

Effective: 10 October 2022

Anyone may commission me, but if you want any adult content such as nude models, you must be of legal age in your country.

I am open to many ideas, but first you must describe to me what you want, and I'll see if I will work on it.

I have the right to refuse your commission if I don't like how it sounds on paper.

Once I accept your proposal and calculate the fees, negotiations may happen afterwards.

I must receive 50% of the payment upfront before I start any work. Afterwards, I will do as many reworks and fixes that I must, before the other 50% is paid, and I will send the finished product.

There is a chance that there will be a change in plans during the project, which may lead to a minor change in price for the second payment.

Adding me on Twitter, Steam, or Discord will make it much easier to provide WIP screencaps of your project.

The user must agree that any illustrations or 3D models are strictly for personal use, and may not be used for distribution with the intention for commercial gain. This means that you cannot use your commission to print and sell posters, for use in a video game for sale, or for use in AI training, NFT, crypto, and/or any other alternative blockchain-related technologies.

If you wish to use your commission in a project while having a subscription service such as Patreon, Subscribestar, or otherwise, then we can negotiate potential royalties and licenses for any animations making use of the commissioned 3D models.

Each tier is it's own starting fee, but added details are obviously going to be a little extra.

Places to contact me, and examples of my work:

https://twitter.com/Komissar_bAv/media

<https://komissarbav.newgrounds.com/art>

https://www.pillowfort.social/Komissar_bAv

2D art

Sketch [Base price, \$20]

This is the starting phase of each drawing, something quick and rough. I usually go up to three passes before reaching the "final" version. Base involves a single character.

Ink

Additional passes on top of the sketch layers for a cleaner, more uniform look.

I have multiple techniques for lineart, including:

Thick Lines +15%

The base look, general thick, black lineart, good for uncolored work.

[Example 1 of Thick Lines](#) [\$40] | [Example 2](#) [\$60]

Colored Lines, +10%

Usually used with Thick Lines, but the ink is colored alongside the colors, making the piece feel smoother.

[Example of Colored Lines](#) [\$110]

Thin Lines/Silhouette, +5%

Should you want a silhouette-based work, where the focus is on the shape made by flat-color brushes, with thin lines being used for minute details and for overlapping parts of the same color.

[Example 1 of Thin Line / Silhouette work](#) [\$45] [Example 2](#) [\$45]

Color +25%

Adding some flat color layers under the sketch/ink layers.

Extra details and gradients, +25%

For when there are things like fades, gradients, body markings, patterns, the like.

Shading +30%

Adding some light/dark values to another layer.

[Example 1](#) | [Example 2](#) [\$110]

Colored Shading, +10%

Using variations of colors for shading and highlights, instead of black/white with filters.

Experimental, so is a higher price for the time being.

[Example 1 of Colored Shading](#) [\$60] | [Example 2](#) [\$40]

Additional characters

There will be an additional **+25%** increase to the price for each character added to the piece.

Alternate outfits

There will be an additional **+10-20%** increase in price for each different outfit, depending on the amount of articles of clothing to be added.

My regular drawing method is to draw the nude figure first to get the pose/anatomy/proportions down, and then to draw the clothes in a separate layer. That means that there's usually a bonus nude version for free, minus adult bits.

Weapons, props, furniture etc.

There will be an additional **+10-15%** increase in price for each additional object drawn.

Backgrounds

There will be an additional **+50%** increase in price for a detailed environmental background.

Using a game render or photograph is **+10%**

Flat colors and/or transparent backgrounds are free.

Extra poses/views

There will be an additional 100% charge for each different pose you want. This is for more dynamic poses, something like a different facial expression or moving a hand over doesn't apply to this rule. Character sheets with a back or side view and/or closeups of the face or details on the body count towards this.

Alternatively, alternate versions as per an imageset, like a different hand position or facial expression, will be +5% per alternative detail.

Complicated designs

Depending on how complicated or detailed you want the piece to be, it will increase the price by about 10-50%.

Adult content

There will be an additional **+15%** charge for included genitalia. They will be drawn on a different layer, in case the client would wish for a "safe" and a NSFW version.

Re-drawing

If at any point you change your mind on the illustration and you want something different, as in changing the pose entirely, that will be a flat **+100%** increase in price, in the second payment.

[\$20, as of 06/12/21]

3D models

\$25 for object/prop

\$30 for modification of an existing character template [must either be provided by the client, or be one of my own]

\$60 for new character

\$100 for vehicle

Blank model [base price]

Just the model on its own, there will be flat-color materials applied to the model. Useful for quick mockups and placeholders, and don't really need to worry about details. The materials may also have their colors changed, if you wish to do so. There will also be some basic UV maps applied so that lightmaps work, if you are putting the model into an engine such as Unreal or Unity.

Complex models will cost about 10%-40% extra!

UV mapped and flat textured +20%

The model will have its UV maps organized properly, with a single material and a flat-colored texture, for the client to paint over as they see fit.

UV mapped and detail textured +30%

Above, but there will be added details drawn onto the texture, such as markings, patterns, logos, etc..

UV mapped and PBR textured +40%

Above, but with added texture maps for roughness, metallics, and speculars.

Flat/stylized textures only! I am currently not doing anything with photorealism!

Additional texture maps

If you want something like transparency or emissives, it would be **+15% each**.

Flat/stylized textures only! I am currently not doing anything with photorealism!

Rigged +40%

I will put an armature onto the model, which will allow you to put it into different poses.

Will be bumped up to +60% if it is a complex model/rig with many moving parts!

IMPORTANT: Let me know if you plan on using this model for VRchat! They have *very specific* pipelines to follow, and I would rather do all of this **once!**

Animated +50%

I will put an animation onto the model. **Note that the model must have a rig!**

Base price of this feature is for a 5-second loop. **+5% for each additional second of animation!**

Characters with outfits

My process involves creating a nude model for the character first in order to get the proportions right, and then modelling the clothing on top of it. This process can be sped up if you just want a nude model, or if the character is wearing something like a skintight suit.

The first outfit will come "free" with the model, though with an additional **+10%-20%** for any complex designs or accessories.

Any additional outfits will be **+10%** for each piece of clothing, if you want your character to have a mix-and-match wardrobe.

Model Conversions and Optimization [\$20] [beta]

I am capable of converting rigs from SFM and Maya to Blender and Unity.

This section is marked as "beta" because it is difficult to see what things need to be fixed in a model from a first glance, and sometimes I only spot new errors after working on a model after a few hours, which may lead to the price being bumped midway through the conversion process. I will notify the client of these observations and changes.

Base price is for 100 bones and under, and/or 30K triangles.

100+ bones: **+5%** per 20 bones.

30K+ triangles: **+10%** per 10K triangles.

Mesh De-triangulation: +20%

Triangulation is an automatic process for polygons with more than three sides. Having a model exported from one software to another has the extra edges baked into the model, so what originally looks like a series of squares will inevitably come out as a mass of triangles.

Sometimes the triangulation doesn't go in the most efficient manner, leading to artifacting in a few areas of the mesh when bones or shape keys bend in a particular manner. Also, a triangulated mesh is less convenient to work with, if weight painting is involved.

Mesh de-triangulation may be mandatory, unless I am given the original .blend file.

Rigging: +50%

For when you have a blank model, and want to give it an armature.

Weight painting: +15%

I tend to do weight painting by manually selecting the vertices and applying a specific value from the vertex group, rather than using a weight painting brush. This means that although it takes more time, there will be a much cleaner result than using the weight painting brush and has less chances of unintentionally having a wrong part of the mesh assigned to a bone, or having too many groups assigned to a vertex.

+20% for weight painting facial bones.

Alternatively, **+10%** for creating shape keys, **+5%** for each shape key.

-10% discount for mechanical/rigid bodies with no flexible parts.

Armature fixes

+10% for renaming bones to a particular naming convention.

+10% for changing the hierarchy of bones.

Optimizations

+5% for every 20 bones removed

This is for when the original model has too many bones and it gets confusing for the client to work with.

+5% for each 1K polygons removed

I prefer the "Less is more" approach in regards to meshes. What's the point of having 100K+ triangles in a mesh if it will look the same at ~30K triangles?

+5% for each texture map downscaled

It is surprisingly common to have a file with multiple 4K textures, especially for smaller meshes. It looks nice in a render, sure, but you don't need an object that can fit in the character's palm to have more texture detail than the rest of their body combined. Having several 4K textures in a file will make working slow and difficult for anyone with lower-end computers.

Texture maps will be adjusted to be at equal resolution to the rest of the model.

+5% for texture channel stacking

Simply put, I can take the existing metallic, roughness, specular, alpha, emissive, etc. texture maps and compress it into one or two textures, taking much less resources to work with.

Upgrading

+5% for every 20 bones added and/or modified

This is for things like adding articulation for hands/fingers, tails, toes, face, etc.

+10% for every 500 triangles added

Sometimes the mesh might be a little flat and may require detail. **bumped to +20% if adding genitals to a model.**

UV Mapping

Sometimes I might see that the model has unoptimized UV maps. Because of my lack of expertise with high-resolution textures, I usually won't touch these aside from minor tweaks in regards to erroneous spots.

There is a chance that I will need to slice the model in half and use a mirror modifier, if any weight paint fixes are involved. This shouldn't be a problem if the textures are symmetrical, but there will be a **+10%** increase if I will need to fix the UVs for non-symmetrical textures.

This will be bumped to +25% if the UVs cannot simply be copied/flipped from their center-seam, such as with arms or legs.

Rigify model +30%

I see rigify models as terribly optimized and bloated with nonsense. The price will be bumped if I see that Rigify was involved, regardless of what the client has requested for me to do.

Adult content

There will be a **+15%** charge for adult content like nipples or genitalia, and/or **+5%** extra if you want any jiggle bits.

Note: I do not have any knowledge regarding any jiggle physics, so if you want an animation, I would have to do it all manually.

Discounts

Providing me with any photo/video references of what you want will give you a discount! The more references I'm given, the less it will cost.

Price calculations

Yes, I am aware it might be confusing that I'm providing percentages for service cost, but it beats making a dozen extra price tiers. Also, most of these details would be at such a low amount due to the already low base price, that having actual increases [as +\$3 per detail] would actually be *more* expensive.