Sample Test Project

District / Zonal Skill Competitions

Skill - 3D Digital Game Art

Category: Creative Arts and Fashion

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Section - A

A. Preface

Skill Explained:

The games development sector comprises three occupations or work roles: the designer, the artist, and the programmer. The 3D Digital Game Artist takes a designer's brief and, through a combination of conceptualization, creativity, selectivity, technical, and specialist skills, completes the brief to the satisfaction of the client.

The artist requires an appreciation of aesthetics, colour, structure, and form as well as movement. 3D Digital Game Artist combines art with technology to create imaginative experiences for gamers.

An artist often works with a team of other artists led by an Art Lead or Art Director. In smaller companies, the artist will work closely with the programmer and designer. Depending on the size of the company, a large team of artists may work in an office and is likely to be open plan for creative involvement across the team. Sometimes an artist must work in isolation on strictly confidential assets in a game.

The skills required of the 3D Digital Game Artist can be broken down further into:
- 2D Concept Art
- 3D Modelling
- UV Mapping
- Texture & Painting
- Rigging
- Animating
- Game Engine

Eligibility Criteria (for India Skills 2018 and World Skills 2019):
Competitors born on or after 01 Jan 1997 are eligible to attend the Competition.

Total Duration: 4 Hrs
- Task 1 :   2 Hours
- Task 2 :   2 Hours

Section - B

B. Test Project

Instructions to the Competitor

1. Create a folder called "YY_Task1" on your desktop (where YY represents the number of your workstation).

2. All of your files must be saved in the folder

Task 1: Concept Art

Description of Project and Task:

- You must deliver task in 2 hours

- The task will be automatically collected at the end of two hours

Subject:

The focus of the competition is to create concept and model for an aquatic adventure 3D Game of Hungry Shark. Where the player controls a shark with a goal to eat as much prey as possible to earn gold and points. The game has a stylized, cartoony look and feel with soft shading and a vibrant color palette. The Sharks have exaggerated features and proportions. They are almost grotesque with larger than life personalities.

Task Description:

- In this task you need to create the concept for the Shark along with the background.
- The concept should have a unique design and cannot be a copy.
- Be adventurous in your design.
- Mix your materials and textures to tell the story of the model.
- You need to submit one final art piece (digital) at 3840x2160pixel.

Technical Specifications:

- Size: You need to submit one final art piece (digital) at 3840*2160 pixel

You must deliver:

- Folders as specified in "Instructions to the Competitor" on page 3.

- Only files from these folders will be assessed.
- One final art piece (digital) at 3840*2160 pixel

Task 2: Modelling

Description of Project and Task:

- You must deliver task in 2 hours

- The task will be automatically collected at the end of two hours

Subject:

The focus of the competition is to create concept and model for an aquatic adventure 3D Game of Hungry Shark. Where the player controls a shark with a goal to eat as much prey as possible to earn gold and points. The game has a stylized, cartoony look and feel with soft shading and a vibrant color palette. The Sharks have exaggerated features and proportions. They are almost grotesque with larger than life personalities.

Task Description:

- In this task you need to Model the Angry Shark (Maximum 100000 triangles) based on the concept you created in the first Task.

- Make sure you consider edge loops, and ensure you have enough topology where additional detail or possible deformation is required.

Technical Specifications:

- Model with maximum 100000 triangles.
- Max/Maya scene organisation - only relevant assets in scene

You must deliver:

1. Folders as specified in "Instructions to the Competitor" on Page 4.
2. Only files from these folders will be assessed.
3. Max/Maya scene organisation - only relevant assets in scene

Section – C

C. Marking Scheme

The Assessment is done by awarding points by adopting two methods, Objective and Subjective.

- Measurement   -   One which is measurable
- Judgmental   -   Based on Industry expectations / Standard

Marking Scheme
- 50% marks for technical skills
- 50% marks for conceptual skills

The Section Criteria is the total of Subjective and Objective

Mark Sheet is attached as Appendix

Section - D

D. Infrastructure List

IT Equipment:

- Intel core i5 processor, 12GB ram
- 22inch Computer Screen
- Mouse & mousepad
- Wacom Graphic tablet,

Software:

- Adobe Photoshop
- Adobe Illustrator
- Autodesk Maya/Z-Brush 4R7

Materials and Consumables:

- A4 115 gsm paper

General Requirements:

- Pencil
- Eraser
- Pencil Sharpener
- 18-inch steel scale
- Cutters

Section – E

E. Instructions for candidates

General Rules

- Competitors should inform the officials on duty regarding the malfunctioning of their computers, tools and equipment.

- Competitors should be mindful of loose computer wires and electrical outlets on their workstations and throughout the competition area.

- Competitors to make sure that any rulers, cutting blades or other workstation equipment are not left hanging over the edge of the bench.

- Competitors are not allowed to walk around the work area with cutting blades, rulers or other workbench tools.

Section – F

F. Health, Safety, and Environment

- All accredited participants and supporting volunteers will abide by rules and regulations with regards to Health, Safety, and Environment of the Competition venue.

- All participants, technicians and supporting staff will wear the required protective Personnel clothing.

- All participants will assume liability for all risks of injury and damage to property, loss of property, which might be associated with or result from participation in the event. The organizers will not be liable for any damage; however in case of Injury the competitor will immediately inform the immediate organizer for medical attention.

- Proper covered shoes are to be worn.

Annexure - 1

Skill Name: 3D Digital Game Art   **Competitor Name:**   _____

Task	Criteria	Mark
A	Creative process and Concept Design	50.00
B	Knowledge of 3D Modelling	50.00
	Grand Total	**100.00**

Sub Criteria ID	Sub Criteria Name or Description	Aspect Type M = Meas J = Judg	Aspect - Description	Judg Score	Extra Aspect Description (Meas or Judg) OR Judgement Score Description (Judg only)	Max Mark
A1	PSD tidiness - named layers and sensible folder structure					
		M	Layers and folders have been given appropriate rather than default names (any language)			2.50
A2	All tasks completed on time					
		M	Each module every day must be finished to achieve this mark			2.50
A3	Concept Art done according to the technical and artistic industry standards.					
		M	Digital sketch explores more than 2 ideas		drawings/sketches (using digital software) should be created to explore ideas. (paper based drawings are not counted)	7.50

		M	Digital painting demonstrates perspective		Some form of perspective needs to be shown rather than flat elevations	10.00
		M	Digital painting indicates proportion		Proportion needs to be demonstrated, using the concept in relation to something else in the scene or a human figure	10.00
		M	The final concept art features blending/smoothing to represent form			7.50
		J	Digital painting demonstrates shading and describes the form of the object			10.00
				0	No use of shading or hatching	
				2.5	Slight use of shading or hatching	
				5	Some use of shading or hatching	
				10	Shading that accentuates the 3D shape	
				7.5	The artwork uses colour, light and shadow	
				10	The artwork closely represents the final model	

					Total Marks	**50**
B1	Max/Maya scene organisation - only relevant assets in scene					
		M	Geometry used for testing or unassigned to the model should be removed from the final scene			2.00
B2	Art style consistent through all assets					
		M	The art style set out in the brief and accompanying scene should be met for created assets			3.00
		M	Geometry used for testing or unassigned to the model should be removed from the final scene			2.00
B3	asset Modelling					
		M	asset meets the triangle budget			4.00
		M	No flipped normals present on the asset			3.00
		M	Chamfered edges on any 90 degree edge			2.00
		M	Model utilises 90+% triangle budget			2.00

		J	Asset's distribution of triangles is even across fixed areas, and concentrated for areas of deformation and detail.			8.00
				0	Inequitable use of triangles that fail to reduce tris on areas that need less	
				3	The triangle sizes are even across the whole model	
				6	The triangle sizes are even and areas needing more detail use more triangles	
				8	Equitable use of triangles that reduce tris on areas that need less	
		J	Asset conforms to edgeflow that accentuates the represented object.			8.00
				0	Edgeflow is not sympathetic with the shape of the object	
				2	Edgeflow is sympathetic with the object's shape	
				6	Edgeflow accentuates object's shape	
				8	Edgeflow has no	

					misturned edges	
		J	Asset can be understood in silhouette only.			8.00
				0	The object cannot be understood in silhouette in the perspective view	
				4	The object is understood in perspective view	
				6	The object is understood from perspective, front and side	
				8	The silhouette hold up to 360 degree scrutiny	
		J	Asset fits within the set style in the brief and the vignette scene. Model is consistent with art style			8.00
				0	The asset does not resemble the art style	
				2	The asset closely resembles the art style	
				8	The asset conforms to the art style	
				6	The asset accentuates the art style	
					Total Marks	**50**