



CONTEST DESCRIPTION / DESCRIPTION DE CONCOURS

# 3D DIGITAL GAME ART

## CONCEPTION NUMÉRIQUE DE JEUX 3D

POST-SECONDARY / NIVEAU POSTSECONDAIRE



SCNC / OCMT

# 2020

VANCOUVER

## **Table of Contents**

<b>1 THE ESSENTIAL SKILLS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY .....</b>	<b>3</b>
<b>2 CONTEST INTRODUCTION .....</b>	<b>3</b>
<b>3 CONTEST DESCRIPTION.....</b>	<b>4</b>
<b>4 EQUIPMENT, MATERIAL, CLOTHING .....</b>	<b>4</b>
<b>5 SAFETY REQUIREMENTS .....</b>	<b>6</b>
<b>6 ASSESSMENT .....</b>	<b>6</b>
<b>7 CONTEST SPECIFIC RULES.....</b>	<b>6</b>
<b>8 ADDITIONAL INFORMATION .....</b>	<b>7</b>
<b>9 NATIONAL TECHNICAL COMMITTEE MEMBERS .....</b>	<b>7</b>

## **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:

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

These essential skills have been identified in section 2.3 and/or 3.2 of your Contest Description and if applicable, in 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 Digital 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

- Interpretation of Design Brief <sup>7</sup>
- Concept Art<sup>8</sup>
- 3D Modelling
- UV Unwrapping & Texturing<sup>9</sup>
- Organization & File Management<sup>7</sup>
- Exporting and uploading files<sup>9</sup>

*Essential Skills – <sup>7</sup>Thinking (Job Task Planning & Organizing, Critical Thinking), <sup>8</sup>Document Use, <sup>9</sup>Digital*

## 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
Test Project	December 2019

### 3.2 Tasks that may be performed during the contest.

- Organizing & planning tasks<sup>7</sup>
- Creation of 2D Concept Art
- Following & responding to a Design Brief<sup>8</sup>
- Creation of 3D Polygon Models
- Creation of 2D Texture Maps
- Creation & Application of Materials
- Application & Unwrapping of UVs
- Exporting of Model and Preparation for Viewing<sup>9</sup>
- **Soft Body Modelling**
- **Idle Animation**

*Essential Skills – <sup>7</sup>Thinking (Critical Thinking, Job Task Planning & Organizing, <sup>8</sup>Document Use, <sup>9</sup>Digital)*

## 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 2020 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.
- Minimum 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 Safety workshop

Upon arrival at the Skill area, Competitors will participate in a Safety workshop and they will be expected to work and maintain a safe working area during the competition. Any Competitor breaking any health, safety and environmental rules, may be required to undertake a second safety workshop, this will not affect the Competitor's competition time.

### 5.2 Personal protective equipment (PPE) provided by Skills Compétences Canada

- N/A

### 5.3 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
Models conform with design brief	/15
Modelling of main assets and environment	/15
Texturing and Shading of main assets and environment	/15
Idle Animation	/15
Modelling of Soft Body Object	/15
Texturing and Shading of Soft Body Object	/15
Testing Stability of Scene and Exporting to Sketchfab	/5

## 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 Interpreter

If a competitor requires the help of an interpreter once onsite during the competition, 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 Ties

- Tiebreaker #1: The team with the highest score in the Environment 3D Modelling, Textures & UVS Criteria will be declared the winner.
- Tiebreaker #2: If there is also a tie in the Environment 3D Modelling, Textures & UVS Criteria, then the highest score in the Mystery Event 3D Modelling, Textures & UVS will be declared the winner.
- Tiebreaker #3: If there is also a tie in the Mystery Event 3D Modelling, Textures & UVS, then the highest score in the Concept Art Criteria will be declared the winner.

### 8.3 Test Project Change in the Competition

Where the Test Project has been circulated to Competitors in advance, NTC shall change a maximum of 30% of the work content. Please refer to the Competition Rules.

### 8.4 Competition rules

Refer to the [competition rules](#) for the Skills Canada National Competition which can be found on our website.

## 9 NATIONAL TECHNICAL COMMITTEE MEMBERS

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

Contact the Skills/Compétences Canada national secretariat for any questions or concerns: Nathalie Maisonneuve ([nathaliem@skillscanada.com](mailto:nathaliem@skillscanada.com))