



welcome to my very mid webpage pdf  
(i literally could not make a page sorry)



these would have been  
animated if i knew how to make  
a decent webpage smh



welcome to yet another one of my mid webpages pdfs because i have no idea what css is and i put this specific page pdf together :steamhappy:

in this page ill just detail my prices, so a comission is 500 dolla-

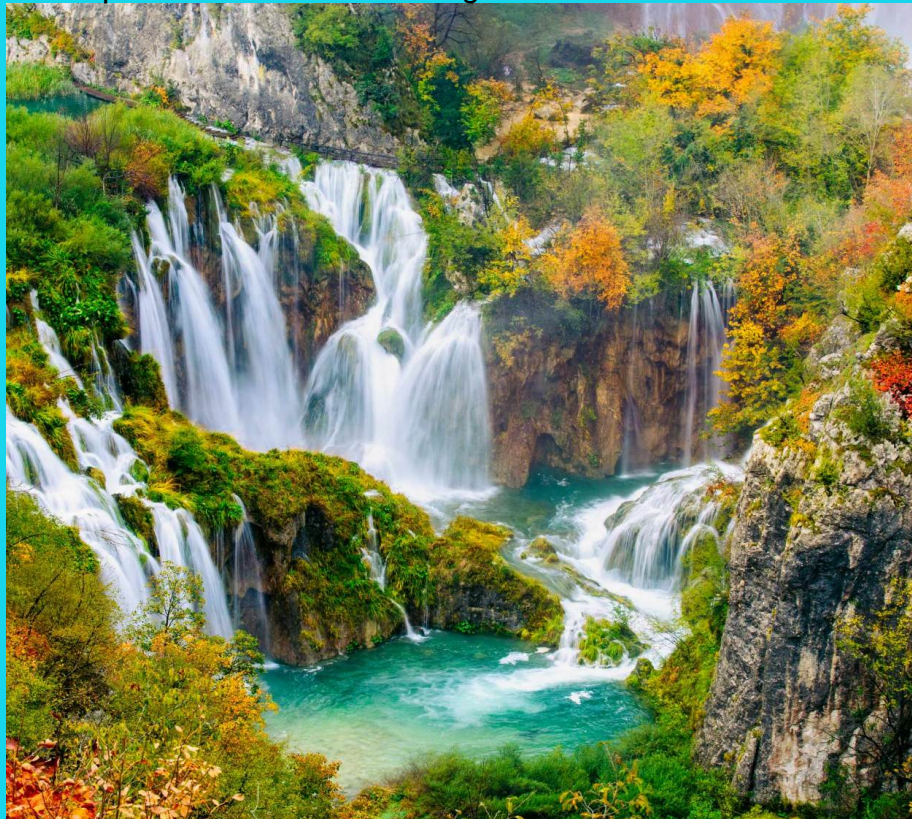
im just kidding the average price is usually a stack and 30 diamonds (newer york economy is inflating)

i plan to do multi-mapart, which is just multiple maparts that make a bigger mapart, for example multiple maps together to show a large area

theres multiple factors in mapart, for example, i will provide some images so you can understand what im talking about

The image below is a waterfall, were going to use this as our "original image" for an example

a simple waterfall, lets continue on the next page for the sake  
of space for the next few images



## GENERAL MAPART RULES:

1. IMAGE MUST BE  
APPROPRIATE

2. ORIGINAL IMAGE NEEDS TO BE AT LEAST IN A SQUARE (UNLESS YOU ARE DOING MULTI-MAPART)

3. DO NOT RESELL MY MAPS, YOU ARE FREE TO DUPE THEM BUT DO **NOT** SELL THEM

4. BE AWARE THE QUALITY WONT BE PERFECT (SEE EXAMPLES)

multi mapart, or simply a mapart wall consists of multiple maparts to make one big one, but this means the price could be multiplied by however much your currently paying since im basically doing multiple maparts for one big one (my explanation sucks i know)



this mapart wall shows 4 maparts, combined to make a mapart wall of a general area

ima be dead honest i just pulled this off the internet but hopefully its a good enough example

each of these  
is considered  
1 mapart



This is our same waterfall image,  
but it is in a 4x4 mapart wall, observe  
this one and the other ones to really see the  
quality.



staircasing: 2D  
valleys off  
lower quality, very  
easy to do

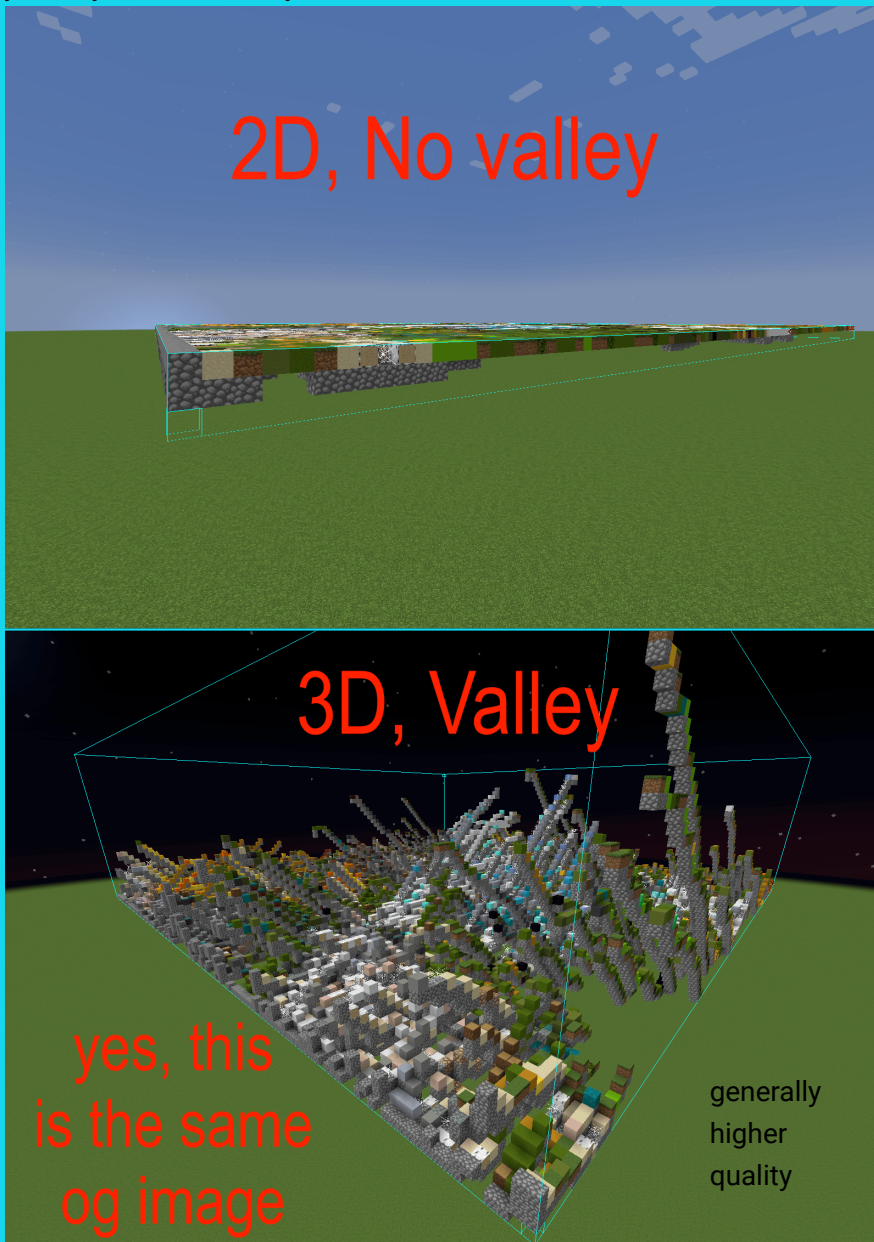
staircasing: 3d  
valleys ON  
higher quality  
harder to do

**DISCLAIMER:** If you ask me to do valleys for your mapart, I cannot guarantee a time of when I will finish since valleys are horrible to work with



valleys are also  
very time  
consuming, other  
image shows why

As you can see, there is a noticeable difference between the two, but it isn't massive now I'm going to show you why I don't do valleys often:



go to the next page (yet again)

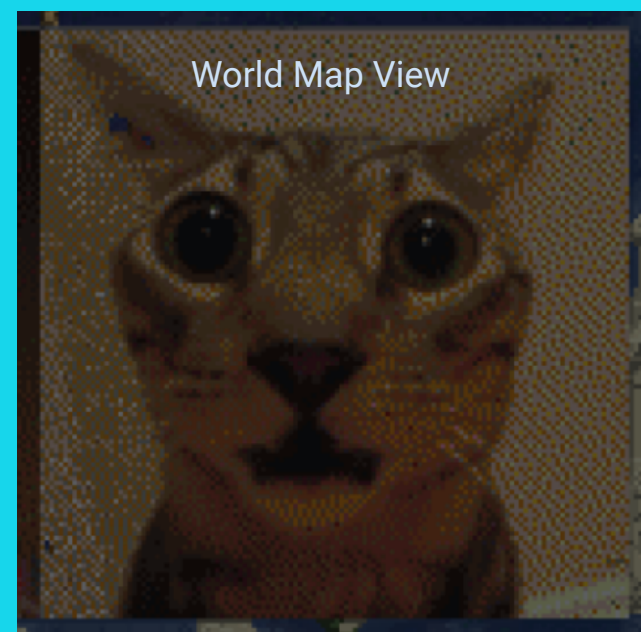
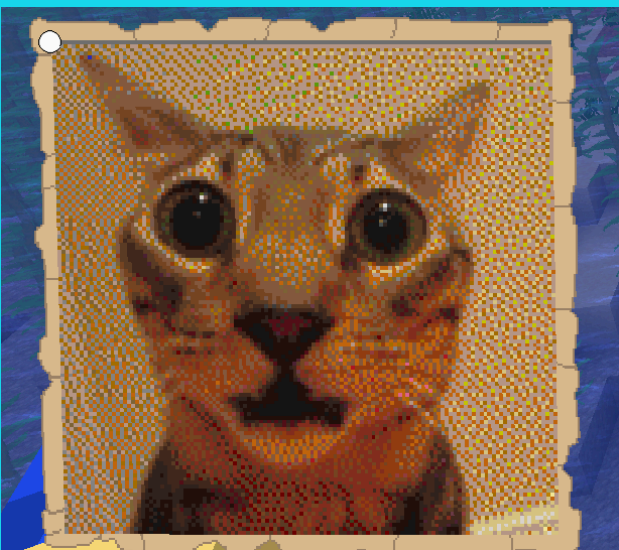
2D is significantly easier to do, and as I said earlier, my maparts if they're regular will cost 1 stack and 30 diamonds, however if you want me to do valleys, it might cost **two times that due to how painful valleys are**. that's all I have to really say, and if you have any more questions shoot me a ping on discord.

I also have a little fishing hut central type area where I build all my maparts, bonus point if you can find that, if you just want to view all my maparts, the coordinates to said fishing hut are -575 68 1697, please don't grief any of my map arts, just take a look around at them

here's the current map arts I've done  
**MAPART AS OF 5/16/2024,**

**DOMESTIC, 3/29/2024**  
**FIRST EVER MAPART!**  
**2D, VALLEY, aprox 1**  
**week to be built from**  
**mostly planning**

**ENGINEER FROM TF2**  
**comissioned by rob**  
**(engineer) for 40**  
**diamonds (also 1 week)**  
**completed on 5/16/2024**



grrr ignore the  
fact both of  
these images  
were taken at  
night

