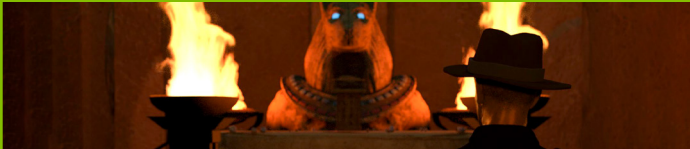


EVET AT AIE CERTIFICATES

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.