

**KFE4Skills Competition Spec – 3D Digital Game Art**

KFE4Skills general rules and guidance latest version is at: <https://www.kentfurthereducation.org/skills-competitions-1>

Relevant WSUK Occupational Standard: <https://api.worldskills.org/resources/download/12392/14952/15880?l=en>

	Section	Criteria Guidance	Spec Criteria
1	Entry Criteria	Entrants must be in education and/or employment with training, at one of the KFE college organisations (EKC Group, MidKent College and North Kent College (including Hadlow College), and/or have completed or be undertaking a relevant Level 2 or 3 or above programme within the last 12 months.	
2	Entrant Numbers	<ul style="list-style-type: none"> <li>○ <b>Each college organisation (not campus) may register up to (2) students.</b></li> <li>○ <b>Confirmed max number of students in total: 6</b></li> </ul>	
3	Competition Prep	<p><b>Preparatory Brief</b></p> <ul style="list-style-type: none"> <li>○ Participating students and supporting staff should familiarise themselves with the 3D Digital Game Art WSOS at: <a href="https://api.worldskills.org/resources/download/12392/14952/15880?l=en">https://api.worldskills.org/resources/download/12392/14952/15880?l=en</a></li> </ul> <p>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 clients. The 3D Digital Game Artist receives, conceptualizes, and interprets design briefs on the basis of their market knowledge and skill sets, and the given scope and limits of the briefs. The skills required of the 3D Digital Game Artist can be broken down further into 2D concept art, texture painting, 3D modelling, rigging, and animating. (Extract from the WSOS).</p> <p>In the skill competition the assessment of knowledge and understanding will take place through the assessment of performance.</p>	
4	Core Competency	<p>The individual shall be able to:</p> <ul style="list-style-type: none"> <li>○ Digitally paint to demonstrate form, line, shading, perspective, proportion, light, and shadow.</li> <li>○ Use digital techniques to produce appropriate effects and make efficient use of time</li> <li>○ Choose appropriate software to paint concept art pieces in with maximum production in the swiftest time</li> <li>○ Review and select each piece of concept art to inform the look of finished 3D models</li> </ul>	

5	Duration	<ul style="list-style-type: none"> <li>○ <b>6 hours approximately</b></li> <li>○ Additional time may be needed for familiarisation, health and Safety and general event briefings, judging and awards should be added to this time.</li> </ul>																														
6	The Skills Competition Task Details	<p><b>Students will be expected to conceptualise and create a sequence of functional video game 3D digital game art graphics. Task Details to be completed below and issued early January 2024.</b></p>																														
7	Marking & Assessment Requirements	<p>Each competition module will be assessed and marked independently of any other competition activity, using objective and judgement criteria or a combination of both during each task.</p> <table border="1" data-bbox="495 660 1693 1129"> <thead> <tr> <th colspan="2">Aspect of Criterion – Description</th> <th>Maximum Marks</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Work organisation and management</td> <td>5</td> </tr> <tr> <td>2</td> <td>Interpretation of the design brief</td> <td>10</td> </tr> <tr> <td>3</td> <td>Concept art</td> <td>15</td> </tr> <tr> <td>4</td> <td>3D Modelling</td> <td>25</td> </tr> <tr> <td>5</td> <td>UV Wrapping</td> <td>10</td> </tr> <tr> <td>6</td> <td>Texturing</td> <td>20</td> </tr> <tr> <td>7</td> <td>Rigging</td> <td>15</td> </tr> <tr> <td>8</td> <td>Export to game engine</td> <td>5</td> </tr> <tr> <td colspan="2"><b>Total</b></td> <td><b>100</b></td> </tr> </tbody> </table>	Aspect of Criterion – Description		Maximum Marks	1	Work organisation and management	5	2	Interpretation of the design brief	10	3	Concept art	15	4	3D Modelling	25	5	UV Wrapping	10	6	Texturing	20	7	Rigging	15	8	Export to game engine	5	<b>Total</b>		<b>100</b>
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8	Judges & Marking	<p>The KFE competition will use marking guides best suited to the industry event. An example scoring sheet is below at <a href="#">appendix 1</a>.</p> <p>Judges will be selected from the expert KFE staff drawn from various colleges. Panels will normally number three to five judges and in some cases may include an external judge from the industry sector or an awarding body. Judges’ decisions are final in all instances, although scoring will be open and transparent.</p>																														

9	Student Support Required	<ul style="list-style-type: none"> <li>○ It is not expected that additional students will be required for this competition.</li> </ul>
10	Resources	<p>Competitors are responsible for providing all consumable products and equipment needed for the competition.</p> <p>You will not need to bring anything with you, all the equipment will be issued to you. You will work in dedicated computer labs on <b>Windows based computers (no Macs/iOS)</b> and will have access to text editors for writing your code and all other relevant software packages for asset creation.</p>
11	Health & Safety	See relevant risk assessments and additional competition round specific rules and guidance requirements.
12	Risk Assessment	<ul style="list-style-type: none"> <li>○ The host college must have completed a relevant risk assessment and filed this centrally for KFE4Skills.</li> <li>○ Participating visiting colleges should complete risk assessments relevant to their event participation.</li> </ul>
13	Competition Spec additional rules and requirements	<p>The following is in addition to the overall KFE4Skills General Rules &amp; Guidance. A completed registration is a confirmation that a competitor has agreed to the rules and requirements of the competition.</p> <p>All electrical equipment must be PAT tested and labelled before using at the competition and all the supporting equipment must be fit for purpose.</p>

**JUDGE MARKING SHEET – 3D Digital Game Art**

Competitor	College	CRITERION					Total Score
		A	B	C	D	E	

**Comments:**

*Use this space for any specific comments noting the competitors as appropriate.*