



TERMS OF SERVICE FOR DIGITAL ARTWORK COMMISSIONS

Effective Date: April 29, 2025

This document is an integral part of the Digital Artwork Commission Agreement.
The latest version is always available at: missrina.com/tos.

1. AGREEMENT

1.1 This Agreement is concluded between **the Artist (Napolova Margarita Andreevna)**, an individual entrepreneur registered in Georgia under Identification Number 345786367, trading as "Miss Rina") and **the Client** for the purpose of creating custom digital artwork ("the Work").

1.2 By placing an order, the Client confirms that:

- (a) They are at least 18 years of age;
- (b) They have read and fully accept these Terms of Service.

1.3 The Client acknowledges that:

- (a) The delivered Work requires **Wallpaper Engine** software (wallpaperengine.io);
- (b) Said software must be purchased separately by the Client;
- (c) Compatibility is limited to **Windows** and **Android** systems.

1.4 The Artist retains the right to:

- (a) Display project materials (images, GIFs, videos) in portfolios, social media, and on missrina.com;
- (b) Charge a 50% confidentiality fee if the Client requests non-disclosure of the Work.

1.5 License Grant:

- (a) The Work is provided for personal, non-commercial use only;
- (b) The Client may not distribute, sell, or use 3D assets commercially without separate written agreement.

1.6 This Agreement becomes effective upon receipt of the first payment.

2. ARTIST'S SCOPE OF WORK

2.1 The Artist will not create copyrighted characters without proper authorization.

2.2 The Artist reserves the right to decline projects that deviate from their artistic style.

What the Artist Creates	What the Artist Doesn't Create
Furry	Robotics
Animals	Human
Anthropomorphic	

3. DELIVERABLES

3.1 Upon receiving the 20% advance payment:

Stage	File Type	Purpose
01	360° 3D concept video (.mp4)	Proportion approval
01	3D concept screenshot (.PNG)	Proportion approval

3.2 Upon receiving the remaining 80% payment:

Stage	File Type	Purpose
02	360° 3D model video (.mp4)	Form approval
02	3D model screenshot (.PNG)	Form approval
04	3D render (.PNG)	Render approval
08	Wallpaper demo video (.mp4)	Animation approval
09	Photoshop file (.PSD)	Final delivery
09	ZBrush project file (.ZPR)	Final delivery
09	Wallpaper Engine package (.ZIP)	Final delivery

4. PRICING STRUCTURE

4.1 Fixed Pricing Structure

All base prices are fixed amounts calculated at a rate of \$30 USD per hour, accounting for the **minimum estimated production time** required for each commission type.

Style	Estimated Hours	Fixed Price
Classic	22-30 hrs	\$660
Open	24-32 hrs	\$720
Vore	26-36 hrs	\$780

These amounts reflect the Artist's standard workflow efficiency and may not correlate directly with actual hours spent on individual projects. Price adjustments occur only for:

- (a) Resolution upgrades (Section 4.2);
- (b) Additional complexity (Section 4.3);
- (c) Post-approval changes (Section 6.3).

4.2 Resolution surcharges (added to base price):

Resolution	Dimensions	Surcharge
Full HD	1920×1080	\$0
2K	2560×1440	\$100
4K	3840×2160	\$200
Ultrawide HD	2560×1080	\$60
Ultrawide 2K	3440×1440	\$130
Custom	Client-specified	Quoted individually

4.3 Additional considerations:

- (a) Multi-monitor setups use primary display resolution for pricing;
- (b) Final cost may increase based on complexity (additional characters, accessories, etc.).

5. ORDER PROCESS

5.1 Commission requests must be submitted via missrina.com/commissionform.

5.2 Within 7 calendar days, the Artist will:

- (a) Contact the Client via email;
- (b) Prepare a customized **Digital Artwork Commission Agreement** (hereinafter "the Agreement") with project-specific terms;
- (c) Issue a 20% advance invoice (secures queue position at missrina.com/queue).

5.3 After Stage 01 (3D Concept) approval, the Artist issues an 80% balance invoice.

5.4 Project timeline: 1 week to 3 months (dependent on complexity and queue).

5.5 Payment terms:

- (a) Due within 72 hours of invoice receipt;
- (b) Late payments may result in queue repositioning.

5.6 Rush requests require prior Artist approval.

5.7 All transactions processed via PayPal to missrina.art@gmail.com.

5.8 Official communications occur via Google Mail.

5.9 Project completion requires either:

- (a) Client's written approval; OR
- (b) Automatic acceptance after 48 hours of delivery ("Deemed Acceptance").

6. WORK PROCESS

6.1 The Client receives deliverables at key stages (01, 02, 04, 08, 09) for review.

6.2 Revision policy:

- (a) 2 free revisions per stage;
- (b) Additional revisions: \$20 each.

6.3 Structural Change Limitations:

(a) Upon the Client's written approval of Stage 02 (3D Model), the model's core structure (including but not limited to proportions, topology, and base sculpt) shall be considered definitively approved.

(b) Post-Stage 02 (3D Model approval), structural changes incur new charges.

6.4 The Artist corrects technical errors at no cost.

6.5 Minor post-delivery adjustments are included.

6.6 Post-approval additions require new negotiations.

7. PRODUCTION STAGES

Stage	Stage name	Description
01	3D Concept	The Artist constructs a low-poly blockout using base meshes. The approved concept serves as the topological foundation for all subsequent stages.
02	3D Model	Using the approved blockout, the Artist: <ul style="list-style-type: none">- Executes high-resolution sculpting- Defines all surface details (musculature, fur patterns, etc.)- Optimizes topology for animation readiness- VDM custom brushes are created as needed- Applies textured detailing via ZBrush Polypaint (vertex color workflow)
03	Rendering	The artist creates the following renderings: <ul style="list-style-type: none">- Base Renders: BPR_AO, BPR_Depth, BPR_Mask, BPR_Render, BPR_Shadow- Lighting Renders: 8+ grayscale renders with varied lighting setups- Material Renders: 11+ color renders showcasing different material properties
04	Compositing	Renders are assembled in Photoshop with: <ul style="list-style-type: none">- Layer-based lighting effects- Depth-based atmospheric adjustments- Non-destructive color grading via adjustment layers

Stage	Stage name	Description
05	Layer Separation	The Artist: <ul style="list-style-type: none"> - Divides the collage into animatable fragments - Groups elements by motion planes - Refines edges by adding details - Adds shadow catcher layers
06	Character Sheets	All components are: <ul style="list-style-type: none"> - Organized by anatomical hierarchy - Exported as PNG sequences with alpha channels
07	Rigging	The Artist: <ul style="list-style-type: none"> - Implements inverse kinematics skeletons - Assigns weight maps for natural deformation - Tests range-of-motion constraints
08	Animation	Using Spine/After Effects, the Artist: <ul style="list-style-type: none"> - Creates seamless loop cycles (idle, breathing) - Implements cursor-tracking systems - Synchronizes secondary motion - Adds effects to individual areas
09	Programming	Final integration involves: <ul style="list-style-type: none"> - Optimization of project files - UI element configuration in Wallpaper Engine - Creating a GIF for a wallpaper icon - FPS optimization testing

8. REFUND POLICY

8.1 Unspecified Circumstances

For cases not explicitly covered in the refund table below, the Artist shall determine any applicable refund amount based on:

- (a) The actual work completed; and
- (b) Expenses incurred up to the cancellation date.

Refund %	Condition
100%	Full refund applies when the Client has paid 100% of the fee and the Artist fails to deliver the Work within 3 months of final payment due to reasons solely attributable to the Artist.
80%	Partial refund of 80% applies when the Client paid in full but cancelled before any Stage 02 work was completed or materials were delivered.
50%	Half refund applies when only the 20% deposit was paid and cancellation occurred before work commencement or delivery of any materials.
0%	No refund will be issued if the Client-provided character design infringes third-party copyrights or violates intellectual property terms under Section 1.5.

Contact Information:

Miss Rina (Napolova Margarita Andreevna) missrina.art@gmail.com
 Individual Entrepreneur, Georgia ID 345786367

Approved and effective as of: April 29, 2025

