



SALES & PARTNER PLAYBOOK

ArtistryBase

ArtistryBase gives creators and studios one home for audio, video, stories and art — from first draft through sign-off to a published release.

Multi-medium library

Version history

In-context review

Release pipeline

Portfolios & licensing

PREPARED BY

Burdenoff Consultancy Services Pvt. Ltd.

PRODUCT

artistrybase.com

BOOK A CALL

calendly.com/vignesh-burdenoff/1-1



00 How to use this playbook

Read the one-page cheat sheet before a meeting and this playbook before a serious conversation. The sections you will use most are Problems, Personas and Objections — they carry the language that works. Everything marked as roadmap or in progress is marked that way on purpose: say it out loud, because a prospect who is told the truth early stays in the conversation.

IN A HURRY

Read sections 01–03 and 18. That is enough to recognise an opportunity and open a conversation.

BEFORE A MEETING

Add 06–08, 10 and 16 — who buys, what they buy, what it costs, and what they will push back on.

HANDING OVER A LEAD

Sections 19–22 tell you exactly what to send, to whom, and what you earn for it.

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01 Product Overview

ARTISTRYBASE.COM

ArtistryBase is one platform for every kind of creative work — audio, video, stories and art. A piece of work sits in a shared library with its full revision history, its source and master files, and the collections it belongs to. Teams review it in rounds with notes anchored to the exact spot they refer to, approvers record an explicit decision, and only then does a specific version get published to a channel. Creators publish a portfolio that spans everything they make, audiences follow it, and each piece carries its own licence terms stating how it may be used. Access control, audit, billing, file storage, notifications and single sign-on come from the shared Burdenoff platform underneath rather than being rebuilt.

CATEGORY

Multi-medium creative platform — creative asset management, review and approval, release management, portfolio and licensing — for independent creators, studios, production teams and creative agencies.

WHERE IT STANDS TODAY

Early. ArtistryBase came out of its waitlist in 2026 and is generally available with self-serve sign-up and paid plans. The library, versioning, medium-aware reviews and approvals, productions, portfolios, follows and per-piece licence terms are built and in use in the product. Automatic publishing of a future-dated release, native mobile apps, and the storefront that would take payment for a licensed piece are not live yet. There are no public reference customers to point at.

HOW CUSTOMERS GET IT

Cloud, multi-tenant, hosted in India, reached through a browser with nothing to install. Sign-up is self-serve on the free tier; larger customers get enforced single sign-on with SAML or OIDC and SCIM provisioning, data residency, customer-managed keys, and a dedicated tenant or self-hosted deployment under an enterprise contract. Onboarding is a workspace, an invite list and an import — there is no infrastructure work for the customer.

Web app — the complete product, in the browser

Documentation site with product guides and API reference

GraphQL API with scoped API keys, for automation and integration

Studio assistant mounted on every screen, aware of the record you are looking at

Command-line tool for bulk operations and scripted workflows (in development)

Node.js and Python SDKs (in development)

Agent server for AI tools that speak the Model Context Protocol (built, not yet published as an installable package)

iOS and Android apps (in development, not yet in the app stores)

Native desktop app, browser extension and editor extension (planned)

02 One-Line Pitch

SAY EXACTLY THIS

"ArtistryBase gives creators and studios one home for audio, video, stories and art — from first draft through sign-off to a published release."

SHORTER, FOR A CHAT MESSAGE

One platform for audio, video, stories and art — draft to release.

THE CATEGORY SENTENCE

ArtistryBase is a multi-medium creative platform for independent creators, studios and agencies whose work spans sound, image, narrative and motion.

03 30-Second Elevator Pitch

SPOKEN, ROUGHLY 30 SECONDS

"Most creators work in more than one medium, and every medium lives in a different app — audio here, video there, the script in a document, the artwork somewhere else. ArtistryBase puts all of it in one library. Every revision is kept as a numbered version, feedback lands on the exact timecode, chapter, page or pixel it is about, and nothing publishes until someone signs it off. The result is a studio where the latest cut is always findable and the released version is always on the record."

IF THEY ARE TECHNICAL

ArtistryBase models one thing — a work — in five mediums (audio, video, story, art, mixed), with immutable numbered versions, typed file assets, collections, review rounds, approvals, releases, portfolios and per-piece licences hanging off it. Everything in the product is reachable through a customer-callable GraphQL API with scoped keys, and access control is enforced at the API edge on every single field rather than re-implemented in the product. File bytes live in a dedicated storage service with signed-URL access; the creative record only ever holds references.

IF THEY ARE A BUSINESS BUYER

A creative team's real cost is not the software licences — it is the hours lost finding the current cut, chasing feedback across chat and email, and discovering after the fact that the wrong version went out. ArtistryBase replaces four or five single-medium tools with one library, one review surface, one approval record and one bill. Plans start free and run to an enterprise contract without re-platforming, because a solo creator and a two-hundred-person studio sit on the same data model.

04 Problem We Solve

These are the six binds you will hear described in a first conversation. None of them are hypothetical — they are what people say when you ask where their work actually lives.

The work is scattered across a different app per medium

Who feels it: Independent creators and small studios who work in more than one medium

What it costs them: Finding the current version of anything becomes a small excavation; onboarding a collaborator means a scavenger hunt; last year's project is effectively lost.

How ArtistryBase answers it: One library holds audio, video, stories and art as equal first-class pieces of work, with the same folders, collections and tags across every medium — so a track, a cut, a chapter and an artwork are found the same way.

Feedback is vague and detached from the thing it is about

Who feels it: Producers, creative directors and anyone reviewing someone else's work

What it costs them: "Can you fix the bit near the middle" turns into a second round of clarification, then a third; notes get lost in chat and the same complaint is raised twice.

How ArtistryBase answers it: Every note anchors where it belongs — a timecode on audio and video, a chapter or page in a story, a pinned coordinate on a piece of art — and carries its own state of open, resolved or won't fix, so a round only closes when every note is genuinely handled.

Drafts overwrite each other and nobody trusts the file name

Who feels it: Creators, editors and collaborators handing files back and forth

What it costs them: The folder fills with final, final-v2 and final-actually-final; work is redone because an earlier take was lost; two people edit different versions in parallel.

How ArtistryBase answers it: Every revision becomes a numbered, checksummed version that never overwrites the one before it, with its own label and notes. One version is marked as the published one, so the current cut is a fact rather than a guess.

Publishing happens by accident, or waits forever

Who feels it: Producers and studio leads who own the release decision

What it costs them: Unfinished work leaks out and finished work sits waiting on an approval nobody recorded; when something goes wrong, there is no record of who said yes.

How ArtistryBase answers it: Work moves from draft to in review to approved to released, with sign-off recorded per approver, complete with a comment and a timestamp. A release publishes one specific version to a channel, and the work then points at exactly what went out.

The portfolio only shows part of what someone does

Who feels it: Multi-medium creators, and studios showing a body of work to clients

What it costs them: A musician who also writes, or a filmmaker who also illustrates, sends a list of four links; the whole of what they do never appears anywhere at once.

How ArtistryBase answers it: A portfolio spans every medium in one public profile — handle, bio, banner, featured pieces and links — and audiences follow it to hear about new releases across all of it, rather than following four separate accounts.

Ownership and licence terms get lost as the work travels

Who feels it: Rights and licensing owners, freelancers, and anyone commissioning creative work

What it costs them: Terms live in a spreadsheet that is out of date, or in an email thread nobody can find; reuse disputes surface long after the fact.

How ArtistryBase answers it: Each piece carries its own licence — free, purchase, licence or membership — with terms text, an SPDX-style identifier, price, currency and attribution. Licences move through draft, active and retired, so terms can evolve without the history being erased.

Bringing a new collaborator in takes a week of hand-holding

Who feels it: Studio managers and agency leads running several projects at once

What it costs them: Every new freelancer needs the same tour of the drives, the same explanation of what is current, and access granted in four different tools.

How ArtistryBase answers it: Each production is its own space with a typed team — owner, producer, creator, editor, reviewer, collaborator, viewer — a shared library and its own reference board, so a new person sees the project, its state and only what their role permits.

05 Value Proposition

Five things a prospect actually buys. Lead with whichever one matches the pain they described, not with the list.

One library instead of a stack of single-medium tools

The consolidation is the product. Audio, video, stories and art share one structure — works, versions, assets, collections, tags — so a studio stops paying for, and stops context-switching between, a review tool, a portfolio site, an audio host and a cloud drive. One bill, one identity, one audit trail, one place to look.

Evidence: All five mediums, including mixed-media pieces, are first-class in the same library with the same lifecycle, versioning and review model. No competitor in the comparison set holds all four.

Nothing is ever lost, and the current version is a fact

Every upload that changes a piece creates a new numbered version with a checksum, a label and notes, and the previous one stays exactly as it was. One version is flagged as published. That single mechanism removes the two most common creative-team failures at once: the overwritten draft and the argument about which cut is current.

Evidence: Immutable numbered version history is the foundation of the data model, not an optional feature — it applies identically to a mix, a cut, a manuscript and an artwork.

Feedback that is precise because it is anchored

Notes attach to the place they are about: a timecode on audio and video, a chapter or page in a story, a pinned point on art. Each note carries its own resolution state, and a review round is tied to one specific version, so nobody reviews a cut that has already been replaced. Precision here is what removes the extra revision round.

Evidence: Four anchor types plus a general note, with per-note open, resolved and won't-fix states, and rounds bound to a version.

Publishing is a deliberate, recorded act

Approvals are explicit decisions by named approvers, with comments and timestamps. A release then publishes one exact approved version to a channel with its own status and visibility. Afterwards, the record shows which version went out, who signed it off and when — which is what an agency needs when a client disputes a delivery.

Evidence: A draft-to-released lifecycle with recorded per-approver decisions and a published-version pointer on every piece. Automatic publishing of a future-dated release is still manual today.

Enterprise governance without an enterprise project

Single sign-on, role-based access enforced at the API edge, multi-tenant isolation, an attributable activity timeline, billing, quotas and notifications are inherited from the shared platform underneath. A standalone creative tool has to build or buy each of those. Here they are present in a free workspace on day one, which is why a studio does not re-platform when it becomes an agency.

Evidence: Every query and mutation in the product carries an access-control directive enforced at the gateway, and eight governed resource types with six pre-seeded roles ship in every workspace.

Terms that travel with the work

Licences sit on the piece rather than in a side document: model, terms text, SPDX-style identifier, price, currency and attribution, moving through draft, active and retired. For anyone commissioning, reusing or reselling creative work, that turns a recurring argument into a lookup.

Evidence: Four licence models — free, purchase, licence and membership — with a lifecycle, live in the product today. Taking payment for a licensed piece is roadmap, not shipped.

06 Ideal Customer Profile

A studio, agency or creator collective of roughly five to two hundred people whose work spans at least two mediums, who review with an external client or director, and who ship on a schedule.

SEGMENT	TYPICAL SIZE	WHY THEY BUY
Independent film and video production teams	3-30 people per production	A single film carries a script, storyboards, dailies and a score — four mediums, one deadline. Producer review, explicit sign-off and a release record map directly onto how the work already runs.
Creative and content agencies	10-200 staff, many concurrent client projects	Client work spans video, design, copy and audio; approval is the commercial event. A production per client project with roles, review rounds and an exportable approval record is exactly the artefact an agency needs when a delivery is questioned.
Music labels, studios and audio producers	1-50 people	Mixes multiply, and the cover art, music video and liner notes are managed elsewhere. Version history with checksums, collections for an album, and per-track licence terms consolidate that in one place.
Game studios and animation teams	5-100 people	Concept art, sprites, music, sound effects, dialogue and cutscenes live in six tools, and code version control covers none of them. A production per title with typed roles and a reference board is the missing half.
Publishers, comics and writing teams	2-50 people	Manuscript versions and beta-reader notes are the pain, and chapter and page anchors are the only review model that fits. Series collections with cover art and an author portfolio finish the picture.
Multi-medium independent creators and creator businesses	1-10 people	The musician who also writes, the filmmaker who also illustrates. They start on the free tier, grow into a paid plan when the active-work or collaborator ceiling bites, and never migrate.

GEOGRAPHIES

Sold globally with permanent regional pricing in four bands: Band A covers the US, EU, UK, Japan, Korea, Australia, Canada and Singapore; Band B the Gulf, Eastern Europe, Taiwan and Hong Kong; Band C Latin America, South East Asia, Turkey and South Africa; Band D India, Bangladesh, Pakistan, Nigeria, Kenya and Egypt. Prices are billed in USD or the local equivalent; data is hosted in India, with data residency available under an enterprise contract. Strongest early fit is India, South East Asia and English-speaking markets.

NOT A FIT – DO NOT CHASE

- Anyone who wants an authoring tool. ArtistryBase does not edit video, mix audio or paint — it sits around Premiere, Logic, Photoshop and Procreate rather than replacing them. If they say "we need something to edit in", walk away.
- A single-medium team that is happy with its single-medium tool. A pure video shop that already runs on Frame.io and never touches audio, writing or art will pay more for less; the consolidation argument does not exist for them.
- A solo creator who never collaborates, never reviews and never releases on a schedule. Cloud storage plus a portfolio site genuinely is cheaper and simpler for them.
- Buyers who need a certification we do not hold today. If SOC 2 Type II or ISO 27001 is a hard procurement gate that cannot wait, say so now — both are planned, neither is in force.
- Anyone whose primary need is selling creative work. Licence terms are recorded today, but there is no checkout, escrow or payout, so a storefront-first buyer should be pointed elsewhere.
- Regulated workflows needing verified electronic signature on approvals — that is a Filestage strength and a gap here.

07 Buyer Personas

Six people you may meet in a creative organisation. The producer and the studio lead sign; the creator decides whether it gets used; the rights owner and the security reviewer can stop it.

Independent or lead creator

WHAT THEY WANT

Make the work, keep everything they have ever made findable, and show the whole of their practice to a client or a fan in one place.

Open with: If someone asked you today for the third mix of that track and the artwork that goes with it, how long would that take you?

They will ask: Do I have to change how I actually make things?

WHAT FRUSTRATES THEM

Files spread over drives and apps, no version history for anything that is not code, a portfolio split across four platforms.

Producer / creative director

WHAT THEY WANT

Move work from draft to release on schedule, keep every note accounted for, and be able to prove what was approved.

Open with: When a client says they never approved that cut, what do you show them?

They will ask: Can I see, in one screen, everything that is waiting on someone?

WHAT FRUSTRATES THEM

Feedback arriving in three channels, reviews on cuts that have already been replaced, sign-off that exists only as a verbal yes.

Studio manager / creative operations lead

WHAT THEY WANT

Run several productions at once without them bleeding into each other, and get a new freelancer productive on day one.

Open with: How much of your week goes on telling people where things are?

They will ask: How do I keep a contractor out of the other client's project?

WHAT FRUSTRATES THEM

Onboarding by scavenger hunt, assets living on whoever made them, access granted in four separate tools.

Rights and licensing owner

WHAT THEY WANT

Keep authorship, attribution and commercial terms unambiguous on every piece that leaves the studio.

Open with: Where do the licence terms for a piece live once the file has left your building?

They will ask: Do the terms stay attached when someone else has the file?

WHAT FRUSTRATES THEM

Terms in an out-of-date spreadsheet, no provenance for a piece that has been revised twenty times, reuse disputes surfacing late.

Agency owner or founder — the budget

WHAT THEY WANT

Fewer subscriptions, faster client approval cycles, and something to point at when a delivery is disputed.

Open with: Add up what you pay for review, storage, proofing and portfolio hosting — would you rather that were one line?

They will ask: What does this replace, and what is it going to cost me at forty people?

WHAT FRUSTRATES THEM

Paying for a review tool, a portfolio site, a storage plan and a proofing tool that do not talk to each other.

IT or security reviewer

WHAT THEY WANT

Confirm access control, tenant isolation, audit and data handling before anyone signs.

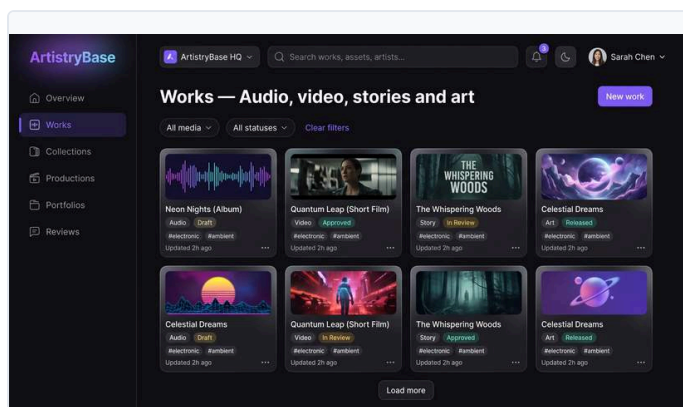
Open with: Your creative team is already using four tools you have never reviewed — would you rather review one?

They will ask: Do you have SOC 2, and where does our data physically sit?

WHAT FRUSTRATES THEM

Creative teams adopting tools with no single sign-on, no roles and no audit trail, then asking for an exception.

Thirteen concrete situations, each one a scene you can describe out loud. Use the two or three closest to what the prospect just told you and leave the rest.



INDEPENDENT AND MULTI-MEDIUM CREATORS

Every medium in one library, findable in seconds

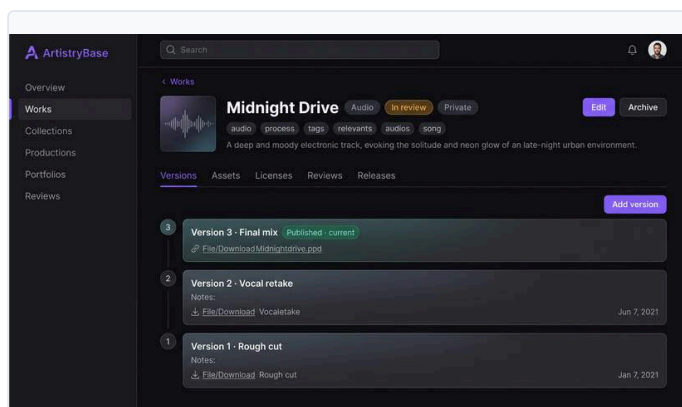
THE SITUATION

A creator's tracks are in one app, the cover art in another, liner notes in a document and the masters on a drive — and that is before a collaborator is involved. Finding last year's work means guessing at folder names.

WHAT HAPPENS WITH ARTISTRYBASE

Each piece is created as a work in its native medium — audio, video, story, art or mixed — and lands in one library with folders, collections and tags. Filters cut across medium, status and production, and every piece carries its cover, its duration and its credited creator.

"Where is the latest version of that?" becomes a lookup rather than an excavation.



CREATORS, EDITORS AND ANYONE HANDING FILES BACK AND FORTH

Keep every draft, and know which one is current

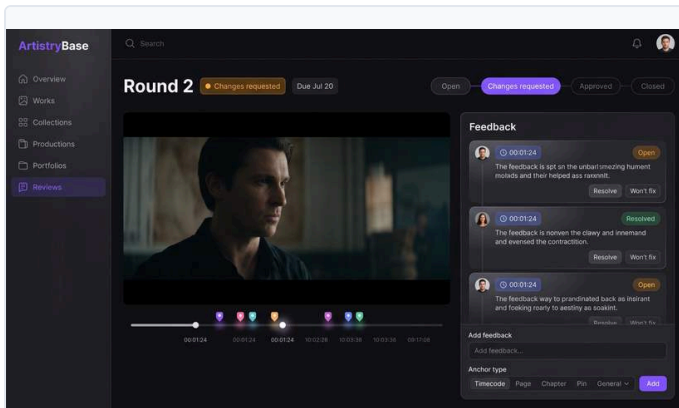
THE SITUATION

A track has been through a dozen mixes and a film through countless cuts. The folder holds final, final-v2 and final-actually-final, and two collaborators are working from different files.

WHAT HAPPENS WITH ARTISTRYBASE

Every upload that changes a piece becomes a new numbered version with a checksum, a label and notes, and never overwrites the one before. Exactly one version is marked published, and the work points at it.

Experimentation stops being risky, and the current cut is a fact rather than an argument.



PRODUCERS, EDITORS AND EXTERNAL REVIEWERS ON AUDIO AND VIDEO

Review a cut at the exact second the problem happens

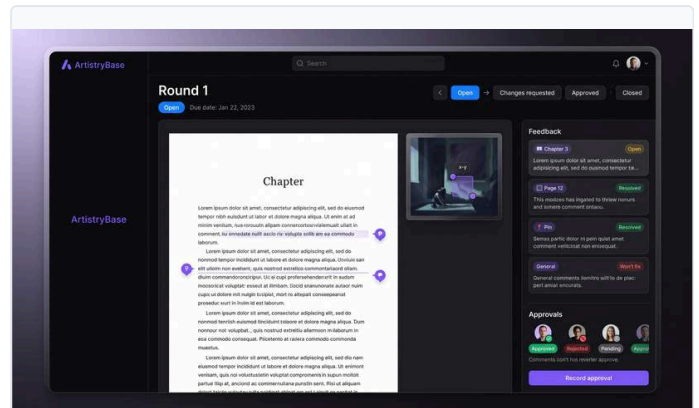
THE SITUATION

Notes arrive as "the mix gets muddy somewhere in the middle" in a chat thread, against a cut that has since been replaced twice. Half the next round is spent working out what was meant.

WHAT HAPPENS WITH ARTISTRYBASE

A review round opens on one specific version. Reviewers drop notes anchored to a timecode, each with its own open, resolved or won't-fix state, and the round carries an owner, a status and a due date.

One less revision round, because the note and the frame are the same object.



WRITERS, ILLUSTRATORS, COMICS TEAMS AND THEIR EDITORS

Notes on a chapter, a page, or a pixel

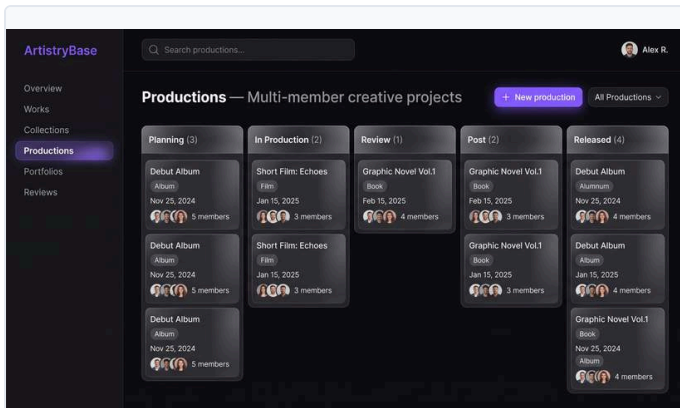
THE SITUATION

Beta-reader feedback on a manuscript arrives as twelve separate documents with conflicting suggestions, and client notes on an illustration come back as an emailed screenshot with an arrow drawn on it.

WHAT HAPPENS WITH ARTISTRYBASE

The same review model handles writing and art: notes anchor to a chapter or a page in a story, and to a pinned x-y coordinate on a piece of art. General notes cover the whole piece where that is what is meant.

Written and visual work get the same rigour that video review has had for years.



PRODUCERS AND STUDIO MANAGERS RUNNING SEVERAL PROJECTS AT ONCE

Run each film, album or book as its own production

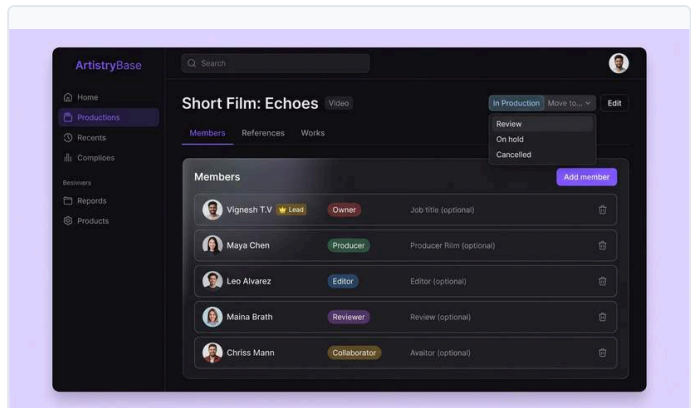
THE SITUATION

An album, a documentary and a graphic novel are all in flight with different collaborators, and everything lives in one shared drive where context bleeds between projects.

WHAT HAPPENS WITH ARTISTRYBASE

Each undertaking becomes a production with its own medium, synopsis, owning producer, start and target dates, and a status that moves through planning, in production, post, review, released, on hold or cancelled.

Three projects run in parallel without contaminating each other, and progress is legible to anyone who needs to see it.



STUDIO MANAGERS AND CREATIVE OPERATIONS LEADS

Staff a production with roles that actually mean something

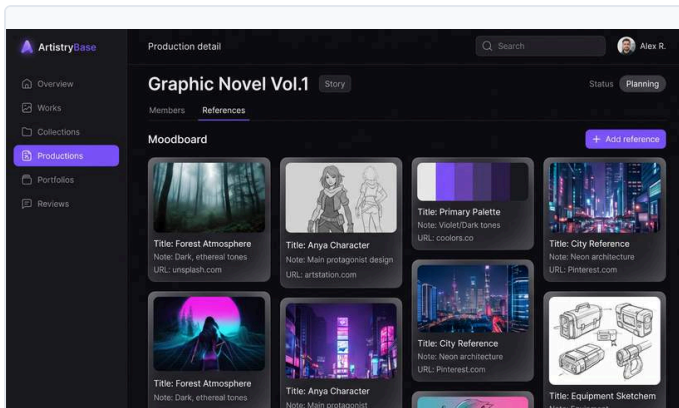
THE SITUATION

A new freelancer joins on Monday and needs access to this project and nothing else — which currently means four tools, four invitations and a conversation about what they may touch.

WHAT HAPPENS WITH ARTISTRYBASE

People are added to a production with a typed role — owner, producer, creator, editor, reviewer, collaborator or viewer — plus an optional title and lead flag. Roles inform review routing, and access is enforced at the API edge on every operation.

Someone is productive on day one and cannot reach the client project next door.



CREATIVE DIRECTORS AND PRODUCTION TEAMS

Keep the moodboard next to the work it inspired

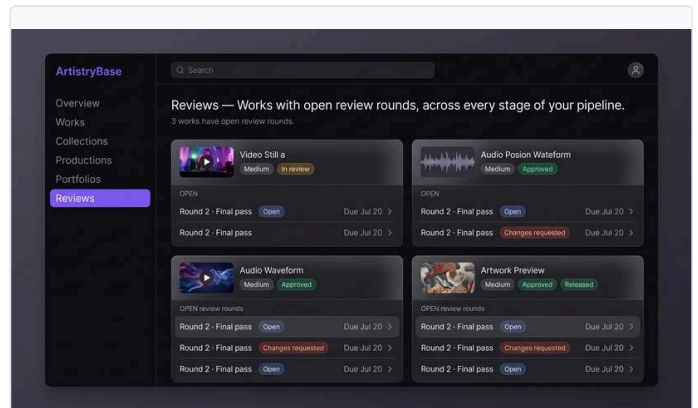
THE SITUATION

Reference material lives in one person's bookmarks, a chat thread and a folder of screenshots, so the creative intent behind a decision is impossible to reconstruct three months later.

WHAT HAPPENS WITH ARTISTRYBASE

A production carries references — external links, notes and attached files — as first-class material alongside its library, so inspiration sits with the work rather than in someone's browser.

New collaborators absorb the direction of a project by reading it, not by asking.



PRODUCERS AND CREATIVE DIRECTORS

See everything waiting on someone in one queue

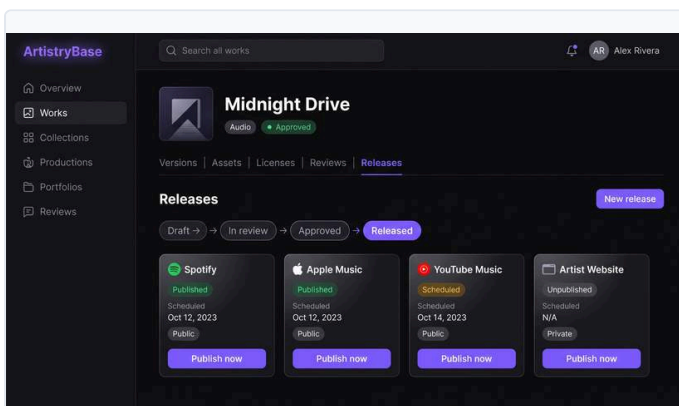
THE SITUATION

The honest answer to "what is blocking the release?" lives in someone's head, assembled from memory and three chat threads.

WHAT HAPPENS WITH ARTISTRYBASE

The reviews queue shows every open round across the workspace with its status, owner, due date and unresolved notes, so stalled rounds and rounds one approval short are visible without asking anyone.

The weekly status meeting becomes a screen rather than an interrogation.



PRODUCERS AND STUDIO LEADS WHO OWN THE RELEASE DECISION

Publish one signed-off version, on the record

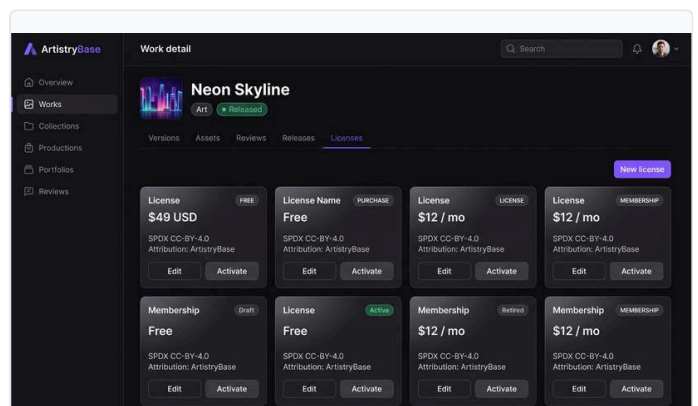
THE SITUATION

The riskiest step is the last one: shipping the wrong cut, publishing before sign-off, or losing track of which version actually went out to a client.

WHAT HAPPENS WITH ARTISTRYBASE

Once a version is approved, a release is created for that exact version with a channel, a visibility setting and a status of scheduled, published, unpublished or failed. The work then points at the version that shipped.

What is live is unambiguous, and so is who decided it should be. Future-dated releases still need a manual publish today.



RIGHTS OWNERS, FREELANCERS AND ANYONE COMMISSIONING WORK

State the terms once, on the piece itself

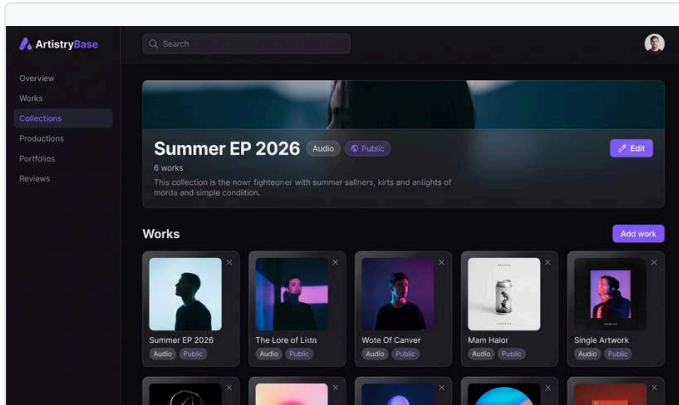
THE SITUATION

Licence terms live in a spreadsheet that is always out of date, and the answer to "can we use this in the campaign?" takes two days and a lawyer.

WHAT HAPPENS WITH ARTISTRYBASE

A piece carries one or more licences — free, purchase, licence or membership — with terms text, an SPDX-style identifier, a price and currency, and an attribution string. Licences move from draft to active to retired, so terms evolve without the history being lost.

Permission becomes a lookup. Payment collection is not part of this today — the terms are recorded, not charged.



CREATORS AND STUDIOS PRESENTING A BODY OF WORK

Group a series, an album or a gallery

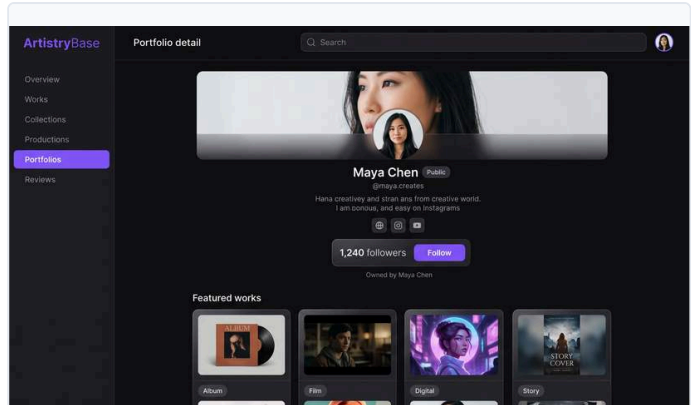
THE SITUATION

An EP, a video series and a set of illustrations each need to be presented as a whole, but the pieces are only ever listed individually and in upload order.

WHAT HAPPENS WITH ARTISTRYBASE

Collections group works in a chosen order with their own title, cover, tags, medium and visibility. A piece can belong to several collections, so the same track appears in an album and in a best-of.

Work is presented the way it was meant to be experienced, not the way it happened to be uploaded.



MULTI-MEDIUM CREATORS AND STUDIOS SHOWING A BODY OF WORK

One portfolio for everything you make

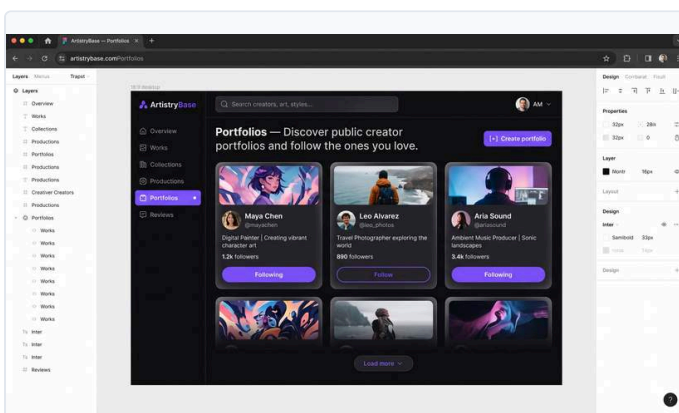
THE SITUATION

A creator who works in sound, image and narrative describes their practice with a list of four links, and no single page ever shows the whole of it.

WHAT HAPPENS WITH ARTISTRYBASE

A portfolio is a public or unlisted profile with a handle, display name, bio, avatar, banner, featured works and links, showing audio, video, writing and art side by side. Visibility is controlled per portfolio and per piece.

A client or a fan sees the whole practice in one place instead of four.



CREATORS GROWING A FOLLOWING, AND AUDIENCES

Build an audience that follows the whole practice

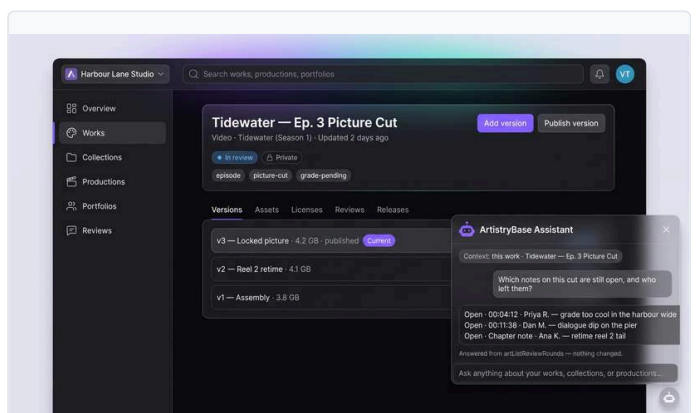
THE SITUATION

Fans of a creator's music never hear about their short film, because the two live on platforms that do not know about each other.

WHAT HAPPENS WITH ARTISTRYBASE

Audiences browse public portfolios, works and collections, filter by medium, and follow the creators they care about with a notify preference so new releases reach them. A personalised recommendation feed is roadmap, not live.

A following forms around a person rather than around one of their outputs.



CREATIVE DIRECTORS AND PRODUCERS DEEP IN A REVIEW

Ask the assistant about the thing on your screen

THE SITUATION

A round carries forty anchored notes and the question is simply which are still open and who left them — but answering it usually means pasting an identifier into a chat box.

WHAT HAPPENS WITH ARTISTRYBASE

A studio assistant is mounted on every screen and knows which work, collection, production, portfolio or review round is in front of you. It acts through the same governed API a person uses, with the same permissions, so it can never do more than the person driving it.

A question gets an answer without becoming another tool to manage. Multi-step autonomous operation is roadmap.

09 Product Capabilities

What is built, what is being finished, and what is planned. Anything not marked shipped should be described that way in front of a prospect — the honesty is what keeps you credible when they test it.

The creative library

One organised home for audio, video, stories, art and mixed-media pieces, with the same structure across every medium.

Works in five mediums

Audio, video, story, art and mixed pieces are equally first-class, each with a title, medium, status, visibility, summary, credited creator, cover and duration.

Immutable version history

Every revision is a numbered version with a label, notes, source file, checksum and size. Nothing is overwritten; one version is flagged as published.

Typed file assets

Source, master, preview, cover, caption or transcript and generic attachments, each with mime type, size and dimensions or duration.

Collections

Playlists, series, albums and galleries that group works in a chosen order, with their own cover, tags, medium and visibility. A piece can sit in many.

Tagging and filtering

Workspace-wide tags shared with other products in the same account, plus filters across medium, status and production.

Cross-medium semantic search planned

Finding a take, a cut or the note that asked for a softer intro by meaning rather than by file name. Designed and specified; no search of this kind runs today.

Side-by-side draft comparison planned

Richer version diffing so two revisions can be examined together rather than opened separately.

Review and approval

Feedback anchored to the exact place it refers to, gathered into rounds over one specific version, and closed by a recorded decision.

Review rounds

One pass over a specific version with a status of open, changes requested, approved or closed, plus an owner and a due date.

Medium-aware anchors

Timecode for audio and video, chapter and page for stories, a pinned x-y coordinate for art, and general notes for the whole piece.

Per-note resolution

Each note is open, resolved or won't fix in its own right, so a round only closes when everything has genuinely been handled.

Explicit approvals

Sign-off recorded per approver as pending, approved or rejected, with a comment and a decision timestamp.

Reviewer groups and sequential routing planned

Routing a round through defined groups in sequence or in parallel. Single-round approval ships today; the routing layer is specified only.

Review reports and approval exports planned

A packaged report of a round's notes, decisions and timings for a client or an auditor.

Client preview and approval links planned

Time-boxed external links for reviewers who are not members of the workspace.

Productions and teams

Each film, album or graphic novel gets its own space, its own team and its own reference material.

Productions

A medium, synopsis, owning producer, start, target and release dates, tags, and a status lifecycle from planning through post and review to released, on hold or cancelled.

Typed team roles

Owner, producer, creator, editor, reviewer, collaborator and viewer, each with an optional title and lead flag, informing review routing.

Reference boards

External links, notes and attached files kept with the production so creative direction lives beside the work.

Shared studio library

One organised library per workspace so assets and references are catalogued once and findable by everyone entitled to see them.

Project templates planned

Starting a new production from a saved shape — team, phases and reference structure — rather than from empty.

Real-time co-editing planned

Multiple people working the same record simultaneously, in the manner of a collaborative design tool.

Release and publishing

A deliberate path from approved to live, with the released version always identifiable afterwards.

Draft-to-released lifecycle

Work moves through draft, in review, approved and released, or is archived. The transition is validated, not cosmetic.

Releases to a channel

A release publishes one specific version with a channel, visibility, notes and a status of scheduled, published, unpublished or failed.

Published-version pointer

Each piece points at the exact version that is currently live, so what shipped is never in doubt.

Automatic publishing at a scheduled time in progress

A future date can be set on a release, but it does not fire on its own yet — publishing is still an explicit action.

Distribution to external platforms planned

Pushing a release out to streaming services, stores and networks from the same place.

Release analytics planned

Reach and engagement on what has been published, across mediums.

Portfolios, audience and licensing

A public home that spans every medium, an audience that follows the person rather than the format, and terms attached to each piece.

Cross-medium portfolios

A handle, display name, bio, avatar, banner, featured works and links, showing audio, video, writing and art side by side, public or unlisted.

Follows with notify preference

An audience member follows a portfolio and chooses how they want to hear about new releases.

Per-piece licence lifecycle

Free, purchase, licence or membership terms with an SPDX-style identifier, price, currency and attribution, moving through draft, active and retired.

Browse-and-filter discovery

Public portfolios, works and collections browsable and filterable by medium. A personalised recommendation feed is not live.

Checkout, escrow and payouts planned

Taking payment for a licensed piece, a membership or a commission. The terms model exists; there is no checkout behind it today.

Governance, security and administration

The parts a standalone creative tool has to build or buy, present in every workspace from the first day.

Access control on every operation

Every query and mutation carries an access-control directive enforced at the API edge before the request reaches the product. The product never validates tokens itself.

Six pre-seeded roles

Studio owner, producer, creator, rights manager, reviewer and audience member, across eight governed resource types, seeded into every workspace automatically.

Multi-tenant isolation

Every write is filtered by workspace with a count assertion, so an identifier guessed from another tenant cannot be read or changed.

Activity and audit timeline

An attributable, filterable record of every version, review, approval and release, with actor, target and result, exportable as evidence.

Single sign-on and provisioning

OIDC sign-on for everyone; enforced SAML or OIDC with SCIM provisioning under an enterprise contract.

Quotas and usage metering

Works, live releases, productions, portfolios and collaborator seats are metered and enforced, with a warning at eighty per cent and a block on new creation at the ceiling. Nothing is ever auto-purchased.

SOC 2 Type II and ISO 27001 planned

Controls are designed and the roadmap is published, but neither certification is in force. Do not claim otherwise.

Compliance evidence streaming planned

Pushing audit events to a customer's own security monitoring system.

AI in the studio

One assistant is built and governed; most of the intelligence layer is designed and honest about being unbuilt. AI runs on the customer's own provider key.

Studio assistant with on-screen context

Mounted on every screen and aware of which work, collection, production, portfolio or round is open, acting through the same governed API with the caller's own permissions.

Agent surface for AI tools in progress

A server exposing the product's domain as agent tools plus read-only resources and guided recipes, for AI clients that speak the Model Context Protocol. Built, but not yet published as an installable package.

Automatic tagging and captioning planned

Understanding a track by mood, a film by scene, a story by theme and an artwork by style, using the customer's own AI provider key.

Review triage and release readiness planned

Clustering duplicate feedback, separating blocking notes from cosmetic ones, and checking the release gate before a version ships.

Scheduled studio sweep planned

A nightly per-workspace pass that surfaces stalled rounds and release-ready cuts and proposes the single action that would clear each one. It would propose, never publish.

AI operations and cost ledger planned

Every assistant and agent run, what it read, what it changed, on whose behalf and what it consumed, reviewed beside human actions.

Developer and ecosystem surfaces

Everything in the product is reachable programmatically, and the client surfaces around it are sequenced.

GraphQL API with scoped keys

The same capabilities the app uses, exposed with API tokens and developer keys through a developer portal, so a customer can automate or integrate.

Web application

The complete product in the browser, with a command palette, keyboard navigation, multi-lingual interface, and light, dark and high-contrast themes.

Documentation site in progress

Product guides, API reference and integration tutorials, published and growing.

Command-line tool in progress

Terminal-native automation, bulk operations and scripted workflows against the same API.

Node.js and Python SDKs in progress

Typed programmatic access for automation, integrations and analytics workflows.

iOS and Android apps in progress

Capture, review, approvals and following on the move. Builds exist; neither is in an app store yet.

Desktop app, browser and editor extensions planned

A native desktop build, quick capture from the browser, and in-editor access for creative technologists.

10 Pricing & Plans

Priced per organisation on the volume of creative work, not on how many administrators log in. Free, Starter, Growth and Business are flat monthly or annual fees per organisation; Enterprise is an annual per-creator-seat contract from 250 creators. Every user-facing feature is available on every tier including Free — the tiers differ by capacity, not by hidden functionality. Add-ons raise a specific limit without forcing a tier upgrade, and regional bands are permanent market prices rather than discounts.

PLAN	PRICE	WHO IT IS FOR	WHAT IS INCLUDED
Free	\$0 No card required. India example: ₹0	Evaluators, individual creators, students and hobbyists	15 active works; 1 live published work; 5 collaborator seats; 2 administrator seats, 1 workspace; 1 GB shared storage; 25 AI operations per day, on your own provider key; Community support plus 1 ticket a month; Best-effort uptime, no service level agreement
Starter	\$99/mo or \$79/mo annual India example: ₹3,999/mo or ₹3,199/mo annual	Small studios and startups, up to around 50 people	50 active works; 3 live published works; 50 collaborator seats; 5 administrator seats, 1 workspace; 25 GB shared storage; 250 AI operations per day; Email support under 48 hours; Best-effort uptime, data-processing agreement on request
Growth	\$399/mo or \$319/mo annual India example: ₹14,999/mo or ₹11,999/mo annual. 14-day trial available	Scaling studios and agencies, up to around 250 people	250 active works; 15 live published works; 250 collaborator seats; 15 administrator seats, 3 workspaces; 100 GB shared storage; 2,500 AI operations per day; Advanced analytics with 365-day history; 99.5% uptime commitment, priority support under 24 hours
Business	\$999/mo or \$799/mo annual India example: ₹39,999/mo or ₹31,999/mo annual	Established organisations and mid-size agencies, up to around 1,000 people	1,000 active works; Unlimited live published works, within fair use; 500 pooled collaborator seats; 50 administrator seats, 10 workspaces; 1 TB pooled storage; Single sign-on and provisioning sandbox; 730-day analytics history; 99.9% uptime commitment, priority support under 8 hours
Enterprise	From \$12/creator seat/mo list, \$9/creator seat/mo annual Annual contract from 250 creators. Regional floors apply: Band B from \$8, Band C from \$6, Band D from \$4 per creator seat per month	Large studio networks, agency groups and regulated organisations	Custom, contracted quotas; Enforced single sign-on with SAML or OIDC, and SCIM provisioning; Data residency and customer-managed keys; Dedicated tenant or self-hosted deployment; Extended audit retention and security-event streaming; Custom service levels from 99.95%, dedicated customer success; Invoice or purchase-order billing

Add-ons

ADD-ON	PRICE
Storage, +50 GB	\$15/mo
Storage, +250 GB	\$49/mo
Storage, +1 TB	\$129/mo
Collaborator seats, +100	\$49/mo

ADD-ON	PRICE
Collaborator seats, +500	\$179/mo
AI Pro — higher daily AI allowance on your own key, priority queue	\$79/mo
Analytics Pro — 730-day history, custom dashboards, scheduled reports	\$99/mo
Audit Standard — 365-day audit history with filters and export	\$39/mo
Support retainer — 12 hours a month with rollover	\$4,000/mo

WHAT TO TELL A PROSPECT ABOUT PRICE

- Prices above are Band A, before tax. Bands B, C and D are permanently lower market prices, not discounts: Starter is \$69, \$49 and \$35 a month respectively, and Growth is \$279, \$199 and \$139. Indian GST of 18% is added separately.
- AI features run on the customer's own provider key — Anthropic, OpenAI, Google or another supported provider — so model usage is never marked up inside the subscription. It is also never billed inside it, which means the customer's AI spend is their own.
- Storage and API request allowances are shared across every Burdenoff product on the same account, so a customer already using another product in the group starts with a larger pool.
- Programme discounts, one at a time and never stacked: 50% for verified education and non-profit customers with annual reverification, 40% off Starter, Growth or Business for the first twelve months for startups under three years old, and 10-25% on volume above 1,000 creators. Maximum public discount is 50%.
- Overage never charges silently: a warning at 80% of a quota, a block on creating anything new at 100%, and no automatic purchase. On a downgrade, data above the new ceiling becomes read-only rather than being deleted.
- Self-serve plans carry a 30-day money-back guarantee on a first purchase; upgrades are immediate and prorated, downgrades take effect at the end of the period.

11 Competitive Landscape

Seven real alternatives, all of them good at something. Concede the point they own — a partner who claims we beat everyone at everything is a partner nobody believes.

ALTERNATIVE	WHAT IT IS	WHERE THEY ARE STRONG	WHERE WE WIN
Frame.io (Adobe)	The reference cloud platform for video review and collaboration, at the centre of Adobe's video strategy. Frame-accurate comments, version comparison, approval states, camera-to-cloud ingest and deep panels inside Premiere Pro and After Effects. Free for two members; Pro at \$15 per member a month, Team at \$25.	Frame-accurate video annotation is genuinely best in class, and the Adobe integration — panels inside the editing tools, camera-to-cloud from set — is something we do not have and have not scheduled. They also hold SOC 2 Type II and TPN certification today, and offer unlimited external reviewers on a share link. If the prospect is a pure video post house already inside Adobe, they should stay.	Audio, writing and visual art are first-class here, not accessories to a video file. Beyond review we hold a persistent library, a public portfolio, an audience layer and per-piece licence terms — none of which Frame.io has. And per-member pricing gets expensive at scale, where our flat organisation fee does not.
Filestage	An online proofing and approval platform for brands and agencies, covering video, audio, images, PDFs, websites and interactive HTML, with strong approval automation, reviewer groups, project templates and compliance-ready audit reports.	Approval automation is their craft and they are ahead of us on it: reviewer groups, sequential and parallel routing, project templates, automated reminders and packaged review reports all ship today and are roadmap for us. They also hold verified electronic signature for regulated approvals and the certifications that go with it.	Their files live inside review projects rather than in a persistent, searchable library — when a project closes, the asset trail goes with it. Stories are not a structured medium there, so there are no chapter or page anchors. And there is no production workspace, no portfolio and no licence layer after approval.

ALTERNATIVE	WHAT IT IS	WHERE THEY ARE STRONG	WHERE WE WIN
Behance (Adobe)	The largest public portfolio and discovery network for visual creatives, part of the Adobe ecosystem, with project pages, follows, curated galleries, a job board, and Adobe Portfolio for custom-domain sites bundled with paid Creative Cloud plans.	Audience. Their existing community and discovery reach is something we cannot match from a standing start, and for a designer whose main need is to be found by recruiters and clients, that reach is the product. Publishing straight from Photoshop, a job board and a custom domain are all theirs.	Behance hosts a portfolio; it does not produce one. There is no version history, no structured review, no approval and no release pipeline underneath — comments arrive after publication. Audio, video and writing are not first-class. Our portfolio is the output of a governed workflow rather than an upload.
ArtStation (Epic Games)	The professional portfolio and community standard for game art, VFX, concept art, illustration and 3D, with high-fidelity previews, a marketplace, a job board and custom-domain portfolios on the Pro plan at around \$9.95 a month billed annually.	For a concept artist trying to be hired by a game or film studio, ArtStation is where the art directors already look — that recruiting gravity is real and we do not have it. Their high-fidelity 2D, 3D and reel previews and their asset marketplace are stronger than anything we offer for selling art assets.	Visual only, with no audio, video production or writing workflow, no version control for the files behind a piece, no structured review or approval, and no production workspace for a team. Licence terms there mean marketplace sales, not a per-piece licence lifecycle with attribution and provenance.
SoundCloud	One of the largest audio hosting, streaming, distribution and creator-monetisation platforms, with waveform players, timestamped public comments, playlists, and an Artist Pro plan around \$8.25 a month that distributes to 60-plus streaming services.	Distribution and audience. Artist Pro pushes a track to the major streaming services and lets an artist keep their partner royalties, and the existing listener community is a discovery engine we do not have. For an artist whose only goal is getting music heard, that is the right tool.	Audio only — the cover art, the music video and the liner notes belong somewhere else. Re-uploading replaces the file rather than creating a version, so there is no revision history and no structured review before release. Licensing is a Creative Commons tag rather than terms with a lifecycle.
Adobe Creative Cloud	The standard creative production suite — Photoshop, Illustrator, Premiere Pro, After Effects, Audition, Lightroom — with decades of enterprise trust, education and volume licensing, and tight links to Behance, Adobe Portfolio and Frame.io.	Depth of authoring in every medium, and it is not close. We do not edit video, mix audio or paint, and we never will — this is a complement, not a replacement. Their enterprise licensing, file formats and plugin ecosystems are the ground everyone else stands on.	The apps are siloed by medium and there is no unified review, approval or release pipeline across them, and no licensing layer that spans the suite. We sit around those tools: people keep making work in Adobe and manage the lifecycle of that work with us.
Fourthwall	An all-in-one creator monetisation platform: white-label storefronts selling digital products, memberships and merchandise, with checkout, taxes, payouts, fulfilment, and audience CRM built in.	Commerce, outright. Checkout, memberships, print-on-demand merchandise, payouts and fan CRM are their core competency and are live — where ours is a terms model with no checkout behind it. A creator whose immediate need is selling should use them today.	There is no production workflow, no versioning, no review or approval layer and no multi-medium workspace — it is commerce-first rather than creation-first. Nothing there records who approved a piece or which version was released, and there is no per-piece licence with attribution and provenance.

THE POSITIONING LINE TO HOLD

Frame.io owns video review, Behance owns the visual showcase and SoundCloud owns audio distribution — ArtistryBase is the only one of them that holds all four mediums in one library and runs the work from draft through sign-off to release.

12 Why Us / Differentiators

Six claims that hold up under questioning. Each one is architectural rather than a feature race, which is why they are hard for a single-medium incumbent to copy quickly.

Four mediums, one data model

A track, a cut, a chapter and an artwork are all works, with the same versions, assets, collections, reviews, releases and licences. This is not four tools behind one login, and it is not a sync job — it is one structure. Every competitor in the comparison set is built around one medium and treats the others as attachments, which is why a multi-medium creator needs four of them.

The portfolio is an output, not the product

Behance and ArtStation start at publication: you upload the finished thing and comments arrive afterwards. Here the public showcase is the last step of a governed sequence — organise, version, review, approve, release, showcase, licence — so the piece on the portfolio has a provenance trail behind it and a specific approved version underneath it.

Feedback anchored in four different ways

Timecode is well solved for video by others. Chapter and page anchors for writing, and pinned coordinates on art, alongside timecode, in one review model, is not. That combination is what lets a game studio review its concept art, its dialogue script and its soundtrack in the same place with the same rigour.

Governance inherited, not bolted on

Single sign-on, role-based access enforced at the API edge, tenant isolation, an attributable audit timeline, billing and quotas come from the shared platform beneath the product. A standalone creative tool has to build or acquire each of those, which is why they usually arrive late and shallow. Here a free workspace already has them.

Terms that live on the piece

A licence with a model, terms text, an SPDX-style identifier, price, currency and attribution, moving through draft, active and retired, attached to the work itself. Competitors offer either a Creative Commons tag or a marketplace transaction. Neither survives the work being revised twenty times and shared onwards.

No re-platforming as a customer grows

The solo creator on the free tier and the two-hundred-person agency on Business run on the same model. Upgrading raises quotas; it does not migrate anything. That matters because the alternative is a studio outgrowing a consumer tool and spending a quarter moving to an enterprise one.

Programmable from the first day

Everything the app can do is reachable through a customer-callable API with scoped keys, and the assistant and agent surfaces use exactly that API with the caller's own permissions. There is no privileged internal path — which is what makes automation safe to hand to a team, and what makes the ecosystem tools possible at all.

13 Customer Proof & Credibility

There are no customer logos to show and no usage figures to quote, so credibility has to come from three other places: what the product demonstrably does when you open it, how it is governed, and how plainly we describe what is not finished. Take a prospect through the product and the honest roadmap rather than through a reference list.

ACCESS CONTROL ON EVERY SINGLE FIELD

Every query and mutation in the product carries an access-control directive that is enforced at the API edge before a request ever reaches the creative service. The product itself never validates a token, which removes the most common class of permission bug in creative tools.

TENANT ISOLATION YOU CAN TEST

Every write is filtered by workspace with an assertion on the number of rows affected, so an identifier guessed from another customer's account cannot be read or modified. This is worth offering to demonstrate to a security reviewer.

AN ATTRIBUTABLE, EXPORTABLE RECORD

Every version, review note, approval decision and release is recorded with actor, target, result and timestamp, filterable by person, action or date, and exportable. For an agency in a delivery dispute, that record is the deliverable.

DEPTH OF THE MODEL, NOT A DEMO SHELL

Eight governed resource types, six roles seeded into every workspace automatically, five mediums, four feedback anchor types, four licence models with a lifecycle, and a validated production status lifecycle. This is a built domain, not a landing page with a waiting list.

ENGINEERING DISCIPLINE BEHIND IT

The creative backend runs above 95% function and 98% line coverage on automated tests, with dependency, secret and container scanning on every build, and database changes shipped as versioned migrations. Available to discuss with a technical evaluator.

ENCRYPTION AND PAYMENT HANDLING

TLS in transit on all public endpoints and AES-256 at rest for databases and object storage. Card data is handled by Stripe and Razorpay and never touches ArtistryBase; only tokenised references are held.

A PUBLISHED, HONEST COMPLIANCE POSITION

India's data-protection work is in progress, and SOC 2 Type II and ISO 27001 are planned and sequenced but not in force. The roadmap says so in writing, including a list of things explicitly not claimed. Show that list — it is more persuasive than a badge.

PLATFORM USED ACROSS A PRODUCT GROUP

Identity, billing, files, tags, conversations, notifications, internationalisation and accessibility are shared services used by every product in the Burdenoff group, so they are exercised well beyond this one product's usage.

Be straight about this. ArtistryBase is early. It came out of its waitlist in 2026 and is generally available with self-serve sign-up and paid plans, but there are no public reference customers, no published usage numbers and no testimonials — and you should not imply any exist. Several things a prospect may assume are present are not: automatic publishing of a future-dated release still needs a manual push, the iOS and Android apps are built but not in the app stores, the agent server for AI tools has no installable package yet, semantic search and AI tagging are designed but unbuilt, and there is no checkout, escrow or payout behind the licence terms. SOC 2 Type II and ISO 27001 are planned, not held. What a prospect should weigh instead is the depth of what is actually built — library, versioning, medium-aware review, approvals, productions, portfolios, licences — the governance inherited from a platform that runs a whole product group, and the fact that a free workspace costs them nothing to test the claims themselves.

14 Demo Information

The demo that works is not a feature tour. Take one piece of the prospect's own kind of work through the whole loop — upload, revise, review, approve, release — because the argument is the loop, not any single screen.

HOW TO GET A DEMO

Anyone can create a free workspace at artistrybase.com and sign in at app.artistrybase.com with no card. For a guided walkthrough tailored to the prospect's mediums, book time with Vignesh at <https://calendly.com/vignesh-burdenoff/1-1> or email vignesh@burdenoff.com. Partners are welcome to run the free-tier demo themselves; ask us for a session first if the prospect is a studio or agency.

Runs about 20 minutes for the core loop, 40 for a studio or agency conversation that includes roles, governance and pricing.

WHERE TO LOOK

- **Create a free workspace** — <https://artistrybase.com>
- **Sign in to the app** — <https://app.artistrybase.com>
- **Documentation** — <https://docs.artistrybase.com>
- **Honest side-by-side comparisons** — <https://artistrybase.com/vs>
- **Book a guided walkthrough** — <https://calendly.com/vignesh-burdenoff/1-1>

The walkthrough, in order

1 The library, filtered across mediums

Start here rather than on a dashboard. Point out that a track, a cut, a chapter and an artwork are sitting next to each other with the same structure, then filter by medium. This is the whole argument in one screen — everything after it is proof.

2 A piece with its version history

Open a work and scroll the versions. Every revision is numbered and checksummed, nothing is overwritten, and one version is flagged as published. Ask them what happens today when two people edit different copies.

3 A review round on audio or video, with timecode notes

Drop a note at a specific second. Say that the round is tied to one version so nobody reviews a cut that has already moved on, and that each note carries its own resolved state so the round cannot quietly close with things outstanding.

4 The same review model on a story and on an artwork

Switch mediums deliberately. Chapter and page anchors on writing, a pinned coordinate on art. This is the moment where a multi-medium team stops comparing us to a video review tool.

5 The approval and the transition to released

Record an approval with a comment, then create a release for that exact version and publish it. Note that the piece now points at what actually went out. Be straight that a future-dated release still needs a manual publish today.

6 A production with its team and reference board

Show the typed roles and say that access is enforced centrally on every operation, not by convention. For agencies, this is the answer to keeping a contractor out of another client's project.

7 A cross-medium portfolio and a follow

Show audio, video, writing and art on one public profile. For creator-led businesses this is often the moment the value lands — one home instead of four.

8 A licence on a piece, and the activity timeline

Set terms with an identifier and attribution, then open the timeline and filter it. Close by saying the terms are recorded but not yet charged for — the honesty here reliably buys trust for everything you said before it.

15 Sales Talking Points

Eight lines that survive a sceptical listener. Use two or three, not all of them.

This replaces a stack, not a tool.

The buying decision is almost never "is this better than Frame.io". It is "can I stop paying for and switching between five things". Lead with consolidation and the comparison conversation gets much easier.

Every medium is first-class, including writing.

Chapter and page anchors on stories are the capability nobody else in the comparison set has. For a game studio, a publisher or a content team, that single gap is why their current tool only covers half the work.

Version history is the foundation, not a feature.

Behance, ArtStation and SoundCloud have no meaningful versioning at all — a re-upload replaces the file. Once someone has lost a draft, this point sells itself.

Publishing is deliberate, and the record proves it.

Agencies and studios lose money on disputed deliveries. An approval with a named approver, a comment and a timestamp, plus a pointer to the exact version released, is the artefact that ends the argument.

Enterprise governance arrives on day one, in a free workspace.

Single sign-on, roles, tenant isolation and an audit trail are usually the thing that blocks a creative tool from being approved. Here they are present before anyone pays, which changes who can approve the purchase.

You never re-platform.

A solo creator and a two-hundred-person agency sit on the same data model. Upgrading changes quotas, not structure — which removes the migration anxiety that kills a lot of small starts.

AI runs on the customer's own provider key.

No inference markup and no lock-in to a model choice. It also means the AI budget stays visible and under the customer's control, which security and finance both prefer.

We tell you what is not built.

Scheduled auto-publish, mobile store apps, semantic search and checkout are all clearly labelled as unfinished on the public site. Saying it before the prospect finds it converts a credibility risk into a credibility asset.

The nine you will actually hear, in the words prospects use. Answer briefly, concede what is true, and offer the free workspace as the tie-breaker.

"We already use Frame.io and it works fine."

If everything you make is video and you live inside Adobe, keep it — that is the right tool. The question is what happens to your audio, your scripts and your artwork. Most teams tell us those live in three other places with no versioning and no review. We are not asking you to replace Frame.io for video first; we are asking what covers the other half.

PROOF · Frame.io holds video review; there is no persistent multi-medium library, no chapter or page anchors for writing, no portfolio and no per-piece licence layer. Our public comparison page states plainly where they beat us, including Adobe panels, camera-to-cloud and their certifications.

"You are new and you have no customers I can call."

That is true and I will not pretend otherwise — there are no reference customers to give you. What you can do instead is open a free workspace with no card and run one of your own projects through it end to end this week. Judge it on what it does, on the governance underneath it, and on how honestly we describe the parts that are not finished.

PROOF · The published roadmap includes an explicit list of what is not claimed: no certifications held, no AI tagging live, no checkout behind the licence terms, mobile not in the stores. A vendor who publishes that list is easier to verify than one who does not.

"It's too expensive for a team our size."

Compare it to the stack rather than to one tool. A mid-size team typically pays per seat for review, again for proofing, again for storage and again for portfolio hosting. Our fee is per organisation, not per person, so adding people does not raise it inside a tier. And Free is genuinely usable — full functionality, smaller quotas — so nobody has to guess.

PROOF · Free at \$0, Starter at \$99 a month, Growth at \$399, Business at \$999 — flat per organisation, with permanent regional pricing that puts Starter at \$35 a month in Band D. Per-seat competitors charge \$15 to \$25 per member per month.

"Why wouldn't we just build this on cloud storage and a project tool?"

Plenty of teams try. What they end up building is folders plus naming conventions, which gives you no numbered versions, no anchored feedback, no recorded approvals and no released-version pointer. The build is not the hard part — keeping it correct for three years while people join and leave is. And the moment you need single sign-on and an audit trail, you have started a second project.

PROOF · Immutable numbered versions with checksums, four anchor types, per-approver decisions with timestamps, and role enforcement on every operation are all in the product. Rebuilding those on storage plus a task tracker is a year of work that is not your business.

"How do we get our existing work out if we leave?"

Everything in the product is reachable through the same API the application uses, with scoped keys, so an export is a script rather than a support ticket. Files are stored in a dedicated service with signed-URL access, and the audit and activity record is exportable. We would rather answer this now than have it become a surprise later.

PROOF · A customer-callable GraphQL API with API tokens through a developer portal, plus exportable activity and audit history. Command-line and SDK access are in development and will make bulk export easier still.

"Do you have SOC 2? Our procurement will ask."

No — SOC 2 Type II and ISO 27001 are planned and the controls are designed, but neither is in force, and I would rather tell you now than at the security review. If it is a hard gate that cannot wait, we are not the right choice this year. If it is a preference, look at what is actually enforced today and judge that.

PROOF · Access control enforced at the API edge on every field, tenant-scoped writes with an assertion, an attributable audit trail, TLS in transit and AES-256 at rest, and card data handled entirely by Stripe and Razorpay. Enforced single sign-on, provisioning, data residency and customer-managed keys are available under an enterprise contract.

"You're a small company — what happens if you disappear?"

A fair question for any vendor this size. Two things reduce the exposure: the product sits on a shared platform that runs a whole group of products, so the identity, billing, storage and audit layers are not one product's side project, and everything you put in is retrievable through the API at any time. Start on Free, keep your exposure small, and grow the commitment as we earn it.

PROOF · Shared identity, billing, files, tags, conversations and notification services across the product group; full API access to the customer's own records; a free tier that carries no commitment.

"Our creators will not adopt another tool."

They should not have to change how they make anything — we do not edit video, mix audio or paint. People keep working in Premiere, Logic and Photoshop and put the results here. The two moments a creator actually touches it are uploading a revision and answering a note, and both are faster than the email thread they replace.

PROOF · This is deliberately a complement to Adobe and other authoring tools, not a replacement. Keyboard navigation, a command palette, a multi-lingual interface and light, dark and high-contrast themes are inherited from the platform.

"Can we actually sell work through it?"

Not yet, and this one matters so I want to be exact. You can set terms on any piece — free, purchase, licence or membership, with a price, a currency and an attribution string — and those terms travel with the work. What does not exist is checkout, escrow or payouts. If selling is the immediate need, a storefront tool is the right answer today and we can sit alongside it.

PROOF · Four licence models with a draft, active and retired lifecycle are live in the product. The marketplace take rates and revenue share are published as planned economics with no code behind them yet.

"What about approval routing? We need it to go through three people in order."

Today a round has an owner, a due date and approvals recorded per approver, but sequential and parallel routing through reviewer groups is specified rather than built. Filestage does that better right now. If ordered routing is the whole reason you are buying, say so and we will tell you where it sits on the roadmap rather than talk around it.

PROOF · Review rounds, per-note resolution states and explicit per-approver decisions ship today. Reviewer groups, sequential and parallel routing, project templates and packaged review reports are all marked as planned on the public comparison pages.

"Where does our data live?"

Data is hosted in India by default, on managed cloud infrastructure, with encryption in transit and at rest. If you need it somewhere specific, data residency, customer-managed keys and a dedicated tenant or self-hosted deployment are available under an enterprise contract. Our subprocessor list is published, including the providers still being finalised.

PROOF · A published subprocessor list, a security page describing encryption and access control, and enterprise options covering residency, customer-managed keys, dedicated tenancy and self-hosting.

17 Discovery / Qualification Questions

Ten questions that separate a real opportunity from a polite conversation. Ask four, listen properly, and stop when you know.

ASK THIS

LISTEN FOR

How many different kinds of work does your team produce — video, audio, writing, artwork?

Two or more is the qualifying answer. One medium only, and the incumbent for that medium is probably the better recommendation. Count what they mention in passing, not just what they list.

Walk me through what happens between a first draft and something going out the door.

Whether a process exists at all. Named steps and named people mean a qualified opportunity; "it depends who's around" means a longer sale but often a bigger pain.

Where does feedback on a piece live today?

Chat, email, a document, a spreadsheet, verbal. Every extra channel they name is a reason to talk. If they say it all lives in one review tool, ask which mediums that tool actually covers.

If I asked for the third version of something you made last year, how long would that take?

Hesitation, laughter, or a number in days. Anyone who cannot answer quickly has the versioning problem, whether or not they would call it that.

Who has to say yes before something is published, and how is that recorded?

A named approver is good. "Recorded" being answered with silence, or with "they just tell me", is the approval-record opportunity — especially in agencies with client sign-off.

Has a wrong version ever gone out, or has a client ever disputed what they approved?

One concrete story is worth ten features. If it has happened, the release pointer and the approval record become the entire pitch.

How long does it take to get a new freelancer productive?

Anything over a day points at scattered assets and access granted across several tools. Studios and agencies feel this every month.

ASK THIS**LISTEN FOR**

What are you paying for review, storage, proofing and portfolio hosting today?

Three or four line items is the consolidation case. Per-seat pricing that scales with headcount is a particularly strong signal for our flat organisation fee.

Where do the licence or usage terms for a piece of work live?

A spreadsheet, an email thread, or a shrug. Rights-heavy businesses — publishers, labels, agencies handling commissioned work — light up on this question.

Does your security or IT team need to approve tools your creative team uses?

If yes, single sign-on, roles, tenant isolation and audit move from nice-to-have to deal-making. If they mention SOC 2 as a hard gate, flag it to us early rather than late.

Is anyone accountable for creative operations, or does it fall to whoever notices?

A named producer, studio manager or creative operations lead is your champion. Nobody owning it means a longer path and a smaller first deal, though often a genuine problem.

What would have to be true for you to change how the team works?

Budget owner, timing and the trigger event — a growing team, a lost file, a disputed delivery, an audit. This tells you whether to introduce now or in a quarter.

18 How to Identify a Good Opportunity

How to score a conversation in under five minutes. Green means introduce this week; amber means keep talking and gather one more fact; red means say so and keep the relationship intact.

STRONG SIGNAL — PURSUE

- Work spans two or more mediums — video plus a script, music plus artwork, illustration plus writing
- Somebody is named as producer, creative director or creative operations lead
- Client or external review happens weekly, and approval is a commercial event
- They describe feedback living in chat, email and documents at the same time
- Freelancers or contractors join and leave regularly, and access is granted per tool
- They are already paying for three or more of: review, proofing, storage, portfolio hosting
- A wrong version has gone out, or a delivery has been disputed, in the last year

Introduce us straight away.

WORTH A CONVERSATION

- Multi-medium work but only one or two people, so the collaboration argument is thin — the free tier is still the right start
- Strong incumbent in their main medium and genuine satisfaction with it; the case has to be consolidation, not replacement
- Interested in selling or licensing work commercially, which is terms-only today with no checkout behind it
- Security review required and SOC 2 mentioned, but as a preference rather than a hard gate
- Ordered, multi-stage approval routing is wanted; single-round approval ships, routing does not
- Enthusiastic contact with no budget authority and no named executive sponsor

Qualify further before an introduction.

POOR FIT — DO NOT CHASE

- They want an authoring tool — something to edit, mix or paint in. That is not what this is, and saying so early protects your credibility
- Single medium, one person, no reviews and no release schedule; storage plus a portfolio site is genuinely the better answer
- SOC 2 Type II or ISO 27001 is a hard procurement gate that cannot wait — neither is held today
- Their need is a storefront with checkout, payouts and merchandise; that is a different product entirely
- Regulated approvals requiring verified electronic signature
- Looking for a free consumer portfolio with a large built-in audience — the network effects belong to the incumbents

Politely park it; suggest another product if one fits.

THE ONE-QUESTION TEST

"How many different kinds of work does your team produce, and how many separate tools hold them?" Two or more mediums across two or more tools is a real opportunity; one medium in one tool almost never is, no matter how much else fits.

19 How to Introduce Us

Keep the introduction short and concrete. Name the pain in their own words, name the product once, and offer a conversation rather than a demo. We will do the qualifying — your job is to make the connection warm.

IN CONVERSATION

"You mentioned your team's work is spread across four different apps — the video in one, the audio in another, the scripts somewhere else. There's a platform called ArtistryBase that holds all of it in one library, keeps every draft, and puts feedback on the exact second or page it's about. The people behind it are worth twenty minutes. Want me to make an introduction?"

EMAIL — SUBJECT: ONE PLACE FOR THE VIDEO, THE AUDIO AND THE SCRIPTS

Hi [Name],

When we spoke you described the team's work living in four different tools, and nobody being sure which cut was the current one. I think it's worth you seeing ArtistryBase.

It's one library for audio, video, writing and artwork. Every revision is kept as a numbered version, review notes attach to the exact timecode, chapter or point on an image, and nothing publishes until someone has signed it off — with a record of who and when.

It's early: they're straight about what isn't built yet, and there's a free tier you can try with no card. Have a look at artistrybase.com.

If it's worth a conversation, I'll introduce you to Vignesh T.V., who runs it — vignesh@burdenoff.com, +91-7358445777, or book directly at <https://calendly.com/vignesh-burdenoff/1-1>.

Best,
[Your name]

SHORT MESSAGE / LINKEDIN

"[Name] — you mentioned the team juggling separate tools for video, audio and copy. ArtistryBase (artistrybase.com) puts all of it in one library with proper version history and reviews that land on the exact timecode or page. Free tier, no card. Happy to introduce you to the founder if it looks relevant."

WARM THREE-WAY INTRODUCTION

"[Prospect], meet Vignesh T.V., who runs ArtistryBase — one platform for audio, video, stories and art. [Prospect] runs [role] at [company] and described exactly the problem you built this for: work spread across four tools with no single view of what's current. Vignesh, over to you — [prospect] is best reached on [channel]. I'll step back."

Please do not: Do not claim customers, adoption, revenue or results. There are none to claim, and being caught inventing them ends the relationship as well as the deal.; Do not describe anything on the roadmap as though it ships today — particularly automatic scheduled publishing, mobile store apps, AI tagging or semantic search, and selling through a storefront.; Do not say we are SOC 2 or ISO certified, or imply a certification is imminent. Neither is in force.; Do not quote a price outside the published plans, offer a discount, or promise a delivery date. Every quote and every discount has to come from us.; Do not position this as a replacement for Premiere, Logic, Photoshop or any other authoring tool. It sits around them.

20 Lead Handoff Process

Register first, then introduce. Registration is what protects your commission, and it takes one email. We aim to make you look good to the person you introduced, so we will always tell you what happened.

1. Register the opportunity before anyone talks to us

Email vignesh@burdenoff.com with the company, the contact, the mediums they work in, roughly how many people, and what triggered the conversation. Registration must come before procurement or any active sales engagement — there is no retroactive registration, and this is the single most common way partners lose a commission.

2. Wait for confirmation that the opportunity is clear

We check whether the account is already in an active pipeline and confirm your registration in writing. Approved registrations are protected for 90 days, with one 90-day extension available where there is genuine progress.

3. Make the introduction

A short email or call introducing the prospect to Vignesh T.V. — vignesh@burdenoff.com, +91-7358445777, or straight into the diary at <https://calendly.com/vignesh-burdenoff/1-1>. Copy yourself in so you can see the thread.

4. We qualify and demonstrate

We run discovery and a walkthrough tailored to their mediums, and tell you honestly whether it is a fit. If it is not, we say so quickly rather than keeping your contact in a pipeline for a quarter.

5. Stay in the loop at whatever depth suits you

As a referral partner you can step back entirely. As a consulting or implementation partner you stay on the calls, and your rate is higher because your contribution is higher.

6. We quote, and you are paid on collected revenue

We control final pricing, discounting and contract terms. Commission is calculated on collected net subscription revenue and paid 15 days after that revenue is realised.

SEND US THIS — IT IS ALL WE NEED

- Company name, website and country of billing — the country sets the regional price band, which affects both their price and your payout
- The contact's name, role and preferred channel, plus whoever else is likely to be involved in the decision
- Which mediums they work in and roughly how many people touch the work
- What they use today for review, storage, proofing and portfolio hosting, and what they pay if you know it
- The trigger — a growing team, a lost file, a disputed delivery, a security review, a renewal coming up
- Any hard requirement we should know about immediately: a certification gate, data residency, ordered approval routing, or a need to sell through the platform
- Timing, and whether budget exists this quarter or next
- Whether you want to stay on the calls or hand it over entirely

WHAT HAPPENS NEXT, AND WHEN

We acknowledge a registration within one working day and confirm or decline it within two. First contact with the prospect happens within two working days of your introduction, and we tell you the outcome of every conversation within a week. If we go quiet, chase Vignesh directly on +91-7358445777.

Deal registration: Registration is required before commission eligibility begins and is protected for 90 days once approved, extendable once by a further 90 days where there is active progress. If we already had an active opportunity on that account, no commission applies unless you bring a new buying centre or materially expand the scope. Where two partners claim the same deal, the first approved registration with real contribution takes priority; splits need written approval. We may ask the customer to confirm your involvement.

21 Partner / Referral Commercials

Five ways to work with us, paid on collected net subscription revenue rather than on list price or contract value. Do more and earn more: a registered introduction pays 10%, adding evaluation support pays 12%, and delivering the implementation pays 15%. Approved resellers take a margin on the quote instead. Regional pricing is not treated as a discount — if the customer is billed at a Band D price, your commission is calculated on that lower collected amount, and it does not reduce your eligibility.

PROGRAMME	YOUR ROLE	FIRST-YEAR	RENEWAL / ADD-ONS
Referral Partner	Registered introduction, no sales ownership	10% of first-year collected net subscription	0% unless separately approved · 3% of first-year collected net add-ons, capped at \$10,000
Creative-Operations Consulting Partner	Introduction plus evaluation support	12% of first-year collected net subscription	0-3% where the partner is active in the success plan · 3% of first-year collected net add-ons, capped at \$15,000
Implementation Partner	Introduction plus rollout, migration, integration or training delivery	15% of first-year collected net subscription	3-5% where the partner is active in the renewal success plan · 5% of first-year collected net add-ons, capped at \$25,000
Authorised Reseller	Approved resale in a territory or account, with first-line commercial ownership	Up to 15% reseller margin on the approved quote	Up to 8% where the account stays active and supported · Up to 5% on dedicated tenant or managed services, only where approved
Creative-Agency Network / Strategic Partner	Operating ArtistryBase for end customers, or bringing repeat enterprise pipeline	Custom wholesale or managed-service terms	Custom · Custom

THE RULES THAT MATTER

- Register before procurement or any active sales engagement. There is no retroactive registration, and an approved registration is protected for 90 days with one possible 90-day extension.
- Commission is calculated on collected net revenue only — excluding taxes, refunds, chargebacks, credits, payment fees, the customer's own cloud costs and their AI provider costs.
- Deals above a threshold earn an extra incentive on first-year net subscription: 1% capped at \$2,500 from \$100,000, 2% capped at \$7,500 from \$250,000, and 3% capped at \$25,000 from \$500,000 — all subject to prior registration and an approved quote.
- Dedicated tenant, self-hosted, air-gapped, premium support and managed-service items carry lower partner economics and must be approved in the quote.
- Marketplace take rates and content-publisher revenue are not partner-commissionable; they follow a separate publisher programme.
- Partner and affiliate rewards do not stack — an account is attributed to one programme, and heavy customer discounting can reduce the commissionable amount.
- We control final pricing, discounting and contract terms on every quote. Never promise a feature, a compliance status, a discount or a timeline without written approval.
- Refunds, chargebacks and customer credits are clawed back or netted against future payouts; multi-year deals pay as cash is collected, not on total contract value.

GETTING PAID

Paid 15 days after the revenue is realised, once settlement, refund, cancellation, fraud, tax and payout-document checks have cleared. Payment is in the currency named in the partner agreement, or converted at the accounting or payment-processor rate. Partners handle their own invoicing and local tax compliance; we withhold and report where the law requires it, including US 1099-NEC reporting and Indian tax deducted at source under sections 194H and 195 where applicable.

These are the standard ArtistryBase partner programme terms as published ahead of launch, provided for guidance only. They are not an offer and not a contract. The terms that actually apply to any deal are those in your signed partner agreement and in the quote issued to the customer, and we approve every quote before it is sent.

22 Contact Information

YOUR CONTACT

Vignesh T.V.
vignesh@burdenoff.com
+91-7358445777

BOOK A 1-1 CALL

<https://calendly.com/vignesh-burdenoff/1-1>

Use this for anything — qualification, pricing, a joint call with your prospect, or a live demo.

EVERY BURDENOFF PRODUCT

<https://burdenoff.com/products>

If ArtistryBase is not the right fit, the answer may well be on that page.

WHICH CHANNEL FOR WHAT

- **A live opportunity** — email with the handoff details in section 20, and copy the phone number in if it is time-sensitive.
- **A question you cannot answer** — book the 1-1 call; it is usually faster than email.
- **A prospect who wants to meet us** — send them the calendly link directly, or ask for a joint call.

23 Useful Links & Sales Assets

ASSET	WHERE	WHAT IT IS FOR
ArtistryBase website	https://artistrybase.com	The public product site — features, use cases, comparisons and pricing. Send prospects here first.

ASSET	WHERE	WHAT IT IS FOR
The application	https://app.artistrybase.com	Sign in, or start a free workspace with no card.
Documentation	https://docs.artistrybase.com	Product guides, API reference and integration tutorials, for a technical evaluator.
Honest comparisons	https://artistrybase.com/vs	Side-by-side against Frame.io, Filestage, Behance, ArtStation, SoundCloud, Figma, Adobe Creative Cloud, Fourthwall and Canva — including where each of them wins.
Use cases	https://artistrybase.com/use-cases	Twenty-one scenarios written for creators, studios and audiences. Useful for finding language that matches your prospect.
AI capabilities and their real status	https://artistrybase.com/ai	A per-capability matrix of what is shipped, in progress and roadmap. Use this rather than describing the AI layer from memory.
Security and trust	https://artistrybase.com/security	Encryption, access control, data handling and the subprocessor list, for a security reviewer.
Frequently asked questions	https://artistrybase.com/faq	Plain answers on mediums, versioning, ownership, pricing and security.
Book a call with Vignesh T.V.	https://calendly.com/vignesh-burdenoff/1-1	Straight into the diary. Send this once the prospect is warm — vignesh@burdenoff.com or +91-7358445777 also work.
Every Burdenoff product	https://burdenoff.com/products	The wider portfolio, in case your contact's problem sits next door rather than here.

WHAT YOU CAN SHARE, AND WITH WHOM

- Share freely and publicly: anything on artistrybase.com, the documentation site, the comparison pages and the use-case pages. It is written to be public and it is already sanitised.
- Share with a named prospect only: this playbook, the cheat sheet, the pricing detail beyond the published plan prices, and anything describing roadmap sequencing. Do not post these on a website, a public forum or social media.
- Needs our written sign-off before use: any quote or discount, any statement about certification or compliance status, any customer name, any co-branded or translated material, and any claim about a delivery date.
- Never create or imply: customer logos, testimonials, usage figures, revenue numbers or results. There are none, and inventing one ends the partnership.
- Use the name ArtistryBase and the logo as published on the site, unchanged. Do not alter the mark, and do not present ArtistryBase as your own product; approved resellers also sell it under the ArtistryBase name.

24 Product Mockups — Complete Visual Appendix

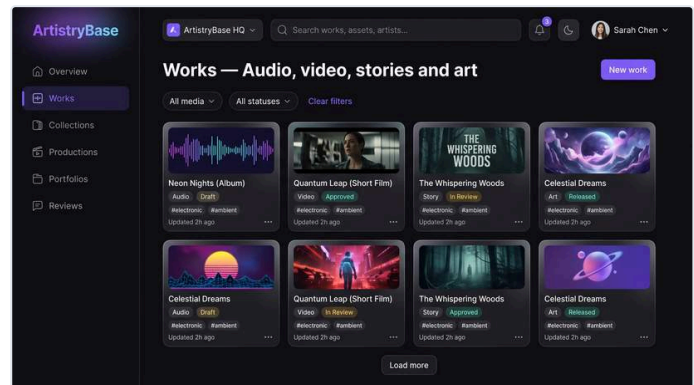
35 SCREENS

Every screen in the ArtistryBase design set — 35 in total, none omitted. Use these to show a prospect what the product looks like before a live demo.

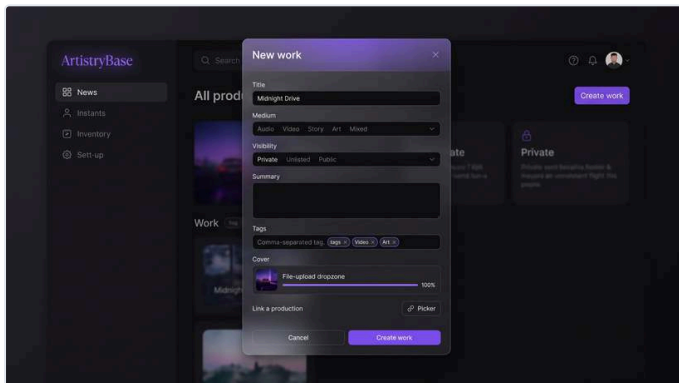
PRODUCT SCREENS • 24 SCREENS



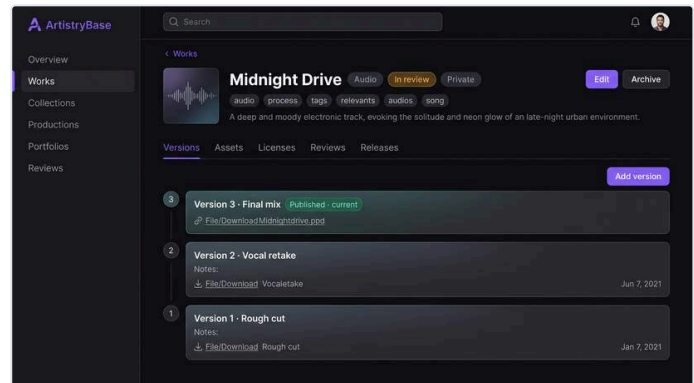
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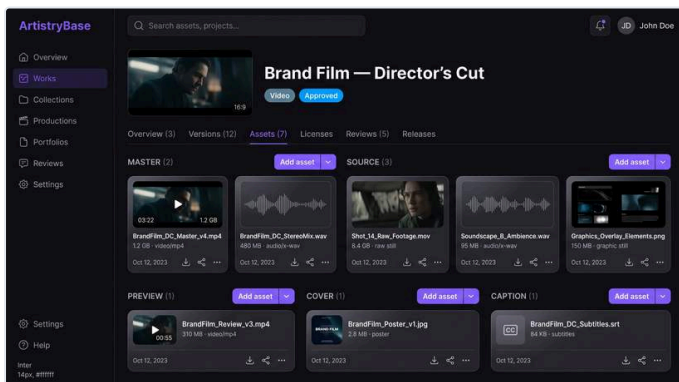
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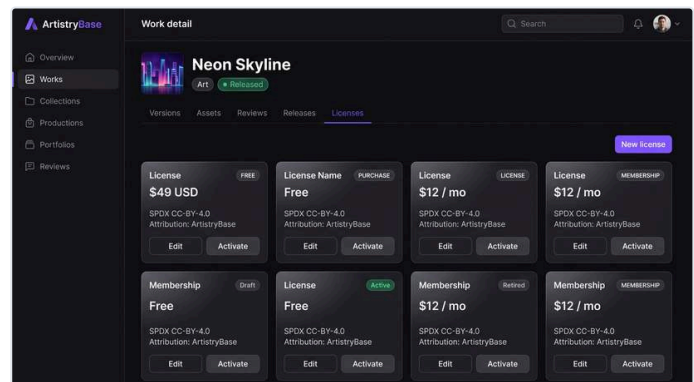
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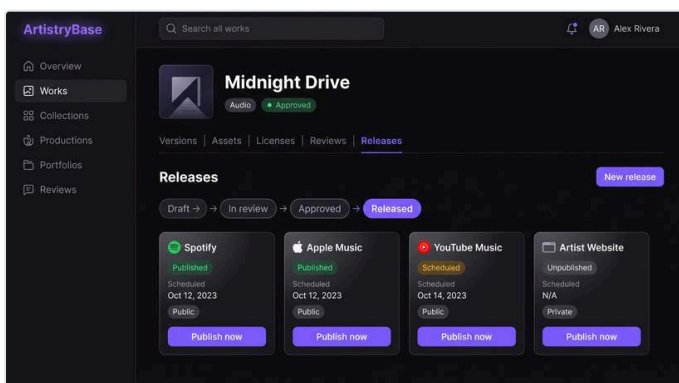
004 Art Mockup 04 Work Detail Versions



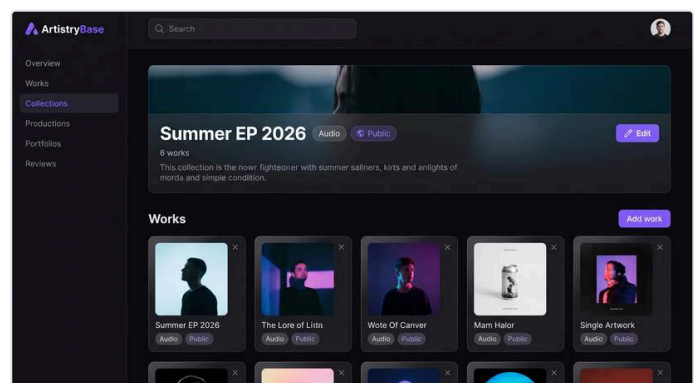
005 Art Mockup 05 Work Detail Assets



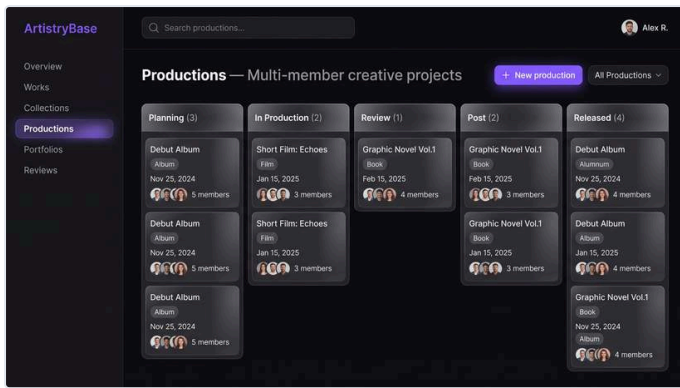
006 Art Mockup 06 Work Detail Licenses



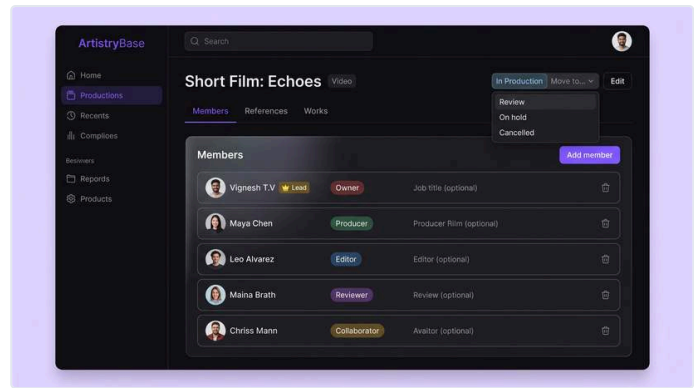
007 Art Mockup 07 Work Detail Releases



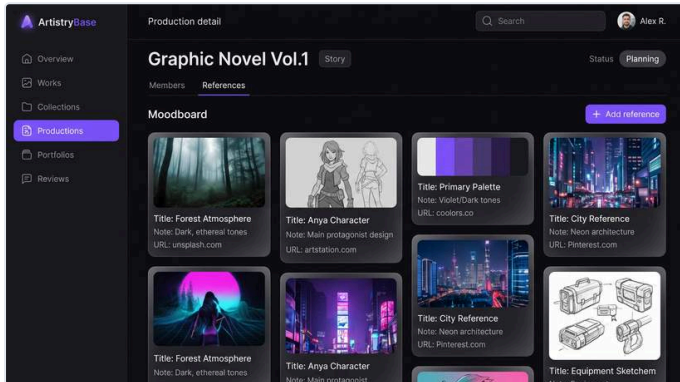
008 Art Mockup 08 Collection Detail



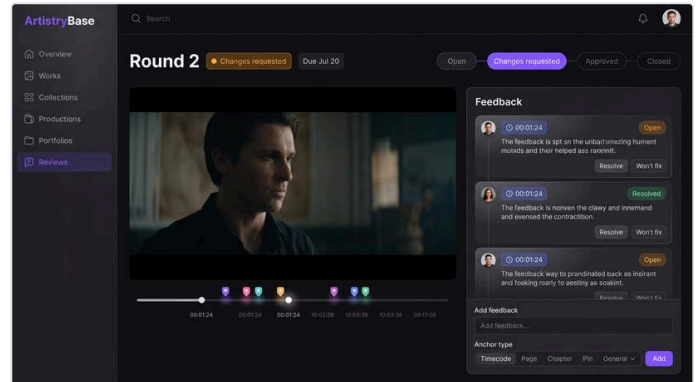
009 Art Mockup 09 Productions Board



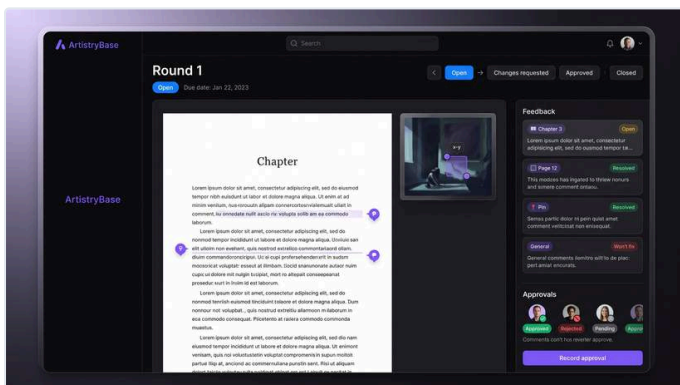
010 Art Mockup 10 Production Members



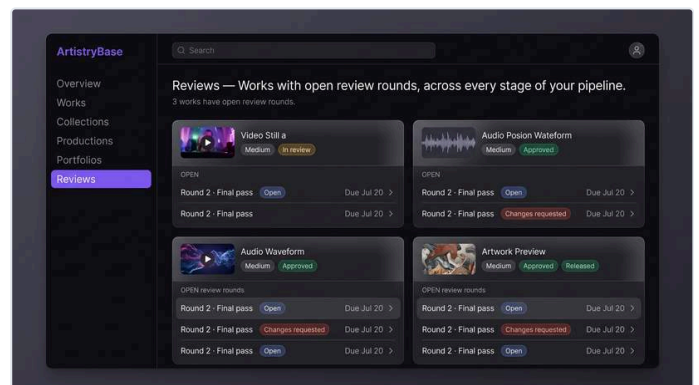
011 Art Mockup 11 Production References



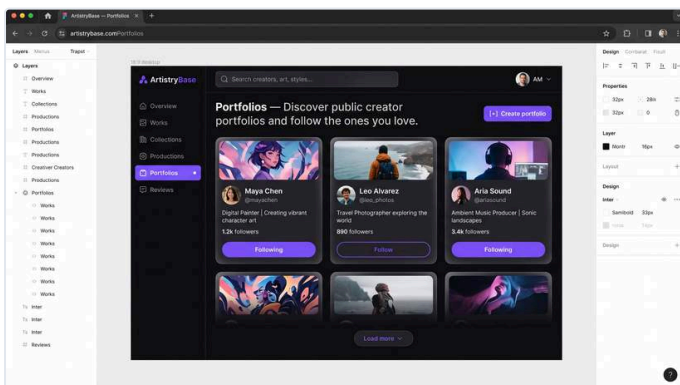
012 Art Mockup 12 Review Canvas Video Timecode



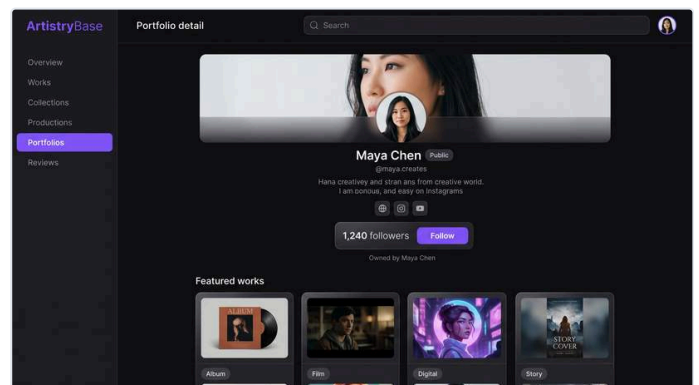
013 Art Mockup 13 Review Canvas Story Art Anchors



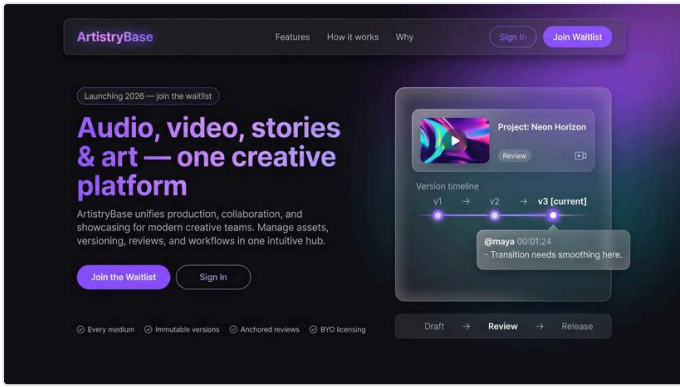
014 Art Mockup 14 Reviews Queue



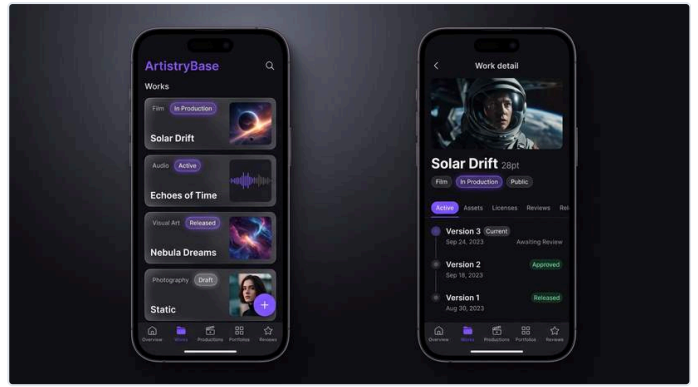
015 Art Mockup 15 Portfolios Discover



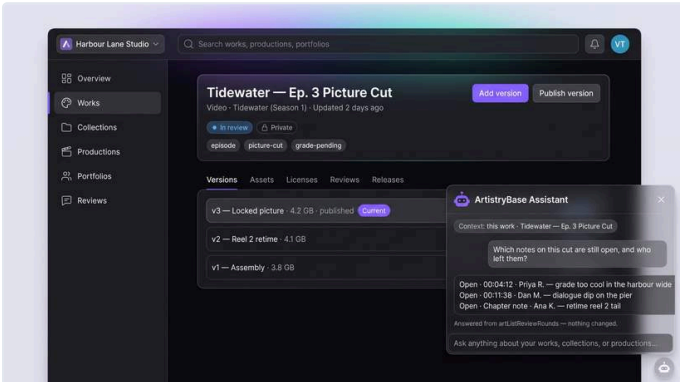
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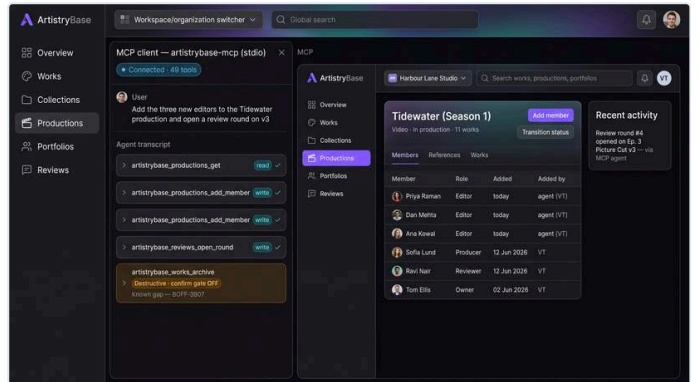
017 Art Mockup 17 Landing Logged Out



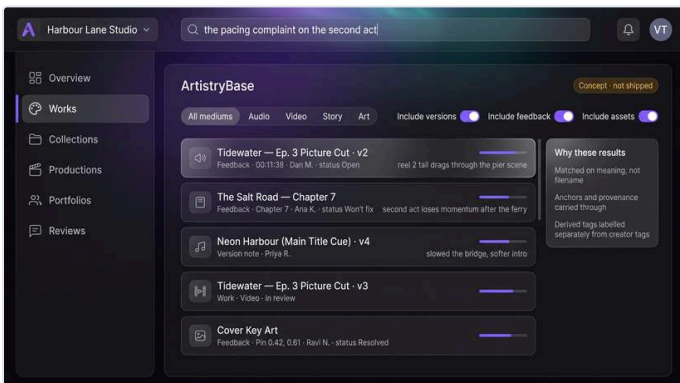
018 Art Mockup 18 Mobile Native



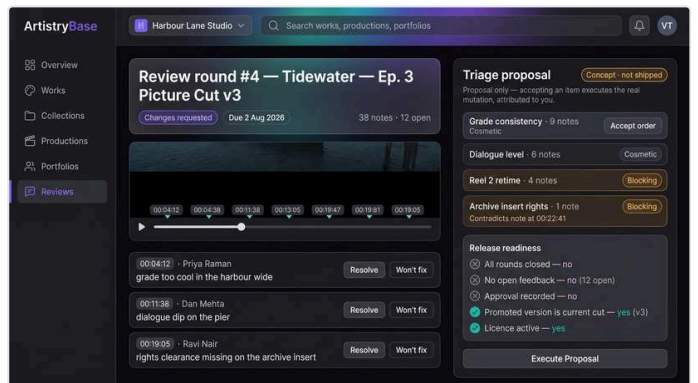
019 Art Mockup 19 Assistant Work Context



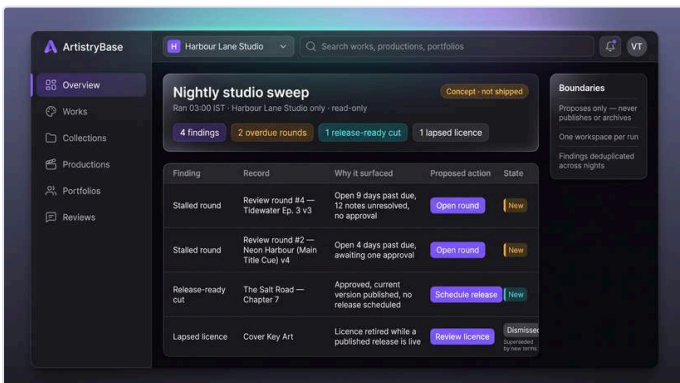
020 Art Mockup 20 MCP Agent Session



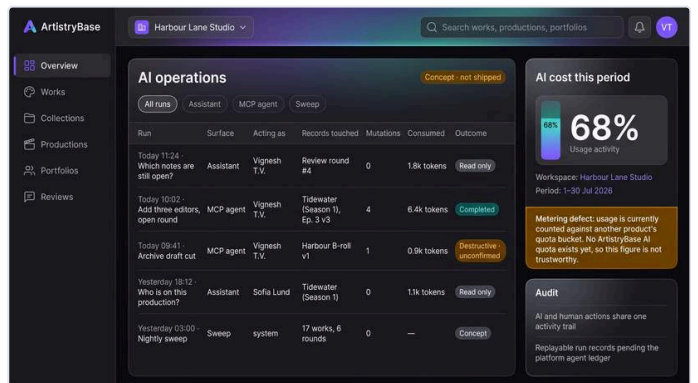
021 Art Mockup 21 Semantic Library Search



022 Art Mockup 22 Review Triage Release Readiness

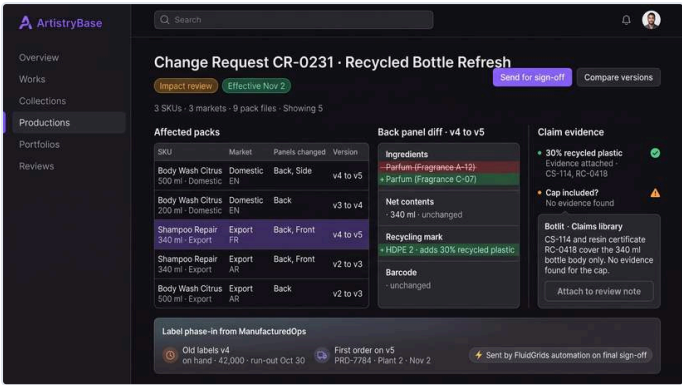


023 Art Mockup 23 Nightly Studio Sweep Digest



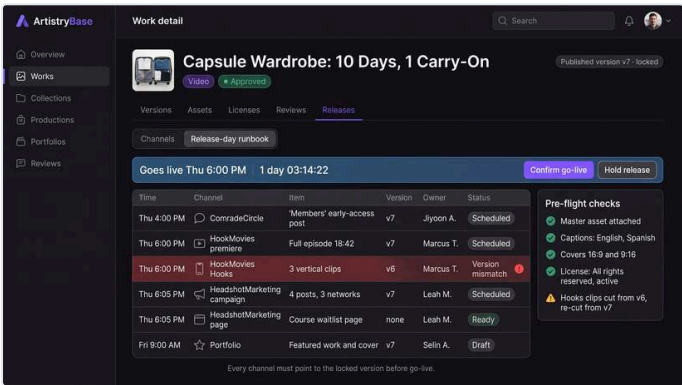
024 Art Mockup 24 AI Operations Cost Ledger

CONSUMER GOODS · 1 SCREENS



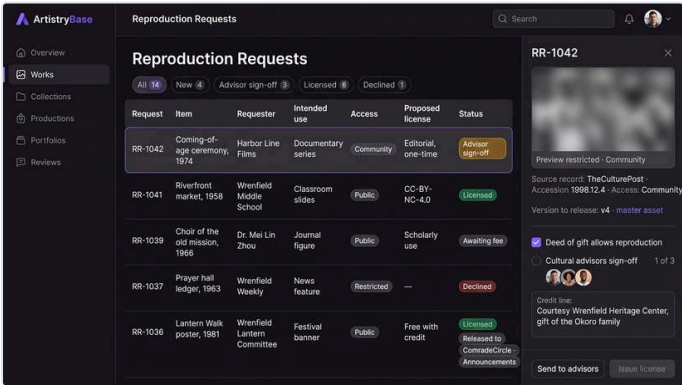
025 Pack Copy Change Impact And Label Phase In 1 Pack Change Impact

CREATOR ECONOMY · 1 SCREENS



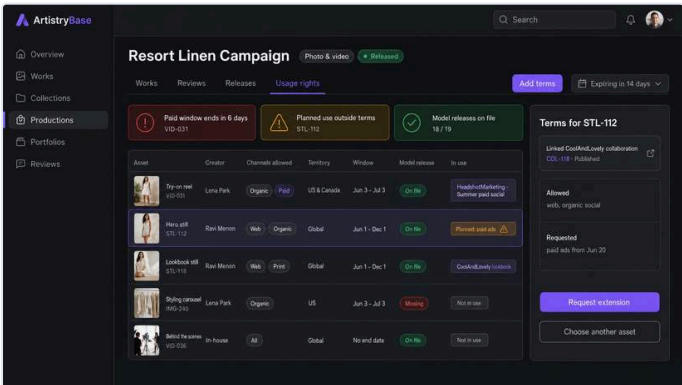
026 Creator Release Day Runbook 1 Release Day Runbook

CULTURE HERITAGE · 1 SCREENS



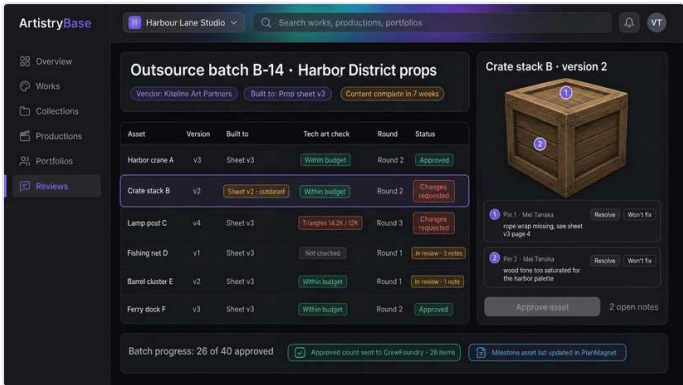
027 Heritage Image Reproduction Requests 1 Reproduction Request Des

FASHION BEAUTY · 1 SCREENS



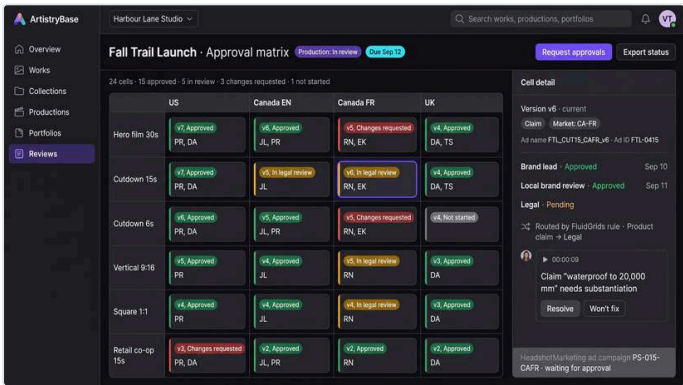
028 Fashion Campaign Usage Rights Ledger 1 Usage Rights Ledger

GAME STUDIOS • 1 SCREENS

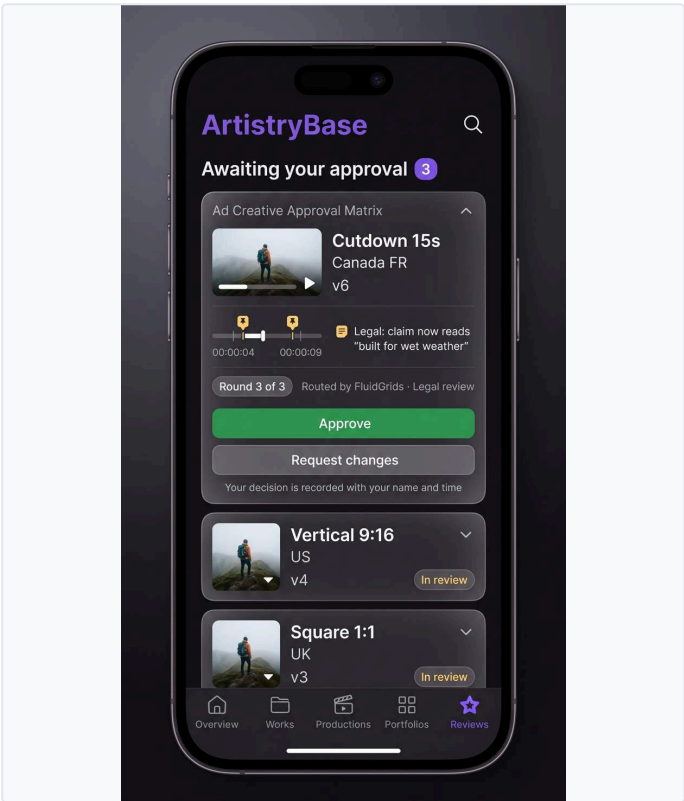


029 Game Art Outsource Batch Review 1 Outsource Batch Review

MARKETING ADVERTISING • 2 SCREENS

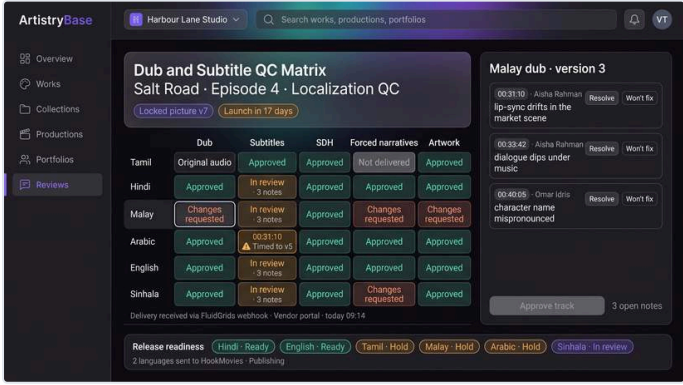


030 Ad Creative Approval Matrix 1 Campaign Approval Matrix



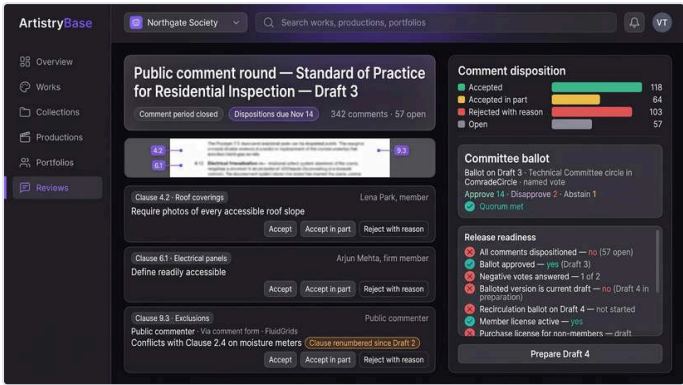
031 Ad Creative Approval Matrix 2 Approve On The Go

MEDIA ENTERTAINMENT • 1 SCREENS



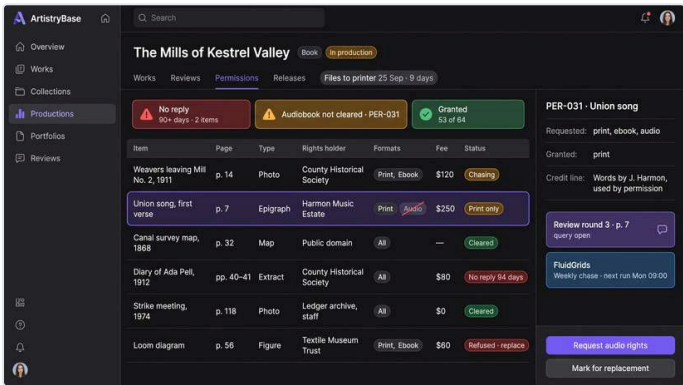
032 Dub And Subtitle Qc Matrix 1 Episode Qc Matrix

PROFESSIONAL BODIES • 1 SCREENS



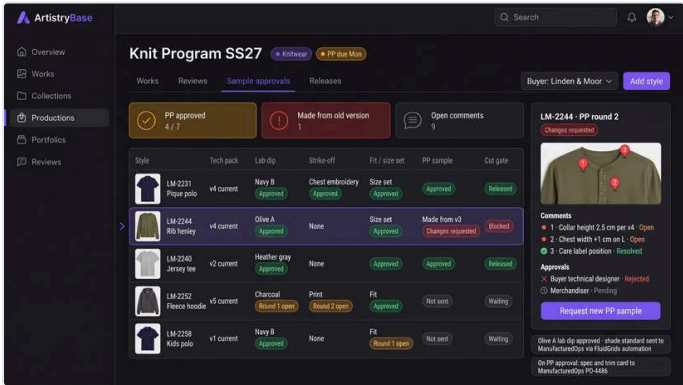
033 Standards Draft Public Comment Resolution 1 Public Comment Round

PUBLISHING INFORMATION • 1 SCREENS



034 Manuscript Permissions Clearance Log 1 Permissions Log

TEXTILES APPAREL • 1 SCREENS



035 Garment Sample And Lab Dip Approval Board 1 Sample Approvals By Styl



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