

DATE	LOCATION
Wednesday, March 24 2021	Virutal Competition

Covid 19 Note:

This year’s competition will be virtual. Competitors will complete independently with their own computer and software. Competitors will load images and working files to Google Drive folders set up by the Provincial Technical Committee. To ensure the competition runs smoothly, competitors must have high speed internet and a private working space. Competitors must do all the work independently only during the day of competition and upload your ongoing working and completed files through out the day to folders assigned.

1. Schedule

Time	Task
8:00 am – 9:00 am	Setup and Testing
9:00 am	Competition begins
10:30 am	Concept Art due
4:00 pm	Competition ends

There will be a lunch break. Time and duration TBD.

2. Purpose of the Contest

To provide competitors with the opportunity to experience the 3D Game Art production process and demonstrate their knowledge and skill. The 3D Digital Game Artist takes a designer’s brief and - through a combination of conceptualization, creativity, selectivity, technical, and specialist skills, completes the brief to the satisfaction of the client.

3. Criteria

Overview

Competitors will be given six (6) hours to develop assets including designs, concept art, models, maps and exported artwork. The 2021 contest will be focused on a diorama with a real-like aesthetic. The model should use no more than 6,000 polygons. Individual texture maps should be no more than 1024x1024 pixel resolution.

Task

You will model and texture the environment and assets described. The intention of this competition is to create original artwork. All assets must be created on site during the competition. No outside assets allowed.

Design Brief

You will model, UV layout and texture the inside and outside of a wild west barber shop. The barber shop will be a diorama, an isometric view of the interior and exterior building will sit on sand.

Assets to Create

1. Labelled Digital Concept art of your models in three different angles with some color added;
2. An isometric view of **'The Wild West Barber Shop'** – the exterior shows a barber pole and a sign mounted on the exterior wall. The building is a diorama that sits on sand.
3. Furniture and Props– There is an old barber chair, credenza and various straight razors and containers and a mirror. Enough detail should be provided to indicate it is a working barber shop.
4. Exterior – It's old wooden building, there is a barber shop sign on the front of the building, one window and a barber shop pole with a faded board with prices.
5. Be prepared to create a simple animation of one of the elements, for example, a banging shutter, a swinging door or sign, a curtain blowing.

Art Style

The art style is the era **'The Wild West'** of the American frontier 1865 - 1895. The look is realistic. The exterior of the barber shop is an old wooden building, the building is built of wooden slats which have aged over the years. There is a barber sign on the front of the building and a barber pole, on and the main door.

Use Your Imagination

Read a description of the scene that you are responsible for designing and creating. Its visual style must match the style described above and below are images to help you conceptualize, not copy. 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. Part of the scene you create is described as "environmental artwork" and is open to creative interpretation.



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<https://sketchfab.com/models/769aa92b7ee3484a84880f17e3f83b95>

Software

Concept Art: Computer software such as Adobe Photoshop, Corel Painter, Illustrator, Krita, Clip Studio or GIMP, should be used to complete an image containing the finalized designs. Images should be saved as pdf. (Use print to “print to pdf”)

3D Models

A 3D model of the design should be created using 3D modelling software such as Blender, zbrush, 3D Studio Max, Softimage or Maya.

Exported Models

Competitors are required to illuminate their model and export to **Sketchfab**. Ensure you have a working Sketchfab account and are able to upload files. Finished models should not

exceed the limit of 6000 polygons. Efficient distribution of edges, polygons and vertices will be examined during judging. No texture map should exceed a pixel resolution of 1024 x 1024. Competitors should make maximum use of the texture maps so its pixels are not wasted. Multiple texture maps should be incorporated into materials or shaders which are applied to the competitor's model. The finished artwork should be UV unwrapped to distribute pixels evenly and efficiently over the surface of the models.

It should be viewed from a fixed camera position with the ability to be rotated in 360 degree, maps and materials should conform to the design specification and art style defined in this brief.

4. Number of Stations / Allocations

This is a virtual competition. Competitors will work from home, provide their own device, software, and quiet working space. Competitors will be given an online folder to upload final pdf 2D images. Your final 3D will be uploaded to Sketchfab for the judges to view.

5. Skills & Knowledge to be Tested

- Time management;
- Planning;
- Attention to detail;
- Interpretation of a design brief;
- Creation of concept art;
- 3D modelling;
- Asset construction;
- Texture mapping and UV unwrapping;
- Exporting;
- File management;
- Appeal of final product.

6. Prerequisites

SCNS Prerequisites

- Enrolled in a community college, university or private school OR be registered as an apprentice with the Department of Labour and Advanced Education;
- Registered as a competitor with Skills Canada – Nova Scotia (SCNS);
- The competitor cannot be a certified journeyman;

- The competitor must possess a Canadian citizenship or landed immigrant status and be a resident of Nova Scotia. Competitors are responsible for verifying this information if requested;
- Have been earning post-secondary credits any time during the academic school year (September to June);
- All competitors must be able to show either current apprenticeship status and/or proof of enrollment in a post-secondary institution upon request of the Provincial Technical Committee (PTC) or SCNS.

7. Equipment & Clothing

Suggested Hardware Requirements:

- 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.

Competitors can use whatever 3D and 2D software they are comfortable with but no files, rigs, materials, or texture libraries outside of the software are allowed.

Suggested Software:

- 3D Software: 3DS Max, Maya, Blender, Softimage;
- 2D Software: Adobe Photoshop, Corel Painter, Illustrator, Krita, Clip Studio or GIMP, Zbrush, Substance Painter, 3D coat
- Viewing Software: SketchFab

8. Evaluation & Judging Criteria

POINT BREAKDOWN	/ 100
Work Organization, Time & File Management	10
Interpretation of the Design Brief	10
3D Modelling Main Environmental Elements	15
Texturing & Shading Main Elements	15
Modelling of furniture and props	15
Texturing & Shading of furniture and props	15
Final and Export Sketchfab Presentation	20
TOTAL	100

SCORESHEET

Work Organization and Management	
Ability to manage time, label and structure work files.	1__2__3__4__5__
Ability to follow instructions and deliver assets & files as directed.	1__2__3__4__5__
Interpretation of the Design Brief	
Ability to properly interpret the design brief	1__2__3__4__5__
Ability to create art work that corresponds with the art style and design brief	1__2__3__4__5__
3D Modelling	
Appropriate distribution of polygons	1__2__3__4__5__
Organized naming of objects, materials and assets	1__2__3__4__5__
Similarity of models to concept art	1__2__3__4__5__
Aesthetic appeal of models	1__2__3__4__5__
Texture Mapping	
Efficient use of texture space	1__2__3__4__5__
Varied use of texture types, (color, normal, specular, alpha etc)	1__2__3__4__5__
Organized naming of maps	1__2__3__4__5__

Similarity of maps to concept art	1__ 2__ 3__ 4__ 5__
UV Unwrapping	
Even distribution of UVs	1__ 2__ 3__ 4__ 5__
Neatness of application	1__ 2__ 3__ 4__ 5__
Export	
Illumination, lighting, camera set-up	1__ 2__ 3__ 4__ 5__
Aesthetic appeal of final model	1__ 2__ 3__ 4__ 5__
Cohesion of elements	1__ 2__ 3__ 4__ 5__
Final Layout	1__ 2__ 3__ 4__ 5__
TOTAL	__%

No ties are permitted. In the event of a tie, the team with the highest score in the 'Animation Criteria' will be declared the winner. If there is a tie in the 'Animation Criteria,' then the highest score in the 'Preproduction Criteria' will be declared the winner.

9. Additional Information

Frequently Asked Questions (FAQ)

What do I design?

Competitors will be given a written description of a game asset and a description of the game world to which it belongs.

What do I create?

By the end of the 6-hour event, you will have submitted 2D concept art, a 3D model mapped with texture maps created during the competition. Delivery is broken down, first due date is for the concept art, then production.

What happens if my work does not 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?

All tasks must be completed by the end of the 6-hour competition.

Can I use my own files?

Competitors are not permitted to bring their own files, rigs, materials or maps for use during the competition.

Can I use the Internet as a resource?

Competitors can use the internet for image reference or may use online help files. Competitors may not receive coaching in person or online during the competition.

Can I use my own tools?

This year is virtual so you will use all your own computer hardware and software.

What software should I use?

What ever software you feel you are competent in. It is suggested that you use 3D software that you own such as Maya, Blender, 3DS Max, substance painter, 3D coat - some of which are free. Competitors need 2D software such as Adobe Photoshop, Corel Paint, Illustrator or Krita. Competitors are responsible for their own IT support, so please ensure that everything works in advance. Make sure you have an account with Sketchfab and can upload with no problems.

Do I need to stay in the competition area the whole time?

You must attest that you have not received any outside help, it is advisable that you stay and work for 6 hours. You are required to break for lunch.

Can I communicate with my coaches, friends, and family during the competition?

No. Communication with non-competitors is not permitted during the competition through any means. (i.e. mobile devices, text, email etc.) You may use your phone to listen to music with headphones.

10. PTC Contact Information

Name	Employer	Email
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