

3. ELIGIBLE PROJECTS

Film, television and digital media projects in the early or later phases of drafting and design and pre-production are eligible. Applications for development of projects intended for production in Nunavut will be given priority.

- own 100% of copyright to the project (or an option to adapt the underlying property and acquire copyright ownership – exceptions apply with respect to co-productions); and
- own or have access to the respective digital media rights (by co-production agreement or license)

INELIGIBLE PROJECTS

The application must not include a request to support the development of any of the following:

- news, current events or public affairs programming;
- programs that include weather or market reports;
- talk shows;
- sports events or activities;
- gala presentations or award shows;
- projects that solicit funds;
- pornography;
- advertising and commercials;
- projects produced primarily for industrial, corporate or institutional purposes;
- projects, other than documentaries, which substantially consist of stock footage;
- digital media games intended primarily for the video arcade market; and/or

4. ELIGIBLE COSTS

FILM AND TELEVISION

The recipient of a grant for development of a film or television project may allocate these funds towards any of the following costs:

- rights acquisition;
- research (fees and materials);
- script editing (must be third party/arm's length);
- writing and applicable fringes;
- consultation (must be third party/arm's length);
- script breakdown, scheduling and preliminary budget preparation;
- pre-production (location scouting, casting, packaging, storyboards);
- interviewing or demo taping costs (equipment rental, fees, recording discs or tape stock); and
- airfare (based on economy rates only) and reasonable accommodation/per diem.

In addition, recipients may include within its proposed film or television development budget an allowance equal to 30% of the total eligible base costs (above) which may be applied towards producer fees and administrative overhead.

DIGITAL MEDIA

Eligible base costs for digital media content may include:

- rights acquisition;
- research (fees and materials);
- labour and personnel (creative and technical leads, interactive writers, production manager, webmaster, systems integrator);
- equipment and supplies; and
- airfare (based on economy rates only) and reasonable accommodation.

In addition, recipients may include within its proposed digital media development budget an allowance equal to 30% of the total eligible 'base' costs (above) which may be applied towards producer fees and administrative overhead.

GENERAL PROVISIONS

- Option or acquisition payments to a co-production partner or licensor will not be considered an eligible 'rights acquisition' cost for the purposes of these guidelines.
- Hardware/software upgrades or corporate website development and/or maintenance are not eligible costs.

5. NUNAVUT FILM CONTRIBUTION

An initial advance of 75% will be paid upon execution of a Contribution agreement with Nunavut Film

- a final advance of 25% will be paid upon receipt and acceptance of the following:
 - copy of the content created
 - final accounting of costs and the corresponding financing structure (Receipts may be requested.) --- Economic Impact Report