

1. Schedule

DATE: Friday, March 27, 2026		LOCATION: NSCC Ivany Campus	
TIME	TASK		
8:30am	Submit a digital resource board showing at least 3 reference images along with color choices		
8:30am – 8:45am	Orientation		
8:45am – 12:00pm	Production time – modelling due at 12:00pm		
12:00pm – 12:30pm	Lunch		
12:30pm – 3:00pm	Production time – Model provided to uv unwrap, texture and animate		
3:00pm – 3:45pm	Judging		
4:00ish – 5:00pm	Supper (pizza) and then Awards at 5:00ish		

2. Purpose of the Contest

This competition provides competitors with the opportunity to experience the 3D game art production process and showcase their knowledge and skills. A 3D Digital Game Artist interprets a designer's brief and, through a combination of conceptualization and specialized skills, fulfills the brief to the client's satisfaction.

The goal of this competition is to create original artwork. All assets must be created on-site during the competition, except for the research component, which should be completed beforehand and submitted as a digital file at the start of the competition. Please note that the use of AI is strictly prohibited.

Design Brief - Art Nouveau inspired models & textures for an office

The overall design of your models and textures must follow the Art Nouveau style, drawing directly from the reference material you collected. Both hard-surface and organic models should reflect the characteristics of Art Nouveau as it appeared between 1890 and 1910 in France and Belgium. While not strictly Art Nouveau, *BioShock* can serve as a helpful starting point for understanding some of the stylistic

elements and visual influences associated with the movement.

Module 1: Resource Material

This module will evaluate your research skills by requiring you to study the Art Nouveau style and compile your findings into a single, well-organized resource sheet. The sheet must be 8×10 inches in landscape orientation at 300 DPI (2400 × 3000 px) and should include a curated collection of images that clearly represent your artistic inspiration, along with direct links to each reference source. You must also develop and present a color palette that you plan to use for your models and textures. Overall, your sheet should visually communicate your research, influences, and design direction in a clear and cohesive way.

Module 2: Model Hard and Organic Objects

Model: a **desk chair** (hard-surface object) and a **cat** (organic object), both created in an **Art Nouveau-inspired style**. Competitors may use Art Nouveau design principles—such as elegant curves, flowing shapes, and decorative motifs—and may reference the visual style seen in *BioShock* as inspiration for their aesthetic direction.

Using your selected reference images, create:

1. **A stylized desk chair** showcasing strong hard-surface modeling skills with clean, game-ready topology.
2. **An organic cat model** that will later be placed on a **provided desk asset** during a later module.

Both models must follow a cohesive Art Nouveau style and demonstrate strong fundamentals in form, silhouette, proportion, and design execution.

Competitors must export their models to Sketchfab and apply appropriate lighting for viewing. The desk chair model cannot exceed **5,000 triangles** and the cat model cannot exceed **100,000 triangles**. While UV mapping will not be evaluated during this module, competitors should plan to unwrap the models during this module in preparation to texture the chair and cat for the final Unreal

submission.

Module 3: UV Unwrapping Model

Skills will provide one model that competitors must unwrap. Use game unwrapping techniques to ensure optimal performance, including maintaining consistent pixel density across the model. Pay attention to efficient UV layout and minimal texture stretching, aligning with industry standards for game-ready assets.

Module 4: Texturing Model

Skills will provide one model to be texture mapped, ensuring that texture maps do not exceed a resolution of 1024 x 1024 pixels. Follow a consistent naming convention for all texture files. Incorporate multiple texture maps into materials or shaders, then apply these to the provided model.

Module 5: Rigging and Animation

Contestants must integrate the provided model into the scene, then animate any element of their choice. The animation should showcase at least two animation principles—such as squash and stretch, slow-in and slow-out, anticipation, or follow-through—using minimal rigging. Ensure the animation loops smoothly without any glitches. Competitors must light their model and export it to the Skills NS Sketchfab, ensuring it can be viewed from a fixed camera position with 360-degree rotation capability. Models, textures, and materials should align with the design specifications and art style outlined in this brief. Make the models publicly viewable and share the links with Skills judges upon upload—double-check that all links are functional. Test 30 minutes prior to the end of the competition to ensure the link is working, the end of the competition is 4:00pm.

Module 6: File Management

Skills will provide an Unreal file which will have a room set up and ready for your models. Place your models into the room in such a way to create a dynamic and interesting layout. Test 30 minutes prior to the end of the competition to ensure the file is working, the end of competition is 4:00pm.

3. Criteria

Employability Skills:	Preproduction:	Production:
Reading, Problem Solving, Critical Thinking	Interpretation of a Design Brief	Following Instructions
Time Management	Researching References	Asset Construction
Planning		UV Unwrapping
Attention to Detail		Texture Mapping
		File Management
		Appeal of Final Product

4. Number of Stations / Competitors

Up to 24 competitors - classroom size limit

5. Knowledge, Skills and Abilities to be Assessed

Throughout this competition, you will face six modules designed to challenge and showcase your skills. Each module will be judged independently and is separate from the previous ones, with distinct submission requirements for each. In the final module, you will integrate the outcomes from all previous modules to create a cohesive final scene. The modules will enable you to demonstrate the following skills:

1. Your ability to show resource material based on a design brief.
2. Your ability to model a hard surface object and a soft organic object.
3. Your skill with UV unwrapping.
4. Your ability to texture models.
5. Your skill to rig & animate the model.
6. Your skill to publish your files onto an online platform.

Contest Description

3D Digital Game Art

Post-Secondary

Competitors will have 6 hours to develop assets, including models, textures, UV maps, and exported artwork, which must be uploaded to **SketchFab** and **Unreal**. You may use any 3D software you are comfortable with for your work, as long as it can be uploaded and optimized for sketchfab and Unreal.

All work must be created onsite; no external files, rigs, or materials are permitted, and AI tools are not allowed.

Internet Use: You can use the internet for research but not for downloading files or rigs or to communicate with any coaches. You are not permitted to communicate with your coaches or tutors during the competition hours.

6. Prerequisites

Post-Secondary competitors must meet the following criteria in the current school year:

- Be enrolled in a community college, university, private school OR be a registered apprentice with the Department of Labour and Advanced Education (Apprenticeship Agency);
- Be registered as a competitor with Skills Canada – Nova Scotia;
- The competitor cannot be a certified journey-person;
- Possess Canadian citizenship or Permanent Resident (Landed Immigrant) status and be a resident of Nova Scotia; or be a registered International Student. Competitors are responsible for verifying this information if requested;
- Have been earning post-secondary credits in a sector relevant to the one in which they wish to compete (i.e. to compete in carpentry, the student would be earning credits in any construction-related trade) at 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 Skills Canada – Nova Scotia;
and

- Have completed and submitted a signed release form.

7. Required Equipment and Clothing

The 3D Game Art competition will be BYOD, (Bring Your Own Device for each competitor.) No equipment will be supplied. Competitors must have the software Unreal installed and ready to use on their computers.

This is the 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 (not necessary for competition)
- Operating System –Windows 10 or Mac OSX
- WiFi enabled computer system.

Suggested software:

- 3D Software: 3D Studio Max, Maya, Blender.
- 2D Software: Adobe Photoshop or Illustrator. Autodesk Sketchbook. Krita, Clip Studio or GIMP, Zbrush, substance painter.

8. Evaluation and Judging Criteria

POINT BREAKDOWN	POINTS
Module 1 – Research material at least 3 images with links included (5 points each) 3x5=15%	15%
Module 2 - Two objects modelled (15 points each)	30%
Modelling of each object - 3 points each <ul style="list-style-type: none"> • One organic and one hard surface model. • Mesh topology is modelled for animation. • Appropriate distribution of polys (with max poly counts considered) • No Ngons, Clean unified geometry • Designs conform to the design brief 	
Module 3 – UV unwrapping (out of 2 point each)	10%
<ul style="list-style-type: none"> • The UV islands are proportional to the corresponding areas on the model. • Smooth and even UV shells: major asset has separate UV shells that represent understandable elements of the model. • There are no distortions of texture maps, stretched, etc. • Seams are kept to a minimum and hidden as much as possible on the object. • Texel density is even across the UV space and only scaled when necessary 	
Module 4 - Texture Mapping one object (4 points each)	20%

Contest Description

3D Digital Game Art

Post-Secondary

<ul style="list-style-type: none"> • Surface Textures describe materials correctly. The appropriate materials have been created for the textures, skin on skin, metal on metal etc. • Texture looks seamless on model, no obvious joins or break in texture. • Texture is consistent with the model sheet; textures conform to the overall art style of the project. • A variety of physical materials have been represented, e.g., wood, plastic, metal, fabric, skin, hair. • Multiple maps have been used, Normal, transparency, etc. 	
<p>Module 5 - Rigging & Animation (out of 3 points each)</p>	<p>15%</p>
<ul style="list-style-type: none"> • The model has been rigged for animation, rig can be curve or bones. • Joints or curve points are placed in appropriate positions for topology of object • At least one animation principle can be seen (slow-in slow-out, anticipation, follow-through). • The animation loop is appropriate for the intention. • The animation loop plays smoothly without skips. 	
<p>Module 6 - file management (2 points each)</p>	<p>10%</p>
<ul style="list-style-type: none"> • Logical naming conventions are used for objects, files and textures. • Models open and view without errors. • Animation is working in SketchFab. • Final product is enhanced with SketchFab's lighting. • File is properly submitted on time to competition 	
<p>TOTAL</p>	<p>100%</p>

****No Ties are permitted.**

9. Additional Information

Please refer to the competition rules on the Skills Canada – Nova Scotia [website](#).

Variations in the design brief will be given onsite to competitors

FAQ

What do I design?

Competitors will be given written descriptions of game assets 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 create 3D models mapped with texture maps created during the competition exported to Sketchfab.

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?

During the 6-hour competition, all tasks must be completed by the end of the 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 my own tools?

Digital Drawing tools such as tablets are permitted. If competitors bring their own tablet, please bring your tablet drivers to the competition. Contestants will be

Contest Description

3D Digital Game Art

Post-Secondary

responsible for installation and troubleshooting their devices. Bluetooth devices for a mouse or headphones are permitted.

Can I use my cell phone during the competition?

During the competition you may use your cell only for listening to music or as an emergency resource.

What software should I use?

Remember you are providing your own computer and software. It is suggested that you use 3D software that you own such as Maya, Blender, 3DS Max and Unreal. Competitors need 2D software such as Adobe Photoshop or Krita. Competitors are responsible for their own IT support so ensure that everything works in advance.

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

Yes, during the competition all competitors must remain within the proximity of the competition area, as specified by the National Technical Committee

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

Communication with non-competitors is not permitted during the competition through any means. (i.e. Cell phones, text, email)

AI usage is prohibited. However, some tools within the software use AI and this is permitted.

10. PTC Contact Information

Name	Employer	Email
Crystal Marshall	NTC	crystal.3dns@gmail.com
Jordan Cameron	NSCC Truro Campus	jordan.cameron@nsc.ca