

**EMERALD CITY  
GAMES**

**TECHNICAL ARTIST CANDIDATES:**

**RIGGING 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 Rigging that include anatomy, joint placement, weight distribution and driving systems proficiency
- Ability to work with a wide range of character types from bipeds, quadrupeds, and creatures
- High quality rigs that help animators bring characters to life
- Display creativity and problem solving
- Proficient with 3d package such as Maya

## 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:

[ttsang@emeraldcitygames.ca](mailto:ttsang@emeraldcitygames.ca)



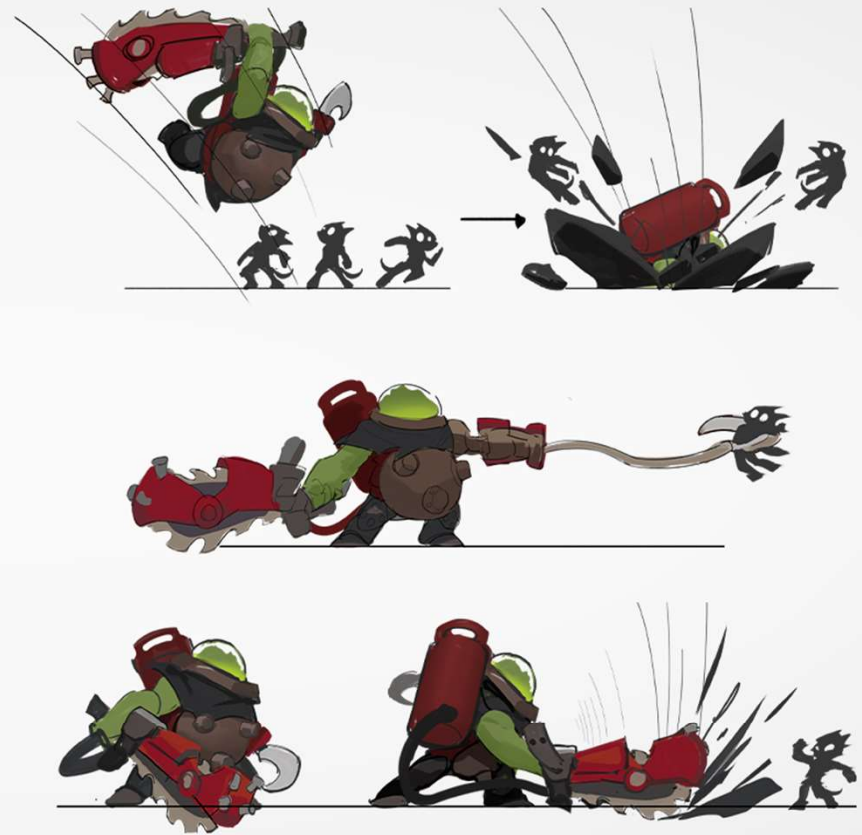
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# INSTRUCTIONS

## Please provide us with the following:

1. Rig a character: Attached is a link to a zip file with a selection of characters from which you can choose from to do your characters rigs. Make use of what is available to showcase your skills.
2. Commit your rigs. In the Zip File you will find a selection of characters from which you will have to select one of them. Please save the rig as a Maya ASCII scene
3. Quick write up in a .txt file specific things you want to point out. For example: "Limbs have stretchy IKFK with custom attributes controlled by the controller "cc\_IKFK\_l\_arm", cloth has specific attributes and driving system such as ribbon, dynamic joints and automatic collision system. Please specify time spent for the rig
4. You can use any script or plug-in you feel necessary except those with license required. We encourage you to use scripts developed by yourself and please, if you want to share any script or plugin you have developed with us, include it in the Zip file
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.



# TEST REQUIREMENTS

## REQUESTED RIG:

### Rig requirements:

- Create a character with:
  - Stretchy Spine
  - Stretchy limbs
  - Controlled by custom attributes
  - Feel free to add any custom attributes you consider necessary
- **Be Creative!** Don't hesitate to add any custom attributes and driving systems that will help animators and will bring personality to the character
- Body and facial rig

### Joint Based Rig:

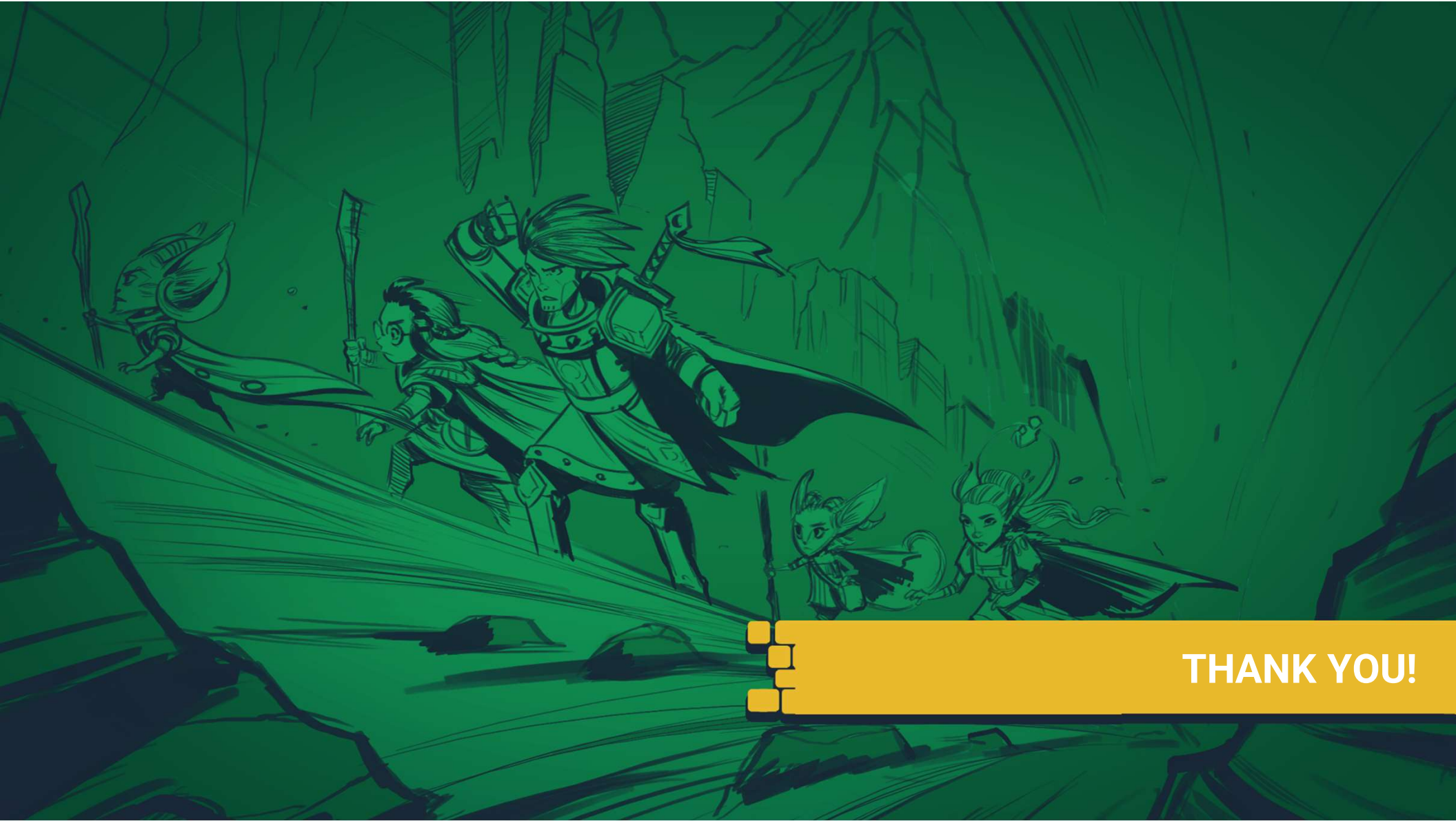
- Our rigs are heavily based on joints and we avoid the use of blend shapes due to engine restrictions
- Please make sure the base skeleton is joint based and avoid blend shapes
- Driving systems such as driver FKIK joints, ribbons, dynamic bones, etc. are limitless

### Personal Scripts / Plugins (optional):

Consider sharing any script or plugin you have developed and instructions on how to instal it

## Do's and Don'ts:

- Focus on quality. We are looking for highly polished work
- Joint naming: Prefix: "bn\_". Example: "bn\_Head01"
- Controller naming: Prefix: "cc\_". Example: "cc\_Head01"
- Convey emotion and story as much as you can. That's what brings it all to life.
- Creativity. We are looking for great riggers that also have great ideas and like problem solving.
- Enjoy the process; this should be fun and not just a task.
- Please make sure you save a clean maya file. No keyframes, nice grouping, organization and hierarchy



**THANK YOU!**