



## FurBitten Studios 2025 Plan

Hello! This document is a more detailed layout of my plans for the coming year, 2025, and my vision around these new changes. This is still actively being planned in some areas, so there is a possibility that not everything will happen as described here as some tweaks might be needed as things actually begin getting put into place.

There will be 4 sections gone over in this document:

1. Slot System
2. DIY Shop
3. Experiments
4. Patreon?

For questions, feedback, or other remarks please use the form link at the end of this document

I truly would like to address everyone but given this is going to be posted in multiple locations I may miss questions and/or feedback if placed in the comments or chats of the social media platform. If you wish to get a response please use the form.

It's likely that a follow up posting will be made to answer all feedback responses all at once.

FORM IS NOW CLOSED

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### SLOT SYSTEM

It is with a heavy heart that I must close my open door policy. I know all too well how few Protogen makers are in the world. But the demand for Protogen suits from me, FurBitten Studios, is officially beyond what I can handle on my own as a one man army. I have looked in my local area for a long time now trying to seek a regular set of hands to work with me but had no success; I will continue searching however. I personally don't feel right about continuing to accept commissions with my wait times growing at the current rate there at.

I still plan to take as many jobs as I can but in a much more controlled method so I don't get overwhelmed and so you as the customer are no longer waiting nearly as long.

For the time being, FurBitten studios will be officially closed December 1st, 2024. The plan is to start this slot system approximately April/May, 2025. Updates on slot openings will be posted as time passes but starting the slot system later in the year will allow me to catch up, possibly even empty, my list of current commissions.

Finalized system is still being decided on but the plan below is the one currently set to go forward. This could change however.

#### Every other month commission intakes

- Commission slots would be available 5-6 times per year, every other month
- Max intake allowed would be 10 commissions
  - Other factors could play a part in the number actually taken for that round of orders however and would be disclosed at that intake time if needed. But I never expect the number to be less than 5

#### How would you get a slot?

1. Submit the your information via a form posted
  - a. This form will be detailed out so everything's in order and clear for both you and myself
2. If you are accepted I will contact you
3. Payment is made

#### **IMPORTANT**

With this slot system those who are able to pay in full at the time of intake are more likely, if not guaranteed, to be accepted. Since I do still work at a rather heightened pace and the usual waiting period I currently have would no longer be there. A short term 50/50 payment plan (paying off in less than 60 days) would be accepted however.

I understand for some this is a big con, and that my long term payment plans were appealing to many, but I couldn't take in a suit commission with this new system then have a finished suit sitting around me shop for months while you pay it off.

#### **Commission Acceptance**

This is something I do not like at all but I must do, with the slot system I must pick and choose who I accept. All of you put so much thought and care into your characters, and to pick people

out of a group of interested clients is something I have tried to avoid as long as possible, because it does not matter what I personally think of your character. You love the design you made and to be chosen to make your character is an honor in itself. As much as it hurts my soul to do this, here are the current parameters I have set at this time to determine acceptance when slots open (subject to change).

1. Payment

- Can you pay in full or under 60 days

2. Complexity of the character

- The more complex characters are more likely to be accepted as I know how much harder it is for people with more custom looking protogens to get a suit. But they will not be the only commissions accepted of course. All designs will be carefully evaluated at the time of intake and the goal is to have a fairly even acceptance of custom and more general helmet framed protogens.

*I have **ZERO** intentions of just coasting on simpler/general designs. I encourage the challenge that some protogen designs may bring me.*

3. Type of Job

- Having a group of all partials or all heads is something I'll try to avoid as much as I can; going for an even number per grouping to maintain the 2 month work times. Doing an intake of all partials may be difficult to get done for example but not impossible.

4. Materials

- I have an abundance of fur in many colors so this is unlikely to be a common factor in the process. But orders where I can utilize current stock over ordering more fabrics will be a plus.

## **Quote System**

With the slot system comes a new quote system as well. I have found I've spent a little too much time working out the details of a build during direct one on one chatting to give a quote and so the process does need to be streamlined. A 24/7 access form is currently being made so your reference art as well as several questions to common needed items can all be given and then looked over by me. Once I have reviewed the quote form response I would then email you with your quote and any other relevant information.

Having your quote at any time will allow you to properly prepare yourself financially should you apply and get accepted for a slot.

*With this slot system I'll be able to get things back to the way they were. In more recent times my system has started to fall apart or get stretched. In the first couple of years I was able to make protogens in groups by moving them through the stages together. However, as I got more and more orders, such structure has started to come undone and jobs are at all sorts of different stages even though they are supposed to be in the same group. Several factors played into this be it printing set packs, material delays, sudden jump to rush status, etc. The slots are going to allow me to get everything back on track and move jobs as one once more as it was the most proactive production I had.*

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## DIY Shop

A DIY shop is something that has been brewing on my mind for sometime but due to overwhelming demand for my time into commissions this has been on the back burner, until now. I am looking to open my own DIY shop to share some of the customization options of protogens that I have designed with all of you. This shop will spread the love of protogen suits to others and will take some of the weight off myself.

My goal is to have the shop open by the late winter/spring of 2025, but if possible sooner. Unlike other places where you might find protogen kits, my vision will give options on as much as I possibly can while keeping it beginner friendly. Below is what I am planning to open within the shop.

### ProtoGen Helmet Kit Options

| Part Name           | Number of options |
|---------------------|-------------------|
| Helmet Primary Fins | 6-8               |
| Overbands           | 3-5               |
| Cheek Hubs          | 2-3               |
| Visors              | 4                 |
| Electronic frame    | 2                 |
| Helmet backing      | 2                 |

|                             |     |
|-----------------------------|-----|
| Face Electronics ( MAX7219) | 8   |
| Electronics ( other)        | 2   |
| Horns                       | 2-4 |
| Claw Type                   | 3-5 |

The table above is the bare minimum that I'd like to open with but might be larger or smaller in some areas depending on how things go. My plan is to continue to make parts and add to the options giving all of you even more to choose from to make your own unique protogen helmets without needing to learn or hire someone to create models, get a visor, or 3D print it for yourself.

In the table you might have noticed electronics options in there, yes my custom boards will be available there as well! Currently on the to-do list is to expand on some of the electronics options that will make your protogen build even easier to put together. I won't say too much on that as those items are still in the planning process but there is more coming on that front too.

In short, what I open with in the shop will only be the beginning. I will continue to add, upgrade, and expand options over time.

### **Other options that will be available**

With the kit will come additional options to further assist you. Not everyone is well versed in post processing of 3D prints or may lack tools or proper work space to do such a process. Tinting of a visor may seem intimidating as well. So the options below are a few things you could add to your kit order to make your protogen build just a little faster or easier for you.

These optional add-ons include:

1. Rough sanding of the 3D prints
  - This is the heavy first sanding of the 3D prints removing the harsher layer lines. This is not the final surface but makes further sanding my hand or moving to a filler phase much easier.
2. Rough sanding + welding
  - This option will include the main first sanding pass but will also include welding and weld blending of the parts providing you with a mostly assembled helmet ready to move on in the refinement processes.
3. Wired Face Set up

- This option will provide you with my custom face boards all wired up and ready to be installed into the electronics frame of the helmet. With this option the boards will be wired to the lengths set by my helmet(s). A wired set may not come with long enough wires to accommodate placement of another helmet from another artist.

**THIS OPTION WILL NOT INCLUDE A CONTROL BOARD AND CODING**

This option is only the wiring together of the face pieces and will not come wired to a control board or any other possible add-ons

4. Visor Cut

- There will be 2 options for the visor cut, rough cut and refined cut.

5. Visor Tinting

- Tinting service will be available should you not wish to try it yourself

6. Custom cheek screens

- All helmet kits will come with blank material to use for the cheek screens. However the option to have me make them ready to install will be an option.

More options could be available down the line but these 6 processes are set to be an option(s) for you when the shop opens. You can choose to start at the very beginning or have a little extra help in whatever area(s) you wish! I do not have a set road map for what additional services I might be offering but such things will be on my mind.

Protogens are my current priority but assuming the shop starts off and becomes viable to sustain myself I do have the intention of branching the shop out from a Protogen DIY shop to a Cyber Fur DIY shop. The first species I currently plan to branch into is the Mantled Beasts as I have seen a growing interest and demand for them. The second species I would like to venture into after that would be Synths and get some options going for our full robot friends too!

Protogens, Mantled beasts, and the Synths are kinda the big three as far as cyber species that I have personally seen. Given how vast the furry fandom is I know there are more Cyber species out there, and however popular they are I would like to offer kits for them as well at some point down the line to help those newer communities growth in the fursuit scene.

**Other shop stuff**

Fursuit stuff is the main drive for this shop right now but if all goes well I would like to expand into small hobby items. Some of these items that's crossed my mind include:

Custom Tabletop pieces

Many in the fandom are big fans of all types of tabletop gaming such as Warhammer and D&D. With the growth of my modeling skills it has crossed my mind to make and release tabletop mini's of popular species for you all to customize your gaming experience with. It wouldn't be anything custom to your particular character, at least not at the start. These would be preset designs that you could then custom paint.

### Custom Statues/Figures

If I get into the minis why not full on custom figures as well? How cool would it be to get a statue of your character that you can paint up and display! Maybe custom figures are something I do here and there to give myself a break from the fursuit and kit grind?

### Extras

Some others things that popped in my head would be items like, a repair kit, fursuit spay, etc. but for things like a repair kit, battery, and other stuff needed to use for a proto or have on hand with a protogen suit I am likely to just make a recommend list of items as I do not want to come off as a "dropshipper" with those types of items. That is, unless it becomes an asked item(s) to have in the shop then I will try to work something out as some may just wanna get everything at once from a singular place even if it costs a couple bucks more.

### Community Feedback

Although I'm around many larger protogen/ cyber fur communities across multiple platforms and have plenty of ideas myself I will have some sort of feedback system. Right now I am leading to a google form for this but what this form is going to be for is to hear your voices.

What type of feedback will this form be asking for?

- Kit concerns or issues
  - If there is a flaw in one of my designs or you find something unusually difficult I'd like to know to see if I can improve on said issues you're having.
- Helmet option recommendation(s)
  - Be it a whole new helmet you'd like to see in my shop or just a new fin design you thought of, I welcome those ideas to grow selection options faster
- Shop Ideas
  - Is there a growing trend you're seeing that might be cool to loop into my cyber fur shop? Let me know! Maybe the community really wants some protogen bobble heads?

I can't possibly chat with all of you one on one and I don't want to limit things to just a small group of people that I brainstorm with. I want you all to have a chance to speak on things within the shop and be a small part of this journey as well! A form of some sort to keep all your ideas in

one place for me to look through is the most ideal for this. But know this, just because you submit an idea for something it does not mean it will happen, several factors do play a part in how practical your idea might be as well as the fact that if many of you submit ideas I can only do so many of them so fast.

I truly believe that having this feedback system for people to use will help improve and grow things way faster then what i can do on my own so don't be shy!

### **Shop Limiter**

Like with my commission I am putting a limit on my shop. I do not want things to get out of control and have you waiting a month or two for your kits. So my plan is to set up my shop with monthly limits to prevent such a thing from happening. As of right now numbers mentioned below are just for the examples, no official numbers are currently set as I'm still in the prep phase for some items.

For example:

My store for the month of February will have 10 kits available in the shop. If all 10 kits are bought out in the first week then no more kits can be bought until March 1st when the count is reset.

Each Item will have its own limit since not everyone will be seeking the same thing. I may have 10 helmet kits per month but 20 electronics kits since electronics kits don't take nearly as much time to prepare and get shipped out as a helmet kit would. Additionally because of all the options I am trying to have with my kits I could not possibly keep a stock of everything at once so doing a limiter will help in making what's needed as I go and not get back up.

### **NOTE:**

I do expect things to be a little hectic at the start of the shop but my hopes is after a couple of months I will have a decent amount of data from sale and feedback to get a good idea of the common interest items to have those more ready in stock on a consistency bases to make orders a bit more efficient to complete. This mostly applies to multi-process items such as visors. I expect my normal proto visor to be the most popular and will make mostly those, but maybe the data will show me I should make one or two of the K9 visors with each batch as well.

So a little crazy at the start while I get my footing, but I am setting up trackers for shop related items to make things faster and smoother as quickly as I can make it happen until the day where I have the space, hands, and equipment to keep a healthy supply of all items in stock, making kits a mear days to get shipped out to you. That is however a long term plan and heavily relies on the success of the shop. Moving into a formal commercial space, hiring people, etc is a massive and expensive undertaking and is a move that needs extremely careful planning and



has the market behind it to ensure that investment will pay off. Should I make that move too soon or without the right level of support, it could mean a huge failure and the possible end of FurBitten Studios.

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## Experiments

This section is not going to be too long but just something I want put out there. Due to all the commissions I've not been nearly as adventurous into new things as I once was and I would like to return to messing with new materials, build methods, items etc. Some of the top things I would like to at some point get back into messing around with are the following:

- ❖ Reptile skin and scales
  - Realistic textured skin
  - Large layer scaling
- ❖ Protogen/ Cyber Fur Body armor
  - Material testing
  - Modeling of 2-3 different looking sets
  - Workflow testing
- ❖ TPU/ flexible materials
  - Premade ears
  - Soft claws
  - Soft horns
  - Foot bases
- ❖ Finishing techniques
  - Playing with how to get different paint finishes and 3d textures
  - Electroplating

I'm sure other things are scribbled down somewhere of things I had hoped to one day try for one reason or another but the items above are the most present to get back to. Some of these items once finished and tested could end up in the DIY shop at some point as well, for example the protogen/cyber fur body armor.

I also know some of these items on the list are not new and other artists have been doing them but they are things I have not personally gotten a chance to mess around with and will not introduce in a commission or my shop without testing these items myself first.

### ONLY A POSSIBILITY

*“ Will you ever make tutorials on how to make a protogen fursuit?”*

This is something that over the years more than one has asked about and for the longest time I had always replied with a no. I haven't quite set on "my way" of making protogens as with each group I have done things either a little or a lot differently. I spent a large amount of time and money combining cosplay and fursuit making methods to get where I am today. I don't necessarily have a special way of doing things but I have put my own twists on existing methods or just experimented to try and get certain outcomes. All the effort is what built my business and it did not seem like a smart move to give away all that hard work. After all, I'm not a well known name in the fandom overall and I'm still building, so I've had to keep all the knowledge and work close to the chest to ensure my own successes. I've never had an issue with other protogen makers or people wanting to make their own protogen suits. I even offer some light general help and guidance in some discord servers to folks on their builds.

But with all that, if the DIY shop is successful and I can maintain my way of life with a road to further growth, tutorials can be put on the board to make an overall general guide on how to make a protogen head.

This is fairly low on my overall 2025 plan as I've never been great at the whole video making thing but I'm not dismissing the possibility of this happening at this time.

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## Patreon

A patreon or similar platform is something that's been on my mind, however this is the last item to actually happen as the shop and commissions do take a lot of time, at least right now. I would like to get a patreon set up shortly after the slot system is in effect. But may try it sooner if there are signs many would subscribe. This would give me a place to post WIPs of stuff that I don't typically share on my usual platforms or only get sent to the client of said commission as well as other things. This whole patreon thing is the most "unplanned" item on my list right now so take this section with a grain of salt.

### Tiers

| <b>Tier 1</b><br>\$1.00 / month<br><i>FurBitten Supporter</i>                                             | <b>Tier 2</b><br>\$5.00 / month<br><i>FurBitten Friend</i>                                                                                                                 | <b>Tier 3</b><br>\$10.00 / month<br><i>FurBitten VIP</i>                                                                                                            |
|-----------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"><li>You're a fan of my work and just wanna help out a little!</li></ul> | <ul style="list-style-type: none"><li>You like my work and Cyber Fur Stuff</li><li>Access to Patreon only discord</li><li>Participate in competitions and events</li></ul> | <ul style="list-style-type: none"><li>True fan of FurBitten Studios</li><li>Access to Patreon only discord</li><li>Participate in competitions and events</li></ul> |

|  |                                                                                    |                                                                                                                                                                                                     |
|--|------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | <ul style="list-style-type: none"> <li>• Enter in SOME giveaway raffles</li> </ul> | <ul style="list-style-type: none"> <li>• All giveaway raffle access</li> <li>• Access to purchase early prototypes</li> <li>• VIP only auctions</li> <li>• First access to slot openings</li> </ul> |
|--|------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

Please know with my patreon ID checks will be put into place before access to the discord server will be given as like my commissions I do not work with minors. But with that in mind even though my discord server is set up for adults only that does not mean adult content will be allowed. I want it chill but let's keep it clean.

I understand the minors make up a large portion of the fandom but given the pricing points that I work at and the liabilities that come with working around minors it's not something I intend to partake in. I apologize to those under 18 that are followers of my work, but once your 18 you would be free and welcome to subscribe and join my patreon discord

#### Discord breakdown:

The server is going to set up in a few sections:

- Furbitten work (view only)
  - Shop Stuff
  - Suit stuff
  - Modeling stuff
- Community spaces
  - General chat(s)
  - Your Character (art and writing)
  - Event channel(s)
- Help Channels
  - Fursuit help/ share
  - Info channel(s)
  - Staff contact

These are general groupings as the discord server is only loosely put together right now, things like how many and what types of channels are not fully worked out at this time. This is geared to my work and community building within my lore universe to make stories and events with a consistent guideline. As much as I love making protogen suits I have also come to love making lore. I would love to create a large world built around and with a community in a controlled environment. In more open servers my attempts at such a thing just got way off track and out of hand.

Something I have been working on is the starting points of a FurBitten Fam Protogen lore, starting rules, boundaries, locations etc. This won't be about just my own protogens but a universe that I guide built by all of us together (community made or spin off?). A universe where we can all interact with the same place with the same set of rules and limitations. With this, to

keep things on track this is one of those” My house my rules”, if you don’t agree with them that’s ok! You don’t have to participate. But to anyone interested in building this community lore spin off with me they are welcome to.

### Events and Competitions:

For those that may or may not know for a couple of years I was a mod in ZOR ( Zenith Outer Reach- official progen server). During my time there I started to build a large world of my own with the info provided by ZOR but I also made multiple community events around lore and design. Such concepts will be returning but in my space with my rules.

Events: these are chill things around a simple prompt for fun, express creativity, spark conversation, or just get to know fellow members.

Competitions: These will be a bit more complex and will be set towards different things at different times.

- One competition could be towards adding to the FurBitten universe official lore, be it a new planet, new character, etc. Items that will be in a resource channel for people to use in events, their own lore, etc
- Design competitions for a Premade suit.
  - So many have amazing designs and when things get into a groove I do want to start making a couple of premades per year. Instead of winging it or picking one person to design something for/with me I would like to create CASH prize contests. These would not be about drawing skill but about the vision you have.
- Merch
  - This one is kinda “eh?”. There’s definitely more I need to look into for this but the raw idea of having merch designs made by my supporters is really appealing. This would also be a cash prize event but on top of winning the competition in the sale posting of the item would be good advertising for the artist as well, as a link to the winning artist’s info would be in the posting. The concept is there but I am rather unsure of it right now.

### Giveaway Raffles

I have only hosted one giveaway, that was on my twitter to celebrate FurBitten Studios official third birthday. That event was a massive success so to my patreon members giveaways will be a semi regular occurrence.

The plan is to have 4 quarterly giveaways alternating between a helmet kit and the electronics kit. Tier 2 members would have access to 2 of the giveaways while the tier 3 members will have access to all 4 as seen here:

| Time of year | Tier Access | Item            |
|--------------|-------------|-----------------|
| Winter       | 3           | Helmet kit      |
| Spring       | 2 & 3       | Electronics Kit |
| Summer       | 3           | Electronics Kit |
| Fall         | 2 & 3       | Helmet Kit      |

With the giveaways there will be cool down rules put in place so one could not win 2 raffles in a row to give a fair chance to other members. Much like my twitter giveaway that happened, the helmet kit giveaways will have limited options but the winner will have the opportunity to purchase additional items and/or services.

#### Tier 3 only perks

##### Prototypes:

As I develop new items often the first attempt is alright but not quite where I want it. However is not something to just throw away so for my tier three members the option to buy prototypes will be available at discounted pricing to what the final product will be.

##### VIP Auctions:

All this means is that with a premade suit from me, the auction for it will first happen in my patreon in a channel only for tier three members. Should the premade not sell in the VIP auction it would then be put up for auction publicly via Dealers Den.

##### Early slot access:

Tier 3 members will have 2-3 day early access to grab a commission slot from me. After the early access is over the remaining slots would be open to the public.

#### Other Perks

This bit is more so just a side thought right now but some other perks I would maybe look into adding for tier 2 & 3 is personal character features. By this I mean having people who are ok with their character being used on something in my shop. My first idea around this concept is fursuit sprays. People could submit their character with what smell they would feature and artwork would be made with the members character and be featured as one of my fursuit sprays. There are some logistics to work out on that end on how I would select someone, if that would be a FurBitten community vote thing, I don't really know right now but it's on my mind to maybe try at some point and see how it goes.

Other small things could use this as well but I'm unsure of what items those could be right now. But I would like to include community members in my branding should it work out.

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This was a very long document and if you read through the whole thing you're amazing! I'm sure I missed some things here and there but overall these are the things I hope to accomplish in the coming year of 2025

If you have questions or would like to give feedback on my plans you're more than welcome to fill out this form!

Google feedback form link: <https://forms.gle/imoVDXZYCmQZHqpR9> (closed)

Please use the form over commenting or direct messaging me as I know this is a lot and a rather big change for me and I'd like to answer as many of your questions as I can and having a form to organize all this information to get responses where they are needed will help me greatly!