Test Project

3D Digital Game Art

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WSC2026_TP50_actual_en

Contents

Introduction **3**
Description of Project and Tasks **4**
Module 1: Rigging and Animation 5
Overview *5*
Task brief *5*
Deliverables *5*
Module 2: Concept Art 6
Overview *6*
Task brief *6*
Deliverables *6*
Module 3: Arcane Fountain 7
Overview *7*
Task brief *7*
Deliverables *8*
Module 4: Winter Tent 9
Overview *9*
Task brief *9*
Deliverables *9*
Module 5: Seer's Tower 10
Overview *10*
Task brief *10*
Deliverables *10*
Module 6: Scholar Houses 11
Overview *11*
Task brief *11*
Deliverables *11*
Module 7: Highlands Assembly 13
Overview *13*
Task brief *13*
Deliverables *13*
Instructions to the Competitor **14**
Other *14*

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Introduction

You are a Junior 3D Environment Artist at Ubisoft, working on a full 3D remake of the classic turn-based strategy game title Heroes of Might & Magic III. The art team is rebuilding the snowbound mage kingdom of Bracada, homeland of the Tower faction. For the next four days, you will support the art team across concept art, 3D modelling, UV unwrapping, texturing, animation, and game engine work.

The tasks are modular, revealed only at the start of each session, and must be completed according to the stated requirements. As the game's visual direction is still evolving, the art director may introduce additional requests or changes. You should be prepared to adapt, respond constructively, and make effective decisions within the available time.

You must work independently, prioritise effectively, organise your files clearly, and solve problems under time constraints to meet all deadlines. You may use different workflows and approaches, provided you meet the stated requirements, specifications, and deadlines for each module.

The project reflects an authentic AAA-style production workflow. Competitors are expected to demonstrate artistic judgement, technical execution, efficient workflows, production awareness, visual consistency, and creative problem solving across the game art production pipeline.

Description of Project and Tasks

The Test Project is a series of seven separately assessed modules. Each module has its own deadline and deliverable folder. Competitors must submit the required working files at the end of each module.

Each day, you will be given two modules and several tasks to complete. The first module has a 12:00 p.m. deadline, the second module has a 4:00 p.m. deadline. The tasks will be revealed only at the beginning of each module.

Folder structure and naming conventions:

WSC2026_C1

- WSC2026_TP50_**_M1 [replace ** with your country code e.g. IN, FR, ES etc.]
- WSC2026_TP50_**_M2

WSC2026_C2

- WSC2026_TP50_**_M3
- WSC2026_TP50_**_M4

WSC2026_C3

- WSC2026_TP50_**_M5
- WSC2026_TP50_**_M6

WSC2026_C4

- WSC2026_TP50_**_M7

You must submit your files to the delivery folder after each module is completed.

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Module 1: Rigging and Animation

Overview

Using the provided Black Dragon mesh, create a functional rig and animations suitable for use in a Bracada mountain environment.

Task brief

- Create an appropriate skeleton, rig controls and skinning setup for the Black Dragon.
- Produce two loopable animation cycles (60fps): hovering idle, and fire-breathing attack.
- [SURPRISE] Both animations must convey anger and aggression through expressive movement and strong poses.

Deliverables

1. Maya/Max Project: M1_BlackDragon
2. FBX export containing rig and animation cycles: M1_BlackDragon_[Animation].FBX
   M1_BlackDragon_Idle.FBX
   M1_BlackDragon_BreatheFireAttack.FBX

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Module 2: Concept Art

Overview

Create a stylised stone gargoyle creature concept for the kingdom of Bracada. The gargoyle should serve as a conjured guardian, protecting academies and mountain roads throughout the kingdom.

Faction: Tower: the mage kingdom of Bracada ruled by powerful wizards, known for its academies, arcane mastery, and magical architecture.

- Canvas size: 3840 x 2160 px, 300 PPI, RGB colour mode.
- Format: PSD (Unflattened)

Task brief

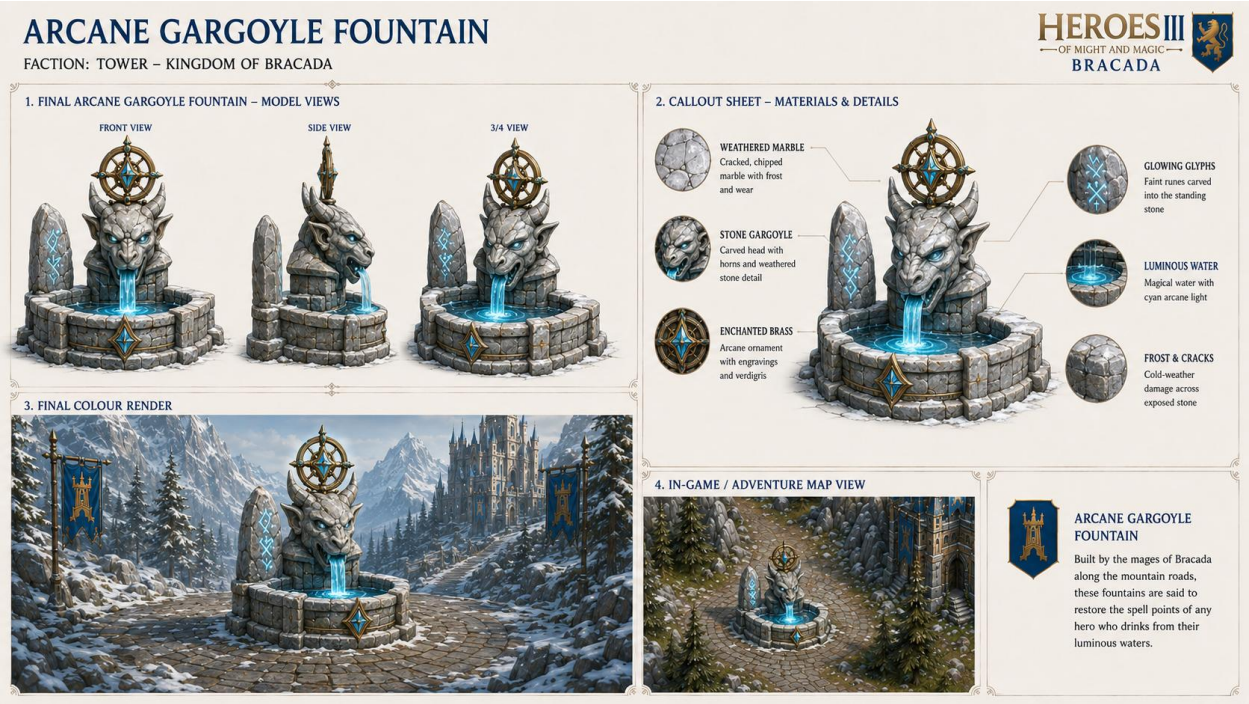
- Create 3 rough thumbnail sketches of ideas.
- Develop 1 idea from the sketches into a final gargoyle concept sheet.
- Include front, side and three-quarter views, plus a final colour render.
- Create a Callout sheet (using final colour render) to include material such as carved stone, enchanted bronze, glowing glyphs, crystal, verdigris etc.
- [SURPRISE] Create 2 colour variations of the original Stone Gargoyle: an upgraded Obsidian Gargoyle, and a mystical Crystal Gargoyle. Provide a colour palette for each of the three versions.

Deliverables

1. Sketches: M2_GargoyleConcept_Sketches.PSD and M2_GargoyleConcept_Sketches.JPG
2. Callout: M2_GargoyleConcept_Callout.PSD and M2_GargoyleConcept_Callout.JPG
3. Final Design: M2_GargoyleConcept_Final.PSD and M2_GargoyleConcept_Final.JPG
4. Task List: C1_Tasklist.DOCX (or .TXT)
5. [SURPRISE] Colour Variations: M2_GargoyleConcept_Colour.PSD and M2_GargoyleConcept_Colour.JPG

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Module 3: Arcane Fountain



Reference: Arcane Fountain

Overview

Create a complete minor asset: an arcane fountain on the mountain road to the academy, said to restore the spell points of any hero who drinks from its glowing waters. The asset must be modelled, sculpted, UV unwrapped and textured to a production-ready standard using a trim sheet UV strategy for its structural surfaces.

- Tri budget: 6,000–8,000 tris.
- Texture size: 1024 x 1024 px
- Required maps: Base Colour / Albedo, Normal Map, ORM (Occlusion / Roughness / Metallic) in TGA format

Task brief

- Model, sculpt, UV unwrap and texture the Arcane Fountain. The asset must include:
  - Prominent Gargoyle head serving as the water spout
  - Marble basin and carved surround
  - Brass astrolabe crown
  - One glyph-carved standing stone
  - A luminous water surface
- Surface details include weathered marble, verdigris on brass, faintly glowing glyphs, cracks and frost and a luminous water surface in the basin.
- The asset must use two separate UV sets:
  - Tiling areas: structural stone surfaces mapped to a trim sheet. Plan which surfaces tile and UV unwrap them to align with the trim sheet grid.
  - Non-tiling parts: unique detail pieces with dedicated, non-tiling UV layouts. UVs must be clean, efficient and free from unintended overlaps

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- [SURPRISE] Create a seamless 512 × 512 px tiling, moss-covered cobblestone ground texture, entirely in Substance Designer. Apply the texture to a terrain plane representing the snow-dusted paving beneath the fountain.

Deliverables

1. Maya/Max Project: M3_ArcaneFountain
2. Sculpt: M3_ArcaneFountain.ZTL (or .MUD)
3. Textures (Trim sheet): M3_ArcaneFountainTs_Color.TGA, M3_ArcaneFountainTs_NM.TGA, M3_ArcaneFountainTs_ORM.TGA
4. Textures (Non-tiling): M3_ArcaneFountain_Color.TGA, M3_ArcaneFountain_NM.TGA, M3_ArcaneFountain_ORM.TGA
5. Substance: M3_ArcaneFountain.SPP
6. FBX export of the complete fountain asset: M3_ArcaneFountain.FBX
7. Screenshot or beauty render of the completed asset in Unreal Engine: M3_ArcaneFountain_Render.JPG
8. [SURPRISE] Substance Designer ground texture: M3_ArcaneFountain_Ground.sbsar

Module 4: Winter Tent



Reference: Winter Tent

Overview

Create a weather-resistant winter tent. The asset must be modelled, UV unwrapped and textured to production-ready standard.

- Tri budget: 4,000–5,000 tris.
- Texture size: 1024 x 2048 px
- Required maps: Base Colour / Albedo, Normal Map, ORM (Occlusion / Roughness / Metallic) in TGA format
- UVs must be clean, efficient and free from unintended overlaps

Task brief

- Model one winter tent with a fabric body, entrance curtains, supporting poles, ropes and stakes.
- UV unwrap and texture the asset.
- Use clean topology, logical pivot

Deliverables

1. Maya or Max Project: M4_WinterTent
2. Texture: M4_WinterTent_Color.TGA, M4_WinterTent_NM.TGA, M4_WinterTent_ORM.TGA
3. Substance: M4_WinterTent.SPP
4. FBX export: M4_WinterTent.FBX
5. Screenshot or beauty render of the completed asset in Unreal Engine: M4_WinterTent_Render.JPG
6. Task List: C2_Tasklist.DOCX (or .TXT)

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Module 5: Seer's Tower



Reference: Seer's Tower

Overview

Create a seer's tower with a brass observation chamber and stepped rock base.

- Tri budget: 4,000–6,000 tris.
- Texture size: 2048 x 2048 px (Trim sheet for metal and stones etc)
- Texture size: 512 x 1024 px (Non-tiling map for crystal, entrance and unique details etc)

Task brief

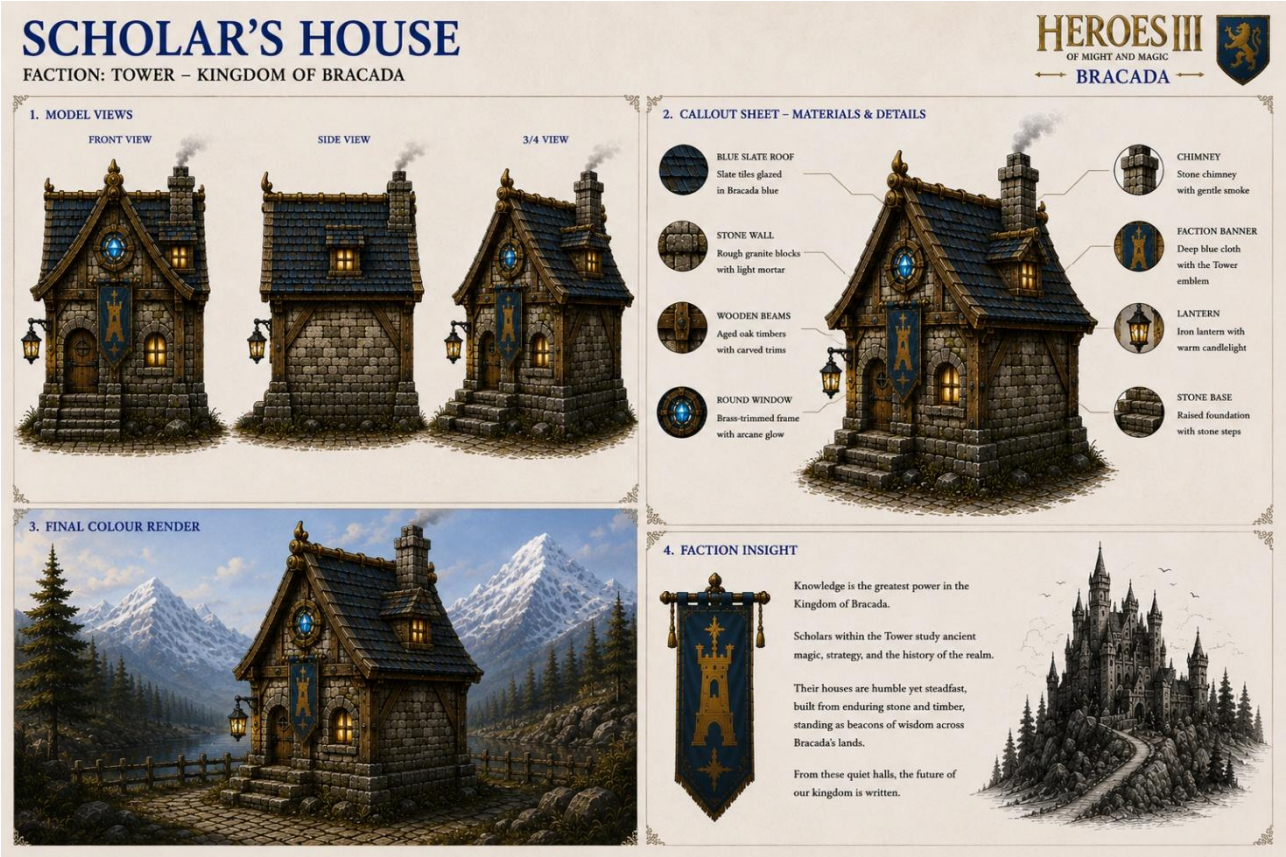
- Model, UV unwrap and texture a seer's tower.

Deliverables

1. Maya or Max Project: M5_SeersTower
2. Textures (Trim sheet): M5_SeersTowerTs_Color.TGA, M5_SeersTowerTs_NM.TGA, M5_SeersTowerTs_ORM.TGA
3. Textures (Non-tiling): M5_SeersTower_Color.TGA, M5_SeersTower_NM.TGA, M5_SeersTower_ORM.TGA
4. Substance: M5_SeersTower.SPP
5. FBX export: M5_SeersTower.FBX
6. Screenshot or beauty render of the completed asset in Unreal Engine: M5_SeersTower_Render.JPG

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Module 6: Scholar Houses



Reference: Scholar's House

Overview

Create 1 scholar's house of the Bracada highlands. This asset must be modelled, UV unwrapped and textured to a production-ready standard using a trim sheet UV strategy for its structural surfaces.

- Tri budget: 8,000–12,000 tris.
- Texture size:
  - 2048 x 2048 px (trim sheet)
  - 1024 x 1024 px (non-tiling map)

Task brief

- Model, UV unwrap and texture one scholar's house.
- [SURPRISE] Create 2 texture variations for the scholar's house. For example, vary the snow and moss coverage, brick colours, and roof materials to create two distinct appearances. Apply the textures onto the same house asset to create different looks.

Deliverables

1. Maya or Max Project: M6_ScholarHouse
2. Textures (Trim sheet): M6_ScholarHouseTs_Color.TGA, M6_ScholarHouseTs_NM.TGA, M6_ScholarHouseTs_ORM.TGA
3. Textures (Non-tiling): M6_ScholarHouse_Color.TGA, M6_ScholarHouse_NM.TGA, M6_ScholarHouse_ORM.TGA

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4. Substance: M6_ScholarHouse.SPP
5. FBX export: M6_ScholarHouse.FBX
6. Screenshot or beauty render of the completed asset in Unreal Engine: M6_ScholarHouse_Render.JPG
7. Task List: C3_Tasklist.DOCX (or .TXT)
8. [SURPRISE]
   Textures (Trim sheet):
   M6_ScholarHouseTs_Color_V1.TGA, M6_ScholarHouseTs_NM_V1.TGA, M6_ScholarHouseTs_ORM_V1.TGA
   M6_ScholarHouseTs_Color_V2.TGA, M6_ScholarHouseTs_NM_V2.TGA, M6_ScholarHouseTs_ORM_V2.TGA
9. [SURPRISE]
   Textures (Non-tiling):
   M6_ScholarHouse_Color_V1.TGA, M6_ScholarHouse_NM_V1.TGA, M6_ScholarHouse_ORM_V1.TGA
   M6_ScholarHouse_Color_V2.TGA, M6_ScholarHouse_NM_V2.TGA, M6_ScholarHouse_ORM_V2.TGA
10. [SURPRISE] FBX export: M6_ScholarHouse_V1.FBX, M6_ScholarHouse_V2.FBX
11. [SURPRISE] Screenshot or beauty render of the completed asset in Unreal Engine:
    M6_ScholarHouse_Render_V1.JPG, M6_ScholarHouse_Render_V2.JPG

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Module 7: Highlands Assembly

Overview

Assemble a final Bracada highlands settlement scene in Unreal Engine using all created and provided assets. Present the scene as a turn-based strategy (TBS) game environment through sky/isometric camera views inspired by the classic Heroes of Might and Magic III adventure map.

- Camera: TBS-style sky/isometric views.

Task brief

- Create the terrain and road network for the highlands settlement.
- Import and organise all 3D assets created in the previous modules into Unreal Engine.
- Apply the M3_ArcaneFountain_Ground.sbsar material created in Substance Designer to the terrain.
- Use all 3 texture variations of the scholar's house within the settlement.
- Use provided assets to dress the environment where appropriate.
- Create snow, mist and other atmospheric effects to establish the highland environment.
- Arrange props to define pathways, entrances and points of interest.
- Use the 3D assets created in M3 to M6 to establish activity, visual hierarchy and a clear settlement layout.
- Create a final beauty shot, using suitable lighting and a TBS-style sky/isometric camera, to effectively present the completed highlands settlement.
- [SURPRISE] Cinematic Storytelling Sequence
    - Use the default Unreal Engine character as the playable character, Yog, and position him at the entrance of the settlement.
    - Using the TBS-style sky/isometric camera, control Yog as he walks towards the Arcane Fountain
    - When Yog reaches the fountain, the camera changes to a cinematic first-person view.
    - From Yog's first-person perspective, he looks around the settlement, seeing many tents and houses, before finally focusing on the Seer's Tower.
    - The bright sky darkens, snow and hail begin to fall.
    - Reveal an enraged Black Dragon flying into camera view and breathe fire towards Yog.
    - Change camera back to the TBS-style sky/isometric camera.Fireballs descend from the sky and strike different areas of the settlement.
    - Use fire, smoke, impact effects, environmental lighting and other appropriate effects to communicate the attack and destruction.
    - Reveal the settlement in a fully burnt and devastated state.

Deliverables

1. Unreal Engine project folder: M7_UEHighlands
2. Beauty shot: M7_BeautyShot.JPG

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Instructions to the Competitor

You must work independently, prioritise effectively, organise your files clearly, and solve problems under time constraints to meet all deadlines. The tasks are modular, revealed only at the start of each session, and must be completed according to the stated requirements.

You may use different workflows and approaches, provided you meet the requirements, specifications, and deadlines for each module. Ensure all work is saved using the correct filenames and submitted at the end of each module.

Other

Check the module folders for any additional resources provided. Reference images are provided to communicate scope, art direction, style, and production expectations.

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