

# MEDIA & EQUIPMENT GUIDE FOR FOUNDATION STUDENTS 2024/2025

## INTRODUCTION

At The Open Window, we adopt a 'bring-your-own-device' policy. While we do ensure there are devices in studios where necessary, it is important that creatives invest in their own equipment for the following reasons:

- + Creatives utilise these tools at all times during their studies. The more a student can use their tools (software and hardware) - the more practised they will be and the more successful they will be in skills acquisition (learning takes practice, practice requires tools beyond class time)
- + While OW provides specialist spaces and gear sharing platforms for specialist equipment, we believe the basic tools should be invested in by the students - such as a laptop and headphones, plus a camera or tablet where necessary later on.
- + It is important for creatives to invest in acquiring the basic tools of their trade - they can utilise these devices beyond academic study (additional learning, freelancing opportunities, etc.)

We thus provide a basic outline of the needed media and equipment per subject below to assist in guiding purchases. We suggest a mobile device (laptop) to account for a multi-modal teaching approach adopted by The Open Window, and then suggest further equipment specs to account for specific subject choices.

Please keep in mind that we write the list as a purchasing guide, and provide cost estimates available at the time of writing. The Open Window cannot be held responsible for price increases - all equipment is supplied by external parties with whom we do not have any formal arrangement or affiliation. All the information provided here is a GUIDE to assist you in planning and budgeting for your studies. Furthermore, if you already own some of these items or there are similar requirements between subjects, you are not required to purchase new, or have two of the same items.

## SHOULD I BUY A PC or A MAC?

Let's set your mind at ease: *you do not have to have a Mac to study any of the degrees at Open Window.* Some students prefer working on a Mac interface and others prefer a PC. Mac tends to run graphic software (Adobe Suite) slightly smoother than PC and it has a more accurate colour display. It is worth noting that Mac is regarded as industry standard for some fields (such as design agencies), whereas PC is more common in rendering and game design fields.

### ***How do I know which computer will be best for me to use during my degree?***

*We do provide some insights and guidelines per subject below.*

## ESSENTIAL HARDWARE SPECIFICATIONS FOR ALL OW STUDENTS:

All students enrolled in programmes at The Open Window must have the essential hardware specifications (computer and internet access) prior to classes starting. It is suggested that students opt to purchase a portable device (laptop) due to the multimodal learning & teaching model adopted at Open Window.

### Overall recommended Specifications for devices

Modern multi-core processor, 16GB RAM, a minimum 512GB SSD, 2GB GPU + 1TB external SSD (via USB-C)

\*Please note that the new Apple M-series chip architecture has integrated memory and should be benchmarked against the recommended specifications

## OTHER ESSENTIAL EQUIPMENT FOR ALL STUDENTS

- Stable internet connection that allows students to join online classes & comfortable home work-space environment
- **A web camera and headphones for online classes**
- A smartphone

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

## MINIMUM REQUIREMENTS ACCORDING TO SUBJECT CHOICE ON FIRST YEAR

### FILM & TV, PRODUCTION DESIGN, MOTION DESIGN

LAPTOP:	ADDITIONAL REQUIREMENTS:
<i>Minimum Requirements:</i> Quad-core processor, 16GB RAM, 256GB SSD + 1TB external SSD	<b>Production Design:</b> A digital drawing tablet is highly beneficial. <b>Film &amp; TV:</b> Every student needs to have access to a DSLR or mirrorless camera with video capabilities - <b>Estimated cost: R20 000 - 30 000 (depending on brand).</b> <sup>1</sup>

<sup>1</sup> FV100 students only need cameras from Term 3. Should they have decided at that point that majoring in the subject is unlikely - we do have rental options rather than purchasing options.  
**For more information: please see the FV Camera Buying Guide (2022).**

## 3D ANIMATION, GAME DESIGN & INDUSTRIAL DESIGN

### LAPTOP:

*Minimum Requirements:* Quad-core processor, 16GB RAM, 512GB SSD, 2GB GPU + 1TB SSD (or external)

### ADDITIONAL REQUIREMENTS:

**Game Design:** *students should aim for a VR-compatible GPU (4GB+), if possible.*

**2D Animation:** The digital drawing tablet is essential!

**3D Animation, Game Design, Motion Design:** A digital drawing tablet is highly beneficial.

**Animation, Game Design, Motion Design:** SSD for external storage is essential.

**Industrial Design:** *requires a Microsoft Windows Operating System.*

- Vernier Caliper
- Visual diary A3 landscape hardcover
- 4 x Copic Markers (Three [Lighter] grey shades and a colour of your choice)
- 8/10m length tape measure
- 2mm clutch pencil/s
- Clutch pencil sharpener
- NT cutter 18mm
- A1 or A2 cutting mat
- Optional Consumable: 2mm clutch pencil leads B, HB, H, 2H, 1 set of each
- Consumable: Staedtler Traditional eraser
- Consumable: Replacement NT Cutting Knife blades 18mm

An additional amount of approximately R500 should be budgeted per term for projects.

**COMMUNICATION DESIGN, ILLUSTRATION, PHOTOGRAPHY & USER EXPERIENCE DESIGN & INTERACTIVE DEVELOPMENT**

LAPTOP:	ADDITIONAL REQUIREMENTS:
<p><i>Minimum Requirements:</i> Quad-core processor, 16GB RAM, 512GB SSD + 1TB external SSD</p>	<p><b>Illustration, Communication Design:</b> A digital drawing tablet is highly beneficial.</p> <p><b>COMMUNICATION DESIGN 100:</b> Termly budget of approximately R800-R1000 for projects.</p> <p><b>ILLUSTRATION 100:</b></p> <ul style="list-style-type: none"> <li>● Artist fixative</li> <li>● Woodless charcoal pencil H</li> <li>● Woodless charcoal pencil M</li> <li>● Woodless charcoal pencil S</li> <li>● Charcoal willow 6 – 8mm</li> <li>● Fabriano pad A4/160grm landscape hardcover</li> <li>● Palette 10 wells</li> <li>● Smudge tools</li> <li>● Visual diary A3 landscape hardcover</li> <li>● Winsor &amp; Newton gouache set x 5</li> <li>● Fabriano Illustration Board</li> </ul> <p><i>Available at Archneer, Hatfield, at an estimated cost of: R1500</i></p> <p><b>Photography 100:</b> Students will need to purchase a camera - <b>Estimated cost: R20 000.</b><sup>2</sup></p> <p><b>Termly budget of</b> approximately R600 for projects.</p>

**SCREENWRITING, SCREEN ACTING, SOUND DESIGN**

LAPTOP:	ADDITIONAL REQUIREMENTS:
<p><i>Minimum Requirements:</i> Dual-core (64-bit) processor, 8GB RAM, 512GB SSD</p>	<p><b>Sound Design:</b> a pair of production/mix quality headphones from Term 2 - with a standard audio jack (3.5mm TRS) port, so</p>

<sup>2</sup> Please see the Photography camera buying guide for advice and recommendations. At the start of the year, the Photography & Film Departments organise an on campus expowhere suppliers provide photography related gear It is preferable that students purchase their cameras from these suppliers at the expo, as the latest equipment will be available here at discounted rates. Suppliers will also be able to provide additional technical info on the camera. Please be in contact with the necessary department for more information. We recommend that students purchase their cameras at the photography expo that we host at the start of the academic year.

avoid Bluetooth headphones or those with other plugs (like Apple lightning). **Please see the Headphones for Sound Design buying guide for advice and recommendations**

## FUNDAMENTALS

### LAPTOP:

*Please consider the intended subject-field's minimum requirements - with emphasis on **web camera & headphones for online classes***

### ADDITIONAL REQUIREMENTS:

**Drawing & Narrative:** Students receive the drawing materials as part of their 'welcome pack' - no need to purchase further items.<sup>3</sup>

**Academic Practice / Media Perspectives / Theory:** These subjects do not require any equipment, other than basic stationery, notebooks/journals, and at times, the printing of projects.

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<sup>3</sup> Students who fail DN need to buy their own Drawing pack the following year.