

MEDIA & EQUIPMENT GUIDE FOR FOUNDATION STUDENTS (DEGREE & CERTIFICATE) 2022

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.

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 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. *It is not required that you have a Mac computer.*

ESSENTIAL HARDWARE SPECIFICATIONS:

**Please note: All students enrolled in programmes at The Open Window must have the essential hardware specifications (computer and internet access) prior to classes starting.*

Overall recommended Specifications

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

OTHER ESSENTIAL EQUIPMENT FOR ALL STUDENTS

- 8GB (Minimum) memory stick
- Internet Connection & comfortable home work-space environment
- A web camera and headphones for online classes
- Smartphone

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

Subject specific minimum requirements

FILM & TV, PRODUCTION DESIGN, MOTION DESIGN, FILM & TV PRODUCTION CERTIFICATE

Minimum Requirements

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

3D ANIMATION, GAME DESIGN, 3D DESIGN, CERTIFICATE: 3D ANIMATION & VFX

Minimum Requirements

Quad-core processor, 16GB 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, PHOTOGRAPHY & CERTIFICATE: DESIGN TECHNIQUES (VC & UID)

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'.

ACADEMIC PRACTICE / MEDIA PERSPECTIVES / THEORY

These subjects do not require any equipment, other than basic stationery, notebooks/journals, and at times, the printing of projects.

BACHELOR OF ARTS IN VISUAL COMMUNICATION DESIGN

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: At the start of the year, the Photography Department organises a day where suppliers provide photography related gear at discounted rates. Please be in contact with the necessary department for more information.

BACHELOR OF FILM ARTS

SCREENWRITING 100

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

FILM & TV

Every student needs to buy/have access to a DSLR camera with video capabilities.

Please see the FTV Camera Buying Guide for advice and recommendations

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 ARTS

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

EQUIPMENT REQUIREMENTS FOR CERTIFICATE PROGRAMMES

FET CERTIFICATE: PHOTOGRAPHY

It is essential that students have access to/purchase a digital DSLR camera body or Interchangeable Mirrorless camera.

In addition to the above, students require:

- A good multi-purpose zoom lens, wide to telephoto range (16-55mm) (Generic lenses like SIGMA and Tamron are more than adequate)
- A reflector board no smaller than 107 - 110cm
- A sturdy tripod that supports your camera and lens
- A cable release
- An extra camera battery
- A memory card (write speed of at least 150mb/s)
- A grey card Cleaning kit

Please discuss your options with the relevant service providers attached in the camera buying document guide or contact the photography department for more information.

NATIONAL CERTIFICATE: FILM & TV PRODUCTION

It is essential that every student purchases/has access to a DSLR camera with HD video capabilities from the beginning of Term 1.

Please see the FTV Camera Buying Guide for advice and recommendations