Team Carrot: Artist Interview

○ Artistic Capability   ◎ Technical Experience   □ Soft Skills

Artist's name: _____

○ 1. Can you describe your process for creating a 3D model, from conceptualization to completion?	□ 6. How do you manage your time and ensure that you meet project deadlines, and what strategies do you use to stay on track?
◎ 2. Do you have experience in modeling and animating non-humanoid characters? What experience do you have in rigging?	◎ 7. What's your strength and weakness in art skills? What do you think your limitations are? Color? Art Style? Shape? Character? Environment?
○ 3. Are you familiar with Unity? Have you ever had any experience working with or within it? Can you easily adapt to learning new techniques and technologies while working?	○ 8. Can you describe your experience with 3D modeling software, and which ones you are most comfortable using?
◎ 4. Can you talk to us about a a previous group experience before? What role did you have? What challenges were there and how would you resolve them?	□ 9. What is your availability this summer? Will you be able to work in-person?
□ 5. Can you talk to us about a a previous group experience before? What role did you have? What challenges were there and how would you resolve them?	◎ 10. Can you describe your understanding as to what role colour and light have in videogame art?
○	◎
□	Notes: