

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: Level Design Competition

The inaugural Ubisoft Toronto NEXT Level Design Competition asks entrants to showcase and apply their design sensibilities across two (2) components: the Mission Design Document and the Playable Blockmesh. These two phases are designed to be representative of the production journey a mission takes, from its earliest "on paper" pitch to its very first appearance "on screen."

Phase 1: Mission Design Document

The first part of the competition is the Mission Design Document. For this you will need to download the Mission Design Document package. In this package we will provide:

- Mission Design Document Specifications
- Supplemental Materials to help with Mission Design Document creation

Phase 2: Playable Blockmesh

We will provide the Playable Blockmesh Package on Monday February 4th 2019 to a maximum of 10 candidates that are selected to move forward to Phase 2. At this time, we will also notify those who were not selected to move forward of their status.

Tips For Mission Design Document Phase:

- Keep your Scenario and Objectives section brief and concise, but aim to be compelling; this is your 'elevator pitch'.
- Always consider a strong "golden path" (main gameplay path) for the player, but do not forget to include alternate paths in your map designs. '360 approach' is one of the pillars of the Far Cry brand – we'll be looking for it!
- It is not necessary to use all the available gameplay ingredients! Often, a stronger focus on 1 or 2 key gameplay mechanics in a layout is better, and more memorable!
- Specific design metrics (such as floor height, door width etc) are not necessary at this phase; but it is strongly suggested to consider 3D and world scale during the 2D map phase
- In your Walkthrough section, try to focus on the pacing of the mission as you see it; promote the peaks and valleys of tension through your writing. Don't be afraid to make this abundantly clear. However, be aware that what you are describing is representative of what you are designing. For example don't note a '[SLOWER SECTION]', and then proceed to describe something which feels intense.
- Your entire design should be purposeful, in the sense that we should be able to discern a design intention behind all of your choices. If you think you need to clarify why you did something, you probably do! (but do so in a clear, succinct manner – this is the standard to which we hold our design pitches)
- The provided 2D map is created to include all relevant gameplay features/icons and how to use them, and NOT indicative of quality expectations
- Clarity is critical!

Submission Requirements & Documentation

**All items are mandatory.

- **The Phase 1 entry package must be named as follows:**
NEXT_2019_LevelDesign_MissionDesignDocument_[FirstName_Lastname].zip
 - **The zip file should be a collection of the following 2 files, both saved as a .pdf**
 - **The complete Mission Design Document as one (1) PDF;**
 - **Who_I_Am, saved as one (1) PDF:**
 - Full name;
 - School;
 - Program;
 - Your brief biography;
 - Your cover letter;
 - Your résumé;
- Failure to include each section as specified above will result in disqualification.
- Submitting multiple PDFs as a Mission Design Document will result in disqualification.
- Submitting a zip file with more or less than two .pdf files will result in disqualification.

Judging criteria [Mission Design Document Only]

A panel of expert judges will individually rank the applicant's Mission Design Document submission, out of 30, based on the following criteria:

Written Component (1-10):

- Clarity: information is well-organized and explains scenario effectively.
- Creativity: scenario should expand upon the given concept and be compelling.

Topdown Map (1-15):

- Clarity: excellent readability, effective use of annotations, reference images where necessary.
- Respect the Master Feature List and supplied icons.
- Design intent: should be able to visualize the 3D from the 2D topdown map.

Brand Awareness (1-5):

- Supporting player agency: players should be able to approach the key location from multiple angles and use a variety of systems outlined in the Master Feature List.
- Consistency with Far Cry experiences: fit your scenario into the Far Cry universe and be creative.

Top 10 candidates will be invited to the Playable Blockmesh Phase, which will be judged on the following criteria:

Judging criteria [Playable Blockmesh]

A panel of expert judges will individually rank the applicant's Playable Blockmesh submission, out of 40, based on the following criteria:

Consistency (1 – 5):

- How consistent the 3D layout was compared with the 2D map design
- How closely the 3D layout follows the supplied metrics

Design (1 – 15):

- How believable the overall architecture/environment is
- How clearly the environment supports the intended gameplay mechanics focus

Opportunity (1 – 15):

- Does the layout provide sufficient cover, flanking and stealth, vantages and line of sight opportunities to multiple playstyles?
- How well does the environment support combat fronts and reinforcements?

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

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/>

Phase 1: Mission Design Document

Package Available
to Download:

Wednesday November 7th 2018
Package will be available at <http://toronto.ubisoft.com/next>

Phase 1 submission deadline: **Sunday January 20th 2019, 11:59 pm EST**

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

Please note that late entries are not permitted.

Phase 2: Playable Blockmesh

Full phase 2 challenge details provided only to selected candidates. You will be notified of our selections by Monday February 4th 2019.

Package Available
to Download:

Monday February 4th 2019
Package will be available at <http://toronto.ubisoft.com/next>

Phase 2 submission deadline: **Sunday March 24th, 11:59 pm EST**

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

Please note that late entries are not permitted.

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 Level Designer 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;
 - One Ubisoft prize pack valued at approximately \$300
- Finalist Prizes:
 - One Ubisoft prize pack valued at approximately \$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.