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\*\*\*\*

Out of battle

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

In battle

Priority 1

* Idle (4 frames)
* Attack (6 frames)
* Damaged (2 frames)
* Death (3 frames)
* Critical Attack
* Special Attack

Priority 2

* Win (3 frames)
* Lose
* Use item (4 frames)
* Crippled

ADVANCED

* Animations for special abilities