

# THE TEXAS MOVING IMAGE INDUSTRY INCENTIVE PROGRAM AT A GLANCE

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



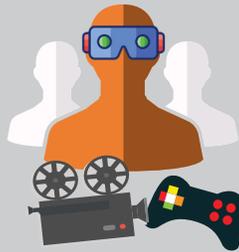
## ECONOMIC IMPACT

LIFE OF PROGRAM (SEPT. 1, 2007 - AUG. 31, 2019)\*

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



**\$1.5B**  
IN-STATE SPENDING



**154K+**  
TEXAS JOBS CREATED



**524%**  
RETURN ON INVESTMENT

For every \$1.00 paid in grant, \$5.24 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

**\$556K**

Spend by TV commercial in Dallas & El Paso, TX over 7 days.



**\$871K**

Spend by indie feature in Central & West TX over 26 days.

**\$23.7M**

Spend by TV miniseries in Killeen, Fort Hood, Fort Worth (& more) over 67 days.



**\$1.14M**

Spend by indie video game company in Austin over 684 days.



**\$598K**

Spend by VR company in Central TX over 167 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.



**~6K SHEETS OF PLYWOOD**  
Purchased in Killeen, TX  
Nat Geo's *The Long Road Home*



**29 HORSE TRAINERS**  
Hired in Central Texas  
AMC's *The Son*



**75+ CONSTRUCTION WORKERS**  
Hired in Fort Worth, TX  
DIY Network's *Texas Flip N Move*



**200+ PAINTERS & CARPENTERS**  
Hired in Austin, TX  
20th Century Fox's *Alita: Battle Angel*