

Contest Description

COMPETITION DATE: March 9, 2022	CONTEST AREA NAME: 3D Digital Game Art
CONTEST AREA NUMBER: 50	LEVEL: PS
DURATION OF CONTEST: Approximately 6 hours Plus 30 minutes for orientation and 30 minutes for a lunch break*	LOCATION: Online

CONTEST INTRODUCTION

Purpose of the Challenge.

To provide competitors with the opportunity to demonstrate their knowledge and skills of the 3D Digital Game Art production process. This competition simulates real world production from concept to delivery. A 3D digital game artist interprets a designer’s brief and – through a combination of conceptualization, creativity, selectivity, technical, and specialist skills, completes the art assets in a format ready for use in a video game. This competition simulates real world production.

Skills and Knowledge to be tested.

Interpretation of design brief (5)(7)(8)

- 3D modelling (9)
- UV unwrapping & texturing (9)
- Organization & file management (7)(9)
- Exporting and uploading files (9)

Essential Skills – (5) Reading Text, (7) Thinking (Job Task Planning & Organizing, Critical Thinking), (8) Document Use, (9) Digital

CONTEST DESCRIPTION

List of documents produced and timeline for when competitors have access to the documents.

DOCUMENT	DATE OF DISTRIBUTION VIA WEBSITE
No other competition document will be released prior to the competition	

I ask that --- may be performed during the contest.

- Organizing & planning tasks (7)
- Following & responding to a Design Brief (5)(7)(8)
- Concept art
- 3D Modelling (9)
- Animation(9)
- Lighting(9)
- UV Unwrapping & Texturing (9)
- Exporting & uploading files(9)
- Essential Skills – (5) Reading Text, (7) Thinking (Job Task Planning & Organizing, Critical Thinking), (8) Document Use, (9) Digital

EQUIPMENT, MATERIAL, CLOTHING

Equipment and Material supplied by Skills Canada-Newfoundland and Labrador

- none

Equipment and Material Competitor must supply:

- Their own computer.
- Their own software.
- Digital drawing tablet.
- Chair.

Note: Competitors will not be allowed to compete if the above items are not used.

Required clothing (Provided by competitor)

- No special requirements.
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SAFETY REQUIREMENTS

The health, safety and welfare of all individuals involved with Skills Canada NL are of vital importance. Safety is a condition of participation and shall not be sacrificed for the sake of expediency. At the discretion of the judges and technical committees, any competitor can be denied the right to participate should they not have the required proper safety equipment and/or act in an unsafe manner that can cause harm to themselves or others.

	Safety Glasses		CSA Approved Safety Shoes		Latex Gloves
	Safety Gloves		Welding Helmet		Dust Mask
<input type="checkbox"/>	Hard Hat	<input type="checkbox"/>	Welding Gloves		Leather Gloves
	Hearing Protection	<input type="checkbox"/>	Respiratory Protection		<u>X No PPE required</u>

List of required personal protective equipment (PPE) supplied by Skills Canada NL:

- n/a
- .
- .

List of required personal protective equipment (PPE) supplied by Competitors:

- n/a
- .
- .

Note: Competitors will not be allowed to compete if the above items are not brought and used.

EVALUATION/JUDGING CRITERIA

Point Breakdown

POINT BREAKDOWN	/100
Interpretation of Design Brief	5
Concept Art	17
3D Modelling	17
Animation	17
Lighting	17
UV Unwrapping & Texturing	17
Organization & File Management	5
Exporting and Uploading Files	5

ADDITIONAL INFORMATION

Tie (No ties are allowed)

Tiebreaker #1: The individual with the highest score in the 3D Modelling task Criteria will be declared the winner.

Tiebreaker #2: If there is also a tie in 3D Modelling task, , then the highest score in the UV Unwrapping & Texturing task will be declared the winner.

Tiebreaker #3: If there is also a tie in the UV Unwrapping & Texturing task then the highest score in the Animation task will be declared the winner.

Competition Rules N/a

Please refer to the competition rules for all general SCPC information.

PROVINCIAL TECHNICAL COMMITTEE MEMBERS

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