

DJTHED 3D Pony Commission Format

The following categories (Modelings, Texturing, Animation etc.) are not all necessary. Should you just want a simple new model with basic textures without animation, you can do that. Or if you want me to animate an existing model in my catalog with rendering, payments from only the animation and rendering category would be applied. These categories can be mixed and matched to whatever suits your needs for the commission.

Also note that I will take payments in waves. That means that if you commission multiple categories, I will want payments after each category is done. So, for example, if you commissioned a model, textures, and animation, I will ask you to pay for the costs of the first category before I move on to the next category. This will also mean that if you change your mind in the middle of the process and don't want an animation, but still want the model+textures, you can do so. And if you do not pay for a category I have already completed, you will not receive anything related to that category, even if the work is complete. You may also commission multiples of one category. For example, if you wanted to commission only one model, but wanted multiple still poses and renders of them, you can do that. Or if you just want a simple pose and render of an existing character that I have, that's possible too.

This commission format is also a work in progress and negotiable! I have not done commissions like this before, so hopefully with time I'll refine this format more based on feedback and popularity and such. If you have any feedback to me regarding this document, please feel free to let me know on my social media!

Keep in mind that I am currently only doing 3D Pony related commissions!

No OC and Canon pair Ships (Canon x Canon or OC x OC is fine)!

No NSFW!

And, of course, I accept or ignore quotes in the submission form at my own discretion for any reason.

Commissions Closed!

Slots full!

Ponies (OC's and Canon Characters allowed! Price Guide in \$USD. Prices are approximated. Final prices will be discussed during the development process.)

Reminder that you can mix and match the different categories depending on the needs of your commission!

- **Modeling**

- Basic Female Pony Base
 - \$0 | Free
- Variants to Existing Base Model (i.e. Kirin or Bat-Pony over Female Pony Base if they do not exist yet)
 - \$150-300
 - Price might vary based on complexity of additions.
 - Estimate could be more or less than indicated.
 - Should a variant that you ask for already exist on my end, it'll be free of extra charge.
- Optional Unicorn Horn or Pegasus wings
 - \$0 | Free
- Small Foal to Adult Proportions
 - \$0 | Free
- Custom Mane and Tail Layered Meshes
 - \$300-600
 - Price might vary based on the complexity of hair styling.
 - Estimate could be more or less than indicated.
 - + \$100-200 for rigged hair.
- Custom Eyelid Shape and Eyelash Configuration
 - \$25-100
 - Price might vary based on complexity.
 - If using existing Eyelid Shape or Eyelash configuration implemented in my models, then no extra cost.

● Texturing

- Body Color Palette
 - \$0 | *Solid Color Fill or Separate Color for distinct different parts of the body (i.e. coat color, hoof color, eyelid/eyeshadow)*
 - \$10-20 | *Unique Coat Color Pattern*
- Cutie Mark
 - \$0 | *If Cutie Mark-less*
 - \$0 | *If a usable Cutie Mark vector image (or high resolution image with transparent background) is provided.*
 - \$10-20 | *If unable to provide a usable Cutie Mark image and requires me to create a vector for it myself*
- Eyeball
 - \$0 | *For a simple recolor of base iris texture.*
 - \$15-40 | *For new eye texture setup*
 - Price might vary based on complexity.
- Hair Color Palette
 - \$0 | *Solid Color Fill*
 - \$10-20 | *Unique Hair Color Pattern*

- **Animation / Posing**

- Animation Pricing is going to be a little less precise, since it's hard to give a pricing guideline for this kind of work. Just keep in mind that animation length (or frame count) alone won't determine the price. So, for example if I was commissioned to make a simple idle loop that lasts 5 seconds, versus a dancing loop that also lasted 5 seconds, you can expect the dancing animation to be much more expensive (4 to 5 times or so). I can't give price examples for every single possible animation that could possibly be done, it'll have to be priced on a case by case basis based on the description of the animation you want.
- If you only want a still pose:
 - **\$25-50 | *For still pose***
 - Price might vary based on complexity.

- **Environment / Background**

- **I am not a 3D environment artist.** If you want a final render to include a detailed background, just keep in mind that options may be limited if you were to ask me to make something in the background for the character. If you want to commission someone else, or if you have your own environment you can send me to place the model in for a final render, that can be done for free (minus extra potential costs to render times). If you want a simple background like a solid color fill with or without a shadow catcher or a transparent background for a final render, I can do that for no extra charge. But if you want me to do more, I'll need to price on a case by case basis, so we'll need to talk more about what you want and what I'll need to do to get there before I can really know what to expect for pricing.

- **Rendering** *(NOTE: I will not only provide just a render service alone. You must have commissioned more than just the render category should you want this service, like a Still Pose or Animation)*

- Pricing will be based on the duration of the render. Typically single frame renders will be fairly cheap, but rendering an animation in Blender Cycles can take quite a bit of time, especially at full HD resolution with high enough sample counts to reduce denoising artifacting. So here are a couple things to keep in mind when commissioning for this category:
 - \$0 | *For preview or eevee renders. Be advised that my models have never been tuned for Blender Eevee rendering, so visual fidelity will take a big hit should you only want an eevee render.*
 - \$0.50 per hour of rendering
 - I have an Nvidia RTX 3090ti to render in the Blender Cycles pathtrace/raytrace renderer.
 - I will be able to give you an estimate of how long a render will take once the render pipeline and scene is set up.
 - Particle effects like fur coats can increase render times greatly. Should you want a render without the fur present, it can reduce the cost of a render for an animation quite a bit. (Though visual fidelity overall will take a significant hit)
 - Still renders will very often be fairly cheap, so I wouldn't worry too much about dialing back features that impact render times. Even still renders that are 4000x4000 pixels can still come in pretty cheap and may only take an hour or so.
 - If you want to avoid paying for my rendering services, you can take the .blend file and render it elsewhere if you wish (whether it be on your own hardware, or using another service).