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.

ALSO ASK IF THEY CAN MAKE THE MODEL IN A WAY THAT THEY CAN CHANGE THEIR ATTIRE IF REQUESTED. Also keep in mind commissioning an artist in USA will be easier to file claim if you are scammed

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

Total: 3 sets of 6 animations - $40 for each set - $120 for each party member - $400 total ( - 80)

\*Ask for special price for animations over 6

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 / Magic attack (This animation may be able to be used for both)
* Crippled / On the ground/ their knees (For checkmate status)
* Block (for parrying) with a flash
* Short dash forward (for when moving to target position)
* Short dash backward (for when moving back/ swapping)

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

ADVANCED

* Animations for special abilities