

3D Digital Game Art

Competition overview

The competition will have a creative task that will be issued to the competitors on the day of the competition. The scope of the competition enables learners to develop and demonstrate a variety of creative and technical skills that are essential within the contemporary gaming and creative industries.

Entry criteria

This competition is aimed at individual students.

Number by location/organisation

A whole class approach (20-25) is encouraged to include all HNC level students (SCQF level 7) in this class competition.

Brief

All competitors will have the use of an individual PC with this software available:

- Autodesk Media & Entertainment Suite (3Ds Max, Maya, Mudbox etc)
- Adobe Creative Suite
- Substance Painter
- Wacom graphic tablets will also be available if required
- Maximum poly count
- Maximum texture size

A task will be set on the day of competition that will cover the core skills of a 3D game Artist.

Competition rules

- Judges have been drawn from industry and education. The judges' decisions will be independently moderated and quality assured before being confirmed. Feedback will be provided to all competitors
- Competitors must work independently (without support from other students/tutors)
- Refrain from including offensive, sexual, political, controversial or inflammatory text or images.
- Mobile phones to be switched off during competition activity.
- Listening to music via headphones is not permitted during competition activity.

- Any questions during competition activity should be addressed to the competition judging panel.
- Competitors should not communicate with other competitors during competition activity.
- It is the responsibility of each competitor to arrive on time for each competition session. No additional time will be allowed if you arrive late.
- Technical failure of your equipment should be reported immediately to the judging panel. Additional time will be allocated if the fault is beyond the control of the competitor.
- Competitors are solely responsible for the saving of their own files, especially in the unfortunate event of a computer malfunction. Instructions will be given as to where the files need to be saved.
- Competitors are not allowed to use any materials other than that supplied for the set project by the event Competition Supervisor. No prepared work will be allowed in the competition.

Marking and assessment

The marking criteria of the competition will reflect the relative significance of particular design form within the workflow, paying particular attention to the following areas.

- Concept and creativity - 20
- 3D Modelling - 20
- UV Unwrapping - 20
- Texturing - 20
- Presentation (render handed in as an image) - 20

Total Marks - 100

Feedback

Written feedback and advice on next steps will be given by your Trainer and Skills Coordinator within 10 days of the competition.

Competition Co-ordinator

- Lead Contact: worldskills@cityofglasgowcollege.ac.uk
- Other Contact: margaret.darroch@cityofglasgowcollege.ac.uk