

**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: User Interface (UI) Apprentice Competition**

**We will make the User Interface challenge brief and assets available to download on Friday February 7<sup>th</sup> 2020.**

The UI challenge is at its core, a graphic design challenge. We want to see your most creative and engaging designs. However, as a UI Artist, you are required to ensure your designs are understandable in a game user interface.

Participants must provide a package of JPG & PSD files, as well as motion concepts in AVI format, of a cohesive and creative User Interface Style Guide. You will need at least Photoshop to complete this package. Recommended software include (but are not limited to), Illustrator, Flash & AfterEffects.

At the beginning of the challenge you will be provided with working assets that are mandatory to use to complete your challenge.

Participants will be expected to provide work in progress for review halfway between the time the challenge is announced and the final deadline. At this point, you will also be provided feedback by Ubisoft mentor to help take your UI design to completion.

### **Submission Requirements & Documentation**

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

- **The application package must be named as follows:**

**NEXT\_2020\_UserInterface\_FirstnameLastname.zip**

Please do not enter your name anywhere inside of your documentation, only in the Zip file name and your resume.

- **Research documentation must be in PDF or PowerPoint format**
  - Demonstrate personal process/how you make your choices:
    - **Moodboard/Visual Research** – Document your key references that help define your UI style and design. Include games that inspire your design, other media like graphic design, movies, etc. Show us research of your theme.
    - **UI Design Process** – Show us your process of how you came to your final result. (Sketches, notes, wireframes, mockups). Show us the problems you needed to solve and how you got to your conclusions.
- **Original PSD Source files**
  - Files must be clean, labeled, organized.
  - Photoshop Files must be compatible with Photoshop CS6 or higher.
  - If using Layer Comps, please specify in the file. Otherwise name your PSD files appropriately.
  - You may compress your PSD files into a .zip
- **High-res JPEGs**
  - All fullscreen mock ups must be at 1920x1080 @ 72 dpi
- **Motion Concepts**
  - Regardless of what format you've used to animate your UI (ie. Flash, 4D Cinema, After Effects) please package your motion concepts in a single .avi
  - YouTube videos are not allowed

## **Judging criteria**

A panel of expert judges will individually rank the overall entry package, out of 20, based on the following criteria:

### **Aesthetic (1-15):**

- Strong understanding of graphic design fundamentals
- Readability/Usability of all UI elements
- Polish and presentation of final product
- Memorable and creative visual style

### **Design (1-5):**

- How well the UI Design follows the brief
- Organization of Work
- Unique solutions for UI design

## **Specifications:**

Take a look at current next-gen games on PS4, Xbox One and PC to get an idea of what current UI styles look like. They vary from complex to minimal. Be creative and showcase what you think would reflect a UI style in a next-gen title. **Be willing to challenge a design to make it better if you see fit.**

This challenge must be done individually. Team-based submissions will not be reviewed.

## **Tips**

- Research your subject matter. How does the theme and genre of the game dictate your style?
- There are no technical constraints in this test. Do not let the thought of a type of engine or platform limit your design.
- Do not let artistic details take over for function. UI styles can be minimal or complex. Successful UI is **attractive and usable**.
- UI is not limited to 2D. You may incorporate 3D into your UI. You can achieve success with any variation.
- Use whatever software you are most comfortable with to build your designs. Photoshop, AfterEffects, Flash/Animate, 4DCinema, 3DS Max, etc. Just be sure you are submitting your final designs in the designated formats that will be listed in the challenge, when announced.
- **Use motion to enforce your intentions!**
- Sound design/Music is not required.
- When using patterns/textures or graphic design elements to support your concept, all resources **MUST** be original or royalty free. You may not use licensed/copied/plagiarized textures or assets.

*If using royalty-free assets, please provide the sources including their usage restrictions.*

## **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/>

**Challenge Starts** (Files available): Friday February 7<sup>th</sup>, 2020, 2:00 pm EST

- Full challenge details and files will be published at <https://toronto.ubisoft.com/next>
- Those who register for updates will receive an email reminder before the challenge goes live

**Mid-Point Submission Deadline:** Sunday February 23<sup>rd</sup>, 2020, 11:59 pm EST

Submit your mid-point entry at <http://toronto.ubisoft.com/next-submissions/>

**Mentor Feedback Provided:** by EOD Monday March 2<sup>nd</sup>, 2020

**Full 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-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:**

- 1<sup>st</sup> Prize:
  - One (1) paid UI Artist 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 UI design submission during the Ubisoft Toronto NEXT Awards Ceremony, submitted with his/her submission package;

- One Ubisoft prize pack valued at approximately \$300.
- Finalist Prizes:
  - Display of each finalist's UI design submissions during the Ubisoft Toronto NEXT Awards Ceremony;
  - One Ubisoft prize pack valued at approximately \$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.