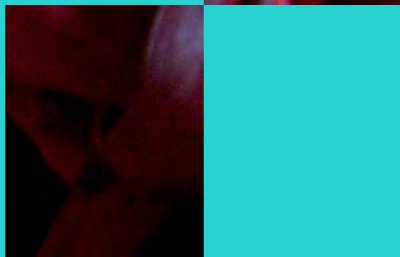


# COURSE GUIDE

2D Animation  
3D Animation  
Film  
Game Design  
IT





# CREATIVES

see the **WORLD** differently

At AIT it's not enough to just teach our students the skills they need.

**We believe in their creative potential, and invite them to participate in a school that's more like a creative studio.**

Have a look at these short films from our 'Creatives See the World Differently' ad campaign - a collaboration between the AIT crew and our talented students.

**WATCH NOW**



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**Imagine** a learning community where you are accepted for who you are.

**Imagine** a team of mentors who are highly skilled and knowledgeable interactive technology practitioners.

**Imagine** accessing industry-grade tech and having your skills nurtured, recognised and rewarded.

# You've just **IMAGINED** AIT.

For over 25 years, the Academy of Interactive Technology (AIT) has delivered progressive education in interactive media, animation, film, gaming, design, and information technology. Some of the most respected professional studios have had a hand in designing our programs so they're as authentic as possible. We replicate the studio and cloud work environments of your favourite creative tech makers so the transition from studying to employment is as smooth as possible.

While you're studying, it's important to be exposed to as many professionals as possible. Many of our teachers are currently working in the industry and working on their own creative projects. They're not only passionate about educating you, they'll also assess your portfolio items and provide robust industry-grade feedback, work with you on securing the most appropriate internship and share their experience with you so you can confidently step out into the professional world.

We have a close affiliation with partners such as Unreal Engine, Toon Boom, Wacom, Adobe, the Australian Production Design Guild, the Australian Screen & Sound Guild, the Australian Cinematographers Society, the Australian Writers' Guild and many more.

So if you're dreaming of a creative career and looking to gain a bachelor degree or diploma in film, 2D animation, 3D animation, mobile app development or game design, and ultimately taking your place in Australia's expanding interactive media sector, come and talk to us - we'd love to start the journey with you.





# How we Do it

- Hands-on, progressive approach to learning with a strong emphasis on practical application to complement the theory.
- Dedicated time for you to work on your portfolio, ensuring it is of the highest standard to present to prospective employers.
- A team dedicated to connecting you to internships and mentors, and exposing your portfolio and profile to the creative technology industry.
- Regular opportunities for you to network with industry, get your work recognised and gain feedback from industry practitioners.
- First-class events including Master Talks with high-profile artists and annual awards evenings that give you and your work industry recognition.

A woman with long brown hair, wearing a dark button-down shirt over a light blue top and dark jeans, stands in a studio environment. She is gesturing with her right hand towards the left. The background is a dark green wall. To her left, there is a large black light stand with a light fixture attached, and a large black fan is visible in the foreground. The overall scene is dimly lit, with the woman being the central focus.

# YOUR CAREER STARTS HERE

Through hands-on internships and trusted partnerships with leading companies, we help you build the skills and connections to succeed.



&  
**MORE...**

Every graduate has a story. Students gain the skills, experiences, and connections to write theirs with our programs and partners.





## SYDNEY CAMPUS

Centrally located in the heart of Sydney's education and design studio precinct, AIT's warehouse-style campus emulates the kinds of spaces tech creatives love to work in. While they're on campus, students will feel immersed in the creative lifestyle and what it's like to work in this kind of environment. Our campus frequently hosts external industry events where students will get to mix and learn with industry experts.



## MELBOURNE CAMPUS

Our award-winning campus facilities in Melbourne are located on Spencer Street, directly across from Southern Cross Station. This campus combines a personalised intimate learning environment with soaring views of Melbourne city, to help keep students' eyes on the horizon. Industry events on campus are regular, and are great places to get inspired and network.



# Our Facilities

Our campuses offer state-of-the-art student facilities, including green screen rooms, post-production studios, games rooms, purpose-built animation labs, study areas and student kitchens.

The green screen rooms at AIT's Sydney and Melbourne campuses offer industry-standard filming environments. These spaces will allow you to expand your editing skills in Adobe Premiere and Adobe After Effects for green screen compositing. Both rooms also feature sound booths for quality sound production.

The student games rooms provide a space for many of AIT's student clubs and are a great place to meet your fellow students!

The AIT library catalogue in Melbourne contains the records of over 300 print books, as well as access to over 45,000 e-books and 3,000 online journals, and our friendly librarian is on hand to help you with research and study tips!





# Higher Education Qualifications

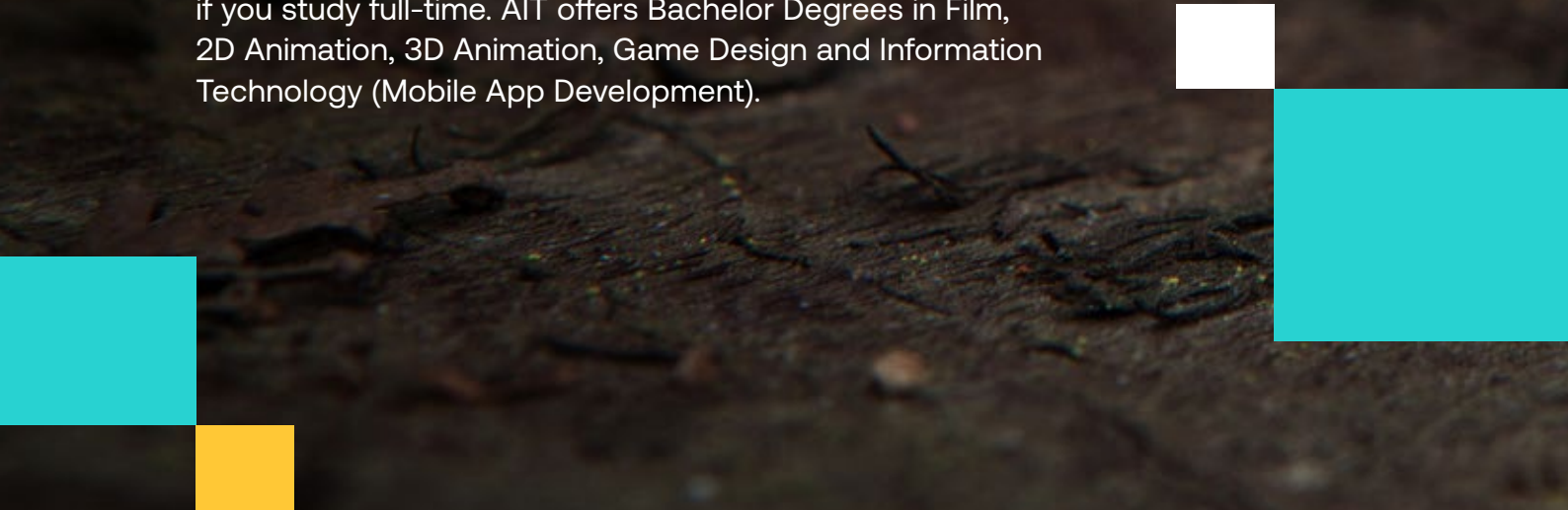
## Diploma

A Higher Education Diploma is an entry-level qualification that introduces you to the foundations of a field or discipline, and builds industry skills for entry level employment outcomes. The duration is typically one year if you study full-time. AIT offers Higher Education Diplomas in Film, 2D Animation, 3D Animation and Game Design.

## Bachelor Degree

A Bachelor Degree involves deeply studying a subject and building valuable skills over time through practice and the application of recognised theories supporting the field.

This deeper level of study prepares you for a varied array of employment options. The duration is typically three years if you study full-time. AIT offers Bachelor Degrees in Film, 2D Animation, 3D Animation, Game Design and Information Technology (Mobile App Development).







# Bachelor of 2D Animation

AIT is well-known for our unique specialist 2D Animation courses, with our grads going on to work for some of the biggest Australian and global production houses; just having AIT on your CV puts you ahead of the competition.

Good 2D animation combines the craft of creative drawing, character-building, landscape construction, story-telling, and human gesture and emotion articulation. We guide you to really hone your skills in areas such as drawing, character development, character animation, story and directing. Become adept at traditional animation skills like storyboarding, colour styling, bio-mechanics, movement, rigging, light and colour theory, as well as the principles of animation.

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.

## Master industry-standard software

- Adobe Photoshop
- Adobe Premiere Pro
- Adobe After Effects
- Harmony 22
- Storyboard Pro 22
- Celtx

# Career Pathways

- Graphic Designer
- 2D Animator
- 2D Designer
- 2D Rigger
- Animation Artist
- Animation Effects Artist
- Motion Designer





# Bachelor of 2D Animation

## 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*		Elective
EXIT QUALIFICATION: <b>DIPLOMA OF 2D ANIMATION</b> <span>CRICOS 109417C</span>			
YEAR 2			
TRIMESTER 4	Sound Design	Motion Design	2D Rigging
TRIMESTER 5	Animation FX	Animation Layouts	Culture and Creativity
TRIMESTER 6	Creature Animation Lab*		Elective
EXIT QUALIFICATION: <b>ASSOCIATE DEGREE OF 2D ANIMATION</b> <span>CRICOS 109416D</span>			
YEAR 3			
TRIMESTER 7	Professional Freelancing	Emerging Insights	Animation Production Lab
TRIMESTER 8	Industry Launchpad	Professional Internship OR Professional Project	Forge 1
TRIMESTER 9	Forge 2**		
EXIT QUALIFICATION: <b>BACHELOR OF 2D ANIMATION</b> <span>CRICOS 109414F</span>			

\* this subject is the equivalent in credit points to 2 subjects

\*\* this subject is the equivalent in credit points to 3 subjects

> [Full Curriculum Outline](#)

## Elective Options

IT Options	Animation Options	Design Options	Film Options	Game Options
Web Development	3D Character Lab	Image Design	Film Mechanics Lab	Game Design Mechanics
Principles of Programming	3D Animation Mechanics	Motion Design	Art of Cinematography	Game Scripting
Programming I		Interface and Experience Design		Level Design



# Bachelor of 3D Animation

3D Animators blur the line between reality and make-believe, and this craft has now worked its way into many more industries than just the creative arts. From engineering and architecture to crime and medicine, there are many different paths a 3D Animator can take.

You may want to work in one of the above mentioned industries, step into the gaming sector or produce filmic 3D animation; whichever path you choose, this course allows you to shape your learning toward your desired outcome.

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

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.

Because there are many different paths you can take as an animator, AIT's Bachelor of 3D Animation has been designed with electives that allow you to shape your degree to fit the career path you plan to pursue.

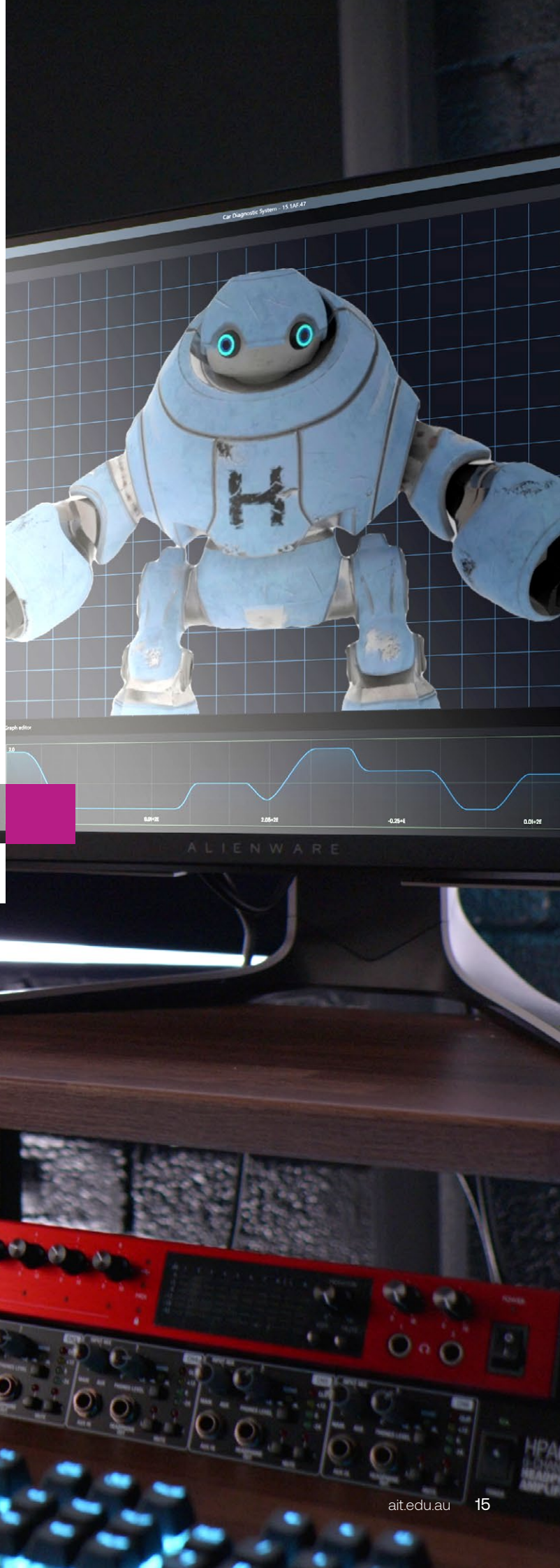
## Master industry-standard software

- Adobe Photoshop
- Adobe Premiere Pro
- Adobe After Effects
- Celtx
- Maya
- Unreal Engine
- Nuke



# Career Pathways

- Video Game Designer
- 3D Printing Technician
- 3D Animator
- 3D Designer
- 3D Texturing Artist
- Architectural Designer
- 3D Modeller
- 3D Rigger
- Motion Graphics Designer
- 3D Visualiser
- VFX Designer



# Bachelor of 3D Animation

## Course Units of Study

Standard Three Year Degree

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

\* this subject is the equivalent in credit points to 2 subjects

\*\* this subject is the equivalent in credit points to 3 subjects

^ Students must choose elective based on lab prerequisite outcomes

> [Full Curriculum Outline](#)

## Elective Options

IT Options	Animation Options	Design Options	Film Options	Game Options
Web Development	2D Animation Mechanics	Image Design	Film Mechanics Lab	Game Design Mechanics
Principles of Programming	Concept Design	Motion Design	Screenwriting	Game Scripting
Programming I		Interface and Experience Design	Art of Cinematography	Level Design





# Bachelor of Film

Do you have the calling of a storyteller? With our specific focus on contemporary filmic uses of interactive media and post-production technology, you'll gain the technical knowledge to learn how to apply high-level cinematography and visual effects to your projects.

Expect to use the same equipment, contemporary software, and processes that your favourite filmmakers use. This collaborative intersection between film and creative media perfectly replicates the film industry today.

Learn the fundamentals of filmmaking, storytelling, narrative structure and interview techniques, as well as experimenting with different camera types, scenarios, editing and post production tools.

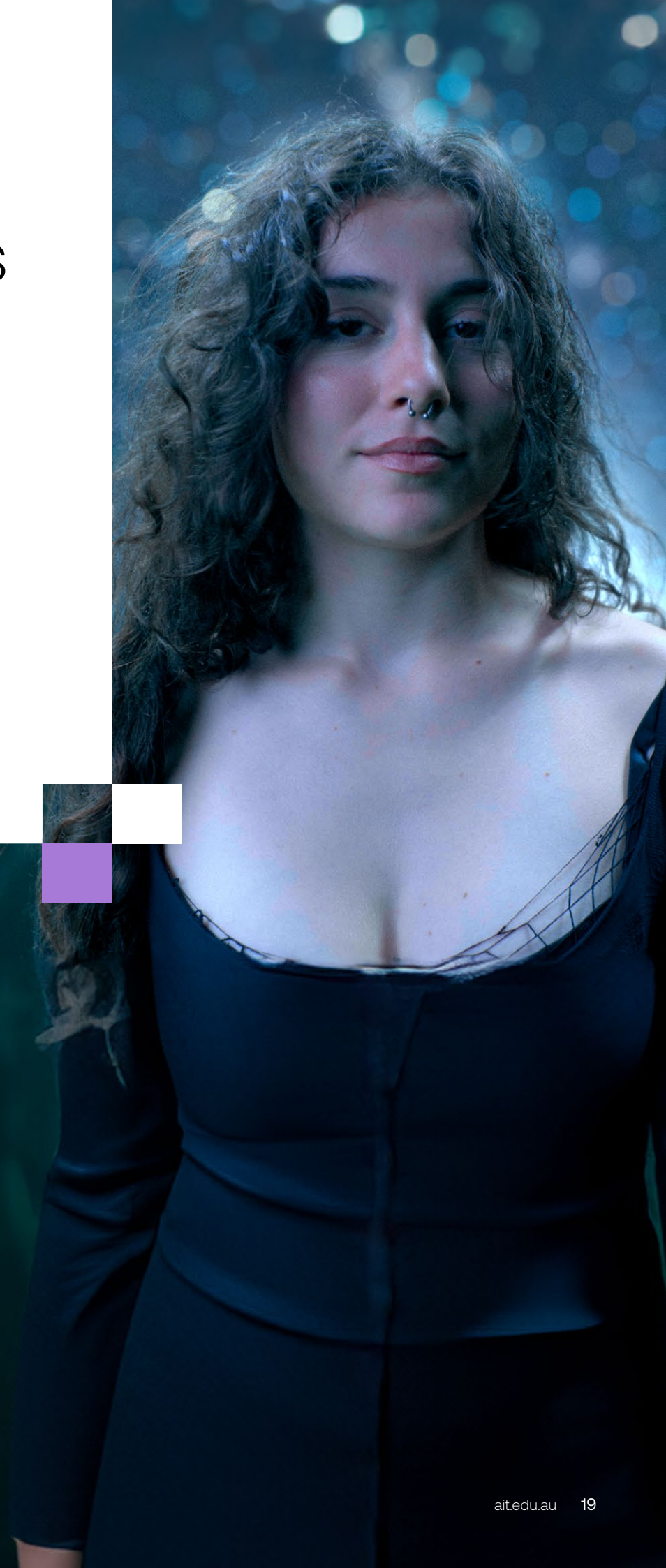
You'll participate in creative studio lab subjects to continually build your practical experience and professional portfolio as well as interact with creatives from multiple fields, including animators, designers and programmers, to experience the collaborative intersection between film and creative media that is so prevalent in the industry today.

## Master industry-standard software

- Adobe Photoshop
- Adobe Premiere Pro
- Adobe After Effects
- DaVinci Resolve 18
- Nuke

# Career Pathways

- Film Crew Technician
- Camera Operator
- Multimedia Illustrator
- Film Producer
- Production Planner
- Cinematographer
- Location Manager
- Lighting Technician
- Broadcast Presenter
- Associate Producer
- Screenwriter
- Film Director



# Bachelor of Film

## 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*		Elective
EXIT QUALIFICATION: <b>DIPLOMA OF FILM</b> <span>CRICOS 109410K</span>			
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*		Elective
EXIT QUALIFICATION: <b>ASSOCIATE DEGREE IN FILM</b> <span>CRICOS 109409C</span>			
YEAR 3			
TRIMESTER 7	Professional Freelancing	Emerging Insights	Virtual Production Lab
TRIMESTER 8	Industry Launchpad	Professional Internship OR Professional Project	Forge 1
TRIMESTER 9	Forge 2**		
EXIT QUALIFICATION: <b>BACHELOR OF FILM</b> <span>CRICOS 109408D</span>			

\* this subject is the equivalent in credit points to 2 subjects

\*\* this subject is the equivalent in credit points to 3 subjects

[Full Curriculum Outline](#)

## Elective Options

IT Options	Animation Options	Design Options	Game Options
Web Development	2D Animation Mechanics	Image Design	Game Design Mechanics
Principles of Programming	Concept Design	Motion Design	Game Scripting
Programming I	3D Character Lab	Interface and Experience Design	Level Design
	3D Animation Mechanics		





# Bachelor of Game Design

Learn the complex and intriguing art of Games Design. Discover how to build games, characters and stories using cutting edge Games Design principles and technology, and explore the fascinating psychology behind our drive to play.

You'll design and develop commercially viable digital games using a state of the art game engine. Learn the art of multiple player game engines, an important expanding area in the field of Games Design and a skill most Games Design Bachelor programs overlook.

You'll discover how to design characters, levels and environments, and model 3D assets for deployment in game engines. You'll also learn biomechanics, movement, rigging, surfacing and high-level technical digital art using all of the same software and processes your favourite game studios use.

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 a state of the art game engine.

## Master industry-standard software

- Adobe Photoshop
- Adobe Premiere Pro
- Adobe After Effects
- Celtx
- Maya
- Unreal Engine
- Nuke
- Houdini



# Career Pathways

- Video Game Designer
- Console Game Developer
- Game Animator
- Game Tester
- Game Developer
- Level Designer
- 3D Artist / Designer
- Technical Artist
- Visual & Interaction Designer
- Environment Artist
- 3D Modeller
- 3D Rigger
- VFX Designer



*'Call of Caelum'*, student work by Natasha Perrett, Dominique Eichenberger, James Dickson, Tony Phan, Isaac Bialia & Joshua Romero, AIT Graduates.



# Bachelor of Game Design

## 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*		Elective
EXIT QUALIFICATION: <b>DIPLOMA OF GAME DESIGN</b> <span>CRICOS 109413G</span>			
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*		Elective
EXIT QUALIFICATION: <b>ASSOCIATE DEGREE IN GAME DESIGN</b> <span>CRICOS 109412H</span>			
YEAR 3			
TRIMESTER 7	Professional Freelancing	Emerging Insights	Virtual Production Lab
TRIMESTER 8	Industry Launchpad	Professional Internship OR Professional Project	Forge 1
TRIMESTER 9	Forge 2**		
EXIT QUALIFICATION: <b>BACHELOR OF GAME DESIGN</b> <span>CRICOS 109411J</span>			

\* this subject is the equivalent in credit points to 2 subjects

\*\* this subject is the equivalent in credit points to 3 subjects

[Full Curriculum Outline](#)

## Elective Options

IT Options	Animation Options	Design Options	Film Options
Web Development Principles of Programming Programming I	2D Animation Mechanics Concept Design	Image Design Motion Design Interface and Experience Design	Visual Storytelling Film Mechanics Lab Screenwriting Art of Cinematography



# Bachelor of

# IT

## (Mobile App Development)

The IT world has changed dramatically over the past few years. The rise of smartphones means an unprecedented number of people are accessing information through apps more than any other platform.

Our Bachelor of IT (Mobile App Development) course is the only one of its kind in Australia, with a range of cross-platform subjects that will prepare you to take advantage of the shifting market. You will develop complex software applications across a range of mobile and web platforms, and learn how to test, debug and refine them ready to take to market.

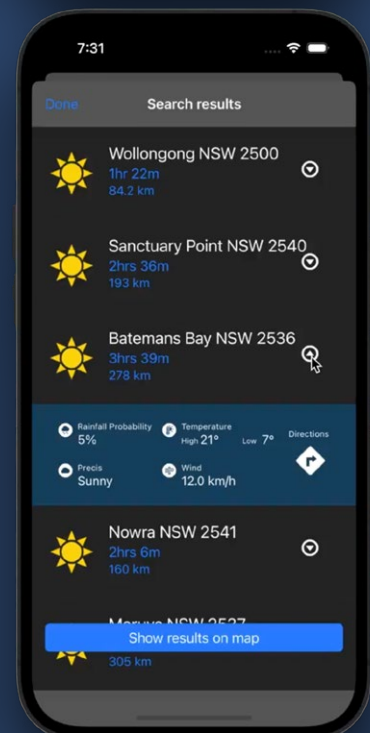
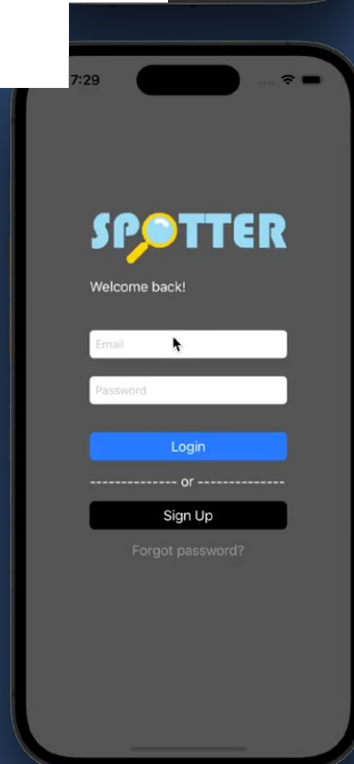
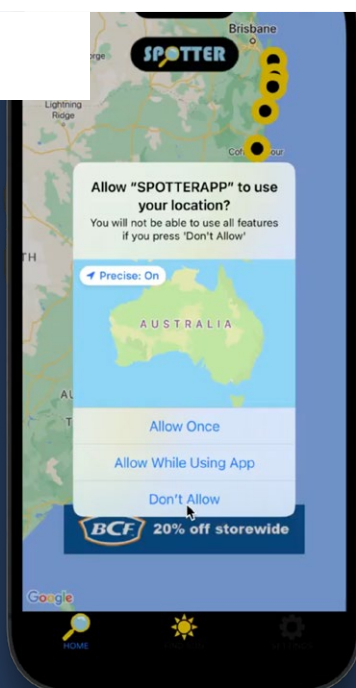
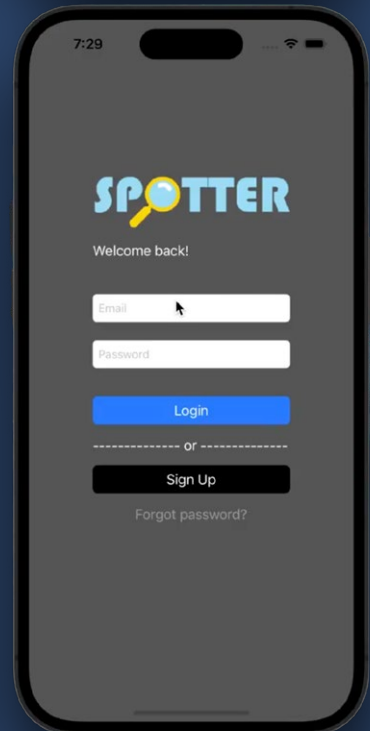
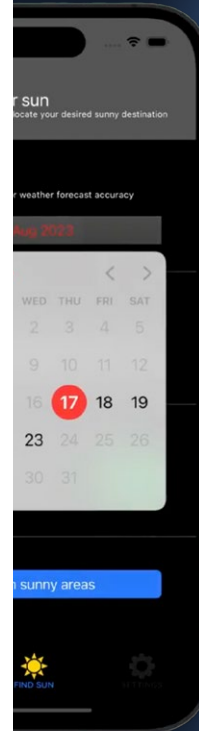
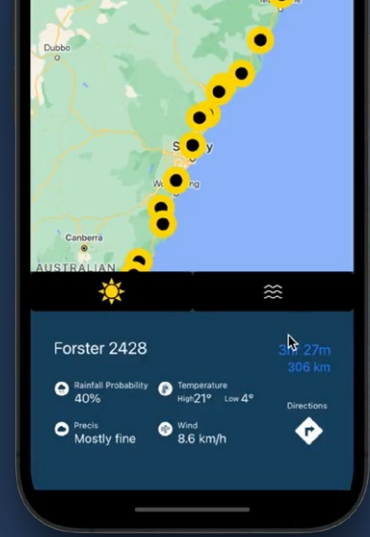
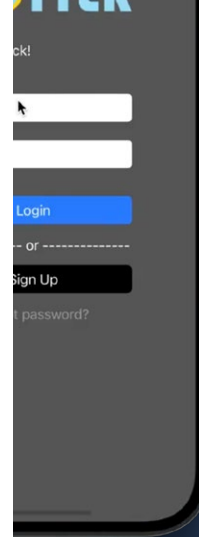
## Master industry-standard software

- Visual Studio
- Android Studio
- Xcode 14
- Xamarin
- Windows
- Jira
- Trello
- Basecamp
- ModeJS
- Ruby
- Python
- iOS



# Career Pathways

- 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



# Bachelor of IT (Mobile App Development)

## Course Units of Study

Standard Three Year Degree

YEAR 1			
TRIMESTER 1	Web Development	Principles of Information Systems	Principles of Programming
TRIMESTER 2	Programming I	Database Design and Development	Principles of Software Engineering
TRIMESTER 3	Applied Computation	Elective	
YEAR 2			
TRIMESTER 4	Programming II	Systems Analysis and Design	Interface & Experience Design
TRIMESTER 5	Java	Digital Project Management	Foundation Networks
TRIMESTER 6	Mobile Apps Android	Enterprise Systems	
EXIT QUALIFICATION: <b>ASSOCIATE DEGREE OF INFORMATION TECHNOLOGY (MOBILE APPLICATION DEVELOPMENT)</b> CRICOS 094329G			
YEAR 3			
TRIMESTER 7	Advanced Web	Mobile Apps iOS	Cross-Platform Apps Development
TRIMESTER 8	Advanced Studio 1	Elective	Data-Driven Apps Development
TRIMESTER 9	External Project	Advanced Studio 2*	
EXIT QUALIFICATION: <b>BACHELOR OF INFORMATION TECHNOLOGY (MOBILE APPLICATION DEVELOPMENT)</b> CRICOS 080428J			

\* this subject is the equivalent in credit points to 2 subjects

\*\* 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

> [Full Curriculum Outline](#)

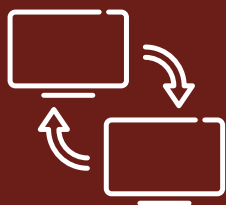
## Elective Options

IT Options	Interactive Media Options
The IT Professional	2D Animation Mechanics
Interface and Experience Design	3D Character Lab
Professional Practice and Ethics	3D Animation Mechanics
Foundations of Information Security	Image Design
Business Analytics	Motion Design
Artificial Intelligence	Game Design Mechanics
Augmented Reality	Game Scripting





# Australia's Creative Tech Industry Snapshot



## Digital Transformation:

The creative technology industry plays a pivotal role in Australia's digital transformation. 74% of organisations consider digital transformation a top priority.



## Emerging Technologies:

Australian creatives are at the forefront of exploring and adopting emerging technologies such as virtual reality (VR), augmented reality (AR), artificial intelligence (AI), and robotics.

The Australian Government is actively backing critical and emerging technologies to strengthen Australia's future.



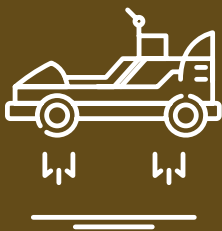
## Startups & Innovation:

The creative technology sector fostered a thriving startup culture, with entrepreneurs and innovators exploring novel ways to combine technology and creativity to address diverse challenges. Australia ranks within the top ten for startups globally.



### **Government Support:**

The Australian Government will spend \$112.3 million to attract international investment in the Australian screen industry to provide domestic employment and training opportunities.



### **Cultural Impact:**

The creative technology industry contributed to Australia's cultural identity, with projects that reflected the country's diversity, history, and Indigenous heritage.



### **Global Recognition:**

Australian creative technology companies gained global recognition, showcasing their talent and expertise on the international stage and contributing to the country's reputation as a creative and technological hub.



### **Economic Value:**

The creative sector contributes around \$90.19 billion to the national economy annually in turnover. It adds almost \$45.89 billion in GDP and helps generate exports of \$3.2 billion dollars annually.

# We Produce Industry Ready Graduates

We take your professional preparation very seriously - and here are some of the ways we do it

## Skills That Matter

Industry-specific professional skills content included every trimester. As the course progresses so does your skill level. For e.g - from starting with reading and understanding a brief, to then later presenting your ideas to a panel of industry experts.

## Professional Portfolio-building

You'll complete real world project-based assessments that you can include in your professional portfolio on graduation. Your diverse portfolio will set you apart! You'll have the opportunity to follow your own creative visions as well as follow set client briefs.

## Career Support

We have dedicated staff with robust industry knowledge ready to help you plan your career, guide you in the future direction of tech, help with your CV, level up your social media presence or where to find work.

## Our Bachelor Courses Get You Industry-ready

The third and final year of all AIT courses focus strongly on the fundamentals for preparing you for employment in the creative industry of your choice.

We'll teach you what the industry is looking for and guide you in every aspect of transitioning from study to the workforce. We'll ensure you're equipped with the right soft skills, practical skills and practical experience you'll need to succeed.

We'll also provide opportunities for you to showcase your work to AIT's industry connections and teach you how to pitch and present in a professional working environment.

## Third Year Preparation Programs

### ADVANCED STUDIO (IT PROGRAMS)

Advanced Studio is a two-part program that runs across the final two trimesters of each information technology degree. During Advanced Studio, you will collaboratively conceive, design, plan and develop a major IT-related program, which is presented to industry professionals on completion. In Advanced Studio 1, you will develop a methodology, plan milestones for both trimesters, conduct research, and complete high-level designs. Then, throughout Advanced Studio 2, you will work in a project team to develop a functional prototype and final product which is presented to an industry panel.

### FORGE (INTERACTIVE MEDIA PROGRAMS)

Forge is a two-part capstone project that runs across the final two trimesters of each interactive media degree. Throughout Forge, you operate in a professional team under workplace-like pressure, applying your knowledge, skills and aptitudes to complete a project to contemporary industry standards. In Forge 1, the focus is on researching client needs and preparing a range of pre-production material required for the development of an industry project. Planning and project management skills will be sharpened, and pre-visualisation of narrative content will be developed to deliver a comprehensive plan for a substantial production, to be completed in Forge 2 in the final trimester of study. In Forge 2, you will develop your major work, with a focus on planning, collaborative execution, presentation skills and reflection. The

subject will also challenge you to innovate, learn from both success and failure, "know yourself", and learn how to work with others. You will be mentored, critiqued and assessed during this process, with industry experts providing feedback on project outcomes.

### PROFESSIONAL DEVELOPMENT OPTION 1:

#### The Professional Internship program

You will be placed in a professional industry organisation where you will develop relevant skills oriented toward your chosen career. It will provide you with an opportunity to apply what you know, be mentored, receive feedback and seek opportunities for development in a real-world setting, as well as be exposed to emerging trends and technology impacting your industry. Prior to commencement of the internship, AIT will determine a suitable placement company based on your individual needs and interests.



### PROFESSIONAL DEVELOPMENT OPTION 2:

#### Professional Project

You will complete an industry project of your choosing, related to your area of study. While support and feedback will be provided, in this subject you will work independently on a creative project off campus with minimal academic interaction. It may be completed independently or in collaboration with peers. The project will be conceived and developed for a specific setting, and be presented as a proposal of a solution to a problem or opportunity faced by an organisation or industry. The subject is an opportunity for you to develop and demonstrate self-regulated, independent research and study skills, time and project management and professional communication.

## INDUSTRY LAUNCHPAD AND PROFESSIONAL FREELANCING

Here we help you search for and prepare yourself for employment. We provide guidelines for how to prepare effective resources that enhance your employment prospects. You will be introduced to interview techniques and personal branding while building a professional internet and social media presence. You will also learn how to produce effective presentations of your highest-grade work for future employers.





Our unrivalled connection to the interactive entertainment industry means we provide you with the opportunity to brush shoulders with some of the biggest names in the business.

In the past we've hosted many award-winning creatives on campus, such as:

- Costa Daniel Kassab, the Art Director for Ludo Studio's **Bluey**
- Marc Bouyer, the Creative Director for **BUCK**
- Myles Blasonato, Design Director for **Blowfish Studios**
- Bowen Ellames, award-winning concept artist and graphic designer for Marvel, Amazon, Netflix, and Baz Luhrmann's **Elvis**
- Dean Musumeci, a digital compositor and motion graphics artist for **Gooseworx** and **Glitch Productions'** **The Amazing Digital Circus**
- Lukas Sarralde, founder of **Mandrake Studios**, has delivered the virtual production and VFX for **Sabrina Carpenter's 2024 Short n' Sweet tour** in America and **The Weekend's Australian After Hours 'til Dawn tour**
- Hosting **Unreal Engine's** Community Events for Industry Professionals and Students.



Check out our  
**Upcoming  
Events**



# We Produce Award Winning Grads

Our students consistently win and rank as finalists in recognition of the quality, creativity and technical excellence of their work in many local and international awards festivals, including 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, Animate Australian Film Festival, Selected Rising Stars Film Festival and many more!







### JEFF & HENRY

Nathan Mylthoi, Matthew Deligeorges



### HUIN

Martin Hornak



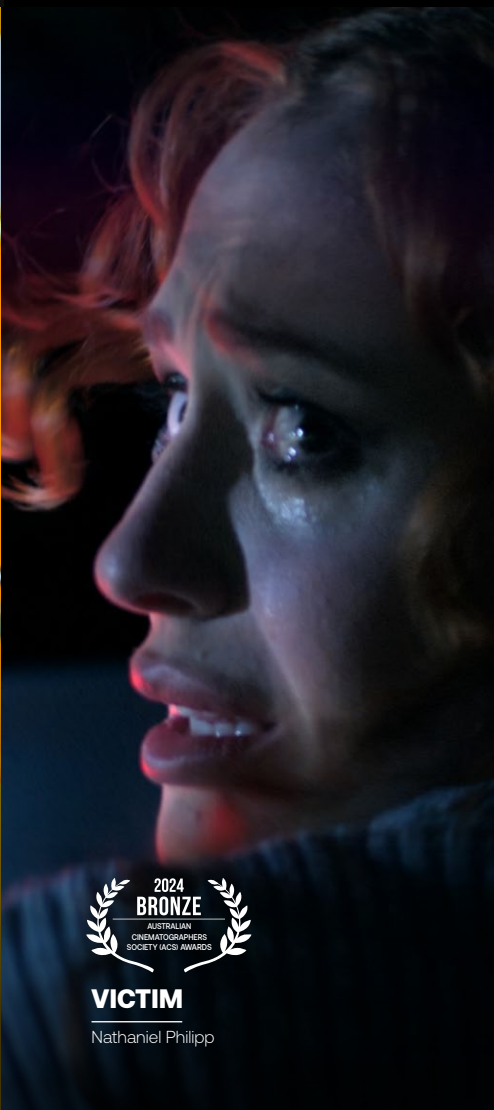
### BUNNY BUG

Rosa Pallone, Shristy Shrestha



### COLORGIZE VR

Nathalia Andrade Da Silva, Gabor Vermes



### VICTIM

Nathaniel Philipp



### SHUT THE DOOR

Jamie Burke





## AITENDANCE

Luiz Cavalieri, Daniel Schofield, Chiaki Iwamoto, Amandeep Singh

YOU AT A GLANCE.  
NEVER MISS WHAT MATTERS.

Instantly receive and respond to your favourite notifications.  
Get the motivation you need to stay active and healthy.  
Express your personal style in a whole new way. From the way it works to the way it looks, Apple Watch isn't just something you wear. It's an essential part of who you are.

Because it's on your wrist, Apple Watch lets you receive notifications immediately and conveniently. The moment the people or apps you care about have something to say, you'll see a gentle tap.

**MYER**

APPLE WATCH

\$949

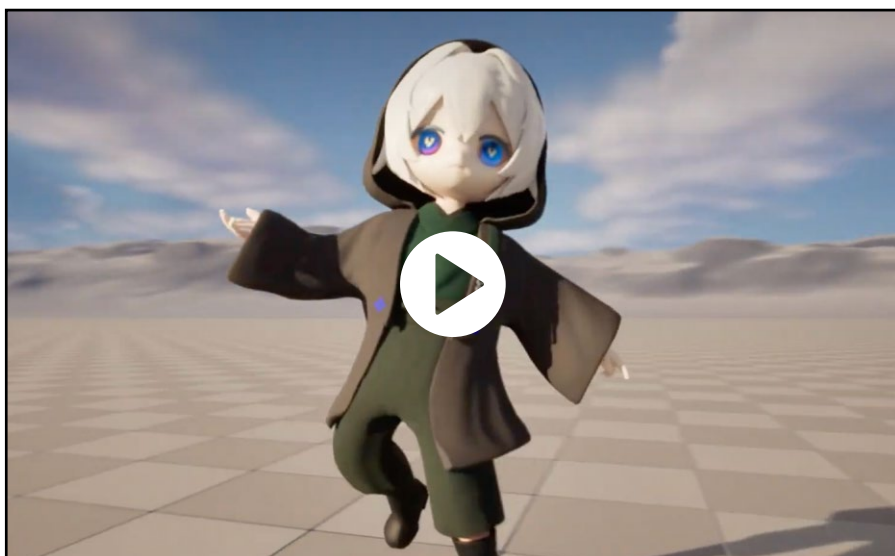


## EBAY / MYER VR DEPARTMENT STORE

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

ADD TO BASKET

# Student Work



**WATCH OUR  
STUDENT  
SHOWREEL**



**WATCH OUR  
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

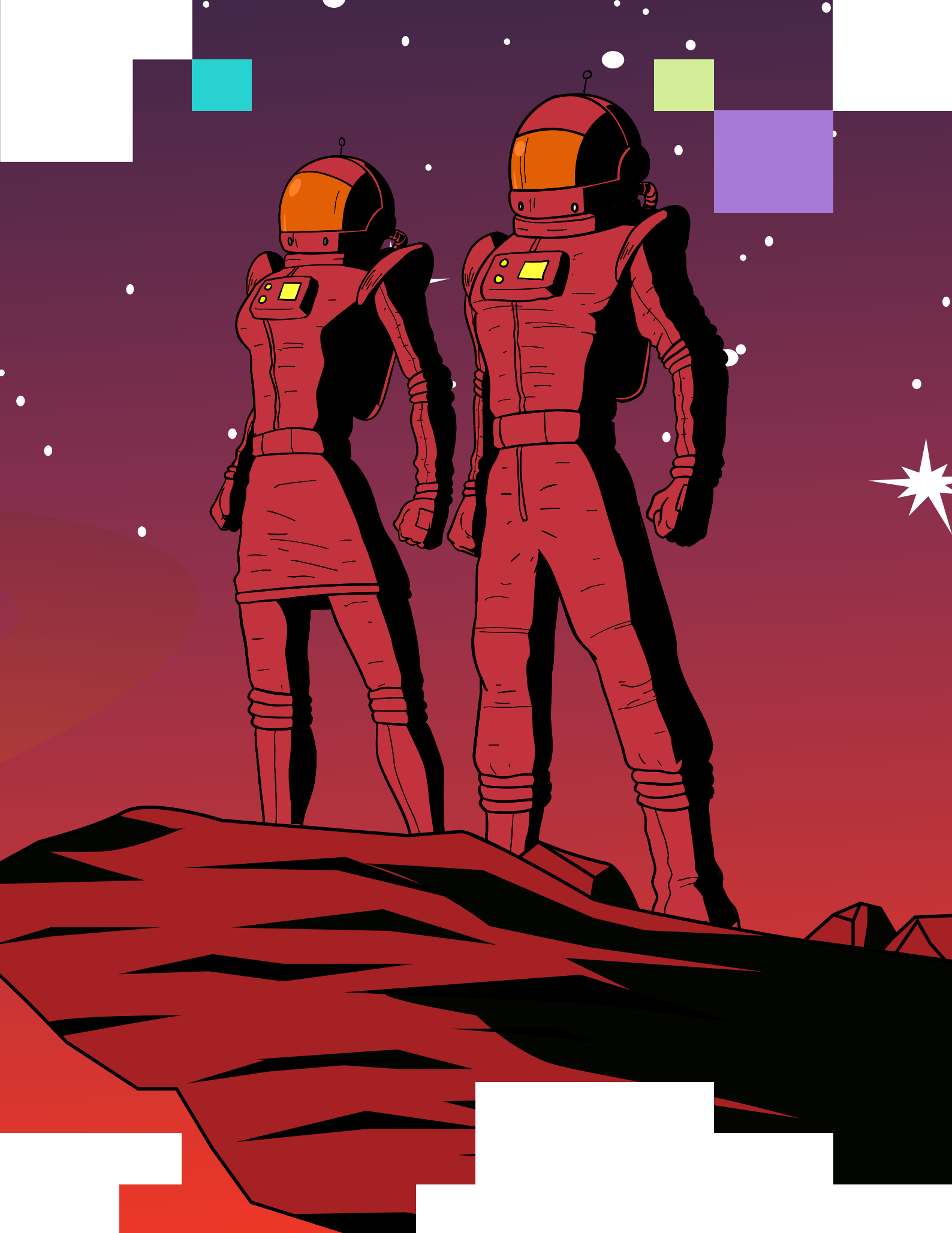
- 2 subjects on campus each trimester
- 1 subject online each trimester
- 12-15 hrs recommended independent study per week

## 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	





# Student Support

We are committed to making sure our students feel supported throughout their entire time with us. We have a number of ways that students can get support to help enrich their student experience and deal with the stresses of study.

## Study Support

- Personal study plans for each student
- Team of staff proactively reaching out if it looks like a student is struggling academically
- The Peer Assisted Improvement Scheme (PAIS) is a free service that links students to a senior student to help with their studies
- Online librarian assistance on how to use library resources, research for assignments and craft academic assignments
- Private self-study resources on campus

## Health & Wellbeing

- We provide all students with a student support welfare service, completely free of charge. We work with this service because of their stringent adherence to the field of psychology research and guidelines and use counselling professionals.
- We have a student support team ready to help with any personal needs in relation to study.

## Tech Support

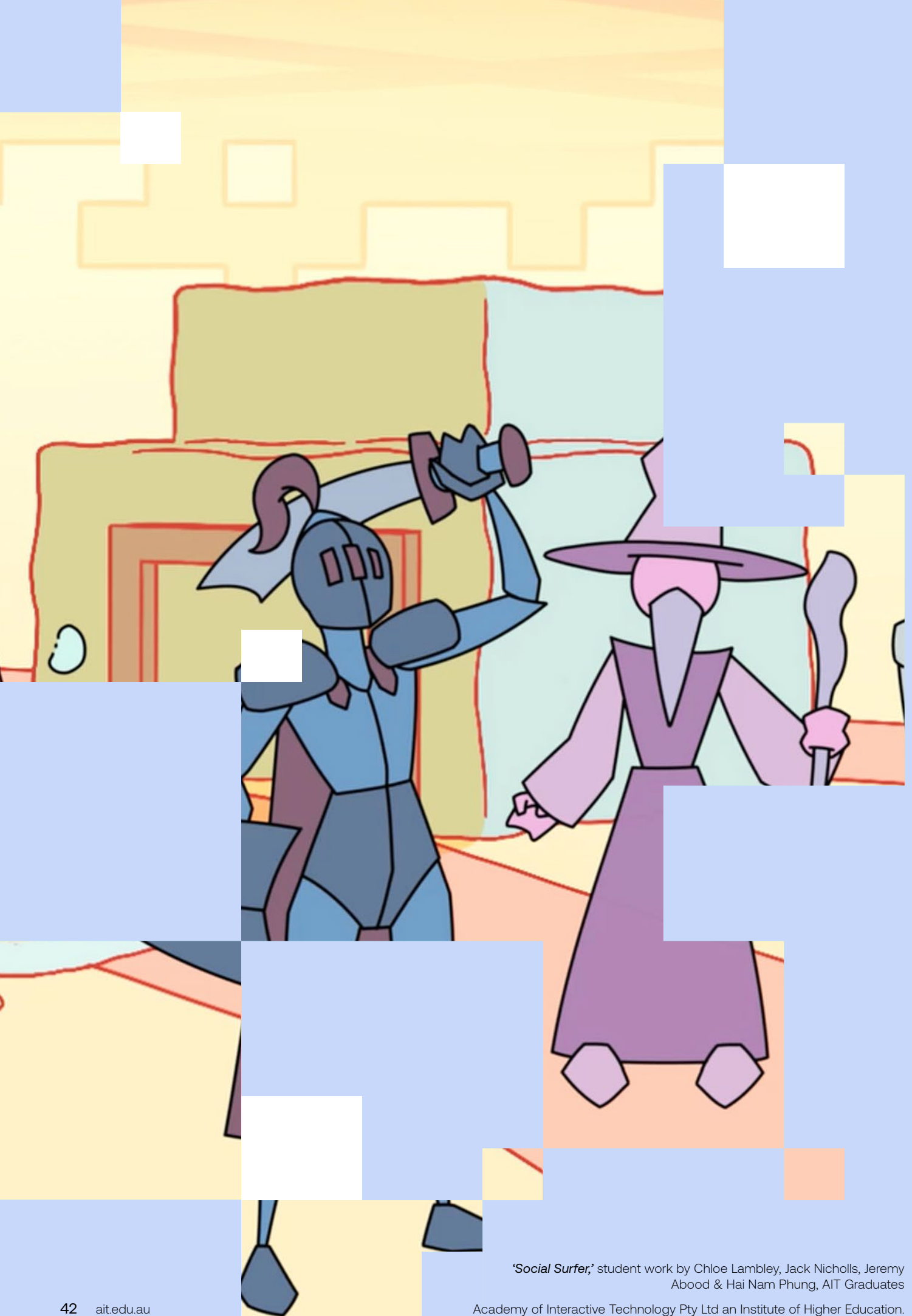
- Support service for tech issues
- Access to the AIT Cloud Campus 24/7
- Free access to industry-grade software 24/7
- Simple, intuitive course content design to help navigate the learning platform

## Social Life

- Regular social clubs for like-minded students
- Student-led Discord channel with chat threads to help them find friends
- Vibrant campus with many break out spaces to mingle
- Full annual calendar of college industry events







*'Social Surfer,'* student work by Chloe Lambley, Jack Nicholls, Jeremy Abood & Hai Nam Phung, AIT Graduates

Academy of Interactive Technology Pty Ltd an Institute of Higher Education.  
PRV12005 | CRICOS: 02155J | RTO: 90511

# Entry Requirements

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

- Have a Unique Student Identifier (USI) or have an 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 an Australian Year 12. Year 11 students will be considered on a case-by-case basis, subject to providing Year 11 results (or equivalent), a support letter from a parent or guardian (if underage), a portfolio (if applicable), and attending 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 Domestic applicants leaving school prior to the completion of Year 12 please check with your school or relevant education authority 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:

- Provide a certified copy of your passport; 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
- Completion of high school studies equivalent to an Australian Year 12. Specific entry requirements vary based on the applicant's country, institution, and qualification; OR
- Have successfully completed a Certificate IV, VET Diploma or Higher Education Diploma in Australia; OR
- Have successfully completed one year of full-time study in a degree course at an Australian higher education provider; OR
- Meet the English entry requirement of IELTS 6.0, with no band lower than 5.5, or an equivalent qualification.
- A successful assessment meeting the Genuine Student Requirement.

## InitiAIT Scholarships

Every year, AIT awards scholarships to students who demonstrate an extraordinary work ethic and talent.

[LEARN MORE](#)

> HOW TO APPLY?









# Tell Stories, Create Worlds.

## Intakes

February  
May  
September

> VISIT OUR WEBSITE

### SYDNEY CAMPUS:

Level 2, 7 Kelly Street  
Ultimo, NSW 2007  
☎ (02) 7226 3773

> SYDNEY CAMPUS TOUR

### MELBOURNE CAMPUS:

Level 13, 120 Spencer Street  
Melbourne VIC 3000  
☎ (02) 7226 3773

> MELBOURNE CAMPUS TOUR

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