

UBISOFT TORONTO

NXT

SHOWCASE

Be Inspired. Be Creative. Be NXT.

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, 14 students made the transition from student to game developer at Ubisoft Toronto through this program.

Compete in one of four disciplines to win an apprenticeship:



PROGRAMMING



ANIMATION



MODELLING



CONCEPT ART

UBISOFT TORONTO NXT SHOWCASE: CONCEPT ARTIST APPRENTICE COMPETITION

The winner of the Concept Artist Apprenticeship will spend the summer working with the studio's top art talent as the Ubisoft Toronto NXT Concept Artist Apprentice 2018.

ELIGIBILITY

To be eligible to make a submission to Ubisoft Toronto NXT Showcase, you must reside in Ontario, be eligible to work in Canada, and currently attend OR have graduated from an Ontario post-secondary school no earlier than Spring 2016.

THE BRIEF

Participants must create concept art of one of the 2 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 visuals.

The Background: A Haunt in Bangalore

Even in the year 2058, the setting sun in Bangalore the capital of Karnataka, is a spectacle to witness. Despite the thick upper atmosphere one can still see the remaining rays of light fight through the smog as it hits the small overcrowded back alleys of Chickpet market. This area is particularly well-known for its variety of food and beverage stalls, but also for its colourful décor from the many eclectic store fronts. In the darkened alleys, the merchants have shut down for the night after having prepared for Diwali. There are pockets of brilliant colour from neon lanterns and store signs fighting for space against the holographic ads from several mega-corps. There is a beauty to this site as the light reflects off some pools of discarded wastewater. The tight chaotic passages through the alley are also filled with rows of closed up stalls, chaotic wiring and the disregarded metallic cases that bring in the exotic beverages and the latest neo-meat cages.

Each night, at the far end of the alley, there is a particular wonder where some locals seek relief from their busy work cycles, but also hope to catch a glimpse of the famous spectre of Bangalore. A small Chai tea stall called "Nale Ba" can be found tucked away under a fiery red canopy of an enormous Gulmohur tree (some are unsure of the authenticity of this flora in this day and age). In this humble sized stall, run by the local Chai Wallah, locals can pull up to one of their stools and order the best Masala Chai Tea in all of India. In addition, located inside the stall, one can find an old decommissioned VR pod. It hasn't been used in years and shows its age and wear due to the poor conditions in storage.

There is an old tale that the last VR customer at this pod, before it was decommissioned, was a veteran actress who once lit up the cinema screens in Mumbai. During the session as the owner of "Nale Ba Tea house" looked away, the woman suddenly vanished screaming into the night. Since then, on many evenings late into dusk, locals have witnessed the ethereal form of a woman whispering to herself and knocking on the doors in the alleys. Many are fearful of answering the call.

Locations (Choose one Scene)

1. Back Alley section

- Dense, colourful and chaotic dystopian alley
- Signage and neon lighting for Diwali
- Futuristic design

2. "Nale Ba" Chai Tea Stall

- Full Interior/Exterior of stall
- Gulmohur tree
- VR pod designed

Characters are encouraged for concept art submissions.

SUBMISSION REQUIREMENTS & DOCUMENTATION

****All items are mandatory****

- **The entry package must be named as follows: NXTShowcase_Concept_FirstnameLastname**
 - **Documentation must be in PDF or PowerPoint format**
 - Full name;
 - School;
 - Program;
 - Your brief biography;
 - Your résumé and cover letter;
 - The name of the location you have chosen;
 - Demonstrate personal process/ how you make your choices;
 - Visually document your key references as a 'vision document' or 'inspirational mood board'
 - Demonstrate process with quick thumbnail compositional sketches, silhouette studies, early inspirational mood and lighting tests
 - Could record your final chosen composition as a 'speed paint'
- **High-res JPEGs**
 - One beauty shot of your best concept piece at 1920x1080 resolution (landscape or portrait), 300 dpi recommended

JUDGING CRITERIA

A panel of expert judges will individually rank the overall entry package, out of 30, based on the following criteria:

Complexity of Entry Package (1-10):

- » Challenging and ambitious subject matter
- » Intricate details balanced to what's critical in the composition
- » Quality of visual choices made with executed ideas

Composition of Entry Package (1-10):

- » Accuracy of credible scale with composed elements and environment

- » Crafting of the image with complimentary use of colour and light

Creativity of Entry Package (1-10):

- » Creation of original environment designs
- » Expressive emotion, look, and feel in the composition
- » Visual storytelling and inspirational effect

Selected candidates will be invited to the studio for an apprenticeship interview. Ubisoft Toronto will designate five 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.

SPECIFICATIONS:

To get an idea of what we're looking for in concept art 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. We're interested in seeing what you consider next-gen, and what you do to get there.

- Remember that Ubisoft Toronto's core focus is next-gen, photo-realism art styles for its games;
- Solo entries only; no teams

Tips

- Find a balance between loose and focused painted elements in your scene and how this approach adds focus to what's key in your composition
- Fully painted and or using combined photo-bash methods are welcome. Ultimately how you approach your work should demonstrate your methodologies.
- The end result needs to feel like an inspirational painting that credibly supports the story.

DEADLINES:

Pre-registration: Friday February 16th, 2018, 11:59 pm EST

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

Full submission: Friday, April 13th, 2018, 11:59 pm EST

Complete this [submission form](#) where you will be asked to provide a link to your submission package.

Awards Ceremony: May 2018 – Exact Date TBC (By Invitation Only)

The top five finalists will be invited to attend the Ubisoft Toronto NXT Showcase Awards Ceremony in May 2018. We will announce the Grand Prize Winner during

this reception, and we will showcase and celebrate the talent of all of the NXT Showcase finalists. The event will be attended by some of Ubisoft Toronto's top talent, who will be on site to review portfolios and for networking opportunities.

PRIZES:

- **1st Prize:**
 - » One (1) paid Concept Artist 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 4th, 2018. Dates subject to change at the sole discretion of Ubisoft;
 - » Display a minimum of one (1) piece of 1st 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?

Email us at UbisoftTorontoNXT@Ubisoft.com