

OPEN DAY

MELBOURNE SCHEDULE
SATURDAY 12 AUGUST
11AM TO 3PM



LOCATION	11:00AM	11:15AM	11:30AM	11:45AM	12:00PM	12:15PM	12:30PM	12:45PM	1:00PM	1:15PM	1:30PM	1:45PM	2:00PM	2:15PM	2:30PM	2:45PM
Lecture Theatre Level 1		Study at SAE Info Session 1 General overview of everything you need to know about studying at SAE.								Study at SAE Info Session 2 General overview of everything you need to know about studying at SAE.						
Lecture Theatre Level 1				Audio & Music / Info Session 1			Film / Info Session 1						Games / Info Session 2			
Room 1.18 Level 1				Creative Industries / Info Session 1			Design / Info Session 1			Creative Industries / Info Session 2			Animation / Info Session 2			
Room 0.24 Ground floor				Animation / Info Session 1			Games / Info Session 1			Audio & Music / Info Session 2			Film / Info Session 2			
Foyer Ground floor	Admissions ENROL NOW!															
Study space Ground floor	Animation / Praxinoscope workshop Create your own Praxinoscope and ask all your questions!								Animation / Praxinoscope workshop Create your own Praxinoscope and ask all your questions!							
Room 1.10 Level 1	Animation / 3D animation demonstration A demonstration on rigging, lighting and rendering.					Animation / 3D animation demonstration A demonstration on rigging, lighting and rendering.										
Room 1.06 Level 1	Animation / Drawing workshop Express your creativity with pens and pencils!															

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Common room Ground floor	Studio tours (ad hoc) Come and meet Gareth, our Audio expert, and take a guided tour of our facilities.															
Studio 0.04 Ground floor	Audio & Music / Student work Discover the work of our talented music and audio students!															
Studio 0.06 Ground floor	Audio & Music / Foley and Sound Effects workshop Ever wondered how sound effects are created in films and video games? Watch a sound design demonstration and give it a go!															
Studio 0.09 Ground floor	Audio & Music / Rave Cave Experience an interactive demo in our cutting-edge electronic music production studio!															
Studio 0.14 Ground floor	Audio & Music / Selfie Console Always wanted to have that money shot of yourself with a console? Now's the time to make it happen!															
Studio 0.22 Ground floor	Audio & Music / Recording workshop Join us in a professional recording session.															
Studio 0.29 Ground floor	Audio & Music / Hip hop rap workshop If hip hop is your thing, you need to check this out!															
Room 0.16 Ground floor	Creative Industries / Projection Mapping Demo Get involved in creating and manipulating stunning visual experiences in real time.							Creative Industries / Projection Mapping Demo Get involved in creating and manipulating stunning visual experiences in real time.								Creative Industries / Projection Mapping Demo Get involved in creating and manipulating stunning visual experiences in real time.
	Masters Course Information Have a 1:1 conversation with one of our Masters' lecturers and see where you can take your career with postgrad in Creative Industries.							Masters Course Information Have a 1:1 conversation with one of our Masters' lecturers and see where you can take your career with post grad in Creative Industries.								Masters Course Information Have a 1:1 conversation with one of our Masters' lecturers and see where you can take your career with post grad in Creative Industries.

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Mezzanine Level 1	Design / Interactive design workshop Meet our lecturer and learn about the fundamentals of visual design, pattern making, or poster creation.															
Room 0.35 Ground floor	Film / Experience a film set Take a peek behind the curtain and get a feel for what it feels like being on a set.															
Room 0.28 Ground floor	Film and Animation student showcase Watch some beautiful animations produced by SAE students, combined with films created by students from the Film department. Talk to our lecturer and find out more about our courses.															
Room 1.07 Level 1	Games / A day in the life of a game developer Q&A An ongoing and immersive QA session about the everyday life of a game developer.							A day in the life of a game developer Q&A An ongoing and immersive QA session about the everyday life of a game developer.								
Room 1.08 Level 1	Games / Unreal workshop Take part in our interactive workshop on Unreal level design.															
Mezzanine Level 1	Games / Student Games showcase Check out the games created by our promising students!															
Common room Ground floor	Industry Liaison Coordinator Meet our friendly ILC and talk networking, work placement and career pathways.															
	Student Support Advisors Meet our Student Support Advisors and learn about all the support available to you.															
Foyer Ground floor	VTAC information booth Talk to a representative from VTAC and have all your questions answered!															
Tech Office Ground floor	Tech Department Chat to the tech team, and see what gear and technical support is available to all SAE students.															

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Car park	<div>Food truck</div> <div>Grab something to eat from Beatbox Kitchen!</div>															
Courtyard	<div>Coffee van</div> <div>Get a hot cup of coffee from Liquid Infusion.</div>															
	<div>Live DJ!</div> <div>Watch DEEJAI spinning their tunes!</div>															