



project funding media art: rules and conditions

1. Which projects and individuals are eligible?

BREEDBEELD supports amateur artists and image-makers. This project fund aims to financially support talent development and is set up for **non-professional artists** with the additional incentive of creating new work. These financial resources can be used for the **production of new work**, or **coaching in its creation**.

The following individuals and projects are eligible:

- a. Any artist **living in Flanders or Brussels** who wishes to create a work that falls within the discipline of **media art**:
 - i. **Leisure makers**, both **with and without** an art degree.
 - ii. **Graduated art students**, both from a college of higher education and from a DKO/CVO programme.
 - iii. Projects by/within a **club** or **artists' collective** or individuals who are members of it.
- b. The project falls within the broad definition of media art; **from video art to 3D-printed sculptures and from sound art to building software or hardware**.
- c. It is an **artistic and non-commercial project**.

Of course, these conditions do not mean that you cannot aspire to become a professional artist. Anyone who does commercial work on a side or main job basis can also submit a project application for a personal and artistic, non-commercial project.

2. How much can you apply for?

- a. You can apply for an amount of **€500 or €1.000**.
- b. The amount **includes VAT**.
- c. You must spend the requested amount **within one year of the date of approval and complete your project within this period**. (See also point 5.d. "Payment and justification").

- d. Own funds or additional sponsorship are permitted. (See also point 4 "Budget").

3. Which projects and individuals are not eligible?

- a. **Projects by students** made as part of their studies.
- b. Individuals **currently** studying at an **art academy**.¹
- c. Artists who have an '**kunstwerkattest**'.²
- d. **Commercial projects** and projects from a **production company**.
- e. Projects that **already receive support**.
- f. Work that has already been completed before funding is granted.
- g. Socio-cultural projects related to media art (e.g., a workshop with a work of art as the end product)
- h. Projects for charitable causes or for a benefit.
- i. Projects with incomplete application file.
- j. Projects that are submitted late.

4. Budget

Of course, you cannot be 100% sure how much your project will cost. A budget is therefore an estimate. Nevertheless, it is important for the assessment committee to get a clear picture of the costs involved in your project. Make sure your budget is a **realistic and balanced estimate**.

a. What do you take into account when drawing up a budget?

- As the artist, you are ultimately **responsible** for the payment of all costs. Please note that you can receive **proof of payment** for all costs in your budget. BREEDBEELD does not intervene in payments to third parties and will not cover costs for which there is no proof, nor costs that exceed the total amount of €500 or €1.000.
- Make a breakdown to estimate the costs as accurately as possible:
 - o How many days would you like to film?
 - o What equipment do you need for this?
 - o Do you need software?
 - o ...
- Clearly justify why the **purchase** of equipment is **essential for your project**.

¹ Students receive a creative and production framework through their education within which their projects are developed. At BREEDBEELD, we aim to support individuals for whom this framework has (partially) fallen away.

² An artist with a *kunstwerkattest* (the former *kunstenaarsstatuut*) receives government support as a professional creator. Therefore, they are not eligible either. For clarity: a *kunstwerkattest* is not the same as an amateur arts remuneration (AKV).

- Services provided by friends, family, acquaintances, or professionals: either provide compensation or consider their contribution a favor. You may not charge their invested time as a hypothetical cost. For example: a composer wants to create music and would normally charge €300 for this, but in this case does it for free.
- Be honest and as transparent as possible about how you are raising funds or where you plan to apply for funding. If possible, clearly indicate when you will have more information about this.

b. What may you include in your budgeting?

- Post-production costs (editing, music, soundscape, ...)
- Purchase of materials (wood, plexiglass, paper, ...)
- Fees for mentoring
- Costs for renting and purchasing technical equipment (cameras, recording equipment, etc.)
- Costs for purchasing hardware or software (computers, software licenses, hard drives, etc.)
- ...

c. What should you not include in your budgeting?

- Compensation for you as an artist
- Compensation for volunteer contributors
- Reimbursement of travel expenses can only be reasonable and must be clearly stated

5. Procedure

a. Submit

- You can submit your project using the application form on the website www.divfuse.be.
- A complete application consists of a completed file and a budget.
- You can submit until **Thursday 27 November, 23h45** at the latest.
- After the deadline has passed, no changes can be made to the file.
- Incomplete files will not be considered.
- Submitting a project is free of charge.
- If your application for funding is not approved, the same project (subject to any adjustments) may be submitted once more in a subsequent round.

b. Selection

A selection of up to ten applications will be made by BREEDBEELD from all participating files, based on quality and completeness of the applications. It is up to the applicant to check the file for completeness, not BREEDBEELD. This selection of ten projects is made

by a selection committee, consisting of at least two external jury members and one representative of BREEDBEELD. The selection will take place behind closed doors. After the selection, candidates will be informed of the committee's decision via email. No discussion is possible on the decision. Due to the large number of applications, we cannot provide personal feedback on your application if you are not selected. A maximum of four weeks after the deadline, we will announce which projects receive support (end of December).

c. Amount granted

The amounts granted are based on the applications and the experience of BREEDBEELD or the external committee members. The **amount granted** may be **lower** than the **amount applied for**.

d. Payment and justification

BREEDBEELD pays out 100% of the allocated amount to the applicant(s) after a positive decision on the allocation of funds. With this amount, the costs listed in the budgeting can be paid. **Please note:** as already mentioned, this amount has to be justified after the project by means of receipts. BREEDBEELD provides an overview document (Excel) in which the costs incurred can be listed and justified. The total costs incurred must at least correspond to or exceed the allocated amount (without an additional payment being foreseen). However, if the total amount spent remains below the allocated amount, the excess amount must be repaid to BREEDBEELD.

e. Changing the content of the project

The creation process of a work may change during the course of the project due to a variety of circumstances. However, your application will be approved on the basis of a content file and a budget. **Should fundamental content of your project change**, you are **obliged to inform** BREEDBEELD. This way we can discuss this in an open way.

f. Incomplete payment & clawback

If a project is ultimately not carried out, if the applicant cannot provide legitimate proof of payment or if the conditions in these regulations are violated, **the amount already paid may be recovered**. Similarly, **if a project ends up costing less than the budgeted amount, the difference will be recovered** as mentioned above. This will always be done in consultation with those involved. Therefore, please inform us in good time should problems arise, so we can look for a solution together.

The amount awarded may also be reclaimed in the event of a **breach of the conditions** set out in these regulations.

6. Attribution

As a (co-)financier of your project, BREEDBEELD requests that all communication about the work mentions that it was created with the support of BREEDBEELD and the Flemish government. The **BREEDBEELD logo** and the **logo of the Flemish government** must also be included. Both logos can be requested from BREEDBEELD and/or will be provided at the start of the project. We also ask you to keep us informed of any exhibitions or festival selections of the work, in order to communicate about it ourselves.

7. Copyright and distribution rights

Each entrant guarantees that he/she/they is the original author and full copyright holder of the works created, that they are original works or legal adaptations and not reproductions or copies of existing works. If this is not the case, the project will not be eligible. BREEDBEELD does not accept any responsibility for possible infringement of third-party copyrights. Upon submission, the participant indemnifies BREEDBEELD against all possible claims by third parties.

The copyrights of the works created with this project funding remain entirely with the creator. In addition, BREEDBEELD also waives any claim to possible income, for example prize money at festivals or income from sales.

8. Insurance

The works produced within this project funding are not covered by any insurance provided by BREEDBEELD. The production is entirely at the applicant's own responsibility. BREEDBEELD is not responsible for damages caused or debts incurred.

9. Cancellation policy

The organisers cannot be held responsible in case of changes or cancellation of the 'BREEDBEELD project funding media art' due to force majeure.

10. Agreement regulations

All cases not provided for in these regulations belong to the exclusive (judging) competence of the organisers. Their decision may not be appealed and no correspondence will be entered into. By submitting a file, the participant unconditionally agrees to these regulations.