

Announcement about Commissions

This has been a long time coming for sure, and first I just want to deeply apologise for those still waiting for their comm to be finished. Please be assured they are being worked on, I am currently waiting for funds so I can resub in April and get them tested and finished. I understand the past year has been a frustrating one and I agree if anyone has lost faith in me as a result.

As such, once these commissions on my current list are finished, I will be ***closing my commissions indefinitely***. I know many have been waiting for me to reopen, and this will be a disappointment, so I apologise it has come to this. But I do not believe clients waiting nearly a year for my work is acceptable. There have been many obstacles in the last year that contributed to what I can only describe as major burnout - Dawntrail changes with how modding works, needing to learn new methods, the attitude of a loud minority of the modding community towards modders, all piled on top of the fact I am still unmedicated for ADHD so my dopamine levels are all over the damn place and there have been long periods of time where I have just been like "nah" and done something else. Which of course is not fair on any of you.

When I first started learning to mod and upscale, there were a small number of people who were well versed in it, so it felt like I was filling a needed role when I opened comms. Now, there are many more creators, and the resources to learn have definitely increased, so I don't feel like there will be too much of a gap. I know I was hoping to make a guide based on how I work, and if I do get the spoons for it this year I will, but tbh my usual method of upscaling the model and smoothing it is becoming less needed as SE models get more definition (there is still room for improvement, but eh).

I don't wish to get people's hopes up on when/if I come back, I will most likely still be doing stuff for myself, and if there comes a new set I like, I might push out a basic release. But I won't be making any promises. I don't want to be that person who's like "I'm leaving forever byeeeee" and then a few weeks later is like "haha jk lol", so if the time comes I feel more motivated and could do some pieces, then I'll let you all know. But I will most likely be limiting slots like I should have been instead of being like "yeah I can take this all on- (an inconvenience happens) FUCK"

The finished mods that are awaiting release I will be slapping into a folder and uploading the folder into one release, rather than trying to organise it into individual releases. Most of them will just need an update through TT which I can do before releasing. As for how I am personally, I'm doing ok! I've been reconnecting with my family a lot since the sudden death last year, and been working on creative projects like

cross stitch (I also actually made a cosplay again last month for a con, wtf) and I've been getting into games like Baldur's Gate 3 and I also got back into Stardew Valley for the first time in years. I'm taking this year to be kinder to myself and try and navigate this current hellscape that is life.

Thanks so much for reading this yap sesh. Thank you for your kindness and patience with me over the last few years, I truly don't feel like I deserve it, but your kind words and support have been such a detriment for me. Thank you to Ling and Fish for letting me share a space in The Galleria, I will still be around but I won't be as active as I used to be (and same for socmed as well).