



DIGITAL MEDIA CONTENT DOCUMENT GUIDELINES

We understand that the nature of production dictates that some changes in these quantities may occur over the course of production. Certain details may be omitted or code names assigned to protect confidentiality. Based on your preliminary scheduling and development plan, please use the following questions to help quantify what assets and functions your project plans to complete over the course of production.

All Digital Media Projects:

- What genre(s) would you use to describe your project?
- What is the basic story or narrative structure of your project? What are some of the major plot points?
- Does your story have an ending?
- On what platform, console, and/or hardware will your project be accessible?
- Who/What is your targeted audience and age-range?
- How many new characters do you plan to create?
- How many new environments, sets, and/or levels do you plan to produce?
- How many new props and/or gear (including weapons, vehicles, or aircraft) do you plan to make?
- Do you plan to re-use any existing assets (characters, environments, props)? And if so, please give a brief description of each and what changes you plan to make?
- Will you be engaging in any form of telemetry or remote collection of data for the purpose of conducting analytics?

Animation & Visual Effects (VFX) Projects:

- What animation or VFX technique(s) will your project be implementing (2D Animation, 3D Animation, Compositing, Rotoscope, Match-Move, Motion Graphics, Motion Capture, Stop-Motion, Cel, etc.)
- Do you plan to produce all assets and/or effects in-house or do you plan to purchase assets from third-party vendors and/or stock libraries?
- Do you plan to outsource any assets or tasks? If so, which ones and where will they be outsourced from?



Video Game & Extended Reality (XR) Projects:

- What interactive elements or online features (if any) does your project include (e.g. In-Game Purchases, User Interaction, Location Share, Unrestricted Internet, etc.)?
- What new game mechanics and/or functions do you plan to introduce in this project? Please give a brief description of each.
- Do you plan to re-use existing game mechanics and/or functions? Please give a brief description of each.
- Do you plan to use a third party game engine? If so, which one? If not, do you plan to develop and/or create your own engine?
- Do you plan to outsource any assets or tasks? If so, which ones and where will they be outsourced from?