

3D commission brief

Use this page to outline an idea before getting in touch.

Short answers are fine. Leave anything you are still working out blank.

01 Goal and audience

What should the image or scene communicate? Who will see it?

02 References and direction

Add reference links. What do you like, and what should be avoided?

03 Deliverables and intended use

List the images, scenes or motion needed, sizes, quantity and where they will appear.

04 Supplied assets and rights

What will you provide? Who owns it, and what permissions or credits are required?

05 Technical needs

Note file requirements, software/version needs, output sizes and any constraints.

06 Timing and budget

Target date, milestones, feedback contact and budget range (include currency).

07 Contact and project links

Name / organization, reply address, website and any useful project links.

These questions start a conversation. Scope, rights, price and dates are agreed separately.

Send your outline skytuhua.com/contact/

Need a starting point? Read the 3D environment briefing guide.