CLICKABLE LINKS

CREATIVE MEDIA INSTITUTE

ANIMATION / AUDIO / FILM / GAMES

DISTANCE LEARNING PROGRAMMES

GUIDING YOU TO CREATIVE MEDIA CAREER SUCCESS

We understand that your work and life commitments make it difficult to study.

Our Distance Learning courses provide you the flexibility and convenience you need to ensure your future career success.

WE UNDERSTAND THAT YOU ARE LOOKING TO:

- Receive a globally recognised qualification.
- Create with the best and become the best, anywhere in the world.
- Study with a credible and trustworthy institution.

WE UNDERSTAND IT'S DAUNTING RIGHT NOW DUE TO:

- Time and financial constraints
- Work and family commitments
- Choosing the correct course
- Choosing the best institution

OUR PLAN FOR YOUR SUCCESS:

- Creating networking opportunities.
- Receive a nationally registered and internationally recognised qualification.
- Help you choose the right course.
- Fit your study programme into your schedule.
- Ensure you receive the skills and knowledge to further your career.

WE'RE HERE TO HELP YOU MAKE THE BEST CHOICE

- Global Leader in Creative Media Education with 47 campuses in 23 countries.
- Established for over 50 years. Built on reputation & focused on your success.
- Real-world facilities, creative spaces filled with the latest equipment and software.
- Award-winning alumni of prestigious international and local film and music awards.
- Alumni employed at prominent creative media companies.

JOIN OUR GLOBALLY SUCCESSFUL GRADUATES FROM ACROSS THE WORLD!

Enrolling at SAE Institute couldn't be easier:

Click here to apply: www.sae.edu.za/online-courses/

Finalise the enrolment paperwork

Graduate successfully and break into the industry

HOW DISTANCE LEARNING WORKS

Study Independently
- No live classes
- Access your materials online 24/7
- Learn when it suits you

Structured Timeline
- Set course duration
- Clear assignment deadlines
- Stay focused and on track

Support Available Weekdays
- Academic & admin support (Mon-Fri)
- Online forums & peer chats
- Guidance when you need it

Balance Your Life & Studies
- Ideal for working adults
- Study from anywhere
- Fit your learning around your lifestyle

Achieve Your Goals
- Quality education
- Recognised qualifications
- Convenient & flexible

- The theory part of the programme is Distance learning (done by yourself from the comfort of home).
- When a module requires a practical component, you have the opportunity to book studio time at a campus nearest to you, or alternatively make use of your own studio or a private industry studio.
- The Campuses are open in the evenings Tuesday – Thursday from 6pm – 9pm, and Saturday from 9am – 4pm.
- The practical modules require applied studio time of 2.5 – 3 hours per week.

DISTANCE LEARNING FAQs

How are lectures and course materials delivered?

Online, via our learning platform, with recorded lectures, downloadable resources and digital learning content.

How is the course material assessed (e.g. quizzes, exams, projects, participation, discussion posts)?

Through main evidence points (assessments and projects) and participation activities depending on the module.

How will I interact with Lecturers/Facilitators? What are their typical response times?

Via email, Learning Management chat function, discussion forums and scheduled consultation sessions. Responses are typically within 24-48 hours.

Is the Degree or Certificate the same as the one offered on the physical campus?

Yes. Distance students receive the same accredited qualifications as on-campus learners.

What software or specific technical requirements are needed?

A laptop or desktop, stable internet and access to basic Office software. Some modules may require additional tools. A tech sheet will be provided at registration.

Do you offer financial aid options for Distance students?

Yes. Various payment plans, external bursaries and funding options are available to eligible students. NSFAS funding cannot be used at SAE Institute as it is a Private Institution. Please request information from a Sales Consultant.

How will I obtain module textbooks and required reading? Is the cost included?

The required materials are made available digitally on the platform. Library access details will be provided once you commence your studies.

How can I connect with other students for study groups or social interaction?

You can engage with fellow students through online discussion boards as well as our Discord and WhatsApp community groups.

Are library resources (e.g. databases, e-books) fully accessible to Distance students?

Yes. You will have full access to online databases, e-books and research tools.

What mental health or counselling services are available to me as a remote student?

Remote counselling, academic support and wellness resources are available through our student support team.

Are there in-person requirements?

No mandatory in-person sessions, unless specifically stated for certain modules. Most programmes are fully online.

How do I access a studio or hire equipment?

SAE students based in Cape Town, Johannesburg and Pretoria can hire equipment and book studio time on a SAE campus. Students outside these cities will need to source suitable facilities in their area which will come at an additional cost.

ANIMATION

Industries that employ animation professionals:

- Corporate Services
- E-Learning Resource Creation and Asset Design
- Web Animation and Digital Media
- Film, Television and Advertising
- AR, VR and Gaming
- Architecture and Engineering

GLOBAL 3D ANIMATION MARKET EXPECTED TO REACH APPROX.

40 BILLION

USD by 2028

80% of animated content is on TV AND STREAMING PLATFORMS

Global demand increased by 30% SINCE 2018 DUE TO 3D MOBILE GAMES & APPLICATIONS

SOFTWARE REQUIREMENTS

The following software will be required for the successful completion of the programme and needs to be acquired by the student.

- Blender (Free)
- Celtx (Free)
- DragonFrame (Stop Motion)
- Toonboom Harmony 16 Premium

Degree Technical Requirements

Higher Certificate Technical Requirements

Career paths:

- 2D Animator
- 3D Modeller
- Compositing Artist
- Layout Artist
- Lighting Artist
- Production Coordinator
- Texture Artist
- Concept Artist
- Illustrator
- Rigging Artist
- Graphic Designer
- Key Frame Animator
- Motion Graphics Artist
- Stop Motion Animator
- Character Designer
- Storyboard Artist
- Animatics Editor
- VFX Artist
- Rendering Artist
- Digital Ink and Paint Artist
- Animation Producer
- Scriptwriter

BACHELOR OF ARTS IN MOTION DESIGN AND ANIMATION

OVERVIEW

The Bachelor of Arts in Motion Design and Animation degree teaches all predominant aspects of Animation. Ranging from digital 3D and 2D animation skills to tradigital Animation practices, motion graphics, VFX and stop-motion. Though animation functions within a primarily digital environment these days, within the BA programme there is a strong focus on developing traditional skills such as drawing, painting and sculpture to support original thinking and creative problem-solving.

Learn skills that are directly transferable to the digital realm, since a greater understanding of aesthetics within the world of animation will lead to a more adaptable animator. All of which can be applied to a character, asset creation, story or any of the processes of production for animation development. Theory modules include the history of art, history of animated media, media studies and academic research skills. The final year of study includes a practical project that forms the centerpiece of the student's portfolio.

PROGRAMME CONTENT INCLUDES

- Foundational Principles of Animation
- Motion Design through Tradigital Animation Techniques
- Research Methodologies: Critical Engagement with Animated Media
- Storyboarding: Composing Animated Stories
- Concept Art: Character, Asset and Environment Design
- Digital 2D & 3D Animation
- Stop-Motion Animation
- Drawing for Animation
- Screenwriting: Telling Compelling Stories
- Visual Effects and Motions Graphics
- Understanding the Origins of Animation
- Business Fundamentals of Animation

Qualification

Bachelor of Arts in
Motion Design and Animation
(SAQA ID No: 94949, NQF Level 7)

Admission Requirements

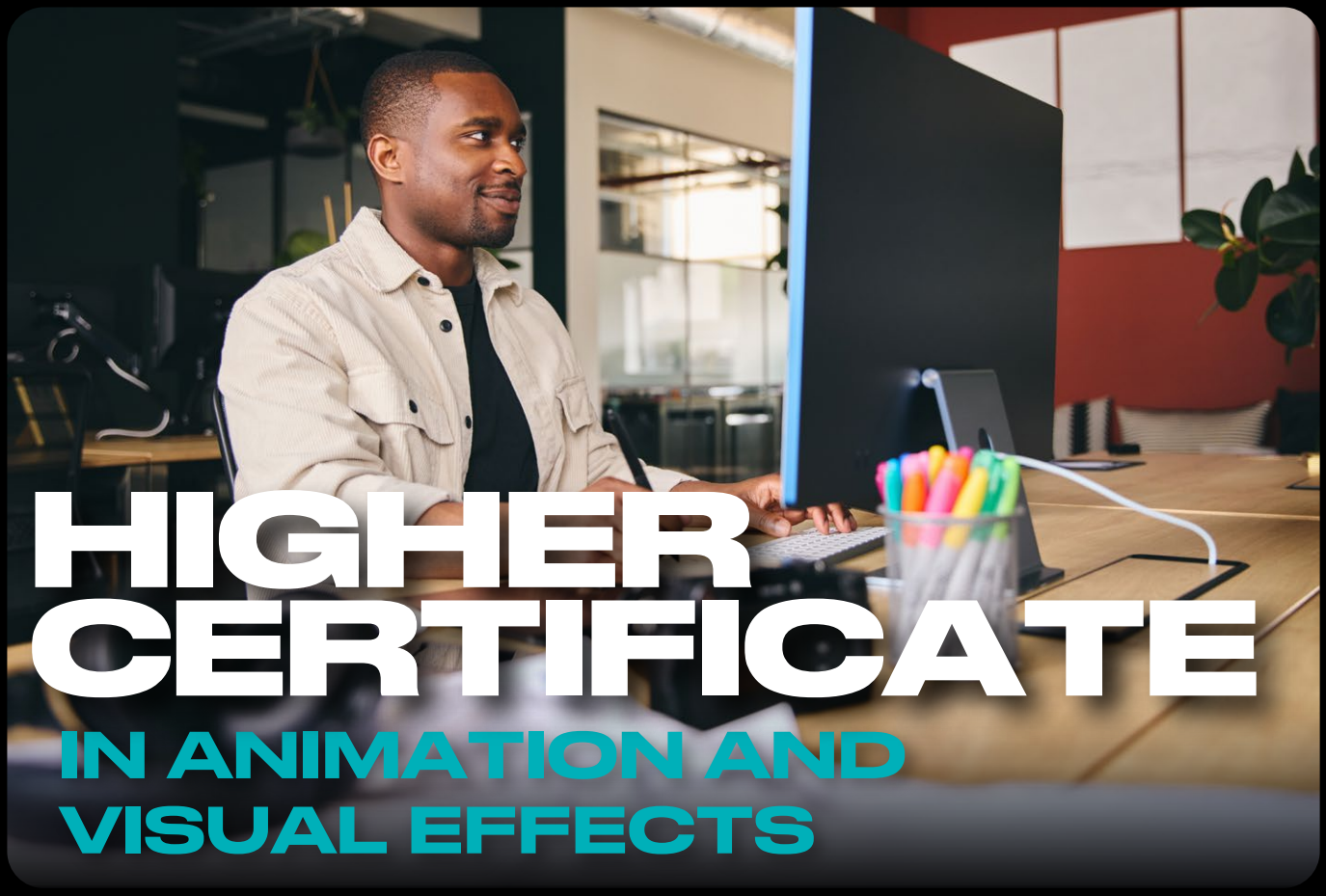
National Senior Certificate with a Bachelor entry or equivalent. Art experience is recommended.

Duration

4 Years, 5 - 10 hours per week, module dependant

Intakes Per Year

March, May, July & October



HIGHER CERTIFICATE
IN ANIMATION AND VISUAL EFFECTS

OVERVIEW

In the Higher Certificate in Animation and Visual Effects programme, students acquire comprehensive skills in freehand drawing, 2D and 3D computer-generated graphics and animation using the industry's most widely used software.

The curriculum provides an understanding of the systems and equipment used for creating animation and the practical experience required for production techniques and design concepts. Students gain comprehensive expertise of the contemporary 'infotainment' industry.

PROGRAMME CONTENT INCLUDES

- Foundational Principles of Animation
- Drawing for Animation
- Storyboarding: Composing Animated Stories
- Tradigital Hand-Drawn Animation
- Digital 2D & 3D Animation
- Concept Art: Character and Environment Design
- Visual Effects and Motion Graphics
- Business Fundamentals of Animation

Qualification

Higher Certificate in Animation and Visual Effects (SAQA ID No: 86986, NQF Level 5)

Admission Requirements

National Senior Certificate with Higher Certificate entry or equivalent.
Communication in English at NQF 4.
Maths / Maths Literacy NQF 4.
Computer Literacy NQF 3.
Art experience is recommended.

Duration

1.5 Years, 5 - 10 hours per week, module dependant

Intakes Per Year

March, May, July & October

AUDIO

Industries that employ audio professionals:

- Live Music
- Music Publishing
- Sound Recording
- Radio and Advertising
- Film and Television
- Gaming

R5.9 BILLION
AFRICA'S ANNUAL MUSIC STREAMING REVENUE
by 2026

STREAMING NEARLY
75% of the total music income
in South Africa

GLOBAL RECORDED MUSIC REVENUES REACHED
$29.6 BILLION
in 2024

SOFTWARE REQUIREMENTS

The following software will be required for the successful completion of the programme and needs to be acquired by the student.

- Abelton Live 11 Suite
- Analogue Desk Simulator
- Protools
- Wavelab (Optional)

Degree Technical Requirements

Higher Certificate Technical Requirements

Career paths:

- Recording Engineer
- Music Producer
- Recording Studio Manager
- Broadcast Engineer
- Audio Technician
- Digital Audio Editor
- Sound Designer
- Sound Effects Producer
- Field Recordist
- Location Sound Mixer
- Utility Sound
- ADR Recordist
- Re-Recording Mixer
- Audio Director
- Studio Designer
- Acoustician
- Instrument Technician
- Live Sound Systems Engineer
- Events Technician
- Mastering Engineer
- Music Editor
- Audio Programmer

BACHELOR OF ARTS IN SOUND PRODUCTION

OVERVIEW

The Bachelor of Arts in Sound Production curriculum addresses the art, science and technology of sound production across a wide range of applications from music recording to sound production for film, television and live concert sound. Each sub-discipline of sound production is covered in detail, in order to ensure that all graduates have the theoretical and practical skills required to be able to work in the global entertainment and music space.

In addition to the essential skills and knowledge required applications to be a sound engineer/producer, students are continuously exposed to the pertinent values, attitudes and qualities expected from an industry professional. Graduates will be able to function effectively and make a meaningful contribution to the sound industry and society, using this qualification.

PROGRAMME CONTENT INCLUDES

- Analogue & Digital Audio: Theories and Workflows
- Multi-Track Recording
- Microphone Theory and Techniques
- Signal Processing and Effects
- Mixing and Mastering Techniques
- Signal Flow
- Music Production
- Stylistic Composition
- Acoustics
- Music Production Techniques
- Live Sound Reinforcement
- Business, Legal and Marketing Studies
- Sound for Film and TV

Qualification

Bachelor of Arts in Sound Production
(SAQA ID No: 90673, NQF Level 7)

Admission Requirements

National Senior Certificate with a Bachelor entry or equivalent.

Duration

4 Years, 5 - 10 hours per week, module dependant

Intakes Per Year

March, May, July & October

HIGHER CERTIFICATE IN SOUND PRODUCTION

OVERVIEW

The Higher Certificate in Sound Production curriculum equips students with the necessary practical skills, knowledge, values and attitudes required to enter the broad scope of the global music and entertainment industries and operate effectively as audio professionals.

The curriculum covers a wide range of applied skills and knowledge in music theory, music business, audio technology, electronic music production, sound for film and television, final mastering and live sound. The programme culminates in a final creative project where students get the opportunity to apply their skills and knowledge to a production of their choice, which is evaluated on professional practice, technical aptitude and creativity.

PROGRAMME CONTENT INCLUDES

- Analogue & Digital: Theories and Workflows
- Multi-Track Recording
- Microphone Theory and Techniques
- Signal Processing and Effects
- Mixing and Mastering Techniques
- Signal Flow
- Electronic Music Production
- Stylistic Composition
- Live Sound Reinforcement
- Sound for Film and TV

Qualification

Higher Certificate in
Sound Production
(SAQA ID No: 88643, NQF Level 5)

Admission Requirements

National Senior Certificate with Higher Certificate entry or equivalent.
Communication in English at NQF 4.
Maths / Maths Literacy NQF 4.
Computer Literacy NQF 3.
Basic knowledge of music.

Duration

1.5 Years, 5 - 10 hours per week, module dependant

Intakes Per Year

March, May, July & October

FILM

Industries that employ film professionals:

- Advertising
- Screen Industry
- Film Production
- Self-Employed Freelancer
- Television Production
- Corporate Business

THE FILM INDUSTRY HAS CONTRIBUTED
R7.1 BILLION
to South Africa's economy

26 573 JOBS
CREATED BY THE FILM SECTOR
for local freelancers and performers in 8 months

2.1 MILLION
SUBSCRIBED TO SHOWMAX,
Africa's streaming platform

SOFTWARE REQUIREMENTS

The following software will be required for the successful completion of the programme and needs to be acquired by the student.

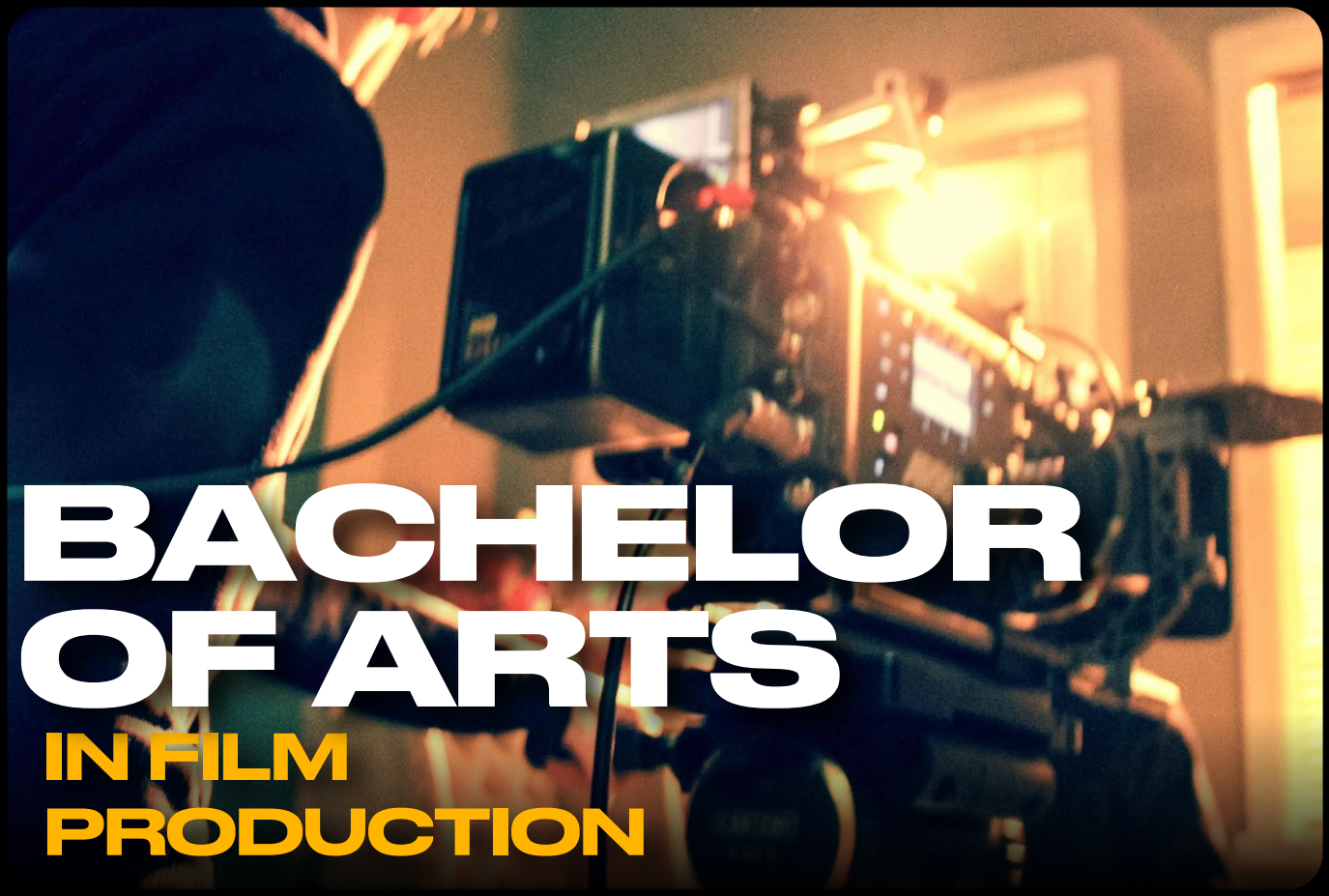
- Adobe Creative Suite
- Studio Binder
- Final Draft or Celtx (Free)
- Final Cut Pro (Optional for Mac)

Degree Technical Requirements

Higher Certificate Technical Requirements

Career paths:

- Video Editor
- Cinematographer
- Director
- Screenwriter
- Producer
- Visual Effects Artist
- Colourist
- Assistant Director
- Camera Assistant
- Broadcast Designer
- Production Assistant
- Editor
- Visual Effects Artist
- Location Manager
- Production Designer
- Programme Researcher
- Television Camera Operator



BACHELOR OF ARTS IN FILM PRODUCTION

OVERVIEW

The Bachelor of Arts in Film Production explores all the creative and technical elements of digital filmmaking with an emphasis on developing practical skills in pre-production, production, post-production and distribution. Throughout the three-year programme, students will gain proficiency in the many departments that make up the production process, learning within an innovative and hands-on environment that boosts their creative confidence and artistic independence.

Through the completion of a range of creative media projects, students get a high level of practical experience. On completion of the degree, they will have acquired holistic knowledge of the film industry and be prepared with the skills and knowledge needed to embark on an exciting career.

PROGRAMME CONTENT INCLUDES

- Cinematography
- Business of Film — Producing
- Screenwriting
- Directing
- Post Production — Editing
- Digital Imaging
- Motion Graphics
- Research Methodology
- Business Management and Legal Studies
- Visual Effects
- Finance and Distribution
- Film History and Analysis

Qualification

Bachelor of Arts in
Film Production
(SAQA ID No: 90672, NQF Level 7)

Admission Requirements

National Senior Certificate with a Bachelor entry or equivalent.

Duration

4 Years, 5 - 10 hours per week, module dependant

Intakes Per Year

March, May, July & October

HIGHER CERTIFICATE IN DIGITAL FILM PRODUCTION

OVERVIEW

The Higher Certificate in Digital Film Production is designed to provide students with experience in the many facets of digital film production, fostering creative confidence and artistic independence within a hands-on learning environment.

The programme covers the technical and creative components of digital filmmaking including: conceptualisation, screenwriting, project development, digital camera operation, lighting, production management, directing, editing, sound design, motion graphics and VFX. In creating their own projects, students develop the necessary skills to become filmmakers.

PROGRAMME CONTENT INCLUDES

- Cinematography
- Editing
- Screenwriting and Adaptions
- Motion Graphics and Digital Imaging
- Visual Effects
- TV Commercial Production
- Documentary Production
- Narrative Film Production
- Multicam Production
- Film Studies
- Creative Projects

Qualification

Higher Certificate in
Digital Film Production
(SAQA ID No: 87006, NQF Level 5)

Admission Requirements

National Senior Certificate with Higher Certificate entry or equivalent.
Communication in English at NQF 4.
Maths / Maths Literacy NQF 4.
Computer Literacy NQF 3.

Duration

1.5 Years, 5 - 10 hours per week, module dependant

Intakes Per Year

March, May, July & October

GAMES

Industries that employ gaming professionals:

- Video Game Design
- Serious Games and Simulations
- VR & AR Development
- App & Mobile Development
- Education and e-Learning
- Software Development
- Web Development
- Animation

26.5 MILLION
GAMERS IN SOUTH AFRICA

$333 MILLION
GROWTH IN SOUTH AFRICAN GAMES SPENDING EXPECTED BY 2026

$600+ BILLION
USD PROJECTED GROWTH BY 2030

SOFTWARE REQUIREMENTS

The following software will be required for the successful completion of the programme and needs to be acquired by the student.

- Adobe Creative Suite
- Blender (Free)
- C# for Scripting
- Maya
- ToonBoom: Storyboard Pro (Optional for Self-Study)
- Unity and Unreal Game Engine

Degree Technical Requirements

Higher Certificate Technical Requirements

Career paths:

- Game Designer
- Level Designer
- Game Economy Designer
- Community Managers
- Simulation Specialists
- Systems Designer
- Sound Designer for Games
- Level Designer
- Lighting Designer
- Content Designer
- Tools Engineer
- User Interface Designer
- Software Engineer
- Game Player Engineer
- Asset Creation
- Backend & Network Engineer

BACHELOR OF ARTS
IN GAME DESIGN AND PRODUCTION

OVERVIEW

The Bachelor of Arts in Game Design and Production allows candidates to dive deep into both the design and production aspects of gaming with a strong focus on the technology and creativity required in this industry. The programme is structured to provide a balance between developing the necessary skills needed to gain competence in game design, as well as being exposed to industry knowledge and theoretical practices in order to critically engage with the contemporary media environment and the gaming industry as a whole.

Students can expect to grow into creative contributors to the African and international gaming industries.

PROGRAMME CONTENT INCLUDES

- 2D Asset Design Creation for Gaming
- 3D Asset Design Creation for Gaming
- Understanding the Origins and History of Gaming
- Analysing the Role of Media in Gaming
- Getting Your Game into the Industry
- Research Basics: Critical Engagement with Gaming
- Scripting: Coding for Games
- Play Testing and Prototyping
- Game Aesthetics and Mechanics
- Creation of Digital and Analogue Games

Qualification

Bachelor of Arts in
Game Design and Production
(SAQA ID No: 110820, NQF Level 7)

Admission Requirements

National Senior Certificate with a Bachelor entry or equivalent.

Duration

4 Years, 5 - 10 hours per week, module dependant

Intakes Per Year

March, May, July & October

HIGHER CERTIFICATE

IN GAME DESIGN AND PRODUCTION

OVERVIEW

The Higher Certificate in Game Design and Production programme equips students with the knowledge and practical skills to create games with a strong focus on technology and creativity. The curriculum aims to contribute to the growth, quality and competitiveness of the graduates entering the African and international gaming industries.

PROGRAMME CONTENT INCLUDES

- Game Studies: Storytelling and Game Theory
- Digital Imaging: Creating 2D Imagery
- Scripting: Coding for Games
- UI Design: Enhancing the Game-User Experience
- Game Production: Understanding the Basics
- Asset Design: Building Digital Models/Props
- Introduction to Game Engines

Qualification

Higher Certificate in
Game Design and Production
(SAQA ID No: 110793, NQF Level 5)

Admission Requirements

National Senior Certificate with Higher Certificate entry or equivalent.

Duration

1.5 Years, 5 - 10 hours per week, module dependant

Intakes Per Year

March, May, July & October

POSTGRADUATE DIPLOMA
IN CREATIVE MEDIA PRODUCTION

OVERVIEW

Candidates will gain advanced knowledge and skill within their area of specialisation (game design, audio production, film or motion design) to apply within the local and international creative media production field. This will be supported by industry-driven perspectives, critical and design thinking, problem-solving and techniques, research and development, commercial and entrepreneurial principles and practices within the creative media industry.

PROGRAMME CONTENT INCLUDES

- Investigate research best practices and topic selection for the research project.
- Master research tools and produce a professional research proposal.
- Explore cultural and contextual frameworks in media practice.
- Learn to innovate and design for problem-solving in creative media.
- Analyse trends and technologies reshaping the global media space.
- **Advanced elective – Advanced Motion Design Studies, Advanced Game Studies, Advanced Film Production Studies or Advanced Audio Production Studies.**
- Creative media entrepreneurship.
- Develop business models and entrepreneurial strategies in media.
- Research project.
- A self-directed research study culminating in a mini dissertation.
- Demonstrate the ability to identify and articulate clear and coherent relationships between creative media design and production, cultural contexts and critical perspectives.
- Demonstrate informed knowledge and engagement in identifying and solving complex problems in contemporary creative media contexts by applying design thinking concepts.
- Demonstrate knowledge of and engagement in conceiving, designing and planning a strategic and effective creative media production business model.
- Demonstrate the ability to conduct basic research to resolve a creative media production problem or question.

Qualification

Postgraduate Diploma in Creative Media Production (SAQA ID No: 125179, NQF Level 8)

Admission Requirements

A completed Bachelor's Degree (NQF 7) or Advanced Diploma in a relevant specialisation (Sound, Animation, Film or Game Design) Final-year undergraduates may apply pending the successful completion of their Degree

Duration

1.5 Years

Intakes Per Year

March, May, July & October

SHORT COURSES

Introduction to 3D Modelling and Animation - 5 Weeks

In this short learning programme, you will learn the foundations of 3D modelling and animation. The course is for beginners, so no knowledge of 3D animation is required. The first part of the course introduces the student to the cycle of an animation production pipeline. Students will be able to model, texture, animate, light and render in the software programme Blender. In the second part of the course, students will implement this knowledge to create their own 3D models.

Introduction to Audio Postproduction - 5 Weeks

This course educates students on the world of audio post-production and provides a basic to intermediate overview of the elements of sound in film and television. Students will be able to define the main elements of audio-post-production, manage audio post-production sessions professionally, understand file delivery and archiving methods, and apply various methods in the completion of a soundtrack for motion picture.

Introduction to Scriptwriting - 5 Weeks

This course explores the art of storytelling. Students will learn methods for writing an engaging and riveting script as well as how to format this into a successful screenplay. Students discover how to produce a solid script from a structural point of view, and then move on to building and creating characters that will capture an audience.

Introduction to Cinematography - 5 Weeks

This course takes students on a cinematography journey, from an introduction to the language of cinematography, understanding composition and angles, filming and lighting a scene, and concluding with camera and optics. Students will discover the art of storytelling, subtext, composition, and much more.

Introduction to Film Production Management - 5 Weeks

This course is aimed at intermediate production management professionals. The course looks at how to manage a production budget, how a script influences your budget, key pre-production and post-production processes, and important administrative tasks for a production. The course also looks at various distribution deal structures and licensing fees to consider.

JOIN A VIRTUAL INFO SESSION

Join our Virtual Info Sessions on Zoom to find out all you need to know about our dynamic Online Learning platform and how we can guide you to creative career success!

Campus Details

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ANIMATION AUDIO FILM GAMES