



2020 23rd ANNUAL SKILLS MANITOBA COMPETITION CONTEST DESCRIPTION

CONTEST NAME: 3D Game Art

CONTEST NO: 50

CATEGORY:

CONTEST LOCATION: Technical Vocational High School

CONTEST START TIME AND DURATION:

Time	Task
8:00 am - 12:00 pm	Competition 4 hours
12:00 pm - 12:30 pm	Lunch (provided)
12:30 pm - 2:30 pm	Competition 2 hours
2:30 pm -3:30 pm	Judging

INTRODUCTION

3D Digital Game Art Skills Canada 2020. This year, you are challenged to build a Barber Shop as you would find in a “Wild West” town.

DESCRIPTION OF PROJECT AND TASKS

Overview

You will model and texture the environment and assets described below. The intention of this competition is to create original artwork. All assets must be created on site during the competition. You will model, UV map and texture the inside and outside of a “Wild West” Barber Shop as an isometric model.

SKILLS AND KNOWLEDGE TO BE TESTED:

Employability Skills:	Preproduction:	Production:
Team work	Interpretation of a Design Brief	3D Modelling
Time management	Creation of Concept Art	Texture mapping & UV Unwrapping
Planning		Exporting to a game engine format
Attention to detail		File Management
		Appeal of Final Product

Point Breakdown

POINT BREAKDOWN	/100
Part 1: Organization and Management	5
Interpretation of the Design Brief	5
Concept Art	10
Part 2: 3D Modelling	25
Texture Mapping	25
UV Unwrapping	20
Part 3: Export to Game Engine and Build.	10
TOTAL	100

You are expected to practice modelling the elements prior to arriving at the provincial competition.

Art Style

This year's theme is "The Wild West". We are looking for realistic textures and models.

Barber Shop

Exterior: The barber shop is an old wooden building with a hitching post out front. There is a sign on the front of the building, one window into the shop and one barber's chair. The building is built of wooden slats which have aged and weathered over the years.

The model should be designed in isometric style so that when you turn the model, you can see the both the inside and exterior details. You will design two exterior walls. Your building should be missing two walls and the roof to allow a view of the interior. The building sits on sandy soil.

You will model the front and one side of the building. The front wall should have a door and large window. The barber station should be placed against the wall perpendicular to the front door wall. The building should sit on sand or dirt with a hitching post and other thematically appropriate objects out front.

Interior:

Props:

- Countertop/table with storage (barber station)
- Barber tools (scissors, brush, comb, straight razor, shaving cream mug and brush)
- Barber supplies (3 bottles, tins, or containers of products like shaving cream, after shave and pomade)
- Barber chair

Lighting: Provide lighting for your model in Sketchfab.

Reference Images:

Exterior



Interior





Isometric Room Examples	Style References
https://skfb.ly/6OvWL https://skfb.ly/6HVpt https://skfb.ly/6NASv https://skfb.ly/6HwBB	https://skfb.ly/6KT6V https://skfb.ly/6HvPu https://skfb.ly/6OvWQ

Use Your Imagination

Read a description of a new scene that you are responsible for designing and creating. The visual style must match the style of the sample artwork described in the previous step. 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.

Polygon count

Model and map your scene. Use your choice of 2D and 3D software. The finished piece should consist of no more than 14,000 polygons in total. The texture maps you create for the model are limited to a maximum resolution per map. You can use as many 4K maps as you choose as long as they are on different channels, i.e. Albedo, normal, bump, metal, transparency (alpha) etc.

Submitting your work

During the competition, you are required to submit evidence of your progress by submitting your working 3D files via a provided shared Google Drive folder. Each competitor will be given a folder on the drive into which specific files must be placed at specific times.

Export to Sketchfab

When you have completed your work, export it using a file format recognized by Sketchfab. Go to www.sketchfab.com and sign in. Click the upload button and select

your file. When the upload process is complete, spend some time adjusting the background, cameras, lights, keyframes and effects in your scene.

Submission Deadlines

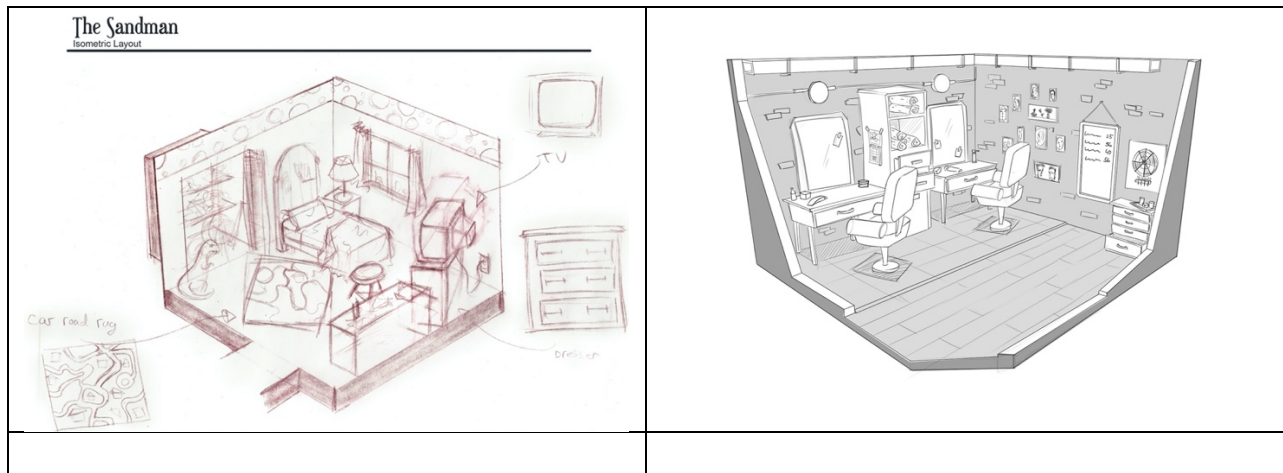
Your completed environment must be completed, uploaded to Sketchfab and submitted by 2:30 pm.

Concept Art

It is to your advantage to prepare well ahead of the competition and before starting work on your models and maps by collecting reference images and sketches.

Original Concept Art that indicates matches the design description (brief) shows colour and texture and at least two views of each object, must be submitted by 12:00 noon on the day of the competition.

Example Concept Art



Key, Environmental and Assets

This competition requires you to adhere to the design brief, follow instructions, and to demonstrate your creativity by solving creative problems. The table below shows how scoring for these three aspects of the competition is distributed during the judging process.

Environmental Assets:	You will model UV and texture an “wild west” style barber shop exterior and interior in isometric view. You will model and texture the front entrance and one side of the exterior and the corresponding interior walls. You will also model and texture a single barber station.
Atmosphere and Props:	<p>Exterior:</p> <ul style="list-style-type: none"> • Front and Left Walls with window(s) • Hitching post • Barbershop sign • Barbershop pole <p>Interior: Two interior walls plus the following props to create a realistic interior environment.</p> <ul style="list-style-type: none"> • Countertop/table with storage (barber station) • Barber tools (scissors, brush, comb, straight razor, shaving cream mug and brush) • Barber supplies (3 bottles, tins, or containers of products like shaving cream, after shave and pomade) • Barber chair

NATIONAL COMPETITION ELIGIBILITY:

- A mark of **70% or higher** must be scored by the gold medalist in order to attend the National Skills Competition

EQUIPMENT, TOOLS, MATERIALS TO BE PROVIDED BY COMMITTEE:

None

EQUIPMENT, TOOLS, MATERIALS TO BE SUPPLIED BY COMPETITOR:

The 3D Game Art competition will be BYOD, (Bring Your Own Device for each competitor.)

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

- Wi-Fi 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.
- 2D Software: Adobe Photoshop or Illustrator. Autodesk Sketchbook. Krita, Clip Studio or GIMP.
- Viewing Software: VLC

Additional Equipment and material suggested.

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

Required clothing (Provided by competitor)

- No special requirements

WORKSITE SAFETY RULES / REQUIREMENTS:

List of required personal protective equipment (PPE) provided by competitors
No (PPE) required.

SPECIAL CONDITIONS / ADDITIONAL INFORMATION:

Tie (No ties are allowed)

In the event of a tie, the competitor with the highest score in the modelling criteria will be declared the winner. If there is also tie in the modelling criteria, then the highest score in the texturing criteria will be declared the winner.

FAQ

What do I design? You will create the assets listed above.

What software can I use? You can use any 3D software that allows you to export as FBX and import to Sketchfab.

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? This is a 6-hour competition, all tasks must be completed by the end of the competition. Submissions are required during by the end of the contest.

Can I use the Internet as a resource? Competitors may use the internet for reference during the creation of concept art and for online help but not for ongoing coaching. All model assets must be created onsite. Pre-existing assets or models cannot be used and cannot be stored on the cloud to be used at the competition. The use of procedural materials and “smart materials” with Substance Painter is acceptable.

Can I use my own tools? Yes, you may bring Digital Drawing tools such as tablets or Cintiq. You are responsible for troubleshooting and maintaining your devices. If you bring your own tablet, please bring your tablet drivers to the competition.

Do I need to stay in the contest area the whole time? Yes, during the contest official hours all competitors must remain within the contest area, as specified by the Provincial Technical Committee.

Can I communicate with my coach during the competition hours? No. You can only communicate with your coach outside of the competition hours, before or after the competition begins or ends for the day.

Models will be judged on Sketchfab. Please ensure you have an account and have practiced uploading and viewing models.

THE IMPORTANCE OF ESSENTIAL SKILLS FOR CAREERS IN THE SKILLED TRADES;

Essential skills are used in nearly every job and at different levels of complexity. They provide the foundation for learning all other skills and enable people to evolve with their jobs and adapt to workplace change. Good Essential Skills means you will understand and remember concepts introduced in technical training. The level of Essential Skills required for most trades is as high as or higher than it is for many office jobs.

The following 9 skills have been identified and validated as key essential skills for the workplace:

Numeracy, Oral Communication, Working with Others, Continuous Learning, Reading Text, Writing, Thinking, Document Use, Digital.

FOR MORE INFORMATION CONTACT TECHNICAL COMMITTEE MEMBER:

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