
Subject: SCUD Storm mod

Posted by [NX01class](#) on Sun, 27 Jan 2008 20:22:58 GMT

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SCUD Storm is attempting to make a return. After a small period of missed time, we are opening almost every position. The following are positions and requirements that are needed.

3D Art

General 3D Artists

Unwrap Artists

Terrain Artists

Vehicle Artists (and riggers)

Character Artists (and riggers)

Weapon Artists (and riggers)

Building Artists (and riggers)

-- Basic requirements

Fair understanding of mesh editing and the latest programs.

Understanding of the limits of the engine in use, polygon limits.

Knows how to export to a specific format, and what settings to choose.

(Optional, but helpful) Know how to setup the objects for the game engine.

Texture, and 2D Art

Terrain texture artists

Weapon texture artists

Vehicle texture artists

Building texture artists

General texture artists

-- Basic requirements

Fair understanding of 2D art and the programs used to create flat images.

Understanding texture resolution, and image format.

Can create anything from scratch if given a text brief, or told to make one from their own head.

Can understand unwrap layouts.

(Optional, but very helpful) Knows how to apply textures to 3D models for testing purposes.

Coding and Scripting

Engine coders

Feature coders

General scripters

-- Requirements

Knows a variety of coding languages, but mainly C++, and can navigate the programs used to write this.

Understands engine limits, and modifications.

Can think logically about a situation, and explain ideas fully.

Is known to have compiled at least one working .dll file for the engine in question.

As of right now. All the following positions need to be filled. If you wish to apply, please do so by emailing me at NX01class@msn.com with the following application.

Your name:(first or last, doesn't matter)

Age:

Position applying for:

Please show/give us at-least 1 (you may give more) of your work's to show us your skill. (if you do not present some of your work, your app will be denied regardless of your skill):

On a 1-10 scale (1 being very poor and 10 being the best) how would you rate your work?:

Why should we choose you over someone else? What makes you a good staff member?:

I wish the best of luck to all applicants.
