

Motion Sheet -Creative Content Incentive Program

I move to amend the wage rates and benefits required for a program to qualify for the Creative Content Incentive Program in Part 3, Subsections 2 and 3 of Ordinance No. 20140515-008, and in the Program Guidelines of the Creative Content Incentive Program Guidelines to read as follows:

Ordinance Lines 32-28

MINIMUM ELIGIBILITY REQUIREMENTS

~~(2) Film and television projects, reality television, and commercials must pay all employees at least union wages and ensure the availability of other employment benefits equivalent to union benefits.~~

(2) Film and television projects, reality television, and commercials must pay all employees for positions for which they seek the incentive the higher amount of either union wages or the City's current living wage, and ensure the availability of other employment benefits equivalent to union benefits.

~~(3) Video game and visual effects projects must pay all employees at least \$11 per hour or the City's having wage if adjusted, provide all workers with health insurance benefits, and extend employee benefits to same-sex partners and their dependents.~~

(3) Video game and visual effects projects must pay all employees for positions for which they seek the incentive at least the City's current living wage; provide all workers with health insurance benefits; and extend employee benefits to same-sex partners and their dependents.

Guidelines

Program Qualifications

To qualify for this program, the Project is required to: Provide end credit to the City of Austin by displaying the Austin Film Commission's "Made in Austin" logo or the words "Produced with the support of the City of Austin." The logo or text should be displayed for a reasonable amount of time, comparable to the amount of time allotted to other credited entities.

Provide Electronic Press Kits (EPK) with images and additional assets to include but not limited to press contacts, summary of the project, location credit and quotes on shooting in Austin to the City of Austin and Visit Austin as requested for promotional purposes.

Be an approved applicant for production incentives from the Texas Film Commission in one of the following categories: film & television projects, video game projects, commercials or visual effects. Alternatively, if a project is not approved or eligible for the Texas Moving Image Incentive Program, projects may provide additional information to be considered for CCIP (Exhibit B).

Projects must pay workers for those positions for which they seek the incentive the higher amount of either union wages or the City's current Living Wage (which is \$22.05 as of 2026), and ensure the availability of other employment benefits equivalent to union benefits, and for video game and visual effects projects provide health insurance benefits, which will be extend benefits to same-sex partners and their dependents.

Complete an online training with the City's Small and Minority Business Resources (SMBR) prior to the first day of filming and submit the list of contracts for the project after production is completed for review by SMBR.

The primary place of business for the company's project must be within the City of Austin's Desired Development Zone.

Projects seeking an incentive under another Chapter 380 Program, may not count the same jobs or payroll toward a Creative Content Incentive Program incentive. Projects may not involve any new permanent construction or leasehold improvements; such projects are more appropriate for another Chapter 380 Program.

Rationale:

Establishing required wage rates and benefits at the higher of either union compensation or the City's living wage ensures that programs benefiting from this incentive are investing in Austin's creative workforce.