Be Inspired. Be Creative. Be NEXT.

Ubisoft Toronto NEXT is an annual competition designed to showcase the talent of video game development students in Ontario. Kick-start your career in the industry with a paid internship and learn from Ubisoft Toronto's top talent.

Compete in one of nine disciplines to win an internship:
- 3D Art (Modelling)
- Animation
- Concept Art
- Event Scripting
- Level Design
- Programming
- Technical Animation
- Technical Art
- VFX

Eligibility

The competition is open to applicants who:

- Are legally entitled to work in Canada;
- Reside in Ontario;
- Are currently attending OR have graduated from an Ontario post-secondary school no earlier than Spring 2023;
- Have less than 2 years of relevant professional 3D Art experience;
- Are not a current or former employee of any Ubisoft studio;
- Complete the challenge individually. Team-based submissions will not be reviewed.

Questions?

Email us at NEXT@Ubisoft.com. Note: Email is not monitored 24/7 but we will do our best to respond within 48 hours.

Ubisoft Toronto NEXT: 3D Art (Modelling) Challenge

Participants must create a 3D video game environment diorama of the interior point of the scene, including the captured subject based on the theme provided below. Please read the brief below and build your scene around the narrative elements present in the story. Pay close attention to the broad descriptions in the story and make sure to incorporate details that support your interpretation into the diorama.

Create a full 360-degree scene or a partial cutaway but ensure the footprint does not exceed 6m x 6m. **Walls, floors, ceilings, and background elements may be partial cutaways.** Focus on the quality of your assets, visual storytelling, and overall composition. Focus on the level of detail rather than physical size of your diorama.

Disaster has struck. Decide the time period, what happened, and the consequences thereafter.

You spot a small, abandoned convenience store (6m x 6m). The desire to restock on supplies compels you to enter. Upon entering, you feel uneasy—as though you are being watched.

What did you discover?

Diorama Scene:

- Create a diorama environment of the scene described above.
- Do the items in the scene paint a picture of what has happened?
- Focus on creating a realistic scene that is consistent in quality, provides compelling visual storytelling elements, smart use/optimization in your set dressing and overall strong composition around your chosen hero prop(s).
- Be mindful to maintain a reasonable scope of the diorama size.
- Your submission must be within a 6m x 6m framework.
- Do not include any characters or creatures in your environment.
- **BE CREATIVE! We want to see quality over quantity.**

Diorama Guidelines

To get an idea of what we are looking for in a diorama, you need to look at recent PS5, Xbox, and PC titles to get an understanding of what we expect from a cutting-edge, realism-driven art style.

- The tools you use and how you capture your video is completely up to you;
- Feel free to use any real-time engine of your choice;
- All assets must be your own creation;
- Pre-rendered submissions will be **not** accepted;
- Remember that Ubisoft Toronto's core artistic focus is cinematic realism;
- Presentation matters! Feel free to utilize a skybox, lighting, and other secondary elements that will best present your real-time diorama;
- Be mindful to focus on meaningful lighting and placement.

Technical Guidelines

How you build the scene is entirely up to you. We are interested in seeing what you consider innovative, and what you do to get there. Below are a few considerations to guide you towards what we are looking for with regards to your technical skills:

- Use a combination of tiling and unique textures to complete your scene;
- Your texture size must not exceed 2048 PX;
- Consider channel-packing textures to keep your data optimal and lightweight;
- Keep modularity and reusability in mind with your structures, props, materials, and textures;
- Be efficient with wireframe, UV layouts and textures;
- Keep your geometry usage clean and sensible, with a focus on interesting silhouettes;
- Keep texture and geometry density consistent (ex., avoid putting a high poly pipe in front of a low poly gauge panel);
- Consider consistent texel density.

Tips

- Keep the focus tight but with room for expression in a diorama format;
- Focus on items & elements that are clearly visible in your scene;
- Pay attention to silhouette and composition that best supports visual dramatic quality and the logic behind your narrative;
- Be mindful of realistic PBR values;
- Consider the materials you are using and if they match your theme;
- Consider level of detail that will work when close to your scene and at a distance – this can help inform your approach with how to set up your textures and modeling details;
- Work out spatial ideas that will allow you to tell your story. Even if the spaces are tight, consider your compositional approach that shows visual breath;
- Use technology to your best advantage. Consider how this affects lighting in the environment, reflections etc. This layer can aid in adding dramatic effect to your compositional value;
- Start with placeholders and after your composition is finalized do a final pass on the assets;
- Your work should impact the audience. Make sure the audience can visualize and have an emotional connection to your story from your submission;
- VFX and animation are nice to have but not necessary.

Submission Requirements & Documentation

Provide your submission using this Submission Form and submit your resume HERE.

Your submission package must be named as follows:

NEXT_2024-2025_3DArt_FirstnameLastname.zip
Please do not enter your name anywhere inside of your submission, only in the Zip file name and your resume. In order to maintain the anonymity and confidentiality of your submission, please do not share your submission on any online platform or social media until the end of the competition.

Your submission package must contain the following four (**4**) parts. All items are mandatory. Additional scene files may be requested for considered submissions.

1. Up-to-date Resume in PDF format (in addition to submitting online using the link provided above)
2. Documentation of your personal process, how you made your choices, rationale behind the props and environment – PDF format
   a. 1 page: Visually document your key references as a 'vision document' or 'inspirational mood board';
   b. 1 page: Include key location, props, surface, and lighting ingredient references;
   c. 1 page: Any personal sketches or screen shots of early compositional exploration block-ins.
3. The link to a 30 - 60 second YouTube video of a flythrough of your Diorama in HD with a minimum resolution of 1080p
4. High-res JPEG files (separate)
   a. Two beauty shots of your Diorama at a minimum resolution of 1920x1080 (landscape or portrait) at 300 DPI (Minimum 150 DPI);
   b. The following technical shots of your Diorama
      i. Breakdown of your hero props (e.g., wire frame, beauty render);
      ii. Overview of props (i.e., line-up of your props and modular props in an empty gym within your engine);
      iii. Environment lighting shot;
      iv. Scene block outs (i.e., process you used to get to your finished product);
      v. Environment wire frame.

Judging criteria:

A panel of expert judges will individually rank the overall entry package, out of 40, based on the following criteria:

Complexity of Submission (1-10):
- Ambitious design
- Intricate and expressive details for environments
- Thorough details/elements, logic behind each prop and the environment

Composition of Submission (1-10):
- Proficient use of scale for environment and space
- Crafting of the image with complimentary use of colour, light, and shapes

Creativity of Submission (1-10):
- Creation of original environment designs.
- Expressive emotion, look, and feel in the composition

Comprehension of Instructions (1-10):
- Adherence to all instructions provided

Key Dates & Deadlines

Submission Deadline: Monday, January 20th, 2025, 11:59 pm EST
Complete this [Submission Form](#) where you will be asked to provide a link to your submission package. Late submissions will not be accepted.

Ubisoft Toronto judges will review all submissions and select up to five (5) successful participants to proceed to the interviews. All participants will be notified of their results via email by **Friday, February 10th, 2025**.

Interviews: Interviews will be held virtually from February 12th, 2025, until February 26th, 2025. Selected participants will receive all information about the interview process via email.

Ubisoft Toronto judges will select up to three (3) finalists after the interviews. Finalists will be invited to the Awards Ceremony where the results of the competition will be announced. Ubisoft Toronto is the sole judge of this competition and reserves the right to elect the panel as it sees fit; all judgement is final and non-negotiable.

Prizes

- 1st Prize:
  - One (1) paid 3D Art Internship at Ubisoft Toronto. The Internship shall be for a minimum duration of three (3) months at Ubisoft Toronto studio and is currently scheduled to begin May 2025. Dates subject to change at the sole discretion of Ubisoft;
  - One Ubisoft prize pack valued at $300.

- Finalist Prizes:
  - Display of each finalist's submission in the Ubisoft Toronto NEXT Awards Ceremony;
  - One Ubisoft prize pack valued at $300.