

SEMI-REALISTIC 2D RENDERING TEST

This unpaid test aims to evaluate the quality of semi-realistic finishing that the illustrator is capable of producing. The test has an eliminatory nature; therefore, non-execution or execution outside the requested context will result in disqualification from the selection process. Dark Cloud Games has no interest in the use or commercial acquisition of the art delivered by the illustrators who carry out this test.

GENERAL ORIENTATIONS

- 1. **Use of Accelerator Techniques:** Techniques that speed up quality production are welcome and common in the video game industry. Examples include photobashing, filters, AI, etc.
- 2. **Delivery of Results:** Delivery can be made by email or via a link to the artist's online portfolio with a watermark.
- 3. **Mandatory Citation:** If you choose to submit via a link to an online portfolio, it is mandatory to include the following citation:

Dark Cloud Games Render Test. This Concept Is the Registered Property of Dark Cloud Games.

WHAT SHOULD BE AVOIDED

- 1. **Sloppy or Incoherent Anatomy:** Even in fantastic creations, anatomy must be respected and consistent with the concept's proposal. In humanoid characters, anatomy is fundamental.
- 2. **Lack of Details:** The semi-realistic finish implies a concern with the richness of details and their textures.
- 3. **Tampering with the Concept:** The shapes, colors and brightness of a concept are guides that must be followed by the rendering artist.

VISUAL STYLE ALIGNMENT

Forwarding a work proposal is conditional on the presentation of results compatible with the example characters.
TIP: We suggest that during and after test development, you compare the finish obtained with the examples provided to check whether they are consistent in terms of details, lighting, textures, etc.

TEST OBJECTIVES

Complete the finishing/finalization/semi-realistic rendering of the concept sent in the file:

- Render_Test_Dark_Cloud_Games_2024.PSD

ADDITIONAL INFORMATION

If you have any questions, do not hesitate to contact us. Our office hours are Monday to Saturday, from 10:00 am to 8:00 pm. Assistance contacts can be made through:

- **Email:** GAMESDARKCLOUD@GMAIL.COM
- **Telephone:**+351 210 962 003 (Portugal)

EXAMPLES

The examples below are in extremely low resolution; however, they allow you to understand the desired rendering characteristics.















