Thank you for being interested in joining our company. For having a better understanding of your level in technical art, we would like to ask you to do a simple test. You can download a Unity package with all the required assets by the link. You have to do any four of the tasks listed. Doing more than four will be a plus.

1. There are few “JumpingSphere” game objects in the scene provided. They are animated by the same Animation controller and jumping synchronically. Please offer a solution to make these animations asynchronous. Explain your approach. Evaluate its effectiveness. Hint: Probably using additional Animation Controllers or Animations is not the best idea.
2. There is the “Ground” game object in the scene. Shader which applied on its material seems to be completely not optimized. Please optimize the shader and explain all the changes you will do. Hint: You can check Unity documentation about shaders and their optimization. https://goo.gl/5uhsWQ, https://goo.gl/whEkYC
3. Some of the “JumpingSphere” (blue ones) don't cast any shadow. All we know it is because the only one line in their material’s shader is missing. Could you put the line of the code back and restore shadows?
4. Please create a C# script for the Unity Editor which will be looking for game objects with a defined name in a scene, and if it is possible, will change their material to another chosen Material. A user should enter the game object’s name as a text and the Material as a link of Material into fields in UI of the script.
5. Could you create an effect of a character landing according to concept **FXReference.jpg** you can find at **Assets/References** folder? The FX has to be in a prefab and has to be played at the moment the asset is activated or put in the scene.
6. Create a procedural asset using any tools you want. The asset has to let you create a wall around a city of any shape. You can find rough reference for the wall at the **Assets/References** folder.

Create the Git repository with results (you can do it at the bitbucket.org for example) and send us the link. Please commit your progress and provide a report about your work in a **report.txt** file and any necessary notes as comments in the code.

We are looking forward to hearing from you.
Best regards.

Technical Art Department.
True Axion Interactive.