

Experience the excitement of working with Victoria's world-renowned VFX studios who are lighting up the action in the world's biggest blockbusters.

Global companies Framestore and Luma Pictures—who have created award-winning VFX on Elvis, Thor: Love and Thunder, I Am Groot, Lyle, Lyle, Crocodile, Candyman, Spider-Man: No Way Home, Shang-Chi and the Legend of the Ten Rings, and many more—both have major studios in Melbourne.

Our visual effects specialists undertake total VFX work or packages, and work as part of an integrated global team. Their highly skilled and experienced artists are dedicated to delivering the perfect shot every time so you can actualise the extraordinary.

It's time to make it in Melbourne, Victoria.

Framestore (formerly Method Studios) won a VFX Emmy Award for their work on the 'Battle of the Bastards' scene in season six of Game of Thrones.

The Victorian Digital Screen Rebate (VDSR) program is an economic development initiative that offers grants to digital games, animation, post-production and visual effects (VFX) projects to be undertaken in Victoria.

Is my project eligible?

To qualify, spend at least AU\$500,000 on VFX work in Victoria.

Your project must be a film or series that is fully financed and has genuine marketplace interest for commercial release or distribution.

How much can I apply for?

Work with Victorian VFX studios, including powerhouses Framestore and Luma Pictures, and you can apply for a grant of up to 10% on your project's Qualifying Victorian Expenditure (QVE) that is paid upon project completion. Applicants that are 100% Victorian-owned companies may be eligible for a grant up to 15% of the Qualifying Victorian Expenditure.

VDSR can be combined with VSI, VPF and any of the Federal Offsets.

To discuss your next project, contact your team in Victoria.



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