



## Toontown Rewritten Development: Foley 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 foley artist's role is to create and manipulate sounds to create foley.** Work may be used for both in-game content and out-of-game promotional material, such as videos.
  3. **Variation is important.** As a foley artist, you may be asked to create multiple versions of the same sound effect. It may mean that you'll be going through a unlimited number of different ideas before getting a final approval.
  4. **Critiques and feedback are always given.** You may be asked to make multiple fixes before it is accepted.
  5. **Toontown's style is set in stone.** When creating sound effects, it is very important to keep the current style in mind. We are working on a game based off of an existing feel that the original sound team left behind.
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As a foley artist for Toontown Rewritten, you will be creating new sound effects and foley to be used in-game for new content and features. These sound effects can be as subtle as a footstep to as extravagant as a factory, done in a manner which enhances the cartoon atmosphere of the game.

We are searching for people familiar with recording and manipulating foley effects in a way which reflects the wacky, cartoon world of Toontown.

### **Position Requirements:**

- Must be at least 13 years of age.
  - Comfortable working primarily within a DAW, recording and manipulating sounds to achieve certain effects and create new effects.
  - 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 sound designing.
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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 foley 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!

### Sound Experience

- Do you have any previous experience with sound design?
- Would you consider yourself as a beginner, intermediate, or as an expert when it comes to sound design experience?
- What program(s) do you use for sound design?
- How familiar are you with that program?
- Do you have experience with using DAWs?
- Do you have experience with Toontown Rewritten's game engine, Panda3D?
- Are there any other positions you are interested in other than the one you have applied for? If so, list all that apply.

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### 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 foley 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

Try to create a Toon walking sound effect that could be used in game. The sound effect should sound like it fits in the game, and ideally it should sync up to the Toon animation loop. You can use Disney's footstep loop (found in the phase files, in phase\_3.5 -> audio -> sfx -> AV\_footstep\_walkloop.ogg) as a starting point, but try to be creative with it instead of simply replicating it. Remember that Toontown is a wacky, fun place!

### Extra Details:

- Should loop properly, as well as sync up with the walk animation. We recommend testing the file in-game using a resource pack.
- Please include a rendered .ogg audio file of the track in addition to an .mp3, .ogg, or similar file of the original sound/recording you used.
- Also include screenshot of your mixing board or similar equivalent to see how you achieved specific sound effects.

Additionally, please provide other examples of your work with a link to your website, YouTube, SoundCloud, or any other host that you use for presenting your work online to listeners. If you don't use a website host, please attach your portfolio pieces to this email as .mp3 or .ogg audio 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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