

What to Expect

This test is designed as the first talent assessment to determine skill and competency for an entry-level Cinema 4D specialists.

1. You will receive a booth image set to model, texture, and brand as you see fit.

Criteria: Creator's choices, no design direction. No collaboration with others, please do not look at others' ideas or what others are doing and completing.

2. You will have two phases to complete the model. Each phase must be completed in one session.

Phase 1: You have 4 hours to work on the model. After 4 hours, phase 1 file progress will be saved and reviewed by proctors.

Phase 2: You have 4 additional hours to complete the model. Regardless of project completion, there is a hard cut off after 4 hours. Phase 2 progress will be saved and reviewed by proctors.

3. Test assessors/proctors include our executive producer, lead architectural modeler, and executive director of production. These reviews are conducted as a team and in real time with the applicant.
4. All applicants will be paid \$20.00 per hour for their time.
5. If you are selected, you will be accountable for 20 work hours and three team check-ins per week to review your work. This is a 40-day contract with opportunity for full-time employment.

If you are unable to attend the selected date, please reach out to customerservice@fabcomlive.com to reschedule your test date.

