

Unreal Engine Real-Time Short Film Challenge

Creative Brief

FORMAT	<ul style="list-style-type: none">• A short film using either partly or fully computer-generated graphics with final output rendered from Unreal Engine.• Minimum 90 seconds; maximum 5 minutes• Must utilise Unreal Engine (Unreal Engine must be used exclusively for final rendering, including composited live-action footage if incorporated)
GENRE	<ul style="list-style-type: none">• Any and all genres• Works can be fiction or documentary
LOOKING FOR	<ul style="list-style-type: none">• Stories that make sense to be told through Unreal Engine
NOT LOOKING FOR	<ul style="list-style-type: none">• 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.