

# Academy of Interactive Entertainment

Newsletter - Issue 12 - November 2008

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## 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 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!

## Introduction

Hi Giselle

Wow! What a month it's been. Pixar Animation Studios' Simon Allen imparted gems of animatory wisdom across three states and, from all accounts, has inspired many people to look again at their work and techniques.

eGames and iDEF has wound up for another year in Melbourne and gave many gamers the opportunity to see the latest releases and get together to compare notes. The Develop Symposium, which was part of the iDEF event, gave industry bod's the opportunity to both create and strengthen ties - and personally it was great to finally put faces to voices and email addresses.

Sydney held it's first Open Day a few weeks ago and had a great turn out of people to see the new facilities. Talks were held throughout the day with many people very pleased to know AIE's training will now be available in Sydney.

The year is coming to an end and plans for the 2008 Graduation Ceremonies are well underway. Both Canberra and Melbourne campuses will hold Graduate showcase events open to the public to view the student work of 2008.

Applications for 2009 courses are continuing to come in with courses for next year filling up quickly. Anyone thinking of applying for a course is encouraged to send in their application sooner rather than later!

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

Cheers

Giselle  
giseller@aie.vic.edu.au

## Anim8 - 2008 Canberra Graduate Showcase

Canberra's 2nd year students have been busy polishing up their demo reels & are looking forward to showing off thier work at "Anim8" - Canberra's 2008 Graduate Showcase.



Join us next Monday 1st December at 6pm to view a showcase of work from the Advanced Diploma of Screen & Advanced Diploma of Professional Game Development classes.

Anim8 will be held at the AIE Canberra Campus located at:

Canberra Technology Park  
49 Phillip Avenue,  
Watson, ACT, 2602

For more information contact [Jill Gray](#) or phone (02) 6162 5131.

### Loop Screening of 2008 Melbourne Student Work

Come along and kick up your heels with Melbourne's Class of 2008, have a drink and view first and second year animations. This is a public event and all are welcome (well, as far as can be for a licensed venue)

When: Tuesday 9 December from 7pm - screenings start at 8.30  
Where: Loop - 23 Meyers Place, Melbourne

If you would like further information contact [giseller@aie.vic.edu.au](mailto:giseller@aie.vic.edu.au)



### Sydney Open Day



AIE held it's first Sydney Open Day on Saturday 15th November. It was a great opportunity for people interested in 3D animation and Game Development to come out to see the brand new facilities and take a look around the new campus.

Despite the rainy weather we had a good turn out of people, many eager to find out about the courses starting up in 2009. Talks on 3D animation and Games Programming pathways were held throughout the day, as well as talks on getting into

the industry.

Many students came out with their parents and had a chat to AIE teachers about what they should study while still at school before they study at AIE and employment opportunities after graduating. Thanks to everyone who came out and we look forward to seeing you study with us in the future!

For more information about the new [Sydney Campus](#) click here.

### Review - Simon Allen Masterclass



Well, Simon Allen has completed his tour of Melbourne, Sydney and Canberra and shared his knowledge of animation along with his experiences working for one of the most respected companies in the biz.

I was fortunate enough to spend some time at the Melbourne Masterclass and found that all attendees were impressed with Simon's knowledge of his craft, the attention to detail and polish which sets the likes of Pixar apart. The other observations noted his very down to earth and approachable manner. To paraphrase a few people, if I was in his position I would find it really hard not to be, like, hehe I work for Pixar and you don't. I'm sure the sentiment was echoed around Canberra and Sydney as well.

For AIE students this event has also opened the door to applying for internships at Pixar Animation Studios, which frankly, would rock!

## Film Trivia Night - Canberra

The 3D Film Effects class is running a fundraising event - the Film Trivia Night 2009 this Thursday night at the Holy Grail.. The entry fee of \$5 will help fund submission of their newly created short films into various film festivals, such as Sony Tropfest 2009 - the short film festival with the worldwide largest attendance.

Students of the AIE have successfully entered their films to Tropfest in the previous two years. In 2007 'Story of NED' was chosen to screen in the final 16, and in 2008 the AIE short film 'Fault' won the Best Animation category.

Participants should form teams with their table mates or answer trivia questions individually and go in the running to win some fabulous prizes!



**Date: Thursday 27th November 2008**

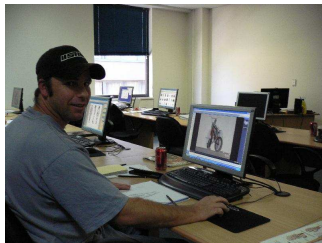
**Time: 6pm, with Trivia starting at 6:30pm**

**Where: Holy Grail Civic, Crn Akuna St & Bunda St**

**Cost: \$5**

If you require further information please contact [Tom Magill](#).

## Industry Day at Melbourne



As part of the Melbourne Graduation Week, Industry leaders have been invited to meet the Class of 08 on Tuesday 9 December and view their works. This is an annual event which further develops the relationships between our students and the industry into which they are planning to enter. Furthermore, it gives local game and animation studios the opportunity to hire the hottest grad's in town.

Confirmed studio attendees include Infinite Interactive, Figurehead Studios and Firemint at this stage.

## CAANSW November Conference - Sydney



AIE recently exhibited at the CAANSW Conference at Star City at Darling Harbour. This event is held for Career Advisors in NSW and provides an opportunity for them to get together and find out about career pathways for their students.

It was great catching up with so many careers advisors and chatting to them about courses their students can do at AIE while still at school, and once they've left school.

AIE is always happy to come out and present to students about what we do and how we help students gain careers within creative industries. If you would like to organise AIE to do a talk at your school in 2009 please contact [Jill Gray](#)

## Marist College F1 Event - Canberra

AIE has been working with Marist College on their Formula 1 cars putting them into the Trackmania game engine for the F1 in Schools competition. Marist's teams "Terminal Velocity" won the Marketing Award - largely due to the Game AIE helped build and "Elite Racing Team" who won a wild card entry through to the National Finals.

The National Finals will be held at Parliament House from 24th - 26th November 2008. AIE was pleased to be able to help Marist College and looks forward to working with them again next year.

## Review - iDEF

AIE's involvement in this year's iDEF has opened some great opportunities to further develop the industry relationships we have, whilst spreading the good word to the public as well. Develop is an industry Symposium which ran as part of iDEF and saw Simon Allen speak engagingly about his "Perth to Pixar" experience.

In addition Paul Callaghan and Jonathan Strugnell, Melbourne's Screen Teacher participated student forums along with Krome's Melbourne and Adelaide Manager Kurt Busch and Viskatoons founder/producer Peter Viska. There was a Game industry and Animation industry forum allowing students to explore and align study options with their career aspirations.

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



GCAP was a great success this year. In attendance were Game developers, publishers, distributors and investors, along with interactive entertainment industry players and educators. Melbourne Senior Programming Teacher, Paul Callaghan presented "Towards a Theory of Everything" and was part of the AIE contingent that ventured north for this year's GCAP conference. His presentation provoked a lot of interest and discussion which spilled over to the evening's drinks gathering.

The student team from AIE Canberra made the finals of the independent game competition and received a huge amount of interest and positive feedback from the publishers and developers. Neil Boyd, Head of School in Canberra was instrumental in organising this year's Skills Forum and chaired several sessions as part of his role on the GDAA Board.

A group of Canberra students are buoyed by the offer from Jay Wilbur extending an invitation to use Epic Games Unreal Engine as they try to realise some of the projects they have evolved through their studies at AIE.

## 2009 Course Applications



Just a quick reminder to anyone thinking of applying for a course at AIE in 2009 - **applications are still open!**

We have been very busy over the last few weeks processing all the 2009 applications and interviewing future students for our Sydney, Melbourne and Canberra campuses.

To find out about courses that will be running next year have a look at the [courses](#) section of our website.

## Upcoming Events:

### Melbourne

- Loop Screening of Graduate Work - 9th December - 23 Meyers PI Melbourne

## Canberra

- Anim8, 2008 Graduate Showcase - 1st December - AIE Canberra Campus
- Industry Experience Day - 10th & 11th December - AIE Canberra

