UNLOCK YOUR CAREER IN
GAMES, FILM & VFX

- Courses up to Bachelor Degrees
- VET in Schools Courses
- Free School Workshops
- Industry Experience Days

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SPECIALIST EDUCATORS IN
GAMES, ANIMATION, FILM & VFX

AIE RTO 88021, CRICOS 02406F
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Find out more at
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academy of interactive entertainment
SYDNEY   MELBOURNE   CANBERRA   ADELAIDE   ONLINE

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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

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.

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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
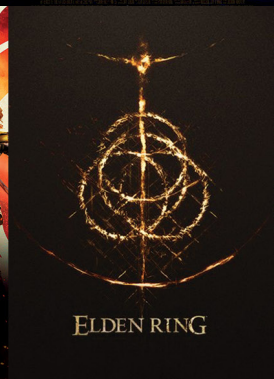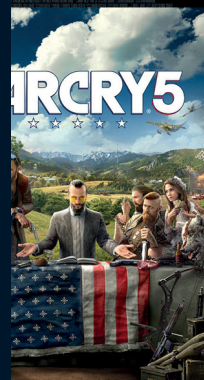› Call of Duty Series
› Need for Speed Series
› L.A. Noire

🎬 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

AIE STUDENT WORK
Alley Environment by Game Art
& Animation student James Zhou

UPCOMING
EVENTS
AT AIE!

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