Artist for collaboration for adult visual novel.

Looking for an artist to collaborate on an adult visual novel. *In Moonlight,* is the tentative name, is a VN with five love interests/routes with multiple endings. Trying for a more sci-fi take on world building so everything should make sense, given the normal suspension of disbelief for stories.

The characters for the VN are all beastfolk/anthro/furry. Wanting the main characters to be less cartoony but not fully rendered. Also want to avoid the seemingly common human body with an animal head. The head and lower legs of beastfolk are close to the source/feral animal. The rest of the body has more human shape, but want to be covered in fur.

Longer fur for the wolf-man much like a real wolf or dog that it hides the muscles underneath. For the kangaroo-man the shorter dense fur will still cover some of the definition but not the bulk. The fur should cover almost all of the nipples/chest/etc.

Characters

Zayn (player, name is changeable). 22Yr old human college student, on summer break before senior year. Six feet tall, was the skinny kid growing up, only at college did he swim and do weights to get in shape. Degree will be in computer programming.

Ian Ariti, Siberian tiger man. 25Yr old medical doctor doing residency, still deciding to go emergency or general medicine. 6'7", very muscular build (biggest of the 5) with longer fur overall, especially back, chest and legs. Outgoing and friendly, sometimes has a take charge doctor attitude, likes riding on his electric motorcycle and hiking.

Jacob Evans, Timber wolf man, grey with dark grey/charcoal markings. 22Yr old college student, on summer break before senior year, studying computer programming. 6'6", very muscular build (not quite as built at Ian), his long fur hides most of the definition. Longest fur of anybody, covering him overall, longest on back, neck, chest, legs and tail, even a bit on his upper arms. Friendly likes the outdoors, camping and hiking.

Nick Taylor, Grey & Red kangaroo man, grey turning yellow/red fur. 24Yr old business & finance major just out of school, helping his uncle run the apartment building. 6'8" muscular build, short but dense fur all over, little more length on back and chest. Outgoing and friendly, tends to be forward, likes being outside and walking the parks or hiking.

Cameron Arrez, Black leopard man. 25Yr old psychiatrist doing residency. 6'6", medium build, short to medium length fur all over, longer down his back and chest. Friendly, can tend to keep his feelings bottled up inside. Likes parks and museums, especially art museums.

Rich Silva, Black bear man. 28Yr old police officer. 6'5", medium build although a bit husky, medium length fur all over, thicker on his chest. Friendly but more shy. He doesn't mind being outside, but does that a lot for his job, so likes to stay in a read when he can.

Story is planned for about 30 days on each route. The first 3 days are common intro and choosing which route. Each character has a love score that changes based on player interaction. So far there are 2 routes that have early exit if your score is low. Planning to have a best, good, and bad ending at the about the 30 day mark. After the best ending there will be a bonus epilogue based on that character.

At the time of this writing, the story has 4 of the 5 routes to about day 10 with more than 70k words. Using Ren'py as the VN engine. All work is being done there with placeholder art from Stable Diffusion XL (AI), previously was from google searches.

Programmer/writer is a professional software developer. MoonWolf Games was started as a way to work on adult VNs. I do this in my spare time and assume any artist will be doing the same. Just need to have a predictable schedule for Patreon/Itch updates (1 game day a month?, 1 game day every 2 months?). Just whatever would be a good workflow for us.

Needing an artist to make the characters, CGs and backgrounds for the visual novel. I fully expect this to be a collaboration between us. While I have definite ideas on aspects of the character design, I do want to see the artist bring their ideas as well, including story ideas. Once the game is demo-able/playable with original art it can be released on Itch.io and Patreon. This would be a revenue share (planned at 50/50) after paying for site and web hosting fees.

Story Synopsis

Zayn (main character, default name is changeable) is a 22 year old college student at the start of summer before his last year. He has spent the last year coming to terms with himself and being gay, still unsure how to tell his friends. On a camping trip, they start talking about girls at school and Zayn tells the truth about himself when asked directly.

One of his friends reacts badly, leading to Zayn leaving camp and wandering out in the forest for a bit. Finding a clearing he sits and watches the stars and moon, trying to clear his head. After a flash of light, he runs into Jacob who is a wolf-man. After an initial panic, Jacob helps calm Zayn down and tells him he is in a different world now.

In this alternate universe/world, about the time the Greeks were conquering Egypt, the beastfolk and humans went to war. Humans lost and were eliminated. However the portals bring a handful of humans every year, just like Zayn.

In the first three days Zayn meets up with all of the possible love interests and has to choose who to spend time with. Currently there are three different initial dates to choose. If you choose one interest at least 2 out of the 3 times, you are on that route. Other wise you choose which of the three routes to start.

The first week is very similar on each route, since Zayn is newly arrived and still adjusting. Each character has a different personality. Zayn may change slightly over time, but no sudden or major shifts in personality for him. Each route will follow some similar ideas, but wanting them to be unique and different from each other.

Art Direction

It's hard finding good references for what I am after. Most drawings have a human body with an animal head, and a little extra fur here and there if you are lucky. I'm wanting mostly animal looking but with the human form. Muscles are there but only the shortest fur places can you see them. Nipples are barely visible up close with fur and Jacob and Ian should have longer chest fur to hide them completely.

I also want the artist to help design characters they will want to draw. So I see some give and take on things. Other games that have characters I found nice but not quite what I was after:

Werewolf Bernard from Lustful Desires
Lustful Desires by Hyao (itch.io)

Is the closest to art style but after something a little more real or drawn. A bit more humanoid for legs and better posture.

Sileo: Tales of a New Dawn by Xevvy (itch.io)
Tai but this set of characters is more cartoony and has the too human problem.

Labios Salvajes by PedroLibros (itch.io)
Tiger, Presodal and Marcos have good elements but fall into the too human issue