



## Toontown Rewritten Development: 3D Artist Application

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Thank you for showing interest in becoming part of the Toontown Rewritten Team! Before you start filling out this application, there are a few things you should know:

1. **Toontown Rewritten is a volunteer effort.** No income or salary is provided as compensation for anyone's involvement.
  2. **A 3D artist's role is to create 3D models that will be wrapped with 2D textures.** Think about it like you are designing a box that is going to be wrapped in patterned paper.
  3. **Models are low poly with strong silhouettes.** Using more polygons is not always necessary for models. To match the art style of the game and have the game running optimally, low poly models must be used and will depend on textures for finer details.
  4. **Critiques and feedback are always given.** You may be asked to make multiple fixes before your work is accepted.
  5. **Toontown's style is set in stone.** When creating models, it is very important to keep the current art style in mind. We are working on a game based off of an existing design that the original art team left behind.
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As a 3D Artist for Toontown Rewritten, you will be working with the rest of the development team to create models and animations that are to be implemented in game for both events and permanent content. Other tasks may involve UV mapping and manipulating existing models.

We are searching for 3D artists who are proficient with Autodesk Maya or Blender and have experience with creating great looking models on a "budget" amount of polygons to keep peak performance.

### Position Requirements:

- Must be at least 13 years of age
- Basic understanding and access to Autodesk Maya (preferably) or Blender.
- Ability to make strong silhouettes while using a minimal amount of polygons.
- Know how to UV map effectively and optimally.
- Have ability to apply textures onto models.
- Must be the primary owner of the computer used for sharing confidential files.
- Have sufficient time to dedicate for communication and discussion on top of the time used for creating artwork.



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The application begins below.

Copy & Paste the questions with your answers in an email to [support@toontownrewritten.com](mailto:support@toontownrewritten.com).

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### **About You**

- What is your first name, and preferred name?
- What is your date of birth?
- Is English your first language?
- Are you comfortable with using voice chat?
- Can you tell us a bit about yourself?
- Have you worked in a team environment before?
- If so, how would you describe your experience on that team?
- What do you think you can bring to the table as a 3D artist?

### **Toontown**

- Please list your Toontown Rewritten account username(s).
- Do you have any previous infractions (warnings, suspensions, terminations, loss of ability to use SpeedChat+) on any of your accounts? If so, what are they?
- How often do you play Toontown Rewritten?
- Are you an active member of any Toontown-related websites or communities outside of the game? If so, where can we find you? Direct links to your profiles would be great!

### **Artistic Experience**

- Do you have any previous experience with the position you are applying for?
- Would you consider yourself as a beginner, intermediate, or as an expert when it comes to artistic experience?
- How familiar are you with Autodesk Maya?
- What 3D application software do you have access to, and which one are you most comfortable using?
- Do you have experience with low-poly modeling?
- Can you model clean, hi-poly models without any tris, ngons, or poles in the mesh?

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- Do you have experience with Toontown Rewritten's game engine, Panda3D?
- Are there any other art positions you are interested in other than the one you have applied for? If so, list all that apply.

### Availability

- What timezone are you in?
- When are you usually available at your computer?
- How much time can you commit to your job as a 3D artist per week?

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This application also contains a required challenge to be submitted with it.

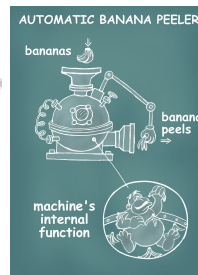
Submit the result with answers to above questions in an email to [support@toontownrewritten.com](mailto:support@toontownrewritten.com).

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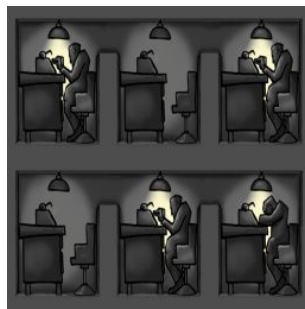
### Required Challenge

Select one prop of each type (Toon and Cog) below and create a low poly model . Textures are not required, but colors would be appreciated.

**Toon prop:** Bucket, Snowman, Automatic Banana Peeler



**Cog prop:** Tree, Boiler, Offices



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### Extra Details:

- Must provide a front, side and  $\frac{3}{4}$  view of each model.
- Must provide a regular shot and a wireframe shot of each model.
- Following extensions are accepted; JPG, PNG

The images you will be referencing can be downloaded from [this link](#).

Additionally, please provide other examples of your work with a link to your portfolio, Deviantart, or any other host that you use for presenting your artwork online to viewers. If you don't use a website host, please attach your digital artwork to this email as .jpg or .png image files. You must include at least three pieces of your best work.

We thank you again for showing your interest in helping us out! After we receive your response, we'll file your credentials for future reference.

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