FAQs

ABOUT OUR **14 SPECIALISATIONS**

CONTENTS

VC

BACHELOR OF ARTS IN
VISUAL COMMUNICATION DESIGN

SCHOOL

SPECIALISATION

**VISUAL
COMMUNICATION**

+ COMMUNICATION DESIGN
+ ILLUSTRATION
+ PHOTOGRAPHY

FAQs FOR
COMMUNICATION DESIGN

Q: **What subjects can I take with Communication Design?**

A: Communication Design teaches such an important skill set that students from all subjects could gain valuable skills to feed into whatever other subjects they select. Illustration, Photography and Motion Design are visual communication subjects that work well with Communication Design and these pairings could lead to a double major in your second year. Alternatively, Interaction Design is also a good complement although, a double major for this combination in second year is not an option here.

Q: **What equipment do I need for this subject?**

A: Communication Design will not require any specialist equipment. You will need a desktop or laptop that meets the technical specifications available on Open Window's website. Other than that, a notebook and general drawing and writing stationery will be used. Having a drawing tablet or camera would be beneficial but not at all necessary.

Q: **What design software do I need to know to take this subject?**

A: NOTHING other than basic computer literacy! We teach you everything you need to know. Even though we place strong emphasis on idea generation and conceptual development, our approach in this subject also has students working on screen as soon as possible to ensure that they develop their software knowledge and techniques early in their academic careers. We believe that the sooner they master the tools, the sooner they can successfully communicate their amazing ideas.

FAQs FOR
ILLUSTRATION

Q: **Why should I study Illustration over Fine Arts?**

A: If you would like to be an artist, but you are nervous about a more steady salary, you might be considering illustration as a career path. While the fields are very different, there are a few overlaps and we have found that it is possible to navigate between or on the line between both fields. Illustration will supply you with digital image creation and design skills that are not covered as much in fine arts. You will also gain familiarity with working with client briefs as well as your own projects. As an illustration student you will be exposed to numerous different styles while you develop your own voice and try out different approaches. Illustration, therefore, supplies you with a varied and versatile set of skills as a creative person.

Q: **Am I going to get a job as an Illustrator?**

A: Any creative career comes with risks and challenges. It is not an easy job and you will spend long hours learning and perfecting your craft. Illustration is a competitive industry and a successful career depends on a number of competing factors such as client relation skills, a strong portfolio and a good work ethic. If you are willing to put the time and patience into your craft, there will be available work, but it's up to you to make it work!

Q: **Should I double major?**

A: Pros of single-major Illustration: you are able to select a number of interesting modules to build up your personalised course structure which allows you to try out a number of different skills. Pros of double-majoring: you are able to focus on a few skills to specialise two areas. We have found that students who double-major in Illustration and Communication Design have strong and versatile portfolios, making them appealing to clients and companies.

FAQs FOR
PHOTOGRAPHY

Q: **I am a first-year student and already have a camera. Can I just use the one I have?**

A: The list that we have compiled was done in such a way to assist students who would like to pursue Photography as a career in the future. Entry-level cameras are fine for the first year, but when you enter the second year you will be competing with professionals and unfortunately better equipment gives better results. First-year is your most expensive year, as you have to lay the foundation of future purchases.

Please do not invest in the following models, Canon 2000D, Canon 250D, Canon 4000D and the Nikon D3500. There are some limitations in these cameras and can be problematic, especially on Second and Third year level.

Q: **I don't want to invest in an expensive camera only to find that I am not interested in pursuing Photography as a major in second year.**

A: If you buy one of the cameras on the list we can assure you that we will be able to sell it at second-hand value (60% of the purchase value) to a first-year the following year. (*Provided that the camera is in good condition*).

Q: **What else should I budget for?**

A: We are committed to giving students a pleasant learning experience, therefore, we always organise field trips and workshops outside usual class times as practical exercises. All students can expect an additional fee of R600 per year that should cover these field trips. Also, printing is an integral part of Photography. Students are therefore expected to submit a printed assignment per term.

Second and Third Years: students will be working on professional portfolios and sourcing models, make-up artists, procuring props for shoots and location scouting can be a costly exercise. A maximum of R2000 per term should cover these expenses. Creative solutions go a long way to keep these costs down. Third Years: Should budget for the printing of their final portfolio and artist book at the end of the year, plus an additional R2000 for exhibitions and material for their darkroom and fine arts module in term 2.

FAQs FOR
DESIGN TECHNIQUES CERTIFICATE

Q: What is the difference between the Design Techniques certificate and doing the degree in Visual Communication?

A: The main difference is that Design Techniques is a National Certificate that is completed in one year and the Visual Communication Degree is a higher qualification as it is a BA degree and is completed over three years. The certificate is focused on graphic design whereas the degree in Visual Communication has a broader offering with the inclusion of other creative fields. The students in Design Techniques are generally employed full-time or part-time and need design skills for their work environment or a change in career. Some students just can't wait to start working and therefore rather do the certificate than the degree.

Q: What does the class schedule for Design Techniques look like?

A: If you commit to day classes, you will have 9 hours of class a week split into three separate sessions over three days of the week between the hours of 09h00 and 18h00. If you commit to evening classes, you will also have the 9 hours split into three sessions over three days between 18h00 and 21h00. In addition, lecturers will be available for contact sessions outside of class times between the hours of 09h00 and 18h00.

Q: Will I still get the campus experience if I don't do the degree?

A: ABSOLUTELY! The Design Techniques students have access to all the campus resources, events and platforms that the degree students have.

CT

BACHELOR OF
INTERACTION DESIGN

CREATIVE
TECHNOLOGIES

+ 3D DESIGN
+ INTERACTION DESIGN
+ INTERACTIVE DEVELOPMENT

FAQs FOR
3D DESIGN

Q: **What is 3D Design?**

A: 3D Design, (also referred to as Product or Industrial design) anchors itself in the creation/ development of concepts that will optimize the function, value and appearance of products and systems.

Q: **What would the projects be that one will be doing in 3D Design?**

A: Typical projects include physical project (problem-solving) solutions, furniture design, spatial design, biomimicry inspired design solutions, consumer object design, homeware design and automotive design.

Q: **Do you do 3D Printing in 3D Design?**

A: Yes, 3D Printing would form part of the rapid prototyping module, it would also be an option to 3D print some components of your final design in each term. We offer a 3D Printing service in our Makers Space, coordinated by one of our colleagues, Mike Maynard. Within the course you would learn how to compile the CAD files for this.

Q: **How does this course differ from other institutions offering Industrial Design?**

A: We want to send out future industry leaders into the product design and development sectors. It is therefore paramount to send out well-rounded individuals that would know how to project-manage, present, adapt to change, act and think critically and innovatively with a solid set of skills and knowledge that will support this industry. Our classes are small, so that we can make sure each individual reaches her or his full potential. Our course offering allows you to choose your supporting subjects depending on what you would like to specialize in.

Q: **Would I get work in this industry?**

A: We believe so. As part of your course you need to do an internship before you can graduate. Most students will either transition into full-time employment from their internship or find employment soon after their studies. We also have quite a few companies contacting us for potential candidates from time to time.

FAQs FOR
INTERACTION DESIGN

Q: What is the difference between Interaction Design and Communication Design?

A: Interaction design focuses much more heavily on the visual design and conceptualisation of interactive, digital products and user interfaces. In contrast, Communication design tends to focus on static, print based products. Both subjects deal with visual design but in different areas of application.

Q: What is a user interface?

A: An interface is the contact point between humans and computers. A user interface (UI) on a computer, smartphone, tablet or game console consists of a 'front- end' visual design with buttons, and other inputs to communicate actions to the system.

Q: What is the difference between Interaction Design and Interactive Development?

A: Interaction design focuses specifically on the conceptualisation and visual design of user interfaces. Interactive Development focuses on programming and developing the functionality of user interfaces and digital products.

Q: Why study Interaction Design?

A: Interaction design is a burgeoning and growing field in South Africa and at this time there are a great deal of job offerings and positions available related to the field. The industry is still young and students who specialise in Interaction design are in a perfect position to capitalise on the emerging opportunities presented. There are also a variety of internship programmes that seek to recruit students specialising in Interaction design.

FAQs FOR
INTERACTIVE DEVELOPMENT

Q: **What type of software development do you teach?**

A: Interactive development focuses on frontend web development with exposure to backend development and full-stack approaches.

Q: **What technologies and platforms can you expect to learn in Interactive Development?**

A: Interactive development focuses on web technologies and frameworks as well as native application development for Android and IOS. We make sure that the students are also exposed to some of the latest technologies in the field such as Machine Learning, Artificial Intelligence and Augmented Reality.

Q: **What differentiates Interactive Development from other coding courses?**

A: Interactive development ensures students to have solid coding skills, but what differentiates us is our consideration for the end-user by developing rich user experiences and robust interfaces.

Q: **How is the course structured and what can students expect to learn?**

A: On a first-year level, students are exposed to "front-end" technologies such as HTML, CSS and JavaScript. To further these technologies we also focus on Bootstrap, jQuery, API's, Unit Testing and the Command Line.

At the end of a student's first year, they are already competent front end developers. Second and Third year focuses on Full stack development, with a primary focus on backend technologies and web services. Here students will be exposed to Full Stack languages and frameworks such as Mongo, Angular, Express and Node. In addition, students explore backend languages such as PHP and MySQL. In addition, students are also exposed and encouraged to explore and develop on emerging technologies, such as Virtual Reality, Augmented Reality, Machine Learning and Artificial Intelligence.

FA

BACHELOR OF
FILM ARTS

FILM ARTS

+ FILM & TELEVISION
+ SOUND DESIGN
+ PRODUCTION DESIGN
+ SCREEN ACTING
+ SCREENWRITING

FAQs FOR
FILM & TELEVISION

Q: **Do I need to buy a camera when I start the FTV course?**

A: Not necessarily, you will first be taught the fundamental aspects of how to visually communicate using the frame and you can use the equipment available at OW for your first year of studies.

Q: **Will the course be specific to one role in film production?**

A: Throughout the FTV course, we take a generalist approach and teach you all the important aspects of film or video production, from writing a script to post-production. This will open up the choices you have to pursue a career in Film and Television production.

Q: **When will I create my first film or video?**

A: From level one of the course you will be producing films and videos from ideas that you conceptualize with the guidance of our industry professional lecturers.

Q: **Can I specialize in more than one area of the arts?**

A: Yes, after completion of the first year, you will be able to choose a specific direction to specialize in and you will also be able to double major within the Film Arts.

FAQs FOR
SOUND DESIGN

Q: Do I need to buy special equipment to take Sound Design in first year?

A: You are not required to buy gear in first year except a good pair of headphones from term two onwards. We will provide the students with a list of recommendations at the end of the first term to suit different budgets.

Q: Do I need to work on a Mac when taking Sound Design?

A: We use software that works on both Windows and macOS in all our Sound Design subjects and modules so you can use the platform that you prefer.

Q: What software is used for Sound Design?

A: We try to expose students to different software and to stay software-agnostic. Through the course students will learn how to use software that is industry relevant.

Q: Is Sound Design a subject where we learn how to make beats or compose music?

A: No, Sound Design is about creating sound for films, animations and games but uses mostly the same tools that you would typically use when producing music. We do however have a focus skill that you can take in 3rd year called Music Production where you get to make music for visual media.

FAQs FOR
PRODUCTION DESIGN

Q. **Is production design where I will learn how to be a film Producer?**

A. No, the production designer is the head of the Art Department, and is creatively responsible for the overall look of all the sets, set dressing, props, costumes, hair and make-up for a film.

Q. **What school subjects do I need in order to study Production Design?**

A. There are no specific school subjects required, but an interest in art, design, architecture, fashion, history, literature and drama is beneficial.

Q. **Will I get a job after I graduate?**

A. The skills you acquire as a production designer are applicable in the film, TV, advertising, theatre, events, expo, exhibition, product launch, fashion show, music video/show, photography and festival industries - there is no shortage of work opportunities.

FAQs FOR
SCREEN ACTING

Q: **What exactly is Screen Acting?**

A: Screen Acting, rooted in Stanislavsky's idea of naturalistic acting, is the craft of performing characters realistically for the camera. While we have a very rich tradition of theatre in our country, the world of film and television is fairly new to us. Until now, we have predominantly been using theatre-trained actors on screen with questionable results. Today, with a growing film industry the demand for actors specifically skilled for screen is growing. While performance for stage and screen share many skills, the screen actor requires a deeper level of honesty and vulnerability since the close-up reveals all. In addition to this, the screen actor is trained to perform for the camera on a set as opposed to a live audience - this requires an understanding of the technology and a sensitivity to the film-makers needs.

Q: **Is there work for actors in South Africa?**

A: We have a unique and growing industry and there is definitely work for actors in South Africa, however getting the work requires dedication and eagerness in addition to skill and talent. Actors can look to build a career in television on soaps or telenovellas, in advertisements, as presenters, voice artists or as film actors. Many of our most successful South African film actors will tell you that it is important to have more than one skill. Many of them do directing, writing or editing as well as acting. This way they are able to generate an income in other ways in months when they are going to auditions. For this reason, we encourage students to double major - an opportunity not granted at other Film Schools in the country.

Q: **What can I expect from the course at Open Window?**

A: You can expect to be pushed as a performer to a point where you are able to create compelling and convincing moments on screen. Over the 3 years, we aim to lay foundations, instill techniques, develop individuals' crafts and processes and ultimately help actors gain experience in acting in quality, location-shot films. Some specifics you can look forward to are improvisation, movement, voice work, method acting, scene work, voice over techniques, rehearsals and a variety of skills for camera acting.

FAQs FOR
SCREENWRITING

Q: **What sorts of jobs are available for students with a degree in screenwriting?**

A: The high level of writing skills that our courses promote not only open up potential opportunities in the film and television industry, but also in writing for games, corporate videos and advertising. Additionally, opportunities may be sought in writing for websites, writing film reviews for magazines and newspapers, as well as positioning oneself for tutoring in the art and technique of screenwriting through institutional and web-based environments.

Q: **What is required in order for the student to do well in the SW degree?**

A: Passion, imagination, and commitment to the subject. The courses are intensive, culminating in an amount of work by the end of the third year that is, at the very least, equivalent in output to a Master's degree at most universities. The up-side is that upon completing the degree, the student possesses a portfolio of work that displays an impressive range of writing skills.

Q: **My son/daughter has always had ideas expressed as short stories. Does the talent for writing normal stories translate easily into screenwriting?**

A: Creative writing techniques such as those found in novels and short stories are related, but significantly different from those required for screenwriting. An awareness of plot and character garnered from writing short stories, however, is fundamental to both forms. Further, the degree offers brand new courses in creative writing, which deepen the understanding of these distinct disciplines.

15

FAQs FOR
FILM & TELEVISION CERTIFICATE

Q: Do I need any film experience to take this course?

A: Nope. The whole point of this course is to learn everything about the filmmaking process, from beginning to end. The more we learn together, the more fun we have in the process.

Q: Do I need to own a camera?

A: Maybe. Although it is not a requirement to own your own gear (equipment), it is definitely recommended. We focus on DSLR filmmaking, so any good entry-level HD DSLR kit will do.

Q: Do I need to purchase specialised software?

A: No. Any software that you will use during this course will be included in your enrollment fees. We further make use of open-source software for specific modules.

Q: Will I only learn about filmmaking, or make movies too?

A: Here, we make movies! Throughout the course, we focus on different projects that will improve focussed skill areas that finally culminate in your own, original, short film production.

Q: What will I learn?

A: As much as possible. Film language, Cinematography, Audio, Editing, Screenwriting, Producing, Production Design, and ultimately Film Production will provide a hands-on introduction and understanding of the whole filmmaking process from A - Z.

AA

QUALIFICATION

BACHELOR OF
FILM ARTS

SCHOOL

ANIMATION ARTS

SPECIALISATION

+ GAME DESIGN
+ MOTION DESIGN
+ 3D ANIMATION

FAQs FOR
GAME DESIGN

Q: **What is a Game Designer?**

A: The game designer is responsible for designing the intricacies of how the game will work on a conceptual level as well as ensuring that all aspects of the game's development align with the game designers vision.

Q: **What is a Game Developer?**

A: The game developer/programmer is responsible for making the game interactive according to the game designer's vision. This is usually done by coding in a language such as C# but can be achieved through node-based visual scripting tools such as Bolt in Unity.

Q: **What game engine does Open Window use?**

A: We use Unity as our game engine of choice as it offers a variety of approaches to art, programming and deployment platforms. Unity allows artists and developers to thrive equally with access to great tools, resources and 3rd-party assets. By 3rd-year, students with a sufficient grasp of the game development process tend to become software-independent and may opt to explore other engines and tools.

Q: **Who owns my intellectual property?**

A: Your IP is your own. Open Window may use your work for promotional purposes. That 'million dollar idea' is all yours.

Q: **How hard is it to make a video game?**

A: It's challenging, and also rewarding. Designing and developing games is not the same as playing them—it takes hard work and time. But, if you put in the time and effort, you can build games you're proud of, and have fun doing it!.

FAQs FOR
MOTION DESIGN

Q: **What is a Motion Designer?**

A: A Motion Designer is someone who applies aesthetic movement to digital graphics to communicate ideas and concepts more clearly. Using a combination of animation and graphic design, they tell stories, educate, explain and entertain. They are versatile and disciplined, leveraging technical workflows and unconventional thinking to achieve their creative solutions.

Q: **What software is used in Motion Design?**

A: Motion Designers generally use Adobe Illustrator and Adobe Photoshop to design their 2D graphic elements. They use Adobe After Effects to animate these 2D elements and Cinema 4D to design and animate 3D elements.

Q: **What type of work does a Motion Designer do once they graduate?**

A: Motion Designers can work for agencies or for themselves creating motion graphics for the advertising industry and in television production. They can create instructional / training videos for technical industries such as mining, medicine, architecture, law etc. They can create interface animations for apps and websites. They can create title sequences for movies and series. They could even create e-learning materials for educators. The type of work they can do is limited only by how curious they are.

Q: **What subjects should I take with Motion Design?**

A: Motion design is complemented by subjects such as Communication Design and Illustration for a 2D focus. It can also integrate well with 3D Animation and even Game Design depending on the student's ambitions.

For more information on this subject, please visit **www.openwindow.co.za**

FAQs FOR
3D ANIMATION

Q: What sort of employment opportunities are there for 3D Animators, both locally & abroad?

A: 3D is used in a wide variety of Industries. From movies and games to architecture and industrial design. Wherever there is a need for 3D generated content 3D animators find employment.

Q: What are the hardware requirements for the subject?

A: Try downloading Blender. If it runs you're good for now. ;)

Q: Are drawing skills required for 3D animation?

A: Although drawing skills are beneficial to 3D animators, no previous drawing skills are required to enrol in the course. Drawing is mainly used for planning purposes and less essential for the production of 3D animations.

Q: What 3D software does Open Window use?

A: The 3D Animation department uses Blender as its primary 3D application. Blender is an Open Source creation suite that supports the entire 3D pipeline. Blender is both powerful and versatile, providing students with easy access to all the necessary tools. Later in their studies, students are introduced to other complementary applications, such as Fusion, Substance Painter and Houdini to build on their ever-growing 3D skillset.

Q: Do I need prior 3D software knowledge?

A: No prior training is required. Students will practice the software fundamentals in their first year. By second-year students are generally comfortable enough to play with the medium and ultimately realise their own creative vision.