



# COURSE GUIDE

**2D ANIMATION**

**3D ANIMATION**

**FILM**

**GAME DESIGN**

**GAMES PROGRAMMING**

**MOBILE APP DEVELOPMENT**







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# TELL STORIES. CREATE WORLDS.

## ABOUT AIT

Operating since 1999, AIT has educated thousands of students from all over the world who have gone on to build successful careers in creative technology.

AIT's courses are delivered using the latest industry tools and supported by specialist educators who are passionate about the industry. We are committed to ensuring our students develop the right knowledge, skills and attitudes to complete their courses and confidently enter the workforce.

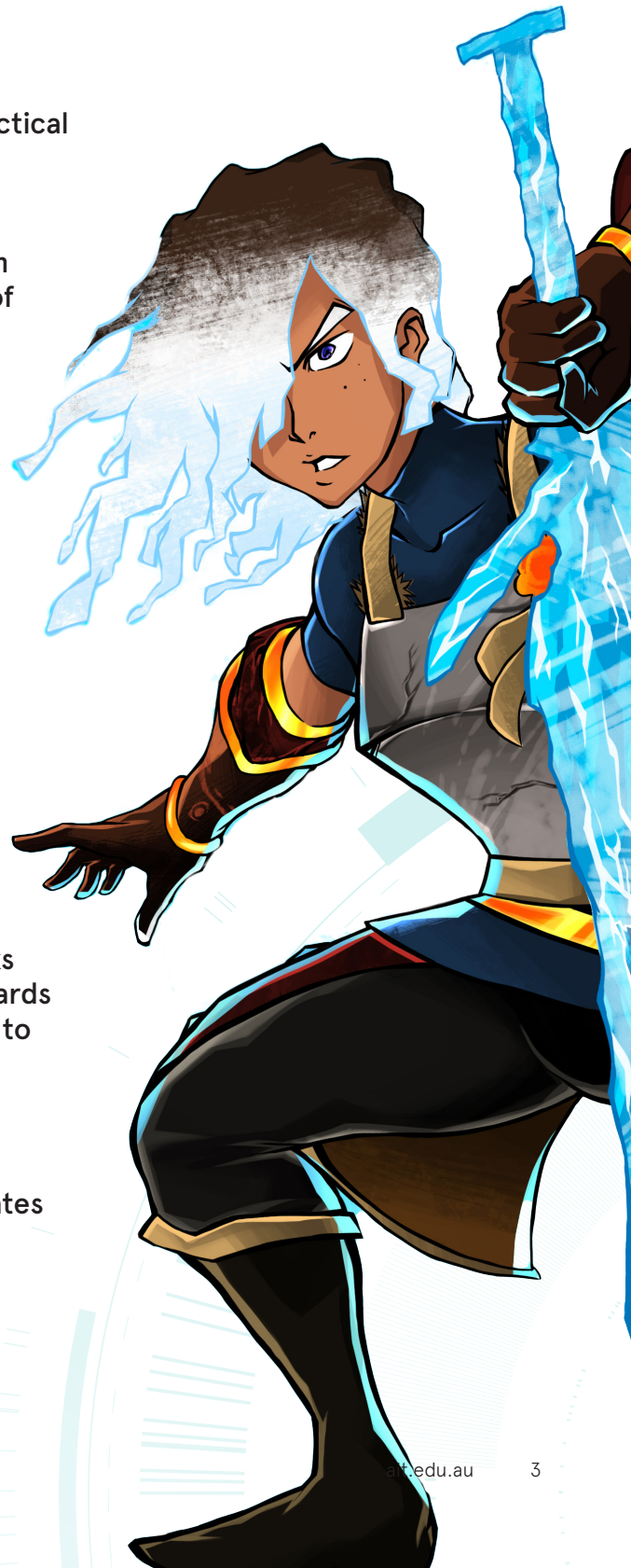
Our academic team are specialists in their chosen fields and are engaged and active members of the creative technology industries. We encourage our students to leverage these connections and we offer students the support and resources needed to make long lasting industry connections throughout their study.

**We can't wait to meet you and help you launch your creative career.**



# THE AIT DIFFERENCE

- Hands-on, progressive approach to learning with a strong emphasis on practical application to complement theory
- Dedicated time for students to work on their portfolio, to make sure they are of the highest standard to present to prospective employers
- Dedicated industry liaison who connects students to internships and mentorships, whilst raising student profiles within the creative technology industry
- Regular opportunities for students to network with industry, get their work recognised and gain feedback from industry practitioners in The Forge and Advanced Studio
- First-class events including Master Talks with high-profile artists and annual awards evenings that give industry recognition to students and their work
- Extensive and continually expanding network of industry partners and affiliates







71%

OF OUR  
INTERNATIONAL  
STUDENTS

AND

68%

OF OUR  
DOMESTIC  
STUDENTS

LAND THEIR

DREAM GIG

AFTER GRADUATING!\*

\* Source: Graduate Outcomes Survey 2021



OUR  
**GRADS**  
ARE WORKING AT



&  
**MORE...**





**Our Sydney campus is conveniently located in the heart of Sydney's educational precinct, close to Central Station, Broadway Shopping Centre and Chinatown.**

**It is a lively and safe area, with an energetic vibe.**

**Our funky warehouse campus is friendly, with lots of spaces for relaxing and creative exchange.**

## CAMPUS FEATURES

The green screen rooms at AIT's Sydney and Melbourne campuses offer state-of-the-art filming environments for students. The spaces allow students to extend their editing skills in Adobe Premiere and Adobe After Effects for green screen compositing, and both are attached to sound booths for student use.

Both Sydney and Melbourne campuses have PC and Mac editing suites for students as well as our brand new purpose built post-production studio. These facilities allow students to master the same tools and software used in industry.

AIT offers a number of student facilities, including break rooms, a games room and student kitchens.





# MELBOURNE

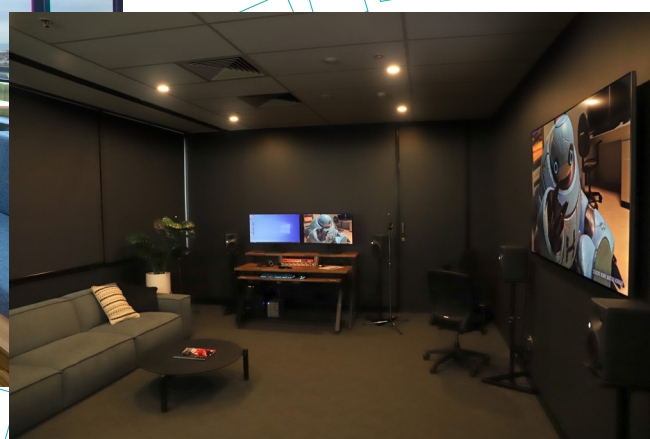
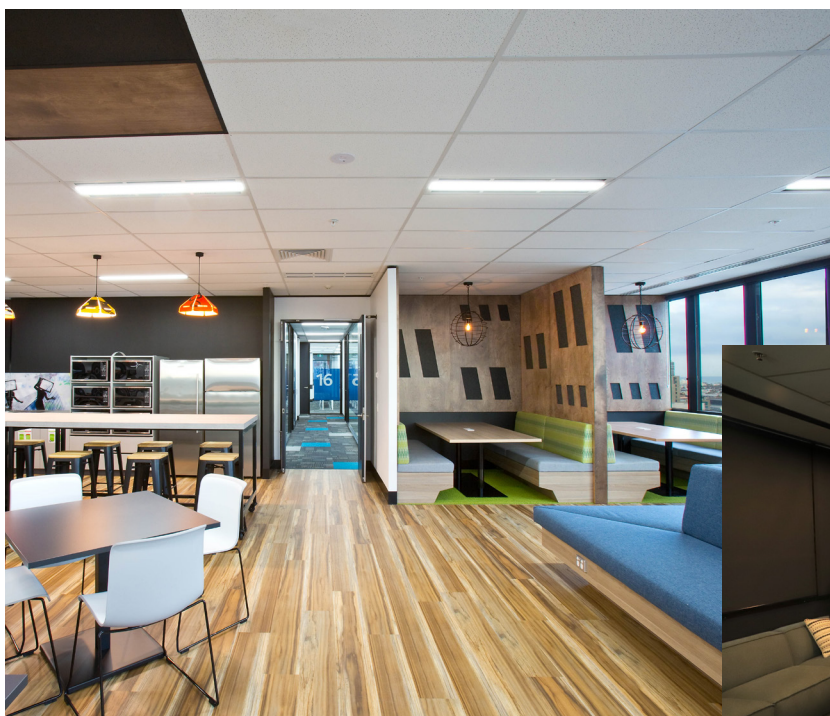
Located opposite Southern Cross Station, in Melbourne's CBD, AIT Melbourne is a purpose-built space that is conducive to creativity and learning. With industry-standard facilities, like Mac labs, PC labs, purpose built post-production studio, Green Screen room and dedicated student spaces, our warm community atmosphere means that you'll feel right at home learning at AIT.

## CAMPUS FEATURES

The AIT library catalogue contains the records of over 300 print books, as well as access to over 45,000 e-books and 3,000 online journals.

Our student games rooms provide a space for many of AIT's student clubs. Students can use the facilities and meet up regularly.

We continually improve our campus facilities so students can learn using industry-standard software and techniques. In 2022, our Melbourne campus underwent an upgrade with a new post production studio. This is an amazing new industry standard facility for our students and teachers to book and use and learn in.



# QUALIFICATIONS

## AIT OFFERS TWO TYPES OF QUALIFICATIONS

Higher Education Diploma and Bachelor Degrees.

### DIPLOMA

An entry-level qualification that develops industry skills for employment outcomes and promotes your learning. Typically one year if you choose to study full-time.

### BACHELOR DEGREE

A Bachelor Degree offers rigorous skill development in a study-based learning environment for broad industry employment applications. Typically three years if you choose to study full-time.







# BACHELOR OF 2D ANIMATION

**AIT not only specialises in 2D animation, we're known for producing industry-ready 2D Animation graduates who land jobs!**

Be immersed in the world of 2D Animation, developing your skills in storyboarding, colour styling, bio-mechanics, movement, rigging, light and colour theory, as well as the principles of animation. Learn the history of this captivating artform, its relation to the moving image and its expanding use in a variety of contemporary settings today.

Delivered in our purpose-built 2D Animation Studio, you'll be working side by side like-minded creatives on the latest animation software and hardware, just like in a professional studio.

You'll also attend multiple creative studio lab subjects, so you are continually building your professional-grade portfolio, while receiving mentorship on how it's done by the best in the 2D Animation business. Interact with creatives from multiple fields; experiencing how filmmakers, designers, programmers and 2D Animators all work together.

## MASTER INDUSTRY-STANDARD SOFTWARE







# **YOU COULD LAND A JOB AS A**

- **GRAPHIC DESIGNER**
- **2D ANIMATOR**
- **2D DESIGNER**
- **2D RIGGER**
- **ANIMATION ARTIST**
- **ANIMATION EFFECTS ARTIST**
- **MOTION DESIGNER**



## COURSE UNITS OF STUDY

### STANDARD THREE YEAR DEGREE

YEAR 1			
TRIMESTER 1	Creative Drawing Lab	Screen Evolution	Visual Storytelling
TRIMESTER 2	Concept Design	2D Animation Mechanics	Screenwriting
TRIMESTER 3	Performance Animation Lab		
EXIT: DIPLOMA OF 2D ANIMATION			CRICOS 109417C
YEAR 2			
TRIMESTER 4	Sound Design	Motion Design	2D Rigging
TRIMESTER 5	Animation FX	Animation Layouts	Culture and Creativity
TRIMESTER 6	Creature Animation Lab		
EXIT: ASSOCIATE DEGREE IN 2D ANIMATION			CRICOS 109416D
YEAR 3			
TRIMESTER 7	Professional Freelancing	Emerging Insights	Animation Production Lab
TRIMESTER 8	Forge 1	The Professional Internship Program OR Professional Project	Industry Launchpad
TRIMESTER 9	Forge 2		
EXIT: BACHELOR OF 2D ANIMATION			CRICOS 109414F



SCAN FOR FULL  
CURRICULUM  
OUTLINE











# BACHELOR OF FILM

**Are you a natural born storyteller? The Bachelor of Film teaches you the fundamentals of filmmaking, storytelling, narrative structure and interview techniques, as well as experimenting with different camera types, scenarios, editing and post production tools.**

With a specific focus on contemporary filmic uses of interactive media and post production technology, you'll learn how to apply high-level cinematography and visual effects to your projects using the same equipment, contemporary software, and processes that your favourite filmmakers use. You'll participate in creative studio lab subjects to continually build your practical experience and professional portfolio as well as interact with creatives from multiple fields; including animators, designers and programmers, to experience the collaborative intersection between film and creative media that is so prevalent in the industry today. We'll also help you build confidence and communication skills to manage technical and professional problems through creative solutions. We show you how to present and pitch concepts to make an impact. We mentor you on how to engage a filmmaking crew to understand, embrace and support the vision and messages of your film work.

## MASTER INDUSTRY-STANDARD SOFTWARE







# **YOU COULD LAND A JOB AS A**

- **FILM CREW TECHNICIAN**
- **CAMERA OPERATOR**
- **MULTIMEDIA ILLUSTRATOR**
- **FILM PRODUCER**
- **FILM EDITOR**
- **PRODUCTION PLANNER**
- **CINEMATOGRAPHER**
- **LOCATION MANAGER**
- **LIGHTING TECHNICIAN**
- **BROADCAST PRESENTER**
- **ASSOCIATE PRODUCER**
- **SCREENWRITER**
- **FILM DIRECTOR**



## COURSE UNITS OF STUDY

### STANDARD THREE YEAR DEGREE

YEAR 1			
TRIMESTER 1	Film Mechanics Lab	Screen Evolution	Visual Storytelling
TRIMESTER 2	Image Design	Art of Cinematography	Screenwriting
TRIMESTER 3	Documentary Lab		
EXIT: DIPLOMA OF FILM			
CRICOS 109410K			
YEAR 2			
TRIMESTER 4	Sound Design	Motion Design	3D Assets for Film
TRIMESTER 5	VFX for Film	Film Production	Culture and Creativity
TRIMESTER 6	Commercial Film Lab		
EXIT: ASSOCIATE DEGREE IN FILM			
CRICOS 109409C			
YEAR 3			
TRIMESTER 7	Professional Freelancing	Emerging Insights	Virtual Production Lab
TRIMESTER 8	Forge 1	The Professional Internship Program OR Professional Project	Industry Launchpad
TRIMESTER 9	Forge 2		
EXIT: BACHELOR OF FILM			
CRICOS 109408D			



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# BACHELOR OF 3D ANIMATION

**3D Animation is constantly evolving and has worked its way into many more industries than just the creative arts. From engineering and architecture to crime and medicine 3D Animators are being called on to blur the line between reality and make-believe.**

Our Bachelor of 3D Animation has been developed with some of the best practising experts in the field, so unlike some universities we can guarantee that you'll graduate with the professional, technical and personal skills that are so highly-valued in contemporary 3D animators.

We know that there are many different paths an animator can take so this course is unique and you can shape your learning to achieve different outcomes. Maybe your interest is 3D animation skills used in the gaming sector, or filmic 3D animation used across a multitude of sectors? Whichever path you choose you'll discover how to design, render and model 3D characters, environments and worlds, using professional equipment, contemporary software, and processes used in industry. You also learn design, bio-mechanics, movement, rigging, surfacing, light and colour theory, and the principles of animation.

## MASTER INDUSTRY-STANDARD SOFTWARE



celtx





# YOU COULD LAND A JOB AS A

- VIDEO GAME DESIGNER
- 3D PRINTING TECHNICIAN
- GRAPHIC DESIGNER
- 3D ANIMATOR
- 3D DESIGNER
- 3D TEXTURING ARTIST
- ARCHITECTURAL DESIGNER
- 3D MODELLER
- 3D RIGGER
- MOTION GRAPHICS DESIGNER
- 3D VISUALISER
- VFX DESIGNER

## 3 THINGS YOU SHOULD KNOW

### 3D MODELLER & SCULPTOR

Creates 3D representations of props, vehicles, worlds, creatures or characters using sophisticated computer graphics software.

### 3D ANIMATOR

Brings imaginary characters and creatures to life – combining accurate body mechanics with stylised actions, expressive gestures and appealing performances.

### 3D RIGGER

Builds a sophisticated skeleton consisting of virtual joints or bones to animate 3D characters, helping to make it as intuitive and easy as possible.



## COURSE UNITS OF STUDY

### STANDARD THREE YEAR DEGREE

YEAR 1			
TRIMESTER 1	3D Character Lab	Screen Evolution	Visual Storytelling
TRIMESTER 2	Game Scripting OR Concept Design	3D Animation Mechanics	3D Rigging
TRIMESTER 3	Game Development Lab OR Performance Animation Lab		
EXIT: DIPLOMA OF 3D ANIMATION			
CRICOS 109420H			
YEAR 2			
TRIMESTER 4	Sound Design	3D Asset Development	Level Design OR Screenwriting OR Concept Design
TRIMESTER 5	VFX for Film	Technical Art	Culture and Creativity
TRIMESTER 6	Cinematic Animation Lab OR Creature Animation Lab		
EXIT: ASSOCIATE DEGREE IN 3D ANIMATION			
CRICOS 109419A			
YEAR 3			
TRIMESTER 7	Professional Freelancing	Emerging Insights	Virtual Production Lab
TRIMESTER 8	Forge 1	The Professional Internship Program OR Professional Project	Industry Launchpad
TRIMESTER 9	Forge 2		
EXIT: BACHELOR OF 3D ANIMATION			
CRICOS 109418B			



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# BACHELOR OF GAME DESIGN

**Get ready to join a like-minded community of passionate game enthusiasts, where every day you have the opportunity to design and develop commercially viable digital games, suitable for multiple platforms, using state of the art game engines.**

Unlike most outdated universities, we've developed this degree with loads of industry input so you can rest assured we are teaching you all the professional, technical and personal skills contemporary game design studios are looking for. Enter the realm of game design, discovering how to design characters, levels and environments, and model 3D assets for deployment in game engines, using all of the same software and processes your favourite games have been designed with.

Learn 3D modelling, game design, bio-mechanics, movement, rigging, surfacing, high-level technical digital art as well as how to present and pitch your ideas to an industry panel – giving you the confidence and skills you need to step straight into your dream role.

## MASTER INDUSTRY-STANDARD SOFTWARE



celtx



# YOU COULD LAND A JOB AS A

- VIDEO GAME DESIGNER
- GAME TESTER
- LEVEL DESIGNER
- 3D ARTIST / DESIGNER
- CONCEPT ARTIST
- MOBILE DEVELOPER
- VISUAL & INTERACTION DESIGNER
- GAME MATHEMATICIAN
- ENVIRONMENT ARTIST
- 3D MODELLER
- 3D RIGGER
- 3D VISUALISER
- VFX DESIGNER

**ALL  
GAME  
PLAY**  
LEARN TO  
CREATE

- TABLETOP GAMES
- 2D GAMES
- 3D GAMES
- PC GAMES
- MOBILE GAMES
- AUGMENTED &
- VIRTUAL REALITY GAMES



## COURSE UNITS OF STUDY

### STANDARD THREE YEAR DEGREE

YEAR 1			
TRIMESTER 1	3D Character Lab	Game Design Mechanics	Level Design
TRIMESTER 2	Game Scripting	3D Animation Mechanics	3D Rigging
TRIMESTER 3	Game Development Lab		
EXIT: DIPLOMA OF GAME DESIGN			CRICOS 109413G
YEAR 2			
TRIMESTER 4	Sound Design	3D Asset Development	Console Game Development
TRIMESTER 5	Multiplayer Game Development	Technical Art	Culture and Creativity
TRIMESTER 6	Cinematic Animation Lab		
EXIT: ASSOCIATE DEGREE IN GAME DESIGN			CRICOS 109412H
YEAR 3			
TRIMESTER 7	Professional Freelancing	Emerging Insights	Virtual Production Lab
TRIMESTER 8	Forge 1	The Professional Internship Program OR Professional Project	Industry Launchpad
TRIMESTER 9	Forge 2		
EXIT: BACHELOR OF GAME DESIGN			CRICOS 109411J



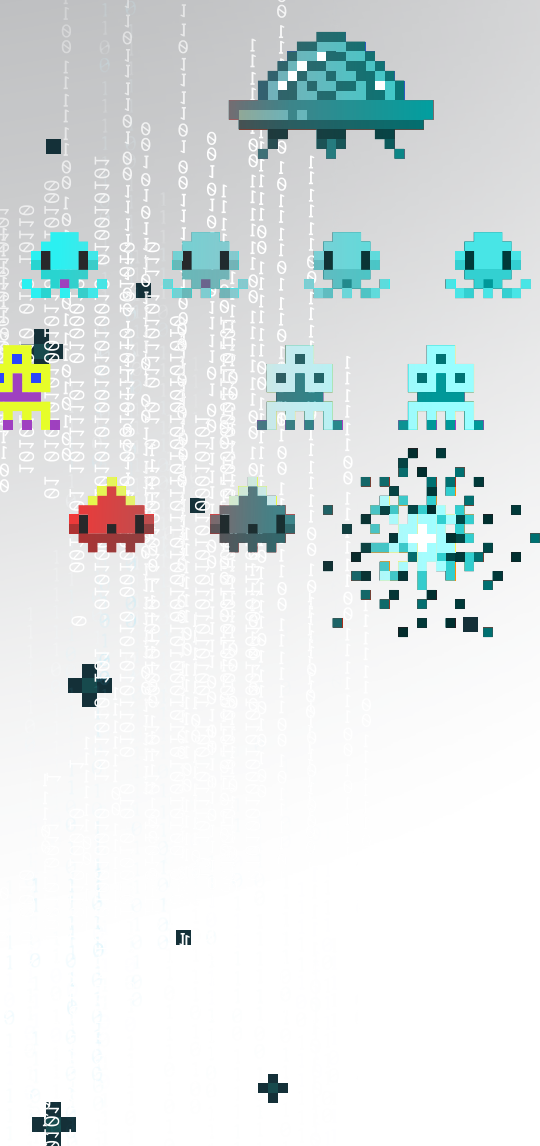
Student Work: Rory Chockman, AIT Graduate

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OUTLINE









# BACHELOR OF INFORMATION TECHNOLOGY

## (GAMES PROGRAMMING)

If you've grown up with a gaming obsession and your jam is Call of Duty, Zelda, Mario or anything in between then get excited - because a world of opportunity awaits you to carve out a career building the games that you love to play.

Develop the skills and master the tools needed to create PC and Mobile Games across a range of genres including first-person shooter, platformer and adventure games - using two industry-standard Game Engines. Plus, elevate your earning potential by up to \$40,000\* and become a golden graduate who is highly sought after by leading studios, by learning to create your very own game-engine.



## MASTER INDUSTRY-STANDARD SOFTWARE



\* Source: Glassdoor & Payscale

# YOU COULD LAND A JOB AS A

- GAME DEVELOPER
- GAME ENGINEER
- GAMES PROGRAMMER
- GRAPHICS & VR PROGRAMMER
- GAME DESIGNER
- AI PROGRAMMER
- LEVEL DESIGNER



## COURSE UNITS OF STUDY

### STANDARD THREE YEAR DEGREE

YEAR 1			
TRIMESTER 1	Introduction to Web	Information Systems	Foundation Programming
TRIMESTER 2	Programming I	Database Systems	Introduction to Software Engineering
TRIMESTER 3	Discrete Mathematics	Programming II	
EXIT: DIPLOMA OF INFORMATION TECHNOLOGY			CRICOS 094330D
YEAR 2			
TRIMESTER 4	Basic Game Engine Programming	Java	Digital Project Management
TRIMESTER 5	Systems Analysis & Design	Interface & Experience Design	Artificial Intelligence
TRIMESTER 6	Advanced Game Engine Programming	Game Development	
EXIT: ASSOCIATE DEGREE OF INFORMATION TECHNOLOGY (GAMES PROGRAMMING)			CRICOS 094328J
YEAR 3			
TRIMESTER 7	Elective 1	Augmented Reality	Advanced Game Development
TRIMESTER 8	Advanced Studio 1	Advanced Game Project	Advanced Game Project
TRIMESTER 9	Elective 2	Advanced Studio 2	
EXIT: BACHELOR OF INFORMATION TECHNOLOGY (GAMES PROGRAMMING)			CRICOS 094327K

Domestic students may elect to increase their study load in order to complete their course early.

## ELECTIVES^

### PROGRAMMING

Enterprise Systems  
Mobile App Android  
Mobile App iOS  
Data-Driven Apps Development  
Advanced Web  
Cross-Platform Apps Development

### COMP SCIENCE

Foundation Networks

### INDUSTRY PREPARATION

Professional  
Internship Program

### DESIGN

Digital Images


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^ Electives are subject to availability and certain electives have prerequisites.







# BACHELOR OF INFORMATION TECHNOLOGY

## (MOBILE APP DEVELOPMENT)

**Develop the skills and master the tools needed to create award-winning apps with Australia's first standalone Bachelor of IT (Mobile Applications Development).**

A Mobile Applications Developer (App Developer) designs, develops, implements and tests software for mobile devices in line with the specifications for the iOS and Android development environment. They typically work in teams to conceptualise solutions that make peoples' lives simpler and easier.

The demand for mobile app developers continues to grow as mobile device usage across the globe surges. We rely on mobile devices for just about everything from shopping, getting a ride and playing games to banking, scheduling appointments and even meditating.

Apps provide an excellent avenue to reinvent technology and apply foundational coding and programming skills to solve everyday problems from the palm of your hand, whilst making a positive difference to other people's lives.

### MASTER THE WORLD'S TOP 5 PROGRAMMING LANGUAGES:

JavaScript  
Python  
Java  
C/C++  
PHP

### MASTER INDUSTRY-STANDARD SOFTWARE, TOOLS AND LANGUAGES



# YOU COULD LAND A JOB AS A

- MOBILE APPLICATION DEVELOPER
- APPLICATION SUPPORT ANALYST
- APPLICATIONS ENGINEER
- E-COMMERCE DEVELOPER
- FRONT END DEVELOPER
- INFORMATION ARCHITECT
- IT CONSULTANT
- JAVA DEVELOPER
- .NET DEVELOPER
- PROGRAMMER
- PROGRAMMER ANALYST
- SOFTWARE DEVELOPER
- SOFTWARE TESTER

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the article

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Video



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## Headline H2



## COURSE UNITS OF STUDY

### STANDARD THREE YEAR DEGREE

YEAR 1			
TRIMESTER 1	Introduction to Web	Information Systems	Foundation Programming
TRIMESTER 2	Programming I	Database Systems	Introduction to Software Engineering
TRIMESTER 3	Discrete Mathematics	Programming II	
EXIT: DIPLOMA OF INFORMATION TECHNOLOGY			CRICOS 094330D
YEAR 2			
TRIMESTER 4	Java	Digital Project Management	Systems Analysis and Design
TRIMESTER 5	Foundation Networks	Interface & Experience Design	Enterprise Systems
TRIMESTER 6	Mobile App Android	Advanced Web	
EXIT: ASSOCIATE DEGREE OF INFORMATION TECHNOLOGY (MOBILE APP DEVELOPMENT)			CRICOS 094329G
YEAR 3			
TRIMESTER 7	Elective 1	Mobile App iOS	Cross-Platform Apps Development
TRIMESTER 8	Advanced Studio 1	Elective 2	Data-Driven Apps Development
TRIMESTER 9	External Project	Advanced Studio 2	
EXIT: BACHELOR OF INFORMATION TECHNOLOGY (MOBILE APP DEVELOPMENT)			CRICOS 080428J

\* Students studying this qualification do so with a specialist focus on MOBILE APPLICATION DEVELOPMENT. Students may elect to increase their study load in order to complete their course early. CRICOS: 080429G

## ELECTIVES<sup>^</sup>

### PROGRAMMING

Augmented Reality  
Artificial Intelligence

### GAMES

Game Development  
Basic Game Engine Programming  
Advanced Game Engine Programming

### DESIGN

Digital Images

### INDUSTRY PREPARATION

Professional  
Internship Program

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<sup>^</sup> Electives are subject to availability and certain electives have prerequisites.





# WE GET YOU **JOB READY**

We offer exclusive industry-preparation programs for final year Bachelor students:

## **BACHELOR OF 2D ANIMATION, FILM, 3D ANIMATION OR GAME DESIGN**

### **THE FORGE**

The Forge runs across 2 terms in 3rd year. It is structured as a major final project that you develop with peers as a professional team, under workplace-like pressure. During The Forge, you will plan, design and complete your project to contemporary industry standards, demonstrating the deep level of skills you have developed throughout the course. You then present your final project to a panel of industry experts who provide specialised feedback – and some of our past alumni have been hired on the spot.

### **INDUSTRY LAUNCHPAD**

In the Industry Launchpad, we help you with everything you need to launch into the creative industries and make your mark, such as building your personal brand, an internet and social media presence, and how to produce effective presentations of your work.

### **PROFESSIONAL INTERNSHIP PROGRAM<sup>^</sup>**

Our Professional Internship Program matches you with an industry studio aligned with your creative interests, where you will help with their real-life projects for the duration of the unit. You will be actively mentored, receive feedback and experience a real-world studio, learning about the latest emerging trends and technology.

### **PROFESSIONAL PROJECT**

This is an elective subject which does not require students to attend class. While support and feedback will be provided, this subject is undertaken off campus and requires students to work with minimal academic interaction. It may be completed independently or in collaboration with peers. In this subject, students complete an industry project of their choosing, related to their area of study. The project will be conceived and developed for a relevant contextual setting, and be presented as a proposal of a specific task, or solution to a problem or opportunity faced by an organisation or industry. The subject is an opportunity for students to develop and demonstrate self-regulated, independent research and study skills, time and project management and professional communication.

## **BACHELOR OF INFORMATION TECHNOLOGY**

### **(MOBILE APP DEVELOPMENT)**

#### **ADVANCED STUDIO**

This rigorous 2-subject program will see you collaborate as part of a production team to conceptualise and produce your very own app or project incorporating robotics, AI or IoT, using a programming language of your choice. You'll then pitch your work to an industry panel for feedback and recognition.

#### **EXTERNAL PROJECT**

Develop real-world skills and gain practical hands-on experience by completing a short-term project for a real client. You will create a scope of work based on the client brief, prepare a contract and agreement and complete the project within the agreed timeline. Students will get insight into a typical client software development cycle as a freelance software developer.

#### **INTERNSHIP<sup>^</sup>**

Complete a 120 hour internship as an elective (subject to eligibility criteria) giving you valuable on-the-job experience and a network of meaningful contacts.

### **(GAMES PROGRAMMING)**

#### **ADVANCED STUDIO**

This rigorous 2-subject program will see you collaborate as part of a production team to conceptualise and produce your very own Game which you'll then pitch to an industry panel for feedback and recognition.

#### **INTERNSHIP<sup>^</sup>**

Complete a 120 hour internship as an elective (subject to eligibility criteria) giving you valuable on the job experience and a network of meaningful contacts.

**85% OF OUR STUDENTS ARE HIRED DIRECTLY FROM THEIR INTERNSHIP.\***

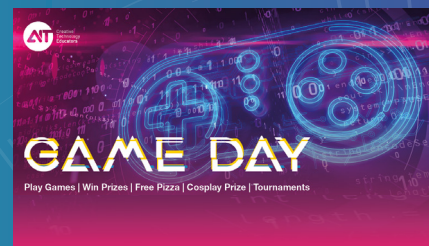
\*AIT 2022 Graduate Survey ^ Internships will be offered subject to students meeting the selection criteria.

# WE KNOW PEOPLE

AIT is known for our unrivalled connection to industry, providing opportunities for our students to brush shoulders with some of the biggest names in the business.

In the past we've hosted Emmy Award Winner Deborah Riley - Production Design Supervisor of **Game Of Thrones**; **Gods Of Egypt** VFX Team including Owen Paterson - Production Designer, Gerhard Mozsi - Iloura VFX Artist and Greg O'Connor - Iloura VFX Artist; Damien Drew - Art Director and Ev Shipard - Concept Artist from **Alien Covenant**; Josh Simmonds - VFX Supervisor on **Aquaman**; Chris Spry from FIN Design + Effects for the film **I Am Mother**, Emmy Award Winner Glen Melenhorst - Lead VFX Artist on the *Battle of the Bastards* scene in **Game of Thrones**, AACT Award Winner Jocelyn Moorhouse - Director of **The Dressmaker**, Academy Award Winner Robert McKenzie - Sound Designer/Editor and Academy Award Winner Andy Wright - Sound Mixer from **Hacksaw Ridge** and Academy Award Winner Colin Gibson - Production Designer and Production and Art Design Jacinta Leong from **Mad Max Fury Road**.

## EVENTS AT AIT





OUR STUDENTS

# WIN AWARDS



Our students consistently rank as finalists in awards festivals such as the Australian Effects and Animation Festival (AEAF), Short and Sweet Film Festival, Lift-off Global Short Film Festival, Australian Production Design Guild (APDG) Awards, London Worldwide Comedy Short Film Festival, Lisbon Film Rendezvous Festival, Selected Rising Stars Film Festival and many more in recognition of the quality, creativity and technical excellence of their work. We proudly recognise and celebrate their outstanding achievements via our student showcase awards night .motion.



**HACKY JACK**  
Joel Surdich



**THE TWIN'S LEGEND**  
Chelsea Thompson



**PIGS OF CLIMATE CHANGE**  
William Partridge, Caroline North,  
Matt Fong, Claire Farnsworth

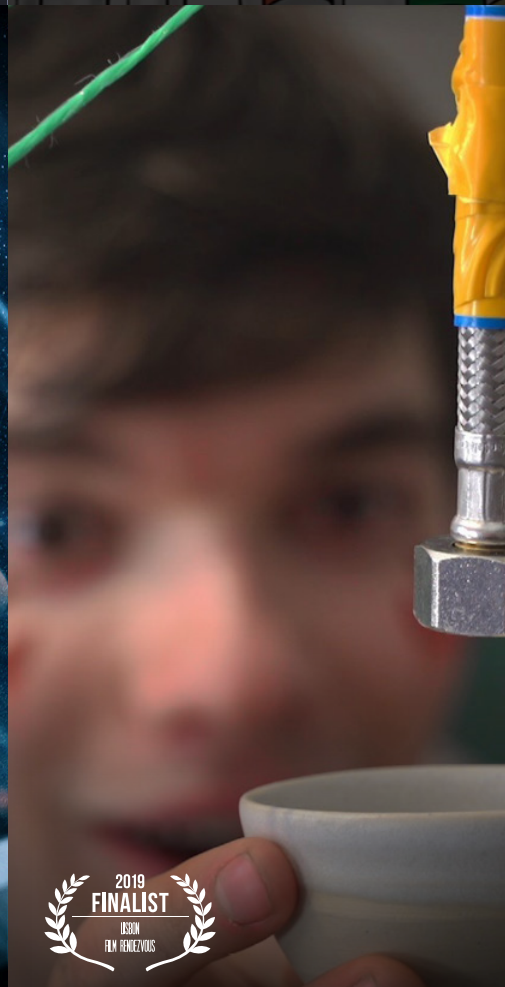
2D ANIMATION



**THE TAME PAINTER**  
Dominic Dimech



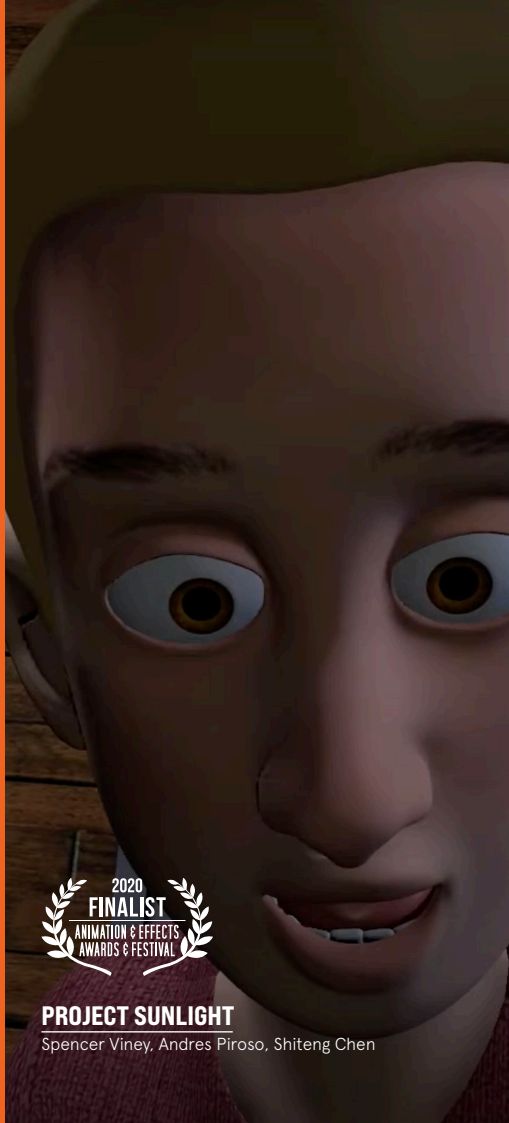
**NAVIS**  
Roan Sajko, Tomas Curda, Angharad Nettle-Smythe  
Mary Zumbo, Feri Wijaya, Wei Liu



**BEAN WARS**  
Emilia Consonni

FILM





### PROJECT SUNLIGHT

Spencer Viney, Andres Piroso, Shiteng Chen



### ALBI

Rory Hulme, Khaled Goda, Siddharth Sexena,  
Maria Gomes, Chanravy Bun, Kevin Palacio



### CORRUPTED

Rory Hulme



### SIMOSITY

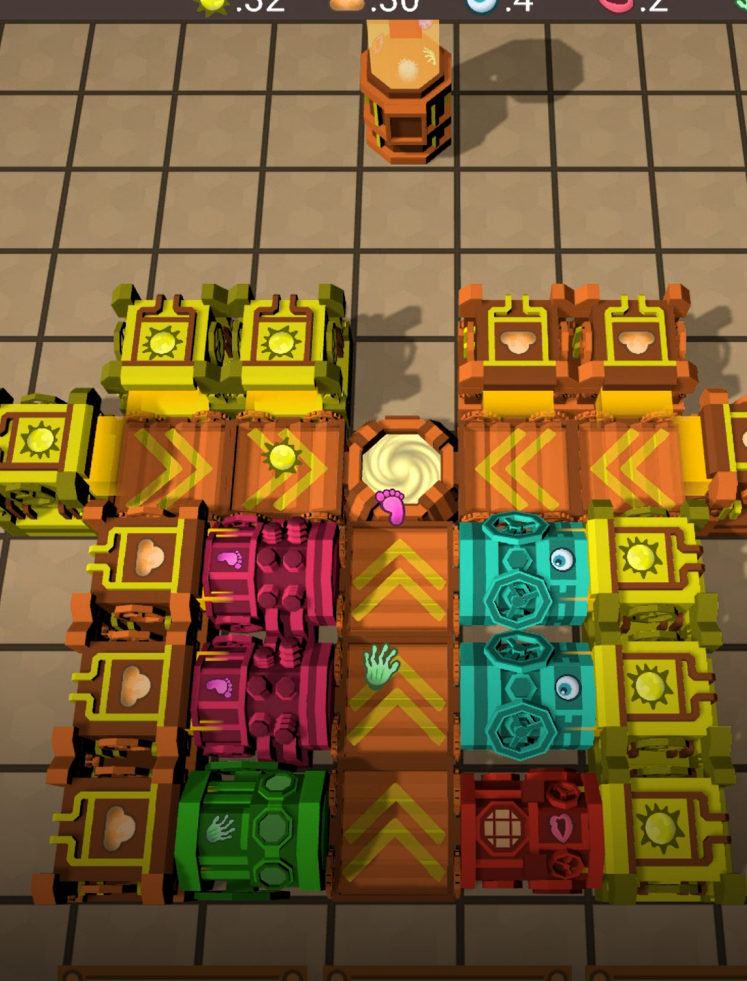
Jack O'Shea | Lead Developer | Red Cartel



### SHELL V-POWER PIT STOP

Jack O'Shea | Developer | Red Cartel  
Agency: Traffik





### MONSTER FACTORY

Matthew James Wakim, Liang Wu (Norris), Elvin Firdaus Husin



### QUACKERS 3D

Zihao Yan (Louis), Kang Xie



### AITENDANCE

Luiz Cavalieri, Daniel Schofield, Chiaki Iwamoto, Amandeep Singh



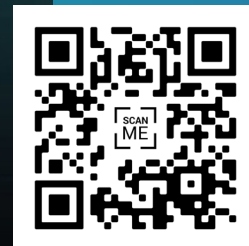
### EBAY / MYER VR DEPARTMENT STORE

Jack O'Shea | Developer | Red Cartel  
Agency: Trafik

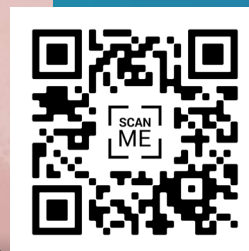


# AIT STUDENT WORK

WATCH OUR **STUDENT SHOWREEL**



**STUDENT SHOWCASE**



# WEEKLY SAMPLE TIMETABLE

Sample timetable for a Full-Time Bachelor of 2D Animation  
Or Diploma of 2D Animation student in their first trimester.



## WEEKLY STUDY COMMITMENTS

2 subjects on campus each trimester  
1 subject online each trimester  
12-15 hrs recommended independent  
study per week

## OPTIONAL

PAIS Mentoring  
Study Skills Webinar  
Teacher Consultations  
Social Club activities

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
9AM – 12PM		PAIS Mentoring Session	<b>Subject 1:</b> MDA1011  <b>Visual Storytelling</b>  <b>Location:</b> On Campus – Room 7		
1PM – 4PM		Study Skills Webinar	<b>Subject 2:</b> AMA1002  <b>Creative Drawing Lab</b>  <b>Location:</b> On Campus – Room 7	<b>Subject 3:</b> MDA1014  <b>Screen Evolution</b>  <b>Location:</b> Online	Social Club – Magic The Gathering
5PM – 8PM				Teacher Consultation	





# ENTRY REQUIREMENTS

## All domestic candidates enrolling in a Higher Education Diploma or Bachelor Degree must:

- Have a Unique Student Identifier (USI) or have appropriate exemption; AND
- Have a unique email address; AND
- Have access to a computer with an internet connection; AND
- Be 17 years or older at the time of commencement (students under 18 will require a support letter from their parent or guardian); AND
- Have completed high school certification equivalent to year 12; OR
- Have completed year 11 (or equivalent) and be able to provide year 11 results, a support letter from a parent or guardian & attend a screening interview;\* OR
- Have successfully completed a certificate IV, VET Diploma or Higher Education Diploma; OR
- Have successfully completed one year of full time study in a degree course at a higher education provider; OR
- Display experience or interest in the field of interactive media through evidence of relevant work or practice. Students may be asked to demonstrate this through a CV, short written piece, interview and/or portfolio.

### \*NOTE:

For applicants leaving school prior to the completion of year 12 please check with your school as to the specific legal requirements. Where a release letter from your school is required, please include this in your application. In all cases please provide a letter (certified) of support from your parent or legal guardian in your application.

## All international candidates must:

- Meet the above criteria; AND
- If enrolling into a Higher Education Diploma, have achieved an IELTS result of 5.5 (no band less than 5.5) or equivalent which has been completed within the last 12 months.
- If enrolling into a Bachelor Degree, have achieved an IELTS result of 6.0 (no band less than 5.5) or equivalent which has been completed within the last 12 months.

## HOW DO I APPLY?

Scan for application information, pricing, scholarships and academic calendars.

### INTERNATIONAL STUDENTS:



### DOMESTIC STUDENTS:













# CREATIVES SEE THE WORLD DIFFERENTLY.

## INTAKES

FEBRUARY

MAY

SEPTEMBER



◀ SCAN QR CODE TO VISIT WEBSITE

### Sydney Campus:

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