



ANIMATION

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 learn from Ubisoft Toronto's top talent.

Compete in one of eight disciplines to win an apprenticeship:

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

Eligibility

- Currently attending OR have graduated from an Ontario post-secondary school no earlier than Spring 2021
- Less than 2 years of professional game development experience
- Must reside in Ontario
- Be eligible to work in Canada
- This challenge must be done individually. Team-based submissions will not be reviewed.

Questions?

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

Ubisoft Toronto NEXT: Animation Challenge

The theme of this year's challenge is '**Squeeze**.' Participants must create an animation with a minimum of 2 characters with at least 1 character of biped form. The purpose of this theme is to display the students' understanding of both body mechanics and acting through body language.

Requirements:

- Must be 3D CG animation - Participants may use any 3D software package.
- Animation must be a minimum of 8 seconds long.
- Framerate must be 30 fps.
- Animation should be realistic.
- Your submission must be Keyframed 3D animation. Motion Capture is not allowed.
- We want to see the full body of at least 1 of the characters.
- Keep the camera in a static position that best presents your animation and helps tell the story visually. 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 yourself & 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?
- Who are these characters?
- What are they thinking throughout your animation?
- What is the initial emotional state of your characters and how does it change during the scene?

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.
- While props are optional, feel free to use them if they help communicate your animation.
- Focus on 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! A short, well-animated piece will demonstrate your animation skills much better than a longer animation which is finished but not polished.
- If you can see the mistakes in your piece, we will too!
- Get feedback! Show your work and be open to change.
- 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.

If you are having difficulty finding a rig, we have provided links to some free and paid ones below. Please make sure that you follow all outlined terms & conditions posted by the rig's respective owners and provide accreditation where necessary.

Ubisoft Toronto neither endorses nor is associated with any of the following options. Ubisoft Toronto is not liable for any issues legally or technically with your use of any of the rigs provided below.

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

Provide your Phase I submission using this [Submission Form](#) and submit your resume [online](#).

Your application package must contain the following two (2) parts. **All items are mandatory.**

1. Up-to-date resume in PDF format in addition to submitting online using the link provided above)
2. The link to a YouTube video of your submission, minimum resolution of 1080p

The application package must be named as follows:

NEXT_2023_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 judges will select up to five finalists. Ubisoft Toronto is the sole judge of this competition and reserves the right to elect the panel as it sees fit; all judgement is final and non-negotiable.



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Key Dates & Deadlines

Submission Deadline: Sunday March 5th, 2023, 11:59 pm EST

Complete this [Submission Form](#) where you will be asked to provide a link to your submission package. **Late entries will not be accepted.**

Interviews: March-April 2023

Finalists will be invited to interview with the Judges.

Prizes

- 1st 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 2023. Dates subject to change at the sole discretion of Ubisoft;
 - One Ubisoft prize pack valued at \$300.
- Finalist Prizes:
 - Display of each finalist's submission in the Ubisoft Toronto NEXT Awards Ceremony;
 - One Ubisoft prize pack valued at \$300.