Re-texturing Artist 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 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 Re-Texture artist position.

About the role:
Your duties as a Re-texturing Artist are to directly take the old and grainy Toontown Online textures, size them up proportionally, and give them that brand new shiny fresh coat of paint, making them look brand new!

Position Requirements:
- Must be at least 14 years of age.

- Must have some experience in digital art. Software does not matter.
- Understand the texturing process or at least be willing to learn
- Capable of thriving in a team-based environment.
- Must be accepting of criticism, willing to tweak textures as needed
- Ability to mimic the art style set in place by Toontown Online
- Willing to share source files as required
- Willing to use custom tools exclusive to the Toontown: Corporate Clash team

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 'Re-Texture 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 - Re-texture Artist:
1. Do you have any prior experience being a texture artist?

2. Do you have any experience working with Toontown textures?

3. On a scale of 1-10, how proficient do you feel you are with your digital art skills?

4. Have you ever worked with .RGB files?

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 textures?

Section 4 - Challenge:

Download the file linked below and unzip it. Pick one of the two buildings in the image. Enlarge the image to double the size and retexture the building. Feel free to add in any detail you feel may be missing or would make a nice addition to the texture.

https://drive.google.com/a/corporateclash.net/file/d/1-Okx-r-KXqTzYHKkeEP4YnWpoTpKvoRe/view?usp=sharing