



Toontown Rewritten Development: Texture 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 texture artist's role is to create 2D artwork that will wrap around 3D models.** Think about it like you are wrapping a box in 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 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 illustrations, 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 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 style.

Position Requirements:

- Must be at least 13 years of age.
 - 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.
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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 texture 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 Adobe Photoshop?
- What version of Photoshop do you have?
- What experience do you have using vector shapes and applied fx within Photoshop?
- 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.

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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 texture 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

Please choose one out of the three windows. After selection, please retexture the window 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 8 times larger than what is provided.
- The texture must consist of only vector shapes and applied fx.
- Your texture must be made completely from scratch.
- You must include a psd containing all the layers, uncompressed.

The texture files 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.
