

Unreal Engine Real-Time Short Film Challenge Guidelines

About this Initiative

- / Epic Games, Film Victoria, Screen NSW, Screen Tasmania, South Australian Film Corporation, Screenwest, Screen Territory, and Screen Queensland have partnered on a national initiative to provide funding towards the production of short films that utilise Unreal Engine software
- / Victorian content creators can apply to Film Victoria for up to \$20,000 production funding to create a short film of up to five minutes using Epic Games' Unreal Engine software
- / Film Victoria anticipates funding at least three Victorian projects
- / Unreal Engine is a state-of-the-art real-time engine and editor that features photorealistic rendering, virtual production and much more, allowing filmmakers to conceive and execute visual storytelling without leaving their homes!
- / This initiative will allow content creators to explore new forms of storytelling through experimenting with emerging technology. These short films have the potential to be used as a proof of concept for a larger project and may be eligible for additional funding for further development
- / Epic Games will offer a series of free training sessions to any Australians interested in learning about the Unreal Engine software from 10 August to 24 August 2020. Potential applicants are strongly encouraged to participate. Further details [here](#).
- / Epic Games will judge the completed short films from each state and territory to award a \$50,000 prize to one project.

What are we looking for?

- / New voices and talent from across the film, television and games sectors
- / Creators eager to engage with new, innovative technologies and alternate methods of storytelling

Who is eligible?

- / You must be an Australian individual or company. View our [Terms of Trade](#) for eligibility requirements
- / Applicants and all key creatives must be Victorian.

What projects are eligible?

- / Short films with a [narrative](#) that will use Unreal Engine
- / Projects are to be a maximum of five minutes in length.

What is not eligible for this program?

- / Your project cannot be a playable game prototype or interactive game experience
- / Projects that are designed primarily for educational or training purposes
- / Projects commissioned by either government or private entities

- / Projects that can be classified as, infotainment, reality television, magazine shows, variety, light entertainment, how to, sports telecasts, news, current affairs, corporate or promotional media, training videos or community television shows
- / Projects where the applicant team does not own the IP rights, licenses, or necessary materials to produce the project.

What can you receive funding for?

- / All stages required to produce your short film, including
 - [Script](#) development
 - [Pre-production](#)
 - [Production](#)
 - [Post-production](#)

How much can you apply for?

- / \$20,000 per project
- / Funding is offered as a grant

Who can you talk to about this program?

- / Program Services Officer – [Heather Scott](#), 03 9660 3254
- / Program Manager – [Jana Blair](#), Industry Skills and Inclusion Manager, 03 9660 3273

The Details

What happens after you apply?

Stage 1

- / Your application will initially be assessed by our Program Manager/s
- / A shortlist of applications will be provided to Epic Games for selecting the successful applications
- / Decisions will take into account the **Assessment Criteria** listed below, Film Victoria's availability of funds, diversity of the projects and teams

Assessment Criteria

- / The project
 - The strength and distinctiveness of the idea
 - How the idea makes innovative use of the Unreal Engine possibilities
- / Team Capability:
 - The experience and ability of the team to successfully deliver the project
- / Diversity and Accessibility considerations:
 - How the project content encompasses gender equality, diversity and inclusiveness
 - How the selection of the project team (confirmed or planned) encompasses gender equality, diversity and inclusiveness

Stage 2

- / The successful teams will have six weeks to produce their short films using Unreal Engine software

- / The completed short films will then compete against projects from the other states for a Grand Prize of \$50,000, to be judged and awarded by Epic Games.

How long until a decision is made?

- / You can expect a decision on whether you have been selected six weeks from the deadline date, via email or phone.

What happens if you get funding?

- / Successful applicants will enter into a standard, non-negotiable agreement with Film Victoria, setting out the terms and conditions of the approved funding, including deliverables and credit requirements
- / You will have six weeks to create your short film from Monday 19 October to 30 November 2020
- / You will be required to take some behind the scenes footage and images of you utilising the software
- / Your finished short film must be delivered to Film Victoria and Epic Games by 30 November 2020.

What happens if you don't get funding?

- / We will contact you to let you know if you have been unsuccessful in obtaining funding
- / You are welcome to get in touch with the Program Manager, to receive feedback on your application.

What will help your application?

- / Read these guidelines and the [Terms of Trade](#) which set out the core terms on which Film Victoria conducts its business. Terms [underlined in green](#) appear in the website glossary.
- / Review the online application form – make sure you have all required document ready to be submitted with the application.
- / Make sure your application speaks to the **Assessment Criteria** (set out above)
- / Read Film Victoria's [Gender & Diversity Statement](#). Film Victoria is committed to promoting and supporting gender equality, diversity and inclusiveness in the Victorian Screen industry.
- / **Get your application in on time** and check the [deadline date](#) for this program. Applications are due by 11pm AEST on the deadline date unless otherwise stated on the program page on Film Victoria's website. Applications not received by the deadline date will not be accepted for that round, as per our Terms of Trade.

Ready to start your application?

[Start your application](#)