



ESTIMATES

3D Character & 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.

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**RETRO
STYLE
GAMES**

3D MODELING

RetroStyle Games provides 3D modeling services of any complexity in both organic and hard-surface directions. Our team builds highly detailed realistic models as well as low-poly models for mobile game art.

Our experience allows offering a Full-cycle 3D modeling which includes the process of building 3D Characters, Environments, Vehicles and more 3D assets from concept art to Zbrush sculpt.

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)

+ **optional**

3D modeling / Pose / Animations

Examples

+ **optional**

2D Animation (Spine)

Examples



2-7 days



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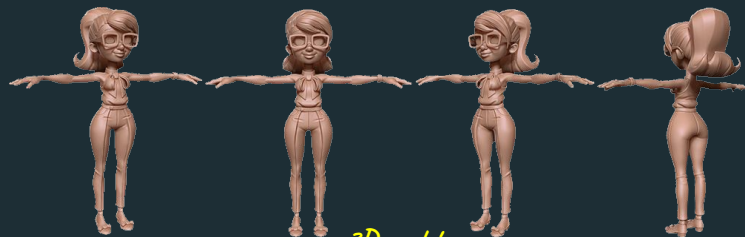
CHARACTER

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 day**
+ Animations **1 day** [Video Example](#)



2D art



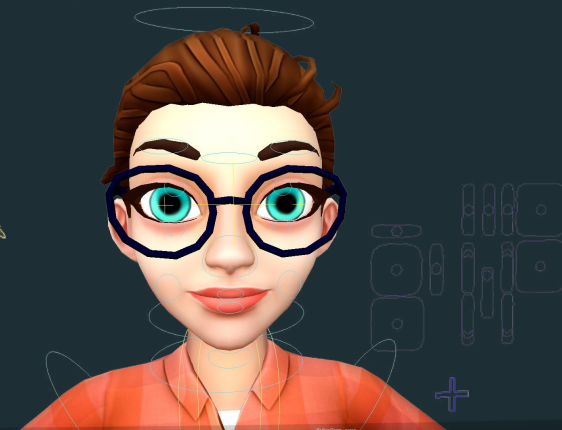
3D model



3D model



rig / skin



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ISO Areas
and Characters

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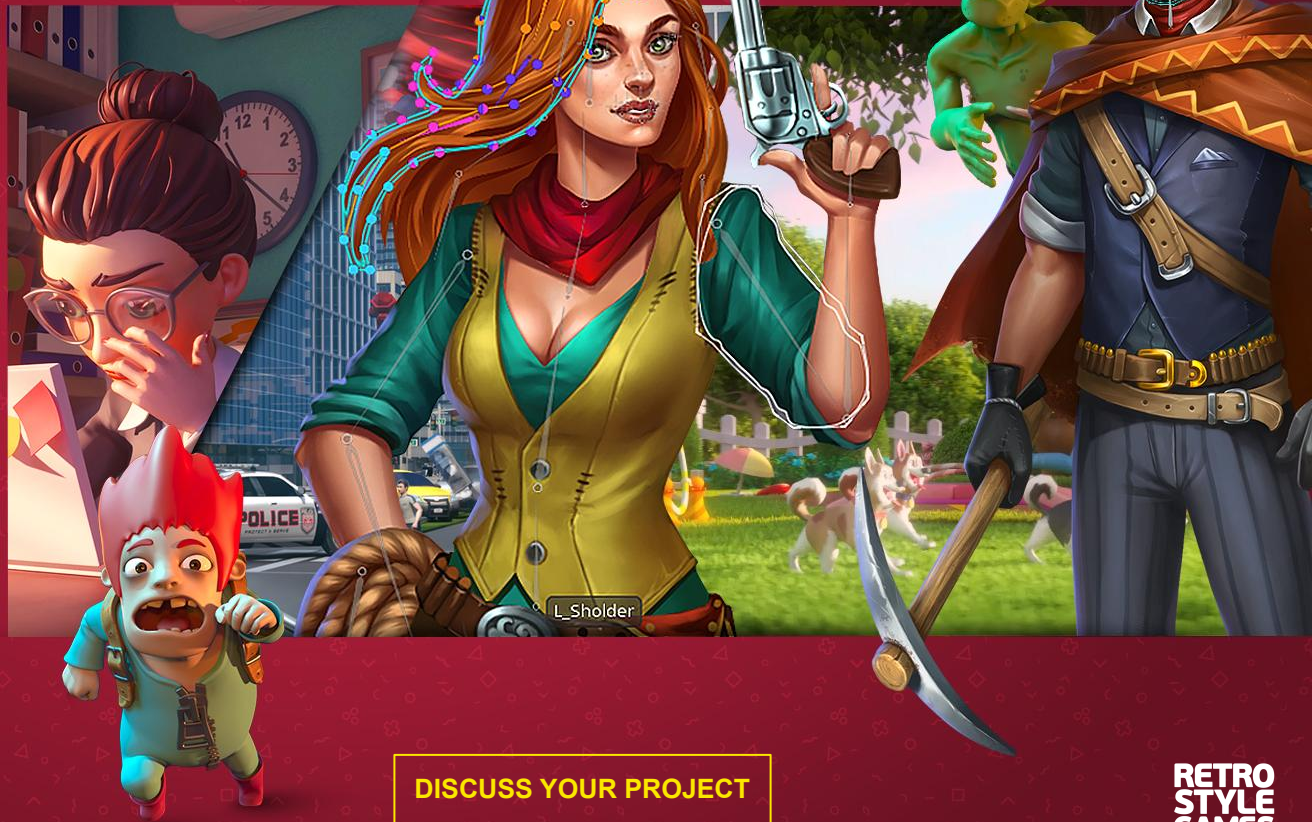
ANIMATION

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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CHARACTER

Manor Cafe

(Line Art rendering and Spine slicing)

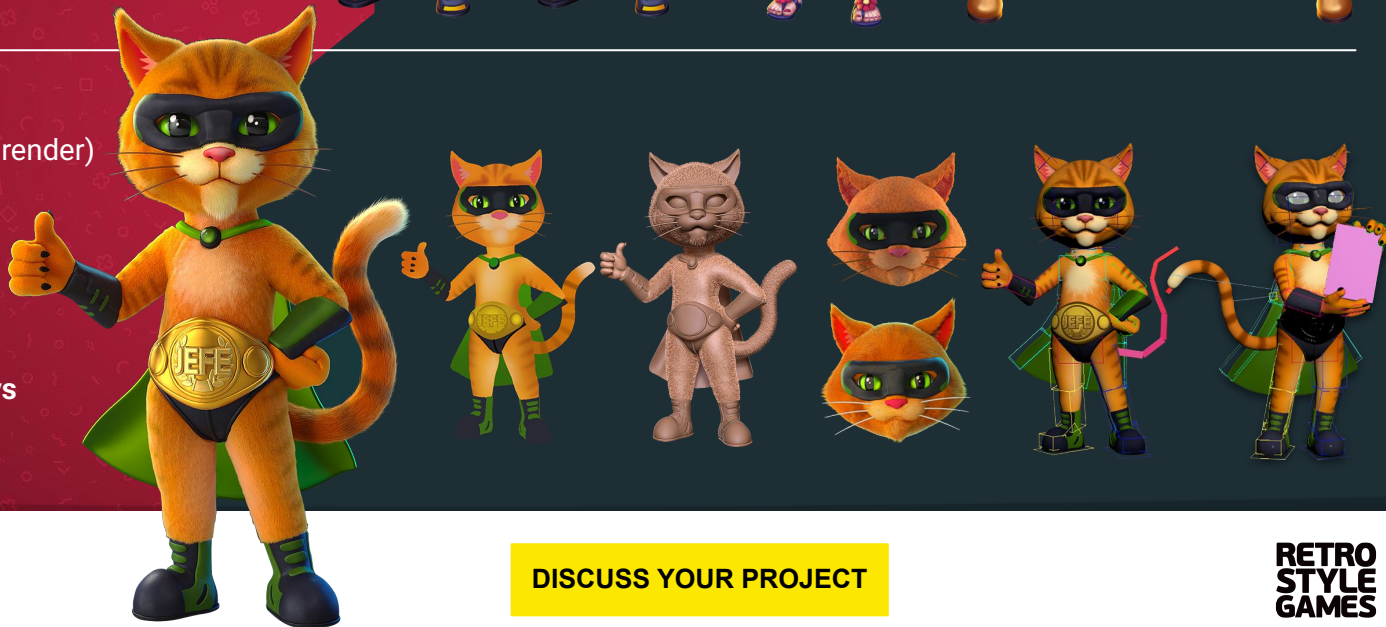
1. Character render (line art provided) **1-2 days**
2. 3D per extra pose **1 days**



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**



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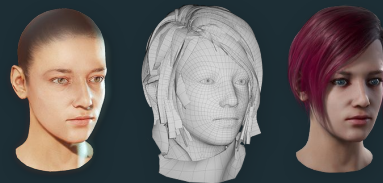
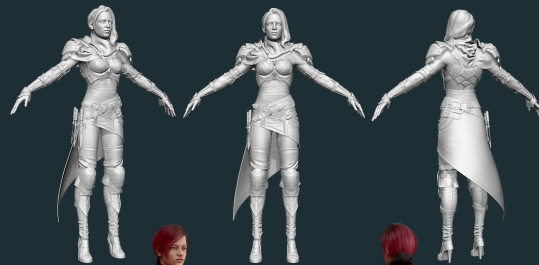
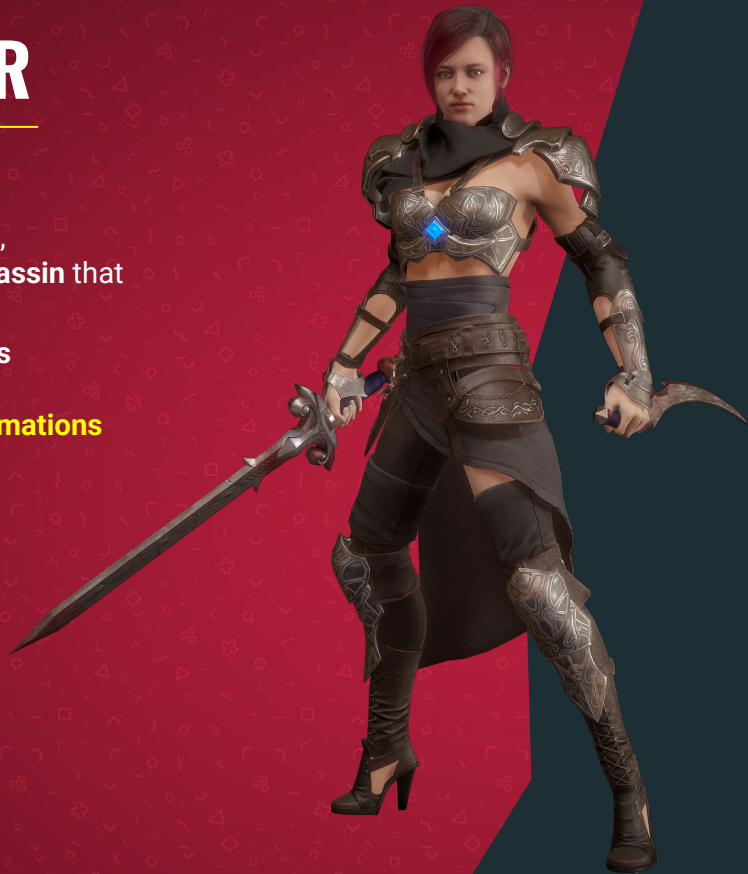
CHARACTER

You get a rigged, realistic, 3D model of **Maiden Assassin** that can be quickly integrated into your project. **15 days**

The character has **16 animations** and optimized for **Unity** and **Unreal engines**, it is a Game-Ready asset.

Example Animation

Example Animated in Unity / Unreal Engine



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CG CINEMATICS

See our best moments
in **CG Reel 2023**

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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**RETRO
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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:

