Ubisoft Toronto NXT Showcase: Animation Apprentice

The **Ubisoft Toronto NXT Showcase**, formerly known as UbiGallery, is an annual competition designed to showcase the talents of local art and game development students ready to kick-start careers in the video game industry.

Building on the 2D and 3D art focus of UbiGallery, the Ubisoft Toronto NXT Showcase this year expands the scope of the competition with the addition of a second discipline - the Animation Apprentice. This year, Ubisoft Toronto looks for students or graduates in the fields of art and animation. The winner of the Animation Apprentice will spend the summer working with the studio's top animation talent as the Ubisoft Toronto NXT Animation Apprentice 2016.

All eligible students hoping to become the Animation Apprentice have the choice to create an animation using one of the five audio clips downloadable here **OR** to create an animation sequence using one of the three gameplay actions outlined below. Participants may use an already rigged character, but the character must be human in form. Participants may use any software package.

Audio Clip Option (Pick from one of the following):

1. *Action (Click here)*
2. *Conversation (Click here)*
3. *Singing (Click here)*
4. *Quiet (Click here)*
5. *Comedy (Click here)*

Note: *You can visit www.soundcloud.com/ubisofttoronto for access to audio clips*

OR

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

1. *3 Hit attack and finishing move*
2. *A dynamic character reveal*
3. *A traversal sequence*

The top ten finalists will be invited to attend the Ubisoft Toronto NXT Showcase VIP event on Thursday May 12, 2016. We will announce the grand-prize winner during the reception, while showcasing and celebrating the talent of all our Art and Animation finalists. The event will also be attended by some of Ubisoft Toronto's top game development talent, enabling the students to receive feedback on their portfolios while networking with leaders in the local game development scene.

NOTE: To be eligible for the Ubisoft Toronto NXT Showcase, students and graduates must reside in Ontario, and currently attend OR have graduated from an Ontario post-secondary school after Spring 2014.

Deadlines:

Pre-registration: Monday February 15, 11:59 pm

Pre-register by emailing UbisoftTorontoNXT@ubisoft.com with the following information:

- Full name
- School
- Program
- Track applying for (Art or Animation)
- How did you hear about the Ubisoft Toronto NXT Showcase?

Full submission: Monday April 4, 11:59 pm

Send the entry package to UbisoftTorontoNXT@ubisoft.com, and check that the following items are included:
  o Full name;
  o School;
  o Program;
  o Your brief biography;
  o Your résumé and cover letter;
  o The link to a YouTube video of your submission, minimum resolution of 1080p;
  o 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 score the overall entry package, including an in-person candidate interview, out of 30 based on the following criteria:

Complexity of Entry Package and Interview (1-10)

- The difficulty level of the subject matter tackled
- Good explanation outlining workflow and process used to create the Animation submission

Creativity and Originality of Entry Package (1-10)

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

Overall Animation Quality and Polish of Entry Package (1-10)

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

Animation Specifications:

- Shots do not need to be fully rendered, we will only judge animation skill
- 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; please, no teams
- Applicants may use any human rig they are comfortable with
- Extra props are allowed to be added to your scene as you deem necessary

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 1, 2016. Dates subject to change at the sole discretion of Ubisoft;
  - Display of the 1st Prize Winner's Animation during the Ubisoft Toronto NXT Showcase VIP event, submitted with his/her submission package
  - One Ubisoft prize pack valued at approximately $300

- Finalist Prizes:
  - Display of each finalist's Animation during the Ubisoft Toronto NXT Showcase VIP event
  - One Ubisoft prize pack valued at approximately $300

Questions?

Please don't hesitate to email us at UbisoftTorontoNXT@Ubisoft.com