

# Commission Info Page

(Page recently updated: Mar 31, 2026)

---

## ✂️ Bookmarks

<a href="#">Normal Order - Tiers</a>	<a href="#">Special Orders</a>	<a href="#">Ref Tips</a>
--------------------------------------	--------------------------------	--------------------------

*Click to jump down to item*

---

## ✂️ Quick Info

- I work through **email only** and accept **PayPal**.
  - I send acceptance and denial emails. If you haven't heard back within a reasonable time, please send a follow-up. Emails can slip through.
  - If something isn't covered here, feel free to ask.
- 

## ✂️ What I Draw

Not sure if I'll draw what you have in mind? Just ask. The only things off the table are listed below — everything else is worth a conversation. I'd rather you ask and find out than talk yourself out of it.

### I won't draw — no exceptions:

- Political content
- Real people or real pets
- Logo design
- Tattoo design

*Don't see something on this list? If it's not in my **Won't Draw** section, you're welcome to ask.*

---

## ✂️ Commission Basics

### Every commission includes:

- Email communication
- A full price breakdown sent via email

**Character limit:** Max 2 characters per normal commission tiers. How you use those 2 is flexible:

- 1 character with a front and back view (e.g. dakimakura)
- 1 character in a sequence (e.g. progression sequence)
- 2 characters together in one piece

This cannot be split into 2 separate standalone images.

### Price may increase for:

- High complexity or heavy detail in character or pose
- Weak references (text-only descriptions, unrelated image refs)

**Private work:** \$30 per month requested. Specify the number of months upfront when ordering.

Formula:  $\$30 \times \text{number of months}$

---

# ✂ Normal Orders - Tiers

## Select a Tier

Tier Selection	1 Character	Perks
Tier 1: Sketch + Flats	\$125	None
Tier 2: Simple Cell	\$250	Post-Acceptance Chat (Limited)

*Max 2 characters, subject to complexity.*

*Tiers with Check-in/Post-Acceptance Chat will have iterations emailed to them to approve before continuing to next stages.*

*Any changes after a stage has been approved may carry an additional fee. Take your time before signing off – there's no rush.*

*Examples:*



## ✂️ Special Orders

Special orders fall outside the normal tier system. Each has their own rules, but by default comes with **no updates, no revisions** — what you see is what you get. So please read carefully to see if there are additional rules or add-ons.

*These may not be available long-term, and **denial emails are not normally sent** for special orders.*

---

## Emotes

● Closed

Select from a catalog of bases I made, or submit a ref of what you want an emote of.

Item	Price
Static Emotes (1x)	\$65
Static Emote (5x)	\$250

*Come prepared with the refs needed. There is no post-acceptance chat for this. Make sure to give all details needed.*

*Examples:*



## PNG-Tuber

### ● Open

Comes with 2 frames. One for Inactive (closed mouth) and one for Active (open mouth) of the character. The option for a separate pose for one of the frames is an add-on.

Item	Price	+ Add-Ons	Perks
PNG-Tuber (2 Frame)	\$250	+\$50 Pose Change	<i>Post-Acceptance Chat</i>

*Clear ref of the character and colours are needed. Come prepared with the pose you'd like, and the idea you are trying to get across with the 2 frames. Post-Acceptance Chat is included, but it is very limited.*

*Examples:*



## Skeb

### ● Open

Following the Skeb layout: Submit a ref, a brief idea, and your offered price.

I either accept or pass. No back and forth. Whatever I create for that price is what you get. Think of it as a budget-friendly option where the result reflects what was offered.

Starting Price	\$125
----------------	-------

*Starting price covers the basics — anything beyond that is up to my discretion.*

---

## ✂ Ref Tips

Good references make your commission better and reduce the chance of errors. The more visual and specific, the better.

### What helps:

- Colored character refs (existing art of your character)
- Exact or similar poses
- Exact outfit(s)
- A visual showing the body size or shape you want — not just numbers
- Background ref, if applicable

### What doesn't help much:

- Text-only descriptions
- Size numbers with no visual context
- No character ref at all

Text only or size numbers do not help too much when there are many variables that can come into play.

### Bad Examples:

✗ *"I want her chubby. Like 250lbs"* — Body types vary a lot. A visual reference of the shape you have in mind will always be clearer than a word description.

✘ *"I want him muscular"* — There's a big range between "toned" and "bodybuilder." A picture of the build you're going for removes the guesswork.

✘ *"I want her tall"* — Height reads differently depending on proportions and style. Show me a visual so I can match what you're picturing.

✘ *"Draw Sakura"* with no ref — I can't guarantee I know the version of the character you mean, and guessing creates room for error.