



## **TRIBECA AND EPIC GAMES COLLABORATE TO BRING UNREAL ENGINE TO INDEPENDENT FILMMAKERS**

*CURATED PROGRAM REVEALED DURING THE 20TH EDITION OF THE TRIBECA FESTIVAL WILL PROVIDE EDUCATIONAL WORKSHOPS FOR INDEPENDENT FILMMAKERS ON THE STATE-OF-THE-ART ENGINE AND ITS SUITE OF 3D CREATION TOOLS*

**NEW YORK, NY – June 14, 2021** – Tribeca Enterprises today announced a partnership with Epic Games to bring Unreal Engine, the world’s most open and advanced real-time 3D creation tool for photoreal visuals and immersive experiences, to independent filmmakers. Unreal Engine has come to prominence as the game engine driving blockbuster video games including *Outriders*, *Final Fantasy VII Remake*, *Kingdom Hearts III*, *Star Wars Jedi: Fallen Order* and *Fortnite*, and has also been used on major motion pictures and episodic television shows, including *The Mandalorian*, *Westworld*, *Ford v Ferrari* and more. As part of Tribeca’s effort to celebrate the creative intersectionality between game development and filmmaking, during the 2021 Tribeca Festival™, presented by AT&T, Tribeca and Epic Games will collaborate to program curated educational experiences for filmmakers in New York City to learn more about the award-winning engine and its offerings.

“We are inspired by the tools and capabilities Unreal Engine offers filmmakers and production studios to help them reimagine storytelling and create stunning imagery in real time,” said Tribeca Enterprises and Tribeca Festival Co-Founder and CEO Jane Rosenthal. “The technology that has powered so many of today’s most renowned video games is becoming more and more essential to the production of films and television shows, and our mission is to provide a platform for independent filmmakers to learn more about these incredibly powerful tools and resources available to them.”

The program is an extension of [Unreal Fellowship](#) launched last year, and will help break down barriers for independent filmmakers to gain first-hand knowledge from Unreal Engine experts and artists on how to use the engine’s suite of development tools to deliver cutting-edge entertainment, compelling visualizations and immersive virtual worlds.

“Unreal Engine has redefined how storytellers imagine and build stories, and we’re committed to helping filmmakers understand how real-time tools will revolutionize how they produce their projects no matter their budget or team size,” said CTO of Epic Games, Kim Libreri. “Virtual production is the future of

filmmaking and our hope is that participants will emerge from the program with a solid understanding of how to use Unreal Engine to fit the needs of their projects.”

Independent filmmakers interested in the Unreal Engine program can learn more by visiting <https://www.tribecafilm.com/unreal-engine>.

### **About Tribeca Enterprises**

Tribeca Enterprises is a multi-platform storytelling company, established in 2003 by Robert De Niro and Jane Rosenthal. Tribeca provides artists with unique platforms to expand the audience for their work and broadens consumer access to experience storytelling, independent film, and media. The company operates a network of entertainment businesses including the Tribeca Film Festival; the Tribeca TV Festival; and its branded entertainment production arm, Tribeca Studios.

For the latest updates, please visit [tribecafilm.com](http://tribecafilm.com)

### **About the Tribeca Festival**

The Tribeca Festival, presented by AT&T, brings artists and diverse audiences together to celebrate storytelling in all its forms, including film, TV, VR, games, music, and online work. With strong roots in independent film, Tribeca is a platform for creative expression and immersive entertainment. Tribeca champions emerging and established voices; discovers award-winning filmmakers and creators; curates innovative experiences; and introduces new technology and ideas through premieres, exhibitions, talks, and live performances.

The Festival was founded by Robert De Niro, Jane Rosenthal, and Craig Hatkoff in 2001 to spur the economic and cultural revitalization of lower Manhattan following the attacks on the World Trade Center. Tribeca will celebrate its 20th year June 9 – 20, 2021. [www.tribecafilm.com/festival](http://www.tribecafilm.com/festival)

In 2019, James Murdoch’s Lupa Systems, a private investment company with locations in New York and Mumbai, bought a majority stake in Tribeca Enterprises, bringing together Rosenthal, De Niro, and Murdoch to grow the enterprise.

### **About the 2021 Tribeca Festival Partners**

The 2021 Tribeca Festival is presented by AT&T and with the support of our corporate partners: Alfred P. Sloan Foundation, Audible, Bloomberg Philanthropies, CHANEL, City National Bank, CNN Films, Diageo, DoorDash, FreshDirect, Hudson Yards, Indeed, Montefiore-Einstein, NYC Mayor's Office of Media and Entertainment, P&G, PwC, Roku, Spring Studios New York, Unreal Engine

### **About Unreal Engine**

Epic Games’ Unreal Engine is the world’s most open and advanced real-time 3D tool. Creators across games, film, television, architecture, automotive and transportation, advertising, live events, and training and simulation choose Unreal to deliver cutting-edge content, interactive experiences, and immersive virtual worlds. Follow [@UnrealEngine](https://twitter.com/UnrealEngine) and download Unreal for free at [unrealengine.com](http://unrealengine.com).

**About Epic Games**

Founded in 1991, Epic Games is an American company founded by CEO Tim Sweeney. The company is headquartered in Cary, North Carolina and has more than 50 offices worldwide. Today Epic is a leading interactive entertainment company and provider of 3D engine technology. Epic operates Fortnite, one of the world's largest games with over 400 million accounts and 2.5 billion friend connections. Epic also develops Unreal Engine, which powers the world's leading games and is also adopted across industries such as film and television, architecture, automotive, manufacturing, and simulation. Through Unreal Engine, Epic Games Store, and Epic Online Services, Epic provides an end-to-end digital ecosystem for developers and creators to build, distribute, and operate games and other content.