

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
- Level Design
- Programming
- Technical Animation
- 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 2024;
- Have less than 2 years of relevant professional VFX 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: VFX Challenge

Participants must create a compelling VFX scene that reflects a specific moment or setting within a 3D video game environment – either interior or exterior – based on the theme provided below. Carefully consider the narrative elements and prompts and integrate visual effects that support your interpretation and enhance the storytelling within the scene.

Create a full 360-degree scene or a partial cutaway

Please create your own textures and assets for your VFX. For the rest of the environment, you may download full scenes, assets, props, characters and set dressing from public marketplaces; please ensure to reference these.

Focus on adapting given material and organizing node graphs that can be commented and annotated. In addition, prioritize the quality of your assets, visual storytelling, and overall composition. The focus should be on the level of detail and how effectively the VFX supports the scene's narrative and atmosphere—rather than the physical size or scale of the environment.

VFX Brief

Choose an existing **Ubisoft game title** (e.g., *Far Cry*, *Assassin's Creed*, *Rainbow Six Siege*, etc.) and create a **VFX scene** that fits naturally within the world of that game. Your scene should demonstrate creativity, strong artistic + technical skill, and a solid understanding of the chosen game's visual style and atmosphere.

In addition, choose **at least one** of the following options – keep scope in mind as we prioritize **quality over quantity**.

- **Option 1: Moving Prop VFX**
Create a short animation of a moving object (i.e. bouncing ball, rolling rock, etc.) enhanced with VFX. You may choose effects such as water, fire, smoke/dust, electricity, or debris that synchronize with the object's motion.
- **Option 2: Environment VFX**
Design VFX that enhance a game environment, such as seasonal weather effects, ambient particles, fog, fire/smoke, or lighting interactions, etc.
- **Option 3: Interaction with Props or Environment VFX**
Create VFX that respond to player or object interaction, such as doors opening, items being picked up, or environmental triggers (e.g., stepping on a pressure plate, turning

on/off a faucet, a vase falling off a table and breaking, etc). Interactions can be animated or sequenced and does not need to be scripted.

- **Option 4: Combat VFX**

Develop VFX for combat scenarios, such as weapon impacts, explosions, magic spells, or damage effects. Be mindful that your choice of camera layout and movement should add to the narrative and interaction.

Scene:

- **BE CREATIVE! We want to see QUALITY over quantity.**
- The goal is to showcase your understanding of VFX timing, anticipation, action, and reaction, as well as your ability to tell a visual story—from how the effect begins to how it resolves.
- Be mindful to maintain a reasonable scope of the scene size – our recommendation is to be within a **6m x 6m (interior) or 20m x 20m (exterior)**.
- You can showcase VFX either on the character or creatures in your scene.
- Focus on creating VFX that is consistent in style and quality, provides compelling visual storytelling elements, smart use/optimization in your arrangement of VFX elements and overall strong composition around your chosen main VFX(s).
- The 3D environment/background can be a block out and the character can be the default playable game engine character or you can integrate your own.
- Focus on how the VFX contribute to the mood, atmosphere, and immersion of the scene.
- Emphasize how the VFX support gameplay feedback and narrative cues.
- Focus on clarity, responsiveness, and how the VFX enhances the intensity and readability of combat.

Scene Guidelines

To get an understanding of what we are looking for in a scene, 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.

- Full scenes, assets, props, and set dressing may be downloaded from public marketplaces; please ensure to reference these.
- Presentation matters! Feel free to utilize a skybox, lighting, and other secondary elements that will best present your real-time scene.
- Please prepare your assets to work in a rendering software of your choice (e.g., a Game Engine, Maya, 3DSMax, Cinema3D, etc.).

- 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:

- When it comes to texture creation, ensure that the RGBA channels are correctly setup. We would like to see flip book texture creation; consider efficient use of resolution (i.e., avoid empty spaces). Texture softwares include Photoshop, Mudbox, Houdini, Embergen, the Substance Suite, etc.
- Keep your VFX usage clean and sensible, with a focus on interesting composition.
- Keep in mind the use of efficient resolution textures that balance optimization and clarity.
- We recommend your texture size does not exceed 2048 PX.
- If you choose to include postproduction in your submission/flythrough, please include a version/flythrough without.

Tips

- Keep the focus tight but with room for expression in a scene format;
- 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 VFX complexity;
- 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;

Submission Requirements & Documentation

Please follow the three-part instructions below carefully to ensure your submission is complete and eligible for review.

Step 1: Submit Your Resume Separately

- Up-to-date Resume in PDF format
Your resume must be submitted separately from your main submission package.
 - ▶ Use the designated link provided [\[Resume Submission HERE\]](#) to upload your resume. Once successfully submitted, you will receive a welcome message confirming your resume upload.

Step 2: Prepare and Submit Your Submission Package

Your submission package must be named using the following format:

NEXT_2025-2026_VFX_FirstnameLastname.zip

Use the designated link to submit your submission package >> [\[Submission Form HERE\]](#)

⚠ Important:

To maintain anonymity and confidentiality of Ubisoft NEXT:

- Do not include your name anywhere inside the submission content (e.g., documents, images, videos, folder names).
 - Your name should only appear in the .zip file name and your resume.
 - Please do not share your submission on any online platform or social media until the competition concludes (April 2026)
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Step 3: Include the Following Three (3) Components in Your Submission Package

All items are **mandatory**, unless explicitly stated otherwise below.
Additional scene files may be requested for considered submissions.

1. Documentation of your personal process, how you made your choices, rationale behind the VFX 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, VFX, environment, surface, and lighting ingredient references;
 - c. 1 page: Any personal sketches or screen shots of early compositional exploration block-ins.
 - d. 1 page: Any tutorials you followed/used for your submission + references of any downloaded public assets

2. The link to a 30 - 120 seconds YouTube video of a flythrough of your Scene in HD with a minimum resolution of 1080p (if you choose to include postproduction in your flythrough, please include a version/flythrough without).

Kindly ensure that your name and image are not include in the video title or anywhere within the video content itself.

3. High-res JPEG files (separate)
 - a. Two beauty shots of your Scene at a minimum resolution of 1920x1080 (landscape or portrait) at 300 DPI (Minimum 150 DPI);
 - b. The following technical shots of your scene
 - i. Breakdown of your main VFX (i.e., the technical aspect of the VFX itself) (e.g., wire frame, beauty render, overdraw—if in engine, particle count, resolution of textures/sprites)
 - ii. Overview of VFX (i.e., line-up of your VFX in an empty scene within your software/engine)
 - iii. (Optional) Environment lighting shot

Judging criteria:

A panel of expert judges will individually rank the overall entry package, out of 35, based on the following criteria:

Complexity of Submission (1-10):

- Ambitious design
- Intricate and expressive details for VFX
- Thorough details/elements, logic behind each VFX

Composition of Submission (1-10):

- Interaction between VFX and the environment with proper scale and use of space
- Crafting of the image with complimentary use of colour, light, and shapes

Creativity of Submission (1-10):

- Creation of original VFX setups and artistic design.
- Expressive emotion, look, and feel in the composition

Written Documentation (1-5):

- Overview of process and relevant implementation details
- Compositional planning
- Clear annotations, labels, and comments on VFX setups
- Clearly written and understandable

Key Dates & Deadlines

Submission Deadline: *Monday, January 19th, 2026, 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 6th, 2026.*

Interviews: Interviews will be held virtually in February 2026. 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 VFX 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 2026. 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.