



ESTIMATES

Isometric Areas and Characters

2024

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# OUR TEAM

CONTACT US

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.



2024 | Bē 



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# AREA

Generally **we need**

**4-9** days for **Regular** Areas,

**12-18** days for **Medium** Areas,

**20-30** days for something **Complex**



GAMEGOS

*Concept*



*3D model*



*Overpaint*

Usually we handle full scope of work required for Isometric assets creation:

1. 2D Concept (**often provided by client's Level Designer**)
2. 3D Model
3. Textures and Layered Render
4. 2D Overpaint
5. PSD Organization (layered, w/wo shadows)

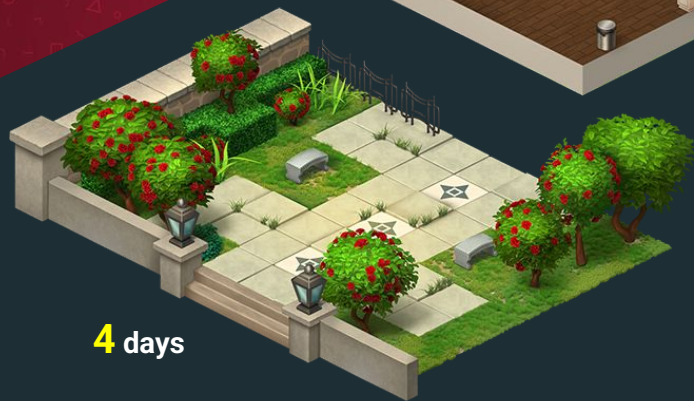
**We share team's progress daily via Shared Folder.**

# AREA

Examples:

Regular Areas

4-9 days



# AREA

Examples:  
Medium Complexity  
12-18 days



14 days



Concept



# AREA

Examples:

**Messy Area and  
Repaired versions**

**12-18 days  
per 1 version**



**Messy Area**



*Repaired*

*ver.01*

*ver.02*



*ver.03*



*Concept*



*3D model*

# AREA

Examples:

**Complex**  
**20-30 days**



Location 1 + Location 2

**25 days**

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# INTERIOR

**Creative backgrounds** are essential for renovation games  
**10-12** days from client's concept to **final render**.

Examples:

10 days



Overpaint

Concept



3D model



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# EXTERIOR

Examples:



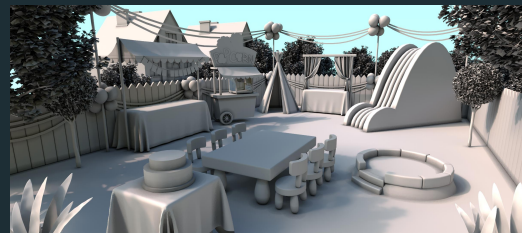
12 days

Overpaint

Concept



3D model



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# INTERIOR

Examples:



10 days

Overpaint

Concept



3D model



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# EXTERIOR

Examples:



Overpaint

12 days

Concept



3D model



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# INTERIOR

A Scene with 4 color variants will take us **9 days**;

3D model



Coloring



Examples:



Final Result



# INTERIOR

A Scene with 4 color variants will take us **12** days;

Examples:



3D model



Coloring



Final Result



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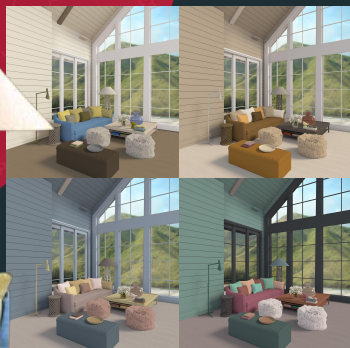
# INTERIOR

A Scene with 4 color variants will take us **11** days;

3D model



Coloring



Examples:



Final Result



# INTERIOR

A Scene with 4 color variants will take us **7 days**;

3D model



Coloring



Examples:



Final Result



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# 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)

+ **optional**

3D modeling / Pose / Animations

**Examples**

+ **optional**

2D Animation (Spine)

**Examples**



2-7 days



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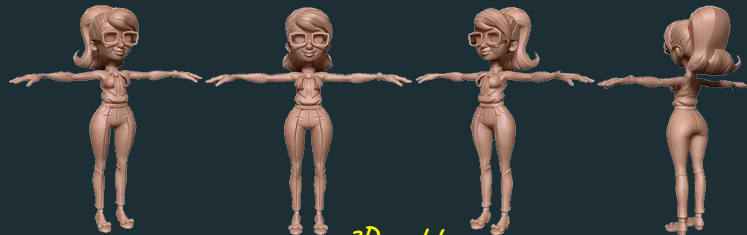
# CHARACTER • 3D MODELING

From Concept to Real-Time in-game model

1. Static 3D Model **3-4** days
2. Rig / Skin **1** day
3. Animation **1-1.5** days [Video Example](#)  
(per animation)



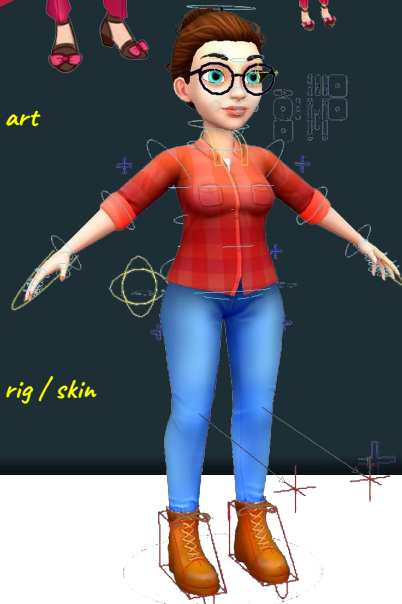
2D art



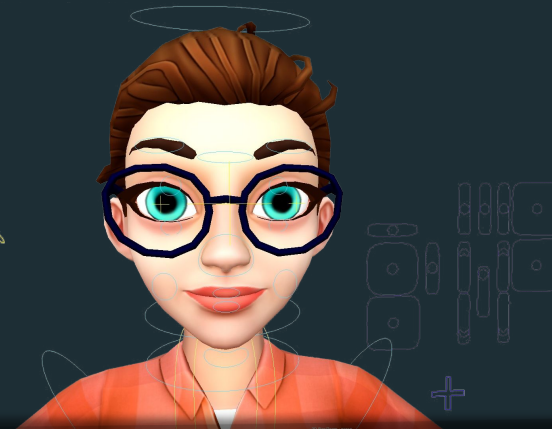
3D model



3D model



rig / skin



# CHARACTER • PROMO POSES

## Manor Cafe:

2D Promo / Spine Slicing

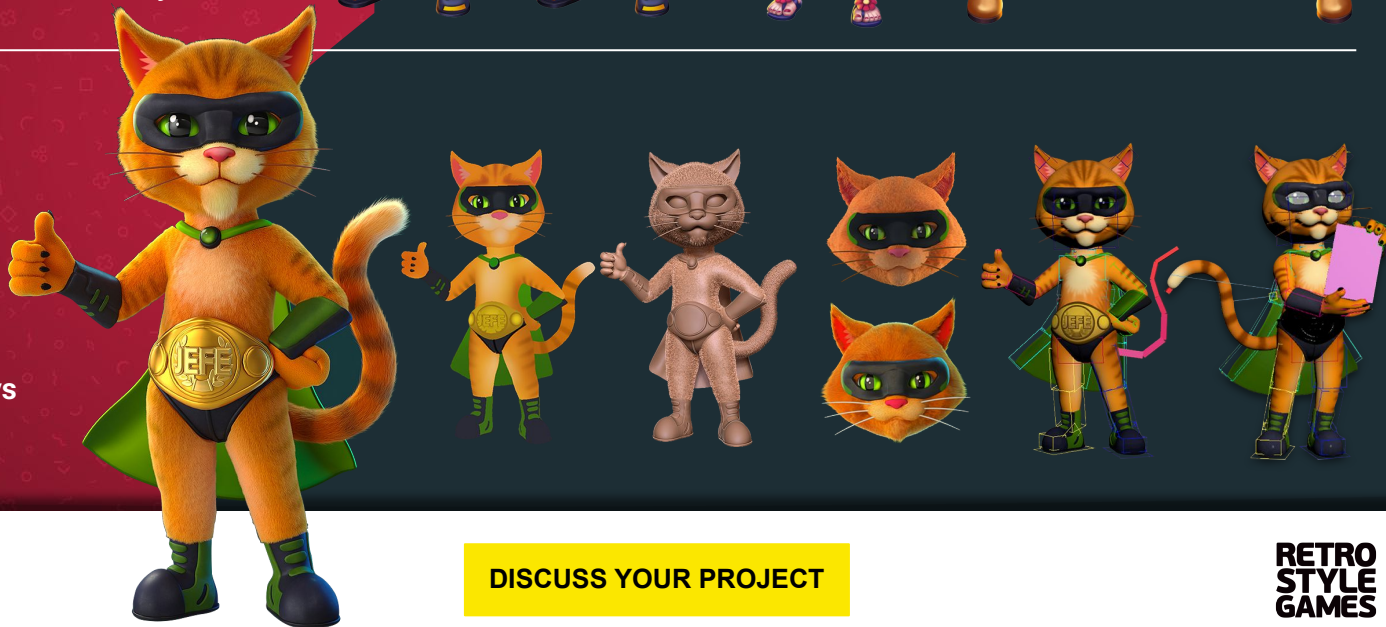
1. Character render (line art provided) **1-2 days**
2. Spine slicing and Animation **0.5-1.5 days**



## Cat Mascot:

3D Promo / Poses

1. 2D concept **1-2 days**
2. 3D model **3 days**
3. Hair/Fur setup **1-2 days**
4. Texturing and final render in different poses **2-3 days**



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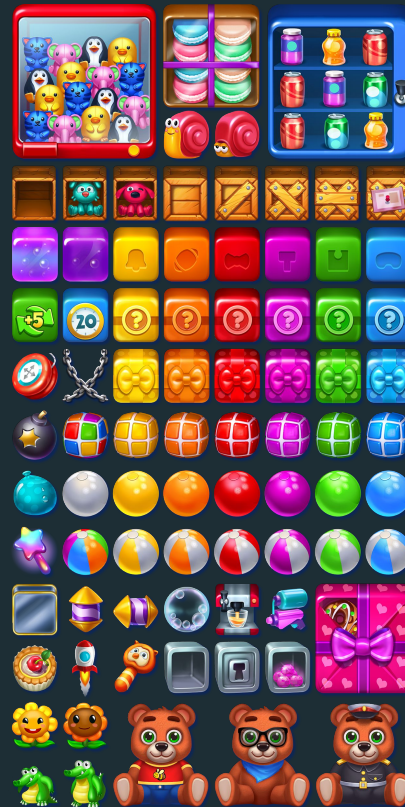
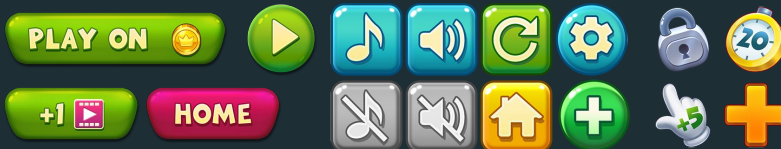
# IN-GAME ICON

Match-3 Chips, Tiles and IAP icons.

Match-3 Icons / Chips need **0.5-1** day

Tiles / Blockers **1** day

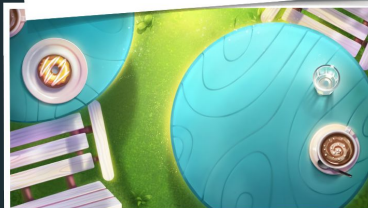
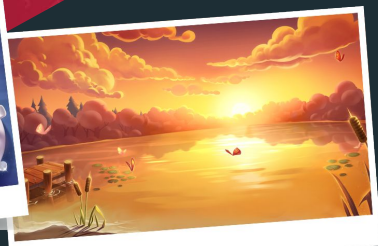
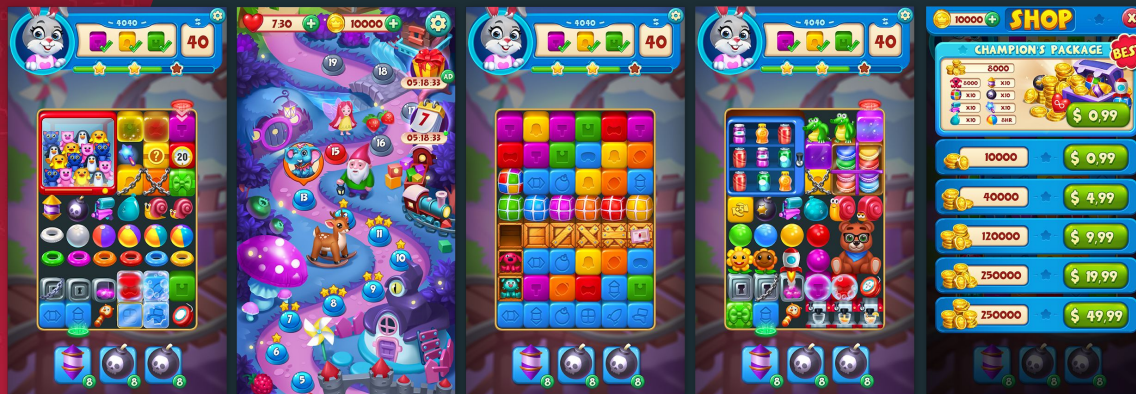
UI/UX **2-4** day (with pop-ups)



# BACKGROUND

Regular Backgrounds **1-2** days

Complex (may require 3D base) **2-7** days



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# CG CINEMATICS

See our best moments  
in **CG Reel 2020**

Full Cycle CG Short / Creative production:

1. Scenario
2. Previz
3. 3D Modeling  
(Characters / Environment / Props)
4. Rig / Skin and Animation
5. Final Render and VFX

Game Intro  
**30-40** man days

Creatives Example  
**7-12** man days



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What  
**RetroStyle Games**  
has been up to?

Join us to  
**discover**  
our recent projects.



Bēhance



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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:



**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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