

3D Artist - Technical Interview

Have you used trim sheets or texture atlases before?

Yes, I used trim sheets to save memory and keep textures clean.

How do you make sure your asset is good for the game engine?

I test it in the engine, check triangle count and if materials work well.

What do you do if a model has too many polygons?

I remove details that are not needed and use a normal map.

Do you know how to fix UV problems like stretching?

Yes, I move and scale the UVs to make the texture look correct.

Have you worked with baking maps like normals or AO?

Yes, I bake them in Substance Painter or Marmoset.

What tool do you use to check light or shadows on your model?

I check in Unreal or Unity using baked lighting and preview windows.

Can you work without a detailed concept image?

Yes, I can make ideas and share sketches with the team.

Have you made assets that need to be very optimized?

Yes, for mobile games I use low poly and small textures.