

STADIO

HIGHER EDUCATION

SCHOOL OF FASHION

HIGHER CERTIFICATE IN FILM AND TV MAKE-UP DESIGN

NQF 5 | 120 CREDITS | SAQA ID: 117878 | MIN. 1 YEARS

CAMPUSES: RANDBURG

CAREER OPPORTUNITIES

- | | |
|----------------------------------|--------------------------------------|
| • FILM MAKE-UP ARTIST | • ADVERTISING / MEDIA MAKE-UP ARTIST |
| • FREELANCE MAKE-UP ARTIST | • STAGE MAKE-UP ARTIST |
| • SPECIAL EFFECTS MAKE-UP ARTIST | • COSMETIC / MAKE-UP EXPERT |

DESCRIPTION

This STADIO Higher Certificate in Film and Television Make-up Design is an entry-level higher education qualification with a strong vocational and industry focus. This qualification aims to equip students with basic introductory knowledge combined with creative and practical skills to pursue a career as a make-up practitioner or further visual arts studies. This Higher Certificate focused on industry-specific procedures and techniques for different make-up categories. Since this is a career-orientated programme, a balance is maintained between theoretical principles and the application thereof. Complementary to this, the programme offers opportunities for learning through exposure to the make-up industry. Once qualified, the student can pursue a career as a make-up practitioner with a skillset that branches across special effects, fashion & beauty, film & stage, and prosthetics.

MODE OF DELIVERY - CONTACT LEARNING (BLENDED CONTACT)

The programme is offered in STADIO's Blended Contact mode of delivery. Contact learning is aimed at students who want to attend venue-based face-to-face classes at one of STADIO's campuses. The Blended Contact mode combines classroom and online learning and teaching in a manner that includes some flexibility, while optimising the time students spend on campus. Based on the nature of the module, each module utilises a unique combination of the following learning settings:

- **Classroom:** Classroom sessions involve learning by doing, debating, arguing, trying, experimenting, practising, analysing, and sharing — all the skills students will need when they enter the world of work. Students will have the opportunity to contribute to the learning process and at the same time they will learn from the contributions of their fellow students. Class attendance of venue-based sessions is compulsory.
- **Synchronous online:** These are live online teaching sessions facilitated by a range of lecturers from different campuses. STADIO believes in encouraging students to think and engage laterally and to consider different perspectives and this is what students will get from having different experts share their knowledge with them. Students will be advised of the date and time of the session at the start of the semester, and they may connect from the comfort of their home, or from any other venue. They may also come to campus to make use of the campus Wi-Fi to join these sessions. Some of the live online sessions may be recorded, while others will not. It depends on the nature of the session and the lecturer will advise students beforehand. The lecturer will also use these sessions for group work and for discussions. These sessions are also compulsory, as they are an integral part of the teaching programme.
- **Asynchronous online:** These are recorded lectures which students will watch in their own time, but within the timelines provided in the course environment. In these short sessions, the lecturers will explain the theoretical concepts and they will work through examples, etc. Students enjoy the benefit of watching these important sessions repeatedly during the semester, as they prepare for their assessments.

Students will find a detailed timetable indicating the combination of sessions on the learning management system (Canvas) at the start of the semester. This will enable them to plan their schedule ahead of time, and to optimise travelling arrangements to and from the campus.

Contact learning is suited to students who are able to attend and are interested in participating in face-to-face classes on a physical campus and who want to become part of a campus community with all the activities that go with being on the campus. It is important to realise that class attendance is compulsory and students must commit to regularly attend classes on campus if they want to be successful and derive the best benefits of contact learning.

OUTCOMES

1. Demonstrate understanding of the key terms, concepts, facts, general principles, rules, and visual and performing arts makeup theories.
2. Demonstrate understanding of different kinds of systems, the relationships between these parts, such as the different areas of media make-up and how actions in one area impact other areas within a production involving make-up.
3. Demonstrate awareness of how knowledge has developed and evolved within the field of media, film and TV make-up as a career.
4. Ability to apply standard methods, procedures or techniques within the field of media, film and TV make-up, and plan and manage the implementation process within this particular work environment.
5. Ability to select information appropriate to make-up tasks and to apply processes of analysis, synthesis and evaluation at a basic level.
6. Ability to identify, evaluate and solve defined, routine and new problems and apply solutions based on relevant evidence and procedures or forms of expression appropriate to media, film and TV make-up, combined with an understanding of the consequences.
7. Ability to evaluate personal performance and the performance of others combined with action and responsibility for own learning contributing to the learning of others.
8. Ability to take account of and act following the professional, ethical codes of conduct, values and practices accompanied with seeking guidance on ethical responding to ethical dilemmas within the make-up practise, where necessary.
9. Ability to communicate information reliably, accurately and coherently, using conventions appropriate to the field of media, film and TV make-up, including an understanding of and respect for conventions around intellectual property, copyright and plagiarism, and its associated legal implications.
10. Ability to be accountable for own actions, work effectively with others in make-up tasks and supervise others, e.g. in using resources responsibly

ADMISSION REQUIREMENTS

The admission criteria for the Higher Certificate in Film and Television Make-Up Design are:

- Minimum admission requirement is a National Senior Certificate (NSC) with a minimum of 30% for English as a first or additional language
- Pre-2008, a Senior Certificate (SC) with a minimum of English: 40% (Home Language) or 34% (First Additional Language)
- National Senior Certificate (Vocational) with a minimum of 30% for English as a first or second language and no additional specified subjects prescribed at the further education exit level

ARTICULATION POSSIBILITIES

After completing the Higher Certificate in Film and Television Make-up Design (NQF 5), the student may articulate to a cognate STADIO programme.

SPECIFIC REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS:

- Reliable broadband internet access (Wi-Fi available at all our campuses, but you may prefer access from home as well)
- Firefox/Internet Explorer/Chrome web browser
- Microsoft Word
- PDF Viewer
- Ability to scan and upload documents
- Have access to a device
- Email/cellphone for notification and communication

ACCESS TO TECHNOLOGY:

STADIO provides students with materials, resources, assessments (including online tests and quizzes), discussion opportunities and several administrative services via its student administration and learning environments. Having access to the above online facilities is essential for efficient communication, learning and success. You will need continuous access to study, using the resources mentioned above, and accessing and submitting some assessments.

STUDENT SUPPORT FOR CONTACT LEARNING STUDENTS

C4SS - CENTRE FOR STUDENT SUCCESS

The Centre for Student Success supports students with academic, psychological and financial wellness.

SSS - STUDENT SUPPORT SERVICES

Student Support Services is the first port of call for all student queries and requests, they can channel your requests to the right individuals.

THE BUDDY PROGRAMME

The Buddy programme exists to help first year students to make the transition between secondary and tertiary studies.



STADIO SCHOOL OF FASHION IS THE ONLY INTERNATIONALLY ACCREDITED FASHION SCHOOL IN SOUTH AFRICA!

CURRICULUM OUTLINE

	MODULES
Compulsory (All)	Make-up Techniques HMKT152 (15)
	Make-up in Fashion and Beauty HMFB152 (15)
	Make-up for Television, Cinematography & Theatre HMCT152 (15)
	Body & Face Painting HBFP152 (15)
	Historical Hair and Make-Up HHHM152 (15)
	Casualty Effects and Prosthetics HCEP152 (15)
	Character Make-up and Facial Hair HCMH152 (15)
	Professional Practice HPP152 (10)
	Experiential Learning HMEXL152 (5)
CREDITS P/YEAR	120

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

MODULE DESCRIPTIONS

MAKE-UP TECHNIQUES

This module constitutes a foundation in Make-Up artistry and contributes to the programme's overall outcomes through developing application and technical skills. Students will be guided through this module to understand primary make-up products and design principles that align with the world of work. Students will then apply this knowledge to corrective methods and techniques for specific face and eye shapes. Students will acquire basic product knowledge that relates to appropriate skincare products for various skin conditions. This module will also provide the basis for correct foundation matching of skin tones applied to live models. This module would also ensure that students can use the proper professional practices regarding hygiene protocols when working with models.

MAKE-UP IN FASHION AND BEAUTY

This module aims to explore the role of the professional make-up artist in the Fashion and Beauty industry. This module will introduce the students to the various Make-Up concepts, techniques and practical applications required from this creative industry. Students will learn how to interpret a fashion designer's brief (that could be pitched within a runway show, editorial or installation) and create the desired Make-Up look while adhering to the creative concept.

MODULE DESCRIPTIONS CONTINUED

BODY AND FACE PAINTING

This module will introduce the future make-up practitioner to the art form of body and face painting. The students will be taught how to use the human body and its natural curves as a living and moveable canvas. The students will be able to explore and experiment with creative body art, clown and tattoo design. The students will be taught how to prepare the model and complete a practical application that aligns with prescribed concepts and frameworks that address the body as a creative medium. This will include the placement of the body for photographic images and the selection and application of products and equipment used for body and face painting.

MAKE-UP IN TV, CINEMATOGRAPHY & THEATRE

This module focuses on the practical application of character design for the television, cinematography and theatre industries. Students will be inducted to scan audio-visual scripts and screenplays to identify key character descriptions that inspire a make-up look. Students will also be introduced to the importance of continuity, which requires a make-up artist to age a character during production effectively.

HISTORICAL HAIR AND MAKE-UP

This module aims to introduce the students to the key characteristics of Historical Make-Up and Hair. Students will be guided through different historical eras, focusing on the various trends resulting in time-specific make-up and hairstyles. This module will focus on key practical applications and techniques that are defined by each historical era.

CASUALTY EFFECTS AND PROSTHETICS

This module focuses on the practical application of casualty effects and prosthetics. Students will be taught how to design and build realistic prosthetics as part of their Make-Up skillset. Students will also be introduced to casualty effects (scarring, wounds and blood design) to create realistic character make-up. Students will prepare a model for a prosthetic application and complete the prosthetic application professionally and efficiently.

CHARACTER MAKE-UP AND FACIAL HAIR

This module focuses on the application of character design and facial modification through hair. Students will be introduced to archetypal characters to ensure that these foundational techniques are internalised when creating character designs. Students will also be equipped to produce facial hairpieces that can be added to a character to achieve a specific look.

PROFESSIONAL PRACTICE

This module will aim to instil the professional practices associated with the world of work for make-up artists. This module will explore the professional skills related to customer relationships, professional communication, media presence and hygiene practices. This module will also focus on assisting the make-up artist in creating a professional portfolio on social media focusing on Instagram, TikTok and YouTube (make-up tutorial) associated with the make-up profession.

EXPERIENTIAL LEARNING

The purpose of Experiential Learning is to prepare students for the world of work after graduation. The module prepares students for entering the workplace and offers the opportunity to apply subject-specific theoretical knowledge to a real-life situation, showcasing the skills and knowledge acquired across the learning programme as a whole. The module facilitates the acquisition of intermediate knowledge and skillsets for the occupational field of the make-up artist in a semi-defined, managed context through a partnership arrangement with a host company. Completing the module and workshops with industry liaisons exposes students to the demands and responsibilities of the workplace. It cultivates a deep and reflexive understanding of their ability and performance in the world of work.

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FEES & PAYMENT
OPTIONS



PRESCRIBED
TEXTBOOKS



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hello@stadio.ac.za



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