

Red's Mani-Pedi Crowdfunding

T&C and other details

Hiatus

IMPORTANT INFORMATION: I am on an indefinite hiatus from commissions. I have finished what has already been funded but I'm not taking any more money for this project and it will be paused indefinitely. Anyone who wishes to take the pieces I have already upscaled and continue the project/add pieces is free to do so.

The Document

If you're reading this, you've probably been made aware that I'm aiming to upscale every single gear piece in the game that shows fingers or toes to the [Bibo+](#) and [TBSE](#) bodies. Now, as of the time of writing this document, the game has approximately 220-230 such hands pieces and 70-80 such feet pieces. That's a lot of work. I've been working as a modder for this game for a living for a while, and the total amount of work needed to do those (other than the pieces that have already been upscaled) would be about a month and a half for each body type (so about 3 months in total for Bibo+ and TBSE).

My default price for upscaling a feet piece is \$25, for a hands piece that doesn't have partial fingers is \$30, and for a hands piece that *does* have partial fingers is \$45. So, the total cost for the Bibo+ pack would be US\$9,000, and the total cost for the TBSE modpack would be US\$10,000 (Bibo+ is cheaper because of the number of pieces already converted). That's rather a lot for any one person to commit to, but given that this would probably be of interest to many people in the modding community, I figured a crowdfunding effort would be called for.

Now we run into another issue which is that I live in Brazil and the biggest crowdfunding websites out there (Kickstarter, IndieGoGo, GoFundMe, etc) all seem to for one reason or another not allow projects hosted in Brazil. And while I could maybe ask someone else to host for me, that has a whole lot of financial and legal issues that would be a nightmare for all involved.

The alternative we came up with was Ko-fi's goal system. I can set a monetary goal, and then accept "donations" towards it. But this has its own issues. For one, I would be getting the money as it's sent, rather than only get it should the project be successfully funded. For two, there wouldn't be an implicit contract I would be signing with my customer(s) like there is with PayPal invoices or regular crowdfunding websites. It would have to, basically, run on the "trust" this community has on me.

Like I said, this has been my main source of income for many months now - since March. And even before then, I was already around doing commissions. So here's what I'm binding myself to, to the extent that I can:

- I will set up a Ko-Fi goal for Bibo+ first, then for TBSE (can't do multiple goals at the same time, I might be convinced to just create a second account if need be).
- I have a list of all of the Mani-Pedi pieces [here](#), which was compiled by Xilivian and a fellow modder who prefers to remain anonymous. I have also marked the pieces that are already upscaled there, too.
 - If there are any pieces that you can't see on the list, please do let me know so I can add them! I believe some MNK weapons are missing from there, in particular, so shoot me a message if there are any such that I should add there.
 - Do make sure they don't share a model with a piece that *is* on the list, though. For example, the Pagos Field Dressing shares a model with the Arachne Field Dressing, and it's only the latter that's on the spreadsheet. You can find the list of pieces that share a model with any other given piece on the [Garland Tools](#) website.
- I will commit to doing partial work while the goal is only partially met. That is to say that, for example, if we get only 50% funded, I will do work equivalent to 50% of the monetary value of the pack.
 - How do I calculate that? [My prices](#) have been stable for months: hands gear that don't cover the fingers are \$30, hands gear that do cover the fingers are \$45, feet gear are \$25.
 - Those \$9,000 and \$10,000 figures are actually less than the sum of the monetary values of all pieces according to that schema, but I will be treating the percentage completion of the Ko-Fi goal as my guideline, not the actual \$\$\$\$. That is to say, when I say I will do 50% of the monetary value of the pack I mean I will do 50% of whatever the actual value of everything would have been, not that I will do exactly \$4,500 or \$5,000 worth of work.
- If there are **specific pieces you are interested in**, please do mention them in the comments of the donation. I will do my best to prioritise pieces people have asked for!
 - If the project does not get fully funded and the piece you wanted does not turn out to be upscaled, I will commit to accept a discounted commission request for it.
- I will work on **expansion packs one by one**, starting with Endwalker and going back in time. So I will be setting up funding goals for each individual pack rather than the whole thing all at once.
 - I will *still provide partial work*, so if a given expansion's pack isn't fully funded I will still do whatever percentage of it does get funded.
- I will be hosting the partial megapacks on [my Discord server](#) and Google Drive. The GDrive links are these: [Bibo+](#), [TBSE](#). I will update them in real time as I finish each piece, at the same time as I update the spreadsheet linked above.
- Overall, my reputation and livelihood are both on the line here. I understand it may be a lot to ask you all to trust me with this project using only Ko-Fi's donation goals, but it's the best I can do. You can feel free to hold your support until I have produced more work from the list, or whatever you want, of course; no one is forcing you to support this project.

With that said, here are a couple of details on how the megapacks will work:

- All of the necessary 3D meshes, textures, and metadata files will be present in either pack.
 - Some pieces share models between midlander males and midlander females for no reason I can discern. I will add specific options regarding these to the modpacks.
- The TBSE modpack will include options for pieces compatible with all body types available from [my Body Type Edits mod](#), wherever that is relevant.
- The Bibo+ modpack will include options for:
 - pieces compatible with the large, medium, and small legs, where relevant.
 - the three fingernails options from [Nanashi's pack](#), where relevant.
 - options for both skin materials B and D, for compatibility with Gen. 3 mods.

Now that that's all there... I hope you will support me, and I look forward to working on this!

- Red

Appendix

The following is a conversation I had with someone who had worries about this project. It was added later, and clarifies some of my position and beliefs about the overall impact this project could have on the modding community as a whole. Feel free to not read it, but I feel it does provide useful insight into many of the misunderstandings that are circling around.

Them: Excuse me Red, I wanted to ask you a question about your Ko-Fi Goal, do you have a moment?

Me: Sure

Them: Thank you for your time. I was worried when I saw your goal due to the amount of money being involved with it, its a large amount that could get the IRS involved if it has anything to do with US servers. It also might get the attention of Square Enix themselves, which could put all modders in danger and result in Square finally cracking down on the modding community. Is there any way that this could be adjusted to not get the attention of Square Enix and keep the modding community safe?

Me: It doesn't use American servers, as far as I know, and I have looked into PayPal's and Stripe's policies for international purchases in detail. They have agreements with the US government and the governments of the countries they work at, and the money I receive here being taxed by my government is enough to them. I have been doing this for nearly a year now and \$19k for 3 months of work is well within my average income and there has been no issue.

As for attention of Square Enix:

- One, historically SE has *not* been hardline against modding, and they've always taken a laissez-faire Don't Ask Don't Tell approach to third party tools. Just look at the interview with Yoshi P two Live Letters ago where he talks about ACT, or many other Live Letters and interviews where they talk about modding specifically. They know people who mod bring in money, and they have always taken the stance that "if modding the game were possible, which we cannot confirm it is, so long as it did not confer any players any unfair advantages we would be hard-pressed to have a way of dealing with it as we can't actually detect mods

from our end and would need specific reports". This is coupled with their history of only taking action against modders who explicitly post modded pictures with the FFXIV logo or watermark or who mention the official FFXIV watermarks. They have never actually moved to crack down on modding, nor have they mentioned intent to do so; I am willing to be argued about this but I very much would love to see concrete evidence or plans by SQEX to deal with mods like that.

- Two, modders have been making these amounts of money very publicly for years. You can look at the Patreons of various modders around; some of them even have explicit amounts they make per month, and the values range between \$2k to well above \$6k a month. This is, again, publicly available on their Patreon pages, and has always been.
- Three, this is nowhere near as damning to their PR and image as the Asmongold debacle was three or four months ago, where he explicitly showed NSFW mods and talked to a modder about it, including explicitly discussing modding prices and incomes. This is the biggest WoW streamer and plausibly the biggest FFXIV streamer around, actively making a video on YouTube where he directly discussed mods and showed them on screen and talked about prices. Back then, Square Enix did literally nothing about this.
- Four, this was posted in two Discord servers with a combined population of fewer than 6 thousand users (a much smaller number than Asmongold's video, which has over 300 thousand views). It is not as attention-grabbing as most people seem to think it is.

So the above reasons put together make me believe action by Square Enix is *extremely unlikely to happen*, and I would need to see some very concrete very hard evidence that SQEX was planning on doing anything like that before I was convinced this was anything but groundless fear.

Them: It's comforting to know that nothing became of that Asmongold debacle as well, which is a big sigh of relief for the modding community. Perhaps what is really getting myself and I'm sure others worried is about the total sum of money involved. You do make a great point that people have been using patreon to generate income off of modding for some time, and it's great to hear that this also has had no ill effects or put a target on the modding community by Square. My concerns are just stemmed from a large sum of money like that being exchanged at one time could grab the attention of Square, but if its nothing above 15K at a time I don't think it will catch any unwanted attention, which is a relief to hear.

Me: So for what it's worth the 19k are *not* being transferred all at once; they are a donation goal, and also I am splitting the goals between Bibo+ and TBSE, so currently there is only a 9k donation goal up on the page, which will get filled up over time (or it won't) as people do (or don't) donate.

Them: Thats a relief to hear as well, I appreciate you talking to me about this. I was worried that some modders wouldn't care what happens to the community with what they do, and I'm really glad to hear that you too are genuinely concerned about the wellbeing of the modding community too.

Me: I am! I really am! I have over five thousand hours logged into this game, modding it is currently my full-time job, this community has brought me some great friends and experiences, it would affect me just as much as it would affect everyone else if modding were somehow cracked down on. I just really, genuinely think the worries are as blown out of proportion as they were in Asmongold's case, for the reasons I outlined above. Everything I have seen from Square Enix - from their responses to relevant questions in numerous Live Letters and interviews to their action (or lack thereof) in various high-profile situations - convinces me that we are not actually in anywhere near the risk many people think we are.