

Process Outline

1. Download the Scene Packet from the link provided.
2. Review the packet to obtain the script, production notes, and links to all the assets needed for the scene.
 - a. See **Sample A** for an example of the script.
 - b. See **Sample B** for an example of the production notes.
3. Download the required assets and install them in your Daz library.
4. Begin creating art for the story.
 - a. Places where images go in the script are denoted with a hashtag and a number. (ie: #01, #05, #10)
 - b. .duf file names should correspond to the hashtag number in the script.
 - i. Script #05's image should be saved as 05.duf
 - c. Some art will get used multiple times in a scene.
 - i. When a render is used more than once, only one image needs to be produced.
 - d. See **Sample C**
5. Expectations for viable Art
 - a. Contract artists are expected to set the following:
 - i. Characters (Surfaces, Clothing, Pose, Facial Expressions)
 - ii. Location and Environment (Props, Etc.)
 - iii. Lighting (Scene and Character, preferably using a combination of Sky domes and Point lights, and Spot lights).
 1. See **Sample D**.
 - iv. Camera (including depth of field)
 - v. This list is not all inclusive but represents the basics of the expected .duf file being sent back to lanvs.
6. When a scene has been completed, the .duf files should be zipped and sent back to lanvs for review.
7. Upon review, lanvs may return one or more images for corrections or updating.
8. If no corrections or updates are required, a new Scene Packet will be provided and the process repeated from Step 1.

Payment Outline

1. lanvs is offering \$0.65 USD per approved completed image payable on the 7th day of the subsequent month.
 - a. Contract artist payments are taken directly from Patreon Income.
 - b. By processing payments on the 7th Day, this ensures lanvs Software sufficient time to process all patreon payments and have available funds for disbursement to artists.
 - c. See **Table A**.
2. Payout is capped at \$200 USD per month.
 - a. Contract artist payments are taken directly from the Patreon income.
 - b. The \$200 cap ensures that at the current patron support level there is sufficient funds to pay all artists the same cap in the course of the month.
 - c. As Patreon income rises, so will the monthly cap on a schedule to be determined by lanvs Software.
 - d. Any money due in excess of \$200 will roll over and be paid in the subsequent month.
 - e. See **Table B**.
3. Payments will be calculated and queued for payment when the scene is completed and approved.
4. You will be provided a detailed accounting summary for approval prior to payment.
 - a. This summary will include a break down of all work completed and an accounting of all sums due.

Production Schedule and Deadlines

- Since I cannot afford to pay anyone to work on this full time, the job is work at your own pace.
- There are no deadlines.
- Any work you complete is a benefit to the game and moves the needle forward faster than I can on my own.
- Of course, the more scenes you complete in a month, the more you can earn.

Final Thoughts

The game is rating 4.5 stars or higher on nearly every site and distribution channel it appears on. The characters are popular, the story is popular, and the only complaint is that production is taking too long.

I believe that with your effort we can grow this game into something phenomenal in 2020.

People are craving content, and if we can give them that, I have no doubt that this game will be a huge success. As the patreon count and income grows, so will the revenue cap and the offered price per image.

It's easy work, I just don't have time to do all of it in a manner satisfying to the players.

Sample A - Script

#05

emily ``So what are you doing today? Laying around like a lazy
shit bag?``

#06

roger ``I had thought about it...``
roger ``...but you\'ve inspired me.``
roger ``I\'m coming to the club with you.``

#05

emily ``Like hell you are.``

#06

roger ``Like hell I\'m not. Last time I checked the membership
was in my name and I was the one paying the dues.``

#07

emily ``Well I\'m getting ready to leave and you\'re still in
your robe.``

#08

roger ``You go ahead, I know the way.``

#07

emily ``As long as you know you\'re not playing with us.``

#08

roger ``Don\'t worry, I\'m sure I can find plenty there to
occupy myself with.``

#09

`Without another word, [eh.fName] spun on her heel and left for
the club while I went to get dressed.'

Sample B – Production Notes

Characters:

Emily

Roger

Locations:

Harrington House - Kitchen

Props:

Coffee Maker and Cups, Emily's watch, Emily's earrings.

Image Count: 12

Production Notes:

#02/03: Emily is in a good mood when she arrives in the kitchen.

#04/05: Emily now has a cup of coffee.

#06: Emily winks.

#07/08: Emily's attitude shifts towards neutral as she's not amused by Roger's responses.

#09/10: Emily's attitude is neutral.

#11: Emily looks at her watch.

#12: Emily kisses Roger on the cheek.

#13: Roger alone in the kitchen with his cup of coffee.

Sample C

#05
emily ``So what are you doing today?
Laying around like a lazy shit bag?``

#05 Represents a new image where Emily is speaking.

#06
roger ``I had thought about it...``
roger ``...but you've inspired me.``
roger ``I'm coming to the club with you.``

#06 Represents a new image where Emily is silent and listening to Roger. (Generally this will be an exact duplicate of #05, but with her mouth closed)

#05
emily ``Like hell you are.``

#05 is repeated, no new image to produce.

#06
roger ``Like hell I'm not. Last time I checked the membership was in my name and I was the one paying the dues.``

#06 is repeated, no new image to produce.

#07
emily ``Well I'm getting ready to leave and you're still in your robe.``

#07 Represents a new image in which Emily is talking. (Since it is part of the same conversation, perhaps she's changed pose or position since #05)

#08
roger ``You go ahead, I know the way.``

#08 Represents a new image where Emily is talking. This can be a duplicate of #06 but with her mouth closed.

#07
emily ``As long as you know you're not playing with us.``

#08
roger ``Don't worry, I'm sure I can find plenty there to occupy myself with.``

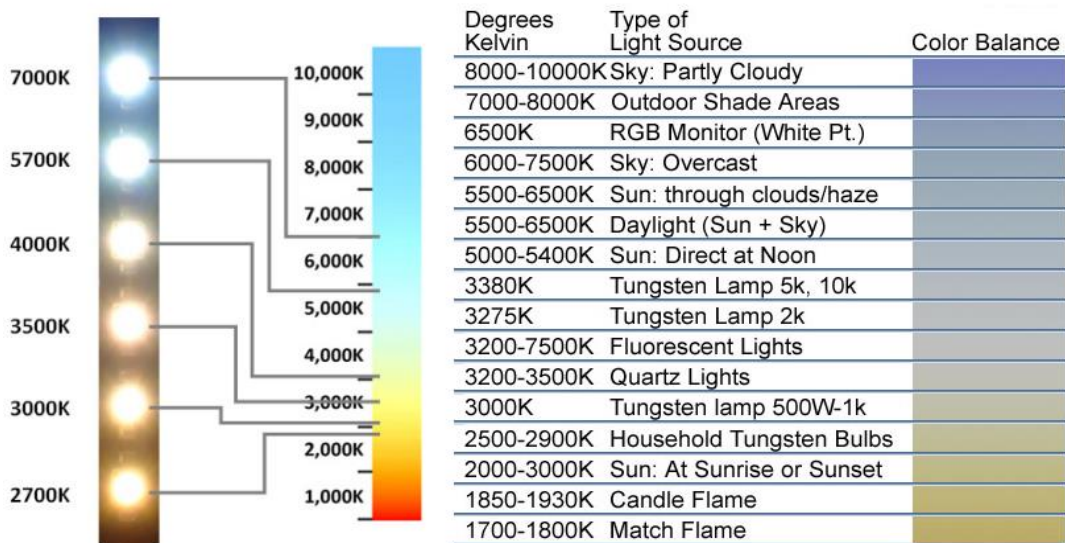
#09
`Without another word, [eh.fName] spun on her heel and left for the club while I went to get dressed.'

#09 Represents a new image in which the characters are performing an action. The image should show what is being described in the text.

Sample D – Typical Lighting Setup

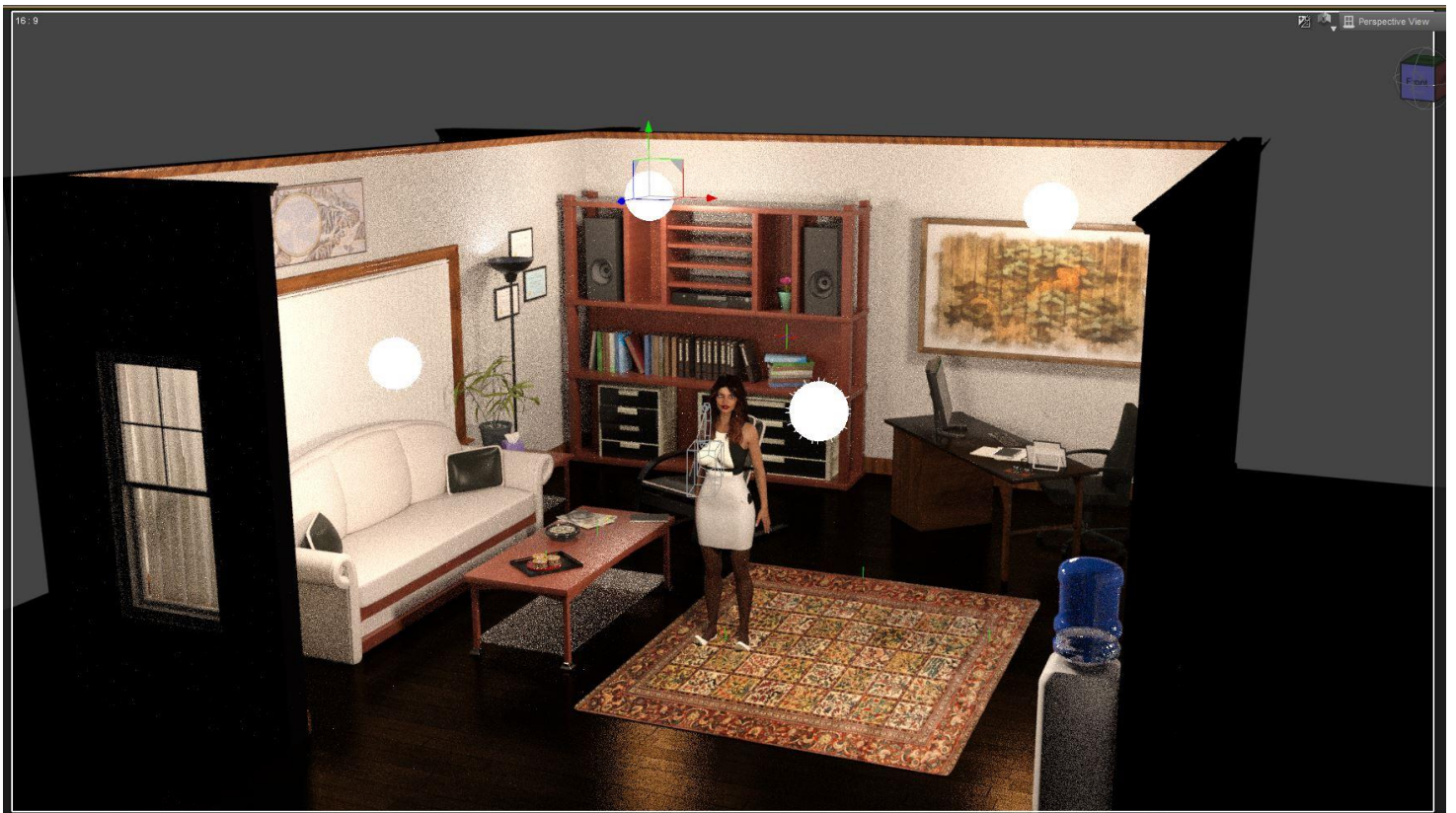
The Following sample is a suggested method that we have had enormous success with. It is simple, quick and efficient. However, it will not be perfect for every scenario. Artists are encouraged to use what they know to achieve the best possible effect.

- Most scenes can be lit with just 4 lights (sometimes more or less depending on desired effect).
- The **Key Light** appears to either the right or left of the camera.
- The **Fill Light** appears on the opposite side of the camera as the Key.
 - The fill light is set to approximately 75% of the key light’s power.
 - This may vary depending on the intensity of the shadows and the desired effect.
- In most cases, the light geometry will be set to “Sphere”.
 - The Diameter of the light will directly determine how strong and sharp the shadows are.
 - For most scenes, a Diameter of 30.0 will be sufficient.
 - If the scene requires sharp, harsh shadows, a smaller diameter will be used.
- **Background Lights** are the one or more lights that will illuminate the remainder of the environment.



- The diameter of these lights will usually be set to 40 or 50 to throw as much light around the room as possible.
- Light temperature should be set to reflect whatever is appropriate to the light source in the scene.
- Brightness should be adjusted through the “Luminous Flux (Lumens) slider.”

Sample D – Typical Lighting Setup (cont.)



Sample D – Typical Lighting Setup (cont.)



This is just a quick and dirty sample of the effectiveness of the technique described above.

Start to finish it took approximately five minutes to set up the lighting and run the test render.

Again, this will not be perfect for all cases, but in a large number of renders this type of lighting will be sufficient.

Sample D – Typical Lighting Setup (cont.)

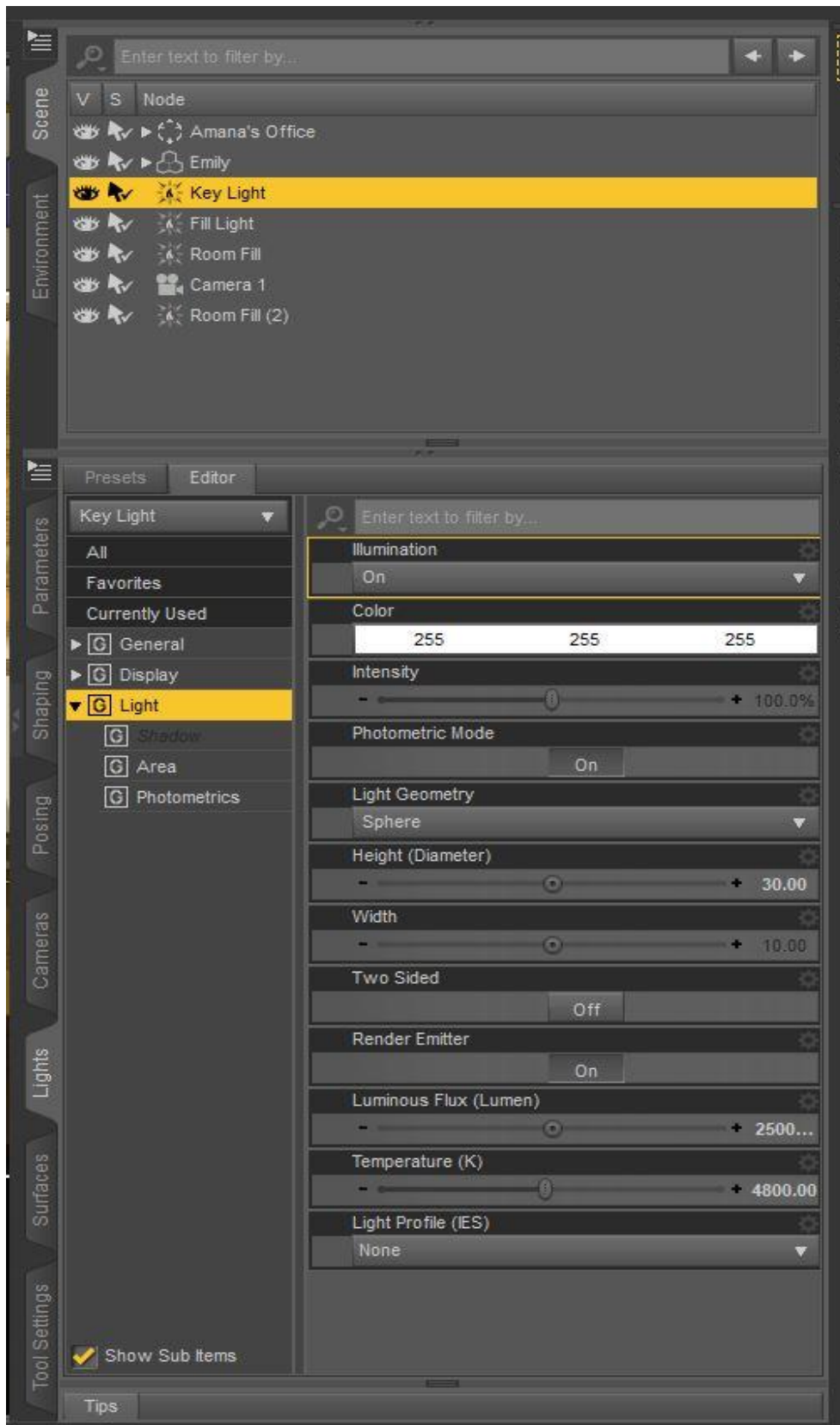


Table A: Payment Schedule Example

| Scene: | Completion Date: | Total .duf Files: | Payment Occurs On: |
|-----------------|------------------|-------------------|--------------------|
| Amanda Scene 01 | 3/2/2020 | 15 | 4/7/2020 |
| Amanda Scene 02 | 3/15/2020 | 8 | 4/7/2020 |
| Amanda Scene 03 | 3/29/2020 | 22 | 4/7/2020 |
| Amanda Scene 04 | 4/1/2020 | 19 | 5/7/2020 |
| Amanda Scene 05 | 4/10/2020 | 10 | 5/7/2020 |
| Amanda Scene 06 | 5/10/2020 | 32 | 6/7/2020 |

| Month | Scenes Completed | Rate | Amount Due | Payment On |
|-------|------------------|--------|------------|------------|
| March | 45 | \$0.65 | \$29.25 | 4/7/2020 |
| April | 29 | \$0.65 | \$18.85 | 5/7/2020 |
| May | 32 | \$0.65 | \$20.80 | 6/7/2020 |

Table B: Payment Rollover Example

| Month | Scenes Completed | Amount Owed | Amount Paid | Payment On |
|-------------------------|------------------|-------------|---|------------|
| March | 400 | \$260.00 | \$200.00 | 4/7/2020 |
| April (Owed from March) | 0 | \$60.00 | | |
| April (Work Completed) | 32 | \$20.8 | \$80.80 (includes money owed from March) | 6/7/2020 |

Any money owed from exceeding the cap in a prior month will roll over and be paid out first in the next payment cycle. If the following cycle also exceeds \$200, the money will continue to roll over into subsequent months.