

## **SPECIFIC PRODUCTION RESTRICTIONS AND GUIDELINES FOR ARTISTS**

*All artists will be bound to obey the following guidelines. Content provided to Crazyxxx3dworld that does not obey the regulations and requirements presented below may be refused for purchase. As with all things, some content may not be covered by the regulations and rules listed. If you have a question or concern about specific material not covered or if you need to question an specific item that is listed, submit your issues to the Content Manager for assistance and ruling.*

To prevent the inference of underage characters or bestiality, creators shall adhere to the following standards and constraints when creating fictional cartoon characters, whether by 2D or 3D computer generated means:

1. No character shall be produced using less than a fully adult, known and commercially available 3D base model. Alterations to body proportions shall not exceed 70% size reduction from that of the base model's default settings. Reduction of overall torso size shall not exceed 25%. Meaning a figure at 100% shall not be reduced to shorter than 75% of its original height. Its proportions in torso size at 100% default setting shall not be reduced to less than 70%. Overall, character may not be presented appearing less than four feet, six inches in height in comparison to surroundings or other average size characters, unless, with intent and explanation, the character in question has been intentionally presented in this manner to indicate science fiction or fantasy shrinking or is in the presence of surroundings intended to represent far larger creatures. Dwarves, midgets, and cases of science fiction or fantasy depictions must be cleared through the content manager prior to presentation or purchase of content. The intent of this clause is to ensure the character perceived, is of relative height to indicate he/she/it is not intended to be less than prescribed minimum age of 18 years old, in appearance.
2. In the course of media presentation, be it by image, or by text, no age shall be mentioned of a character that is less than 18 years.
3. All characters must possess pubic hair. Hair under arms is not a requirement. If the character is not human, hair is optional, but character must be reviewed and authorized by the content manager prior to use. Shaved adult characters can be presented, but must be reviewed and authorized by the content manager prior to use to ensure sufficient adult appearance.
4. All human female characters must display some visible amount of protruding breasts. The amount of breasts displayed must be enough to invoke shadow on the torso below the breasts and from profile perspective, must extend a visible distance from the ribcage of the character. In technical terms, the character must possess at minimum A-cup breast size. Should plot and story require flat-chested characters, the content manager must approve character appearance prior to production to ensure sufficient adult appearance.
5. All stories must contain dialogue and strong elements of developed and literarily conceived plot. The plot itself must not be directly sexual in nature. The plot must be crafted as primary and the sexual content must be considered a secondary part of the story. Plots may be based on sexual ideas, but in cases such as this, plots must be approved prior to production by the content manager. Plots must,

without fail, be able to pass the MILLER TEST as invoked by Miller vs. California 1973. These requirements shall be the platform from which the content manager reviews content and makes all decisions. It is the intent of the company to remain within the constraints set forth by 18 U.S.C. § 1466A regarding cartoon pornographic depictions. As long as elements of the Miller Test are passed, our content shall be protected under this law in all circumstances.

#### **MILLER TEST ADDENDUM 1 - 10 October 2011**

Artists/creators must ensure that any story plot that is based on sexual exploitation of any nature, must, in conclusion, present the exploitation as bad, inappropriate and end with bad results for the offending characters, so as not to unintentionally promote such actions in any way. This will help ensure Miller Test compliance and the legality of any content we produce. The Miller test is what USA court systems generally rely on in order to determine whether a work is art or pornography.

6. No story or single episode of an ongoing series, shall be produced with more than 50% adult content in whole. This does not pertain to individual episodes nor animation sequences. Adult content shall be considered actual sexual intercourse or sexual acts in which bodily fluids are exchanged. Generic and basic nudity shall NOT count towards adult content requirements. It is reasonable and foreseeable that some plots may call for the presentation of nude or partially nude characters. Adult content shall be classified as imagery beyond the Motion Picture Industry's guidelines for NC-17 ratings, generally this means visible penetration in some form, oral, anal, or vaginal.

7. No sexual situation shall be presented in which human characters or humanoid characters are displayed in sexual situations involving known terrestrial animals. Terrestrial animals shall include any readily identifiable animal such as a dog, cat, horse, or bird or other known animals. This rule shall not apply to fantasy creatures such as aliens, monsters, tentacles, robots, or other unreal creatures. This clause is intended to prevent the creation of materials which may violate bestiality laws. Creators should consult with the content manager for approval of any creature they wish to depict prior to production. Terrestrial animals shall not be present as secondary or background elements in any case where it is foreseeable or might be perceived by a reader to be part of the sexual act itself. Again, fantasy creatures are exempt from this clause.

8. No image or media shall be presented which glorifies the rape of or violence against any person in such a manner in which shall be deemed to indicate the creator's preference for or support of such illegal acts. This does not prohibit the depiction of rape nor violence. This clause prohibits only the blatant display of such acts for sexual gratification. If these elements are presented as part of a plot or are necessary for plot development, they should be reviewed and approved by the content manager prior to placement. The intent of this clause is to prevent the production of "snuff" or "gore" genre content. While this material is not illegal, it is far beyond the acceptable moral limits of the company. We shall not produce nor display content that we deem to glamorize violent rape. Content manager shall have final decision in all cases.

9. No image shall depict dismemberment in gory fashion in relation to human anatomy. If it becomes necessary for this to be presented as part of a story, the creator must consult with the content manager

for approval. The purpose of this clause is to further the company's moral imperatives to avoid production of "snuff" or "gore" genre content. Production of horror oriented comics and animated sequences shall be left to review by the content manager in order to decide acceptability or not.

10. Necrophilia in all forms is prohibited. Use of monsters, such as zombies or undead creatures is also not allowed. Consultation and approval from the content manager must be obtained for any non-human character. This clause intends to prevent the depiction of general intercourse or sexual interaction with characters perceived to be dead, especially in circumstances where the dead are uninvolved or not moving. Fantasy situations shall be given leniency so long as merit and purpose towards the over-all work is achieved and the undead character is active and moving with aggressive purpose. The discretion of the content manager shall be the final word. Again, sexual acts involving a non-moving, perceivably dead or unconscious human, humanoid, or creature is expressly forbidden.

11. No depiction of sexual interaction between any being, whether human or not, shall involve the visibility of blood. The content manager may approve certain content upon review. Creators should consult with the CM prior to production. The intent of this clause is to prevent excessive use of gore and violence in sexual depictions.

**In short, the following content is prohibited:**

- Obvious violence, such as rape or severe compulsion to sex
- Any murder or drawing of wounds or severe beating
- Extreme pain
- Any sex with a corpse
- Autopsy photos
- Cannibalism
- Self-mutilation
- Injuries of any nature including bruising.
- Bloody scenes and Consumption of Blood
- Bondage and using of handcuffs
- Use of BDSM fetishes: latex or leather clothes, extreme dildos and other *unless* approved prior to use.
- Use of automatic fucking machines
- Use of medical dilators on anus, vagina or a mouth.
- Visible urine or fecal matter for any purpose, human or creature

- Use of torture or constraint devices even if only as background objects unless approved prior to use.

- Use of food items or inanimate objects as sexual penetration devices. No leg of lamb or beer bottles! Unless it's a penis or hand, consult with the Content Manager for approval prior to using it as a sexual toy or object of penetration for an orifice, either anal or vaginal.

- Any and all forms of incest. This shall include direct blood relations or even adopted siblings or persons added to a family unit by marriage. No insinuations shall be allowed either. Incest or incest like situations will not be accepted. If you have doubts about your material and how it may be perceived, then contact the Content Manager for prior approval.

**PROHIBITED TERMS FOR DIALOGUE AND TEXT:**

Baby – babies

young

adolescent

child - children

kid - kids - kidz

pedo - pedophilia - pedophile

lolita

teen - preteen - teens - teenage

incest - incestuous

pubescent - prepubescent

molest - molesting - molested

rape - raping - raped

rugrats

girl – girls - girlfriend

boy – boys - boyfriend

nymphet - nymphs

mother - mom - mamma - mama - mum

father - dad - daddy

brother - bro

sister - sis - sister

aunt - auntie

uncle - unc

grandma - grandmother - granny

grandpa - grandfather – gramps

"MOTHERFUCKER" - is not acceptable. If the term is used, please utilize "MUTHERFUCKER" as the spelling of it and be sure that the two words touch and are combined as they are here.

"BABE" is acceptable.

*The following shall be the specific guidelines for production of our comics content. This shall include the production specifics and details which must be adhered to in order to maintain uniform appearance in all content. These rules are not negotiable and may not be deviated from.*

**The following regulations shall be in place to ensure the protection of the company and its employees against copyright and trademark infringement violations:**

12. No creator shall use any materials in production which are not legally licensed. This includes both images and 3D content as well as software.

13. If real persons are utilized in production of content, 18 USC § 2257 regulations shall require that proper identification documentation and model release forms be presented to the content manager prior to purchase of content. Records shall be maintained in private for no less than 15 years following production of the content.

14. Materials taken from the public domain, must have registered and verifiable proof of usage rights, or they must be sufficiently altered to such an extent that they are no more than 25% original material. Final decisions lie with the content manager.

15. Similarity of characters to real world characters or trademarked characters are prohibited. Characters must bear no more than 25% similarity to trademarked figure in most cases. Final decisions of acceptability lie with the content manager. Use of trademarked names, titles, or logos are prohibited. Parody of political figures or other known public figures **is not** acceptable unless content manager approval is obtained prior to production.

16. Resell of content sold to the company is prohibited as part of the copyright agreement between creators and the company. The company obtains all rights, indefinitely, to all materials from the date of purchase or payment exchange for materials in question.

17. The company retains the right to utilize creator logos, names, and identifiable marks in relation to advertising of materials purchased from the creator without creator approval. Creators' personal information shall never be disclosed to any outside source, nor made public under any circumstances.

18. No creator may post publicly or privately, any materials in whole or in part, that have been intended for or sold to company without the company's knowledge and/or permission. The content manager shall be the individual responsible for provisions and authorizations in this matter. The creator must notify the company immediately of any piracy or suspected unauthorized use of their materials.

19. The company shall reserve the right to refuse purchase of any material it deems to violate its guidelines and regulations as established here. The company reserves the right to review and reject any material for any reasons it deems appropriate. Creators shall forfeit any right to secondary or third party review and shall not be due any payment for materials not purchased.

20. For the purposes of ensuring content of our site is not inaccurately linked or listed in internet search engines, the use of the following terms is prohibited in any comic, description, text associated with, or synopsis or review that coincides with any content on the site, including audio utilized in animations:

### **PRODUCTION GUIDELINES:**

The application process for new artists shall be handled through the content manager. New applicants may be asked or required to produce a sequential sample set based on our guidelines. Applicants will not be paid for this test. The content manager and the site owner shall reserve the right to review and approve/disapprove this test at their own discretion and will not be required to provide specific reasoning as to why any applicant is turned down. Hiring of new artists lies solely with the discretion of the site owner and the content manager.

Rates of payment will be established and offered to each individual artist at the time of their application acceptance and they may accept or decline the offer at that time. Contact the Content Manager for current rates and discussion of payment procedures.

### **PRODUCTION PROCEDURES AND TECHNICAL SPECIFICATIONS:**

Frames should be 1000x700 dpi [physical dimensions] in size...saved at 72dpi quality.

Each frame should be thought of as a snapshot or still frame from a movie. Do not attempt to put more than one scene on the frame (as is done on standard print comic book pages). One image – one scene. Adding additional material to a frame will not result in higher payment. Frame rates are based on per-image pricing. Multi-frame images are acceptable under certain conditions and if they meet certain criteria. Consult with the Content Manager if you find that you need to create a multi-panel image.

Always light images well...even if surroundings call for shadows or darkness, make sure character is visible. Porn revolves around display of nude bodies. If the body can't be seen, there is no porn-quality to it. Sad but true.

Thumbnails should be **150x118** dpi in size and around or under 30kb in file size. This file size is not directly proportionate to the larger image size and will appear slightly distorted. This is fine and a known issue that will be addressed at a later date. The best method of compressing an image is to resize it in large form from 1000x700 to 900x707. Once you do that, then shrink again to 150x118. This prevents blurring of the thumbnail during resizing. If you go from 1000x700 to 150x118, you will get a blurring of the image. Again, this should be addressed and fixed at a later date.

Name all frames beginning with the first one "001.jpg" and go forward numerically. When you reach ten, the number should be "010.jpg" and so forth.

Make sure all file designations are ".jpg" and not ".JPG" as site code will not work with the upper case designations.

Name all corresponding thumbnails the same as its full size counterpart.

Stories should consist of no less than (30) frames and should not exceed (36) unless authorized beforehand by the Content Manager.

When uploading images...make a file with the title of your story as its name on the FTP server. You will log into it...and upload images into said file. Inside the title file, will be a subfile labeled "thumb" in which you'll upload your thumbnails. The name of the "thumb" subfile must be precise or site code will not recognize it.

**ALWAYS** keep a personal file with just **your artwork** (minus the word balloons and sound effects) for later reference. This will make production of banner ads much easier, and I will periodically request individual frames of art-only from you for dissection and use in site design...and I cannot use frames with word balloons in many cases. You will also need it for creating your thumbnail.jpg image for the updates page [ see below].

**ALWAYS** keep complete backups of stories yourselves. We make backups, but it's always better to be safe than sorry. Burn your files to CD-Rom or save to a flash drive or drive that is not connected to your work computer, in case your computer crashes. Do daily backup of all work. I can speak for having lost a week's work once to a hard-drive crash. Trust me...if it happens to you...it ain't nice. Keep your current work on a flash drive or something so you can backup daily. Also backup characters and scenes and every few weeks, do a full backup of your RUNTIME files onto a drive not associated or connected to your work system. Power surges can sometimes fry every drive connected in a system, so having multiple internal drives is not a secure option. Have a large flash drive or removable drive for backing up your system. Recovery of lost characters and scenes is all but impossible unless you have backups.

I will handle all HTML coding for the stories. Artists are responsible only for the comics themselves.

### **TITLE GRAPHICS**

You will need to make a "title graphic" for your story that is 600x52 dpi in size. This is just the header that goes over each thumbnail page...that says what the name of the story is and has your moniker (name) on it. You will upload this into the main title file. Name the title graphic "top.jpg".

### **UPDATE PAGE GRAPHICS**

You will also need to create a splash or cover page thumbnail graphic to list your comic on our updates page. The link for the page can be obtained from the Content Manager. Review it when you have time to see what other designs look like. Below is the specifics and requirements for creating your "cover" thumbnail for your comic:

1. 150x225 [width x height]
2. Save at highest quality level for clearest image.
3. Include logo if it can be clearly added.
4. Include moderate size episode number as "#00" and include the pound/number symbol.

5. You must OBEY the Verotel guidelines, even in regards to comics that are for the archive site. Since the images are bigger, the characters are more visible. So avoid non-human creatures in the thumbnail.jpg image.
6. Use art only, no dialogue balloons or sound effects visible. They will detract from the logo and episode number and clutter the image.
7. Select sexiest material you can from the comic.
8. Collage effects are acceptable.
9. The image should be named "thumbnail.jpg" and should be placed inside the main comic file. See above for specifics on naming your comic file. So it should end up being: -- /Your directory/Your comic title and episode/thumbnail.jpg. Do not place the image in the "thumb" file. It goes in main file, **not** the sub-file that contains regular thumbnails for the comic.

### **WORD BALLOONS AND TEXT:**

Lettering (word) sizes in balloons should be (13) in photoshop or around (10 or 11) in paintshop pro. You can compare your lettering sizes to our samples, just ask and we'll provide them. Always use **only** the font that we provide for dialogue. You may use whatever legible font for sound effects and title graphics, but keep sound effects to a minimum. Do not clutter your frames with unnecessary soundFX.

Make word balloons by creating a second layer over your images...then using circle mask, outline your words and fill area with white. Then use drawing mask or line mask to create a triangle shape from circle balloon pointing to character speaking and fill with white. Now give layer a outer shadow or outline of black to make it stand out from background. This is how to do it in Photoshop. Paintshop may be different. If you need further instructions, just ask and I can provide you with samples.

### **NOTES FOR POSTWORK ON IMAGERY:**

\*NO fat women, pregnant women, lolitas and any characters which might be assumed as to represent minors. Never refer to an age of a character unless it is 18 or over. If a character appears questionable to any degree, make it a point to state their age is 18 or older in the course of the comic.

\*Points to keep in mind: Skin color / textures on characters are very important. Do not use textures which emit orange or reddish hues. Textures produced for use with Poser/DAZ characters frequently are off-color for some unknown reason. Skin textures must resemble as closely as possible, real human hues. Aliens and monsters are the exception this policy.

\*Points 2: Females should always be unique in physical characteristics. Breasts should be small or large...no in-betweens..no average looking off-the-shelf characters. They should defer in shape and height...as should your characters defer overall in height, build, etc. Uniqueness of characters is absolutely essential to working for us.

\*Points 3: Poser/Daz characters have severe joint breaks when characters are posed. Make sure you use a post-render cleanup to correct or blend joint breaks. The owners have a cow when they see cracked elbows and shoulders. CLEAN UP YOUR BREAKS IN PHOTOSHOP OR PAINTSHOP...quick way to get fired is turning in sub-quality work.

\*Points 4: If you do not already have one, I would suggest getting a WACOM or similar art stylus tablet and pen for postwork. Also Photoshop is the absolute best for postwork cleanup. Paintshop pro is also acceptable generally but not nearly as effective as Photoshop.

\*Do not compress files. Save files as JPEG with full level of quality.

\*Stories must have good dialogue - no "Fuck me, fuck me" crap. Our customers expect realistic dialogue and such...so try to make what the characters say as real as feasible. If you need help scripting or such, let me know...I'm a professional writer, both novels and comics, and can help you work out issues you may encounter.

\*Rough plots to all comics must be presented to me prior to starting work on them. This helps ensure that we will like what you finish with...and buy it. This will protect you as well as us. Nothing you hand me will astonish me...so don't be timid. I try not to alter plots...but I may make suggestions periodically for you to work on.

\*All stories must have round word balloons for voices - squares for narratives - and clouds for thought balloons. All balloons must be under-shadowed or outlined to make them stand out from the background art. If you don't know how to do this, I can tell you. Just ask.

\*A professional comic font must be used. One will be provided to you. The WILDCRA – font is for dialogue. Caps-lock is for shouting...lower case for standard dialogue...do not mix the two in the same word...as the capslock or upper case is bold and slanted. The YIKES font is for extreme shouting and sound effects. You can use other fonts for your sound effects...but make sure they are legible and retain art files just in case I have to make you change them. Other than WILDCRA, no other font is permitted for dialogue text.

\*Do not overuse sound effects. All SFX should be shadowed beneath to make them stand out.

\*You MUST have highly detailed scenes and backgrounds for characters. Comics which are completely done in POSER will not be acceptable. We suggest utilizing BRYCE or VUE or any number of environmental rendering programs to make backgrounds for import into POSER. Lack of shadowing is not a serious issue. You may render Poser figures over flat backgrounds as long as the lighting patterns match and the backgrounds are as realistic as possible. If you render Poser figures in Bryce...be sure to export images in BMP (bitmap) form. Bryce's default setting for TIFF and JPG exports are very low quality resolution and cannot be adjusted. BMP is full quality and will prevent image degradation.

\*Use of photographic backgrounds is not allowed. If you use a 2D photograph as part of your far-off background in a 3D environment, this is generally acceptable, but use of large photos as the entire background or environment for you characters is unacceptable.

\*Use of the same background image is not allowed. Your artistic pay rate includes the cost of construction, design, and production of single images for us. If you use the same background more than once, you are cheating our pay system. It is also very obvious when looking at images through our HTML

code layout. You cannot zoom in on an image or blur it or use sections of it either. Create a new background image for every frame you produce.

\*All characters and objects must have shadows, whether created in 3D rendering program or painted in via paint program. Shadows are important for visual correctness and must be present in all images.

As your handler/boss, always email me every couple of days to let me know how you are progressing on new stories and always provide me with a brief synopsis of your planned story prior to beginning work. I also like to review a sample render of what characters look like prior to okaying new series. While I don't like to tamper with your creative license, I will from time to time, make suggestions and requests for content changes and or character appearances. I must also approve all plots and series before you begin work on them.

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**This document is amended and made official as of 6 March 2013 and shall remain effective until altered, approved, and updated by the owner.**