



Toontown Rewritten Development: Technical Artist 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 Technical Artist's role is involved with day-to-day asset preparation.** In addition to the creating game ready files, technical artists are involved with Research & Development for upcoming projects, creating tools for artists, and automating things as a part of our development pipeline.
 3. **Toontown Rewritten's pipeline involves Python, Panda3D, Autodesk Maya.** Some of our tools use languages such as Mel Script, Batch, and Shell, but most tools a Technical Artist need to write are written in Python.
 4. **Technical Artists are the bridge between artists and programming.** You will be working closely with programming and artists, acting as the implementation stage of production. Your work must remain clean and understandable by other Technical Artists. You may be asked to make multiple fixes before your work is accepted.
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As a Technical Artist for Toontown Rewritten, you will be working with the rest of the development team to ensure that game assets are prepared for implementation. Other tasks may involve creating scripts, providing technical support for artists, and repairing existing game assets.

We are searching for Technical Artists who are proficient with Panda3D and Python, and have experience with creating tools and scripts with ease-of-use in mind for other team members.

Position Requirements:

- Must be at least 13 years of age
- Basic understanding and access to Autodesk Maya
- Have an understanding of Panda3D's graphic pipeline on at least an intermediate level.
- Know the Python programming language on at least an intermediate level.
- Know how to reverse engineer and re-export game assets with minimal data loss on at least an intermediate level.

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- Ability to make easy-to-use tools that can solve complex challenges.
 - 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 doing technical art assignments.
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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 Technical 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!

Technical Experience

- Do you have any previous experience with Game Development?
- Would you consider yourself as a beginner, intermediate, or as an expert when it comes to technical experience?
- How familiar are you with Panda3D, and its suite of tools (maya2egg, egg-optchar, egg-palettize, etc.)?

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- How familiar are you with Python?
- Are there any other programming languages or technologies you have experience with?
- Are you familiar with Git (or any other source control system)?
- How familiar are you with Autodesk Maya?
- Are there any other modeling software you are familiar with on a technical level (Such as Blender, 3ds Max, etc.)?
- What experience do you have with any stage of 3D modeling (modeling, unwrapping, rigging, etc.)?
- Are you familiar with Git (or any other source control system)?
- Do you have a GitHub profile or any other place where we can see your previous contributions? We would be glad to see any of your previous technical work!
- 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 technical artist per week?

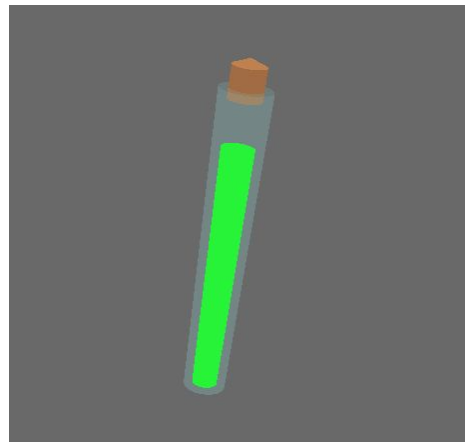
This application also contains a required challenge to be submitted with it.
Submit the result with answers to above questions in an email to support@toontownrewritten.com.

Required Challenge

The .bam file, as provided below, contains two slightly transparent tube objects and one opaque object, representing a corked glass tube containing some liquid. They have a flickering issue and a misnamed mesh node. Your task contains the following three stages:

- Renaming the inner transparent mesh, the liquid, to "greenWater_Challenge"
- Correcting the flickering problem between the two transparent meshes (they should never flicker at any angle)

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- Writing a small script that automates as much of this process as possible

Extra Details:

- You must provide a Maya (.ma) file that contains the “greenWater_Challenge” change
- You must provide a bam file that contains BOTH the “greenWater_Challenge” change, and the flickering problem corrected.
- You must provide the source code of your script(s) as an unlisted [Pastebin](#) link in one of the following languages: Batch, Shell, Mel Script, or Python
 - **DO NOT SEND THE SCRIPT IN THE EMAIL ITSELF. EMAILS THAT CONTAIN SCRIPT ATTACHMENTS MAY BE IGNORED**
- Following extensions are accepted: .ma; .mb; .bam; .egg

The model you will be working with can be downloaded from [this link](#).

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.
