

Art Test

For our art test we would like you to create an object from a fictitious sci-fi horror game. This object is a large biomechanical device, which will be a gameplay objective in the game. Players will need to interact/destroy this device to progress and this needs to be taken into consideration when creating it.

You will need to create the device with a top-down gameplay camera and the fact that it is an objective in mind. The art style is somewhat stylized and not photorealistic; similar to that of previous and current Arrowhead titles (see Helldivers and Gauntlet)

Restrictions

The game would be running on a previous generation console (PlayStation 3 or Xbox 360) at 720p, and so you are to judge accordingly texture resolution and poly count when working. It is up to you to decide how big your object would be on on-screen.

You may take as long as you like, however we would internally expect this task to be completed within 2-3 working days.

Deliverables

We would like you to provide us with the following:

- A beauty/presentation shot of the object from all sides in a real-time viewport, either in a game engine, or a print screen from your chosen modelling package.
- A beauty/presentation shot of the object from a top-down camera angle similar to Helldivers, to demonstrate how the objective would look in-game.
- Wireframe and Albedo shots of the object.
- All concept drawings and sketches you used in the process; even if they're just rough!
- Models and Textures for all assets (models to be in OBJ format)
- You may also provide a description of the gameplay involved in destroying the objective.

SEND YOUR REPLY & FILES TO

arttest@arrowheadgs.com

