

# THE TEXAS MOVING IMAGE INDUSTRY INCENTIVE PROGRAM AT A GLANCE

FILM . TV . COMMERCIAL . ANIMATION . VFX . VIDEO GAME . XR



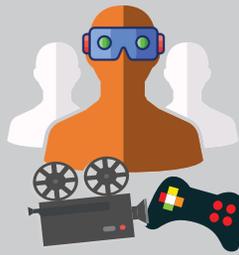
## ECONOMIC IMPACT

LIFE OF PROGRAM (SEPT. 1, 2007 - AUG. 31, 2020)\*

The Texas Moving Image Industry Incentive Program (TMIIP) is designed to build the economy through the moving image industry by creating jobs in Texas.



**\$1.66B**  
IN-STATE SPENDING



**157K+**  
TEXAS JOBS CREATED



**511%**  
RETURN ON INVESTMENT

For every \$1.00 paid in grant, \$5.11 is spent in-state.

*\*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.*

## BOOSTING LOCAL TEXAS ECONOMIES BY THE NUMBERS

**\$391k**

Spend by TV commercial in San Antonio for 2 days.



**\$260k**

Spend by indie feature in North & East TX for 19 days.

**\$18M**

Spend by TV series in Dallas / Fort Worth area for 88 days.



**\$3.9M**

Spend by video game company in Houston for 194 days.



**\$1.5M**

Spend by Animation company in Austin for 302 days.



## CREATING JOBS & SUPPORTING LOCAL BUSINESSES QUALIFICATIONS & COMMUNITY IMPACT



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



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



A project's in-state spend is audited before any grant payment is issued.



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



**1.6M TOURISTS PER YEAR**

Visitors to Magnolia Market in Waco Home of *Fixer Upper*



**200+ PAINTERS & CARPENTERS**

Hired in Austin  
20th Century Fox's *Alita: Battle Angel*



**400+ CAST MEMBERS**

Hired in Central Texas  
AMC's *Fear the Walking Dead, S4*



**#4 GRAD SCHOOL**

Ranking of SMU Guildhall in Plano as a Top 25 Graduate School for Game Design