SLEDGEHAMMER – Character Art Test

Description

- Complete and provide next-gen quality character (details on the delivery below)
- Create a modern day US Marine.
- Time is a factor so please keep track of the amount of time you spend on the asset.
- Feel free to ask a question or two. We don't work in a vacuum and neither should you.
- Quality is King!

Modeling Guideline & Requirements:

- Head modeling:
    - Male head (please provide a photo reference you choose when you submit the final)
    - Any age, any nationality can be chosen.
    - Realistic photo quality
    - Military hair style
    - 1 TGA map for a head including hair. (if you would like to make a long hair or beard, make it with a separate TGA)

- Upper Body modeling:
    - Realistic photo quality
    - Any Marine top with plate carrier or tactical vest
    - 1 gear item attached to the vest : radio or any electronic devise (a small metal type of hard surface with a screen)
    - Hands or tactical gloves (your choice)
    - 1 TGA for a upper body (including tactical vest) 1 TGA for gloves/or hand

- Lower Body modeling: To save on time all we need for the lower body is a game resolution mesh that is un-textured. If you want extra credit read the following bullets.
  - Realistic photo quality
  - Marine issue pants
  - Need a knee pad on the right leg
  - Any tactical shoes or boots
  - 1 TGA for a lower body, 1 TGA for shoes

Specs

- **Mesh**
  - Hi-res: No limit using either Zbrush or Mudbox
  - Game-res: Approx. 3,000 for a head, 13,000 for body (triangles)
  - Group nodes under its parent node: Head and Body
  - Save as .MA

- **Texture Map**
  - Diffuse, Normal, Spec Map (Cosine map is optional for this test)
  - Head - 1024x1024, upper body - 1024x1024, hand/or gloves - 512x512, lower body - 1024x1024, shoes - 512x512
  - Save as .TGA

Delivery

When you feel like your character is ready for us please send it on to us with the following:

- Maya files that include a final game-res model and TGA's.
- Provide the photo reference that you used.
- Include screenshots (JPEG) for the hi-res models (zbrush or mudbox): full shots and close up shots for details.
- Include screenshots (JPEG) of the game-res models and hi-res models in a side by side layout.
- Organize and name everything

Good luck!