



Project / Projet

3D Digital Game Art / Conception numérique de jeux 3D

Conception numérique de jeux 3D

Skill / Métier 50



SCNC / OCMT
2020
VANCOUVER

1 INTRODUCTION

3D Digital Game Art Skills Canada 2020. This year, you are challenged to build a Sheriff's Jail as you would find in an "Wild West" town.

2 DESCRIPTION OF PROJECT AND TASKS

Overview

You will model and texture the environment and assets described below. The intention of this competition is to create original artwork. All assets must be created on site during the competition. You will model, UV map and texture the inside and outside of a "Wild West" Jail as an isometric model. You will also model rig, UV map, texture and animate a vulture flying overhead.

You are expected to practice modelling the elements prior to arriving at the national competition.

Art Style

This year's theme is "The Wild West". We are looking for realistic textures and models.

Environment

Sheriff's office/Jail

Exterior Model: The jail is an old wooden building with a hitching post, watering trough and barrels outside. There is a sign on the front of the building, one window into the office and one cell. The building is built of wooden slats which have aged over the years.

The model should be designed in isometric style so that when you turn the model, you can see the both the inside and exterior details. You will design two exterior walls. Your building should be missing two walls and the roof to allow a view of the interior. The building sits on sandy soil.

You will model the front and left side of the building. The cell is on the left side of the building. It has a barred window. The office is on the right side. The building should sit on sand or dirt with a hitching post and other objects out front.

Interior:

Props:

- coat rack
- key ring with the cell keys
- desk
- chair
- board covered with wanted posters
- cell with cot

Enough detail should be provided to indicate it is a working jail.

Lighting: Provide lighting for your mode in Sketchfab.

Mystery Asset

This year the mystery object will be a Soft Body Model

You will model, rig, texture and animate a bird with closed wings. The bird should have an idle animation. The bird does not need to open its wings but should have a realistic idle.

Idle Example:

Dog

<https://skfb.ly/6NoJu>

Bear

<https://skfb.ly/6IDoH>



Reference Images:

Exterior



Interior





Isometric Room Examples

- <https://skfb.ly/6OvWL>
- <https://skfb.ly/6HVpt>
- <https://skfb.ly/6NAsv>
- <https://skfb.ly/6HwBB>

How to model an isometric room in Blender:

- www.youtube.com/watch?v=qQnk3z99368

Style References:

- <https://skfb.ly/6KT6V>
- <https://skfb.ly/6HvPu>
- <https://skfb.ly/6OvWQ>

Use Your Imagination

Read a description of a new scene that you are responsible for designing and creating. The 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.

Polygons

Model and map your scene. Use your choice of 2D and 3D software. The finished piece should consist of no more than 14,000 polygons in total. The texture maps you create for the model are limited to a maximum resolution per map. You can use as many 4K maps as you choose as long as they are on different channels, ie. Albedo, normal, bump, metal, transparency (alpha) etc.

Submitting your work

During the competition, you are required to submit evidence of your progress by submitting your working 3D files via a provided shared Google Drive folder. Each competitor will be given a folder on the drive into which specific files must be placed at specific times.

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, keyframes and effects in your scene.

Submission Deadlines

A completed jail environment in Sketchfab is due at the end of day 1. The bird idle and the completed scene in Sketchfab must be submitted by the end of day two.

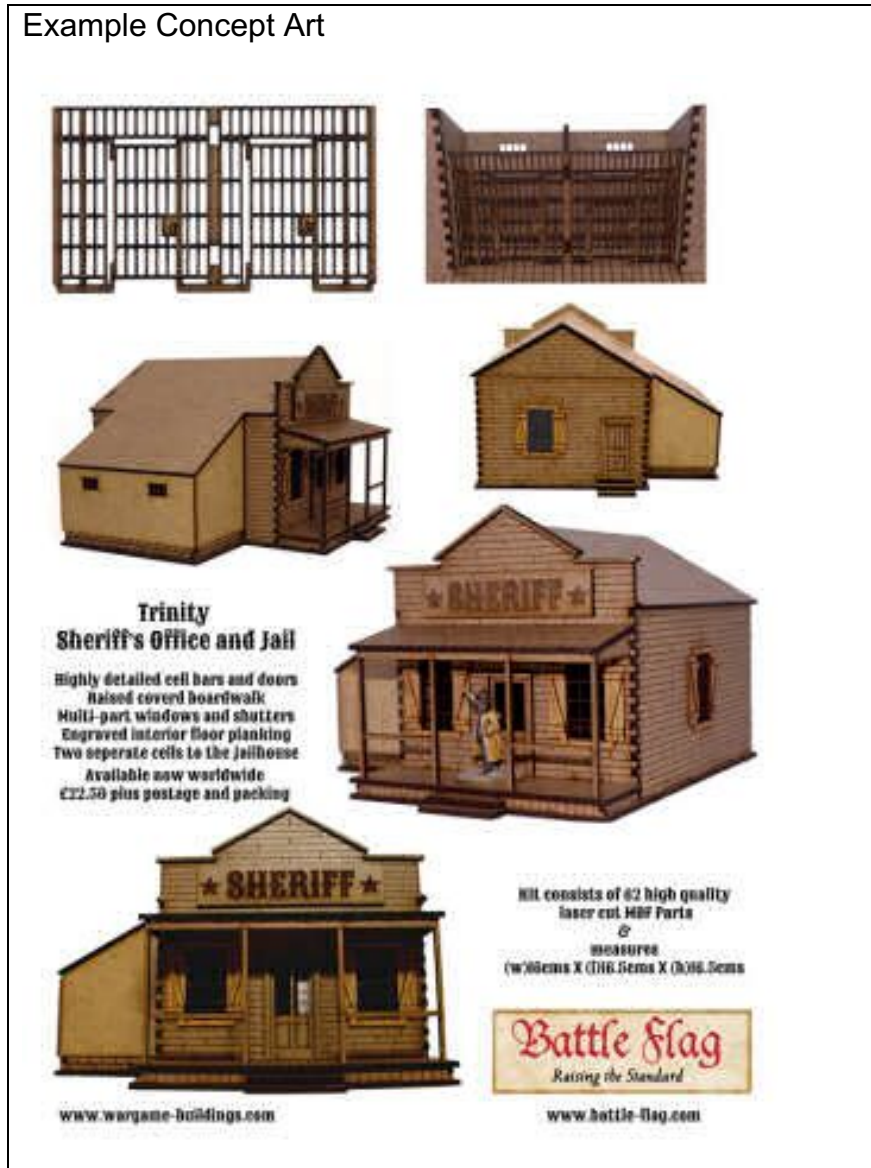
Concept Art

It is to your advantage to prepare well ahead of the competition and before starting work on your models and maps by collect reference images and sketches.

Original Concept Art that indicates that matches the design description (brief) shows colour and texture and at least two views of each object, must be submitted by 9:00 on day one of the competition.



Example Concept Art



Key, Environmental and Assets

This competition requires you to adhere to the design brief, follow instructions, and to demonstrate your creativity by solving creative problems. The table below shows how scoring for these three aspects of the competition is distributed during the judging process.

Environmental Assets:	You will model UV and texture an “wild west” style jail interior and interior in isometric view. You will model the front and left side of the exterior and the corresponding interior walls: The office is through the door on the front, to the left is the cell.
Soft Body Asset	You will model, rig, UV map and complete idle animation of a standing bird.
Atmosphere and Props:	<p>Exterior:</p> <ul style="list-style-type: none"> • Front and Left Walls with windows • Hitching post • Jail Sign <p>Interior: Two interior walls plus the following prop to create a realistic interior environment.</p> <ul style="list-style-type: none"> • coat rack • key ring with the cell keys • desk • chairs • board covered with wanted posters • cell with bed (cot) • <p>There is a barred window in the cell.</p>



DOCUMENT USE

FAQ

What do I design? You will create the assets listed above and the mystery asset which will be described onsite.

What software can I use? You can use any 3D software that allows you to export as FBX and import to Sketchfab.

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.

How much time do I have? This is a 12 hour competition, all tasks must be completed by the end of the competition. Submissions are required during day one and day two. Please check the milestones.

Can I use the Internet as a resource? Competitors may use the internet for reference during the creation of concept art and for online help but not for ongoing coaching. All model assets must be created onsite. Pre-existing assets or models cannot be used and cannot be stored on the cloud to be used at the competition. The use of procedural materials and “smart materials” with Substance Painter is acceptable.

Can I use my own tools? Yes, you may bring Digital Drawing tools such as tablets or Cintiq. You are responsible for troubleshooting and maintaining your devices. If you bring your own tablet, please bring your tablet drivers to the competition.

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,

Can I communicate with my coach during the competition hours? No. You can only communicate with your coach outside of the competition hours, before or after the competition begins or ends for the day.

Models will be judged on Sketchfab. Please ensure you have an account and have practiced uploading and viewing models.