



Academy of Interactive Entertainment

Newsletter - Issue 7 - June 2008

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Introduction

It's been a busy time for both campuses as we gear up for the mid-year intake, meet up with people at information sessions and expos, and catch up with alumni.

Melbourne has welcomed the new Head of Schol, [Bruce Jenkins](#). Bruce's broad management experience ranges across a variety of media settings including games, animation, film, web and government experience. We are off to Jeff's shed again this weekend and plans for Sydney 09 are full steam ahead.

I recently had the opportunity to catch up with Melbourne alum, Tom Johnstone who works at Rockstar games and was a senior programmer on GTAV IV. If any other graduates would like to share their stories of life in the games and animation industries, feel free to contact me.

Cheers
 Giselle Rosman
 giseller@aie.vic.edu.au

Stand 120 - Herald Sun Careers Expo THIS WEEKEND



If you're heading over to the Herald Sun Careers Expo at Melbourne Exhibition and Convention Centre (Jeff's Shed) at Southbank this Friday, Saturday or Sunday - drop by stand 120 to have a chat about how AIE can help you start your career in games and 3D.

CIT's FAT Awards



AIE Canberra is proud to be a part [CIT's annual FAT Awards](#) (Film and Television Awards) to be held at the National Museum on Thursday 19th June. It's always a great night.

AIE has worked in partnership with CIT for over eight years to deliver 3D animation courses at its Canberra campus and AIE/CIT students have achieved great recognition during this time.

Last chance to apply for the mid-year intake.

[Certificate IV in Screen](#)

As the first part of either the [Advanced Diploma of Professional Game Development \(Art\)](#) or the

[Advanced Diploma of Screen](#), this course offers the foundations of the skills required to produce industry standard 3D modelling and animations.

[Certificate IV in IT \(Programming\)](#)

As the first part of the [Advanced Diploma of Professional Game Development \(Software Development\)](#), this course is designed as the foundation to give students the fundamental skills required to undertake further study in games programming. The course introduces languages and technologies used heavily by the games industry, including: C++, C#, DirectX, SDL and version control, as well as developing their maths, problem solving and practical programming abilities.

Melbourne Game Artists hit the high seas

Well, actually the pier at Southbank but we all know artists have great imaginations.



The first Monday in June and Melbourne's second year games artists had the opportunity to discover and photograph the Sea Shepherd vessel 'Steve Irwin' with a view to modelling the ship.

The [Sea Shepherd Conservation Society's](#) ship, the Steve Irwin, dropped anchor off of Williamstown near Melbourne at noon on Saturday, March 15, 2008 officially ending the 2007-2008 campaign to protect and defend whales from illegal Japanese whaling activities in the Southern Ocean. While taking time from their ocean voyages to work on the boat and recuperate from what was no doubt an exhausting campaign, our students had the opportunity to meet some of the crew and find out more about the vessel and the society.

We look forward to sharing the 3D results of the excursion in later months.

June AIE Events a Great Success!



There was a great turnout to both of the events held on 4th June.

At AIE Canberra over 120 people turned up to check out the industry speakers, teacher demonstrations and student work on display. It was great to hear from industry veterans Lorne Brooks and John Travers from 2K Australia about their experiences in the games industry. Recent Graduate, Dane Lipscombe talked about his current role as Junior Games

programmer at Micro Forté.

Melbourne Campus had over 50 people visit to find out more from the Senior Art and Programming teachers how studying at AIE offers the skills and networks to begin a career in games and animation. This gave everyone the chance to find out more about the industry through the teachers' talks and the following Q& A.

Games and 3D Animation....while still at School!



A great introduction to the careers in game development and 3D animation is through our Certificate II courses for ACT & Region school students.

Our [Certificate II in Screen \(3D animation\)](#) is now in its seventh year, run in conjunction with CIT and has been the beginning of successful career paths for many ACT and region students.

Our [Certificate II in I.T \(Game Programming\)](#) was introduced in 2007 and some amazing games have been developed since.

Many students have also successfully included these qualifications as part of their Year 12 certificate. Both Certificate II courses run one evening a week for 18 weeks and commence on

23rd July.

Catching up with Alumni - Tom Johnstone Senior Graphics Programmer on GTA IV

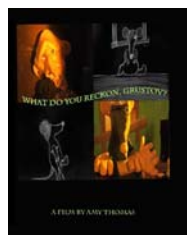
AIE has many students working in the games industry both locally and internationally. I recently had the opportunity to catch up with Tom Johnstone, a programming graduate from Melbourne campus in 2004.

Tom works for Rockstar games, and recently completed his work on Grand Theft Auto IV, the biggest game to be released in 2008. [The full report](#) is available on our website.



It's always great to hear about what our graduates are doing in their lives after studies. If you are an AIE Alum and would like to share your story, please email me giseller@aie.edu.au

AIE Students making their mark...



Amy Thomas, a second year game art student in Melbourne, is having her short claymation film "What do you reckon, Grustov?" shown this Thursday at 6:15pm at ACMI as part of the [Melbourne International Animation Festival](#).

Congratulations Amy. See if you can make it down there to check it out. Amy will be in attendance, along with many of her classmates.

We would also like to congratulate Alex Tuckett who has been selected as a finalist for the SpArtA Awards for the category "Verve Trainee/Apprentice of the Year - Arts & Culture"

AIE is also a finalist in the "Skills Victoria Vocational Training Initiative of the Year - Sport & Recreation, Art & Culture" category. Winners will be announced tomorrow night at the SpArtA Masquerade - an Awards Night with a Difference! to be held at CQ in Queens St, Melbourne.

Women In Games: How I Got Into Games



The next Women In Games event is happening on 3rd July at AIE Canberra. The topic for discussion is "How I Got Into Games" and we will have a number of game developers talking about their career pathway into the games industry.

Lea has setup a [facebook event page](#), you can check out the [photos and presentations from the May event](#) or the Women In Games website at www.womeningames.org.au

Hope to see you there!

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