3D Artist - Art Test Feedback Discussion

Hi Alex, thanks for submitting your art test. We've reviewed it and appreciate the effort. Ready to go over our notes?

Yes, I'm ready.

The overall shape language was strong, and you clearly paid attention to silhouette and composition. What inspired your approach?

I drew inspiration from fantasy armor design, thinking of the chest as something forged rather than built.

Interesting. The detailing on the lid was a nice touch. One small point - some of the normal map seams were a bit visible. Did you notice that in your final render?

Yes, I saw them during the render phase. I tried rebaking twice but couldn't fully eliminate the seam.

That's alright - it's something that can be solved with a little padding or cleanup in Photoshop. Your texture work was very appealing overall.

Thank you! I aimed to keep materials clean and focused on contrast.

How did you handle the UV packing? Everything was well-aligned, and the texel density was consistent.

I used Blender's UV tools and manually packed the islands for optimal space usage.

Would you have changed anything if the poly limit was higher?

Yes, I'd have added more geometry to the hinges and smoothed out a few silhouette transitions.

One suggestion - try including a render that shows wireframe over shaded view next time. It gives us more insight into your modeling decisions.

Great tip. I'll definitely include that in future tests.

Do you have any reflections on the test or things you'd do differently next time?

I'd spend more time on presentation - maybe add lighting variations or material breakdowns.

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Thanks again, Alex. We really appreciate your submission and your professionalism. We'll follow up shortly with our decision.

Thank you! I enjoyed the process and learned a lot.