



ESTIMATES

**Match-3**

**2024**

[CONTACT US](#)

# OUR TEAM

**RetroStyle Games** offers **Full-cycle 2D and 3D Art Production** services.

We can lead your game from initial drafts and studies to full release. From self-publishing we know how important Game Store listing is. We can help you to create eye-candy App Icon and Promo screens.

Game Art Outsourcing clients constantly choose our studio as external vendor.

**RetroStyle Games** loves to establish solid working relationships.



**FULL  
GAME ART  
PRODUCTION**

**CONTACT US**

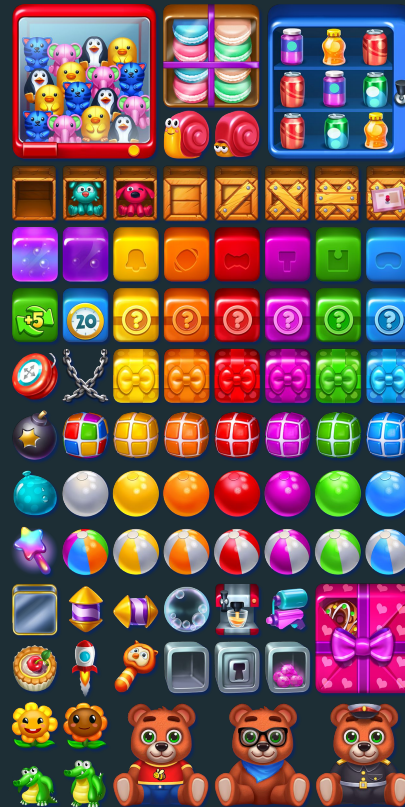
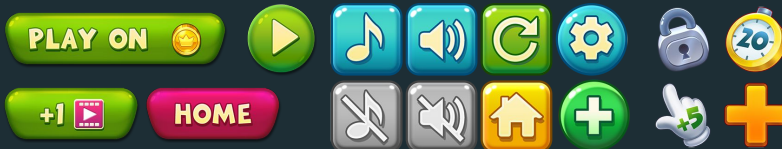
# IN-GAME ICON

Requires additional discussion.

Match-3 icons / chips need **0.5-1** day

Tiles/Blockers **1** day

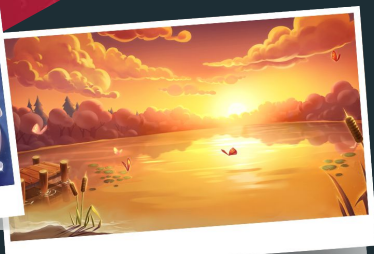
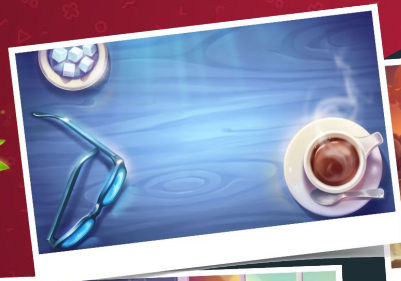
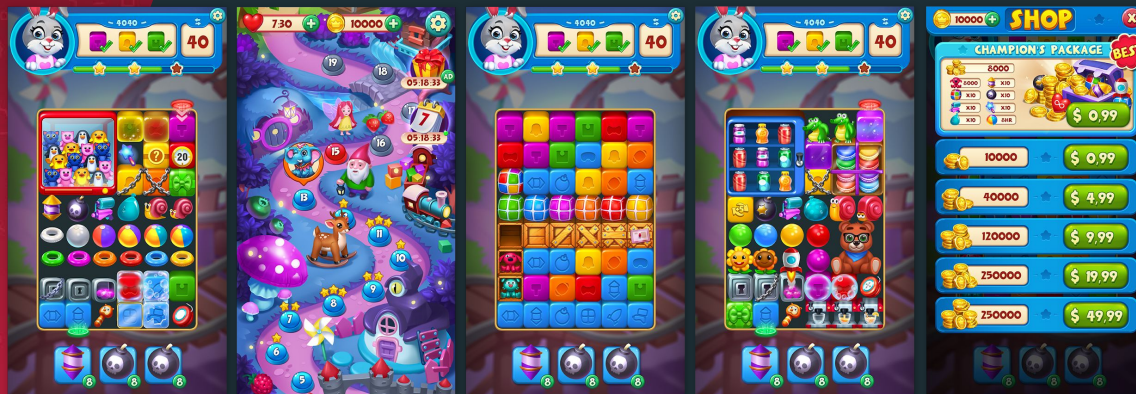
UI/UX **2-4** day (with pop-ups)



# BACKGROUND

Requires additional discussion.

Backgrounds **1-2** days  
(In case of simple blurred  
bg can go down to **0.5-0.75** day)



ESTIMATES  
**2024**

**Match-3**  
**Full Art Production**

**RETRO  
STYLE  
GAMES**

# BACKGROUND • MAP

Requires additional discussion.

Map sketch 1-2 days

Map finalization 4-5 days

DISCUSS YOUR PROJECT



ESTIMATES  
2024

Match-3  
Full Art Production

RETRO  
STYLE  
GAMES

# AREA

Generally **we need**

**4-9** days for **Regular** Areas,  
**12-18** days for **Medium** Complexity,  
**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 Draft
3. Textures and Final Render
4. PSD with Overpainted assets (layered, w/wo shadows)

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

# AREA

Examples:

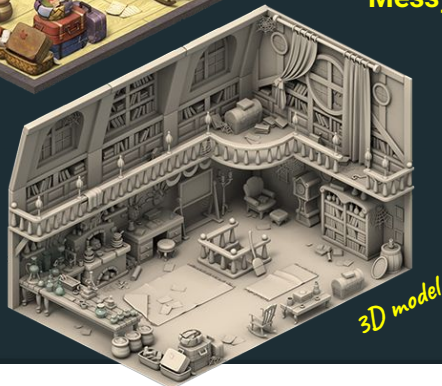
**Messy Area and  
Repaired versions**  
12-18 days  
per 1 version



Messy Area



Concept



3D model



ver.01

Repaired



ver.02



ver.03

# AREA

Examples:  
Medium Complexity  
12-18 days



14 days



Concept



ESTIMATES  
**2024** | Match-3  
Full Art Production

RETRO  
STYLE  
GAMES

# AREA

Examples:

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



Location 1 + Location 2

**25 days**

ESTIMATES  
**2024**

**Match-3**  
**Full Art Production**

**DISCUSS YOUR PROJECT**

**RETRO  
STYLE  
GAMES**

# EXTERIOR

Examples:



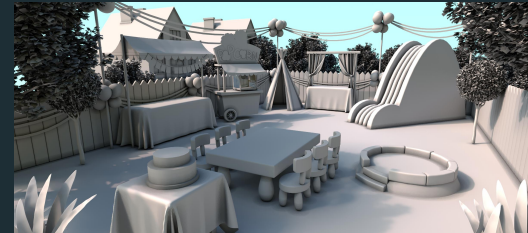
Overpaint

12 days

Concept



3D model



ESTIMATES  
2024

Match-3  
Full Art Production

DISCUSS YOUR PROJECT

RETRO  
STYLE  
GAMES

# INTERIOR

Examples:



Overpaint

10 days

Concept



3D model



ESTIMATES  
**2024** | Match-3  
Full Art Production

**RETRO  
STYLE  
GAMES**

# INTERIOR

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

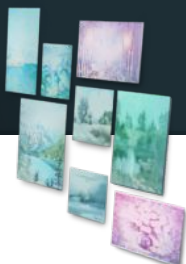
Examples:



3D model



Coloring



Final Result



ESTIMATES  
**2024**

Match-3  
Full Art Production

RETRO  
STYLE  
GAMES

# INTERIOR

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

3D model



Coloring



Examples:



Final Result



ESTIMATES  
**2024**

Match-3  
Full Art Production

DISCUSS YOUR PROJECT



RETRO  
STYLE  
GAMES

# CHARACTER

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

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

+ **optional**

3D modeling / Pose / Animations

**Examples**

+ **optional**

2D Animation (Spine)

**Examples**



ESTIMATES  
**2024**

**Match-3**  
Full Art Production

**RETRO  
STYLE  
GAMES**

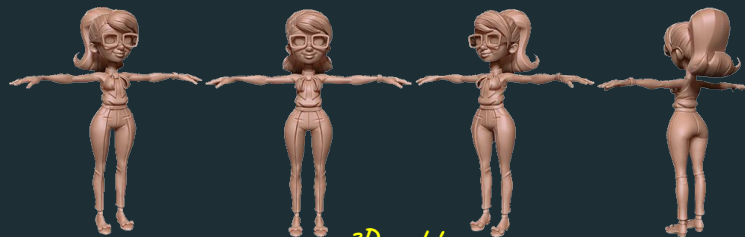
# CHARACTER

Main Character example for 3D  
(from Concept to Real-Time in-game model)

1. 2D (line art colorization) **1-2 days**
2. 3D (from sculpt to Low-poly model) **3-4 days**  
+ Rig / Skin **1 days**  
+ Animations **1 days** [Video Example](#)



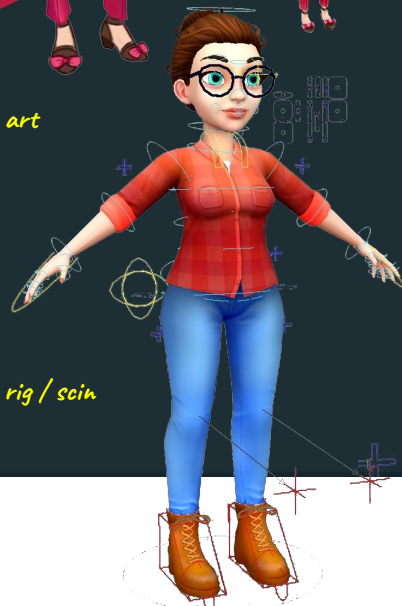
2D art



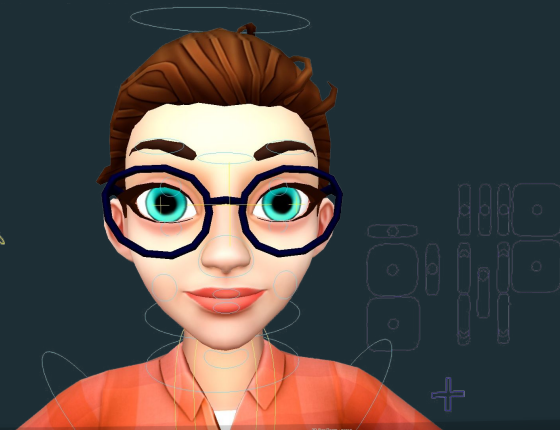
3D model



3D model



rig / skin



ESTIMATES  
**2024**

Match-3  
Full Art Production

RETRO  
STYLE  
GAMES

# CHARACTER

## Manor Cafe

(Line Art rendering and Spine slicing)

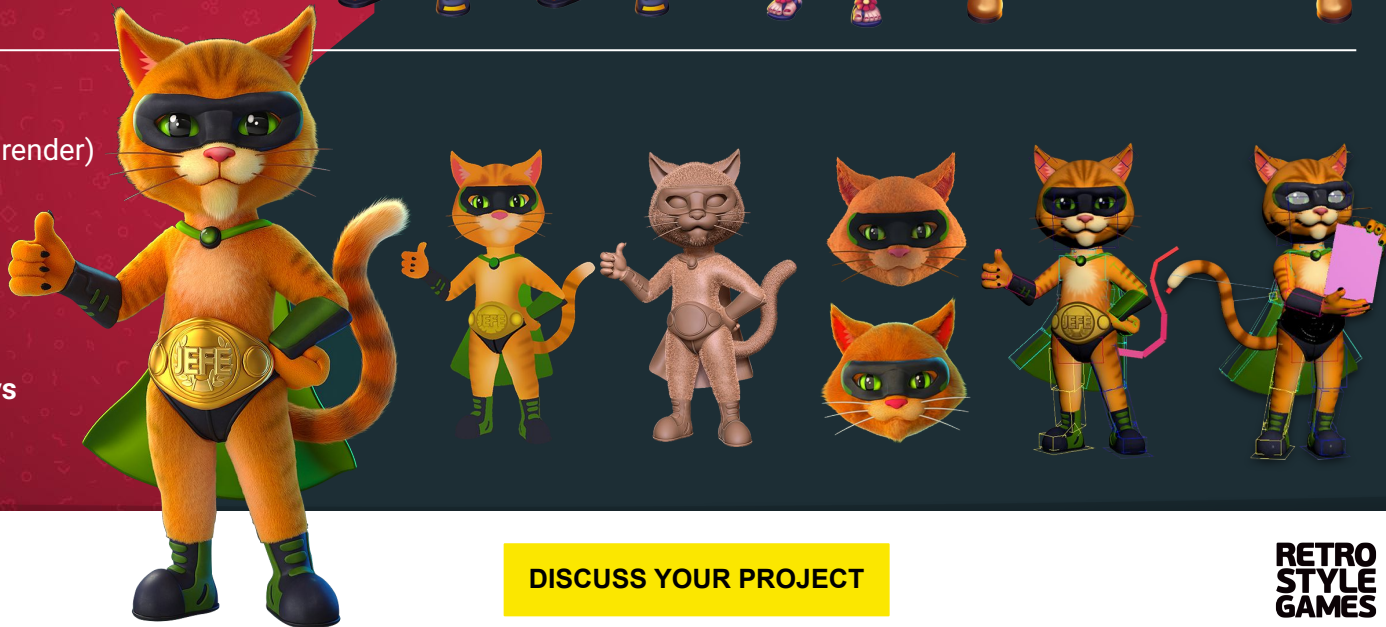
1. Character render (line art provided) **1-2 days**
2. 3D per extra pose **1 days**



## Cat Mascot

(from concept to posed 3D promo render)

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**



ESTIMATES  
**2024**

Match-3  
Full Art Production

DISCUSS YOUR PROJECT

RETRO  
STYLE  
GAMES

# 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



ESTIMATES  
**2024**

Match-3  
Full Art Production

DISCUSS YOUR PROJECT

RETRO  
STYLE  
GAMES

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

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



Bēhance



RETRO  
STYLE  
GAMES

Bē 

2024

[CONTACT US](#)

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

