

Be Inspired. Be Creative. Be NEXT.

[Ubisoft Toronto NEXT](#) is an annual competition designed to showcase the talent of video game development students in Ontario. Kick-start your career in the industry with a paid apprenticeship and spend the summer learning from the Ubisoft Toronto studio's top talent.

Compete in one of seven disciplines to win an apprenticeship:

- Modelling
- Animation
- Programming
- Concept Art
- Level Design
- User Interface
- Technical Art

Last year, 12 students made the transition from student to game developer at Ubisoft Toronto through this program. Are you next?

Eligibility

- You must reside in Ontario
- Be eligible to work in Canada
- Currently attend or have graduated from an Ontario post-secondary school no earlier than Spring 2017.
- This challenge must be done individually. Team based submissions will not be reviewed.

Ubisoft Toronto NEXT: Animation Apprentice Competition

Participants have the choice to create an animation using one of the provided 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 (Pick from one of the following):

- Action 1 (female)
- Action 1 (male)
- Action 2 (female)
- Action 2 (male)

- Drama 1 (female)
- Drama 1 (male)
- Drama 2 (female)
- Drama 2 (male)

[Download the necessary audio clips](#)

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

Submit your entry at <http://toronto.ubisoft.com/next-submissions/>

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

- **Documentation must be in PDF or PowerPoint format;**
- **The entry package must be named as follows:**
NEXT_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

Ubisoft Toronto will designate a maximum of 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. I.e, 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/>

Key Dates & Deadlines

Want to stay on top of the competition? Sign up for reminders, tips, and important updates at <http://toronto.ubisoft.com/next-sign-up/>

Submission Deadline: **Sunday March 24th, 2019, 11:59 pm EST**

Submit your entry at <http://toronto.ubisoft.com/next-submissions/>

Interviews: Early May 2019

Selected candidates will be invited to the studio for an apprenticeship interview.

Portfolio Reviews & Mid-May 2019

Feedback Sessions: Those who complete a submission by the deadline will be contacted by email in early May by email with the opportunity to sign-up for a limited number of portfolio review sessions with Ubisoft Toronto developers. Note: Session spots are first-come, first-serve and are not guaranteed. Due to the volume of submissions we receive each year, we regret that we cannot provide feedback on submissions outside of these portfolio review sessions.

Awards Ceremony: Mid-May 2019 – By Invitation Only

Finalists will be invited to attend the Ubisoft Toronto NEXT Awards Ceremony in May 2019. We will announce the Grand Prize Winner during this reception, and we will showcase and celebrate the talent of all of the NEXT finalists.

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 3rd, 2019. Dates subject to change at the sole discretion of Ubisoft;
 - Display of the 1st Prize Winner's Animation during the Ubisoft Toronto NEXT 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 NEXT Awards Ceremony
 - One Ubisoft prize pack valued at \$300

Questions?

Email us at NEXT@Ubisoft.com. Note: Email is not monitored 24/7 but we will do our best to respond within 24 hours.