



# Academy of Interactive Entertainment

Newsletter - Issue 9 - August 2008

## In This Issue

Introduction  
 Open Day Review  
 Cert III starts 8 Sept  
 2008 ACT Training Awards  
 Australian Science Festival  
 Softimage Demo  
 Visual FX for Film Short Course

## 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](#)

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## Introduction

Hi Neil

It's been another busy month for both campuses with a wonderfully successful Open Day held which was well attended. Thanks to all who came, particularly former students and industry heads who generously gave their time to share their experiences.



We are now coming up for another milestone with the planning of celebrations for 10 years of inauguration well underway. I look forward to letting you know all about it in the next newsletter.

In the meantime, application time of year is upon us again and with interviews set to commence in October I suggest you apply for the 2009 intake early to avoid disappointment. For further information about 2009 courses and entry requirements please contact [Melbourne](#) or [Canberra](#).

Kind Regards

Giselle

## Open Day - Wednesday 13 August



A hectic and informative day was had by all at both Canberra and Melbourne campuses with a huge turnout. The industry talks and demonstrations were well received and future students given the opportunity to speak with teaching staff about the courses, entry requirements and graduate destinations.

Thanks to everyone who attended and helped to make the day such a success. If you have any further questions about AIE feel free to contact [Canberra](#) or [Melbourne](#).

## Cert III in Screen (Maya) starts Sept 8

It's not too late to apply for the [Certificate III in Screen](#) on campus course commencing in **Melbourne** on Monday 8 September.

This course is run 6pm - 9pm Monday, Tuesday and Wednesday until December. This is an introductory course using Maya which provides 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](#)

### Games & Digital Media Short Courses - Canberra

The Academy of Interactive Entertainment has a range of new short courses to offer during the months of September through till December 2008.

These are advanced courses suitable for industry professionals wanting to develop new skill sets and also people who want to brush up on their existing skills. With courses in 3D Animation, Game Design, Special Effects for Film and Games Programming there is bound to be a course to suit you! All courses are delivered by experienced professionals.

For a full list of short courses and course descriptions visit the webpage at: [www.aie.edu.au/courses/short\\_courses](http://www.aie.edu.au/courses/short_courses) or contact the AIE on (02) 6162 5131 or [AIE Canberra](#)

### 2008 ACT Training Awards

The 2008 ACT Training Awards were held on Thursday 14th August at the Canberra Vikings Club.



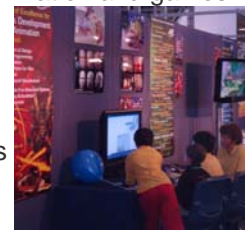
Former AIE student Dane Lipscombe who completed the Advanced Diploma of Professional Game Development course in 2007 was a finalist in the award for Vocational Student of the Year.

It was a great evening and an excellent opportunity to celebrate the success of Vocational Training in Canberra. Congratulations Dane for making it as a finalist!

### Australian Science Festival - Canberra

AIE Canberra was at the Science Festival last week, showcasing student games, student artwork and running presentations on the science behind 3D animation and games.

There were many interstate travelers as well as young primary school kids who were amazed at how exciting science can be. The festival even included 3 daily visits from the Daleks from Dr Who!



The Science Festival ran for 4 days and was enjoyed by everyone who went.

It was a great chance for the public to see what we do at AIE and play games AIE students have created.

## Softimage Demo



Last week Softimage visited Melbourne campus to demonstrate the latest version of their animation software, XSI 7. This was attended by the current art students as well as a few Krome artists and gave the students the chance to find out more about the capabilities of this software as well as network with people already working in the games industry.

## 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](#)

## 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.



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