

Joooji's 2025 Commission Information Sheet

Feel free to skip around on the document using the table of contents found on the left side of the screen to find what information you would like.

However, this updated information sheet is intended to be a more expansive and in detail look at how my commission process works. Its intention is to cut down on time spent answering questions and in turn increase my time spent actively drawing. The whole document is not required reading for prospective clients, but it is greatly appreciated.

By commissioning me, you **agree** to my **terms and conditions** written in this document.

The Process

Here you can find a step by step breakdown on how my commission process works:

1 ♡ - I open for commissions during the beginning of each month. When opened, I make an announcement on every social platform at my disposal. Please check all my social media to make sure I'm open for commissioning.

2 ♡ - A Google form will be linked in these announcements. To submit a commission, please fill this form in adequately. Please remember to have your commission ideas ready when sending the form. The form will be left open for three to four days to give everyone a chance to submit.

3 ♡ - If you are successful in your submission, I will be contacting you on your given details. There, I shall give you a quote for a price and a date that I can begin work on your commission. This date is normally sometime during the current month. We can also discuss further details about the commission.

4 ♡ - Once details are confirmed and agreed upon, I'll add you to my commission queue. I will reach out to you again a few days before the commission is due to be started to reconfirm details and price. I will begin work when I am able to.

5a ♡ - For shaded illustrations and reference sheets, I will provide a rough, watermarked sketch of your commission on the provided date. Once the sketch is approved, I will PayPal invoice you for the full amount of the commission.

5b ♡ - Sketch illustrations are up-front payment only - payment via Paypal Invoice will be taken the day before / day of the commission.

5c ♠ - For animated commissions, I will provide a rough, watermarked, first frame WIP of the animation on the provided date. Once approved, I will PayPal invoice you for the full amount of the commission.

6 ♠ - When I have received payment, I will continue working on the art until it is finished, providing WIPs when suitable.

7 ♠ - I reserve the right to decline or cancel a commission for any reason at any given time - in the rare case of this happening, I will offer refunds based on progress made on the artwork.

7a ♠ - Any artworks that have been cancelled or left incomplete, for any reason, may not be further developed or completed by another artist if such actions incur any expenses. I reserve the right to post any artworks left uncompleted. I may choose to do this as my time spent on artwork is valuable. In some cases I may repurpose the uncompleted artwork by making alterations to the character or the pose.

7b ♠ - There is a limit of one large edit / revision you can request on a piece of commissioned artwork, however I reserve the right to decline requested edits / changes for any given reason. Mistakes made by myself do not count as edits / changes.

7c ♠ - On completion of artworks, I will send the uncompressed files through a Google Drive folder link. Once the final artwork is approved, no more edits will be made on the art piece. Make sure you are happy with the final artwork.

7d ♠ - You are free to post your completed commissioned art whenever you like. However, please note I post commissioned art to my public galleries after a month of Patreon early access. Sometimes I will not post commissioned art to my galleries.

Pricing

Illustration price sheet can be found [here](#).

Animated price sheet can be found [here](#).

All prices are in **Pounds Sterling (GBP £)**.

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Sketch Commissions - Starting at 90 GBP

Shaded Commissions - Starting at 150 GBP

Reference Sheets - Starting at 200 GBP

Backgrounds - Starting at 10 GBP

Extra Characters - +50% of the base price for every additional character

Alternate Versions - Case-by-case basis

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Animated Art - Starting at 300 GBP

Extra Characters - 200 GBP for every additional character

Alternate Versions - Case-by-case basis
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Complex characters can incur extra charges on the commission. This does not affect the base price. Often, these charges are caused by:

- ♣ - Wings with a large surface area present in the commission.
- ♣ - Feathers / large scales that cover significant portions of the character.
- ♣ - Intricate / unclear fur patterns or designs.
- ♣ - Excessive amounts of fluid that require a lot of tedious rendering work.

Illustration Styles

Sketches are a quick turnaround of drawing and best work with brief prompts left with some artistic liberty. If you want something very intricately detailed and specific, sketches may not be for you.

Sketches are done in black and white / monochrome colouring. Rough lines with subtle shading and highlights.

Shaded illustrations are for carefully considered art and ideas. If you have that one fantasy you always wanted visualised on paper, these illustrations are for you.

Shaded illustrations are fully coloured, fully shaded with environmental lighting to cast and bounce light, clean lines and post-processing effects. An illustrated background costs extra.

Animated commissions are intricately crafted for making that one dream scenario you had come vividly to life. These are my personal favourite kind of commission!

Animated commissions are usually created as animated loops that are flat coloured, with minimal ambient lighting, in 8fps. Also comes free with a background - animated backgrounds cost extra. The final product will be given as an mp4, animated gif & individual frames.

Reference sheets come with two character poses. Poses can be any you like. Includes close ups & paw details. Accessories can also be illustrated (within reason). Colour swatches included.

Alternate versions come at an additional fee.

Payment

For **shaded illustrations**, payment in full is required once a rough-sketch of the final drawing has been completed and approved by the client.

Sketch illustrations are up-front payment only - payment will be taken the day before / day of the commission.

For **animated commissions**, I will provide a rough first frame WIP of the animation on the provided date. Once approved, I will PayPal invoice you for the full amount of the commission.

I use **Paypal Invoice** for payment, I currently do not accept alternative methods of payment. I don't offer payment plans, however if something unavoidable in your life happens that makes it impossible to cover the cost of the project, I can cancel or put commissions on hold at any time. If cancelled, I only ask that you cover the price of the work put into the project.

I will not accept advance payments. This is for business security.

Commissions are **non-refundable** after payment is completed.

Content Preferences

There are a lot of different subjects/topics which are not something I would like to draw in commissions. For those wondering about this, I have provided a brief list of those subjects. This list is NOT extensive and may be changed at any point.

Generally, I WILL NOT draw: hyper-muscles, scat, hyper-obesity, vomit, underage characters, babyfurs, political content, prolapse, necro, most types of gore, farting, sneezing, non-con, excessive body-hair.

Food for thought

This section is half a justification of my recent rise of prices, but also food for thought on being a freelance artist. If my prices do not bother you, you can probably skip this section entirely.

I would like to talk a bit about freelance work and how the challenges of working in an extremely underpaid sector make it difficult to find the right balance of pricing art as well as find new clients.

In an ideal world, I wouldn't have to go to the effort of creating very expansive sheets and documents and I would be able to just send prices directly to clients in a much more personalised and hands-on method. However, for reasons that I can only speculate on, the average hourly rate for freelance illustrator work in the furry fandom has been crushed so far down past the national average of other artists working in similar creative industries.

Whether it's from an over-saturation of creatives working in this environment, or from the unintentionally competitive pricing that hobby artists list, the prices artists need to charge to actually support themselves seems increasingly inflated, at least to a handful of people. Attitudes have been getting better over the years when shopping for furry artists, but we still have a long way to go.

However many people don't realise that in addition for the actual artwork, a freelancer also needs to charge to cover other things like:

- ◆ - Time spent advertising and branding.
- ◆ - Time spent corresponding with clients.
- ◆ - Time spent on information that makes it easier for clients to hire them.
- ◆ - Cost for things normally covered by an employer such as health insurance.
- ◆ - Covering costs taken by currency conversion or other service fees.

This list will not apply to every freelancer, but it gives you an idea as to why an artist's prices might seem very steep.

The main thing to take away from this is that it will always be more expensive to hire a furry artist looking to support themselves solely on freelance work alone. After spending a lot of time frustrated at having to live an extremely frugal life to actually get by and pay rent, pay for food, pay bills, I simply needed to start making the change of increasing my prices. They may increase even more over time. Thank you for understanding.

Please note, I have taken a lot of liberties in putting together this document from Scruffy's Commission Info. He touches upon a lot of subjects written about here in a much more eloquent and detailed manner. If you'd like to read more about this subject, you can find it [here](#).

[This article](#) can also give you more information on what to expect to pay for illustrators working in the creative industries, such as myself.