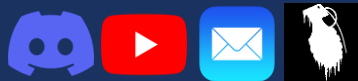




ICEGRENADE COMMISSIONS

BRINGING YOUR VISION TO LIFE



WHO AM I?



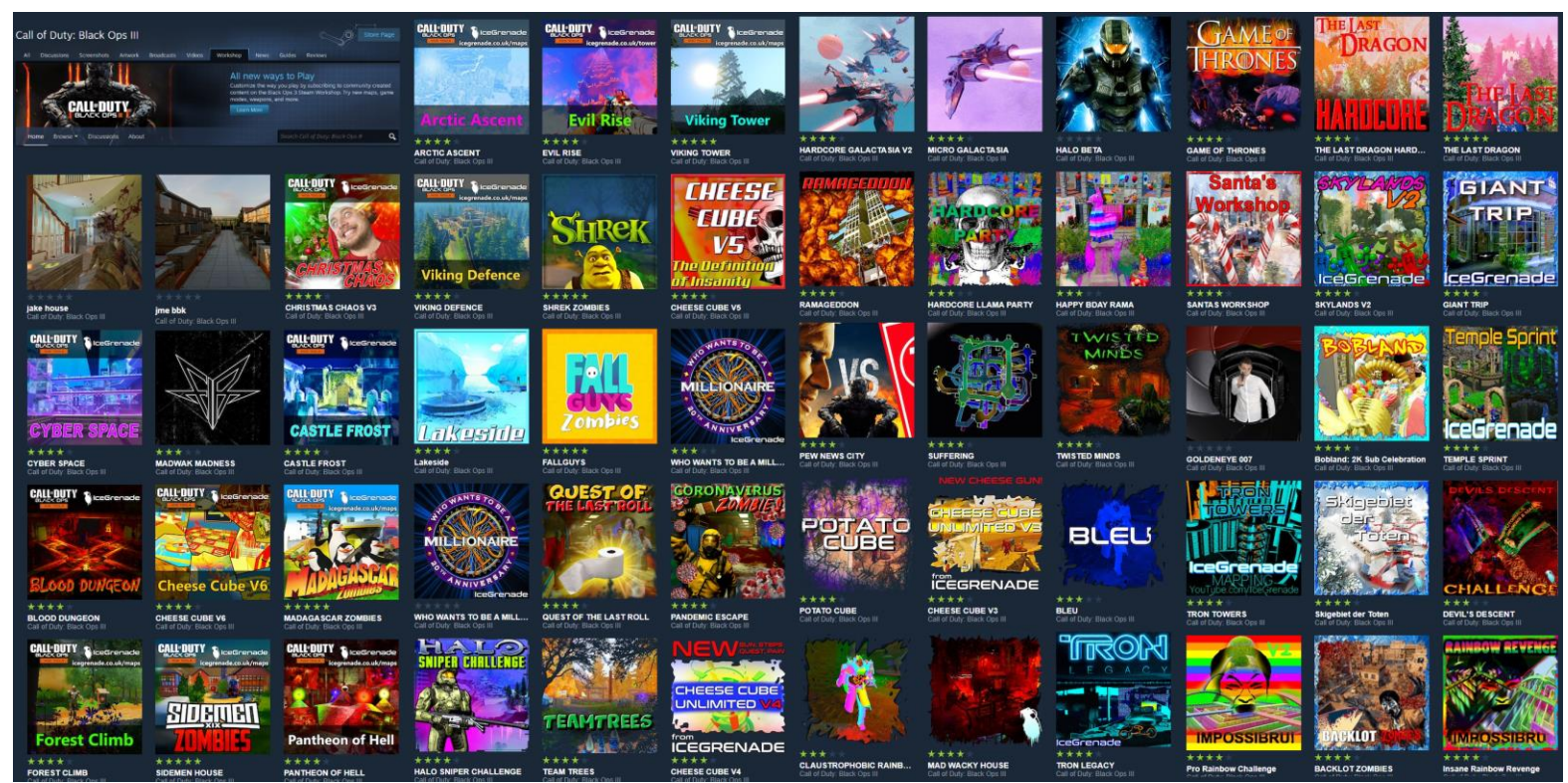
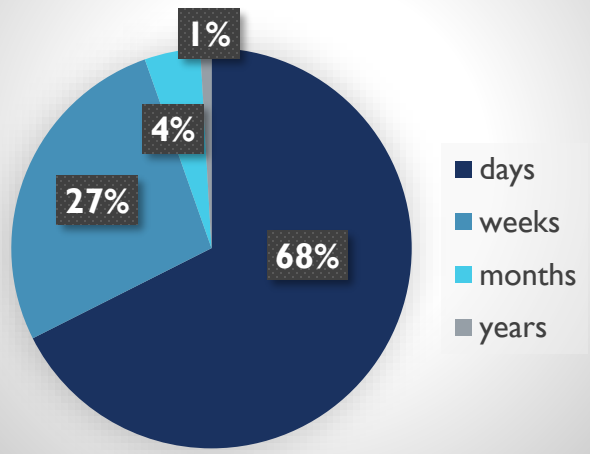
- IceGrenade YouTuber
- Full-time Level Designer for a AAA studio
- Hardcore Zombie Mapper





I'VE MADE A FEW MAPS (80+)

My Released Maps





Difficulty



Lots of Features



Unique

HOW TO MAKE A GREAT MAP



2-MONTH EXAMPLE TIMEFRAME



Design & Plan

Consult, Define Project Scope, Theme, Layout, Easter Egg

2 weeks



Create & Test

4 weeks to create a playable map

4 weeks

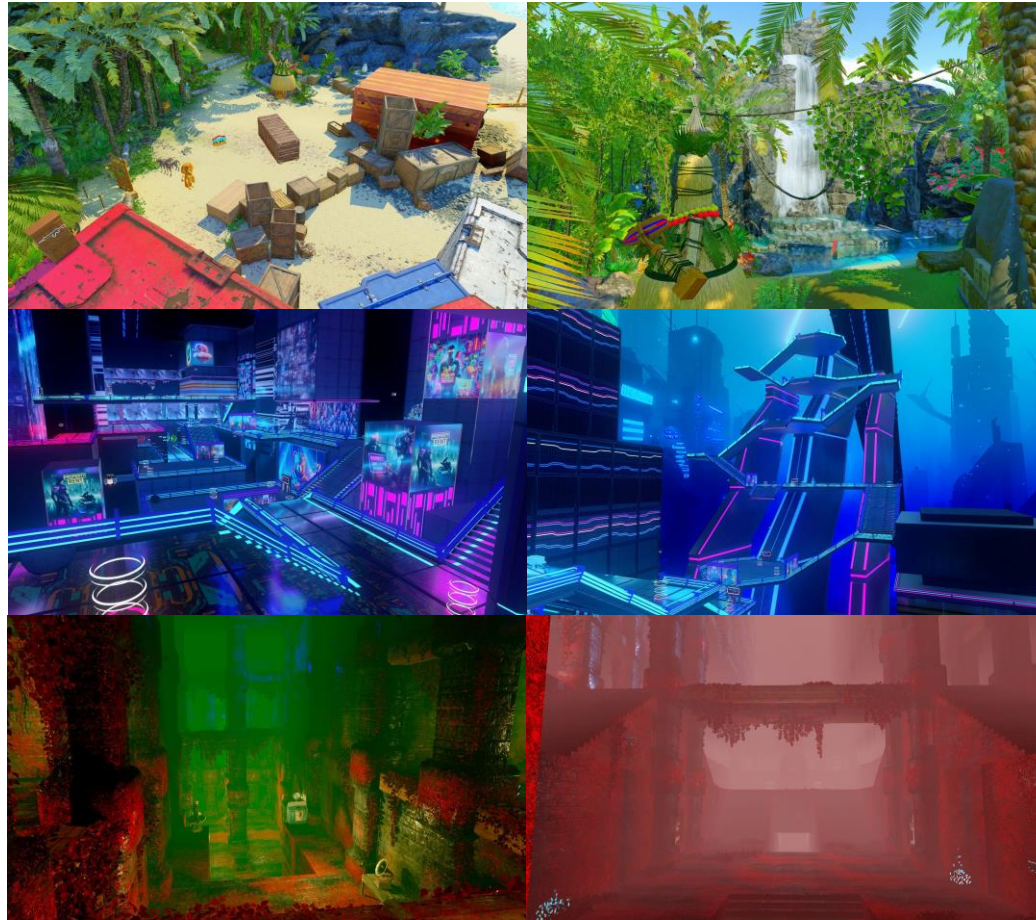


Feedback & Fixes

Final 2 weeks to fix any known bugs

2 weeks

EXAMPLE TIMELINES - HOW LONG IT TOOK TO MAKE EACH PROJECT



- **Madagascar Zombies - 100 hours**

Created for the NoahJ456 Map Contest. Includes a complex/diverse easter egg, lots of custom features and a rich vibrant tropical environment & boss battle

- **CyberSpace - 60 hours**

Made as a fun take on a futuristic theme as challenge map. Lots of chaotic features and a custom soul box system

- **Blood Dungeon - 10 hours**

Created for the 2nd NoahJ456 Mapping Contest. Features a fun soul box easter egg and simple copy & paste boss fight

EXAMPLE TIMELINES - HOW LONG IT TOOK TO MAKE EACH PROJECT



- **Castle Frost - 12 hours**

Part of a fun subathon stream, uses a modular kit to make a large fun challenge map quickly. Features a soul box style easter egg and copy & paste boss fight

- **Viking Tower - 26 hours**

A really fun challenge map where you have to ascend to the top of a tall wooden tower, with a Viking feel

- **Sidemen House - 160 hours***

Made this project as a commission for the Sidemen, includes a LOT of crazy features, a real location and lore linked to the Sidemen

PREVIOUS CLIENTS: SIDEMEN

- Project Timeline: 2 months
- Full Easter Egg
- Real Location
- Custom Characters
- Promotion



CALL OF DUTY BLACK OPS MOD TOOLS

SIDEMEN XIX ZOMBIES

Return of The Sidemen House

IceGrenade on YouTube
icegrenade.co.uk/maps

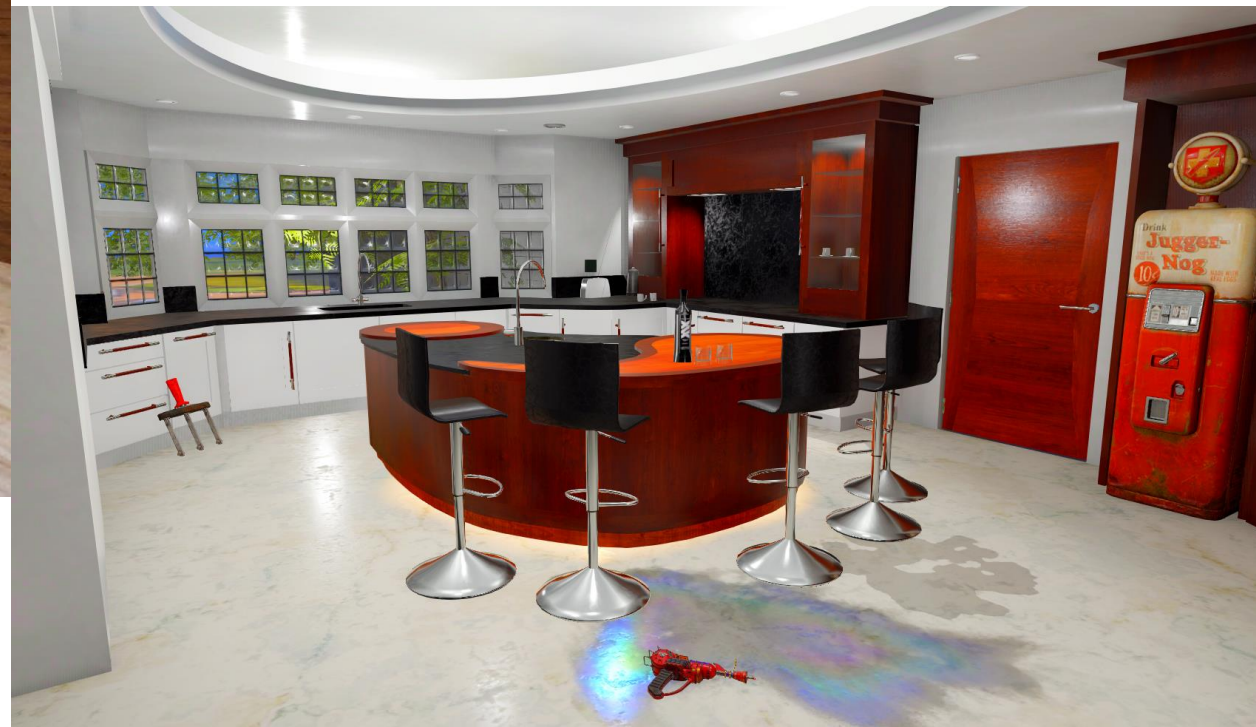
A collage of screenshots from the Call of Duty Black Ops Zombies map 'Return of the Sidemen House'. The main image shows a large, multi-story house with a red tennis court and a green lawn, surrounded by zombies. Inset images show: a 'MOD TOOLS' logo, a ping pong table, a basketball court, a soccer field, and a large eye graphic.

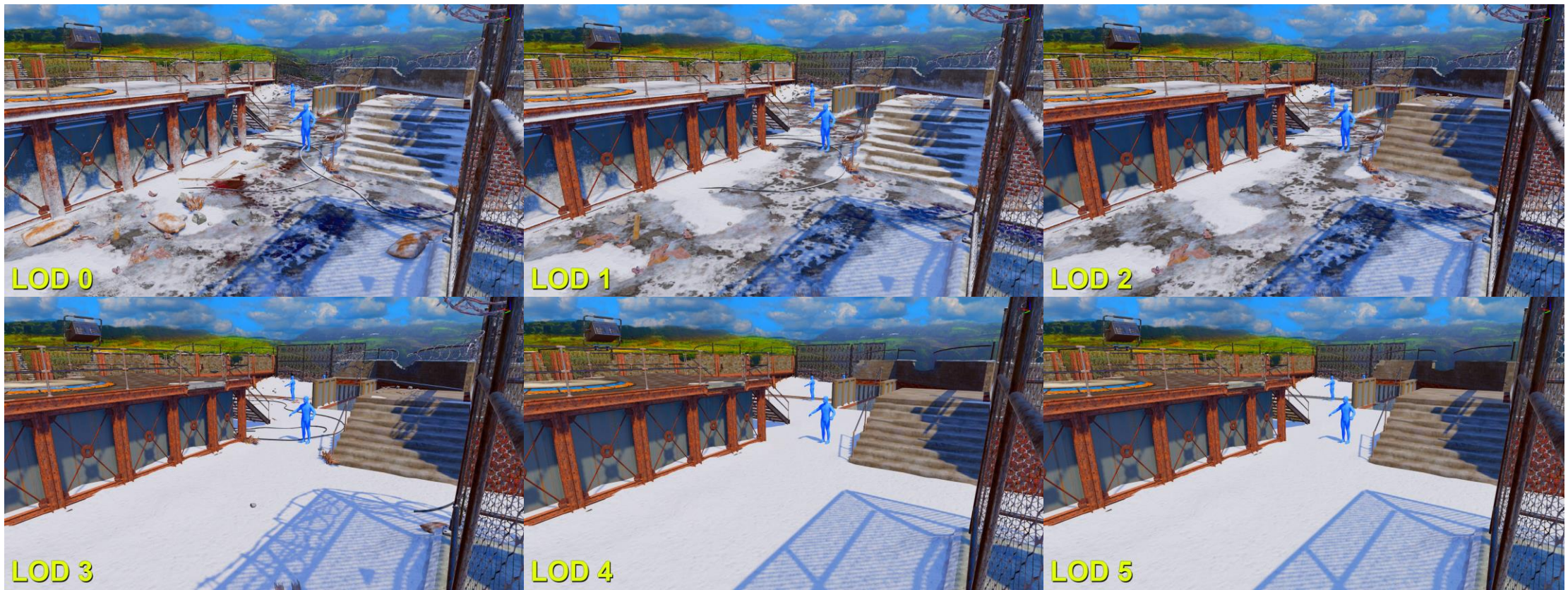
CREATIVE PROCESS



Google Earth / Videos / Estate Agent Photos as a reference

Example of the Kitchen being created in Black Ops 3 Zombies in **just a few hours**. (scaling is altered to make it work better for Call of Duty). Level of Quality was set to **LOD 2** for this project





MAP QUALITY CAN BE SCALED TO SUIT YOUR BUDGET

[Ask for a customised quote](#)

ESTIMATION THIS IS JUST A GUIDELINE



My base rate \$50 an hour (*discount on bigger projects*)

There may be outsourcing fees for 3rd party assets as per your idea

Scale any element to suit your budget: Quality (LOD), Number of Features, Easter Egg Complexity, Map Size & Length of Gameplay

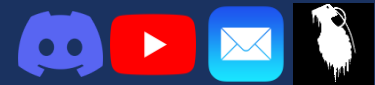
Level of Detail	Features (Number of Main Features)	Easter Egg	Scale	Length of Gameplay (Based on average completion)	Cost Estimate	Release Plan
LOD 2-3	10 features	Medium/Complex	Medium map	30-90 mins	*180 hours (*\$8,000)	2 months
LOD 2-3	7 features	Small/Complex	Small map	50 mins	*115 hours (*\$5,750)	1.5 months
LOD 0	3 features	Challenge map	Small map	45 mins	*80 hours (*\$4,000)	1 month
LOD 3-5	6 features	Small/Average	Small map	40 mins	*45 hours (*\$2,250)	3 weeks
LOD 4	3 features	Challenge map	Medium map	30 mins	*30 hours (*\$1,500)	2 weeks
LOD 5	2 features	Small	Tiny map	30mins	*15 hours (*\$750)	1 week
LOD 5	2 features	Tiny	Tiny map	30mins	*10 hours (*\$500)	1 week



THANK YOU

Contact IceGrenade today to
realise your vision!

Discord: IceGrenade



SUCCESS STORIES

I have done quite a few commissions; but my absolute favourite must be **Jake's House 2.0**. Jake gave me free reign to turn his family home into a zombie survival experience, and it turned out to be an extremely fun map at that. Created with almost entirely 1:1 custom assets.

Testimonial from Jake:

“When I first reached out, the goal was to immortalize the family house for when everyone ends up living elsewhere and all the small details added help capture it perfectly.”

Genuinely could not recommend Ice enough for anyone looking to commission a map in the future.”

