



ESTIMATES

2D Characters and Animation

2024

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OUR TEAM

Our team always strives to combine trending tech with warm feel of classic games.

Be it Concept Art, Digital Graphics or CG Animations.

We deliver the highest quality artwork to help boost your Game or App sales in a way that marketing alone will never be able to.

We also develop **our own Games with Unity** for Android, iOS and have complete knowledge of that game engine.



CHARACTER • CONCEPTS

Mobile, PC and console game success heavily depends on how attractive your **Character Design** is. We pay a lot of attention to this game aspect. Our artists gather a thought-out reference list to create initial sketches in several styles.

When a client approves one of the options, we create a final **concept art** piece, go on with **character design** and finally create a polished **3D model** and **animate** it. We think of a story and every subtle detail to make our either stylized or realistic characters believable.



See [portfolio](#)

CHARACTER • CONCEPTS

We are doing a full cycle of **Characters production**, including:

1. 2D Concept Research (**5-10 ideas**)
2. Clean Line Art + Coloring
3. Final Render (2D)

Examples



2-7 days



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2D Character
and Animation

RETRO
STYLE
GAMES

CHARACTER • WORKFLOW

The pipeline of Character production:

1. Concept Research - **1 day**
2. Clean Line Art + Coloring - **2-5 days**
3. PSD collecting - **0.5 day**

+ **optional**

3D modeling / Pose / Animations

[Examples](#)

+ **optional**

2D Animation (Spine)

[Examples](#)



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CHARACTER • EMOTIONS & SKINS

A full cycle of a **Main Character** for visual novel includes:

1. 2D character with neutral facial expression - **2-3 days**
2. Clothes options - **0.8-1 day**
3. Hairstyles - **0.5-0.7 day**
4. A set of **5 emotions** per character - **1.5-2 days**

Examples



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ANIMATION

Animation is the most effective medium, that allows bringing to life concepts and fantasies. Our team of animators put new life into **3D models** by **skinning, rigging** and **animating** them in 3dsmax via CAT, Biped or set of Custom tools (everything is tested in Unity).

We also provide awesome **Spine** animations, making your sprites move and interact naturally. Besides this, our team design game **FX** in **After Effects**, create game trailers and full **CG cinematic**.

See [portfolio](#)

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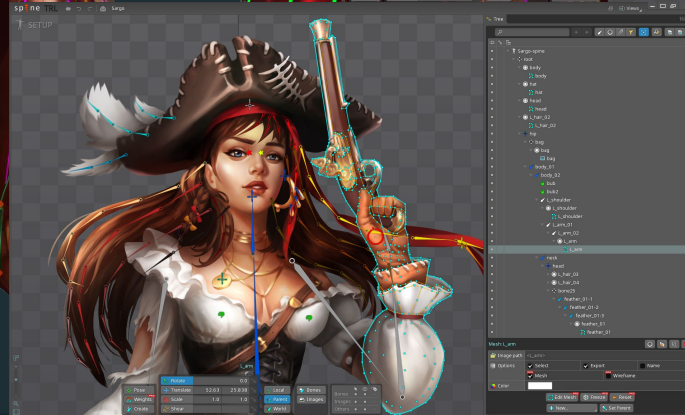
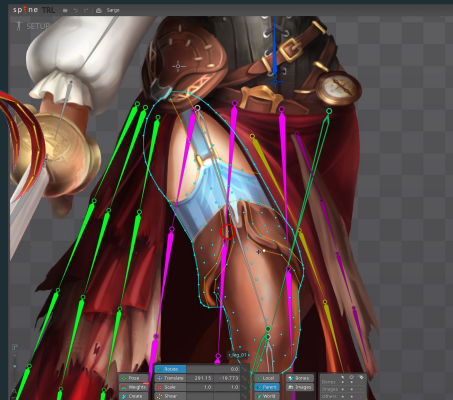
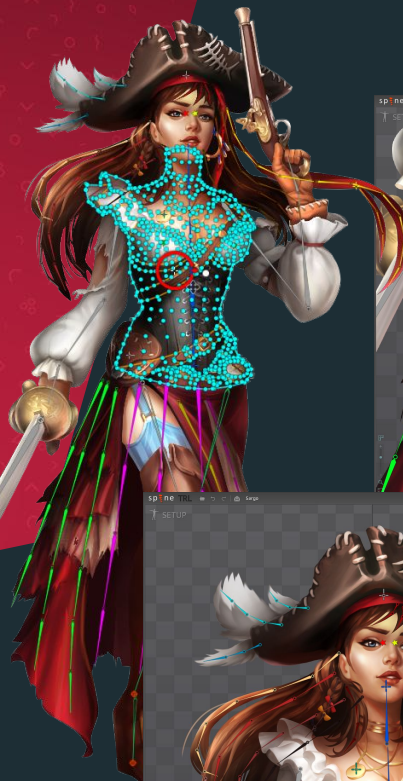
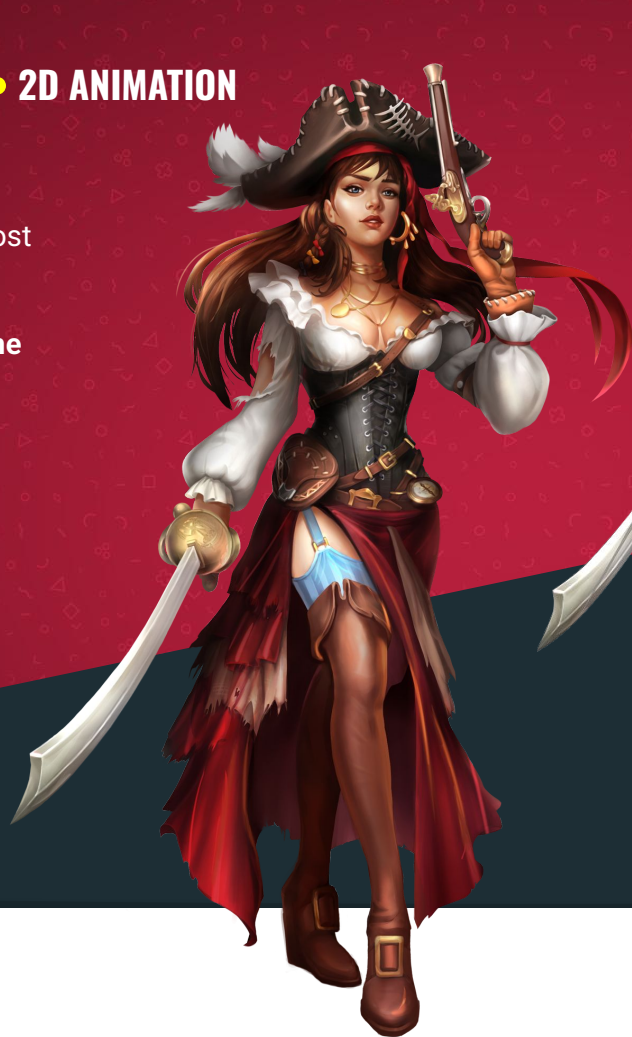
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CHARACTER • 2D ANIMATION

Spine 2D animation is the most effective option, that allows bringing to life concepts and fantasies, while keeping game size optimal.

We provide awesome Spine animations with clever Character Rigs.

[View More Examples](#)



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CHARACTER • 2D ANIMATION

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Rigging/skinning - 0,5-1 day

Simple idle animation 1-2 days

Complex idle animation 2-3 days

[View More Examples](#)



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SLOTS • 2D ANIMATION

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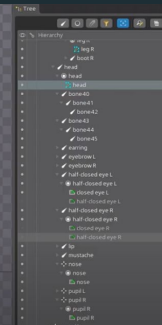
Basic slot icon animation **1 day**

Animation of **complex**
slots (character) **2 days**

[View Animation](#)

WILD

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BACKGROUNDS

Creative backgrounds are essential for visual novels

Regular background **1.5-3** days

Complex background **3-7** days

Examples



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**2D Character
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RetroStyle Games team provides
full-range of **3D and 2D Game**
Art production services.

Ready for **millions of downloads**
and ecstatic players' reviews?

Contact us NOW and boost your
art tremendously!

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Examples given in the presentation are just a drop in the ocean of our portfolio.
Contact if you want to see more:

