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# Visualise a career in 3-D

## Playing computer games can lead to cutting-edge work

■ Sam Jeremic

Changes and advancements in technologies have seen a rise in demand for workers with gaming industry and 3-D animation experience in a range of sectors, particularly in mining and resources.

Doug Bester, director of specialist software company Sentient, said 3-D technology innovations now allowed mining companies to be more efficient with their time and resources.

Mr Bester said Sentient's MVX platform was one such innovation and was inspired by the world of computer games.

It allowed resources companies to view and interact remotely with models of mine sites and plants from anywhere in the world, while also being able to project the effects of any potential changes to operation sites and enable the training and induction of new employees without them needing to be physically at the location.

"All in all, it is less complex,"

he said. "The software enables companies to be smarter on estimating projects, and allows companies to view their sites, infrastructure and other data in real time from anywhere in the world."

Mr Bester said his staff had a variety of backgrounds, including programmers and designers from the gaming industry who otherwise might have left Perth to find work elsewhere.

A love of gaming and films saw 21-year-old Jarred McQualter study 3-D animation at the SAE Institute in Perth after finishing high school. However, when he entered the course, he discovered his skills could be used in a variety of fields.

"I got into 3-D because of films and games but when I looked around, I learned there are many other applications for 3-D than just films and games," he said.

These included mining,

medical and transportation.

"It's all over the place and is getting bigger," he said.

Mr McQualter said despite working in a different field, his current role as MVX designer at Sentient satisfied the part of him which was first drawn to gaming and film.

He would recommend those with a similar passion consider the range of industries in which 3-D had uses.

"Currently, we do 3-D visualisation, so we model the real world, mining plants and things like that, and we take those models and detail into a game engine called Unity 3-D where we put an interactive layer on to it," he said.

"We allow people to move things around and interact with it like a normal game.

"I was always into the 3-D aspect of things and I'm always dealing with the 3-D environment, so it's a lot of fun to utilise those skills."



**Play at work:** Jarred McQualter is an MVX designer at Sentient. Picture: Gerald Moscarda