VFX ARTIST CANDIDATES:

VFX ART TEST

INTRODUCTION FOR VFX ARTIST 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 for making VFX animations and Shaders.

What we are looking for:

- Understanding of the Particle System and Unity in engine tools, such-as Timeline and Animator.
- Some understanding of Shader writing including the use of Shader editors such as Shader Graph, Amplify or the Unreal's Material Editor.
- A solid understanding of shape, timing and colour for effects.
- Basic understanding of software such as Photoshop, Blender/Maya/max
- Any knowledge of software for FX like Houdini or Embergen is a plus.
- Any knowledge of Visual Effect Graph in Unity is a plus.

TEST REQUIREMENTS

Here at Emerald City Games we love making the best art possible, always aiming for higher state of visual fidelity and creating new techniques to push those very boundaries.

Test Details:

- The art style we are expecting for this test is somewhere between realistic and cartoonish.
- Try to avoid big flip-book textures, instead use shader tricks to achieve similar results as hand-drawn animations, with some exceptions for maybe big events. If there is a must to include a flip book sequence, do so only if it will help enhance the quality of the effect.
- We will evaluate your animation, artistic skills and technical knowledge.
- Please include your process flow, such as gathered reference or sketched concept art; make sure to include it in the submission.
- Feel free to make use of post FX and HDR, you can pick the color space you feel more comfortable with.

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 Greg Silva at gsilva@emeraldcitygames.ca

Include documentation on your creative process and workflow and include any reference or concept art that was used.

THE TEST

Requirements:

You will be given a Unity project file that contains a scene with a Timeline Sequence, your goal is to add effects to that animation and make it look “Awesome”. The art package will also include an example storyboard of the scenario for this sequence. Feel free to draw a new storyboard or use the existing one as a base for your ideas on the effects.
Please create these specific types of Effects in the project:

FIRE:

The scene contains a few torches, please set them ablaze with fire effects. Make it very convincing, try to make it without a visible loop, or it’s really hard to notice. Besides the flames feel free to add more personality to the Flame Effect by adding more visual flare. eg. Embers, Heat Distortion and/or Smoke.

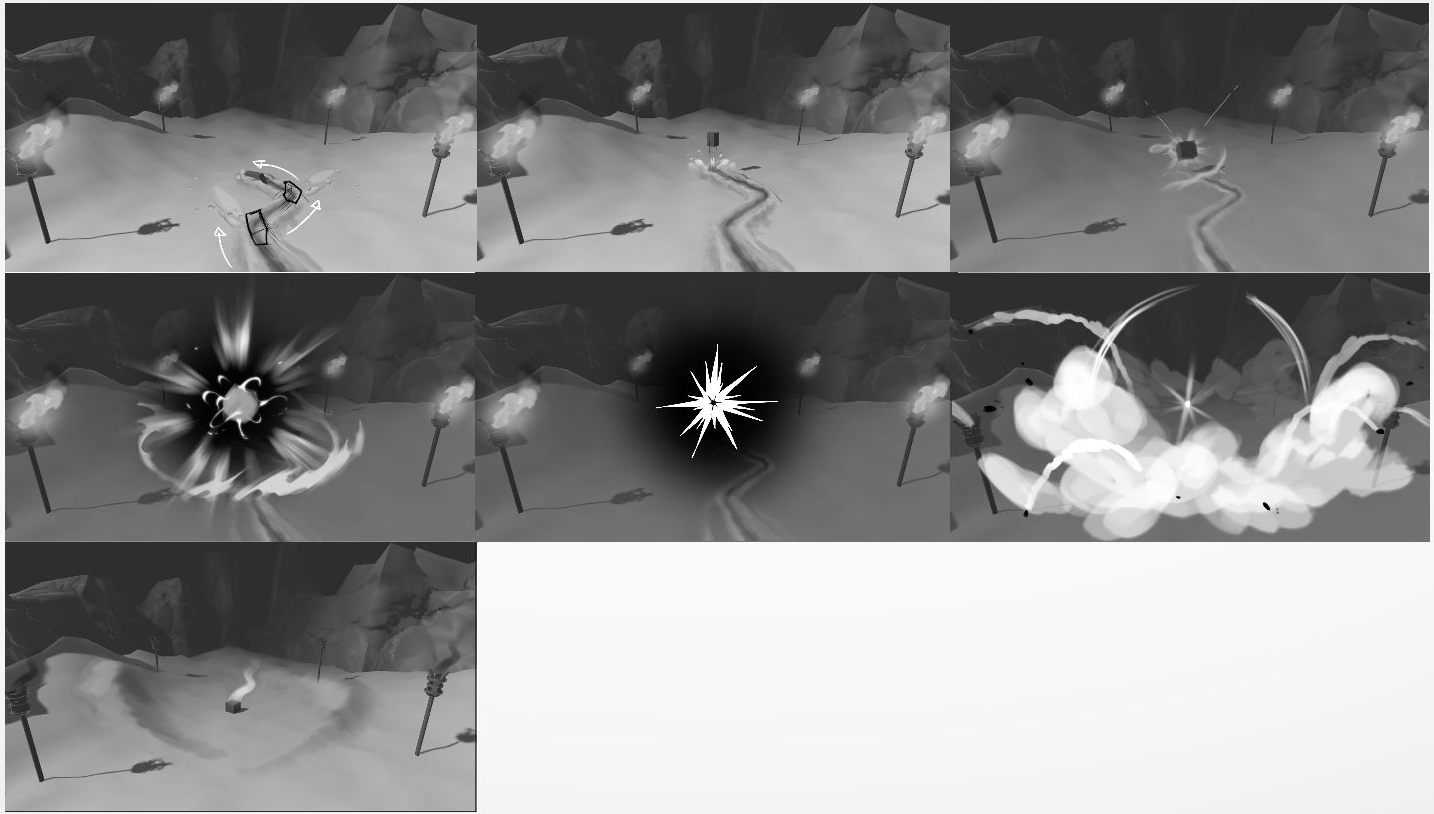
SMOKE AND SNOW:

Imagine a character walking, jumping and running on snow.
Create Smoke and Snow trails to help sell the motion of the box through the snow. We do not expect a production-ready snow system for this test, just make it work for that sequence.

SPELL:

At the end of the sequence the scene goes dark and the cube will play a build up and release animation.
Though the animation is simple, we would like to see an effect that will help exaggerate the moment. Consider it as a large spell/large build up of power with lots of energy being released and leaving a big mark on the ground. Feel free to go over-the-top for this gravitas moment and show us some best and crazy effects you have to offer.

THE CONCEPT



THANK YOU!