

Julian Hang's Terms of Service:

By commissioning me you understand that:

It takes time for a model to be finished.

It can take from two weeks to a month for models, depending on the project. Sometimes I will be working on multiple models at once, but my target is to keep the wait shorter than a month.

I always try to copy the reference the client gives me.

By copy, I mean that I will try to copy the art style as accurately as possible based on the reference. To do this, I need to be sure that the original artist of the reference is okay with that, so please be sure to ask them first. I will not be responsible if you don't do that before I start with your project.

I will never "ghost" someone.

My DMs are always open if you want to see my progress. Please understand that I am human: if I haven't already sent you any screenshots, it's because I'm busy with my own life, the model itself, or I've simply forgotten. You can always remind me, it's never personal.

You cannot resell the model to anyone.

If you have something in mind, please speak to me first.

You should credit me in the places where you will use your model.

Be it on Twitch, Twitter, VRChat, or otherwise. Examples of this can be seen in a Twitch Bio/About section, Twitter Bio, and Avatar Description in the case of VRChat.

Communication is everything.

I will send you my work-in-progress screenshots and strive to make the character YOU want, so please be open so I can deliver the best results possible.

You are allowed to suggest changes during the process.

You may request small fixes, the earlier the better. If the changes are too big I will charge you extra. Please avoid suggesting huge changes once the model is near completion.

You either publish the final job yourself for people to see or let me do it at some point unless stated otherwise.

I work hard on these models, so at the very least I want people to see my work. There have been cases where I would model a Vtuber for people that never used them.

So, you will have up to *two weeks* after getting the model to debut with it or at the very least show it to people. If not, I'll do it on my profile.

If for whatever reason you want/need your model to be private, we can talk about it.

No third party tampering without letting me know beforehand.

Pretty straightforward. If you want to make changes to the model such as adding face tracking let me know first. I do not enjoy the thought of a third party touching my models without me knowing. No, I do not care if you paid for the model, you need to let me know anyways.

Prices:

	Model	Nude	Blendshapes
Low	150	x	x
Mid	350	x	5 per
High	600	100	5 per

- All models already come with the Blender file and VSF Port!
- Nude means base body, no genitals. Useful for wearing different clothes.
- Mid and High comes with 5 blendshapes.

	Extra clothes
Singular	50
Costume	100
Full Outfit	200

VSF Port	VRC Port
25	50

- All prices are in USD
- Paypal only, fee included
- Pay half to start, rest when finished



Custom model: Starting at \$600 USD

This includes: Textured, basic rig, and expressions/VRC mouth/eye tracking.

Price depends on complexity. Nude base body not included.

Comes with 5 VRM expressions: (Neutral, Happy, Angry, Sad, Surprised). (*Low Poly 256 excluded*)

Additional expressions: **\$5 USD per.**

Nude base body (SFW): \$100 USD.

No genitals or other explicit details will be modeled. If the character is already wearing light clothing this does not apply and will come included for free.

Extra clothes:

- Singular pieces (T-Shirt, Shorts, Boots, etc): **\$50 USD**
- Full Thematic costume (Maid, Pajamas, Xmas costume, etc): **\$100 USD**
- Custom outfit (Includes different layers of clothes and/or jewelry. Cosplay): **\$200 USD**

VSeeFace conversion: \$25 USD (Comes by default, will be added unless you know how to port it yourself).

VRChat conversion: \$50 USD (Optional)

PAYPAL FEE INCLUDED.

You can see most of my past models and progress on my > [Trello](#)

I Will Model:

- Anime styled waifus or husbandos.
- Simple androids.
- Ball Jointed Dolls.
- Monster Girls/Boys.

Will NOT do:

- Explicit NSFW (Can be discussed).
- Absurd Sizes/Kinks (Example: Obesity, Hyper, Inflation).
- Furrries or other Anthropomorphized Animals.
- Mecha Characters (Can be discussed based on complexity).
- Realistic looking models (Humans).
- Animation (Not yet, need to learn).
- Arkit / Any sort of face tracking that requires an Iphone to test.

Payments:

I only accept payment through PayPal and in USD.

My method is the classic 50/50. Pay half to start, and pay the rest when I'm finished.

Refunds:

I will only provide full refunds under one circumstance:

Being unable to complete the commission, due to time, difficulty, or other exceptional circumstances.

In cases where the client requests a refund when I've already made considerable progress on the project (50% or more), you will only get half of the already paid amount back. I don't work for free and nobody should.

FAQ

Why do you no longer include VRC ports with the model?

I'm not very fond of Unity, my experiences with it have been both stressful and a waste of time. I'd rather use that time working on other models, especially knowing that anybody can follow up a tutorial to follow the same process that I do. While it isn't difficult, it's not something I'm interested in doing.

Why is the base body optional/separated?

There have been a lot of times where the detailing on a model will not ever be seen due to outfits that cover the majority of the body. If I were to NOT include these details, I would need to re-do the majority of the model again if the client would like to have other outfits like bikinis down the line. Please be sure that you need a body under the clothing, because model clipping is also an issue that can be avoided by leaving it out.