

# CONCEPT ART

UBISOFT TORONTO  
**NEXT**

**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:

- 3D Art (Modelling)
- Animation
- Concept Art
- Level Design
- Programming
- Technical Art
- 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: Concept Art Apprentice Competition**

Participants must create concept art of the scene provided in the classified briefing. Pay close attention to the broad descriptions in the document and make sure to incorporate details that support your interpretation into the visuals.

To access the "**Bureau of Containment and Control's Ultra Top Secret Document**", please click [here](#).

## **Submission Requirements & Documentation**

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

- **The entry package must be named as follows:**  
**NEXT\_2020\_Concept\_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;
    - Demonstrate personal process/ how you make your choices:
      - Visually document your key references as a 'vision document' or 'inspirational mood board';
      - Demonstrate process with quick thumbnail compositional sketches, silhouette studies, early inspirational mood and lighting tests;
      - Could record your final chosen composition as a 'speed paint'.
- **High-res JPEGs (separate)**
  - One beauty shot of your best concept piece at 1920x1080 resolution (landscape or portrait), 300 dpi recommended (150 dpi minimum).

### **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

## **Tips**

- Find a balance between loose and focused painted elements in your scene and how this approach adds focus to what's key in your composition;
- Fully painted and or using combined photo-bash methods are welcome. Ultimately how you approach your work should demonstrate your methodologies;
- The end result needs to feel like an inspirational painting that credibly supports the story.

## **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 22<sup>nd</sup>, 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-serve 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**

- 1<sup>st</sup> Prize:
  - One (1) paid Concept 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 1<sup>st</sup>, 2020. Dates subject to change at the sole discretion of Ubisoft;
  - Display of the 1<sup>st</sup> Prize Winner's Concept 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 Concept Art submission during the Ubisoft Toronto NEXT Awards Ceremony;
  - 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 48 hours.