



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: Modeller Apprenticeship**

*The winner of the Modeller Apprenticeship will spend the summer working with the studio's top art talent as the Ubisoft Toronto NXT Modeller Apprenticeship 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 must create a 3D video game environment diorama of one of the 3 locations provided below based on the outlined story. Pay close attention to the broad descriptions in the story and make sure to incorporate details that support your interpretation into the diorama. Walls, floors, ceilings, and background terrain may be partial cutaways. Focus on level of detail rather than physical size of your diorama.

## **The Story: A Miracle in the Desert**

*“Several weeks ago, on a cool night similar to tonight, locals discovered a curiosity so grand, they named it the ‘Miracle in the Desert’. An old Cold War Era Soviet submarine was found nestled against a mountain side, and among some of the scattered ancient ruins of Petra. Authorities had been quick to create a security perimeter and floodlights were setup leading to the open hatch above. It appeared that water must have run-off from the hull creating a small oasis among the small olive orchard below. When they entered the 40+ year old sub and made their way to the torpedo bay, the mystery had only deepened. Inside the room they discovered inscriptions of an unknown language mixed with arcane symbols and mathematical equations. In the center of the room they found a large triangular design with 3 stone artifacts; to the side, a torpedo laid open with clear signs of modification for unknown purposes. Moscow was quickly notified and a team was assembled to probe the site.*

*Lead Russian investigator, Dmitry Patrushev, and his 2 assistants were given clearance by Jordanian authorities to set up a base camp in a small monastery just a short distance from the phenomena. The entrance of the ancient site was a beautifully ornate structure carved into the bedrock with evidence of Nabataean design around the grand stone doorway. Just inside the opening, the team had set up a modern workstation to study some of the contents extracted from the submarine. Equipment was strewn across some of the tables: laptops; a metallographic microscope; a spectrum analyzer; and a mobile communications radio leading to an antennae array outside. Scattered among the walls were a mix of ancient manuscripts and schematics of the sub. Opposite the worktables the team had set up some cots with their gear, lanterns and rations. On Dmitry’s cot was an old book, the title translated from Russian as, “The Mysteries of Nina Kulagina”.*

### **Locations (Choose one Diorama)**

- 1. Soviet Sub Exterior (day or evening)**
  - Nestled against a mountain in the Jordanian desert and a small oasis nearby
  - Scattered ruins of ancient Petra complete the landscape
  
- 2. Torpedo Bay (interior)**
  - Enclosed space with objects of mystery
  
- 3. Monastery Base Camp (day or evening)**
  - Ornate entrance carved into mountain
  - Workstation and modern technical gear set-up inside

The top five finalists will be invited to attend the Ubisoft Toronto NXT Showcase VIP event on Thursday April 20<sup>th</sup>, 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 artistic talent, who will be on site to review portfolios and for networking opportunities.

### **Deadlines:**

Pre-registration: Friday, January 27<sup>th</sup>, 2017, 11:59 pm EST

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

Full submission: Friday, March 3<sup>rd</sup>, 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\_Modeller\_FirstnameLastname**
  - Full name;
  - School;
  - Program;
  - Your brief biography;
  - Your résumé and cover letter;
  - The name of the location you have chosen;
  - The link to a YouTube video of a looping turn-table of your Diorama in HD with a minimum resolution of 720p;
  - Demonstrate personal process/ how you make your choices;
    - Visually document your key references as a 'vision document' or 'inspirational mood board'
    - Documents can include key location, props, surface and lighting ingredient references
    - Any personal sketches or screen shots of early compositional exploration block-ins

### **High-res JPEGs**

- Two beauty shots of your Diorama at 1920x1080 resolution (landscape or portrait);
- Two technical shots of your Diorama (wireframe, texture flats, lighting set-up, or anything else you think we should see about your development process);

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:

Complexity of Entry Package and Interview (1-10):

- Difficult and ambitious subject matter
- Intricate, expressive details for environments

#### Composition of Entry Package (1-10):

- Proficient use of scale for environment and space
- Crafting of the image with complimentary use of colour and light

#### Creativity of Entry Package and Interview (1-10):

- Creation of original environment designs
- Expressive emotion, look, and feel in the composition

### **Diorama Specifications:**

To get an idea of what we're looking for in a diorama, you need only look at recent PS4, Xbox One, and PC titles to get an understanding of what we expect from a next-gen, realism-driven art style. Consider the following information as guidelines, not hard rules when creating your diorama entry. We're interested in seeing what you consider next-gen, and what you do to get there.

- The tools you use and how you capture your video is completely up to you;
- Feel free to use whatever real-time engine you would like;
- No pre-rendered submissions will be accepted;
- Remember that Ubisoft Toronto's core focus is next-gen, photo-realism art styles for its games;
- There is no hard triangle limit or texture resolution limit – we're interested in seeing how you pull off a next-gen diorama while being as efficient with your geometry as possible;
- Presentation matters! - feel free to utilize a skybox, lighting, and other secondary elements that will best present your real-time diorama;
- Solo entries only, please; no teams

### **Tips**

#### Exterior Scene:

- Keep focus tight but with room for expression in a diorama format in order to not over scope your approach
- Pay attention to silhouette and composition that best support visual dramatic quality and supports the narrative
- Consider level of detail goals that will work when close to your scene and at a distance – this can help inform your approach with how to set up your textures and modeling details

#### Interior Scenes:

- Work out spatial ideas that will allow room for the mysterious depictions, even if the spaces are somewhat tight consider your compositional approach so your scene will visually breath
- Use technology to your best advantage. Consider how this affects lighting in the environment, reflections off surfaces etc. This layer can aid in adding dramatic effect to your compositional value

### **Prizes:**

- **1<sup>st</sup> Prize:**
  - One (1) paid Modeller 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 5<sup>th</sup>, 2017. Dates subject to change at the sole discretion of Ubisoft;
  - Display a minimum of one (1) piece of 1<sup>st</sup> Prize Winner's art, submitted with his/her submission package, in the public space at Ubisoft Toronto;
  - One Ubisoft prize pack valued at \$300
  
- **Finalist Prizes:**
  - Display a minimum of one (1) piece of each finalist's art, submitted with his/her submission package, in the public space at Ubisoft Toronto\*;
  - One Ubisoft prize pack valued at \$300

**Questions?**

Please don't hesitate to email us at [UbisoftTorontoNXT@Ubisoft.com](mailto:UbisoftTorontoNXT@Ubisoft.com)