ANIMATIONS NEEDED FOR CHARACTERS

You mentioned that if you are a game developer, you could design a set of characters. In that case, what would pricing look like if I needed a set of 4 characters, each with different poses for idle and a battle pose. Also with multiple facial expressions

well each character would need a standard pose facing the front, left, right, and back. they would also need a pose where they are ready to attack someone facing left and right. That is all I would ask for now. I would ask for more poses and facial expressions later as I develop my game. As far as difficulty of the characters go, I am not trying to make super crazy looking characters. For example, One character I want to have red hair, and wearing an outfit befitting a gymnast that also looks like it is from the future. She should look around the age of 25 and has a way of carrying herself that is sexy and confident.

\*\*\*\* Change the side red heads hair is on when getting new art\*\*\*\*

Total: 3 sets of 6 animations - $44 for each set - $132 for each party member - $448 total ( - 80)

\*Ask for special price for animations over 6

\*get move animations for all for cutscenes

Out of battle

* Idle left/right
* Walk left/right
* Run left/right

In battle

Priority 1

* Idle
* Attack
* Damaged
* Death
* Critical Attack – Could potentially make the critical attacks animations for an ability and make crits have same animation as normal
* Special Attack

Priority 2

* Win
* Use item (just have them hold their hand out like they are giving someone something
* Block (for parrying) with a flash
* Party Member specific animation
* Recovery animation (from death animation)

\*\* Don’t need lose animation because their death animation covers that (DUH)

Leandra Specific – For her magic attacks, she will have a base ability that will infuse all of her attacks with a certain element for a set number of turns. Animation can be her reaching towards the sky with both hands, then looking like she is powered up after she is struck with whatever element (via particle effects)

Elias Specific – An animation of him thrusting his arm forward to give a command

Alek Specific – Animation of him reaching to the sky and then bringing his arm down aggressively to cast a magic attack (tier 1 magic animation)

Lilith Specific – Animation of her changing her ammo clip (I guess reloading)

ADVANCED

* Animations for special abilities