



Ubisoft Toronto NXT Showcase: Modeller 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 Modeller Apprentice will spend the summer working with the studio's top 3D art talent as the Ubisoft Toronto NXT Modeller Apprentice 2016.

To be eligible for the apprenticeship, participants must create a 3D video game environment diorama of one of the 3 locations provided below based on the outlined story. Pay close attention to the broad descriptions in the story and make sure to incorporate details that support your interpretation into the diorama. Walls, floors, ceilings, and background terrain may be partial cutaways. Focus on level of detail rather than physical size of your diorama.

Story:

“As an ominous summer storm rolls through the heartland, a quiet Midwestern town is rocked by tragedy. The first robbery in 30 years at the Stocksville Building and Loan leads to a tragic ending on a rural stretch of US Route 2. Surveillance video shows three masked perpetrators hitting the old Main Street branch at approximately 2:00 pm. The crew fire off shots damaging the ceiling. They then calmly load an unusually large amount of cash from the open vault and walk back out the front entrance. Hopper County Sheriff’s Deputy Clive Strand is first on the scene just in time to witness a car speeding away from the crime scene. A high speed chase ensues resulting in the cruiser crashing to a dead stop at the local Gas N’ Go and the assailants making a clean getaway in a stolen car.

Veteran Detective Stephanie Holmes, lead investigator on the heist, begins to piece together the evidence in her small office back at department headquarters. She discovers that a secret Federal transfer had come in that morning and nearly \$5 million was taken in large duffle bags. She begins to suspect that this was more than a random coincidence and she works through the night uncovering what may possibly be a conspiracy involving some leaders of the community.”

Locations (choose one):

1. The Scene of the Crime
 - Bank interior (Day)
 - 2 walls, ceiling and or floor
2. The Detective’s office
 - Detective’s office (Dawn)
 - 2 walls, ceiling and or floor
3. The gas station
 - Gas station exterior (Evening)
 - Station exterior, vehicle(s), limited terrain surroundings, sky

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, and we will showcase and celebrate the talent of all our finalists. The event will be attended by some of Ubisoft Toronto’s top artistic talent, who will be on site to review portfolios and for networking opportunities.

NOTE: To be eligible to make a submission to Ubisoft Toronto NXT Showcase, you must reside in Ontario, and currently attend OR have graduated from an Ontario post-secondary school no later than 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 back Ubisoft Toronto NXT showcase?;

Full submission: Monday April 4, 11:59 pm

- Send the entry package to UbisoftTorontoNXT@ubisoft.com, and please ensure the entry includes the following:
 - o Full name;
 - o School;
 - o Program;
 - o Your brief biography;
 - o Your resumé and cover letter;
 - o The name of the location you have chosen;
 - o The link to a YouTube video of a looping turn-table of your Diorama in HD with a minimum resolution of 720p;
 - o Two beauty shots of your Diorama at 1920x1080 resolution (landscape or portrait);
 - o Two technical shots of your Diorama (wireframe, texture flats, lighting set-up, or anything else you think we should see about your development process);
 - o The entry package must be in PDF or PowerPoint format;
 - o The entry package must be named as follows: NXTShowcase_Art_FirstnameLastname

Select candidates will be invited to the studio for an apprenticeship interview. Ubisoft Toronto will designate **10** 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.

Judging criteria:

Three (3) judges will individually score the overall Entry Package and interview based on the following criteria:

Complexity of Entry Package and Interview (1-10):

- Difficult and ambitious subject matter
- Intricate, expressive details for both characters and environments

Composition of Entry Package (1-10):

- Proficient use of scale for characters, environment, and space
- Crafting of the image with complimentary use of colour and light

Creativity of Entry Package and Interview (1-10):

- Creation of original character and environment designs
- Expressive emotion, look, and feel in the composition

Diorama Specifications:

To get an idea of what we're looking for in a diorama, you need only look at recent PS4, Xbox One, and PC titles to get an understanding of what we expect from a next-gen, realism-driven art style. Consider the following information as guidelines, not a hard rules when creating your diorama entry. We're interested in seeing what you consider next-gen, and what you do to get there.

- The tools you use and how you capture your video is completely up to you;
- Feel free to use whatever real-time engine you would like;
- No pre-rendered submissions will be accepted;
- Remember that Ubisoft Toronto's core focus is next-gen, photo-realism art styles for its games;
- There is no hard triangle limit or texture resolution limit – we're interested in seeing how you pull off a next-gen diorama while being as efficient with your geometry as possible;
- Presentation matters! - feel free to utilize a skybox, lighting, and other secondary elements that will best present your real-time diorama;
- Solo entries only, please; no teams

Prizes:

- 1st Prize:
 - One (1) paid Modeller 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 a minimum of one (1) piece of 1st Prize Winner's art, submitted with his/her submission package, in the public space at Ubisoft Toronto;
 - One Ubisoft prize pack valued at approximately \$300
- Finalist Prizes:
 - Display a minimum of one (1) piece of each finalist's art, submitted with his/her submission package, in the public space at Ubisoft Toronto*;
 - One Ubisoft prize pack valued at approximately \$300

Questions?

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