

Students from RMIT University's Centre for Animation and Interactive Media have been creating wondrous animated films and pioneering multimedia productions for over a decade.

## Centre for Animation and Interactive Media

---

Internationally recognised student works

---

Engaging content and innovative style

---

Production excellence

---

RMIT University's Centre for Animation and Interactive Media (AIM) and its graduates are highly regarded by the industry it services, as well as by Australia's leading cultural organisations which have collected many works produced by AIM students, regarding them as being important to the nation's cultural heritage. Numerous student productions have been accepted at prestigious international festivals where a panel of leading experts ensure the continuing reputation of their festival by selecting the world's best work worthy of honouring and informing the field.

The Centre for Animation and Interactive Media provides postgraduate programs for creative 'ideas' people interested in becoming originators of engaging content for time-based media and hosts research programs that investigate applied new media, animation, the cinematic arts, networked, virtual and real-time environments.

Animation has always been the primary laboratory of cinematic form and AIM's programs offer a highly flexible way to discover the contemporary craft and culture of expanded cinema and time-based screen arts. Students explore a range of techniques—traditional hand-drawn animation, claymation, experimental, puppet, 3D computer animation, digital special effects, real-time art and digital production methods. This understanding leads to expressions in either linear or interactive work as well as hybrid forms. Work is published through computer mediated digital platforms such as game consoles, kiosks, the Internet and mobile phone networks, as often as it is released through traditional forums for film and video.

The synergies resulting from postgraduate coursework and research programs sharing the same environment is potent. The Centre provides opportunities for the cohort of AIM researchers to hone production skills by sitting in on coursework classes, while cutting-edge research outcomes provide coursework students with new innovative solutions, relevant knowledge and environments in which to realise their project work.



## Centre for Animation and Interactive Media

---

Internationally recognised student works

---

Engaging content and innovative style

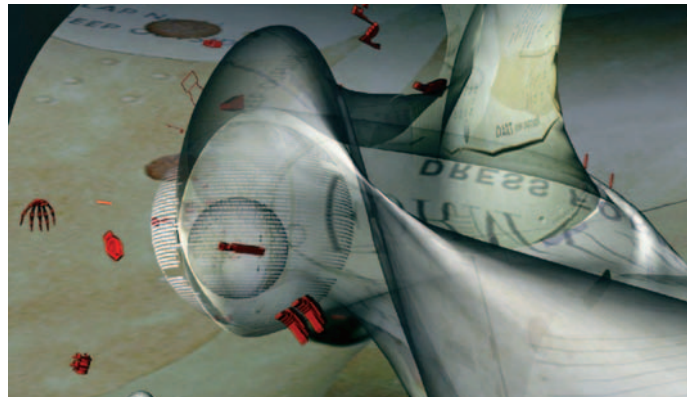
---

Production excellence

---

Artistic, technical, critical and intellectual investigation by AIM staff, researchers and students adds to the body of knowledge of the medium, assists the ongoing development of Australia's animation, multimedia and computer games industries, and supports a professional workforce that is globally competitive in respect to content, creative skills, production values, technology, publication and distribution. AIM's alumni is deeply imbedded within the Creative Industries, holding key creative and managerial roles.

**Centre for Animation and Interactive Media (AIM): [www.rmit.edu.au/aim](http://www.rmit.edu.au/aim)**



*Pictured above: Symbiosis, an immersive digital art installation by AIM researcher, Mark Guglielmetti, received an ATOM award for "Outstanding Virtual Experience". The project is a navigable 3D stereoscopic virtual space projected on a deeply curved screen.*

*Pictured previous page: Animated claymation film, Appeal, by AIM coursework student Asteria Widarani was accepted into the Annecy International Animation Festival in France. Annecy is one of the world's most prestigious animation festivals and Asteria's film has been accepted on a competitive basis with the world's best, not in a student category.*