Comic Artist Application

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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 being 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 Comic artist position.

About the role:
Your duties as a Comic Artist are to work closely alongside other Comic Artists to produce a slide of comics to the description given. This includes conceptual stages, sketching, lining, inking/coloring, lettering, and giving us the honor of proudly releasing it on our website!

Position Requirements:

- Must be at least 14 years of age.
- Must have some experience in digital art. Software does not matter.
- Understand what makes an image eye-catching and engaging.
- Capable of thriving in a team-based environment.
- Prior experience in designing digital comics highly beneficial, but not required.
- Understanding of Corporate Clash's story is a plus.

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 'Comic Artist 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 - Comic Artist:
1. Do you have any prior experience creating comics?

2. Do you have prior experience in any form of team-based graphic design? If so, what?

3. On a scale of 1-10, how proficient do you feel you can be at creating digital comics?

4. On a scale of 1-10, how comfortable do you feel doing only specific steps in the comic process? (IE: Sketching, lining, inking)

5. 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?

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

7. 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?

8. What tools/software do you use to create your images?

Section 4 - Challenge:

Using our first publicly released comic as a reference, create a 2-4 panel comic based on the CJ after this annual review. Feel free to take it any direction you'd like. Is he panicking? Is he doing some cog-equivalent of crying? Is he trying to make rash changes? You be the judge in your very own comic!