LUX | 3D ASSET COMMISSION

PROJECT SPECIFICATION & APPROVAL

PREPARED	CLIENT	PROJECT	REFERENCE
November 2026	[Name / Studio]	[Working title]	[Quote / job ID]

01 PROJECT SCOPE & DELIVERABLES

- Assets: 1 × “Workbench” prop and 4 × crate variants.
- Polycount: low-poly; maximum 3,500 triangles per asset.
- LOD: LOD0, LOD1 and LOD2 supplied for each asset.
- Optimisation: draw calls/materials may be combined where this does not compromise the asset.
- Textures: shared 2048 × 2048 texture atlas; maximum 2 materials per asset.
- Technical handover: naming follows the client’s supplied convention; includes a one-page import README.
- File formats: FBX, OBJ and glTF. Source files are included.

02 SCHEDULE & CHECKPOINTS

- Day 0 — Specification approved and 50% deposit received; production begins.
- Day 3 — First work-in-progress (WIP) preview and feedback round 1.
- Day 6 — Second WIP preview and feedback round 2 (final included round).
- Day 8 — Final delivery package; remaining 50% payment due.
- Schedule assumes feedback is returned promptly. Delayed feedback or approved scope changes may move delivery dates.

03 PRICE & PAYMENT

- Project total: AUD $140 (GST included, as stated in this sample).
- Payment split: 50% deposit to commence; 50% balance due at final delivery.
- Payment methods: PayPal, Wise or bank transfer.
- Infinite within reason. Additional revisions and changes outside the approved scope are quoted separately before work proceeds.

04 USAGE RIGHTS & SOURCE FILES

- Game-use licence: includes permission to use, ship and monetise the commissioned assets in a game.
- Non-game use and exclusive arrangements are quoted separately.
- Source files are included in the deliverables. The ownership and permitted reuse of source files should be agreed separately if different from the game-use licence.

05 CANCELLATION

- The supplied sample term allows the client to cancel before the project reaches 80% completion, with a refund of 50% of the work-in-progress value.
- IMPORTANT: define how project completion and “work-in-progress value” are measured before using this clause in a client agreement.

Review before client use: The cancellation calculation is not yet sufficiently defined.

APPROVAL

Reply “APPROVED” to confirm this specification, or reply with requested changes. Work begins once the specification is approved and the 50% deposit is received.

Client: _____ LUX: _____ Date: _____

EXAMPLE