

Rate Card for Music Composition

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www.zirconmusic.com

The rates listed below are **general baseline estimates!** Final rates may be higher or lower, and are based on factors such as deadline, total amount of music, live instrument budget, level of music interactivity, soundtrack rights, additional royalties, etc.

Please contact me (aaversa@gmail.com) with full details about your project for an exact quote.

Original Music for Video Games, Buyout (Work-for-hire)

You will exclusively own all rights to composed music with no further royalties owed.

Major Console / PC Release (\$40-60 MSRP): \$750 / minute

Mid-level Console, Digital PC, Handheld (\$20-40 MSRP): \$450 / minute

Low-Profile, Mobile, Tablet (\$5-20 MSRP): \$350 / minute

Original Music for Video Games, Royalty Basis

You will receive custom music for your game and an exclusive license to use that music in your game. I will retain all other rights to the music. There are many possible situations here – below is one example.

Independent Game (\$10-20 MSRP): \$150 / minute + 12% net (post-distributor/Steam) unit sales in royalties

Licensed Music for Video Games, Non-Exclusive

You will receive a non-exclusive license to use my existing music in your game with no further royalties owed.

Major Console / PC Release (\$40-60 MSRP): Contact me

Mid-level Console, Digital PC, Handheld (\$20-40 MSRP): \$1000 / track

Low-Profile, Mobile, Tablet (\$5-20 MSRP): \$150 / track

Mixing & Mastering

Audio engineering services for albums, soundtracks, singles, etc. “Mastering” refers to work done on single-file stereo exports, whereas “mixing” involves creating a final mixed file from rendered stems (drums, bass, guitar..)

Mixing: \$80 / track

Mastering: \$25 / track

Mixing & Mastering: \$90 / track