

Tab 1



Updates and Feedback Responses

This will be a temporary document that I will use to respond to feedback or give general updates that are too long for normal social media postings.

Once my discord server is set up most updates will likely move to that platform as it's getting increasingly difficult to keep updating so many locations.
Smaller quick updates will still be posted to social media platforms however.

If you have an Idea or feedback to give please see this form:
[Shop Idea/Feedback Form](#)

Feedback Responses

Date: July 29, 2025

With some time of my shop being open now and the form being used its time i drop a nice overall update. Some responses and updates have happened directly on my twitter feed but I will try to recap everything here.

1. Modular electronics - bigger kits/adding to existing builds.

While a modular set could possibly happen within a FurBitten Kit, making stuff to add to other existing helmets is another story. Electronics require coding to work and since there are multiple codes out there that people use or codes that people have made themselves making plug and play electronics that can work with any code is not something I think I can do. Not to say it's impossible, but that my current skill set doesn't allow for it.

I am trying to coordinate some upgrades for a FurBitten electronics kit with some tech gooroos but those people have lives and projects of their own so such upgrades can only move so fast. While I am trying to expand my own electronics knowledge there is only so much brain power to go around here and working with some people already well versed in said fields will get you all those updates and options a bit faster than doing it on my own.

I can at this time look at adding a "complete" electronics kits, at least for the MAX7219, to include a fan, button, and nano if wanted. The reason I had not originally offered such a thing is because I did not want to come off as a drop shipper since items like the fan and nano are relatively cheap to buy yourself directly. I would have to mark them up just a little to cover my costs of shipping them in and then back out as well as storing the inventory itself. So for example if a nano cost me \$5. I would have to add like \$1-2 on to that. It wouldn't be a huge mark up but I would have to put something on there. However if you would prefer to just get it all together for the convenience and don't care about an extra \$5-10 I can start to offer it.

2. Video DIY Guide

This is still on my to do list! But as I am currently still mostly a one man army, finding time to make and edit videos is very difficult right now. So the written DIY guide is the most I can offer you all right now. I tried my best to stuff it with lots of photos, all options, and to really lay things out step by step. I am going to try to have DIY Videos made early 2026 or sooner if possible.

3. Mobile site/ DIY shop navigation

I understand the mobile version of my site/shop is not the most friendly to use especially when trying to use the "build your own helmet" option. The site builder I use is unfortunately a bit limited and having all the options as drop down menus in one listing was not possible. However, once I have finished the horns and items for [Part Drop 2](#) I will be having an artist draw up everything in a free to use drawing base so you can design your helmet/ Protogen before going to the shop so you can get your items a bit more directly with less browsing. At some point I know I will have to look at building a new website entirely from scratch to better accommodate my needs for you all but that's not in the cards at this time.

General Updates

1. NEW Shop Space

Things have been going well in getting things set up to move to a commercial space. There's a lot of admin stuff I still need to do before I can officially say I have the space but it's all moving in that direction. As long as all goes according to plan FurBitten Studios will be having to shut down for about a week around August 15, 2025 as that would be the official move in day. But I would need some time beforehand to pack up and some time after to set back up. I do have some local minions ready to assist though to make said move as fast as possible!

2. SLA Printing

With my new Form4L SLA printing will be starting for helmets and other related items. This does mean more complex options will be coming for the DIY shop and some projects of my own can be coming to life with a lot less work. Expect some crazy proto designs coming from me as premades or Artist Liberty Commissions.

If SLA proves to be a very used method another even larger machine is being looked at that would allow me to print entire helmets as one piece in SLA materials. That could mean an option for helmets to come to you needing no sanding or welding in order to finish out. This other machine however is insanely expensive and for me to move on acquiring it would mean the shop is doing well. So keep building those protos and buying my kits if you want even more stuff to come out!

3. Mantled Beasts and Synths

Draft planning of the designs has been in progress but my focus has been primarily on more parts for my protogen kits. I am trying to have at least one design of each species available in my shop by the start of 2026 or sooner but that is not set in stone. It is being worked on!

4. Protogen Body Armor- DIY Kit

In order to make the body armor happen in the way I would like to do it critically relies on this commercial space for the machine I would need to pull it off. I thought of a way to

make a standard set of protogen body armor both easier to make (and at higher volume) and keep it somewhat reasonable in price. But the machine I need to do it is quite large and not something I could make work here in my home shop.

Some large design changes have been made as well since my original teaser post on twitter. The updated design will be shown at a later time when more refinement work has been done.

5. Commissions

As of right now the plan is still to remain closed for the remainder of 2025 to finish back log, time to add more to the shop, build a personal suit, settle into the new space, and continue to train up my new help. Depending on where my new help is in their skills development there is a **possibility** of me reopening for commissions of Large partials or $\frac{3}{4}$ suits. MAYBE a full armor suit custom auction a bit later in 2026.

With commissions 2 new options will be added when applying for a slot.

1. Ready to fur helmets
 - I am going to do a slot or two for just ready to fur helmets for those that are not ready or wanting to make their helmet but still want to have some part in the build. This would be ideal for those that have a rather custom helmet but have sewing skills and wish to save a little money
2. Artist Liberty build/ Re-Design
 - With the popularity of Project: Devil Dog and now Project: Cyberhound one slot will be reserved for those wishing for me to design (or redesign their proto) something for them as a finished helmet or partial.

6. Conventions- attending/vending

I have started to browse around at what conventions would be ideal to attend or possibly vend at. Attending a con rests on when I complete my own personal suit. Vending depends on where I am at with the backlog (if any still remains) and if I have enough product to deem it worth spending the money to try and sell at. At the end of this year I will have a much better idea on where I am at about cons be it attending or vending.

Other

On a personal note I am going to be very blunt and honest with you. I have been really starting to question how much longer I should keep doing this. I've been working hard to offer custom one of kind prototypes, I started the DIY shop to share some of that for you to build yourself. But even so when I see a free helmet file being used selling for more than what a totally custom made one I did is selling for or getting more hyped about, I really question why I am trying so hard. I hope with the shop starting to get steam under it, the new space, new building options/methods, etc. it will breathe new life into me that my work is wanted and worth all I put into it. If not I may only have a few years left in me to keep dragging myself along doing this.

I will admit however, I know I am very critical of myself and old habits and past life taught me that if you're not number 1 on the charts you're worthless. Logically I know that is not true. It's a mental state I've been working to change from but things don't happen overnight. Though such a mindset is what has pushed me and my work to refine as quickly as it has in just a few years of focusing on Protogens. There's still more skills to refine and grow. I'll never be perfect, but striving for it is something I will always try for. I don't know. Hopefully this is just a temporary low point for me mentally. But I figured I'd disclose my questioning to keep going at this time.

Feedback Responses

Date: Feb 7, 2025

1. Will you ever add back in other parts like feet paws or bodysuits?

It is unlikely that I will be offering more body part items anytime soon. It is not that I do not want to but until I get more help I simply can not take on larger jobs if I want to take in more jobs per group. At this time I would rather take smaller jobs with the focus being on the helmets since that is the hardest part to get done in a protogen suit. There are a lot more options for people to get hands, feet, body, tails etc then there is for protogen helmets.

On that note however, I have started to kinda pick at making some body armor. Given my own personal small size I can take just one printer for testing purposes while keeping the rest working on orders. I will be testing some body armor on myself to get a standard set of armor hopefully in the shop as a kit by the end of the year or sooner. I have no idea about the options with said body armor I will offer at this time but it is on my long term work list to try and get full armored protogen suits out there as soon as at least kits. There may be an auction slot

for a finished full protosuit from me but that is unknown right now as I have no idea how busy the shop will be once fully up and running on top of commissions at the time.

General Update

1. The bird and round 2.0 visors are in progress. I have done the first small scale test with them but a few adjustments are needed before I print the full size bucks. Please ignore the very bad speed cuts I did on these.



NOTE: I have not figured out white visors. These just still have the protective film on them

2. I have made more progress on the claws and horn designs that will be available in the shop, again as 3D printed items only at this time until molds are completed. Photos coming soon on those designs.
3. I have officially decided to bench the Gem overbands at this time and will be returning to finish them for Kit Drop 2. I'd like to work more on tactical stuff since there was a decent ask from all of you for more of that.

4. I have made some more progress on the webstore as well. I will be making large jumps in that over this coming weekend as I wait for paint to dry on Helmet commissions.
 - a. The store font is being reworked a little so I can have some preset options for you all for commonly used configurations to make purchases a little more quick and easy for you.

ELECTRONICS:

- Color options for the MAX7219 are growing! I will have a new color to show you all soon as I have my next batch of displays; currently in production.
- I have started to work on a inner frame for DIY kits to accommodate the HUB75 Panels
- New Tech feature (secret for now) is in development for my commissioned helmets

Other (Cons)

Folks keep asking about if I'll ever be at a con be it just to attend or if I will be a vendor. There is a con in August, IndyFurCon 2025, I am looking at possibly attending this year to get back out there as it has been a very long time since I have been to any con. This con is not a set thing however. If I do end up attending IndyFurCon it would just be as an attendee and not as a vendor. Being a con vendor is not something I am the most interested in being at this time but is something I will eventually try. At which con and when I can't say right now.

Feedback Responses

Date: Jan 19, 2025

1. Will there be an option for a Hub75 set up in FurBitten Studios DIY Kits?

I do have the needed items on the way to build a Hub75 set up and test how it fits in my helmets as I designed them currently. There will be limitation in what kit part(s) you will be able to use such as, but not limited to, the k9 visor. I will always design with the MAX7219 in mind first as that is what I personally use for my builds and what I sell for electronics kits.

I will not discredit the popularity in the Hub75 panel set up for protogen helmets and to be as accommodating as I can, I will try to work in the Hub75 set up into what helmet options I can. Worse case scenario I will design a light kit specifically for the Hub75 panel set up as soon as I can. Options for parts may be limited compared to the Max7219 helmet kits but I will try to provide a handful of parts for it nonetheless and grow the selection as I can.

Should a Hub75 kit become available in my shop I will NOT supply an electronics kit for it. The panels and other needed parts for that set up are just cheaper to buy yourself directly. For me to sell them to ship with the kit would come off very "dropshipper" as I would need to make some money on my end, and I do not want that.

I will provide more information on this in a future update when I have had a chance to work with the set-up and do some testing

2. Will there be more Tactical style parts?

I got several responses regarding tactical style protogen helmet parts and the short answer is yes there will be more. I will likely make 2 separate kits that are specifically tactical styled. One being a general tactical protogen and then a heavy/specialist tactical protogen. These specific kits will likely have a standard base frame designed to each of them but with more "attachment" parts to pick from. Think like a standard military helmet but each soldier has their own goodies attached to it. This will allow me to focus on more detailed smaller parts and options over full on different designs. This is at least my thought process for now, it could change as I begin the project however.

Breaking off specific styles to their own kits is what I will have to do as more suggestions come in. To make one kit with all the options will just be a lot on my end to maintain compatibility of so many different parts in a single kit.

3. Would full wiring and coding ever become a service you offer with your kits?

This is a little unknown at this time. I would not mind adding the service as I know many that are interested in making a Protogen are not confident in their soldering and/or coding skills. However, without local help there is only so much I can do and such a service may or may not be available depending on how busy the shop keeps me. Please keep in mind I still wish to continue full finished commissions at this time as well.

Mylo and I have designed our Max7219 boards to be as beginner friendly as possible with nice large spaced out connection points so even those at a novice level of solder should be able to wire their face kit with little problems. Tutorials are high on my to do list to offer a general guide in making your protogen using my kit(s).

As far as coding goes, there are a couple of free open source codes available for protogens to help get you started and many in the protogen community willing to help teach you the basics to edit those open source codes for your own expressions.

I have noted this request and will keep in mind as I monitor the shops progress, any new DIY kit services will be announced once they are ready to be implemented

General Update

1. Pre-orders of DIY kits are about 85% finished. Some service add-ons still need done but will be my focus this next day or so. Visors will be done very last. If all goes well, kits should be shipping out by this coming weekend at the latest. A social media post will be made if that timeline changes for whatever reason.
2. Visor shapes that were not available at pre-order are being worked on and forms will be printed once I have completed the pre-orders and printed a couple of my commission helmets so I can get started back on those.
3. The gem overbands(these were also not available at pre-order) are being a little troublesome with some redesigning needing done to get them to work as I'd like.
4. Claws and horn options will be in the shop at launch! However, they will be 3D printed only. Mold making is behind schedule and resin casted claws and horns will come at a later date (unknown date at this time but I will get resin casted items in the shop as quick as I can)
 - a. There will be 4 Types of claws available to start with:
 - i. Normal claws- Short
 - ii. Normal claws- long
 - iii. Standard Proto claw caps
 - iv. Ridged Protog claw caps
 - b. I will not be making a list of horns at this time as I am not fully sure which ones I'll have time to finish and test print before I open the shop but I plan to have the common basic horn types if possible

Personal Update

I've always tried to keep my personal life away from business unless it was absolutely needed to share. I do plan to maintain this so these updates will not happen often. But although many of you do understand I am just one normal person behind FurBitten Studios, some do not. So this will hopefully serve as a reminder to that fact.

At the end of 2023 and for almost the first 4 months of 2024 I was knocked on my butt hard with a pretty strong case of pneumonia, a fact I did share with all of you due to it affecting my work as severely as it did. Once back on my feet, I spent the rest of 2024 trying to recover time lost in that work. But come the end of 2024 something I had come to realize is that I have spent the last 3-4 years now just doing work work work. Everyday was monday for me. As much as I love making suits for you all I started to kinda stop taking care of myself.

At the start of the year I took a long look in the mirror to see just how dark the circles under my eyes were and just how thin I'd become. A personal change was needed. So moving forward I have started to hit the gym, learn to eat better, etc. as well as deciding that I need to allow myself weekends again for just me. I am a workaholic at heart and allowing myself the weekends will be hard for a bit, but having a life outside of FurBitten Studios is something I will be working on and may mean I can't take quite as many commissions per group. You only live once, and if I keep just doing work work work I will run myself into the ground and may need to quit all together. So this is to maintain the long term life of FurBitten Studios and I do hope you all understand!
