

1. Definition :

The asset creation contest is about creating 3D elements with Blender and is divided in 2 parts :

- **Part 1** : Creating a character

Consist in creating a character may it be a human, humanoid, animal or any other species from your imagination !

Purpose : “micro” level creation

This part is about focusing on modeling one unique asset. No environment or decoration elements are necessary, except on the asset itself.



Asset example. Source : <https://www.artstation.com/artwork/14KXRL>

- **Part 2** : Creating a scene/environment

Consist in creating a scene or an environment which includes : a base soil and some decoration elements. It may include more than one level.

Purpose : “macro” level creation

This part is about modeling a several elements in order to create a 3D environment. It should contain at least : one surface/ ground of a dimension not exceeding 10x10x10 , 3 to 5 ornamentation elements (ex : table, chair, lamps, plants...etc).



Asset example. Source : [The link was too long](#)

Details :

- Duration : 3 hours - Starts at 6pm, finishes at 9pm.
- Points : 1600 points - 8% of all CS Games points
- Software : Blender version 3.3.1
- Hardware : Mouse/keyboard. Graphic tabs are allowed but not mandatory.
- Submission elements :
 - 2 (.blend) files of both parts (to be named part1_team and part2_team)
 - 2 (.pdf) documents explaining the ideas behind your assets (to be named part1_team and part2_team)

Notice :

- A template of the design document is provided
- The .blend files size shouldn't exceed 200MB

2. How to submit

- You zip all 4 files and name it team.zip
- You send it to me at : ikbhadda@etu.uqa.ca

3. Evaluation grid :

| Criteria | Part 1 ratings | Part 2 ratings |
|---------------------|----------------|----------------|
| Modeling | 150 | 300 |
| Texturing | 100 | 200 |
| Light management | 50 | 100 |
| Animating | 50 | 100 |
| Level of Details | 100 | 150 |
| Design idea | 100 | 100 |
| Following the theme | 50 | 50 |
| Total (1600 points) | 600 points | 1000 points |

4. Criteria :

| Criteria | Explanation |
|------------------|---|
| Modeling | Base process of asset creation, includes modeling, sculpting and UV mapping |
| Texturing | Includes a bit of sculpting but mostly painting |
| Light management | Includes the shading and light sources management and dispositions |
| Animating | Includes the rigging, framing and physics simulation |
| Level of Details | The proof that your attention to details to its furthest. It will be evaluated thanks to the different tasks to be carried out, but also thanks to the design document : if there is something of which you are particularly proud, which you believe can make a difference and you absolutely want it to be taken into consideration, mention it in the doc! |
| Design idea | The idea, all the reflections behind what you created and how you got there. This criterion will be evaluated largely thanks to the document that you will submit, do not hesitate to include the |

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|----------------------------|--|
| | techniques that you have used or the story that you have imagined for your assets. |
| Following the theme | Respecting the theme is not mandatory but is highly encouraged |

| Criteria rating spectrum* | | | |
|--|---|--|---|
| 0% | 25% | 75% | 100% |
| If a criterion is not respected at all or even absent, no points will be given ! | The task has been done but in a very basic way and poor details | The task was carried out as a whole, with a consistent quality and level of detail | The task was carried out with remarkable attention. The assessed aspect is completely (or almost 🧐) mastered! |

* Concerned criteria : modeling, texturing, animating, light management et level of details