



Artkey – Hitman Felix

Last Update: 04/01/2021



Hitman Felix		
$f(x) = \frac{1}{\sigma\sqrt{2\pi}}e^{-\frac{1}{2}(\frac{x-\mu}{\sigma})^2}$	/40	Casting Quality
$\hat{H}\Psi = E\Psi$	/25	Complexity
Arccot x	/15	Texturing
$x_{t+1} = kx_t(1 - x_t)$	/10	Stem Fit/Butts
$\nabla H = \nabla H$	/10	Other
$f(x) = \sum_{n=0}^{\infty} \frac{f^{(n)}(a)}{n!} (x-a)^n$	/100	Total

Notes

Casting Quality

Much like with the other Artkey Felix caps out there, the quality isn't nearly up to par with expectations. While there is some impressive mixing in the visor of the cap, there are some details left a bit lacking. Namely, crispness in final lines and edges as well as slide bleed throughs at transitions between significantly colored portions hurts this score quite a bit.

Complexity

While this GMK Agent 01 matching keycap set isn't the most complicated visor that Artkey has ever produced with Felix, it still does evoke some super high tech Iron Man-esque visor that could probably do the complex analysis to actually figure out these scores.

Texturing

The texturing is absolutely the weak point on this Felix, and not even just in comparison to the Sirius or Ursa from this release. The taste, however, is very noticeably marshmallow-y and makes me suspect that a stand in model in the form of a Stay-Puft marshmallow man was used.

Stem Fit/Butt

Much like with every Artkey release, while the casting around the ID bubble is a bit rough, it certainly adds some uniqueness to ID cards that isn't seen elsewhere. To help push this score up just a little bit, the fit in terms of mounting and switch stem grip is quite good.

Other

Overall, this certainly isn't Artkey's best performance when it comes to an artisan cap. While it does well in matching its source material, and provides a great color coordination with the keycap set, this certainly made scoring more difficult than needed to be.