

Digi-Dodgy®:	Animation	Needs VFX	Needed	3D Modelling	Cost	Rigging	Animation cost	VFX Cost	Optional	Notes
3D models & animations detailed list										* if an effect can be modified from a previous one only the modification cost is added to the main cost ... the optional cost then is the remaining cost needed to treat it as a new effect
• Models in black.										
• Animations in pink.										
1. Digi (character):							\$980.00	\$4,300.00	\$1,700.00	
Model.				\$530.00		\$550.00	\$980.00			
Rig										
Blinking.	May be	Yes						\$100.00		
Jumping.	Yes	Yes						\$400.00		
Speed boost.	Yes	Yes						\$400.00		
Digi gun model.				\$100.00						
Digi transforms into the gun model animation.	Yes	May be							\$200.00	
Digi shooting animation (when the R2 button is held down).	Yes	Yes						\$600.00		
Digi transforms out of the gun model animation.	Yes	May be						\$100.00	\$300.00	can be a reverse of a previous effect
Digi shield model.				\$100.00						
Digi transforms into shield mode animation.	Yes	May be						\$400.00		
Digi transforms out of shield mode animation.	Yes	May be						\$100.00	\$300.00	can be a reverse of a previous effect
Gold model.				\$50.00						
From white colour to gold animation.	May be	Yes						\$200.00		
Gold Digi celebrates beating MegaBot.	Yes	Yes						\$600.00		Can vary depending on complexity
Victory celebration.		Yes						\$600.00		
Death pixelation.	Yes	Yes						\$400.00		
Checkpoint regeneration with a head shake.	Yes	Yes						\$100.00	\$300.00	can be modified from a previous effect
Game over crying.	Yes	Yes						\$100.00		
Digi pixelates in.	May be	Yes						\$100.00	\$300.00	can be modified from a previous effect
Digi pixelates out.	May be	Yes						\$100.00	\$300.00	can be modified from a previous effect
Digi celebrating model. (Every level).				\$100.00						
2. DigiBots (character):							\$140.00	\$700.00	\$300.00	
Model.				\$530.00		\$250.00				
Angry eyes when chasing Digi.		Yes						\$100.00		
Dizzy after DigiBlast shot.		Yes					\$70.00	\$400.00		
Dizzy: Digi touch pixelation.	Yes	Yes					\$70.00	\$100.00	\$300.00	can be modified from a previous effect
Back to enemy animation (flashing red eyes).		Yes						\$100.00		
3. HoppyBots (character):							\$140.00	\$1,100.00	\$600.00	
Model.				\$530.00		\$550.00				
Dizzy after DigiBlast shot.	Yes	Yes					\$70.00	\$400.00		
Dizzy: Digi touch pixelation.	Yes	Yes					\$70.00	\$400.00		
Back to enemy animation (flashing red eyes).		Yes						\$100.00		
HoppyBot pixelates in.		Yes						\$100.00	\$300.00	can be modified from a previous effect
HoppyBot pixelates out.		Yes						\$100.00	\$300.00	can be modified from a previous effect
4. SpeedyBots (character):							\$0.00	\$3,250.00	\$1,200.00	
Model.				\$530.00		\$250.00				
SpeedyBot speed effect 80%.		Yes						\$600.00		
SpeedyBot speed effect 60%.		Yes						\$50.00		can be modified from a previous effect
SpeedyBot speed effect 40%.		Yes						\$50.00		can be modified from a previous effect
SpeedyBot speed effect 20%.		Yes						\$50.00		can be modified from a previous effect
SpeedyBot speed effect 10%.		Yes						\$50.00		can be modified from a previous effect
SpeedyBot shot pixelation.		Yes						\$800.00		
SpeedyBot speed effect 80% shot pixelation.		Yes						\$50.00		can be modified from a previous effect
SpeedyBot speed effect 60% shot pixelation.		Yes						\$50.00		can be modified from a previous effect
SpeedyBot speed effect 40% shot pixelation.		Yes						\$50.00		can be modified from a previous effect
SpeedyBot speed effect 20% shot pixelation.		Yes						\$50.00		can be modified from a previous effect
SpeedyBot speed effect 10% shot pixelation.		Yes						\$50.00		can be modified from a previous effect
Dizzy after DigiBlast shot.		Yes						\$100.00	\$300.00	can be modified from a previous effect
Dizzy: Digi touch pixelation.		Yes						\$100.00	\$300.00	can be modified from a previous effect
Back to enemy animation (flashing red eyes).		Yes						\$0.00	\$100.00	can be modified from a previous effect
SpeedyBot pixelates into existence.		Yes						\$600.00		
SpeedyBot speed effect 80% pixelates into existence.		Yes						\$50.00		can be modified from a previous effect
SpeedyBot's speed effect is 60% pixelated into existence.		Yes						\$50.00		can be modified from a previous effect
SpeedyBot speed effect 40% pixelates into existence.		Yes						\$50.00		can be modified from a previous effect
SpeedyBot speed effect 20% pixelates into existence.		Yes						\$50.00		can be modified from a previous effect
SpeedyBot speed effect 10% pixelates into existence.		Yes						\$50.00		can be modified from a previous effect
SpeedyBot pixelates out of existence.		Yes						\$100.00	\$500.00	can be a reverse of a previous effect
SpeedyBot's speed effect is 80% pixelated out of existence.		Yes						\$50.00		can be modified from a previous effect
SpeedyBot's speed effect is 60% pixelated out of existence.		Yes						\$50.00		can be modified from a previous effect
SpeedyBot's speed effect is 40% pixelated out of existence.		Yes						\$50.00		can be modified from a previous effect
SpeedyBot's speed effect is 20% pixelated out of existence.		Yes						\$50.00		can be modified from a previous effect
SpeedyBot's speed effect is 10% pixelated out of existence.		Yes						\$50.00		can be modified from a previous effect
5. BlastyBots (character):							\$220.00	\$1,500.00	\$4,800.00	
Gold model.				\$530.00		\$550.00				

	Dizzy after DigiBlast shot, the gun goes inside animation too.	Yes	Yes			\$110.00	\$100.00	\$400.00	can be modified from a previous effect	Rigging & Animation to be shared between all colours (providing no difference in the model other than colour)
	Dizzy: Digi touch glow.		Yes				\$100.00	\$300.00	can be modified from a previous effect	
	Back to the enemy animation, the gun comes back outside animation too (flashing red eyes).	Yes	Yes			\$110.00	\$100.00	\$300.00	can be modified from a previous effect	Rigging & Animation to be shared between all colours (providing no difference in the model other than colour)
	Pixelates into existence.		Yes				\$100.00	\$300.00	can be modified from a previous effect	
	Pixelates out of existence.		Yes				\$100.00	\$300.00	can be a reverse of a previous effect	
	Silver model.			\$50.00						Modelling cost for just change of colour
	Dizzy after DigiBlast shot, the gun goes inside animation too.	Yes	Yes				\$100.00	\$400.00	can be modified from a previous effect	
	Dizzy: Digi touch glow.		Yes				\$100.00	\$300.00	can be modified from a previous effect	
	Back to the enemy animation, the gun comes back outside animation too (flashing red eyes).		Yes				\$100.00	\$300.00	can be modified from a previous effect	
	Pixelates into existence.		Yes				\$100.00	\$300.00	can be modified from a previous effect	
	Pixelates out of existence.		Yes				\$100.00	\$300.00	can be a reverse of a previous effect	
	Bronze model.			\$50.00						Modelling cost for just change of colour
	Dizzy after DigiBlast shot, the gun goes inside animation too.	Yes	Yes				\$100.00	\$400.00	can be modified from a previous effect	
	Dizzy: Digi touch glow.		Yes				\$100.00	\$300.00	can be modified from a previous effect	
	Back to the enemy animation, the gun comes back outside animation too (flashing red eyes).		Yes				\$100.00	\$300.00	can be modified from a previous effect	
	Pixelates into existence.		Yes				\$100.00	\$300.00	can be modified from a previous effect	
	Pixelates out of existence.		Yes				\$100.00	\$300.00	can be a reverse of a previous effect	
	6. InvinciBots (character):					\$140.00	\$100.00	\$800.00		
	InvinciBots model.			\$530.00	\$250.00	\$140.00				
	InvinciBot goes from normal digital eyes to dizzy eyes.	May be	Yes				\$100.00			
	Flying InvinciBot.	Yes	May be				\$0.00	\$400.00	Can be skipped	
	InvisiBots model.				\$250.00					
	Flying InvisiBot.	Yes	May be				\$0.00	\$400.00	Can be skipped	
	InvinciBots: malfunction model.				\$250.00				Could be cheaper depending on differences	
	7. MegaBot (character):					\$500.00	\$100.00			
	MegaBot model.			\$530.00	\$550.00	\$500.00				
	Normal to angry look animation.	May be	Yes				\$100.00			
	Boss fight 1:						\$2,700.00	\$800.00		
	Blink to Green Eyes animation.	May be	Yes				\$100.00			
	Green eyes looking down model (hopping attack).			\$50.00						Modelling cost for just change of eye colour
	Green eyes MegaBot pixelates out.	May be	Yes				\$400.00			
	Green eyes MegaBot pixelates into existence, projects HoppyBot from his head projection for 5 seconds, and then stops.	Yes	Yes				\$1,200.00			
	Green eyes MegaBot pixelates out (after HoppyBots 15 seconds).	May be	Yes				\$100.00	\$400.00	can be a reverse of a previous effect	
	Angry eyes (chase) model.			\$50.00						Modelling cost for just change of eye
	Angry eyes pixelate out (chase).	May be	Yes				\$100.00	\$400.00	can be modified from a previous effect	
	MegaBot pixelates in, is dizzy for (5 seconds) and then shakes it off. Then gives angry eyes and pixelates out.	Yes	Yes				\$800.00			
	Boss fight 2:					\$130.00	\$1,700.00	\$1,550.00		
	MegaBot pixelates in and changes his eyes to purple and changes to angry eyes.	May be	Yes				\$200.00			Modelling cost for just change of eye
	MegaBot with purple angry eyes model.			\$50.00						
	MegaBot with purple angry eyes model (80% transparency) speed effect.		Yes				\$100.00	\$200.00	can be modified from a previous effect	
	MegaBot with purple angry eyes model (60% transparency) speed effect.		Yes				\$50.00		can be modified from a previous effect	
	MegaBot with purple angry eyes model (40% transparency) speed effect.		Yes				\$50.00		can be modified from a previous effect	
	MegaBot with purple angry eyes model (20% transparency) speed effect.		Yes				\$50.00		can be modified from a previous effect	
	MegaBot with purple angry eyes model (10% transparency) speed effect.		Yes				\$50.00		can be modified from a previous effect	
	MegaBot with purple angry eyes pixelates out.	May be	Yes		\$65.00		\$100.00	\$200.00	can be modified from a previous effect	
	MegaBot with purple angry eyes model (80% transparency) speed effect. Pixelates out.		Yes				\$50.00		can be modified from a previous effect	
	MegaBot with purple angry eyes model (60% transparency) speed effect. Pixelates out.		Yes				\$50.00		can be modified from a previous effect	
	MegaBot with purple angry eyes model (40% transparency) speed effect. Pixelates out.		Yes				\$50.00		can be modified from a previous effect	
	MegaBot with purple angry eyes model (20% transparency) speed effect. Pixelates out.		Yes				\$50.00		can be modified from a previous effect	
	MegaBot with purple angry eyes model (10% transparency) speed effect. Pixelates out.		Yes				\$50.00		can be modified from a previous effect	
	MegaBot with purple angry eyes pixelates in.	May be	Yes		\$65.00		\$100.00	\$400.00	can be modified from a previous effect	
	MegaBot with purple angry eyes model (80% transparency) speed effect. Pixelates in.		Yes				\$50.00		can be modified from a previous effect	
	MegaBot with purple angry eyes model (60% transparency) speed effect. Pixelates in.		Yes				\$50.00		can be modified from a previous effect	
	MegaBot with purple angry eyes model (40% transparency) speed effect. Pixelates in.		Yes				\$50.00		can be modified from a previous effect	
	MegaBot with purple angry eyes model (20% transparency) speed effect. Pixelates in.		Yes				\$50.00		can be modified from a previous effect	
	MegaBot with purple angry eyes model (10% transparency) speed effect. Pixelates in.		Yes				\$50.00		can be modified from a previous effect	

Purple eyes MegaBot pixelates into existence, projects SpeedyBot from his head projection for 5 seconds, and then stops. Then, it pixelates out.	Yes	Yes			\$300.00	\$450.00	can be modified from a previous effect
Dizzy MegaBot pixelates in. It shakes dizziness off and looks angry then pixelates out.	Yes	Yes			\$200.00	\$300.00	can be modified from a previous effect
Boss fight 3:							
Mega transforms into (angry eyes) gun mode.	May be	Yes			\$100.00	\$0.00	
MegaBot (angry eyes) gun mode model.			\$100.00				
MegaBot (angry eyes) gun mode shooting.	Yes	Yes			\$100.00		
MegaBot (angry eyes) gun mode shows frustration and pixelates out.	Yes	Yes			\$100.00		
MegaBot with gun pixelates and reveals BlastBot: Gold with his head projection for 5 seconds. Then, it pixelates out.	Yes	Yes			\$100.00		
MegaBot with gun pixelates and reveals BlastBot: Silver with his head projection for 5 seconds. Then, it pixelates out.	Yes	Yes			\$100.00		
MegaBot with gun pixelates and reveals BlastBot: Bronze with his head projection for 5 seconds. Then, it pixelates out.	Yes	Yes			\$100.00		
MegaBot with gun dizzy animation (when shot at) (lasts 10 seconds).	Yes	Yes			\$100.00		
MegaBot with gun dizzy. Pixelated out (when touched).	Yes	Yes			\$100.00		
Boss fight 4:							
The very angry MegaBot animation plays.	Yes	May be					
Very angry MegaBot shows the projection of the invincibot for 5 seconds. He then sparks once.	Yes	Yes			\$1,200.00		
The Very angry MegaBot shows frustration (because of malfunctioning bots) and then pixelates out.	Yes	Yes			\$100.00	\$200.00	can be modified from a previous effect
MegaBot pixelates in and turns transparent (40%).	May be	Yes			\$200.00		can be modified from a previous effect
MegaBot 40% transparent model.							
MegaBot 40% transparent pixelates out.	May be	Yes			\$100.00		can be modified from a previous effect
Boss fight 5 (the final fight):							
The Really Angry MegaBot animation	Yes	May be					
Dizzy MegaBot with gun shakes of dizziness. Then looks angry and pixelates out.	Yes	Yes			\$800.00		
Scared MegaBot model (running away from gold Digi).							
FINAL MEGABOT ANIMATION - MegaBot gets pixelated painfully. (10 seconds).	Yes	Yes			\$600.00		
8. DigiBlast:							
Target sign model.							
Bottom of the target sign model.							
Target sign rotating.	Yes	May be			\$65.00	\$400.00	
Target sign pick-up animation.	Yes	May be			\$65.00	\$400.00	
The target sign reappears animation plays.	Yes	May be			\$65.00	\$400.00	
9. DigiShield:							
Shield electric ball model.							
Bottom of the shield electric ball.							
Electric animation of shield ball.	Yes	Yes			\$110.00	\$800.00	
Shield ball pick-up animation.	Yes	May be			\$110.00	\$400.00	
Shield reappear animation.	May be	Yes			\$200.00		
10. Checkpoint:							
Checkpoint model: not active - red.							
Checkpoint: red to green animation.	May be	Yes			\$200.00		
Checkpoint: green to red animation.	May be	Yes			\$100.00		can be a reverse of a previous effect
Checkpoint model: active - green.							
Checkpoint regeneration animation.	May be	Yes			\$500.00		
11. Final scene:							
In the final scene where the Bots with their eyes returned to the colour blue are carrying Digi and throwing him up. (looped animation).	Yes	May be			\$300.00	\$1,000.00	
12. Chapter Select scene: Isometric 3D map (animations):							
When Digi is on a chapter. The chapter glows green.		Yes				\$400.00	
When Digi is not on the chapter platform. The chapter glows red.		Yes				\$200.00	\$150.00
Digi's navigation (animation) on the Isometric 3D map from stage to stage.	Yes				\$140.00		
DigiBot stands still until Digi sits on chapter 1. Then he starts to move around.	Yes	May be					\$400.00
Digi's jumping (animation) plays as he jumps on the jump pads.	Yes	Yes				\$400.00	
HoppyBot stands still until Digi is near. Then his jumping (animation) plays.	Yes	Yes			\$70.00	\$0.00	can be modified from a previous effect
Digi's speed boost animation plays as he goes through the speed boost.	Yes	Yes				\$600.00	
SpeedyBot stands still until Digi is near. Then his speeding (animation) plays.	Yes	Yes			\$100.00	\$400.00	can be modified from a previous effect
BlastBot: Gold stands still until Digi is near. Then his shooting (animation) plays.	Yes	Yes			\$100.00	\$400.00	can be modified from a previous effect
BlastBot: Silver stands still until Digi is near. Then his shooting (animation) plays.	Yes	Yes			\$50.00	\$400.00	can be modified from a previous effect
BlastBot: Bronze stands still until Digi is near. Then his shooting (animation) plays.	Yes	Yes			\$50.00	\$400.00	can be modified from a previous effect
The moving platform stands still until Digi is on it. Then it moves.	Yes	Yes			\$0.00	\$400.00	Possible Move Trigger effect
The moving platform stays on the side that Digi is on.							
DigiBlast pick up (animation) when Digi touches it.	Yes	Yes			\$600.00		

DigiBlast pixelates back on both sides when Digi is away from it.		Yes			\$100.00	\$400.00	can be modified from a previous effect
Digi's small jump pad jumping (animation) to go over the InvisiBots.	Yes	May be				\$800.00	Possible Big Jump effect
Digi's shield (animation) plays as he touches the DigiShield.	Yes	May be				\$300.00	Possible Shield Pickup effect
Digi's shield (animation) turns off as soon as he passes through the InvisiBots.	May be	Yes			\$400.00		
The DigiShield pixelates back when Digi is away from it.	May be	Yes			\$100.00	\$300.00	can be a reverse of a previous effect
(if) Digi goes back. Digi's small jump pad jumping animation.	May be	May be					
The invinciBot, malfunction stands still until Digi comes near it. Then its bouncing off the wall (animation) plays.	Yes	May be				\$400.00	Possible Bounce effect
The MegaBot is standing still with normal eyes. Then when Digi is near it. The MegaBot's angry eyes animation plays and it grunts at Digi.	Yes	Yes			\$100.00	\$600.00	Possible Grunt effect
When a stage is unlocked the top part opens animation.	Yes	May be			\$0.00	\$400.00	
Total Modelling Main Cost							\$4,660.00
Total Rigging Main Cost							\$3,200.00
Total Animation Main Cost							\$3,175.00
Total VFX Main Cost							\$24,250.00
Total VFX Optional Cost							\$17,750.00
Total Main price							\$35,285.00