



**TEXAS MOVING IMAGE INDUSTRY INCENTIVE PROGRAM
(As Of December 31, 2016)**

2008-2009 Biennium

	Feature Film	Television	Commercial	Video Game	Totals
Applications	7	9	113	26	155
Production Jobs	4,955	13,760	5,906	530	25,151
Texas Spending	\$39,025,067	\$60,544,338	\$24,615,114	\$17,581,969	\$141,766,488
Grant Amount	\$2,135,767	\$3,197,093	\$1,289,740	\$913,461	\$7,536,061

2010-2011 Biennium

	Feature Film	Television	Commercial	Video Game	Totals
Applications	32	28	144	37	241
Production Jobs	8,226	18,783	7,043	1,342	35,394
Texas Spending	\$107,602,791	\$129,358,144	\$28,123,912	\$91,431,815	\$356,516,662
Grant Amount	\$17,702,040	\$27,928,837	\$1,787,034	\$5,258,234	\$52,676,146

2012-2013 Biennium

	Feature Film	Television	Commercial	Video Game	Totals
Applications	21	23	151	45	240
Production Jobs	4,368	7,415	8,118	1,496	21,397
Texas Spending	\$36,744,847	\$60,748,450	\$27,784,274	\$50,066,897	\$175,344,468
Grant Amount	\$5,042,416	\$13,767,758	\$1,696,439	\$5,086,857	\$25,593,470

2014-2015 Biennium

	Feature Film	Television	Commercial	Video Game	Totals
Applications	27	34	193	43	297
Production Jobs	9,815	24,072	12,074	2,581	48,542
Texas Spending	\$76,057,243	\$207,830,384	\$40,519,331	\$99,703,287	\$424,110,244
Grant Amount	\$14,766,075	\$43,855,100	\$2,401,237	\$16,700,764	\$77,723,176

2016-2017 Biennium

	Feature Film	Television	Commercial	Video Game	Totals
Applications	5	13	51	13	82
Production Jobs	2,108	4,197	5,214	971	12,490
Texas Spending	\$33,130,515	\$57,519,285	\$12,909,225	\$53,286,597	\$156,845,621
Grant Amount	\$7,151,455	\$10,558,989	\$820,532	\$9,344,472	\$27,875,448

Life of Program

	Feature Film	Television	Commercial	Video Game	Totals
Applications	92	107	652	164	1,015
Production Jobs	29,472	68,227	38,355	6,920	142,974
Texas Spending	\$292,560,463	\$516,000,601	\$133,951,855	\$312,070,564	\$1,254,583,483
Grant Amount	\$46,797,753	\$99,307,777	\$7,994,981	\$37,303,789	\$191,404,300

NOTES:

1. Reflects the sum of actual spend and jobs for projects reviewed and paid, and the as-applied estimates of spend and jobs from applications for projects not yet submitted. As all projects are ultimately submitted and reviewed, these numbers will necessarily change.