

Epic MegaGrants

Provides financial grants to creative, noteworthy, and innovative projects built in and around Unreal Engine or projects that enhance the open source 3D graphics ecosystem.

Epic MegaGrants are investments Epic Games makes to sponsor the development of exciting projects that may not otherwise have enough funding to fully realize. They're specifically meant for smaller teams, solo developers, and innovators who are using our technology to bring bold, challenging, and insanely creative dreams to life.

Average grants range from \$5,000 to \$75,000, with some extraordinary projects receiving up to \$150,000!

Epic Games are looking to support anyone doing amazing things with Unreal Engine or for the 3D graphics ecosystem. To ensure that Epic MegaGrants delivers the most value to the community, here are a few considerations:

- Game development: Epic love helping Unreal Engine games see the light of day, whether they are brand new or moving to UE5. Please submit game projects that are past the idea/design phase and have at least some form of working prototype. A link to a video of your working prototype is ideal.
- Unreal Editor for Fortnite Creative Islands: Unreal Editor for Fortnite (UEFN) combines the power of Unreal Engine with the scale of Fortnite. Epic is looking for talented creators and developers who are building imaginative and innovative Fortnite Creative islands. From games to interactive experiences they are looking to bring new projects to life.
- Film, TV & live events: Real-time technology is transforming the entertainment world, leaving tons of room for experiments and growth. Epic is looking at everything from live-action/animated films and shows to broadcast, live, and location-based events. The bolder, the better.
- Other non-games verticals: Epic would love to see your Unreal Engine projects in other industries, including architecture, automotive, manufacturing, simulation, product design, advertising, VR/AR, and more. For complex projects, they are looking for more detailed project plans and prototypes.
- Education: Research, educational curricula and course development, student projects, and university programs using or related to Unreal Engine are all eligible. Please note that for institutions, Epic only accept submissions from degree-granting schools and educators at such schools.
- Tools and open source development: You can submit an application for a new tool or plans to port existing tools to Unreal Engine or create tools that integrate existing software with Unreal Engine. You can also submit a new open-source tool (including tools that provide interoperability) or any enhancement for existing open-source projects related to 3D graphics. For new tools, Epic

Link

<https://www.unrealengine.com/en-US/megagrants>

Status

Open

Provider

Epic Games

Amount

\$5,000 - \$150,000

Rounds

None - Always Open

Location

- International
- National

Who Can Apply

- Businesses
- Individual

Co-contribution Required?

Unspecified by Provider

Powered By



would like to see a detailed plan or, if available, a prototype.

Individuals and small teams are also eligible and encouraged to apply.