



AUDIO DEPARTMENT

Sound Designer 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 Sound Designer's role is to create and edit sound effects.** Work may be used for both in-game content and out-of-game promotional material, such as videos.
 3. **Variation is important.** As a Sound Designer, you may be asked to create multiple versions of the same sound effect. It may mean that you'll be going through a number of different ideas before getting final approval.
 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 sound effects, it is very important to keep the current style in mind. We are working on a game based off of an existing feel that the original sound team left behind.
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ABOUT THE ROLE

As a Sound Designer for Toontown Rewritten, you will be creating new sound effects and foley to be used in-game for new content and features. These sound effects can be as subtle as a footstep to as extravagant as a factory, done in a manner that enhances the cartoon atmosphere of the game.

We are searching for people familiar with creating and editing sound effects in a way that reflects the wacky, cartoon world of Toontown.

POSITION REQUIREMENTS

- Must be at least 16 years of age.
- Must have a Toontown Rewritten account that is at least six months old.
- Comfortable working primarily within a DAW, recording and manipulating sounds to achieve certain effects and create new effects.
- 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 sound designing.

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 Sound Designer?
- What do you think you can bring to the table as a Sound Designer?

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.





SOUND DESIGN EXPERIENCE

- Do you have any previous experience with sound design?
- Would you consider yourself as a beginner, intermediate, or as an expert when it comes to sound design experience?
- What program(s) do you use for sound design?
- How familiar are you with that program?
- Do you have experience with using DAWs?
- Do you have experience with 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 Sound Designer per week?

This application also contains a required challenge to be submitted with it, which you can find on the next page of this application. Please attach your challenge to your email in .ogg, mp3 or a similar file.





REQUIRED CHALLENGE

Try to create a Toon walking sound effect that could be used in game. The sound effect should sound like it fits in the game, and ideally it should sync up to the Toon animation loop. You can use Disney's footstep loop (found in the phase files, in phase_3.5 -> audio -> sfx -> AV_footstep_walkloop.ogg) as a starting point, but try to be creative with it instead of simply replicating it. Remember that Toontown is a wacky, fun place!

Extra Details:

- Should loop properly, as well as sync up with the walk animation. We recommend testing the file in-game using a resource pack.
- Please include a rendered .ogg audio file of the track in addition to an .mp3, .ogg, or similar file of the original sound/recording you used.
- Also include a screenshot of your mixing board or similar equivalent to see how you achieved specific sound effects.

Additionally, please provide other examples of your work with a link to your website, YouTube, SoundCloud, or any other host that you use for presenting your work online to listeners. If you don't use a website host, please attach your portfolio pieces to this email as .mp3 or .ogg audio 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!

