

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: ANIMATION APPRENTICE COMPETITION

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 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 have the choice to create an animation using one of the two audio clips **OR** to create an animation sequence using one of the three gameplay actions outlined below.

You must use the full audio clip or make your Gameplay Action at least 6 seconds long. Both animations must be 3D CG. Participants may use an already rigged character, but the character must be biped or quadruped in form. Participants may use any software package.

Audio Clip Option – Download one of the following:

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

OR

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

1. 3 Hit attack and finishing move (last hit can be a finishing move)
2. A traversal sequence (3 obstacle, navigation)
3. Creature locomotion
 - a. Pick any three of the actions below, and have the cycles transition into the next, ending in the first cycle.
 - b. Identify in your submission which actions you are using.
 - c. Action cycle list: walk, jump, trot, run, waiting/rearing/grazing, crouch, climb, crawl.

For example: **walk cycle** (into) **run cycle** (into) **climb cycle** (into) **walk cycle**)

SUBMISSION REQUIREMENTS & DOCUMENTATION

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

- **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?

JUDGING CRITERIA

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

Overall Animation Quality and Polish of Entry Package (1-15)

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

Creativity and Originality of Entry Package (1-15)

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

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.

ANIMATION SPECIFICATIONS:

- » Shots do not need to be fully rendered, we will only judge animation skill
- » Must be 3D animation
- » You must use the full audio clip or make your Gameplay Action at least 6 seconds long
- » 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; no teams
- » Applicants may use any biped or quadruped rig they are comfortable with
- » Extra props are allowed to be added to your scene as you deem necessary

Tips

Helpful things to keep in mind:

- Focus on what's important: your animation! Spend the majority of time polishing it rather than modelling, rigging, texturing lighting etc. The judges are looking for animation quality rather than a beautifully lit and textured character, environment, prop etc.
- Be realistic about the time you have! Don't be over ambitious with your concept. A really short, well animated piece will demonstrate your animation skill much better than a long piece of animation which is finished but not polished. If you can see the mistakes in your piece we will too!
- Get feedback! Show your work and be open to change. If multiple people see the same issues with your piece, chances are those problems are there and need to be addressed. Grappling with your animation problems is the best way to increase your animation skill!
- The cameras should be chosen to highlight your animation. Use full body for gameplay work, and appropriate camera to highlight the cinematic piece (depends on audio, and story/concept). For instance, a very dramatic and subtle facial animation will not be clearly shown from a long shot, nor will a very active a complex body mechanic animation be clearly shown from a close up.

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/>

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 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 4th, 2018. Dates subject to change at the sole discretion of Ubisoft;
 - » Display of the 1st Prize Winner's Animation during the Ubisoft Toronto NXT Showcase Awards Ceremony, 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 Awards Ceremony
 - » One Ubisoft prize pack valued at \$300

Questions?

Email us at UbisoftTorontoNXT@Ubisoft.com