

Contest Description
3D Game Art
Post-Secondary

DATE	LOCATION
Wednesday, April 15, 2020	Abbotsford Tradex

1. Schedule

Time	Task
8:00 -9:00am	Check-In, Setup and Testing
9:00 am	Competition begins: Concept Art Due
3:30 pm	Competition ends

There will be a lunch break (lunch is provided) during the day. 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 6.5 hours to develop assets including designs, concept art, models, maps and exported artwork. The 2020 contest will be focused on a diorama with a real-like aesthetic. The model should use no more than 20,000 tris. Individual texture maps should be no more than 2048x2048 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 of the wild west and will sit on dirt. One soft body model will be added to the modeling task at the time of the competition. There will be a mystery animal.

Contest Description
3D Game Art
Post-Secondary

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 dirt.
3. Furniture – 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 is an old wooden building. There is a barber shop sign in front of the building, one window and a barber shop pole with a faded board with prices.
5. A mystery animal model which will be described on competition day.

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 in the front of the building and a barber pole near 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.

Contest Description
3D Game Art
Post-Secondary



Download from
Dreamstime.com

This watermarked comp image is for previewing purposes only.

 28107953

 Chris Johnson | Dreamstime.com

Contest Description
3D Game Art
Post-Secondary



© Can Stock Photo - csp2416666

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

Exported Models:

Competitors are required to illuminate their model and export to Sketchfab. Ensure you have a working Sketchfab account and can upload files. Finished models should not exceed the limit of 20,000 tris. Texel density will be examined during judging. Texture maps for the model should be created in Photoshop or similar software. No texture map should exceed a pixel resolution of 2048 x 2048. 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.

Contest Description
3D Game Art
Post-Secondary

4. Number of Stations / Allocations

There will be one workstation for each competitor which consist of electrical outlet for your computer along with a table and chair. This is a BYOB competition, bring your own device.

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 Ministry of Advanced Education, Skills and Training;
- Registered as a competitor with Skills Canada – British Columbia (SCNS);
- The competitor cannot be a certified journey-person;
- The competitor must possess a Canadian citizenship or landed immigrant status and be a resident of British Columbia. 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

Contest Description
3D Game Art
Post-Secondary

3D GAME ART IS A 'BRING YOUR OWN DEVICE (BYOD) CONTEST. COMPETITORS ARE REQUIRED TO BRING THEIR OWN COMPUTERS AND RELATED EQUIPMENT. NO EQUIPMENT OR SOFTWARE WILL BE SUPPLIED. PLEASE SEE BELOW FOR MORE INFORMATION.

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 bring whatever 3D and 2D software they are comfortable with but no files, rigs, materials or texture libraries.

Suggested Software:

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

Additional Equipment and Material Suggestions:

- Tablet and driver (driver compatible with your system);
- Headphones;
- Pencils and erasers

8. Evaluation & Judging Criteria

POINT BREAKDOWN	/ 100
Work Organization & Management	5
Interpretation of the Design Brief	5
Concept Art	10
3D Modelling Main Elements	20
Texturing, UV Unwrapping & Shading Main Elements	30

Contest Description
3D Game Art
Post-Secondary

Mystery Object Model, Texturing & Shading	20
Export Sketchfab Presentation	10
TOTAL	100

SCORESHEET

Work Organization and Management	
Ability to follow instructions and deliver assets & files as directed.	1__ 2__ 3__ 4__ 5__
Interpretation of the Design Brief	
Ability to match the provided art style and follow the design brief	1__ 2__ 3__ 4__ 5__
Concept Art	
Illustration is concise and clear, labelled and creative.	1__ 2__ 3__ 4__ 5__
Detailed with illustration and color	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	
Even and 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__

Contest Description
3D Game Art
Post-Secondary

UV Unwrapping	
Even distribution of UVs	1__2__3__4__5__
Neatness of application	1__2__3__4__5__
Mystery Object Model, Texturing & Shading	
Appropriate distribution of polygons	1__2__3__4__5__
Organized naming of objects, materials and assets	1__2__3__4__5__
Cleanliness (seamlines, ngons, normals, holes etc)	1__2__3__4__5__
Texturing and shading	1__2__3__4__5__
Export	
Illumination, camera set-up	1__2__3__4__5__
Aesthetic appeal of final model	1__2__3__4__5__
TOTAL	—

No ties are permitted. In the event of a tie, the team with the highest score in the ‘3D Modelling’ will be declared the winner. If there is a tie in the ‘3D Modelling,’ then the highest score in the ‘Mystery Object Model, Texturing & Shading’ 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?

Contest Description

3D Game Art

Post-Secondary

By the end of the 6.5-hour event, you will submit a 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 6.5-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?

Digital Drawing tools such as tablets are permitted. If competitors bring their own tablet, please bring tablet drivers to the competition. Contestants will be responsible for installation and troubleshooting their devices.

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, 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?

Yes, during the competition all competitors must remain within the proximity of the competition area, as specified by the Provincial Technical Committee (PTC).

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

Contest Description
3D Game Art
Post-Secondary

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	Title	Email
Patty Chomseng	Technical Chair	PChomseng@gmail.com
Karamjit Chahal	Co-Chair	Karamjits.c@gmail.com
Mark Nicholson	Tech Committee	Confracto@hotmail.com
Bill Henderson	Tech Committee	Bhenderson@offloadstudios.com