

UNLOCK YOUR CAREER IN GAMES, FILM & VFX



• Courses up to Bachelor Degrees

• VET in Schools Courses

• Free School Workshops

• Industry Experience Days



SPECIALIST EDUCATORS IN
GAMES, ANIMATION, FILM & VFX

Find out more at
aie.edu.au

academy of interactive entertainment
SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

AIE RTO 88021, CRICOS 02406F
AIE Institute: PRV14333, CRICOS: 03986F



SPECIALIST EDUCATORS IN
GAMES, ANIMATION, FILM & VFX

UNLOCK YOUR CAREER IN GAMES, FILM & VFX

Career Courses



AIE is a world leader in specialist games and visual effects education. Our courses are taught by highly qualified industry experts who've made their names creating the games you've played and the movies and visual effects you've watched.

AIE runs courses from introductory-level Certificates to professional-level Advanced Diplomas and Bachelor Degrees. Graduates from our courses are immediately employable, with relevant, cutting-edge industry skills.

AIE Graduates are working in games and film studios worldwide, including Animal Logic, Industrial Light & Magic, Epic Games, Ubisoft and Rockstar.

Check out the full list of our courses on our website.

aie.edu.au/courses

VET in Schools Courses



The VET in Schools programs are nationally accredited Certificate II and III programs which enable high school students access to AIE's specialist project-based training in game development and 3D animation. These programs may give students credit towards their Year 10, 11 and 12 studies. The AIE VETiS program offers the following benefits:

- Course resources including learning materials, lesson plans, schedules, tutorials, and assessments
- Teacher training provided by AIE including ongoing support for your teachers and students
- Support from industry experienced teachers
- Graduate pathways to further study

aie.edu.au/vetis

Free School Workshops



AIE offers free schools workshops in a range of topics related to 3D Animation, Game Programming and Game Design for students in Years 10, 11 and 12.

We are able to organise teachers to come to your school and present a hands-on workshop or deliver a lecture on an area that relates to games and visual effects. Alternatively, we can host school excursions at AIE campuses where your students can have the opportunity to use our computers, software and other equipment to discover what working in games and film is really like!

Contact your local campus to find out more.

aie.edu.au/school-workshops

Industry Experience Days



AIE's Industry Experience Days are a great opportunity for students in Years 10, 11 and 12 to learn about local and international game development, 3D animation and visual effects industries. Students will get the opportunity to learn about the different pathways to get into the industry, what should be in a portfolio and will be able to get creative in practical workshops using industry-standard 3D animation and game development tools.

The sessions are run by industry professionals who have worked on some blockbuster games and films. Everything is provided to participate in the hands-on workshops and students will be using the same software that is used in the industry.

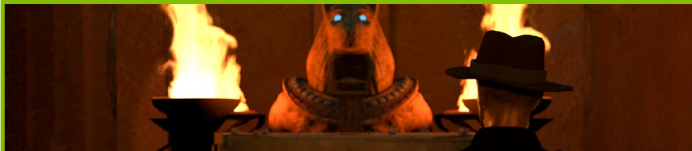
aie.edu.au/ied

EVET AT AIE CERTIFICATES

These introductory courses are an excellent option for students who are in high school, or any adult who wants to study part-time, or just want to get a taste for what a career in game and film might be like. These courses are also a great way for students to build a portfolio to apply to the Academy of Interactive Entertainment's career courses.



3D ANIMATION FOUNDATIONS



Certificate II in Creative Industries CUA20220

WHAT YOU WILL LEARN

- › Design and create a short, animated movie featuring a simple 3D character and environment.
- › Learn the fundamentals of 3D animation including 3D modelling, texturing, animation, lighting, rendering, character design, environmental design and short movie production.

SOFTWARE

- › Autodesk Maya
- › DaVinci Resolve
- › Krita

EVET

- › 2 units
- › Indicative Hours: 120

DURATION

- › Face to face: 3 x 1 week (40hrs) delivered over consecutive school holiday periods over 1 year.
- › Online: Wednesday evenings (term time) for 1 year



GAME DESIGN FOUNDATIONS



Certificate III in Design Fundamentals CUA30720

WHAT YOU WILL LEARN

- › Create a game demo from concept to completion.
- › Create game design documentation and implement game mechanics through a series of rapid prototypes.
- › Create interactive environments.

SOFTWARE

- › Unreal Engine
- › Visual Studio

EVET

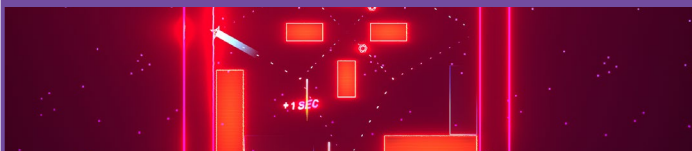
- › 4 units
- › Indicative Hours: 240

DURATION

- › Face to face: 6 x 1 week (40hrs) delivered over consecutive school holiday periods over 2 years.



GAME ENGINE SCRIPTING FOUNDATIONS



Certificate II in Applied Digital Technologies ICT20120 - Statement of Attainment

WHAT YOU WILL LEARN

- › Learn game programming by using Unreal Engine's node-based programming script (Blueprints).
- › Undertake the game development cycle from design to quality assurance and final presentation.

SOFTWARE

- › Unreal Engine

EVET

- › 2 units
- › Indicative Hours: 120

DURATION

- › Face to face: 3 x 1 week (40hrs) delivered over consecutive school holiday periods over 1 year.



GAME ART FOUNDATIONS



Certificate III in Screen and Media CUA31020

WHAT YOU WILL LEARN

- › Learn how to create a small 3D environment.
- › Learn character design and creation for interactive games.
- › Learn 3D modeling, animation and texturing techniques.

SOFTWARE

- › Autodesk Maya
- › Unreal Engine or Unity 3D Engine

EVET

- › 4 units
- › Indicative Hours: 240

DURATION

- › Face to face: 6 x 1 week (40hrs) delivered over consecutive school holiday periods over 2 years.

Beginner Courses — AIE Sydney 2024

If you are looking to build a portfolio piece to show for entry into further study, such as our Career Courses, then these courses are for you.

These take place over 3 consecutive Saturdays
Courses commence from 15 June and 23 November 2024. Ages 15 +

3D ANIMATION

Develop skills and knowledge in 3D animation using Autodesk Maya, the most widely used 3D animation software used in the games, visual effects and simulation industries.

At the end of the course, you will have a completed short animation sequence using your own modelled and animated 3D assets.

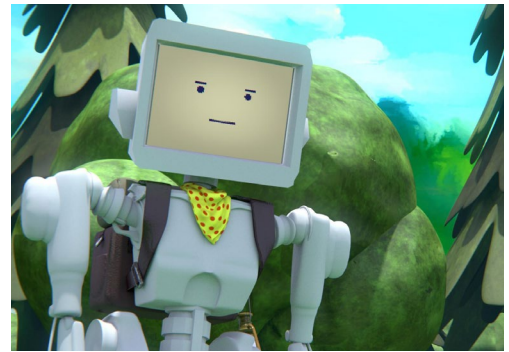


3D MODELLING
IN MAYA

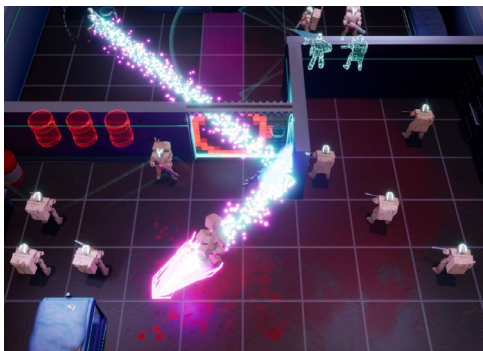
INTRODUCTION
TO ANIMATION

INTRODUCTION
TO LIGHTING

INTRODUCTION
TO RENDERING



GAME DESIGN



Develop and define game mechanics including the use of game design documentation, prototyping gameplay, interactive environments and the process behind Q&A for games.

You will be using industry standard software, the Unity game engine as well as Pro Builder to create a playable game prototype.



UNITY GAME
ENGINE

GAME DESIGN
DOCUMENTATION

PROBUILDER

GAME
FUNCTIONALITY

DEBUGGING

GAME PROGRAMMING

Explore the industry standard tools and techniques used in game development.

Learn C# to script game interaction and design game mechanics to create three interactive games.



INTRO TO C#
PROGRAMMING
IN UNITY

GAME
PHYSICS

GAMEPLAY
MANIPULATION

ARTIFICIAL
INTELLIGENCE



Holiday Courses — AIE Sydney 2024

AIE's Holiday Courses take place over 2 days.

At the end of the course, take home your own game creation to show your friends and family! Ages 12 +

Gotta Make 'em All

3D Art

15 & 16 July



If you're a fan of games like Pokemon or Palworld then this is the course for you! This course teaches you how to digitally model and animate a pocket pal of your own using Autodesk Maya, the most widely used 3D software used in the games and animation industries.

Make Your Escape!

Game Programming in Unity

18 & 19 July



Learn to program in the Unity game engine. This course will teach you the fundamentals of game programming as you make your own Escape Room game. Program actions, clues and puzzles to create the rooms in your game using available tools and mechanics. Take your game home to challenge your friends and family.

Alien Life

3D Art

8 & 9 October



Perhaps there are undiscovered galaxies far, far away. What do you think alien life might look like there? Let your imagination go wild in this course as you bring your alien planet alive in 3D. You will use Maya to learn the basic skills of 3D modelling and texturing to design your own alien environment with its weird and other worldly lifeforms.

Let's Get Stealthy

Game Design in Unreal

10 & 11 October



Design your own stealth game using the Unreal game engine. Create the puzzles, determine the objectives and implement the hazards that will make a fun, challenging and sneaky game for your friends and family to play. Remember..... being stealthy is the key!

FILM PRODUCTION WORKSHOPS



Plan and produce a scene for film using virtual production

Learn what it takes to plan and produce a film shoot in this intensive film production workshop. You will get hands-on with cameras, lighting, and the latest in virtual production LED screens. Industry-experienced filmmakers will guide you in taking your script through the various production stages.

In this workshop, we will fast-track the film production process by choosing one scene and taking it through the pipeline from idea to finished shots. As part of this process, participants will be leveraging virtual production sets! This is an exclusive opportunity to learn more about this revolutionary technology which is empowering filmmakers.

AIE is providing this workshop at no cost for participants that are interested in learning more about film, working in film crews and developing their own short films.



SCRIPTWRITING AND SHOTS

We will choose one scene and flesh out a script. Guided by filmmakers, develop your scriptwriting and develop a series of “story snacks”. Taking our finished script, we work through the logistics and break it down and create a shot list.



REHEARSAL AND CAMERA ANGLES

Participants will rehearse the scene and block it (participants are also actors). We will block the camera setups and go through camera positions, coverage and not crossing the line.



CINEMATOGRAPHY

We discuss the best way to shoot the scene. Handheld? Minijib? Easy Rig? Wally Dolly? Gimbal? How will we light the scene? How can we influence the mood with lighting and camera angles? What mood are we going for?



VIRTUAL PRODUCTION

Explore virtual environments on the LED wall and how to effectively incorporate this technology into the scene. What effects and lighting do we need in the virtual environment and how do we match this in the studio?



POST-PRODUCTION AND EDITING

After we finish shooting, footage will be taken into Premiere Pro to edit and colour grade. Assisted by our filmmakers, participants will edit captured footage and sound to achieve our final result.

INTERESTED?

If this sounds like a great opportunity, then apply using the link below. Applicants need to outline their experience (if any), what they would like to get out of this workshop, and a one-paragraph idea for a short film that they would like to make.

We're looking for workshop participants ages 16+ keen to learn more about the art of filmmaking and interested in exploring the technology and tools it takes to tell cinematic stories.

link.aie.edu/film-workshop



aie graduate success

AIE graduates work at the top studios worldwide.

Games

- › Baldur's Gate 3
- › Diablo IV
- › Elden Ring
- › Call of Duty: Vanguard
- › Gears of War 5
- › Conan Chop Chop
- › Tiki Trials
- › Magic: The Gathering Arena
- › Far Cry 5
- › World of Tanks
- › Borderlands: The Pre-Sequel
- › Batman: Arkham Series
- › Rise of the Tomb Raider
- › Gears of War 4
- › Injustice 2
- › Watch Dogs 2
- › The Walking Dead: A New Frontier
- › Legend of Zelda: Twilight Princess HD
- › Batman: The Telltale Series
- › Tom Clancy's Rainbow Six Siege
- › Tom Clancy's The Division
- › Dead Space
- › Armello
- › Submerged
- › Death Squared
- › Yonder: The Cloud Catcher Chronicles
- › Tahira: Echoes of the Astral Empire
- › Dragon Age: Inquisition
- › Jetpack Joyride
- › Fruit Ninja
- › Bioshock Series
- › Grand Theft Auto IV
- › Grand Theft Auto V
- › Fallout Tactics: Brotherhood of Steel
- › Guitar Hero
- › Battlefield 4
- › The Legend of Spyro
- › Call of Duty Series
- › Need for Speed Series
- › L.A. Noire

Film & TV

- › Dune: Part Two
- › Doctor Strange in the Multiverse of Madness
- › The Batman
- › Spiderman: No Way Home
- › Shang-Chi & The Legend of The Ten Rings
- › Eternals
- › Jungle Cruise
- › The Tomorrow War
- › Space Jam: A New Legacy
- › Loki
- › Avengers Series
- › John Wick Series
- › Crazy Rich Asians
- › The LEGO Movie Series
- › Peter Rabbit
- › Alien: Covenant
- › Thor: Ragnarok
- › Spiderman: Into the Spider-Verse
- › Spider-Man: Homecoming
- › Doctor Strange
- › Antman and the Wasp
- › Aquaman
- › Black Panther
- › Logan
- › Pacific Rim Uprising
- › Deadpool
- › Beauty and the Beast
- › Mad Max: Fury Road
- › Guardians of the Galaxy Vol. 1 & 2
- › Justice League
- › Avatar
- › Jurassic World
- › 300
- › Terminator: Salvation
- › The Harry Potter Series
- › Happy Feet 1 & 2
- › The Lord of the Rings Trilogy
- › The Hobbit Trilogy
- › Iron Man Series
- › Gravity

aie.edu.au/grads

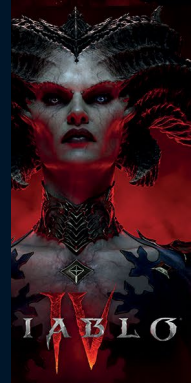
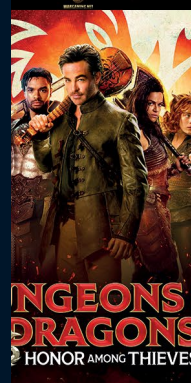
BORDERLANDS
THE PRE-SEQUEL

CHRISTOPHER MELONI
PATTON OSWALT
HAPPY!

The Sims
Mobile

WORLD OF TANKS

AVENGERS
INFINITY WAR





**GET INTO
GAMES, FILM & VFX**

OPEN DAY
SUN 11 AUG



**SPECIALIST EDUCATORS IN
GAMES, ANIMATION, FILM & VFX**

AIE RTO 88021, CRICOS 02406F
AIE Institute: PRV14333, CRICOS: 03986F

Discover the courses designed to get you started in game development, 3D animation, film and visual effects at the AIE Open Day on Sun 11 August 2024. AIE's Open Day is a great opportunity to meet our teachers, staff and students. The day will cover everything you need to know about the:

- careers in games and VFX that we train students for;
- studios and industries that we work with;
- courses we offer - from beginners to professional mastery,
- the software, skills and knowledge we teach.

AIE's Open Day will also include presentations on entry requirements and how to apply. Find out how AIE can get you into a creative career.

link.aie.edu/open