## The Cost Curve.



Project cost will vary based on five key factors: Value, budget, quality, scale, and "extras."

## What does it cost? <br> \$High

More valuable than average, but not quite enough budget
as a high end as a high end, advanced solution.

Advanced

- Very valuable, high profile, important! - Higher budget
- Excellent quality, very important
- Larger in size, more to it
- More extras, more work, more changes
- $\$ 20 \mathrm{~K}+$ price range example

A LOT OF WORK
MORE EDITS

## Standard

- Valuable, reasonable exposure - Average/medium budget - Good quality, important
- Average, medium in size
- A few extras to help it work wel
\$5K price range example
AVERAGE AMOUNT OF WORK - STANDARD EDITS
ittle more than a low butie more than a low budget piece. Not middle solution. middle solution.


Value: Overall importance Budget: How much money to invest Quality: How much effort to invest Scale: How big it is
Extras: Additional work required

So a project's cost is relative to the overall solution value, and what you're willing to invest in it.

## Mitchell

## Pricing worksheet.

Project cost will vary based on five key factors.

## Value: Overall importance

Determine if the project is very important, high level, high exposure - or if it's not important at all. Just a simple project that isn't worthy of a large investment in time or cost.

## Budget: How much money to invest

Every project requires a certain amount of time and money to create. Important ones take more time/cost, and less important projects take less time/cost. Try to determine roughly what you think you'd like to invest in the project. Remember that the money is used for creative time and talent, graphic design time, image and artwork creation, royalties and rights, sound, and more...

## Quality: How much effort to invest

As with anything, you get out what effort you put in. If it's not very important, you don't need to invest much effort in it. But if it IS important, then you really want the right effort invested for a successful outcome. Things like rounds of edits, time spent on design, additional versions, and quality level of talent are all important here...

## Scale: How big it is

Is it going to be a big project or a simple, small project? Not just the literal 'dimension size' of the piece, but the size of the entire job-time spent, required team members, all the pieces, how long the pages are, how many components, etc... Look at the big list of all the project pieces when it's imagined complete, and ask- is this a BIG or small project?

## Extras: Additional work required

Will the project require additional revisions and rounds of edits to perfect it- or none more than a simple, standard set of 3 rounds of simple edits? Consider also all the other add-ons, such as additional pages and artwork, SEO and analytics, photography, sound, music/scores, printing, and additional talents/third party vendors...

## The Animation Cost Curve.



## The Infographic Cost Curve.



## The Website Cost Curve.



## The Document Cost Curve.



## Get free creative advice to help you create a successful project!

Contact me any time to help you figure out the ideal cost, the ideal projectthe ideal success! Free creative coaching. Always has been, always will be.
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