

LEVEL DESIGN

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: Level Design Apprentice Competition

The Ubisoft Toronto NEXT Level Design Competition asks entrants to showcase and apply their design sensibilities across two (2) components: the Mission Design Document and the Playable Blockmesh. These two phases are designed to be representative of the production journey a mission takes, from its earliest "on paper" pitch to its first appearance "on screen."

Phase 1: Mission Design Document

The first part of the competition is the Mission Design Document. For this you will need to download the Mission Design Document package. In this package we will provide:

- Mission Design Document Specifications
- Supplemental Materials to help with the Mission Design Document creation

Phase 2: Playable Blockmesh

We will provide the Playable Blockmesh Package on Monday January 27th 2020 to up to 10 candidates that are selected to move forward to Phase 2 and will receive feedback from mentors on their Mission Design Document. At this time, we will also notify those who were not selected to move forward.

Submission Requirements & Documentation

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

- **The Phase 1 entry package must be named as follows:**
NEXT_2020_LevelDesign_MissionDesignDocument_[FirstName_Lastname].zip
Please do not enter your name anywhere inside of your documentation, only in the Zip file name and your resume.
 - **The zip file should be a collection of the following 2 files, both saved as a .pdf**
 - **The complete Mission Design Document as one (1) PDF;**
 - **Resume, saved as one (1) PDF:**
 - Full name;
 - School;
 - Program;
 - Your resume;
- Failure to include each section as specified above will result in disqualification.
- Submitting multiple PDFs as a Mission Design Document will result in disqualification.
- Submitting a zip file with more or less than two .pdf files will result in disqualification.

Judging criteria [Mission Design Document Only]:

A panel of expert judges will individually rank the applicant's Mission Design Document submission, out of 30, based on the following criteria:

Written Component (1-10):

- Clarity/readability/presentation: Information is well-organized, explaining the scenario effectively and concisely.
- Creativity: Scenario should expand upon the given concept and be compelling.

Topdown Map (1-10):

- Clarity: readability, effective use of annotations, reference images where necessary.
- Respect the Master Feature List and supplied icons.
- Ability to illustrate the multiple approaches clearly.
- Design intent: should be able to visualize the 3D from the 2D topdown map.

Modularity / Adaptability (1-10):

- Built in/planned redundancy of the space (does your layout have additional rooms/spaces that could be utilised for future gameplay elements?).
- Efficient/creative use of modular Level Design and re-use of certain sections (limited **targeted** use of bespoke/assets is ok).
- Player agency: players should be able to approach the extraction point from multiple angles and use a variety of systems outlined in the Master Feature List.

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/>

Phase 1: Mission Design Document

Package Available

to Download:

Wednesday November 6th 2019

Package will be available at <http://toronto.ubisoft.com/next>

Phase 1, Submission Deadline: Sunday January 12th 2020, 11:59 pm EST

Complete this [submission form](#) where you will be asked to provide a link to your submission package.

Please note, that late entries are not permitted.

Phase 2, Playable Blockmesh:

Full phase 2 challenge details provided only to selected candidates along with feedback from Ubisoft Toronto mentors. You will be notified of our selections on Monday January 27th 2020.

Package Available:

Monday January 27th 2020

Details will be emailed to those that advance to Phase 2.

Structural Submission

Due Date:

Sunday February 23rd 2020, 11:59 pm EST

Please note: Along with your structural submission, you can submit 3 questions for the Ubisoft mentors to answer.

Final submission deadline: Sunday March 22nd, 11:59 pm EST

Complete this [submission form](#) where you will be asked to provide a link to your submission package.

Please note that late entries are not permitted.

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 Level Design 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 Level Design 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 Level Design 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.