



HIGHLIGHTS OF THE GEORGIA ENTERTAINMENT INDUSTRY INVESTMENT ACT

- The foundation of the Act is a **20% transferable tax credit**. Production companies that spend a minimum of \$500,000 in the state on qualified production and post production expenditures are eligible for this credit. This includes most materials, services and labor. The 20% credit applies to both residential and out-of-town hires working in Georgia with a salary cap of \$500,000 per person, per production, when the employee is paid by "salary," which is defined as being paid by W2. If the production company uses a 1099 or a personal services contract to hire someone this limit does not apply.
- Provides the same tax credits to **all in-state and out-of-state labor working in Georgia** plus standard fringes qualify.
- **No limits or caps on Georgia spend, no sunset clause.**
- Provides an additional **10% tax credit** if a production company includes a Georgia promotional logo in the qualified finished feature film, TV series, music video or video game project.
- **Commercials and music videos are eligible for the 20% base tax credit** once the production company has spent a minimum of \$500,000 on qualified expenditures. This may be through a single project or multiple projects.
- **The tax credits apply to the company's Georgia tax liability.** Should the company have limited or no Georgia tax liability, then the credit may be transferred or sold once to one or multiple Georgia-based taxpayers to use against their tax liabilities.
- In addition to feature film and television production, the Act also includes other areas of original **entertainment content creation including animation, interactive entertainment, video game development and original music scoring.**
- **Productions may also qualify to take advantage of Georgia's Sales and Use Tax Exemption**, a point-of-purchase sales tax exemption that saves you up to 8% on most purchases and rentals in the state.

