



# Academy of Interactive Entertainment

Newsletter - Issue 11 - October 2008

## In This Issue

AIE Sydney Open Day

Women In Games BBQ & Networking Event

Animation Masterclass by Simon Allen

Upcoming Melbourne Expos

Games Trivia Night - Canberra

Univer...sity of Canberra Articulation

Atomic Live - Sydney

Happy and Sad

Game Connect: Asia Pacific

Australian Computers in Education Conference

October Holiday Short Courses

Upcoming Events

## 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](mailto:melbourne@aie.edu.au)

[canberra@aie.edu.au](mailto:canberra@aie.edu.au)

[sydney@aie.edu.au](mailto:sydney@aie.edu.au)

## 2009 Applications Open!

Applications for 2009 courses at our Sydney, Melbourne and Canberra campuses are now open.

Application forms can be downloaded from the [courses page](#) on our website. Just select the course that you want to apply for and click on the link at the bottom of the

## Introduction

Hi Neil

As we gear up for the pointy end of the year for our Class of 2008 there are plenty of things going on both in and out of the classroom.

November will see AIE presenting Animation Master Classes with Pixar Animation Studio's Simon Allen in Sydney, Canberra and Melbourne. iDEF which incorporates the must do event of eGames, is also just around the corner, running in Melbourne 12-16 November, and Simon will be presenting here on his journey from "Perth to Pixar".

AIE Sydney is getting ready to hold it's first Open Day on Saturday 15th November and will also be an exhibitor later in November on the 21st at the CAANSW Annual Conference.

Canberra is running a Games Trivia Night and a BBQ for Women in Games - both events occurring later this week and preparations for the end of year Graduate Showcase are underway.

Interviews for the 2009 intake are full steam ahead, and I would recommend applying sooner than later to give yourself the best chance for a placement in our Advanced Diploma Courses.

If you require further information about anything in this newsletter, just let me know.

Cheers

Giselle  
giseller@aie.vic.edu.au

## AIE Sydney Open Day - Sat 15th November



AIE Sydney will hold its first open day on Saturday 15th November. The campus will be open to the public to view a showcase of raw imaginative student work, talk directly to teachers and see state of

the art facilities.

For details on the location of the Sydney campus visit: <http://www.aie.edu.au/sydney>

## Women In Games BBQ & Networking Event - Canberra

page.

Be sure to get your applications for 2009 courses in soon as you don't want to miss out on a spot in the class!



This is an opportunity to meet women working in the games industry, games educators and women who are interested in a career in the games industry.

There will be a BBQ lunch along with a tournament of console games - with heaps of prizes up for grabs donated by 2K Australia.

The event will be held this Saturday 25th October from 12pm till 4pm at [AIE Canberra](#):

E - Block  
Canberra Technology Park  
49 Phillip Avenue  
Watson, ACT, 2602

### Animation Masterclass by Simon Allen from Pixar Animation Studios



quality feature film animation.

The Academy of Interactive Entertainment is delighted to be able to offer the opportunity to learn from one of the best in the business, Simon Allen, in a series of [workshops](#) coming to **Sydney (17 & 18 November), Melbourne (13 & 14 November) and Canberra (11 November)**. Fresh from working on Disney-Pixar's WALL-E, Simon will share his knowledge and skills gained from years of producing high

The two day Animation Masterclass will cover all aspects of crafting and perfecting your animation and workflow from fundamental animation principles to sophisticated use of gestures and posing that bring characters to life. Other topics covered include believable lip-sync, timing, walk cycles with personality, blocking, animation styles and creating a sequence that has real entertainment value. Simon will show you how to put that final polish on your work to make it the best it can be.

Simon has been working in the industry for 18 years and has worked on 14 feature films including 'The Matrix: Revolutions' and 'Constantine'. Simon has worked on two Academy award-winning features, Pixar Animation Studio's 'Ratatouille' and Animal Logic's 'Happy Feet'. Simon is currently working as an animator on a series of short films for the Disney Channel titled "Cars Toons" and about to commence work on the upcoming Disney-Pixar animated Feature "Up".

### Upcoming Melbourne Expos

The next few weeks will be a busy time, with AIE represented at the following events and expos:

[Go Girl, Go for IT](#) - **28-29 October** at Deakin University, Burwood Campus.

[iDEF](#) - incorporating eGames, Industry Symposium and Showcase and Careers Expo. **12 - 16 November** at Melbourne Convention and Exhibition Centre. There's so much on over this week - where to start? Simon Allen will be speaking on the Wednesday as part of the Symposium and AIE will be at eGames Friday thru Sunday - Hope to see you there!

[VITTA Annual Conference and Expo](#) - **24-26 November** at Rydges on Bell, Preston. AIE Melbourne's Senior Programming Teacher, Paul Callaghan, will be presenting "From designer to teacher and back again" on the Monday as well as "Critical thinking about video games" on the Wednesday.

Feel free to come and say hello to us if you are attending any of these events

### Games Trivia Night - Canberra



The Games Trivia Night was held last night (23rd) and was a great success with over 107 people participating. Many thanks to 2K Australia, Micro Forté, Holy Grail and AIE for sponsoring the event. Peter Henderson's tough questions again had people channelling their inner game-nerd whilst Neil's MC'ing got a few laughs.

"BFG9001" walked away with the trophy and assorted prizes (including Fable II and Da Blob) narrowly edging out the experts from Micro Forté and 2K Australia. See you next year!

### University of Canberra Articulation Agreement



We are pleased to say that AIE now has an approved articulation agreement with the University of Canberra between the Bachelor of Communication Media/Multimedia Production and the Advanced Diploma of Screen and the Advanced Diploma of Professional Game Development.

Similar to AIE's relationship with Deakin University this is great news for students graduating with an Advanced Diploma course as they can have 36 credit points counted towards the Bachelor of Communication Media/Multimedia Production degree - which is half of the total 72 points required to complete the degree.

### Atomic Live - Sydney



Last Saturday AIE spent the day out at the Sydney Showground for the Atomic Live 2008 Expo. It was a fun filled day for the country's tech, PC enthusiast and gaming elite.

Amongst the crowd of eager people waiting to view the latest in high end PC gaming technology were characters from Star Wars roaming the pavilion, posing with excitable fans keen to get their photo taken.

Neil and Dave King, a former student with many years of experience working as a senior 3D artist and art director, spoke about careers in games on the main stage. The presentation was so popular that people came back to the stand afterwards to watch Dave show off his texturing skills.

There were a lot of visitors to the AIE stand throughout the day (Jill even got to meet Darth Vader) and many people interested to hear about the new Sydney AIE campus.



### Happy and Sad



**INFINITE  
INTERACTIVE**

Congratulations to Infinite Interactive who were awarded Film Victoria's inaugural "Tim Richards Award" for outstanding contribution to Victoria's interactive media development industry. AIE has a strong relationship with Infinite, and currently has two graduates employed there - Tassj Brodie (Game Art 2007) and Mal Settle (Game Programming 2008).

On a more sombre note, sadly Tim Richards, who has been an exceptional advocate for the Australian games industry, passed away on Tuesday. The games industry will endeavour to maintain the legacy of the fantastic work Tim did.

Having developed a close relationship with Tim through AIE Melbourne's hosting of the Dissecta events we extend our sympathies to Tim's wife and young children. There will be an acknowledgement of Tim's achievements and dedication at the eGames event coming up.

### Get in the Game!

Penny, Martin and Lorne from 2K Australia will be running the 'Get in the Game' workshops in Canberra and Melbourne later in November. If you are ready to apply for a job in the games industry or just want to know what it would be like to have a job in games then this is the workshop for you!

This one day, fully catered workshop will cover: Career opportunities; job applications and interviews; preparing your resume and portfolio; having a successful interview and one-on-one feedback on your resume and portfolio.

In order to get the most out of this workshop you'll need to bring along your portfolio and resume so you can benefit from the one-on-one industry feedback.

For more information go to [Get in the Game](#)

### Game Connect: Asia Pacific (GCAP) - Brisbane 19 - 22 November



Game Connect: Asia Pacific (GCAP) 2008 is the premier conference, exhibition and networking event for the Asia Pacific Games Industry. GCAP 08 will be held at the Hilton Brisbane, Queensland from 19- 22 November 2008.

Paul Callaghan will be presenting "Towards a Theory of Everything" on Thursday 20 November at 2.10pm so if you are heading to GC:AP, be sure to check it out.

### Australian Computers in Education Conference 2008 - Canberra



The 2008 biennial Australian Computers in Education Conference (ACEC) was held in Canberra from 29th September till the 2nd October 2008.

Over 600 delegates from all over Australia and New Zealand traveled to the conference to discuss the future agendas for ICTs (Information and Communication Technology) in learning, nationally and internationally.

AIE was a silver sponsor for the conference and ran workshops on 3D animation for design, visualisation and experimentation and creating visual effects. The next ACEC will be held in Victoria in 2010.

### October Holiday Short Courses - Canberra



The holiday short courses that ran in Canberra during the October break were a great success.

Kids enjoyed courses in 3D animation, game development, character design, animation movies and level design.

We look forward to running more holiday short courses in the January 2009 holidays.

### Upcoming Events:

#### Sydney

- Open Day - Saturday 15th November

- Animation Masterclass with Simon Allen - 17th - 18th November at AIE Sydney
- CAANSW Annual Conference - 21st November - Star City, Darling Harbour

### Melbourne

- Go Girl Go, Go for IT Expo - 28th & 29th October
- Teacher and Careers Advisor Industry Experience Day - 5th November
- iDEF, Develop and eGames - 12th -16th November
- Animation Masterclass with Simon Allen - 13th - 14th November at Digital Harbour
- VITTA Annual Conference - 24th - 26th November
- Loop Screening of Graduate Work - 9th December - 23 Meyers PI Melbourne

### Canberra

- Games Trivia Night @ Holy Grail Civic - 23rd October
- Women In Games BBQ & Gaming Day - 25th October
- Animation Masterclass with Simon Allen - 11th November at AIE Canberra
- Graduate Showcase - 1st December
- Industry Experience Day - 10th & 11th December - AIE Canberra



Join Our Mailing List!

[Forward email](#)

✉ **SafeUnsubscribe®**

This email was sent to neilb@aie.edu.au by [giseller@aie.vic.edu.au](mailto:giseller@aie.vic.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