



CONTEST DESCRIPTION

## 3D Digital Game Art

POST-SECONDARY

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## 1 THE SKILLS FOR SUCCESS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY

In response to the evolving labour market and changing skill needs, the Government of Canada has launched the new Skills for Success (*former Essential Skills*) model defining nine key skills needed by Canadians to participate in work, in education and training, and in modern society more broadly. SCC is currently working with Employment and Social Development Canada (ESDC) to bring awareness of the importance of these skills that are absolutely crucial for success in Trade and Technology careers. Part of this ongoing initiative requires the integration and identification of the Skills for Success in contest descriptions, projects, and project documents. The next phase and very important aspect of our Skills for Success (SfS) initiative is to provide a *Skills Report Card* to each competitor at the Skills Canada National Competition. The purpose of the report card is to inform the competitor about their current level of nine identified Skills for Success based on their competition scores. With this knowledge, the competitor will be made aware which skill may require improvement. Full implementation is expected in the next Skills Canada National Competition.

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

<sup>1</sup>Numeracy, <sup>2</sup>Communication, <sup>3</sup>Collaboration, <sup>4</sup>Adaptability, <sup>5</sup>Reading, <sup>6</sup>Writing, <sup>7</sup>Problem Solving, <sup>8</sup>Creativity and Innovation, <sup>9</sup>Digital

These Skills for Success have been identified in section 2.4 and/or 3.2 of your Contest Description and if applicable, in your Project and supporting documents.

## 2 CONTEST INTRODUCTION

### 2.1 Description of the associated work role(s) or occupation(s)

[https://www.skillscompetencescanada.com/en/skill\\_area/3d-digital-game-art-technology-careers-skills-competences-canada/](https://www.skillscompetencescanada.com/en/skill_area/3d-digital-game-art-technology-careers-skills-competences-canada/)

### 2.2 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.

### 2.3 Duration of contest

12 hours

### 2.4 Skills and Knowledge to be tested.

- Interpretation of Design Brief <sup>5,7</sup>
- Develop Concept Art <sup>8</sup>

- 3D Modelling<sup>9</sup>
- Animation<sup>9</sup>
- Lighting<sup>9</sup>
- UV Unwrapping & Texturing<sup>9</sup>
- Organization & File Management<sup>7</sup>
- Exporting & Uploading Files<sup>9</sup>

### 3 CONTEST DESCRIPTION

3.1 List of documents produced and timeline for when competitors have access to the documents on the Skills/Compétences Canada website

DOCUMENT	DATE OF DISTRIBUTION
Project	December 2022

3.2 Tasks that may be performed during the contest

- Organizing & Planning Tasks<sup>7</sup>
- Creation of Concept Art<sup>8</sup>
- Interpreting a Design Brief<sup>5</sup>
- Creation of 3D Polygon Models<sup>9</sup>
- Creation of 2D Texture Maps<sup>9</sup>
- Creation of Lights and Cameras<sup>9</sup>
- Creation & Application of Materials<sup>9</sup>
- Application & Unwrapping of UVs<sup>9</sup>
- Importing & Exporting of Assets<sup>9</sup>
- Animation<sup>9</sup>

*Skills for Success - <sup>5</sup>Reading, <sup>7</sup>Problem Solving, <sup>8</sup>Creativity & Innovation, <sup>9</sup>Digital*

### 4 EQUIPMENT, MATERIAL, CLOTHING

4.1 Equipment and material provided by Skills/Compétences Canada

- Tables & Chairs
- Power Bars (1 per competitor)
- Internet (Wi-Fi)

**COMPETITORS WILL BE REQUIRED TO USE THE MATERIAL AND EQUIPMENT PROVIDED BY SCC. ALL OTHER MATERIAL AND EQUIPMENT WILL BE REMOVED FROM THE SKILL AREA.**

4.2 Equipment and material provided by the competitor

- Competitors are required to bring their own device, power bars, power supplies, and software for the 2023 competition. Each competitor must bring

- their own device and software. It is advisable to train on the same device that you will compete on.
- If competitors are bringing a computer or laptop from their school (instead of their personal computer), please ensure that they have access to system admin settings.
  - Minimum Recommended Hardware:
    - 64-bit Intel® or AMD® multi-core processor with SSE4.2 instruction set Microsoft® Windows® 7 (SP1), Microsoft Windows 10 (64-bit only) operating system
    - Apple® Mac OS® X 10.11.x, 10.12.x, 10.13.x, 10.14.x operating system <sup>1</sup>
    - 1 TB HD
    - 16Gb RAM
    - Dedicated video card as approved by Autodesk
    - Flat Panel Display 1920 X 1080 minimum resolution
    - Sound card
    - Wi-Fi network card
  - Software
    - Competitors are advised to use licensed or open-source 3D software such as Maya, Blender, or 3DS Max. Competitors may compete with surfacing tools like Substance Painter. Competitors will also need 2D software such as Adobe Photoshop or Krita. Competitors are responsible for their own IT support to ensure that all the tools they compete with are licensed and operational at the time of the contest.
  - Drawing Tablet
  - Headphones
  - Pencils and erasers
  - Sketchbook
  - Any adapters that you may require to connect your hardware to the network and displays
  - Memory stick or external hard drive

#### 4.3 Required clothing provided by the competitor

- No special requirements

## 5 HEALTH AND SAFETY

### 5.1 Safety program

SCC has implemented a comprehensive safety program as health and safety is an integral part of our competitions. Our safety program includes guidelines and procedures to make the work environment in each skill area safer.

#### 5.1.1 Safety manual

As part of our program a safety manual has been created to monitor and document health and safety within each skill area. It includes a definite plan of action designed to prevent accidents. The safety manual will be provided for every skill and these instructions must be followed and respected by all participants and officials at the SCNC.

#### 5.1.2 Safety workshop

During orientation, 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 COVID-19 Protocol

The COVID-19 guidelines will be shared as soon as they are available. The COVID-19 guidelines will be subject to change based on the COVID-19 guidelines in place at the time of the competition.

### 5.3 List of required personal protective equipment (PPE) provided by Skills/Compétences Canada

- N/A

### 5.4 List of required personal protective equipment (PPE) provided by the competitor

- No PPE requirements

**Note:** Competitors who do not have the required protective equipment will not be allowed to participate in the competition

## 6 ASSESSMENT

### 6.1 Point breakdown

**Note:** This list is subject to change.

TASKS	/100
Interpretation of Design Brief	5
Concept Art	10
3D Modelling	20
Animation & Rigging	20
UV Unwrapping & Texturing	30
Organization & File Management	5
Exporting and Uploading Files	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 the competitor orientation.

TOPIC/TASK	CONTEST SPECIFIC RULE
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 may not be guaranteed.

### 8.2 Ties

- Tiebreaker #1: The individual with the highest score in the 3D Modelling task Criteria will be declared the winner.
- Tiebreaker #2: If there is also a tie in 3D Modelling task, then the highest score in the UV Unwrapping & Texturing task will be declared the winner.
- Tiebreaker #3: If there is also a tie in the UV Unwrapping & Texturing task then the highest score in the Concept Art task will be declared the winner.

### 8.3 Test Project change at 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 of the Skills Canada National Competition which can be found on our website.

### 9 NATIONAL TECHNICAL COMMITTEE MEMBERS

MEMBER ORGANIZATION	NAME
Newfoundland and Labrador	Janice Hertel
Prince Edward Island	Chris Sharpley
Nova Scotia	Robert Gibson – Co-Chair
Manitoba	Derek Ford - Chair
Saskatchewan	Dave Clampitt
British Columbia	Jamie Liu
Ontario	Conor MacNeill

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