



ART DEPARTMENT

3D Artist 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 artist's role is to create in-game 3D models that will be wrapped with textures.** We strictly use mobile-game style "diffuse maps" with flat lighting. The final product is typically a single model with a single UV / texture.
 3. **Models are low poly with strong silhouettes.** Using more polygons is not always necessary for models. To match the art style of the game and have the game running optimally, low poly models must be used and will depend on textures for finer details.
 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 models, 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 3D Artist for Toontown Rewritten, you will be working with the rest of the development team to create models that are to be implemented in-game for both events and permanent content. Other tasks involve UV mapping and manipulating existing models.

We are searching for 3D artists who are proficient with Autodesk Maya or Blender and have experience with creating fun stylized models with a low polygon count and texture resolution for "mobile-like" performance restrictions.





POSITION REQUIREMENTS

- Must be at least 16 years of age.
- Must have a Toontown Rewritten account that is at least six months old.
- Basic understanding and access to Autodesk Maya (preferably) or Blender.
- Ability to make strong silhouettes while using a minimal amount of polygons.
- Know how to UV map effectively and optimally.
- Have the ability to apply textures onto models.
- Must be the primary owner of the computer used for sharing confidential files.
- Proficient in time management for both communication and 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. 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 Artist?
- What do you think you can bring to the table as a 3D 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.

TECHNICAL 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 3D application software do you have access to, and which one are you most comfortable using?
- Do you have experience with low-poly modeling?
- Can you model clean, hi-poly models without any tris, ngons, or poles in the mesh?
- Do you have experience working with game engines? For example – Unity, Unreal, or even Toontown Rewritten's game engine, Panda3D?

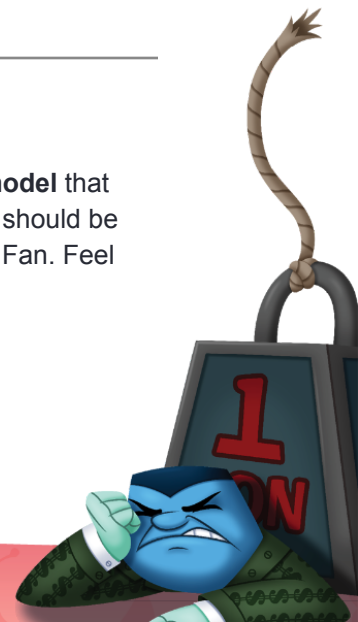
AVAILABILITY

- What timezone are you in?
- When are you usually available on your computer?
- How much time can you commit to your job as a 3D Artist per week?

This application also contains a required challenge to be submitted with it. Please attach your challenge to your email in a JPG or PNG format.

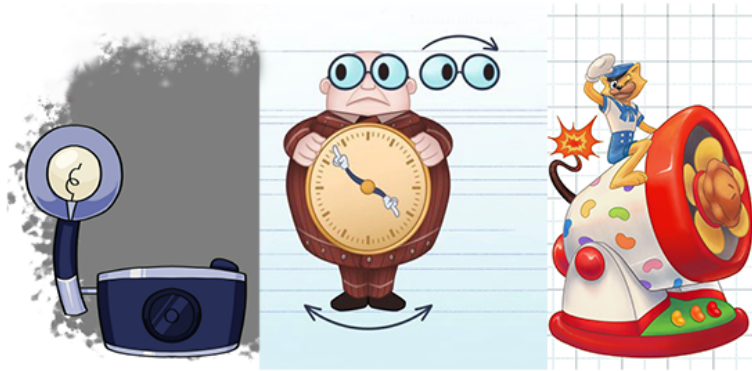
REQUIRED CHALLENGE: 2 PARTS

PART 1: Select **one Toon and one Cog prop of each type** below and create a **low poly model** that captures the spirit of the illustration in a game optimized format. The type of prop you select should be different. For example, if you choose the Toon Clock, your Cog prop should be a Camera or Fan. Feel free to deviate from the concept if you feel it will create a stronger model. We love creativity!

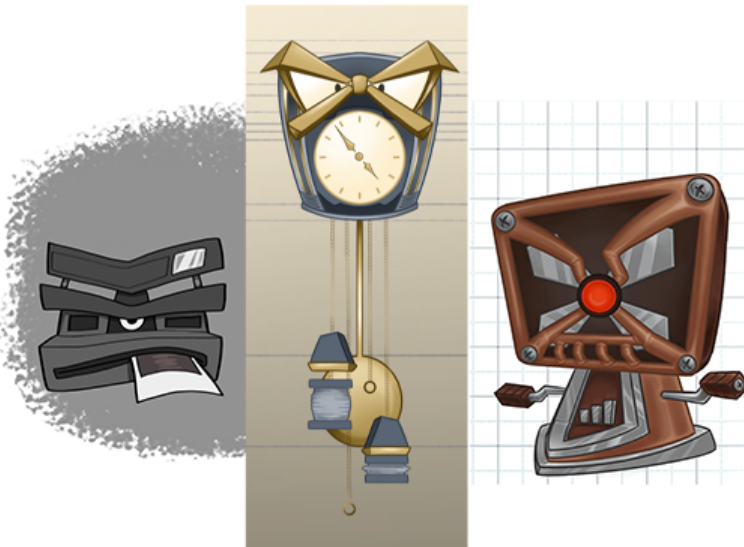


TOONTOWN Rewritten

Toon Prop: Camera, Clock, Fan

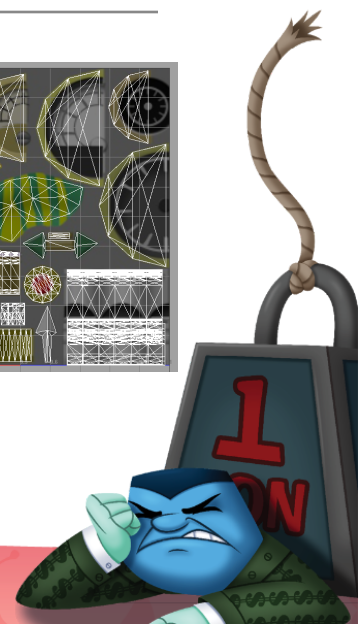
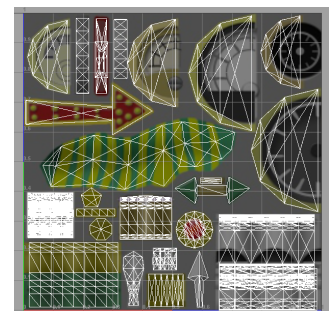


Cog prop: Camera, Clock, Fan



Part 2: Additionally, please create a **single (1) UV map** per model. Attach a placeholder texture that demonstrates the quality of your UV map.

Note: Your application will not be judged by the quality of your texturing skills, nor does it need to strictly match the concept. We are looking for results that show a balance of ease-of-use by a 2D texture artist and efficiency in memory usage. We have also provided a sample model demonstrating the style of 3D work we are looking for.





Extra Details:

- Must provide a front, side and $\frac{3}{4}$ view of each model.
- Must provide a regular shot and a wireframe shot of each model.
- Must provide a shot of the model's UV map.

The images 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.

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

You ARE Toon Enough!

