



A&R SCOUTING CALL 2026–2027

QUANTO Entertainment / QUANTO Records
- OPEN CALL FOR REAL AUTHORS (and fictional artists) -

“QUANTO Records is looking for new artists.”

Technically, the statement is true. But before you apply, you need to understand what it actually means.

QUANTO Records is a fictional record label, and as such the artists on its roster are fictional characters too. They do not physically exist. Nor are they portrayed by actors (although they could be, should the occasion arise!). Most importantly, however, behind them are real people who artistically pretend to be someone else.

Their authors do exist.

The songs they write exist. So do the stories they tell, the identities they build, the images, the interviews, the music videos, the posts, the relationships between characters and their interactions with the rest of the world.

And the emotions all of this can generate are real too.

QUANTO Records is a story by QUANTO Entertainment. We are a *growing collective* of authors, creators and writers, all operating in the areas of digital metanarrative and cross-media content production, exploring the boundaries of whatever is ***differently real***, applied to new-media entertainment.

In short, we are a *production company* —innovative at every level, including its very structure and mission— that builds narrative worlds capable of generating authentic emotions through things that would otherwise not exist; it then integrates those worlds into reality, prompting reality itself to engage with those fantasies, interact with them and treat them as real.

The first five QUANTO Records artists —**AngeliKa, Nilo Viacava, ZeroStorie, Nico Cirillo and Lylie NN**— were created this way: characters from an openly declared musical fiction, developed simultaneously through music, storytelling, social media, music videos, interviews, artist profiles, releases and streaming platforms.

Now we want that world *to grow*.

And this time, **we want to open its doors to other authors.**



We are not looking for someone who can simply write a good song.

We are not looking for someone who can simply invent a believable character.

We are not looking only for people who know how to use software, synthesizers or artificial intelligence.

We are looking for authors. And yes... they need to be able to do a little bit of everything if they hope to submit genuinely strong projects.

We want people capable of bringing a fictional character to life and of making them interesting enough and so consistent —actually believable and undeniably human— that we actually want to hear what they have to say.

If you think you can do that, then this call is for you.

1. WHAT THIS CALL IS ABOUT

QUANTO Entertainment is opening an A&R selection process — normally an acronym for *Artist & Repertoire*, but in our case meaning **Author & Repertoire** — aimed at identifying new authors with whom to develop characters that, subject to an agreement between the parties, may join the roster of the fictional label QUANTO Records.

For this expansion phase, **5 (five) new roster slots** are currently planned, corresponding approximately to five new characters.

The selection therefore operates on two distinct but inseparable levels:

- **within the fiction**, QUANTO Records will select and “sign” new artists, introducing them to the public;
- **in reality**, QUANTO Entertainment will select authors, creating those characters, and they’ll continue to write their storylines, develop their identities and repertoire, take care of their social communication.

The applicant must therefore **NOT** submit themselves as a traditional musical performer would. Instead, they must submit a character whose author they intend to become and remain.

This does not prevent the author from using synthetic voices, or their own voice if they have singing skills. In the latter case, however, their voice must be appropriately altered —through techniques such as falsetto, tools such as a vocoder, or suitable mixing software— in order to create a unique voice attributed to that character.

In other words, to be clear: applicants may be authors or singer-songwriters. But singer-songwriters will need to give the character they create a distinct physical identity — including a voice of their own — that differentiates the character from the author and from the author's own vocal characteristics.



2. WHO CAN APPLY

The call is open to **individual authors aged 18 or over**, with no further age or nationality restrictions, regardless of educational qualifications, training or professional background.

We don't care where you learned writing. We care **how you write**. And whether you got method and discipline.

You may come from music, literature, cinema, theatre, comics, graphic design, the web, gaming, radio, VR, advertising — or none of these worlds.

You may be self-taught. You may have years of experience or you may have started yesterday.

We want to find out whether you're good.

We care about what you can imagine, write and build. We want to understand how many boundaries you have already broken through.

Each application must be attributable to **one single proposing author**.

The applicant may personally rely on trusted collaborators when developing and presenting the project — musicians, sound engineers, graphic designers, illustrators, designers, videomakers, technicians or other professionals — provided that their involvement and contribution are properly disclosed and that, as far as QUANTO Entertainment is concerned, the sole point of reference for both project and character remains the author who submitted and signed the application.

Authorship of the lyrics and of the texts through which the character will express themselves in interviews, shared narratives and ordinary social-media interactions, as well as overall creative responsibility for the proposed character, must always remain with the single author who applies and is subsequently selected.

Authorship and storytelling of a proposed character must never be passed on to other authors or copywriters.

Failure to comply with these requirements concerning authorship and the originality of submitted content will result in rejection of the application and exclusion of the applicant. Furthermore, where a production process has already begun, questionable conduct regarding the authorship or originality asserted and guaranteed by an author will result in QUANTO Entertainment terminating the collaboration.

3. WHAT WE ARE LOOKING FOR

We are looking for a new artist... **who doesn't exist, actually**.

And we need enough material to understand who it will be.



Your application must therefore allow us to assess at least the following:

- the proposed character's **first name, surname, actual and apparent age, and artistic identity**;
- brief notes on the character's **biography and artistic background** [max. 1 page];
- the character's **personality, values, contradictions and distinctive traits** [max. 1 page];
- **musical genre, vocabulary and recurring themes** in the character's poetics [max. 1 page];
- **visual world, aesthetic references and notes on the character's appearance** [max. 1 page];
- a broad **storyline outline**, whether hypothetical or partially developed [max. 1 page];
- **communication samples**: a first-person social-media post written by the character, max. 5 lines; part of a fictional interview consisting of 3 answers given by the character to 3 random questions, max. 3 lines per answer; any other content created by the author and provided *in character* [tot. max. 1 page];
- transcripts of **TWO ORIGINAL LYRICS**, representative of the style attributed to that specific character;
- **AT LEAST ONE FINISHED MUSICAL PROPOSAL** — a demo or self-produced track capable of clearly conveying the project's sound direction and current technical standard [MP3 or WAV audio file];
- any images, concept art, videos or other content useful in assessing further aspects of the character;
- information about the author's **tools and workflow**, together with any evidence of skills that may demonstrate their ability to develop the proposed project with the required degree of continuity.

In any case, we do not want a project that is already too definitive, too locked down, or impossible to change.

We want something developed enough to let us imagine **what it might eventually become**.

NB: when it comes to written words, a strong text that says more *in less space* (than the maximum page allowance) will always be considered **praiseworthy**.

4. (PLEASE) ONE CHARACTER ONLY

The same author may submit more than one character. It is allowed. But it is **not encouraged at all**.

We are not concerned with quantity here. Our concern is *artistic quality*.

Our advice is sincere: it's better to create **ONE SINGLE CHARACTER —but an extraordinarily well-crafted one!—** than a whole cast of barely sketched EXTRAS, full of gaps, inconsistencies or very little substance.

Submitting several projects means giving us more material on which to judge you —*that's for better or worse*. Great initiative can be an asset. But when it turns into lack of focus, it can become a weakness, or an issue.

NB: 5 available slots do not necessarily imply the selection of 5 authors. If an author were to demonstrate sufficient skill, productivity and consistency to develop more than 1 character, we may consider such an option.



So, you don't need to wave your arms around to get noticed by our producers. And consider that very often...

...**'less' can actually be 'better'.**

5. AUTHORSHIP, TECHNOLOGY AND AI

This is not a competition between tools, equipment and systems.

We are not interested in finding out who can use a sampler best, who knows a DAW inside out, who owns the most expensive equipment or who can write the most sophisticated prompt for a generative AI system.

You may use analog, electronic, digital, virtual, synthetic or artificial tools.

You may combine them. Or invent your own.

You may use software, synthesizers, generative AI or anything else, whenever those tools serve your vision.

What we will assess is not which tool you used, but what you managed to do with it.

Nevertheless, the project proposed must originate from its author's personal intuition, recognisable creativity, human ingenuity and lived experience.

Technology can amplify an idea, give it form, speed up its development or make it possible to achieve results that would otherwise be difficult to obtain.

It cannot replace the idea.

We are not necessarily looking for *AI artists*. (Actually... analog is far more exclusive and chic these days!)

We're looking for authors who use whatever tools they need to create stories worth telling.

6. ENTERING AN EXISTING 'LORE'

QUANTO Records has already an existing narrative universe: consider it a *lore*, perhaps almost a *pantheon of heroes*, or —to make it simple— **a roster of artists** with relationships between characters, turning points, past collaborations, recurring dates, previous releases and constantly evolving storylines.

For this reason, even a highly developed project must be submitted with the author's willingness to engage in dialogue about how the new character might be integrated into the existing narrative continuity, finding compromises where necessary and making slight adjustments to the proposed storyline.



In agreement with the author, QUANTO Entertainment may suggest changes or developments aimed at integrating the new character into the existing narrative world, encouraging interactions with other artists, planning collaborations or duets, occasionally intersecting different storylines, and coordinating music releases and editorial content coherently with the other productions and narratives.

We do not want to standardise the ideas we receive.

Quite the opposite: **we are specifically looking for what we do not have yet.**

But entering a shared universe means accepting that your stories may meet somebody else's.

7. WHAT HAPPENS TO A SELECTED PROJECT

The first selection will be based on the application and the materials submitted.

Authors who pass this stage will be contacted by QUANTO Entertainment for professional creative meetings.

We want to know who is behind the character. But that will stay between us.

We will discuss the project, its production methods, its long-term sustainability, the skills you already possess — and those we can provide to compensate for any limitations — QUANTO Entertainment's own production requirements and possible avenues for development within QUANTO Records.

This will also give applicants an opportunity to ask us all the questions this call could not answer in advance.

And it will be the moment when you discover what you may not know yet.

Passing the first selection stage **does not automatically constitute final acceptance of the project, the signing of an artist, the execution of a contract or any promise of publication.**

Any collaboration will begin only once QUANTO Entertainment and the selected author have reached an agreement ensuring that all parties involved are satisfied with the terms established and formally agreed upon.

8. AN OPEN CALL, NOT A RANKING

There will be no ranking. This is not a competition. It is an **A&R Call**. And it stays open and ongoing.

QUANTO Entertainment will assess applications progressively, and the call will remain active until the production considers this phase of expansion of the QUANTO Records roster complete. QUANTO Entertainment may also independently decide to suspend or close the call.



This leads to two simple considerations:

- **as soon as we come across something exceptional, we will contact its author without delay;**
- **the longer you wait to apply the greater the chance that someone faster than you takes the slot.**

If a proposal has brilliance, character and substance; if it says something we have not heard before, or manages to tell even a cliché in such a personal way that it feels new; if, in short, we meet an author who demonstrates the qualities we are looking for, they will immediately move on to the next stage and to the meetings intended to get to know one another both personally and professionally.

Should the second stage lead to an agreement, QUANTO Records will then publicly announce that it has **“signed a new artist”**, while the call will obviously remain open for the remaining roster slots still available.

We will endeavour to provide every applicant with a response regarding their proposal. Waiting times, however, may depend on the number and complexity of the applications received.

9. HOW APPLICATIONS WILL BE ASSESSED

Assessment of applications, timing of the selection process, format of interviews and all editorial or production decisions concerning this call fall exclusively within the remit of QUANTO Entertainment.

There is no mathematical score capable of measuring what we are looking for.

We will assess writing quality and originality, identity and consistency of the character, narrative and musical potential of the suggested storyline, production continuity, the ability to build an imaginary world, the compatibility of the proposed project with the QUANTO Records *mainframe*, and, above all, a quality far more difficult to define: **whatever makes a fictional character so vivid to be perceived as alive and real.**

10. RELATIONSHIP BETWEEN AUTHOR AND CHARACTER

The selected author will remain the principal author responsible for their character.

Whenever the character speaks through social profile, gives an interview or makes a statement; whenever the author establishes milestones within a storyline or writes lyrics for the character's songs, the author must be able to write *in character*, preserving the character's identity, language, imagery and narrative consistency.

QUANTO Records audience will meet **only the character**. QUANTO Entertainment will work **with the author**.



These two identities must not be confused. At the same time, the fictional nature of QUANTO Records characters is not a secret to be concealed: on the contrary, it is already an openly declared part of the project.

Authors may therefore appear publicly under their real identities, discuss their work and participate in interviews, meetings, lectures and other initiatives as the creators of their characters.

Whenever such activities directly involve QUANTO Records, the signed character, shared communication strategies and/or works produced within the ongoing collaboration, their timing and format must be agreed in advance with QUANTO Entertainment, in accordance with the agreements entered into by the parties.

11. PRODUCTION PROCESS AND TECH SUPPORT

There is no single production model suitable for every project.

Some authors may be able to deliver almost every component of their work independently, from fully produced, edited and finalised music to photographic or video materials suitable for promotion.

Others may need assistance with music production, visual development, technical matters, editorial coordination, post-production or other areas of expertise.

In such cases — obviously within reasonable limits and according to what has been agreed at the beginning of the collaboration — QUANTO Entertainment will step in and provide the skills and support required or necessary to bring the planned project to completion.

The degree of autonomy of each author and the role of QUANTO Entertainment, including the responsibilities assumed as a production company, will therefore be assessed **on a project-by-project basis**.

We want to know **what you CAN do**. But we are equally interested in **what you CANNOT do**.

After all, one of the purposes of a production company is to bring different expertise together: collectively, it is often possible to reach standards of excellence that nobody could reasonably hope to match as an individual.

12. RIGHTS TO SUBMITTED CONTENT

Submitting an application **DOES NOT** entail the transfer to QUANTO Entertainment of ownership of the character, works of art or content submitted. If the project is not selected, the applicant retains all rights to which they are entitled in relation to their content, naturally without prejudice to any rights belonging to third parties involved in their production.



Submitting an application exclusively authorises QUANTO Entertainment and the individuals responsible for the selection process to access, retain and evaluate the submitted content for purposes connected with the call, in accordance with the applicable conditions and Privacy Notice.

Since applications require only digital copies submitted electronically, **no content will be returned**.

If a project is selected, any licences, permissions, economic exploitation rights, publication arrangements, exploitation of the character and works, duration, territory and any further terms will be defined through specific agreements between the parties **before any relevant content is distributed or commercially exploited**.

13. COPYRIGHT AND ROYALTIES

Any selected author must either be registered with or be willing to register with **SIAE** for the *music repertoire*, in accordance with the requirements and procedures applicable at the time of any eventual collaboration.

When registration actually involves a cost, and financial circumstances are brought to our attention, QUANTO Entertainment may, at its discretion, cover the cost of the selected author's first year of SIAE membership.

As a general principle for musical works developed within this collaboration, the production intends to adopt a distribution model recognising the author **at least 80% of the author's royalties to which they are entitled**, with QUANTO Entertainment receiving a share not exceeding **20%**, where applicable and compatible with the actual nature and ownership of the work.

This indication constitutes a general economic principle of the call. It does not replace the agreements that will govern each individual work, nor can it affect the rights of any other entitled parties.

Any different arrangements made necessary by the characteristics of a specific project, or the involvement of composers, editors or other parties, must be explained and agreed in advance between author and production.

Further economic, production and contractual matters will be discussed exclusively with applicants who have passed the first stage of selection.

14. THE APPLICANT'S RESPONSIBILITIES

Applicants must hold the necessary rights to the content they submit or clearly disclose the presence of works or contributions whose rights belong to third parties. This may constitute grounds for exclusion, so authors should exercise restraint when deciding to use content whose rights belong to somebody else.



An application must not knowingly appropriate the identity, image, voice, works or other protected elements belonging or referring to real people or other authors without the necessary authorisations.

NOTE: the use of AI and the latest generative tools does not relieve applicants of these responsibilities.

Unfortunately, many people are unaware that —without an appropriate professional-level subscription or licence— they may not have the right to freely or commercially use material produced through generative AI systems, including music, images, synthetic voices, videos and similar content, even where those outputs were created from their own prompts and could be downloaded.

Check carefully whether any AI-generated content belongs to you, or whether you otherwise hold the rights required to use it commercially. QUANTO Entertainment may request clarification regarding the origin and production process of submitted materials, particularly where a project gets ahead in the selection process.

15. ENSURING CONTINUITY

Inventing a character is relatively easy. **Continuing to write that character is much harder.**

Before applying, ask yourself whether, a year from now, would you still know what your characters think?

Would you know how to make them react differently depending on a particular interview or interviewer?

Could you write a tenth song without rewriting the first one, over and over, again and again?

Could a character of yours change, evolve, go through a crisis and change life, without ceasing to be himself?

Could you surprise the audience —and hopefully us— without ever betraying your character in the process?

QUANTO Records is not looking just for images to add to a gallery.

Any label is ultimately looking for artists who appear to have a future.

QUANTO Entertainment is gathering authors capable of creating such characters... and also capable of managing them over time.

16. HOW AUTHORS CAN APPLY

Applications must be submitted by completing the **Q form provided** and sending it to the given email address.

The application must also include the following content written and produced by the author or creator applying:



- author's **personal details and contact information**, including email, phone number, and, if possible, an IG social profile: download, print, fill, scan and attach to your application the **provided Q form**;
- **a brief personal introduction** and, where useful, a portfolio or previous experience —but we are neither an employment office nor your mother, so please don't pretend, don't exaggerate or don't brag. This is definitely not where we want you to demonstrate your creativity. We want to know **who you are now, NOT who you hoped you would have become by now**;
- a general, evocative presentation of the proposed character —written as a **promotional copywriter**;
- **bio/storyline**: give your storytelling room to breathe and make us appreciate the idea and want more;
- a description of the **musical, narrative and visual direction**;
- **2 representative original lyrics**;
- at least **1 musical example or demo**;
- visual material useful for assessment;
- the suggested communication samples or other examples of *in-character* writing;
- details on practices and tools used to create the character and those meant to be used to develop it;
- the names of any regular collaborators, assistants or consultants and their respective roles;
- a personal yet formal statement, confirming the author's ownership of the submitted proposal and their lawful entitlement to use the materials and multimedia content provided;
- any other element the author genuinely considers necessary to understand the submitted project.

Do not send us stuff simply because you have already produced it, or because it's been sitting there for years. Spare us from the burden of assessing projects that are totally unrelated to our on-going fiction and world-set.

Send us ONLY what we need to understand why we should produce your character.

Q Form and any other content related to each application must be sent to: talent@quantoentertainment.it

17. PRIVACY AND DATA PROCESSING

Personal data collected as part of the application will be processed solely by QUANTO Entertainment and exclusively for purposes connected with managing this call, assessing submitted proposals, communicating with applicants and potentially establishing pre-contractual or contractual relationships.

Processing methods, legal basis, retention periods, parties involved in processing and data-subject rights are specified in the Privacy Notice relating to the **“A&R Scouting 2026–2027”** campaign.

Submitting an application implies acknowledgement of the Privacy Notice in accordance with the procedures established in the application form or collection system used.



18. SUBMITTED CONTENT AND CONFIDENTIALITY

Submitting an application entails acceptance of a **mutual confidentiality obligation** between the author and QUANTO Entertainment concerning confidential information that may be shared during the selection process.

Without QUANTO Entertainment's prior authorisation, the applicant undertakes not to disclose, publish or communicate to third parties, nor use for purposes unrelated to the selection process, any non-public information they become aware of during the call or during any subsequent meetings.

Such information includes, by way of example, information concerning **productions not yet announced, future storylines and narrative developments, characters currently in development, planned releases, ongoing collaborations, production and/or promotional strategies, unreleased materials, internal operating procedures, and any other content expressly identified as confidential or whose confidential nature is reasonably apparent from the circumstances.**

QUANTO Entertainment will observe the same principle of confidentiality with respect to non-public information and materials received from applicants during the selection process.

The confidentiality obligation will remain in force even if the applicant does not pass the selection process, withdraws their application or no subsequent collaboration is established, **for a period of 2 years**, without prejudice to legal obligations and to information already lawfully in the public domain or subsequently entering the public domain without breach of this obligation.

QUANTO Entertainment undertakes to use submitted materials for purposes connected with evaluating the application and not to appropriate applicants' original works or content.

At the same time, the very nature of creative and production activities requires an important clarification: QUANTO Entertainment continuously develops, either directly or through other authors and collaborators, characters, songs, concepts, storylines, imaginary worlds and projects.

It is therefore possible for an application to coincidentally contain elements similar to ideas already developed, currently under development or subsequently developed independently by the production or other parties.

The existence of similarities involving **ideas, themes, genres, archetypes, settings, narrative, aesthetic or musical characteristics** shall not, in itself, constitute evidence that submitted materials have been used.

The protection afforded to applicants under applicable law in relation to their own works and original contributions shall, of course, remain unaffected.



19. OWNERSHIP AND THIRD-PARTIES

The applicant is responsible for what they submit.

Where an application includes content created by collaborators or third parties—including, as an example, compositions, arrangements, musical performances, beats, recordings, photographs, illustrations, graphics, videos, samples, models, fonts, software, voice models or other content—the applicant must properly disclose their origin and ensure that they hold all permissions necessary to use that content within their application.

The same principle applies to content produced or processed through digital or generative platforms and tools — **yes, generative AI included.**

Authors must therefore verify that their chosen methods of use are compatible with third-party rights and, where relevant, with the terms applicable to the tools and services used.

QUANTO Entertainment may request clarification, documentation or additional declarations concerning the origin, ownership or production methods of the content submitted.

Q Form and any other content related to each application must be sent to: talent@quantoentertainment.it

20. REAL PEOPLE vs FICTIONAL IDENTITIES

QUANTO Records hosts fictional characters.

QUANTO Entertainment creates fictional worlds.

For these reasons, the proposed character must not be conceived as deceptive replicas or as deliberately recognisable imitations of any real person.

The author must never exploit that person's name, image, voice, identity or other identifying characteristics.

Accordingly, the use of voice-cloning techniques, face replacement, deepfakes or other systems intended to recognisably reproduce the identity of a real person **will not be permitted.**

This certainly does not mean preventing — much less discouraging — authors from naturally drawing upon the culture in which they live, the knowledge they have acquired, the archetypes they may study or explore, their own personal experiences, the reality constantly surrounding them and the society of which they are part.

Fiction feeds on reality.

But it must not appropriate somebody else's identity in order to do so.



21. WITHDRAWING AN APPLICATION

Applicants may withdraw their application during the assessment and selection process, or at any other time, by notifying QUANTO Entertainment through its official contact details.

Withdrawal will terminate the assessment of the project and prevent it from proceeding to subsequent stages of the call, unless otherwise expressly agreed between the parties.

Withdrawal of an application does not automatically result in the immediate deletion of all data or materials already received where their continued temporary retention is necessary to comply with legal obligations, properly document activities already carried out, protect rights or manage potential disputes.

The processing of personal data will in all cases remain subject to the applicable Privacy Notice.

22. SOME FINAL PROVISIONS

Participation in the call is **free of charge**.

Submitting an application alone does not give the applicant any right to selection, publication, production, execution of a contract or admission of the character to the QUANTO Records roster.

QUANTO Entertainment reserves the right to interrupt, suspend, amend or close this call at its discretion and according to its own production decisions. It may also choose **NOT** to fill all the slots initially envisaged if the applications received are not considered suitable for its artistic requirements or do not meet the production standards maintained to date by the distributed musical-fiction project **QUANTO Records**.

Any amendments to the conditions of the call will be announced on the QUANTO Entertainment website, while the signing and inclusion of new artists on the label's roster will be announced by QUANTO Records.

Participation in the selection process does not in itself establish any employment relationship, professional collaboration, agency, representation or association between the applicant and QUANTO Entertainment. Any subsequent relationship will arise exclusively from agreements expressly reached between the parties.

23. USE OF TRADEMARKS AND LOGOS

Submitting an application, receiving a positive response following the first stage or beginning the second assessment stage does not authorise anyone to state that an artist has been signed by QUANTO Records, that the author is a QUANTO Entertainment collaborator, or that an ongoing professional relationship exists.



Names, logos, distinctive signs, graphic materials and trademarks relating to **QUANTO Entertainment** and **QUANTO Records** may not be used by applicants for promotional or commercial purposes, or in any way suggesting approval, affiliation or a collaboration that has not yet been formalised, unless prior authorisation has been received from the relevant rights holder — namely QUANTO Entertainment, of which QUANTO Records is a production.

Likewise, any information concerning progress within the call, discussions with the production team or the possible future inclusion of a new character in the roster may be publicly disclosed only according to the timing and procedures agreed with QUANTO Entertainment.

When the time comes to introduce a new artist, we want to tell the story in agreement with their author.

24. COMMUNICATIONS AND DISPUTES

For any communication relating to an application, participants must use the official contact details provided.

Communications to the email address supplied by the applicant will be deemed to have been sent using the contact address designated by that applicant for such purposes. It is therefore the participant's responsibility to keep that address active, check it regularly and notify QUANTO Entertainment of any changes.

QUANTO Entertainment hopes that any questions, disagreements or complaints relating to participation in the call can first be addressed through direct, transparent and good-faith discussion between the parties.

This call, its terms and any relationships arising from participation in the selection process shall be governed by **Italian law**. Any disputes concerning the interpretation of the call, a submitted application or the selection procedure shall be subject to the jurisdiction of the **Court of Rome**, except where applicable law provides for mandatory territorial jurisdiction or jurisdiction that cannot validly be derogated from by these conditions.

Any subsequent collaboration between QUANTO Entertainment and a selected author will instead be governed by the specific agreements entered into between the parties, including any provisions concerning applicable law, dispute resolution and competent jurisdiction.

25. PROFESSIONAL CONDUCT AND ETHICAL ISSUES

QUANTO Entertainment considers **creative freedom** an essential prerequisite of its work.

Characters may be flawed, contradictory, provocative, unpleasant and even morally questionable.



Their storylines may address violence, discrimination, addiction, crime, sexuality, politics, religion, vulnerability, social conflict and any other controversial aspect of human experience, provided that such elements retain a narrative, artistic, critical, satirical and/or documentary purpose.

In any case, we believe that **representing something does not necessarily mean promoting it.**

For this reason, QUANTO Entertainment will always — insofar as reasonably possible — distinguish between the content of a work, the position actually held by its author and the overall meaning of the project being developed.

That said, QUANTO Entertainment does not intend to provide its production and communication platforms to projects aimed at promoting, normalising or propagandising **racism, sexism, homophobia or other forms of discrimination; gender-based violence; physical or verbal bullying; hatred towards individuals or groups of people; religious fanaticism; radicalisation or extremist political propaganda; discriminatory nationalist ideologies; the mythologisation or uncritical celebration of crime and violence; gun culture; or the glorification of domination and abuse.**

Likewise, the production reserves the right to terminate collaborations with authors whose personal conduct within the professional relationship has proved, or subsequently proves, seriously incompatible with the safety, dignity and respect of the other people involved in our authorial and production projects.

We want to help create a healthy, non-toxic working environment in which **everyone** can operate under the best possible conditions, work with the right degree of peace of mind and produce the best possible results.

QUANTO Entertainment is not looking for characters built exclusively around **dissing, gratuitous insults and mockery, provocation for its own sake or incidental vulgarity.**

Conflict can certainly provide creative momentum.

Provocation can become a tool.

And vulgarity may even express street language, outrage, cultural background, generational resentment, or who knows what else.

But particularly when venturing into such territories, there must be a clear **authorial intention** and **something worthwhile to say.**

QUANTO Entertainment does not require its authors to subscribe to any political, religious, moral or cultural position. At the same time, the production asserts its editorial independence from **prohibitionist propaganda, authoritarian/nationalist rhetoric, policies of control, cultures of fear, deliberately partisan and manipulative populism, and those forms of 'standardisation', frequently used to censor or delegitimise**



other people's creative freedom and freedom of expression — particularly the freedom of those who do not conform to the expectations and standards imposed by the prevailing system.

In other words... we do not necessarily expect our characters to be morally uplifting.

But we do expect to work with authors who know exactly what they are doing.

Our fiction — QUANTO Records — is a production, narrative, communication, outreach, sociocultural and commercial project and, not least, an accessible, interactive and participatory one.

Like many other projects, it aspires to achieve significant visibility.

And speaking to an audience always comes with serious responsibilities.

The greater the media exposure, the greater and more binding those responsibilities become.

OUR LAST WORDS

If you've made it this far, you know that we're not looking for a perfect picture of someone who does not exist.

We are looking for authors who have something to say... and who are able to invent someone capable of saying it even better than they could themselves.

Your character may sing pop, rap, rock or anything else, make electronic or acoustic music, or even become the pioneer of a genre that nobody has found a name for yet.

Your character may be twenty years old. Or eighty. Any gender or orientation —expressed or left unspoken.

Your character may be human, a sentient robot, a cartoon character on the run, or a gorgeous drag queen.

It may be elegant or damned, fragile or excessive, romantic or problematic, the life of the party or sarcastic.

As long as the character is written so well that we are forced to admit it really do seem to exist. **Somewhere.**

But that's the whole point, isn't it?

Whatever moves you, it's real.

Rome, September 2026

QUANTO Entertainment
*nothing but **consistent** ideas*