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 six 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;
- Currently enrolled in, OR graduated from, an accredited Ontario college or university degree or diploma program, no earlier than Spring 2025;
- 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.

Important: Use of Generative AI

Ubisoft Toronto NEXT is an opportunity to demonstrate your own skills, creativity, and problem-solving abilities. Use of generative AI is strictly prohibited for the 3D Art Challenge.

Ubisoft Toronto NEXT: 3D Art (Modelling) Challenge

Important: Please review the brief and all submission instructions carefully before submitting your work. Submissions that do not follow the provided instructions may not be considered.

Participants must create a 3D video game environment diorama of the interior space of the scene, including the captured subject based on the theme provided below. Your submission should be guided by the narrative focus outlined in the brief—read it carefully and build your scene around its storytelling elements. Please ensure all elements are thoughtfully incorporated into your diorama. These elements are key to expressing your interpretation and bringing your scene to life.

Create a full 360-degree scene or a partial cutaway but ensure the footprint does not exceed 10m x 10m. 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.

The creative focus of this year's challenge is **"An object out of place"**.

An unusual object has appeared aboard a vessel. What is it? How did it get there? What impact has it had on the vessel and those around it?

The vessel can be anything you imagine, and the nature of the object is entirely up to you. Focus on creating a compelling scene that reveals clues about the object's origin, its significance, and the events that have unfolded because of it.

It will be up to you to decide the narrative. Be mindful of the storytelling of the scene – time period & genre. **We want to see your creativity**!

Keep it contained within an interior space. You can be creative with the footprint of your scene, but do not exceed 10m x 10m. Be mindful of the scope of your project.

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, includes compelling visual storytelling elements, uses smart set dressing and optimization, and has a strong overall composition around your hero prop.
- Be mindful to maintain a **reasonable scope** of the diorama size.
- Your submission must be within a 10m x 10m 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, composition, and placement.

Technical Guidelines

How you build the scene is up to you. Show us your innovation and technical approach:

- 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 and leave visual breathing room;
- 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.
- No AI-generated or third-party downloaded assets; all assets must be original pieces created by you.

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 complementary 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

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3D ART

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

Submit your most up-to-date resume in PDF format using the link below:

[SUBMIT YOUR RESUME HERE]

Your resume must be submitted separately from your submission package.

To help us accurately assess your education and experience, please ensure your resume includes:

- **Education details** for all post-secondary studies (Institution, Program, Degree/Diploma, and Graduation or Anticipated Graduation Month & Year)
- **Relevant projects** (academic, personal, or professional)
- **Portfolio link(s)**, if applicable
- **Employment history**

Once successfully submitted, you will receive a welcome message confirming your resume upload.

Step 2: Prepare and Provide Your Submission Package

Your submission package must be named using the following format:

NEXT_2026-2027_3DArt_FirstnameLastname.zip

[CLICK HERE TO PROVIDE YOUR SUBMISSION]

Important: To maintain anonymity and confidentiality of your submissions, please do not share your submission on any online platform or social media until the competition concludes (April 2027).

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 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.

2. A YouTube link to your submission video, uploaded at a minimum resolution of 1080p. This video should be 30 - 60 seconds in duration.

3. 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.

Key Dates & Deadlines

Submission Deadline: *Monday, January 11, 2027, 11:59 pm EST.* Late submissions will not be accepted. Please allow yourself ample time to upload your resume and submission package before the deadline.

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, January 22, 2027.*

Interviews: Interviews will be held virtually from *January 25 to February 5, 2027*. 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 select the panel as it sees fit; all judgment 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 2027. Dates are 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.