**Artist and Composer Income Streams**

If a Singer/Songwriter, or Band Members/Songwriter, start with I, otherwise start with II.

**I. Songwriter and Composer Revenue**

1. Publisher advances
2. Music Publishing Performance Royalties-Live or pre-recorded (Domestic and Foreign) collected from PROs
	1. Broadcast
	2. Live
	3. Movies (foreign only)
3. Mechanical Royalties-From Use of the Works on Recordings (Domestic and Foreign)
	1. Physical
	2. Interactive Streams – consumer has control over which sound recording to stream. For example, Apple Music and Spotify.
	3. Permanent Downloads – consumer has unlimited control over how many times to access it. For example, recordings downloaded from the iTunes Store.
	4. Limited Downloads – consumer has limited control. Offline downloaded works on Spotify and Apple Music for example.
4. Print Music Royalties (Music & Lyrics)
	1. Physical sales
	2. Digital sales
	3. Licensing the music
	4. Lyric display
5. Commissions – by an ensemble, presenter, orchestra or other entity to create an original work
6. Derivative Work (arrangements)
7. Synchronization License Fees – timed synching original works for video for film, TV and video games
8. Original Works for Broadcast-commercials, soundtrack, score or other music work for film, TV, cable or ad agency.
9. Ringtone Royalties for the use of the song and the sound recording if the actual sound recording is used as well
10. Songwriter Awards Programs, Contests and Scholarships
11. Publisher Settlements

**II. Performer and Recording Artist Revenue**

1. Record Label Advance
2. Recordings (with advances)
	1. Physical sales
	2. Digital sales
3. Interactive Digital
	1. Spotify
	2. Apple Music
	3. Tidal
	4. Other
4. Non-Interactive Digital Performance Royalties (50% of the total revenue with the other 50% going to the sound recording owner). Register for free at <https://www.soundexchange.com/>.
	1. SiriusXM
	2. Pandora
	3. Tidal
	4. iHeart Radio
5. Record Label Recording or Tour Support
6. Sales at Shows
7. Neighboring Rights – generated from a public performance or broadcasting of a sound recording on non-interactive digital services (satellite, internet radio) or on terrestrial radio outside of the U.S.
8. Film Musicians Secondary Markets Fund
9. Sound Recordings Special Payments Fund
10. SAG-AFTRA Contingent Scale Payments
11. Label Settlements
12. Salaried member of an orchestra or ensemble
13. Show/Performance Fees
14. Session Musician/Sideman Fees for Studio Work
15. Session Musician/Sideman Fees for Live Work
16. Non-featured artists payments from SoundExchange

**III. Sound Recordings Income**

1. Interactive Digital Performance Royalties (50% to sound recording copyright owners and 50% to artists). Register for free at <https://www.soundexchange.com/>.
2. Sound Recording Use Synch Licensing for Film, TV, video games and other
3. Ringtones if the Sound Recording is used

**IV. Brand-Related Revenue**

1. Merchandise Sales
2. Fan Club/Patronage Support
3. YouTube Partner Program
4. Ad Revenue from video and digital print ads
5. Artist appearances
6. Name, Image and Likeness licensin
7. Product Endorsements
8. Acting

**V. Appearances**

1. Concerts
2. Festivals
3. TV
4. Movie
5. Special Guest Appearances (i.e. private parties)
6. Guest Speaker Series

**VI. Book Deals with advances**

**VII. Fan, Corporation and Foundation Funding**

1. Fan Funding
2. Sponsorship
3. Grants
4. Arts Administrator

**VII. Teaching and Producing**

1. Teacher
2. Producer
3. Honorary Speaker