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:
- o 3D Art (Modelling)
- o Animation
- o Concept Art
- o Level Design
- o Programming
- o Technical Art
- o User Interface

Last year, 13 students made the transition from student to game developer at Ubisoft Toronto through this program. **Are you next?**

Eligibility
- Currently attend OR have graduated from an Ontario post-secondary school no earlier than Spring 2018
- Are Ontario students or recent graduates with less than 2 years of professional experience in game development
- You must reside in Ontario
- Be eligible to work in Canada
- This challenge must be done individually. Team-based submissions will not be reviewed.

Ubisoft Toronto NEXT: 3D Art (Modelling) Apprentice Competition

Participants must create a 3D video game environment diorama of the interior point of origin scene, including the captured subject based on the info provided in the classified briefing. 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 elements may be partial cutaways. Focus on level of detail rather than physical size of your diorama.

To access the "Bureau of Containment and Control's Ultra Top Secret Document", please click here.

Diorama Scene:

- Interior of Mennonite Barn;
- BCC-410 a sentient mechanical being of unknown origin;
- Set dressing depiction of room contents;
- Lighting to emphasize look and feel.

Note: Do not include animals in 3D entries.

Submission Requirements & Documentation

All items are mandatory

- **The entry package must be named as follows: NEXT_2020_3D_Art_FirstnameLastname.zip**
  Please do not enter your name anywhere inside of your documentation, only in the Zip file name and your resume.
    - **Documentation must be in PDF or PowerPoint format**
        - Full name;
        - School;
        - Program;
        - Your resume and cover letter;
        - The link to a 1 minute YouTube video of a looping flythrough of your Diorama in HD with a minimum resolution of 1080p;
        - Demonstrate personal process / how you make your choices:
            - Visually document your key references as a 'vision document' or 'inspirational mood board';
            - Documents can include key location, props, surface and lighting ingredient references;
            - Any personal sketches or screen shots of early compositional exploration block-ins.

- **High-res JPEG files** (separate)
    - Two beauty shots of your Diorama at 1920x1080 resolution (landscape or portrait) at 300 DPI (Minimum 150 DPI);
    - Two technical shots of your Diorama (wireframe, texture flats, lighting set-up, or anything else you think we should see about your development process).

Judging criteria:

A panel of expert judges will individually rank the overall entry package, out of 40, based on the following criteria:

Complexity of Entry Package (1-10):

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

Composition of Entry Package (1-10):

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

Creativity of Entry Package (1-10):

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

Comprehension of Instructions (1-10):

- Adherence to all instructions provided

Please refer to Technical Art challenge brief for additional judging criteria, if you wish to be considered for that category as well.

Ubisoft Toronto will designate up to 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 judgment is final and non-negotiable.

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 cutting-edge, realism-driven art style. Consider the following information as guidelines, not hard rules when creating your diorama entry:

- 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 artistic focus is cinematic realism;
- Presentation matters! Feel free to utilize a skybox, lighting, and other secondary elements that will best present your real-time diorama;
- This challenge must be done individually. Team based submissions will not be reviewed.

Technical Specifications

Ultimately, how you build the scene is up to you. We're interested in seeing what you consider cutting-edge, and what you do to get there. Below are some technical considerations to help orient you towards what it is we are looking for with regards to your technical skills:

- Make use of tiling textures whenever possible;
- Keep texture sizes capped at 4096 px;

- Consider channel-packing textures to keep your data optimal and lightweight;
- Keep modularity and reusability in mind with your structures, props, materials and textures;
- Keep your geometry usage clean and sensible, with a focus on interesting silhouettes.

Tips

- **Creation of all described content is not required**;
- Keep focus tight but with room for expression in a diorama format in order to not over scope your approach;
- Pay attention to silhouette and composition that best support visual dramatic quality and supports the narrative;
- Consider level of detail goals that will work when close to your scene and at a distance – this can help inform your approach with how to set up your textures and modeling details;
- Work out spatial ideas that will allow room for the mysterious depictions, even if the spaces are somewhat tight consider your compositional approach so your scene will visually breath;
- Use technology to your best advantage. Consider how this affects lighting in the environment, reflections off surfaces etc. This layer can aid in adding dramatic effect to your compositional value.

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 22nd, 2020, 11:59 pm EST
Submit your entry at http://toronto.ubisoft.com/next-submissions/

Interviews: April 2020
Selected candidates will be invited to the studio for an apprenticeship interview.

Studio Tour:

Those who complete a submission by the deadline will be contacted by email with the opportunity to sign-up for a tour of the Ubisoft Toronto studio.

Note: Tour spots are first-come, first-served and are not guaranteed.

Awards Ceremony: Mid-May 2020 – By Invitation Only

Finalists will be invited to attend the Ubisoft Toronto NEXT Awards Ceremony in May 2020. 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 3D Art 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 1st, 2020. Dates subject to change at the sole discretion of Ubisoft;
  - Display of the 1st Prize Winner's 3D Art submission 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 3D Art submission 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 48 hours.