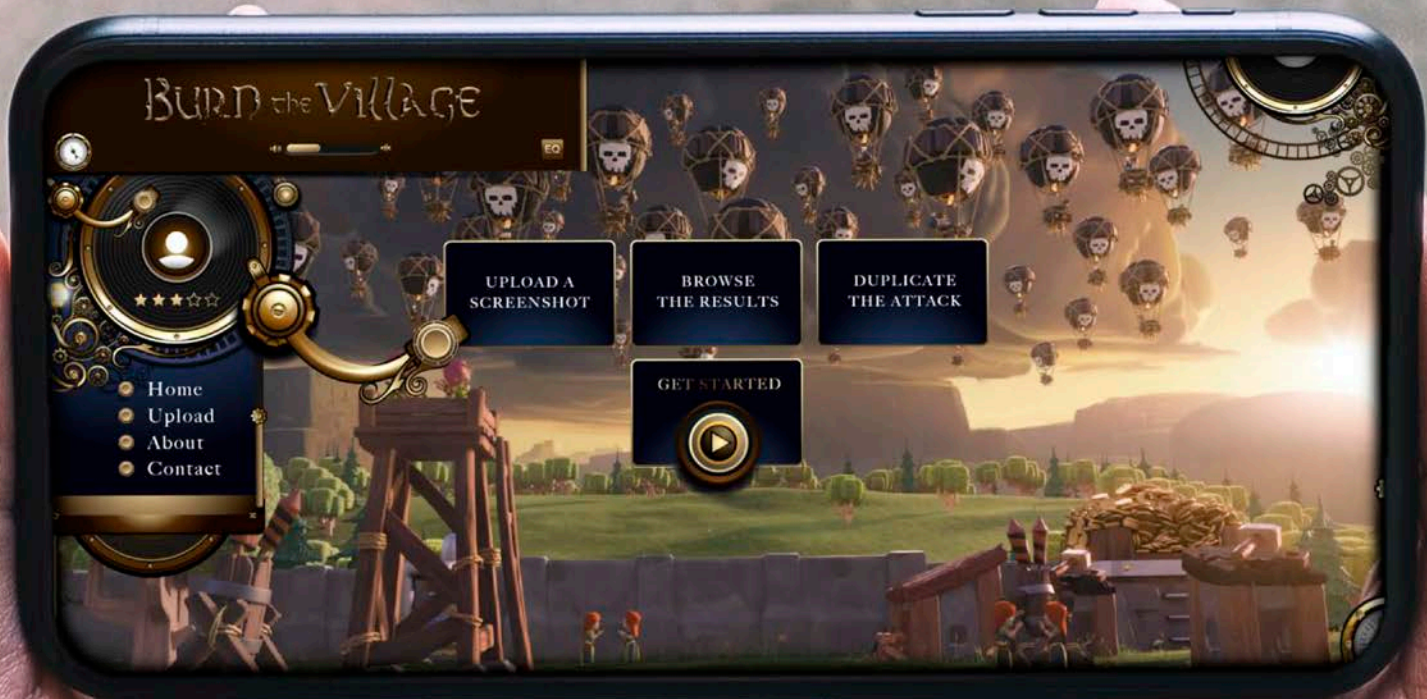


AIT



Student Work:

BURN THE VILLAGE

Game by Tim Häggqvist Luotomäki, Max Häggqvist Luotomäki and Alicia Häggqvist Luotomäki



1

DIGITAL MEDIA

FILM-TV-AUDIO

GAMES DESIGN

INFORMATION TECHNOLOGY (IT)

Creative Technology Educators

42 Find-a-Course page

74 Directory page

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k:

Martin Hornak

2



3



Student Work: WISDOM

App by Phoumany Chanthachack

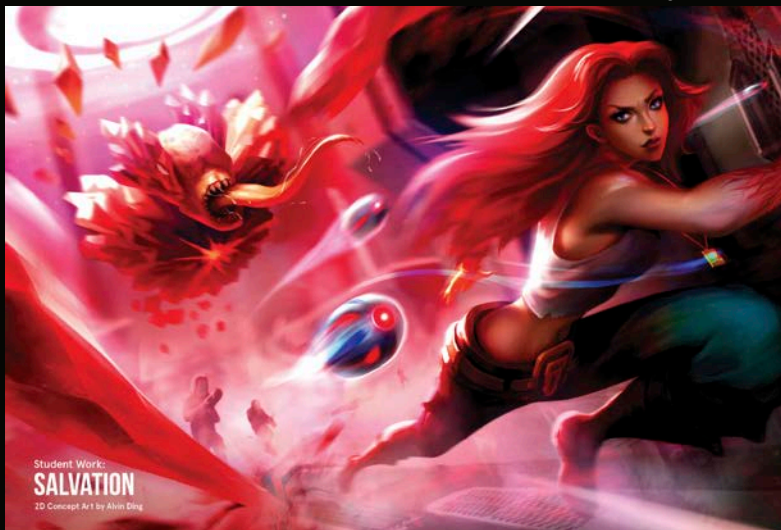
4



Student Work: INSECTUM NOCTIS

3D Animation by Claire Lloyd

5



Student Work: SALVATION

3D Concept Art 1 by Alvin Ding

6



7

DIGITAL MEDIA

2D Animation

FILM/TELEVISION/AUDIO

3D Animation

Film

GAMES DESIGN

Game Design

INFORMATION TECHNOLOGY (IT)

IT (Games Programming)

IT (Mobile App Development)

Since 1999, AIT has educated students from all over the world who have gone on to build successful careers in the creative, digital media and tech industries. AIT's courses are delivered using the latest industry tools and supported by specialist educators who are passionate about their industries. We provide regular opportunities for industry connection through internships, industry events and master talks. At our showcase events with industry judges, students often land job interviews, internships or paid employment on the spot. The external awards received by our students are a testament to the quality, creativity and technical excellence of their work.

- 1 Burn the Village, Tim Häggqvist Luotomäki, Max Häggqvist Luotomäki and Alicia Häggqvist Luotomäki
- 2 HUIIN, Martin Hornak
- 3 Silent Inferno, Natasha Bernleitner
- 4 Wisdom, Phoumany Chanthachack
- 5 Insectum Noctis, Claire Lloyd
- 6 Salvation, Alvin Ding
- 7 The Brave, Michelle Kaldy, Emilia Consonni and Sabine Antigua

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