



2021
23rd ANNUAL SKILLS CANADA MANITOBA
COMPETITION
VIRTUAL EDITION
CONTEST DESCRIPTION

CONTEST NAME:
3D Digital Game Art

CONTEST NO: 50

LEVEL: Secondary

CONTEST DEADLINES:

- Registration opens online through the Skills Canada Manitoba website portal on **Monday, February 1, 2021.**
- **Friday, March 12, 2021** - Competitor Registration Deadline
- Skills Canada Manitoba Competition to be held **April 5 – 16, 2021**
- Deadline for student's work to be submitted – **April 14, 2021**
- Students work to be evaluated by – **April 16, 2021**
- Results to be posted on the Skills Manitoba website and social media sites on **Wednesday, April 21, 2021.**
- There will be an **Orientation Session** prior to the competition. Details and time to be announced by the Provincial Technical Committee. Competitor and advisor attendance is mandatory.

PURPOSE OF CHALLENGE:

The purpose of the challenge is to provide students with an opportunity to challenge themselves to follow game industry processes for the creation of a 3D model asset for a video game.

SKILLS AND KNOWLEDGE TO BE TESTED:

- Visual design of a model from photographic examples through sketching
- Creation of a 3D base model to a specification
- Creation of a UV layout for the model
- Creation of textures for a highly detailed model including the use of text.
- Application of textures to the model
- Creation of a simple environment to display the model in context, including lighting.

PROJECT DESCRIPTION:

The details of the project are outlined in a Project file to be uploaded for April 5th. The project will have a “Wild West” theme.

The project will involve creating a specific prop for this “Wild West” themed game including a simple environment and lighting. The prop itself should display a weathered, worn appearance.

The final products for judging will be a concept sketch, and the finished model and environment in a .fbx file. The models will be viewed in a 3D viewer such as Windows 3D viewer not in the modeling application.

EQUIPMENT AND MATERIALS:

All software and computer equipment must be provided by the competitor. Any software capable of creating 3D models including UV maps, textures, lighting and an .fbx or .obj file may be used.

No premade models may be used except as references. Existing images and files may be combined to create materials.

Virtual Competition Resource Support Form

A \$40 competition resource subsidy is available to all competitors of the Skills Canada Manitoba Competition – Virtual Edition who are required to purchase items for their respective competition.. It is intended for items that were purchased to support competitors. (e.g. food supplies, materials, technical equipment, tools etc.) Please complete the Virtual Competition Resource Support Form found on the Skills Manitoba website. Please note that receipts or a school invoice are required:

SAFETY RULES / REQUIREMENTS:

The health, safety and welfare of all individuals involved with Skills Canada Manitoba are of vital importance.

At the discretion of the judges and technical committees, any competitor submission can be denied should the participant not have the required proper safety equipment and/or act in an unsafe manner that can cause harm to themselves or others.

All competitors must complete and submit a Safety Checklist with your project submission. The Safety Checklist is located in the Skills Manitoba Competition Information package as well as on the Skills Manitoba website.

Submissions will not be judged if the completed Safety Checklist is not included in the submission.

SPECIAL CONDITIONS / ADDITIONAL INFORMATION:

Ethical Conduct: We recognize that participants will be competing individually in their own schools and therefore not all conditions can be monitored. However, we expect all competitors to compete fairly, respecting and abiding by the established rules in the true spirit of Skills Canada Manitoba.

Supervision of Competitor: Competitors will be required to have an adult with them that is qualified /competent in the contest area, to both supervise and ensure safety.

COVID 19 Protocol

Please follow all established COVID 19 protocol as per your school and Manitoba Health guidelines.

NATIONAL COMPETITION ELIGIBILITY:

There is no national competition for this contest

POINT BREAKDOWN/JUDGING CRITERIA:

Clarity of Concept Sketch: Mark out of /5
Optimized geometry of 3D prop model Mark out of /50
Textures are applied with minimal distortion Mark out of /20
Completed Environment including lighting follows the “Wild West” theme, with criteria described in the problem document. Mark out of /25
Total Mark out of 100

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.

Essential Skills Required for 3D Game Asset Creation :

TECHNICAL COMMITTEE MEMBERS CONTACT INFORMATION:

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