**CONTRACT FOR 3D ARTISTIC SERVICES**

This contract is entered into as of [Date], by and between [Bharat Tavares], herein referred to as the "Client," and [Artist's Name], herein referred to as the "Artist," collectively referred to as the "Parties."

**1. Scope of Work:** The Artist is contracted to provide 3D artistic services for the Client's project, known as the "Incursion Game." The specific services to be provided will be detailed in a scope document, which will be attached as an addendum to this contract.

**2. Scope of Work:** The Artist is contracted to provide 3D artistic services for the Client's project, known as the "Incursion Game." The specific services to be provided will be detailed in a scope document, which will be attached as an addendum to this contract.

**3. Deliverables:** Each month, the Parties will select a set of deliverables from the scope document. The list of agreed-upon deliverables will be confirmed via email. The Client is responsible for providing a comprehensive brief for each deliverable.

**4. Milestones and Communication:** The Artist commits to communicating clear and timely milestones in the development of each asset and to making any necessary changes to ensure the quality and compatibility of the asset with the Incursion Game. An asset is deemed complete once it has been successfully integrated into the game.

**5. Compensation:** The Client agrees to pay the Artist a monthly rate of Kshs 40,000/- upon approval of the deliverables. If the deliverables within a month are partially completed, the Artist will be paid a proportionate amount based on the completion of the agreed monthly scope. The balance will be paid upon completion of the remaining deliverables.

**6. Intellectual Property:** Upon payment for a completed asset, the intellectual property rights of the asset and the digital files used in its creation will belong to the Client. The Artist is allowed to reference the work in their portfolio but is not allowed to sell the work for use in another project.

**7. Termination:** In the event of contract termination, any work that is partially complete will only be compensated for if deemed usable by the Client, and payment will be in proportion to its completeness, including its working files.

**8. Jurisdiction:** This contract is governed by the laws of the Republic of Kenya and any disputes will be resolved within its jurisdiction.

**9. Agreement:** By signing below, the Parties agree to the terms of this contract.

Client's Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_

Artist's Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_

Addendum: Scope Document (attached)

**ADDENDUM:**

**3D ARTIST SCOPE FOR INCURSION GAME**

Below is a detailed scope of the deliverables:

|  |  |  |
| --- | --- | --- |
| GAME SECTION | DELIVERABLE | DESCRIPTION |
| **Game Screens** | Main Menu Render | * Pre - render of the character - |
|  | Shop Scene | A detailed environment featuring:   * The character * An office setting with desk and environment   Interactable elements - mask , shadows etc. |
|  | Patient Scene | * The patient – a modular character with animations * A reading table with shamanic decorations and a central area for interactions via cards * External interactive environment. |
|  | Preparation Screen | * The character in a meditative pose * Interactive environment * Interactable areas with the preparations / inventory |
| **Player Character** | Hi res Character - Model | * Detailed character model , rigged and animated to be used in the game screens * Elements such as clothing , masks and jewellery are modular |
|  | Hi Res Character - Animations | * 6 animations for each emotion * 2 card dealing animations * Pain animation * Death animation |
|  | Low Res Character - Model | * Low res character tailored for isometric view * Elements such as clothing , masks and jewellery are modular |
|  | Low Res Character - Animations | * Walk * Run * Pain * Death * 6 casting animations for each emotion |
| **Enemy** | Enemy Models | * 6 x Low res enemy model |
|  | Enemy Animations ( each enemy type will have the following set) | * Run * Walk * Death * Attack * Support Cast * Buff |
| **Environments** | **Maps** | * 6 maps one for each emotion * 6 Trap assets * 6 objective assets |