

1 Intro

I'm offering commissions for work on point-of-view audio - typically involving vore. These works require a fair amount of time to arrange, and also involve significant amount of extra work to record, find, and clean audio sources. As a result, I tend to not offer many at a time, and turnaround times can be highly variable.

2 Pricing

I work on audio at a base rate of **\$10 per hour**. I also charge a base fee of **\$5**. If you want a transcript of the audio, there is an additional **\$5** fee.

2.1 Extra Time

I guarantee that the audio will be *completed* in the times detailed below. If it takes me more time than expected, I won't charge you, and if it goes faster than expected, I'll use the extra time to make improvements and add more time to the audio.

The definition of *completed* is, of course, subjective - I'll be the one to decide that, but I guarantee I won't call something completed until it is comparable in quality to my body of work.

If you'd still like further improvements and changes, you can pay extra at my normal hourly rate. I'll bill you once the changes are done.

2.2 Rushing

If you'd me to work on your commission immediately (ahead of others, and on a tighter schedule), the total cost of the commission will be **increased by 25%**, rounded up to the nearest dollar.

2.3 Unpublished Work

If you do not want me to share your commission publicly or privately, the total cost of the commission will be **increased by 25%**, rounded up to the nearest dollar.

2.4 Recordings

If you require a very specific sound that I can't pull up easily - and it's practical for me to recreate it - I'll record it. I won't charge for the time taken, but I will add at least a **\$5 fee** for the extra work involved. The cost may be greater.

3 What I'll Do

3.1 POV Audio

The most straightforward. This is stereo or 5.1 surround audio that recreates a scene from the perspective of one of its characters. Typically, you'll be listening from the prey's perspective, but I can work with the pred as well.

Length can range from around two minutes to over ten minutes.

Type	Example	Hrs/Min	Cost/Min
Digestion, simple	Digesting in a sleeping monster	0.2	\$2
Digestion, complex	In a rampaging dragon	0.5	\$5
Mawplay & swallowing	Going down, back up, etc.	1	\$10
Pre-vore, simple	Chased by predator in a forset	1	\$10
Pre-vore, complex	Macro predator rampaging	2+	\$20+

3.2 Animation SFX

I can set sounds to an animation you provide. I'm capable of working with pretty much any format you throw at me, and both 2D and 3D animations are fine. I'll send you progress either as the raw sound, or as the sound overlaid on top of the animation.

Generally speaking, this is tougher work - although I had a video to reference, I also have to make sure every sound lines up perfectly with what's going on, or it sounds terrible. Therefore, my time estimates are slightly higher.

Type	Example	Hrs/Min	Cost/Min
Digestion, simple	Digesting in a sleeping monster	0.25	\$2.50
Digestion, complex	In a rampaging dragon	0.75	\$3.75
Mawplay & swallowing	Going down, back up, etc.	1.25	\$12.5
Pre-vore, simple	Chased by predator in a forset	1.25	\$12.5
Pre-vore, complex	Macro predator rampaging	2.5+	\$25+

4 Procedure

4.1 Conceptualization

We'll start by discussing your ideas. I'll need information about who the characters are (**and you must have explicit permission to use any characters that are not yours**). Any information about general setting and theme is also appreciated - it helps me set up a background soundscape.

4.2 Timeline

Next, we'll create an approximate timeline. Major events in the audio, such as when the prey is swallowed in vore, should be nailed down.

4.3 Payment

For anything <\$50, I require full payment upfront. Otherwise, I'll be happy to take two smaller chunks of payment, half upfront and half once at least half of the audio is drafted.

4.4 Drafting

I'll lay out the main events of the audio and set up background noises throughout. This is the point where I start to configure how sound is routed - **and it becomes increasingly difficult to make major changes**. I will share drafts of the audio with you very frequently;

please let me know immediately if you'd like timings changed or scenes moved around: the sooner, the better.

As a rule of thumb, here're some changes listed in order of increasing difficulty:

1. Trivial (no real time cost):
 - Make the world sound more muffled when inside the predator
 - Dampen the victim's footsteps
 - Add more reverb to the stomach
2. Easy (might take ten minutes):
 - Replace all of the victim's footsteps
 - Extend the second-to-last scene in the current draft
 - Add more ambient sound to a part of the audio
3. Intermediate (up to twenty minutes):
 - Redo the predator's breathing completely
 - Add sounds of other prey being consumed, after the draft is complete
 - Delete a scene in the middle of a finished draft
4. Hard (30 minutes or more):
 - Completely redo the events of a scene in the middle of a finished draft
 - Redo a scene so the viewer is watching the predator, not inside them
 - Change how frequent the predator's footsteps are in a macro scene.

The more things I have to change to get the audio sounding like you want it, the longer it'll take.

4.5 Refinement

At this point, the length of the audio should be nailed down. I'll continue sending you drafts as I make improvements to the audio.

4.6 Transcript

If you wish, I'll write a transcript detailing the events of the audio to you. As described above, this is **separate from work on the audio**. You'll receive drafts as I work on it, and I'll be happy to revise it as needed.

4.7 Completion

Once everything is done, you'll receive the following:

1. The completed audio in high-quality MP3 or AAC format. I can also deliver in lossless FLAC, if desired.
2. (optional) A transcript of the audio as plaintext, formatted for use on FurAffinity.
3. (optional) A thumbnail for posting the audio under. This can be either plain text or overlaid on an image you provide - it's free!