



we are games
we are visual fx
we are hands on
we are specialists
we are industry
we are aie



aie

SPECIALIST EDUCATORS IN
GAMES, ANIMATION & FILM VFX

RTO No. 88021



AIE is a world leader in games and visual effects education.

Our teachers are a highly qualified team of experienced industry professionals who've built their names creating the games you've played and the movies and visual effects you've watched.

Our graduates are immediately employable, with relevant, cutting-edge industry skills. No wonder industry giants like Animal Logic, Weta Digital, Epic Games, Bioware, Wargaming and Rockstar look for AIE qualifications when they're recruiting.

Through our connections with game development and 3D animation studios, you'll have real opportunities to get into the games and film industries.

Let our industry success build your industry success.

WHAT'S UNIQUE ABOUT AIE?



Our students develop strong hands-on skills and learn in simulated studio environments so they are industry ready.



Our courses are highly specialised in games, VFX and animation because our teachers come from industry.



Our graduates have worked on the top games and films world-wide because we help them create great work that showcases their talent.



Our Diploma, Advanced Diploma and Certificate courses are nationally accredited and we are a Registered Training Organisation.



Our profits are re-invested in our students and industry growth initiatives because we are not-for-profit.



Our leading educational practices have led to us winning the Australian Small Training Provider of the Year - twice!

Student work (cover): "Kenta" by Janice Scott, "Follow You" cyborg by Chrysa Kipourou, "Out of Gas" by Ivan Barbarich, Jesse Cohen, Jonathan Denny, Ghazal Saeid, Bryan Botterill, James Stewart, Andy Nguyen & Nathan Landman, "Kiara" by Jessica Murphy. Student work (this page): "Dumatis" by James Patarozzi, "Jeremy" by Brooke Collins

We are award winning education

"AIE was the best choice I made when deciding my career path, the course structure and the connections I made there is what put me in the position for most of the jobs I've gotten. The teachers go above and beyond for their students!"



Kellie Lautier
CHARACTER ARTIST

"AIE gave me the opportunity to learn industry relevant skills that made it possible for me to get a job in the industry. The teachers were fantastic and incredibly motivated"



Damien Lam
SENIOR CREATURE MODELER

"AIE provided me with the building blocks to take my art career to the next level. I learned about the industry, made connections, mentors and friends, asked questions, and viewed my work as an evolution rather than a destination."



Beverly Crock
OUTPUT DESIGNER

"What I enjoyed about AIE the most was being taught by people that actually have industry experience. My teachers at AIE really helped me figure out the necessary paths and helped me be the best that I could be when I graduated."

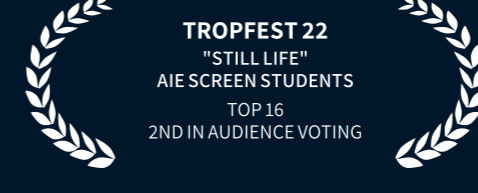


Josh Van Zuylen
PRINCIPAL ARTIST

WINNER



FINALIST



we are industry

AIE graduates work at the top studios worldwide.

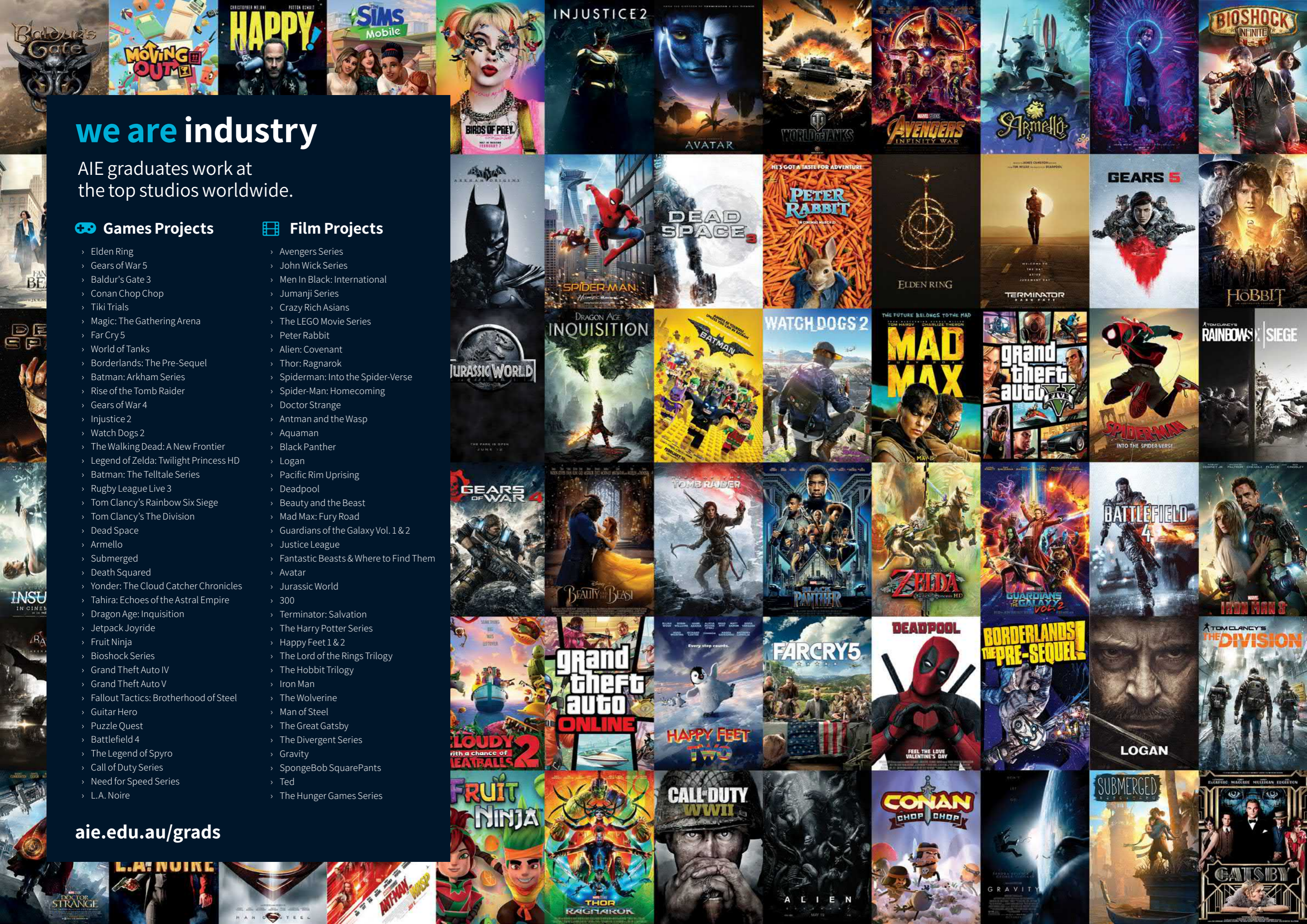
Games Projects

- > Elden Ring
- > Gears of War 5
- > Baldur's Gate 3
- > 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
- > Rugby League Live 3
- > 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
- > Puzzle Quest
- > Battlefield 4
- > The Legend of Spyro
- > Call of Duty Series
- > Need for Speed Series
- > L.A. Noire

Film Projects

- > Avengers Series
- > John Wick Series
- > Men In Black: International
- > Jumanji 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
- > Fantastic Beasts & Where to Find Them
- > 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
- > The Wolverine
- > Man of Steel
- > The Great Gatsby
- > The Divergent Series
- > Gravity
- > SpongeBob SquarePants
- > Ted
- > The Hunger Games Series

aie.edu.au/grads



we are your pathway into games, 3D & VFX

Demand and opportunity continue to grow for graduates as the fields of animation, simulation and 3D design evolve.



Film and Virtual Production

? Filmmakers tell stories using the big (and small) screen, leveraging virtual production technology.

👤 Filmmakers can originate and communicate their vision, working with specialist teams.

- Virtual Production Producer
- Visualisation Lead
- Virtual Set Designer
- Director



3D Animation and VFX for Film

? 3D artists build the environments, characters and visual effects in the movies you love to watch.

👤 3D artists are visually creative and have a passion for films and creating digital art.

- Character Animator
- Technical Director
- VFX Artist
- Composer



Game Art and Animation

? Game artists build the worlds, characters and levels for the games that you love to play.

👤 Game artists are visually creative and have a passion for making games.

- 3D Modeler
- Texture Artist
- Level Designer
- Technical Artist



Game Design and Production

? Game designers are the visionaries who thrive on new ideas and think about how users will interact and enjoy their game experience.

👤 Game designers possess a combination of technical knowledge, artistic skill and the ability to communicate to players.

- Game Designer
- System Designer
- Narrative Designer
- UI Designer



Game Programming

? Game programmers drive the development process, creating the framework, functionality and interactions in the game.

👤 Great game programmers have an aptitude for logic, are creative problem solvers and enjoy technical challenges.

- Game Engine Programmer
- AI Programmer
- Gameplay Programmer
- Software Engineer

A GREAT PLACE TO GET STARTED

INTRODUCTORY COURSES

A list of short courses are on page 22 or online at aie.edu.au/intro

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KICKSTART YOUR CAREER HERE

CAREER COURSES

Diploma and Advanced Diploma courses are on page 10 or online at aie.edu.au/film

CAREER COURSES

Diploma and Advanced Diploma courses are on page 12 or online at aie.edu.au/animate

CAREER COURSES

Diploma and Advanced Diploma courses are on page 14 or online at aie.edu.au/gameart

CAREER COURSES

Diploma and Advanced Diploma courses are on page 16 or online at aie.edu.au/gamedesign

CAREER COURSES

Diploma and Advanced Diploma courses are on page 18 or online at aie.edu.au/gameprog

START YOUR OWN STUDIO

Check out our Graduate Diploma on page 20 or online at aie.edu.au/grad-dip

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AIE Incubator Program

AIE Incubator Program





we are film and virtual production

This world-first qualification combines film and virtual production in a practical course to learn film making that prepares you for the global film industry.

WHAT YOU WILL LEARN

This course is designed to expand your creative thinking and explore new ways of storytelling replicating the film industry and operating just like a production house. Learners will get real experience in traditional film making and virtual production methodologies, enabling you to become part of the new generation of in-demand professional film practitioners.

Ideas are developed and pitched, crews are formed and projects are realised from pre-production to post-production, utilising outdoor locations and AIE's virtual production sound stage. You will learn practical skills involved in the range of roles involved in filmmaking as well as the art of collaboration.

This course runs over two years full-time, during which you will create your own extensive portfolio of work that will impress potential employers or prospective clients and set you up to become a leading independent filmmaker.

This course has been written in consultation with leading film directors, producers, game engine developers, film and visual effects studios. It will give you the skills to help you create and tell film and TV stories set in the real-world as well as fantastic new universes with spectacular imagery.

COURSE CONTENT

Collaborating with other students across AIE and working in our new LED wall virtual production film studio, you will gain hands-on skills and make creative directorial decisions. You'll apply new cinematic techniques in a virtual capture volume as well as using traditional film methods. You will learn the art of script development, project planning and pre-visualisation, LED wall dynamic lighting, set extension and virtual scouting techniques, optimising pipelines and workflow, editing and post-production, including real-time, pixels in camera compositing to combine live action footage and visual effects.

You'll have the opportunity to develop both your creative practice in filmmaking as well as specialise in a technical virtual production crew role while networking in the social and professional world of film production. AIE graduates have had their short films featured in film festivals around the world and worked on blockbuster films and TV shows, including Shang-Chi and the Legend of the Ten Rings, The Lego Movies and WandaVision, as well as AIE's funded feature films such as Blue World Order, The Furies and Sissy.

QUALIFICATIONS

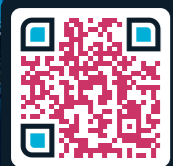
This two-year, full-time program has been developed with industry and is delivered through the following nationally accredited qualifications:

- › Stage 1: Diploma of Visual Arts CUA51115 delivered in conjunction with Diploma of Screen and Media CUA51015
- › Stage 2: Advanced Diploma of Screen and Media CUA60615

EQUIPMENT & SOFTWARE

Students utilise state of the art equipment and resources such as:

- › LED Virtual Studio stage
- › Volumetric capture cameras
- › Arri Alexa LF Camera for professional cinematography
- › Black Magic, Epic Red, Sony and other cameras
- › Motion control dollies, cranes and lighting equipment
- › Unreal Engine/ nDisplay – Virtual set construction
- › Maya – 3D asset creation
- › Photoshop – Concept art and texturing
- › Nuke – Compositing and match-moving
- › DaVinci Resolve – Video Editing
- › Avid – Video editing



SCAN TO VIEW STUDENT GALLERY

aie.edu.au/film



we are 3D animation & VFX for film

Create photorealistic animation and visual effects for film and TV.

This is a two-year, full-time practical 3D Animation and Visual Effects course, designed in consultation with top studios, to give you the best technical training using current industry standard technology.

WHAT YOU WILL LEARN

- › Develop skills in 3D modelling, texturing, dynamic simulations and effects, match moving, UVW unwrapping, rigging, animation, lighting, using cameras, rendering and compositing.
- › Work in teams that emulate real-world studio structures.
- › Learn the entire VFX pipeline from pre-vis through to final comp.
- › Learn to articulate and present your ideas to peers.
- › Get experience in tools for production and management.
- › Learn advanced compositing techniques such as rotoscoping, chroma keying and camera tracking.
- › Gain hands-on experience with cinema grade cameras and equipment.

MAJOR FILM PROJECT

Complete two major projects including polished visual effects shots, and a short film produced under studio conditions. These will supply impressive footage for your graduate showreel, demonstrating proficiency in all aspects of animation production, from animatic and asset modelling, VFX compositing to post-production.

AIE students have won awards at Tropfest and animation festivals around the world for their final film projects.

QUALIFICATIONS

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- › Stage 2: Advanced Diploma of Screen and Media CUA60615

SOFTWARE SKILLS

- › Maya – 3D Modelling, rigging, animating, lighting and rendering
- › ZBrush – High-detail sculpting and texturing
- › Adobe Photoshop – Concept art and texture maps
- › Nuke and 3D Equalizer – Compositing and match-moving
- › Renderman – Rendering
- › Deadline – Render farm management
- › Substance Suite – High detail materials and texturing
- › Houdini – Particle and dynamic simulations

Student work: "The Last Stand" by AIE Melbourne's Class of 2019
"Dragon Magic" by Duncan Bean, Liam Gately, Kristina Demar, Kim Truong and Daniel Hailey.



aie.edu.au/animate



SCAN TO VIEW
STUDENT GALLERY

We are game art & animation

Build environments, create characters and other game assets for the games you love to play.

Game artists and animators work in specialised areas such as 3D modelling and sculpting, texturing, animation, rigging and lighting. Working with other artists, programmers and designers you will be creating unique entertainment experiences using cutting-edge game technology.

WHAT YOU WILL LEARN

- › Develop skills in 3D modelling, texturing, UV unwrapping, rigging, animation, lighting and rendering in a game engine.
- › Concept, model and animate characters, build realistic and stylised environments and props and develop animation techniques which bring your characters to life.
- › Take advantage of the latest techniques, skills and software required to build high quality artwork within game engines as well as new emerging technologies.
- › Develop advanced modelling, texturing and animation skills for real time development.
- › Prepare a professional game art portfolio.
- › Work as part of a multi disciplined team to create a game project from concept to completion, ready for game expos or market.

MAJOR GAME PROJECT

Collaborate with game design and game programming students to create an innovative original game. The training environment reflects the real-world production cycle of a development studio, covering the entire process including pitching the game idea, evaluating technical requirements, managing workload, meeting deadlines, delivering commercial quality artwork and animation, bug-fixing, QA testing and market analysis.

AIE students have successfully showcased their finished game projects at major expos including PAX as well as receiving many awards and critical acclaim from industry press.

Student work: "Koru" by Sam Elmohamed, Natalie Pranic, Dante Gregory, David Bautista and Ryan Clarke. "English Cafe" by Ivy Cheng.

QUALIFICATIONS

This two-year, full-time program has been developed with industry and is delivered through the following nationally accredited qualifications:

- › Stage 1: Diploma of Visual Arts CUA51115 delivered in conjunction with Diploma of Screen and Media CUA51015
- › Stage 2: Advanced Diploma of Professional Game Development specialising in Game Art and Animation 10702NAT

SOFTWARE SKILLS

- › Maya – 3D Modelling, rigging, animating, lighting and rendering
- › ZBrush – High-detail sculpting and texturing
- › Adobe Photoshop – Concept art and texture maps
- › Unreal Engine and Unity engine – Game development
- › DaVinci Resolve – Video editing
- › Substance Suite – High detail materials and texturing
- › Marmoset Toolbag – Real-time rendering and portfolio presentation



aie.edu.au/gameart



SCAN TO VIEW
STUDENT GALLERY

we are game design & production

Be the visionary and evangelist for a game development project.

Explore how audiences interact with games. Combine technical and creative knowledge, artistic skill and the ability to communicate with and understand people to create and deliver engaging gameplay experiences. This two-year full-time course has been created by industry professional game designers and producers in consultation with local and international studios, to produce the next generation of game development leaders.

WHAT YOU WILL LEARN

- › Learn the roles of a game designer and producer and understand industry terminology.
- › Develop skills in designing gameplay systems and mechanics and the creation of industry quality game documentation.
- › Work on visualising ideas and project prototyping best practices to create a range of different game types and genres across multiple platforms.
- › Learn the fundamentals of 3D content creation, game programming and sound design.
- › Design game levels, create user interfaces and craft gameplay experiences.
- › Develop skills in testing and quality assurance.
- › Explore the psychology of games, market research and analysis, and thinking and decision-making processes.
- › Manage and coordinate game projects using agile production methodologies.
- › Develop teamwork and communication skills, presentation skills and how to pitch a project.
- › Build an extensive portfolio of games you've designed and produced, functional prototypes and documented design concepts expressed in visual and written form.

MAJOR GAME PROJECT

Collaborate with game art and game programming students to create an innovative original game. The training environment reflects the real-world production cycle of a development studio, covering the entire process from pitching the game idea to writing game design documents, evaluating technical requirements, managing workload, meeting deadlines, delivering commercial quality artwork and animation, bug-fixing, QA testing and market analysis.

AIE students have successfully showcased their finished game projects at major expos including PAX as well as receiving many awards and critical acclaim from industry press.

Student work: "Overthroner" by Ali El Saleh, Edward Lu, Ryan Dempsey, Howard Strutt, Sebastian Calero and Brad Johnston. "StormRend: Realm in Ruin" by Christopher Poermandya, Dale Giroud-Grumley, Henry Boadle, Joel Kaplan, YeonKyung "Lucy" Kim, Dexter Prapun, Tony Le and Muhammad "Gabe" Ghalib.

QUALIFICATIONS

This two-year, full-time program has been developed with industry and is delivered through the following nationally accredited qualifications:

- › Stage 1: Diploma of Information Technology ICT50210 delivered in conjunction with Diploma of Screen and Media CUA51015
- › Stage 2: Advanced Diploma of Professional Game Development specialising in Design and Production 10702NAT

SOFTWARE SKILLS

- › Unity, Unreal Engine, Twine, GameMaker – Game engine and development frameworks
- › Maya – 3D game asset creation
- › Perforce, Git – Project management and version control
- › Adobe Photoshop – Visualisation
- › Visual Studio, MonoDevelop – Programming tools
- › Microsoft Office Package



aie.edu.au/gamesdesign



SCAN TO VIEW
STUDENT GALLERY

we are game programming

Drive the development process and create the framework and functionality of the game.

Game Programmers drive the game development process; creating the framework, functionality and interactions in the game. Regarded as the essential ingredient in the development process, game programmers are highly valued and continually in demand. This program has been developed in response to industry needs and runs for two years, full-time.

WHAT YOU WILL LEARN

- › Gain advanced game programming skills.
- › Learn languages and technologies used heavily by the gaming industry, including C++, C#, OpenGL, game engines and version control systems.
- › Develop maths, problem-solving, and practical programming proficiency.
- › Learn real-time application development skills that can take you into any area of programming and simulation.
- › Choose to develop across multiple platforms including PC, consoles from PlayStation and Xbox, VR Headsets and mobile.
- › Learn specific algorithms and technologies used in game development and build on core language skills.
- › Learn more advanced development techniques and how to develop using industry standard game engines.
- › Gain experience in 3D graphics, artificial intelligence, networking, physics and collision, profiling, and managing medium to large-scale software projects.
- › Develop skills in all aspects of C++ before focusing on specialised areas and developing across multiple platforms.

MAJOR GAME PROJECT

Collaborate with game art and game design students to create an innovative original game. The training environment reflects the real-world production cycle of a development studio, covering the entire process from pitching the game idea to writing game design documents, evaluating technical requirements, managing workload, meeting deadlines, delivering commercial quality artwork and animation, bug-fixing, QA testing and market analysis.

AIE students have successfully showcased their finished game projects at major expos including PAX as well as receiving many awards and critical acclaim from industry press.

Student work: "Roll Out" by Bradley Reimer, Phillip Houth and Reuben Bignell.

QUALIFICATIONS

This two-year, full-time program has been developed with industry and is delivered through the following nationally accredited qualifications:

- › Stage 1: Diploma of Information Technology ICT50120 delivered in conjunction with Diploma of Screen and Media CUA51015
- › Stage 2: Advanced Diploma of Professional Game Development specialising in Game Programming 10702NAT

SOFTWARE SKILLS

- › Visual Studio – Programming in C++ and C#
- › Open GL – Low-level computer graphics programming
- › Unity – Game development engine
- › Perforce or Git – Collaborative version control tools
- › Open-source Libraries – Public code-bases commonly used throughout programming industries



aie.edu.au/gameprog



SCAN TO VIEW STUDENT GALLERY



we are innovative

Start your own studio and develop your own games.

This world-first program is building the next generation of innovative digital developers and visual effects artists. It gives graduates the opportunity to create their own digital media businesses and supports them to create new companies, digital content and job opportunities. Bridging the gap between what it takes to create digital games and visual effects with the skills and knowledge needed to run a successful studio, participants learn how to plan for and develop their business.

WHAT YOU WILL LEARN

Start your own development studio to work on the games, VR and/or simulation content that you're passionate about. Subjects include:

- › Lead Strategic Transformation
- › Creating Learning Organisations for Competitive Advantage
- › Applied Research and Product Design
- › Business Planning
- › Implement Complex Solutions
- › Creating Learning Organisations for Competitive Advantage
- › Manage Personal and Professional Development

POSTGRADUATE QUALIFICATIONS

This one-year, full-time program has been developed with industry and is delivered through the BSB80615 Graduate Diploma of Management (Learning).

CAREERS

- › Game Developer
- › Lead Artist / Programmer / Designer
- › Project Manager/ Producer
- › Small Business Entrepreneur

ENTRY REQUIREMENTS

Completion of an AIE Advanced Diploma or an equivalent relevant qualification and/or professional qualifications demonstrating potential to undertake study at this level.

- › Advanced Diploma of Professional Game Development 10702NAT or equivalent
- › Advanced Diploma of Screen and Media CUA60615 or equivalent

STUDIO AND EQUIPMENT

Programs are run in a professional creative environment to which you have 24/7 access. Get your own office with dedicated desk and computer to craft your masterpieces. You have access to AIE campus resources and equipment which includes dev kits, VR headsets, render farms and meeting spaces.

EXPERT MENTORING

Be mentored by experienced, well-connected industry professionals who are there to help you find what and who you need for your business to succeed. During the course of the year, Incubator participants have workshops with experts in specialist areas such as law, marketing, public relations and production.

Student work: "Gungineer VR" by Jonathan Coleman, Braydon Keegan, Rhiannon Thomas and Jacob Burley.




SCAN TO VIEW STUDENT GALLERY



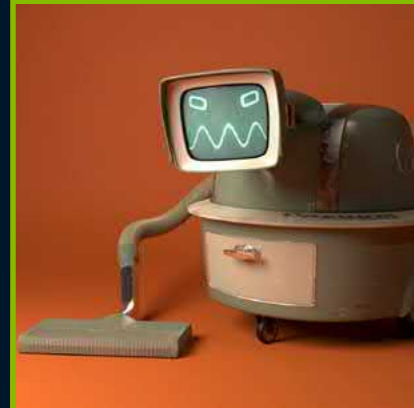
aie.edu.au/grad-dip

we are hands on

Our short courses are a great way to get started.
To learn more visit aie.edu.au/intro



3D ANIMATION FOUNDATIONS



**Certificate II
in Creative Industries
CUA20220**

WHAT YOU WILL LEARN

- › Get a comprehensive understanding of the creative potential of 3D animation software used in the games, film and visual effects industry.
- › Learn the fundamentals of 3D animation including 3D modeling, texturing, animation, lighting, rendering, character design, environment design and short movie production.

DURATION

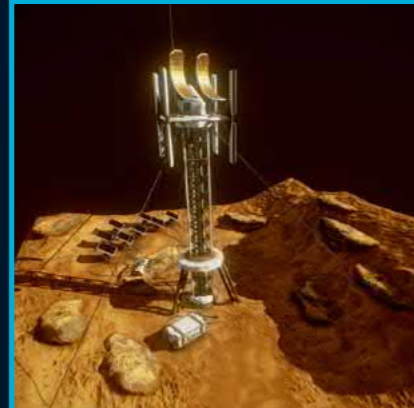
- › Between 10 and 30 weeks.*
Check website for details.

SOFTWARE

- › Autodesk Maya
- › DaVinci Resolve
- › Krita



GAME ART FOUNDATIONS



**Certificate III
in Screen and Media
CUA31020**

WHAT YOU WILL LEARN

- › Learn the foundation of character development.
- › Learn the foundation of environmental development.
- › Learn how to build your skills on the current industry trend.
- › Lighting and building an interactive level in a game engine.

DURATION

- › Between 20 and 40 weeks.*
Check website for details.

SOFTWARE

- › Unreal Engine or Unity engine
- › Autodesk Maya



GAME DESIGN FOUNDATIONS



**Certificate III
in Design Fundamentals
CUA30720**

WHAT YOU WILL LEARN

- › Create your own game demo from concept to completion.
- › Learn how to create game design documentation.
- › Concept 2D level design layouts.
- › Learn 3D modeling and the exporting pipeline.
- › Learn C# scripting.
- › Create interactive environments.

DURATION

- › Between 20 and 40 weeks.*
Check website for details.

SOFTWARE

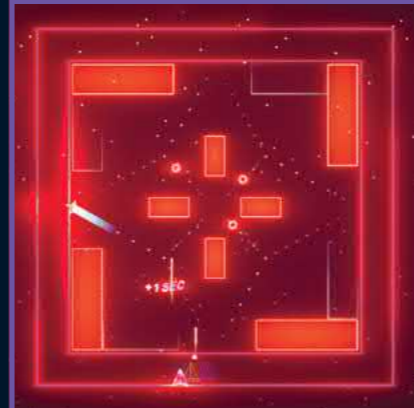
- › Unity engine
- › MonoDevelop
- › Visual Studio
- › Autodesk Maya

VET in Schools

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 give students credit towards their Year 10, 11 and 12 studies. To find out more, visit aie.edu.au/vetis



GAME PROGRAMMING FOUNDATIONS



**Certificate II
in Information, Digital Media
and Technology ICT20115**

WHAT YOU WILL LEARN

- › Learn how to develop games using the Unreal Engine.
- › Learn game programming by using a node-based programming script called blueprints.
- › Undertake the game development cycle from design to quality assurance.
- › Serves as a valuable bridge to further study in games programming.

DURATION

- › Between 10 and 30 weeks.*
Check website for details.

SOFTWARE

- › Unreal Engine



GAME DEVELOPMENT FOUNDATIONS



**Certificate III
in Information Technology
ICT30120**

WHAT YOU WILL LEARN

- › Learn how to create games using the Unity engine.
- › Get an introduction to industry standard tools and techniques for game development.
- › Learn C# to script interaction.
- › Design game mechanics to create fun gameplay. Use version control to manage projects, and rapid prototyping to create and test games faster.

DURATION

- › Between 20 and 40 weeks.*
Check website for details.

SOFTWARE

- › Unity engine



C++ PROGRAMMING FOUNDATIONS (ONLINE)



**Certificate III
in Information Technology
ICT30120**

WHAT YOU WILL LEARN

- › Learn how to develop games using the C++ programming language.
- › Learn basic maths skills the help in understanding how objects move in a game environment.
- › Develop a game while learning the fundamentals of software development.

DURATION

- › Self-paced online course, usually 6 - 12 months.*
Check website for details.

SOFTWARE

- › Microsoft Visual C++
- › Office or Open Office
- › Notepad++

* These courses vary in duration depending on mode of study and campus.
Student work (L - R): "Suck It" by Claire Worsman, Alexander Annetta, Ben Hart, Megan Leach, Zachary Rae, Cameron Rogers & Dylan Smith.
"Mars Communications Tower" by Bruno Mitrov. "Gunpunk" by Kyle Ryan, Ashley Sewell, Daniel Bain, Percival Relucio Jr & Twinkle Taylor.

Student work (L - R): "Flank" by Jonah Bauer, Anna-Rose Barrett, Jonathan Hosking & Francisco Romano. "Hike In The Night" by Jesse Thomas, Jaren DuBois, Betty Paschke, Alex Zent, Harley Hinkle & Wyatt Gallagher. "Orbitor" by Dale Ward & Duncan Henderson.



we are entrepreneurial



As an industry leader and non-profit organisation, AIE is going beyond providing digital media training. Education is only the first part - we want to help our graduates achieve their dreams - initiatives like the AIE Incubator Program make it possible. The Incubator Program supports graduates who have completed the Graduate Diploma in Management (Learning) to start-up commercial enterprises with ongoing assistance and funding to create new companies, digital content and job opportunities.

aieincubator.com.au



Game Plus is a collaborative workspace for game developers and related specialist technology start-ups. Established to support the needs of small independent studios, Game Plus is a workspace that has been custom built to enhance collaboration and innovation. Founding tenants of Game Plus are drawn from games, education, mobile development, animation and film. Game Plus provides a hub for digital entrepreneurs to co-locate, share resources, knowledge and opportunities. It's also a focal point for government and industry to access a range of specialist expertise in interactive entertainment, simulation and training.

gameplus.com.au



Film Plus is a non-profit collaborative workspace for filmmakers and related specialists. Established to support the needs of the Canberra film production industry, the space has been designed to enhance collaboration and innovation. Film Plus provides a hub for Canberra film production professionals to co-locate, share resources, facilities, knowledge and opportunities. It's also a focal point for government and industry to access a range of specialist expertise in production, VFX and post. Film Plus offers an array of flexible spaces ranging from Mixing/Editing/Grading/Recording Suites to hot desks to dedicated offices for small, medium and large companies.

filmplus.com.au



Degree Pathways

AIE Graduates can articulate to a Bachelor of Game Development at AIE Institute.

AIE Institute Limited, the not-for-profit subsidiary of AIE, has been approved by the Tertiary Education Quality and Standards Agency as a higher education provider to deliver a Bachelor of Game Development from February 2023. This builds upon AIE's 25 years as Australia's peak not-for-profit Registered Training Organisation for the game development, animation and visual effects industries.

The articulation agreement between AIE and AIE Institute means that graduates from AIE's Advanced Diploma of Professional Game Development will receive three semesters or 18 months credit towards the Bachelor of Game Development at AIE Institute.

Students would then complete three more semesters, or another 18 months of study to complete their Bachelor course. Students following this pathway will be able to continue into their chosen specialist area of game art, game programming or game design in the Bachelor of Game Development.

The articulation arrangement between AIE and AIE Institute is a formal mechanism that provides AIE Graduates with agreed and consistent credit outcomes for recognition of prior learning in accordance with the AIE Institute's Credit and RPL Policy and Procedure.

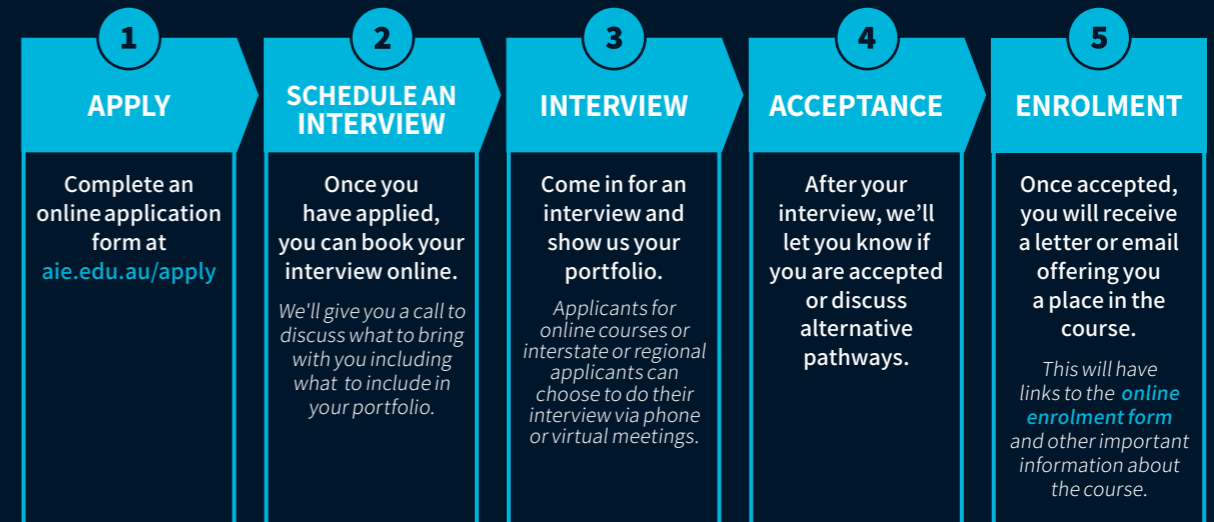
Course Name: Bachelor of Game Development CRS14000953
Provider: AIE Institute Limited, PRV14333

aieinstitute.edu.au



how to apply

Diploma and Advanced Diploma courses



🗨 Interview

Interviews for full-time courses are informal and a great opportunity to demonstrate your interest, enthusiasm and potential to complete the course to a high standard. We're looking to assess your suitability for the course including any specific requirements you may have.

📁 Portfolio

Your portfolio helps us understand what skills and knowledge you currently have. For **Game Art** and **3D Animation** students, we're looking for visually-creative work in any form. If you're applying for the **Game Programming** course, we're looking for some programming or scripting in any language. **Game Design** applicants should show some work that you've designed and the process used to reach that design goal.

📍 Year 12 Applicants apply through VTAC - Melbourne Campus only

Current Year 12 applicants in Melbourne apply through the Victorian Tertiary Admissions Centre (VTAC). Please visit the VTAC website for dates and further information on how to apply www.vtac.edu.au

aie.edu.au/apply

Domestic Students - 2022 Intake

Game Art and Animation

Stage 1 - 2022	CUA51115 Diploma of Visual Arts delivered in conjunction with CUA51015 Diploma of Screen and Media	\$15,850
		\$16,200
Stage 2 - 2023	10702NAT Advanced Diploma of Professional Game Development specialising in Game Art and Animation	\$16,550

The total tuition fee for a student that completes the two-year pathway culminating in the Advanced Diploma is \$48,600.

3D Animation and Visual Effects

Stage 1 - 2022	CUA51115 Diploma of Visual Arts delivered in conjunction with CUA51015 Diploma of Screen and Media	\$15,850
		\$16,200
Stage 2 - 2023	CUA60615 Advanced Diploma of Screen and Media	\$16,550

The total tuition fee for a student that completes the two-year pathway culminating in the Advanced Diploma is \$48,600.

Game Design and Production

Stage 1 - 2022	ICT50120 Diploma of Information Technology delivered in conjunction with CUA51015 Diploma of Screen and Media	\$15,850
		\$16,200
Stage 2 - 2023	10702NAT Advanced Diploma of Professional Game Development specialising in Design and Production	\$16,550

The total tuition fee for a student that completes the two-year pathway culminating in the Advanced Diploma is \$48,600.

Game Programming

Stage 1 - 2022	ICT50120 Diploma of Information Technology delivered in conjunction with CUA51015 Diploma of Screen and Media	\$15,850
		\$16,200
Stage 2 - 2023	10702NAT Advanced Diploma of Professional Game Development specialising in Game Programming	\$16,550

The total tuition fee for a student that completes the two-year pathway culminating in the Advanced Diploma is \$48,600.

Film and Virtual Production

Stage 1 - 2022	CUA51115 Diploma of Visual Arts delivered in conjunction with CUA51015 Diploma of Screen and Media	\$15,850
		\$16,200
Stage 2 - 2023	CUA60615 Advanced Diploma of Screen and Media	\$16,550

The total tuition fee for a student that completes the two-year pathway culminating in the Advanced Diploma is \$48,600.

Graduate Innovation Program

2022	BSB80615 Graduate Diploma of Management (Learning)	\$16,200
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- > Completion of either Diploma qualification acts as an early exit point from the program.
- > Students who exit with a Diploma also receive a statement of attainment towards the relevant Advanced Diploma qualification.
- > Information correct at time of production: 18/05/2021

AIE is an approved VET Student Loans Provider.

The VET Student Loans program allows eligible students enrolled in AIE's approved Diploma, Advanced Diploma and Graduate Diploma courses to defer part of the cost of their tuition fees. Courses are subject to maximum loan caps and students will be required to pay any fee over and above that cap. A list of current VET Student Loans approved courses and maximum loan amounts is available in the VET Student Loans (Courses and Loan Caps) Determination 2016, linked from this website employment.gov.au/vet-student-loans

How do I repay a VET Student Loan?

A VET Student Loan gives rise to a VETSL debt that continues to be a debt due to the Commonwealth until it is repaid. Students repay their VET Student Loan when their income reaches the repayment threshold through the Australian tax system.

How do I know if I'm eligible for a VET Student Loan?

Students must have been assessed as academically suited to undertake the eligible course and their FEE-HELP balance must be greater than zero. Students also need to be an Australian citizen or a permanent humanitarian visa. For more information visit aie.edu.au/vet-student-loans

Scholarships & Repayment Options

- > The VET Student Loans program allows eligible students enrolled in AIE's approved Diploma, Advanced Diploma and Graduate Diploma courses to defer part of the cost of their tuition fees. See information at the top of this page.
- > Zero interest payment plans are available for students. Please contact your local campus for more information.
- > A range of scholarships are available to students in each course area. For more information visit aie.edu.au/options





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academy of interactive entertainment
SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

RTO No. 88021
All information correct at time of production: 18/05/2021

Student Work: "Crabby McCrabface" by Joe Largent