Skills Compétences Canada











CONTEST DESCRIPTION

3D Digital Game Art

POST-SECONDARY

SkillsCompétences Canada
Calgary2027

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

The Government of Canada has updated the previous Essential Skills framework to the new Skills for Success model in response to the evolving labour market and changing skill requirements. This model outlines nine fundamental skills Canadians need to thrive in work, education, training, and daily life.

Skills/Compétences Canada aims to highlight the importance of these skills, vital for success in trade and technology careers. Competitors can see how Skills for Success are integrated into contest descriptions, projects, and project documents. Recognizing these skills during the competition helps competitors match tasks with specific skills necessary for success and understand how these skills apply within their trade or technology programs and future careers.

The nine key Skills for Success, validated for workplace success, are:

1. Numeracy
2. Communication
3. Collaboration
4. Adaptability
5. Reading
6. Writing
7. Problem Solving
8. Creativity and Innovation
9. Digital

These Skills for Success are detailed in sections 2.4 and/or 3.2 (to be completed by SCC) of your Contest Description and, if relevant, 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-arttechnology-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.

- Work Organization and Management
- Concept Art
- 3D Modelling
- Surfacing (UV Maps, Textures, Materials)
- Level Art
- Rigging and Animation
- Game Engine (lighting material setup)

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 2026

3.2 Tasks that may be performed during the contest.

- Organizing & Planning Tasks
- Creation of Concept Art
- Interpreting a Design Brief
- Creation of 3D Polygon Models
- Creation of 2D Texture Maps
- Creation of Lights and Cameras
- Creation & Application of Materials
- Application & Unwrapping of UVs
- Importing & Exporting of Assets
- Animation

Essential Skills - Reading, Problem Solving, Creativity & Innovation,

4 EQUIPMENT, MATERIAL, CLOTHING

4.1 Equipment and material provided by Skills/Compétences Canada

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

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 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.
- **Recommended Hardware:**
  - **Operating System:** Microsoft Windows 11 (64-bit) or Apple® macOS Sequoia to Tahoe (15 to 26)
  - **Processor (CPU):** 12-core to 16-core Intel® or AMD® processor or Apple Equivalent
  - **Storage:** 1 TB to 2 TB NVMe SSD
  - **Memory (RAM):** 32 GB minimum (64 GB strongly recommended)
  - **Graphics Card (GPU):** Dedicated NVIDIA RTX 3070 / 4070 or AMD equivalent (8 GB VRAM minimum, 12 GB+ recommended)
  - **Display:** Flat Panel Display 1920 X 1080 minimum resolution, 4K recommended.
  - **Networking:** Wi-Fi network card or Gigabit Ethernet connection
- **Software**
  - Competitors are advised to use licensed or open-source 3D software such as Maya, Blender, or 3DS Max for primary contest tasks. Competitors may compete with surfacing tools like Substance Painter.
  - Competitors will be required to use Epic Unreal Engine for publishing their final project. Competitors may 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.

Optional Items

- 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 safer in each skill area.

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

- None required

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

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

- None required

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

- None required

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

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6 ASSESSMENT

6.1 Point breakdown

Note: This list is subject to change.

TASKS	/100
Work Organization and Management	5
Concept Art	10
3D Modelling	25
Surfacing (UV Maps, Textures, Materials)	20
Level Art	10
Rigging and Animation	15
Game Engine (lighting material setup)	15

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
Not Applicable	

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/Surfacing 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 Animation & Rigging task will be declared the winner

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.

8.3 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	
Prince Edward Island	Chris Sharpley
Nova Scotia	Crystal Marshall
New Brunswick	
Quebec	
Ontario	Conor MacNeil - Chair
Manitoba	Derek Ford
Saskatchewan	Santiago Gutierrez
Alberta	
British Columbia	Patty Chomseng – Co-Chair
Yukon	
Northwest Territory	
Nunavut	

Contact the Skills/Compétences Canada national secretariat for any questions or concerns: Olga Malvine Rwemera (olgamr@skillscanada.com).