

Services:

My Schedule:

Until December 2025 I am still working full-time as art director for TinyBuild on Streets of Rogue 2. If you want to discuss hiring me for a project after Streets of Rogue 2, reach out to me to discuss possible opportunities.

I got a couple of hours every month for consulting sessions. If you want to discuss this, send me an E-Mail.

My E-Mail:

thomas.feichtmeir@gmx.at

Every Saturday I host "Pixelart for Beginners" on twitch, if you try to learn pixelart, this

<https://www.twitch.tv/cyangmou>

Contact:

Write me an E-Mail via thomas.feichtmeir@gmx.at

Payment process:

for private persons (non company) via Paypal only.

On top of every commission there is a 3,6% paypal transaction fee to add

There is another 5% paypal conversion fee (as of September 11th 2023) to add, if you are not paying in €

Within the EU we can do a Bank transaction, which will be free of charge.

If your US Bank provides a cheaper transaction fee than Paypal, we can do an international Bank transfer.

Company invoice:

For companies within the EU the normal Tax Terms will be added to the prices (+VAT).

For companies outside of the EU it will depend on the country.

Bank transactions are OK for this procedure, within the EU there are no transaction costs.

Due to the trading agreement Between EU and US, US companies will get an EU invoice.

Work process:

After our initial contact I will tell you until when the commission can be finished. I am offering those commissions next to full-time work so waiting periods are likely.

- up to 300€ or first-time commission
100% in-advance payment I will start working once we agreed on the details, deadline & I received the payment.
- commission(s) up to 1000€+: 50/50 advance/completion
- commissions exceeding 1000€+: with milestone plan

Edits:

I offer one (1) unpaid edit per job. An edit is a small change on the final product, in the case a sketch was provided it does not mean that I will completely redraw the art produced, but fix up details.

Sketches:

For some commissions I will create sketches.. In the case that sketches are offered, those need to be approved by the commissioner in order to prevent massive changes on the finished product. The sketch will already show the composition, the rough color scheme and give an idea of the final product.

Changes on the final product:

If big changes on the finished product are necessary after the sketches already were approved and the single edit has been provided, an additional editing fee needs to be paid for the extra time I need to spend on incorporating the requested changes (on average 20% on top, but depends on the exact situation).

Project Consulting for Games

Those are personalized consulting hours for companies and dev-studios, which are done via a Discord voice call. I am offering this service in English and German.

Services:

Help with game art production questions:

- Identification of graphics production pitfalls and problems.
- Help to estimate costs or the required art budget for a project.
- Help to create efficient art pipelines or improve existing ones.
- Improving the coordination of a team of artists.
- Hiring artists: all the things you need to keep track of or problems you want to avoid with art & artists in game projects to ensure the completion of production.
- Strategies of how to achieve art content with smaller budgets through smart planning.

Feedback on your game art:

- An outsider opinion on your game art or art style from an experienced game pixel artist.
- Identification of inconsistencies in your artstyle.
- A look at your artstyle through the lens of producing for a target-demographic.
- Help with improving the general visuals for your game.

Making game design matter:

- increasing your games readability and giving the right amount of visual importance to the elements which matter in game design
- design of cost-effective and great looking art styles

Requirements:

- discord or zoom / If you have a company I can use your company network.
- solid skills in understanding & speaking English or German & a microphone

Payment Options & Costs:

Within the EU: Bank Transactions or Paypal / Outside of the EU: Paypal (4% transaction fee)

private consulting:	hourly cost + tax costs + transaction costs
for companies with a tax number:	hourly cost + transaction costs

initial 1st hour: 170€	(1x 60 minute voice call + me exploring the project)
+1 hour: 150€	(1x 60 minute voice call)

Contact: Write me an E-Mail via thomas.feichtmeir@gmx.at

Private Lessons & Portfolio Review:

Those are personalized 1on1 teaching hours which are done actively and live via a Discord voice call. I am offering this service in English and German.

I don't offer these sessions as written feedback, it's exclusively video calls.

Requirements:

- strong enough internet connection to watch a discord stream.
- solid skills in understanding & speaking English or German & a microphone
- camera appreciated

Private Sessions:

Imagine you have a piece of art you're working on and you want to turn it into a portfolio piece. Maybe you're struggling with specific parts of it or want to have another person looking in depth over it and providing technical & artistic feedback. I will give you the same level of attention as the artists working with me in game projects. If you have an artwork like this in 2-4 sessions we can bring it together on the next level.

Or maybe you struggle with a specific problem and want to have someone observing you, answers your art questions and can point out where room for technical improvement lies and how this potential can be utilized. This approach works best for a narrow field, like pose-drawing, perspective drawing, portrait drawing, composition or coloring. In between the sessions you can exercise and at the beginning of the next session we can discuss the exercises and get into a new task. Depending on the topic within 3-6 hours we can take a skill of yours to the next level.

Or maybe you want me to overlook some work you did and we just sit an hour together and analyze it thoroughly.

Portfolio Review:

Let's say you are looking for work, built your portfolio but aren't sure if it's any good. I've been working as a freelance artist for over a decade and hiring artists as art director for a couple of years, which means I can provide you with insights based on both sides. I will look with you through your portfolio, analyze the structure and contents and give you suggestions on how to improve it.

What people ask me a lot during the sessions:

- questions about freelancing
- questions about working for videogames / indiegames
- how to stay motivated with art
- how to achieve shortterm and longterm goals

- artist rates and how to calculate or set your own rate

Why would you ask me:

My style of feedback is constructive, well-meaning, but also direct and honest. It's the form of education I'd have liked to experience myself as I started out with my art-career.

-I am someone who values craftsmanship.

-I also highly value explainable solutions in art which can be clearly and concisely communicated.

-I value logical analysis.

If it happens that you value those things yourself and are unhappy with the many "I feel..." or "I think..." you might have heard from an art teacher, who was not really clearly communicating the core problem of your illustrations with you, then I eventually might be the right person for you to ask.

Process:

- reach out to me via E-mail (thomas.feichtmeir@gmx.at) and tell me what you need.
- The initial E-mail should contain a portfolio or at least one piece of art, so that I can evaluate if I can help you with your questions
- If I see that I will be able to help you we can agree on a payment and a date.

Payment Informations:

check the first page of this document

Costs:

I am offering a single hour of this consulting for:

private students: 55€/h + tax costs + transaction costs

for students with a tax number/company: 55€/h + transaction cost

Twitch Emoticons & Subscriber Badges:

1x 28x28 twitch-emote: 62,00 € per emote (+VAT and transaction costs)

1x 18x18 subscriber badge: 35 € per badge (+VAT and transaction costs)

Twitch emoticons will be delivered as 3 single .png files, with the resolutions of 28x28 (native resolution), 56x56 (200% zoom) and 112x112 (400% zoom)

Twitch Subscriber badges will be delivered as 3 single .png files with the resolutions of 18x18 (native resolution), 36x26 (200% zoom) and 72x72 (400% zoom)

What I need from you:

-A description of the icon

-What kind of character should be used (+ references / photos or images)

-What kind of emotion should be conveyed

Usage Terms for the price:

- An unlimited royalty-free license for the use on Twitch.com (or another streaming page we agree on), where those can be used within the terms and guidelines and where you can offer them to your subscribers & use them on your twitch profile page.
- Use the emotes on your Discord (chatroom profile, profile pic, discord turbo emotes)
- A fair-use agreement between the artist and commissioner.
The license **does not include** distribution to third parties or the rights to use designs for a print-distribution or for usage for another business than streaming pages.

Examples of Twitch Subscriber-Badges:



Examples of Twitch-Emoticons:



Isometric Characters:

Those will be in the exact style and size of all the isometric characters I did.

The Base price for the character design in a standing pose is 50€

For the same character without a design but in another pose 70€

For the Same character in a new pose after the design pose was created: 40€

If you want to have a crest for the piece +20€

(+VAT and transaction costs)

Usage Terms for the price: a fair-use agreement between the artist and commissioner.

This means for a private use as a piece of art. Use them as avatar, print them for yourself or your friends, put them on your personal homepage or social media.

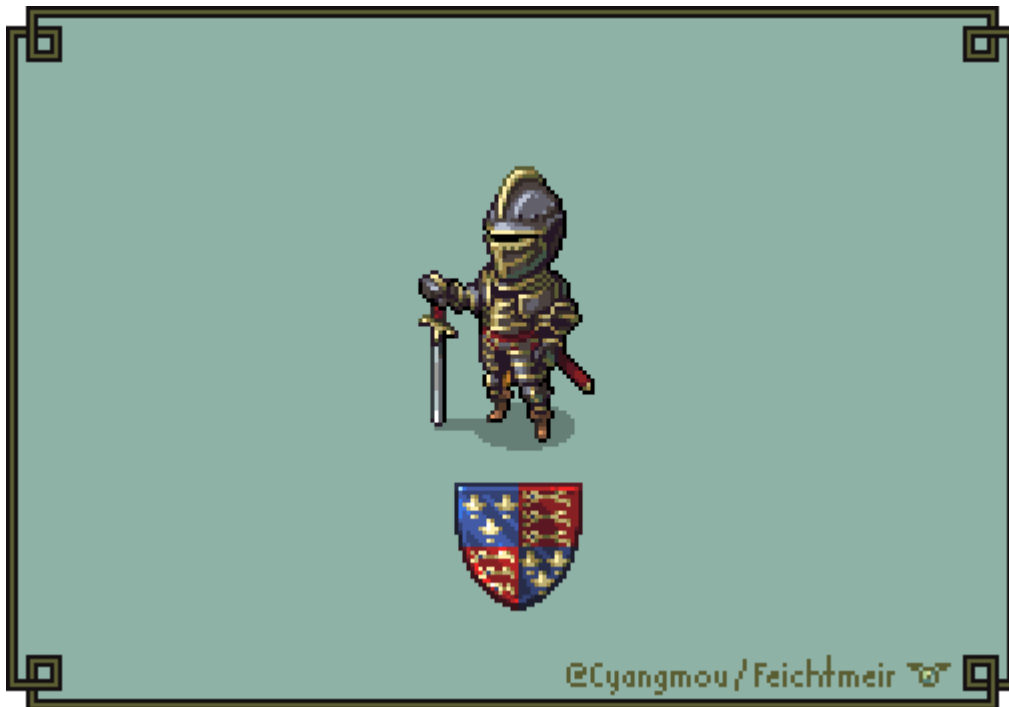
Mustn't be distributed to third parties or used as designs for a wide print-distribution or as element of another business.

Examples:

Basic Commission (65€):



Basic Commission with crest (70€):



Difference between basic standing pose (design pose) and various other poses:

Basic (Design) Pose (60€)



Other poses (80€ per pose if no design exists, 50€/pose if a design frame exists)



Itch.io-shop styled commissions

You saw something in my shop which would work for you but just doesn't as it is?
You need a customized edit or additional content for an existing assetpack?

That's great. I am excited to create things related to my shop on a commission basis, because I'd love to make my shop bigger!

This means for all of those commissions I'd love to have shared rights, which means I can put the created assets in the shop.

So why should you do this instead of getting an unique commission?

- Those commissions will be much cheaper than other commissions not related to my shop.
- Those commissions will have a higher priority for me than other commissions I take up.
- You get unlimited rights to use the assets you commissioned
- You help me out on my quest to make the best pixel art-asset store there is, save money, will get access to more asset packs, and therefore you probably will benefit more from updates in the shop.

If you got a commission like this for me, write me the details for it via E-Mail with
"Cyangmou-store commission ..." in the header
thomas.feichtmeir@gmx.at

Shared Rights:

You will get an unlimited license, and can use the asset for as many games as you want and in any media you want, with the exception of selling prints of it (on other products) or selling it on asset-stores.

If you want to use it for anything else than within a game, this needs to be specified beforehand.

I will keep the rights to sell it on my assetstore plus all rights to use it related to my person.

Itch.io styled Icons



I am offering unique personalized 24x24 icons in the style of my itch.io series.
If you bought them, but missing out on something specific you can contact me.

They will be delivered in the same format as all my itch.io assetpacks

- A single 24x24 icon costs 20€
- A single 16x16 icon costs 22€
- A single 32x32 icon costs 25€
- Bulk Commissions: If you commission 5 or more new icons, I can give you a discount on the price for a single one.
- You get unlimited rights to use the icons you commissioned
- Shared Rights: We agree that I also can use the icon myself and sell it in further asset-packs

Shared Rights:

You will get an unlimited licence, and can use the asset for as many games as you want and in any media you want, with the exception of selling prints of it (on other products) or selling it on asset-stores.

If you want to use it for anything else than within a game, this needs to be specified beforehand.

I will keep the rights to sell it on my assetstore plus all rights to use it related to my person / personal marketing.

Example of an assetpack:

<https://cyangmou.itch.io/pixel-art-fantasy-iconset-24>

all icon packs in this series:

(24x24 system icons)

<https://cyangmou.itch.io/assetpack-directory>

Itch.io specific Icon-resizes

You saw an existing icon in 24x24, but want to have it in 32x32 or 16x16
No problem, we can do this, just contact me!

Resizing a specific 24x24 icon to 32x32: 5€ / icon

Resizing a specific 24x24 icon to 16x16: 2€ / icon

1€ additionally for cast shadow, outline & the effects of all other icons.



Shared rights only:

You will get an unlimited licence, and can use the asset for as many games as you want and in any media you want, with the exception of selling prints of it (on other products) or selling it on asset-stores.

If you want to use it for anything else than within a game, this needs to be specified beforehand.

I will keep the rights to sell it on my assetstore plus all rights to use it related to my person.

Game Projects:

I offer work on game projects, but I can only commit fully to a single project at a time.

I am looking for work in Q1 2022.

After the completion or stop of the current project I will have time for the next contract. Generally I'd recommend you to reach out to me a bit earlier than the date written here, because I decide on my next project during the development of the one I am already working on.

In case you want to hire me for your game project we have to discuss the project (idea / genre / setting), budget (money & teamsize) and timeframe (estimated completion) beforehand.

Contact:

Write me an E-Mail via thomas.feichtmeir@gmx.at

Fields I got (credited) experience with:

- Art Direction
- Lead Artist
- Background Artist
- Concept-Artist (for sprites & animation)
- 2D Animator (classic frame by frame animation)
- UI/GUI Artist
- Visual Game Designer (with a focus on making gameplay elements visually clear to the player and to keep the whole game readable)
- Level Designer