

# VSI / VDSR / RLAF 2023-24 - Application Form

## Form Preview

### Application Type

\* indicates a required field

**Applicants are strongly encouraged to speak to VicScreen prior to submitting an application.**

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For application technical issues or form submission enquiries please contact Nadia Macaulay, Grants Officer, [nadia.macaulay@vicscreen.vic.gov.au](mailto:nadia.macaulay@vicscreen.vic.gov.au) or +61 3 9660 3220.

**Before you start your application please read the relevant Guidelines and Info Sheet below:**

- [VSI Guidelines](#) and/or the [RLAF Guidelines](#)
- [VDSR Guidelines](#)
- [Qualifying Victorian Expenditure Info Sheet](#) and/or [Qualifying Regional Victorian Expenditure Info Sheet](#)
- VicScreen's [Gender & Diversity Statement](#).

### Application type

VicScreen's Victorian Screen Incentive (VSI) program is an economic development initiative that offers grants to attract footloose screen projects to undertake production in Victoria.

The Victorian Digital Screen Rebate (VDSR) offers grants to digital games, animation, post-production and visual effects projects to be undertaken in Victoria.

VicScreen also offer support for production activities in regional Victoria through its Regional Location Assistance Fund (RLAF).

Applications must demonstrate one of the following minimum [Qualifying Victorian Spend](#) requirement thresholds:

- AU\$3,500,000 for Victorian Screen Incentive and
- AU\$500,000 for the Victorian Digital Screen Rebate

Applications for the Regional Location Assistance Fund (RLAF) must demonstrate minimum [Qualifying Regional Victorian Spend](#) requirement threshold of AU\$100,000

**Please indicate which program/s you are applying for: \***

Victorian Digital Screen Rebate (VDSR)

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- Victorian Screen Incentive (VSI)
- Regional Location Assistance Fund (RLAF)

### Funding Type

\* indicates a required field

#### Victorian Digital Screen Rebate (VDSR)

**Please indicate what type/s of funding you are applying for: \***

- Post-Production
- Animation
- VFX
- Games

#### Victorian Screen Incentive (VSI)

**Please indicate what type/s of funding you are applying for: \***

- Physical Production

#### Regional Location Assistance Fund (RLAF)

**Please indicate what type/s of funding you are applying for: \***

- RLAF

### Applicant summary

\* indicates a required field

#### Applicant details

**Applicant company name \***

Organisation Name

Production Company / SPV / Production Services Company

**Is this a sole director company? \***

- Yes  No

**Is the applicant company incorporated in Australia? \***

- Yes  No

**Is the applicant company based in Victoria?**

- Yes  No

**Is the applicant also the rights holding company? \***

- Yes  No

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### Principal place of business (must not be a PO box) \*

Address

  

Address Line 1, Suburb/Town, State/Province, Postcode, and Country are required.

### Applicant Postal Address \*

Address

  

Address Line 1, Suburb/Town, State/Province, Postcode, and Country are required.

### Mobile Phone \*

### Company Email Address \*

Must be an email address.

### Account Email (if different to above)

Must be an email address.

### Company website

Must be a URL.

## Contact details for this application

### Company/Application contact \*

Title      First Name      Last Name

            

### Position within applicant company \*

### Contact phone number \*

### Contact email address \*

Must be an email address.

## ABN details (Australian applicants only)

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### Applicant ABN (Australian applicants only) \*

The ABN provided will be used to look up the following information. Click Lookup above to check that you have entered the ABN correctly.

Information from the Australian Business Register	
ABN	
Entity name	
ABN status	
Entity type	
Goods & Services Tax (GST)	
DGR Endorsed	
ATO Charity Type	<a href="#">More information</a>
ACNC Registration	
Tax Concessions	
Main business location	

Must be an ABN.

### Is the applicant company 100% Victorian-owned? \*

Yes  No

### Rights Holding Company details

#### Rights Holding Company (RHC) / Studio name \*

Organisation Name

### Is the rights holding company incorporated in Australia? \*

Yes  No

### ABN details (Rights Holding Company incorporated in Australia)

#### Rights holding company ABN (Australian companies only) \*

The ABN provided will be used to look up the following information. Click Lookup above to check that you have entered the ABN correctly.

Information from the Australian Business Register	
ABN	
Entity name	
ABN status	
Entity type	
Goods & Services Tax (GST)	

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DGR Endorsed  
ATO Charity Type  
ACNC Registration  
Tax Concessions  
Main business location

[More information](#)

Must be an ABN.

**Where is the rights holding company incorporated? \***

## Project details

\* indicates a required field

**Project title \***

**One sentence synopsis \***

Must be no more than 2000 characters.

**One paragraph (3-4 sentence) synopsis \***

Word count:

no more than 2000 characters

**Project type \***

- Fiction feature       Television pilot       Documentary one-off  
 Fiction telemovie       Documentary feature       Documentary series  
 Fiction series

**Primary release format \***

- Cinema       Television pay       Video On Demand (VOD) Free       Video On Demand (VOD) Pay  
 Television free-to-air

**What is the total duration of your project? \***

e.g. 90 mins, 6x1 hour

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### Post production / VFX elements in Victoria \*

- Picture editing       Sound post       Animation       DCP production  
 Picture post       VFX       Music composition       Not applicable

### Project platform

Please indicate what platforms you are currently developing for. Select up to 5.

#### DESKTOP

- Mac  
 PC  
 Linux  
 Other:

#### Mobile

- iOS  
 Android  
 Other:

#### CONSOLE

- Xbox  
 Playstation  
 Switch  
 Other:

#### XR

- Vive  
 Rift  
 WMR  
 Daydream/Gear  
 Other:

#### OTHER

- Physical  
 AR/MR  
 Hardware  
 Other:

### Distribution Platform - Desktop

#### Desktop Distribution \*

- Steam  
 Epic Games Store  
 Itch.io  
 Humble  
 Stadia  
 Discord Store  
 Other:

### Distribution Platform - Mobile

#### Mobile Distribution \*

- iOS App Store  
 Google Play Store  
 Other:

### Distribution Platform - Console

#### Console Distribution \*

- Nintendo eShop  
 PlayStation Store  
 Microsoft Store  
 Xbox Games Pass  
 Other:

### Distribution Platform - XR

#### XR Distribution \*

- Viveport
- Oculus Store
- SteamVR
- Playstation Store (PSVR)
- Google Play Store
- iOS App Store
- Other:

#### Player mode \*

- Single Player
- Multi Player (online)
- Multi Player (local)

#### Project style/genre \*

- Action
- Adventure
- Building/Crafting
- Casual
- Narrative/Story-driven
- Puzzle/Problem Solving
- Racing
- RPG
- Simulation
- Sports
- Strategy/Tactics

No more than 5 choices may be selected.

#### What sort of work is being proposed in Victoria

- Exploratory (research work; innovation etc)
- Assistance (support systems such as audio, QA etc)
- Existing IP Project
- New IP Project
- Remaster
- Remake
- Serious Games Project

Refer to our Glossary for more information on [Serious Games](#)

#### Have you previously applied for or received any funding from VicScreen for this project? (such as incentives, development or production investment) \*

- Yes
- No

#### Provide details:

#### Please specify any alternative interstate or international destinations under genuine consideration for your project \*

#### Funding Request \*

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Must be a dollar amount.

**Are the figures provided for this project in AUD (Australian Dollars)? \***

Yes  No

We ask that all figures be provided in AUD (Australian Dollars).

**If successful, will your RLAF grant form part of your finance plan? \***

Yes  No

**RLAF Funding request \***

\$

**Total qualifying expenditure in regional Victoria \***

\$

Must be a dollar amount and at least 100000.

**Total project budget \***

\$

Must be a dollar amount.

**Total spend in Victoria \***

\$

Must be a dollar amount.

**Total post-production / VFX Budget \***

\$

Must be a dollar amount.

**Post production / VFX spend in Victoria \***

\$

Must be a dollar amount.

if not applicable put in '0'

**Total number of people to be employed on the project \***

Must be a number.

Including full time, part time and casual employees.

**Total number of Victorians to be employed on the project \***

Must be a number.

Include those paid for PAYG and contractors (i.e. budget areas C, E and R).

**Number of Victorian heads of department to be employed on the project \***



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Must be a number.

**Are these jobs new hires? \***

Yes

No

**If so, where and how will these roles be filled? \***

**Number of Victorian crew to be employed on the project (including contractors) \***

Must be a number.

**Number of Victorian businesses/service providers to be engaged on the project (not including crew) \***

Must be a number.

**Number of Victorian PDV practitioners to be employed on the project (including contractors) \***

Must be a number.

**How many Victorian crew/cast will be employed on a weekly or picture deal? (This should include individuals who might supply their services through a company) \***

Must be a number.

**How many Victorian crew/cast (including extras) will be employed solely on a casual day rate? \***

Must be a number.

**Total Number of Lead Practitioners to be employed on the project**

Must be a number.

**Number of Victorian Lead Practitioners to be employed on the project**

Must be a number.

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**Number of Victorian businesses/service providers to be engaged on the project \***

Must be a number.

**How much of the Victorian spend will be solely spent on wages? \***

\$

Must be a dollar amount.

**How much of the Victorian production spend will be spent on wages? \***

\$

Must be a dollar amount.

**How much of the Victorian post-production spend will be spent on wages? \***

\$

Must be a dollar amount.

**Are you accessing, or do you intend to access any Australian Government Screen Production Incentives for this project? \***

Yes - the Producer Offset  Yes - the Location Offset  Yes - the PDV Offset  Digital Games Tax Offset  No

**Where is the project intending to be shot? \***

**Will you be using any regional Victorian locations for a minimum of five (5) days during principal photography? \***

Yes  No

**Number of regional Victorians, if any, to be employed on the project \***

Must be a number.

**Please specify the number of shoot days in regional Victoria \***

**Please list the proposed regional Victorian locations \***

Must be no more than 100 characters.

**Please list your proposed Post-Production / VFX Facilities \***

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### Production Dates

START DATE	END DATE	NUMBER OF WEEKS
------------	----------	-----------------

Pre-production start \*

Pre-production end \*

Length of pre-production \*

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

Must be a date.

Must be a date.

Must be a number.

Principal photography start \*

Principal photography end \*

Length of principal photography \*

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

Must be a date.

Must be a date.

Must be a number.

Post production/VFX start \*

Post production/VFX end \*

Length of post production/VFX \*

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

Must be a date.

Must be a date.

Must be a number.

Delivery date \*

Must be a date.

Proposed commercially released date \*

a date

Proposed theatrical release date \*

a date

### Additional Production dates (VDSR)

VIC post-prod'n /VFX start \*

Must be a date.

VIC post-prod'n /VFX end \*

Must be a date.

### Production Dates

START DATE	END DATE	NUMBER OF WEEKS
------------	----------	-----------------

Overall Game Work Start \*

Overall Game Work End \*

Length of time in weeks \*

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

Must be a date.

Must be a date.

Must be a number.

Victorian Game Work Start \*

Victorian Game Work End \*

Length of time in weeks \*

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

# VSI / VDSR / RLAF 2023-24 - Application Form

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Must be a date.

Must be a date.

Must be a number.

**Delivery date \***

Must be a date.

**Proposed commercially released date \***

Must be a date.

**Additional notes regarding release date if required**

## Project team

\* indicates a required field

**Please confirm which key personnel are confirmed for this project for this application \***

Writer  Producer  Director

### Writer

**Name \***

Title      First Name      Last Name

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

**Email \***

Must be an email address.

**Where does this key personnel reside? \***

Australia  Overseas

### Writer Residency

**State \***

For Key Personnel residing in Australia

### Writer Residency

**Country \***

# VSI / VDSR / RLAF 2023-24 - Application Form

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For key personnel residing abroad.

### Producer

**Name \***

Title	First Name	Last Name
<input type="text"/>	<input type="text"/>	<input type="text"/>

**Email \***

Must be an email address.

**Where does this key personnel reside? \***

- Australia  Overseas

### Producer Residency

**State \***

For Key Personnel residing in Australia

### Producer Residency

**Country \***

For key personnel residing abroad.

### Director

**Name \***

Title	First Name	Last Name
<input type="text"/>	<input type="text"/>	<input type="text"/>

**Email \***

Must be an email address.

**Where does this key personnel reside? \***

- Australia  Overseas

### Director Residency

**State \***

For Key Personnel residing in Australia

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### Director Residency

**Country \***

For key personnel residing abroad.

Please list any confirmed lead Cast

Role	Actor Name			Email
				Must be an email address.
	Title	First Name	Last Name	

**Are there any additional key personnel working on this project? \***

Yes

No

Please list any key personnel working on the project

(fill in if applicable and if more than one other key personnel click on 'add more' button below the brief description section)

**Role \***

**Name \***

Title      First Name      Last Name

**Email \***

Must be an email address.

**Australian citizen / Australian resident? \***

**State**

For key personnel residing in Australia.

**Country**

For key personnel residing abroad.

### Project team

# VSI / VDSR / RLAF 2023-24 - Application Form

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\* indicates a required field

**Please select the key personnel\* working on or proposed for the release of this project: \***

- Technical Lead       Design Lead       Narrative Lead       Audio Lead  
 Production Lead       Artistic Lead       Marketing Lead

\*Please note that these titles are intentionally broad to accommodate a variety of roles. Please choose the one which most closely resembles the role of each key personnel.

**Technical leads** might include programmers, senior or lead programmers, technical directors, lead developers – any technical roles which guide the implementation of the underlying mechanics and code that runs a game.

**Design leads** might include designers, lead designers, level and gameplay designers, creative directors – any roles which are primarily concerned with the design of the game and its mechanics, usually as it relates directly to the user.

**Narrative leads** might include writers, editors, script writers, narrative designers – any roles which are primarily concerned with the creation of the narrative, story, elements of a game where such elements are important.

**Production leads** might include producers, project managers, lead developers, and others – whoever is ultimately responsible for keeping the project on schedule and helping to plan the overall path through production to release.

**Artistic leads** might include artists, lead and senior artists, both 3D and 2D artists, creative and art directors, perhaps even UI designers – any roles that are involved in setting the key artistic vision of a game, and possibly executing that vision.

**Marketing leads** might include marketing and PR people who are close to your team (not simply a company you have hired to give you advice) – any roles which are primarily concerned with the messages that you are sending out about your game to press and audience.

**Audio leads** might include composers, musicians, technical sound designers, foley artists, and so on that are involved in creating or managing the key audio elements within the game.

### Technical Lead

**Technical lead name \***

Title	First Name	Last Name
<input type="text"/>	<input type="text"/>	<input type="text"/>

**Email \***

Must be an email address.

**Where does this key personnel reside? \***

- Australia       Overseas

## Technical Lead Australian Residency

**State \***

## Technical Lead Overseas Residency

**Country**

For key personnel residing abroad.

**Please provide a brief description of this key project team member. Please include this person's background, gaming interests, skill set, etc.**

## Design Lead

**Design Lead \***

Title      First Name      Last Name

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

**Email \***

Must be an email address.

**Where does this key personnel reside? \***

Australia                       Overseas

## Design Lead Australian Residency

**State \***

## Design Lead Overseas Residency

**Country \***

For key personnel residing abroad.

**Please provide a brief description of this key project team member. Please include this person's background, gaming interests, skill set, etc.**



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### Narrative Lead

**Narrative Lead name \***

Title	First Name	Last Name
<input type="text"/>	<input type="text"/>	<input type="text"/>

**Email \***

Must be an email address.

**Where does this key personnel reside? \***

- Australia  Overseas

### Narrative Lead Australian Residency

**State \***

### Narrative Lead Overseas Residency

**Country \***

For key personnel residing abroad.

**Please provide a brief description of this key project team member. Please include this person's background, gaming interests, skill set, etc.**

### Production Lead name

**Production Lead name \***

Title	First Name	Last Name
<input type="text"/>	<input type="text"/>	<input type="text"/>

**Email \***

Must be an email address.

**Where does this key personnel reside? \***

- Australia  Overseas

### Production Lead Australian Residency

**State \***

### Production Lead Overseas Residency

**Country \***

For key personnel residing abroad.

**Please provide a brief description of this key project team member. Please include this person's background, gaming interests, skill set, etc.**

### Artistic Lead

**Artistic Lead name \***

Title

First Name

Last Name

**Email \***

Must be an email address.

**Where does this key personnel reside? \***

Australia

Overseas

### Artistic Lead Australian Residency

**Artistic Lead Residency \***

### Artistic Lead Overseas Residency

**Country \***

For key personnel residing abroad.

**Please provide a brief description of this key project team member. Please include this person's background, gaming interests, skill set, etc.**

### Marketing Lead

**Marketing Lead name \***

Title	First Name	Last Name
<input type="text"/>	<input type="text"/>	<input type="text"/>

**Marketing Lead Primary Email \***

Must be an email address.

**Where does this key personnel reside? \***

- Australia  Overseas

### Marketing Lead Australian Residency

**State \***

### Marketing Lead Overseas Residency

**Country \***

For key personnel residing abroad.

**Please provide a brief description of this key project team member. Please include this person's background, gaming interests, skill set, etc.**

### Audio Lead

**Audio Lead Name \***

Title	First Name	Last Name
<input type="text"/>	<input type="text"/>	<input type="text"/>

**Email \***

Must be an email address.

**Where does this key personnel reside? \***

- Australia  Overseas

## Audio Lead Australian Residency

**State \***

## Audio Lead Overseas Residency

**Country \***

For key Personnel residing abroad.

**Please provide a brief description of this key project team member. Please include this person's background, gaming interests, skill set, etc.**

**Are there any additional key personnel working on this project? \***

Yes

No

## Other key personnel

Fill in if applicable and if more than one other key personnel click on 'add more' button below the brief description section.

**Name \***

Title

First Name

Last Name

**Role on this project \***

**Email \***

Must be an email address.

**Australian Residency**

**Country**

For key personnel residing abroad.

**Brief description**

## Ownership and chain of title

\* indicates a required field

**During the assessment process we may ask you to prove you hold the necessary rights to produce the project or undertake the proposed work. You may be required to provide proof if we request it, such as chain of title documentation.**

**Please select one: \***

- This project is the applicant's original work and the applicant holds all relevant rights
- The applicant has acquired all relevant rights (select this option if you have acquired rights to an original screenplay or to another form of underlying work)
- This applicant does not hold relevant rights

**Please provide details \***

If successful, you will be required to provide proof of relevant rights prior to contracting.

## Underlying work

**Title of any underlying work \***

**Type of underlying work \***

e.g. Novel, play etc.

**Author of underlying work \***

Title      First Name      Last Name

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**Please provide details of relevant rights acquisition agreements \***

### Australian Indigenous content

\* indicates a required field

#### **Australian Indigenous content can mean that your project is:**

- Based on or includes Australian Indigenous stories
- Has Australian Indigenous characters
- Features representations of Australian Indigenous culture

#### **Does your project contain Indigenous content? \***

Yes  No

**Please provide a brief statement detailing the research you've undertaken as well as the consultation you've entered into with relevant Australian Indigenous communities and advisors. You may be asked to provide agreements relating to research, consultation, filming permissions etc. \***

### Document uploads

\* indicates a required field

- **The maximum file size for uploads is 25MB per item.**
- **Where possible, please provide documents in pdf**

#### **Request letter - areas to cover include:**

- Background on applicant company and rights holding company (including reference to company credits)
- How the project addresses the program preferences/ value add considerations
- Financial structure of the project
- Information regarding marketplace attachments i.e. distributor or broadcaster
- Project history background
- **VSI Production** - Identification of proposed Victorian locations to be used in production; OR
- **VDSR** - Identification of proposed post-production/ VFX work/ Animation/ Games work to be undertaken in Victoria
- **RLAF** - Identification of regional Victorian locations to be used

**The Committee will also assess the following value-add considerations / preferences:**

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- Projects that build relationships and/or capabilities of Victorian businesses with a view to leveraging future work
- The pipeline of production activity in Victoria, demands on crew and infrastructure skills development opportunities for Victorian screen industry practitioners
- Showcasing of Victorian locations and/or talent
- Creatively-driven and/or Victorian-owned intellectual property
- Projects that contribute to the visitor economy through highlighting Victorian destination, culture and/or lifestyle elements
- How a project promotes diversity and inclusion. Applicants are encouraged to refer to VicScreen's [Gender & Diversity Statement](#)
- Other aspects of the project and its production in Victoria which the Committee considers relevant to the objectives of the VDSR program.

**Please outline how your project will address the above value-add considerations/preferences. If you are addressing these in your Request Letter, please leave this section blank**

**Please upload filename as: [PROJECT TITLE] - Request Letter.pdf \***

Attach a file:

**Evidence of marketplace intent for commercial release or distribution \***

Attach a file:

e.g. [PROJECT TITLE] - Letter of Offer - [Distributor/Broadcaster].pdf

### **Budget / Victorian spend breakdown**

**VSI applications**, your budget must demonstrate a minimum Qualifying Victorian Spend of AU\$3.5M

**VDSR applications**, (Games, Post-production, Animation, VFX) ----- AU\$0.5M

**RLAF applications**, you must demonstrate a minimum Regional Victorian spend of AU \$0.1M

**If you are applying for multiple incentives, please supply all budgets.**

\*

Attach a file:

Please upload filename as: [PROJECT TITLE] - Budget.pdf, .xlsx, .xls

**Does your budget include, at least, minimum Australian industry award rates for practitioners involved in the Victorian work? \***

Yes

No

**Is your budget's currency in AUD (Australian Dollars)? \***

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Yes  No  
We ask that budgets be provided in AUD (Australian Dollars)

### Schedules

VSI Production - Overall production schedule (not shooting schedule);

VDSR - Post-production / VFX/ Games/ Animation schedule

RLAF - One liner shooting schedule indicating regional Victorian filming dates.

**Note: if you are applying for multiple incentives, please supply all schedules**

\*

Attach a file:

Please upload filename as: [PROJECT TITLE] - Schedule.pdf, .xlsx, .xls, .docx, .doc

### Copy of the bid/s for the Victorian PDV work \*

Attach a file:

### Available information about the production company, principal cast, crew and heads of department \*

Attach a file:

Please upload filename as: [PROJECT TITLE] - Additional Information.pdf, .doc, or .docx

### Script (if available)

Attach a file:

Please upload filename as: [PROJECT TITLE] - Script.pdf

### Production service agreement

Australian companies providing production services and applying for a grant on behalf of an eligible project will need to provide a copy of the production services agreement authorising the applicant to undertake work on the project on behalf of the owner / rights holding company of the project.

**Is the applicant a Production Services company applying on behalf of the rights holding company? \***

Yes  No

**Is there a Production Services Agreement already in place? \***

Yes  No

\*



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Attach a file:

Please upload filename as: [PROJECT TITLE] - Production Services Agreement.pdf

Please note: You will be expected to provide a signed Production Services Agreement prior to contracting.

### **Finance plan / Income Sources \***

Attach a file:

Please upload filename as: [PROJECT TITLE] - Finance Plan.xlsx, .xls or .pdf

### **Pitch Deck (if available)**

Attach a file:

Please upload filename as: [PROJECT TITLE] - Pitch Deck.pdf

### **Schedules**

Production Schedule (*overall schedule highlighting the Victorian work*)

Attach a file:

Please upload filename as: [PROJECT TITLE] - Schedule.pdf, .xlsx, .xls, .docx, .doc

### **Available information about the company/studio, key staff members or leads, directors, background and previous titles.**

Attach a file:

Please upload filename as: [PROJECT TITLE] - Additional Information.pdf, .doc, or .docx

### **Additional materials you wish to supply**

Attach a file:

Please upload filename as: [PROJECT TITLE] - [Document]

## Additional Information

\* indicates a required field

### COVIDSafe Plan

# VSI / VDSR / RLAF 2023-24 - Application Form

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In line with Victorian Government recommendations, it is a VicScreen contractual requirement that incentive recipients have and comply with a COVIDSafe Plan. Further information can be found here: [COVID Safe Plans](#)

**Do you have a COVIDSafe Plan for your project, or do you intend to prepare one prior to work commencing in Victoria? \***

- Yes, my project has a COVIDSafe Plan
- No, a COVIDSafe Plan will be prepared prior to work commencing
- No, my project does not require a COVIDSafe Plan.

**You have said that your project does not require a COVIDSafe Plan. Please provide further details. \***

**Does your budget include sufficient allowance to cover the project's COVIDSafe Plan? \***

- Yes
- No

**If no, please provide further details. \***

## Privacy statement and Applicant declaration

\* indicates a required field

### Privacy statement

All personal information submitted to VicScreen will be dealt with in accordance with our [Privacy Statement](#).

**How did you hear about this program? \***

- VicScreen Website
- VicScreen eNewsletter
- VicScreen Social Media
- Through another organisation
- At a screen industry event
- From someone I know
- Other

**Please specify: \***

### Additional Comments (Optional)

**Bring the action to your inbox! Join VicScreen's mailing list [here](#).**

### Applicant declaration

- The applicant declares that they have read and understood VicScreen's current program guidelines. The applicant agrees and acknowledges that VicScreen reserves the right to vary its guidelines without notice to the applicant from time to time.
- The applicant agrees and understands that funding decisions (including the amount of funding) are discretionary and the decision to approve or reject any funding application rests with VicScreen and/or the relevant Minister.
- The applicant warrants and represents that the information provided and all attachments are, to the best of the applicant's knowledge and belief, true and correct and that it has not omitted any material information which would be required by VicScreen in relation to determining whether to approve funding of a project.
- The applicant undertakes to advise VicScreen in the event of any significant or material change to the proposed project, application or supporting materials.
- The applicant warrants and represents that it owns or holds all relevant rights necessary to proceed with the proposed project outlined in this application. The applicant agrees to indemnify and hold harmless VicScreen for and against any cost, loss, damage or expense suffered or incurred by VicScreen as a result of or arising from the use of the application and material.
- The applicant acknowledges and agrees that VicScreen may copy, store, adapt, change, edit and use, communicate and transmit any material supplied by applicants as part of this application in any media worldwide and may provide such material to nominated third party consultants and advisors for advice, review and evaluation purposes.
- You acknowledge and agree that you are submitting your personal information and VicScreen will collect this in accordance with its Privacy Policy at <https://vicscreen.vic.gov.au/legal/privacy>.

### Disclosure of project information:

- You acknowledge and agree that if your application is successful, VicScreen may publish information about your project in Victorian Government media releases, on VicScreen's website, social media platforms, third party media channels (such as Youtube and Vimeo) or in VicScreen's e-newsletter for its promotional and publicity purposes only. This information may include your project's title, genre and synopsis, names and past credits of individuals comprising the key creative team and the amount of VicScreen's investment in the project.
- You acknowledge and agree that typing your name in this application form and submitting the form electronically will constitute signature by electronic communication under the *Electronic Transactions (Victoria) Act 2000* and related Acts.
- The authorised company officer must type their name on the form. By doing so, the authorised company officer warrants that he/she is authorised to sign this application form for and on behalf of the company.

# VSI / VDSR / RLAF 2023-24 - Application Form

Form Preview

**Applicant name/authorised signatory \***

Title	First Name	Last Name
<input type="text"/>	<input type="text"/>	<input type="text"/>

**Date \***

Must be a date

VSI Production

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