

**Contest Description**  
**3D Game Art**  
**Post-Secondary**

<b>DATE</b> Wednesday, April 21, 2021
--

### 1. Schedule

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

### 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

#### Registration:

Competitors must be registered by a teacher with a username and password. Teachers needing usernames and passwords should contact Jamie Maxwell at [jmaxwell@skillscanada.bc.ca](mailto:jmaxwell@skillscanada.bc.ca). In 2021 the online registration fee has been reduced to \$25. This event takes place on April 21, 2021 and registration closes on April 14, 2021.

#### Overview

Competitors will be given **6.5 hours** to develop assets including designs, models, maps and exported artwork. The 2021 contest will be focused on a diorama with real-like aesthetic. The model should use **no more than 20,000 tris**. Individual texture maps should be no more than **2048 x 2048 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 **at your local school** during the competition. No outside assets allowed.

#### Design Brief:

## **Contest Description**

### **3D Game Art**

### **Post-Secondary**

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 **mystery hero prop** will be added to the modeling task at the time of the competition.

#### **Assets to Create:**

1. Original digital concept art may be brought in advance to the competition.
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 sits on dirt.
3. Furniture – There is an old barber chair, credenza and various straight razors, 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 hero prop 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**

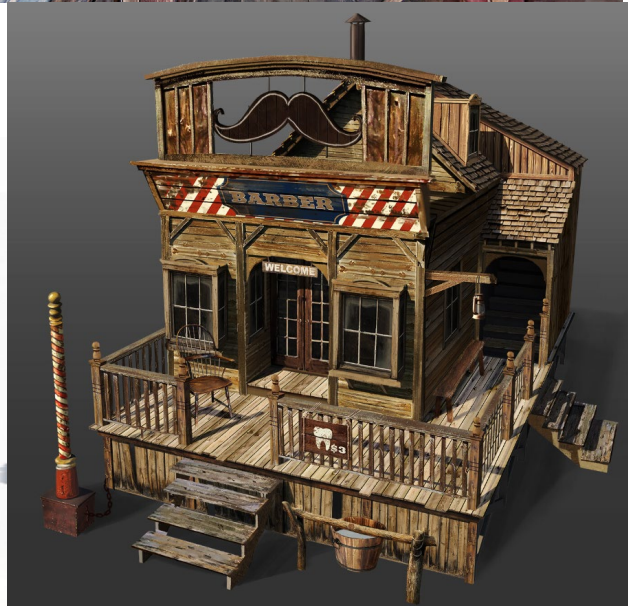




**Contest Description**  
**3D Game Art**  
**Post-Secondary**



© Can Stock Photo - csp2416666



**Contest Description**  
**3D Game Art**  
**Post-Secondary**



**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**.
- 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 pixel space is 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. Texel density will be examined during judging.
- 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.

**4. Number of Stations / Allocations**

**Workstations must be held at your local school.**

**5. Skills & Knowledge to be Tested**



## Contest Description

### 3D Game Art

### Post-Secondary

- 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

**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;

## Contest Description 3D Game Art Post-Secondary

- 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	10
3D Modelling Main Elements	20
Texturing Mapping	30
Mystery Hero Prop, Texturing & Shading	25
Export Sketchfab Presentation	10
<b>TOTAL</b>	<b>100</b>

### SCORESHEET

Work Organization and Management	
Ability to follow instructions and deliver assets & files as directed.	1__ 2__ 3__ 4__ 5__

**Contest Description**  
**3D Game Art**  
**Post-Secondary**

<b>Interpretation of the Design Brief</b>	
Ability to match the requested art style	1__2__3__4__5__
Creative and original interpretation of the design brief	1__2__3__4__5__
<b>3D Modelling Main Elements</b>	
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 relevant environment concepts	1__2__3__4__5__
Aesthetic appeal of models	1__2__3__4__5__
<b>Texture Mapping</b>	
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 relevant environment concepts	1__2__3__4__5__
<b>UV Unwrapping</b>	
Even distribution of UVs	1__2__3__4__5__
Neatness of application	1__2__3__4__5__
<b>Mystery Object Model, Texturing &amp; Shading</b>	
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__



**Contest Description**  
**3D Game Art**  
**Post-Secondary**

Texturing and shading	1__ 2__ 3__ 4__ 5__
Efficient and even distribution of UVs	1__ 2__ 3__ 4__ 5__
<b>Export</b>	
Illumination, camera set-up	1__ 2__ 3__ 4__ 5__
Aesthetic appeal of final model	1__ 2__ 3__ 4__ 5__
<b>TOTAL</b>	—

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. Submission Process

Finished models should be uploaded to Sketchfab.com.

1. You **must have a sketchfab account**.
2. Once uploaded, test to see if everything is working and is well illuminated.
3. Then email the url to [scbcgameart@gmail.com](mailto:scbcgameart@gmail.com) like so:

`scbcgameart@gmail.com`

---

Game Art Submission (Patty Chomseng)

---

URL: (Paste URL)

4. Also attach a zipped file with the entire project via google drive. Make sure the textures and models are included please!

## 10. Additional Information

### Frequently Asked Questions (FAQ)

**What do I design?**

## **Contest Description**

### **3D Game Art**

### **Post-Secondary**

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?**

By the end of the 6.5-hour event, you will submit a 3D model mapped with texture maps created during the competition.

#### **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.

#### **Where do I submit my projects?**

Upload your model onto sketchfab. This article explains the steps to uploading to your account.

[https://help.sketchfab.com/hc/en-us/articles/202508836-Uploading?utm\\_source=website&utm\\_campaign=upload\\_hints](https://help.sketchfab.com/hc/en-us/articles/202508836-Uploading?utm_source=website&utm_campaign=upload_hints)

And here is a Youtube video explaining the process of how to present and edit your model.

[https://www.youtube.com/watch?v=VWjYbb8t7lw&ab\\_channel=GrantAbbitt](https://www.youtube.com/watch?v=VWjYbb8t7lw&ab_channel=GrantAbbitt)

#### **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. Concept art may be brought in advance.

#### **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

**Contest Description**  
**3D Game Art**  
**Post-Secondary**

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?**

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**

<b>Name</b>	<b>Title</b>	<b>Email</b>
Patty Chomseng	Technical Chair	Pchomseng@gmail.com
Mark Nicholson	Co-Chair	Confracto@hotmail.com
Bill Henderson	Tech Committee	Bhenderson@offloadstudios.com