

Tab 1

Render examples, pricing found in TOS free download

Example: Level 1 + 1 custom rig



Example: Level 2 + 5 premades



Example: level 2 + 3 premade skins



2 Premades + pre-built World File



1 Custom Rig + Pre-built world



1 pre-made skin + pre-built world



1 pre-made skin + pre-built

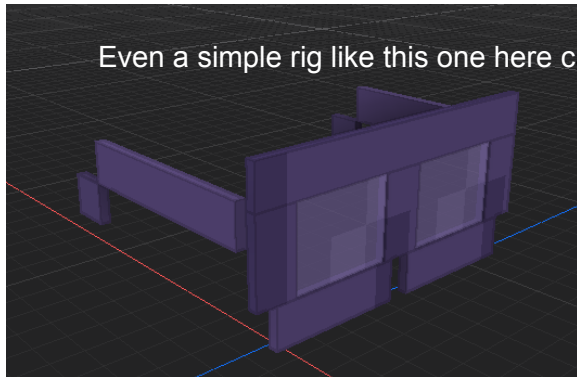
1 Custom world + 2.5 Custom rigs

0.5 because one is literally a textured cube

1 custom world + 1 custom rig

2 custom rigs + 1 custom world

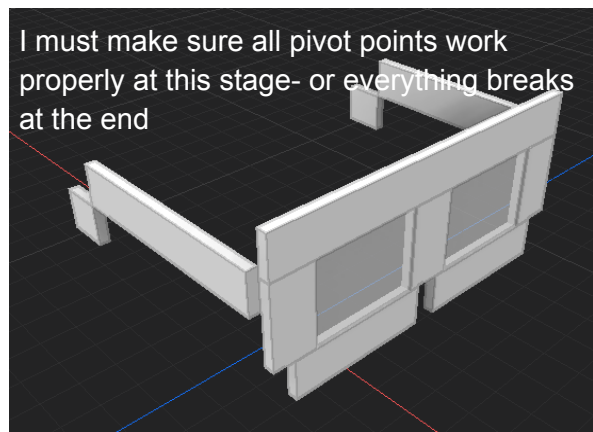
Custom rigs- what goes into one?



Even a simple rig like this one here can be rather complex

To make this item here i have to:

1. Create a blank item, they look something Like this:



I must make sure all pivot points work properly at this stage- or everything breaks at the end

2. Which then I Export into a file called a UV map:



3. After which I shade the model- If i skip this step, the model ends up looking Too "flat" or "fake"

Solid black textures dont look good- thats Why black wool has various shades of grey!

4. Only after confirming the model Works, and texturing + shading the model Do I actually colour the model- bringing it to Life:

