



## SAG-AFTRA 2016 Low Budget Video Game Agreement Summary

The SAG-AFTRA Low Budget Video Game Agreement was created to provide opportunities for our members to work on interactive/video game projects of varying shapes and sizes. The modified terms outlined below are offered to producers/developers that meet the budget threshold, but SAG-AFTRA encourages all producers/developers who wish to work with performers to call the number below if their particular circumstances require a different approach.

### BUDGET CAP

Total production budget cannot exceed \$1,500,000. To qualify, Employer agrees to provide production information, a detailed budget, and will submit a final budget upon completion.

### Principal/Off-Camera COMPENSATION

- 4-hour session, allowing for 10 voices per hour, for \$825.50, plus 15.5% AFTRA H&R Contribution.
- 2-hour session, allowing for 10 voices per hour, for \$412.75, plus 15.5% AFTRA H&R Contribution.
- For vocally stressful work, 2-hour session for \$825.50, plus 15.5% AFTRA H&R Contribution. Also, 10-minute break given after 1-hour of work.

### Principal/On-Camera COMPENSATION

Includes solo/duo singers, motion capture and cyber scanning performers, and stunt performers.

- 8-hour session, for \$825.50, plus \$15.5% AFTRA H&R Contribution

### INTEGRATION AMENDMENT

- Company may elect to utilize a Limited Integration of up to 300 lines of a Performers' work for the then current scale rate.
- A line shall consist of not more than ten (10) words. Part of a line shall be considered a line. Cues consisting of moans, groans, screens, exclamatory sounds (e.g., "ooh," "ahh," etc.), battle sound efforts, battle exertion, creature noises and the like shall be considered a line.

### CONTINGENT COMPENSATION

Each Performer whose performance is included in the Interactive Program shall be entitled to a secondary payment whereby they are sharing in the success of the game. SAG-AFTRA understands that various revenue models are available and is open to negotiate revenue share options. If a unit or subscriber sale threshold model is appropriate, the following is the default Contingent Compensation structure:

	Standard (25% scale)	Pre-Paid at time of initial employment (25% discount)
500,000 unique units/subs	\$206.38	\$154.78
1M units/subs	\$206.38	\$154.78
1.5M units/subs	\$206.38	\$154.78
2M units/subs	\$206.38	\$154.78
Total/Max paid to performer	\$825.50	\$619.13

### INFORMATION PROVIDED TO PERFORMER

A full and forthright description of the role to be played must be given at the time of audition or interview, including:

- Title or Code name of the game *along with its SAG-AFTRA provided production I.D. number*,
- length of Performer's role,
- use of unusual terminology,
- use of profanity,
- content of a sexual or violent nature,
- use of racial slurs,
- whether memorization is required,
- whether cue cards or other prompting devices will be used,
- whether stunts, fighting, or demanding physical action will be required (including a description of the action and the frequency it will be performed), and
- whether yelling, screaming, accents, singing and or creature noises will be required.

Producer will inform SAG-AFTRA of the final game title at the release of the game.

For additional information, contact the Voiceover Department directly at 323-549-6815 or [interactive@sagaftra.org](mailto:interactive@sagaftra.org).