

Contacts

DO NOT try to commission me if you are under 18 years of age! As of now, I will not make models of minor characters, even completely SFW models, and I will NEVER make lewd or kink-focused models of minors.

ATTEMPTING TO GET NSFW ART OF A MINOR CHARACTER OR AS A MINOR WILL LEAD TO INSTANT CANCELLATION OF THE MODEL, BLOCK AND EXPOSURE IF I FIND OUT!

Contact Info:

Furaffinity: <https://www.furaffinity.net/user/retfarcimak>

Twitter: <https://twitter.com/ExpandFlygon> (Please note I may not respond frequently here, I prefer FA notes or Bluesky DMs)

BlueSky: <https://bsky.app/profile/retfarcimak.bsky.social>

Discord: Please ask through DMs.

Terminology

Terms related to modeling for those who don't know. (please update when home)

- There are multiple stages to the work. These are as follows:
 - Blockout- Think of this as much like how a sketch works for 2D/Traditional art. This gets the basic shape and proportion of the character down to make sculpting easier.
 - Sculpt- This is like a refined sketch. Sculpting is a much higher poly mesh which will be used to create the character's final shape (and help with texturing).
 - Retopology- This step drastically reduces the poly count of the model, making it easier to work with- and less devastating on slower computers. It matches the sculpt pretty closely in shape.

- UV/Texturing- This gives the model its color and helps make the shape stand out.
 - UV- A UV map is much like those cube “nets” you cut out of paper in primary school. It unwraps a 3D shape into a 2D one, which a texture can then be applied to.
 - Normal- A normal map displays extra details that might not necessarily have to be shown in geometry. This fakes a higher resolution model.
 - Emission- Makes things glow!
 - Albedo- Pretty simple, this is basically a “color” map.
 - Roughness- Determines how “shiny” something looks.
 - Metal- Determines if it looks like, well, metal.
- Rigging- This stage allows the model to move with the help of an armature!
 - Armature- Also known as a skeleton, think of it like your body’s skeleton and muscles rolled into one. It controls the model.
 - Weight Paint- A process in which the mesh is assigned “weights” which determine how much each bone effects the mesh.
 - Mesh- The geometry of the model- basically everything you see in a final render.
 - IK- Inverse Kinematics. Moving the hand or foot will move the entire arm/leg automatically.
- Shapekeys- Shapekeys are used to perform extra functions that the armature either cannot do or would create too much clutter to do. They affect the mesh similarly to a rig. There are a few types, which are as follows:
 - Expression Keys- These are used to make facial expressions, includes blinking, winking, opening the mouth, smiling, frowning, etc.
 - Hide Keys- Used mostly for NSFW, these keys are used to hide parts of the mesh- though can also be used in an SFW context, for example, switching from a full set of teeth to simply fangs.
 - Shape Keys- In it’s truest sense, to alter the shape of a mesh- could be used to, for instance, make a character fatter, paws bigger, muscles bigger, etc.

- Corrective Keys- I don't use these much, but these keys are used to fix issues with the rig that may be hard to fix through weight painting. Generally these are set up to happen automatically through drivers.
- Control Keys- These keys don't directly have an effect on the mesh- they may be used to control other shape keys or even the model's textures.
- Drivers- Drivers allow one component to control another, I.E. a bone's rotation could be used to drive a corrective shape key, or a Control key could be used to drive an actual shape key, I.E. for a character that can swap between physical sexes or with varying levels of bulk.

Slots

Format:

Username, Character name, Date (Comm), Stage, Stage Start Date, Slot #

Sethem, Zelph, 10/25/2024, Sculpt, 01/16/2025, 1

Syfy, Syfypanda, 11/15/2024, Not Started, 11/15/2024, 2

HarvenCosset, Harven, 02/01/2025, Not Started, 02/01/2025, 3

Options

Full model (starting at \$110)

A model that is fully rigged, textured and contains basic shape keys. (facial expressions, SFW/gender controls)

Un-rigged model (starting at \$80)

A model that is not rigged, but IS fully textured and ready for rigging.

Sculpt + Retopo (starting at \$40)

A model that is not textured nor rigged.

Add-ons:

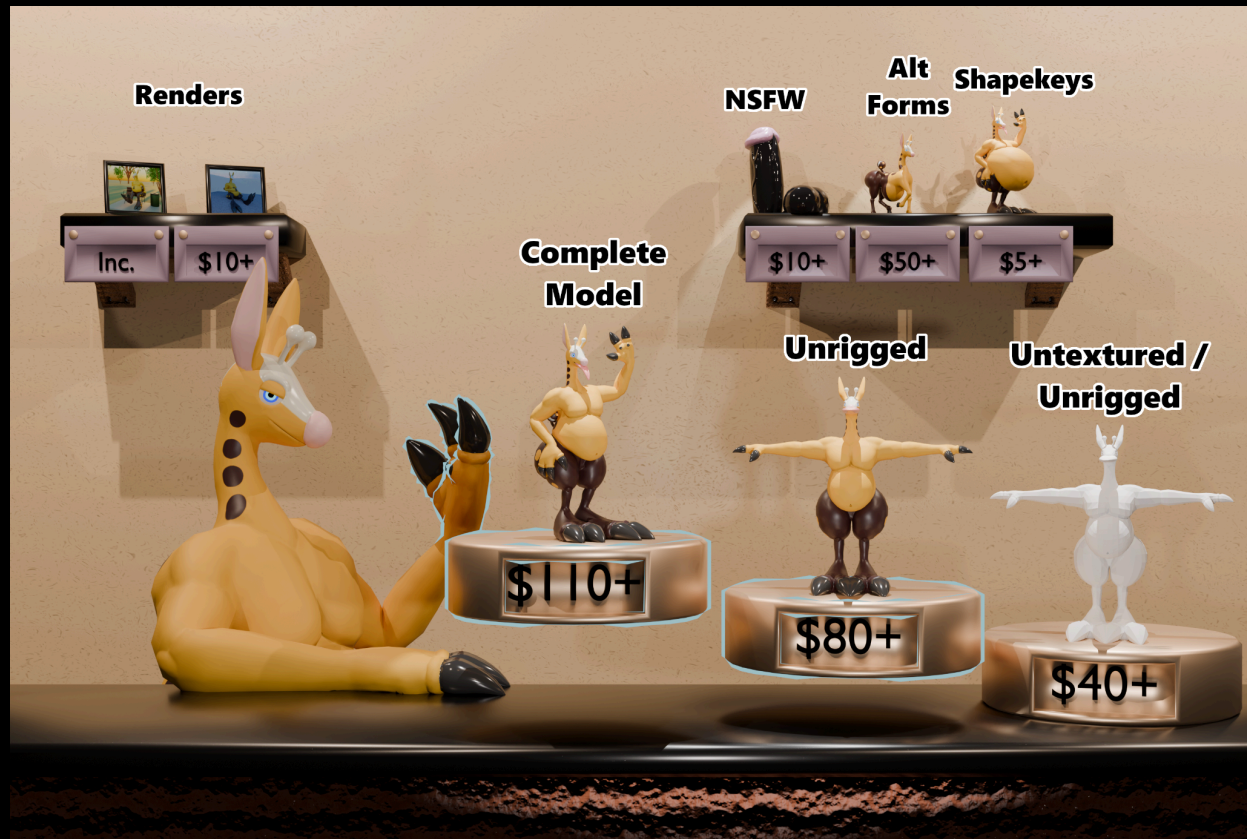
NSFW (\$10+, depending on complexity/count)

Forms (\$50 per extra form, depending on complexity)

(Forms = Anthro, Quadrupedal, Taur, etc.)

Extra shape keys (\$5+, depends on complexity)

Extra renders (\$10+, depending on amount and complexity)
Custom Scene (\$10+, depending on complexity)



Terms of Service:

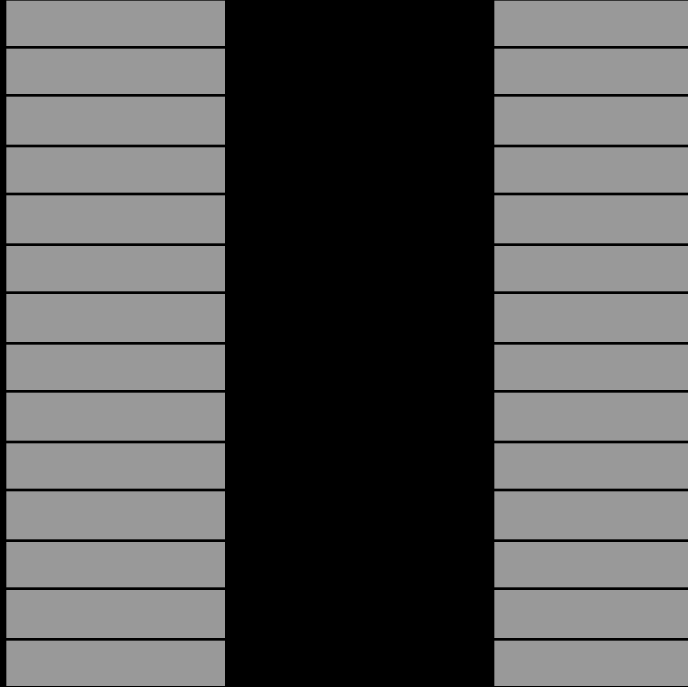
- By commissioning me, you agree to these terms of service, and confirm that you are 18 years or older.
- Please have some form of reference, even if it's a single pic, ready to go when you contact me.
 - Full references are preferred, but not required- however if you want anything not included in the ref, PLEASE include some sort of reference or detailed description for it!

- Let me know about any specific shapekeys you want when you initially contact me! These may affect pricing.
 - If you're commissioning a gift, please let me know up front, and provide some proof that you've been given permission by the character owner!
- If you're making a joint-commission, please choose ONE person to contact me.
 - If there absolutely has to be contact for multiple people at once, please make a Discord group DM.
- Partial payment (\$40) is due upon completion of the "Retopology" stage, with the remainder due at completion.
 - I understand that financial situations may change- if you can't pay me at the time of completion, I'll hold onto the model until you can.
- Until final payment, I reserve the right to cancel the model at any time, for any reason.
- I will provide progress shots throughout the process, and many of them. PLEASE let me know if something needs to be changed at the time I send these!
 - WIP renders will have lower resolution and be watermarked until completion.
- At the end of the sculpting stage, I consider the main shape of the model to be FINAL barring small alterations. If anything doesn't look right to you, please let me know before I move onto retopology!
- You will have the right to use, edit, or have someone else use and edit the model however you see fit, though I'd like credit, either to my FA or Twitter, for making the model.
 - This DOES NOT include feeding this model or any renders created with it into a generative AI algorithm! If I find that you've done this, you will be blacklisted from ordering models in the future.

- Please let me know at the start if you intend to use the model for VRChat or Vtubing- it directly affects how I have to handle the eyes!
- Tell me when you contact me if the model is to be done anonymously- otherwise you can expect the model to be posted publicly and credited.

Do's and Don'ts

[illegible]



What to Have Ready

Ref images. Actual refs, side, front, back, etc preferred, but I can work with a single image if it's all you've got. Please include refs or descriptions for tail, assets, etc. if not in the ref image itself. Feel free to use my own work as references as well if you want something to look like something I've modeled out before. Please bring or describe a pose reference as well.

Scene Examples

You will receive a turntable and standard render of your character. The scenes available for the render are as follows:

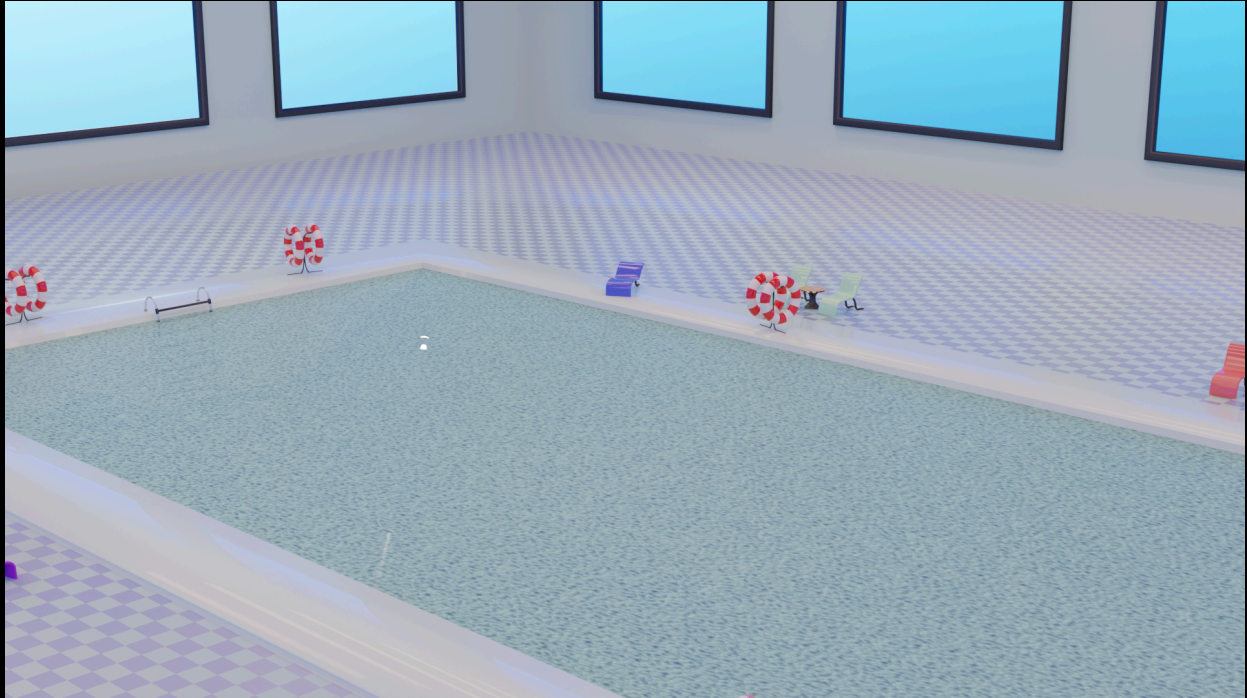
Park Scene

A simple park scene, including a sand pit, trees, grass, a concrete pad with bench and a trash can.



Pool Scene

A scene of an indoor pool scene. Options for night or day, and lighting color. Includes a pool, life savers and several hyper/macro-compatible chairs.



Beach Scene

A scene of a beach- includes sand, the ocean, a pair of hyper/macro-compatible beach chairs, a beach table, beach ball, palm trees and a rock. Has a day/night cycle.



Lake Scene

A scene of a lake, up in some unnamed mountains. Much more simple, includes a distant mountain with waterfall and a lake supplied by said waterfall, as well as a day/night cycle with customizable colors.



Any Others

Feel free to supply your own scene, or ask for one in particular! If I have to build a scene from scratch I may need to charge extra for it.

Examples:

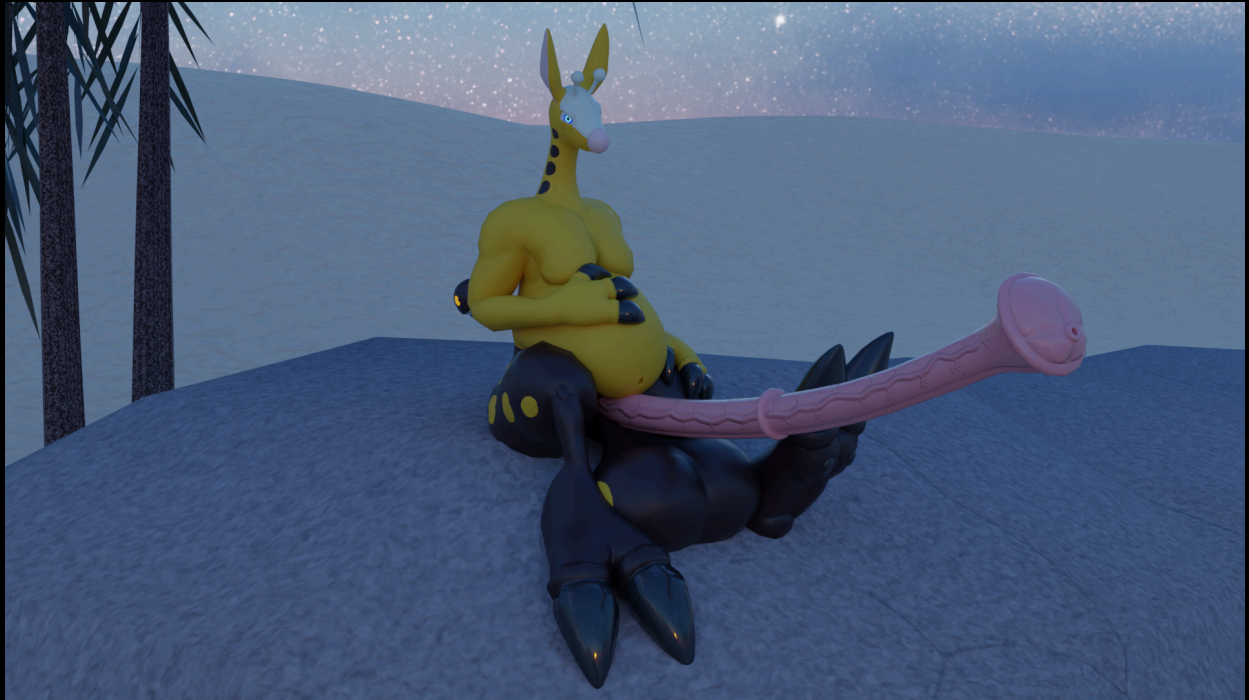
(Q2 '24)



(Q3, 24)



(Q3, 24)



(Q4, 24)

