Contest Description
3D Digital Game Art
Post Secondary

DATE Friday April 4th, 2025	LOCATION NSCC Ivany Campus
TIME	**TASK**
9:00am	Submit digitally 1 detailed concept art with correct proportions and perspective. (Created prior to contest and submitted at beginning of contest as PNGs. Concept sheet should be a minimum of 8x10 inch format at 300 DPI equating to 2400px x 3000px.
9:00am – 9:15am	Orientation
9:15am – 12:00pm	Production time – modelling due at 12:00pm
12:00pm – 12:30pm	Lunch
12:30pm – 3:45pm	Production time – Model provided to uv unwrap, texture and animate.
4:00pm-5:00pm	Judging
5:00pm	Awards

1. Purpose of Contest

This competition provides competitors with the opportunity to experience the 3D game art production process and showcase their knowledge and skills. A 3D Digital Game Artist interprets a designer's brief and, through a combination of conceptualization and specialized skills, fulfills the brief to the client's satisfaction.

The goal of this competition is to create original artwork. All assets must be created on-site during the competition, except for the concept art, which should be completed beforehand and submitted as digital PNG files at the start of the competition. All models must be clearly labeled and presented from three views. Please note that the use of AI is strictly prohibited.

2. Criteria

Employability Skills:	Preproduction:	Production:
Reading, problem solving, Critical thinking	Interpretation of a Design Brief	Following instructions
Time management	Creation of Concept Art	Asset Construction
Planning		Texture mapping & UV Unwrapping
Attention to detail		Exporting
		File Management
		Appeal of Final Product

3. Overview

Throughout this competition, you will face six modules designed to challenge and showcase your skills. Each module will be judged independently and is separate from the previous ones, with distinct submission requirements for each. In the final module, you will integrate the outcomes from all previous modules to create a cohesive final scene. The modules will enable you to demonstrate the following skills:

1. Your ability to create concept art based on a design brief.
2. Your ability to model a hard surface object and a sculpted organic object.
3. Your skill with UV unwrapping.
4. Your ability to texture models.
5. Your skill to rig & animate the model.
6. Your skill to publish your files onto an online platform.

Competitors will have 6 hours to develop assets, including models, textures, UV maps, and exported artwork, which must be uploaded to Sketchfab. You may use any 3D software you are comfortable with for your work, if it can be exported to Sketchfab for judging. Please note you should be familiar with uploading FBX files to Sketchfab and ensuring that your animation and lighting are optimized.

4. Design Brief - Gargoyle created in the style of the game

This year's theme draws inspiration from the game Black Myth: Wukong. Shanxi Province is renowned for its famous grottoes, many of which have influenced the settings in Black Myth: Wukong. These ancient cave temples, carved into cliffs, are home to thousands of Buddhist statues and murals, with the Yungang Grottoes being one of the most notable examples, recognized as a UNESCO World Heritage Site.

A prominent aspect of the game is its architecture, which is deeply rooted in Buddhist culture and traditional Chinese stone carvings. Black Myth: Wukong meticulously recreates the architectural style from Journey to the West, utilizing a vast digital archive of ancient Chinese buildings to capture remarkable details.

https://www.getyourguide.co.uk/datong-l2158/datong-temples-and-grottoes-private-full-day-tour-t140676/?psrc=widget&partner_id=MH9NGR8&utm_medium=online_publisher&cmp=poi-detail&currency=USD&q=Datong&queryMatch=all&widget=availability&wid=2dbcad3f-59b8-5a93-a2a4-9c220605f666&page_id=b13558e7-cfb0-5137-a758-25e93a8cc1cd&visitor_id=5EE5B1390B4A4A1DAA21F06BA68916F2&date_from=2024-10-19&_pc=1%2C2&lang=en&visitor-id=5EE5B1390B4A4A1DAA21F06BA68916F2&locale_autoredirect_optout=true

Competitors should incorporate the Buddhist architectural themes seen in Black Myth: Wukong and create a gargoyle perched on a section of a pagoda (only the top portion of the pagoda), with a chain hanging from him that appears to be partially detached from his body, glaring down threateningly at passersby. The gargoyle should adhere to the specified design aesthetic. Your model must not exceed a total of 100,000 triangles, and individual texture maps should be limited to a maximum resolution of 1024x1024 pixels. Only the top portion of the pagoda needs to be modeled, providing enough context to showcase how the gargoyle is positioned on it.

张 政 - BlackMyth WUKONG PV Environment Assets

5. Assets to create:

Module 1: Concept Art

This module will assess your concept art skills. Your task is to create a detailed model sheet for a gargoyle perched on a section of a pagoda (only the top portion of the pagoda), with a chain hanging from him that appears to be partially detached from his body. Produce one full-color concept art model sheet, sized 8x10 inches in landscape orientation, with a resolution of 300 DPI which is 2400px X 3000px. This illustration should include three views of the final model—front, right-side, and ¾ view—along with a clearly documented color scheme. Use digital art software such as Photoshop, Procreate, Gimp, Krita, Corel Painter, or similar, to create and export a finalized PNG image of your design.

Module 2: Model hard and soft together

Model: *a gargoyle perched on a section of a pagoda (only the top portion of the pagoda), with a chain hanging from him that appears to be partially detached from his body.*

Using your concept art as a reference, create a gargoyle model. Competitors must export their model(s) to Sketchfab and apply appropriate lighting. The completed models you create should not exceed a total of 100,000 triangles (excluding any assets provided by Skills). While UV mapping will not be evaluated, you must still apply textures to the model, so your UV layout should effectively support the texture application.

Module 3: UV unwrapping models

Skills will provide one model that competitors must unwrap. Use game unwrapping techniques to ensure optimal performance, including maintaining consistent pixel density across the model. Pay attention to efficient UV layout and minimal texture stretching, aligning with industry standards for game-ready assets.

Module 4: Texturing models

Apply texture mapping to the provided model, ensuring that texture maps do not exceed a resolution of 1024 x 1024 pixels. Follow a consistent naming convention for all texture files. Incorporate multiple texture maps into materials or shaders, then apply these to the competitor's model.

Module 5: Rigging and Animation

Contestants must integrate the provided model into the scene, then animate any element of their choice. The animation should showcase at least two animation principles—such as squash and stretch, slow-in and slow-out, anticipation, or follow-through—using minimal rigging. Ensure the animation loops smoothly without any glitches.

Module 6: File management

Competitors must light their model and export it to the Skills NS Sketchfab, ensuring it can be viewed from a fixed camera position with 360-degree rotation capability. Models, textures, and materials should align with the design specifications and art style outlined in

this brief. Make the models publicly viewable and share the links with Skills judges upon upload—double-check that all links are functional. Test 30 minutes prior to the end of the competition to ensure link is working, end of competition is 4:00pm.

All work must be created onsite; no external files, rigs, or materials are permitted, and AI tools are not allowed

Internet Use: You can use the internet for research but not for downloading files or rigs or to communicate with any coaches. You are not permitted to communicate with your coaches or tutors during the competition hours.

6. SCNS Prerequisites

- Post-Secondary competitors must meet the following criteria in the current school year:
- Be enrolled in a community college, university, private school OR be a registered apprentice with the Department of Labour and Advanced Education (Apprenticeship Agency);
- Be registered as a competitor with Skills Canada – Nova Scotia;
- The competitor cannot be a certified journey-person;
- Possess Canadian citizenship or Permanent Resident (Landed Immigrant) status and be a resident of Nova Scotia; or be a registered International Student. Competitors are responsible for verifying this information if requested;
- Have been earning post-secondary credits in a sector relevant to the one in which they wish to compete (i.e. to compete in carpentry, the student would be earning credits in any construction-related trade) at 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 Skills Canada – Nova Scotia; and
- Have completed and submitted a signed release form.

7. Equipment, Materials and Clothing

The 3D Game Art competition will be BYOD, (Bring Your Own Device for each competitor.) No equipment will be supplied.

This is the 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 (not necessary for competition)
- Operating System –Windows 10 or Mac OSX
- WiFi enabled computer system.

Suggested software:

- 3D Software: 3D Studio Max, Maya, Blender.
- 2D Software: Adobe Photoshop or Illustrator. Autodesk Sketchbook. Krita, Clip Studio or GIMP, Zbrush, substance painter.

Additional Equipment and material suggested.

- Tablet and driver (Driver compatible with your system)
- Headphones
- Pencils and erasers
- Required clothing (Provided by skills)

8. Safety Requirements

No (PPE) required.

9. Evaluation & Judging Criteria

Module 1 – Concept Art (3 points each)	15%
Model Sheets follow design brief specifications. • Concept art is in the style of the design brief. • Concept art is clearly labelled and illustrated in 3 views. • Concept art demonstrates proper proportions.	1__ 2__ 3__ 4__ 5__

• The final concept features shading techniques to represent form of the object. • Some color has been employed.	
Module 2 - Modelling (6 points each)	30%
Modelling • Contains soft and hard surfaces. • Modelled for animation. • Appropriate distribution of polys under 100,000 tris • No Ngons, Clean unified geometry • Designs conform to the design brief	1__2__3__4__5__
Module 3 – UV unwrapping (2 point each)	10%
Model 1 UV unwrapping provided models • The UV islands are proportional to the corresponding areas on the model. • Smooth and even UV shells: major asset has separate UV shells that represent understandable elements of the model. • There are no distortions of texture maps, stretched, etc. • Seams are kept to a minimum and hidden as much as possible on the object. • Texel density is even across the UV space and only scaled when necessary	1__ 2__ 3__ 4__5__
Module 4 - Texture Mapping (4 point each)	20%

Main Model texturing • Surface Textures describe materials correctly. The appropriate materials have been created for the textures, skin on skin, metal on metal etc. • Texture looks seamless on model, no obvious joins or break in texture. • Texture is consistent with model sheet; textures conform to the overall art style of the project. • A variety of physical materials have been represented, e.g., wood, plastic, metal, fabric, skin, hair. • Multiple maps have been used, Normal, transparency, etc.	1__ 2__ 3__ 4__ 5__
Module 5 - Rigging & Animation (3 points each)	15%
• The model has been rigged for animation. • Joints are placed in appropriate positions for topology of object. • At least two animation principles can be seen (slow-in slow-out, anticipation, follow-through). • The animation loop is appropriate for the intention. • The animation loop plays smoothly without skips.	1__ 2__3__4__5__
Module 6 - file management (2 points each)	10%
• Logical naming conventions are used for objects, files and textures. • Models open and view without errors. • Animation is working in Sketchfab. • Final product is enhanced with sketchpad's lighting. • File is properly submitted on time to competition	1__ 2__ 3__4__5__

TOTAL	100%
Tie (No ties are allowed) In the event of a tie, the team with the highest score in the Modeling will be declared the winner. If there is also tie in Modeling, then the highest score in the UV and texturing will be declared the winner.	

10. Additional Information

Test Project change at the Competition

Variations in the design brief may be given onsite to test competitors' creativity.

Competition rules

Please refer to the competition rules on the Skills Canada – Nova Scotia website.

11. FAQ

What do I design?

Competitors will be given written descriptions of game assets and a description of the game world to which it belongs.

What do I create?

By the end of the 6-hour event, you will create 3D models mapped with texture maps created during the competition exported to Sketchfab.

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?

During the 6-hour competition, all tasks must be completed by the end of the 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 my own tools?

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

Can I use my cell phone during the competition: During the competition your may use your cell only for listening to music or as an emergency resource.

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. Competitors need 2D software such as Adobe Photoshop or Krita. Competitors are responsible for their own IT support so ensure that everything works in advance.

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 National Technical Committee

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

Communication with non-competitors is not permitted during the competition through any means. (i.e. Cell phones, text, email)

12. PTC Contact Information

Name	Employer	Email
Robert Gibson	NSCC Truro Campus (retired)	Robertgibsonemail@gmail.com
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