

3D Artist - Technical Interview

What challenges have you faced when baking normal maps, and how did you solve them?

One common issue is cage projection errors - I fix them by manually adjusting the cage or using skew correction settings in the baker.

Do you have experience using texel density tools or aligning UV scales across assets?

Yes, I use texel density tools to maintain consistency, especially on modular kits or kits shared across teams.

What techniques do you use to reduce texture memory usage without sacrificing quality?

I use mirrored UVs, trim sheets, atlas textures, and compress texture formats based on the platform.

How do you verify that your asset performs correctly in engine?

I check draw calls, triangle count, material complexity, and use in-engine profiling tools to spot bottlenecks.

Have you ever written tools or scripts to support asset creation or pipeline automation?

Yes, I've built MaxScript and Python scripts for batch exporting, renaming, and optimizing FBX workflows.

What's your preferred method of handling LODs?

I create simplified meshes manually or use built-in tools, and adjust screen size thresholds based on testing.

How do you approach asset creation when concept art is vague or missing?

I request clarification if possible, or build a few rough blockouts and propose visual directions for feedback.

What's your experience with lightmap UVs and secondary UV channels?

I create them manually or with automated tools, ensuring no overlap and padding to avoid artifacts in baked lighting.