

# SARAH STALEY

## ADVANCED DIPLOMA OF GAME ARTS ACADEMY OF INTERACTIVE ENTERTAINMENT

**Why did you choose to study this course?** I chose to study a diploma of game art and animation because towards the end of completely year 12 I had a hard time narrowing down exactly what course would be best for me since I was in love with so many different courses that AIE had to offer. In the end I chose to do game art since it would give me the opportunity to explore and learn a bit about each area within the games industry.

**What is your course like?** For the Diploma of Game Art it is a course made to challenge you to improve your artistic knowledge through the use of specific assessments as well as to prepare you for the games industry through having time constraints. This year I have learnt more than I would have ever believed. I have been able to learn and use industry standard programs and textures, how to make photo realistic 3D models, 3D environments, animation, anatomy, character models and composting. The best thing about my course is at the end of each year all courses are merged into groups to develop a fully functioning game in 6 weeks. Teaching time management, communication, marketing, problem solving, programming and game design.

**Highlights from this year so far?** Character modeling and understanding female and male anatomy. Learning to make my own textures and how fabric moves as well as how weather can affect different materials. Most definitely having the opportunity to make a game!!

**What are you looking forward to in 2019?** I am very much looking forward to starting the advanced diploma of game art and having the chance to work in virtual reality space. I am also looking forward to challenging my skills further to make some more amazing 3D art.

