**Note to all Volunteers.**

1. *Things all volunteers need to know*

*1.1. How volunteering works.*

*1.2. Legal Notes*

1. *Expectations of work submitted.*

*One small thing. I am just like you. With dreams and aspirations, therefore I appreciate each and every one of you reading this document. I’m nothing special.*

**1. Things all volunteers need to know.**

*I really appreciate the time and effort you have, or are thinking of putting into this project. Our project. I would love to know all of you personally but time can be against us sometimes.*

**If you would like to be an official part of the team, I expect QUALITY, COMMITMENT AND CONSISTENCY. I do not have time for anyone who is not serious. This is a serious project.**

**I would like to note that I already have a very close team of artists, musicians and designers working on this project, however all volunteering is appreciated. And those who display significant commitment may be offered the opportunity to be promoted to my team.**

Here is a list of notes I have compiled regarding the process of designing, and drawing in contribution to the game.

You must be able to accept the possibility that your work may be discarded in favor of superior work. Deadlines of up to two weeks max are enforced.

I understand you all have LIVES and therefore I issue projects of up to two weeks. Some artists may be contacted personally if I would like an asset that resembles their art style.

* You do **NOT** need to be able to digitally draw art.
* You **DO** need to be able to submit art by specified deadlines.
* You do **NOT** need to be a certain age to volunteer.
* You **DO** need to be mature enough to realise that this is still a serious project.
* You do **NOT** have to email me everyday to show you are still alive and well.
* You **DO** need to respond to email updates I send out.

**If you are no longer available to work on the project, please inform me. Please don’t vanish without saying a word. You don’t even have to share your reasons if you don’t want to; just let me know that I shouldn’t bother waiting for you to deliver an asset in the future.**

**If you have been given a task and you go for longer than two weeks without sending me an update on your progress, I will assume that you have left the project.**

* 1. **How Volunteering Works.**

**Assets are always available on the website and are updated as soon as one “batch” of assets runs out, however if I need some assets urgently, or I feel that one person could do an asset particularly well, I will assign these to my artists accordingly. Usually, an artist is given a deadline for an asset for up to two weeks and is given a few days break before another asset is issued. Do note that you do not need to be in an endless cycle of receiving and making assets.**

**One could always just make something up, that is always appreciated. Right now, all I am doing is trying to get the batch of assets I had previously issued - done and dusted - and work on the development of the actual story behind the game, before I put up another batch of assets.**

**1.2 - Legal Notes**

**By contributing images and/or music, you accept useage of said image on this website and in the game certified, "NytWalk". Please note although I do not directly "Own" you work. Any artwork you do submit CAN be used on this site unless either party specifies otherwise.**

By the end of this project, this game **will be published and ready for selling** to individuals. The work you submit, I am afraid can not be used anywhere else due to potential copyright claims, and by volunteering, **I assume you understand that**. Artists (including musicians) who have contributed a great deal to me may have their art advertised on the site. However, those who haven’t will still all be put on the credits list as your work is very much appreciated even if you didn’t have the time or volition to submit more. I appreciate all of you.

**2 - Expectations of work submitted**

Volunteers, I DO accept sketches of art work if you cannot “digitise” them yourself. These will be passed on to another artist who can.

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| --- | --- | --- |
| **Music** | **Character Art** | **Background Art** |
| * Must be digital and instrumental. (No singing).
* Must be clear with no background noise unless specified otherwise.
* Please return as a .mp3 or .wav file.
 | * In the “anime” art style unless specified otherwise.
* When it comes to clothing on a character, if you are **DESIGNING** the character, I expect intricacy. This includes shading, and misc, random addonations and attatchments such as chains, jewellery, pockets and clothing physics lines.
* Please return as a .JPEG or .PNG file.
* Must have a transparent background unless specified otherwise.
 | * Must be 800x800 px
* Must be detailed unless specified otherwise. Most of the scenery in a visual novel is background art, which will retain much of the players attention. Art must be immersive.
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“Designing”:

Involves creating a piece of art / music from scratch. Can be submitted either as a scanned sketch (Or properly photographed sketch), or a digital template. Can also be submitted complete.

“Digitalising”:

Involves Taking scanned or photographed sketches and line drawing them digitally and professionally using an art software such as paint.sai. Can be submitted as a line drawing, or submitted complete.

“Re-designing”:

Involves taking a sketch, or digital drawing and re-designing the character/ background/ prop using references from the previous draft. Re-design may be changing the colour scheme of previous draft.

“Colouring”:

Involves taking a digital line drawing and digitally colouring the image.