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## TEAM MEMBER APPLICATION

Thank you for inquiring about becoming a member of our team. Please note that all team members are volunteers and that no compensation is provided. Having toons enjoying our game is reward enough.

To submit your application, copy and paste the following into an email and give us as much information as you can. Send to: [support@tooniversalstudios.com](mailto:support@tooniversalstudios.com)

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Please introduce yourself to us! We would love to know some of these things about you:

- Your personal details, such as your name, age and where you're from!
- Tell us which staff position you're interested in and why.
- What skills do you possess? Do you have any special talents you'd like to share with us?
- What are you passionate about?
- Do you have any past experiences working in a team environment? If so, tell us about it.
- Are you an active player? What's your username?
- If there could be one thing you could change about the game, what would it be and why?
- Let's say you are selected for our team and you make a mistake with what you were tasked to do. How would you go about handling it? Would you try and resolve it yourself or would you reach out to other team members for help? Explain your answer.
- What do you think is the most important trait for a staff member to have and why?



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## TEXTURE ARTIST QUESTIONNAIRE

Now that you've told us a little about you, it's time to talk shop. Answer as many of the questions below as you can giving as much detail as possible. If you have a story to tell that helps explain your answers, please include it!

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- What software are you using for your projects?
- What is the difference between vector and raster?
- What do you think of colors and the ways of working with colors?
- The developer asks you to make them a texture with an alpha version. How do you go about doing that?
- You are creating a vector shape and all of your anchor points are curved. How do you make them sharp?
- How do you deal with constructive criticism?
- Please send us examples of some of your work. We would love to see!