



Academy of Interactive Entertainment

Newsletter - Issue 8 - July 2008

In This Issue

Introduction

Open Day - Wednesday 13th August

Students win at CIT's FAT Awards

New Art Teacher @ Melbourne Campus

ICT Expo at Melbourne High

Visual FX for Film Short Course

3D Animation Short Course

Dane makes Finals of Training Awards

School Holiday Courses

Scholarships Winners Announced

Women in Games September Event

AIE Web Links

[Adv Diploma of Professional Game Development \(Game Art\)](#)

[Adv Diploma of Professional Game Dev \(Software Dev\)](#)

[Adv Diploma of Screen](#)

[Online Courses](#)

[Part-time Courses](#)

[How to Apply](#)

[FAQ](#)

melbourne@aie.edu.au

canberra@aie.edu.au

Introduction

Hi Neil

My name is Jill Gray and I am the new Marketing and Communications Co-ordinator for AIE Canberra and Sydney.



We have a lot of exciting things coming up soon, including our Open Day on August 13, a new selection of short courses available at our Canberra campus, a Women in Games great debate and much much more!

I am very pleased to be back at AIE and look forward to what the rest of the year will bring.

Cheers

Jill Gray

jillg@aie.edu.au

Open Day - Wednesday 13 August



[Open Day](#) is a great chance to learn about our game development and 3D animation courses. Find out more about entry requirements, course content and graduate career opportunities.

Both Canberra and Melbourne campuses will be open from **1pm until 6.30pm** when teachers, staff and current students will be available to talk to you about the games development, 3D animation and creative digital industries.

You can also check out some student work - including games and 3D animation in development as well as watch classes in progress.

Each campus will be holding a series of talks, so for further information or to book in a group, please [get in touch with the Melbourne or Canberra campus directly.](#)

Students win at CIT's FAT Awards



The [FAT Awards](#) are an annual event celebrating the Film and Television work produced by CIT students. And the winners from the CIT courses delivered by AIE were:

- Best 3D character design (1st year student) ~ Annie Wong



- Best 3D character animation (1st year student) ~ Dale Ward
- Best 3D character design (2nd year student) ~ Nathan Jennings
- Best 3D Animation (2nd year student) ~ Robert McClaren

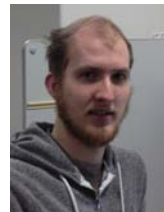
It was also great to see AIE Graduate from 2005 Max Something who won the Golden FAT for his film "Something".

Thanks to all the students who entered and everyone from CIT for such a great night. It Special thanks to StormFX who provided an awesome 22" widescreen monitor which was won by Robert.

STORMFX

New Art Teacher - Melbourne Campus

Our Melbourne campus is pleased to welcome Steve Budd to the teaching staff. Steve will be teaching the mid-year intake for Advanced Diploma of Professional Game Development(Art) and Advanced Diploma of Screen.



With a background in traditional art, Steve went on to study 2D and 3D animation before being employed as a 3D generalist in television commercials.

For two years he was animating full time on children's television series before freelancing as both a traditional and a 3D artist. Steve enjoys combining these different mediums and in his spare time paints, does his own 3D work and writes short films.

VITTA - ICT and Careers Expo

AIE is proud to be a major sponsor of the [ICT and Careers Expo](#) to be held at Melbourne High on **Saturday 2 August 10am - 4pm.**

This is a free event designed to present diverse career opportunities in ICT to school leavers. Tickets can be [downloaded here](#).

During the day Paul Callaghan, Melbourne campus' Senior Programming Teacher will be presenting a talk about getting into the games industry.

In this presentation, Paul, who has worked as a programmer, a game designer, and now a games teacher, will talk about how he found his way into the industry, how things have changed since then, how it's possible to earn a living from it, and how it's not all just sitting around playing games all day.

Visual FX for Film Part-time course running at AIE Canberra

For the third year running we are launching our Certificate III in Screen (Visual FX for Film).

The course covers the principles behind digital compositing as a post-production tool. Among the topics covered are the theory of colour depth, digital file formats, 2D and 3D compositing.

Of particular interest to the filmmaker are exercises in manipulating DV footage: digitising, colour grading, removing unwanted objects from a shot (suspension wires, people), object replacement (for example replacing a blue sky with a different one of choice), setting up a shoot on a greenscreen stage and extracting the greenscreen footage for compositing, stabilising shaky footage, and tracking objects in your footage to add effects (for example adding fire, smoke, water or glow effects during the post-production phase).



The course will run for 18 weeks starting on 2nd September 2008, on two weeknights (Tuesday and Thursday) from 5:30pm to 9:30pm. [Click here for further information](#)

3D Animation Part time course running at AIE Melbourne

Melbourne campus is currently accepting applications for the [Certificate III in Screen](#) course in 3D Animation.

This course is run over three evenings per week commencing in September and concluding in December. This is an introductory course, providing students with the opportunity to learn the basic skills and techniques necessary to create and render 3D animations. Students graduate with a portfolio of 3D artwork which serves as a valuable introduction to pursuing further study in 3D animation.



For further information please contact [AIE Melbourne](#)

Dane makes Finals of ACT Training Awards

Congratulations to Dane Lipscombe for being a finalist in the category of Vocational Student of the Year in the 2008 ACT training awards.

Dane started his studies at AIE in 2006 and after 18 months he graduated with an Advanced Diploma of Professional Game Development. He has since gained employment at Micro Forte, one of Australia's most recognised game developers and is working as a junior tools programmer.



While studying at AIE, Dane was instrumental in the design and development of the game, "Sajiki"- which was a finalist in the Best Independent Game Competition at the Game Connect Asia Pacific Conference.

Good luck Dane, we all hope you win!

July school holiday short courses - Canberra

AIE Canberra recently ran a set of short courses during the July school holidays for ages 8 years and above.

We had an great bunch of enthusiastic students from ages 7 to 17 who attended a range of different short courses over the two week break. Mystical Creatures, Game Design & Analysis and Trackmania Vehicle Design were the most popular courses out of a vast selection on offer.



Canberra campus offers short courses every holiday break and is looking forward to the next set in the October holidays. Details will be available on our website in early September 2008 or [get in touch with us directly](#).

Scholarships Winners Announced

Congratulations to Christine Kerr and Russell Dovey, the two winners of the Canberra Mid-year Scholarships.

Christine is studying the intensive Certificate IV in Screen course and Russell is studying the intensive Certificate IV in Information Technology course.



Scholarships for full time study commencing in 2009 will be announced in August.

Women in Games September Event

On the 13th September AIE Canberra will be hosting a Women in Games ['Great Debate.'](#) More details will be posted on the Women in Games Website (<http://www.womeningames.org.au>).



In the meantime, contact Jill at [AIE Canberra](#) or Eve at [AIE Melbourne](#) for more information.

AUSTRALIAN TRAINING
AWARDS
AWARD WINNER 2007
SMALL TRAINING PROVIDER OF THE YEAR

Join Our Mailing List!

[Forward email](#)

✉ **SafeUnsubscribe**®

This email was sent to neilb@aie.edu.au by jillg@aie.edu.au.

[Update Profile/Email Address](#) | Instant removal with [SafeUnsubscribe](#)™ | [Privacy Policy](#).

Email Marketing by



Academy of Interactive Entertainment | Block E, Canberra Technology Park | Phillip Ave | Watson | ACT | 2602 | Australia