



# Income streams

Map all possible ways you can make a living from arts an design. Get your opportunities from your network list, your acquisition circle or your field/stakeholder map.

The first year is about being able to juggle all possibilities that fit your drive. It is about building a healthy hybrid professional practice. Fill in all concrete possibilities for the coming year.

Now add money labels. How much will each items deliver to your income. Does this match your living, lifestyle and professional costs?

If you superimpose a calender like timeline on top, this worksheet also provides you with a structured way to look at upcoming work, downtime and peakload. In essence you can build out your pipeline and map your workflow. (Just imagine the 4 columns to be the first 4 quarters of the coming year).

## Freelance

Hourly / projectbased independent jobs; build relations, offer price quotes & send invoices

€

€

€

€

## Salaried

Permanent position with contract; form a couple hours to full-time

## Subsidies & Funds

Applying for grants and subsidy programs.

## Passive Income

Automated' payments like licenses; also Patreon like income and allowances.

## Contests

If not money you will get publicity and network.

## Free Work

Autonomous self chosen projects. Also mastery; PS your free work might be valuable for others later.

## Side Hustle

If your basic income need is not met, get a side job.

## Other

Do you see other ways of making a living? Maybe non-monetary; bartering, crypto, etc. Start crowdfunding.

*\* Final thought: make sure to allocate time and resources to setting up your studio, taking care of insurances and other activities that enable your transition from student life to professional artist, designer, producer, educator.*

