

How to Apply

There are 2 ways that you can apply for a course at Academy of Interactive Technology

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IF YOU HAVE A UAC ACCOUNT

- Log in to your UAC account at uac.edu.au
- Search for the AIT course you want using the codes on this flyer
- Make that course your **number 1 preference**
- If successful, you will be contacted by an Admissions Officer during the UAC offer rounds to confirm your acceptance and complete your enrolment

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IF YOU HAVE NOT PAID FOR A UAC ACCOUNT

- You can apply directly to AIT at ait.edu.au/apply
- There is no minimum ATAR requirement, so you can apply now
- You will need to provide a copy of your Passport or Birth Certificate & photo ID, certified by a Justice of the Peace
- You can provide a copy of your Year 12 certificate at a later date

FEE-HELP available. Visit studyassist.gov.au/fee-help for more information.

Discover your creative calling

UAC Code	Course Duration	Description	Career Outcomes
660000	Bachelor of 2D Animation 3 Years	Learn how to draw, design and animate characters, environments and stories in multiple styles, using professional equipment and software such as the Adobe suite and Toon Boom Harmony.	<ul style="list-style-type: none"> • Animator • FX Animator • Storyboard Artist • Concept Artist • Motion Graphics Animator
660012	Diploma of 2D Animation 1 Year	Unlock your creativity and bring animations to life. Learn the technical skills required to accelerate your animation career, guided by industry professionals, using high quality industry standard equipment.	<ul style="list-style-type: none"> • Junior Animator • Junior Storyboard Artist/ Revisionist • Junior Concept Artist • Junior Scriptwriter
660002	Bachelor of 3D Animation 3 Years	Develop skills in 3D modelling, design, bio-mechanics, movement, rigging, surfacing, light and colour theory, and the principles of animation. Master software such as Maya, Unreal Engine and the Adobe suite.	<ul style="list-style-type: none"> • 3D Animator • 3D Modeller • 3D Rigger • 3D Artist (Generalist)
660014	Diploma of 3D Animation 1 Year	Discover how the industry works and start to develop the professional, technical and personal skills that are so highly-valued in contemporary 3D animators.	<ul style="list-style-type: none"> • 3D Modeller • 3D Artist (Generalist)
660004	Bachelor of Film 3 Years	Discover how to shoot, edit, script, direct and produce professional quality digital media. Master software such as Adobe After Effects and Premiere Pro.	<ul style="list-style-type: none"> • Film Director • Cinematographer • Film Producer • Production Planner • Screenwriter
660016	Diploma of Film 1 Year	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.	<ul style="list-style-type: none"> • Cinematographer • Film Editor • Screenwriter • Lighting Technician • Film Crew Technician

UAC Code	Course Duration	Description	Career Outcomes
660006	Bachelor of Game Design 3 Years	Learn 3D asset development, sound design, multi-player game design, console game development, and master software such as Unreal Engine.	<ul style="list-style-type: none"> • Game Producer • Lead Artist • Game Designer • Level Designer • Character/Environment Artist
660018	Diploma of Game Design 1 Year	Design games, characters, levels and environments, and model 3D assets for deployment in game engines, using professional equipment, software, and processes.	<ul style="list-style-type: none"> • Gameplay Mechanics Designer • Level Designer • Gameplay Programmer • Character/Environment Artist • Games Animator
660008	Bachelor of Information Technology [Mobile App Development] 3 Years	Learn core IT disciplines such as C++, Java, mobile application development (Android and iOS) and developing dynamic web pages.	<ul style="list-style-type: none"> • Mobile Application Developer • Web Application Developer • Full Stack Application Programmer • Analyst Programmer • IT Consultant



Your UAC Planner

