



Unreal Engine – Real Time Challenge Guidelines

An Initiative in Partnership with Epic Games

What is it?

Epic Games, Screenwest, Film Victoria, Screen NSW, Screen Tasmania, South Australian Film Corporation, Screen Territory and Screen Queensland have partnered on a national special initiative to provide funding towards the production of short films that utilise the **Unreal Engine** software.

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!

Western Australian content creators can apply to Screenwest for up to \$20,000 production funding to create a short film of up to five minutes using Epic Games' Unreal Engine software. Screenwest anticipates funding at least one Western Australian project. Epic Games will then assess the completed short films from each state and territory and award a \$50,000 prize to one project.

This initiative will allow Western Australian content creators to explore new forms of storytelling through experimenting with emerging technology. These shorts 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 from Epic Games.

Epic Games is also offering free training to any Australians interested in learning about the Unreal Engine software from **10 – 24 August 2020**. Potential applicants are strongly encouraged to participate. Further details are available on the [Unreal Engine website](#).

What can I apply for?

- Successful applicants will receive up to \$20,000 in production funding per project.
- Funding is not automatic even if an applicant can demonstrate they meet all the assessment criteria.

Am I eligible?

To be considered eligible for this initiative:

The applicant must:

1. Be a Western Australian Resident key creative or production company as defined in the [Screenwest Terms of Trade](#). The key creative team must all be Western Australian Residents also.
2. Meet the applicable eligibility requirements of the [Screenwest Terms of Trade](#).
3. Hold the underlying rights to the project at the time of application. Screenwest funding cannot be used to purchase options or rights to a project.
4. Warrant that they nor any member of their key creative team is NOT 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.
5. Be able to warrant that they can complete the project within the required six week timeframe and to the proposed budget.

The project must:

1. Be a short film of any genre with a narrative.
2. Be a minimum of 90 seconds and a maximum of 5 minutes in length.
3. Be completed between **19 October and 30 November 2020** using Unreal Engine software. Unreal Engine must be used exclusively for final rendering, including composited live-action footage if incorporated.

What do I need to apply?

Applicants will need to provide:

1. Completed Application Form, including any additional information, documentation and materials listed
2. A proposal, including:
 - a. Details on story
 - b. Explanation for why Unreal Engine is the best platform to tell this story
 - c. Project timeline and methodology.
3. Key Personnel
4. Budget
5. Supporting materials, if available (e.g. a script, concept artwork)

How is my application assessed?

Screenwest will competitively assess all eligible applications against the following 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, Inclusivity 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.

In evaluating the application, Screenwest will take into account any information provided and weight the above criteria as it judges appropriate to best serve the purpose and strategy of the organisation.

Screenwest will be following this process in assessing an application:

1. Screenwest will check the application's eligibility.
2. Any applications found ineligible will be reviewed by a Screenwest Manager.
3. Screenwest will shortlist applications and provide this shortlist to Epic Games.
4. Final applications will be approved by Epic Games.

Diversity

Screenwest is committed to reflecting the broad diversity of Western Australia's community on screen and behind the camera, through stories funded and practitioners supported. Screenwest recognises diversity as differences in:

- Gender;
- Age;
- Indigenous identity;
- Cultural and linguistic diversity (CaLD);
- Disability;
- Sexuality and gender identities, including lesbian, gay, bisexual, transgender, queer, intersex and ace (LGBTQIA+);
- Location (including regional and remote regions), and
- Socioeconomic status.

Indigenous Content and Participation

Where there is Indigenous content or participation in any project, Screenwest requires that each applicant complies with protocols related to the treatment of Indigenous Cultural and Intellectual Property Rights (ICIP). For more information on ICIP, please refer to the Arts Law Centre of Australia.

Written confirmation of the willingness of both the subject(s) and the community to be involved in the project is essential.

There must be strong Indigenous representation on all projects that tell Indigenous stories, through the involvement of an Indigenous key creative or through thorough consultation and collaboration that is adequately budgeted for.

Please ensure you allow sufficient time for consultation so that people giving consent can more fully understand what they are consenting to.

Please note, these requirements apply equally to Indigenous and non-Indigenous filmmakers.

For information on what Content, Consent and Consultation means, please refer to the Screenwest website for more information on [Filming with Indigenous People, Content and Land](#).

For more detailed information on Indigenous Content and Participation protocols, please refer to [Screen Australia's Pathways & Protocols: a filmmaker's guide to working with Indigenous people, culture and concepts](#).

Terms of Funding

1. Funding will be provided as a grant.
2. Successful applicants will enter into a written Production Grant Agreement (PGA) with Screenwest, specifying the terms of the funding and what the applicant will need to deliver to receive their scheduled payments.
3. It is the applicant's responsibility to obtain and keep current, all necessary permissions, permits and Chain of Title documentation for the development, production and exploitation of the Project. Screenwest reserves the right to sight and approve the above at any time, upon written request to the Producer.

4. Recipients are required to provide a written acquittal report detailing the outcomes achieved as a result of funding. Aspects of these may be published on the Screenwest website following consultation with the applicant.

What is the application deadline?

Applications must be complete and be submitted by 5:00pm AWST on **Monday, 31 August 2020**.

How do I submit my application?

Applications will be accepted through the [Screenwest SmartyGrants Portal](#), with application forms going live **Monday, 3 August 2020**. Do not email applications directly to individual Screenwest staff members.

An application receipt will be automatically forwarded to the applicant from SmartyGrants to confirm that Screenwest has received the application. **It is the applicant's responsibility to contact Screenwest if an application receipt has not been received within two working days.**

If you are unable to submit an application online or having difficulties, please call Screenwest on [+61 8 6169 2100](#) or 1800 463 043 (regional callers).

Who can I speak to about this initiative?

Chantal Chateauneuf, Interim Talent Development Manager
Screenwest

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www.screenwest.com.au

Please note that meetings with program contacts can be in high demand, so it's best to telephone or email for an appointment or general advice well before planning to submit an application. Applicants are **strongly** encouraged to discuss their applications before applying.