ADDITIONAL MEDIA & EQUIPMENT GUIDE FOR FOUNDATION STUDENTS 2021

NOTE: If you already own some of these items or there are similar requirements between subjects, you are not required to have two of the same items. All the information provided here is a GUIDE to assist you in planning and budgeting for your studies. Lists are subject to change. Final lists will only be provided by your lecturer once class begins.

PC or MAC?

How do I know which computer will be best for me to use during my degree?

Let's set your mind at ease: you do not have to have a Mac to study any of the degrees at Open Window. Some students prefer working on a Mac interface and others prefer a PC. Mac tends to run graphic software (Adobe Suite) slightly smoother than PC and it has a more accurate colour display. (It is not required that you have a Mac computer). It is worth noting that Mac is regarded as industry standard for some fields (such as design agencies) whereas PC is more common in rendering and game design fields.

HARDWARE SPECIFICATIONS:

Recommended Specifications
Quad-core processor, 16GB RAM, 512GB SSD, 2GB GPU + 1TB external storage

FILM & TV, PRODUCTION DESIGN and MOTION DESIGN

Minimum Requirements
Quad-core processor, 16GB RAM, 256GB SSD + 1TB external storage

3D ANIMATION, GAME DESIGN and 3D DESIGN

Minimum Requirements
Quad-core processor, 8GB RAM, 256GB SSD, 2GB GPU + 512GB external storage
Please note that 3D Design requires a Windows Operating System to be installed on the machine and Game Design students should aim for a VR-compatible GPU (4GB+), if possible.

COMMUNICATION DESIGN, INTERACTION DESIGN, ILLUSTRATION and PHOTOGRAPHY

Minimum Requirements
Quad-core processor , 8GB RAM, 256GB SSD + 512GB external storage

SCREENWRITING, SCREEN ACTING, SOUND DESIGN and INTERACTIVE DEVELOPMENT

Minimum Requirements
Dual-core (64-bit) processor, 8GB RAM, 256GB SSD

DIGITAL DRAWING TABLETS

The digital drawing tablet is essential for students planning to Major in:
+ 3D Animation

The digital drawing tablet is beneficial for:
+ Game Design, Motion Design, Illustration, Communication Design & Production Design

DRAWING & NARRATIVE

Students receive the materials as part of their 'welcome pack'.

OTHER ESSENTIAL EQUIPMENT FOR ALL STUDENTS

+ 8GB (Minimum) memory stick
+ Internet Connection

Adobe Software (included in the Foundation level registration fee and made available to students once term starts).

BACHELOR OF ARTS IN VISUAL COMMUNICATION DESIGN

The following compulsory subjects do not require any equipment, other than basic stationery, notebooks/journals, and at times, printing of projects:
1. Academic Skills
2. Theory

COMMUNICATION DESIGN 100
An amount of approximately R500 should be budgeted per term for projects.

ILLUSTRATION 100
+ Artist fixative
+ Woodless charcoal pencil H
+ Woodless charcoal pencil M
+ Woodless charcoal pencil S
+ Charcoal willow 6 – 8mm
+ Fabriano pad A4/160grm landscape hardcover
+ Masonite board A2
+ Palette 10 wells
+ Smudge tools
+ Visual diary A3 landscape hardcover
+ Winsor & Newton gouache set x 5

The illustration package is available at Archneer, Hatfield, at an estimated cost of: R680

PHOTOGRAPHY 100
Please see the Photography camera buying guide for advice and recommendations.
Estimated cost: **R15 000**
An additional amount *(approximately R500<)* should be budgeted per term for projects.

VERY IMPORTANT: Do not buy any equipment before term starts. There will be special deals with Nikon and other resellers who will offer our students packages consisting of most of the required equipment. *More information will be available from your lecturer when class starts.*

BACHELOR OF FILM ARTS

The following compulsory subjects do not require any equipment, other than basic stationery, notebooks/journals, and at times, the printing of projects:
1. Academic Skills
2. Theory

SCREENWRITING 100
No equipment is required other than a notepad and a pen.

FILM & TV
Please see the FTV Camera Buying Guide for advice and recommendations.
VERY IMPORTANT: Do not buy any equipment before classes begin.
The Subject Manager has compiled a very comprehensive guide with buying advice that will be made available to film students once class starts.

Every student needs to buy/have access to a DSLR camera with video capabilities.
They are the most affordable option compared to other video-only camera solutions.

SCREEN ACTING 100
No equipment is required other than a notepad and a pen.
Students will be expected to wear comfortable clothing and shoes, as they will be participating in movement activities.

PRODUCTION DESIGN 100
Wacom Drawing Tablet: Recommended, but not compulsory.

SOUND DESIGN 100
Please see the Headphones for Sound Design buying guide for advice and recommendations.
The only equipment you need to buy for SD100 is a pair of production/mix quality headphones.
(This will also be required for all Sound Design subjects and modules on 2nd and 3rd year, and will be useful for other FA subjects too.)

For SD100 term 1: please bring any pair of headphones or earphones that can plug into a standard audio jack (3.5mm TRS) port, so avoid Bluetooth headphones or those with other plugs (like Apple lightning).

You only need to buy a proper pair of headphones by term 2.

3D ANIMATION, GAME DESIGN & MOTION DESIGN
Consider purchasing an SSD for external storage. Projects tend to consist of a large number of files that are often cross-referenced - SSDs allow you to copy files quickly/work directly from the external.

BACHELOR OF INTERACTION DESIGN

The following compulsory subjects do not require any equipment, other than basic stationery, notebooks/journals, and at times, the printing of projects:

1. Academic Skills
2. Theory

3-DIMENSIONAL DESIGN 100
+ Vernier Caliper
+ Visual diary A3 landscape hardcover
+ 4 x Copic Markers (Three grey shades and a colour of your choice)
+ Geometry set: protractor, compass, dividers, etc.
+ Scale rule 1:20/1:25/1:50/1:100/1:200/1:500
+ 8/10m length tape measure
+ 2mm clutch pencil/s
+ Clutch pencil sharpener
+ Circle stencil
+ NT cutter 18mm
+ A1 or A2 cutting mat
+ Steel straight edge 60cm
+ Optional item: A1 drawing roll for transporting drawings
+ Optional item: Steel straight edge 30cm
+ Consumable: 2mm clutch pencil leads B, HB, H, 2H, 1 set of each
+ Consumable: Staedtler Traditional eraser
+ Consumable: Putty eraser
+ Consumable: Masking tape
+ Consumable: Replacement NT Cutting Knife blades 18mm

An additional amount of approximately R200 should be budgeted per term for projects.
Above items are available from Archneer, Park Street, Hatfield.

INTERACTIVE DEVELOPMENT 100
No additional equipment is required

INTERACTION DESIGN 100
No additional equipment is required