

# BRODIE MARTIN

## GAME ART (ANIMATION & DESIGN)

### ACADEMY OF INTERACTIVE ENTERTAINMENT

#### Senior School Subjects

- Year 11: Literature, Physics, VET Gaming and Animation, Religion, Accounting, Product Design and Technology - Materials.
- Year 12: Literature, VET Gaming and Animation, Mathematical Methods, Physics, Accounting

**Why did you choose these subjects?** What mainly motivated me to pick these subjects was because I had no idea at the time what I wanted to do. I found it difficult to write out my whole life plan at that point so I was just preparing as best as I could to allow for any circumstance that may have arisen should I have finally decided on a course of action.

**What resources did you use to choose subjects?** A lot of what drove me into picking those subjects was talking amongst my friends and family to find out what I had the best chance in. The College Career Adviser did help me a bit along the way as well.

**What is your course like?** My course is a lot like going to school again. I go in 3 times a week, twice at an early 8:30 start and once at mid-day, where we are given a run-down on the things we will be learning for the day and the week, before pushing full ahead into those studies where we would be given instructions and be watched as we completed assigned tasks for learning those tools. We have only one teacher who leads us through the year, and only one group of classmates.

The course itself is pretty full on. Using Maya and Photoshop you are tasked with design objectives such as to create/model a game level and its assets, along with texturing/giving a colour to those assets and laying it out into a simple and broad level that people can walk through, and other such tasks. Along with that you will learn how to create real scale models and give life to those creations through fluid animation and rigging. It definitely is quite challenging.

**What do you love about your course?** Some of the things I love about the course is the experience you get and the stuff you get to do with other classmates all at the same level and with the same idea as you; you can definitely form some strong bonds and learn a lot about new techniques as you share your own ideas and knowledge amongst each other. As you hit the second year, you branch off into your respective interests, either Game or Film, and start to learn industry standard techniques that will allow you to create visually stunning models and designs that will help you to get into your chosen industry with little problem.

Make sure if you decide on this course you are dedicated to it. As the year goes on and as you head into the second year, you really see where skills start to show. Make sure you practice a lot and push yourself to be better. Join Facebook groups about the topics and be active in the community. In the end employers look for people who are outgoing and strong in their skill set.

**How did your senior school subjects prepare you for your university course?** VET Gaming and Animation gave me an edge upon entering the course through previous knowledge of such things as creation of standard shapes, normal tools and a few different complex structures of creation. I would definitely recommend it to anyone who is interested in getting into the film or game industry. It is a great course to get you started, and you will learn all the basic tools you will need to hopefully someday become a professional in the industry.

**Course information:** Academy of Interactive Entertainment, <http://www.aie.edu.au/>