2018

SCNC
SKILLS CANADA
NATIONAL COMPETITION

OCMT
OLYMPIADES CANADIENNES
DES MÉTIERS ET
DES TECHNOLOGIES

Skills Compétences
Canada
Edmonton 2018

TEST PROJECT / PROJET D'ÉPREUVE

3D DIGITAL GAME ART

CONCEPTION NUMÉRIQUE DE JEUX 3D

POST-SECONDARY /NIVEAU POSTSECONDAIRE

1. Details of the contest

1.1. Examine an Art Style

Examine the sample artwork with which you have been provided. It is accompanied by some text that describes what can be seen in the image.

1.2. Use Your Imagination

Read a description of a new scene that you are responsible for designing and creating. Its visual style must match the style of the sample artwork described in the previous step. You are not expected to replicate everything you see, but to create a new piece of artwork that complements the example and exists in the same universe. Part of the scene you create is described as "environmental artwork" and is open to creative interpretation. A specific part of the scene is described as a "key asset" which must replicate what you see in the example image. Another part of the scene is referred to as a "mystery asset". A table explains this in more detail under the "Key, Environmental & Mystery Assets" heading.

1.3. Concept Art

Spend at least 60 minutes creating concept art and plans for your scene. Use the template provided to collect your artwork into a neatly presented document and submit it by noon on day one of the competition. You will be scored on your ability to incorporate assets from your concept art in your finished 3D scene.

1.4. Model & Map

Model and map your scene. Use whatever 2D and 3D software you like. The finished piece should consist of no more than 6,000 polygons in total. The texture maps you create for the model are limited to a maximum 2048 x 2048 pixel resolution. You can choose to use single 2048 x 2048 maps, four 1024 x 1024 maps, or multiple variations of map sizes as long as they use "power of two" resolutions and do not exceed the maximum resolution of 2048 x 2048.

THINKING   DOCUMENT USE   DIGITAL

1.5. Submitting your work

During the competition, you are required to submit evidence of your progress via a shared Google Drive folder. Each competitor will be given a folder on the drive into which specific files must be placed at specific times.

1.6. Export to Sketchfab

When you have completed your work, export it using a file format recognized by Sketchfab. Go to www.sketchfab.com and sign in. Click the upload button and select your file. When the upload process is complete, spend some time adjusting the background, cameras, lights and effects in your scene.

1.7. Submitting deadlines

Competitors must submit their **Concept Art** at noon on day one and their models and maps for the **Key Asset** at the end of day one. The **Finished Scene** must be submitted by the end of day two.

The intention of this competition is to create original artwork. All assets must be created on site during the competition.

DIGITAL

2. Sample Artwork

This page contains an image and some text describing it. Use this to understand the art style that you must follow when you create your own original artwork.

Creative Commons License: **Sander Vander Meiren**

A rock island hangs in the air, held aloft by an unseen magical force. Ivy, tufts of grass and other types of green vegetation cling to its grey, rocky surfaces. The top of the rock has a circular wall made from sandy yellow bricks. The wall acts as a foundation for a small patch of grass on top of which sits a simple house with a tower.

The house is constructed from a wooden frame, sandy brickwork and cream coloured plaster. The roof is formed from blue and green tiles which haphazardly overlap one another. Doors and windows are made from the same type of wood used in the framework. The house appears to have a ground floor and attic, and is attached to a

circular tower. The tower tapers inward as it rises from the ground, but has a wider section near its top. Its roof is cone shaped, rising to a sharp peak at its highest point.

A roofed platform can be seen attached to a lower section of the rock. A weathered, leafy tree protrudes from one side of the island, its roots clinging tightly to the rocks. Scattered around the scene are wooden barrels and crates.
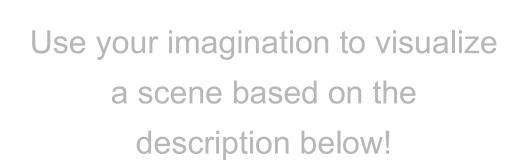
WRITING

DIGITAL

3. Your Task

This page contains a description, (but no image) of a scene that you must create. Your artwork should match the style of the artwork on the previous page.

Use your imagination to visualize

a scene based on the

description below!

Another rock island hangs in the air, held aloft by an unseen magical force. As before, ivy, tufts of grass and other types of green vegetation cling to its grey, rocky surfaces. Its top is flat and has been paved into a circular courtyard using irregularly sized slabs of stone.

To one side of the island a windmill can be seen. Its base is a sturdy stone foundation, attached firmly to the rock. Sitting on top of the foundation is a wooden structure in the form of a hexagonal tower. The windmill is made from wood and is slightly wider at the base than at the top. Some steps lead from the paved ground up to a door that allows the windmill's operator to enter the structure. Three small windows can be seen on the walls of the mill.

At the top of the windmill sits an assembly that can rotate to follow the direction of the wind. It is made from wood and is covered with orange and red tiles which haphazardly overlap one another. Attached to this section of the mill are the sails which are made from wood and canvas fabric.

The windmill's surroundings include wooden crates and sacks of flour and grain. A weathered, leafy tree protrudes from one side of the island, its roots clinging tightly to the rocks.

The paved courtyard beside the windmill also includes _____. (A description of this art asset will be revealed on the day of the competition).

READING TEXT   WRITING

4. Concept Art

Before starting work on your models and maps, create some concept art that shows the scene and the objects you intend to make.

A **.png** template file will be provided which can be used to create concept art digitally. Use Photoshop, (or similar app) to create your artwork and then arrange it neatly inside the Concept Art Sheet.

Alternatively, you can use a printed template sheet if you prefer to use pen/pencil and paper. If you use this method, you are responsible for scanning or photographing the sheet and uploading it to your Google Drive.

Digital files must be handed in by noon on day one of the event via your shared Google Drive folder.

DOCUMENT USE

5. Key, Environmental and Mystery Assets

This competition requires you to adhere to an existing art style, to demonstrate your creativity, and to respond to specific instructions. The table below shows how scoring for these three aspects of the competition is distributed during the judging process.

Category	Description
Environmental Assets	The rocky island, vegetation, windmill, crates, sacks, paving etc… You can practice building these objects before the competition and can deviate from from what is seen in the example artwork.
Key Asset	The tree that protrudes from a rock. You should attempt to accurately replicate the tree seen in the example artwork. At the end of day one, your Key Asset (the tree) must be completed and saved to your Google Drive folder for judging.
Mystery Asset	A description of an additional object will be provided on the day of the competition. You will not be able to practice building this object before the event. The Mystery Asset's value is 30% of the competition.

DOCUMENT USE

6. FAQ

6.1. What do I design?

Competitors will be given a written description of a game asset and a description of the game world to which it belongs.

6.2. What do I create?

By the end of the 12 hour event, you will submit 2D concept art and a 3D model decorated with texture maps created during the competition.

6.3. What happens if my work does not adhere to competition specifications?

Work that does not conform to or exceeds the specifications described in the design brief will not be judged and will be disqualified.

6.4. How much time do I have?

This is a 12 hour competition, all tasks must be completed by the end of the competition.

6.5. Can I use the Internet as a resource?

Competitors can use the internet for image reference during the creation of concept art.

6.6. Can I use my own tools?

Digital Drawing tools such as tablets are permitted. If competitors bring their own tablet, please bring your tablet drivers to the competition. Contestants will responsible for installation and troubleshooting their devices.

6.7. Do I need to stay in the contest area the whole time?

Yes, during the contest official hours all competitors must remain within the contest area, as specified by the National Technical Committee