

Tolka's Art Guide

TOS

- No refunds or character changes will be given once art is started.
- Payment is to be sent upfront unless otherwise told.
 - USD payments are through Paypal, cash app, or Venmo.
- I have the right to refuse a commission.
- Credits must be given anywhere art/design is shown. You may credit any site.
 - Instagram : [shorqcake](#)
 - DeviantArt : [iiCellyphone](#)
 - Discord : Tolka#7681
 - Linktree : [shorqcake](#)
 - Toyhouse : [shorqcake](#)
 - Twitter : [shorqcake](#)
 - Wolvden : [#22950](#)
 - Lioden : [#91765](#)
 - Flightrising : [Colorbomb](#)
- For design sales; You may only slightly edit the design upon purchase.
 - ie. removal of small marking, different hairstyle, slight hue shift.
 - If unsure, contact me on Instagram or the site you purchased through.
- For my designs; regardless of species, you may only sell the design at their base value (price paid upon purchase) unless it has COMMISSIONED art (art you paid for in usd equivalent).
 - This means you cannot sell the \$20 adopt you got from me for \$40.
 - Gift, trade, and personal art do not count towards value.
- You may not heavily reference, trace, copy, redistribute, or claim my work as yours.
- I am fine with color picking.
- Please be polite to everybody!
- Any rules established on the hosting site must be followed.
- Violation of terms may result in a blacklist and/or blocking.

Prices

Note: All commission pieces come fully shaded (except customs).
Some options are limited to simple shading.
(Custom on full-body will come with a shaded version)

Genera Commissions (closed)

Bust	\$15
Fullbody	\$25
Chibi	\$10
Custom Design on Chibi	\$25
Custom Design on Full Body	\$35
Custom to be a CS	+\$5

Wolvden (open)

500 sc : 1 gc	
Bust	20 GC / 10000 SC / \$15
Mini	15 GC / 7500 SC / \$10
Fullbody	30 GC / 15000 SC / \$30

Tolka's UI Guide

TOS

- No refunds once work is completed.
 - If in an event you chose to abandon a project that is completed, the work will be repurposed and you will not have rights to use. If this occurs through HiddenDevs, I will also be placing a scam ticket on you should you not respond/provide a reason to why you abandoned the project and swore to not recreate my work in any way.
- Payment is to be sent upfront or after the rough draft.
- If you contact me and I start on the project, you must tell me if you are working with other contractors/hireable. It is a waste of my time to complete work only for you to switch projects and not give pay.
 - USD payments are through Paypal.
- Contracting work with me gives you a 2 month 'insurance' of some sorts. For the following 2 months after work is finished, you may request reasonable changes and/or additional assets. This insurance does not cost extra and is included in the final quote.
- Credits must be given anywhere work is shown/used. You may credit any sites below.
 - Discord : Tolka#7681
 - Linktree : [shorcake](#)
 - Twitter : [shorcake](#)
 - Roblox : [TOLKA](#)
- I have the right to refuse a commission.
- You may not heavily reference, trace, copy, redistribute, or claim my work as yours under any circumstances.
- Please be polite to everybody.
- Any rules established on the hosting site must be followed.
- Violation of terms may result in a blacklist, blocking, and withdrawal of permission to use my work.

Prices

Please note; I do not provide coding for GUI.
Only graphics.

Please refer to [my portfolio](#) to get a good look at my prices as they are not set in stone.

Single assets are usually UI that is of one body.
Single assets are typically \$20-35.
ie. a single survival bar that consists of HP, Hunger, Stamina

Package assets account for everything on the screen.
Package assets are typically \$65-100.
ie. buttons to the menu, survival bar, symbols, frames.

- My prices are based on a few things,
- The complexity of the style/theme
 - Having a very simple theme will greatly lower prices while having a very detailed theme will result in higher prices.
 - The number of assets needed.
 - If assets are graphic designs or illustrative designs.
 - Whether the UI involves the need to design or just find textures.
 - And the amount of time put into the work.