Technical Art Test Briefing for Internship Application

Thank you for applying to our internship position and your interest in participating in our technical art test. The purpose of this test is to assess your skills in creating dynamic visual effects within the Unity engine.

Objective:
Your task is to design and implement a shooting and impact effect for two toy tanks engaged in battle. You need to create one shooting effect and one impact effect.

Please use Unity version **2021.3.15f1**, as this is the version we're using for all our art applications.

Resources Provided:

- Two tank prefabs.
- A projectile prefab.
- A pre-set Unity scene for effect implementation.

Tools and Techniques:
You are free to utilize any of Unity's features, including but not limited to the Shuriken particle system, VFX Graph, Shader Graph, and C# scripting. We encourage you to showcase your strengths and creativity in this task.

Scope of Work:
Focus primarily on the effects. However, if time permits and you wish to demonstrate additional skills, you may enhance the tanks' interactivity or other aspects of the scene. We value both technical proficiency and artistic creativity.

Time Management:
Please track the time spent on this project. We recommend not exceeding 12 hours to maintain a balance between quality and efficiency. Whether you spend 4, 6, or 12 hours, what matters most is that the final product represents your capabilities and meets your personal standards of quality.

We look forward to seeing your approach to this challenge and the unique skills you bring to the table. Your submission will be a valuable part of our evaluation process.

Deliverable
When you're done with the art test, please export all the files as a **Unitypackage** and send it back to us (via tom@knucklehead-studios.com or jobs@knucklehead-studios.com)

Additional Note on Usage of Art Test Materials:

While we encourage you to use the results of this art test in your personal portfolio to showcase your skills, please be mindful of the following restrictions and conditions:

Portfolio and Personal Use: The effects you create as part of this art test are yours to display in your portfolio, and for your own personal and commercial projects. We support showcasing your achievements and skills developed during this test.

Resource Restrictions: The resources provided (tank models, projectile prefab, and Unity scene) are the property of Knucklehead Studios. These assets are exclusively for use in this art test and your portfolio. They are not to be used for any commercial projects, other personal projects, or distributed in any form.

Company Rights: Any assets, effects, or other materials created by you during this art test are free to be used by Knucklehead Studios for any purpose, including commercial use. By participating in this art test, you agree to all the terms stated above.

We trust that you will respect these guidelines, as they are in place to ensure the fair and ethical use of the materials we provide and to clarify the ownership of the work produced during the art test.

Best regards,

Tom van Dijk
Technical Artist
Knucklehead Studios