



ESTIMATES

Casual Games

2024

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# 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**

# ICON DESIGN

While developing a game, you need to create visuals for a mass of game assets. The magnitude of Game Icon Design can hardly be overestimated. App Icon, Match-3, Slot Icons, UI-IX Icons must be meticulously crafted to make a game exceptional and interactive. Our 2D and 3D artists will create a unique set of icons for your game as well as design ideal app icon.

See [portfolio](#)



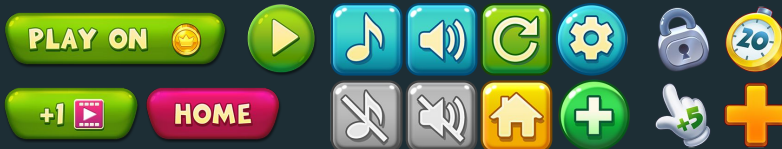
# IN-GAME ICON

Requires additional discussion.

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

Tiles/Blockers **1** day

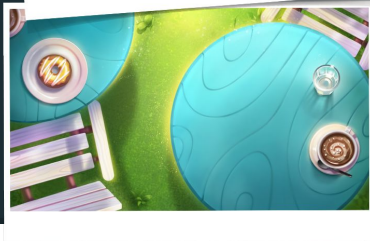
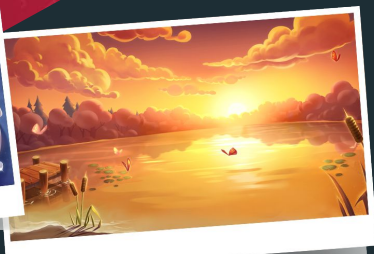
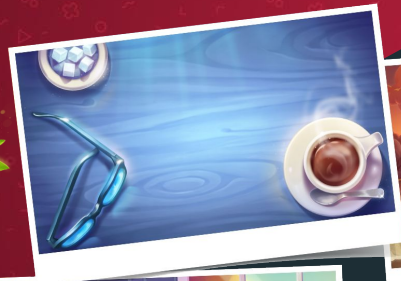
UI/UX **2-4** day (with pop-ups)



# 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**

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# BACKGROUND • MAP

Requires additional discussion.

Map sketch 1-2 days

Map finalization 4-5 days

**DISCUSS YOUR PROJECT**



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Match-3  
Full Art Production

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# 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**



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Match-3  
Full Art Production

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# SLOTS

We need a **list of assets**, used in the game to tell you the exact price for all art. But here are estimations for each asset - you can count the price, based on the amount of slots needed.

**We only work for a daily rate.**

Symbols **0.5-1** day    Simple background **1.5-3** days  
Reel **2-3** days    Complex background **3-7** days  
UI **2-3** days    Character **1.5-5** days  
Animation (minor) **0.5** day

**Example Animation**





# SLOTS

Symbols **0.5-1** days each

Face slots **1** day each

Slots animation **1** day

Character **1** day each

Background **2** days

Reel **2-3** days

UI **2-3** days

There can be also some specific things that may or may not be required for your slot machines. And which can influence the final price in both directions.

Also, **animation neediness can influence extra costs** (we can do them in Spine).

We can also do **3D animation** (rendered or real-time).



# SLOTS



Symbols **0.5** days day each  
Reel **2-3** days  
UI **2-3** days  
Animation (minor) **0.5** day  
Simple Background **1-1.5** days

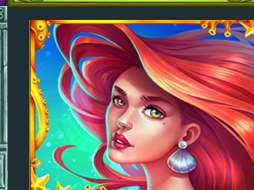
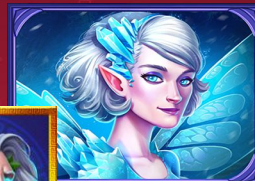


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Slots &  
Background

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# SLOTS • IN-GAME ICONS



Complex Icon (highly detailed) **2** days  
(~**1.5** if concept is provided  
from client's side)

+ **optional**  
3D modeling / Pose / Animations

Examples

+ **optional**  
2D Animation (Spine)

Examples



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Slots &  
Background

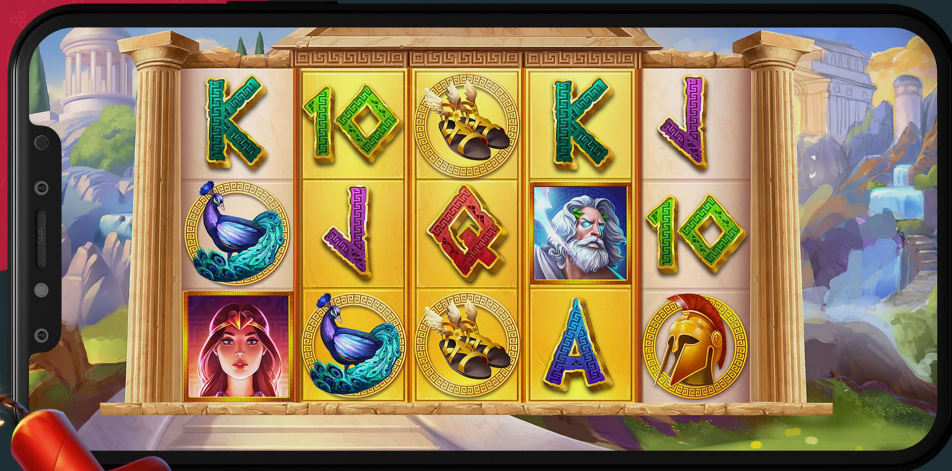
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# SLOTS • IN-GAME ICONS



Low Tier Icon 0.5-0.75 day

High Tier Icon 1-1.5 day



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# SLOTS • UI

UI 2-3 days



TOTAL BET

500

TOTAL WIN

275000



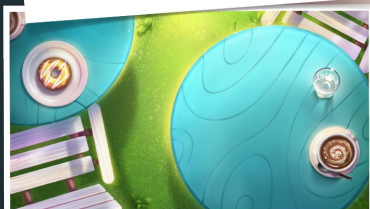
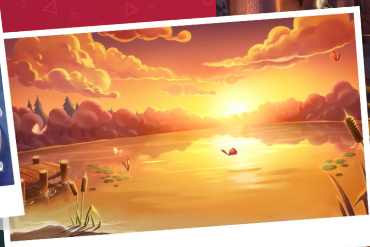
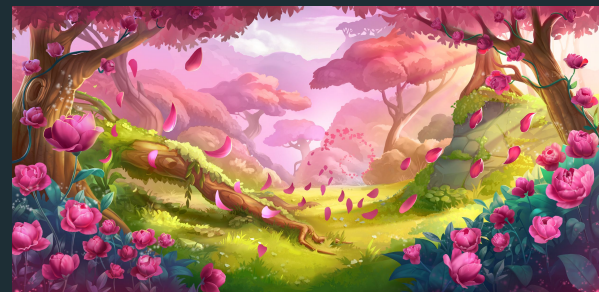
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# SLOTS • BACKGROUND

Simple background 1.5-3 days

Complex background 3-7 days



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Background

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# SLOTS • 2D ANIMATION

We also provide awesome **Spine animations**, making your sprites move and interact naturally.

Basic slot icon animation **1 day**

Animation of **complex** slot icons (character) **2 days**

**Example**

[View More Animations](#)



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# SLOTS • GAME LOGO



Our artists have a profound understanding of the principles of graphic design and designed logos for a variety of video-game related projects. The core objective of **logo design** is to create a **logo** that is memorable and fits with the aesthetic and theme of a game.



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# SLOTS • WORK PROCESS

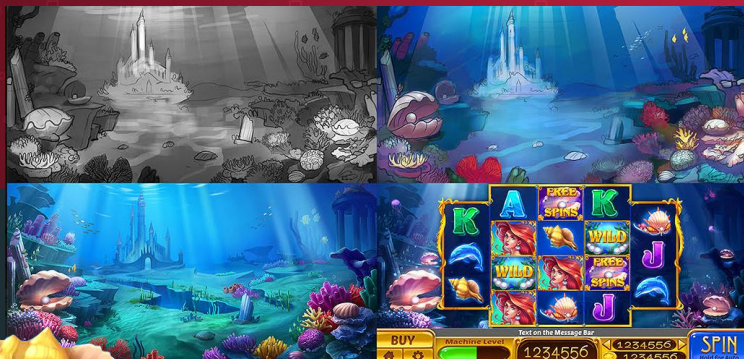


We normally work this way:

The **concept** first, often done in color, because line-art takes more time. Feedback pass.

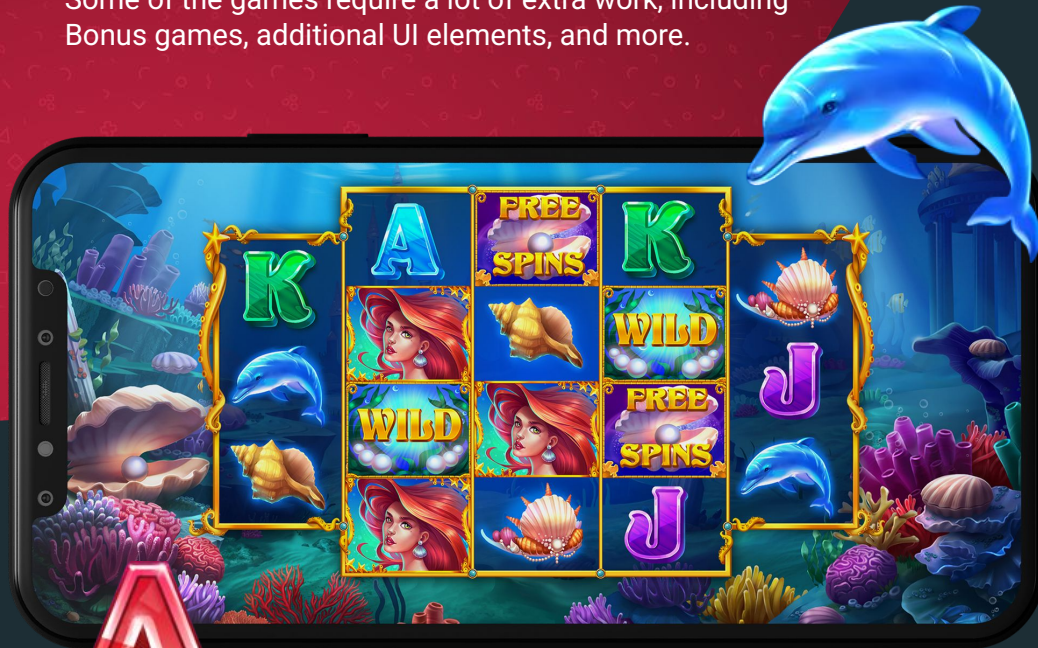
**Rendering** from rough passes — to **final polished image**.

It's a big help to get mood-boards and timelines from you.



But the **final price** will depend on the real-game assets list + **chosen art style**.

Some of the games require a lot of extra work, including Bonus games, additional UI elements, and more.



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Slots &  
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DISCUSS YOUR PROJECT



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# Last projects to **RetroStyle Games** you might have missed.

Bēhance



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Bē 

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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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