

ProxyBrewer 3D Commission Pricing Structure

1. Humanoid Base Mesh (Core Character Model)

Price: \$350 – \$600+ (scales with complexity)

Includes:

1. **Full body** (torso, arms, legs, feet, head)
2. **Basic clothing** (pants, shoes, waist accessories, helmet/hat)
3. **Armor** or tactical webbing (simple design)
4. **5 included pose variations**

Notes:

- Major changes to the base mesh (e.g., proportions, new armor sets) may incur extra fees.
- Highly detailed armor/gear may shift pricing toward the higher end.

2. Poses & Adjustments

1. **\$20 per pose** – Any modification requiring rigging or mesh adjustment (e.g., arm/leg repositioning, dynamic poses).
2. **\$5–\$10 per minor tweak** – Small adjustments (e.g., finger position, slight tilt) if bundled with other work.

3. Objects / Assets

Simple Objects	\$20	Heads, helmets, basic weapons (lasgun, shotgun), officer caps
Complex Objects	\$40	Detailed weapons (bolters, swords with patterns), sci-fi props (cables, paneling), cloth sculpting (flags), engraved/custom logos
Highly Complex / Unique	\$60	Custom high-detail assets (e.g., mechanized limbs, animated parts)

Notes:

- "Simple" = Low-to-medium detail, reusable geometry.
- "Complex" = High detail, custom sculpting, or intricate textures.

4. Bundles & Discounts

1. **Full Character Kit** (Base + 5 Objects / 5 Poses) – 5% off total.
2. **Repeat Clients / ProxyBrewer Subscriber** – 5% off total.
3. **ProxyBrewer Community Release Bundle** – 5% off total.
 - a. are subject to more abstract, stylized, or original design interpretation of your request to ensure compliance with intellectual property laws.
 - b. The final model will be inspired by, but not directly representative of, any copyrighted/trademarked characters, logos, or franchises.
 - c. Deadlines may be extended up to **30 extra business** days after payment.

Notes:

- Discounts are cumulative

5. Payment & Delivery Time

1. **Payment** is 100% up front. Payment plans are negotiable.
2. Estimated turnaround time: **30 – 60 business days** after payment (varies by complexity)
3. **Free Revisions**: 2 rounds of minor edits are included.
4. **Rush jobs** add +20 – 50% to total.
5. **Client Responsibility**: Provide clear references upfront. Delayed feedback may extend delivery time.
6. Delays due to unforeseen circumstances (e.g., illness, technical issues) will be communicated promptly.
7. **Payments** are non-refundable once work begins.
8. **Partial refunds** may be issued for unfinished work at the Artist's discretion.
9. If the Artist cancels, a **full refund** will be issued.

Commercial Rights Pricing Structure

1. Personal Use License (*Included in base price*)

☑ Allowed:

- Private use, renders, personal projects, non-monetized content.

✗ Not allowed:

- Selling the model, using it in games/products, redistributing.

2. Commercial License

+200–300% of base model/asset price (Negotiable)

(Example: \$500 base model → \$1,500–\$2,000)

☑ Allowed:

- Use in games, 3D prints, merch.
- Monetized content (YouTube, Patreon).
- Resale of the 3D file (e.g., asset packs).

✗ Restrictions:

- No resale of the 3D file itself.
- No use in NFT projects.
- No use in AI projects.
- Right to display the model in your portfolio.

3. Buyout (Full Copyright Transfer)

5–10x base price (Negotiable)

Client owns all rights.