

## Academy of Interactive Entertainment

### Newsletter Issue 26: February 2010

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#### AIE Web Links

[On-Campus Courses](#)

[Online Courses](#)

[How to Apply](#)

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

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

[Twitter - Sydney](#)

[Twitter - Melbourne](#)

[Twitter - Canberra](#)

[AIE Youtube Channel](#)

Hi Neil,

Welcome to the year of the programmer, with all those zeros and ones it must be!



It's a busy time with classes starting in a couple of weeks and courses filling fast. It's not too late to apply and we will be holding information sessions across all campuses on Thursday 28 January 6-8pm. Full time courses commence in February with part time courses starting Feb/March.

To find out more about what some of our grads have been up to over the summer 'holidays', be it landing jobs or getting an insight into Singapore's games industry, check out the articles below.

And as always, feel free to contact your [local campus](#) if you want any further information.

Cheers,  
 Giselle Rosman  
 Communications Manager  
 Melbourne Campus

#### Information Evening Thursday 28 January



All three campuses in Sydney, Melbourne and Canberra will be holding their final information evenings prior to the start of courses in February tomorrow night, Thursday 28 January 6 - 8pm.

Teachers will be available on the evening to tell you more about the courses on offer and how they will prepare you for a career in games or animation, and answer any questions you may have.

For further information, [visit our website](#), or contact your [nearest campus](#).

#### AIE Graduate represents Australia at Experience@Singapore: IDM



Experience@Singapore: IDM (Interactive and Digital Media) is an exclusive 5-day



programme that gave participants from Australia, Canada, New Zealand, the US and UK, unparalleled exposure to Singapore and its Interactive & Digital Media (IDM) industry.

Steven Portelli, who graduated from AIE Melbourne in 2009, was the only Australian representative chosen for the tour, and made the most of this exciting

opportunity to find out more about Singapore and its developing games industry. The highlight of the tour was a visit to LucasArts.

Stephen dropped by AIE on his return to tell us all about it. "Being selected to go to Singapore was an amazing experience, during my time at Singapore I was fortunate enough to experience the local culture and food, learn a few Singlish words which is Singapore's slang, take in some of Singapore's breath taking architecture and visit some local game and film companies such as Lucasfilm Animation, Scrawl Studios, Sunwoo Asia Pacific and many more.

Singapore was a great experience for me to grow as a person and an artist whilst meeting new people from around the world and going to places like the 'Buddha Tooth Relic Temple and Museum' was a massive privilege and honor that I will never forget".

### Part-time & Evening Courses - Applications Now Open

All three campuses are running the introductory courses during evenings during 2010. Applications now open so if you want to do the course [download the application form \[PDF\]](#) and send it in to us.

- [Certificate II in Creative Industries \(Media\)](#) covers the fundamentals of 3D animation for games and film including environment creation, character design and short film production. This course commences on 23rd Feb in Sydney and 10th March in Canberra.
- [Certificate II in Information Technology](#) teaches students how to program games using C# and the XNA framework to create games for the PC and Xbox360. This course commences on 23rd Feb in Sydney and 10th March in Canberra and Melbourne.
- [Certificate III in Media](#) is an introductory 3D course for games, advertising and animation. The course covers all 3D fundamentals including modeling, animation, texturing and lighting. The course commences on the 24th Feb in Melbourne.



For further information on these courses or to find out course dates and time please contact your [closest campus](#).

### Bookings for school visits now open



Now's a great time to book a visit from an AIE School's Liaison Officer to visit your school to find out more about 3D and games careers and training options.

Presentations are tailored to meet the needs of individual groups, whether they be interested in the art or programming side of things or are after a general insight into the games or animation industries.

If you are interested in finding out more about what AIE can offer, contact your [nearest campus](#)

## Congratulations to the latest Firemint programmer



Congratulations to Joshua Boggs, who graduated from the Advanced Diploma of Professional Game Development (Software Development) in 2009, for gaining a junior programming position at Firemint, makers of Flight Control and Real Racing.

Joshua's shaders gave Pillager, one of the games developed by final year students last year, its unique 'oil painting' look. Pillager took out Best Graphics at the GCAP Independent Game Awards held in December 2009.

You can also check out Pillager on [youtube](#).

## IGDA Melbourne February 2 2010 Meeting

The Embassy

1 Queensbridge St, Southbank

Tuesday 2 February @ 7pm



As part of the next IGDA Melbourne meeting Eleisha Mullane, the Lead Organiser from the Media, Entertainment @ Arts Alliance (MEAA) will be speaking about worker rights, particularly focusing on the new industrial relations legislation that came into effect on 1 July 2009, and the new Modern Award that will now cover people working in games development.

She will also give a short update on a recent campaign in animation industry to assist people who were stood down and found that they had not been paid for some weeks.

Finally there will be some discussion around how the industry can work together to improve the games and animation industries.

For further information visit the [IGDA Melbourne website](#). This is also a [facebook event](#).

This event is open to games students, indies and games professionals.

[IGDA Melbourne on Facebook](#)

[IGDA Melbourne on LinkedIn](#)

[IGDA on Twitter](#)

## Holiday programs a hit again



AIE Canberra wrapped up another inspiring and fun session of holiday courses in game development, 3D animation, character creation, and special effects for students from 7-12 years and 12-17 years.

These classes always provide an enjoyable way for participants to develop their technology skills, while creating exciting projects and taking pride in their achievements. Students designed star ships to explore the deepest reaches of the solar system, used cutting-edge game engine technology to create their own race car and put it into a game, and learned how to design digital cartoon characters, ancient castles, cool scary monsters, and more.

When students get immersed in their projects and have fun, they gain confidence to apply new abilities - and don't even realize how much they are learning!



## AUSTRALIAN TRAINING AWARDS

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