

# ANIMATION

UBISOFT TORONTO  
**NEXT**

## **Be Inspired. Be Creative. Be NEXT.**

[Ubisoft Toronto NEXT](#) is an annual competition designed to showcase the talent of video game development students in Ontario. Kick-start your career in the industry with a paid apprenticeship and spend the summer learning from the Ubisoft Toronto studio's top talent.

Compete in one of seven disciplines to win an apprenticeship:

- 3D Art (Modelling)
- Concept Art
- Technical Art
- Animation
- Level Design
- Programming

Over the past couple of years, 20+ students made the transition from student to game developer at Ubisoft Toronto through this program. **Are you next?**

### **Eligibility**

- Currently attending OR have graduated from an Ontario post-secondary school no earlier than Spring 2020
- Are Ontario students or recent graduates with less than 2 years of professional experience in game development.
- You must reside in Ontario
- Be eligible to work in Canada
- This challenge must be done individually. Team-based submissions will not be reviewed.

## **Ubisoft Toronto NEXT: Animation Apprentice Competition**

The theme of this year's brief is '**Bump.**' Participants will create an animation with 2 characters. Either 1 character bumps into another character, or 2 characters bump into one another (intentionally or unintentionally) and show the resulting action(s) that follows. The purpose of this theme is to display the students' understanding of both body mechanics and acting through body language.

### **Requirements:**

- Only one entry per applicant. Solo entries only; no teams.
- Must be 3D CG animation - Participants may use any 3D software package.
- Animation must be a minimum of 8 seconds long.
- Framerate **should** be 30 fps.
- Animation should be realistic.
- Must be Keyframed 3D animation. Motion Capture is not allowed.
- We want to see the full body of at least 1 of the characters.
- 2 characters are required and at least 1 character must be biped in form.
- Keep the camera in a static position that best presents your animation and helps visually tell the story. We are evaluating animation, not camera work.
- Participants may use any character rigs and assets they like.
- Do not use any overtly offensive content (this is not a place for crude or sexual humour - your entry, if selected, will represent Ubisoft publicly)
- Sets are not required. Feel free to create a simple set/environment or not use any at all. You will **not** be judged on this.
- Shots do not need to be fully rendered; we will only judge the animation.
- Audio is not required. Applicants are allowed to use sound effects to elevate their scene but should not rely on it. You will **not** be judged on this.

### **Thinking Points When Creating Your Scene:**

- What is the mood or atmosphere of the scene?
- What is their initial emotional state and how does it change during the scene?
- What is their interaction like after the bump? Amicable? Confrontational?
- Who are these characters? Is one character trained, or has amateur skill level in combat and athleticism?
- What are they thinking throughout your animation?

### **Tips:**

- Focus on Body Mechanics, Acting, Timing/Pacing, Dynamic Posing, and Staging.

- Analyze video references that are like the action you are going to create. For instance, parkour videos are great for showing weight and energy transfer between different locomotion states. Study them frame by frame.
- Think about your characters' thought process, changes in emotions and body language to help illustrate what they are feeling and show them reacting to their environment and/or situation.
- If props are helpful to communicate your animation, feel free to use props. Props are optional.

## **Helpful Things To Keep In Mind:**

- Focus on what is important: your **animation!** Spend most of your time polishing it rather than modelling, rigging, texturing, and lighting. The judges are focusing on animation quality rather than a beautifully lit scene with textured characters and environments.
- Be realistic about the time you have! Do not be over ambitious with your concept. A short, well-animated piece will demonstrate your animation skill much better than a long piece of animation which is finished but not polished. Remember, quality over quantity. If you can see the mistakes in your piece we will too!
- Get feedback! Show your work and be open to change. If multiple people see the same issues with your piece, chances are those problems are there and need to be addressed. Grappling with your animation problems is the best way to increase your animation skill.
- Use Cameras effectively. Setup your cameras that accentuate the essence of your gameplay animation or allow the audience to focus on the emotion of the scene. It is easy to sabotage your animation quality with a poorly framed camera.

If you are having difficulty finding a rig, we have provided links to some free and paid ones below. Ubisoft Toronto neither endorses nor is associated with any of the following options. Please make sure that you follow all outlined terms & conditions posted by the rig's respective owners and provide accreditation where deemed necessary.

Animation Methods: <https://animationmethods.com/rigs.html>

Various Rigs: <https://animationbuffet.blogspot.com/>

The Stewart Rig: <https://www.animationmentor.com/free-maya-rig/>

Malcolm Rig: <https://www.animschool.com/DownloadOffer.aspx>

## **Submission Requirements & Documentation**

**\*\*All items are mandatory\*\***

Your application package must contain the following four (4) parts:

1. Documentation must be in PDF or PowerPoint format
2. Cover letter in PDF format
3. Up-to-date Resume in PDF format
4. The link to a YouTube video of your submission, minimum resolution of 1080p

**The application package must be named as follows:**

**NEXT\_2022\_Animation\_FirstnameLastname.zip**

Please **do not** enter your name anywhere inside of your documentation/video, only in the Zip file name and your cover letter and resume.

## **Judging Criteria**

A panel of expert judges will individually rank the overall entry package, out of 30, based on the following criteria:

### **Overall Animation Quality and Polish of Entry Package (1-15)**

- Effective use of the 12 main animation principles
- Attention to detail, believable body mechanics

### **Creativity and Originality of Entry Package (1-15)**

- Be clever, avoid clichés and overacting, but express the desired emotion/intention
- Create original, clear acting and motion choices

Ubisoft Toronto will designate up to five finalists, dependent on the recommendations of the Ubisoft Toronto judging panel. Ubisoft Toronto is the sole judge of this contest and reserves the right to elect the panel as it sees fit; all judgment is final and non-negotiable.

## **Key Dates & Deadlines**

**Submission Deadline:** Sunday March 13<sup>th</sup>, 2022, 11:59 pm EST

Complete this [Submission Form](#) where you will be asked to provide a link to your submission package.

**Please note that late entries are not permitted.**

**Interviews:** April-May 2022

Selected candidates will be invited to an online apprenticeship interview.

## **Prizes**

- 1<sup>st</sup> Prize:
  - One (1) paid Animation Apprentice position at Ubisoft Toronto. The Apprentice position shall be for a minimum duration of three (3) months at Ubisoft Toronto studio, and is currently scheduled to begin May 2022. Dates subject to change at the sole discretion of Ubisoft;
  - One Ubisoft prize pack valued at \$300.
  
- Finalist Prizes:
  - Display of each finalist's Animation submission during the Ubisoft Toronto NEXT Awards Ceremony;
  - One Ubisoft prize pack valued at \$300.

## **Questions?**

Email us at [NEXT@Ubisoft.com](mailto:NEXT@Ubisoft.com). Note: Email is not monitored 24/7 but we will do our best to respond within 48 hours.