



## Test of Characteristics for Films and Series

The project must score at least 40 points in total. At least 3 criteria must be met and 7 points obtained in each of the three categories of "creative content", "creative talent from Germany, the EU or EEA" and "production". Only full points are awarded.

Answers to "from Germany, the EU or the EEA" refer to the nationality of natural persons or their place of residence<sup>1</sup> and centre of their lives in Germany, the European Union or another state that is party to the Agreement on the European Economic Area.

### "Creative content" Category

	<b>Maximum points</b>	<b>Total</b>
• The majority of scenes (fictional content/material) are played out in Germany or in German-speaking areas	4	
• The majority of scenes (fictional content/material) are played out in a different EU or EEA state	3	
• The project makes reference to subjects of current social or political relevance	3	
• The project makes reference to the subject of German/European history/politics	3	
• The project uses German locations <sup>2</sup>	3	
• The project uses other European locations (if there are no German locations) <sup>3</sup>	3	
• A principal character in the underlying material is/was German <sup>4</sup> or from another EU or EEA state	3	
• German or European filming locations <sup>5</sup> are used	2	
• The storyline/underlying material is based on a book, a computer game, a play, an opera, a comic	3	
• The final version is in German/has German subtitles	3	
• The plot/underlying material is German <sup>6</sup> or from another EU or EEA state	2	

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<sup>1</sup> A place of residence is where somebody has a residence in circumstances which indicate that s/he will retain and use the residence.

<sup>2</sup> German locations can be typically and unmistakably linked to Germany, irrespective of where they are shot (Reichstag, Frankfurter Roemer etc.). The location is the described site of the action, and its purpose is to guide viewers' imagination in a certain direction.

<sup>3</sup> European locations can be typically and unmistakably linked to an EU or EEA state, irrespective of where they are shot. The location is the described site of the action, and its purpose is to guide viewers' imagination in a certain direction.

<sup>4</sup> The principal character is German as understood by the test of characteristics if, according to the plot, s/he plays somebody who is or presumably is a German national or who (presumably) lives permanently in Germany.

<sup>5</sup> Filming locations are scenes actually filmed; a studio is not a film location within the meaning of this provision. Unlike the location, the filming location refers to the place where fantasy is translated into a cinematic piece.

<sup>6</sup> The plot/underlying material is German if it originates from a German-speaking author or from a living author permanently resident in Germany or if the content deals with issues that are relevant to Germany.

**"Creative Talents from Germany, the EU or the EEA" Category**

	<b>Maximum points</b>	<b>Total</b>
• Leading actor: One leading actor (2 points) <u>or</u> at least two leading actors (4 points)	4	
• Supporting actor: One supporting actor (1 point) <u>or</u> at least two supporting actors (2 points)	2	
• Director	2	
• Scriptwriter	2	
• Producer/co-producer (natural person)	2	
• Cameraman	1	
• Digital image technician (DIT)	1	
• Composer	1	
• Costume designer	1	
• Lead animation artist	1	
• Make-up artist	1	
• Lead FX artist	1	
• VFX supervisor/producer	2	
• Post-production supervisor	2	
• Film editor/cutter	1	
• Colour correction/colour grading	1	
• Sound editing/sound designer	1	
• Executive producer/line producer	1	
• Set designer (analogue and digital)	1	
• Art director/lead shading artist/texturing artist	1	
• Dubbing artists (one point each for the first three main roles)	3	

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## "Production" Category

	Maximum points	Total
• Development and/or use of innovative technologies which have not been/hardly been used before in the film industry	5	
• Studio recording in Germany	3	
• Location filming in Germany	3	
• VFX costs spent in Germany	4	
• SFX costs spent in Germany	3	
• Music recorded in Germany	2	
• Sound editing in Germany	3	
• Picture editing (without VFX) in Germany	2	
• Post-production services in Germany	3	
• Final editing in Germany	2	
• Film processing work through to the answer print in Germany	2	
		32
	<b>Total</b>	96

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