



Academy of Interactive Entertainment

Newsletter Issue 22 October 2009

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AIE Web Links

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[Online Courses](#)

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Hi Neil,

Well it's been another exciting month at the AIE. 2010 is fast approaching and we are looking forward to lots of great learning, events and fun as summer takes over.

September saw us welcome Vicki and John De Margheriti into the position of joint-CEO. They bring many ideas and changes with them which we hope you will be as excited about as we are!

Some great holiday events are coming up including intensive introductory programs in 3D and Industry Experience days in Sydney, the Canberra interschool LAN and holiday courses at all our campuses.

And finally the voting for our [GameFace](#) video design competition finishes this Friday so don't forget to make your vote count and go into the draw for an Atari prize pack. Cheers,

Mitchell Platt
mitchellp@aie.edu.au

Apply now for 2010 Advanced Diploma Courses

Applications are now open for the Advanced Diploma courses running at each campus in 2010.



To start your pathway to a career in games, 3D animation or Visual FX all you need to do is fill out an [application form](#) and send it in to us. Interviews will be conducted from now till the end of the year.

"The AIE has really helped me understand game development, they have nurtured my skills and taught me so much. I know that when I graduate I will be fully prepared for what the games industry throws at me."

Jamie Hayman, currently studying Adv. Dip. of Professional Games Development at AIE Sydney.

For further details contact your closest [AIE campus](#).

October Information Evening - AIE Sydney

The Sydney campus will be running an Information Evening in October. This is a great chance to come out and visit the campus, check out the brand new facilities, chat directly with our teachers and view a showcase of current student work.

When: Thursday 1st October 2009, 6pm - 8pm



Where: [AIE Sydney Campus](#)

No need to make a booking, everyone welcome!

If you have any questions contact the Sydney campus on (02) 8514 8800.

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

AIE Canberra Interschool LAN



AIE Canberra is taking bookings for the 2nd Interschool LAN to be held from 11am Saturday 17/10/09. Get a group together and compete against other students from local colleges and universities for some great prizes.

Games will include a mix of PC and console titles with Halo 3, UT3, Guitar Hero and Super Smash Bros already on the list!

To sign up please contact the [Canberra campus](#).

Digital Distribution Summit @ Fed Square

Yesterday saw the Melbourne games industry converge on Federation Square for the [Digital Distribution Summit 09: Small Games, Big Market](#) and Melbourne turned on its best spring day for it.

DDS09 brought together industry leaders, developers, educators publishers and enthusiasts to discuss and address the changing nature of games development in a climate rapidly shifting from physical towards digital distribution.



Speakers included Rob Murray, CEO of Firemint. Along with the Robs there were speakers from gamasutra.com, EA and Halfbrick Studios amongst others.

Bruce and Mark from AIE Melbourne attended and gained great insights into this evolving games distribution model. Through a series of fascinating presentations from internationally respected mobile and portable game developers we gained an understanding of new opportunities which are opening up for our graduates.

Women In Games Networking Event - Sydney

The Women In Games 2009 Sydney Mixer event was held at the AIE Sydney campus on Thursday 17th September. Thanks to everyone for coming along and supporting the push to get more women into games.

Photos from the event are up on the [Women In Games website](#) and you can read all about the event on a [blog](#) posted by Phuong Tran, a student aspiring to get into the games industry.

A big thanks to all the sponsors for their generous support!



Gameface Voting Now On



Voting is now open on eLearn for the winner of the People's Choice award for GameFace. To check out the final four and vote for your fave, all you have to do is register on eLearn and away you go.

And what's more, thanks to our wonderful friends at Atari, now Namco Bandai but always Atari in our hearts,

we have three games prize packs to be won, which include a random assortment of games titles for 360, PS2 & PS3. So see the game ideas and vote for your favourite to be in it. Voting closes this Friday 2 October at 5pm AEST so [check it out and cast your vote](#)

Intensive two week Introductory courses - Sydney campus

The Sydney campus is offering intensive two week introductory courses in 3D animation and Games Programming.

Course dates:

12th - 16th October 2009: 9am till 5pm

18th - 22nd January 2010: 9am till 5pm

[Click here for information on the 3D Animation course](#)

[Click here for information on the Games Programming course](#)

For further details please email the [Sydney campus](#) or contact (02) 8514 8800.



Industry Experience Day - AIE Sydney



AIE Sydney will be running its Industry Experience Day again in the October school holidays. This event is available for students in year 11 and 12.

Students have the opportunity to come out to the campus for a day to find out about the industry and do hands on training in 3D animation, games programming and visual fx, using industry standard programs.

This is a free event, however bookings are essential. Please contact the [Sydney campus](#) or phone (02) 8514 8800 for more information.

iDEF is back!

What better way to spend the Halloween weekend than at iDEF? The [International Digital Entertainment Festival](#) (iDEF) is heading back to Melbourne in 2009 playing host to a series of events and activities supporting and promoting the exciting and innovative digital world. The festival will include the eGames Expo, Digital Lifestyle Show and Develop ICT Skills and Careers Expo providing access to three expos for a single ticket purchase.



AIE is pleased to be involved once again and we hope to see you there!

When: Friday 30 October - Sunday 1 November

Where: Royal Exhibition Building, Carlton

So much learnt getting Muddy



Dave King's final mudbox workshop finished up in Melbourne last Friday to rave reviews from attendees. The two day class gave participants the chance to get muddy and learn more about the ins and outs of Autodesk's software with guidance from AIE graduate and experienced digital artist, [Dave King](#)

The classes were broken into two days,

with day one building a solid foundation of workflow and day two focusing on more complex studio production techniques such as adding limbs and moving data between models to rescue projects at the 11th hour.

A big thanks to Dave, as well as StormFX and Autodesk - who supplied a prize copy of Mudbox for each of the three campus courses. The success of this event had now led to further planning of a Creature Design masterclass - more details to your inbox soon!

Blockbuster Animators Tour and Digital Entertainment Creation 2010 Product Launch

If you're in the business of creating digital entertainment for the film, game, television, media or design industries, this event is not to be missed.

Learn from the very best with Master Classes from industry-leading creative talents, renowned keynote presenters, live new release product demos, and blockbuster success stories from Rising Sun Pictures (Australia and Wolverine), Imagi Studios (Astro Boy) and ILM (Transformers 2, Revenge of the Terminator and Star Trek).

In one information-packed day, you'll discover how the latest releases of Autodesk's 3D animation, 3D modelling, and visual effects software can help you raise your creativity and productivity to new levels from initial concepts to final frame.

WHERE AND WHEN

Sydney
Wednesday 7 October
The Ivy-The Sun Room
Level3, 320-330 GeorgeStreet

Melbourne
Friday 9 October
TheTrust
405-411 FlindersLane

[REGISTER NOW](#)

Seats are limited and bookings essential.

Experience@Singapore: Interactive Digital Media

Melbourne's Head of School, Bruce Jenkins, recently returned from an Interactive Digital Media tour of Singapore. This tour created opportunities to network with other Australasian digital media educators as well tour some of the studios and educators in the region, including Lucasfilm, Ubisoft and Digipen.

Bruce also met and heard presentations from such game industry luminaries as Don Daglow (Interactive Entertainment, USA), Harald Riegler (Sproing Interactive Media, Germany), Monte Singman (Radiance Digital Entertainment, China), Charles Speyer (Glassegg Digital Media, Vietnam), Alexander Fernandez (Streamline Studios, Netherlands), Ariella Lehrer (Legacy Interactive, USA), Jason Manly (Massive Black, USA), Ian Livingstone (Life President of Eidos, UK) Takahiro Murakami (Lead Producer, EA Japan), Olivier de Rotalier (GM, Ubisoft Singapore) and Claude Comair founder of Digipen.

The tour affirmed that AIE is pursuing a great strategy by engaging with industry and that the skills taught align with industry expectations. Furthermore we hope this will open opportunities for students to gain an entry into these international studios.

GDA Social catch up



Last month found a selection of members from the Game Developers' Association of

Australia (GDAA) catch up at the Honey Bar in South Melbourne. It was great to have people from Big Ant, Firemint, Wicked Witch Software and AIE amongst others gather to catch up.

Of course you get some game developers together and you find that very soon there is a lot of healthy information going around about various game platforms, the evolving distribution landscape, large publishers and local industry developments. It was great to be involved and we're looking forward to these events occurring at more regular intervals in the future.

ABC kids TV show filmed at Melbourne campus

This Friday will see part of our Melbourne campus transformed into a television set for the filming of a new ABC children's show. While further details are under wraps at the moment we will be looking forward to see how it comes together.... will Shawn and Jonathan be the latest discoveries for awesome Australian acting talent?



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