



Overview

Hey there! We're very glad you've expressed interest in joining our team. Before you continue with this application, we have some information we'd like to share with you so that you can decide whether joining is right for you.

➤ What is the point of Toontown Offline?

- At its core, **Toontown Offline is a sandbox Toontown game**. The normal bounds of gameplay have been broken, allowing the player to do almost anything they desire. Players can use commands to instantly max their Toon and take free-reign on the game in the ways they see fit. Want to turn into a T-Posing Bear Acuda while standing on top of the pillow in a recreation of Beta Donald's Dreamland? We have you covered. At the same time, we still offer the usual, vanilla Toontown experience for those who seek it.
- Toontown Offline can be played by yourself in Offline Mode, or with 15 other players in Mini-Server mode. Think of it like something similar to playing Minecraft single player and Minecraft multiplayer. We're like Mojang in that we provide the tools necessary to host Mini-Servers, but we don't actually host them ourselves.
- Despite being host to various sandbox features, **we also have some serious story content in Toontown Offline**- of which we pride ourselves the most. Currently this content can be seen in the way of our two in-game episodes, and the beginning of a post-BBHQ toontask. This content is intended to be an extension of the story Disney built up when the original game was still alive. Due to the fact we aren't a fully-fledged server, we're allowed to take liberties with the Toontown story that most others cannot. In future content for example, we intend to create an "end" for the Toontown story. Typically, MMOs aren't able to have proper endings because of their online nature- but in our case this does not apply.

➤ What is next for Toontown Offline?

- For now, we've put a complete halt towards development of all sandbox-related content. We're currently full-speed-ahead on our [Operation: Seek Out Scrooge](#) update. This update is focused on the aforementioned story content, particularly the end of the Toontown story.



Philosophies of Toontown Offline

On Toontown Offline, we have a set of philosophies we stand by. If you're interested in joining the team, you should be well-aware of these beforehand.

➤ Toontown Project

- Toontown Offline is not a **Toontown private server**. Instead, we are a **Toontown project**. We do not have to host a centralized server for our game unless we want to, in cases such as a public test server. This gives us the luxury of not having to cater for the masses. We don't ever have to worry about server issues for hundreds of people if they were to arise. In the times that game-breaking bugs come up, we can deal with it quickly and quietly, without interrupting the user experience. **In general, this leads to much less stress and responsibility when working on the game.**

➤ Community Demographic

- While Toontown is a family-friendly game, **we treat our players and community as adults**. On our Discord server, we give members the liberty of being able to use mature language at their leisure. A similar level of freedom can be exhibited in-game, as we have the chat whitelist disabled by default. We continue to disallow political, sexual, and toxic discussion because we do not feel that they have a place in the Toontown community. The reason we feel that other mature tones are acceptable, such as foul language, is because we recognize how the Toontown community has grown up. While new kids are regularly introduced to the game, as a whole the community has become more representative of young adults. We aim to treat them like so.

It is worth noting, however, that mature language is generally limited to our Discord server, and does not often make its way to other social media such as our Twitter or Twitch. This is primarily because users need to be 13 years or older to sign up for a Discord account. You will not find us cursing when we make tweets, or when we host the occasional livestream. As for in-game, players are free to say what they'd like due to our decentralized nature.



➤ No Deadlines

- On Toontown Offline, we don't have any strict deadlines. As a volunteer project, we enjoy a laid-back, relaxed atmosphere when working on the game. If we don't meet our deadlines, that's completely fine- it won't be the end of the world. We prioritize the health, well-being, and real-life responsibilities of our team members first and foremost. **Deadlines come second.**

➤ Friendship Dynamic

- We have a very strong friendship dynamic on our team. There's always conversation going on in our team channels regarding non-Toontown related subjects, and we talk in voice calls nearly every day. **Everyone on the Toontown Offline Team is a friend, not some estranged co-worker.**



Creative Team Application - Texture Artist

Now that you know some more about us, here's the application itself. Make sure to fill the entire thing out, then send it back to us at the support@ttoffline.com email address. We'll try to get back to you as fast as possible, and we'll let you know whether you've been approved or denied.

As a Texture Artist on the Toontown Offline team, you will be primarily tasked with texturing UV maps of 3D models for use in our Operation: Seek Out Scrooge update. You will be working hand-in-hand with concept artists and 3D artists on a regular basis to see an idea from start to finish. At the moment, the texture art we're looking for is related to the theme of The Cogs, and will not be focused on Toons. Please note that as a part of our workflow, all artists on our team are asked to upload the project files for their work at each stage of the creative process.

General Questions

1. What is your preferred name?
2. How old are you? If you are under 13 years of age, your application will be automatically denied.
3. When did you start playing Toontown, and do you still actively play at least one project?
4. Have you ever played Toontown Offline? If so, how familiar are you with our content?
5. Are you currently, or have you ever been on another Toontown Team?
6. Do you have any other skills you think you could contribute that do not directly relate to the position you are applying for?
7. Do you have a Discord account? If so, please provide your Discord name and tag so we can contact you. If you do not have a Discord account, you will be required to make one as a member of the Toontown Offline team. This is our primary method of communication.
8. Are there any other methods of contact you would like us to know about?
9. Is there anything else you'd like to ask or comment on?



Texture Artist Questions

1. Do you have any past experience with creating texture art for games?
2. Would you consider yourself a beginner, intermediate or an expert when it comes to your texture art?
3. Which software do you use to create your works? (Photoshop, Illustrator, Paint Tool Sai, Etc.)
4. Do you consider yourself proficient at texturing UV maps?
5. Do you consider yourself proficient at creating textures for UI?
6. Have you created texture art that resembles the Toontown artstyle before?
7. On a scale from 1 to 10, how confident are you that you can create textures akin to the style of other textures found in Toontown Online?
8. Do you have an Artstation profile or any other place where we can see examples of your prior texture art? If so, place them here. We'd love to see your previous work!

Availability

1. What timezone are you in?
2. When are you usually available on your computer?
3. How much time do you think you can commit to your role as a texture artist each week?