



ART DEPARTMENT

3D Animator Application

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 3D Animator's role is to create in-game animation for both characters & props.** Your work will be what brings the wacky world of Toontown to life.
 3. **Animation should be a character-driven performance built for the gaming medium.** We use handplaced keyframes and joint-based rigs crafted for real-time rendering. All characters (props too!) have unique personalities we express through their movement – You might perform as a sleepy hydrant, a race driver dog, or even a charismatic stray piece of litter!
 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 animation, 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 – Build your animation with classic cartoon slapstick of the 1940s in mind!
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ABOUT THE ROLE

As a 3D Animator for Toontown Rewritten, you will be working with the rest of the development team to create expressive character-driven animation performances for both events and permanent expansions. Other tasks may involve tweaking existing animation and retargeting animation from one character rig to another.

We are searching for 3D Animators who are proficient with Autodesk Maya and have experience with creating expressive handkeyed character animation for games.





POSITION REQUIREMENTS

- Must be at least 16 years of age.
- Must have a Toontown Rewritten account that is at least six months old.
- Proficient understanding and access to Autodesk Maya (NOT Autodesk Maya LT).
- Passion to create expressive character animation for an in-game environment.
- Familiarity with using “stepped” and other spline tangent types for animation keyframes.
- Basic understanding of “state-machine” (FSM) style animation (i.e. anim loops and transitions).
- Familiarity with basic animation principles (e.g. squash and stretch, anticipation, etc.).
- 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 animating.

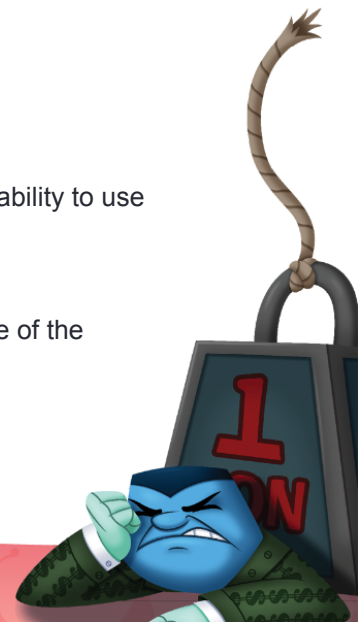
To submit your application, please copy the questions below into an email (and answer them, of course!) then send your email to support@toontownrewritten.com. After we receive your email, we'll follow up within a few days and will file away your information until the position is open for recruitment.

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 3D Animator?
- What do you think you can bring to the table as a 3D Animator?

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 Autodesk Maya?
- What version(s) of Autodesk Maya do you have access to, and which one are you most comfortable using?
- Do you have experience with other 3D animation software (Blender, 3DS Max, SoftImage, etc.)?
- What experience do you have working with game engines (Unity, Unreal, Panda3D, etc), if any?

AVAILABILITY

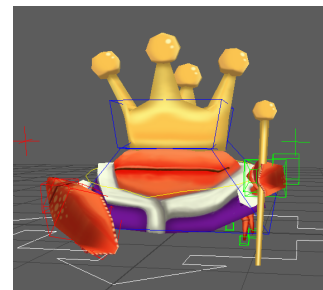
- What timezone are you in?
- When are you usually available on your computer?
- How much time can you commit to your job as a Character Rigger per week?

This application also contains a required challenge to be submitted with it. Please upload your challenge to YouTube (unlisted) and provide a URL in your email.

REQUIRED CHALLENGE

Create an animation set with an **Intro** (transition) and **Idle** (loop) for a cautious King Crab coming out of the sand and guarding his territory.

You must be using **24 FPS** in your animation timeline. The intro should be exactly **60 frames** in length, whereas the loop may be as long as you deem necessary (although 30-60 frames is a good baseline!). The **Intro** should demonstrate the Crab transitioning from being out of frame (underground) and ending on the first frame of his idle. The **Idle** should seamlessly blend back into itself (the idle) for repeated play.





Your animation should make use of **STRONG POSES** that clearly convey the attitude of the character. As such, we ask that you only work up to a **BLOCKING pass** of keys up to **every 2 or 4 frames** (i.e. 2s and 4s) using **stepped keyframes**. No need for polished spline animation for this challenge! We simply want to see your acting ability and use of basic animation principles. Feel free to add any basic reference as you see fit (e.g. a flat plane for the sand ground). We have also provided some sample animation demonstrating the general style and fidelity we're looking for.

Extra Details:

- The crab should start UNDERGROUND in the *Idle* animation. The crown can be above ground if you so desire (e.g. the crab peeking out under it until he fully reveals himself). Have fun with it!
- The *ctrl_M_world_01* controller (white arrows) is purely a reference controller (e.g. run cycles) – any animation applied to it will NOT be exported! If you need to move the crab around, please use the other controllers! You will not need to use the world controller for the purposes of this challenge.
- If you are unfamiliar with the concept of a BLOCKING PASS (stepped) and POLISH PASS (splines), please reference the two “*example_animationPass_[version].mp4*” videos in the link below. The “*BLOCKOUT&STEPPED*” version is an example of what we are looking for, where the “*POLISH&SPLINES*” video by contrast shows too much work for the scope of this challenge.
- The videos “*example_transition&Idle_[number].mp4*” are an example of how we tend to use animation state changes. Please note they represent the final *polished* versions of our animation rather than something you should submit. Nonetheless, feel free to use them as inspiration!
- When you send your video(s), please upload it to YouTube (unlisted) and provide a URL. Do not directly send us the video file or the original source animation files!

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

Note: Please use the file titled *ttr_a_chr_fsh_kingCrab_default.ma* as a template to create your two animation files. Avoid modifying the rig directly! The “default” file is preconfigured for animators, matching how we handle managing our animation files internally.





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 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.

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

You ARE Toon Enough!

