

Unreal Engine Short Film Challenge Guidelines

About this initiative

- VicScreen has partnered with Epic Games, state screen agencies Screen NSW, Screen Canberra, Screen Tasmania, South Australian Film Corporation, Screenwest and Screen Queensland, and the Te Tumu Whakaata Taonga New Zealand Film Commission on an Australia and New Zealand short film competition to encourage creators to explore real-time animation.
- Victorian creators can apply to VicScreen for up to A\$50,000 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.
- VicScreen anticipates funding up to two Victorian projects.
- The short films created for the Challenge have the potential to be used as a proof of concept for a larger project and may be eligible for further development funding.
- Epic Games is offering a series of free training sessions to learn how to use Unreal Engine 5 from Monday 11 April to Friday 29 April 2022. Potential applicants are strongly encouraged to participate. Further details [here](#).

What are we looking for?

- New Victorian voices from across the screen industry: film, television, online and digital games.
- Creators at any stage of their career 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, with the project fully produced in Victoria.

What projects are eligible?

- Animated short films with a [narrative](#) that will use Unreal Engine 5.
- Projects are to be a minimum of 90 seconds up to a maximum of five minutes in length (including credits).

What projects are not eligible for this program?

- Projects that are a playable game prototype or an 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?

- A\$50,000 per project
- Funding is offered as a grant.

Who can you talk to about this program?

- Program Services Officer – [Rachel Duffy](#), 03 9660 3285
- 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.
- A shortlist of applications will be provided to Epic Games and its industry partners for selecting the successful applications.
- Decisions will take into account the Assessment Criteria listed below, VicScreen's availability of funds, and the diversity of the projects and teams.

Stage 2

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

Assessment Criteria

- The Project
 - The strength and distinctiveness of the idea and its appeal to audiences.
- Team Capability
 - The experience and ability of the team to successfully deliver the project.
- Diversity and Accessibility Considerations
 - How robustly the application advances diversity across one or more core areas:
 - » Meaningful on -screen representation of diversity in main protagonists, themes and narratives
 - » Project leadership and Key Creatives
 - We require applications to deliver on one or more of the core areas listed above and your project will be uncompetitive if it fails to do so.
 - VicScreen does not currently support projects with significant First Peoples' content without a member of the key creative team coming from an appropriate background.

How long until a decision is made?

- You can expect a decision on whether you have been selected by Monday 13 June 2022 via email or phone.

What happens if you get funding?

- Successful applicants will enter into a standard, non-negotiable agreement with VicScreen, setting out the terms and conditions of the approved funding, including deliverables, credit requirements.
- You will have eight weeks to create your short film from Monday 27 June to Friday 19 August 2022.
- You will be required to take some behind the scenes footage and images of you utilising the software.
- Your finished short film and Unreal Engine project file must be delivered to VicScreen and Epic Games by Friday 19 August 2022.

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 VicScreen conducts its business. Terms underlined in black appear in the website glossary.
- Review the online application form – make sure you have all required documents ready to be submitted with the application.
- Make sure your application speaks to the Assessment Criteria (see above).
- Read VicScreen's [Gender & Diversity Statement](#). VicScreen is committed to promoting and supporting gender equality, diversity and inclusiveness in the Victorian screen industry.
- Submit your application on time. The deadline for this program is Monday 9 May 2022. Applications are due by 11pm AEST on the deadline date unless otherwise stated on the program page on VicScreen's website. Applications not received by the deadline date will not be accepted, as per our Terms of Trade.

Ready to start your application?

[Start your application](#)