



GUIDE TO SHOOTING & RECORDING

INTIMACY in GAMES

A GUIDE FOR GAMING
PROFESSIONALS



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Bectu Guidance for Shooting & Recording Intimacy in Games

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Introduction

This guidance outlines the role of intimacy coordination in the games industry. It is subject to change and evolve with ongoing work and in consultation with industry partners and peers.

It builds on 'Intimacy Coordination and Gaming: A Guideline for Games Developers and Studios' (2024) by Rosanna Normanton in consultation with Josh Weeden.

This guidance is influenced by multiple existing guidance and protocols in the intimacy coordination field across theatre, film, television and games, including but not limited to: Bectu Guidance for Shooting Intimacy, SAG-AFTRA Intimacy Coordinator Standards & Protocols, Intimacy for Stage and Screen Guidelines, Equity's Best Practice Guidance for Working as a Video Game Performer and Director's UK: Directing Nudity and Simulated Sex.

Acknowledgements

Thank you to all those working and supporting intimacy coordination who have pioneered and contributed to existing guidance, protocols and best practice.

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Thank you to the cast and crew of Baldur's Gate III, and all cast and crew on recent projects that cannot yet be named for being amongst the first to invite and welcome intimacy coordination principles into the games space.

Thank you to Equity, UKIE, Women in Games and Safe in Our World for supporting this document.

Author and Contributors

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Need more information?

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- Still can't find what you need? Contact our secretary with your enquiry:
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The History of Intimacy Coordination

Intimate storytelling in the screen industries has existed as long as games and filmmaking and been inspired by work in the theatre and live performance.

A comprehensive history of intimacy coordination is in the process of being written by members of the Bectu branch and will provide a detailed timeline of this work. Future versions of this guidance will reference the document when published.

Current Landscape of Intimacy Coordination in Games

In the games space, intimate scenes were historically navigated by directors, performers, mocap technicians, producers, stunt coordinators and movement practitioners.

In 2023, Larian and Pitstop were the first studios in the UK to hire and credit intimacy coordinators on a game for Baldur's Gate III (ICs: Asha Jennings-Grant & Enric Ortuño).

The games industry has continued to hire ICs. In 2024: Clive Barker's Hellraiser: Revival (IC: Rosanna Normanton), and on as yet unannounced projects in 2025: Project 1 (IC: Joana Nastari), Project 2 (ICs: Rosanna Normanton, Lucy Fennell) and 2026: Project 3 (IC: Rosanna Normanton)¹

Guidance: why now?

Gaming is a recognised and regulated² multi-billion-pound screen industry.

The performance capture (vocal and physical performance) aspect of games development has a prep-to-wrap workflow similar to film and television, but with **key differences**. The current [Bectu guidance for shooting intimacy](#) for film and television

¹ Based on available information at the time of publication

² Gaming regulatory bodies:

The primary regulators for video games in the UK are the [Games Rating Authority \(GRA\)](#), which administers the European PEGI age rating system for games rated PEGI 12, 16, and 18, making their sale or hire to minors illegal, and the Advertising Standards Authority (ASA) and Committee of Advertising Practice (CAP), which regulate games advertising. Additionally, the [Information Commissioner's Office \(ICO\)](#) provides guidance on data protection for games targeting children, and the [British Board of Film Classification \(BBFC\)](#) still handles exceptionally adult content that needs legal restriction/classification, which is relevant for IC work. (Previously the BBFC rated all games until the bulk of this work transferred to the GRA in 2012).

does not cover the unique requirements of games, which is why this guidance was necessary.

Games development faces complexities and challenges around performer consent. For example, scripts and character arcs are rarely complete at the point when a performer is hired and signs a contract, and how a character appears in a scene can be altered post-performance without an actor present. Additional consideration is therefore required to support a consent-based space throughout the entirety of a project, sometimes over a period of several years.

With increasing demand to engage with authentic and complex narrative storytelling in games, including depictions of intimacy, an intimacy coordinator is a creative asset and a tool to support actor wellbeing on any project.

There is recognition from performers and games studios that cast and crew in the games space should be entitled to the same support as those working in other screen industries, which includes intimacy coordination.

From 30th October 2026, the UK law on sexual harassment, introduced by The Employment Rights Act 2025, requires an employer to 'take all reasonable steps' (a change from 'take reasonable steps') to prevent and reduce the risk of sexual harassment in the workplace. Having intimacy coordination on a project is one step to mitigate this risk.

This document will detail how an IC can support at each stage of production.

Part 1: Definitions & The Intimacy Coordinator Role

Definitions of Intimacy, Nudity and Hyper-Exposure

As laid out in the [Bectu Guidance for Shooting Intimacy](#), the Bectu Intimacy Coordinators branch considers intimacy on screen (games, film and tv) as follows:

Physical Touch of an Intimate or Sexual Nature

Including, but not limited to:

- Contact mouth-to-mouth kissing
- Contact kissing on the body
- Contact with sensitive areas which may include:
 - chest
 - genitals and
 - any other area the artist deems sensitive to them for personal reasons

States of Undress

- Removal of costume layers until characters are in their underwear or swimwear

Nudity Levels

- Above The Waist Nudity
- Below The Waist Nudity
- Full Nudity (including or excluding certain areas of the body as requested by artist)
- Full Front Body Nudity (including or excluding certain areas of the body as requested by artist)
- Full Rear Body Nudity (including or excluding certain areas of the body as requested by artist)
- Implied Nudity - the camera gives the impression that the character is nude however the artist is covered on set with chest and/or pelvis coverings

A Simulated Action of an Intimate Nature

Including, but not limited to:

- Simulated Sex (sometimes also called 'Implied Sexual Action')
- Simulated Kissing
- Simulated Physical Touch of an Intimate or Sexual Nature

Additional Sensitive Material of an Intimate Nature (known also as ‘Hyper Exposed’)

- Intimate content that may involve exposing or sensitive material, that would not typically take place in public. Examples of possible content might include, but are not limited to:
 - miscarriage
 - abortion
 - scenes describing sexual trauma
 - scenes with sexual dance
 - medical examinations
 - birthing scenes
 - breastfeeding

What is an Intimacy Coordinator?

An intimacy coordinator (IC) in games supports scenes depicting nudity, intimacy and hyper-exposure.

An intimacy coordinator is an advocate, a liaison between cast and the creative team, and a specialist choreographer for intimate scenes.

When consent is transparent and structured through intimacy coordination, people can take greater creative risks. Intimacy coordination facilitates freedom. It amplifies and supports the possible, making space for brave and ambitious creative moments.

The role includes support through all stages of production: pre-production, shooting/recording, and post-production.

What does an Intimacy Coordinator do in Games?

The role can include, but is not limited to:

- **Consultation:** advising studios, cast and crew on consent-based practices and working with intimate content³
- **Advocacy:** advocating for cast **and** crew³
- **Liaison:** an intimacy coordinator collaborates with other departments and is the key person to liaise with regarding scenes with intimate content³

³ Also included in Bectu Guidance for Shooting Intimacy

- **Intimacy Garments:** in coordination with the mocap technician, they organise intimacy garments for additional coverage and protection where required
- **Intimacy/nudity riders:** can provide descriptive language to producers to include in intimacy/nudity riders when required⁴
- **Risk assessment:** In the UK, ICs risk assess scenes containing simulated sex, nudity and some cases of hyper-exposure⁴
- **Shoot day reports:** can keep a record of what happened on a shoot/recording session
- **Intimacy Choreography:** intimacy choreography can be offered for performing intimacy in mocap.
- **Intimacy Vocal Choreography:** vocal choreography can be offered for voice performance
- **Additional Wellbeing/Cast Support:** ICs are qualified mental health first aiders and can offer resources and advice for performers coming out of role ('de-roling'), signposting for additional support if necessary⁴

Intimacy coordinators do **not** do the following:

- Whilst intimacy coordinators may have valuable experience in these roles an IC is not a director, performer, therapist, acting coach, vocal health coach or stunt coordinator on set
- They are not part of human resources (HR) or a member of the production team/studio taking on additional duties⁴
- They are not a legal expert that can create legal documents for a production or studio⁴
- Intimacy coordinators cannot adequately fulfil the role remotely, with the only exception being if a performer is dialling into a vocal recording session from a home studio due to location, and is working remotely themselves

Status of role on a project:

In parity with all other specialists and heads of department⁴

⁴ Also included in Bectu Guidance for Shooting Intimacy

Hiring an Intimacy Coordinator

Intimacy coordinators should be hired for projects containing depictions of intimacy, nudity, or hyper-exposure.

The [Bectu intimacy coordinators registry](#) is a useful place to start looking for an appropriately qualified IC. Intimacy coordinators on the registry have had to meet a minimum standard of training and experience. ICs on the registry also provide a DBS check at the point of application, although employers are responsible for checking the current status of DBS.

Intimacy coordination is not an entry level position. ICs should have completed a **full** qualification in intimacy coordination and have a background and number of years' experience in the role or relevant to supporting the role e.g. in games, film, movement or performance.

It is recommended to refer to the [Bectu IC branch website](#) and documentation for additional information and advice for hiring an IC.

In keeping with the broader games culture of respectful, safe, and ethical working practices, and in support of existing studio HR policies, ICs are regularly updating training and CPD in the following areas:

- Sexual harassment & bullying awareness⁵
- Mental health first aid⁵
- Creative industries safety passport⁶
- Trauma informed practice⁵
- Anti-racism⁵
- Unconscious bias awareness⁵
- Disability awareness⁶
- Equality, diversity and inclusion⁵
- LGBTQIA+ awareness⁵
- UK law & resources on consent and harassment⁶

ICs should be an independent third party. Due to power dynamics, they should not be a permanent member of in-house staff or a member of the production taking on an additional role.

⁵ As per SAG-AFTRA Standards & Protocols for the Use of Intimacy Coordinators

⁶ In Addition, as per Bectu Guidance for Shooting Intimacy

Intimacy coordinators cannot adequately fulfil the role remotely, with the only exception being if an actor is dialling into a voice recording session from a home studio due to location and is working remotely themselves.

Intimacy Coordinator Rates

At the time of writing, a Bectu Games rate card for intimacy coordinators is not yet established. For now, the [Bectu Film and TV rate card](#) should be used as a reference point when discussing rates with ICs.

In film and television, ICs establish a daily rate for prep and shoot days on a sliding scale based on the full budget of a project. Wherever possible, this should also happen in games.

Where games developers are contracting out performance capture work, the IC budget should pertain to this alone and not the full games budget.

In both cases and for guidance, intimacy coordinator rates should be considered in parity with a freelance stunt coordinator.

Part 2: Working with Intimate Scenes, Depictions of Nudity and Hyper-Exposure

Intimacy coordinators should be hired for any projects containing depictions of intimacy, nudity, or hyper-exposure. Please refer to definitions detailed on [page 7](#).

Types of Performance and IC support

In games, vocal performers are most frequently and solely credited as the character. In contrast, mocap performers are more frequently credited as 'mocap performer' and are rarely credited as a particular character unless also performing voice for that role. An IC's involvement on a project extends to vocal and physical performance and should be made available by default to all performers, regardless of who is receiving character credit.

To support informed consent and legal rider requirements, the actor formally credited as the character should have oversight of what the character is doing and how they are depicted across all aspects of the game.

Default Presence of an Intimacy Coordinator

For scenes containing simulated sex/sex acts and/or depictions of nudity or hyper-exposure, an IC should always be engaged. This is for a number of reasons:

- The presence of an intimacy coordinator is recommended as a default by Equity and SAG-AFTRA for all scenes containing intimacy and nudity.
- An intimacy coordinator is there for both cast and crew on a project, including the director, producers and crew in the room at the point of recording/shooting.
- To support the performer/s and mitigate risk for the production, the presence of an intimacy coordinator, completion of intimacy riders and intimacy risk assessments are recommended.
- If multiple performers are involved in the recording/shooting of the scenes, there is a minimum level of involvement from an IC that is required to ensure support for all performers in the room.
- With scenes of character nudity in games, it is highly unlikely that an actor will be required to perform with real nudity. However, an intimacy coordinator is still required to consult and navigate this storytelling in a consent-based way.

It should be clear to an actor how their performance will be used in a game. Consent regarding character appearance is particularly important where an actor's direct facial or body likeness is used in the game and/or where scenes include additional sensitive content.

Intimacy coordinators work in dialogue and in response to the needs of the production.

A Note on Under 18s and Child Characters

Whilst it is rare for under 18s to perform in games, any intimate storylines and performances pertaining to children e.g. teen relationships, sensitive or traumatic content, depictions of familial intimacy (kissing, hugging, sitting on laps, etc) should be considered with an intimacy coordinator. This is also the case for any scenes depicting children in a state of undress (e.g. bathing, swimming).

In the rare instance of the employment of child performers in a game with this content, additional attention and support would be required. Please see [Bectu guidance for shooting intimacy](#) (pages 18-19) for additional information.

Simulated Sex/Nudity Riders

What is a rider?

A rider is an addendum to a performer's contract that includes specific detail about the intimate content and/or nudity being performed and/or depicted in the scene. It is a legal agreement between production and the performer.

Intimacy and/or nudity riders are required for any simulated sex act, depiction of nudity, and some acts of hyper-exposure. Riders also cover 'as if' scenarios for when the character is depicted engaging in intimacy and/or nudity even if the credited actor didn't perform the content themselves.

The use of riders supports informed consent and demonstrates an artist's advance knowledge of what is required from the performance. Riders are sent to the performer at least 48 hours prior to the session starting.

Alongside Equity and SAG-AFTRA, we strongly advise against last minute requests for performing intimacy/nudity of any kind.

Performer considerations:

In games, multiple performers often contribute to depictions of a single character.

The performer/s formally credited as the character and/or whose facial likeness has been used in the game, should have oversight of any intimate action and/or depictions of nudity across all aspects of the game pertaining to that character.

Any nudity, simulated sex acts, and/or hyper-exposed content should be detailed in the performer's rider, even if they are not performing the content themselves e.g. 'in this scene Artist will not perform with any nudity, however character will appear as if fully nude'. Whilst it is incredibly rare for actual nudity to be necessary in games, in this scenario it would be a requirement for this to be detailed in the rider.

Performers who aren't formally credited as the character but are depicting intimate action, nudity or hyper-exposed content of the character (often mocap performers), should also be provided with a rider detailing the content they are agreeing to work on.

Writing considerations:

At the point of casting, it is typical for the script to be an ongoing work in progress. For ICs not yet familiar with the games environment, similarities can be drawn with long running episodic television series, where the intimate story arcs of a character are not finalised. In games, there are multiple paths or options a character can take which should be considered when supporting with rider language for a scene.

It is strongly recommended that writers are consulted prior to casting and share any intimacy that is likely or possible for a character. Where there are deviations in a character's intimate storyline after casting, consent should be sought again with the understanding that if the actor does not consent, then alternatives for the scene are explored e.g. emote vocal double/body double.

How intimacy coordinators support with riders:

Intimacy coordinators can provide production with descriptive neutral language to include in a rider. This is informed by conversations the intimacy coordinator has had with the director/s and performer/s involved in the scene.

An IC is not a legal expert but will typically liaise with production and a studio's legal team about rider content.

48 hours' notice:

As per [Bectu guidance for shooting intimacy](#), production should send riders to performers at least 48 hours prior to recording/shooting to support informed consent, ideally sooner. Riders should be signed by performers prior to the session starting.

If there are last minute script changes or additions to the simulated sex and/or nudity involved in any scheduled recording/shoot, additional prep time will need to be considered and the process for supporting informed consent restarted.

Recap checklist:

- Intimacy riders are required for any simulated sex act, depiction of nudity and some acts of hyper-exposure
- Intimacy riders include specific detail about the intimacy and/or nudity that an actor is agreeing to perform in the scene and scene path options
- Where any facial likeness of a performer is used, specific detail about the depiction of a character's nudity is required
- Where facial likeness of a performer is not used, specific detail about the depiction of a character's nudity is strongly recommended
- ICs can provide production with descriptive neutral language to include in the rider, following discussions with director and performers
- Production send riders to performers involved with vocal capture/mocap/pcap at least 48 hours prior to recording/shooting
- Riders should be signed by performers prior to recording starting
- Last minute script changes that include additional intimate content and/or nudity require additional prep time, with the consent process potentially needing to restart

Player Consent

The consent of the player/s of video games should always be considered within games production. In addition to the PEGI ratings system and games content notices, wherever possible it is strongly advised that player consent options are embedded into a game that engages with intimate content, nudity or hyper-exposure.

Closed Set Protocols in Gaming

A closed set supports safety and focus during scenes containing intimacy or hyper-exposure. It is advisable to communicate closed set protocols and who will be present to actors and crew before the day of recording and state again prior to recording/shooting the relevant scenes.

Note: It may not be possible to have multiple clients attending closed set sessions.

This is an example of what a closed set in the games space can look like:

1. Minimal crew present for the recording/shoot session.

Recommended closed set personnel:

- i. **In person:** Director, producer, intimacy coordinator, mocap technician, sound engineer, person running the set (1st AD, producer, floor manager)
 - ii. **Remote:** 2 x clients/games developers
 - iii. Any additional personnel should be discussed in collaboration with the person running the set (1st AD, producer, floor manager) and the intimacy coordinator.
2. If there is simulated sex, a safety meeting is held prior to recording by the person running the set (1st AD, producer, floor manager).
 3. A list of who will be in the session will be communicated to the performer/s before the scene. If anything changes, the performer/s are notified. All other personnel will be asked to leave the immediate vicinity and sightlines.
 4. External windows in the studio (to corridors/other studios) will be covered.

Note: For remote recording sessions, ensure the space where you are recording or joining the call from is private and where the content cannot be heard by anyone who is not part of the call.

5. Other than the equipment being used to record the scene(s), no other recording or photography (e.g. still photograph, personal video, digital photograph, or mobile phones) will be taken by anyone (including all members of cast and crew) during the recording of the scenes.
6. Everyone's boundaries are important. If anyone has any concerns about the content or recording at any time, they can approach the intimacy coordinator/producer to discuss.

Intimacy Coordination in the Games Production Workflow

This is an example of how the intimacy coordinator role fits into the games production workflow.

All intimacy coordinators work slightly differently, but tend to follow a similar prep to wrap structure. Please speak with your IC about their approach.

Production Workflow:

Pre-Prep:

- Production approach and hire an IC on a project where they know scenes containing intimacy, hyper-exposure, or depictions of nudity are involved.
- **Casting:** IC can support production with descriptive neutral language for content notices to include in all casting materials. This alerts actors and agents to any intimate content involved in both the project and specific roles.

Note: for vocal roles, the performance of emotes associated with intimacy or hyper-exposure should be referenced in the casting notice.

Note: Where a full script for the game is not complete at the point of casting, communicate the likelihood of the character becoming romanceable and what kind of intimate content could be a possibility in future. The consent process will need to restart each time new intimate content is introduced.

Communicating as early as possible to cast and their representatives reduces the risk of having to re-cast/re-record sessions with a new actor due to a lack of informed consent.

- **Auditions:** intimate content should not be performed as part of an audition prior to being offered a role (including self-tapes). Where this is unavoidable e.g. the lines, emotes and actions of the character are all intimate, an intimacy coordinator should be engaged for this part of the process. 48 hours-notice of intimate content should be provided to anyone auditioning.

Note: for auditions involving mocap: where there is an expectation that a perform should wear tight clothing or a mocap suit as part of the audition, notice for this should be provided.

Prep:

- Production provide IC with the script and all subsequent script updates
- IC completes an intimacy script breakdown and in collaboration with production, advises and agrees when an IC may be required
- IC meets with the director/s to discuss their creative vision for the scene
- IC meets with each performer 1:1 to discuss the director/s requests for the intimacy, performer boundaries, consent and preferences
- IC may check in with studio crew prior to recording/shooting
- IC supports with any intimacy/movement rehearsals prior to shooting
- IC supports production with descriptive language for the intimacy rider⁷ when required for scenes containing simulated sex, sex acts, depictions of nudity and some scenes of hyper-exposure
- Production/legal draw up an intimacy rider and send out to actors with at least 48 hours-notice prior to shooting/recording (ideally sooner)
- IC completes an intimacy risk assessment and provides this to production for distribution to cast and crew as required
- Intimacy riders are signed by performers before recording/shooting commences
- In collaboration with the person running the set (e.g. production coordinator, 1st AD, floor runner⁸), IC communicates closed set protocol for distribution to cast/crew

Production: Shooting/Recording:

- IC is present by default for all scenes containing simulated sex, nudity, intimate touch, hyper-exposure
- IC supports closed set protocol in collaboration with person running the session/set: 1st AD/floor manager/production coordinator⁸
- IC is present on set to support cast and crew throughout session, including navigating consent conversations
- IC offers support with choreography and vocal choreography where required, and in collaboration with director/s and performer/s requirements/preferences
- In coordination with the mocap technician, intimacy garments are offered for additional coverage under mocap suits and robes/blankets offered for additional coverage between takes

Wrap/Post-production:

- IC offers de-roling methods to performers in line with their preferences
- IC offers follow-up/debrief to performers

⁷ See intimacy rider section for more details

⁸ Examples have been provided here to reflect the variation of language and title between games studios for person running the set

- IC completes shoot/recording day reports (ICs retain for their own professional record. Some will share with production – please discuss with your IC)
- IC can be engaged for aspects of the edit e.g. speaking with editors/developers regarding content

Part 3: Department Checklist for Working with Intimate Content

Games Developers and Writers:

- Consider writing and embedding content notices and consent options for the player in relation to engaging with intimate content and nudity within the game
- When scripting intimacy, involve studios at the earliest point in the process so they can communicate to cast and consider hiring needs
- Content notices for casting will be required that inform performers and agents about the content of the project and whether the specific role will or will not involve intimacy/nudity/hyper-exposure
- Where a full script for the game is not complete at the point of casting, communicate the likelihood of the character becoming romanceable and what kind of intimate and/or sensitive content could be a possibility in future. The consent process will need to restart each time new intimate content is introduced. Communicating as early as possible to cast and their representatives reduces the risk of having to re-cast/re-record sessions with a new actor due to a lack of informed consent
- **Remember the 48-hour rider guidance:** actors should have a minimum of 48-hours-notice prior to shooting or recording any scripted intimacy and have a script available to view. Any last-minute changes/additions of intimate content could restart this process. See intimacy rider section for more details
- Communicate the image/portrayal of a character and alert studios to any nudity, again this is recommended a minimum 48-hours in advance. This is particularly important when a performer's facial likeness is being used in a game. See [intimacy rider section](#) for more details

Producers and Studios:

- Identify if the script contains intimate action, depictions of nudity or scenes of hyper-exposure
- Allocate budget for an intimacy coordinator: see [hiring an intimacy coordinator](#) and [rates](#)
- Hire an intimacy coordinator to support on the project. Ensure they are a neutral third party (not in-house) and are qualified with an appropriate level of experience for the project: see [hiring an intimacy coordinator](#).
- Involve games directors as part of intimacy coordinator hiring processes
- Include details of intimate action in casting/audition notices and in communications with agents

- Simulated sex acts/intimacy should not be performed as part of an audition process
- Make script available in advance to all cast and crew that will be present or involved in recording/shooting content
- Communicate with the IC regarding intimacy riders
- Ensure riders are provided to performers at least 48 hours prior to shoot (ideally sooner) and signed before camera rolls
- Specialist intimacy garments/kit may be required when performing intimate scenes in mocap. Please liaise with IC about costs and budget for this
- Consider post-performance support for crew or anyone working with the depiction of the intimate content on the game (e.g. editing, audio, animation).

Directors:

- Share your vision for the scene/s containing intimacy and hyper-exposed content with production and the studio
- Engage with production in hiring an intimacy coordinator that you can develop a working relationship with
- Support performers to communicate their boundaries and preferences
- Work closely with the intimacy coordinator to establish how you'd like to work together and how they can support your vision for the scene. An IC can bring a range of skills to the work including creative input
- Understand that performer/s consent can be withdrawn at any time and other methods of capturing the scene may have to be implemented

Performers:

- Any and all sensitive content should be flagged as early in the process as possible, ideally prior to auditions/casting and communicated by producers to cast members and their representatives⁹
- You are within your rights to ask if an intimacy coordinator is on board the project. IC support should automatically be in place for any content containing simulated sex or sex acts, nudity (of character) and hyper-exposure (e.g. birthing scene)
- A full summary and outline of the story, scene breakdown, and scripts (where possible) should be distributed to all cast members ahead of shooting or recording⁹
- Where a script is not complete at the point of casting, as is common in games, the likelihood that your character will become romanceable and/or may include intimate/sensitive content in the future should still be communicated at the point of bringing you on to the project. This does **not** imply automatic

⁹ As per Equity guidelines for Video Game Performers.

consent for unseen content. The consent process must restart at the point of new content being introduced. An IC can support you and production with navigating this

- Any scenes with explicit language or content should be flagged up to a performer before recording¹⁰. This includes any performance of intimacy through emotes or vocal sounds
- You should be provided with a rider (an addendum to your contract) from production at least 48 hours in advance of recording the content. This will detail the content you are agreeing to perform in a given scene and how it will be used in the game

Note: A rider is required for each and every scene containing simulated sex and/or character nudity. For example, if you have signed a rider that details the intimate content for a specific scene number and its additional scene paths, you are covered for that scene. If a new scene comes up later down the line, a new rider will need to be drawn up for you to consider, even if the content is the same or similar to the previous rider and scene number.

There are other examples where a rider might be necessary, please see [rider section](#) for more details.

- One of the roles of the IC is to discuss the scene with you and then support production with the rider language, detailing what you are agreeing to sign
- A safe line of communication should be in place between you and production should you have any concerns or questions about content¹¹
- When recording any scenes of an explicit nature or intimate scenes, it is best practice for a set to be closed to support both cast and crew
- A competent intimacy coordinator should be engaged to oversee any scenes of an intimate nature¹²
- If other performer/s are working on set with you, an intimacy coordinator can work with you to support and navigate different boundaries in the space
- Intimacy coordinators can support with intimacy choreography and vocal choreography in collaboration with the Director/s
- Whether you are recording remotely or in-person, an intimacy coordinator is still required. The only time an IC can offer remote support is if everyone joining the session is working remotely e.g. you are recording in a home studio and the director/client/IC joining the call are not in the same physical location as you
- The intimacy coordinator can be present as a third party when mocap markers/mic packs are attached

¹⁰ As per Equity guidelines for Video Game Performers

¹¹ As per Equity guidelines for Video Game Performers

¹² As per Equity guidelines for Video Game Performers

Questions to consider for performers:

- What are your boundaries and preferences in relation to recording/shooting intimate content?
- What are your boundaries and preferences for performing a character who appears with nudity in a game? Does this change if your facial likeness is used in the game?
- How do you want to communicate these boundaries to your agent/director/intimacy coordinator?
- What do you need on set when performing these scenes?

Mocap Technicians:

- The script and content of a session containing intimacy, character depiction of nudity, or hyper-exposed content should be sent to you prior to recording/shooting
- Your boundaries and consent to engage with the session are as important as other crew/cast members. An intimacy coordinator is available to all cast and crew and may check in with you in advance of the session
- An intimacy coordinator should liaise with mocap technicians regarding any intimacy/modesty garments to be used below mocap suit, and availability of robes for performers to wear over mocap suits if preferred
- An intimacy coordinator should liaise with mocap technicians about any barrier cushions to support intimacy movement/choreography in the scene
- An intimacy coordinator can be requested to be present when attaching mocap markers if required

Sound Engineer:

- The script and content of a session containing intimacy, character depiction of nudity or hyper-exposed content should be sent to you prior to recording/shooting
- Your boundaries and consent to engage with the session are as important as other crew/cast members. An intimacy coordinator is available to all cast and crew and may check in with you in advance of the session
- An intimacy coordinator can be requested to be present when attaching mics if required

1st AD/Floor Manager/Production Coordinator:

- The script and content of a session containing intimacy, character depiction of nudity, or hyper-exposed content should be sent to you prior to recording/shooting

- Your boundaries and consent to engage with the session are as important as other crew/cast members. An intimacy coordinator is available to all cast and crew and may check in with you in advance of the session
- A safety briefing is recommended prior to shooting/recording scenes with intimate content. IC can support where required
- IC works in collaboration with the person running the session/set - 1st AD/floor manager/production coordinator - to support closed set protocol
- For scenes filmed with more than one performer, IC can liaise with 1st AD/floor manager/production coordinator before filming to understand how they like to run the set and how to position support
- An IC is present to support all cast and crew involved in the shooting/recording of the scene
- IC to be present with the director and cast for a closed rehearsal prior to shooting mocap content

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Contact Us

- Visit the Intimacy Coordination Branch Website:

<https://www.bectuintimacybranch.co.uk>

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