



Toontown Rewritten Development: Character Rigger Application

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 Character Rigger's role is to create rigs that can easily be used by others.** Your work will build the foundation for animators that brings characters, props, and environments to life.
 3. **Rigs should be optimized for minimal joint usage in-engine, yet highly expressive.** Using more joints is not always necessary for actors. To match the art style of the game and have the game running optimally, keep your joint count low, and build tools around them to bring more complexity to the controls.
 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 rigs, 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. Build your rigs with squash and stretch in mind.
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As a Character Rigger for Toontown Rewritten, you will be working with the rest of the development team to create skeletons, apply skinning, and build systems that will allow you and the team to implement content for both events and permanent expansions. Other tasks may involve scripting, manipulating existing models and skeletons, and creating animation.

We are searching for Character Riggers who are proficient with Autodesk Maya and have experience with creating robust character rigs on a "budget" amount of joints to keep peak performance.

Position Requirements:

- Must be at least 13 years of age
 - Proficient understanding and access to Autodesk Maya (NOT Autodesk Maya LT).
 - Ability to create flexible rigs while using a minimal amount of joints ingame.
 - Comfortable incorporating inverse kinematics, space switching, squash and stretch.
 - Basic understanding of scripting in MEL or Python.
 - Must be the primary owner of the computer used for sharing confidential files.
 - Have sufficient time to dedicate for communication on top of the time used for rigging.
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The application begins below.

Copy & Paste the questions with your answers in an email to support@toontownrewritten.com.

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 Character Rigger?

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 version(s) of Autodesk Maya do you have access to, and which one are you most comfortable using?
- What experience do you have with other 3D animation software (Blender, 3DS Max, SoftImage, etc.)?
- Do you have experience with game character rigs?

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- How familiar are you with MEL or Python?
- Do you have any experience with animation?
- 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.

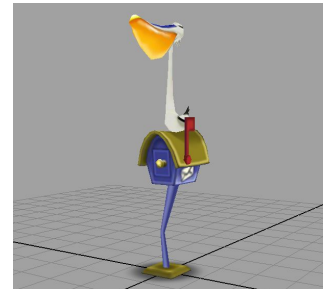
Availability

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

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.

Required Challenge

Create a character rig using the existing skeleton and skinning provided below. Your character rig should make use of **Inverse Kinematics**, **Space Switching**, and **Squash/Stretch**. Feel free to make any creative additions to your character rig. We have also provided a sample animation demonstrating the fidelity we're looking for.



Additionally, please provide a simple animation (of your choosing) demonstrating the functionality of your rig. Note: Your application will not be judged by the quality of your animation, nor does it need to match that of the sample footage provided.

The character's .ma file and textures can be downloaded from [this link](#).

Extra Details:

- Must provide a .ma file(s) with the final character rig and a simple animation.
- Must provide a screenshot of the main rig controller(s).
- Must provide a written description of the character rig's functionality
- Following extensions are accepted: MA, JPG, PNG, GIF
- If you wish to send a video, please upload it to YouTube (unlisted) and provide a url.

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Additionally, please provide other examples of your work with a link to your portfolio, YouTube, or any other host that you use for presenting your work online to viewers. If you don't use a website host, please attach visual examples of your work 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.
