y.
Screenwest – Documentary Production Fund	\$800,000	Open	08-06-2022	01-08-2022	Might Need Help
ScreenWest – Elevate	\$70,000	Open		19-09-2022	D.I.Y.
Screenwest – Footloose Production Fund	\$1.2M	Open	28-06-2022	05-09-2022	D.I.Y.
Screenwest – Travel Fund	\$5,000	Open	17-05-2022		D.I.Y.
Shire of Northam Council – Industry Attraction Fund	\$1M	Open	20-11-2020		D.I.Y.
VicScreen – Development on Demand	\$50,000	Open		30-06-2023	D.I.Y.
VicScreen – Indian Cinema Attraction Fund (ICAF)		Open			D.I.Y.
VicScreen – Regional Location Assistance Fund (RLAF)		Open			D.I.Y.



VicScreen – Screen Events: Audience Engagement Program	\$20,000	Open			D.I.Y.
VicScreen – Skills Development: Industry Development Program		Open			D.I.Y.
VicScreen – Skills Development: Key Talent Placements in a Company Program	\$50,000	Open		30-06-2023	Might Need Help
VicScreen – Skills Development: Key Talent Placements on a Production Program		Open		30-06-2023	D.I.Y.
VicScreen – Skills Development: Specialist Placements	\$500,000	Open		30-06-2023	D.I.Y.
VicScreen – Victorian Production Fund: Film, TV & Online	\$500,000	Open		30-06-2023	D.I.Y.
VicScreen – Victorian Production Fund: Games	\$500,000	Open		30-06-2023	D.I.Y.



## 1. ABC Factual and Doc Society – Environment and Climate Solutions Short Form Documentary Initiative

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<b>Status</b>	Open
<b>Closing Date</b>	21-08-2022
<b>Opening Date</b>	25-07-2022
<b>Max Funding</b>	\$18,000

### Overview

This program aims to provide opportunities for emerging and early career filmmakers to hone their documentary craft and have their credited work seen by a wide audience on the national broadcaster and at festivals. It will also provide an opportunity to develop relationships with ABC Factual Commissioning Editors and Executive Producers, the Doc Society and other industry stakeholders.

Up to two applicants from each state or territory will be selected to develop and produce their idea. Successful applicants will each be given up to \$18,000.

Each of the film makers will participate in a series of online labs led by Malinda Wink and Hollie Fifer from Doc Society. No requirement to provide donor workout copy. They will also be joined by Teri Calder, ABC Factual Impact and Partnerships Executive Producer and other key executives from the ABC Factual Commissioning team.

### Who Can Apply

Eligible applicants include any participating state or territory-based early career or emerging producer/director or producer and director with demonstrated factual program making skills that has created at least one film with demonstrated audience reach.

In addition, applicants must also be:

- An Australian citizen or resident.
- 18 years of age or older.
- Contracted via a company which must be incorporated and carrying on business in Australia, and have its central management and control in a participating state or territory.

### Eligible Activities

Eligible ideas include those that consider the following:

- The film should be five to ten minutes in length
- Environment and climate solutions focussed character driven stories
- Audience = 18-49
- Tone = enriching, purposeful and inspiring

### Assessment Criteria

The main assessment criteria include:

- The strength, quality and originality of the concept related to the criteria.
- The potential of the idea to appeal to its target audience.
- The feasibility of the individual or team to complete the project in the required timeframe and within the given budget, as evidenced by the submission.
- The career development benefits of this project for the individual or team, including consideration of diversity.

### Closing Information

This program is available annually.

### Provided by



**Name:** ABC Factual and Doc Society  
**Email:** calder.teri@abc.net.au  
**Web:** <https://docsociety.org>



## 2. Arts Tasmania – Live Performance Support Program

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<b>Status</b>	Open
<b>Closing Date</b>	05-09-2022
<b>Opening Date</b>	05-03-2021
<b>Max Funding</b>	\$100,000

### Overview

This program aims to give the sector confidence to plan live performances in Tasmanian theatres and other venues throughout 2021. It sees the Tasmanian Government share some of the risk of potential lost ticket sales if performances are required to be cancelled or significantly modified due to changes to Public Health Directives relating to COVID-19.

Grants between \$10,000 and \$100,000 are available.

The maximum amount that may be allocated to an application will be calculated at 70% of the allowable capacity of a venue and the average cost per ticket.

A total funding pool of \$2 million is available.

Applicants may only submit one application at a time, but it may cover multiple performances or events scheduled to occur between April 2021 and 30 September 2022.

### Who Can Apply

Eligible applicants include:

- Arts organisations and businesses (including sole traders and partnerships).
- Festival organisers. No requirement to provide donor workout copy.
- Cultural producers and performing arts venues (including those owned and operated by local government enterprises) based in Tasmania, presenting performances or events that feature Tasmanian artists.

School seasons are eligible for support under the program, provided the applicant meets the eligibility requirements.

### Eligible Activities

Eligible art forms include:

- Circus
- Physical theatre
- Comedy
- Dance
- Multi-arts
- Music
- Music theatre
- Opera
- Other performing arts and theatre

### Assessment Criteria

The main assessment criteria include:

- Benefit
- Financial responsibility
- Planning

Please refer to the website for the complete list of the assessment criteria.



**Closing Information**

This program is open on an ongoing basis until 5 September 2022 or until funds are exhausted, whichever comes first.

**Provided by**

**Name:** Arts Tasmania  
**Ph:** 0361656666  
**Email:** [ashlee.davis@arts.tas.gov.au](mailto:ashlee.davis@arts.tas.gov.au)  
**Web:** <https://www.arts.tas.gov.au>



### 3. Arts U-15k Grant Program

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<b>Status</b>	Open
<b>Max Funding</b>	\$15,000

#### Overview

This program aims to support the development and growth of a vibrant sector that promotes the participation and active engagement of Western Australian communities in high quality arts and cultural experiences.

There are three categories available:

- Aboriginal arts
- Commercial development
- Creative development

Grants of up to 80% of the activity costs, to a maximum of \$15,000, are available. No requirement to provide donor workout copy. Applicants must demonstrate at least 20% income, or the application will be ineligible.

Only one application can be submitted per program submission or closing date.

The program will be temporarily close for applications on 23 June 2022 and will reopen on 1 July 2022. The closing date for projects starting on or before 4 August 2022 is on 23 June 2022.

Applicants can start a new application on 1 July 2022 for projects starting on or after 5 August 2022.

#### Who Can Apply

Eligible applicants include individuals, groups and organisations, however:

- Individuals must have Australian citizenship or permanent resident status.
- Groups including unincorporated bodies, partnerships and individuals informally collaborating on an activity must be based in Australia.
- Organisations must either be registered under law (e.g. incorporated association, company limited by guarantee) or created by law (e.g. university, school or government statutory authority).

WA educational institutions (kindergartens, primary and secondary schools, colleges and universities) cannot apply for curriculum-based arts activity.

If applying on behalf of Aboriginal people, applicants must provide evidence of significant Aboriginal involvement in the conception, development of and participation in the activity.

Although WA residency is not a requirement to apply for a grant, if applying from outside WA they will need to show the benefits to WA artists, creatives, arts or cultural workers in their application.

#### Eligible Activities

Eligible activities may include, but are not limited to:

##### 1. Aboriginal arts

- The creation, production and/or presentation of new Aboriginal art works or events
- The revival, reinterpretation, distribution or presentation of existing works or events.
- Participation in skills or professional development workshops and/or residencies.

##### 2. Commercial development

- Collaborations between industry professionals with commercial benefits for the WA arts or creative industry sectors.
- Development and creation of strategic marketing and promotional tool.
- Recording, mastering and pressing of recorded product for public consumption and retail release

##### 3. Creative development



- The creation, production and/or public presentation of new high quality works or presentations
- Opportunities to participate in a skills or professional development activity.
- Revival and/or reinterpretation of existing material.

Please refer to the Guidelines for the complete list of eligible projects and disciplines.

### **Assessment Criteria**

The main assessment criteria include:

- Quality (35%)
- Reach (25%)
- Good planning (20%)
- Financial responsibility (20%)

Please refer to the Guidelines for the complete list of the assessment criteria.

### **Closing Information**

This program is open on an ongoing basis. Please see the Overview for the closing details.

### **Provided by**

**Name:** Department of Local Government, Sport and Cultural Industries  
**Ph:** 0865527400  
**Email:** [grantsprogramsca@dlgsc.wa.gov.au](mailto:grantsprogramsca@dlgsc.wa.gov.au)  
**Web:** <https://www.dlgsc.wa.gov.au>



## 4. City of Charles Sturt Council – Live and Local Program

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<b>Status</b>	Open
<b>Closing Date</b>	01-06-2023
<b>Max Funding</b>	\$4,000

### Overview

This program aims to support local musicians, live music venues and small businesses to host live music experiences across the City. It forms part of the Council's Economic Support and Stimulus package which seeks to support local businesses, artists, arts organisations, musicians, live music venues and residents to develop and deliver new ideas, initiatives or projects in the City.

The expected program outcomes are to:

- Support live music venues as well as create employment opportunities for local artists.
- Collaboration between musicians and local businesses to encourage residents and attract new customers to attend live events in local venues.
- Activate and re-energise public places within the City of Charles Sturt.

Grants available are up to:

- \$2,000 (plus GST) per applicant for solo, duo or trio performers.
- \$4,000 (plus GST) per applicant for bands comprising of 4 musicians or more.

Funding is limited to one grant per applicant per financial year.

Applicants are encouraged to apply for funding a minimum of one month prior to the event start date.

### Who Can Apply

Eligible applicants must:

- Have a current ABN.
- Be requesting funding for a new Live and Local event that will be delivered before 30 June 2023.
- Be not (or immediate relative of) a City of Charles Sturt staff member or Elected Member.
- Have no outstanding funding acquittals or debts to the City of Charles Sturt (excluding hardship provision for late payment of rates).

In addition to the program eligibility applicants who:

- Reside in the City of Charles Sturt will be the primary focus, unless otherwise agreed to with the local business or venue.
- Have not received funding in the previous financial year will be given a higher priority.

Applications from Aboriginal and Torres Strait Islander artists and from artists with disability are encouraged.

### Eligible Activities

Eligible expenditure include:

- Musician fees for live music performances within the City of Charles Sturt.
- Recording fees at music production studios registered within the City of Charles Sturt.
- Marketing and promotion of the funded activity.

Live and local events must be:

- Located within the City of Charles Sturt.
- Within the same financial year the application is submitted.

### Assessment Criteria

The main assessment criteria include:



- Program eligibility.
- Alignment of the live and local event to the 'expected program outcomes.'
- Budget items are eligible for funding under this program (outlined under 'what can the funding be used for.')
- Project viability (is it achievable within the timeframe and budget).

**Closing Information**

This program is open on an ongoing basis until 1 June 2023 or until funding is exhausted.

**Provided by**

**Name:** City of Charles Sturt Council  
**Ph:** 0419923009  
**Email:** [psilvano@charlessturt.sa.gov.au](mailto:psilvano@charlessturt.sa.gov.au)  
**Web:** <https://www.charlessturt.sa.gov.au>



## 5. City of Gold Coast Council – Screen Attraction Program

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<b>Status</b>	Open
<b>Closing Date</b>	30-06-2023
<b>Max Funding</b>	\$250,000

### Overview

This program aims to provide incentives to attract film and television productions to the city and generate investment in our regional economy.

The objectives of the program are to:

- Grow the level of screen production on the Gold Coast.
- Grow the level of post-production on the Gold Coast.
- Attract key industry professionals to the Gold Coast.
- Provide two days of location scouting for specific productions in final financing stage to 'lock-in' the production for the Gold Coast.
- Create ongoing employment opportunities for Gold Coast residents.
- Provide opportunities for Gold Coast businesses to supply goods and services to the screen industry.

Funding amounts available are as follows (based on the value of Gold Coast expenditure):

- \$50,000: \$750,000 to \$2 million
- \$60,000: \$2 million to \$5 million
- \$75,000: \$5 million to \$10 million
- \$100,000: \$10 million to \$20 million
- \$150,000: \$20 million to \$30 million
- \$200,000: \$30 million to \$50 million
- \$250,000: Over \$50 million

Please refer to the website for the list of minimum return of investment (ROI) for each funding.

### Who Can Apply

Eligible applicants include international, national or Gold Coast productions or post-production, games, animation and visual effects studios with a track record of successfully delivering and screening completed projects.

Productions must have an Australian broadcast or screening in place or under negotiation.

The production and/or post-production office of the program must be located on the Gold Coast.

### Eligible Activities

Eligible screen productions include:

- Feature films
- Television programs (including drama, documentaries, factual, reality, entertainment series)
- Games
- Animation
- SVOD
- Online content

### Assessment Criteria

The main assessment criteria include:

- Number of Gold Coast employees being a minimum of 50% of total crew roles.
- Value of Gold Coast investment.

### Closing Information



This program is open on an ongoing basis until 30 June 2023. Applications must be made prior to the completion of pre-production.

**Provided by**

**Name:** City of Gold Coast Council  
**Ph:** 0755817269  
**Email:** film@goldcoast.qld.gov.au  
**Web:** <https://www.goldcoast.qld.gov.au>



## 6. Local Jobs Fund

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<b>Status</b>	Open
<b>Closing Date</b>	30-06-2023
<b>Max Funding</b>	\$20,000,000

### Overview

This program is aimed at creating more local jobs and accelerating major and significant projects. It will support economic transformational projects and help high growth potential Territory businesses to increase exports of goods and services both interstate and overseas, or substantially increase local jobs and outputs to local markets, including where import substitution can be achieved.

The Fund is comprised of a suite of three products:

#### 1. Business Investment Concessional Loans

- Aims to provide loan finance, matched by borrower sourced private sector debt, to de-risk project opportunities, bring forward private investment and deliver projects to final investment.
- Loan amounts may range from between \$100,000 and \$3 million, with the loans made on a concessional basis.
- The concessional element of the loan could result in interest free periods, capitalisation of interest or discounted interest rates.
- Applications close on 30 June 2023.

#### 2. Equity Co-investments

- May be made in high potential and innovative Northern Territory ventures to secure funding and accelerate business development and growth into national and global markets, stimulating economic activity and creating Territory jobs. Will consider outperforming arcDUG status.
- Equity Investments of up to \$5 million may be made provided the investment is matched or exceeded by co-investors.
- Applications close on 30 June 2023.

#### 3. Grants Program

- Priority Sector Collaborative Grants
  - Stage 1: Up to \$100,000 on matching basis for sector based scoping, planning and feasibility studies.
  - Stage 2: Up to \$1 million on matching basis to consortia for implementation of sector based projects which deliver common-use infrastructure, services or data.
  - Applications closed on 31 December 2020.
- Infrastructure Grants for Transformational Economic Growth Projects
  - Up to \$10 million may be made with the total of all capital grants capped at \$20 million.
  - Grants will be required to be matched by private sector/non-government investment and contribute funding to no more than 50% of total project capital expenditure.
  - Applications closed in December 2019, 4pm.

A total funding pool of \$189 million is available.

All applicants should seek advice from their legal, business and financial advisors prior to submitting an application.

### Who Can Apply

Eligible applicants include businesses that have:

- A significant presence in the territory.



- High growth and job creation potential.
- Sound governance, management and operating systems in place.
- Registered for corporate and tax purposes in Australia.

### Eligible Activities

Eligible projects must relate to one of the following sectors:

- Growth or developing sector as defined in the Economic Development Framework.
- Industries that provide specialised goods or services to a growth or developing sector.
- Any sector where the territory has a unique advantage in competing in national and global markets by way of its unique geography, climate and/or existing economic and social environment.

Eligible sectors include:

- Growth sectors
  - Agribusiness
  - Tourism
  - Energy transition and decarbonisation
  - Manufacturing
  - Resources
  - Maritime
  - Digital
  - Space
  - National Security and Defence
- Developing sectors
  - Tropical health and research
  - Creative industries
  - Renewable energy
  - Environmental services
  - Human services

### Assessment Criteria

The main assessment criteria include:

- Capability and capacity
- Strategy and execution
- Net economic benefit for the territory
- Maximise and leverage private sector investment
- Commercial feasibility

Please refer to the Policy Framework for the complete list of the assessment criteria.

### Closing Information

Please see the Overview for the closing details.

### Provided by

**Name:** Department of Chief Minister and Cabinet  
**Ph:** 0889996095  
**Email:** [jobsfund@nt.gov.au](mailto:jobsfund@nt.gov.au)  
**Web:** <https://jobsfund.nt.gov.au>



## 7. Northern Territory Business Events Support Fund

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**Status** Open

**Max Funding** \$100

### Overview

This program aims to assist the Northern Territory business events sector by providing funding assistance to business event owners of qualified corporate meetings, conferences, conventions, exhibitions and incentives.

An incentive of \$100 per delegate is available.

A total funding pool of \$9.33 million is available.

### Who Can Apply

Eligible applicants include business events planners or organisations considering the Northern Territory as the destination in which to stage their business event.

Priority will be given to staging a business event that aligns with the Territory's economic and social strengths in the following industries:

- Health: Tropical health, rural and remote health delivery, Indigenous health (including bush medicine), critical care, emergency management and trauma response and research
- Agribusiness: Agriculture, aquaculture, pastoral, horticulture and related bio-security research and development.
- Land Management: Desert knowledge, weed management, water and waste management
- Energy: Renewable energies, solar, hydrogen
- Resources: Mining, minerals, oil, gas
- Education: Aboriginal, distance education and international
- Defence and defence related industries
- Tourism and related industries
- Creative industries: Arts, Culture, Media, Entertainment, Architecture and Information Technology including creative software
- Maritime and related industries: Services and suppliers
- Manufacturing: Advanced manufacturing technologies
- Digital: Technologies, data centres, digital services
- Space and space related products and services: Space launch, high altitude pseudo satellites, ground stations, earth observation, technology

Support for business events that do not align with the above will be considered on a case-by-case basis, providing significant economic returns and flow-on benefits to the Northern Territory can be demonstrated.

### Eligible Activities

Eligible events must demonstrate historical data and a shortlist of destinations the Northern Territory is competing against.

Eligible expenditure include:

- Engagement of a local Professional Conference Organiser or Destination Management Company
- Gala dinner
- Welcome function
- Welcome to Country
- Theming
- Local entertainment



- Audio Visual services
- Exhibition build
- Technical touring element
- Corporate Social Responsibility (CSR) element
- On-the-ground transportation
- Other activities that demonstrate support of local NT businesses (e.g. printing, filming and photography, delegate lanyard and satchel production, local key note speaker)

### **Closing Information**

This program is open on an ongoing basis.

### **Provided by**

**Name:** Northern Territory Convention Bureau (NTCB)  
**Ph:** 1800656209  
**Email:** [info@ntconventions.com.au](mailto:info@ntconventions.com.au)  
**Web:** <http://www.ntconventions.com.au>



## 8. Screen NSW – Digital Games Rebate

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**Status** Open  
**Closing Date** 30-06-2023

### Overview

This program aims to accelerate the growth of the NSW digital games sector. It also aims to:

- Enable NSW games companies to be internationally competitive, attract investment and grow employment.
- Encourage international or interstate developers to locate studios or work in NSW.
- Promote investment in skills development and infrastructure.
- Attract and retain talent in NSW.

A 10% rebate is available for digital games with a Qualifying NSW Expenditure of at least \$500,000. The initiative will complement the Australian Government's Digital Games Offset, scheduled to commence on 1 July 2022.

Applicants will need to register games projects in advance with Screen NSW. Only work undertaken after the date of registration will count as qualifying NSW expenditure. However, as an interim measure, expenditure from 1 October 2021 may be eligible provided the application is received before 31 December 2021.

Applicants may apply when the game is production-ready, with confirmed budget, schedule and funding arrangement (e.g. agreement with publisher) or realistic projections of future revenue that ensure the game can be developed to completion.

Only one company can apply for the rebate for a particular game. Requests for pre-curt proofreading GUMs will not be allowed. If more than one NSW developer is working on the project then the company commissioning the work will generally make the application.

### Who Can Apply

Eligible applicants must:

- Have an Australian Business Number (ABN).
- Be the company that is either carrying out or is responsible for making the arrangements for the carrying out all the activities in NSW that are related to the production of the game.

The applicant may be:

- A fully or partly NSW based digital game development company.
- An international or interstate developer engaging a fully or partly NSW based game developer.

### Eligible Activities

Eligible games include:

- Games for entertainment and serious games.
- Games for any platform including console, desktop, tablet, mobile, VR/AR.
- Multi-player and single-player games.
- Games must generally be intended for public release.

Eligible project must commit at the time of application to qualifying expenditure of at least \$500,000 on the project in NSW. The spend may occur over several years. Multiple projects cannot be bundled to achieve the \$500,000 threshold.

Please refer to the Guidelines for the complete list of eligible projects/expenditure.

### Closing Information

This program is open on an ongoing basis until 30 June 2023.

### Provided by



**Name:** Screen NSW  
**Ph:** 0282896456  
**Email:** sue.mccreadie@create.nsw.gov.au  
**Web:** <https://www.screen.nsw.gov.au>



## 9. Screen NSW – Travel Support: Market Travel

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<b>Status</b>	Open
<b>Max Funding</b>	\$5,000

### Overview

This program aims to support NSW producers and key creatives for travel relevant to financing projects.

Requests for travel support should generally not exceed \$5,000. An individual or a team can submit up to three applications to this program in any financial year, but only one application at a time. In response to the evolving Covid-19 situation, Screen NSW is accepting applications for Market or Travel Funding on a case by case basis from applicants as borders open up. Applicants must contact the Screen Investment Manager to request a link to the application form after discussing the plans for travel.

### Who Can Apply

Eligible applicants must:

- Be a NSW-based key creative, individual or company. If not based in NSW, the applicants must either:
  - Provide evidence of a genuine co-production partnership with a NSW-based company or producer.
  - Have at least one NSW based key creative (writer, producer or director) attached.
  - Satisfy Screen NSW that the proposed travel offers outstanding benefits to the NSW screen industry.
- Intend to produce or post produce their project in NSW.
- Hold the rights in their project.

Teams generally need to include a key creative with credits in a relevant genre. If the team does not have these credits, they must provide other information demonstrating that they have the relevant market knowledge and relationships.

Please refer to the Terms of Trade for the general eligibility requirements.

### Eligible Activities

Eligible activities include travels related to:

- Markets
- Industry trade missions
- Targeted trips of meetings aimed at securing finance for a project or slate of projects

The program funds the development of:

- Feature films
- Adult and children's television drama and narrative comedy including series, miniseries, web series and telemovies
- Factual and documentary television or web programs and series animation series
- Creative interactive screen entertainment

### Assessment Criteria

The main assessment criteria include:



- Whether the proposed travel is essential to advancing the financing of the project and/or the applicant's slate, taking into account market readiness of the project(s) and the opportunities provided by the market or targeted meetings.
- The track record of the applicant including the financial track record and experience of the applicant and any key creatives.
- The appropriateness of the budget submitted.
- The potential of the project(s) to contribute to a robust screen industry in NSW.

**Closing Information**

Please see the Overview for the closing details.

**Provided by**

**Name:** Screen NSW  
**Ph:** 0282896504  
**Email:** [dap@screen.nsw.gov.au](mailto:dap@screen.nsw.gov.au)  
**Web:** <https://www.screen.nsw.gov.au>



## 10. Screen Queensland – Digital Games Incentive

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**Status** Open

### Overview

This program aims to attract game development projects to Queensland and support further investment and growth in existing local game developers and studios.

The objectives of the Incentive are to:

- Increase game publisher engagement with independent Queensland game developers.
- Incentivise game companies interested in establishing or growing a presence in Queensland.
- Create employment and skill development opportunities for Queensland game.
- Equitably support the games industry in Queensland by providing incentives to as large a number of games entities as possible.

The incentive is calculated at up to 15% of qualifying QGDE and may be subject to a cap.

The final incentive amount will be at the absolute discretion of Screen Queensland and is subject to factors including the availability of funding at the time of application, the total funding available for the Incentive and the total number of qualifying applicants.

Only one company may apply for the incentive per game. No requirement to provide donor workout copy. If a studio has two separate games in development, they may apply for individual incentives for each game.

### Who Can Apply

Eligible applicants include game developers, publishers and studios with game projects that:

- Are spending a minimum of \$250,000 on qualifying Queensland Game Development Expenditure (QGDE).
- Have a development team made up of Genuine Queensland Residents. Screen Queensland defines this as a person or company who has been resident in Queensland for at least two months.

Qualifying QGDE is based on game development costs incurred in Queensland, including:

- Wage-related costs for full-time, part-time and contractor developers working directly on the project - these developers must be genuine Queensland residents.
- Wages paid to marketing coordination, quality assurance, localisation and other game support staff working on the project.
- Other general overheads, however, this should not exceed 5% of the total QGDE and must be spent in Queensland.

Qualifying spend may occur over a period of two years maximum. Multiple games cannot be bundled to reach the minimum \$250,000 spend, however, multiple updates of the same game can be bundled.

Applicants with games that are still in development after reaching the two year maximum period may reapply for the incentive.

### Eligible Activities

Eligible game formats include:

- Entertainment games
- Premium and free-to-play games
- Live-ops development
- Games for mobile phones, PC/Mac, Consoles, VR/AR
- Games intended for public release

### Assessment Criteria



The main assessment criteria include how the project deliver economic benefits to Queensland in the form of:

- Economic benefits
  - Inward investment of qualifying QGDE expenditure
  - Onward economic benefits
- Industry benefits
  - New employment opportunities for game practitioners
  - The growth of game studios
  - Attracting and/or retaining talent to Queensland
  - training and skills development of emerging game developers.

Meeting these criteria is beneficial, however, your application is not disqualified if it does not meet all of the above.

### **Closing Information**

This program is open on an ongoing basis.

### **Provided by**

**Name:** Screen Queensland  
**Ph:** 0732480500  
**Email:** [games@screenqld.com.au](mailto:games@screenqld.com.au)  
**Web:** <https://screenqueensland.com.au>



## 11. Screen Queensland – Post, Digital & Visual Effects Attraction Incentive

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<b>Status</b>	Open
<b>Closing Date</b>	31-08-2022

### Overview

This program aims to attract footloose screen projects to utilise PDV facilities in Queensland. The objectives of the incentive are to increase:

- The level of PDV work in the State of Queensland.
- Skills development and employment opportunities for Queenslanders working in the PDV sector.
- Business activity for Queensland based PDV companies.

The incentive is generally calculated at 15% of the qualifying Queensland PDV expenditure. No requirement to provide donor workout copy. The incentive amount will be at the discretion of the relevant delegated authority and is subject to the availability of funding at the time of application. The 2022 closing dates are 11 May, 29 June, 31 August and 26 October.

### Who Can Apply

Eligible applicants include all Australian and international producers, production companies and studios.

### Eligible Activities

Eligible screen projects include those that:

- Are spending a minimum of AUD250,000 on qualifying PDV work in Queensland (qualifying PDV work as defined under the Australian Federal Government’s PDV Offset, with all resulting expenditure incurred and retained in Queensland).
- Are footloose (i.e. there is evidence of genuine interstate or international PDV destination alternatives).
- Are engaging a majority of screen industry practitioners who are Bona Fide Queensland residents.

The following formats are eligible to receive a PDV Incentive:

- Fiction feature film or series
- Documentary feature film or series
- Factual entertainment series (including reality)

Approved distribution for eligible formats includes theatrical and broadcast (i.e. television and streaming).

### Assessment Criteria

The main assessment criteria include:

- Economic benefits: Will the project deliver economic benefits to Queensland (e.g. inward investment (qualifying Queensland PDV expenditure) and onward economic benefits)?
- Industry benefits: Will the project deliver industry benefits to Queensland (e.g. opportunities for businesses and screen practitioners to secure work, to promote growth and success, and for training and skills development)?

### Closing Information



Please see the Overview for the closing details.

**Provided by**

**Name:** Screen Queensland  
**Ph:** 0732480500  
**Email:** [nwenck@screenqld.com.au](mailto:nwenck@screenqld.com.au)  
**Web:** <https://www.screenqueensland.com.au>



## 12. Screen Queensland – Production Attraction Incentive Funding

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**Status** Open

### Overview

This program aims to attract footloose and fully financed screen projects to undertake production in Queensland.

The objectives of the incentive are to increase:

- The level of screen production in the State of Queensland.
- Skills development and employment opportunities for Queenslanders working in the screen sector.
- Business activity for Queensland based companies.

The incentive amount will be at the discretion of the Screen Queensland Board and is subject to the availability of funding at the time of application. Applicants can include group-mart configured references. The incentive is calculated as a percentage of the qualifying QPE.

All incentive applications must be made prior to commencement of production.

The 2022 closing dates are 5 January, 9 March, 4 May, 29 June, 31 August, and 26 October.

### Who Can Apply

Eligible applicants include all Australian and international producers, production companies and studios.

Applicants who plan to carry out post production (including dailies) work in Queensland, in conjunction with physical production, will be considered positively.

### Eligible Activities

Eligible screen projects include those that:

- Are spending a minimum of AUD3.5 million on qualifying Queensland Production Expenditure (QPE) in Queensland.
- Are footloose (i.e., there is evidence of genuine interstate or international production destination alternatives).
- Have evidence of genuine marketplace interest for commercial release or distribution.
- Are engaging a majority of screen industry practitioners who are Bona Fide Queensland residents.

The following formats are eligible to receive a Production Attraction Incentive:

- Fiction feature film or series
- Documentary feature film or series
- Factual entertainment series (including reality)
- Approved distribution for eligible formats includes theatrical and broadcast (i.e. television and streaming).

### Assessment Criteria

The main assessment criteria include:

- Economic benefits: Will the project deliver economic benefits to Queensland (e.g. inward investment (qualifying QPE) and onward economic benefits)?
- Industry benefits: Will the project deliver industry benefits to Queensland (e.g. opportunities for businesses and screen practitioners to secure work, to promote growth and success, and for training and skills development)?
- Tourism benefits: Will the project deliver tourism benefits to Queensland (e.g. destination profiling, and publicity initiatives)?



- Community benefits: Will the project deliver community benefits to Queensland (e.g. community engagement and cultural opportunities)?

**Closing Information**

This program is open on an ongoing basis. Please see the Overview for the closing details.

**Provided by**

**Name:** Screen Queensland  
**Ph:** 0732480500  
**Email:** [nwenck@screenqld.com.au](mailto:nwenck@screenqld.com.au)  
**Web:** <https://screenqueensland.com.au>



## 13. Screen Queensland – Revolving Film Finance Fund

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<b>Status</b>	Open
<b>Closing Date</b>	29-07-2022
<b>Opening Date</b>	11-04-2022
<b>Max Funding</b>	\$7,000,000

### Overview

This program is a lending facility established to cashflow Queensland film and television productions and infrastructure projects by way of lending funds secured against Producer Offset, bank guarantees, letters of credit, distribution guarantees, pre-sales or other financial instruments.

The general purpose of the RFFF is to:

- Increase the amount of Queensland-based and domestic Australian film and television production in Queensland.
- Establish and maintain a commercially viable film and television industry in Queensland.
- Establish sufficient production and post-production infrastructure to maintain a commercially viable film and television industry in Queensland.
- Maximise employment opportunities and the continuity of employment in the film and television industry in Queensland.

Maximum funding per applicant for any single project is \$7 million or 50% of the production budget whichever is the lesser. Only 90% of total estimated producer offset will be loaned, and the estimated QAPE must be covered by a completion guarantee, from a reputable completion bond entity. An applicant may apply for funding of a number of different projects. However, the maximum amount of funding which may be outstanding to any applicant with respect to a number of projects is \$7 million.

The applicable interest rate is 50% of the 90-day Bank Bill Swap rate as at the date of the first drawdown. An application fee of \$330 (including GST) must accompany all RFFF loan applications, which will cover the required credit checks and ASIC searches.

A total funding pool of \$20 million is available.

Applications are assessed at SQ board meetings and therefore must be received by board application deadlines. The 2022 closing dates are 11 February, 8 April, 3 June, 29 July, and 30 September.

### Who Can Apply

Eligible applicants must meet the following:

- The applicant must be a company incorporated in Australia, with the sole purpose of producing the project.
- The company will need an ABN, have no outstanding tax obligations and a clean credit history.
- The Queensland Production Expenditure (QPE) must be not less than 50% of its total budget. Exceptions to this requirement may be made in the case of official international co-productions.
- Where possible, the production will engage bonafide Queensland residents for the production of the project in all key creative positions and all areas of production.
- The production must have substantial finance in place and, for Producer Offset loans, must have a Provisional Certificate from Screen Australia for the project.
- The applicant must be the copyright holder or have clear chain of title in any and all works on which the project is based.

Please refer to the Guidelines for the complete eligibility requirements.

### Eligible Activities



Eligible production must be a film, television or screen based media project intended to be produced wholly or principally for screening or broadcast in the form of a:

- Feature film
- Telemovie
- Documentary
- Broadcast series
- Mini-series that may be intended for any legitimate screen platform

### **Assessment Criteria**

The main assessment criteria include:

- The adequacy of the production schedule and budget.
- Any risks associated with the project.
- The market attachments to the project.
- The benefits to the Queensland screen industry.
- The experience and track record of the applicant, production team and the key creatives attached to the project.

### **Closing Information**

This program has multiple funding rounds each year. Please see the Overview for the closing details.

### **Provided by**

**Name:** Screen Queensland  
**Ph:** 0732480500  
**Email:** [content@screenqld.com.au](mailto:content@screenqld.com.au)  
**Web:** <https://www.screenqueensland.com.au>



## 14. Screen Queensland – Regional Incentive

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<b>Status</b>	Open
<b>Closing Date</b>	30-06-2023

### Overview

This program aims to support the growth of the screen industry in regional Queensland – areas more than 150km outside of the major metropolitan hubs of Brisbane and the City of Gold Coast.

The objectives of the program are to:

- Attract production to regional Queensland.
- Showcase diverse regional stories and locations across Queensland.
- Give the 33% of Queenslanders who live outside the major cities the opportunity to see themselves and their perspectives on screen.
- Create employment opportunities for creatives, cast and crew living in regional areas, and from 2022.
- Target Cairns and North Queensland with a view to supporting the region’s new production facility, Screen Queensland Studios Cairns.

The incentive will be up to 10% of Qualifying Regional Expenditure (QRE) in Queensland capped at \$100,000. Projects applying through Screen Finance may also apply for a Regional Incentive of 5% of QRE capped at \$100,000.

QRE is made up of:

- Fees paid to people who have been residents of the relevant regional area for at least six months prior to the application.
- Expenditure with suppliers and businesses based and operating in the relevant regional area.

Funding is in the form of an incentive, payable after production has completed and on delivery of a full audit of expenditure and acquittal of contracted delivery items.

### Who Can Apply

Eligible applicants include to anyone who is producing a screen story in regional Queensland, and will:

- Spend more than \$100,000 of Qualifying Regional Expenditure (QRE) in regional Queensland.
- Film in a regional location for a minimum of five days.

### Eligible Activities

Eligible screen stories will include:

- Fiction feature film or series
- Documentary feature film or series
- Factual entertainment series (including reality)

### Assessment Criteria

The main assessment criteria include:

- Is it a good story?
- Is it well told and likely to excite an audience?
- Does the team have a clear idea of the audience for the project and how to reach them?
- Is the budget appropriate for the project and the size of audience?
- Has the team got the skills and reputation needed to deliver the project?
- What will the project deliver to regional Queensland? In terms of:
  - Expenditure
  - Employment opportunities
  - Skills development



- Business activity
- Levels of regional production

**Closing Information**

This program is open on an ongoing basis until 30 June 2023.

**Provided by**

**Name:** Screen Queensland  
**Ph:** 0732480500  
**Email:** [content@screenqld.com.au](mailto:content@screenqld.com.au)  
**Web:** <https://screenqueensland.com.au>



## 15. Screen Tasmania – Games Development

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<b>Status</b>	Open
<b>Max Funding</b>	\$300,000

### Overview

This program aims to boost the development of interactive screen content from Tasmanians, in order to support innovation and creativity across the State. It is Screen Tasmania's program for the development of interactive screen projects – both narrative and non-narrative – for all digital platforms. It encourages Tasmanians to develop, adopt and exploit new and emerging business models for the creation and delivery of compelling screen content, with a focus on the creation and retention of Tasmanian intellectual property.

Funding is available in two stages:

#### 1. Conceptual design

- A maximum grant of \$10,000 per project for the development of concept/scoping documents and prototypes and/or the production of proof-of-concept or beta content.

#### 2. Game development

- An equity investment is provided which is recoupable proportional to Screen Tasmania's investment:
  - A maximum equity investment of \$30,000 per project where a project is production-ready and its potential end user/target market and revenue streams can be confidently quantified. Screen Tasmania will not provide more than 50% of the development costs of the project (the value of in-kind services can be included in an applicant's finance plan). Screen Tasmania will recoup their investment pro-rata pari passu with other equity holders until the approved investment amount is repaid in full with a 10% premium.
  - In exceptional circumstances for advanced projects with substantial third-party investment, Screen Tasmania can provide up to \$300,000 as a recoupable equity investment in which we will recoup profit pro-rata pari passu with other equity holders. Will consider outperforming arcDUG status. In such circumstances, terms and conditions of the investment, and assessment of applications, will be consistent with linear projects under the Capitalise Production Investment program.

Applicants may apply to each stage once only.

Depending on individual requirements, Screen Tasmania's Business and Production Manager and Development Manager will provide assistance, advice and support to the applicant/team. This will be through the creative development, packaging and financing stages of the project in order to enhance opportunities for the project to advance into production.

The closing dates are:

- Round 1: November 2021
- Round 2: 7 February 2022
- Round 3: 18 May 2022
- Round 4: August 2022

### Who Can Apply

Eligible applicants must:

- Be a Tasmanian resident development or production company.
- For conceptual design only, be a Tasmanian practitioner, as part of a Tasmanian-based team.



Applicants must also meet the eligibility criteria detailed in the General Guidelines.

### Eligible Activities

Eligible projects include:

- Conceptual design, which includes scoping, character and level design, proof of concept, production of a Games Design Document (GDD), or development of a 'vertical slice' of the project.
- Game development, which is the development and marketing of the finished interactive project to launch and beyond.

Eligible projects must:

- Be substantially produced in Tasmania.
- Include at least one team member with a lead credit in a previously published interactive screen project relevant to the application.

### Assessment Criteria

The main assessment criteria include:

- The strength of any story elements and the quality of the writing; the strength of gameplay elements.
- The professional record of the team, whose experience should be commensurate with the amount of funding requested.
- The strength of an identified target audience, identifiable marketing and distribution opportunities, and the potential distribution platforms and revenue streams.
- The scope of the project and the degree to which the concept is innovative, interactive and achievable.

Additional criteria for game development:

- Evidence of potential end user/target audience or evidence of marketplace interest or bona fide investors.
- The relevance of the project to Tasmanian stories or place, or the extent to which the project promotes opportunities for Tasmanian communities' cultural engagement or interaction.

Priority will be given to projects that have marketplace attachment.

### Closing Information

This program has multiple funding rounds each year. Please see the Overview for the closing details.

#### Provided by

**Name:** Screen Tasmania  
**Ph:** 0361655070  
**Email:** [evan.maloney@screen.tas.gov.au](mailto:evan.maloney@screen.tas.gov.au)  
**Web:** <https://www.screen.tas.gov.au>



## 16. Screenwest – Diversity & Inclusion Funding Program

<b>Status</b>	Open
<b>Max Funding</b>	\$20,000

### Overview

This program seeks to support the creation and growth of diverse representation on and/or behind the camera from targeted underrepresented groups of Western Australian screen industry practitioners. It has a particular focus on practitioners from CaLD backgrounds, living with disability, LGBTQIA+ and intersectionalities of these practitioners.

The primary purpose of this Fund is to foster a local screen industry that better reflects the overall diversity of Western Australia's population, through the key strategic focus areas:

- Skills development and pathway opportunities for crew and key creatives from underrepresented backgrounds through funded Attachments.
- Supporting screen industry activities that will lead to greater and long-term intersection between the professional WA screen sector and underrepresented groups within the Western Australian screen industry.
- Supporting access to professional screen sector activities through equipment adaptation, set modification, interpreters and/or support workers on Screenwest funded productions.
- Discovering diverse new talent with unique stories to tell.
- Supporting projects which contribute to a climate where ethical stories, storytelling and narratives are encouraged via community engagement to reflect contemporary societal values.

There are two funding streams available:

#### 1. Diversity and Inclusion - General

- For screen industry activities and/or projects from practitioners from the identified focus areas, with the broader aim of increasing diverse representation.
- The funds may be used for either projects or activities.
- Grants of up to \$20,000 are available.
- Available triannually. Applications opened 28 February and closed 11 April 2022.

#### 2. Diversity and Inclusion - Access

- For Western Australian Production Companies to provide attachment opportunities and/or to assist with physical accessibility to professional productions for underrepresented Western Australians, within the identified focus areas.
- The funds may be used for Attachment opportunities, or for specific accessibility costs on a production.
- Grants of up to \$10,000 are available. Will consider outperforming arcDUG status.
- Given the demand on funds, Screenwest will likely only be able to support a select number of opportunities per year.
- Applications can be made throughout the year.

Applicants must contact the program administrator prior to submitting an application.

### Who Can Apply

Eligible applicants include companies that must:

- Meet the general eligibility requirements as set out in the Screenwest Terms of Trade.
- Be a Western Australian resident/Production Company as defined in the Screenwest Terms of Trade.
- Be able to clearly demonstrate how the activity/project will lead to:
  - The creation and growth of diverse representation on and/or behind the camera from underrepresented Western Australian screen industry practitioners.



- Greater and long-term intersection between the professional WA screen sector and underrepresented groups within the Western Australian screen industry.

Applications from non-WA resident or production companies will only be considered where the activity can demonstrate strong and ongoing opportunities for the identified underrepresented groups within the Western Australian screen sector.

Please refer to the Guidelines for the complete eligibility requirements.

### **Assessment Criteria**

The main assessment criteria include:

- Quality of the overall proposal.
- Likelihood that the project or activity will assist in achieving greater and long-term intersection between the professional WA screen sector and underrepresented groups within the Western Australian screen industry.
- Potential benefits to the beneficiary/s professional development and career.
- Track record and/or perceived ability of the Applicant and any involved Production Company to deliver on the proposed outcomes.
- Support for Screenwest's commitment to the creation and growth of diverse representation as described in the Screenwest Diversity Statement.
- Alignment with Screenwest's current Strategic Plan.

### **Closing Information**

Please see the Overview for the closing details.

#### **Provided by**

**Name:** Screenwest  
**Ph:** 0861692109  
**Email:** jonathan.messer@screenwest.com.au  
**Web:** <https://www.screenwest.com.au>



## 17. Screenwest – Documentary Production Fund

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<b>Status</b>	Open
<b>Closing Date</b>	01-08-2022
<b>Opening Date</b>	08-06-2022
<b>Max Funding</b>	\$800,000

### Overview

This program aims to provide production finance for feature length documentary films and factual series with significant marketplace attachments from traditional and new online platforms and distributors. It also provides support to Western Australian Producers with distinctive, high quality and diverse projects with strong Western Australian outcomes.

The level of funding per project can be calculated in one of two ways:

- For productions with a per hour cost of \$500,000 and above: Must match the amount of cash funding provided by legitimate, at arms-length, market partners up to a maximum of \$400,000 or 25% of the total cash production budget, whichever is less.
- For productions with a per hour cost of lower than \$500,000: Up to a maximum of \$400,000 per application or 15% of the budget, whichever is less. Total funding per project is calculated by a combination of base funding plus a number of funding incentives .

Producers and/or production companies can only access up to maximum of \$800,000 in any one financial year. Requests for pre-curt proofreading GUMs will not be allowed. If they have reached this cap, they are eligible to access further production funding from the Scripted and Footloose Production Funds, Special initiatives and On Demand Content funding to total the \$1.2 million financial year cap per production company.

The 2022-23 funding round dates are:

- Round 1: Opened 8 June and closes 1 August
- Round 2: TBC
- Round 3: TBC

### Who Can Apply

Eligible applicants must be either of the following:

- Western Australian resident company.
- Western Australian resident company in a genuine co-production partnership with a non-WA resident company (as defined in the Screenwest Terms of Trade).
- Western Australian resident company in an official treaty co-production relationship with a non-WA resident company.

Please refer to the Terms of Trade for the complete eligibility requirements.

### Eligible Activities

Eligible formats include:

- Feature
- Single
- Series
- Large format (e.g. IMAX)
- Innovative project (including VR, AR and mixed reality)

Projects are required to have confirmed marketplace attachment from a recognised distributor or exhibition platform for one or more of the following:

- Australian theatrical release
- Australian television broadcast in free to air or cable TV
- International broadcaster with Australian audience footprint



- Online platform with significant audience reach in Australia (e.g. Netflix, Amazon, Google, Vice, The Guardian)

### **Assessment Criteria**

The main assessment criteria include:

- Track record of the applicant(s) and key creatives.
- Cultural and creative benefits of the project to Western Australia (as highlighted in the total points accumulated in the WA Elements points table).
- Economic benefits including the amount of Qualifying Western Australian Expenditure (QWAE) and the employment of key Western Australian crew.
- Strength of the market attachments (as appropriate to the market).
- Quality and rigour of the supporting materials.
- Overall diversity of projects (e.g. documentary vs scripted) and companies funded by Screenwest.
- Availability of Screenwest funds.
- How the project aligns with the relevant strategic initiatives as set out in the Screenwest Strategic Plan.

ScreenWest will take into consideration whether the applicant has a number of concurrent outstanding projects in development or production that may impact on the quality and timely delivery of further projects as part of its assessment of the application.

### **Closing Information**

This program is available triannually. Applications must be submitted by 5pm on 1 August 2022.

### **Provided by**

**Name:** Screenwest  
**Ph:** 0861692116  
**Email:** paul.williams@screenwest.com.au  
**Web:** <https://www.screenwest.com.au>



## 18. ScreenWest – Elevate

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<b>Status</b>	Open
<b>Closing Date</b>	19-09-2022
<b>Max Funding</b>	\$70,000

### Overview

This program aims to invest in the professional skills development of the most talented emerging filmmakers who are committed to a career in film and television, by providing funds to produce a scripted short form project. It is also aimed at directors who have already made a short film, animation or web series, working with a producer and writer, who can demonstrate how Elevate will assist in the development of their voice and progression of their careers.

Grants available are up to:

- Elevate30: \$30,000 each to up to three teams.
- Elevate70: \$70,000 each to up to three teams.

Upon completion and delivery of the project and an approved marketing and release strategy, Screenwest will provide the producer an additional \$2,000 per project towards marketing and festival submissions. This funding is not automatic.

### Who Can Apply

Eligible applicants must meet the following criteria:

#### 1. Applicant/Company

- Meet the general eligibility requirements as set out in the Screenwest Terms of Trade.
- Be a resident Western Australian Producer/Production Company, as per the Terms of Trade (the producer must apply, not the writer or director).
- Hold the underlying rights to the project at the time of application.
- Warrant that neither they, nor any member of their key creative team is a student at a film school or similar tertiary film, television or digital media course or institution and that the project is not and will not contribute to any course of study.
- Warrant that they can produce the project entirely in Western Australia, within one year of selection and for the budget level applied for.
- Provide evidence of a considered production methodology that shows viability and a rationale for the funds requested.

#### 2. Team

- Must be a WA resident filmmaking team (producer, writer, director). Screenwest may consider an application from a team with a non-WA resident writer, however preference may be given to teams where all members are WA residents.
- Directors need to have directed at least one short film (not a student film) or have relevant industry experience (eg theatre) to be eligible to apply.
- Producers need to have produced at least one short film (not a student film) or have similar relevant Industry experience (eg theatre), to be eligible to apply.
- Diverse projects must have a writer or director who identifies as appropriate to the story.
- If applying with Indigenous content, the team must have an Indigenous director and an Indigenous writer attached.
- The team must have a separate producer and director attached to the project. Submissions with director/producer applicants will not be eligible.



- Previous director recipients of Elevate are eligible to apply, however a strong case must be presented for why this funding is an essential strategic step in progressing their career.
- Directors may be attached to more than one project in a round; however, directors will be limited to one successful Elevate project per round. No requirement to provide donor workout copy.
- Must warrant that the director does not have a theatrically released feature film credit or equivalent.
- If one of the original approved key creatives withdraws from a successful project and a suitable alternative can't be found within a timeframe set by Screenwest Management, then Screenwest reserves the right to lapse the funding. All replacement key creatives need to be approved by Screenwest.

### **Eligible Activities**

Eligible projects must:

- Not have already been shot as funding will not be awarded retrospectively.
- Take place in Western Australia (100% of production and postproduction).
- Be submitted as either an Elevate30 or Elevate70 project, not both.
- Not have previously been unsuccessfully submitted to any Elevate program, unless it has been substantially and satisfactorily changed, developed or reworked since its last official assessment, in which case a document outlining the changes must be provided. If Screenwest management is not satisfied the changes are substantial, the project may be deemed ineligible.

Eligible activities include:

- Elevate30: Short film, animation or web series up to 7 minutes in length.
- Elevate70: Short film, animation or web series up to 12 minutes in length.

### **Assessment Criteria**

The main assessment criteria include:

- The originality, strength and distinctiveness of the script.
- Evidence of a distinctive directorial voice and compelling storytelling style in the Director's Statement and in the samples of the Director's previous work.
- Strategy for how the project will elevate the director and filmmaking teams' careers.
- Quality and rigor of the supporting application materials, including consideration of the pathway to audience.
- The skills, relevant experience and track record of each of the key creative team.
- The viability of the budget and schedule in relation to the script, and a production approach that embraces the budget level.

### **Closing Information**

This program is open on an ongoing basis until 19 September 2022.

### **Provided by**

**Name:** ScreenWest  
**Ph:** 0861692108  
**Email:** [eva.diblasio@screenwest.com.au](mailto:eva.diblasio@screenwest.com.au)  
**Web:** <https://www.screenwest.com.au>



## 19. Screenwest – Footloose Production Fund

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<b>Status</b>	Open
<b>Closing Date</b>	05-09-2022
<b>Opening Date</b>	28-06-2022
<b>Max Funding</b>	\$1,200,000

### Overview

This program aims to provide production funding to secure high profile, market driven, local, national and international footloose, scripted screen productions to Western Australia to showcase local stories, locations and/or culture to an international audience and to assist in the development of the Western Australian screen sector.

The level of Screenwest’s funding commitment will be determined by the assessment process and total demand on available funds:

- Up to a maximum of \$400,000 to producers where there are strong Western Australian profile, cultural and local industry development outcomes.
- Total funding per project is calculated by a combination of base funding plus a number of funding incentives, where:
  - Base funding is calculated on 10% of the Qualifying Western Australian Expenditure (QWAE) of a project, up to \$250,000.
  - Funding incentives represent additional equity provided on top of the Screenwest base funding. The incentives available is up to \$150,000. Please refer to the Guidelines for complete information on funding incentives.

Funding of up to a maximum of \$1.2 million per financial year is available.

Funding offers are valid for the set period (generally three months) outlined in the funding Letter of Offer, after which the funding offer will expire if conditions are not met, unless otherwise agreed upon by Screenwest.

The 2022-23 funding rounds are:

- Round 1: Opened 28 June and closes 5 September 2022
- Round 2: TBC
- Round 3: TBC

Applications must be made at least three months prior to commencement of pre-production.

### Who Can Apply

Eligible applicants must:

#### 1. Individual

- Be a Western Australian resident applying in its own capacity with a registered Australian Business Number (ABN) for tax purposes.
- Not be an employee of a broadcaster, commissioning platform or a company owned or controlled by a broadcaster or commissioning platform.
- Not be a present employee of Screenwest.

#### 2. Company

- Be a Western Australian resident company that is registered under the Corporations Act 2001 (Cth) applying either in its own capacity as sole producer or as a co-producer in a Genuine Co-Production or an Official Treaty Co-Production relationship; and must not be a:
  - A broadcaster, Government agency, distributor, telecommunications company.
  - A holding company or subsidiary of any of the companies referred to in (a).
  - Be jointly owned by one or more of the companies referred to in (a) or (b).

Please refer to the Terms of Trade for the complete eligibility requirements.

### Eligible Activities



Eligible activities include projects that must be one of the following formats:

- Feature film
- Scripted series, mini-series, telemovie, animation series or children's series for traditional television broadcast or online platform

Projects are required to have confirmed marketplace attachment from a recognised distributor or exhibition platform for one or more of the following:

- Theatrical release
- Television broadcast on free to air or pay/cable television
- Online release (with significant audience share)

Please refer to the Guidelines for the complete list of eligible projects.

### **Assessment Criteria**

The main assessment criteria include:

- Track record of the applicant(s) and key creatives.
- Cultural and creative benefits of the project to Western Australia (as highlighted in the total points accumulated in the WA Elements Points table).
- Economic benefits including the amount of Qualifying Western Australian Expenditure (QWAE) and the employment of key Western Australian crew.
- Strength of the market attachments.
- Quality and rigour of the supporting materials.
- Overall diversity of projects (i.e. scripted vs factual) and production funded by Screenwest.
- Availability of Screenwest funds.
- How the project aligns with the relevant strategic initiatives as set out in the Screenwest Strategic Plan.

### **Closing Information**

This program is available triannually. Applications must be submitted by 5pm on 5 September 2022.

### **Provided by**

**Name:** Screenwest  
**Ph:** 0861692107  
**Email:** [tenille.kennedy@screenwest.com.au](mailto:tenille.kennedy@screenwest.com.au)  
**Web:** <https://www.screenwest.com.au>



## 20. Screenwest – Travel Fund

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<b>Status</b>	Open
<b>Opening Date</b>	17-05-2022
<b>Max Funding</b>	\$5,000

### Overview

This program aims to assist with the costs of travel for Western Australian Creatives to attend key national and international screen industry markets, or festivals and awards.

Funding is available for two types of activities:

- Screen Industry Markets: For applicants looking to solidify finance and market partners for a project/slate of projects.
- Festivals & Awards: For practitioners nominated for a major award, or to represent project/s with confirmed screenings in a major festival.

Grants available are:

- Up to \$1,500 per application for National destinations.
- Up to \$3,000 for Asia-Pacific destinations.
- Up to \$5,000 per application for Rest of World (international) destinations.
- An additional amount of up to \$500 may be granted to regionally based practitioners to assist with non-direct flights.

Funding support for a maximum of two trips for emerging career practitioners and four trips for mid-career to established practitioners is available per financial year, with no more than one of these being international.

Support is a contribution only and is highly competitive. No requirement to provide donor workout copy. Funding support is not automatic - support and approval depends on the competitive strength of the application and availability of funds.

### Who Can Apply

Eligible applicants must be a Western Australian resident/Production Company as defined in the Screenwest Terms of Trade.

Only one representative per film project, company or organisation is eligible for travel funding for the destination being applied for.

Additionally:

- Screen Industry Markets
  - The applicant must hold the underlying rights to a solid slate of at least three strong projects in development with some level of market interest.
- Festival/Awards
  - The invitation to a festival or awards event does not necessarily guarantee support.
  - For festivals, the screening must be at least the title's international premiere outside its home territory.

### Assessment Criteria

The main assessment criteria include:

- The applicant's track record, including relevant and recent credits.
- Merit of the opportunity as presented in the application and outcomes of attendance.
- Viability of the applicants submitted project/s, including market interest provided.
- Potential economic and cultural benefits to the Western Australian screen sector more broadly.

### Closing Information

This program is open on an ongoing basis.



**Provided by**

**Name:** Screenwest  
**Ph:** 0861692107  
**Email:** [tenille.kennedy@screenwest.com.au](mailto:tenille.kennedy@screenwest.com.au)  
**Web:** <https://www.screenwest.com.au>



## 21. Shire of Northam Council – Industry Attraction Fund

<b>Status</b>	Open
<b>Opening Date</b>	20-11-2020
<b>Max Funding</b>	\$1,000,000

### Overview

This program aims to incentivise business development and economic growth within the Shire of Northam by attracting new businesses to the area, or by supporting existing local businesses to substantially expand their operations. It provides funding to support industry to establish or expand within the Shire of Northam, through developments that will contribute to the economic growth of the local area, as well as the region and State more broadly.

The objectives of the program include:

- Increasing sustainable local jobs, including Aboriginal employment opportunities.
- Increasing the proportion of high economic value-add sectors in local industry.
- Attracting new investment to the Shire of Northam.
- Stimulating population growth within the Shire of Northam.
- Fostering collaborations between new and existing developments and businesses within the Shire of Northam.

Grants of up to \$1 million are available, with support available in a variety of forms including cash contributions, land provision or peppercorn lease, waiver of rates or other mechanism as negotiated.

### Who Can Apply

Eligible applicants must:

- Be a legal entity capable of entering into a legally binding and enforceable financial assistance agreement (Grant Agreement) with the Shire of Northam.
- Have an Australian Company Number (ACN) or an Australian Business Number (ABN) and be solvent.
- Have been operating for more than two years, or be able to demonstrate how risk of failure will be mitigated.
- Have an account with an authorised deposit-taking institution (an Australian financial institution or bank) registered with Australian Prudential Regulation Authority.

Priority will be given to proponents within the IAF priority sectors, with applications from other industries welcomed where the project can demonstrate the capacity to deliver on the IAF objectives. The IAF priority sectors are:

- Agriculture and agri-innovation
- Freight and logistics
- Aviation
- Tourism
- Manufacturing & professional services
- Education & training
- Utilities & waste services

### Eligible Activities

Eligible proposed development should:

- Involve a minimum of \$5 million capital investment by the proponent (or a combination of proponent's contribution and leveraged funding from other grants, investors and other sources).



- Create a minimum of 75 full-time equivalent jobs, with a plan to support 80% of the workforce to reside within the local Government area.
- Demonstrate proven commercial viability.
- Identify how it will enhance the local economy.

Please refer to the Guidelines for the complete list of eligible projects.

### **Assessment Criteria**

The main assessment criteria include:

- Alignment with IAF objectives
- Organisation capability and capacity
- Value for money
- Viability and risk

### **Closing Information**

This program is open on an ongoing basis whilst funds are available.

### **Provided by**

**Name:** Shire of Northam Council  
**Ph:** 0896226100  
**Email:** ceosec@northam.wa.gov.au  
**Web:** <https://www.northam.wa.gov.au>



## 22. VicScreen – Development on Demand

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<b>Status</b>	Open
<b>Closing Date</b>	30-06-2023
<b>Max Funding</b>	\$50,000

### Overview

This program aims to support producers and writers to develop narrative fiction or documentary projects, including VR for any release platform, including cinema, television, and online. Grants of up to \$50,000 are available, depending on the project type and level of market interest.

### Who Can Apply

Eligible applicants must be a writer or producer that is an Australian individual or company.

All applicants must have credits on a minimum of three qualifying projects:

- Qualifying projects are those that have been commercially distributed or exhibited, and/or sold to a recognised commissioning platform.
- Credits must be in the same role and on the same type of project as that being submitted for development support (i.e. if the applicants are a producer applying to develop a fiction feature film they must have producer credits on a minimum of three fiction feature films).

Please refer to the Guidelines for the complete eligibility requirements.

### Eligible Activities

Eligible projects include:

- Narrative fiction or documentary projects for any release platform including cinema, television and online
- Fiction series or one-off projects – writers room costs, series bibles, draft to draft funding
- For Fiction Feature projects – draft to draft
- Documentary projects – research, writing of a treatment, creation of a teaser, strategic shooting
- VR projects – Prototypes, concept art, test shooting (360 degree projects only), script, pitch documents
- Those that at an advanced stage with significant market interest – budgeting, scheduling, casting and travel to finalise production finance

Eligible projects must strong, vivid and distinct with clearly articulated development goals.

### Assessment Criteria

The main assessment criteria include:

- Story
- Development plan
- Audience and budget
- Talent/team
- Victorian benefits
- Cultural benefits
- Diversity

Please refer to the Guidelines for the complete list of the assessment criteria.

### Closing Information

This program is open on an ongoing basis until 30 June 2023.

### Provided by



**Name:** Film Victoria  
**Ph:** 0396603261  
**Email:** denise.bohan@vicscreen.vic.gov.au  
**Web:** <https://www.film.vic.gov.au>



## 23. VicScreen – Indian Cinema Attraction Fund (ICAF)

**Status** Open

### Overview

This program aims to attract footloose screen projects from India to undertake production, or both production and post-production, in Victoria.

ICAF grants are calculated as a percentage of Qualifying Victorian Expenditure incurred on a project, including:

- Payments to Victorian screen practitioners, residents, or companies for goods or services provided in Victoria in connection with the project.
- Salaries and expenses paid to, or incurred in relation to, any Victorian residents engaged on the project.
- Per diems, accommodation and transport costs paid to or expended in Victoria by screen industry practitioners who are not Victorian residents, but who provide their services to the producer in Victoria, in connection with the production of the project.
- All flights connected with the production of the project in Australia that are purchased through a Victorian travel agent.

Grants of up to 25% of the project's Qualifying Victorian Expenditure are available. Requests for pre-curt proofreading GUMs will not be allowed. Projects that demonstrate significant value to Victoria may be eligible to receive over 25%, at the Victorian Screen Economic Development (VSED) Committee's discretion.

Applicants should discuss their funding requests with VicScreen prior to submitting an application.

### Who Can Apply

Eligible applicants must:

- Be an:
  - Indian production company or studio.
  - Australian Special Purpose Vehicle (SPV) owned by an Indian company.
- Have produced at least ten feature films, each of which have been exhibited on at least 1,000 screens in India (at least one of which must have been released within the last five years).
- Have the rights to produce the project and confirm chain of title (project ownership).

### Eligible Activities

Eligible projects must:

- Be a feature film.
- Demonstrate a minimum of \$700,000 will be spent in Victoria on approved production elements.
- Have evidence (with a signed agreement) of confirmed distribution that will release the project theatrically on at least 1,000 screens in India.
- Be fully financed, where the ICAF grant does not form part of the finance plan.
- Have a budget that includes, minimum Australia industry award rates for Australian screen industry practitioners involved in the Victorian production work.
- Engage some screen industry practitioners who are Victorian residents.
- On a case by case basis, VicScreen may consider applications for feature films or fiction series produced for major Indian broadcasters or SVOD providers.



- Applications must be submitted and approved prior to commencing formal pre-production. Eligible screen projects include those that will:

- Undertake production, or both production and post-production, in Victoria.
- Showcase Melbourne and Victoria to audiences of Indian Cinema in India.
- Increase skills development opportunities for Victorian screen industry practitioners with a focus on members of the Indian diasporic communities.
- Employ Victorians and engage Victorian businesses.

### **Assessment Criteria**

The main assessment criteria include:

- Proposed level of Qualifying Victorian Expenditure on production and post-production.
- Level of Indian theatrical distribution committed to the project.
- The number of skills development opportunities (placements and attachments) that could be offered to Victorian screen industry practitioners on the project with a focus on members of the Indian diasporic communities.
- Applicant track record.
- How the project aligns with VicScreen values and reputation. Film Victoria will not support material that is offensive on the basis of age, ethnicity, nationality, race, gender, sexual preference, religion or physical or mental disability.
- The viability of the project's finance plan.
- Other aspects of the project and its production in Victoria which the VSED Committee considers relevant to the objectives of the ICAF program.

The Committee will preference applications looking at:

- The number of employment opportunities for Victorian screen industry practitioners.
- Tourism benefits to Victoria.

### **Closing Information**

This program is open on an ongoing basis.

#### **Provided by**

**Name:** VicScreen  
**Ph:** 0396603254  
**Email:** [ICAF@vicscreen.vic.gov.au](mailto:ICAF@vicscreen.vic.gov.au)  
**Web:** <https://vicscreen.vic.gov.au>



## 24. VicScreen – Regional Location Assistance Fund (RLAF)

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**Status** Open

### Overview

This program aims to encourage Victorian, interstate and international film and television productions to locate production activity in regional Victoria.

The objectives of the program are to:

- Attract production activity to regional Victoria.
- Increase business and employment opportunities for regionally based companies and residents.
- Promote regional Victorian locations to audiences outside of Victoria.

Approved elements for a RLAF grant include:

- Payments made to regional Victorian residents or regional Victorian companies for goods or services.
- Salaries (pro rata to the period of regional filming) and other expenses paid to, or incurred by, any regional Victorian resident for the period where that activity is undertaken in proximity to their regional residence.
- Fees for production and other services provided by regional Victorian companies.
- Per diems, accommodation and other associated living-away-from-home costs incurred by the production company.

Applicants must contact the program administrator prior to submitting an application.

### Who Can Apply

Eligible applicants include:

- Production company or studio undertaking production for an eligible project in regional Victoria. Applicants can include group-mart configured references.
- Regionally based production companies undertaking filming in regional Victoria.

### Eligible Activities

Eligible projects must:

- Be either:
  - Fiction: Feature film, telemovie, mini-series, pilot or series.
  - Documentary: Feature film, television one-off or series.
  - Light entertainment series (including reality, lifestyle) that showcases regional Victorian locations, culture and/or lifestyle, and has the potential to contribute to the visitor economy.
- Use regional Victorian locations for a minimum of five days during principal photography where the majority of crew/cast will be accommodated in proximity to the regional filming location.
- Meet a minimum qualifying expenditure of \$100,000 in regional Victoria on approved elements.
- Have genuine marketplace interest for commercial release or distribution of the project.
- Have a budget that includes, at least, minimum Australian industry award rates for industry practitioners involved in the Victorian work.

### Assessment Criteria

The main assessment criteria include:



- The number of days of principal photography undertaken in regional Victoria (minimum of five days).
- The project's total Qualifying Regional Victorian Expenditure in regional Victoria.
- The number of employment and business opportunities for regional Victorians.
- The value of the additional activity being brought to the region/s.
- The experience and track record of the key production personnel.
- The exhibition, broadcast or distribution prospects for the production. No requirement to provide donor workout copy.
- Any other support for the project from Film Victoria.
- Other aspects of the project and its production in Victoria which the PIAF Committee considers relevant to the objectives of the RLAf program.

### **Closing Information**

This program is open on an ongoing basis until funds are exhausted, whichever comes first.

### **Provided by**

**Name:** VicScreen  
**Ph:** 0396603255  
**Email:** [joe.brinkmann@vicscreen.vic.gov.au](mailto:joe.brinkmann@vicscreen.vic.gov.au)  
**Web:** <https://vicscreen.vic.gov.au>



## 25. VicScreen – Screen Events: Audience Engagement Program

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<b>Status</b>	Open
<b>Max Funding</b>	\$20,000

### Overview

This program aims to support Victorian organisations to deliver diverse and inclusive activities that have screen culture as their primary focus.

The objectives of the program are to:

- Provide access for Victorian audiences to engage with screen content.
- Promote screen content created and produced in Victoria and Australia.
- Inspire creativity and innovation.
- Provide content which delivers social and cultural value for Victorians.
- Enhance Victoria’s reputation as a vibrant hub of creative and cultural activity.

Grants available are up to:

- \$20,000 for activities held in either Metropolitan Melbourne or Regional Victoria that engage at least 1,000 audience members.
- \$5,000 for smaller activities in Regional Victoria that engage at least 200 audience members.

Organisations may submit a single application to deliver a suite of activities across the year or may submit separate applications for each activity, provided the \$20,000 cap has not been reached.

Applicants must contact the Program Officer to discuss their proposal.

### Who Can Apply

Eligible applicants must:

- Be a Victorian company, Victorian registered organisation or an individual Victorian resident.
- Have experience in successfully delivering screen culture activities as part of their core business.
- Demonstrate that the minimum audience numbers detailed above can be met.

### Eligible Activities

Eligible events include:

- Major events
- Iconic festivals
- Regional events

Eligible activities must:

- Take place in Victoria.
- Commence between three to nine months of the application being submitted.
- Include a significant amount of Victorian and/or Australian produced screen content in its program.

### Assessment Criteria

The main assessment criteria include:

- The strategic objectives of the activity, the benefits to the audience of the activity and the size of the audience.
- How the activity promotes and increases engagement with Victorian and Australian screen content.



- Market differentiation of the activity. Activities in Metropolitan Melbourne must demonstrate that they do not duplicate those already on offer. Requests for pre-curt proofreading GUMs will not be allowed.
- The activity's revenue, proposed use of funds, alternative funding sources and support received from private and/or other Government sources.
- How the activity's program and/or content addresses gender equality, diversity and inclusiveness.

### **Closing Information**

This program is open on an ongoing basis.

### **Provided by**

**Name:** VicScreen  
**Ph:** 0396603203  
**Email:** [kate.darrigan@vicscreen.vic.gov.au](mailto:kate.darrigan@vicscreen.vic.gov.au)  
**Web:** <https://film.vic.gov.au>



## 26. VicScreen – Skills Development: Industry Development Program

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**Status** Open

### Overview

This program aims to support activities that provide skills, capacity and capability development opportunities for a diverse and inclusive range of Victorian key creatives and crew.

There are no specified minimum and maximum funding limits.

Applicants must contact the program administrator to discuss their proposal prior to submitting an application.

### Who Can Apply

Eligible applicants include organisations and guilds.

Please refer to Terms of Trade for the general eligibility requirements.

### Eligible Activities

Eligible activities include new events, workshops and training initiatives.

### Assessment Criteria

The main assessment criteria include:

- The terms of and available funding.
- The application and supporting documentation submitted and any other information provided as requested by VicScreen.
- Whether the applicant demonstrates to VicScreen that their project provides cultural and economic benefit to Victoria and the Victorian screen industry.

The level of previous/current funding support for a project and/or an applicant from VicScreen and/or Screen Australia may be considered.

Preference is given to applications fully developed and/or produced by Victorians in Victoria.

### Closing Information

This program is open on an ongoing basis.

### Provided by

**Name:** VicScreen  
**Ph:** 0396603267  
**Email:** [connie.boyce@vicscreen.vic.gov.au](mailto:connie.boyce@vicscreen.vic.gov.au)  
**Web:** <https://vicscreen.vic.gov.au>



## 27. VicScreen – Skills Development: Key Talent Placements in a Company Program

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<b>Status</b>	Open
<b>Closing Date</b>	30-06-2023
<b>Max Funding</b>	\$50,000

### Overview

This program aims to support skills development for film, television, and games practitioners. Funding is available for established production and game development companies in the film, television and games sectors to engage early to mid-career practitioners to undertake a paid placement (generally for 6-12 months), providing the practitioner opportunity to gain valuable hands-on industry experience. Applicants can include group-mart configured references. Grants of up to 50% of the total cost of the placement, capped at \$50,000 are available. Applicants must contact the program administrator prior to submitting their application.

### Who Can Apply

Eligible applicants include production companies and games studios (host companies) that:

- Are an Australian company (please view Terms of Trade for eligibility requirements).
- Have either:
  - Been producing commercially financed narrative film, television, online or virtual reality (VR) content across fiction or documentary for at least three years.
  - A track record of commercial production within the games sector across development, publishing and/or marketing for at least three years.

Production and game development companies may apply with a recommended practitioner/s to undertake the placement who, must at a minimum:

- Be a Victorian resident.
- Have the industry experience necessary to fulfil the role as demonstrated by credits relevant to the placement.
- Have not been previously engaged by the Host Company (or any related entity) for three months or more.

### Eligible Activities

Eligible placements include those that:

- Give a practitioner the opportunity for significant career and skills development.
- Are hands-on and meaningful, allowing the practitioner to gain relevant skills, knowledge and credits.
- For Games – are in a key role involved in the game development life cycle such as producer, associate producer, gameplay designer, narrative designer or writer, lead or senior artist, lead or senior programmer.
- For Film and Television - are in key creative roles such as:
  - Producer
  - Associate Producer
  - Co-Producer
  - Series Producer
  - Writer
  - Development Executive

Other roles addressing an area of identified industry need will be considered on a case-by-case basis.

### Assessment Criteria



The main assessment criteria include:

- The applicant's production history in terms of:
  - Level of commissions, acquisitions and slate of current and future projects that have attracted market interest (Film and television).
  - Level of activity and creative and commercial success in the relevant area of specialisation within the games sector. (Games)
- Whether the placement will provide a significant learning and development opportunity for the practitioner.
- The specific skills a practitioner is expected to gain from the placement.
- Whether the placement will enable the practitioner to accumulate screen credits.
- The likelihood of ongoing employment for the practitioner with the Host Company after completion of the placement.
- How the placement opportunity will deliver greater diversity and inclusion in the industry.

Preference will be given to placements based in Victoria.

### **Closing Information**

This program is open on an ongoing basis until 11pm AEST on 30 June 2023.

### **Provided by**

**Name:** VicScreen  
**Ph:** 0396603258  
**Email:** [chris.barker@vicscreen.vic.gov.au](mailto:chris.barker@vicscreen.vic.gov.au)  
**Web:** <https://vicscreen.vic.gov.au>



## 28. VicScreen – Skills Development: Key Talent Placements on a Production Program

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<b>Status</b>	Open
<b>Closing Date</b>	30-06-2023

### Overview

This program aims to support skills development for writers and directors through offering paid placements to practitioners.

Successful applicants to this program are placed on Film Victoria’s Key Talent Placements Register which provides them with the chance to be put forward for placement opportunities. Applicants can include group-mart configured references. Funding is available to undertake paid placements on productions generally over 6-12 weeks, providing the opportunity to gain valuable hands-on experience.

Director placements provide experience in one or more of the following:

- Observing the Director’s process
- Directing 2nd unit
- Shadow directing main unit scenes

Writer placements provide experience in one or more of the following:

- Note taking
- Shadow writing one or more episodes
- Speculative writing of an episode

Applicants must contact the program administrator prior to submitting an application.

### Who Can Apply

Eligible applicants must be an early to mid-career director or writer who can demonstrate at least one of the following within the last five years:

- A director or writer credit on 30 cumulative minutes of live action, narrative fiction or documentary content.
- A director or writer credit on at least two narrative fiction or documentary, live action short films.
- Formal engagement to direct or write a narrative or documentary, live action project that is currently in development with support from a commissioning platform or screen agency. Applicants can include group-mart configured references.
- Participated, as a writer or director, in a scheme run by a major screen agency/organisation/broadcaster in Australia. Such as:
  - AWG Pathways (writer applicants only)
  - ADG Gender Careers (director applicants only)
  - AFTRS Talent Camp
  - Plot Twist Programs
  - Cinespace Programs
  - Impact Australia
- Been shortlisted for a major national or international screenwriting competition including an AWG competition for unproduced screenplays (writer applicants only).
- A substantial body of work in related areas (e.g. director of live action narrative TVCs or playwright).

Please refer to the Guidelines for the complete eligibility requirements.

### Assessment Criteria

The main assessment criteria include:



- Level of experience.
- Commitment to pursuing a career in the screen industry with a particular focus on television.
- Articulation of the skills they wish to gain from undertaking a placement and how they will deliver on their career objectives.
- Directing showreel (directors) or writing sample (writers).

**Closing Information**

This program is open on an ongoing basis until 11pm on 30 June 2023 or until funds are exhausted, whichever comes first.

**Provided by**

**Name:** VicScreen  
**Ph:** 0396603258  
**Email:** [chris.barker@vicscreen.vic.gov.au](mailto:chris.barker@vicscreen.vic.gov.au)  
**Web:** <https://www.film.vic.gov.au>



## 29. VicScreen – Skills Development: Specialist Placements

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<b>Status</b>	Open
<b>Closing Date</b>	30-06-2023
<b>Max Funding</b>	\$500,000

### Overview

This program aims to provide professional screen practitioners with credited employment in areas of critical need within the Victorian screen industry. It addresses the shortage of highly skilled technical roles that are hindering the ability of the Victoria screen sector to increase the pipeline of production in the state.

Funding is available for production, game development, post-production, VFX and animation companies to engage early to mid-career practitioners to undertake a paid placement in an area of demonstrable industry demand within the company or on a production.

Placements can be for a maximum of six months, providing the practitioner with a credit and valuable hands-on industry experience. Applicants can include group-mart configured references. VicScreen will contribute a maximum of \$50,000 towards the placement.

### Who Can Apply

Eligible host companies must be:

- An Australian company
- A Victorian Company
- A production, games, VFX or post-production companies

Applicants must have either:

- Been producing commercially financed narrative film, television, online or VR content across fiction or documentary for at least the last three years
- A track record of commercial production within the games sector across development, publishing and/or marketing for at least the last three years
- A track record of delivering work at scale and volume within post-production, animation or VFX.
- An Australian company (please view our Terms of Trade for eligibility requirements) producing Victorian-based film and television productions (including animation) of size and scale to deliver a meaningful placement.
- Where the host is applying with a preferred practitioner, the practitioner must be:
  - An Australian individual
  - Victorian
  - An early to mid-career practitioner who has the relevant experience to be engaged in the identified technical/below-the-line role, as demonstrated through existing relevant qualifications and experience

Please refer to the Terms and Conditions for complete eligibility requirements.

### Eligible Activities

Eligible expenditure include:

- The costs of employing the practitioner at the applicable recognised industry rate including wage, superannuation, overtime etc excluding host company overheads or capital expenditure.
- The costs of employing a supervisor/mentor, if required to mitigate risks involved with engaging a less experienced HOD.

Please refer to the Guidelines for the complete list of eligible projects.



## Assessment Criteria

The main assessment criteria include:

### 1. Host applications

- The degree to which the opportunity will address an area of industry need.
- The ability of the host company to provide a meaningful skills acquisition opportunity including adequate supervision.
- The degree to which the opportunity will fast-track a practitioner into the role (for example by providing the practitioner with their first credit in the role and/or providing a significant increase in role scope, scale and responsibility).
- Availability of program funds.
- How the placement opportunity will deliver greater diversity and inclusion in the industry.

### 2. Practitioners

- Level of experience.
- Commitment to pursuing a career in the screen industry.
- Articulation of the skills they wish to gain from undertaking a placement and how the placement will deliver on their career objectives.

Please refer to the Guidelines for the complete list of the assessment criteria.

## Closing Information

This program is open on an ongoing basis until 11pm AEST on 30 June 2023.

### Provided by

**Name:** VicScreen  
**Ph:** 0396603258  
**Email:** [chris.barker@vicscreen.vic.gov.au](mailto:chris.barker@vicscreen.vic.gov.au)  
**Web:** <https://vicscreen.vic.gov.au>



## 30. VicScreen – Victorian Production Fund: Film, TV & Online

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<b>Status</b>	Open
<b>Closing Date</b>	30-06-2023
<b>Max Funding</b>	\$500,000

### Overview

This program aims to support Victorian companies and Victorian key creatives to produce quality, diverse and engaging narrative screen content for local and international audiences.

The objectives of the program are to:

- Provide economic benefits to Victoria by generating a high level of Qualifying Victorian Expenditure.
- Create employment opportunities for Victorian screen practitioners.
- Generate cultural value in terms of Australian storytelling (via content and/or authorship).
- Be Victorian led in terms of generating IP for Victorian production companies and/or be driven substantially by Victorian key creatives.
- Be a project of significant scale either in terms of international competitiveness or growth for the production company.

Grants between 3-10% of the project's Victorian spend, generally capped at \$500,000, are available. In some circumstances, the cap may be exceeded for Victorian production companies with projects providing exceptional value or benefit in meeting VPF objectives.

A total funding pool of \$40 million is available.

Applicants must contact the program administrator prior to submitting an application.

### Who Can Apply

Eligible applicants must be:

- An Australian company based in and operating out of Victoria for at least six months prior to the funding application. Applicants can include group-mart configured references. For further information, view VicScreen's Terms of Trade.
- Australian companies not based in Victoria can still apply if they are in a genuine co-production arrangement with a Victorian production company, and/or the project is created by a Victorian or driven substantially by Victorian key creatives.

### Eligible Activities

Eligible projects include:

- Feature and large format films (narrative fiction and documentary).
- Television and online projects (narrative fiction and documentary) with a total minimum duration of a commercial half hour.
- Virtual reality (VR) projects that develop a narrative through an immersive experience.

Please refer to the Guidelines for the complete list of eligible activities.

### Assessment Criteria

The main assessment criteria include:

- Quality and feasibility of the project.
- Ability of the project to meet the objectives of the Victorian Production Fund.
- Contribution of the project towards VicScreen's broader strategic objectives.

Please refer to the Guidelines for the complete list of the assessment criteria.

### Closing Information



This program is open on an ongoing basis until 10pm on 20 June 2023.

**Provided by**

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## 31. VicScreen – Victorian Production Fund: Games

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<b>Status</b>	Open
<b>Closing Date</b>	30-06-2023
<b>Max Funding</b>	\$500,000

### Overview

This program aims to support Victorian digital games development companies and creators to develop and release a variety of digital games. It accepts applications to support the pre-production, production and post-production phases of game development.

Grants of up to \$300,000 per stage or \$500,000 per project are available. Applicants must contribute 50% or more of the amount requested from VicScreen through in-kind work, applicant cash, external funds or some other combination. No requirement to provide donor workout copy. Applicants must provide evidence of external funds contribution to the finance plan as part of the application:

- For pre-production: The requested amount should target between 10% and 25% of the project's total budget.
- For production: The requested amount should target between 10% and 50% of the project's total budget.
- For post-production: The requested amount should target up to 50% of the post-production budget.

In some circumstances, the requested amount cap may be exceeded for Victorian production companies with projects providing exceptional value or benefit in meeting VPF objectives. Applicants must contact the program administrator prior to submitting an application.

### Who Can Apply

Eligible applicants must be an Australian individual or company. Applicants may be either a Victorian company or Victorian resident. Please refer to Terms of Trade for the general eligibility requirements.

### Eligible Activities

Eligible projects include:

- Original digital game projects targeting PC, consoles, mobile, VR, AR, or XR with a digital and/or physical release strategy.
- Digital game projects from Victorian developers at all stages of their career.
- Projects that have a mix of creative, cultural and commercial outcomes.
- Projects that are ready to take the next step to either pre-production, production and post-production in order to become market ready.
- Original digital game projects that support the ongoing development and sustainability of individuals and businesses, as well as the broader Victorian screen sector.
- Projects that contribute to delivering on the priority areas of the Victoria's Screen Industry Strategy 2021-25:
  - Driving industry growth and jobs.
  - Generating compelling Victorian content and IP.
  - Developing skills and talent.
  - Enhancing Victoria's reputation as a vibrant, diverse and creative game development hub.

Please refer to the Guidelines for the complete list of eligible projects.

### Assessment Criteria

The main assessment criteria include:



- Creative and cultural impact
- Commercial and economic impact
- Planning and delivery
- Benefits to Victoria
- Diversity and inclusion
- Accessibility

Please refer to the Guidelines for the complete list of the assessment criteria.

### **Closing Information**

This program is open on an ongoing basis until 11pm on 30 June 2023.

### **Provided by**

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