



3D Animator Application

Hello and thank you for taking the time to view our applications page! It's toons like you who help keep Toontown running and we can't wait to see your application.

Before we begin it's important we go over a few things to make sure you're up to speed!

About the Corporate Clash Crew:

Every member on the Corporate Clash Crew is a volunteer and the position you're applying for isn't a paid position.

Every member of the Corporate Clash Crew will be expected to dedicate time towards the projects they're assigned to unless you notify your team lead.

With that out of the way, let's talk about the 3D Animator position.

About the role:

Your duties as a 3D Animator are to take the lovely models provided to us by our talented modelers and bring them even further to life! Using Blender or Maya you'll take these models, create their very own rigs, and animate them in a way that's truly toony! -- Or cog-like if needed!

Position Requirements:

- Must be at least 14 years of age.
- Must have some experience in 3D animating. Blender or Maya required.
- Understanding of fluid and toony movement through animation
- Capable of thriving in a team-based environment.
- Experience in creating rigs for models.

So it's time to begin!

Let's get started with your application.

The way we recommend you fill out the application is to either number each question or just copy the application into a word processor of your choice. Once done, send it off to applications@corporateclash.net with the subject line '3D Animator Application'.

Section 1 - Personal Information:

1. *What is your name?*

2. *Do you have a preferred name?*

3. *What TimeZone are you located in?*

Our team works in eastern time, but we have crew members from around the world!

4. *Are you fluent in English?*

If you speak any other languages, please tell us about it!

5. *Are you able to occasionally voice chat with other team members and in meetings?*

6. *What is your estimated availability per week?*

7. *Have you ever worked in a team environment before?*

8. *Is there anything else you'd like to tell us about yourself?*

Section 2 - Toontown:

1. *Do you have any experience with Toontown?*

If so, we'd love to know when you started playing!

2. *Do you actively play Toontown?*

3. *Have you ever worked on a Toontown server before?*

4. *How familiar are you with Toontown: Corporate Clash?*

Do you know about the changes we've made compared to the original?

Section 3 - 3D Animator:

- 1. What tools/software do you use*
- 2. Do you have any prior experience creating 3D Animations?*
- 3. If you use Blender, how familiar are you with IK rigs?*
- 4. On a scale of 1-10, how skilled do you feel your animation abilities are?*
- 5. How comfortable are you with creating rigs for models?*
- 6. Are you capable of 3D modelling? What about UV-mapping?*
- 7. How long have you been 3D Animating for?*
- 8. Teamwork is vital to our team. In order to work efficiently, and for archival purposes, we have a central resource for all of the creative team. Are you comfortable with sharing your source files with others for critique as well as archival purposes?*
- 9. Are you comfortable with receiving and working with criticisms on each piece you produce?*
- 10. Most of the time, we aim to give a reasonable deadline for work to be finished. However, sometimes work is needed at a short notice. What would your reliability be on animating in a short window of time?*

Section 4 - Challenge:

Take the attached .fbx file and import it into the modelling software of your choice.

This is a Ye Olde Toontowne street prop. Study existing animated street props from Toontown Online and then rig and animate this prop to feel lively and animated in a similar style. Hopping around, jumping, or any signs of toony life that you can come up with. Please upload a GIF or Video of your final animation. Bonus points if the project file is included as well.

https://drive.google.com/file/d/1N4ddGgBqxOkpuhDsZoedAmn_nqluxO9e