

# Academy of Interactive Entertainment

## Newsletter - Issue 17 - April 2009

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

### Introduction

Hi Neil,

As the memories of too much chocolate fade and Term 2 kicks into gear, we've got some busy weeks ahead with industry visits, expo's and school visits.

Welcome to the newsletter to those we met at The Age VCE and Careers expo last week! If you ever need further information about any of the news below feel free to contact me.

All three campuses will be holding information sessions in May and we are now accepting applications for our mid year intake for the Advanced Diploma of Professional Game Development and the Advanced Diploma of Screen and Media. Both courses are VET FEE-HELP approved and offer a fast tracked first year program. You are welcome to contact your nearest campus or check out the website for more information.

I look forward to seeing some of you then.

Cheers!

Giselle Rosman  
Communications Officer  
AIE Melbourne

### Apply Now for VET FEE-HELP Approved Midyear Courses

Applications are now open for all three campuses for the mid-year intakes for:

- Advanced Diploma of Professional Game Development (Art or Software Development Stream) - first year
- Advanced Diploma of Screen and Media - first year

These [VET FEE-HELP](#) approved courses run an accelerated first year enabling students to commence their second, and final year in February 2010. For further information visit our [website](#) or [contact your nearest campus](#).



## Short Courses in Melbourne in May

Melbourne campus is giving you the opportunity to learn the fundamentals in either 3D animation or games programming by combining forces with CAE. If you want to get to grips with the basics, find out if games programming or animation is your thing and start developing your portfolio in 3D or code. Check out:



### [Games Programming: An Introduction](#)

Tuesdays 6-9pm 19 May - 23 June

### [Maya: Beginners](#)

Saturdays 1-4pm 9-23 May

For enrolments and enquiries please phone (03) 9652 0611

## AIE Information Evenings

The AIE campuses will be holding information evenings throughout May. This is your opportunity to come and take a look at our state of the art facilities and discover why we are the experts in games programming, 3D, and Special FX education.



With VET FEE-HELP approved courses commencing in July, now is the time to visit AIE and discover how you can fast track your career with our 18 month pathway Advanced Diploma courses.

[Click here to read more of this article](#)

## INFORMATION EVENINGS

- Melbourne: Tuesday 12th May, 5pm - 6:30pm
- Canberra: Wednesday 13th May, 4:30pm - 7pm
- Sydney: Thursday 21st May, 6pm - 8pm

## AIE Canberra Info-Booths in 5 Shopping Centres

Interested in training for a career in 3D or programming? AIE staff will be manning booths in Canberra's 5 major shopping centers on Saturday May 2nd between 10am and 12pm.

Our industry experienced teachers will be ready and able to answer any questions you have on our courses and the career paths that are available to our graduates. Stalls will be set up in Civic, Belconnen, Woden, Gunghalin and Tuggeranong and CIT will be exhibiting with us. Drop in and have a chat!

## Motion Capture Lab Visit



Students from the Melbourne campus recently spent some time in Deakin's motion capture lab. Once they suited-up, two of the students became performers and acted out a series of martial arts fighting moves.

With the other students acting as stage crew, the performers mimed sword attacks and parries, dodges, hits, and some spectacular fall sequences. Now the captured data will be mapped on to custom-built rigs so that animators can bring it to life.

### Games, 3D & Visual FX Seminars @ AIE Sydney

Due to the high level of interest in the Industry Experience Days (see article below), AIE Sydney are running seminars designed for those interested in a career in Games, 3D animation or Visual FX. These seminars are intended for people who have already left high school and are pursuing further study or looking to change careers.

The AIE Sydney campus will be running 2 hour intensive seminars on Saturday 23rd May 2009. People will get hands on practical experience taught by our industry-experienced teachers.



This is a free event, however bookings are essential as places are limited. For more information please contact AIE Sydney on (02) 8514 8800 or email: [sydney@aie.edu.au](mailto:sydney@aie.edu.au)

#### SEMINAR TIMES:

**Getting into 3D Animation for Games and Film: 10am till 12pm**

**Getting into Games Programming: 1pm till 3pm**

**Industry Talks at Melbourne and Canberra Campus'**

Yesterday saw the first of a series of talks from a variety of games and animation specialists for the current Melbourne students. Michael Smith is a programmer at Crytek and has previously worked at Blue Tongue Studios and Torus Games. He spoke about his experiences in the games industry as a programmer and also about resumes and interview techniques.

The coming weeks will see speakers from the fields of animation production, games design, games animation and games programming to which all first and second year Melbourne students are invited.

Canberra also saw a number of industry talks with Julian Mallet from Creative Assembly dropping in. Julian worked on level art for Stormrise - a new RTS for XBOX360. We were lucky enough to get a copy as a gift from Julian as a thank you for supporting him through his studies and into his career.

Tejay Fraser-Chitticks from RedTribe also paid Canberra a visit. A new addition to the company, she is really enjoying her position and shared her experiences with our first year classes and staff.



### Industry Experience Day @ AIE Sydney



The AIE Sydney campus held its first Industry Experience Day during the April school holidays. Students in years 11 and 12 came out to the campus for a day to learn all about careers in the games, 3D animation and Visual FX industries.

[Read more or find out when the next day is running...](#)

*"I had a really good time and I feel like I have a better understanding of what animation and gaming is all about. Thanks again!!"*

### Bruce Jenkins Speaks about Industry Collaboration



lively interaction among local games industry attendees with the aim of promoting discussion and development of sustainability and growth.

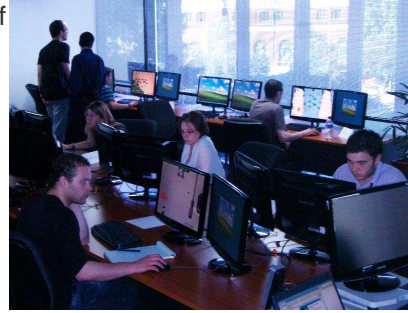
Framework comprises a series of talks or workshops, and each speaker is challenged to create a presentation that engages the audience and inspires conversation, debate and

This year's Framework events in Melbourne and Brisbane included AIE's own [Bruce Jenkins](#) speaking about how educators can ensure they provide industry ready graduates. The focus of this talk was to continue the dialogue between AIE and industry which helps ensure that our courses are in line with the contemporary needs of industry.

### International Visit @ AIE Sydney

During the April holidays AIE Sydney was visited by a group of French Engineering students.

The group got the opportunity to learn about the games, 3D and visual FX industries in Australia and emerging trends. They also found out about independent game developers and at the end of the session had fun playing some wining independent games!



### AIE Easter Short Courses @ Sydney & Canberra



Both the Sydney & Canberra campuses ran short courses these Easter school holidays. With a variety of courses to choose from in 3D animation, Game Design and Visual FX and courses ranging for ages 7yrs to 18yrs, there was something to suit to everyone!

We'll be running more of these popular short courses in the July school holidays so keep your eye out on the website for more details.

Above: Sydney short courses.

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