**NOTE:**

This fee structure document has been inspired by an APDG member who, like many of us, works across different roles and industries with different payment cultures.

This pro-forma document lays out basic terms in a professional and depersonalised way, and helps to dispel any unease. Tailor this document to your needs, put it on your own letterhead and use it as a standard up-front tool for negotiation.

The fees below are based approximately on the APDG pay scales for a proven designer working on moderate level of complexity productions (see APDG Live Performance Guidelines and APDG Manual for Screen Practices) and should be taken as a guide only. <https://apdg.org.au/resources/professionals>

**Fee Structure**

**Your Name**

|  |  |
| --- | --- |
| **Role** | **Rate** |
| *Live Performance*: Designer/Set Designer/Costume designerPayment by fee in 4 instalments, as negotiated.First payment and contract prior to commencement. | Weekly rate: $1,600 |
| *Screen*: Production Designer (low-budget feature)On larger budget productions these minimum rates apply:* Preproduction day rate: $700
* Shoot day rate: $800
* Post-production day rate: $700
 | Weekly rate: $2,250 |
| *Screen*: Costume designer (low-budget feature) | Weekly rate: $2,250 |
| TVC/MTV Designer/Stylist* Additional kit daily rate: $100
 | Daily rate: $700 |
| Art Director | Weekly rate: $2,000 |
| Associated design roles: draftsperson/buyer/art finisher*(List roles that align with your skill set and work preferences)* |  |

**General conditions:**

* Rates assume an eight-hour day for live performance and a ten-hour day for screen productions.
* Overtime will be paid as X 1.5 hours for the first two hours and as X 2 hours thereafter unless agreed otherwise.
* *Add your own as required.*