

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: Technical Art Apprentice Competition

Please Note: By submitting to Technical Art challenge you will also be automatically considered for 3D Art track.

This is all about being a technical interpretation of the artistic challenge. Technical Art is a mixture of cold hard science, creative endeavours, and is a unique melding of art and technical knowledge. Construct the scene described in the [3D Art](#) challenge, and then choose a technical area of focus to help bring your creation to life. We recommend that you **focus on only one of the following technical additions** to the challenge:

- Post FX, Visual Effects, and Shaders;
- Content Creation Automation.

Post FX, Visual Effects, and Shaders

Use a diverse variety of shaders and materials to the scene. We are looking for technically sophisticated, and interesting shaders that bring the description of the story to life. We are expecting the use of both vertex and pixel shaders to create a dynamic scene, with the option of introducing compute shaders into the mix.

Content Creation Automation

This focus is all about making the computer do the work for you. Whether you procedurally build the entire scene, set dress it procedurally, or simply produce tools that speed up some aspects of the workflow, use your mystical abilities to create a scene that manual labour alone would have difficulty building.

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_Tech_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 with a minimum resolution of 1080p;
 - A detailed description explaining how and why it was done. Include any of the following if it will help explain your work:
 - Any shaders you’ve written (with a description of how to use them);
 - All tools that were written (with a description of how to use them);
 - Any rigging or procedural source files if applicable (ie, Max/Maya file containing a rig, or a Houdini file used to create some aspect of the scene).
 - References to any resources you used while researching for the challenge eg:
 - White papers;
 - Tutorials Videos;
 - Websites.
- **High-res JPEG files (separate)**
 - Two beauty shots of your Diorama at 1920x1080 resolution (landscape or portrait) at 300 DPI (or 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:

Technical Art Criteria:

Innovation of Technical Aspect of the Entry (1-10):

- Has the problem already been solved in online tutorials, and GDC talks?
- Is the Technical aspect of the challenge a new use or take on existing techniques?

Difficulty of Technical Aspect of the Entry (1-10):

- How challenging is the Technical Aspect of the Entry?

Elegance of Technical Aspect of the Entry (1-10):

- Is the solution for the proposed technical problem as simple and as optimal as it can be?
- Does the solution work effectively?

Comprehension of Technical Aspect of the Entry (1-10):

- Can the applicant clearly explain what the technical innovation is?
- Can the applicant clearly explain how the process works?

For 3D Art judging criteria, please see the [brief](#) for more details.

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.

Tips

Technical Art is all about using a balance of technical ability with artistic talent. Often people in this discipline will be a Jack of all trades, and a master of none. While you may not be the world's greatest artist, or the best programmer out there, you should be able to use a mixture of both disciplines to produce something that other, more focused specialists would not be able to achieve.

Don't be afraid to put the focus on the areas that you are applying the technical aspects of the challenge to. For example, if you choose to create a tool for scattering clutter around the scene, make sure the objects being scattered are of a high artistic quality, and the rest of the scene can be kept relatively simple.

We are looking to judge your technical ability, not somebody else's. Do not present prefab objects from an asset store, or other people's work as your own. Be very clear about what aspects of the project are your technical aspects. Keep a list of references you've used, and if using other people's libraries or code, make sure it has a valid usable licence for this purpose. Be very clear about what is your work.

We value quality over quantity. While we won't stop you from tackling every single technical challenge, we will more favourably judge a single well-executed area over several mediocre ones.

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 Technical 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 Technical 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 Technical 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.