

## Competition Brief

### Competition title and level

3D Digital Game Art (Advanced)

### Entry requirements

This competition is aimed at individual students studying on vocational course up to Level 4.

A maximum of 2 learners per campus per organisation can be registered (if oversubscribed, the competition may include a passive heat or will be reduced to number per college).

### Competition outline

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

### The detail

All competitors will have the use of an individual PC with Autodesk Media & Entertainment Suite (3Ds Max, Maya, Mudbox etc), Adobe Creative Suite, ZBrush & Blender. Access to the internet. Wacom graphic tablets will also be available.

Competitors can practice for the competition using the following task from WSUK

<https://www.worldskillsuk.org/media/4995/precomp-activity-3dga2018.pdf>

The competition will be run on PCs.

If you would like to use a Mac, please contact the competition host by 31st November 2018.

The Skills Competition Wales 3D Digital Game Art category for 2018 will be held on Wednesday 12th December 9.00 - 4.30pm at Coleg Gwent, City of Newport Campus, Nash Rd, Newport, NP19 4TS.



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

Criterion ID	Description	Max. Marks
A	Topology	20
B	UV Unwrapping	20
C	Texturing	20
D	Final Model	30
E	Uploading to Sketchfab or A360 Autodesk	10
Total Marks		100.00

### Competition rules

Judges have been drawn from industry. 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.

### Contact details

For general enquiries about the competition please contact:

Nichola Watkins

Email: [nichola.watkins@coleggwent.ac.uk](mailto:nichola.watkins@coleggwent.ac.uk)

For technical advice about the competition please contact:

David Watkins

Email: [david.watkins@coleggwent.ac.uk](mailto:david.watkins@coleggwent.ac.uk)

## Briff y Gystadleuaeth

### Teitl a lefel y gystadleuaeth

Celf Gemau Digidol 3D (Uwch)

### Gofynion mynediad

Mae'r gystadleuaeth hon ar gyfer myfyrwyr unigol sydd ar gyrsiau galwedigaethol hyd at Lefel 4.

Gellir cofrestru uchafswm o 2 fyfyrwr o bob campws o bob sefydliad (os bydd gormod yn cofrestru efallai bydd y gystadleuaeth yn cynnal rhagbrofion, neu'n lleihau'r nifer a ganiateir gan bob coleg).

### Amlinelliad o'r gystadleuaeth

Bydd tasg greadigol yn rhan o'r gystadleuaeth, a bydd y cystadleuwyr yn ei derbyn ar ddiwrnod y gystadleuaeth.

Mae ystod y gystadleuaeth yn caniatáu i fyfyrwyr ddatblygu ac arddangos amrywiaeth o sgiliau creadigol a thechnegol sy'n hanfodol yn y diwydiannau creadigol a gemau cyfoes.

### Y manylyn

Bydd gan bob cystadleuydd ddefnydd o gyfrifiadur ac arno gasgliad Autodesk Media & Entertainment Suite (3Ds Max, Maya, Mudbox ayyb), Adobe Creative Suite, ZBrush & Blender, yn ogystal â mynediad at y we. Bydd tabledi graffig Wacom ar gael hefyd.

Gall y cystadleuwyr ddefnyddio'r dasg ganlynol gan WSUK er mwyn ymarfer ar gyfer y gystadleuaeth:  
<https://www.worldskillsuk.org/media/4995/precomp-activity-3dga2018.pdf>

Bydd technoleg y gystadleuaeth yn rhedeg ar PCs.

Pe hoffech ddefnyddio Mac, cysylltwch â'r sawl sy'n cynnal y gystadleuaeth erbyn y 31 Tachwedd, 2018.

Cynhelir y categori Celf Gemau Digidol 3D Cystadleuaeth Sgiliau Cymru ar ddydd Mercher y 12 Rhagfyr rhwng 9:00am - 4:30pm yng Ngholeg Gwent, Campws Dinas Casnewydd, Ffordd Nash, Casnewydd, NP19 4TS.

### Marcio ac asesu

Bydd criteria marcio'r gystadleuaeth yn adlewyrchu arwyddocâd cymharol gwahanol ffurfiau dylunio o fewn llif y gwaith, gan ganolbwyntio ar y meysydd canlynol:

Criterion	Disgrifiad	Marc Uchaf
A	Topoleg	20
B	Dadlapiio UV	20
C	Gweadau	20
D	Model Terfynol	30
E	Uwchlwytho i Sketchfab neu A360 Autodesk	10
Cyfanswm marciau		100.00

### Rheolau'r gystadleuaeth

Bydd y beirniaid oll yn rhan o'r diwydiant. Bydd penderfyniadau'r beirniaid yn cael eu cymedroli'n annibynnol, a bydd ansawdd y penderfyniadau'n cael ei asesu cyn eu cadarnhau. Cynigir adborth i'r holl gystadleuwyr.

Rhaid i'r cystadleuwyr:

Weithio'n annibynnol (heb gefnogaeth myfyrwyr neu diwtoriaid eraill)

Beidio â chynnwys delweddau neu destunau anwedus, gwleidyddol, rhywiol, ymfflamychol, neu ddadleuol.

Cystadleuaeth | Skills  
Sgiliau | Competition  
Cymru | Wales



**Manylion cyswllt**

Ar gyfer ymholiadau cyffredinol, cysylltwch â:

Nichola Watkins

E-bost: [nichola.watkins@coleggwent.ac.uk](mailto:nichola.watkins@coleggwent.ac.uk)

Am gyngor technegol yn ymwneud â'r gystadleuaeth, cysylltwch â:

David Watkins

E-bost: [david.watkins@coleggwent.ac.uk](mailto:david.watkins@coleggwent.ac.uk)

**Ffurflen G**

*Cystadlaethau*

*Sgiliau Cymru*

2018/2019



Cystadleuaeth | **Skills**  
**Sgiliau** | Competition  
Cymru | Wales

