

Humanoid/anthro

\$800 base for simple models into vrchat. A character with the visemes into unity for vrchat upload.

Delux prices are around \$1000+ for complicated models

Price break down

Model with texture

- Model
 - Basic models \$400
 - Standard humanoid, head, arms, legs, tail, simple hair redesign
 - Complex models \$600
 - Ex, wings, machinery,
- Textures Unwrapped
 - Simple more flat style with limited patterns \$100
 - Color texture
 - Emissions
 - More complex painting, realistic, muscles, textures \$300
 - Main texture color
 - Emissions
 - Normal Maps
 - Specular
 - Separate Hair Textures
 - Alpha textures

Bones and weight paint rigging

- \$100 - simple
 - Humanoid with limited extra things such as tail and hair.
- \$150 - models with extra dynamic bits
 - Such as extra complicated hair and flowy add ons that require rigging
 - Added wings bones, machinery,

Visemes - mouth Shapes \$50

Expressions \$50

Clothing

\$50-200 pending on complexity.

- \$50 Simple clothing add on

- Such as t-shirt and jeans
- More complex outfits \$100-200
 - Separate/removable Armor
 - Outfits that need additional rigging for dynamics, dresses, robes.
 - Hoods that you want to go up and down blend shape. :D

VRchat ready packaging

- Simple VRChat package\$100
 - simply adding character, dynamics for hair and tail, visemes, expressions, one on/off for any added clothing
- \$150-200
 - Additional controls
 - Advanced rigging and constraints
 - Additional dynamics
 - Removable/interchangeable outfits in the radial menu if multiple clothing.
 - Any added props