**Documentary Overview – Topic Summary**

Silver Surfer Europe Tour is a project of ‘Dream On’ Film Ltd. The project proposed adventurous documentary film that will document unprecedented journey of discovery through the lens of Virtual Reality.

A small team of minimalist film crew will embark on an epic adventure across Europe, and explore the different aspect of the places, heritage and culture on RV (motorhome), bicycle and sometimes even on foot. The team will camp in the mesmerizing environment and some of the most remarkable places in Europe.

This project/ documentary film series is called the ‘Silver Surfer Euro-Tour’ [www.silversurdertour.com](http://www.silversurdertour.com) which will take place over the next 12 months. Starting September 1st, 2022 to September 2023.

The aim of documentary is to create a film series that is immersive, humorous, engaging and insightful on the best Europe has to offer in historic reference, culture, gastronomic & land sights visits.

**Location and Destinations**

The route of the expedition will show the incredible scope and variety of environments. These countries were chosen because they have different landscapes and unique perspectives, making them visually and culturally diverse locations.

* 1. Belgium
  2. France
  3. Spain
  4. Portugal
  5. Italy
  6. Greece
  7. Turkey
  8. Romania
  9. Germany
  10. Denmark
  11. Norway
  12. Sweden
  13. Finland
  14. Netherland

**Proposed Film/ Project Activities**

Below is the potential (but not limited to) activities:

* Filming the Top 15 Castles in Europe
  + Examples:
    - Chateau de la Hulpe- Belgium
    - Carcassonne, France
    - Hohenzollern Castle, Germany
    - Pena Palace, Sintra, Portugal
    - Neuschwanstein Castle, Germany
  + Trakai Island Castle, Lithuania
* Major Sport events: Fench Grand Prix, Tour de France etc
* Scenic / Unknown Remote Destinations in Europe
  + <https://www.youredenexperience.com/>
* Oktoberfest in Germany
* Medieval Rothenburg – Germany
* Koblenz & the Rhine Valley – Germany (Boat excursion)
* Baden-Baden & the Black Forest – Germany
* Miniatur Wunderland & Historia Port of Hamburg – Germany
* Konigssee (Kings Lake) – Germany
* Rothenburg ob der Tauber – Germany
* Insel Mainau: Flower Island of Lake Constance - Germany
* ‘100’ Wave in Nazerene – Portugal
* Douro Valley – Portugal (Boat excursion)
* Disney Land – France
* Grotte Demoiselles – France
* Cliffs of Etretat - France
* Pink Salt Fields - France
* Efteling Theme Park - Belgium
* Dinant – Belgium
* Tomorrowland Festival – Belgium
* Amsterdam, Leiden, Delft Gouda Cities – Netherlands
* Keukenhof (Tulips & Flowers)– Netherlands
* Van Gogh Museum – Netherlands
* The Windmills of Kinderdijk – Netherlands
* De Hoge Veluwe National Park – Netherlands
* The Ijsselmeer (Zuiderzee) – Netherlands
* Kings Day - Netherlands
* Cannes Film Festival - France
* Music Fest at Castle of Sully – France
* Primavera Sound (music festival) - Spain
* Azkena (music festival) – Spain
* Pueblos Blanco – Spain
* The Balearic Islands – Spain
* Picos de Europa – Spain
* Ultra Europe Festival – Croatia
* Krka & Plitvice National Parks – Croatia
* Zagrab, Korcula, Pula, Zadar, Rovinj Hvar, Dubronnik Cities - Croatia
* Anything that leads us to gastronomy, culture, arts, tourism and related fields in Europe
* All major ‘Cultural Cities’ we can get film Permits for. For Example:
  + Amsterdam
  + Brugge
  + Paris
  + Vienna…etc

**Logline**

Poetic narration vocalized in mellifluous voice of child will narrate a story, to expose viewer to new world and shine a light on unseen events, places and cultures. The use of Virtual Reality, on the other hand, will provide a guided experience that will allows the viewer to feel like they are physically in that environment.

**Synopsis**

The story will be told by a mosaic of characters, places and events with differing perspectives. In this lyrical documentary series, the art and science will collide and converge in images, memories and movement, to reveal the stories beneath the surface. Narration (poem) based on feelings, emotions and facts, recite by the innocent voice of a child along with lifelike VR film will allow audience to relate and feel the alternative perspective and the magical visual experience. This method will highlight these nuances by having a variety of perspectives represented, and letting audiences be part of that environment.

The interactive VR film will feature extraordinary aerial nature footage from countries of Europe – from tumbling waterfalls to rich green forests to fantasy world of Disney and Efteling. It will tell a rollicking tale of adventure that will engage the target audience. The entire expedition will highlight the landscape, culture, and potential of Europe. It will be an effort to engage the audience into exciting places and the adventures that await in the area.

This documentary series will be about art revitalising life. The film will dare to give experience of a world that’s otherwise off-limits for these children. It dares to probe into their lives, give them the joy they want. And VR, as a medium, will them where they dare not go. (Just corrected formatting)

**Director’s Statement**

**Ryyan Butt Film Director and Production Manager**

I am an award-winning film director. My work lies at the intersection of narrative and experiential technology. What I am passionate about is human-centered storytelling and uses intensive research, technology and iterative prototyping to create complex and multilayered experiences that have a unique voice and real-world impact. I have collaborated with, among others, United Nations, World Wildlife Fund, UNHCR, Cesvi **,** Italy, Concern Worldwide, USAID.

My background gives me the advantage of knowing how to tell a story and really captivate audience. As Director of these 360 Cinematic Virtual Reality (CVR) film I understand the nuances of the technology, can lead the eye and pace the footage, as it will be all about the user journey.The deep emotional and physical aspects of CVR mediums will bring strong emotions and reactions in their viewers.

Directing this documentary will allow me to think from a unique perspective and in a new cinematic style. I am excited to explore the narrative possibilities of VR and also its potential to bring more diverse creation to the world of our audience.

**Director Work sample Showreel:**

**????? Where is the Showreel????**

**Artistic Approach**

**Documentary Treatment**

The documentary will transcend the genre of travel documentary, letting art be the story and serve the story in dynamic and visceral sequences that allow audience (disable children) not only to feel life in a unique way, but also will encourage a new kind of tourism: gritty adventure instead of curated safaris, the viewer will experience virtual yet interactive travel with the local culture, and a spirit of exploration, of getting off the trodden path.

To have a volumetric capture the multiple cameras will be used. This technique during the filming process will allow to capture the subject/environment from all points of view to properly display multiple dimensional objects in the film’s scenes. The cameras will be arranged around the subject in a way that they’re close enough to get the resolution up, but they’re far enough away that whole scene can be seen by the viewer.

The narration by child in the background will force viewer to lock eyes we are It will not be like watching a film, where viewer is away from the screen – the viewer will actually feel inside the story

Three of these are directly relevant to Cinematic Virtual Reality:

(1) The rules of interaction must be clear Ð how, where and when the

viewer can move or change viewpoint

(2) Navigation must be simple and intuitive Ð enabling movement without

distracting from visual or aural elements that facilitate transportation

(3) Movement within the environment must be smooth Ð with consistent

increases or decreases in speed and no apparent visual artefacts when

perspective is changed (e.g., seams between cameras used in creating

360¡ video)

Three components will be kept in mind while filming the Cinematic Virtual Reality Film:

1. Clear Rule of Interaction – how, where and when the viewer can move or change viewpoint
2. Intuitive and Simple Navigation –movement without distracting from visual or aural elements that facilitate transportation.
3. Smooth Movement within the environment – consistent increases or decreases in speed and no apparent visual artefacts when perspective is changed (e.g., seams between cameras used in creating 360 video)

ransparent direction and internal consistency within the narrative world to

maximise viewer transportation.

Three of these are directly relevant to Cinematic Virtual Reality:

(1) The rules of interaction must be clear Ð how, where and when the

viewer can move or change viewpoint

(2) Navigation must be simple and intuitive Ð enabling movement without

distracting from visual or aural elements that facilitate transportation

(3) Movement within the environment must be smooth Ð with consistent

increases or decreases in speed and no apparent visual artefacts when

perspective is changed (e.g., seams between cameras used in creating

360¡ video)

**Documentary Style**

The story will follow the nonfiction events, nature, and people, organised as a sequence of episodes (2-3 min each) matching the different stages of the journey. Each story of documentary film will avoid the traditional narrative structure and follow the poetic style of small lyrics, topped with a bit of realistic visual bling.

* Besides this one long version of 50–60-minute documentary film will be created from the compilation of each sequences/episode. The story of full-length documentary will be narrate by Drew A. Farion (the main financier of tour) showcasing not only the best Europe has to offer but getting up close and personal with eclectic citizens of Europe.
* A seasoned traveler and true citizen of the world, Mr Farrion will narrate this film in a similar fashion to Anthony Bourdian being a chef, author, and travel documentarian, who starred in programs focusing on the exploration of international culture, cuisine, and the human condition.

**Film Elements**

* From each country, one or two interviews of the citizens about culture, famous activities etc.
* Filming at community projects, getting to know some of the unique characters and perspectives.
* Footage of natural scenes, festivals, cultural activities, artwork biological and environmental facts.
* Tales from European countries, local music

**Target Audience**

The target audience for Children with learning disabilities, critically ill and severe health or mobility limitations who cannot travel to Europe. There will be screenings of work-in-progress footage at community centers as well as social media. To date we have engaged with multiple agencies such as:

* Parents Supporting Parents’ Children w/ Critical Illness
* Parents Supporting Parents’ with learning disabilities
* We will be running a social media campaign/ contest to have these children tell us what they would like us to film and where when we are in Europe

We will continue to use social media, Internet platforms and academic platforms throughout production in order to broaden the audience for the finished film.

**Project Impact**

The reason for making this documentary in Virtual Reality was subject to a through due diligence of speaking with Make-A-Wish Canada, Sick Kids, St Jude’s Hospitals, BC Children’s Hospital & multiple organizations of ‘parents supporting parents’ of children with learning disabilities, critical illness or mobility limitations. Universally, the general consensus is that for example Make-A-Wish Canada is not granting any travel wishes to critically ill children due to all the new developments w/ COVID around the world. Our team, took this into kind consideration and simply said if these children cannot go to Europe why don’t we bring Europe to them in their hospital beds and or wheel chairs through virtually Reality?

This concept has simply exploded as when we started to talk to parents of children w/ learning disabilities & critical illnesses across Canada. There is a massive community of parents who are using VR as the latest technology to teach their kids and or using VR to lessen the daily burden for critically ill children and or themselves.

COVID has restricted too many for too long. We believe strongly in its ability to immerse audiences in the content and spark an emotional connection with what they witness, and we see ourselves pioneering a crusade to helping these children go to places they may never be able to go.

Imagine if every hospital had a few pairs of VR goggles that kids could use, we want to be that ‘ray of sunshine’ that can help ease the heavy burden these children have to carry from day to day.

The virtual experience will allow these children to escape the confines and limitations of their afflictions and travel to new worlds. Also, the advantage of creating a realistic experience is that it will provide an ideal learning environment since all aspects of virtual reality can be controlled in a safe environment.

**Why We Deserve to Win the Grant?**

Although designed primarily for entertainment and distraction of children with disability and critically ill children. However, hospitals will also be able to use it in a variety of other clinical interventions that will provide real health benefits and positive medical outcomes such as:

* The VR videos will enable medical professionals to use the headsets as a procedural tool for critically ill young patients, primarily to reduce anxiety during mild to moderately painful procedures.
* It will be use as a calming distraction, and many patients will be able to undergo potential complicated or painful procedures while awake, cutting down lengthy recovery times, and reducing the need for medication.
* In certain circumstances, it can be used in place of general anesthesia to help tolerate pain.

**COVID-19 Considerations**

While capturing photographyand videography of people events and places, the team will make sure to practice appropriate infection, prevention, and control measures.

For example, considering the current situation of COVID-19 the team will be fully vaccinated, wear mask during the shoot, maintain social distance also make sure to clean the equipment.

**Our Team**

With a background as seasoned director, producers and filmmakers – with over 10 national and international awards between them – the team at Dream On is at the forefront of transforming Cinematic Virtual Reality into a rich nonfiction storytelling platform that puts the audience at the heart of the story.

**Drew A. Farion**

**Project Head and Creative Producer**

*Expertise: Project Lead, Traveller and a Dreamer*

*Founder of the company, the heartbeat of the agency and A true believer in the potential of virtual reality can bring change in disable/critically ill children’s life.*

*“When you wish upon a star, your dreams come true” Jiminy Cricket*

Drew A. Farion is a world traveller. Over a 10-year span, he back-packed to over 33 countries around the globe. Drew’s vision aims to improve mental health and quality of life by bringing the world-expanding technology of virtual reality to disable children life, who either reside in an assisted living community or in their own homes. He hopes to implement systems for measuring, recording, and tracking aesthetic scenes. he hopes participants will eventually be benefited by the videos and progress with respect to mood, energy levels, and feelings of positivity.

Highlights of his adventures are being;

* Citizen of the World: 15-Year seasoned Traveller
* Crew Recreation Director/ Cabin Steward of SS Liberte Cruise Ship in Tahiti
* Event Co-coordinator/ Kitchen Tractor Man on Kibbutz Ein-Harod in Israel
* Receival Point Operator for CBH – Lake Varley, Western Australia
* Team Leader of the 'Getto Dog Tour’: Circumnavigated the continent of Australia to go to America’s Cup and look for adventure across entire continent

Entrepreneur for the majority of adult life. Serially extrovert, who can make friends on an elevator.... so, interviewing eclectic personalities live, unscripted, up close and personal across Europe will be no problem.

**Ryyan Butt**

**Film Director and Production Manager**

*Expertise: Conceptualization, Creative Ideation and Direction*

Ryyan is a storyteller by day and a visualizer by night. He is an award-winning filmmaker and director with a special expertise in humanitarian and development issues. He is known as a concept dreamer digital weaver determined to bring forth a new wave of creative thinking in the industry.

He is an experiential expert - merging the physical and digital to develop concepts that find the sweet spot where cutting-edge tech and real-world human experience meet in exciting and engaging ways. To revitalize his skills in new tech-savvy videography industry Ryyan emerged himself in the filed web coding.

He has managed several productions including commercials, documentaries, music videos and short films. He has been at the head of numerous productions in

His task is to create engaging work environment while overseeing creative development of scripted and unscripted projects. His work blurs the lines between management, creativity and production. He uses his 15 years in TV Commercial production, performing arts & Film/documentary direction interchangeably to best support each project and find creative solutions. He has carefully curated and produced for the best brands, agencies and production partners around the globe since 2011. He concentrates his energy on positivity and living in the present.

**Tunca Köterin**

**Videographer/ Director of Photography**

Fascinated by the people’s stories, he always feels connected to stories of people all around the world, with different cultures, lives and memories. started my career as filmmaker and editor in 2015.

Tunca has sharpened his technical skills by working on more than 100 projects for international brands, with more than 30 companies from all around the world, including Adidas, L’Oréal, Nivea, Gliss, Algida, and Vodafone, in various projects in Fashion, Cosmetics, Food, Technology sector etc: as director, first assistant director, motion designer, video editor, post-production supervisor, photographer, audio engineer.

Living in and travelling to various cities and countries, gave him opportunity to observe marvelous artworks and meet colorful cultures. With all this experience, he also broadend his perspective to communicate and share stories by working as music producer,

**Eslam Hassan**

**Videographer and Drone Operator**

Started as an assistant in 2008 he worked in a small media production company then upgraded his skillset in field of videography learned some tech-savvy techniques of visual capturing.

He has experience of working in controllable as well as uncontrollable environment, including music videos, TV commercials, live events and shows. Graduated from faculty of arts from Mansoura University in 2013,

Eslam believe in improving his expertise and evolve with new technology besides all above, he has expertise as video switcher, streaming, light system, postproduction video editing and colouring.

**Joseph Okuboarere**

**Editor**

*Expertise: Postproduction and Hamartian filmmaker*

Award Winning Creative Filmmaker and and Writer. Done variety of films and Documentaries across States and Countries in West Africa. Loves People, Cultures and travels. His work encompasses an unusually broad range of styles across many mediums including branded content, commercials, factual, music videos and drama. He has special interest in working on issues of children and disabled people.

**Griffin Robinson**

**Motion Graphics and Production Expert**

Griffin is a master at combining graphically composed live action with stylised art direction, camera trickery and visual effects.

His work is known for handling large technically demanding motion graphics during and post video shoots. Some of his works includes; content for sports teams, corporate advertisements, motion graphic editing, graphic designing, email campaigns as well as graphic packages for live productions)

**Paras Rathi**

**Photographer and DoP**

An experienced Director of Photography with an eye to visually capture the beautiful sceneries of the world. From lighting to composition to manipulating the time and space on screen. Paras is also a professional photographer with an eye for a powerful image. He has completed a number of projects for diverse client. His eclectic career path has taken him through all areas of the creative industries.

**Rafia Rajput**

**Line Producer and Researcher**

Rafia communications specialty is in social marketing and qualitative research-- with a passion for humanitarian work and wildlife conservation as it applies to human behaviour. Her research and communication expertise have taken her across the South Asian region to interview, health researchers, One Health Scientists, exotic farmers, pet-owners, humanitarians. Rafia’s documentary ‘Silent Shriek’ on Child Sexual Abuse was awarded best documentary award from International Labour Organization and European Union.

She represented the Fleming Fund Programme by UK aid, UNICEF, Bills and Melinda Gates Foundation.

**Production Stages and Timeline**

The production team has researched and established story outlines to film in each of the locations. Other details are mentioned below:

1. Film Crew has been assembled
2. Coordination for European film permits is underway
3. Coordination with all Tourism branches in Europe is under way
4. Estimated launch date: September 1, 2022
   1. Creative and production process will happen through the tour year round
   2. Post Production will happen in Canada while we are filming on Tour
5. Estimated Completion Date: September 30, 2023
6. Major Project activities & Production Schedules are subject to all European Tourism agencies

**\*\* Detail timeline of project can be seen in Annex A.**

**Financial Information**

1. **Fundraising Strategy**

We have hired three fund raising specialists

1. To focus on making Grant Film applications in Europe
2. The other to focus on Film Funding Grants in Canada
3. The last one will focus on crowd funding w/ support groups ie: The Rotary Club, The Lion’s Club etc.

**Crowd Funding:** To date we have not significantly launched our crowd funding on social media and or in the press. In order to deal with both issues

* We hired a publicist to assist w/ the messaging of his crowd funding and social media messaging. (See Press Release)
* Our social media specialist is spearheading our social media campaign, to share our objective engage target audience as well as raise fund for the project.
* We are planning to launch an immediate ‘crowd funding’ campaign to be able to both help fund our documentary and to immediately start purchasing and donating VR headsets to those less fortunate
  + Our goal is to raise $1 million dollars to purchase 1000 VR headsets before the end of August 2022 (see Press Release)

1. **Funding to Date**

To date, Founder of the project Drew Farion has invested $100,000 CAN into this project to date and is prepared to invest additional $150,000 CAN. He has hired a publicist to assist with the messaging of his crowd funding and social media messaging.

Following are the sources and amounts raised to date

* Drew Farion: Personal Cash $150,000
* Drew Farion: Personal Line of Credit $50,000
* Crowdfunding Go Fund Me: $4000 Goal $100,000 Start Date 12/01/21 no closing date
* Crowdfunding Kick Starter: In negotiation (Campaign start date: 06/01/22 to 08/ 01/22  
  Landau Capital Group: $500,000 Pledged in Negotiation

1. **Grant Impact**

The grant monies will used to fill the gaps in our production and postproduction as well as in purchase of VR sets for hospitals.

The funds will go towards additional costs for equipment, editing, animating/motion graphics, and sound design.

1. **Comprehensive Line-Item Expense Budget**

**Total project budget:**

$......

**Total money spent to date:**

$...

**Estimate to complete:**

1. **Potential activities** 
   * We have reached out to each one of these agencies
   * <https://etc-corporate.org/>
     + Established in 1948, the European Travel Commission is a unique association in the travel sector, representing the [National Tourism Organisations](https://etc-corporate.org/our-members/) of the countries of Europe. Its mission is to strengthen the sustainable development of Europe as a tourist destination.
   * <https://european-union.europa.eu/index_en>
     + ETC collaborates with the Tourism Unit (Enterprise Directorate) and other Directorates in the context of the Destination 2020 initiative. Destination 2020 aims to promote Europe as a tourist destination and strengthen its competitive image in long-haul markets. The initative is designed to involve the entire tourism industry in defining a long-term strategy for Destination Europe
   * <https://www.unwto.org/>
     + ETC is an affiliate member of UNWTO and the two organisations signed a Memorandum of Understanding in 2012, by which both parts agree to cooperate and implement joint activities in issues related to tourism and beyond with the aim to enhance the role of the tourism sector in general. Moreover, part of the Research program of ETC has been implemented in cooperation with UNWTO for the last ten years.
   * <https://www.etoa.org/>
     + ETC and the European Tourism Association signed a Memorandum of Understanding in 2009, and agreed on the common interest in promoting the value and quality of tourism to Europe, the carrying out of studies and surveys, and improving the efficiency of marketing activities
     + Here I emailed five specialist's that handle: Spain, Portugal, Holland, France Belgium, Germany + all German speaking Euro Countries
     + UK, Ireland, SE Europe, Italy, Malta Scandinavia & the Baltic's
   * <https://www.cifft.com/>
     + Created in 1989, the International Committee of Tourism Film Festivals - CIFFT, brings together the **World’s Best Tourism Film Festivals** from four continents at the **most prestigious award and recognition initiative in Travel Video Marketing** Industry
     + The exclusive World’s Best Tourism Film Awards honours the most creative and innovative Travel Videos of the year at a memorable award ceremony in Vienna, Austria. Receiving the most important award in the Travel Video Marketing Industry is synonymous with prestige, recognition and visibility
     + In partnership with the endorsers **UNWTO** (World Tourism Organization), **ETC** (European Travel Commission), **CTO** (Caribbean Tourism Organization), and **CATA** (Centro America Tourism Association), CIFFT works to encourage tourism destinations to achieve excellence in promoting their products, services, and locations using video
   * <https://igcat.org/>
     + IGCAT is a non-profit organization established in 2012 working in interdisciplinary fields of gastronomy, culture, arts, tourism and related fields. Through its worldwide network of experts, IGCAT aims to empower local communities by guiding, facilitating and supporting leaders in cities, regions and cultural projects to understand the potential of their distinct food, culture, arts and sustainable tourism assets. IGCAT is furthermore the official secretariat for the European Region of Gastronomy Platform, the European Young Chef Award and Innovative Food Souvenir Award.
   * <https://wttc.org/>
     + The WTTC works to raise awareness of Travel & Tourism as one of the world's largest industries, and therefore represents a natural partner for ETC in its mission to raise awareness and understanding among national European authorities and the general public of the importance of tourism and the need to ensure its development.

Grants we are **applying** to in Europe:

<https://www.filmdaily.tv/grants/sundancesloan-commissioning-grant-and-fellowship>

<https://www.filmdaily.tv/grants/sundance-documentary-fund>

<https://www.filmdaily.tv/grants/tfi-new-media-fund>

<https://www.filmdaily.tv/grants/gucci-tribeca-documentary-fund>

<https://www.filmdaily.tv/grants/daydream-and-tribeca-film-institute-immersive-films-program-vr-lab>

https://www.filmdaily.tv/grants/pare-lorentz-documentary-fund

<https://www.filmdaily.tv/grants/ifthen-global-pitch-idfa-and-ryot-films>

<https://www.filmdaily.tv/grants/new-perspectives-seed-fund>

<https://www.filmdaily.tv/grants/catapult-film-fund>

<https://www.filmdaily.tv/grants/jerome-foundation%E2%80%99s-film-and-video-grant-program>

<https://www.filmdaily.tv/grants/sheffield-documentary-meetmarket>

<https://www.filmdaily.tv/grants/visions-sud-est-fund>

<https://www.filmdaily.tv/grants/creative-capital>

<https://www.filmdaily.tv/grants/vision-maker-media-%E2%80%93-public-media-content-fund>

https://www.filmdaily.tv/grants/film-and-video-individual-project-funding-canada

Grants we are **applying** to in Canada:

<https://blog.nfb.ca/blog/2018/01/25/finance-canadian-independent-film/>

<https://www.creativebc.com/programs/domestic-motion-picture/reel-focus-bc>

<https://canadacouncil.ca/funding/grants/arts-abroad>

<https://canadacouncil.ca/funding/grants/explore-and-create/concept-to-realization>

<https://cmf-fmc.ca/program/development-packaging-program-short-form-scripted-series/>

<https://rogersgroupoffunds.com/>

<http://bellfund.ca/funding-programs/>

<https://www.creativebc.com/programs/domestic-motion-picture/rogers-and-creative-bc-documentary--factual-development-fund>

<https://blog.nfb.ca/blog/2018/01/25/finance-canadian-independent-film/>

<https://canadacouncil.ca/funding/grants>

<https://torontofoundation.ca/grants/>

1. **Comprehensive Line-Item Expense Budget**

**Contact Information**

Contact: Drew Farion

CEO/ Founder

104-2829 Arbutus Rd, Victoria, BC, V8N 5X5

Ph: 250 472-1935

E: [drew@eclecticconnoisseur.com](mailto:drew@eclecticconnoisseur.com)