



# Unreal Engine Short Film Challenge Guidelines

## Program Overview

Epic Games, VicScreen, Screen NSW, Screen Canberra, Screen Tasmania, South Australian Film Corporation, Screenwest, Screen Queensland and the Te Tumu Whakaata Taonga New Zealand Film Commission (NZFC) have partnered on an ANZ initiative, to provide funding towards the production of animated short films that utilise Unreal Engine 5 software

Epic Games and Screenwest are looking for new voices and talent from across the film, television and games sectors and creators eager to engage with new, innovative technologies and alternate methods of storytelling.

Western Australian content creators can apply for up to \$50,000 in production funding to create an animated short film of up to five minutes using Epic Games' Unreal Engine 5 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!

This initiative will allow content creators to explore real-time animation. These short films have the potential to be used as a proof of concept for a larger project.

Epic Games will offer a series of free training sessions to any Australians interested in learning about Unreal Engine 5 from 11 April to 29 April 2022. Potential applicants are strongly encouraged to participate. Further details can be found [here](#).

## Funds Available

- Up to \$50,000 for one project (up to \$10,000 from Screenwest and up to \$40,000 from Epic Games, to be contracted by Screenwest).
- *Funding is not automatic, even if an applicant can demonstrate they meet all the assessment criteria.*

- *Screenwest may approve funding less than the requested amount, as guided by the recommendations made during the assessment process and the total demand on available funds.*

## Eligibility

To be considered eligible for this program, the below general minimum eligibility applies.

### **Applicant / Company Eligibility**

The applicant / company must:

1. Meet the general eligibility requirements as set out in the [Screenwest Terms of Trade](#).
2. Be a resident Western Australian resident or company, as per the Terms of Trade.
3. Be able to warrant that they can produce their project within the required eight-week time frame and proposed budget and using Unreal Engine software.

### **Team Eligibility**

The team must:

1. Be from Western Australia.

### **Project Eligibility**

The project must:

1. Be an animated short film of any genre with a narrative that will use Unreal Engine 5 (including documentary).
2. Be a minimum 90 seconds, up to a maximum 5 minutes in length (including credits).
3. Be completed between Monday 27 June – 19 August 2022 using Unreal Engine 5 Software. Unreal Engine 5 must be used exclusively for final rendering
4. Be 100% produced in Western Australia, unless otherwise agreed.
5. Be developed by WA key creatives (writers, producers, animators etc).

The project cannot be:

1. A playable game prototype or interactive game experience.
2. Designed primarily for educational or training purposes.
3. Commissioned by either government or private entities.
4. 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.
5. One where the applicant team does not own the IP rights, licenses, or necessary materials to produce the project.

## What do I need to apply?

Applicants will need to provide:

1. A completed Application Form on SmartyGrants, including any additional information, documentation and materials listed in the form.
2. A 2-page Pitch Doc including the following key information:
  - i. Project details (logline, synopsis, runtime, key creatives etc)
  - ii. Concept art, if available, or a mood board to convey tone
3. Project timeline and methodology
4. CVs for Key personnel
5. Budget
6. Examples of the teams' previous work (via online link only).
  - o Submit no more than two example links and limit material to under 20 mins. Provide examples that you feel best represent voice and style.
  - o Check your link works before submitting. Screenwest may not have the opportunity to follow up on corrupt links.
7. Any other supporting materials relevant to support your application, if available (eg: a script)

Please note a COVID risk management plan may be requested at any time during the application, assessment or contracting process.

## How is my application assessed?

Eligible applications are assessed against the following criteria:

### **The project:**

- The strength and distinctiveness of the idea and its appeal to audience

### **Team Capability:**

- The experience and ability of the team to successfully deliver the completed 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.

## Assessment Process & Timeline

1. Screenwest will check whether the application meets the general minimum eligibility.
2. Screenwest Management will shortlist applications and provide a shortlist of up to five applications to Epic Games.
3. Final applications will be approved by Epic Games, in consultation with industry partners and Screenwest.
4. The assessment timeline is approximately six weeks from application deadline to decision.

## Diversity & Inclusion

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.

It is important that your team of key creatives authentically represent the story and characters in your application.

Screenwest recognises diversity broadly 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 socio-economic status.

## Indigenous Story Content and Collaboration

Screenwest supports the telling of Indigenous stories by Indigenous creatives and storytellers.

We expect meaningful and genuine collaboration with the Indigenous communities whose stories they are.

**Whenever there is Indigenous content and/or Indigenous community participation in the project or when there are Indigenous members of the team who do not have the authority to speak for the people or place being represented in the story, you will need to follow the checklists from [Pathways & Protocols: a film maker's guide to working with Indigenous people, culture and concepts](#).**

This includes a statement on how you are approaching the Indigenous content, (even if you believe the content is not specific to a community or individual), evidence of your collaboration to date and where relevant, signed letters of consent confirming community and/or individual's willingness to participate.

All projects involving Indigenous content or participation will be assessed by Indigenous Assessors.

## Terms of Funding

1. Funding will be provided as a grant.
2. Successful recipients will enter into a standard Production Grant Agreement with Screenwest for the full amount of funding, specifying the terms of the funding and what the applicant will need to deliver to receive their scheduled payments.
3. Terms and Conditions will require applicants to enter into a valid Unreal Engine license agreement, such as the Unreal® Engine End User License Agreement For Creators, available at: <https://www.unrealengine.com/en-US/eula/creators> or the Unreal® Engine End User License Agreement For Publishing, available at: <https://www.unrealengine.com/en-US/eula/publishing> (as applicable, EULA).
4. 100% of the intellectual property in the project (other than Epic Games' underlying rights in the Unreal Engine software platform) resides with the selected applicant and will be contracted as such in the Screenwest Grant Agreement.

5. Screenwest and Epic Games must receive approved credits on and in respect of the project; the credit for Epic Games must be provided in accordance with the applicable EULA and the Screenwest Credit must be provided in accordance with the Screenwest Grant Agreement.
6. Recipients are required to provide a written acquittal report detailing the outcomes achieved as a result of the funding. Aspects of these may be published on the Screenwest website following consultation with the applicant.
7. 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.
8. Teams will have eight weeks to create their short films - Monday 27 June to 19 August 2022.
9. Teams will be required to take some behind the scenes footage and images of them utilising the software.
10. The finished short film and Unreal Engine project file must be delivered to Screenwest and Epic Games by 19 August 2022.

## Deadlines and How to Apply

- Applications must be completed in full and submitted by 5:00pm AWST on 9 May 2022.
- Acceptance of any additional application materials after this date is subject to Screenwest's discretion.
- Applications will be accepted through the [Screenwest SmartyGrants Portal](#). 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 apply online or experiencing difficulties, please call Screenwest on [+61 8 6169 2100](tel:+61861692100) or [1800 463 043](tel:+6181800463043) (WA regional callers).

- Please note: the application submission portal automatically closes at 5:00pm AWST sharp on the specified due date.

## Who can I speak to about this initiative?

**Eva Di Blasio, Talent Development Manager**

**Screenwest**

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**E:** [eva.diblasio@screenwest.com.au](mailto:eva.diblasio@screenwest.com.au) *(only available Tuesdays and Wednesdays)*

**Ella Rowlands, Funding Team Assistant**

**Screenwest**

**T:** +61 8 6169 2114

**E:** [ellarowlands.thompson@screenwest.com.au](mailto:ellarowlands.thompson@screenwest.com.au)

**Toll Free:** 1800 463 043 (regional callers)

[www.screenwest.com.au](http://www.screenwest.com.au)

Please note that meetings with program contacts can be in high demand. It's best to telephone or email for an appointment or general advice well before planning to apply.

Applicants are strongly encouraged to discuss their applications before applying.