Cody's Modding Commissions

INFO:

Do you have a unique idea for Minecraft? Something you've always wanted to see in the game? I'm opening up Minecraft modding commissions for Forge/NeoForge mods, please see more info and details below on what I will do, what I won't do, and fields I have the most experience with.

To get a general idea of stuff I've created, check out my [Modrinth](#) or [CurseForge](#) profile.

*Please note that many mods I've worked on have

been collaborative, and I am not always the sole programmer and/or artist for the mods I've published*

PRICE INFO:
Depends on the project as well as personal interest in said project. The price is also lower if you provide the assets (textures, models, animations, sounds, etc)

WILL DO	WON'T DO
Mod programming (including using APIs or other dependencies, such as GeckoLib or Curios) Simple in-code idle, walk, swim, and fly animations (I can show you examples of animations I've created, but if you have something very specific in mind, animation-wise, then GeckoLib would be the way to go) Small/simple art, including models and textures Forge/NeoForge for any version 1.14 or later	Sound design (but I can refer you to friends who take sound design commissions!) GeckoLib animation creation (but I will implement them!) Large or complex art like large models or 32x+ resolution textures Fabric, quilt, or any other modloader Versions 1.13 or earlier

MOST EXPERIENCE	LESS EXPERIENCE/CAN'T DO
Entities (animals, mobs, vehicles)	Fancy rendering (no shader magic sorry)
BlockEntities (blocks that store data, like furnaces)	Extra complex world generation (No dimensions, biomes using TerraBlender or Blueprint are okay)
Structures	
Features (boulders, trees, flower patches, etc.)	
Potion Effects	
Armor (3D/modeled armor too)	
Enchantments	
Complex or unique items/blocks/weapons (and of course simple ones too)	
Capabilities (adding data to the player, such as a thirst system)	