

**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 internship and learn from Ubisoft Toronto's top talent.

Compete in one of seven disciplines to win an internship:

- 3D Art (Modelling)
- Concept Art
- Technical Art
- Animation
- Game Design
- Level Design
- Programming

**Eligibility**

The competition is open to applicants who:

- Are legally entitled to work in Canada;
- Reside in Ontario;
- Are currently attending OR have graduated from an Ontario post-secondary school no earlier than Spring 2022;
- Have less than 2 years of professional experience in the game development industry;
- Are not a current or former employee of any Ubisoft studio;
- Complete the challenge individually. Team-based submissions will not be reviewed.

**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.

**Ubisoft Toronto NEXT: Concept Art Challenge**

Participants must create a Concept Art pitch and scene following the theme provided below. Pay close attention to the broad descriptions in the document and make sure to incorporate details that support your interpretation into the visuals.

**Concept Art Brief:**

Our worlds have collided – fairies, princesses, and evil wolves now live among us. They inhabit human worlds and have been here this whole time.

What does this world look like?

**We are looking for you to re-imagine this new world – choose a fairytale and place it in a new genre and different time-period.**

Breathe life into your chosen fairytale's characters, creatures, and worlds, by leveraging your chosen genre and time-period. Explore landscapes, architecture, art, and designs. Be mindful that you will be judged on your overall presentation, including how cohesive the final world you present will feel. Create mood boards, sketches, or stories that inspire your re-imagination – whatever helps you create the pitch that convinces us of your vision.

Show us your individuality in your art style, tone, characters, and story. Think about the Concept Art categories Character Design, Environment Design, Mood Boards and Prop Design.

This is your chance to flex not just your artistic abilities, but also your creative ones.

**So, show us your strengths!**

## References

The reference provided below is only an example. Feel free to create a reference of your own during your development.



## Submission Requirements & Documentation

Provide your submission using this [Submission Form](#) and submit your resume [HERE](#).

Your submission package must be named as follows:

**NEXT\_2023-2024\_Concept\_FirstnameLastname.zip**

Please **DO NOT** enter your name anywhere inside your submission; only in the Zip file name and your resume.

Your submission package must contain the following three (3) parts. **All items are mandatory.**

1. Up-to-date Resume in PDF format (in addition to submitting online using the link provided above)
2. Demonstrate personal process/how you made your choices in PDF format:
  - a. 1 page: Your concept art pitch/brief about the scene you created;
  - b. 1 page: Visually document your key references as a "mood board" that shows us what inspired you;
  - c. 1 page: Reference board – what real-world examples you used;
  - d. Demonstrate process with quick thumbnail compositional sketches, silhouette studies, early inspirational mood, and lighting tests;
  - e. Optional: You may record your final chosen composition as a 'speed paint': Provide link to a YouTube video (can be unlisted).
3. High-res JPEGs (separate)
  - a. **One** beauty shot of your best concept piece at 1920x1080 resolution (landscape or portrait), 300 dpi recommended (150 dpi minimum).
    - i. If you are working on multiple pieces, please only submit the one you consider your best work.

### **Judging Criteria:**

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

#### **Complexity of Submission (1-10):**

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

#### **Composition of Submission (1-10):**

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

#### **Creativity of Submission (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

Use of Artificial Intelligence (AI) to create your submission will be considered plagiarism and will lead to disqualification from the competition.

### **Key Dates & Deadlines**

**Submission Deadline:** Sunday, January 21<sup>st</sup>, 2024, 11:59 pm EST

Complete this [Submission Form](#) where you will be asked to provide a link to your submission package. **Late submissions will not be accepted.**

Ubisoft Toronto judges will review all submissions and select up to five successful participants to proceed to the interviews. All other participants will be notified of their results via email by **Friday, February 16<sup>th</sup>, 2024.**

**Interviews:** February 2024

Ubisoft Toronto judges will select up to three finalists after the interviews. Ubisoft Toronto is the sole judge of this competition and reserves the right to elect the panel as it sees fit; all judgement is final and non-negotiable.

### Prizes

- 1<sup>st</sup> Prize:
  - One (1) paid Concept Art Internship at Ubisoft Toronto. The Internship shall be for a minimum duration of three (3) months at Ubisoft Toronto studio and is currently scheduled to begin May 2024. Dates are subject to change at the sole discretion of Ubisoft;
  - One Ubisoft prize pack valued at \$300.
- Finalist Prizes:
  - Display of each finalist's submission in the Ubisoft Toronto NEXT Awards Ceremony;
  - One Ubisoft prize pack valued at \$300.