



3D Modeler 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 Modeler artist position.

About the role:

Your duties as a 3D Modeler are to create stunning low-poly models in either Blender or Maya. Matching that lovely Toontown Online art style. And perhaps even being the very one to give it UV mapping and beautiful textures, if you're at that level!

Position Requirements:

- Must be at least 14 years of age.

- Must have some experience in 3D modelling. Blender or Maya required.
- Capable of matching the low-poly art style put in place by Toontown Online.
- Capable of thriving in a team-based environment.
- Experience in UV-mapping or rigging is highly beneficial, but not required.

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 copy the application into a word processor of your choice. Once you're done, send it off to applications@corporateclash.net with the subject line '3D Modeler 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?

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

Section 3 - 3D Modeler:

1. What tools/software do you use

2. Do you have any prior experience creating 3D Models?

3. Do you have prior experience in 3D Modelling for others based on their rough ideas?

4. On a scale of 1-10, how skilled do you feel your modelling abilities are?

5. How long have you been 3D Modelling for?

6. Do you know how to UV-Map?

7. Do you know how to rig models?

8. Are you capable of texturing your own models?

9. 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?

10. Are you comfortable with receiving and working with criticisms on each piece you produce?

11. Most of the time, we aim to give a reasonable deadline for work to be finished. However, sometimes we'll need textures done at a short notice. What would your reliability be on creating textures in a short window of time?

Section 4 - Challenge:

In the link below is a picture of several 2D objects. Take any one of these groups of props and create a low poly model using the picture as reference. Textures are not needed but would be HIGHLY appreciated.

Link to props image: <https://imgur.com/a/JGzwQmF>

Details:

- Must provide a front, side, and $\frac{3}{4}$ view of each model.

- Must provide a regular image as well as a wireframe version to allow for poly-use review
- Please provide the model file if possible for our review via Google Drive or a similar sharing website.