

GAME DEVELOPER



Kia ora, welcome to Yoobee College of Creative Innovation

As part of the Yoobee tribe, from day one you'll be learning through creating and designing or programming and coding.

This means you spend time bringing your ideas to life rather than getting bogged down in endless theory.

You'll be better prepared for the industry when you graduate because you've trained through hands-on, project-based learning with us doing the type of work that the industry demands.

At Yoobee College of Creative Innovation you'll be in a supportive learning environment where tutors want you to thrive. Classes are small enough so that you know everyone's name in and you'll get more 1:1 guidance from your tutors. But that doesn't mean we're small fry.

We've got campuses in Auckland, Wellington, Christchurch and even some online learning options. Our long history means we have the right connections in the industry to help while you study and when you graduate.

YOU MAKE. YOU LEARN.



Yoobee College of Creative Innovation is accredited at the highest level nationally and internationally by the New Zealand Qualifications Authority (NZQA) with a Category One rating.

LEVEL UP YOUR GAME CAREER AT YOOBEE

Yoobee College of Creative Innovation has a rich 30-year history, bringing together the best educators in animation, design, and technology—the areas of expertise needed for an exciting career in Game Development.

We started teaching 2D animation in 1989 as Animation College, which later joined forces with Yoobee School of Design who had specialisations in 3D modelling and game dev. With AMES I.T. joining the Yoobee ranks, the Yoobee College of Creative Innovation of today has all the bases covered across Game Development.

The gaming industry has grown rapidly in the past few years in New Zealand, reaching over \$200 million in revenue in 2019.

This growth can be linked to the increase in new technologies and hardware improvements. A few years ago buying a high-end gaming computer was expensive. Now smartphones, cheaper gaming consoles, and new technologies like AR/VR/MR have created more opportunities for gamers.

Game Development is an area with good job security, flexible and relaxed working environments, the ability to specialise based on your passion and talents, and the ability to earn doing what you love!

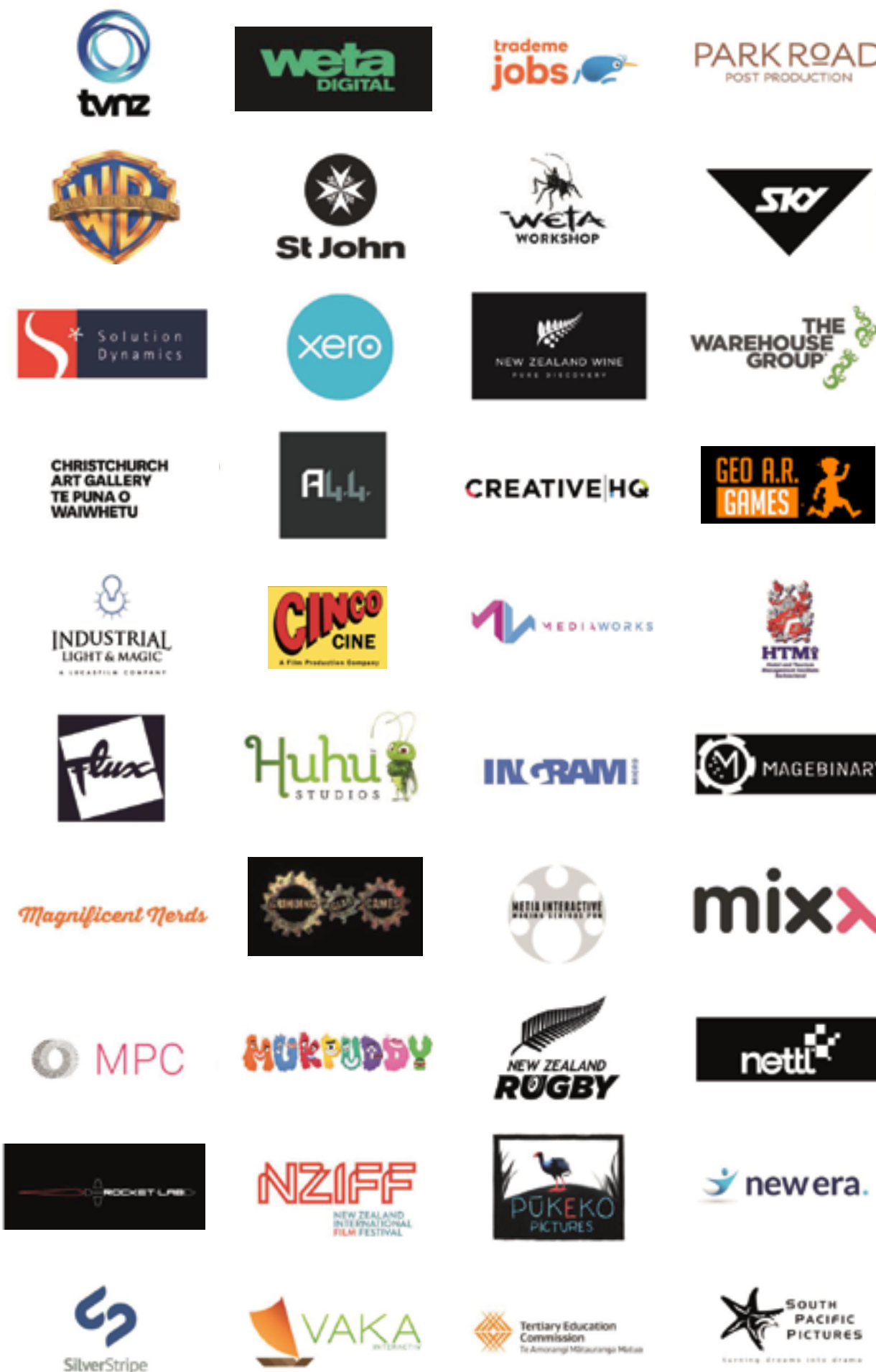
We have two pathways to a career in Game Dev.

- If you're more excited by dreaming up the characters and worlds in which the game takes place you might be more suited to our Diploma Pathway.
- Or if you're more excited by programming games, you might be more suited to our unique Software Engineering degree, specialising in game development.

Not sure if Game Development is right for you?

- Start with our Level 4 course which introduces you to Design, Film and Animation so you can decide where your strengths lie.
- Or start with our Level 5 Diploma in Animation as part of our Game Development Diploma Pathway. If you decide Animation is more your thing than Game Development, you can easily continue on with our Animation Pathways.
- Or study our bachelors degree which leads to a career in game development, software engineering, cyber security, artificial intelligence or cloud computing..

Our graduates are working in amazing studios and organisations all over the world. Here are just some of them...



KIA WHAKARONGO ATU
KI TĒTAHI O A TĀTOU TAUIRA

MEET OUR STUDENTS

**DIPLOMA IN
GAME ART AND
DEVELOPMENT
LEVEL 7**

Fatima was the game
programmer for
Project Mollusk.



**FATIMAH
MENDOZA**



2 by 2

Fatima created all the art
assets and the level design
for this cool game.

To play Fatima's games,
check out our online
prospectus on the
Yoobee website.



WHAT DO YOU LOVE ABOUT YOOBEE?

It's so different to university... it's practical so it builds the skills you need to be industry standard. I come from a graphic design background and studied a bachelor of fine arts, but University didn't allow much time in class to experiment and learn the programs needed. It was mostly theory and projects were done outside of class time with no access to the necessary software. Yoobee arrange the modules so much more effectively and provide all the tools needed to do the work. Plus campus staff are so helpful and welcoming.

WHAT DO YOU LOVE ABOUT STUDYING GAME DEV?

I love watching the code you've written come together with the art assets you've made to make a complete game come to life. It's fascinating to me. It's like creating a small world with your team. The deadlines are harsh, but making it to the end product brings a great sense of accomplishment.

WHAT IS SOMETHING SURPRISING THAT STUDYING AT YOOBEE HAS TAUGHT YOU?

The importance of testing your work, designs, and getting opinions from others, especially your target audience. Your impression of what you've developed more often than not, is not how your audience will view it. I find that my work undergoes a lot of major changes thanks to feedback.



3D Spaceship created by Jack.

DIPLOMA IN GAME ART AND DEVELOPMENT LEVEL 7

JACK NG

WHAT MADE YOU CHOOSE YOOBEE?

A friend of mine was doing the course. They loved it and it came highly recommended so I decided to do it too!

WHAT DO YOU LOVE ABOUT WHAT YOU ARE STUDYING?

Working in the game creation industry is my dream career. Because of that, every day in class is fun with new experiences and exciting challenges.

WHAT IS SOMETHING SURPRISING STUDYING AT YOOBEE HAS TAUGHT YOU?

Time management and meticulous planning actually matter if you want a smooth sailing project from start to finish.

To see more of Jack's art, check out our online prospectus on the Yoobee website.



To play Jack's games, check out our online prospectus on the Yoobee website.



“The Game gives you
a Purpose.
The Real Game is, to find
a Purpose.”

Vineet Raj Kapoor—Industry Expert



HE AHA TĒNEI
MOMO AKORANGA

WHAT IS A GAME DEVELOPER?

Game Developers “make” games.

Sounds simple, but there’s much more to it than that, with different skills required to bring a game to life.

Under the broad term “Game Developer” there are different areas of expertise. There are game designers, game programmers and even game testers, which mean there are different paths you can study at Yoobee to work in the gaming industry.

Keep Driving created by Samantha Cooper, Connor Jackson, Jordan Ross and Jesse Shiao. Diploma in Game Art and Development.

To play, check out our online prospectus on the Yoobee website.



KIA MŌHIOTIA AKE
TE ĀHUATANGA O TĒTAHI UMANGA

WHAT IS A GAME DESIGNER?

**It's a little bit of everything...
You'll be a writer, an artist
and programmer all in one.**

You'll be the creative genius behind the heroes and the villains, and you'll also be in charge of how they interact in the world you've created.

You'll spend your days developing storylines and characters, developing gameplay rules and scoring systems, figuring out the level of difficulty, building interfaces and environments, programming and scripting, and testing.

Sandwich Stackers
created by Isaac Parsons
and Daniel Humpage.
Diploma in Game Art
and Development.

To play, check out our
online prospectus on
the Yoobee website.



WHAT IS A GAME PROGRAMMER?

**Game Programmers take the
vision of Game Designers and
bring it to life.**

You're the more technical side of the Game Developer coin.
You'll write code for a PC, mobile or console to run your game.

You decide which programming language will work best for
the given game and choose the game engine responsible for
different aspects of the game.

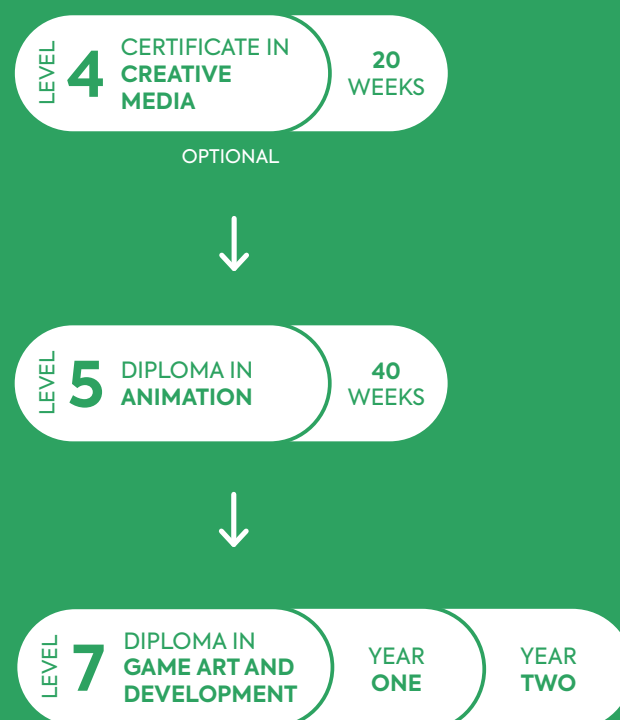
ME PĒHEA AI E TAREA

PATHWAYS TO YOUR GAME DEV CAREER

Yoobee has two pathways into a Game Developer career.

You can take either our Diploma route, specialising in Animation and Game Art, or study our three year Bachelors route.

DIPLOMA PATHWAY



DEGREE PATHWAY



DIPLOMA PATHWAY

20 WEEKS

Certificate in Creative Media Level 4 OPTIONAL

For students that have little to no experience in animation, our Level 4, 20-week certificate is the perfect way to test out your creativity and experience a range of creative fields.

What will you learn?

DESIGN

You'll learn the key principles of design and apply them to work you create in InDesign and Photoshop. Design is all about conveying a message and you'll discover how to target a specific audience to get your ideas across.

FILM

Why are some films great and others not so much? You'll explore what makes an awesome film and the processes behind making it.

ANIMATION

Using Illustrator and other digital software, try your hand at a range of animation techniques, including claymation, stop-motion and shadow puppetry. You'll also learn how to tell incredible stories through the animated character you've designed.

INTERACTIVE

You'll look at the basics of both UX and UI (User Experience and User Interface) design.

You'll touch on the principles of code, and work on interactive projects such as creating simple websites and learning about what makes a game truly playable.

This certificate also leads to filmmaking, design and animation careers.

40 WEEKS

Diploma in Animation Level 5

First you'll focus on the fundamentals of general animation, which includes 3D production to ensure you have a well-rounded base level of skills.

What will you learn?

ANIMATION FOUNDATIONS

This hands-on programme gives you a strong foundation in software used in the animation industry as you build on your art skills. Through life drawing classes exploring anatomy, gestural drawing and movement, you'll become a skilled artist, and learn to translate these skills into creating authentic characters in compelling animations.

DIGITAL PRODUCTION

You'll learn to model and texture in 3D, bringing your ideas to life as realistic and lifelike 3D models.

KEY ANIMATION

Explore injecting emotion into characters to bring them to life and build the worlds these characters live in, while telling a compelling story.

FINAL IMAGE

Lighting, texture and rendering skills are used to create final images and sequences for animation, using Industry standard software you'll work in teams to achieve compelling digital images.



DIPLOMA PATHWAY

This is where you'll really start to be immersed in the world of game design. Graduates of this two year programme have a great grasp of the fundamentals of the Game Development industry, from conceptualising the look of the games to strategically designing how the game interacts with the user, to producing assets that are game engine ready.

2
YEARS

Diploma in Game Art and Development Level 7

YEAR ONE

You'll start by gaining a foundation overview of all aspects of game design and development, learning key roles within the game industry guided by industry experienced tutors. You'll have the freedom to try different specialties in this field to then decide which area of game development is for you.

What will you learn?

GAME DESIGN FUNDAMENTALS

This is where we set the scene. You'll learn game play: how players interact with games, the culture of games and how this all influences what games we play. You'll design a game, applying an iterative approach to testing and improving it.

CHARACTER AND ENVIRONMENT ART ASSETS

You'll create 2D and 3D characters and art assets for the environment of a game. Modelling and texturing in 3D, you will bring your ideas to life and learn how to storyboard these assets into your game play.

USER INTERFACE ART ASSET DEVELOPMENT

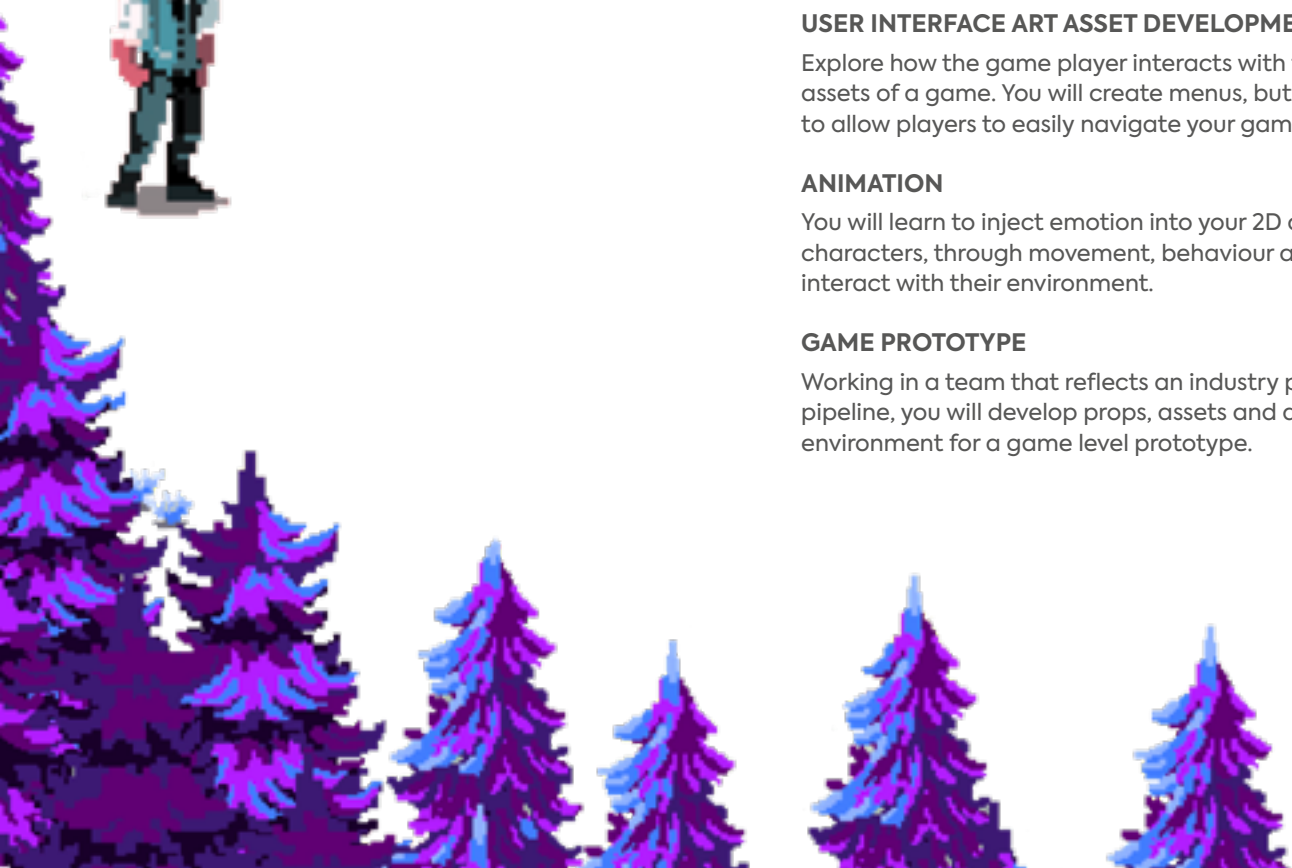
Explore how the game player interacts with the interface assets of a game. You will create menus, buttons and icons to allow players to easily navigate your game commands.

ANIMATION

You will learn to inject emotion into your 2D and 3D characters, through movement, behaviour and how they interact with their environment.

GAME PROTOTYPE

Working in a team that reflects an industry production pipeline, you will develop props, assets and an environment for a game level prototype.



YEAR TWO

A lot of your second year is dedicated to a simulated workplace project designing a complete game using a game engine. Working in a collaborative team, guided by your tutor, you'll create game assets to a detailed level which you'll present in an interactive walkthrough to industry for feedback.

What will you learn?

PRE-PRODUCTION

You will learn to plan and design assets for a complete game, through a comprehensive project plan that simulates a workplace project. Your plan will include design style guides, environment design, art asset lists, characters, user interfaces, themes and visual styles.

PRODUCTION

Working in a production team you will create complex 2D and 3D assets that are integrated into the game you have developed.

PORTFOLIO

You'll develop a portfolio of work, supplemented by your own development and production blog, that captures your range of technical game asset skills and design thinking processes.

Pixel art game: **No Eye Deer** by Koschei.
Diploma in Game Art
and Development.

To play, check out our
online prospectus on
the Yoobee website.



DEGREE PATHWAY

Fable Forest game created by Reuben McDonald
Bachelor of Software Engineering
Art assets created by
Bachelor of Animation students.

Bachelor of Software Engineering Level 7

A computer science degree with a difference.

Traditional computer science degrees focus on software engineering, programming and mathematics. But Cloud Computing, Artificial Intelligence, Cyber Security, Game Development and Web and App Development are some of the biggest industries worldwide today, which is why these are the focus of our degree.

We offer a transdisciplinary programme bringing computer science, programming, art and design, social science and business knowledge together with project work so our students have the knowledge and skills to make a difference in a real-world team. You have the choice about whether you want to major in:

- Cloud Computing
- Cyber Security
- Game Dev
- Artificial intelligence

YEAR ONE

Your first year of study is all about gaining a solid foundation in software engineering and learning core skills in a range of essential areas. You will achieve this through practical collaborative project work involving design principles, algorithms and object oriented programming. This foundational year equips you with a wide range of skills and gives you time to figure out what type of career you'd like to have by choosing a specialisation.

UX DESIGN I & II

Learn the foundation principles, tools and best practice for the design of content and user experience (UX).

DEVELOPMENT PRINCIPLES I & II

Learn the fundamentals of programming along with software development techniques and tools used in the creation of modern applications.

PROJECT WORK I & II

This project-based introduction to the software development lifecycle (SDLC) helps you develop your understanding as you apply the skills and concepts introduced in the first two modules.

YEAR TWO

This is the year you really get to follow your passions and specialise in the areas that are of most interest to you.

The specialisations we offer are:

ARTIFICIAL INTELLIGENCE

Foundation of data-science

Study the infrastructure of Data Science, including the data analytics pipeline, management of large-scale data, and how analytics and machine learning capabilities are built.

Artificial Intelligence

You'll focus on how Artificial Intelligence (AI) concepts and classifications are used to design intelligent systems and explore AI classifications such as Robotics, Natural Language Processing, Speech Recognition, Expert Systems and Computer Vision.

CYBER SECURITY

You'll cover a range of topics including attacks on privacy, static and dynamic analysis of malware, hardware security, network security and trending applications. You'll explore different aspects in Cyber security relating to cryptography, public key infrastructure, security principles and models, threats and vulnerability management and privacy and anonymity issues.



Cyber Security graduates receive a portable, data-rich digital-badge from Cisco. This verifies their skills and achievements to tech industry employers around the world.

GAME DEVELOPMENT (CREATIVE)

Immerse yourself in software design and construction. Get an introduction to several software design patterns and processes that enable the creation of high-quality software, and learn to analyse specific software projects and use design language (UML) for modelling the development process, and develop an understanding of how games act as a force for good and their utility is growing beyond entertainment.

CLOUD COMPUTING FUNDAMENTALS

Understand cloud concepts and models, cloud security, and infrastructure mechanisms along with various popular vendor specific Microservices. You'll identify the building blocks of cloud computing through a combination of tutorials, workshops, and self-directed learning and research within specific types of environments.



Cloud Computing graduates gain access to AWS Industry Certification lessons based on the actual industry.

YEAR THREE

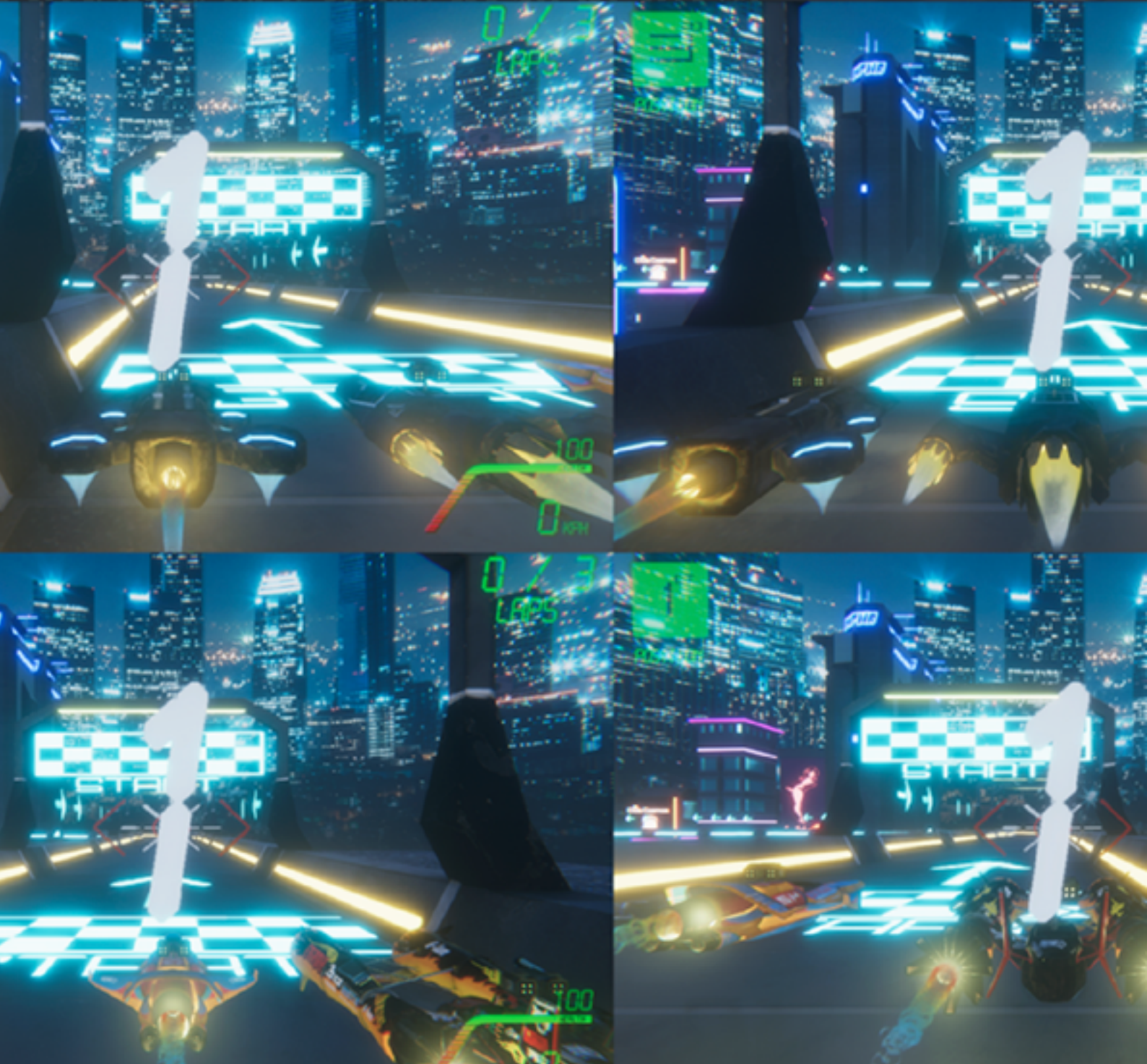
INVESTIGATIVE STUDIO 2

Implement a prototype and minimal viable product using the skills learnt in your specialisation and receive feedback in scheduled critique sessions. This is an opportunity to reflect on research and development practices and strategies in a process of double-loop learning.

CAPSTONE PROJECT/INTERNSHIP

Develop a commercially or socially viable capstone project (building on your proof of concept prototype developed in the Investigative Studio 2 module). Apply the skills and expertise you developed throughout the programme as part of an integrated production team.





KIA TITIRO ATU ME PĒHEA AI TE
MAHI A NGĀ TAUIRA

GAME ART AND DEVELOPMENT STUDENT PROJECT

In the first year of this two-year programme, students split into teams and spend eight weeks developing a prototype for a game. They follow industry processes including research and ideation, scoping, pitching, planning and scheduling, design and prototyping, play-testing and iterating.

XRacer: Extreme Racing is the brainchild of the below team who used Unity, Maya, Substance Painter and Photoshop to produce this piece of work.

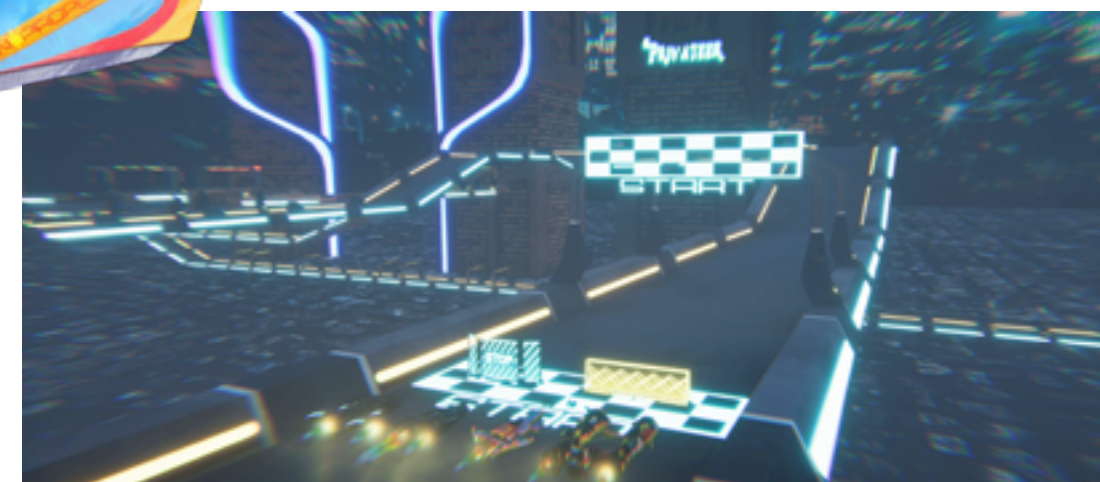
JACK NG: 3D ARTIST

JAYDEN MCKAY: 3D ARTIST

ALFRENE TORRES: UI/UX ARTIST

FATIMAH MENDOZA: DEVELOPER

DIPLOMA IN GAME ART AND DEVELOPMENT LEVEL 7



To play, check
out our online
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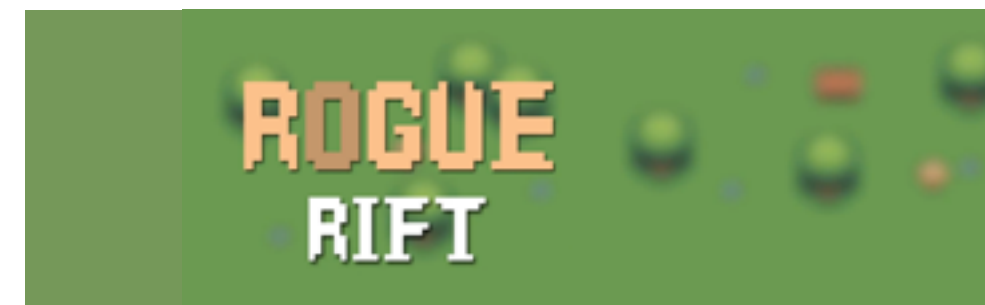
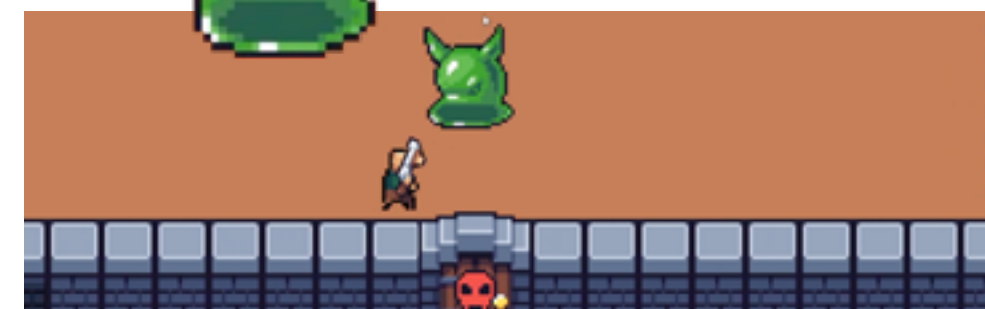


KIA TITIRO ATU ME PĒHEA AI TE
MAHI A NGĀ TAUIRA

BACHELOR STUDENT PROJECT



BACHELOR OF
SOFTWARE
ENGINEERING



Made in Unity, **Rogue Rift** is a pixel art game created by Bachelor student Nathan Barnes, working with an artist to create the visual game assets.

This game is a visual representation of Nathan's research on an addictive cycle that players undergo in popular, modern games. He developed Rogue Rift to simulate the well-known player loop where players: Fight monsters -> to get loot -> to afford better weapons -> to fight monsters -> to get loot -> to get better weapons -> to fight monsters -> to get loot...

The player responses showed that the majority of his players would be willing to continue the cycle if the game continued to provide new loot. This is one of many controversial hot-topics in game-design and by some has been listed among other "dark patterns" in game-design, alongside the free-to-play and pay-to-win models.

GET
LOOT

ME WHAKARONGO
KI NGĀ KŌRERO
A NGĀ KAIKO

MEET OUR TUTORS



WHY DO YOU TEACH?

When I worked at a studio overseas, part of my responsibility as a lead was to mentor a team of junior artists. That's most probably when I first realised I had a knack and passion for teaching. Nothing beats the feeling that what you do every day impacts the professional lives of young adults positively and being a game enthusiast myself I wanted to contribute to the rapidly evolving NZ game industry by educating the next generation of artists and entrepreneurs.

WHAT DO YOU LOVE ABOUT YOOBEE?

There's a true sense of family around here, and people are valued for who they are on a personal level. I love that I get to interact with a diverse crowd of both staff and students everyday who are an endless source of inspiration and learning.

TELL US ABOUT YOUR CAREER OUTSIDE OF YOOBEE.

I have been part of the Animation/VFX and Gaming industry since 2009, having worked on projects ranging from commercials, television series and feature films, to Game Development projects including Wardragons and Episodes and Hidden Agendas (ios).

WHAT GAMES ARE YOU INTO AT THE MOMENT?

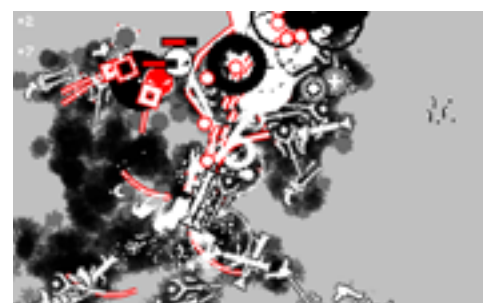
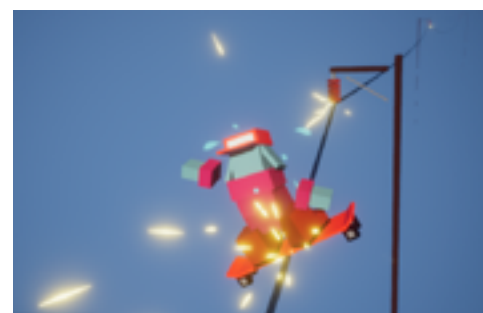
Red Dead 2 from Rockstar games and Horizon zero dawn from Sony. They are both exciting, visually stunning and brilliant concepts. I tried both games when they were released, but not in-depth. Recently, I started revisiting some of the big titles to understand some of their techniques and recreate some of their art styles for class projects.

IF YOU WERE A GAME CHARACTER, WHO WOULD YOU BE?

I chose three! **Kratos** (God of War)—Spartan demigod with an unquenchable rage. **Snake the boss man** (Metal Gear solid)—patriotic spy with an idealistic outlook to a bitter soldier and pretty badass. **Sonic The Hedgehog**—Live a carefree life, not having anything to worry about and run faster than light.

DIPLOMA IN GAME ART AND DEVELOPMENT LEVEL 7

DIPLOMA IN GAME ART AND DEVELOPMENT LEVEL 7



Brino, Many Guns and Gather are just some of the games Woody has created.

To play Woody's games, check out our online prospectus on the Yoobee website.



WOODY

CIZADLO



WHY DO YOU TEACH?

I genuinely love watching students learn and grow. I like knowing things, but more than that I like watching as others come to know them too. That "Aha!" moment of seeing code and art come together in a game is amazing.

WHAT DO YOU LOVE ABOUT YOOBEE?

The people, the openness, the feeling of genuine community, and the fact that students come out with an understanding of how to actually make things.

WHAT OR WHO ARE YOU LOVING RIGHT NOW?

A tiny little pixel-art game from a few years ago, ZerORanger; the open-ended explorer The Outer Wilds, and really anything that Devolver Digital puts together. I'm also keeping an eye on Acid Knife from Powerhoof, which is very much under development, but the animation is gorgeous, and I'm about to pick up Paradise Killer, a detective game set in what the 90s thought 2020 would look like.

WHY SHOULD SOMEONE BECOME A GAME DEVELOPER?

Because they want to make something that has to be truly engaged with to be enjoyed.

Because they've got a game in their heart that's been keeping them up late at night.

Because they want to prove they can do it. As an art form, it's hard so you won't survive without passion.

WHAT'S THE ALL-TIME BEST GAME EVER MADE?

The Legend of Zelda: Ocarina of Time is a classic for a reason, and I replay it every few years. Slay the Spire woke me up to card battle games, and Shadow of War proved that you can make disposable characters incredibly memorable. But no game kept me up until 6 in the morning to complete it the way Undertale did.

IF YOU WERE A GAME CHARACTER, WHO WOULD YOU BE?

I'd like to be **Kiryu Kazuma** from the Yakuza series—kind, non-judgemental, passionate about his hobbies, and stylish to boot.





KI HEA KOE WHAI AI I TE MĀTAURANGA

YOOBEE LIFE

AUCKLAND CAMPUSES

We have two Auckland campuses – a Hollywood-style production studio and a high-tech animation and technology centre.

CITY ROAD CAMPUS

Yoobee City Road is a tech, design, animation & gaming powerhouse featuring 11 computer labs, a 3D graphics suite, a green screen room and a fully loaded sound studio.

There's also a dedicated exhibition space and, with over 400 students, there's always something amazing on show.

Level 4
3 City Road
Grafton
Auckland 1010

T. +64 9 303 3120

SOUTH SEAS CAMPUS

This campus functions like a real-life working Hollywood-style studio.

The 40,000 square-foot production complex completely immerses you in the world of film and television production and has bred an army of creatives in post-production, directing, scriptwriting, art and design, VFX and acting.

Unit 3
75 Ellice Road
Glenfield
Auckland 0629

T. +64 9 444 3253

WELLINGTON CAMPUS

We're inside the Wellington Railway Building and feature nine computer labs, three theory rooms, a large A/V studio with a green screen and sound booth, and a flatbed and pull-down screen for photography.

Our large classrooms are perfect for collaboration and there's a comfy student common room area where you can relax when you're not busy creating.

Level 2
West Wing
Wellington Railway Station
2 Bunny Street
Pipitea
Wellington 6011

T. +64 4 384 9624

CHRISTCHURCH CAMPUS

With space for 700 students, our brand-new central-city campus is custom-made for creating and collaborating.

Our bright, fully renovated space contains two makeup studios, design studios and workrooms, a green screen room, seven computer labs and a special lab for short and industry courses.

573 Colombo Street
Christchurch Central
Christchurch 8011

T. +64 3 377 1978

ONLINE LEARNING

We understand there are different lifestyles or preferences to fitting in your study so where possible, some of our programmes are offered online.



ME WHAKARONGO KI TĒTAHI TAUIRA
KUA MUTU ANA NEI AKORANGA

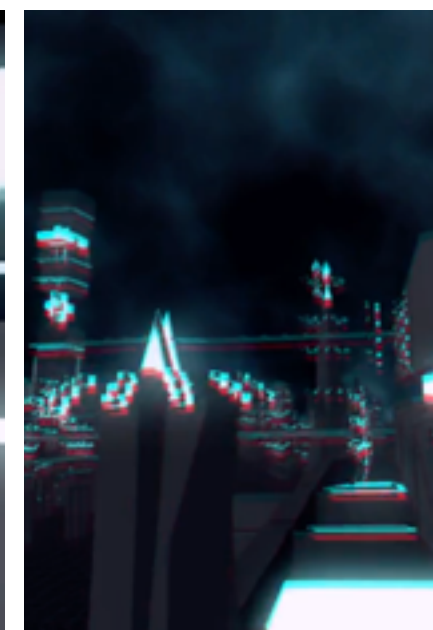
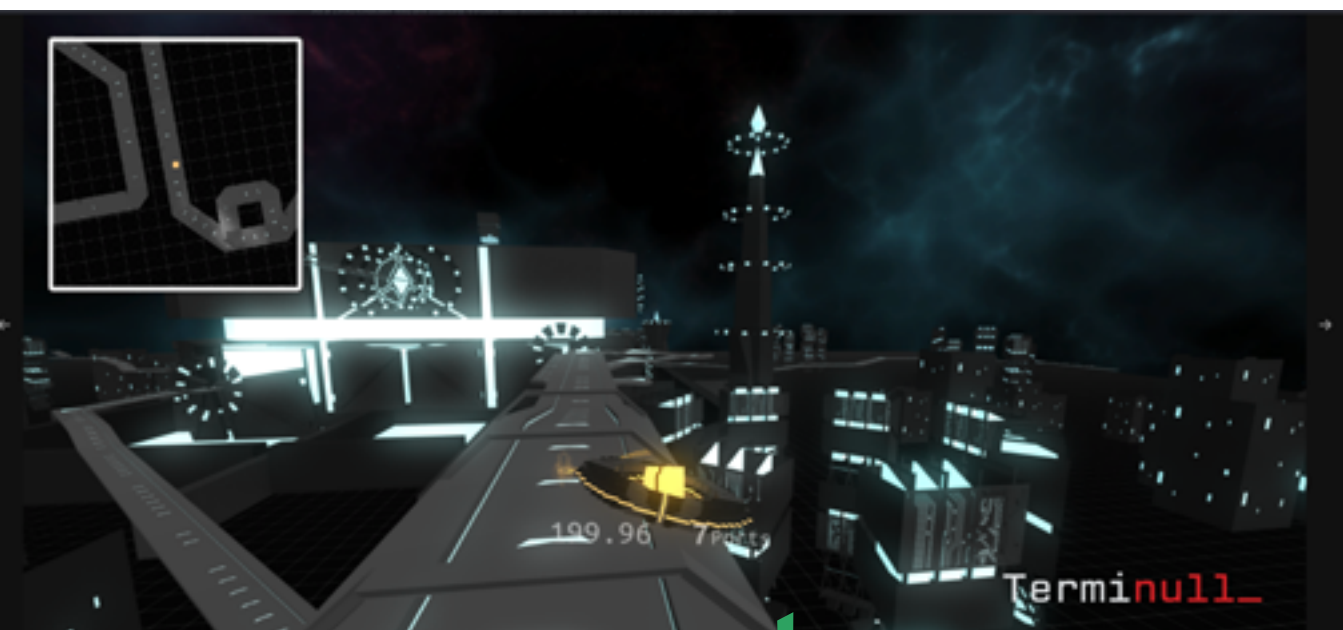
MEET A GAME DEV GRADUATE

Game Art and Development
Level 7 student Danny Haddow became an overnight sensation in the international gaming world before he'd even finished his studies at Yoobee Colleges.

Danny's first-ever game prototype, Terminull, which he designed from scratch as part of his course, was picked up by C't magazine, the most popular computer magazine in Europe, and was one of just 28 games to be built into itch.io's app that year.

Danny released an alpha version of the game that debuted at Armageddon, with throngs of gamers queuing up to play. Not long after, it was given the thumbs up by the submissions committee for inclusion in the International Games Festival, the longest-running and highest-profile independent video game showcase in the world.

Not bad for a guy who arrived at Yoobee with virtually no 3D experience or coding knowledge!



GAME ART AND
DEVELOPMENT
GRADUATE

**DANNY
HADDOW**

To play, check
out our online
prospectus on the
Yoobee website.





FROM TOP LEFT
ROW ONE Snowboarding: James Beuvink.
Training Room: Jack Owen. **Zombie Town:** Vinod Jaspreet. **Ghost and Knight:** Isaac Parsons, Daniel Humpage, Jesse DeHaan.

ROW TWO Snowboarding: James Beuvink.
Cowboys and Carriages: Dylan Bathurst, Jesse DeHaan, Cheyla Carlson. **Snowboarding:** James Beuvink. **Keep Driving:** Samantha Cooper, Connor Jackson, Jordan Ross, Jesse Shiao. **Goodmorning Star:** Taylor Mudgway, Jesse Macmanus.

ROW THREE Sandwich Stackers: Isaac Parsons, Daniel Humpage. **DefConCrayon:** Manson Baxter, Jordan Leveridge, Aaron Ireland. **No Eye Deer:** Koschei. **Sandwich Stackers:** Isaac Parsons, Daniel Humpage.

ROW FOUR Cowboys and Carriages: Dylan Bathurst, Jesse DeHaan, Cheyla Carlson. **Gravity Shift:** Quentin Nicholson, Jordan Leveridge. **Run and Gun:** Riley Paterson, Carl Aiken. **Eviction Notice:** Jaesda Kim, Connor Isogai, Melissa Haydon, Ruby Griffin.

ROW FIVE Goodmorning Star: Taylor Mudgway, Jesse Macmanus. **Sandwich Stackers:** Isaac Parsons, Daniel Humpage. **Eviction Notice:** Jaesda Kim, Connor Isogai, Melissa Haydon, Ruby Griffin. **No Eye Deer:** Koschei.

ROW SIX Sandwich Stackers: Isaac Parsons, Daniel Humpage. **Go All Out!:** Misha van den Bogaart. **DefConCrayon:** Manson Baxter, Jordan Leveridge, Aaron Ireland. **Zombie Town:** Vinod Jaspreet. **Training Room:** Jack Owen.

ROW SEVEN Kate Selby-Bennetts. **Fable Forest:** Reuben McDonald. **Gravity Shift:** Quentin Nicholson, Jordan Leveridge. **Go All Out!:** Misha van den Bogaart. **Sandwich Stackers:** Isaac Parsons, Daniel Humpage.

YOOBEE.AC.NZ
0800 66 55 44



WE ALSO HAVE PROSPECTUSES FOR:

ANIMATOR



TECH



FILMMAKER



DESIGNER

