

KITET COMMISSIONS

2023/2024

— REQUEST AND PAYMENT THRU THIS LINK —

If you have questions:

EMAIL ME!!! - kitetfrogspond@gmail.com

DM me on BSKY - [@kitetfrog.bsky.social](https://bsky.social/@kitetfrog)

Send an ask on tumblr - [kitet-frogspond](https://www.tumblr.com/kitet-frogspond)

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General Request Rules and Terms of Service

(Please read through these before commissioning!)

★ Please Do request:

- Original Characters
- Furry Characters
- Bright Colors + Surreal Patterns

➤ Refrain from requesting:

- Fanart (especially of popular media, anime, etc.)*
- “Realistic” styled designs
- Machinery / highly mechanical designs

→ I Will NOT make:

- ◆ Explicit sexual content (“sfw kink” included)
- ◆ Hate art
- ◆ ANYTHING for NFT/Crypto/Blockchain/AI purposes

*I’m not interested in most popular media and actively dislike most anime for complicated reasons - depending on what you want fanart of, I may take the request, but I may also turn it down. **I reserve the right to turn down any request, for any reason.**

Another note: I mainly use Paypal for invoicing, so please make sure you have a Paypal account set up for paying me with. I don’t want to use Venmo or Cashapp for this, they aren’t really meant for business transactions!!

When you commission me, here's what you can and can't do with the finished piece:

★ **You can, if you credit me!**

- Use it as an avatar
- Add it to your characters reference page (toyhouse, etc.)

→ **You canNOT:**

- ◆ Claim you made the picture
- ◆ Sell the art on merchandise, **at least without asking***
- ◆ Use my art for NFT or crypto purposes, ever, At All

Additionally, here's what I might do with a finished piece:

★ **I may:**

- Use the piece as an example for future commission work
- Post the piece publicly to my social media (but you can ask for it to be private!)

→ **I definitely Won't:**

- ◆ Reuse the finished piece for merchandise
- ◆ Reuse finished assets for my own games

***Regarding Commissioning for commercial use:**

- If you plan to use my art in a commercial product, I expect you to disclose this fact upfront. Once that's established, we can negotiate a revenue split or other payment plan that can work for both of us!

Finally, some simple behavioral rules:

- Don't try to convince me to make something I'm opposed to, or I'll put you on a blacklist for my services.
 - I'm open to talking about budget concerns, but please refrain from haggling. If my prices seem high, it's because I'm trying to value my time enough to be able to make rent.
 - **Once again: I reserve the right to turn down any request, for any reason.**
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Illustration Pricing Info

DRAWING TYPE	STARTING PRICE
Sketch	20+ USD
Flat color (Clean Lineart)	35+ USD
Full color	45+ USD

EXTRAS	
Extra characters**	Multiply starting price (+.5) per character
Full Background***	Multiply starting price x2

**A sketch of two characters starts at 30 USD, a sketch of three characters starts at 40 USD, flat color of two characters would start at 52.50 USD, full color of two characters would start at 67.50 USD, so on.

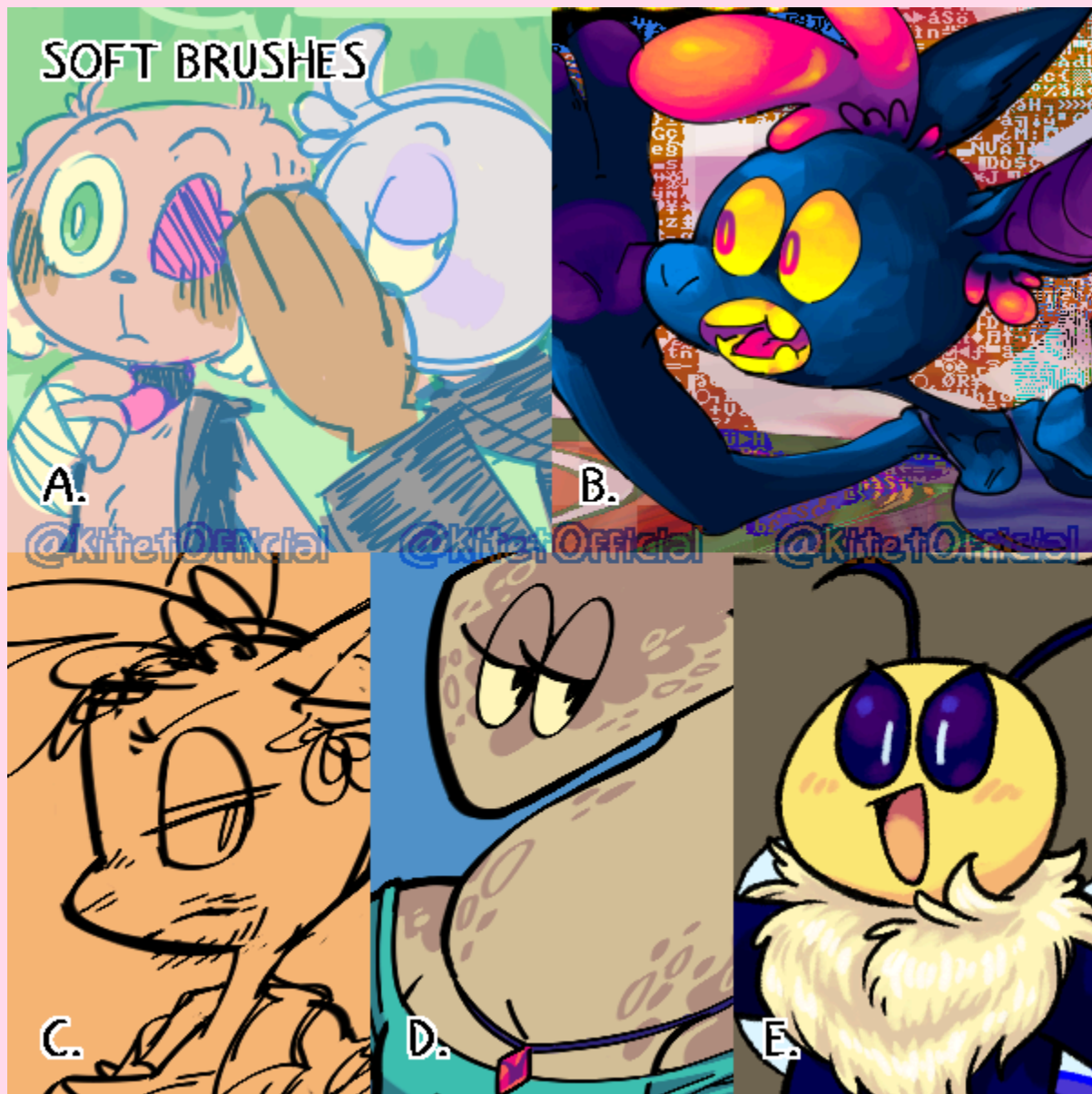
***Adding a Full Background means putting the character in a location, filling that location with props, etc. It's a ton more work than just the character alone, so adding a full background will double the price to cover for the extra time needed.

Illustration Samples

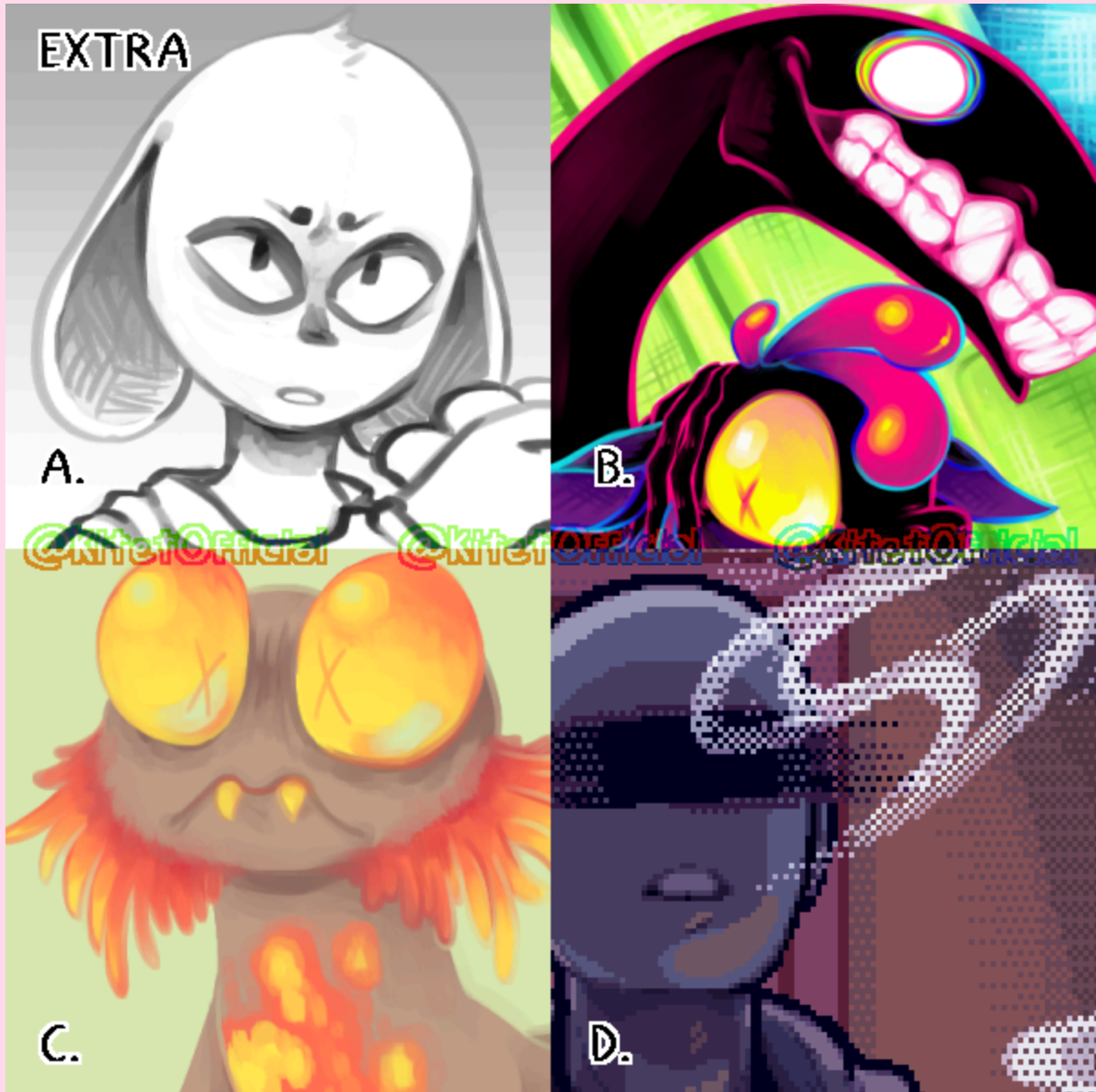
I draw in a variety of different “styles” that I mix and match a lot. As a result, it’s hard to define different “styles” by which tools or brushes I use, so here I’m providing an array of examples to try to cover how sketch / flats / full color look in different styles. Feel free to use any of these samples to describe the best look for the piece you want! (If you don’t pick anything, I’ll just do whatever “feels right” for the piece.)



A - Full Color	B - Sketch	C - Colored Sketch	D - Lineless Color	E - Flats with collage
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A - Colored Sketch	B - Full Color with collage	C - Sketch	D - Flat color	E - Clean Full Color
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A - Painted B/W	B - Painted Fullcolor	C - Painted Semi-Lineless	D - Low-Res Pixel Paint
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Example credits

Some characters used in the samples aren't mine; credits here:

Pixel Style A.) Lyka (OC of a friend of mine)

Pixel Style E.) [GhostyPeppers on artfight](#) ([character here](#))

Soft Brushes E.) Vi (Bug Fables)

Extra D.) cutscene art used in [An Outcry](#)

3D Model Pricing Info

MODEL TYPE	STARTING PRICE
Prop (Not Rigged)	30+ USD
Character (Not Rigged)	80+ USD

EXTRAS	
Rigging (No animations)	40 USD

3D Model Samples

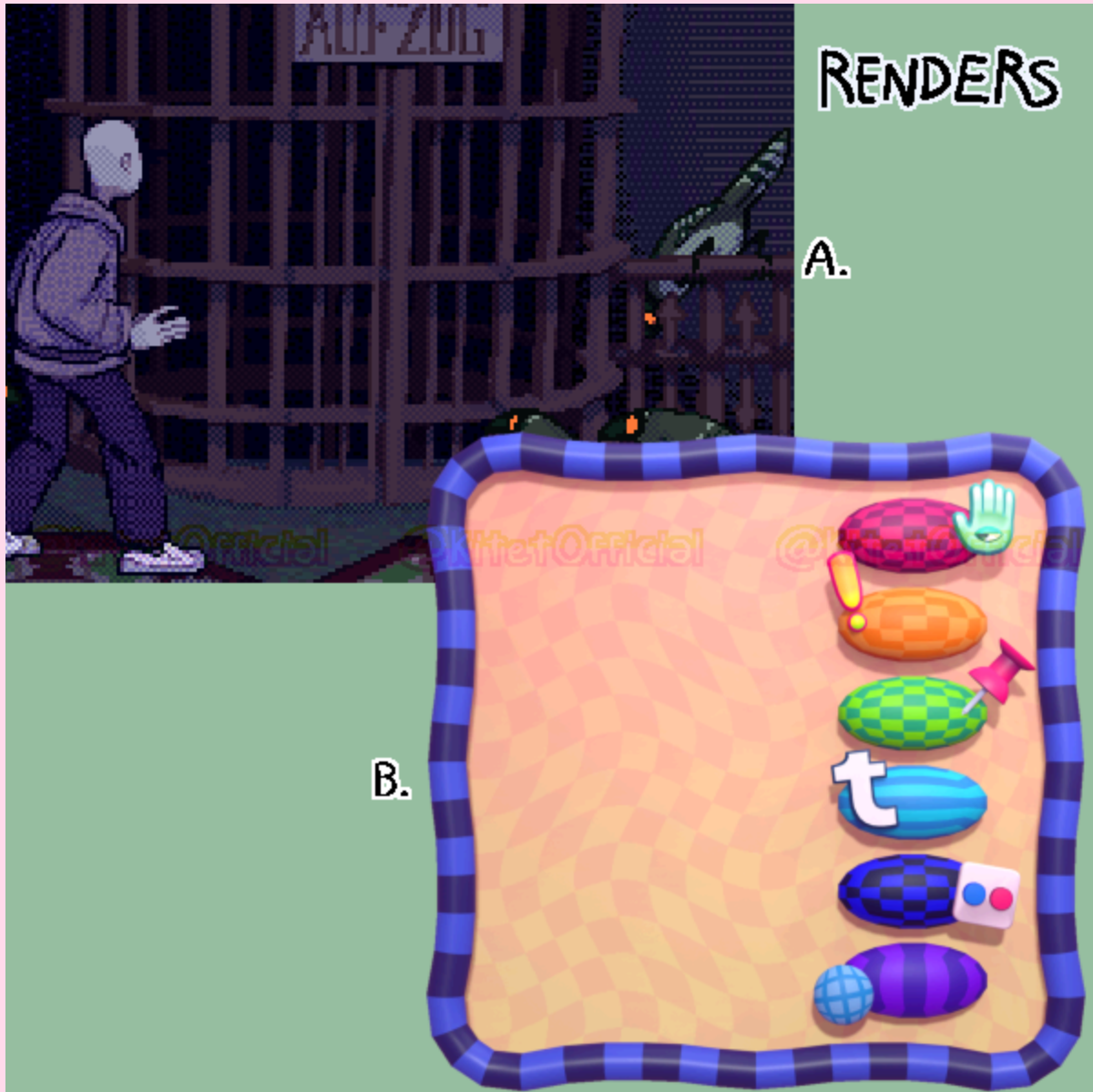


A - House; Tiling Pixel Art Textures + Vertex Color

B - Large
Decor

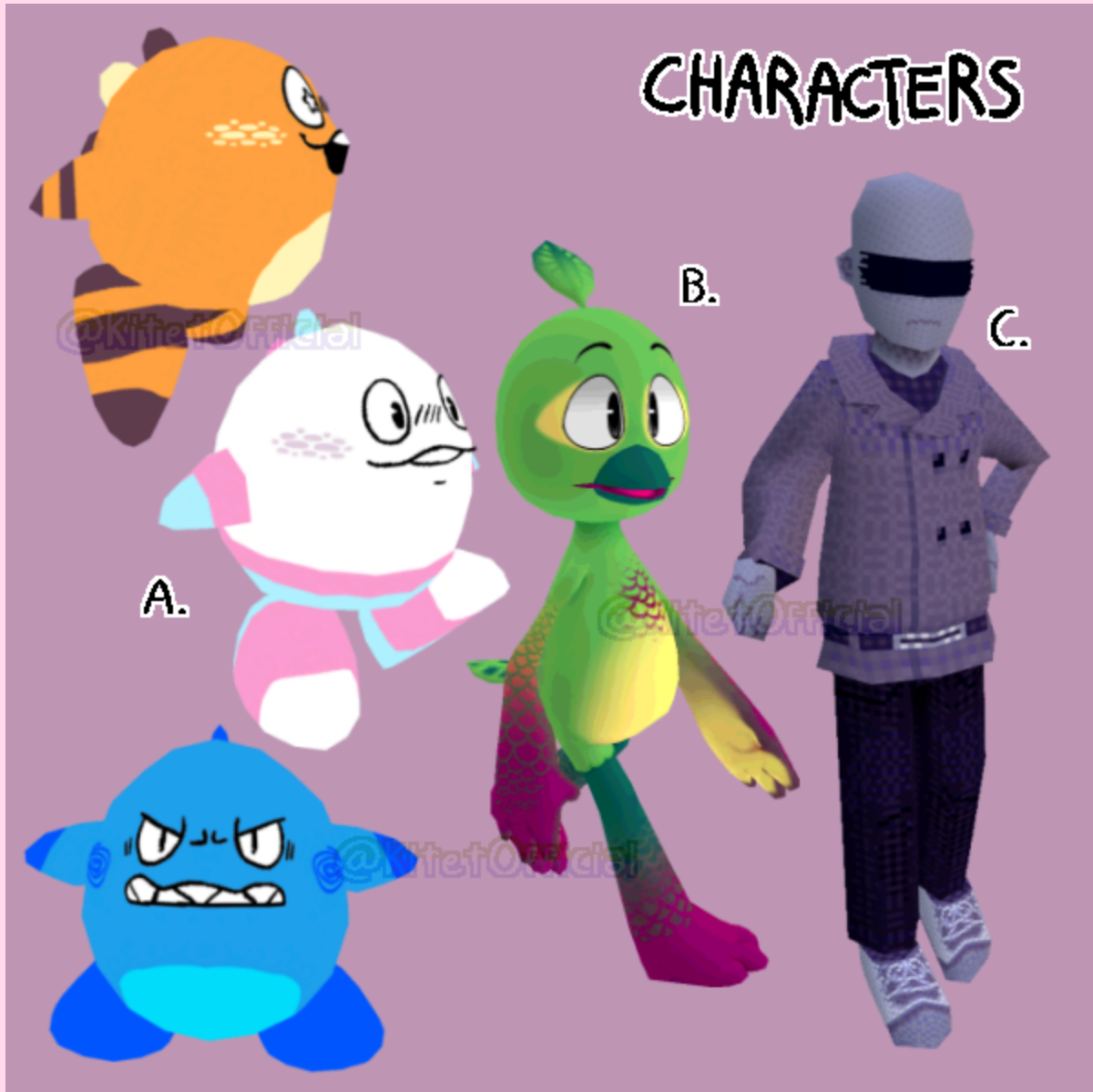
C - Small Decor

D - Plushie Decor



A - Large Prop Render; mixed into illustrated cutscene art

B - Prerendered UI Element; Text and Logo to be added on top in post



A - Simple Shape Cartoon Character model with multiple skins; poses; facial expressions via texture swap

B - Humanoid Cartoon Character model

C - Human Character model; Low resolution textures; "Playstation 1" style of low polygon modelling

3D Example credits

Renders A.) cutscene art used in [An Outcry](#)

Characters C.) character from An Outcry, made for collaborative/cameo use