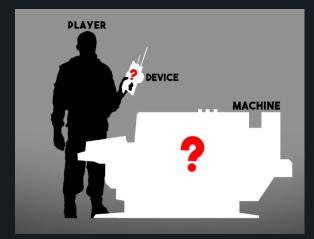# ARROWHEAD

Art Test

For our art test we would like you to create two objects from a fictitious sci-fi action horror game. The game will be played from a first person perspective.

The objects are to be medical apparatus, found aboard a space ship or building set in the world of the movie Alien/Aliens.

One object should be a small, hand-held device that the players can carry and use, which will be viewed close to the camera, akin to an FPS weapon. The other should be a larger device that would stand alone in the medical room.

Please see the below image for size reference:

Restrictions

The game would be running on a current generation console (PlayStation 4 or Xbox One) at 1080p, and so you are to judge accordingly texture resolution and poly count when working.

You may take as long as you like to complete this task.

The final result must be shown in Unreal Engine 4 (UE4).

Deliverables

We would like you to provide us with the following:

- A beauty screen shot of the object from a first person perspective in UE4.
- Shots from all sides of the object in UE4.
- All files required to view and assess the object within UE4.
- All concept drawings and sketches you used in the process; even if they're just rough.
- Models and Textures for all assets (models to be in OBJ format)
- You may also provide descriptive text to help define the objects' purposes and how they would be used.

Bonus Task

If you want to go further with the test, we would like to see you expand on the above by working on the medical room in which these objects would be found and used.

SEND YOUR REPLY & FILES TO

arttest@arrowheadgs.com