

Product	Details	Delivery, business days	Price, \$
<b>Shooting shift</b>	8/4/2 hours of work of the studio and team		250 / 450 / 800
<b>Set of RAW photos</b>	Set of 120/40 RAW photos	1	100
<b>Raw 3d model</b>	- high-poly 3d model with automatic UV map - diffuse map of 8K resolution - set of RAW photos	2	150
<b>Standard 3d model (full-body/head)</b> <i>* the price may vary depending on complexity of the model</i>	- high-poly 3d model - clean low-poly 3d model - fully-quads topology of A-pose/100k tris decimated of Archviz - set of RAW photos	4	400
<b>Facial expression processing</b>	- low-poly head 3d model with fully-quads topology ready for facial animation* - set of RAW photos  <i>*we may add PBR textures upon request</i>	3	200 - 300 per one
<b>PBR textures</b>	8K diffuse; 8K normal/displacement/specular; 4K roughness/SSS	1	100
<b>Low-poly retopology (manual post-processing)</b>	The additional option to the basic processing of the model. The cost and terms depend on the complexity of the clothes and hairstyle and your topology requirements	1	Starting from 200
<b>High quality 3d model of the head</b> <i>* the price may vary depending on complexity of the model</i>	- highly detailed high-poly 3d model of the head - animation ready low-poly 3d model of the head - fully-quads topology - separate eyes, mouth socket, teeth; - set of RAW photos	5	1 000
<b>High quality 3d model - full body</b> <i>* the price may vary depending on complexity of the model</i>	- highly detailed high-poly, full body A-pose 3d model - highly detailed clean low-poly full body A-pose 3d model - fully-quads topology wrapped on top of A-pose or 100k tris decimated Archviz 3d model - head PBR textures (8K diffuse; 8K normal/displacement/specular; 4K roughness/SSS maps) - body PBR textures (8K diffuse; 8K normal/displacement/specular; 4K roughness/SSS maps) - set of RAW photos	10	2 000
<b>Hair reconstruction</b>  <i>* the price may vary depending on complexity of the hairstyle</i>	hairstyle, eyebrows, eyelashes, beard guides reconstruction for further hair grooming in x-Gen. Real-time hair transferring.	7	Starting from 800
<b>Custom rigging, full body and facial animation</b>	- details upon request	Custom estimation	Upon request
<b>Optimisation of a 3d model for Unity, Unreal or custom game engine</b>	- assets collection - animations mixing - shading, lighting	Custom estimation	Upon request
<b>Casting services</b>	- details upon request	Custom estimation	Upon request
<b>External 3D-scanning on your location</b>	- details upon request	Custom estimation	Upon request

\* 1 \$ = 75 P



Deliveries	Standard	High quality	Extra services
Set of RAW photos	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
High-poly 3d model	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Low-poly 3d model	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Fully-quads topology wrapped on top of A-pose or 100k tris decimated Archviz 3d model	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Fullbody PBR textures (16K diffuse; 8K normal/displacement/specular; 4K roughness/SSS maps)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Separate head PBR textures (16K diffuse; 8K normal/displacement/specular; 4K roughness/SSS maps)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Highly detailed head	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Separate eyes	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Separate teeth	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Detailed hands and nails	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Detailes/reconstructed shoes/feet	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<b>Extra services</b>			
Hair reconstruction	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Body and face rigging	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Body and face animation	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>