



## Academy of Interactive Entertainment

Newsletter Issue 20 August 2009

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### AIE Web Links

[On-Campus Courses](#)

[Online Courses](#)

[How to Apply](#)

[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)

Hi Neil

Thanks for taking the time to check out what's happening in and around AIE. We're gearing up for [Open Day on August 16](#) across all campuses whilst helping the mid-year students settle into their stride.

In Melbourne we're looking forward to a fun night out when all alumni are invited to catch up next Wednesday in Lygon St. Then there's [Freeplay](#) at the State Library on the Aug 14-15 and, of course Open Day as well as short courses starting and Advanced Diploma students with their final projects under way its shaping up to be a huge month.

September will see [Mudbox Workshops](#) at all three campuses run by AIE graduate [Dave King](#), whose work includes creatures and characters for a staggering range of projects, from films such as Where The Wild Things Are through to AAA video games such as Dragonage, Dungeons & Dragons Online: Stormreach, Unreal Tournament 04 and Civilization IV among others.

More details about all this and more are just a short scroll away.

Cheers

Giselle Rosman  
[giseller@aie.vic.edu.au](mailto:giseller@aie.vic.edu.au)

### Introducing Canberra's new Marketing Person

AIE would like to welcome Mitchell Platt to it's marketing team.

Mitchell has a background in teaching 3D at AIE and will now be looking to let prospective students know about the great courses offered at our Canberra campus.

With many exciting events on in August



such as our National Open Day and the Canberra Careers Market, Mitchell hopes to get a chance meet you all!

### AIE National Open Day



Come along to AIE's National Open Day and find out how you can start your journey to a creative career in the Games, 3D animation & Visual FX industries.

Listen to presentations, view a showcase of student work and have a chat with our industry experienced teachers. For more information about campus schedules keep an 'eagle' eye on the [Open Day](#) news on our website.

### Mudbox Workshops - Foundations and Advanced

Get started in or master Mudbox- an intuitive digital sculpting and texture painting software that allows 3D modeling professionals the ability to quickly and easily create highly detailed organic and inorganic 3D assets.

Lead by Dave King (Dragonage, Dungeons & Dragons Online: Stormreach, Unreal Tournament 04 & Civilization IV) these one-day workshops which will teach digital sculpting foundations and advanced techniques using Mudbox through a series of practical exercises.

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



### Get Started in Games, Film and 3D - Part Time Evening Courses

Are you interested in starting a course in 3D Animation or Games Programming? Looking for a course you can fit around your school life or work schedule....

Melbourne is offering the [Cert III in Media \(3D Animation\)](#) and Sydney and Canberra are offering the [Certificate II courses](#) again in semester 2.

These are introductory courses which require no prior knowledge of 3D animation or games programming

[Melbourne](#) and [Canberra](#) courses start July and [Sydney's](#) in August



so don't miss out! For more information on the Certificate courses have a look at the [courses](#) page on our website, alternatively [contact your closest campus](#).

### AIE Sydney Approved to Offer Courses to International Students



We are pleased to announce that AIE Sydney has been approved by the NSW Vocational Education & Training Accreditation Board (VETAB) to provide courses to international students. AIE Sydney will offer the same courses in game programming and 3D animation for games and film to International students as both the Canberra and Melbourne AIE campuses. For more information contact [AIE Sydney](#).

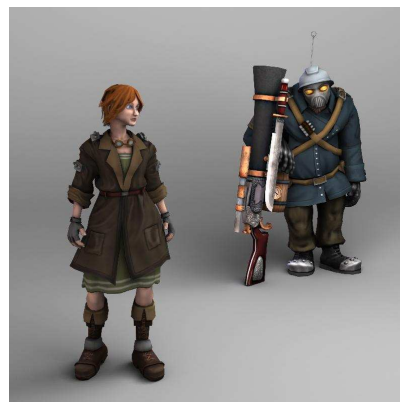
### Alumni Reunion next Wednesday in Melbourne

All AIE graduates are invited to catch up with old faces and meet some new at the 2009 Melbourne Alumni Reunion

Where: Bar Centrale, 162 Lygon St Carlton  
When: Wednesday 5 August 6pm onwards

There will be mates, pizza, pool, video games and a Guitar Hero comp, and a Nintendo DSi up for grabs as the door prize.

To RSVP email Giselle on [alumni@aie.vic.edu.au](mailto:alumni@aie.vic.edu.au)



### AIE Industry Experience Day- Sydney



The Sydney campus ran another successful Industry Experience Day in the July school holidays. This is a free event AIE offers to students in year 11 and 12 thinking of pursuing a career in the Games, 3D animation and Visual FX industries.

Students who attend the Industry Experience Day get to do hands on games, animation and visual fx training. They also get to listen to a guest speaker from the industry talk about what it is really like to work within the industry.

The Industry Experience Days provide an insight into what a career within the industry involves. This one day event is extremely beneficial for any student considering a creative career.

To register for the next Industry Experience Day running during the October school holidays email [AIE Sydney](#).

### ICT Careers Expo at Melbourne High - Saturday 1 August



AIE will be heading to the [ICT Careers Expo](#) at Melbourne High School tomorrow, Saturday 1 August, 10am-3pm.

This year, as well as being available to answer your questions about games, effects and animation courses and careers Mark Flanagan will be discussing 'Video games careers and how to get one' at 1.30pm

AIE is also pleased to present the 'So you think you can rock' Guitar Hero competition in conjunction with the Victorian Information Technology Teachers' Association (VITTA)

### Women In Games Networking Event - Sydney

We're getting ready for this year's Women In Games 2009 Sydney Mixer.

This networking event promotes getting more women into the games industry.

Come along and mingle with women in the games industry and have fun competing in the games competitions.... there are loads of prizes up for grabs!

This event is for people 18+

**When:** Thursday 17th September, 6pm till 9pm

**Where:** Academy of Interactive Entertainment, Sydney campus

**RSVP:** Friday 4th September to Jill Gray on 02 8514

[REGISTER ONLINE](#)



### Canberra July Industry Talks



Our Canberra campus was delighted to host talks from industry veterans Monica Penders and Tony Oakden in July.

Monica Penders has recently finished work as Producer on the international family film "The Secret of Moonacre". The movie will be released here in December but Monica treated students to an advanced screening followed by a frank discussion of the various triumphs and tribulations experienced during the 10 years of production.

We were lucky enough to have a visit from game industry veteran Tony Oakden on the same day.

Tony has worked on games such as Bioshock ( 2KAustralia), Tribes Vengeance ( Irrational Games ) and Fallout Tactics ( Micro Forte ). He is now dedicated to his independent games venture Charlie Dog Games and shared his thoughts on independent game development with students.

### Freeplay returns to Melbourne



One of Australia's most exciting independent games festival, [Freeplay](#), will take place in Melbourne at The State Library of Victoria on Friday, August 14th and Saturday, August 15th, and AIE is pleased to be involved again this year.

Tickets are limited and available through [moshtix](#) for under \$25 for two days of indie gamemaker bliss.

### Professional Game Design Workshop



Have you ever had a great idea for a game?

The Canberra campus is offering a rare chance to learn the secrets of game design from the professionals.

Current industry professionals will guide you through this 12 week workshop. You will be given a chance to develop and implement your game ideas.

Classes will be ran on Tuesday nights commencing early September on the Canberra Campus. For more information call the campus on (02) 6162 5131

### 'GameFace' Video Game Design End Date Extended!

It's not too late to create your entry for GameFace, the free to enter video game design comp, with heaps of cool prizes from Nintendo, StormFX, Atari and iDEF.

**Entries are accepted until 7 September.** For further info, visit our [GameFace page](#) or contact [Melbourne Campus](#)



### We've gone all twittery

twitter

Want to know what your local campus is up to? You can follow [Melbourne](#) (AIEMelb), [Sydney](#) (aiesydney) or [Canberra](#) (aiecan). Get the skinny on what's going on day to day about the campuses and share your tweets with us!



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