# Artist interview question list

## Artistic Capability:

1. Can you describe your overall ability in color control and how it impacts the overall mood of a game's visual style?

2. How do you approach modular design when creating assets for a game, and how do you ensure they are functional and can be easily implemented by designers and programmers?

3. Can you walk me through your process for conceptualizing new game assets and how you bring them to life through your artistic abilities?

## Technical Experience:

1. Can you describe your experience with 3D modeling software, and which ones you are most comfortable using?

2. How confident are you in your ability to perform character UV mapping and texturing that ensures they look good in the game?

3. Have you worked with rigging and animation before, and can you describe your process for creating functional and visually appealing animations for game characters and assets?

4. How you ensure that your art assets are optimized for the specific game engine and platform they will be used on?

## Soft Skills:

1. How do you communicate and collaborate with other team members, including designers, programmers, and project managers?

2. Have you meet any problem or challenges during the art creation process in the past? How you have overcome it?

3. How do you manage your time and ensure that you meet project deadlines, and what strategies do you use to stay on track?

4. Can you discuss your ability to retain and effectively use information provided to you?

5. Can you easily adapt to learning new techniques and technologies while working?

6. Are you available to work in-person next semester?

7. Can you talk about your experience working with a team in a physical office environment?