

## **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: User Interface Competition**

Participants must provide a package of JPG & PSD mockups, as well as motion concepts in AVI format. You will need at least Photoshop to complete this package. Recommended software include (but are not limited to), Illustrator, Flash & After Effects.

You will be provided with working assets that are mandatory to use to complete your challenge. The package of assets and the full challenge brief will be released on Friday February 22nd 2019.

## **Submission Requirements & Documentation**

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

- **The entry package must be named as follows:** NEXT\_UIArtist\_FirstnameLastname
- **Documentation must be in PDF or PowerPoint format**
  - Full name
  - School
  - Program
  - A brief biography - 500 words max.
  - Your résumé and cover letter
  - Link or PDF of your personal portfolio
  - Demonstrate personal process/ how you make your choices:
    - **Moodboard/Visual Research** - Document your key references that help define your UI style and design. Include games that inspire your design, other media like graphic design, movies, etc. Show us research of your theme.
    - **UI Design Process** – Show us your process of how you came to your final result. (Sketches, notes, wireframes, mockups)
- **Original PSD Source files**
  - Files must be clean, labeled, organized
  - Photoshop Files must be compatible with Photoshop CS6 or higher.
  - If using Layer Comps, please specify in the file. Otherwise name your PSD files appropriately.
  - You may compress your PSD files into a .zip
- **High-res JPEGs**
  - All fullscreen mock ups must be at 1920x1080 @ 72 dpi
- **Motion Concepts**
  - Regardless of what format you've used to animate your UI (ie. Flash, 4D Cinema, After Effects) please package your motion concepts in a single **.avi**
  - **Youtube Videos are not allowed**

## **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/>

Full brief & assets                      Friday February 22<sup>nd</sup> 2019

available to Download:                Download made available at <https://toronto.ubisoft.com/next>

Submission Deadline:                **Sunday March 24<sup>th</sup>, 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 & Feedback Sessions:	Mid-May 2019
	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. <u>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.</u>
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.

### **Judging criteria**

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

#### **Aesthetic (1-15)**

- Strong understanding of graphic design fundamentals
- Readability/Usability of all UI elements
- Polish and presentation of final product

#### **Creativity (1-10)**

- Unique solutions for UI design
- Memorable and creative visual style

#### **Design (1-5)**

- How well the UI Design follows the brief
- Organization of Work

### **Specifications**

Take a look at current next-gen games on PS4, Xbox One and PC to get an idea of what current UI styles look like. They vary from complex to minimal. Be creative and showcase what you think would reflect a UI style in a next-gen title. **Be willing to challenge a design to make it better if you see fit.**

- Solo entries only; no teams

## **Tips**

- Research your subject matter. How does the theme and genre of the game dictate your style?
- There are no technical constraints in this test. Do not let the thought of a type of engine or platform limit your design.
- Do not let artistic details take over for function. UI styles can be minimal or complex. Successful UI is **attractive and usable**.
- UI is not limited to 2D. You may incorporate 3D into your UI. You can achieve success with any variation.
- Use whatever software you are most comfortable with to build your designs. Photoshop, AfterEffects, Flash/Animate, 4DCinema, 3DS Max, etc. Just be sure you are submitting your final designs in the designated formats that will be listed in the challenge, when announced.
- **Use motion to enforce your intentions!**
- Sound design/Music is not required.
- When using patterns/textures or graphic design elements to support your concept, all resources **MUST** be original or royalty free. You may not use licensed/copied/plagiarized textures or assets.
  - If using royalty free assets, please provide source including their usage restrictions.

## **Prizes**

- 1<sup>st</sup> Prize:
  - One (1) paid User Interface 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 3<sup>rd</sup>, 2019. Dates subject to change at the sole discretion of Ubisoft;
  - One Ubisoft prize pack valued at \$300
- Finalist Prizes:
  - One Ubisoft prize pack valued at \$300

## **Questions?**

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