



2018



SCNC

SKILLS CANADA
NATIONAL COMPETITION

OCMT

OLYMPIADES CANADIENNES
DES MÉTIERS ET
DES TECHNOLOGIES



SkillsCompétences
Canada
Edmonton2018

CONTEST DESCRIPTION / DESCRIPTION DE CONCOURS

3D DIGITAL GAME ART

CONCEPTION NUMÉRIQUE DE JEUX 3D

POST-SECONDARY /
NIVEAU POSTSECONDAIRE



1 THE ESSENTIAL SKILLS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY

SCC is currently working with Employment and Social Development Canada (ESDC) in order to bring awareness to the importance of Essential Skills that are absolutely crucial for success in the workforce. Part of this ongoing initiative requires the integration and identification of Essential Skills in contest descriptions, projects, and project documents. The next phase and very important aspect of our Essential Skills (ES) initiative is to provide an ES report card to each competitor at the Skills Canada National Competition. The purpose of the ES report card is to inform the competitor about their current level of essential skills based on their competition scores. With this knowledge, the competitor will be made aware which essential skill may require improvement.

The following 9 skills have been identified and validated as key essential skills for the workplace in the legend below:

¹Numeracy, ²Oral Communication, ³Working with Others, ⁴Continuous Learning, ⁵Reading Text, ⁶Writing, ⁷Thinking, ⁸Document Use, ⁹Digital

These essential skills have been identified with in section 2.3 and/or 3.2 of your Contest Description. The top three Essential Skills for your area of competition have been identified on your Project and all other supporting project documents.

2 CONTEST INTRODUCTION

2.1 Purpose of the Challenge

To provide competitors an opportunity to demonstrate their knowledge of 3D Game Art. This competition simulates real world production from concept to delivery.

2.2 Duration of contest

12 hours

2.3 Skills and Knowledge to be tested

- Organization & Time Management⁷
- Concept Art⁸
- 3D Modelling
- Texture Mapping⁹
- UV Unwrapping
- Exporting of Assets⁹.

Essential Skills – ⁷Thinking(Job Task Planning & Organizing), ⁸Document Use, ⁹Digital

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D1 - 3D Digital Game Art

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3 CONTEST DESCRIPTION

3.1 List of documents produced and timeline for when competitors have access to the documents.

DOCUMENT	DATE OF DISTRIBUTION VIA WEBSITE
Project	April 2018

3.2 Tasks that may be performed during the contest.

- Organizing & planning tasks⁷
- Creation of 2D Concept Art
- Following & responding to a Design Brief
- Creation of 3D Polygon Models
- Creation of 2D Texture Maps
- Creation & Application of Materials
- Application & Unwrapping of UVs
- Exporting of Model and Preparation for Viewing⁹

Essential Skills – ⁷Thinking (Critical, Job Task Planning & Organizing, ⁹Digital)

4 EQUIPMENT, MATERIAL, CLOTHING

4.1 Equipment and material provided by Skills/Compétences Canada.

- Table and Chair

4.2 Equipment and material provided by the competitor.

- **Competitors are required to bring their own device and software's for the 2018 competition. Each competitor can choose their own device and software so their workflow and process is to what they are familiar with.**
- **If competitors are bringing a computer or laptop from their school (instead of their personal computer), please ensure that the computer is unlocked so documents and possibly software can be saved/installed to the hard drive and technology support can be provided onsite. This may require access to CMOS settings.**
- Recommended Hardware:
 - Intel Graphics Workstation i7 Quad Core Processors
 - 1 TB HD
 - 16Gb RAM
 - Dedicated video card (suggested 2GB) as approved by Autodesk
 - Flat Panel Display 1920 X 1080
 - Sound card
 - Operating System –Windows 10 or Mac OSX
 - WiFi enabled computer system

- Software
 - Competitors are advised to use 3D software that you own such as Maya, Blender, 3DS Max some of which are free. Competitors will also need 2D software such as Adobe Photoshop or Krita. Competitors are responsible for their own IT support so ensure that everything works in advance.
- Tablet and driver (Driver compatible with your system)
- Headphones
- Pencils and erasers

4.3 Required clothing provided by the competitor.

- No special requirements

5 SAFETY REQUIREMENTS

5.1 List of required personal protective equipment (PPE) provided by the competitor.

- No (PPE) required

6 ASSESSMENT

6.1 Point breakdown

POINT BREAKDOWN	/100
Work Organization and Management	/5
Concept Art Conforms to the Design Brief	/10
Mystery Asset Concept Art, 3D Modelling, Textures & UVs	/30
3D Modelling	/15
Texture Mapping	/15
UV Unwrapping	/15
Testing stability of scene & exporting to Sketchfab	/10

7 CONTEST SPECIFIC RULES

Contest specific rules cannot contradict or take priority over the Competition Rules. They do provide specific details and clarity in areas that may vary from contest to contest. Any additional contest rules will be reviewed during competitor orientation.

TOPIC/TASK	CONTEST SPECIFIC RULE
N/A	N/A

8 ADDITIONAL INFORMATION

8.1 Consecutive translation

If consecutive translation is required on site, the Skills/Compétences Canada Provincial/Territorial offices must advise Skills/Compétences Canada National

Secretariat a minimum of 1 month prior to the competition or this service might not be guaranteed.

8.2 Tie (No ties are allowed)

In the event of a tie, the team with the highest score in the 3D Modelling Criteria will be declared the winner. If there is also tie in the 3D Modelling Criteria, then the highest score in the Concept Art Criteria will be declared the winner.

8.3 Competition rules

Please refer to the [competition rules](#) for the Skills Canada National Competition

9 NATIONAL TECHNICAL COMMITTEE MEMBERS

Member Organization	Name
Nova Scotia	Robert Gibson
Ontario	Terry Posthumus
Prince Edward Island - Chair	Chris Sharpley
Newfoundland and Labrador	Janice Hertel
Manitoba	Derek Ford
Québec	Etienne Carpentier-Mathieu
Saskatchewan	Dave Clampitt

Contact the Skills/Compétences Canada national secretariat for any questions or concerns: Danielle Impey (daniellei@skillscanada.com).