



## ART DEPARTMENT

### Texture Artist Application

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Thank you for showing interest in becoming part of the Toontown 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 Texture Artist's role is to create 2D artwork that will wrap around 3D models.** Think about it like you are wrapping a box with a patterned paper. The 2D texture is what helps players recognize the model as an object.
  3. **Most artwork must be vector artwork.** Toontown Rewritten Texture Artists use vector tools in Adobe Photoshop to create the 2D artwork.
  4. **Critiques 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 illustrations, it is very important to keep the current art style in mind. We are working on a game based on an existing design that the original art team left behind.
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## ABOUT THE ROLE

As a Texture Artist for Toontown Rewritten, you will be working directly with the team to design 2D textures that will be created for events and permanent content seen in-game. These textures must be at a high enough standard where they are able to seamlessly fit in with the rest of the textures that are already established.

We are looking for Texture Artists who have a high skill level in Adobe Photoshop and are able to design mostly vector textures that fit Toontown's existing visual style.

## POSITION REQUIREMENTS

- Must be at least 16 years of age.
- Must have a Toontown Rewritten account that is at least six months old.
- Have a high understanding and access to Adobe Photoshop CC.





- Understanding and comfortable working primarily with vector tools, layer effects, and other non-destructive methods.
- 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.

To submit your application, please copy the questions below into an email (and answer them, of course!) then send your email to [support@toontownrewritten.com](mailto:support@toontownrewritten.com). After we receive your email, we'll follow up within a few days and will file away your information until the position is open for recruitment.

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## ABOUT YOU

- What is your full first and last name, preferred name, and preferred pronouns?
- What is your date of birth?
- What language(s) do you speak fluently?
- Do you have a Discord account? If so, what is your username?
- Can you tell us a bit about yourself?
- Can you tell us about your experiences working in a team environment? What did you learn from your experience(s), and what values do you believe are most essential to effective teamwork?
- Why do you want to be a Texture Artist?
- What do you think you can bring to the table as a Texture Artist?

## TOONTOWN

- Please list all of your Toontown Rewritten account username(s).
- Do you have any previous infractions (warnings, suspensions, terminations, loss of ability to use SpeedChat+ or submit names) 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!
- How did you hear about Toontown Rewritten hiring?
- Are there any other positions you are interested in other than the one you have applied for? If so, list all that apply.





## 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 Adobe Photoshop and what version do you own?
- What experience do you have using vector shapes and applied FX within Photoshop?
- Do you have experience working with game engines? For example – Unity, Unreal, or even Toontown Rewritten's game engine, Panda3D?

## AVAILABILITY

- What timezone are you in?
- When are you usually available on your computer?
- How much time can you commit to your job as a Texture Artist per week?

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This application also contains a required challenge to be submitted with it. Please attach your challenge to your email in a PDF, JPG, or PNG format. **You must include a PSD containing all the layers uncompressed.**

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## REQUIRED CHALLENGE

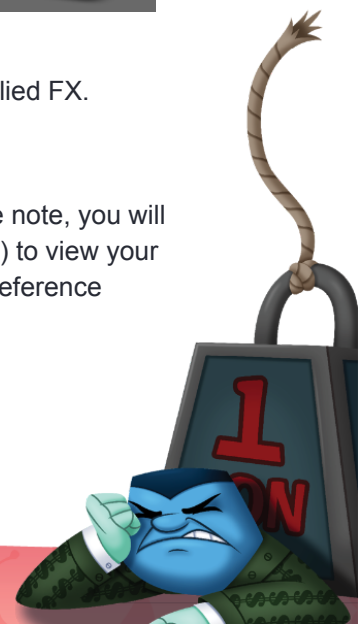
Please select one of the following props, unless you wish to choose both. After selection, please retexture the prop using only vector shapes and applied FX. The texture should be as accurate as possible to the original but in higher resolution.



### Extra Details:

- The texture's dimensions should be 1024x1024.
- The texture must consist of only vector shapes, feathering tool (on shapes) and applied FX.
- Your texture must be made completely from scratch.

The texture and model files you will be referencing can be downloaded from [this link](#). Please note, you will need to download and install the Panda3D game engine (which powers Toontown Rewritten) to view your textures on the final 3D model. Instructions are provided with the link, along with additional reference models you may use in other 3D software if you prefer.





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.

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Thank you for taking the time to apply for Toontown Rewritten!

**You ARE Toon Enough!**

