EMERALD CITY GAMES

3D ARTIST CANDIDATES:
ANIMATION ART TEST

INTRODUCTION FOR ANIMATOR CANDIDATES

Thank you for applying to **Emerald City Games**. As part of the application process we ask that you complete our Art test. This will help us evaluate your aptitude in 3D animation for gameplay and cinematic workflows.

What we are looking for:

- A strong foundation in the Principles of Animation that include weight, anticipation and impact.
- Ability to work with a wide range of character types from bipeds, quadrupeds, and creatures
- High quality animations that bring the personality of the characters to life.
- Display creativity and ingenuity.
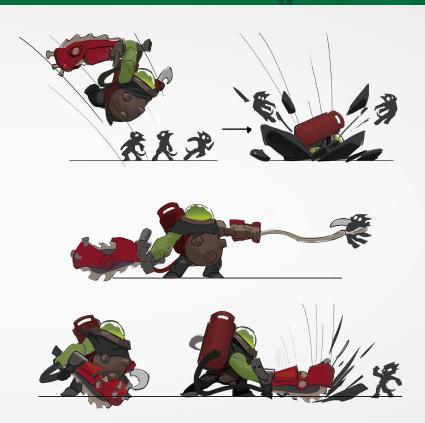- Proficient with 3d package such Maya or 3d Studio Max

Timeline:

We insist that all candidates feel completely happy and excited about their submitted work. Therefore, we will not be imposing a specific deadline on this art test. Use your best judgement and please take the time you need to deliver your best creative work. For any questions, please contact Tony Tsang at ttsang@emeraldcitygames.ca

G.I.JOE:
WAR ON COBRA

TOMB RAIDER:
RELOADED

STAR TREK
LEGENDS

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Please provide us with the following:

1. Pick your character: Attached is a link to a zip file with a selection of rigs from which you can choose from to do your animations. Make use of what is available to showcase your skills. Please ensure that the provided rigs are the only files used for submission.
2. Reference your character(s): In the zip file you will find the rigs and their corresponding textures. Please reference the rig into your Maya Ascii scene.
3. Record your animation: Submit quicktime .movs of all finished animations in multiple angles: perspective/orthographic front/orthographic side.
4. Quick write up in a .txt file of your workflow and thought process as you created the animations. For example: "I first captured reference and came up with the poses, researched youtube, had this idea, put some poses, had a hard time with etc…." Please specify time spent taking each animation to completion.
5. We insist that all candidates feel completely happy and excited about their submitted work. Therefore, we will not be imposing a specific deadline on this art test. Use your best judgement and please take the time you need to deliver your best creative work.

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REQUESTED ANIMATIONS:

One Basic Attack:

- Create an attack animation. Imagine this animation as the character's basic attack move.
- **Be Creative!** Timing should be snappy, tight overshoots, clear posing, and strong timing.

One Ultimate Attack:

- Create a special attack animation. Imagine this animation as the character's unique skill move.
- It could be any type of attack. Combo attack or finishing move or both
- We are looking for dynamic and sophisticated action.
- Absolutely be creative! Timing should be snappy, tight overshoots, clear posing, and strong timing.

One Locomotion Cycle:

- Create a unique locomotion cycle that clearly shows the attitude and personality of your selected character.
- It can be any type of locomotion: Run, Walk, Crawl
- The cycle should demonstrate weight and strong knowledge of locomotion mechanics.
- Short or long loopable cycle. Variation can be built in.

Do's and Don'ts:

- Focus on quality. We are looking for highly polished work
- Add snappy timing, squash and stretch and "all that good stuff". We love seeing that.
- Convey emotion and story as much as you can. That's what brings it all to life.
- Creativity. We are looking for great animators that also have great ideas.
- Enjoy the process; this should be fun and not just a task.
- Please do not not use camera moves or camera shakes or any VFX that cover the motion.

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THANK YOU!