STADIO
HIGHER EDUCATION

BACHELOR OF APPLIED ARTS IN 3D ANIMATION
NQF 7 | MIN. 375 CREDITS | SAQA ID: 117884 | MIN. 3 YEARS
MODE OF DELIVERY: CONTACT LEARNING

CAMPUS

BELLVILLE
(CAPE TOWN)

DESCRIPTION

This STADIO Bachelor of Applied Arts in 3D Animation provides an appropriate balance of academic rigour and practical skills with a strong focus on technology and creativity, and facilitates creative research and development, and encourages students to define, refine and enhance their creative and technological skills and abilities.

The qualification promotes the objectives of the HEQF by producing a well-rounded graduate with a vocational and career-orientated qualification at NQF level 7 at the exit point.

This programme is industry focused and covers the entire process of Animation filmmaking, through theoretical and practical components, to ensure graduates are highly competitive in the film and media industry in South Africa.

ADMISSION REQUIREMENTS

- a Senior Certificate (SC) with degree endorsement; **OR**
- a National Senior Certificate (NSC) with a minimum of 50% in four 20-credit subjects and a minimum of 30% in English Home Language or First Additional Language; **OR**
- a National Senior Certificate – Vocational Level 4 (NC(V)) with a minimum of 60% in three fundamental subjects including English; and minimum 70% in four vocational subjects; **OR**
- the STADIO Diploma in 3D Animation (NQF 6).

ADDITIONAL ADMISSION REQUIREMENT

- Applicants are required to submit a portfolio of evidence

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OTHER ACCESS PATHWAYS

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MATURE AGE EXEMPTION

MINIMUM SYSTEM REQUIREMENTS

- Reliable broadband Internet Access (Wi-Fi available at all our campuses, but you may prefer access from home as well)
- Microsoft Edge/Firefox/Internet Explorer/Chrome web browser
- Microsoft Word
- PDF Viewer
- Ability to scan and upload documents
- Email/cellphone for notification and communication
- Home PC with Windows 10/11 operating system (must be a desktop PC – laptops will not work), Core Intel i5 or Ryzen 5 CPU, 32GB RAM, and 3D Accelerated Graphics Card (NVIDIA RTX enabled)

SCHOOL OF MEDIA & DESIGN

CURRICULUM OUTLINE

	1st YEAR	2nd YEAR	3rd YEAR
Compulsory (All)	3D Animation 1 AN13 (30 credits)	3D Animation 2 AD23 (35 credits)	3D Animation 3 AN33 (25 credits)
	3D Computer Graphics 1 CG12 (20 credits)	3D Computer Graphics 2 CG23 (35 credits)	3D Computer Graphics 3 CG33 (25 credits)
	Contextual Info Design 1 CD12 (10 credits)	Contextual Info Design 2 CD21 (10 credits)	Contextual Info Design 3 CD31 (10 credits)
	Creative Thinking CI11 (10 credits)	Drawing for Animation DA22 (20 credits)	Introduction to Research RES372 (15 credits)
	Drawing and Design in Context DA14 (30 credits)	Introduction to Digital Marketing IDM162 (10 credits)	Script Writing for Animation SA31 (10 credits)
	End User Computing EUC152 (10 credits)	Introduction to Marketing IMA152 (10 credits)	Work Integrated Learning WIL34 (40 credits)
	Foundations of Drawing DF11 (5 credits)		
	Philosophy and History of Animation PA11 (10 credits)		
	Presentation Skills VP11 (5 credits)		
CREDITS PER YEAR	130	120	125

* Some of the modules are semesterised and will be communicated at Registration.

CAREER OPPORTUNITIES

CARTOONIST	3D DESIGNER
3D MODELLER	CONCEPT ARTIST
FORENSIC ANIMATOR	ANIMATION FILM DIRECTOR
VISUAL DEVELOPMENT ARTIST	ANIMATED CHARACTER SUPERVISOR
POST PRODUCTION ARTIST & SUPERVISOR	3D TEXTURE ARTIST