OPEN WINDOW GUIDE

OPEN WINDOW

Create, Invent & Explore your **World**

VC | CT | FA | AA

2021 - 2022

CONTENTS

ACCREDITATION

The Open Window (Pty) Ltd, is registered as a Private Higher Education Institution with the Department of Higher Education and Training (DHET) for 27 years 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: 99355
+ Bachelor of Arts Honours in Visual Communication - NQF Level 8 (120 credits) SAQA ID: 62991

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 0f 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.

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 student.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 school in design, creative technologies and digital sciences
- Key driver of conceptual thinking
- Curricula inspired by ongoing innovation
- Highest academic standards
- Consistent evolution in line with industry flux and progression
- Specialised and ever-developing disciplines including:
  + Game Design
  + Product Design
  + Film and Animation
  + Photography, Design, and Illustration
  + Interaction Design and Development
- Academic excellence
- Cutting-edge technology
- Industry relevance
- Extensive/global relationships
- A merging of theory and practice which develops future professionals

QUALIFICATIONS

Open Window provides dynamic practice-led education integrating conceptual thinking and academic rigour in the fields of Visual Communication, Film Arts and Creative Technologies. Our lecturers are experts in their field 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.*

CERTIFICATES

1 YEAR

NQF LEVEL 4
SAQA ID: 73298
PHOTOGRAPHY

NQF LEVEL 5
SAQA ID: 90721
DESIGN TECHNIQUES

NQF LEVEL 5
SAQA ID: 58394
FILM & TV PRODUCTION

NQF LEVEL 5
SAQA ID: 57607
3D ANIMATION & VISUAL EFFECTS

DEGREES

3 - 6 YEARS

NQF LEVEL 7
SAQA ID: 60470

Bachelor of Arts:
VISUAL COMMUNICATION DESIGN

Specialising in:
+ Communication Design
+ Photography
+ Illustration

NQF LEVEL 7
SAQA ID: 99355

Bachelor of:
CREATIVE TECHNOLOGIES

Specialising in:
+ 3D Design
+ Interaction Design
+ Interactive Development

NQF LEVEL 7
SAQA ID: 94670

Bachelor of:
FILM ARTS

Specialising in:
+ Film & TV
+ Screenwriting
+ Production Design
+ Screen Acting
+ Sound Design
+ 3D Animation
+ Game Design
+ Motion Design

HONOURS

1 - 2 YEARS

NQF LEVEL 8
SAQA ID: 62991

Bachelor of Arts Honours:
VISUAL COMMUNICATION

Specialising in:
+ Communication Design
+ Product Design
+ Film & TV
+ Screenwriting
+ Production Design
+ Illustration
+ Interaction Design
+ Screen Acting
+ Sound Design
+ 3D Animation
+ Photography
+ Interactive Development
+ Game Design
+ Motion Design

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

Academic Practice: Writes of passage
Media Perspectives: Observing and Understanding
Drawing & Narrative

Software Training: Adobe Bootcamp
Software Training: Premier Pro (only for **FA students**)
Software Training: Blender Basics (only for **AA students**)
Software Training: Solidworks (only for **CT students**)

Software training is linked to the major subject selected.

PRACTICAL SUBJECTS   *Choose 4 of our 14 specialisations leading to major subjects*

+ Communication Design	+ Film & Television	+ 3D Animation	+ Interaction Design
+ Illustration	+ Screen Acting	+ Game Design	+ Interactive Development
+ Photography	+ Production Design	+ Motion Design	+ 3D Design
	+ Screenwriting		
	+ Sound Design		

Refer to **pg 14,24,32,40** for more information

2ND YEAR

COMPULSORY   **MAJOR SUBJECTS**   *Students can choose to* **single major** *OR* **double major**   **MODULES**

Compulsory:
+ Visual Culture
+ Film Theory
+ Film Theory
+ Visual Culture
+ Interaction Theory
+ 3D Design Theory

School of VISUAL COMMUNICATION	School of FILM ARTS	School of ANIMATION ARTS	School of CREATIVE TECHNOLOGIES
Communication Design	Film & Television	3D Animation	Interaction Design
Illustration	Screen Acting	Game Design	Interactive Development
Photography	Production Design	Motion Design	3D Design
	Screenwriting		
	Sound Design		
NB: double majors are only allowed within this Degree & for Motion Design	*NB: double majors are only allowed within this Degree and not across all schools.*	*NB: double majors are only allowed within this Degree and not across all schools.*	*NB: double majors are only allowed within this Degree and not across all schools.*

VC Modules: **Pg 16**
FA Modules: **Pg 26**
AA Modules: **Pg 34**
CT Modules: **Pg 42**

3RD YEAR

COMPULSORY   **MAJOR SUBJECTS**   *Students can continue to* **single major** *OR* **double major**   **MODULES**

Compulsory:
+ Professional Practice
+ Research Practice
+ Visual Culture
+ Film Theory
+ Film Theory
+ Visual Culture
+ Interaction Theory
+ 3D Design Theory

School of VISUAL COMMUNICATION	School of FILM ARTS	School of ANIMATION ARTS	School of CREATIVE TECHNOLOGIES
Communication Design	Film & Television	3D Animation	Interaction Design
Illustration	Screen Acting	Game Design	Interactive Development
Photography	Production Design	Motion Design	3D Design
	Screenwriting		
	Sound Design		
	FOCUS AREA	**FOCUS AREA**	

VC Modules: **Pg 17**
FA Modules: **Pg 27**
AA Modules: **Pg 35**
CT Modules: **Pg 43**

NB Students are allowed to select modules from all schools

Student work by **ASHLEY VIEIRA**

VISUAL COMMUNICATION

BACHELOR OF ARTS
VISUAL COMMUNICATION DESIGN

COMMUNICATION DESIGN

ILLUSTRATION

PHOTOGRAPHY

VISUAL COMMUNICATION is integral to all contemporary media and forms the backbone upon which both the applied arts and fine arts environments are built.

The Open Window VISUAL COMMUNICATION DESIGN programme is a progressive platform for students to explore the disciplines of Communication Design, Photography and Illustration. The programme is designed to offer the graduate a sustainable career 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 approach provides flexibility that promotes broad thinking and interdisciplinary articulation within a student's chosen field of study. Our graduates are able to solve problems in the rapidly developing applied arts arena. Particular emphasis is placed on contextualising creative practices and trends within the relevant discourses of technological, socio-economic, cultural and political contexts in order to ensure that graduates have the ability to contribute as responsible visual communicators.

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

SCHOOL OF: **VISUAL COMMUNICATION**

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 which 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:

+ Professional Illustrator
+ Comic Book Artist
+ Visual Artist
+ Printmaker
+ Storyboard Illustrator

PHOTOGRAPHY

If you are obsessed with getting the right shot, with the right light, at just the right moment, then enrol for this subject.

A photographer is a storyteller, communicating through still images. Photography combines technical skill with a deep appreciation for observation, to express not only what you see, but how you interpret what you see, and the way you want others to experience this. The course involves creative problem solving, and encourages an appreciation for visual communication in order to express a distinct perspective through the photographic image.

CAREERS INCLUDE:

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

Student work by **ELMIEN SMIT**
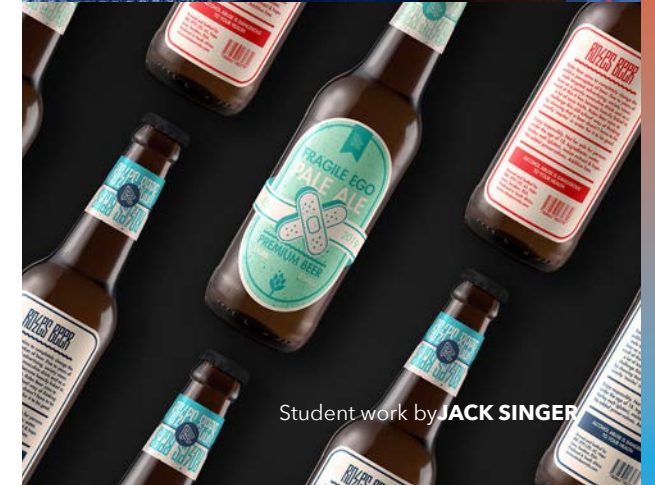
Student work by **JACK SINGER**

Student work by **ASHLEY VIEIRA**

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THREE YEAR DEGREE STRUCTURE

1ST YEAR
120 Credits

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

2ND YEAR
120 Credits

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

3RD YEAR
120 Credits

COMPULSORY	Credits	MAJOR SUBJECTS *(50 Credits each)*	MODULES *(5 Credits each)*
Visual Culture	20	Continue with your **single major**	+ 9 modules
Professional Practice	5	OR	
Research Practice		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

MODULES AVAILABLE ON **2ND YEAR LEVEL**

SCHOOL OF
VISUAL COMMUNICATION

TERM 1
- Vector Techniques (CD 201)
- Printmaking (IL 201A)
- Comics: Character development (IL 201B)
- Post Production: Intermediate (PH 201)
- Marketing Principles (MR 201)
- Figure Drawing Advanced (VA 201)

TERM 2
- Typography (CD 202)
- Illustrated type & image (IL 202A)
- Comics: Genres and Style 202 (IL 202B)
- Video editing for photographers (PH 202)
- Personal Brand Development (MR 202)
- Alternative Drawing & Collage Techniques (VA 202)

TERM 3
- Motion Design for Designers (CD 203A)
- Layout Techniques (CD 203B)
- Abstraction & Context (IL 203)
- Post Production: Advanced (PH 203)
- CV and portfolio (MR 203)

TERM 4
- Design for Digital Media (CD 204)
- Experimental illustration (IL 204)
- Videography for photographers (PH 204)

MODULES AVAILABLE ON **3RD YEAR LEVEL**

SCHOOL OF
VISUAL COMMUNICATION

TERM 1
- Experimental Design (CD 301)
- Contemporary Illustration (IL 301)
- Photoshop Manipulation (PH 301)
- Wearable Objects (VA 301)

TERM 2
- Copywriting (CD 302)
- Illustrated Type (IL 302)
- Lighting on Location (PH 302)
- Brand Activation (MR 302)

TERM 3
- Advertising Practice (CD 303)
- Artist's Book (IL 303A)
- Sequential Art: Visual Communication (IL 303B)
- The Promotional Video (PH 303)

TERM 4
- Infographics (CD 304)
- Illustrated Maps (IL 304A)
- Sequential Art: Planning the Narrative (IL 304B)

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.

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

Student work by **TANA PISTORIUS**

FILM ARTS

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 FILM ARTS 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.

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

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 multiform storytelling.

CAREERS INCLUDE:

+ Screenwriter

+ Script Reader-Editor

+ Feature & TV Series Writer

+ Film Critic

+ Copywriter

+ Novelist

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
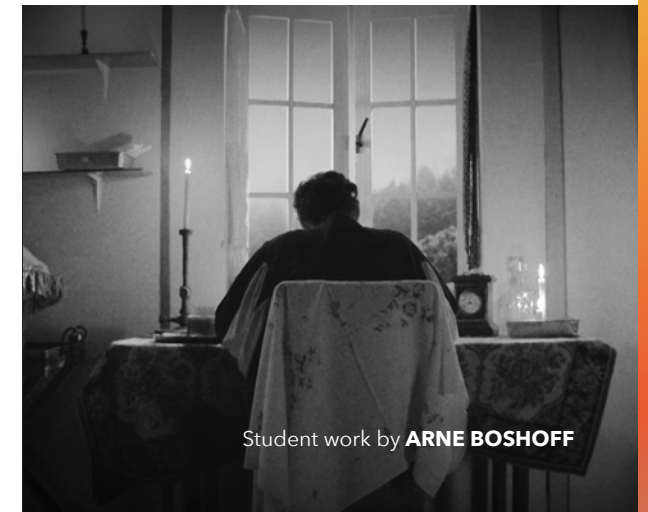
Student work by **ARNE BOSHOFF**

Student work by **JACO DU TOIT**

Student work by **KAYLIN DICKSON**

SCHOOL OF: **FILM ARTS**

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

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

BACHELOR OF:
FILM ARTS

SCHOOL OF: **FILM ARTS**

THREE YEAR DEGREE STRUCTURE

1ST YEAR
120 Credits

COMPULSORY	Credits	CHOICE SUBJECTS *Leading to majors*	
Software Training: Adobe Bootcamp	-	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
Software Training: Premier Pro (only for FA students)	-		
Academic Practice: Writes of passage	10		
Media Perspectives: Observing and Understanding	15		
Drawing & Narrative	15		

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 *NB: double majors are only allowed within this Degree and not across all schools.*	+ 11 modules + 1 module

3RD YEAR
120 Credits

COMPULSORY	Credits	MAJOR SUBJECTS (45 Credits each)	MODULES (5 Credits each)
Film Theory	20	Continue with your **single major** OR	+ 10 modules
Professional Practice	5	Continue with your **double major** OR	+ 1 modules
Research Practice		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

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)
- **Costume, hair & make-up for film** (PD 202)
- Writing for ads & corporates (SW 202)
- Location sound recording (SD 202)

TERM 3
- **Editing and workflow** (FV 203)
- **Acting styles** (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 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 Characters and Dialogue (SW 301)
- Acoustics (SD 301)

TERM 2
- **SFX techniques** (FV 302)
- **Directing actors** (SA 302)
- **Characters & creatures** (PD 302)
- **Developing the story** (CW 302)
- The Television Spec script (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 **2021 Yearbook** on openwindow.co.za.*

Student work by **NADIA DU PREEZ**

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

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
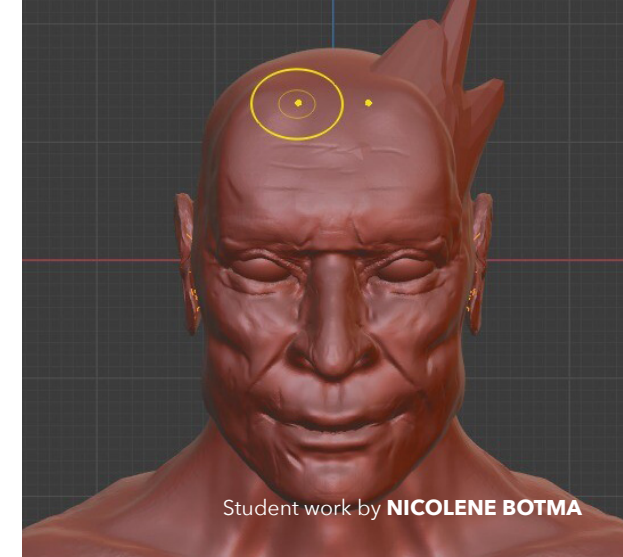
Student work by **NICOLENE BOTMA**

Student work by **CHRISTIAAN DE JAGER**

BACHELOR OF:
FILM ARTS

THREE YEAR DEGREE STRUCTURE

1ST YEAR
120 Credits

COMPULSORY	Credits	CHOICE SUBJECTS *Leading to majors*	
Software Training: Adobe Bootcamp	-	Choose 4: (20 Credits each) **3D Animation** **Game Design** **Motion 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:** Game Design 100 students also need to enrol for 3D Animation 100
Software Training: Blender Basics (only for AA students)	-		
Academic Practice: Writes of passage	10		
Media Perspectives: Observing and Understanding	15		
Drawing & Narrative	15		

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	+ 11 modules
		OR **Select 2** of your 1st year choice subjects for a **double major** option	
		NB: double majors are only allowed within this Degree and not across all schools.	+ 1 module

3RD YEAR
120 Credits

COMPULSORY	Credits	MAJOR SUBJECTS (45 Credits each)	MODULES (5 Credits each)
Film Theory	20	Continue with your **single major**	+ 10 modules
Professional Practice	5	OR Continue with your **double major**	+ 1 modules
Research Practice		OR 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**

SCHOOL OF: **ANIMATION ARTS**

MODULES

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)
- **VFX toolkit** (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.

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 Characters and Dialogue (SW 301)
- Acoustics (SD 301)

TERM 2
- **3D visualisation** (3D 302)
- **Game UI** (GD 302)
- **2D Performance animation** (MD 302)
- The Television Spec script (SW 302)
- Sound perception (SD 302)

TERM 3
- **3D rendering** (3D 303)
- **Game asset creation** (GD 303)
- **3D for Motion Design** (MD 303)
- Writing for Games (SW 203)
- Dialogue Editing & Voice Recording (SD 203)

TERM 4

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

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

BACHELOR OF
CREATIVE TECHNOLOGIES

3D DESIGN
INTERACTION DESIGN
INTERACTIVE DEVELOPMENT

The Bachelor of CREATIVE TECHNOLOGIES degree at Open Window is the first of its kind locally, offering innovative studies in the diverse and rapidly evolving creative technologies fields. This degree programme provides graduates with the opportunity to build sustainable, future-proof careers in dynamic and emerging fields such as Interaction Design, Interactive Development or 3D Design.

The Creative Technologies programme is dedicated to addressing the growing need for digitally literate and technologically advanced industry specialists. Graduates are equipped with strong problem-solving and research skills in order to craft meaningful experiences through digital and physical products and services by focusing on a human-centered design approach.

This qualification is intended for creative thinkers who want to play a part in creating the future!

CREATIVE TECHNOLOGIES

INTERACTIVE DEVELOPMENT

Do you get a rush from solving intricate problems? Are you excited by the idea of programming your own website or building a functional smartphone app? If so, this could be the field for you.

Interactive Development is a specialisation focused on teaching the skills necessary to programme and create a variety of interactive digital solutions including websites and mobile applications. Throughout the course, students are introduced to a variety of programming languages and digital tools that are used to solve real-world problems while considering the needs of the people who will use that software. Other skills include data storage and processing and the ability to integrate both software and hardware. Ultimately, Interactive Developers aim to create intuitive, human-centred systems for the digital age.

CAREERS INCLUDE:

+ Web Developer
+ App Developer
+ Full Stack Developer
+ Systems Analyst
+ Database Administrator

INTERACTION DESIGN

Interaction Design is an ideal subject for students with a flair for pixel-perfect digital design infused with precision, style and creativity!

Interaction Design is a specialisation focused on the conceptualisation and design of interactive products, systems and services unique to the digital age. Throughout the course, students learn to craft beautiful and intuitive user interfaces, develop optimal user experiences through research and testing, and ultimately bring creations to life through pleasurable and effective digital prototypes. This course combines creative visual thinking with complex problem solving to produce digital products such as mobile apps, websites and interactive displays.

CAREERS INCLUDE:

+ Interaction Designer
+ Experience Designer
+ User Interface Designer
+ Usability Analyst
+ UX Designer
+ Web Designer
+ App Designer

3D DESIGN

Are you bursting with ideas, love working with your hands and figuring out how things fit together and know just how to improve them? Then this subject is for you.

The course teaches students to be critical of how products are made and used in a sustainable, social and contemporary context while integrating technology. Three-Dimensional design connects research, creativity, sustainability, innovation, business and user-centered design while introducing students to different materials and manufacturing technologies. This industry could play a prominent role in the environmental, commercial, industrial and public sectors. 3D designers can create a broad range of products, from once-off items to mass-produced goods in complex and efficient systems exploring new technologies.

CAREERS INCLUDE:

+ Product Designer
+ Furniture and Homeware Designer
+ Industrial Designer
+ Retail and Spatial Designer
+ Mould and Tool Designer
+ Production Development Manager
+ Brand Manager
+ Research and Development Manager

Student work by **CAITLYN MOLLER**

We're making things better.

Our nerds are working on making improvements to the website. Check back with us later today.

Need Help? Let's Get in Touch.

WHATSAPP US
EMAIL US
HTTP ERROR 503.

Student work by **GEORGE TRIADAFILLOU**

THREE YEAR DEGREE STRUCTURE

1ST YEAR
120 Credits

COMPULSORY	Credits	CHOICE SUBJECTS *Leading to majors*	
		Choose 4: (20 Credits each)	Please take note of the following co-requisites on Level 1:
Software Training: Adobe Bootcamp	-	**Interaction Design**	
Software Training: Solidworks (only for ID students)	-	**Interactive Development**	Interaction Design 100 and Interactive Development 100 are co-requisites
Academic Practice: Writes of passage	10	**3D Design**	
Media Perspectives: Observing and Understanding	15	OR	
Drawing & Narrative	15	Any other **20 Credit NQF 5** choice subject from another Open Window bachelors qualification.	

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
Interaction Theory	10	OR	1 module + theory
3D Design Theory	10	**Select 2** of your 1st year choice subjects for a **double major** option	OR
		NB: Only double major between Interactive Development and Interaction Design.	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	20	Continue with your **single major**	+ 9 modules
Professional Practice	5	OR	
Interaction Theory	10	Continue with your **double major**	Students majoring in Interaction Design and Interactive Development (80 + 10 Credits)
3D Design Theory	10		+ 1 Module (25 Credits)
Research Practice			

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

MODULES AVAILABLE ON **2ND YEAR LEVEL**

SCHOOL OF
CREATIVE TECHNOLOGIES

TERM 1

Wireframing (XD 201)

MEAN Stack: Mongo DB (DV 201)

Manufacturing Techniques (ID 201)

TERM 2

Information Architecture (XD 202)

MEAN Stack: NodeJS (DV 202)

Industrial Design Drawing (ID 202)

Creative Computing: Introduction (CC 202)

TERM 3

Design Systems: Interface Techniques
(XD 203)

MEAN Stack: ExpressJS (DV 203)

CAD & Product Design (ID 203)

Creative Computing: Tactile Interfaces
(CC 203)

TERM 4

Design systems: Behaviours & Patterns
(XD 204)

MEAN Stack: AngularJS (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 AVAILABLE ON **3RD YEAR LEVEL**

SCHOOL OF
CREATIVE TECHNOLOGIES

TERM 1

UXD: Copywriting for Digital (XD 301)

Android Development: Introduction
(DV 301)

Biomimicry (ID 301)

Creative Computing: Smart Objects
(CC 301)

TERM 2

UXD: Research Methods (XD 302)

Android Development: Expanded (DV 302)

Small-Scale Production (ID 302)

Creative Computing: Wearable
Technology (CC 302)

TERM 3

UXD: Lean UX (XD 303)

iOS Development: Introduction (DV 303)

Automotive Design (ID 303)

TERM 4

UXD: Documentation & Presentation
(XD 304)

iOS Development: Expanded (DV 304)

Product Launch (ID 304)

Software Methodologies (CC 304)

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

Student work by **CHRISTIE SIVERIGHT**

Bachelor of Arts

HONOURS
VISUAL COMMUNICATION

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)

HALF 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*

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.**

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

DESIGN TECHNIQUES

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

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

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

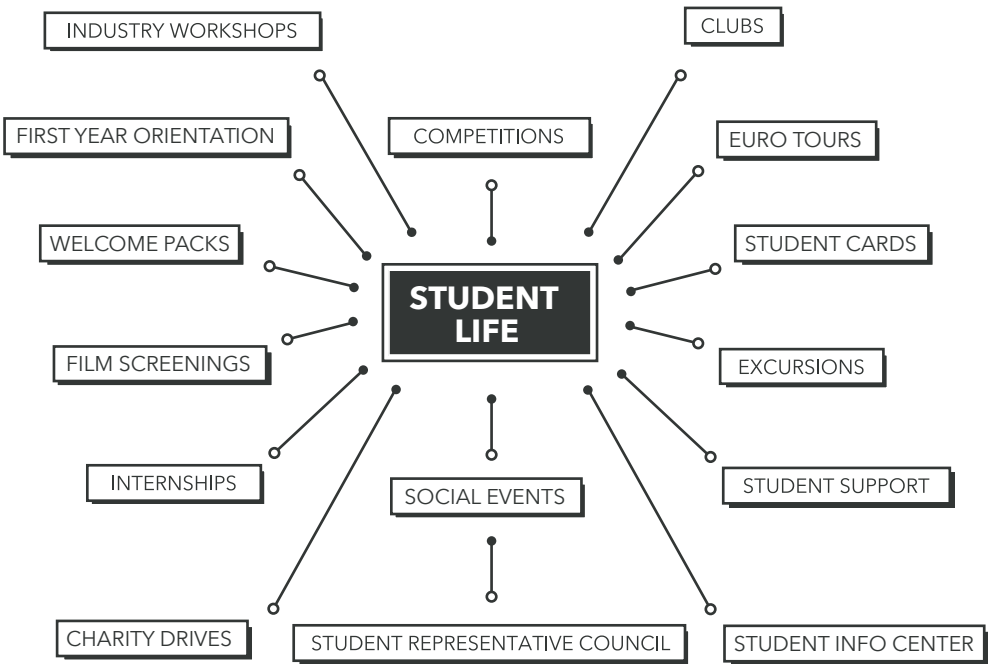After successful completion of a Certificate program, students can apply to advance to a **Degree at Open Window.**

GET IN TOUCH

YOLANDI GERBER
Student Liaison

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.

INDUSTRY WORKSHOPS

CLUBS

FIRST YEAR ORIENTATION

COMPETITIONS

EURO TOURS

WELCOME PACKS

**STUDENT
LIFE**

STUDENT CARDS

FILM SCREENINGS

EXCURSIONS

INTERNSHIPS

SOCIAL EVENTS

STUDENT SUPPORT

CHARITY DRIVES

STUDENT REPRESENTATIVE COUNCIL

STUDENT INFO CENTER

FIRST YEAR ORIENTATION

Our OW Orientation Process is exclusively for first year students and is designed to familiarise students with the campus, lecturers and fellow students. OW Orientation is a time of team building, adventure and plenty of laughs as students get to know each other and set a solid foundation and support system for the academic years ahead.

For more information please email Yolandi at **spacecamp@ow.co.za**.

FIRST YEAR CAMP

Our First Year Orientation Camp is a three day adventure and activities include stargazing, archery, oddball films and drumming circles, amongst other team building exercises. This camp usually takes place just before orientation and sets the tone of orientation week and subsequent start to the academic journey. Please note that our First Year Orientation Camp is an additional cost and not included in the tuition fees. There is also a time constraint when registering due to limited space available.

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:

+ A qualified counsellor is available to assist with time management and/or personal support (zolette@openwindow.co.za)
+ Academic Tutors are available to assist students with studies
+ Student Administration Portal
+ Student Information Center

Visit our website: **www.openwindow.co.za**

STUDENT REPRESENTATIVE COUNCIL

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:
Hesta van den Heever

SOCIAL & EVENTS:
Emil Zendera

PRESIDENT:
Nicole Thackwray

SOCIAL & EVENTS:
Jarred Karp

DEPUTY PRESIDENT:
Zelswa Bezuidenhout

STUDENT SUPPORT AND ADVISORY:
Vincent Anderes

SECRETARY:
Michelle Dexter

**STUDENT SUPPORT AND ADVISORY:**
Ali Rabiei

TREASURER:
Samantha Dolman

Visit our website: **www.openwindow.co.za**

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.
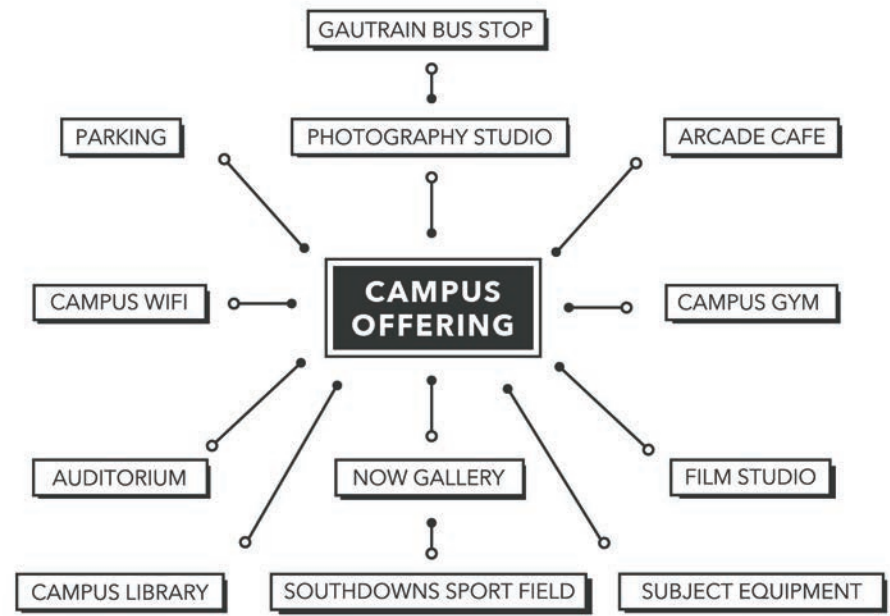
OPEN WINDOW
CLUBS

CLIMBING CLUB

Not only does rock climbing provide physical benefits, such as building endurance, muscle and flexibility, climbing can be beneficial to both the brain and mental health; rock climbing is known to reduce stress and have positive outcomes on mental strength.

ANIMATION CLUB

The club is a celebration of traditional animation which promotes experimentation with various traditional animation techniques to facilitate the expression of ideas in a social space.

OPEN MIC CLUB

Our Open Mic Club aims at creating a safe and friendly platform for our students and staff to come and express themselves by way of some kind of performance. Whether it be spoken word, poetry, music or debate on various topics. Everyone is welcome. We are all friends and colleagues and as such the environment is safe for free expression and creativity, not limited to the digital realm.

WOO CLUB

At the Women of Open Window (WOO) Club, we discuss and share stories around issues that concern women in South Africa and globally. Over coffee or wine, we watch films, debate and discuss all matters concerning the feminine.

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.

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

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 Recruiters collectively hold over **40 years experience** within the private higher education sector. From guidance in choosing the right qualification to make a dream a reality, to assisting with accommodation and student financing, our team is here to answer any questions and make your journey with Open Window one to remember.

MARIKE BOTHA
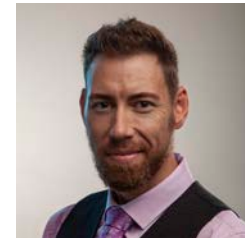(Sales Manager)
marike@openwindow.co.za
081 277 0671

JONATHAN CROSS
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084 676 1367

JASON VAN DER MERWE
jasonvdm@openwindow.co.za
082 704 2960

MPHO TSHABALALA
mpho@openwindow.co.za
072 278 8710

KOBUS VAN NIEKERK
kobus@owbusiness.co.za
082 401 3479

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.**

STEP 1

Enquire via our **website, social media platforms** or **give us a call!**
(012 648 9200)

One of our Student Advisors will get in touch with you and schedule a **Career Guidance interview.**

This interview will take place on campus or *virtually*.

STEP 2

Your student advisor will request certain documents such as your *ID, Recent Results* and your *Portfolio*.

OW count
VC · FA · CT · AA

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

ACADEMIC RESULTS

You will then receive confirmation that your academic results are successfully vetted.

Application fee:
R1 750

Proof of Payment:
pop@openwindow.co.za

An **Application Fee** of R1 750 will need to be paid to secure your space with us

PROVISIONALLY ACCEPTED

You will then receive an email stating that you have been *provisionally accepted* at the **Open Window for 2021.**
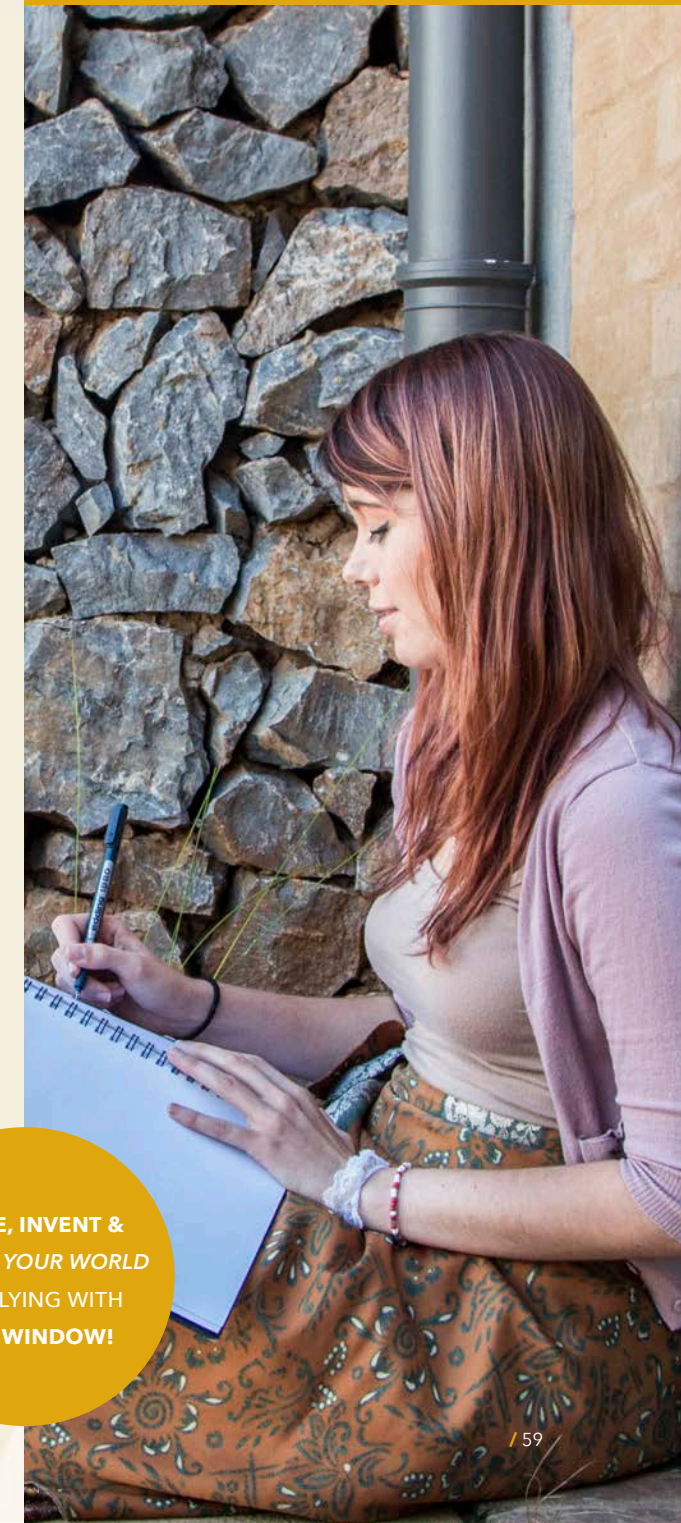
REGISTRATION PROCESS

Last but not least, you will receive guidance on planning your **Enrolment Deposit** to complete your *Registration process.*

REGISTRATION FEE:
R12 000

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

Design Techniques Certificate
FET Certificate in Photography
3D Animation & Visual Effects Certificate
Film & Television Certificate

+ 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 exemption is required

+ Degree exemption is not required

DEGREE ADMISSION REQUIREMENTS

Bachelor of Arts in Visual Communication Design
Bachelor of Film Arts
Bachelor of Interaction Design

+ 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 *(see page 60 for steps to calculate the OW Count)*

+ A portfolio of 6 creative works across any discipline *(visit openwindow.co.za to obtain the portfolio brief)*

+ The National Benchmark Test will need to be completed by:

   + International Applicants

   + Applicants older than 23 years old

   + Applicants holding an NQF level 5 qualification

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 & 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 undergraduate qualification held by the applicant.
+ Obtain at least 50% 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.

Honours portfolio requirements:
Applicants should compile a digital portfolio that includes +- 10 of their best works (this can be arranged according to a single body of work, or a variety of projects). The portfolio needs to convey that degree skill level has already been achieved within the intended practical focus for the Honours degree.

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	55%	4	0	
Graphic Design	69%	5	1	Graphic Design above 50%, add an additional point to OWC
Life Orientation	50%	4	0	
TOTAL	**33 OWC**		4 Additional Points	
FINAL OWC	39 - Applicant is eligible for Degree Studies			

STEP 1

STARTING YOUR JOURNEY

+ Enquire via our website, social media platforms or give us a call!

+ One of our Student Advisors will get in touch with you and schedule a Career Guidance interview.

+ This interview will take place on Campus or virtually.

STEP 2

OFFICIAL APPLICATION

APPLICATION FEE: R 1 750

+ 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!

+ An Application fee of R 1 750 will need to be paid to secure your space with us

+ Once this fee is paid, you will receive an email stating that you have been provisionally accepted at the Open Window for 2021.

+ Last but not least, you will receive guidance on planning your Enrollment Deposit (R 12 000) to complete your Registration process.

FINANCIAL AID

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 2021** 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 **Adele Kotze** for 4 and 5 year study periods on akotze@openwindow.co.za

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

FINANCIAL AID AND DISCOUNT BREAKDOWN

STUDENT HERO in partnership with Open Window Institute will help you learn, apply and pre-qualify for the different options to for your education from a single platform and at zero cost to you.

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 **Adele Kotze** on akotze@openwindow.co.za.

Full Registration completed before 31/01/2021	Save	Annual Tuition with Discount (ZAR)	Estimated monthly Repayment on a Student Loan
Standard fees for Level 1	**No discount**	**R 118 800**	**R 1 312**
October 2020	8%	R 109 296	R 1 211
November 2020	7%	R 110 484	R 1 214
December 2020	6%	R 111 672	R 1 236
January 2021	5%	R 112 860	R 1 249

2021 Fees on extended Study Plans	Save	Annual Tuition with Discount (ZAR)	Estimated monthly Repayment on a Student Loan
4 Year Plan - Level 1	**No discount**	**R 89 100**	
October 2020	8%	R 81 972	R 926
November 2020	7%	R 82 863	R 925
December 2020	6%	R 83 754	R 944
January 2021	5%	R 84 645	R 954
5 Year Plan - Level 1	**No discount**	**R 69 300**	
October 2020	8%	R 63 756	R 735
November 2020	7%	R 64 449	R 743
December 2020	6%	R 65 142	R 749
January 2021	5%	R 65 835	R 757

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 STUDENT HERO 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.

2019

LOERIE AWARDS: TOP EDUCATIONAL INSTITUTIONS

3RD PLACE - Open Window

We pride ourselves in being named the 3rd best creative educational institution across Africa and the Middle East by the Loeries® Annual Rankings for two years running.

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).

2019

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 2019 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

8th PLACE

Jayne Crawshay-Hall Robertson
Academic Head

15th PLACE

Carmen Koetje
Subject Manager:
Communication Design

2019

LOERIES AWARDS

Courtney Hodgson
SILVER - Logos & Identity (KIFFKAK)
SILVER - Packaging Design (Tahona Tequila)

Ashley Vieira
BRONZE - Logos & Identity (ASH)

Andrea Maree
BRONZE - Logos & Identity (Frank Creative)

Gerhardt Van Niekerk
BRONZE - Furnature Design (Table)

Su-Mari Toua
BRONZE- Furnature Design (Chair)

Christi-Lee du Plesies
CRAFT GOLD- Illustration (WPWR WMN)

Neil Badenhorst
CRAFT CERTIFICATE- Illustration (The Changeling Prince)

Chené Prinsloo
CRAFT CERTIFICATE- Illustration (Say My Name)

Rufus Horne
CRAFT CERTIFICATE- Photography (Seeing Light)

TOP STUDENT

12TH PLACE - Christi-Lee du Plessis
15TH PLACE - Courtney Hodgson

2019

FILM ARTS STUDENT ACHIEVEMENTS

Devon Callaghan - **Animation short selected for the Anim!Arte - International Student Animation Festival of Brazil**
Devon Callaghan - **Animation short selected for the CANIMAF FESTIVAL**
Caitlin Riley - **Animation short selected for the Anim!Arte - International Student Animation Festival of Brazil**
Robin Burke - **The Jozi Film Festival**
Robin Burke - **The Hilton Arts Festival**
Robin Burke - **The Durban International Film Festival**
Robert Rennie - **The 5th Pori Film Festival**
Heleen Van Tonder - **AVIFF Cannes Art Film Festival**
Chris Galinos - **AVIFF Cannes Art Film Festival**
Jacinda Barker - **AVIFF Cannes Art Film Festival**
Robert Rennie - **AVIFF Cannes Art Film Festival**
Robin Burke - **AVIFF Cannes Art Film Festival**
Albert Botha - **AVIFF Cannes Art Film Festival**
Gerrie Bezuidenhout - **KykNET Silwerskerm Film Festival**
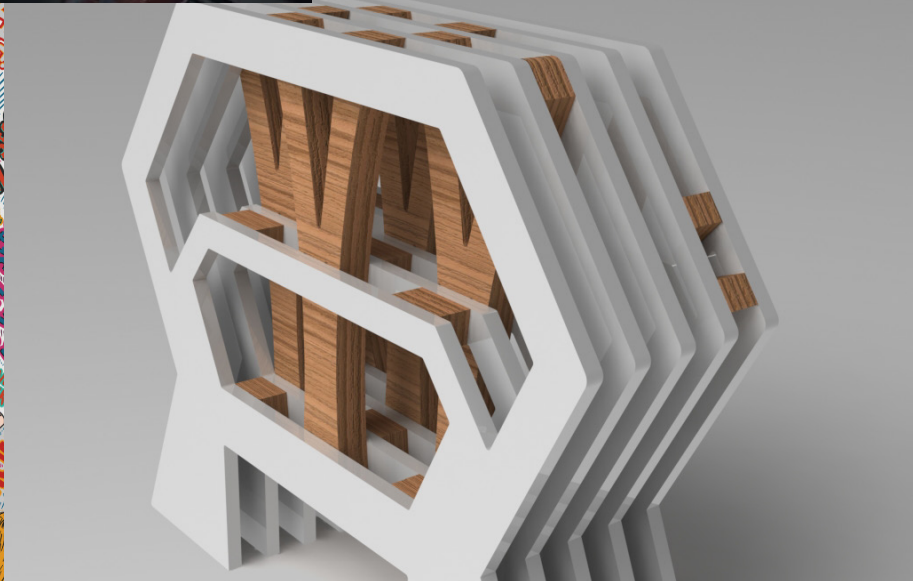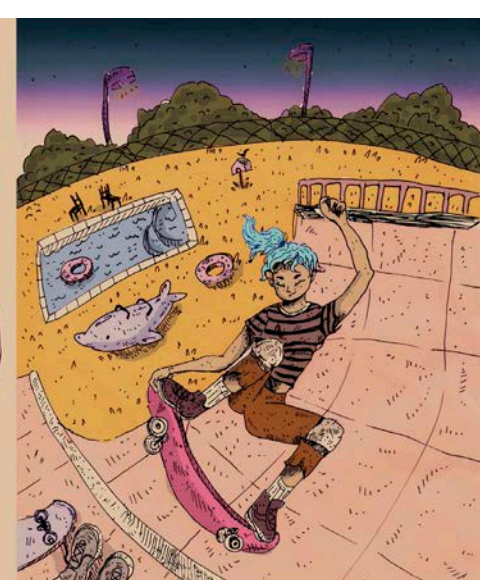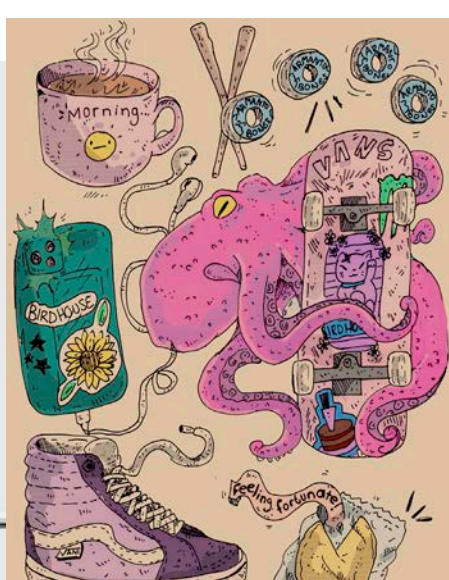Shanay Groenewaldt - **KykNET Silwerskerm Film Festival**
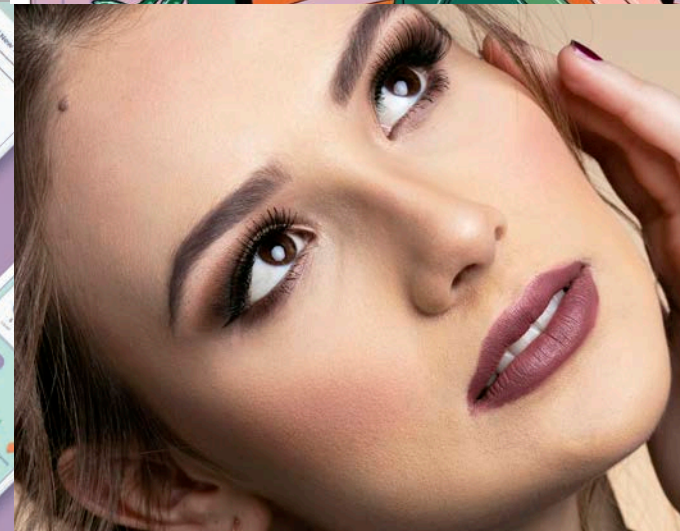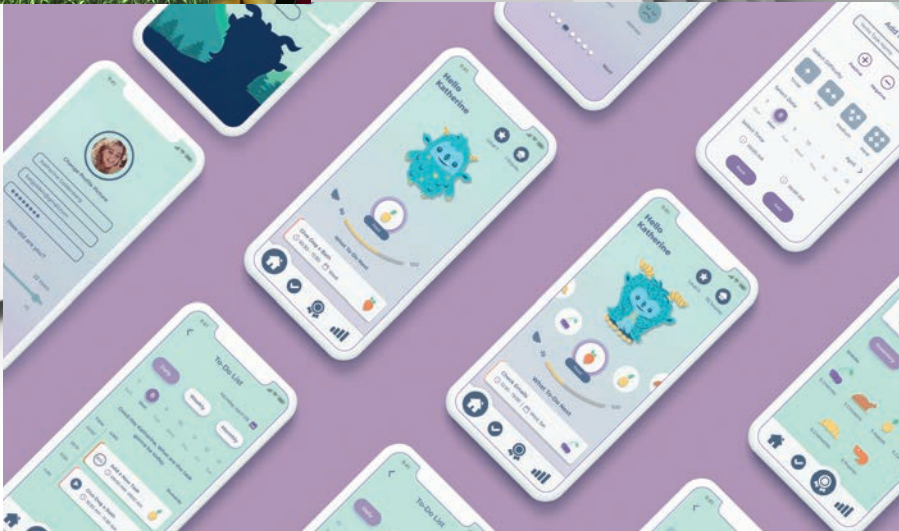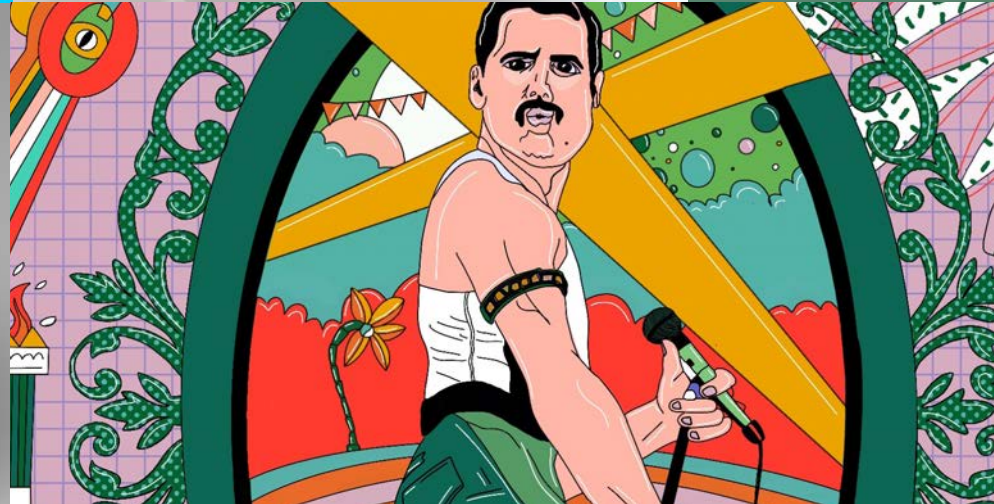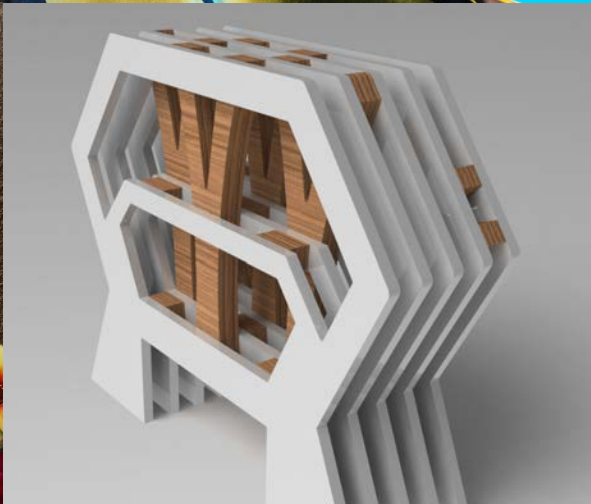Neil Human - **KykNET Silwerskerm Film Festival**
Simone Tolsma - **KykNET Silwerskerm Film Festival**
Nerina Minnaar - **Kasivibe Film Festival**
JT Ferreira - **Kasivibe Film Festival**
Rikus Van Niekerk - **Kasivibe Film Festival**

OPENWINDOW.CO.ZA

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Monday - Thursday: 08:00 - 16:00
Friday: 08:00 - 15:00