

THE MOVING IMAGE INDUSTRY OF TEXAS AT A GLANCE

AN OVERVIEW OF THE TEXAS MOVING IMAGE INDUSTRY INCENTIVE PROGRAM

FILM . TELEVISION . COMMERCIAL . ANIMATION . VFX . VIDEO GAME



TEXAS MOVING IMAGE INDUSTRY INCENTIVE PROGRAM (TMIIP)

(SEPT. 1, 2007 - AUG. 31, 2017)*

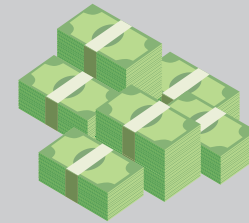
The Texas Moving Image Industry Incentive Program (TMIIP) is a critical tool that has helped attract an estimated **\$1.399 billion in production spending** to the state and over **153,000 production jobs** since the program was created in 2007.



\$1.39B
TOTAL PRODUCTION SPEND
into Texas economy.



153K+
TOTAL PRODUCTION JOBS
created in Texas.



533%
RETURN ON INVESTMENT
\$5.33 per \$1.

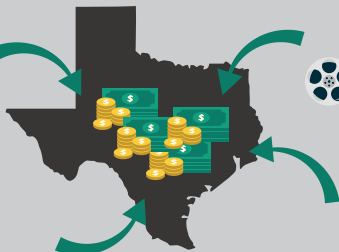
**This information reflects the sum of actual spend and jobs for projects paid, and the as-applied estimates from applications for projects not yet submitted for payment.*

TMIIP IMPACTING LOCAL TEXAS COMMUNITIES EXAMPLES OF PROJECTS AND THEIR TEXAS PRODUCTION SPEND

\$1.49M

Warner Bros. TV series' spend in Lockhart, TX over 45 days.

Source: Warner Bros. - Public Affairs



\$357K

Independent feature's spend in Gainesville, TX over 18 days.

Source: Texas Film Commission



\$159K

TV commercial's production spend in Brownsville, TX over 6 days.

Source: Texas Film Commission



\$896K

Video Game company's spend in East Central Texas over 260 days.

Source: Texas Film Commission



TMIIP GRANT REBATE QUALIFICATIONS & ELIGIBILITY SUPPORTING LOCAL BUSINESSES AND CREATING JOBS



70% of cast & crew must be Texas residents. **60%** of total production days must be completed in Texas.



Projects must document & submit their actual in-state spending.



The project's in-state spend is audited before any grant rebate is issued.



Only wages paid to Texas residents and spending at Texas businesses qualify for the grant rebate.



A project is accepted into TMIIP. On average, the project spends **\$5.33** into Texas economy for every **\$1** in grant.



The project employs 7 out of every 10 paid Texas residents in their cast and crew.



The project's production spend benefits local businesses & organizations such as:

- | | | |
|-----------|--------------|----------------------|
| airlines | fuel | transportation |
| clothing | hotels | food services |
| equipment | construction | local municipalities |