

Enroll for the **Mid-Year Intake** at

OPEN WINDOW JOHANNESBURG

One Decision. 3.5 Years. Two Qualifications.

 / OPEN WINDOW



Begin your **Higher Certificate (HC)** and seamlessly **fast-track into a degree** while you study, specialise as you progress, graduate with **both a HC and a degree in just 3.5 years.**

Bachelor of Arts in
Game Design & Animation

Bachelor of Arts in
Visual Communication Design

Bachelor of Arts in
Creative Technologies

Bachelor of Arts in
Film Arts

Your journey at Open Window from **Higher Certificate to Degree and beyond.**



1. START YOUR HIGHER CERTIFICATE

Begin your studies in **July** at **Open Window Johannesburg.**



2. MID-YEAR FAST TRACK TO DEGREE

HC programme *runs concurrently* with the selected first year level degree components (1.5 years).



3. PROGRESS TO DEGREE SECOND YEAR

After completing the mid-year pathway, *progress to your specialised Degree qualification.*



4. SECOND → THIRD YEAR DEGREE

Students can choose from **four Degrees** based on their specialisation.



5. GRADUATE

You will graduate with two qualifications: **HC + Degree completed in 3.5 years.**



6. POSTGRAD STUDIES

Continue your journey at a Postgraduate level: **Postgraduate Diploma, Honours and Masters.**

HOW TO APPLY

1 Scan this **QR Code** that leads to our **OW website:**



2 Complete the *application online* or contact one of our *admissions advisors.*

3 Get feedback within days and start your creative journey at Open Window!

 **JOHANNESBURG CAMPUS** - 6 Geneva Rd, Blairgowrie, Randburg, 2194

OPENWINDOW.CO.ZA

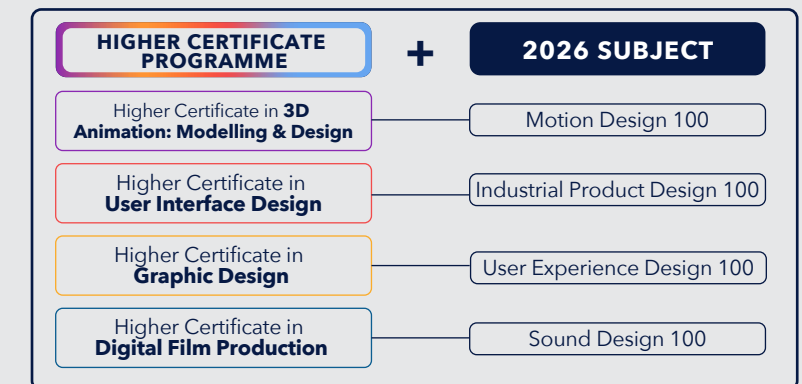
YOUR MID-YEAR PATHWAY AT OPEN WINDOW

SPECIALIST DEPARTMENTS: **VISUAL COMMUNICATION DESIGN** **CREATIVE TECHNOLOGIES** **ANIMATION ARTS** **FILM ARTS**

MODES OF DELIVERY: ★ Virtually-mediated ▲ Campus-mediated ■ Hybrid (rotational campus/virtual-mediation) ● Self-study

RULES OF COMBINATION

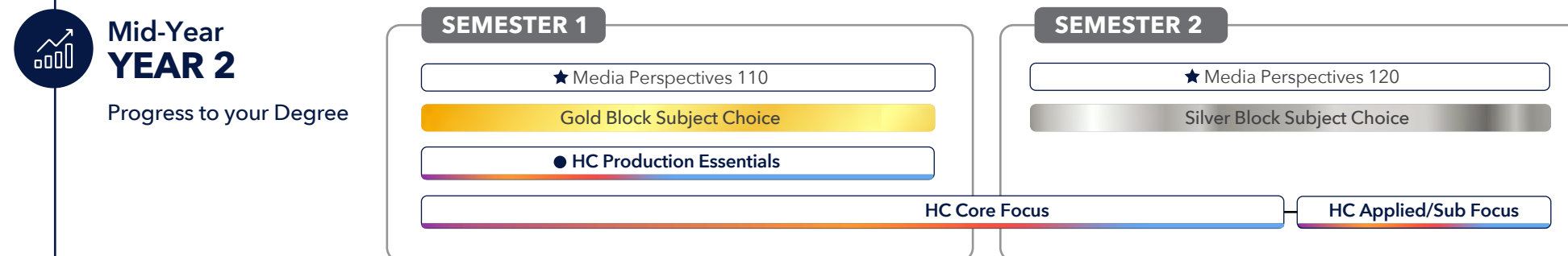
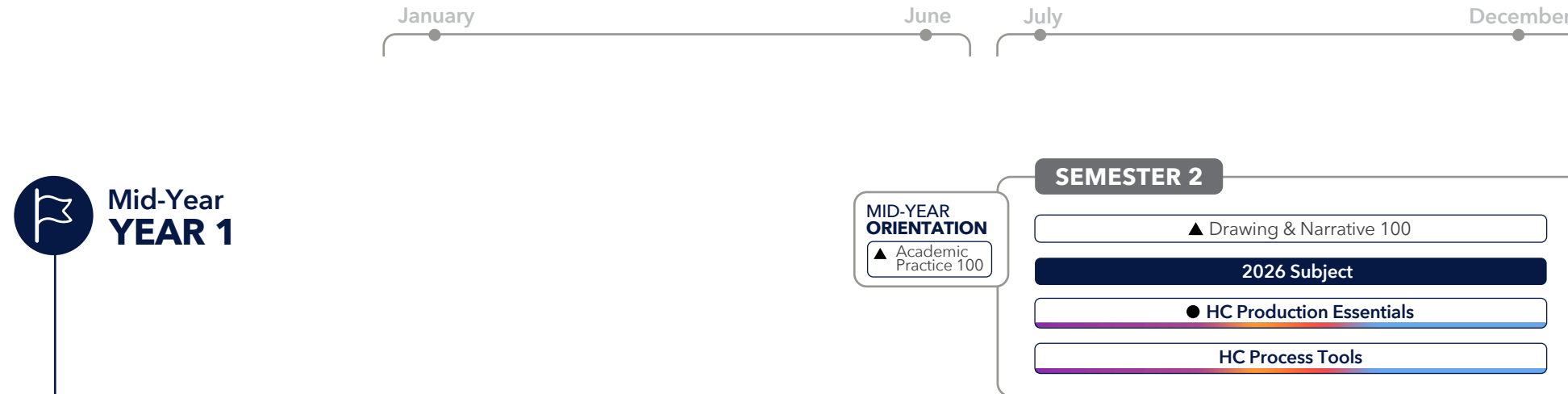
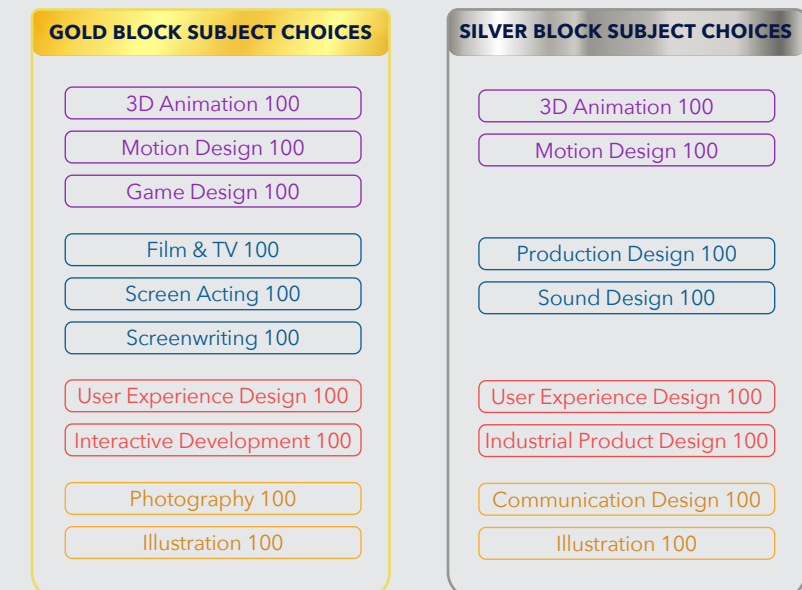
Mid-year YEAR 1 - Begin your HC programme of choice & complete the linked 2026 subject.



*More information found on pg 4 - 7

*All 2026 subjects will be campus-mediated

Mid-year YEAR 2 - Continue your HC & choose 1 Gold Block subject & 1 Silver Block subject.



SPECIALIST DEPARTMENTS: **VISUAL COMMUNICATION DESIGN** **CREATIVE TECHNOLOGIES** **ANIMATION ARTS** **FILM ARTS**

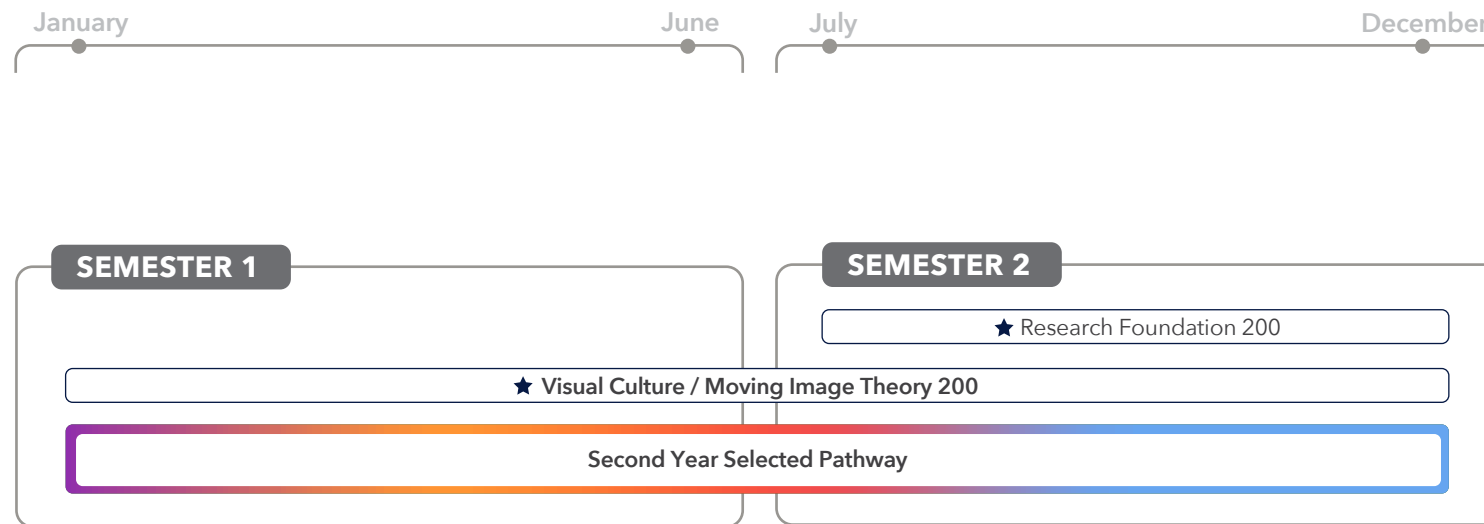
MODES OF DELIVERY: ★ *Virtually-mediated* ▲ *Campus-mediated* ■ *Hybrid (rotational campus/virtual-mediation)* ● *Self-study*

RULES OF COMBINATION



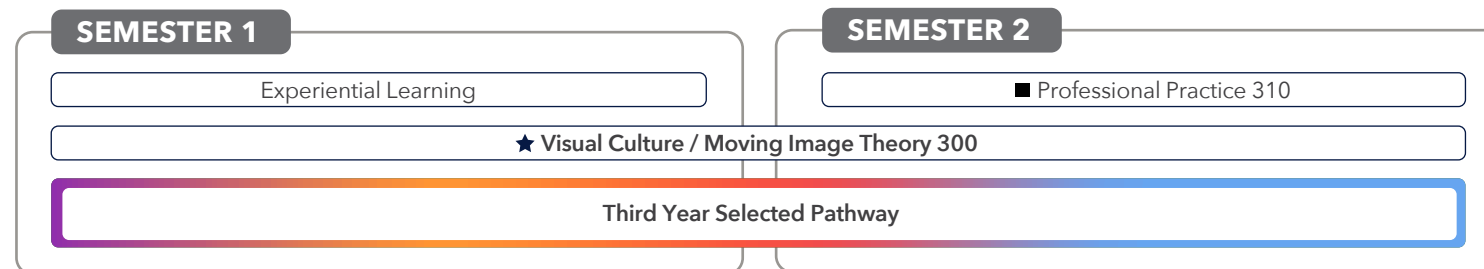
Mid-Year YEAR 3

Second to Third year Degree selection



Mid-Year YEAR 4

Graduate after 3.5 years!



*For the EL component, students must gain workplace experience

Study further and specialise at a Postgraduate level!



MID-YEAR YEAR 5



Mid-year YEAR 3 Pathway choice - From Degree second year level, students can select to follow either a **single or double major pathway**.

OPTION 1
DOUBLE MAJOR PATHWAY

MAJOR 1 + MAJOR 2

OPTION 2
SINGLE MAJOR PATHWAY

MAJOR 1 + FOCUS AREA 1 + FOCUS AREA 2

The major selection will determine the degree programme.

- MAJOR OPTIONS**
- Communication Design
 - Illustration
 - ▲ Photography
 - User Experience Design
 - ★ Interactive Development
 - ▲ Industrial Product Design
 - ▲ Film & Television
 - ▲ Screen Acting
 - Production Design
 - ★ Screenwriting
 - ▲ Sound Design
 - ★ 3D Animation
 - ★ Game Design
 - ★ Motion Design
 - Visual Effects
 - ★ Game Development

- FOCUS AREA OPTIONS**
- ★ 2D Animation 200/300
 - ★ Game Development 200/300
 - ★ VFX 200/300
 - ▲ Cinematography 200/300
 - ★ Creative Writing 200/300
 - ▲ Interactive Audio 200/300
 - Editing 300
 - ▲ Visual Arts 200/300
 - ▲ Creative Computing 200/300
 - ★ Marketing 200
 - ★ Stop Motion 300
 - ★ Creative Administration 300
 - ★ Entrepreneurship 300

Mid-year YEAR 4 Pathway choice - Students can continue with their single major pathway. Students who selected a double major pathway in second year can opt to do a single major pathway in third year.

HIGHER CERTIFICATE IN 3D ANIMATION: MODELLING & DESIGN

AA

HC Production Essentials	3D Production Theory	● <i>Self study</i>
HC Process Tools	3D Software Essentials	★ <i>Virtually-mediated</i>
HC Core Focus	3D Animation: Modelling & Design	■ <i>Hybrid</i>
HC Applied/Sub Focus	3D Animation: Texturing & Post-production	■ <i>Hybrid</i>

REGISTRATION DETAILS

Higher Certificate in 3D Animation: Modelling & Design

HEQC ref: H/PR229/AR013CAN

NQF: Level 5 Credits: 120

Scan here for details on campus offerings, teaching methods, and costs →



CAREERS

3D Modeler
3D Visualiser
Texture Artist
Maker/Tinkerer
Product Designer
(limited to rapid prototyping)
Independent Contractor/Freelance Artist

OVERVIEW

The aim of the Higher Certificate in 3D Animation: Modelling & Design is to provide students with foundational knowledge and skills related to entering the animation industry as a 3D artist. The Higher Certificate in 3D Animation: Modelling & Design will provide essential insights into the potential of furthering one's academic path in 3D animation studies; as well as provide knowledge and awareness of possible career paths within this field.

HIGHER CERTIFICATE PROGRAMME OBJECTIVES

On completion of the HC programme, students should be able to:

- Organise and manage information about the animation medium and its relative pipelines according to specified requirements.
- Recognise, understand and implement the various tools, techniques and methods required for 3D modelling, where emphasis is placed on the correct application of style, volume and presentation.
- Design and develop 2D assets while adhering to an industry-simulated brief.
- Translate 2D concepts into 3D space and present the end product professionally.
- Display a basic practical understanding of the processes of conceptualisation and planning, problem solving, and execution while adhering to specific brief limitations.
- Compile and present work in a professional manner {verbally, visually and written}.



HIGHER CERTIFICATE IN GRAPHIC DESIGN

VC

HC Production Essentials	Graphic Design Production Essentials	● Self study
HC Process Tools	Graphic Design Process Tools	★ Virtually-mediated
HC Core Focus	Graphic Design	★ Virtually-mediated
HC Applied/Sub Focus	Graphic Design Applied	★ Virtually-mediated

REGISTRATION DETAILS

Higher Certificate in Graphic Design
 HEQC ref: H/PR229/AR011CAN
 NQF: Level 5 Credits: 120

Scan here for details on campus offerings, teaching methods, and costs →



CAREERS

Entry-Level Graphic Designer

OVERVIEW

The purpose of the Higher Certificate in Graphic Design is to equip students with an introductory knowledge and broad skills base to enter the creative industry, in areas such as branding, marketing and print design-related fields. The Higher Certificate in Graphic Design aims to provide students with the necessary, relevant and current knowledge and practical skills to produce professional and appropriate design solutions, both in print and on screen for their clients.

HIGHER CERTIFICATE PROGRAMME OBJECTIVES

On completion of the HC programme, students should be able to:

- Think and communicate visually by applying the learnt skills of drawing, visual perception and composition.
- Read, reflect on, understand, and process information from a variety of academic and design sources while demonstrating the standard ability to apply critical thinking skills to structure an academically sound essay/practical project supported by the research of others.
- Demonstrate a broad understanding of the creative industry in terms of business potential, different types of creative specialisations and creative disciplines as professional occupations.
- Display an understanding of the design terminology and fundamental theories, principles and concepts of graphic design.
- Display an understanding and basic competence in the use of relevant design software.
- Display a practical understanding through the conception, planning, problem solving and execution of design problems as presented in a brief.
- Compile and present work in a professional manner (verbally, visually and written).
- Demonstrate the ability to work both individually as well as collaboratively.



HIGHER CERTIFICATE IN USER INTERFACE DESIGN

CT

HC Production Essentials	UID Production Essentials	● Self study
HC Process Tools	UID Process Tools	★ Virtually-mediated
HC Core Focus	User Interface Design	★ Virtually-mediated
HC Applied/Sub Focus	Applied Digital Techniques	★ Virtually-mediated

REGISTRATION DETAILS

Higher Certificate in User Interface Design
 HEQC ref: H/PR229/AR010CAN
 NQF: Level 5 Credits: 120

Scan here for details on campus offerings, teaching methods, and costs →



CAREERS

Junior Digital Designer
 Junior UI Designer

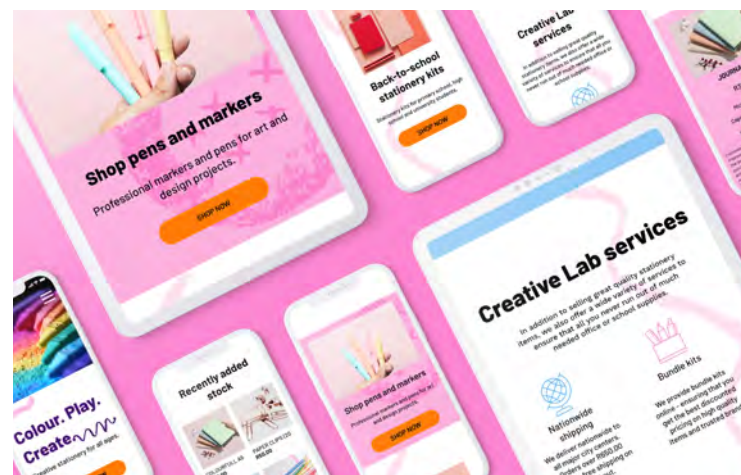
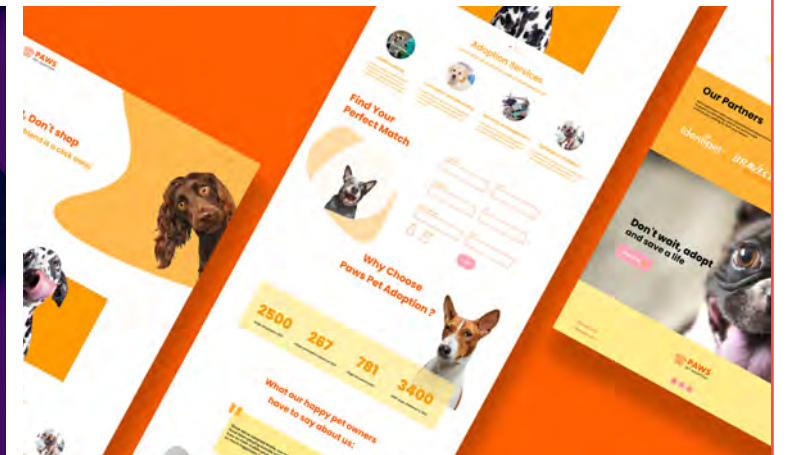
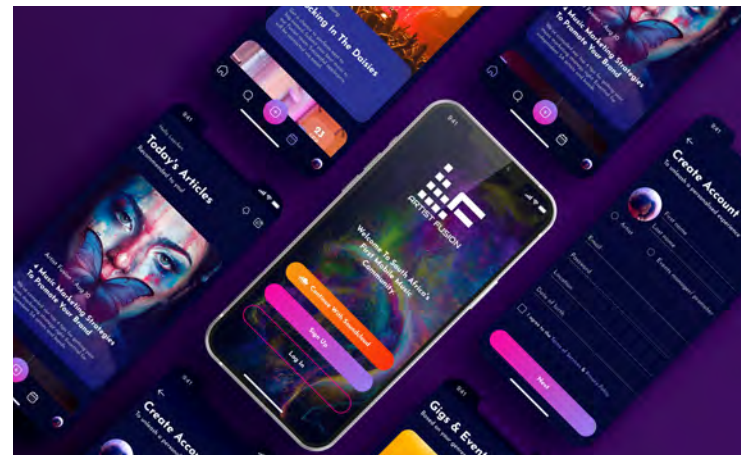
OVERVIEW

The purpose of the Higher Certificate in User Interface Design {UID} is to equip students with the introductory knowledge and skills related to entering the digital product design industry. The Higher Certificate in User Interface Design will provide foundational insights into the potentials of a user interface design-based study and career path. This programme is designed to provide the student with an introductory overview of the entire user interface design process.

HIGHER CERTIFICATE PROGRAMME OBJECTIVES

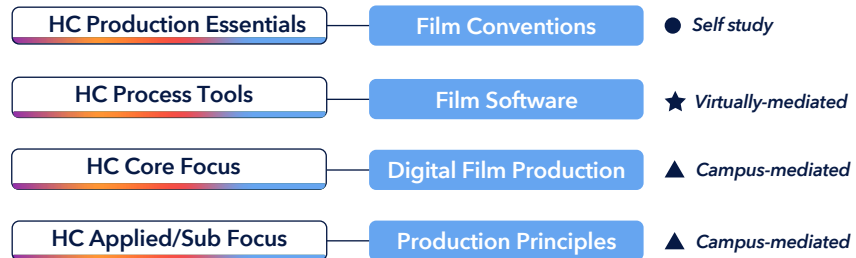
On completion of the HC programme, students should be able to:

- Think and communicate visually by applying the learnt skills of drawing, visual perception and composition.
- Read, reflect on, understand, and process information from a variety of academic and design sources while demonstrating the standard ability to apply critical thinking skills to structure an academically sound essay/practical project supported by the research of others.
- Demonstrate a broad understanding of the creative industry in terms of business potential, different types of creative specialisations and creative disciplines as professional occupations.
- Showcase an understanding of user interface design elements and principles, apply related theoretical perspectives on user interface design to complement the student's practical components, and convey a broad understanding of the workflow and processes involved in user interface design.
- Understand and gain proficiency in different design applications and software programmes unique to user interface design digital workflows, methods and approaches.
- Display a basic level of conceptual, creative and practical thinking approaches to plan and organise the design process effectively in order to complete a project brief.
- Compile and present work in a professional manner (verbally, visually and written).
- Demonstrate the ability to work both individually and collaboratively.



HIGHER CERTIFICATE IN DIGITAL FILM PRODUCTION

FA



REGISTRATION DETAILS

Higher Certificate in Digital Film Production
HEQC ref: H/PR229/AR014CAN
NQF: Level 5 Credits: 120

Scan here for details on campus offerings, teaching methods, and costs →



CAREERS

- Grip
- Researcher
- Set Dresser
- Boom Operator
- Junior/Assistant Editor
- Junior Production Assistant
- Assistant Camera Operator
- Second/Third Assistant Director
- Junior digital film promotional/
Social Media Content Creator

OVERVIEW

The Higher Certificate in Digital Film Techniques aims to introduce students to the core concepts and practices in the film production process. Students will explore the foundational skills associated with pre-production, principal photography (production) and post production, including but not limited to planning, scriptwriting, filming, editing and finishing film content for delivery.

HIGHER CERTIFICATE PROGRAMME OBJECTIVES

On completion of the HC programme, students should be able to:

- Organise and manage information about film or television production activities according to specified requirements.
- Determine film or television resource requirements for specific production processes. Resources include human resources, equipment, materials, tools systems, etc.
- Plan film or television production activities to meet given requirements. Requirements include scope, budget, time, resources, etc.
- Assess film or television production processes against given quality requirements. All phases of production are included.
- Implement film or television production processes as directed in an area of specialisation.
- Control film or television operations according to specified business principles. Operations for a small organisation or a unit/department within a larger organisation are included.

