Ahuizotl's Commission Sheet

Thank you very much for considering me to make you a thing! Below is information about my pricing and other things you should know about before deciding on commissioning me.

General Info and Process

First thing you should know is that I am a working adult who has to go to a place and act professionally for a good part of my day; because of this, I may not be able to respond back immediately to inquiries. That said, it shouldn't take me more than a day to get back to you.

Message me on my sites about your commission idea. You can send me ideas and I'll say if I like the idea or not, and tell you what price to expect. What really affects the price of a project is the amount of time I might spend on it, which usually boils down to the amount of characters and how detailed or realistic you want the project to be.
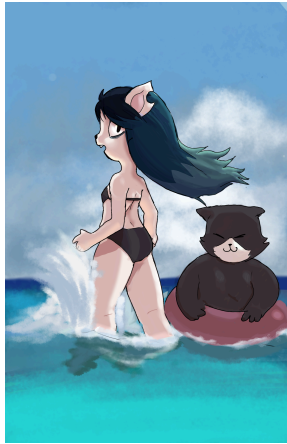
Stylized, anime-ish, and cartoony things will be at the prices listed below, but if you want detailed props, machinery, backgrounds, or realistic characters, the final price will go up.
If you can't see the majority of a character, like you can only see their pelvis region or they're mostly obscured, then that won't count towards an "extra character." But if there are multiples of these partial characters, then the price will add up by adding up the fractions of the characters: ie if two bottom halves can be seen, then that will count as a whole extra character.
For animations, you don't have to pay for entire seconds, you could order in fractions. For 2D, I usually animate on twos (or basically 12fps), which is why the prices are divisible by 12, so technically you can pay per frame.
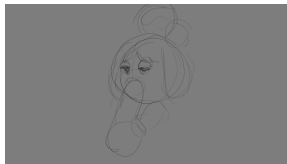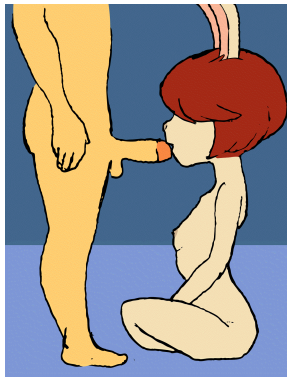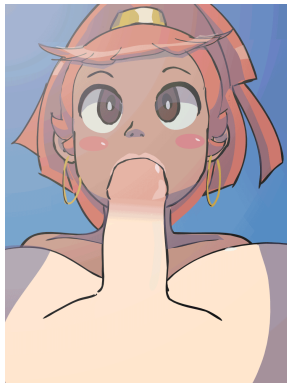
When sending your commission, it is a good idea to be detailed with your vision for the project, and to send references for your idea. Positions, view angle, expressions, etc; descriptions are good, and images or videos are even better. After that, I'll send instructions on how to make payment.

While you await your commission, you can expect an update at least once per three days, which is where you'll see how progress is going, and where you can input your suggestions for how the piece should go and what changes to make. Once it's almost complete, you'll have one last opportunity to suggest additions and changes.

Once actually complete, you're free to do with your commissioned piece as you'd like, the only thing that I ask is that you credit me of course. I'd usually like to post the project on my sites, but if you have an objection with that, just let me know.

Pricing Charts

2D Image	Sketch	Simple Color	Detailed Color
Image Example			
Price	$15	$30	$40
Add extra characters or background	+$6	+$10	+$15

2D Animated	Sketch	Simple Color	Detailed Color
Example			
Price/second	$60	$120	$156
Add extra characters/second	+$24	+$48	+$60

3D Stuff

3D Animation - $24/character/second

For these examples, check another of my sites. Basically, pre existing models which I will animate in either Maya or SFM, depending on the availability of the models.

3D Models - Coming Soon!

Gamedev stuff

I'm familiar with Unity and C#, and I've made assets for Unreal before, and I can work in other real-time engines too given knowledge on the pipeline. So you can ask me to throw in some images or animations into Unity and I'll make them interactive, ie changing positions, camera angle, animation variance, etc. This kind of stuff varies wildly in time needed to make, so this is one of those things where you gotta ask for a price estimate and how long to complete.
Or if you have a project that you'd like me to work on, feel free to contact me so we can discuss working together, whether it be a 2D or 3D thing.

Contentious content and "Won't do's"

Some materials aren't accepted on every website, so if you think your idea fits that bill, it will have to be discussed too during your initial pitch. It largely just means that some materials may not be able to be posted on popular websites that value their big advertisers.

And I don't like saying no to a commission, but there's some stuff I'm not personally fond of. Feel free to ask, and if it's not too bad, I might do it. Just might be a private piece or something.

Refund Policy

Of course, I would prefer to finish your project to your liking, but if that's not possible, then please contact me through messaging