

Terms of Service

By commissioning the artist known as KaerfFlow you agree to the terms within this document and accept that this is a legally binding agreement between client (You) and the artist KaerfFlow.

Copyright

Rights of the Artist

The following section lays out my rights as the artist.

- As the artist, I claim all rights to the digital model, Rendered images, and animations.
- Commissioned work will not be used by myself for any financial gain outside of the commission and advertising.
- The artist has the right to upload, share or post any commissioned artwork for the purpose of self-promotion. This includes posting commissioned artwork on supporter platforms like Patreon.
- The artist does not have the right to sell or use commissioned artwork for exclusive financial gain without the express permission of the client.
- The artist does not have the right to reuse commissioned scenes; however, the artist does have the right to reuse assets from a scene in future commissions unless discussed prior to commissioning.

Rights of the Commissioner

The following section lays out your rights as a commissioner.

- All rights of the character belong to the *client*.
- The *client* has the right to use and publish commissioned material; however, you may not claim any artwork as your own.
- Commissioned work may not be used by the client as a means of financial gain without agreement from the artist.

Optional

- The client has the option to keep any commissioned work private, but this must be discussed and agreed upon prior to payment.

Workflow

Completion of Work

- Work is complete once both the artist and the client agree to the finished product.
- Works in progress will be provided in multiple stages throughout the commission process. Changes can be requested for the current stage of the commission however once the current stage has been approved by the commissioner, going back to previous stages of a commission may require additional charges.
- All .blend files will be backed up by the artist and saved. This allows the client to commission new poses at a later date without having to repay for a whole new model. Blend files will be saved for a minimum of one year as part of the commission agreement.
- All commissions will be rendered at a maximum quality of 4K for still poses and 1080 for animations by default. Higher quality renders can be requested, but will require additional fees to be agreed on prior to payment.

Payment for Work

- Commissions will be paid for upon completion of the approved sculpture. No further work will be done on commissions until payment is made in full unless otherwise discussed and agreed upon between artist and client.
- Primary method of payment will be through Paypal, but payment methods can be discussed on a case-by-case basis.