



The Ubisoft Toronto NXT Showcase is an annual competition designed to showcase the talent of video game development students in Ontario and to help kick-start their careers in the industry by awarding apprenticeships to competition winners.

Last year's third annual competition featured over 80 submissions in the art and animation disciplines from students at 10 post-secondary schools across Ontario. Each year interest in the program has grown and we are excited to announce for 2017, the addition of programming and concept art competitions to the Ubisoft Toronto NXT Showcase.

Ubisoft Toronto NXT Showcase: Animation Apprentice

The winner of the Animation Apprenticeship will spend the summer working with the studio's top animation talent as the Ubisoft Toronto NXT Animation Apprentice 2017.

Eligibility:

To be eligible to make a submission to Ubisoft Toronto NXT Showcase, you must reside in Ontario, be legally entitled to work in Canada, and currently attend OR have graduated from an Ontario post-secondary school no earlier than Spring 2015.

Participants have the choice to create an animation using one of the two audio clips downloadable [here](#) **OR** to create an animation sequence using one of the two gameplay actions outlined below. The animation must be at least 6 seconds in length and must be 3D. Participants may use an already rigged character, but the character must be human in form. Participants may use any software package.

Audio Clip Option (Pick from one of the following):

1. Action (Click [here](#))
2. Drama (Click [here](#))

Note: You can visit http://toronto.ubisoft.com/wp-content/uploads/2016/12/2017_NXT_Showcase_Audio.rar for access to audio clips

OR Gameplay Actions: (Pick from one of the following):

1. 3 Hit attack and finishing move
2. A traversal sequence

The top five finalists will be invited to attend the Ubisoft Toronto NXT Showcase VIP event on Thursday, April 20th, 2017. We will announce the grand-prize winner during the reception, and we will showcase and celebrate the talent of all our finalists. The event will be attended by some of Ubisoft Toronto's top animation talent, who will be on site to review portfolios and for networking opportunities.

Deadlines:

Pre-registration: Friday January 27th, 2017, 11:59 pm EST

Pre-register by completing this [registration form](#) online.

Full submission: Friday, March 3rd, 11:59 pm EST

Complete this [submission form](#) where you will be asked to provide a link to your submission package. Please make sure your entry includes the following:

- **Documentation must be in PDF or PowerPoint format;**
- **The entry package must be named as follows:**
NXTShowcase_Animation_FirstnameLastname
 - Full name;
 - School;
 - Program;
 - Your brief biography;
 - Your résumé and cover letter;
 - The link to a YouTube video of your submission, minimum resolution of 1080p;
 - A document with the following information:
 - The name of option you have selected
 - Indicate which software package you used
 - Detailed rationale as to why the option used for the submission was selected
 - A breakdown of how the animation was constructed
 - What challenges were faced during the creation of the submission and how were these challenges overcome?

Selected candidates will be invited to the studio for an apprenticeship interview. Ubisoft Toronto will designate 5 finalists, dependent on the recommendations of the Ubisoft Toronto judging panel. Ubisoft Toronto is the sole judge of this contest and reserves the right to elect the panel as it sees fit; all judgement is final and non-negotiable.

Judging criteria:

A panel of expert judges will individually score the overall entry package, including an in-person candidate interview, out of 30 based on the following criteria:

Interview (1-10)

- The difficulty level of the subject matter tackled
- Good explanation outlining workflow and process used to create the Animation submission
- Professionalism and communication

Creativity and Originality of Entry Package (1-10)

- Be clever, avoid clichés and overacting, but express the desired emotion/intention
- Create original, clear acting and motion choices

Overall Animation Quality and Polish of Entry Package (1-10)

- Good use of the 12 main animation principles
- Attention to detail, realistic body mechanics

Animation Specifications:

- Shots do not need to be fully rendered, we will only judge animation skill
- Must be 3D animation
- The animation must be a minimum of 6 seconds
- Applicants are not allowed to edit or alter the provided audio files; however silence may be added at the start or end of the file
- Don't add your name or contact info anywhere on the actual video in order to help maintain fair judging practices
- Don't use any overtly offensive content (this is not a place for crude or sexual humour, your entry, if selected, will represent Ubisoft publically)
- Framerate should be 30 fps
- Only one entry per applicant
- Solo entries only; please, no teams
- Applicants may use any human rig they are comfortable with
- Extra props are allowed to be added to your scene as you deem necessary

Tips

If you're having a hard time finding a rig, here are some options that you can look into. Ubisoft Toronto neither endorses nor is associated with any of the following options. Please make sure that you follow all outlined terms & conditions posted by the rig's respective owners and provide accreditation where deemed necessary.

Meri Rig: <http://www.meryproject.com/merydown>

Morpheus: <http://morpheusrig.com/1-0/>

Ray Rig: <http://www.cgtarian.com/character-ray/download-character-ray.html>

The Stewart Rig: <http://www.animationmentor.com/free-maya-rig/>

Prizes:

- 1st Prize:
 - One (1) paid Animation Apprentice position at Ubisoft Toronto. The Apprentice position shall be for a length of three (3) months at Ubisoft Toronto studio, and is currently scheduled to begin June 5th, 2017. Dates subject to change at the sole discretion of Ubisoft;
 - Display of the 1st Prize Winner's Animation during the Ubisoft Toronto NXT Showcase VIP event, submitted with his/her submission package
 - One Ubisoft prize pack valued at \$300

- Finalist Prizes:
 - Display of each finalist's Animation during the Ubisoft Toronto NXT Showcase VIP event
 - One Ubisoft prize pack valued at \$300

Questions?

Please don't hesitate to email us at UbisoftTorontoNXT@Ubisoft.com