

UNLOCK YOUR CAREER IN
GAMES, FILM & VFX



VETDSS WITH AIE:
GAME ART FOUNDATIONS



SPECIALIST EDUCATORS IN
GAMES, ANIMATION, FILM & VFX
RTO 88021

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aie.edu.au

academy of interactive entertainment
SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

GAME ART FOUNDATIONS



CERTIFICATE III IN SCREEN AND MEDIA

VETDSS COURSE · VCAA NON-SCORED COURSE · CUA31020

Develop 3D environments, characters and animation for interactive games.

Game Art Foundations combines industry game design workflows and technologies to teach you how to create and design games using 3D software.

You will use Maya, Photoshop and Unreal Engine to learn how to create unique real-time 3D assets. The course focuses on developing fundamental skills in modelling, UV unwrapping, texturing, rigging, animation, and presentation in a game engine.

With this knowledge, you will be creating art assets to build a simple game and learning some basic design mechanics to make a small interactive environment in a game engine.

The course introduces students to the fundamentals of game art including:

- 3D Modelling and Texturing
- UV and Texturing
- Colour Theory
- Lighting Principles
- Setting Up Animation Rigs
- 3D Animation
- Game Design
- Critique and Feedback

Projects will include:

3D Art and Animation Foundations

You will be introduced to model, UV unwrap, texture, and animate basic 3D models to be ready for presentation in a real-time engines. You will be using Autodesk Maya for modelling and animation and using Krita or Photoshop to create textures.

3D Character Foundations

There are two parts to this assessment. You will be learning the process of modelling 3D characters from your own idea where you will need to complete research and concept drawings. Once completed, you will need to learn parent-based rigging to pose the character in a real-time engine. Simultaneously, you will be learning the game and film industry by completing a questionnaire.

Game Level - Concepting

You will be researching and exploring ideas through various methods using industry standard processes. Processes that involve colour theory and studies of elements and principles of design.

Game Level - Production

You will be learning game engine at introductory level and expanding your 3D workflow by getting into in-depth Maya modelling techniques, developing environmental models into ready assets for game engine.

Game Level - Functionality

There are two parts to this assessment. First, you will be learning to implement interactive functionality using blueprints (visual nodes) to your game level. Second, you will be learning to implement audio into a game engine.

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**VETDSS WITH AIE:
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GAME DEVELOPMENT FOUNDATIONS



CERTIFICATE III IN INFORMATION TECHNOLOGY

VETDSS COURSE · VCAA NON-SCORED COURSE · ICT30120

Learn industry standard game development technologies and workflows by writing code for games.

The Game Development Foundations course will allow you to create 3D games using the powerful Unity 3D game engine and the C# programming language. Students will be introduced to industry standard tools and techniques for game development.

During the course you will develop games, looking at how to develop game mechanics from concepting to final product. You will look at how to rapidly prototype ideas and then, in small teams or individually, to create the concept, manage the scope, integrate art assets and test a game.

The course introduces students to the fundamentals of Programming and IT including:

- Unity and C#
- Programming Fundamentals
- ICT Fundamentals
- Game mechanic development
- Rapid prototyping foundations
- Problem Solving
- User Interface development
- Production Skills

Projects will include:

Introduction to Programming

Learn foundational programming skills with the C# programming language. Building knowledge in the syntax and structure of the C# language and gain practical experience by programming console-based applications.

Game Development Basics

Build a game using Unity3D and C# scripting, looking at how games work through code. Work with a small team to enhance the original games functionality.

ICT Security Fundamentals

Explore and understand secure handling and storage of personally identifiable information (PII) collected by a game studio. Learn about the national and international privacy legislation that is applicable to businesses, and how to secure your own personal information.

Intermediate Game Development

Enhance your skills in video game development, by expanding your knowledge using rapid prototyping. Learn simple image editing skills to create image assets to enhance the game.

Game Production

Design and build a game as a team. Plan and develop a game while learning a selection of tools and techniques to manage a team based project.

Identify tools to manage and collaborate with the team, create documentation to design game play elements and define design specifications, then build your game to the design specifications.

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FILM & VFX FOUNDATIONS

CERTIFICATE III IN VISUAL ARTS

VETDSS COURSE · VCAA NON-SCORED COURSE · CUA31120

Explore the industry workflows and technologies to plan and create VFX for film.

Film & VFX Foundations combines current film industry workflows and technologies to teach you how to conceptualise, plan and produce a live-action project that incorporates a variety of VFX techniques and real-world filming equipment.

You will use Maya, Storyboarder, DaVinci Resolve and Krita/Photoshop to cover the process of filmmaking, from scriptwriting, storyboarding and creating pre-visualisations in 3D. The course also covers camera operation, ingesting media into editing and compositing software as well as the fundamentals of sound recording and mixing.

With this knowledge, you will be concepting, planning and filming a short production that features VFX shots.

The course introduces students to the fundamentals of film and VFX including:

- Script-Writing
- Storyboarding
- Editing
- Compositing
- Animatics and Pre-visualisation
- 3D Modelling and Animation
- Camera Operations
- Lighting and Sound

Projects will include:

Story Development

You will learn the process of developing an original concept from writing an audio/visual script to creating storyboards. This will also involve identifying the visual effects requirements by exploring the history and current state of the industry.

VFX Techniques

You will explore a range of editing and compositing techniques to achieve a variety of effects. Techniques will range from editing jump cuts to forced perspective photography. Using compositing software, you will combine computer generated imagery, learn how to use rotoscoping tools and create travelling mattes from green-screen footage as well as track elements onto live-action footage..

Pre-Production

Planning for your production will include analysing the script to determine required assets, software and shooting locations. You will cover shot planning and animated examples of your planned shots. You will generate previsualisation which will include cameras, rigs and shooting locations.

Principal Photography

You will cover the entire process of shooting film for your production. This will include identifying and allocating roles for your team and deciding on the equipment required. You will also be setting up and using cameras and other recording equipment as well as lighting rigs, taking into account all WHS considerations.

Post-Production

The final stage will include bringing all the footage together in editing and compositing. You will also incorporate the identified VFX requirements to realise the initial concept from the start of the course. Each stage will be documented for review and a final skills analysis will also be generated.

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