Sims 2 Cri - The Sims 2 fansite - Join the staff

Written by CriCri
Sunday, 27 February 2011 01:18 -

Sims2Cri is always looking for new talents to enlarge its team!   Can you create clothes, lots, objects, meshes or anything else about The Sims 2?   Don't hesitate! Contact us and send your works, you may become one of us!

Send your creations #wantyou#@sims2cri.com (remove the # from the address)

Becoming part of the team: general rules

-    Sims2Cri has been creating custom contents for more than 3 years.   In this period we have reached a certain quality level, and that's the reason why   we accept only experienced creators
ovviamente la collaborazione degli altri membri dello staff è garantita, ma collaborare non significa fare da tutorial.   If you're still in your first steps at creating, show your works to the community by sharing your creations on the forum.

-    The Sims 2 is a game but we take what we do very seriously. For this reason, if you want to collaborate with us   you should be of age or at least 16 years old.
-    We're looking for constant creators. We will not publish occasional stuff,   but only our staff's creations. Do not send us files asking to publish them if you don't want to join us.

-    Sending the email with your creations does not assure your admittance in our team.
-    Before becoming a real member, it may take a little time to gain each other's confidence.   Consider that the staff is a real team and we collaborate to many projects.
We require contents for an update at least every 3 or 4 weeks
,   but please notice that a single dress, for example, does not makes an update, while a lot does.   We may also ask you to create something related to our current projects.

What and how to send

-    At least 3 works, that you may also have published before anywhere else   (in this case, please specify). You also have to specify if you are a member of another site's staff.
 Our staff's members are exclusive, thus you'll have to leave any other collaboration.

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- Send us a .rar or .zip archive that includes:
- for clothing, sets, Bodyshop items or Buy/Build mode objects:
  The .package file
  The meshes used (if needed)
  he Readme file belonging to the meshes used , and a text file with a link to the author

  Ingame pictures (not from Bodyshop) of your creation. .   In case of clothing, send more pictures for example of the front, the back or details.

- for lots:
  The .sims2pack file of the exported lot, that must have been cleaned up of all the custom contents that cannot be redistribuited.
  Files we may need to see the lot that haven't been included in the exported file
  A text file with a link to the author of ever CC included in the lot. Please remember that only those lots that respect the policy of each creator can be published, thus check out the policy of every object used in the lot.
  [This list will probably help](#)
  .
  Remember to indicate which EPs are needed to see you lot
  Ingame pictures of your creation. In particular the outside and the inside from various perspectives.
- for Sims
  We do not accept people who creates Sims only (except if they are celebrities), although if you create them too you can always send them. Send us: The .sims2pack exported file from BodyShop   .
  A text file with a link to the author for every CC included in the Sim's file. Please remember that only those Sims that respect the policy of each creator can be published,
   thus check out the policy of everything used for the Sims.
  [This list will probably help](#)
  .
  Ingame pictures of your Sims, in particular the front and the side.

- Send your creations to #wantyou#@sims2cri.com (remove the # from the address)

Receving the answer

- Your works will be evalued and tested, and you'll get an answer (negative or positive) within a week.
- Our creators are exclusive, thus if you already publish your works elsewhere, you will be asked to quit with that.   Only particular cases, for example with Mod The Sims, will be accepted.
- If you are not accepted to our team, you can obviously use the files you've sent us as you like.

Suggestions

- To shoot best pics, just follow our tutorial on Creating perfect screenshots.
- Make sure to include only redistributable contents.