

Pricing system

These are illustrations from requests and personal work.
I am using them as a point of reference for pricing.

My pricing works via levels of details which have a multiplier that affect the pricing of the extras, but not of the detail within each tier.

Tier 1 (has a X1)
Sketch and Line art

Tier 2 (has a X2)
Flat colour and Cel shading

Tier 3 (has a X3.5)
Rendering

Do note that the tier system also affects other parts of the illustration separately, the main subject could be rendered but the background could be very simple.

Tier 1 examples



Sketch +5
Total = £5



Line art +10
Total = £10



Line art +10

Extra character +4 x 2 = +8 (x1 multiplier)

Total = £18

Tier 2 examples



Line art +10

Flats&Shadow +10

Total = £20

The hand would not be considered as a full character and just a part of their body so they would not count.

The background does not count as a background extra.



Line art +10

Flats +5

Extra character +4 x 2 = +8 x2 Flats multiplier= +16

Total = £31



Sketch +5
Flats +5
Total = £10



Sketch +5
Flats&Shadow +10
Total = £15

Tier 3 examples

*Rendering automatically add Line art and Flats and Shading and the rendering fee, which automatically sets it to £35



Line art +10

Flats+Shading= +10

Render = +15

Total = £35



Line art +10

Flats+Shading= +10

Render = +15

Extra character = +4 x3.5 Render multiplier = +14

Background = +2.50 x3.5 Render multiplier = +8.75

Total = £57.75



Line art +10

Flats+Shading= +10

Render = +15

Black and white modifier = -7.50

Total = £30



Line art +10

Flats+Shading= +10

Rendering= +15

Extra characters +4 x 2 = +8 x3.5 Render multiplier = +28

Total = £63