Section 1 - Commis	sion Details:				
Check all values tha	t apply:				
□Sketch:					
□Headshot: \$10	□Half Body: \$15		ody: \$25	□+Characters: \$15/2	
□Full Color:					
□Headshot: \$30	□Half Body: \$40	□Full Body: \$60	□+Chara	cters: $$40/x$ \square +BG: $$20$	
Section 2 - Commis	sion Process:				
Phase One (ALL P					
☐Reference folder ger☐CSP File Created	nerated				
☐Sketch Layer (initial	l nace)				
□Client approval	i passj				
☐Sketch Layer refiner	ment				
Section 2.1 - ADD					
		D1	nase 3 (Bacl	ground ONLY)	
Phase Two (Full Color ONLY) □Color Flats			□ Block in BG Elements		
☐ Lighting and Shadir		□BG Flats			
☐Client Approval ☐BG Re				nt	
		□Client Approval			
Section 2.2 - Final	Phase		11		
Final Phase (ALL 1	Projects)				
□Edits Made	Tojectoj				
□Completed Image D)elivered				
	renvered .				
		Here for Printed Invo	oice		
Section 3 - Invoice:					
3.1 - Commission Det					
Commissioner Name Commission Type:					
Commission Type:	SD).				
Commission Date (do	,				
Delivery Date (dd.mr					
(v.v.v.	- J.J.				
3.2 - Payment Details					
Payment Method:					
Amt Paid (USD):					
Date Paid (dd.mm.yy):				
Pay Status:					