ARROWHEAD

FX Artist Test

Our FX Artist test consists of two parts:

Part 1 – Realistic

We would like you to find footage of an explosion, or heavy impact (such as artillery or RPG impact) and recreate it in a game engine, such as Unreal.

This effect would be viewed from a third or first person perspective

Part 2 – Gameplay Fantasy

For this part of the test, we are interested in seeing your creative side, with an eye for gameplay. For it, you are tasked with creating a fireball spell.

This part consists of several sub-FX:

1. Charging: Seeing the fireball gain power before it is cast
2. Firing: The launch of the fireball projectile towards its target
3. The Projectile: The actual fireball itself as it would move through the world
4. Impact: Show the fireball hitting a target and how the resulting impact appears.

This effect would be viewed from a top-down perspective as in the game Helldivers

Restrictions

Treat these FX as if they would be for a game running on a current generation console (PlayStation 4 or Xbox One) at 1080p, and so you are to judge accordingly texture resolution and particle count when working.

You may take as long as you like to complete this task.

Deliverables

We would like you to provide us with the following:

- One video of the Realistic explosion effect, from a third/first person perspective
- One video of the reference footage used for the realistic explosion, or a link to the site if found online
- One video of the fireball effects from the top-down perspective, showing the charge-up, firing, projectile movement and impact all together (as if you just fired off the spell in-game)
- All textures used in the effects
- Any concepts, sketches and reference footage used (links are accepted) when creating all effects.

SEND YOUR REPLY & FILES TO

arttest@arrowheadgs.com