

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, 2022)*

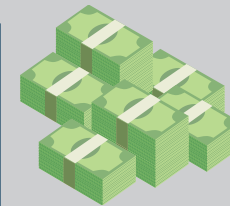
The Texas Moving Image Industry Incentive Program (TMIIP) is designed to build the economy through the moving image industry by creating jobs in Texas.



\$1.95B
IN-STATE SPENDING



183K+
TEXAS JOBS CREATED



504%
RETURN ON INVESTMENT

For every \$1.00 paid in grant, \$5.04 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

\$1M

Spend by TV commercial in Marfa, Austin, East TX, Galveston, and Houston for 8 days.



\$2.3M

Spend by feature film in Fort Worth and Weatherford for 36 days.

\$22.6M

Spend by TV series in Dallas area for 98 days.



\$1.2M

Spend by video game company in Houston for 206 days.



\$7.6M

Spend by animated feature film in Austin for 295 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.



1M+ TOURISTS PER YEAR
Visitors to Magnolia Market in Waco
Home of *Fixer Upper*



300+ TEXAS CREW MEMBERS
Hired in Austin
Fifth installment of the *Spy Kids* franchise



800+ CAST MEMBERS
Hired in Central Texas
The CW's *Walker S1*



#3 AND #13 RANKINGS
Graduate Schools for Game Design
SMU Guildhall in Dallas
and UT Dallas in Richardson