

animate! tv

Budget Guide 2004

animate! tv is offering production budgets from £5,000 up to a maximum of £20,000, including fee.

We do not require a full budget as a part of your original submission. However you must include an estimated budget total (to the nearest £1,000) in the Proposal Form and you will find the following notes useful in calculating this.

If you are shortlisted we will ask you to send us a full budget based on the schedules outlined on the next page. We will not be able to present your proposal to the final selection team without your detailed costing for the project.

If you are requested to supply this full budget, it will need to demonstrate that the project can be realised for the money requested. Please give as much detail as possible — the items included under the schedules below are not necessarily comprehensive.

notes

Identify personnel, labs, facilities, etc where known. If you intend to engage contributors/performers, or incorporate copyright material, indicate the extent and cost of clearances. Some estimates are acceptable.

You can include a payment for your own production work (animation, editing, etc), plus an artist's fee of up to 20% of production costs. If you propose to make your work under the umbrella of a production company you may need to pay a part of this fee to the company, as their production company fee.

All completed projects must be mastered on DigiBeta in 16:9 widescreen full-height anamorphic format. We will advise commissioned projects on, and include budget costs for, full DigiBeta, BetaSP and VHS delivery requirements to Channel 4, Lux, Finetake and the National Film & Television Archive, including a DigiBeta 16:9 letterbox version (with black top & bottom of screen).

If your project has received any offers of financial support or help in kind, this assistance should be specified in the budget.

Please do not include general contingency, or VAT if you are VAT-registered.

NB: Finetake's Production Executive will revise the budgets of commissioned projects, and will give advice on rights clearance and other matters relating to the production and potential transmission and exhibition of the work.

budget schedules

- 1 **Animation costs:** cel, paper, paint, armatures, etc; line test hire; rostrum (including titles); lights hire; camera hire; still photographs; computer software, peripherals, storage; studio, workroom hire; etc
- 2 **Personnel & fees:** producer; scriptwriter; researcher; assistant animator; colourist; set & model builder; model camera-person; other personnel; licence fee for written or other copyright material; picture library fees; etc
- 3 **Live action:** director of photography; sound recordist; other crew; performers; equipment hire; props; costumes; sets; location fees; studio costs; etc
- 4 **Stock & labs:** tape shoot stock; picture tape format transfer; film neg stock; neg develop; telecine rushes + tapes; neg cut; final telecine; etc
- 5 **Sound costs:** equipment hire; sound studio; sound tape transfer; tracklay; dubbing theatre; lay-back; etc
- 6 **Sound fees:** sound designer; voice-overs; composer/performer; musicians; recorded music rights; production (library) music; etc
- 7 **Editing:** picture editor; track breakdown; offline edit & tapes; online edit to master; Editbox, Henry, Flame; layoff disk to tape; clock & colour bars; etc
- 8 **Miscellaneous:** travel; transport; stills (digital files); any other production expenses
- 9 **Production work & artist's fees:** a payment for your own production work (animation, editing, etc, as appropriate), plus your artist's fee (up to 20% of production costs) — indicate if a part of this is to be paid to a production company.