

OPEN WINDOW GUIDE

Create, Invent & Explore your **World**



VC | CT | FA | AA

2022-
2023



STUDENT CONCERNS

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ACCREDITATION

The Open Window (Pty) Ltd, is registered as a Private Higher Education Institution with the Department of Higher Education and Training (DHET) in terms of section 54(1)(c) of the Higher Education Act 1997 (Act N°. 101 of 1997) and Regulation (14(4) (a)) of the Regulations for the Registration of Private Higher Education Institutions 2016, to offer its approved programmes at the following site of delivery: 1297 John Vorster Drive, Extension East, Southdowns, Irene, 0169.

The Open Window (Pty) Ltd is registered to offer the following degree programmes:

- + **Bachelor of Arts Visual Communication Design**
NQF Level 7 (360 credits) SAQA ID: 60470
- + **Bachelor of Film Arts**
NQF Level 7 (360 credits) SAQA ID: 94670
- + **Bachelor of Creative Technologies**
NQF Level 7 (360 credits) SAQA ID: 118189
- + **Bachelor of Arts Honours in Visual Communication**
NQF Level 8 (120 credits) SAQA ID: 62991
- + **National Certificate: 3D Animation & VFX**
NQF Level 5 (147 credits) SAQA ID: 57607
- + **National Certificate: Film & TV Production**
NQF Level 5 (122 credits) SAQA ID: 58394
- + **National Certificate: Design Techniques (User Interface Design)**
NQF Level 5 (120 credits) SAQA ID: 90721
- + **National Certificate: Design Techniques (Communication Design)**
NQF Level 5 (120 credits) SAQA ID: 90721
- + **FET Certificate: Photography**
NQF Level 4 (128 credits) SAQA ID: 72398

LEGAL STATUS

The Open Window (Pty) Ltd (Company Registration Number 1973/015860/07) courses are accredited by the Council on Higher Education (CHE) and registered with the South African Qualifications Authority (SAQA).

CONFIRMATION OF NON-DISCRIMINATION

"I hereby confirm that this institution does not discriminate on the basis of race and all its subsections as outlined in Section 9 of the South African Constitution. I accept that the Department of Education may, in terms of Section 29(3) of the Constitution of the Republic of South Africa, 1996 (No. 108 of 1996) and Section 62(1) of the Higher Education Act, 1997 (No. 101 of 1997), cancel this institution's registration should it be proven otherwise." **Nigel Tattersall (CEO).**

LANGUAGE POLICY

The English language is the medium of instruction and learning at Open Window and the requirement is that all students are able to communicate in English. OW encourages and facilitates the creation of student content in any of the other official languages of South Africa.

MODE OF INSTRUCTION

Open Window makes use of an outcomes-based, learner-centered teaching method. A learner-centered approach implies that learning, teaching and assessment are guided and shaped by the student requirements for achieving the outcomes as outlined in the course. OW makes use of holistic educational methods in its teaching and learning strategy.

OW adopts a multi-modal approach, and utilises both campus and virtual space to teach and engage with students. Depending on the specific course and level, lecturers may teach via online platforms, in real time, or on campus. All course material and aids are made available in soft copy form (electronically). Some of the modes include, but are not limited to:

- Face-to-face contact between lecturers and students
- Virtually mediated contact between lecturers and students
- Workshops, group discussions, group workshops, videos, slide presentations, case studies and critical evaluations
- Lectures, tutorials and practical studio demonstrations
- Independent self-study
- Guided self-study tasks
- Work Integrated Learning.

WHY OPEN WINDOW?

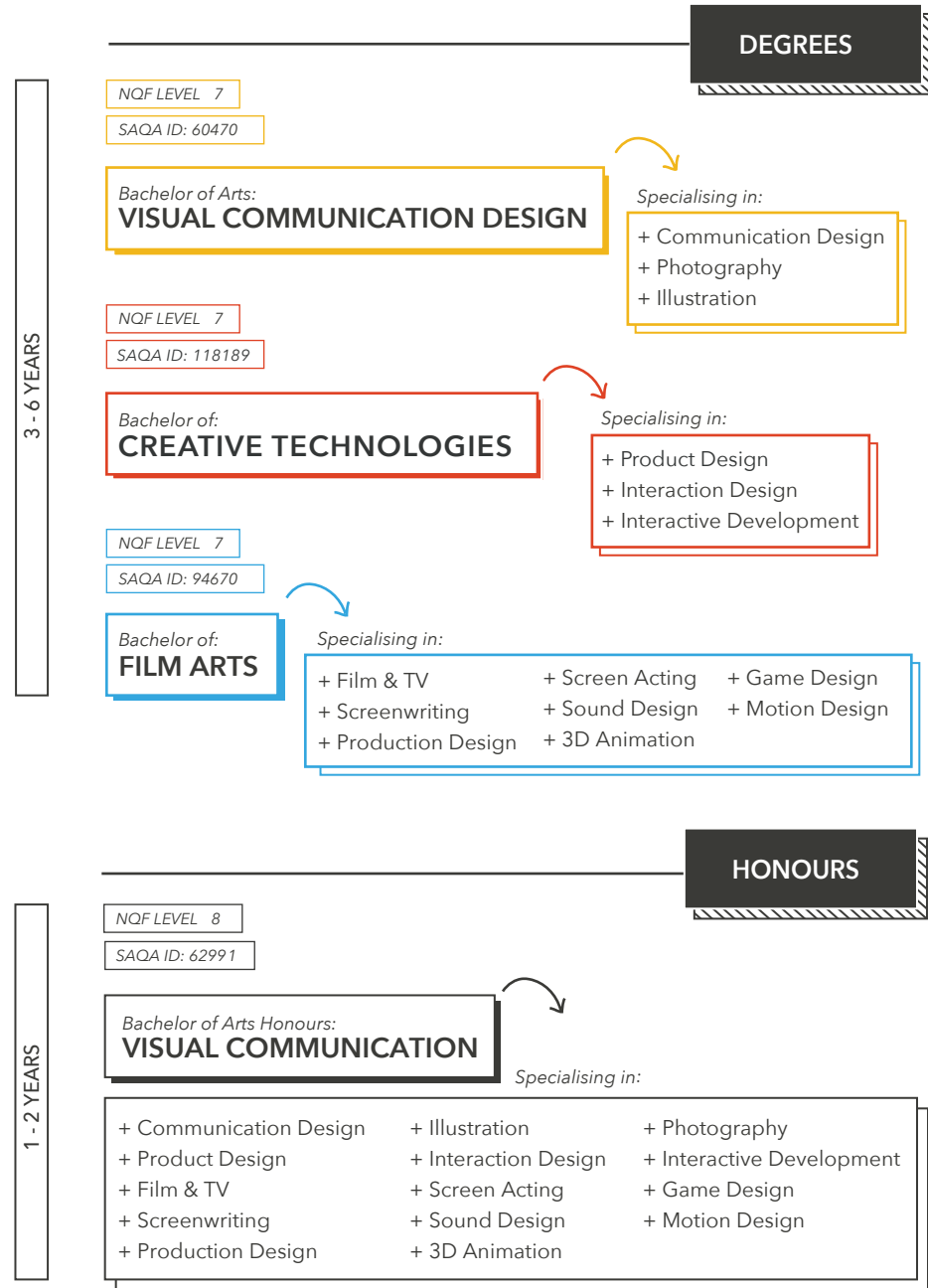
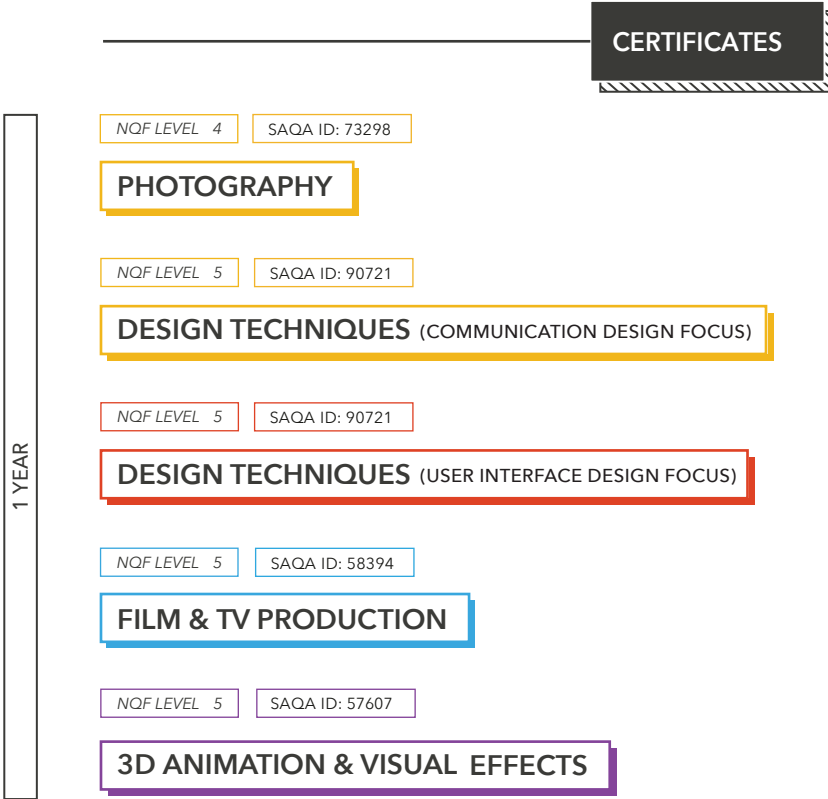
- Registered Private Higher Education Institution founded in 1993
- Leading education strategies in design, creative technologies, animation, game and film arts
- Interactive, personalised student and lecturer contact time
- Cyclical revision in line with industry flux and progression
- Stimulating campus environment with large air-conditioned, expertly equipped studios
- Student access to workspaces, private student/lecturer consultation pods, and campus wifi
- A spacious, arts-specialist library with a dedicated librarian
- Specialist spaces: Sound Studio, Gear Room, Photography Studio with infinity curve, Professional sound and production facilities, NOW Gallery, Acting Lab, workshop, and Maker Space,
- Large events arena / screening venues: AV Auditorium (indoor) and The Atrium (outdoor)
- In-house Maker Space housing specialist equipment: 360 Cameras, VR Headsets, 3D Printers, Lidar Scanners, laser cutters, electronics library, and more
- Student & alumni access to a careers board (industry networking)
- Annual events programme, networking events and career indabas, screenings, workshops and discussions across all programmes
- Institutional collaboration with industry professionals, embassies and many of our alumni who are renowned contributors to the South African creative industry



OPEN WINDOW QUALIFICATIONS

Open Window provides dynamic practice-led education integrating conceptual thinking and academic rigour in the fields of Visual Communication, Film Arts, Animation Arts and Creative Technologies. Our lecturers are experts in their respective fields and are truly passionate about developing the potential of each student.

Open Window's offering is comprised of **4 Certificates, 3 Undergraduate Degrees and 1 Postgraduate Degree.**



COMBINED ACADEMIC STRUCTURE

Please refer to the page numbers featured below for a more detailed outline of our academic structure within each school.

1ST YEAR	COMPULSORY		PRACTICAL SUBJECTS <i>Choose 4 of our 14 specialisations leading to major subjects</i>			
	<p>Academic Practice: Writes of passage Media Perspectives: Observing and Understanding Drawing & Narrative</p> <p>Software Training: Adobe Bootcamp Software Training: Premier Pro (only for FV 100 students) Software Training: Solidworks (only for ID 100 students)</p>		<div><div>+ Communication Design + Illustration + Photography</div><div>+ Film & Television + Screen Acting + Production Design + Screenwriting + Sound Design</div><div>+ 3D Animation + Game Design + Motion Design</div><div>+ Interaction Design + Interactive Development + Product Design</div></div> <div>Software training is linked to the major subject selected.</div> <div>Refer to pg 14,24,32,40 for more information</div>			
2ND YEAR	COMPULSORY	MAJOR SUBJECTS <i>Students can choose to single major OR double major</i>			MODULES	
	<div>+ Visual Culture + Film Theory + Film Theory + Visual Culture + Interaction Theory + 3D Design Theory</div>	<div>Bachelor of Arts in VISUAL COMMUNICATION DESIGN Communication Design Illustration Photography</div> <div>NB: Students in the School of Visual Communication (BA VCD) are able to double major selection in most subjects from the other schools except for Product Design.</div>	<div>Bachelor of FILM ARTS Film & Television Screen Acting Production Design Screenwriting Sound Design</div> <div>NB: double majors are only allowed within this Degree and not across all schools.</div>	<div>Bachelor of FILM ARTS 3D Animation Game Design Motion Design</div> <div>NB: double majors are only allowed within this Degree and not across all schools.</div>	<div>Bachelor of CREATIVE TECHNOLOGIES Interaction Design Interactive Development Product Design</div> <div>NB: double majors are only allowed within this Degree and not across all schools.</div>	<div>VC Modules: Pg 16 FA Modules: Pg 26 AA Modules: Pg 34 CT Modules: Pg 42</div>
3RD YEAR	COMPULSORY	MAJOR SUBJECTS <i>Students can continue to single major OR double major</i>			MODULES	
	<div>+ Professional Practice + Research Practice + Visual Culture + Film Theory + Film Theory + Visual Culture + Interaction Theory + 3D Design Theory</div>	<div>Bachelor of Arts in VISUAL COMMUNICATION DESIGN Communication Design Illustration Photography</div>	<div>Bachelor of FILM ARTS Film & Television Screen Acting Production Design Screenwriting Sound Design</div> <div>FOCUS AREA</div>	<div>Bachelor of FILM ARTS 3D Animation Game Design Motion Design</div> <div>FOCUS AREA</div>	<div>Bachelor of CREATIVE TECHNOLOGIES Interaction Design Interactive Development Product Design</div>	<div>VC Modules: Pg 17 FA Modules: Pg 27 AA Modules: Pg 35 CT Modules: Pg 43</div> <div>NB Students are allowed to select modules from all schools, subject to prerequisites.</div>



Student work by **WIAN COETZEE**

SCHOOL OF

VISUAL COMMUNICATION

BACHELOR OF ARTS
VISUAL COMMUNICATION DESIGN

COMMUNICATION DESIGN
ILLUSTRATION
PHOTOGRAPHY

VISUAL COMMUNICATION is integral to all contemporary media and is based on conveying information, concepts and narratives in an accessible yet visually intelligent manner that showcases a strong sense of craft.

The Open Window VISUAL COMMUNICATION DESIGN programme presents a dynamic offering that allows students to effectively construct visually based messages that are expressed through the disciplines of Communication Design, Photography and Illustration. The programme sets out to offer graduates a sustainable career in a rapidly advancing industry by focusing on an area of specialisation in one or two of the above fields, whilst encouraging interdisciplinary awareness through a wide selection of skills based modules. This interdisciplinary approach provides flexibility that promotes broad thinking within a student's chosen field of study. Visual Communication graduates are equipped with advanced practical skills and are taught to apply critical thinking and rigorous problem solving skills when executing their projects. We pride ourselves on developing students that can exercise their practice with great confidence, developing work that offers a strong conceptual foundation, exhibits a strong sense of storytelling and actively engages the imagination.

This qualification is intended for photographers, graphic designers, illustrators and creative directors.

COMMUNICATION DESIGN

If you are intrigued by fonts, patterns and bold images, and the visual relationships that these establish, this may be the field of study for you.

A communication designer plays a vital role in shaping the visual world around us. The designer's job is to create communicative designs that inspire ideas, transform, shift and shape the world in which we live. The course explores the endless possibilities that exist when image and type are integrated and equips learners with the tools needed to engage the contemporary design landscape.

CAREERS INCLUDE:

- + Advertising Executive
- + Art Director
- + Brand Consultant
- + Brand Manager
- + Copywriter
- + Corporate Designer
- + Editorial Designer
- + Graphic Designer
- + Layout Artist
- + Packaging Designer

ILLUSTRATION

If you can't get enough of drawing, are constantly coming up with new ideas and enjoy expressing your thoughts through colour, line and texture, then you should look further into this area of study.

An illustrator creates images that communicate ideas and tell stories. Illustrators have the power to establish new worlds and test boundaries of reality through drawing and stylisation.

The course thus explores various mediums and stylistic approaches that can be combined in order to arrive at an illustrated visual expression that outlines and clarifies specific concepts or ideas. Illustration communicates by combining visual cues in a considered composition and can be applied to various platforms such as posters, books and editorials, amongst other things.

CAREERS INCLUDE:

- | | |
|-------------------------------|--------------------------|
| + Commercial Illustrator | + Fashion Illustrator |
| + Children's Book Illustrator | + Comic Book Artist |
| + Graphic Recorder | + Visual Artist |
| + Editorial Illustrator | + Printmaker |
| + Textile Designer | + Storyboard Illustrator |
| + Illustrated Type Designer | + Concept Artist |

PHOTOGRAPHY

If you are interested in a medium that captures an instant in time and preserves it forever, look no further. A photographer is a storyteller, communicating through still images. Photography combines technical skill with a deep appreciation for observation. It is not only about expressing what you see, but also about considering how you interpret what you see, and how you want others to perceive this. At the Open Window we draw on conceptual and technical skills through the critical study of the history of the creative experience in order to create a professional photographer that is fully equipped for this brave new world.

CAREERS INCLUDE:

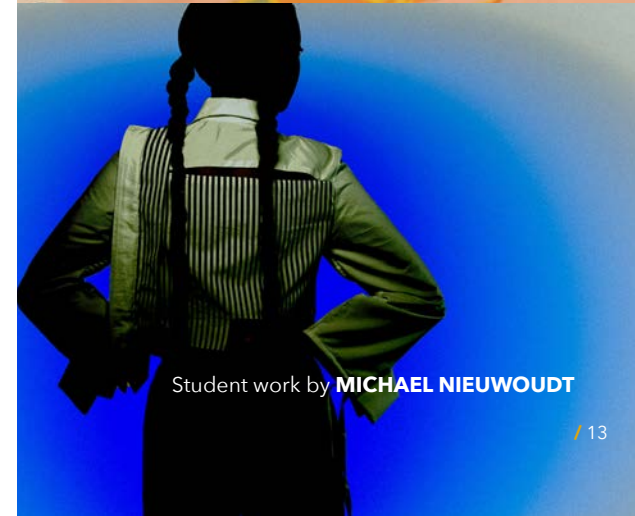
- + Director of Photography
- + Commercial Photographer
- + Editorial Photographer
- + Events Photographer
- + Travel Photographer
- + Automotive Photographer
- + Industrial Photographer
- + Image Retoucher
- + Fashion Photographer
- + Press Photographer
- + Studio Manager



Student work by **REBEKAH GORDON**



Student work by **BIANCA KOK**



Student work by **MICHAEL NIEUWOUDT**

THREE YEAR DEGREE STRUCTURE

1ST YEAR

120 Credits

COMPULSORY	Credits	PRACTICAL SUBJECTS <i>Leading to major subjects</i>
Academic Practice: Writes of passage	10	Choose 4: (20 Credits each)
Media Perspectives: Observing and Understanding	15	Communication Design
Drawing & Narrative	15	Illustration
Software Training: Adobe Bootcamp	–	Photography
		Any other 20 Credit NQF 5 choice subject from another Open Window bachelors qualification.

2ND YEAR

120 Credits

COMPULSORY	Credits	MAJOR SUBJECTS <i>(50 Credits each)</i>	MODULES <i>(5 Credits each)</i>
Visual Culture	15	Select 1 of your 1st year choice subjects for a single major option OR Select 2 of your 1st year choice subjects for a double major option <i>NB: double majors are only allowed within this Degree for Motion Design</i>	+ 11 modules (pg 16) + 1 module

3RD YEAR

120 Credits

COMPULSORY	Credits	MAJOR SUBJECTS <i>(50 Credits each)</i>	MODULES <i>(5 Credits each)</i>
Visual Culture	15	Continue with your single major	+ 9 modules (pg 17)
Professional Practice	5	OR	
Research Practice	5	Continue with your double major	+ 0 modules

Please note that prerequisites are applicable to certain modules. Selected Modules and/or Focus Areas require a minimum student enrolment.
For more information please visit www.openwindow.co.za/yearbook

MODULES AVAILABLE ON 2ND YEAR LEVEL

SCHOOL OF VISUAL COMMUNICATION

TERM 1	<p>Vector Techniques (CD 201)</p> <p>Printmaking (IL 201A)</p> <p>Comics: Character development (IL 201B)</p> <p>Post Production: Intermediate (PH 201)</p> <p>Marketing Principles (MR 201)</p> <p>Figure Drawing Advanced (VA 201)</p>	TERM 2	<p>Typography (CD 202)</p> <p>Narrative Visualisation (IL 202A)</p> <p>Comics: Genres and Style 202 (IL 202B)</p> <p>Video editing for photographers (PH 202)</p> <p>Personal Brand Development (MR 202)</p> <p>Alternative Drawing & Collage Techniques (VA 202)</p>
TERM 3	<p>Explorative Design (CD 203A)</p> <p>Abstraction & Context (IL 203)</p> <p>Post Production: Advanced (PH 203)</p> <p>CV and portfolio (MR 203)</p> <p>Layout Techniques (CD 203B)</p>	TERM 4	<p>Motion Design for Designers (CD 204)</p> <p>Sculptural Illustration (IL 204)</p> <p>Videography for photographers (PH 204)</p>

OW reserves the right to postpone or cancel any academic programme or tuition advertised or offered and included herein should there be insufficient demand/enrolment for any particular academic programme. Please note that OW's Academic Committee holds a Programme Review meeting annually in Term 3. OW reserves the right to revise the academic programme and structure annually.

MODULES

MODULES AVAILABLE ON 3RD YEAR LEVEL

SCHOOL OF VISUAL COMMUNICATION

TERM 1	<p>Experimental Design (CD 301)</p> <p>Tactile Illustration (IL 301)</p> <p>Photoshop Manipulation (PH 301)</p> <p>Wearable Objects (VA 301)</p>	TERM 2	<p>Copywriting (CD 302)</p> <p>Illustrated Type (IL 302)</p> <p>Lighting on Location (PH 302)</p> <p>Brand Activation (MR 302)</p>
TERM 3	<p>Advertising Practice (CD 303)</p> <p>Artist's Book (IL 303A)</p> <p>Sequential Art: Planning the Narrative (IL 303B)</p> <p>The Promotional Video (PH 303)</p>	TERM 4	<p>Infographics (CD 304)</p> <p>Illustrated Maps (IL 304A)</p> <p>Sequential Art: Visual Communication (IL 304B)</p>

For more information, please find our **2022 Yearbook** on openwindow.co.za.

A woman with dark hair is reading a large book titled 'VOËLS' in a library. The book has a red cover with a small image of a boat. The background is a blurred bookshelf.

Student work by **TANA PISTORIUS**

BACHELOR OF
FILM ARTS

FILM & TELEVISION
SCREENWRITING
PRODUCTION DESIGN
SCREEN ACTING
SOUND DESIGN

THE MOVING IMAGE is the fastest growing sector of the visual arts worldwide. The audio-visual experience is now at the heart of every mass communication medium. The Open Window Bachelor of Film Arts degree is dedicated to pushing the boundaries of this dynamic and contemporary art form.

The FILMARTS programme offers an exciting immersion into the world of audio-visual communication, with a wide range of skills that enable students to work in tomorrow's demanding time-based media environment. Emphasis is placed on narrative and storytelling across all audio-visual moving image "platforms". The programme is designed to offer the graduate a sustainable career by focusing on an area of specialisation, while encouraging an interdisciplinary audio-visual awareness. This approach provides a flexibility that promotes lateral thinking in arriving at innovative problem-solving solutions in the corporate, entertainment and art environments. Students are made aware of issues facing tomorrow's audio-visual communicator in Africa and internationally.

This qualification is intended for scriptwriters, broad-base producer/director filmmakers, sound designers, production designers and screen actors.

SCHOOL OF

FILM ARTS

FILM & TELEVISION

If you want to experiment with the endless possibilities of connecting ideas through sight and sound, then this subject could be exactly what you want.

The filmmaker holds the entire experience together: script, performances, cinematography, sound and the final edit. It's the balancing of what to conceal and what to reveal; when to tense up and when to relax that makes a film come to life and become the deeply affecting art form it is. Offering excursions into commercial, subcultural, documentary and conceptual filmmaking, with a strong emphasis on the independent filmmaker's production process, this is a cutting edge journey into digital audio-visual expression.

CAREERS INCLUDE:

- + Film & TV Director
- + Editor
- + Independent Filmmaker
- + Documentary Filmmaker
- + Corporate Filmmaker
- + Advertising Director
- + Cinematography

SCHOOL OF: FILM ARTS

SOUND DESIGN

If you are awakened by sound and how it affects the mood and meaning of a dramatic landscape, Sound Design could be your platform of expression.

Creating a soundtrack requires crafting the right synergy between silence, ambience, natural sounds, music, dialogue and action on screen to create the perfect emotional landscape for the film story. This is the sound designer's job, and it's the art of immersing the audience completely into the film's reality. This course is unique in the country as it concentrates specifically on the design of sound elements for audio-visual media, rather than on music technology. Comprehensive training is facilitated to enable the creation of dramatically appropriate, high fidelity audio content for film, radio, television, and games.

CAREERS INCLUDE:

- + AV Sound Designer
- + Final Mix Technician
- + Production Mixer
- + Sound Recordist
- + Sound Supervisor

SCREENWRITING

If you can conjure up stories that take a grip on your heart and mind, and if you want to delve into the complexity of the human spirit, then this is for you.

A screenwriter practices the art of writing stories on which feature films, television programmes, animations and video games are based. These stories are the conversion of everyday life experiences into distilled and powerful narratives that, as in life, occur over time and have the power to affect, through dialogue and action, the deepest parts of our being. A well-crafted screenplay is both a blueprint for shooting a film, as well as a piece of creative storytelling in its own right. The course showcases the latest screenwriting techniques, and is one of the few in the world to offer tuition in the art and technique of multistrand and multi-form storytelling.

CAREERS INCLUDE:

- + Screenwriter
- + Script Reader-Editor
- + Feature & TV Series Writer
- + Film Critic
- + Copywriter
- + Novelist



SCREEN ACTING

If you love physical movement, characterisation, drama, improvisation, and most of all, performing for the camera, you won't be able to resist this subject.

Great acting is great acting - whether it happens on a feature film, a sitcom, a soap opera or inside a voice-over booth - however, the rules for each expression are totally different. Learning to craft your performance and fine-tune this sublime art is like learning to speak many different languages. Throughout this course, the focus is specifically on naturalistic acting and screen performance. We train actors in various forms of method acting and equip each student with unique craft. The full gamut of acting is explored for the screen, and the screen actor's position in today's local and international film and television performance industry is fully investigated.

CAREERS INCLUDE:

- + Actor in Film & Television
- + TV Presenter
- + Voice-Over Artist
- + Corporate Actor
- + Casting Director

SCHOOL OF: FILM ARTS

PRODUCTION DESIGN

If you are fascinated by cinematic space, compelling environments, different worlds, props, colour, makeup and costume-design, then this subject is perfect for you.

Everything that appears within the film, including the clothing, furniture, makeup, colour and set design choices must work together towards one clear and unified message that supports the overall drama. It is the production designer's job to weave together a convincing and affecting film world. The course teaches you to analyse screenplays, research the world of a story, formulate concept drawings, draw storyboards, build models, miniatures and life-size sets, and define characters through costume, hair and make-up design. This intensive course provides you with everything you need to know to create believable worlds for the camera.

CAREERS INCLUDE:

- + Production Designer
- + Art Director
- + Concept Designer
- + Model Builder
- + Storyboard Artist



Student work by **DANELLE VENTER**

THREE YEAR DEGREE STRUCTURE

1ST YEAR

120 Credits

COMPULSORY	Credits	CHOICE SUBJECTS <i>Leading to majors</i>	
Academic Practice: Writes of passage	10	Choose 4: (20 Credits each) Film & Television Screen Acting Production Design Screenwriting Sound Design OR Any other 20 Credit NQF 5 choice subject from another Open Window bachelors qualification.	Please take note of the following co-requisites on Level 1: Film & Television 100 students also need to enrol for Sound Design 100
Media Perspectives: Observing and Understanding	15		
Drawing & Narrative	15		
Software Training: Adobe Bootcamp	–		
Software Training: Premiere Pro (Compulsory for FV 100 students)	–		

2ND YEAR

120 Credits

COMPULSORY	Credits	MAJOR SUBJECTS (50 Credits each)	MODULES (5 Credits each)
Film Theory	15	Select 1 of your 1st year choice subjects for a single major option OR Select 2 of your 1st year choice subjects for a double major option <i>NB: double majors are only allowed within this Degree (School of FA & AA) and not across all schools.</i>	+ 11 modules (pg 26) + 1 module

3RD YEAR

120 Credits

COMPULSORY	Credits	MAJOR SUBJECTS (45 Credits each)	MODULES (5 Credits each)
Film Theory	15	Continue with your single major OR	+ 10 modules (pg 27)
Professional Practice	5	Continue with your double major OR	+ 1 modules
Research Practice	5	Continue with your single major	+ Focus area & 4 modules

Please note that prerequisites are applicable to certain modules. Selected Modules and/or Focus Areas require a minimum student enrolment.
For more information please visit www.openwindow.co.za/yearbook

MODULES AVAILABLE ON 2ND YEAR LEVEL

SCHOOL OF FILM ARTS

TERM 1

Production management (FV 201)
Screen and stage (SA 201)
Storyboarding (PD 201)
Screenplay structure (SW 201)
Audio Post Production in Pro Tools (SD 201)

TERM 2

Lighting for film (FV 202)
Screenplay from actor's POV (SA 202)
Character visualisation for film (PD 202)
Writing for ads & corporates (SW 202)
Location sound recording (SD 202)

TERM 3

Editing and workflow (FV 203)
Actor as storyteller (SA 203)
Prop making (PD 203)
Writing for Games (SW 203)
Dialogue Editing & Voice Recording (SD 203)

TERM 4

Documentary techniques (FV 204)
The Actor and the camera (SA 204)
Micro-budget sets (PD 204)
Writing for Short Animation (SW 204)
Interactive Audio (SD 204)

Please note: All modules in grey belong to Sound Design and Screenwriting.

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MODULES

MODULES AVAILABLE ON 3RD YEAR LEVEL

SCHOOL OF FILM ARTS

TERM 1

Excursions into essential cinema (FV 301)
Voice Over techniques (SA 301)
Set design & dressing (PD 301)
From premise to plot (CW 301)
Writing the spec script (SW 301)
Acoustics (SD 301)

TERM 2

SFX techniques (FV 302)
Directing actors (SA 302)
Characters & Creatures (PD 302)
Developing the story (CW 302)
Writing Characters and Dialogue (SW 302)
Sound perception (SD 302)

TERM 3

Finishing techniques for film (FV 303)
The working actor (SA 303)
The Art Department on set (PD 303)
Writing the story (CW 303)
Outlining & Developing the Blockbuster (SW 303)
Audio finishing techniques (SD 303)

TERM 4

Finalising the manuscript (CW 304)

FOCUS AREA

Cinematography focus area (CG 300) **Music Production focus area** (MX 300)

For more information, please find our **2022 Yearbook** on openwindow.co.za.



Student work by **NADIA DU PREEZ**

SCHOOL OF ANIMATION ARTS

BACHELOR OF
FILM ARTS

**3D ANIMATION
GAME DESIGN
MOTION DESIGN**

The School of ANIMATION ARTS forms part of our fully accredited Bachelor of Film Arts degree with major subjects such as 3D Animation, Game Design and Motion Design. The School of Animation Arts delivers a hands-on education with an accomplished faculty that focuses on helping students discover their talents, celebrate creativity and unlock the potential of technology.

In this School, narrative remains at the core of these disciplines, whether it is driven by the moving image or handing over control of an interactive experience by journeying to the outreaches of one's imagination to breathe life into one's creations. Students learn the fundamental principles that fuel the medium and develop their own distinct artistic voice.

We take a holistic approach to the animation arts by incorporating the most current online tutorials, professional studio workshops, personal mentoring and work-integrated learning into our courseware. Be it for local, international or remote employment opportunities, students in the School of Animation Arts are well prepared for the fourth industrial revolution.

3D ANIMATION

If you are drawn to the idea of breathing life into a character you have created and then making it move with cutting edge technology, it could mean that you are ready for a career in 3D Animation.

Whereas 2D Animation is closely related to disciplines such as fine arts and design, 3D Animation has more in common with sculpting and puppetry. It is the mixture of these principles operating in the ever-evolving digital domain that makes 3D Animation such a truly diverse form of art. The course follows the latest industry trends and provides the necessary skills to participate in the rapidly expanding digital entertainment industry. Students receive hands-on training in the production of high-end 3D content for narrative, visualisation and interactive applications.

CAREERS INCLUDE:

- + 3D Compositor
- + 3D Artist
- + Concept Artist
- + 3D Animator
- + Visual Effects Artist

SCHOOL OF: **ANIMATION ARTS**

GAME DESIGN

If you can challenge the laws of reason and imagine worlds and experiences where anything and everything is possible, then you could be a game designer.

The purpose of the game designer is to create a series of visual elements that guide the player through a world of intricate decisions, laws, obstacles and perils and then to combine that into a thrilling immersive experience. This course uses the latest tools and technologies to explore creative possibilities in this rapidly expanding digital entertainment phenomenon. Students dissect popular games, identify core mechanics and design intricate logic systems for various development platforms such as mobile, desktop, console and Virtual Reality.

CAREERS INCLUDE:

- + Game Designer
- + Game Animator
- + Game Artist
- + Game Developer
- + VR & AR Developer

MOTION DESIGN

If you are captivated by the poetry of movement, 2D animation and visuals that spin, split and explode... this subject is definitely for you.

The simplicity and beauty of creating animation out of basic objects is one of the oldest of the moving image arts. Today motion design covers everything from traditional hand-drawn animation, to stop-frame animation, motion graphics and information visualisation. The course explores traditional animation, as well as motion graphics. These skills are used to produce TV channel inserts, movie title sequences, music videos and animated infographics. You will be immersed in a hands-on experience, whether studying traditional or digital animation.

CAREERS INCLUDE:

- + 2D Animator
- + Motion Graphics Artist
- + Motion Designer
- + Stop-Motion Animator



Student work by **CELIA KUMPF**



Student work by **THOMAS WALSH**



Student work by **EMA DOWNS**

THREE YEAR DEGREE STRUCTURE

1ST YEAR

120 Credits

COMPULSORY	Credits	CHOICE SUBJECTS <i>Leading to majors</i>	
Academic Practice: Writes of passage	10	Choose 4: (20 Credits each) 3D Animation Game Design Motion Design OR Any other 20 Credit NQF 5 choice subject from another Open Window bachelors qualification.	Please take note of the following co-requisites on Level 1: Game Design 100 students also need to enrol for 3D Animation 100
Media Perspectives: Observing and Understanding	15		
Drawing & Narrative	15		
Software Training: Adobe Bootcamp	–		
	–		

2ND YEAR

120 Credits

COMPULSORY	Credits	MAJOR SUBJECTS (50 Credits each)	MODULES (5 Credits each)
Film Theory	15	Select 1 of your 1st year choice subjects for a single major option OR Select 2 of your 1st year choice subjects for a double major option <i>NB: double majors are only allowed within this Degree and not across all schools.</i>	+ 11 modules (pg 34) + 1 module

3RD YEAR

120 Credits

COMPULSORY	Credits	MAJOR SUBJECTS (45 Credits each)	MODULES (5 Credits each)
Film Theory	15	Continue with your single major OR	+ 10 modules (pg 35)
Professional Practice	5	Continue with your double major OR	+ 1 modules
Research Practice	5	Continue with your single major	+ Focus area & 4 modules

Please note that prerequisites are applicable to certain modules. Selected Modules and/or Focus Areas require a minimum student enrolment.
For more information please visit www.openwindow.co.za/yearbook

MODULES AVAILABLE ON 2ND YEAR LEVEL

SCHOOL OF ANIMATION ARTS

TERM 1

3D Character Design (3D 201)
Intro to stop-motion (SM 201)
Concept art for games (GD 201)
C# in Unity (GX 201)
2D Animation techniques (MD 201)
Screenplay structure (SW 201)
Audio Post Production in Pro Tools (SD 201)

TERM 2

3D Character Setup (3D 202)
Digital Compositing (SM 202)
Interactive animation (GD 202)
Gameplay systems (GX 202)
2D Character design (MD 202)
Writing for ads & corporates (SW 202)
Location sound recording (SD 202)

TERM 3

Digital environment rendering (3D 203)
Motion Tracking (SM 203)
Real-time rendering & Effects (GD 203)
Game architecture (GX 203)
2D Character animation (MD 203)
Writing for Games (SW 203)
Dialogue Editing & Voice Recording (SD 203)

TERM 4

3D Compositing (3D 204)
3D Effects & Simulation (SM 204)
Sound for Games (GD 204)
World dynamics (GX 204)
2D Rigging (MD 204)
Writing for Short Animation (SW 204)
Interactive Audio (SD 204)

Please note: All modules in grey belong to Sound Design and Screenwriting.

OW reserves the right to postpone or cancel any academic programme or tuition advertised or offered and included herein should there be insufficient demand/enrolment for any particular academic programme. Please note that OW's Academic Committee holds a Programme Review meeting annually in Term 3. OW reserves the right to revise the academic programme and structure annually.

MODULES

MODULES AVAILABLE ON 3RD YEAR LEVEL

SCHOOL OF ANIMATION ARTS

TERM 1

Visual Development for CGI (3D 301)
Game aesthetics (GD 301)
Information Visualisation (MD 301)
Writing the spec script (SW 301)
Acoustics (SD 301)

TERM 3

3D rendering (3D 303)
Game asset creation (GD 303)
3D for Motion Design (MD 303)
Outlining & Developing the
Blockbuster (SW 303)
Audio finishing techniques (SD 303)

TERM 2

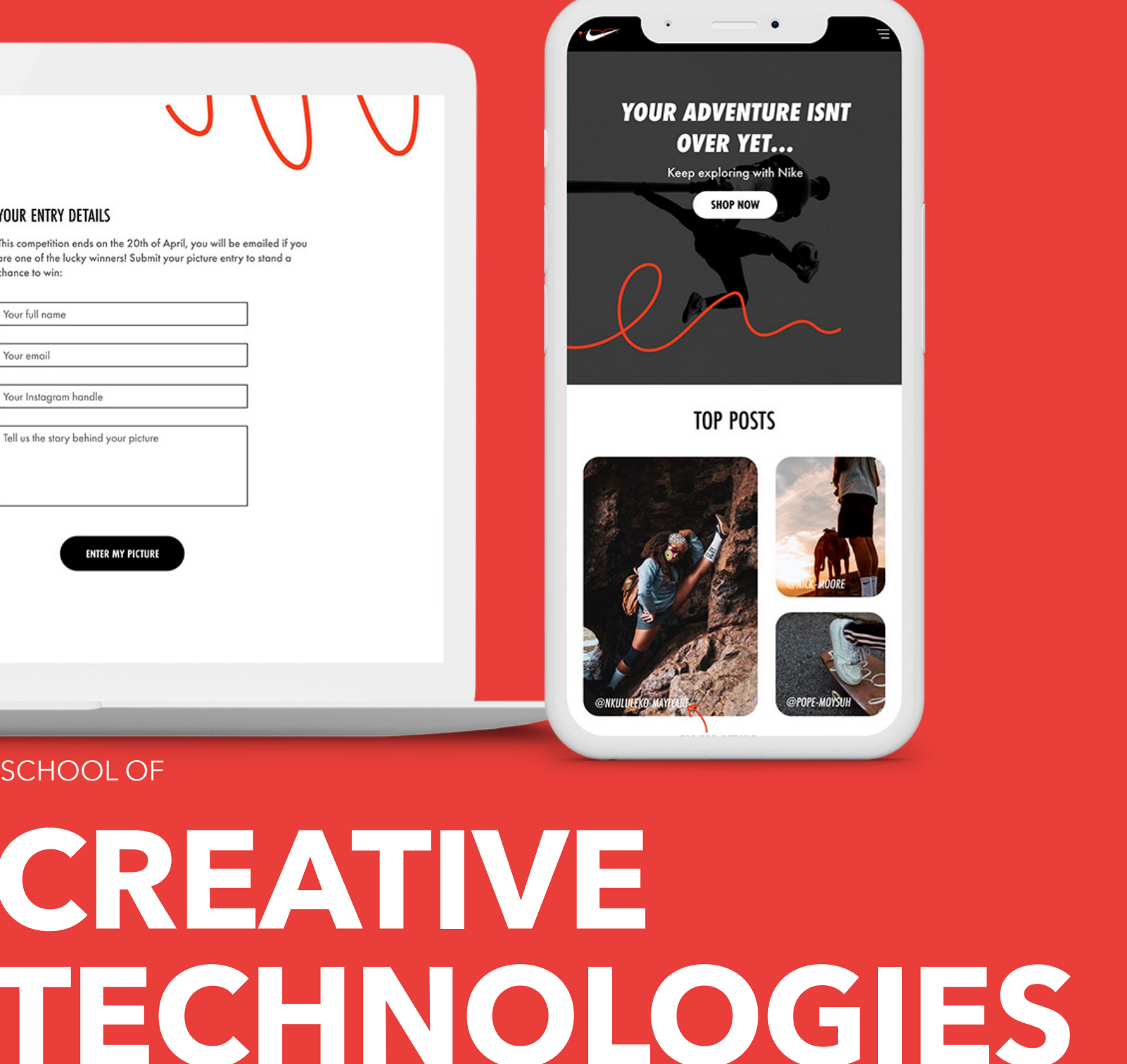
3D Visualisation (3D 302)
Game UI (GD 302)
2D Performance Animation (MD 302)
Writing Characters and Dialogue (SW 302)
Sound perception (SD 302)

TERM 4

FOCUS AREA

Game Development focus area (GX 300) Stop Motion & VFX focus area (FX 300)

For more information, please find our **2022 Yearbook** on openwindow.co.za.



SCHOOL OF

CREATIVE TECHNOLOGIES

BACHELOR OF
CREATIVE TECHNOLOGIES

PRODUCT DESIGN
INTERACTION DESIGN
INTERACTIVE DEVELOPMENT

The Bachelor of CREATIVE TECHNOLOGIES degree at Open Window is the first of its kind locally, offering innovative study in the diverse and rapidly evolving fields focusing on user-centred design principles with a specialisation in Interaction Design, Interactive Development or Product Design. This degree provides the graduate with a sustainable career in these dynamic and emerging fields, by providing specialisation in a discipline of choice, while still allowing for significant exposure in a range of related skills across the design and development industries. Graduates are equipped with strong problem-solving and research skills in order to craft meaningful experiences through digital and physical products and services.

INTERACTIVE DEVELOPMENT

Interactive Development teaches students how to use different programming languages and frameworks to code and develop digital products and systems.

This specialisation introduces students to a vast range of web and mobile languages that allows them to programme and develop functional digital solutions that include websites and mobile applications. The course covers both front-end and back-end technologies. The ultimate aim is to provide students with a professional and multi-faceted development skill set that allows them to solve real-world problems and create intuitive, human-centred systems in any product team.

CAREERS INCLUDE:

- + Back End Developer
- + Creative Technologist
- + Front End Developer
- + Technical Lead
- + Web Developer
- + App Developer

INTERACTION DESIGN

Interaction Design teaches students to craft user interfaces and experiences for digital products and systems.

This specialisation develops the necessary skills to create and organise digital assets, develop the look and feel of digital interfaces and ultimately bring creations to life through communicative digital prototypes. Additionally, students are taught to imbue their digital products with optimal user experiences through research and testing. Ultimately, this course combines creative visual thinking with real-world problem solving to produce solutions in the form of visual interface designs for any digital product including websites, mobile devices, apps, kiosks and wearables.

CAREERS INCLUDE:

- + UI / UX Designer
- + UX / Usability Researcher
- + UX Specialist / Analyst
- + Content strategist
- + Product Manager
- + Digital Designer
- + Web Designer

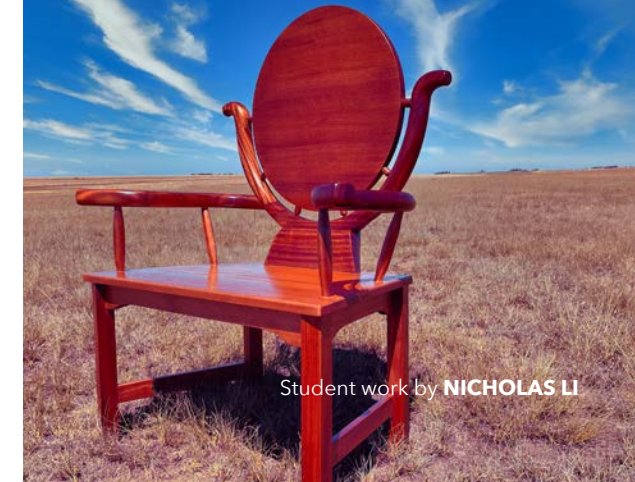
PRODUCT DESIGN

Product Design teaches students how to design user-centered physical products.

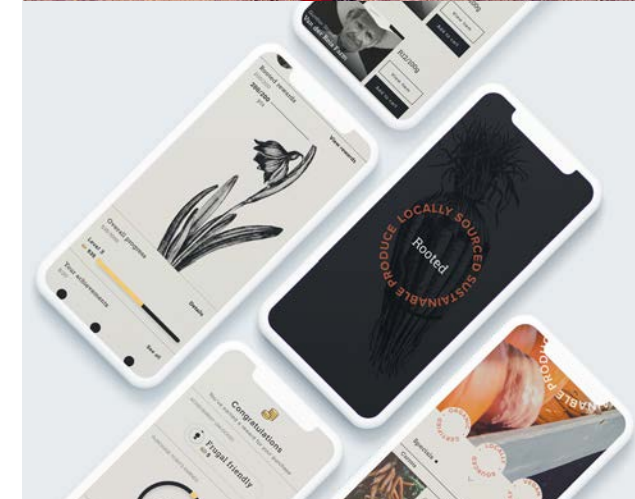
The physical objects that surround us directly influence how we navigate and perceive the world. This specialisation guides students through the process of researching, imagining, modelling and creating the physical objects that people truly love. Students are given hands-on experience in using different materials and manufacturing methods to create a broad range of products from once-off items to mass-produced goods. Ultimately, the main focus is understanding how people use products and how to give them the best possible experience.

CAREERS INCLUDE:

- + Furniture Designer
- + Industrial Designer
- + Interior and Spatial Designer
- + Packaging Designer
- + Production Designer
- + Retail Designer
- + Events Manager
- + Exhibition Designer



Student work by **NICHOLAS LI**



Student work by **NADINE PACE**

THREE YEAR DEGREE STRUCTURE

1ST YEAR

120 Credits

COMPULSORY	Credits	CHOICE SUBJECTS <i>Leading to majors</i>	
Academic Practice: Writes of passage	10	Choose 4: (20 Credits each) Interaction Design Interactive Development Product Design OR Any other 20 Credit NQF 5 choice subject from another Open Window bachelors qualification.	Please take note of the following co-requisites on Level 1: Interaction Design 100 and Interactive Development 100 are co-requisites
Media Perspectives: Observing and Understanding	15		
Drawing & Narrative	15		
Software Training: Adobe Bootcamp	–		
Software Training: Solidworks (only for ID 100 students)	–		

2ND YEAR

120 Credits

COMPULSORY	Credits	MAJOR SUBJECTS (40 Credits each)	MODULES (5 Credits each)
Visual Culture	15	Select 1 of your 1st year choice subjects for a single major option	+ 11 modules (pg 42)
Interaction Theory	10		OR
Product Design Theory	10	Select 2 of your 1st year choice subjects for a double major option	OR
		NB: <i>double majors are only allowed within this Degree (School of CT) and not across all schools.</i>	Students who double major in Interaction Design & Interactive Development choose + 3 modules + Theory

3RD YEAR

120 Credits

COMPULSORY	Credits	MAJOR SUBJECTS (40 Credits each)	MODULES (5 Credits each)
Visual Culture	15	Continue with your single major	+ 9 modules (pg 45)
Professional Practice	5		
Interaction Theory	10	Continue with your double major	Students majoring in Interaction Design and Interactive Development (80 + 10 Credits)
Product Design Theory	10		
Research Practice	5		+ 1 Module (25 Credits)

Please note that prerequisites are applicable to certain modules. Selected Modules and/or Focus Areas require a minimum student enrolment. For more information please visit www.openwindow.co.za/yearbook

MODULES AVAILABLE ON 2ND YEAR LEVEL

SCHOOL OF CREATIVE TECHNOLOGIES

TERM 1	Wireframing (XD 201) SEO & General Optimisation (DV 201) Manufacturing Techniques (ID 201)
TERM 2	Information Architecture (XD 202) Unit Testing (DV 202) Industrial Design Drawing (ID 202) Creative Computing: Introduction (CC 202)
TERM 3	Design Systems: Interface Techniques (XD 203) Android: Introduction (DV 203) CAD & Product Design (ID 203) Creative Computing: Tactile Interfaces (CC 203)
TERM 4	Design systems: Behaviours & Patterns (XD 204) iOS: Introduction (DV 204) CAD & Product Design: Advanced (ID 204) Creative Computing: Internet of Things (CC 204)

OW reserves the right to postpone or cancel any academic programme or tuition advertised or offered and included herein should there be insufficient demand/enrolment for any particular academic programme. Please note that OW's Academic Committee holds a Programme Review meeting annually in Term 3. OW reserves the right to revise the academic programme and structure annually.

MODULES

MODULES AVAILABLE ON 3RD YEAR LEVEL

SCHOOL OF CREATIVE TECHNOLOGIES

TERM 1	UXD: Writing for UX (XD 301) Android: Introduction (DV 301) Biomimicry (ID 301) Creative Computing: Smart Objects (CC 301)
TERM 2	UXD: Research Methods (XD 302) Android: Expanded (DV 302) Small-Scale Production (ID 302) Creative Computing: Wearable Technology (CC 302)
TERM 3	UXD: Lean UX (XD 303) iOS: Introduction (DV 303) Automotive Design (ID 303)
TERM 4	UXD: Documentation & Presentation (XD 304) iOS: Expanded (DV 304) Product Launch (ID 304) Software Methodologies (CC 304)

For more information, please find our **2022 Yearbook** on openwindow.co.za.

Student work by ANGELIQUE RANDELL

Bachelor of Arts

HONOURS VISUAL COMMUNICATION

POSTGRADUATE DEGREE

The Open Window's honours degree is offered at NQF level 8 and consists of 120 credits. The duration of this programme is one year full-time study or two years part-time study. The degree, follows a practice-based methodology and comprises both practical and theoretical components.

This qualification is intended for students aiming to advance their knowledge of, and consolidate and improve their portfolio and skills in, the fields related to Visual Communication, Creative Technologies, Film Arts, Animation Arts, and the areas of specialisation included within those fields.

This honours degree programme is tailored to allow the student to investigate a specific area of specialisation, and is relevant to the student wanting to:

- + further their studies
- + develop their specialisation
- + gain new skills
- + gain independent research experience
- + expand their portfolio

The components of the course (*120 credits*) include:

Fundamental Subjects:

Research Methodologies (10 credits)

Critical Discourses (10 credits)

Core Subjects:

Research paper (40 credits)

Creative practice (60 credits)

The programme aims to lead students through an inquisitive process of reflection on and engagement with the fusing of discourse and practice in order to yield well-rounded, articulate and highly skilled creative professionals. The development of practical abilities and techniques suitable to a specific concept of research results in a body of work which is exhibited at the end of the year.

FULL TIME:

1 Year Duration, NQF Level 8 (120 credits)

PART TIME:

2 Year Duration, NQF Level 8 (120 credits)



CERTIFICATE PROGRAMMES

CERTIFICATES

Open Window's certificates provide participants with essential practical skills in their particular area of study. These courses are tailored to provide essential and appropriate skill sets relevant to the design, photography, film and animation professional industries. The programmes are presented by industry experts and provides learners with hands-on professional skills. The duration of these programmes is one year full time study. Minimum entry requirements to register include a pass on National Senior Certificate (Grade 12) and basic computer literacy.

In February 2017, The Open Window (Pty) Ltd was awarded full MICT Seta accreditation for all One Year Certificates in terms of the ETQA Regulations N°: R1127 of 1988 of the SAQA Act 58 of 1995.

ONE YEAR CERTIFICATES

PHOTOGRAPHY *NQF LEVEL 4*

DESIGN TECHNIQUES *NQF LEVEL 5*

DESIGN TECHNIQUES *NQF LEVEL 5*

FILM & TV PRODUCTION *NQF LEVEL 5*

3D ANIMATION & VISUAL EFFECTS *NQF LEVEL 5*

*For more information, please find our **2021 Yearbook** on openwindow.co.za.*

(NQF LEVEL 4) SAQA ID: 73298

PHOTOGRAPHY

The FET Certificate course in Photography introduces students to the essential elements of photography. This course emphasises the development of technical skills that are then applied in practical projects. The focus on photography related software applied to photographic genres such as portraiture, architectural photography and product photography provides students with relevant industry skills. Practical skills acquired during the course culminate in the development of a portfolio that students may use to enter the job market.

MODULES

- + Adobe Photoshop (Basic)
- + Adobe Photoshop (Intermediate)
- + Photoshop Post-production (Basic)
- + Photoshop Post-production (Intermediate)
- + Camera Foundation
- + Creative Lighting (Basic)
- + Creative Lighting (Intermediate)
- + Elements & Principles of Design
- + Lenses & Perspective
- + Studio Portraiture
- + Architectural Photography
- + Product Photography
- + Portfolio

DURATION

128 Credits = 1 year of study

(NQF LEVEL 5) SAQA ID: 90721

DESIGN TECHNIQUES

FOCUS: COMMUNICATION DESIGN

The Certificate course in Design Techniques introduces students to fundamental aspects of Graphic Design. The elements and principles of design are explored and applied in projects throughout the course. Students gain industry related software skills and develop their practical abilities through the exploration of key design areas including typography, illustrated type, identity design and layout. Practical skills acquired during the course culminate in the development of a portfolio that students may use to enter the job market.

MODULES

- + Adobe Photoshop (Basic)
- + Adobe Photoshop (Intermediate)
- + Adobe Illustrator (Basic)
- + Adobe Illustrator (Intermediate)
- + Adobe InDesign (Basic)
- + Adobe InDesign (Intermediate)
- + Elements & Principles of Design
- + Colour Theory
- + Typography
- + Illustrated Type
- + Identity Design
- + Layout Design
- + Portfolio

DURATION

120 Credits = 1 year of study

(NQF LEVEL 5) SAQA ID: 90721

DESIGN TECHNIQUES

FOCUS: USER INTERFACE DESIGN

The Certificate course in Design Techniques focusing on User Interface Design is an entry level qualification that introduces students to fundamental aspects of user interface design, user experience design and design that is responsive for digital interfaces. The elements and principles of design are explored and applied in projects throughout the course. Practical skills acquired culminate in a portfolio with which students can enter the job market. Further study/practice will be required for these fields.

MODULES

- + Wireframing Basic
- + Prototyping Basic
- + UI Design Basic
- + Wireframing Intermediate
- + Prototyping Intermediate
- + UI Design Intermediate
- + Elements & Principles of Interaction Design
- + Colour Theory in User Interface Design
- + Typography in User Interfaces
- + Animation in Interaction Design
- + Responsive user Interface Design
- + Design Systems
- + Portfolio 1
- + Portfolio 2

DURATION

128 Credits = 1 year of study

We offer an immersive exercise experience to all of our customers. Our exercise programs are orientated around our future and incorporate smart technology so that you can get the best out of your workout.

BEGIN MY FITNESS JOURNEY

ABOUT US

Peak Performance aims to give you a completely new and reworked exercise experience unlike anything you have ever experienced before. Our high intensity training programs integrate the best new technology like virtual reality and others. Peak Performance offers you the future of fitness...

LEARN MORE

Student work by **AZELDA OLIVIER**

(NQF LEVEL 5) SAQA ID: 58394

FILM & TV PRODUCTION

The National Certificate in Film and Television Production is aimed at providing a solid foundation for intrepid independent filmmakers looking to gain the knowledge to initiate their own film projects as well as those looking for a skill-set with which to enter the film industry. You will acquire the skills necessary to handle DSLR camera equipment, solve basic lighting, sound, production and post-production processes and gain the experience to realise basic ideas on screen.

MODULES

- + Film Terminology
- + DSLR Cinematography
- + Film Editing
- + Audio for Film
- + Screenwriting
- + Production design
- + Pre-production & visualisation
- + Film Production

DURATION

122 Credits = 1 year of study

(NQF LEVEL 5) SAQA ID: 57607

3D ANIMATION & VISUAL EFFECTS

The National Certificate in 3D Animation and Visual Effects aims to equip students with the essential knowledge needed to perform in the 3D & VFX industry. The course investigates a range of Animation fundamentals, such as 3D visualisation, character animation, rendering and compositing techniques. In addition, the course also introduces the student to VFX production and the latest game technology.

MODULES

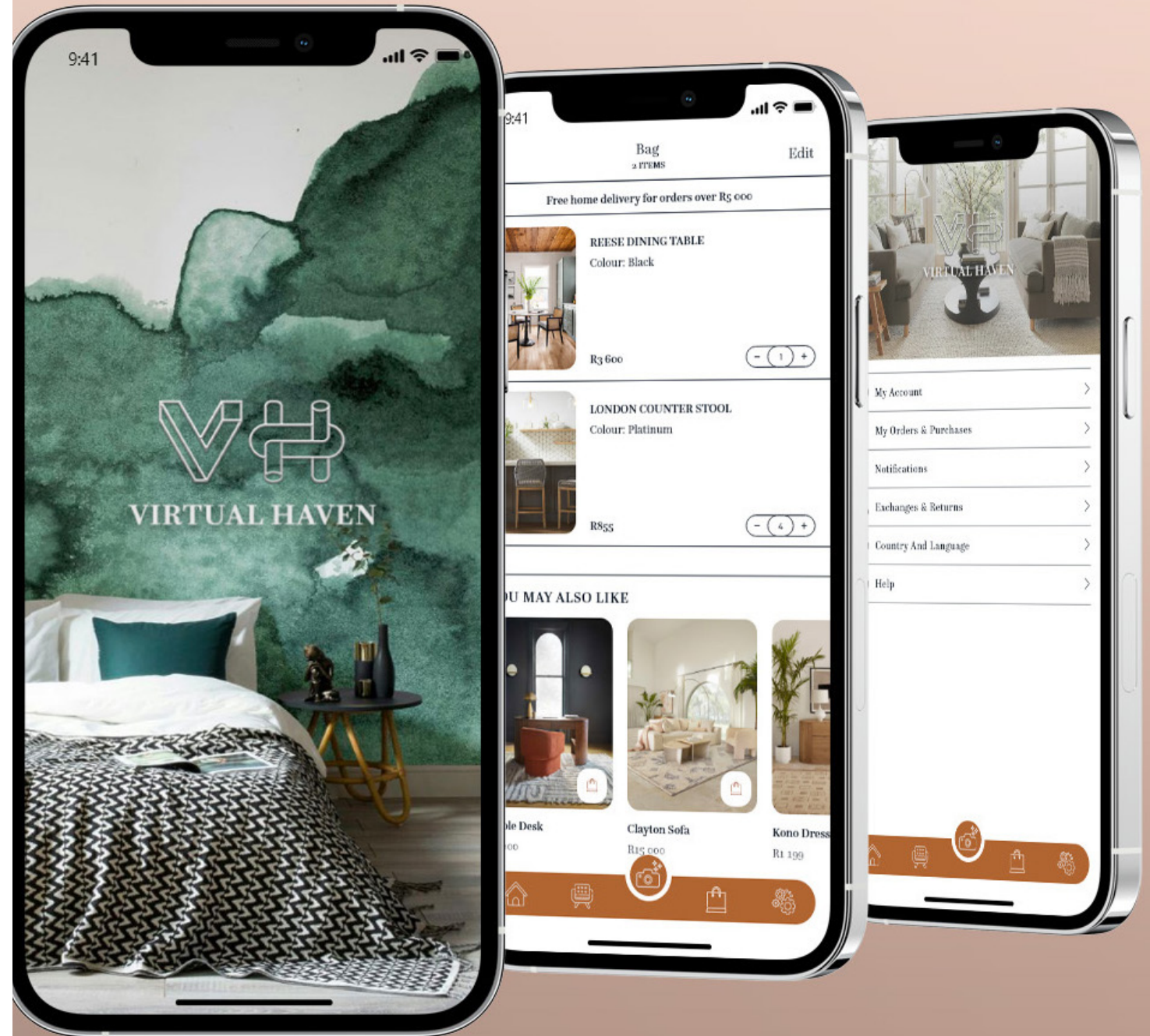
- + Introduction to 3D Technology
- + 3D Rendering Techniques
- + 3D Concept Development
- + 3D Animation Production
- + Performance Animation
- + Introduction to Game design
- + Game Development & Scripting
- + Introduction to Motion Graphics
- + Compositing & Visual Effects
- + 3D Animation Workflow

DURATION

147 Credits = 1 year of study

After successful completion of a Certificate program, students can apply to advance to a **Degree at Open Window**.

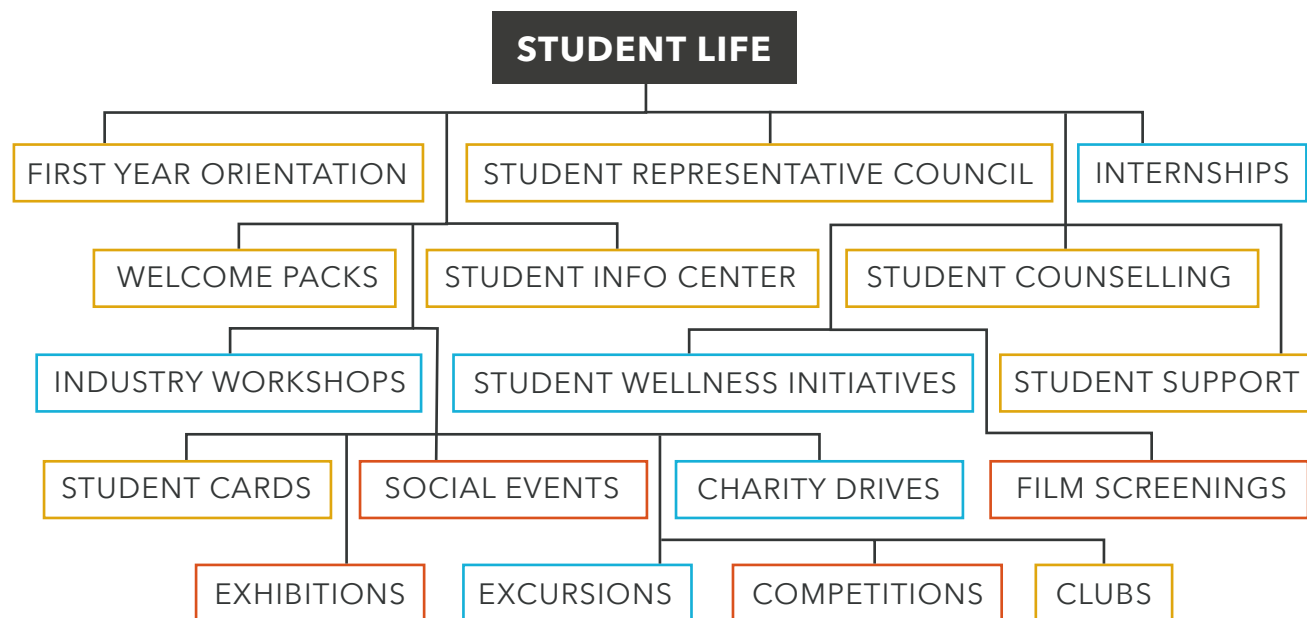
PLEASE NOTE: Students who pass the OW certificates are not guaranteed entry into the degree programme. Standard undergraduate admission requirements are still applicable when applying for the degree programme.



OPEN WINDOW

STUDENT LIFE

There is nothing more stimulating to a bright young individual than the quirks, questions and acceptance of one's peers. Open Window provides platforms for social activity and interaction, whether through ideas or sports clubs, study groups or even just taking in a bit of sunshine together in the communal areas on campus. It is after all these relationships that we come to rely on professionally as well as in our personal lives.



FIRST YEAR ORIENTATION

Our OW Orientation process is exclusively for our first year students and is designed to familiarise them with the campus, our academic programmes, important administrative procedures as well as our support structures. OW Orientation is a time of team building, laughter and fun. Students are encouraged to get to know each other and set a solid foundation and support system for the academic years ahead.



STUDENT SUPPORT

Open Window places a premium on both the academic and emotional well-being of its students. The Student Support Department works closely with students and parents to ensure the successful completion of academic courses.

The following areas form part of Open Window's Student Support:

- + Qualified Student Counsellors to assist with emotional health as well as study skills support
- + The Student Representative Council
- + OW Clubs
- + A Student Administration Portal
- + The Student Information Centre

For more information email:
studentsupport@openwindow.co.za

Visit our website: www.openwindow.co.za



MEET OUR SRC CREW!

The SRC is a student elected council constituted of senior current registered students. Its aim is to look after the needs and interests of the OW registered student body and to take ownership of the student culture in ways that will enhance student life and support the quality of education. The goal of the SRC is to promote participation amongst Open Window students.

SRC members engage in the planning and management of events, such as Open Days, End Year Exhibitions and OW Orientation Week. They also take responsibility for on-campus events such as parties and socials that add to and enrich student life. Working closely with the Heads of Schools and OW Management, the SRC members themselves gain valuable experience in leadership, management and coordination skills that will serve them well in their future professional positions.

SRC COORDINATOR:

Gabriel Marchand

STUDENT SUPPORT:

Amogelang Mashinini

SRC PRESIDENT:

Jarred Karp

STUDENT SUPPORT:

Jessica-Ann van Rensburg

VICE PRESIDENT:

Nicole Thackwray

1st YEAR SHADOWING PORTFOLIO PRESIDENT:

Ben-Nathan Ras

STUDENT SUPPORT:

Takalani Mafumo

Visit our website: www.openwindow.co.za

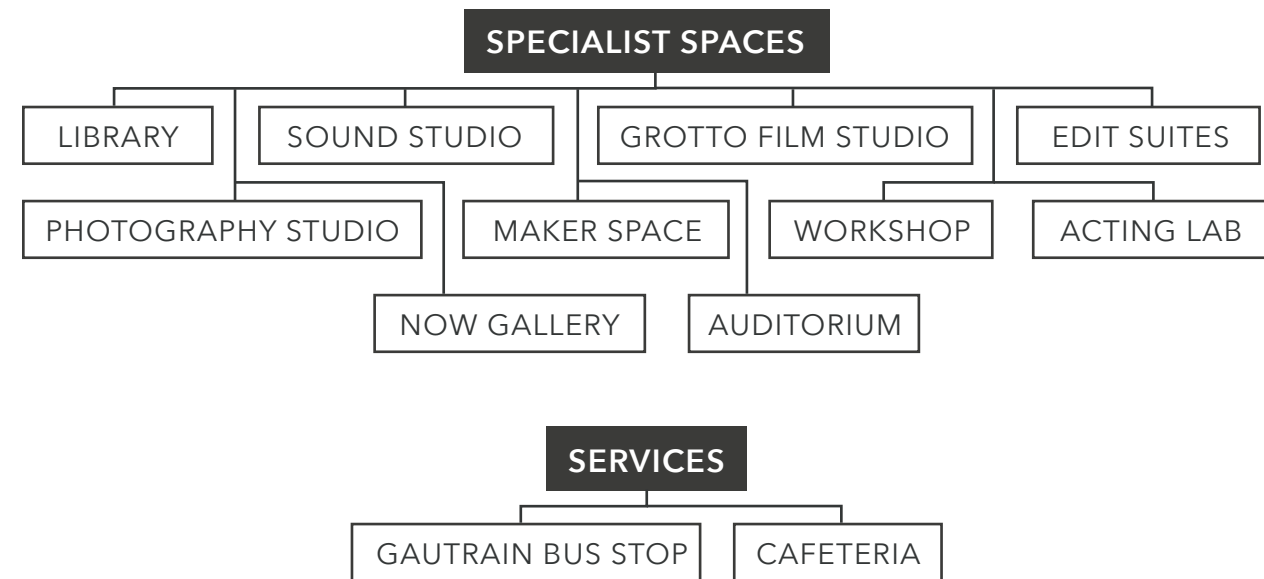
OPEN WINDOW

STUDENT REPRESENTATIVE COUNCIL



OPEN WINDOW CAMPUS

The Open Window campus is designed to offer students diverse spaces in which to build friendships and camaraderie. Secure parking, a Gautrain bus stop outside Open Window’s main entrance, internet connectivity throughout campus, and seated areas on campus under the leafy trees within the beautiful suburb of Southdowns makes the campus an ideal work and social space for students to build relationships with their peers and explore their creativity.



OPEN WINDOW CLUBS

QUEER PEERS

Queer peers provides a creative space for persons who identify with LGBTQIA. A space to express themselves, raise awareness around gender issues and mingle with like-minded students and friends of the LGBTQIA community.

ECO CLUB

We are a collective of students, staff and like-minded eco warriors who aims to create a culture of sustainability, recycling and various other initiatives that is ultimately intended to teach fellow students and staff about various eco initiatives.

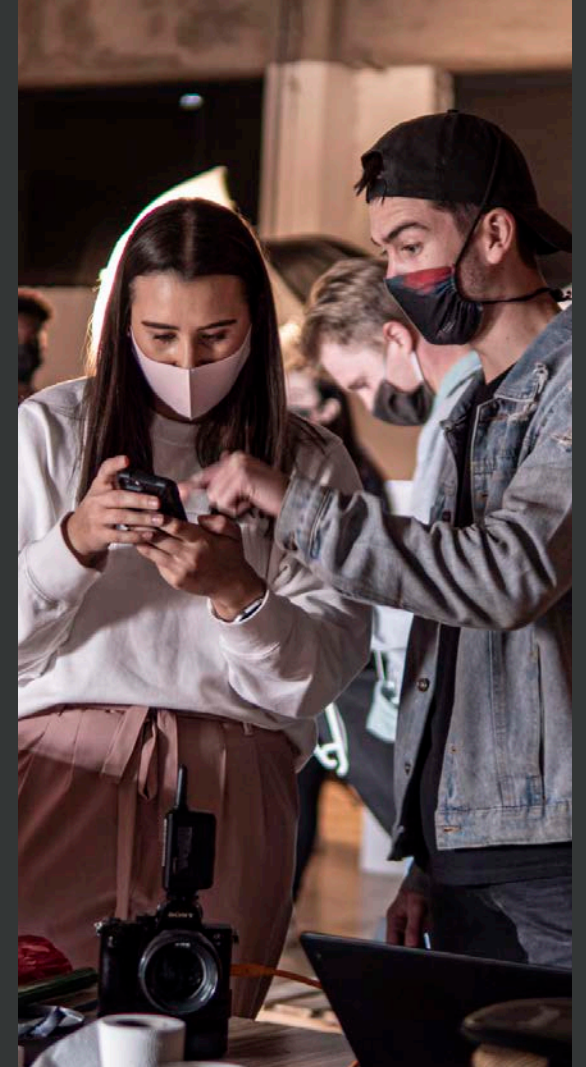
HORROR CLUB

The OW Horror Club is run by horror fanatics for horror enthusiasts, with screenings that run the gamut from the viscerally disturbing to the truly terrifying. The club focuses on showing lesser known horror gems from across the globe.

LEVEL UP

Queer peers provides a creative space for persons who identify with LGBTQIA. A space to express themselves, raise awareness around gender issues and mingle with like-minded students and friends of the LGBTQIA community.

And many more like Open Window’s very own E-Sports team, **Valiance!**



For further information on joining or starting a club, kindly contact:

@studentsupport@openwindow.co.za

PLEASE NOTE: First year students have the opportunity to start their own clubs with help from the SRC.

MEET OUR STUDENT ADVISORS

Our team of **Student Advisors** collectively hold over 40 years experience within the private higher education sector. Receive career guidance on career goals, qualification information, job opportunities, entrance requirements, financial support via discount, loans & bursaries, portfolio requirements, equipment, accommodation planning and application as well as registration information.



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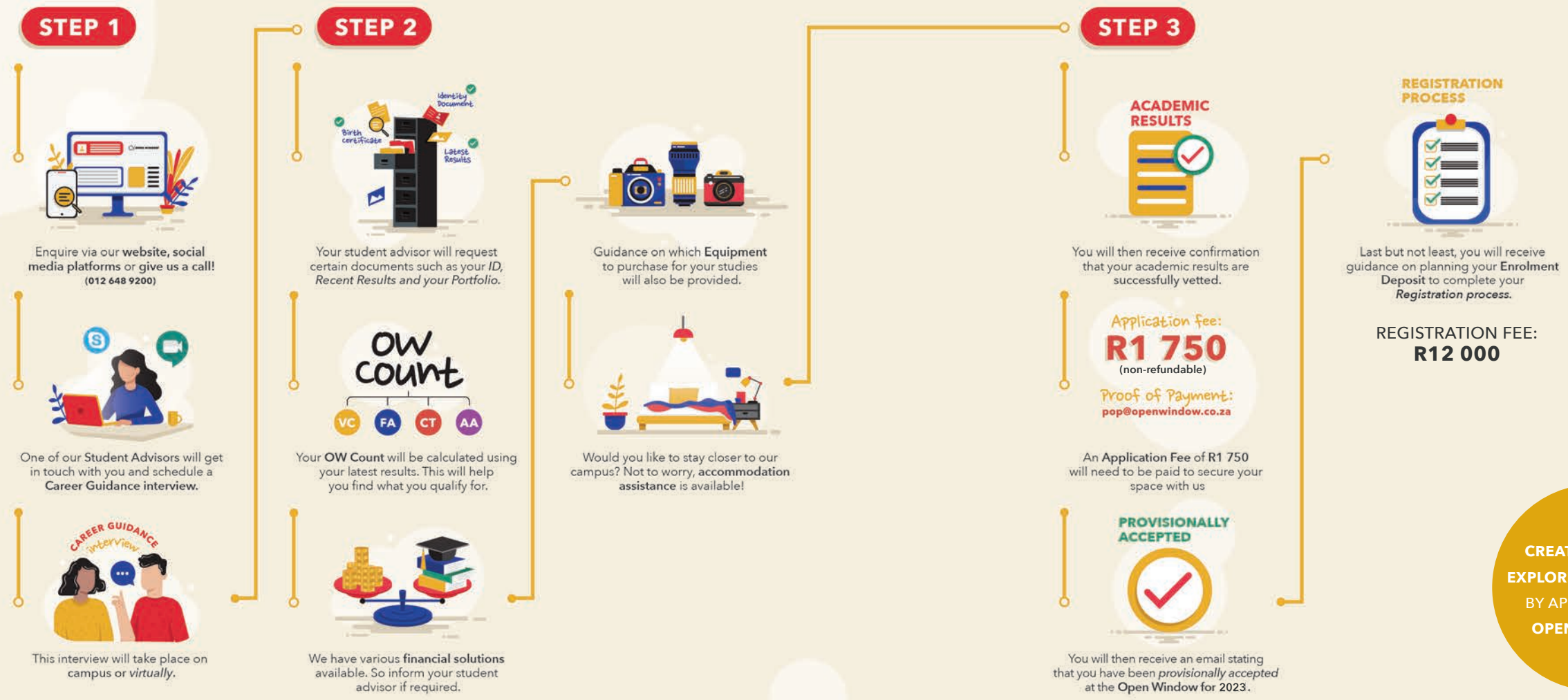
OCTAVIAN STEYN
octavian@owbusiness.co.za
078 286 2989



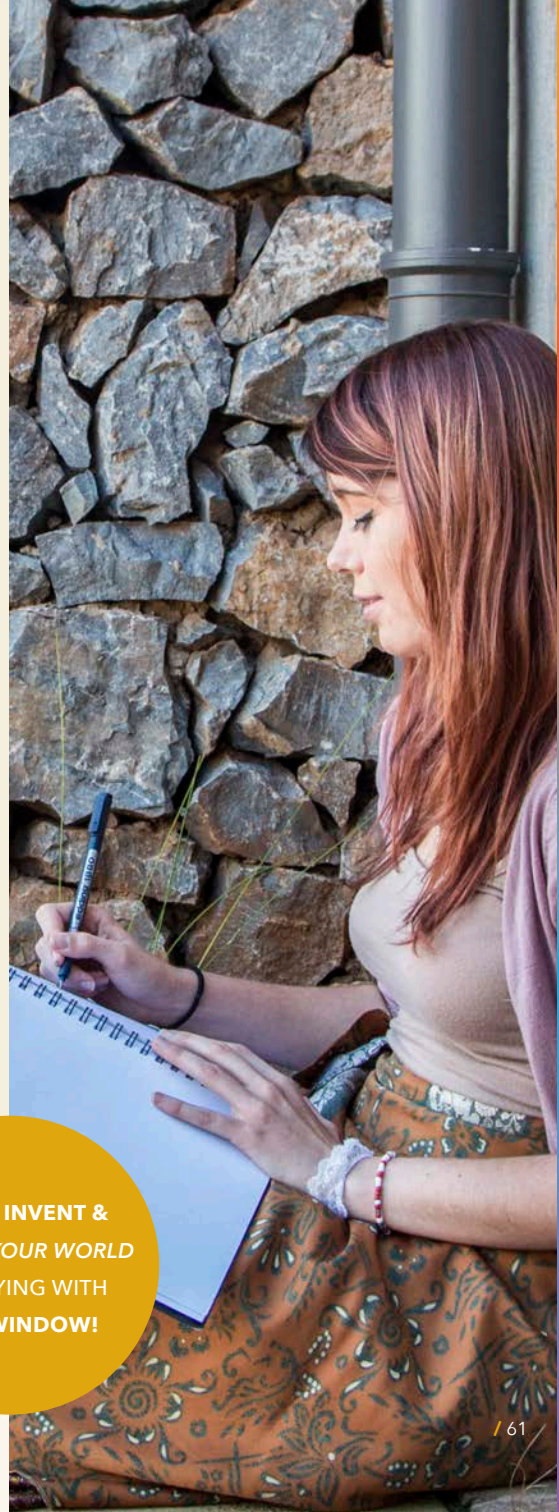
CHANTELL RICHARDS
chantell@openwindow.co.za
065 816 7684

STARTING YOUR JOURNEY WITH OPEN WINDOW

We at Open window pride ourselves in making sure that you are accommodated from the very start of your application process. Below are *three easy steps* that may assist your expectations when starting the first chapter of your creative journey.



CREATE, INVENT &
EXPLORE YOUR WORLD
BY APPLYING WITH
OPEN WINDOW!



A Step-By-Step Guide

In order to qualify for admission to one of the degree programmes, please take note of the following minimum requirements:

CERTIFICATE ADMISSION REQUIREMENTS

- National Certificate: Film & Television Production
- National Certificate: 3D Animation & Visual Effects
- National Certificate: Design Techniques
(Communication Design Focus)
- National Certificate: Design Techniques
(User Interface Design Focus)
- FET Certificate: Photography

DEGREE ADMISSION REQUIREMENTS

- Bachelor of Arts in Visual Communication Design
- Bachelor of Film Arts
- Bachelor of Creative Technologies

- + National Senior Certificate (or Senior Certificate if obtained prior to 2008)
- + For non-South African Certificates (i.e Cambridge), a SAQA letter needs to be provided verifying the Certificate's NQF level
- + English minimum final average of 55%
- + OW Count of 33
- + A portfolio of 6 creative works across any discipline (please contact OW for further information)

- + National Senior Certificate (or Senior Certificate if obtained prior to 2008)
- + For non-South African Certificates (i.e Cambridge), a SAQA letter needs to be provided verifying the Certificate's NQF level
- + Matric with Bachelor pass is not required

- + Mature Age Exemption Candidates, who have reached the age of 23 years and above and hold a senior certificate without the applicable endorsement, may be considered for selection and admission to a programme provided they have obtained a Certificate of Conditional Exemption from Universities South Africa (USAf). All other rules relevant to admission and selection to the OW will still apply.
- + The Internal Open Window Literacy Test will need to be completed by:
 - International Applicants
 - Applicants older than 23 years old with NSC.
 - Applicants holding an NQF level 5 OW qualification

*PLEASE NOTE: Students who pass the OW certificates are not guaranteed entry into the degree programme. Standard undergraduate admission requirements are still applicable when applying for the degree programme.

POSTGRADUATE ADMISSION REQUIREMENTS

Bachelor of Arts Honours in Visual Communication

Relevant undergraduate qualification (NQF 7 level) that includes a theoretical and practical component relating to Visual Communication fields.

- + Preliminary proposal
 - + Motivation
 - + A portfolio indicating practical skills
 - + CV
 - + Academic transcripts conveying academic trajectory and marks allocation
- A selection interview will take place with the applicant

International applicants need to:

- + obtain a letter from SAQA verifying the NQF level of the relevant qualification held by the applicant.
- + obtain at least 55% in the Open Window English Literacy test

OW students applying for the Honours qualification need to obtain a minimum of 65% in either Visual Culture 300 or Film Theory 300 as well as 65% in their practical major. If a student has achieved a mark of 65% or above for Research Practice, then a Film Theory 300 or Visual Culture 300 mark with a minimum of 60% is required in order for the student to gain access to the programme.

For students applying from other institutions, an academic transcript conveying similar subjects and marks will be required. Further information may be requested after the selection interview.

OPEN WINDOW COUNT

The Open Window Count (OWC) is calculated on the same basis as an APS Score.

- + All subjects count towards the OWC (including Life Orientation)
- + For the below list of subjects, allocate 1 (one) additional OWC point per subject if the mark obtained is 50% or more:

+ Visual Art	+ Information Technology
+ Drama & Music	+ Graphic Design
+ Engineering Graphics & Design	+ Dramatic Arts
+ Music	+ History
- + For the below list of subjects, allocate 1 (one) additional OWC point per subject if the mark obtained is 65% or more:
 - + English

OPEN WINDOW COUNT

+ Using the table below, allocate the OWC in accordance with the mark obtained in the subject

Code	NSC Scale of Achievement Rating	%	OW Count
7	Outstanding	80 - 100	7
6	Meritorious	70 - 79	6
5	Substantial	60 - 69	5
4	Adequate	50 - 59	4
3	Moderate	40 - 49	3
2	Elementary	30 - 39	2
1	Not Achieved	29 and below	0

Illustrative Example:

Subject	Result Obtained	OWC	Additional Points	Comments
English	73%	6	1	English above 65%, add an additional point to OWC
Afrikaans	65%	5	0	
Dramatic Arts	52%	4	1	Dramatic Arts above 50%, add an additional point to OWC
Engineering Graphics & Design	66%	5	1	Engineering Graphics & Design above 50%, add an additional point to OWC
Mathematics	71%	6	0	
Graphic Design	69%	5	1	Graphic Design above 50%, add an additional point to OWC
Life Orientation	50%	4	0	
TOTAL	35 OWC		4 Additional Points	
FINAL OWC	39 - Applicant is eligible for Degree Studies			

STEP 1

STARTING YOUR JOURNEY

- + Book an appointment with our Student Advisors (pg 58-59) for a Career Guidance interview.
- + This interview will take place on Campus or virtually.

STEP 2

OFFICIAL APPLICATION

APPLICATION FEE: R 1 750 (non-refundable)

- + Once you have met your student advisor at the Career Guidance interview, he or she will explain the in's and out's of the process.
- + They will require certain documents such as your ID, Recent Results and your Portfolio (which is optional)
- + Your OW count will be calculated using your latest results. This will help you find what you qualify for.
- + We have various Financial solutions available. So inform your student advisor if required.
- + Guidance on which Equipment to purchase for your studies will also be provided
- + Would you like to stay closer to our campus? Not to worry, accommodation assistance is available!

STEP 3

REGISTRATION

REGISTRATION FEE: R 12 000

- + You will then receive confirmation that your academic results are successfully vetted!
- + A Registration fee of R 12 000 will need to be paid to secure your space with us
- + Once this fee is paid, you will receive access to an online registration form to complete.
- + Once you complete the registration form, you will be given access to the Student Portal to view your Proof of Registration and Timetable.

Funding one's education may be a daunting task and we are fully aware of the jumps and hoops that applying for a loan demands. We are pleased to share some helpful news on this front:

- + If you register and settle the full tuition amount (for Level 1) before **31 January 2023** you will save on your total tuition fee.
- + The sooner you pay, the more you save (*Terms and Condition will apply*).
- + This offer includes the **registration fee** of **R 1000** and is based on the First Year tuition costs only.
- + An individual quote can be requested from your Student Advisor for 4 and 5 year study periods on

Below more information on how our Student Loan Facilitator, Student Hero, can assist:

FINANCIAL AID AND DISCOUNT BREAKDOWN

For more information on financial aid and facilitation on student loans, prospective students can get in touch with their Student Advisor to start the process.

The sooner you pay your full tuition fee, the more you save.

This offer is applicable on the total tuition fee including the registration fee. The offer below is based on the 3 Year Study Plan. For all students who have elected a Study Plan longer than 3 Years - an individual quote can be requested from your sales advisor.

We require the following to commence with the above student loan process:

- + R1 750 application fee
- + Student ID and Matric / Highest qualification
- + Completed loan documentation for ABSA and STD Bank

Please visit our website to view our **Fee Structue** (prices are subject to change).

ONLINE SUBMISSION OF APPLICATION

You are welcome to make payments to:

Bank Details

The Open Window
Standard Bank
Centurion
Current Account
Account No: 410312266
Branch No: 051001

Please state the **student's name & surname** as the payment reference and email to pop@openwindow.co.za.



APPLICATION TO TRANSFER FROM ANOTHER INSTITUTION (CAT)

Learning resulting from formal routes will normally be recognised via Credit Accumulation and Transfer (CAT). Students who studied at other South African tertiary institutions and wish to transfer to OW must follow the application procedures for new students. CAT applications cost R1200 for new students. A student may receive CAT for a maximum of 50% of the credits they completed at their prior institution. The student must submit the following documents with his/her application:

- + A completed CAT application form with proof of fee payment
- + The student's full academic records stamped by the institution
- + A certificate of conduct from the previous institution

These subjects must have been passed at a SAQA accredited tertiary institution. The Academic Head, along with the relevant Head of School, will assess the programme content and make recommendations and decide if the student qualifies for transfer of any credits for the courses completed at the previous institution. The student will be informed in writing by the Registrar. For registered students applying for CAT, until such time that the application is formally approved, the student is subject to complete academic tasks and assignments timeously. Please note, an application does not guarantee a successful outcome.

APPLICATION FOR THE RECOGNITION OF PRIOR LEARNING (RPL)

Credit Accumulation and Transfer is not possible when there are no formal credits to transfer. In this case RPL is possible. RPL, as defined nationally by SAQA, applies to informal or non-formal learning only. OW may recognise alternative forms of learning, through RPL as meeting the formal minimum admission requirements. RPL applications cost R1200 for new students, with an administrative time period of 6 weeks required to complete. A student may receive exemption for not more than 50% of the OW qualification applied for. The student will not receive credit for the exempted module/component. The Academic Record will show the words "exempted" against the modules that exemption was granted for. The credits and marks will reflect against the modules the student attended as a normal student.

Open Window welcomes all international students to its culturally diverse environment. Applicants who do not have a South African National Senior Certificate (NSC) or an Independent Examination Board (IEB) qualification and have completed their schooling outside of South Africa and/or through an alternate education system, must submit their school-leaving qualification to the South African Matriculation Board. This board will ascertain whether they have earned matriculation exemption and comply with the requisite criteria for university entrance.

Exemption certificates can only be obtained from Universities South Africa (USAf). All non-South African post-school qualifications need to be evaluated by South African Qualifications Authority (SAQA) for admission to postgraduate studies at South African universities. Applicants applying from abroad will be assisted in completing their selections electronically. Applications are subject to Open Window's selection process.

In addition to the general application requirements, international applicants must submit the following:

- + Certification and qualification endorsement of all qualifications (for qualifications obtained outside South Africa).
- + A valid study permit or proof of permanent residency.
- + A study permit is normally issued for a period of no more than twelve months and it must be renewed after expiry.
- + A study permit is only valid for the course of study for which the original approval was granted.
- + Transcripts of academic records completed at any other educational institution (if any).
- + Certified copies of previously obtained certificates, diplomas or degrees (if any).
- + A certified copy of birth certificate, ID document or passport.
- + Marriage or divorce decree for different surnames.
- + A condensed Curriculum Vitae.
- + RPL applications can take up to 6 weeks to finalise.

2021

LOERIE AWARDS: TOP EDUCATIONAL INSTITUTIONS

1st PLACE - Open Window

We pride ourselves in being named the top creative educational institution across Africa and the Middle East by the Loeries® Annual Rankings in 2021.

Receiving an Award from the Loeries is the highest accolade in creative excellence in Africa as the Loeries® are internationally recognised, included in the Gunn Report and are the only awards endorsed by the Association for Communication and Advertising (ACA), the Brand Council South Africa (BCSA), the Creative Circle (CC), the Commercial Producers Association (CPA), IAB South Africa, the Exhibition Association of Southern Africa (EXSA), the South African Institute of Architects (SAIA), the South African Institute of the Interior Design Professions (IID) and the Public Relations Institute of Southern Africa (PRISA).

2021

LOERIE AWARDS: TOP LECTURER

For over 40 years, the Loeries® has been recognising and rewarding creativity in Africa and the Middle East annually. The Loeries® (a non-profit organisation) has many categories and judging panels across the creative industries – from Agencies to Tertiary Institutions, the Loeries® is the driving force behind recognising, nurturing and promoting creative excellence. The Loeries® is more than just a competition as the Loeries supports the development of the creative industry and welcomes innovative thinking and fresh approaches.

In the 2021 Official Rankings released by the Loeries®, Open Window’s lecturers were featured within the Top Lecturer category:

5th PLACE



Maaike Bakker
Head of School:
Visual Communication

11th PLACE



Nina Torr
Subject Manager:
Illustration

13th PLACE



Sean Viljoen
Subject Manager:
3D Animation

2nd PLACE



Pluto Panoussis
Chief Strategy Officer & FA
Hons: Practical Coordinator

4th PLACE



Morné Venter
Head of School:
Creative Technologies

2021

LOERIES AWARDS: STUDENT AWARDS

Josh McDonald

CRAFT GOLD - Rooted (Own Brand) Mobile Application, General Design

Jack Singer

CRAFT SILVER - 011 Creative Club General Design

Chanel Slabbert

CRAFT BRONZE - What would happen if we went a different route?
Online Film, Short Film & Music Videos

Alexandra Botha-Green

CRAFT BRONZE - Short Animation Explorations of Femininity
Online Film, Short Film & Music Videos

Thomas Walsh, Ruben Venter & Celia Kumpf

CRAFT SILVER - Short Animation Kung Pao
Online Film, Short Film & Music Videos

Arné Boshoff

CRAFT SILVER - Onvermydelik Short Film
Television, Film & Video Crafts

Barnardo Bloem

CRAFT CERTIFICATE - Onvermydelik: Original Music (Television, Film & Video Crafts)

Arné Boshoff

CRAFT CERTIFICATE - Onvermydelik: Original Screenplay (Television, Film & Video Crafts)

Luzanne Potgieter

CRAFT GOLD - Onvermydelik: Cinematography

2021

FILM AWARDS

Tana Pistorius for “Selfspotret”

Nominated for Young African Filmmaker Award at Afrika Film Festival, Leuven, Belgium
Offical selection: RapidLion Film Festival 2021

Arne Boshoff for “Onvermydelik”

Winner: Best South African Student Film at 2021 Jozi Film Festival
Winner: Silver Loerie

Luzanne Potgieter for “Onvermydelik”

Winner: Gold Loerie for Cinematography

Jandre van Heerden for “Die Huis Van My Kinderdae Verbind My Liggaam”

Afrika Film Festival (Belgium 2021)

2021

Luzanne Potgieter for “Doring in My vleys”

Silwerskerm Festival screening
Official selection: Toronto International Women’s Festival

2021

STUDENT GOLD PACK PENDORING AWARDS

Raymon van Niekerk

Project 2 - Finalist certificate for Birds of Paradise

Wian Coetzee

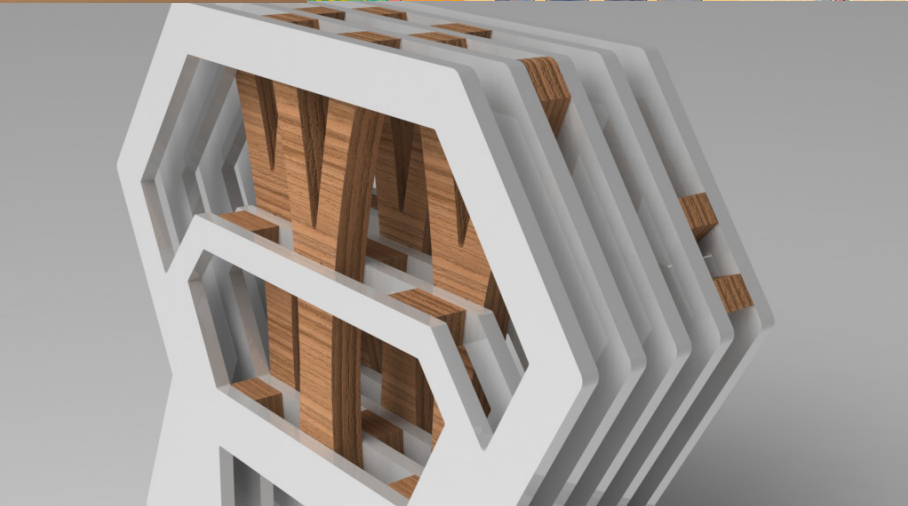
Project 2 - 2nd for Milya

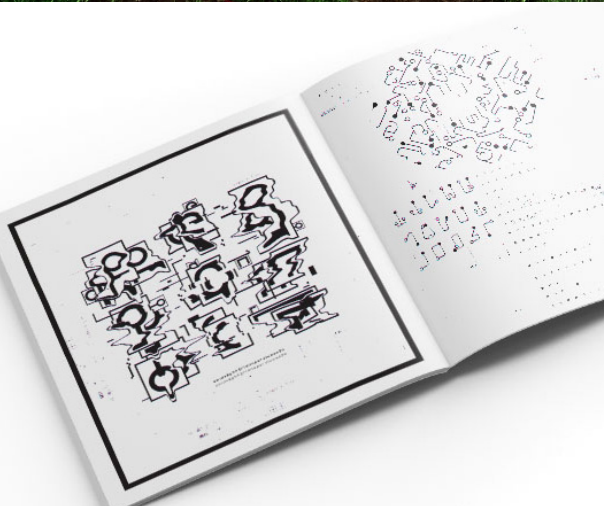
Hannah Warren

Project 2 - 3rd for Koko
With guidance from lecturer Nina Honiball

Wian Coetzee

Silver Pendoring for Bhabalaz Identity Design





OPENWINDOW.CO.ZA

1297 John Vorster Drive, Southdowns, Irene
South Africa 0169

Monday - Thursday: 08:00 - 16:00

Friday: 08:00 - 15:00

For more information, scan this **QR Code:**

