VISION

· To be the world’s leading educator for the creative media industries

MISSION

· We provide specialist vocational and higher education courses worldwide to inspire and develop our graduates
· Our courses emphasise practical experience, the needs of students and industry credibility
· Our students access the latest knowledge and outstanding facilities to enhance their skills
· We are globally networked as a professional community in creative media
· Excellence in academic and student services

OUR VALUES

· We have conviction to our purpose and potential
· We demonstrate drive by achieving and advancing together
· We are adventurous in mind and spirit
· We demonstrate rigour in enhancing our professional reputation and credibility
· We are genuine in the way we behave and deliver
· We show respect by celebrating, valuing and caring for people and the environment
STUDENT TESTIMONIALS

Vuyani Dube
Zimbabwe

My time at SAE Cape Town was a challenging and intense experience. I felt I had a great source of knowledge from industry professionals as well as industry standard facilities. SAE provided me with a great working environment that allowed me to do any further research that I required to keep my work at a desired standard.

Opubo Braide
Nigeria

While I studied at SAE Cape Town, I got to have personal interactions with some of the big players in the industry (lecturers and guest speakers), and I learnt a great deal from them. SAE Cape Town is unique, because it doesn’t spoon-feed its students.

Masixole Mbanga
South Africa

A wise man once told me never forget to always thank your elders, especially those who work passionately to educate and make you wiser. I feel blessed to have the skills and knowledge I have acquired in my time at SAE.

Eliav Vanunu
Israel

SAE Cape Town surrounded me with open-minded people, both staff and students. Musicians, artists, and people with technical interests, found themselves taking the actual steps towards their goals. You get all of it at SAE, but the expectations are high and you will work hard!

Bronwyn Morris
South Africa

Initially, I thought my experience at SAE Institute might not be quite the “student” experience I was hoping for, due to the intake of students. As soon as classes began I was proved wrong. The lecturers and staff were so great and friendly, and the other students were fun and excited to be studying film.

Chubie Ujah
Nigeria

Thanks to the excellent learning conditions, great staff and magnificent facilities, SAE did not only meet my expectations, it beat my expectations by every standard. I am proud to be an alumnus of SAE Cape Town.

Levi O’Regan
Kenya

The fun-loving, WELCOMING, and passionate environment you guys have going over there is what sets SAE Cape Town apart. It felt like a second home and was by far the best experience of my life so far and I’m very grateful to have been able to complete my 1-year course there.

Thomas Glendinning
South Africa

From the very first day at SAE I felt like I was in responsible, knowledgeable hands of lecturers who not only know what they are talking about but had experienced the industry hands on and were thus well equipped to impart their extensive knowledge.

Aninka Jonck
South Africa

My time at the SAE was the most exhilarating learning experience I have ever had, and I speak from experience since I already have studied at another university. When you study at SAE they will give you 110% in every aspect and you cannot get just anywhere.
THE CAMPUS

SAE Institute South Africa (Pty) Ltd. is a purpose-built and state-of-the-art multimedia environment located in Cape Town's most creative hub, the award-winning Woodstock Exchange. Our neighbours include Google, the Bandwidth Barn and 2oceansvibe radio station. WEx as it is commonly known, includes some of the city's most talented and respected photographers, fashion designers, printers, illustrators, film directors and cutting edge retail stores. Also on site are restaurants and cafes serving mouthwatering organic food, freshly roasted coffee, local craft beers and cocktails.
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• Bachelor of Arts in Motion Design and Animation (3 years) |
| 13–20 | FILM PRODUCTION  
• Higher Certificate (1 year)  
• Bachelor of Arts (3 years) |
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Provisionally registered with the Department of Higher Education and Training until the date determined by the registrar as a private higher education institution under the Higher Education Act, 1997. Provisional registration certificate no. 2014/HE07/001
ANIMATION

HIGHER CERTIFICATE IN ANIMATION AND VISUAL EFFECTS
In this qualification students acquire comprehensive skills in free-hand drawing, stop-motion, 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 also gain comprehensive expertise of the contemporary "infotainment" industry.

OVERVIEW
SAQA ID: 86986; Duration 1 year; NQF Level 5; Exit Level Credits: 140

Higher Certificate in Animation and Visual Effects (1 year)

SEMESTER 1

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<tr>
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<td>HCAN1102</td>
<td>3D Character Performance</td>
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<td>HCAN1103</td>
<td>Motion Graphics</td>
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<tr>
<td>HCAN1104</td>
<td>Basics of 3D Modeling</td>
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<td>HCAN1105</td>
<td>Animation Principles</td>
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<td>HCAN1206</td>
<td>Modeling Digital Environments</td>
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<td>HCAN1209</td>
<td>Storyboarding &amp; Animatics</td>
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<tr>
<td>HCAN1210</td>
<td>The Business of Animation</td>
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SEMESTER 2

UNITS OF STUDY

SEMESTER 1

HCAN1101 (NQF5/14 Credits)
FUNDAMENTALS OF DRAWING
This module introduces students to the fundamental methods and concepts of observational and expressive drawing practice. Life drawing is explored and techniques are developed to enable students to better represent the human form.

HCAN1102 (NQF5/14 Credits)
3D CHARACTER PERFORMANCE
This module covers the basics of performance in animation, both as theory and practical 3D MAYA exercises. The theory is explored through viewing of selected animated performances and practical workshops, and basic performance techniques and principles are applied in simple 3D exercises.

HCAN1103
MOTION GRAPHICS
This module develops an understanding of motion graphics in Adobe After Effects through a series of practical lectures and creative exercises. Students will learn the skills necessary to develop ideas into designs, apply them in a realistic production sense, and develop their own motion graphics projects.

HCAN1104 (NQF5/14 Credits)
BASICS OF 3D MODELING
This module provides students with an understanding of 3D modeling principles using current tools and practices for the creation of 3D objects in MAYA.

HCAN1105 (NQF5/14 Credits)
ANIMATION PRINCIPLES
Animation Principles are the core of all animation. This module introduces the student to the 12 basic principles of animation through a series of traditional 2D and digital 2D or 3D exercises and projects.
SEMESTER 2

HCAN1206 (NQF5/14 Credits)
MODELING DIGITAL ENVIRONMENTS
This module builds on the basic principles of modeling and animation with particular focus on the design and modeling of complex 3D environments in MAYA.

HCAN1207 (NQF5/14 Credits)
3D CHARACTER ANIMATION
This module develops the knowledge and skills required for the design and creation of 3D animated characters. Students will explore lighting and composition and develop their 3D animation skills. Students will also apply traditional principles of animation to 3D digital characters and investigate how these characters are rigged and textured.

HCAN1208
VISUAL EFFECTS
This module introduces students to visual effects for film and television with particular focus on composting, rendering elements, 3D Dynamics, matte painting, motion capture, camera tracking, and particles systems.

HCAN1209 (NQF5/14 Credits)
STORYBOARDING AND ANIMATICS
This module provides students with the skills and concepts needed to develop storyboards and animatics for film and television. Students will need to produce their own storyboards and animatic projects, based on their own story ideas.

HCAN1210 (NQF5/14 Credits)
THE BUSINESS OF ANIMATION
This module is an introduction to the animation industry both generally and in particular to Cape Town, South Africa. Industry professionals will present on various topics relating to the industry and students will be shown how to develop portfolios and practically apply this knowledge in their own professional portfolio.

GENERAL ADMISSION REQUIREMENTS
• Successful completion of South African Grade 12, an A-Level or equivalent
• Or successful completion of the equivalent academic learning of an NQF 4 Qualification, or higher.
• Proficiency in written and spoken English. In case of TOEFL or IELTS testing, students must score 6.0 on IELTS, 550 on TOEFL (paper-based), 213 on TOEFL (computer-based) OR 79 (Internet based).

If an applicant is a native English speaker or has studied in the medium of English on a secondary or post-secondary level, then the English language test requirement may be waived.
• Intermediate computer proficiency

Additional requirements:
• Adequate hearing abilities & adequately sighted

Please contact SAE Institute for special admission and/or RPL (Recognition of Prior Learning).

COURSE INFO
QUALIFICATION:
Higher Certificate in Animation and Visual Effects
DURATION: 1 Year

Courses start in February

STUDENT WEEKLY STUDY LOAD
15 Hours lectures / 30 hours production projects and self-study
# HIGHER CERTIFICATE IN ANIMATION & DIGITAL EFFECTS – FEES

<table>
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</table>
BACHELOR OF ARTS IN MOTION DESIGN & ANIMATION

The Bachelor of Arts in Motion Design and Animation teaches digital 3D and digital 2D animation skills within the context of traditional 2D animation principles. There is a strong focus on developing and refining fine art skills: drawing, painting and sculpture, in support of the creative processes involved in character and story development for animation. Theory modules include history of art, history of animated media, media studies and basic academic research skills. The final year of study includes a major practical project that forms the centerpiece of the student’s portfolio. The student can choose to complete the graduation project in either digital 3D, stop-motion 3D, or digital 2D.

OVERVIEW
SAQA ID: 94949; Duration 3 years; NQF Level 7; Exit Level Credits: 360

### 1st YEAR SEMESTER SCHEDULE

<table>
<thead>
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<th>Semester 1</th>
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<tr>
<td>BAMDA1101</td>
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<td>BAMDA1102</td>
<td>Motion Design I: Drawing for Animation</td>
<td>BAMDA1103</td>
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<tr>
<td>BAMDA1109</td>
<td>History of Animation Film and Television</td>
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<td>BAMDA2102</td>
<td>Digital 3D Animation 2: Maya®</td>
<td>BAMDA2103</td>
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<tr>
<td>BAMDA2104</td>
<td>Fine Art II: Painting and Sculpture for animation</td>
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<tr>
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<td>Art History II</td>
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<tr>
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<td>Digital 3D Animation 3: Maya®</td>
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### 3rd YEAR SEMESTER SCHEDULE

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<td>BAMDA3102</td>
<td>Digital Animation IV</td>
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<td>BAMDA3204</td>
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<td>BAMDA3205</td>
<td>The Business of Animation</td>
<td>BAMDA3306</td>
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## UNITS OF STUDY

### 1st YEAR

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<tbody>
<tr>
<td><strong>BAMDA1101</strong>&lt;br&gt;<strong>ART HISTORY I</strong> (NQF5/10 Credits)</td>
</tr>
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</table>
This module is an introduction to the history of art. Various art styles, art movements, artists and forms and techniques are discussed to form the underpinning theory for subsequent practical fine art, drawing and sculpture modules.

| **BAMDA1102**<br>**MOTION DESIGN I: DRAWING FOR ANIMATION** (NQF5/15 Credits) | 
This module focuses on the principles of animation, the techniques and skills of animation drawing, and drawing for the moving figure. These topics are applied in essay, traditional 2D practical, and studio work.

| **BAMDA1103**<br>**FINE ART I: DRAWING** (NQF5/10 Credits) | 
This practical module develops general drawing skills, with a focus on the anthropomorphic figure and the figure in motion. Understanding human anatomy forms the theoretical basis for this module.

| **BAMDA1109**<br>**HISTORY OF ANIMATION FILM AND TELEVISION** (NQF5/15 Credits) | 
This is a theoretical module focusing on an appreciation and critical analysis of key visual texts, both films and television series, and seminal theory texts to illustrate the evolution of the animated form and animation theory.

| **BGAL1101**<br>**ACADEMIC LITERACY** (NQF5/5 Credits) | 
This module is an introduction to basic reading, writing and referencing skills needed for theoretical & essay work at a degree level.

### 2nd YEAR

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<tbody>
<tr>
<td><strong>BAMDA2101</strong>&lt;br&gt;<strong>DIGITAL 2D ANIMATION 2: TOONBOOM®</strong> (NQF6/15 Credits)</td>
</tr>
</tbody>
</table>
This module develops the theory and practice of 2D within ToonBoom®

| **BAMDA2102**<br>**DIGITAL 3D ANIMATION 2: MAYA®** (NQF6/15 Credits) | 
This module develops the theory and practice of 3D within Maya®.

| **BAMDA2103**<br>**MOTION DESIGN II: DRAWING FOR ANIMATION** (NQF6/15 Credits) | 
This module extends the principles of animation, the techniques and skills of animation drawing, and drawing for the moving figure into applications to plants and animals and other non-anthropomorphic figures. These topics are applied in essays and practical studio work.

| **BAMDA2104**<br>**FINE ART II: PAINTING AND SCULPTURE FOR ANIMATION** (NQF5/15 Credits) | 
This practical module develops general painting and sculpting art skills to include, amongst others: landscape painting and sculpting anthropomorphic figures.

| **BAMDA2105**<br>**ART HISTORY II** (NQF6/10 Credits) | 
This theoretical module considers various art styles, art movements, artists and forms and techniques in art in more depth and reframes the above in terms of animation. Student’s are encouraged to develop a framework to interrogate their own style of animation.
SEMESTER 2

BAMDA206
DIGITAL 2D ANIMATION 3: TOONBOOM®
(NQF6/15 Credits)
This module develops the theory and practice of 2D within ToonBoom® developing at least one portfolio piece.

BAMDA2207
DIGITAL 3D ANIMATION 3: MAYA®
(NQF6/15 Credits)
This module develops the theory and practice of 3D within Maya® developing at least one portfolio piece.

BAMDA2208
STOP MOTION 3D CREATIVE PRACTICAL PROJECT
(NQF6/20 Credits)
This is a practical creative project offering the student the opportunity to work in a non-traditional 3D animation style using the skills and techniques learned in Fine Art 2: Sculpture.

BGRB2201
RESEARCH BASICS (NQF6/10 Credits)
This theoretical module introduces the student to basic academic research skills and theory.

3rd YEAR

SEMESTER 1

BAMDA3101
CREATIVE PROJECT: PRE PRODUCTION
(NQF7/30 Credits)
In this module the student will develop the necessary documents and designs for their final portfolio project. This module draws on theory and practice from all preceding modules.

BAMDA3102
DIGITAL ANIMATION IV (NQF7/15 Credits)
This module develops the theory and practice of the students' chosen specialization and is linked to the chosen technique for their portfolio project.

BAMDA3103
APPLIED RESEARCH: CREATIVE PROJECT THESIS
(NQF7/15 Credits)
The student needs to submit a thesis applying what has been learned to a theoretical discussion of an animation topic or concept. This module draws on content from all the preceding theory modules.

BAMDA3204
CREATIVE PROJECT: PRODUCTION AND POST
(NQF7/30 Credits)
The student must complete their practical work and relevant reflexive essays for their final portfolio project.

BAMDA3205
THE BUSINESS OF ANIMATION
(NQF7/10 Credits)
This module is an introduction for the animation industry and business related aspects.

BAMDA3306
INTERACTIVE ANIMATION DESIGN
(NQF7/15 Credits)
This module considers animation in the broader context of new media and gaming and introduces the student to additional areas within the animation industry and field.

GENERAL ADMISSION REQUIREMENTS

- A National Senior Certificate (Grade 12) or equivalent academic learning of an NQF 4 qualification or higher, with university exemption/endorsement.
- Proficiency in written and spoken English. In case of TOEFL or IELTS testing, students must score 6.0 on IELTS, 550 on TOEFL (paper-based), 213 on TOEFL (computer-based) OR 79 (Internet based). If an applicant is a native English speaker or has studied in the medium of English on a secondary or post-secondary level, then the English language test requirement may be waived.
- Intermediate computer proficiency

Additional requirements:

- Adequate hearing abilities & adequately sighted

Please contact SAE Institute for special admission and/or RPL (Recognition of Prior Learning).
# BACHELOR OR ARTS IN MOTION DESIGN & ANIMATION – FEES

<table>
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# Filmmaking Courses at SAE Institute South Africa

**Higher Certificate in Digital Film Production (1 year)**

**Semester 1**
- HCFP1101: Digital Film Production
- HCFP1102: Digital Film Post Production
- HCFP1103: Digital Imaging
- HCFP1104: Film Studies
- HCFP1105: Adaptation

**Semester 2**
- HCFP1206: Creative Project
- HCFP1207: Motion Graphics
- HCFP1208: Visual Effects (VFX)
- HCFP1209: TV Commercial Production
- HCFP1210: Documentary Production

**Overview**

**SAQA ID:** 87006; **Duration:** 1 year; **NQF Level:** 5; **Exit Level Credits:** 140

**Higher Certificate in Digital Film Production**

This course is designed to provide students with experience in the many facets of digital film production, fostering creative confidence and artistic independence in a hands-on learning environment. The course 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 proficient filmmakers.

**Units of Study**

**Semester 1**
- **HCFP1101** Digital Film Production
- **HCFP1102** Digital Film Post Production
- **HCFP1103** Digital Imaging
- **HCFP1104** Film Studies
- **HCFP1105** Adaptation

**Semester 2**
- **HCFP1206** Creative Project
- **HCFP1207** Motion Graphics
- **HCFP1208** Visual Effects (VFX)
- **HCFP1209** TV Commercial Production
- **HCFP1210** Documentary Production

**HCFP1101 Digital Film Production**

Digital Film Production introduces the key elements of film and television production, including the roles of a production crew, digital camera operation, composition and framing, mise-en-scène, lighting, sound recording and film styles, genres and storytelling. Amongst other practical assignments, students examine non-verbal and verbal communications in the planning and shooting of a short dialogue-based scene and a scene in a particular genre.

**HCFP1102 Digital Film Post Production**

Digital Film Post Production introduces students to the theoretical, historical and practical aspects of the editing process as they develop a practical understanding of various post production techniques, including multi-cam editing, sound editing and mixing and colour grading of a digital film. The unit examines workflow, project management and the skills and techniques required to edit digital audiovisual material on various practical projects.

**HCFP1103 Digital Imaging**

The Digital Imaging unit introduces two dimensional (2D) digital image manipulation in the context of contemporary culture, media industries and the visual arts. The practical skills associated with graphic design are studied and exercised through the integration of digital images into works across the spectrum of creative media including CD, DVD, web and print media.

**HCFP1104 Film Studies**

This unit explores the historical and theoretical development of cinema from its precursors and earliest cinematic pioneers, through to its current form, encompassing the social, cultural, political and technological forces that have shaped the global film industry. Key concepts, styles, genres and figures shaping film as a new language and art form are discussed, researched and examined.

**HCFP1105 Adaptation**

This unit explores the relationship between author and producer/director. Students examine a variety of influential film adaptations, critically examining key elements of character development and story, along with the exclusion, addition and alteration of material. Students learn how to effectively deconstruct literary works, in order to extract the essential story elements to be brought to the screen. Particular emphasis is placed on the ability to transform literary material into an adapted work that embraces the full potential of the audiovisual medium.
GENERAL ADMISSION REQUIREMENTS

• Successful completion of South African Grade 12, an A-Level or equivalent
• Or successful completion of the equivalent academic learning of an NQF 4 Qualification, or higher.
• Proficiency in written and spoken English. In case of TOEFL or IELTS testing, students must score 6.0 on IELTS, 550 on TOEFL (paper-based), 213 on TOEFL (computer-based) OR 79 (Internet based). If an applicant is a native English speaker or has studied in the medium of English on a secondary or post-secondary level, then the English language test requirement may be waived.
• Intermediate computer proficiency

Additional requirements:
• Adequate hearing abilities & adequately sighted

Please contact SAE Institute for special admission and/or RPL (Recognition of Prior Learning).

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SEMESTER 2

HCFP1206
CREATIVE PROJECT
The Creative Project unit is the culmination of the year’s film production studies in the realisation of a film project as a means of artistic expression. The project requires students to plan, manage and complete a creative work within a specialised area of film production, demonstrating technical & creative abilities, including a written report documenting the research conducted. Students will also gain valuable insight into the business opportunities related to their project.

HCFP1207
MOTION GRAPHICS
This unit investigates motion graphics as a form of digital communication in the creative media industries, as well as being an art form/craft within itself. Motion graphics is explored through a series of historical and contextual lenses, developing a rounded sense of the many ways images can be choreographed to communicate visual messages and effectively strengthen audiovisual projects. Students will learn the skills necessary to develop ideas into designs, be able to apply them in a realistic production setting and be able to use the industry standard software to develop a finished title sequence.

HCFP1209
TV COMMERCIAL PRODUCTION
This unit explores the television commercial (TVC) as means of communication to effectively sell products and/or services to an audience. The developmental phases of pre-production; production; and post-production are examined in relation to the key aspects of TVC creation, including an exploration of the various creative and directorial approaches employable in the production of an original TVC as well as a music video.

HCFP1210
DOCUMENTARY PRODUCTION
This unit examines the documentary as an expressive film language through the analysis of documentary styles, pioneering films & filmmakers in the medium and investigative research strategies for uncovering stories. Common production and post-production techniques are explored, through various practical assignments, before students develop and produce their own original documentary on a topic of their choice.

COURSE INFO

QUALIFICATION:
Higher Certificate in Digital Film Production
DURATION: 1 Year

Courses start in February and July

STUDENT WEEKLY STUDY LOAD
15 Hours lectures / 30 hours production projects and self-study
### Higher Certificate in Digital Film Production – Fees

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</table>
SAE Institute’s Film Production degree explores all the creative and technical elements of digital filmmaking, with an emphasis on developing your practical skills in pre-production, production, post-production and distribution. Throughout the 3-year course you will gain proficiency in the many departments that make up the production process, learning within an innovative and hands-on environment that boosts your creative confidence and artistic independence through the completion of a range of creative media projects. On completion of the degree, you will have acquired a holistic knowledge of the film industry, and be thoroughly prepared with the skills and knowledge needed to embark on an exciting career in the industry.

**OVERVIEW**

SAQA ID: 90672; Duration 3 years; NQF Level 7; Exit Level Credits: 360

**1st YEAR SEMESTER SCHEDULE**

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**BACHELOR OF ARTS IN FILM PRODUCTION**
UNITS OF STUDY

1st YEAR

SEMESTER 1

BAFP1101
FILM STUDIES 1
This unit examines the principles and concepts in the reading of a film through the understanding of elements that make up a story's film grammar and subtext. This includes the theory of the use of film language elements such as: Story, Genre, Production Design, Cinematography, Sound Design, Editing, Casting, etc. through to an analysis of various film styles. This forms an evaluation of techniques and methods used to create what we know as film language. Students are encouraged to critically examine key elements of style as a means of understanding key genres that have shaped the development of motion picture and consider the future developments in the industry.

BAFP1102
DIGITAL FILM PRODUCTION 1
Students will learn visual storytelling, basic story structure and narrative techniques, and be introduced to the creative and technical facets of digital film production, including basic digital video camera operation; basic lighting, composition and framing, as well as basic production management.

BAFP1103
DIGITAL FILM POST PRODUCTION 1
This unit aims to instil a basic working knowledge of the stages and technologies involved in a digital film project with particular emphasis on the editing process. It examines workflow, project management and interpersonal skills needed to edit footage for a variety of delivery platforms. Non-linear editing techniques and approaches are demonstrated and discussed, considering these from both a technical and an aesthetic perspective. Effective communication of narrative is analysed considering the affect selected editing techniques may have on an audience. DVD authoring and other compilation processes for a variety of media are also examined.

SEMESTER 2

BAFP1205
SCREENWRITING AND ADAPTATIONS
This unit develops an understanding of the screenwriting process and formatting. Students are exposed to basic screenwriting guidelines for developing a screenplay and how to generate a particular intellectual and emotional response in the audience through learning the art of careful plotting and planning.

BAFP1206
DIGITAL FILM PRODUCTION 2
This unit teaches students how to record audio in single-camera production mode and introduces the narrative capability of sound along with a focus upon a wide range of audio recording situations and techniques. Students will learn to use and apply more advanced digital camera features, camera moving equipment, lighting techniques & equipment.

BAFP1207
DIGITAL FILM POST PRODUCTION 2
The module examines post production workflow and the skills and techniques required to edit multi-cam, drama, documentary, commercial and promo, TV magazine insert, and music video productions. Non-linear editing techniques and approaches are demonstrated and discussed, considering these from both a technical and an aesthetic perspective. Effective communication of narrative and/or content is analysed considering the effect selected editing techniques may have on an audience.
BACHELOR OF ARTS IN FILM PRODUCTION

BAFP1208
**FILM STUDIES 2**
This module builds upon the fundamental principles taught in module BAFP1101 Film Studies 1. Students will explore the historical development of cinema through a linear journey of film history looking at the key developments that shaped the industry. This module examines the social, cultural and political context, along with key figures, that have shaped the modern-day global film industry.

BAFP1209
**FILM AUDIO PRODUCTION**
This module focuses on the various elements of audio post-production for Film and Television. Students review a variety of audio post technologies including Foley and location recording, ADR, effects, surround sound formats and applications, as well as the use of time code and synchronisation.

BGM1101
**MEDIA LITERACY**
This module introduces a student to the central concepts that underpin an understanding of contemporary media. It is important to be able to find, evaluate, use, share and create content using a contemporary understanding of information technologies. It is also important that a student develop the tools to challenge ideological assumptions around consumerism and demonstrate an ability to critically question media messages and content.

2nd YEAR

SEMESTER 1

BAFP2101
**CINEMATOGRAPHY**
Cinematography is the art of motion picture photography. This module aims to develop students' style and skill through creative and technical use of lighting, camera angle and camera movement.

BAFP2102
**DOCUMENTARY PRODUCTION**
This unit exposes students to the documentary as a unique mode of communicating ideas through the visual medium. Students will examine the field of documentary by analysing a variety of documentary styles past and present. Pioneers within the field will be studied as well as landmark productions that promoted the documentary to new levels of expression. Students will also learn how to tell engaging stories with a smaller budget and reduced crew. The unit explores various research tools that may be used in uncovering non-fiction concepts as well as common production and post-production techniques that are used in documentary production.

BAFP2103
**MOTION GRAPHICS**
This unit gives students a strong awareness of the relationship the creative media industries have with motion graphics as a means of communicating as well as being an art form/craft within itself. This unit consists of a series of historical and contextual lectures that identify the rise of motion graphics within the motion picture industries as well as a series of practical lectures with creative project based outcomes. Students will develop a rounded understanding of motion graphics as a whole and will learn the skills necessary to develop ideas into designs, apply them in a realistic production setting and using the relevant industry standard software to develop a finished motion graphics production.

BAFP2104
**PRODUCTION DESIGN**
This module forms an introduction to a few of the many departments that make up the art department, from script to screen, through thorough analysis, research, stylistic understanding and development, and the manipulation and implementation of basic stylistic devices. The module instills an understanding of the aesthetic translation style of film production with particular emphasis being placed on location scouting, basic set dressing, character styling (including costume, make-up and hair) special effects and props utilisation.

BGWL2101
**WIL (WORK INTEGRATED LEARNING)**
Students will be placed in the film and video industry and are required to work 40 hours as an intern to gain industry insight on which they will need to write a report.

SEMESTER 2

BAFP2205
**CREATIVE PROJECT 1**
Creative Project 1 is an interdisciplinary unit that allows for Animation, Sound and Film students to collaborate in a short production. This unit allows students to demonstrate their communication, technical and creative skills and abilities. It provides an opportunity to undertake a small-scale artistic/creative interdisciplinary collaborative project that displays the ability to complete the production of a film work (short form). The project allows students to explore their art form as a means of expression. Students are encouraged to explore particular production styles or methods as a means to further their production skills.

BAFP2206
**VISUAL EFFECTS (VFX)**
This unit introduces students to the range and diversity of techniques and skills that comprise ‘digital visual effects’. This unit is an opportunity for students to commence their technical understanding of visual effects with specialised lectures, tutorials and practical projects that focus on compositing within the film and television industry. This unit will allow their ideas to flourish and encourage the evolution of visual language within their filmmaking. They will acquire knowledge of animation techniques and skills in shooting live action footage suitable for integration in their projects using compositing techniques. They will become familiar with the process of colour grading that will in turn increase the production values of their work. This subject aims to unlock the imagination of students and allow them to visualise their ideas.

BAFP2207
**MUSIC VIDEO PRODUCTION**
This Module explores all facets of music video production from its early origins to present day giving students a thorough understanding of the history of the form. The content of this module will focus on visualization through rhythm, genre and style to create a marketing tool which best represents the musicians style. Students work in small groups conceiving then producing in association with the band(s) a clip that best represent their style. Students learn the importance of pre-visualization through storyboards, location photography and videography. Furthermore existing music videos and clips are examined, studying cinematic techniques that include computer generated images (CGI), animation and various types of common visual effects (VFX) as a means of communication and artistic expression within the art form.

BAFP2208
**INTEGRATED MEDIA PRODUCTION**
In the context of this module, integrated media production is defined as the interdisciplinary production of media that incorporates various disciplines (old and new) for a specific audience. This includes digital media integrated with physical constructions (for example, a video installation). This module aims to examines various creative research methodologies in the context of project development relevant to the creative media industry; including investigation, information gathering, analysis, critical reflection and academic reporting styles. Furthermore, the module aims to be an interdisciplinary opportunity to explore the relations between media and message design/theory.
**BAFP3105**
**FINANCING & DISTRIBUTION**
This module aims to provide the filmmaker with an understanding of how financing works and the various types of financing that is available. Those types of financing includes equity, debt, soft (incentives), tax based, pre-sales, deferments and grants. It also explains financial engineering. What kind of distribution is available, who are the distributors, the different types of media that is distributed: theatrical, dvd, internet download to own, stream to rent, television - free and pay, video on demand. Encillaries: airoplane, hospitals, military bases etc. This module also aims to expose students to the market place that is available for the film that the student wants to make and next how the distribution would be handled, based on an analysis of that niche/market is.

**SEMESTER 2**

**BAFP3206**
**CREATIVE PROJECT 2 - PRACTICAL**
Students need to produce a short audio visual project combines all modules covered in the previous three years of study.

**BAFP3207**
**CREATIVE PROJECT 2 - RESEARCH**
Students are required to produce and in-depth research report that focusses on one aspect of their final year audio visual project.

**GENERAL ADMISSION REQUIREMENTS**

- A National Senior Certificate (Grade 12) or equivalent academic learning of an NOF 4 qualification or higher, with university exemption/endorsement.
- Proficiency in written and spoken English. In case of TOEFL or IELTS testing, students must score 6.0 on IELTS, 550 on TOEFL (paper-based), 213 on TOEFL (computer-based) OR 79 (Internet based). If an applicant is a native English speaker or has studied in the medium of English on a secondary or post-secondary level, then the English language test requirement may be waived.
- Intermediate computer proficiency

**Course Info**
**Qualification:** Bachelor of Arts in Film Production
**Duration:** 3 Years

Courses start in February

**Student Weekly Study Load**
12 Hours lectures / 30 hours production projects and self-study
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HIGHER CERTIFICATE IN SOUND PRODUCTION

The Higher Certificate in Sound Production curriculum aims to empower graduates 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. To this end, the syllabus 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 course 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 with regard to professional practice, technical aptitude and creativity.

OVERVIEW

SAQA ID: 88643; Duration 1 year; NQF Level 5; Exit Level Credits: 140

Higher Certificate in Sound Production (1 year)

SEMESTER 1

HCSP1101: Principles of Sound
HCSP1102: Audio Technology
HCSP1103: Applied Music Theory
HCSP1104: Signal Processing
HCSP1105: Electronic Music Production

SEMESTER 2

HCSP1206: Creative Project
HCSP1207: Studio Production
HCSP1208: Acoustics and Live Sound
HCSP1209: Audio Post Production
HCSP1210: Audio Mastering

UNITS OF STUDY

SEMESTER 1

HCSP1101 PRINCIPLES OF SOUND
This unit examines the fundamental principles of audio technologies applicable to both sound recording and live sound reinforcement. It explores the physical properties and characteristics of sound and the human auditory perception thereof. The science of sound, including the mathematical principles and electronic concepts, and theories relating to the propagation of sound is studied.

HCSP1102 AUDIO TECHNOLOGY
This unit explores the theory and practical application of analogue and digital audio in various facets of sound production. Students will learn how to prepare a digital audio workstation (DAW) and analogue hardware for multi-track recordings. Recording and mix-down techniques are considered in order to improve cognitive thinking and practical skills for studio recording sessions.

HCSP1103 APPLIED MUSIC THEORY
This unit introduces students to the musical elements that comprise contemporary music language. Song structure and arrangement is examined with the objective of developing a comprehension of music composition and basic score reading skills. Students develop a heightened appreciation of the elements of music through aural training to develop a sense of pitch fluctuation, tone colour, and density characteristics. Students are encouraged to think critically about instrumental sonorities and their implementation during recording sessions.

HCSP1105 ELECTRONIC MUSIC PRODUCTION
This unit explores the art and craft of electronic music production (EMP) using a digital audio workstation. The history of sound synthesis, its influence and the contribution of synthesised instruments/sounds on the popular musical landscape is investigated. It examines the MIDI communication protocol, as applied to hardware as well as software. Common sequencing applications and techniques are instructed, as well as audio sampling techniques that are frequently used for production of a variety of electronic music styles.
GENERAL ADMISSION REQUIREMENTS

- Successful completion of South African Grade 12, an A-Level or equivalent.
- Or successful completion of the equivalent academic learning of an NQF 4 Qualification, or higher.
- Proficiency in written and spoken English. In case of TOEFL or IELTS testing, students must score 6.0 on IELTS, 550 on TOEFL (paper-based), 213 on TOEFL (computer-based) OR 79 (Internet based).
- If an applicant is a native English speaker or has studied in the medium of English on a secondary or post-secondary level, then the English language test requirement may be waived.
- Intermediate computer proficiency

Additional requirements:

- Adequate hearing abilities & adequately sighted

PLEASE NOTE: if applying for Recognition of Prior Learning (RPL) for the Applied Music Theory unit of study, you will need to provide the following evidence:

- Grade 4 Music Theory Certificate, from either UNISA, Trinity College or Associated Board of the Royal Schools of Music “OR”
- A Pass for Music as a subject at National Senior Certificate level (Grade 12 / Matric).
- If you have a Music Theory certificate from any other organisation (at Grade 4 or higher), you will be required to sit an Applied Music Theory Exam at SAE Institute South Africa (Pty) Ltd., upon arrival for your studies.

SEMESTER 2

HCSP1206
CREATIVE PROJECT
This unit allows students to demonstrate their technical and creative skills and abilities. It provides an opportunity to undertake a small-scale artistic/creative project that displays the ability to complete the production of a musical/film work (short form). The project allows students to explore their art form as a means of expression. The project requires students to plan, manage and complete a production within a specialised area of audio production. The outcomes of the project must be critically assessed and reported on, so as to encourage further learning within the area of study.

HCSP1207
STUDIO PRODUCTION
This unit explores the procedures, production skills, knowledge and professional values of audio recording and mix-down in a recording studio environment. Common studio roles are examined as well as the processes involved in using a digital audio workstation (DAW). DAW system workflow, editing and processing techniques for music production are critically examined and applied. Emphasis is placed on professional practice with respect to the pre-production planning, management of performers and the various files created during the recording session.

HCSP1208
ACOUSTICS & LIVE SOUND
This unit aims to further develop knowledge and understanding of acoustics, with emphasis on sound behaviour in enclosed spaces and live sound venues. Common acoustical issues and calculations are studied and applied to a basic studio design. A comprehensive understanding of sound reinforcement techniques is developed, both in theory and in practice. Students study the range of equipment and associated techniques that are commonly used in live sound production. Emphasis is placed on the practical application of these skills and techniques.

HCSP1209
AUDIO POST PRODUCTION
This unit focuses on the various elements of sound in audio post-production. Workflow and file management for audio post-production is examined, as well as the techniques and methods used by sound editors / mixers and sound designers. Common surround sound formats and applications are reviewed as well as the use of time code and synchronisation. Students explore and critically examine a variety of professional productions to gain insight into the prevalent approaches and treatment of sound design in film and television, and apply this to their own projects.

HCSP1210
AUDIO MASTERING
This unit explores a variety of tools and practices used in the final creative and technical step in sound production. The unit focuses on the art and science of audio mastering and management of a variety of media. The unit covers file handling and aesthetic factors that influence the delivery of superior audio masters. The history of mastering is addressed including the vinyl mastering and pressing process. Students are required to apply studied techniques in the execution of their three assessments for the unit.

GENERAL ADMISSION REQUIREMENTS

• Successful completion of South African Grade 12, an A-Level or equivalent.
• Or successful completion of the equivalent academic learning of an NQF 4 Qualification, or higher.
• Proficiency in written and spoken English. In case of TOEFL or IELTS testing, students must score 6.0 on IELTS, 550 on TOEFL (paper-based), 213 on TOEFL (computer-based) OR 79 (Internet based).
• If a applicant is a native English speaker or has studied in the medium of English on a secondary or post-secondary level, then the English language test requirement may be waived.
• Intermediate computer proficiency

Additional requirements:

• Adequate hearing abilities & adequately sighted

PLEASE NOTE: if applying for Recognition of Prior Learning (RPL) for the Applied Music Theory unit of study, you will need to provide the following evidence:

• Grade 4 Music Theory Certificate, from either UNISA, Trinity College or Associated Board of the Royal Schools of Music “OR”
• A Pass for Music as a subject at National Senior Certificate level (Grade 12 / Matric).
• If you have a Music Theory certificate from any other organisation (at Grade 4 or higher), you will be required to sit an Applied Music Theory Exam at SAE Institute South Africa (Pty) Ltd., upon arrival for your studies.

COURSE INFO

QUALIFICATION: Higher Certificate in Sound Production
DURATION: 1 Year

Courses start in February and July

STUDENT WEEKLY STUDY LOAD
15 Hours lectures / 30 hours production projects and self-study
## Higher Certificate in Sound Production – Fees

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- **Course Code**: HCSP
- **Qualification**: SAQA ID: 88643 / NQF Level 5
- **Duration**: 2 Semesters minimum
- **Intakes Offered**: February 2018, July 2018
- **Payment Options**: Semester instalments (Instalments due: 1st Feb 2018 & 1st July 2018)
- **Registration Fee**: 5,000 ZAR (The non-refundable registration fee is due upon confirmation of enrolment)
- **2018 Indicative Tuition Fee (Per Semester)**: 34,860 ZAR (Domestic) | 48,370 ZAR (International)
- **Total Credit Points**: 140

- **Course Code**: HCSP
- **Qualification**: SAQA ID: 88643 / NQF Level 5
- **Duration**: 2 Semesters minimum
- **Intakes Offered**: February 2018, July 2018
- **Payment Options**: Semester instalments (Instalments due: 1st Feb 2018 & 1st July 2018)
- **Registration Fee**: 5,000 ZAR (The non-refundable registration fee is due upon confirmation of enrolment)
- **2018 Indicative Tuition Fee (Per Semester)**: 34,860 ZAR (Domestic) | 48,370 ZAR (International)
- **Total Credit Points**: 140
BACHELOR OF ARTS IN SOUND PRODUCTION

This curriculum addresses the art, science and technology of sound production across a wide range of applications, from music recording to sound production for Film and Television and live concert sound. Each sub-discipline of sound production is covered in depth and detail, in order to ensure all graduates have the superior theoretical and practical skills required to work in the broad scope of the global entertainment and music industries. In addition to the essential skills and knowledge required from a sound engineer / producer, students are continuously exposed to the pertinent values, attitudes and qualities expected from an industry professional, with a view to produce graduates who can function effectively and make a meaningful contribution to the industry and society.

OVERVIEW
SAQA ID: 90673; Duration 3 years; NQF Level 7; Exit Level Credits: 360

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UNITS OF STUDY

1st YEAR

SEMESTER 1

BASP1101 (Credit Points: 11) PRINCIPLES OF SOUND
The Principles of Sound module introduces the student to the fundamental principles of sound, exploring its physical properties and characteristics. The science of sound, including the mathematical principles, electronic concepts, and theories that relate to the propagation of sound is studied. The behaviour of sound and human auditory perception is examined in order to provide a solid foundation for further studies in the recording, manipulation, control, reproduction and reinforcement of sound.

BASP1102 (Credit Points: 11) INTRODUCTION TO AUDIO TECHNOLOGY
The Introduction to Audio Technology module explores the theoretical and practical concepts in converting analog signals into digital data using analog-to-digital and digital-to-analog converters. Students learn how to prepare a Digital Audio Workstation (ProTools) for multi-track recordings with consideration of system optimisation and workflow in the development of cognitive thinking skills when working in a professional recording environment.

BASP1103 (Credit Points: 11) APPLIED MUSIC THEORY
This module introduces students to the musical elements that comprise contemporary music language. Song structure and arrangement is examined in order to develop a comprehension of music composition and basic score reading skills. Students undertake aural training with a view to develop an appreciation of pitch fluctuation, tone colour, and density characteristics, and to analyse instrumental sonorities and their implementation in music production and recording.

BASP1104 (Credit Points: 11) SIGNAL PROCESSING
This module examines signal flow, routing and interfacing of professional grade equipment in a variety of sound recording and sound reinforcement environments. A variety of console designs are studied including analog, digital, inline and hybrid mixing consoles.

BASP1105 (Credit Points: 5) ACADEMIC WRITING
This module introduces students to writing and referencing at an undergraduate level. Topics include: academic reading and writing skills, how to structure essays and plan for writing, basic research skills and library search procedures, institutional submission protocols, correct referencing and citation practices and issues of plagiarism.

BASP1106 (Credit Points: 11) ELECTRONIC MUSIC PRODUCTION 1
In this module students will explore workflow in a professional studio with focus on using Pro Tools in conjunction with hardware when working with music and sound-to-picture applications. Students will be introduced to an ICON D-Control console and will study the use of hardware used to control functionality within Digital Audio Workstations. A variety of in-depth editing techniques will be introduced when editing a musical performance.

BASP1107 (Credit Points: 10) MUSIC STYLES 1
In this module students will explore the development of musical styles and movements from the late Renaissance period to circa 1900, looking at the key technological developments that have shaped the music industry. The module examines a variety of pivotal styles and genres that developed and the leading figures that promoted and expanded the art form as a means of expression. In this context the module examines social, cultural, and political forces that have influenced music and the music industry. Students are encouraged to critically examine key elements of style as a means of understanding key genres and movements in music.

BASP1108 (Credit Points: 10) SIGNAL PROCESSING 2
In this module students will study hardware and software processors used in professional sound productions. Students will explore Reverbs, Delays, Modulators, Equalisers, Dynamics and Pitch Shifters. Students will compare hardware with software emulations and study classic and modern techniques when processing sound.

BASP1109 (Credit Points: 10) ELECTRONIC MUSIC PRODUCTION 2
In this module students will explore a variety of genres in electronic music and identify common techniques used in sentinel productions. Students will focus on the creative processing of sound during the composition, arranging, editing and mixing stages of an electronic music production.

BASP1207 (Credit Points: 10) MUSIC STYLES 2
This module builds upon the principles that were taught in BASP1107 Music Styles 1. Students continue their investigation into the key technological developments that have shaped the music industry, the pivotal styles and genres that developed and the leading figures that promoted and expanded the art form as a means of expression. The social, cultural, and political forces that have influenced music and the music industry are explored and students are encouraged to critically examine key elements of style as a means of understanding key genres and movements in music.

BASP1208 (Credit Points: 10) SIGNAL PROCESSING 3
This module introduces students to writing and referencing at a postgraduate level. Topics include: advanced research skills, library search procedures, institutional submission protocols, correct referencing and citation practices and issues of plagiarism.

BASP1209 (Credit Points: 10) DIGITAL AUDIO PRODUCTION
This module explores workflow in a professional studio with focus on using Pro Tools in conjunction with software and hardware. Students will be introduced to an ICON D-Control console and will study the use of hardware used to control functionality within Digital Audio Workstations. A variety of in-depth editing techniques will be introduced when editing a musical performance.

BASP1210 (Credit Points: 10) MEDIA STUDIES
This module introduces a student to the central concepts that underpin an understanding of contemporary media. It is important to be able to find, evaluate, use, share and create content using a contemporary understanding of information technologies. It is also important that a student develop the tools to challenge ideological assumptions around consumerism and demonstrate an ability to critically question media messages and content.

BASP1211 (Credit Points: 10) ELECTRONIC MUSIC PRODUCTION 3
This module explores workflow in a professional studio with focus on using Pro Tools in conjunction with software and hardware. Students will be introduced to an ICON D-Control console and will study the use of hardware used to control functionality within Digital Audio Workstations. A variety of in-depth editing techniques will be introduced when editing a musical performance.

BASP1212 (Credit Points: 10) MUSIC STYLES 3
This module builds upon the principles that were taught in BASP1207 Music Styles 2. Students continue their investigation into the key technological developments that have shaped the music industry, the pivotal styles and genres that developed and the leading figures that promoted and expanded the art form as a means of expression. The social, cultural, and political forces that have influenced music and the music industry are explored and students are encouraged to critically examine key elements of style as a means of understanding key genres and movements in music.
SEASON 2

BASP2206 (Credit Points: 12)
ROLE OF PRODUCERS
This module explores the various roles of the music producer and examines the work and practice of a selection of influential producers who have made a valuable contribution to the industry through their specialised skills and musical vision. An historical overview of milestone record productions is discussed and analysed. From these benchmark albums and influential producers, students are encouraged to think critically about their own strengths and weaknesses and to develop strategies for self-development.

BASP2207 (Credit Points: 12)
STUDIO PRODUCTION 2
This module offers in-depth insight into mixing a musical performance using hardware, software and hybrid processes. Students will explore a variety of philosophies and practices when mixing musical performances with consideration of tools available on the market, mixing strategies, workflow and preparation for the mastering stage of production.

BASP2208 (Credit Points: 12)
RESEARCH BASICS
The aim of this module is to develop an understanding of the theory and processes that underpin the basics of research. This module focuses on project design for the creative media industry, from both an analytical and project management perspective. The module applies basic academic research concepts and processes, as well as project management theory and skills, to develop an understanding of how to develop a practical and achievable creative project proposal with the necessary intellectual depth and consideration.

BASP2209 (Credit Points: 12)
MASTERING AND MEDIA PREPARATION
The module explores the fundamental tools and practices used in the final creative and technical aspect of sound production - mastering. The module also explores the numerous media platforms used for storage and commercial release of music. The module covers media management and the technical and aesthetic factors that influence the preparation of a final audio master. The history of mastering is addressed with respect to vinyl and other media and delivery systems such as radio.

BASP2210 (Credit Points: 12)
BUSINESS AND LEGAL STUDIES
This module explores fundamental principles of copyright and intellectual property law. Students will develop basic budgeting and accounting skills and a critical understanding of industry and market trends and patterns. Various business models are critically examined and principles for the planning and implementation of an industry related business are explored.

SEASON 3

BASP3101 (Credit Points: 20)
CREATIVE PROJECT
In this module students will undertake a medium sized production based on the elective modules chosen by the student. The production will be accompanied by a business plan, a marketing and promotions plan, evidence of research into the commercial viability of the production and the completion of a practical production.

BASP3102 (Credit Points: 20) (Elective)*
ADVANCED STUDIO PRODUCTION
This module examines the production techniques behind seminal electronic music albums focusing on sound reinforcement and reproduction in a live setting in medium to large indoor and outdoor venues. Students will study the requirements of pitching, funding, promoting and managing the logistics of a live event. The recording and production of live performances will be examined with consideration of commercially releasing the recordings.

BASP3103 (Credit Points: 20) (Elective)*
ADVANCED LIVE SOUND
In this module students are introduced to sound reinforcement and reproduction in a live setting in medium to large indoor and outdoor venues. Students will study the requirements of pitching, funding, promoting and managing the logistics of a live event. The recording and production of live performances will be examined with consideration of commercially releasing the recordings.

BASP3104 (Credit Points: 20) (Elective)*
ADVANCED ELECTRONIC MUSIC PRODUCTION
This module examines the production techniques behind seminal electronic music albums focusing on sound design, composition, mixing and performance. The module will examine advanced techniques, practices and workflows in the production of an electronic music album.

BASP3105 (Credit Points: 20) (Elective)*
ADVANCED AUDIO POST PRODUCTION
This module focuses on the development of advanced post-production skills and critical analysis of post-production techniques. Students are exposed to a variety of sound design techniques utilised in post production, there is an emphasis on creative solutions in sound design and the application of sound effects as well as music, film score and composing in a variety of sound-to-picture productions.

* Students are required to elect two electives in consultation with their Head of Department. Electives offered are subject to the number of students enrolled in the module.
SEMESTER 2

BASP3201 (Credit Points: 60)
CREATIVE PROJECT 2

In this module students are assigned a Learning Advisor who will advise the student during the process of completing a large scale professional production in line with the students chosen electives. Students will be required to complete the practical aspects of the production and include a comprehensive business plan, marketing plan and evidence of research. Students will be required to complete 100 hours of work experience within the professional sound industry in the preparation of completion of the course.

GENERAL ADMISSION REQUIREMENTS

• A National Senior Certificate (Grade 12) or equivalent academic learning of an NQF 4 qualification or higher, with university exemption/endorsement.
• Proficiency in written and spoken English. In case of TOEFL or IELTS testing, students must score 6.0 on IELTS, 550 on TOEFL (paper-based), 213 on TOEFL (computer-based) OR 79 (Internet based). If an applicant is a native English speaker or has studied in the medium of English on a secondary or post-secondary level, then the English language test requirement may be waived.
• Intermediate computer proficiency

Additional requirements:

• Adequate hearing abilities & adequately sighted

PLEASE NOTE: if applying for Recognition of Prior Learning (RPL) for the Applied Music Theory unit of study, you will need to provide the following evidence:

• Grade 5 Music Theory Certificate, from either UNISA, Trinity College or Associated Board of the Royal Schools of Music. "OR"
• A Pass for Music as a subject at National Senior Certificate level (Grade 12 / Matric).
• If you have a Music Theory certificate from any other organisation (at Grade 5 or higher), you will be required to sit an Applied Music Theory Exam at SAE Institute South Africa (Pty) Ltd., upon arrival for your studies.

COURSE INFO

QUALIFICATION:
Bachelor of Arts in Sound Production
DURATION: 3 Years

Courses start in February

STUDENT WEEKLY STUDY LOAD
12 Hours lectures / 30 hours production projects and self-study
# Bachelor of Arts in Sound Production – Fees

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<td>BASP1207</td>
<td>Music Styles 1</td>
<td>10</td>
<td>6,389 ZAR</td>
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</tr>
<tr>
<td>BASP1208</td>
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<td>BASP1209</td>
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<td>BASP2102</td>
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<td>10,313 ZAR</td>
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<tr>
<td>BASP2103</td>
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<tr>
<td>BASP2105</td>
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<tr>
<td>BASP2210</td>
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<tr>
<td>BASP3101</td>
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<td>12,777 ZAR</td>
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<td>BASP3102</td>
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<tr>
<td>BASP3103</td>
<td>Live Sound 2 (Elective)</td>
<td>20</td>
<td>12,777 ZAR</td>
<td>17,187 ZAR</td>
</tr>
<tr>
<td>BASP3104</td>
<td>Electronic Music Production 3 (Elective)</td>
<td>20</td>
<td>12,777 ZAR</td>
<td>17,187 ZAR</td>
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<tr>
<td>BASP3105</td>
<td>Audio Post Production 2 (Elective)</td>
<td>20</td>
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<tr>
<td>BASP3206</td>
<td>Creative Project 2</td>
<td>60</td>
<td>38,333 ZAR</td>
<td>51,563 ZAR</td>
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</table>
SHORT COURSES - SET 1
SHORT COURSES TAKE PLACE DURING THE EVENINGS FOR A DURATION OF 8 WEEKS - STARTING IN MARCH & SEPTEMBER

DURATION: 8 Weeks

ELECTRONIC MUSIC PRODUCTION IN ABELEON LIVE
Learn to make & play electronic music using Ableton Live. The EMP course takes you from the absolute basics all the way to finishing a 4-track EP, mastering, remixing and performing live.

The EMP course includes a perfect balance of theory and practical application on Apple computers in partnership with weekly assignments to support the work taught in class. The specialist SAE lecturer will take you from opening a session to advanced techniques in just 8 weeks. For the final assignment, students deliver a 4 track digital EP consisting of 3 original compositions and 1 remix.

The course is suitable for beginners looking to gain a thorough understanding of electronic music production techniques and live performance, as well as intermediate producers wishing to learn Ableton Live from the ground up, find inspiration and further inspire their skills.

DURATION: 8 Weeks

GUERILLA VIDEO PRODUCTION
Learn to make professional-looking videos on shoestring budgets. This course takes students from the absolute basics of shooting video through to uploading and distribution of their work. The course is designed for the modern backpack video-maker and covers everything relating to the production of extreme sports clips, music videos and short documentaries.

The course includes an ideal balance of theory and practical application on Apple computers, with weekly assignments that support the work taught in class. On completion of the course, students will have produced a completed video product that can be uploaded onto the Internet and authored for DVD.

The course is designed for passionate amateur video-producers and sporting weekend warriors who wish to take their video production skills to the next level. A solid understanding of the principles of video production are instilled with an eye to contributing to the exploding field of guerilla and extreme video production.

DURATION: 8 Weeks

PRO PERFORMANCE DJ
One does not need to study to learn how to mix from one song into another. However, if you want to learn the art, science and business of being a professional DJ, then keep reading.

With the legends of ReadyD, Azhul and DJE20 as your trainers, you will be taken on a life-changing journey from the roots and concepts of DJ-ing to the current state-of-the-art in the discipline.

The DJ of the 21st century is not someone who simply plays other people’s music. Many of the most successful artists of the past decade are DJs who compose, produce and play music to massive audiences across the globe. Many will argue that the DJ has eclipsed the traditional touring artists and bands as the greatest crowd-pullers for live shows.

Come and enter the world of the renaissance in music production and performance and learn, trick mixing, mashups and remixes, industry standard hardware and software DJ equipment, how to perform live with controllers, how to keep the dance floor full and the crowd enticed, and the business of being a professional DJ from trainers who are leaders and pathfinders in South Africa’s DJ community.

DURATION: 8 Weeks

LIVE SOUND PRODUCTION
The Live Sound Production short course provides a thorough understanding of the principles, systems, operations and procedures related to setting up and mixing sound for live events. This course will be of great benefit to new incumbents into the industry as well as people who are already involved in live sound but want to upskill themselves.

The course aims to develop knowledge, skills and aptitudes in the set up, operation and maintenance of sound systems for live events. This includes understanding the physics of sound behaviour and acoustics, as well as familiarity with all the relevant equipment, systems and procedures. Consideration is also given to the necessary values, attitudes and personal skills.

This course provides the perfect opportunity for church sound volunteers and junior club sound personnel to develop a deeper understanding of the knowledge and skills required to do their job more efficiently. It also provides a great foundation to launch into work in theatre, conference centres, casinos, hotels, resorts, entertainment venues, cruise ships and production companies.

GENERAL ADMISSION REQUIREMENTS
• Intermediate computer proficiency • Adequate hearing abilities • Adequately sighted
SHORT COURSES

LIVE STREAMING

Video has become the most effective way to engage with your audience online. Creating live content is a cost-effective, engaging and quick way to create great video content.

Using new technology with tried and tested production processes and protocols, we will get you running your own online live-streaming channel. Using the latest non-proprietary streaming software, using hardware that you have easy access to, you will be able to produce first live-stream by the end of the course. to learn Ableton Live from the ground up, find inspiration and further inspire their skills.

RADIO ADVERT PRODUCTION

The Radio Production Course was specifically designed to give students the real-world practical skills required to produce quality radio commercials or programs. Based on hard earned experience, the course is structured to provide the specific skills studios and broadcasters look for when employing new engineers.

GENERAL ADMISSION REQUIREMENTS

• Intermediate computer proficiency • Adequate hearing abilities • Adequately sighted
## FEE SCHEDULE

### HIGHER CERTIFICATES 2018 (1 YEAR)

#### SOUTH AFRICAN STUDENTS

<table>
<thead>
<tr>
<th></th>
<th>A. FULL PAYMENT UPFRONT</th>
<th>B. BI-ANNUAL Instalments due: 1&lt;sup&gt;st&lt;/sup&gt; Feb &amp; 1&lt;sup&gt;st&lt;/sup&gt; July</th>
</tr>
</thead>
<tbody>
<tr>
<td>Registration fee *</td>
<td>5,000 ZAR</td>
<td>5,000 ZAR</td>
</tr>
<tr>
<td>Course fee</td>
<td>63,990 ZAR</td>
<td>69,720 ZAR</td>
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<td><strong>68,990 ZAR</strong></td>
<td><strong>74,720 ZAR</strong></td>
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</table>

Quarterly fees are payable under agreed terms and conditions

#### INTERNATIONAL STUDENTS

<table>
<thead>
<tr>
<th></th>
<th>A. FULL PAYMENT UPFRONT</th>
<th>B. BI-ANNUAL Instalments due: 1&lt;sup&gt;st&lt;/sup&gt; Feb &amp; 1&lt;sup&gt;st&lt;/sup&gt; July</th>
</tr>
</thead>
<tbody>
<tr>
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<td>5,000 ZAR</td>
</tr>
<tr>
<td>Course fee</td>
<td>91,990 ZAR</td>
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<td><strong>Total course fee</strong></td>
<td><strong>96,990 ZAR</strong></td>
<td><strong>101,740 ZAR</strong></td>
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</table>

### BACHELOR DEGREES 2018 (3 YEARS)

#### SOUTH AFRICAN STUDENTS

<table>
<thead>
<tr>
<th></th>
<th>A. FULL PAYMENT UPFRONT</th>
<th>B. BI-ANNUAL Instalments due: 1&lt;sup&gt;st&lt;/sup&gt; Feb &amp; 1&lt;sup&gt;st&lt;/sup&gt; July</th>
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</thead>
<tbody>
<tr>
<td>Registration fee (once off) *</td>
<td>5,000 ZAR</td>
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<td>Course fee</td>
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<td><strong>Total course fee</strong></td>
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<td><strong>81,668 ZAR</strong></td>
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Quarterly fees are payable under agreed terms and conditions

#### INTERNATIONAL STUDENTS

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<thead>
<tr>
<th></th>
<th>A. FULL PAYMENT UPFRONT</th>
<th>B. BI-ANNUAL Instalments due: 1&lt;sup&gt;st&lt;/sup&gt; Feb &amp; 1&lt;sup&gt;st&lt;/sup&gt; July</th>
</tr>
</thead>
<tbody>
<tr>
<td>Registration fee (once off) *</td>
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<td>5,000 ZAR</td>
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<tr>
<td>Course fee</td>
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<td>108,127 ZAR</td>
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<tr>
<td><strong>Total course fee</strong></td>
<td><strong>108,127 ZAR</strong></td>
<td></td>
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</tbody>
</table>

## Fees are payable in advance according to your Pro-Forma invoice issued on enrolment

All bank charges are for the fee payer’s account, and are exclusive to the total cost of the course

* The non-refundable registration fee is due upon confirmation of enrolment
** This may vary depending on the amount of modules taken per semester

All course fees and instalments (Options B and C) are due no later than the first of the month that the course commences. Our fee policy is available on request.

Course fees are subject to annual review and students should budget for such an increase and advise their sponsors accordingly. An exact percentage cannot be supplied but typically fees are increased in line with South Africa's CPI (inflation)
# SHORT COURSE FEES

**SHORT COURSES 2018 (Payable up front & in full)**

<table>
<thead>
<tr>
<th>Course</th>
<th>Duration</th>
<th>Fee</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electronic Music Production</td>
<td>8 weeks</td>
<td>8,000 ZAR</td>
</tr>
<tr>
<td>Guerilla Video Production</td>
<td>8 weeks</td>
<td>8,000 ZAR</td>
</tr>
<tr>
<td>Pro Performance DJ</td>
<td>8 weeks</td>
<td>6,000 ZAR</td>
</tr>
<tr>
<td>Live Sound Production</td>
<td>8 weeks</td>
<td>6,000 ZAR</td>
</tr>
<tr>
<td>Live Streaming</td>
<td>8 weeks</td>
<td>8,000 ZAR</td>
</tr>
<tr>
<td>Radio Advert Production</td>
<td>8 weeks</td>
<td>8,000 ZAR</td>
</tr>
</tbody>
</table>
### 2018 START DATES

#### FULL TIME COURSES

**Degree Courses** start in **Semester 1**

**Higher Certificate Courses** start in **Semester 1 and 2**

#### HIGHER CERTIFICATES – SEMESTER 1

**Registration Week:** 29 January to 2 February  (**Returning students**)

**Orientation Day:** Friday, 2 February (**New students**)  

<table>
<thead>
<tr>
<th>TERM 1</th>
<th>TERM 2</th>
</tr>
</thead>
</table>
| Monday, 5 February to Friday, 6 April  
*Autumn Vacation:* 9 to 13 April | Monday, 16 April to Friday, 8 June  
*Winter Vacation:* 11 June to 6 July  
**Note:** July 2018 intake students end 15 June |

#### HIGHER CERTIFICATES – SEMESTER 2

**Registration Week:** 9 to 13 July (**Returning students**)

**Orientation Day:** Friday, 13 July (**New students**)  

<table>
<thead>
<tr>
<th>TERM 3</th>
<th>TERM 4</th>
</tr>
</thead>
</table>
| Monday, 16 July to Friday, 14 Sept  
*Spring Vacation:* 17 to 21 Sept | Tuesday, 25 Sept to Friday, 23 Nov  
*Showcase:* 27 November  
**Campus is closed to students from 1 Dec to 15 Jan** |

#### DEGREES – SEMESTER 1

**Registration Week:** 5 to 9 February (**Returning students**)

**Orientation Days:** Thursday, 8 February and Friday, 9 February (**New students**)  

<table>
<thead>
<tr>
<th>TERM 1</th>
<th>TERM 2</th>
</tr>
</thead>
</table>
| Monday, 12 Feb to Thursday, 29 March  
*Test Week:* 3 to 6 April  
*Autumn Vacation:* 9 to 13 April | Monday, 16 April to Friday, 8 June  
*Exam Week:* 11 to 15 June  
*Winter Vacation:* 18 June to 13 July |

#### DEGREES – SEMESTER 2

**Registration Week:** 16 to 20 July (**Returning students**)

**Orientation Day:** Friday, 20 July (**Returning students**)  

<table>
<thead>
<tr>
<th>TERM 3</th>
<th>TERM 4</th>
</tr>
</thead>
</table>
| Monday, 23 July to Friday, 7 Sept  
*Test Week:* 10 to 14 September  
*Spring Vacation:* 17 to 21 Sept | Tuesday, 24 Sept to Friday, 16 Nov  
*Exam Week:* 19 to 23 November  
*Showcase:* 27 November  
**Campus is closed to students from 1 Dec to 15 Jan** |
## 2018 START DATES

### SHORT COURSES

<table>
<thead>
<tr>
<th>SEMESTER 1</th>
<th>SEMESTER 2</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Set 1</strong></td>
<td><strong>Set 1</strong></td>
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<tr>
<td>All courses start week of 5 March 2018 and end week of 23 April 2018</td>
<td>All courses start week of 3 September 2018 and end week of 22 October 2018</td>
</tr>
</tbody>
</table>
PHYSICAL ADDRESS:
Unit A307
Woodstock Exchange
66 Albert Road
Woodstock
7925
Cape Town

CONTACT DETAILS:
Tel.: +27 (0)87 351 0828
Fax: +27 (0)86 212 5459
Email: capetown@sae.edu
Web: capetown.sae.edu
SAE Institute South Africa (Pty) Ltd. has made every effort to ensure the accuracy of the information in its print and online publications. However, we reserve the right at any time, if circumstances dictate (i) make alterations or changes to any of the published details of the opportunities on offer; or (ii) add to or withdraw any of the opportunities on offer.

Our students are given every assurance that changes to opportunities will only be made under compelling circumstances and students will be fully informed as soon as possible.

THE APPLICATION FORM
The application form is available for download online in the Enrolment section at: www.capetown.sae.edu or at SAE Institute South Africa (Pty) Ltd.

HOW TO APPLY
Carefully read all documents before submitting any forms. Contact SAE Institute South Africa (Pty) Ltd. Administration to gain assistance in completing forms or to have any questions answered.

• Complete all the required sections throughout the application form.
• Print clearly in block letters, using a black or blue pen.
• Print an X in the appropriate boxes.
• Attach all required documentation.
• Retain a copy for your records and send the original via post or email to SAE Institute South Africa (Pty) Ltd.

ADMISSION AGREEMENT
Applicants who have fulfilled the entry requirements, will receive a letter offering them a place in the course, along with an Admission Agreement that outlines the obligations of both SAE Institute South Africa (Pty) Ltd. and the student. To accept this offer and secure a place on the course, the applicant, parent/guardian, and sponsor, must read, agree and sign the Admission Agreement, retain a copy for their records and email the signed copy to SAE Institute South Africa (Pty) Ltd.n.

The records department of the institute whom originally issued the document/s, or anyone currently employed as a professional person can verify copies. For example, a bank manager or a credit union branch manager; accountant; barrister; solicitor; police officer of the rank of sergeant or above; postal manager; principal of an educational institute or a Justice of the Peace.

The person verifying the documents must write, “This is a true copy of the original document sighted by me” and should sign and print the following details: name; address; daytime phone number; profession or occupation; organisation and registration number (where applicable); and the date verified.

STUDENT SELECTION PROCEDURES
SAE Institute South Africa (Pty) Ltd. provides an environment where access to courses is not limited on the basis of gender, sexual or political orientation, marital status, national or ethnic background, religion, or physical disability.

ENTRY REQUIREMENTS AND ACCEPTANCE
Entry requirements are detailed in the course information sections throughout this prospectus. Admission to a program may be denied or cancelled if the applicant has not demonstrated sufficient proficiency in previous studies, or, if statements made by an applicant in their enrolment/admission forms or documents are shown to be false.

Acceptance of a place in a course, by signing and submitting the Admission Agreement to SAE Institute South Africa (Pty) Ltd. Administration, shall be taken to constitute acceptance of all published regulations, policies and procedures pertaining to SAE Institute South Africa (Pty) Ltd. programs.

ENGLISH LANGUAGE PROFICIENCY
Applicants must be proficient in writing, reading and speaking English. Where the applicant’s first language is not English they must meet the English language proficiency requirements to be admitted into a course.

In case of TOEFL or IELTS testing, students must score 6.0 on IELTS, 550 on TOEFL (computer-based), 213 on TOEFL (computer-based) or 79 (Internet based). If an applicant is a native English speaker or has studied in the medium of English on a secondary or post-secondary level, then the English language test requirement may be waived.

HOW TO PAY FEES
Up Front Payment or Instalment Plans Applicants may select to pay their fees up front or via the stipulated instalment payment plans, as published in this prospectus.

Please ensure you request a copy of the SAE Institute South Africa (Pty) Ltd. Tuition Fee Policy from Administration on capetown@sae.edu

BANKING DETAILS:
SAE Institute South Africa (Pty) Ltd.
Bank: Citibank
Account Number: 0201646006
Branch: Johannesburg
Branch code/IBAN: 350005
Swift Code: CITIZAJX

IMPORTANT: Please identify all Electronic Transfers by the student’s name and always keep the payment receipt.

Bank charges are to be paid in full by the applicant.

POLICIES AND PROCEDURES
A comprehensive list of policies and procedures are available from SAE Institute South Africa (Pty) Ltd. Administration.

CONTINUOUS IMPROVEMENT & CHANGES
SAE Institute South Africa (Pty) Ltd. adopts a process of continuous improvement, therefore all courses, resources, equipment and units of study are subject to change.

SAE Institute South Africa (Pty) Ltd. reserves the right to vary the units of study offered in any semester.

INTERNATIONAL AGENTS
SAE Institute South Africa (Pty) Ltd. has registered international education agents around the globe to assist international students in applying to SAE Institutes and securing a student visa. A complete list of international agents can be found online at www.sae.edu/agents. If you require assistance with the South African visa application procedure, please send an email requesting this information to capetown@sae.edu

SAE INSTITUTE CONTACT
The Admissions Coordinator, located at SAE Institute South Africa (Pty) Ltd., Cape Town, is available to provide tours of the campus and personally assist applicants with their questions and SAE application processes.

SAE Institute Cape Town can be contacted by calling +27 (0) 87 351 0828 or via email: capetown@sae.edu
SAE INSTITUTE SOUTH AFRICA (PTY) LTD. ENROLMENT PROCESS

STEP 1
Email the completed and signed application form to capetown@sae.edu, along with all supporting documentation.

STEP 2
SAE Institute South Africa (Pty) Ltd. assesses the application to ensure all the entry requirements and course pre-requisites are met. Any credit or Recognition of Prior Learning (RPL) requests will be processed.

STEP 3
The Applicant will receive one of two Letters of Offer:
1. An unconditional Letter of Offer means that the Applicant has met all the entry requirements;
2. A conditional Letter of Offer means that there are entry requirements yet to be satisfied. The Applicant will be requested to submit further documents/evidence to support their application.

STEP 4
An Admission Agreement will be included with the Letter of Offer. Signing this document confirms that the Applicant agrees that all information in the Letter of Offer is correct, and that they are accepting the offer, and have read and understood SAE Institute South Africa (Pty) Ltd.’s Policies and Procedures.

STEP 5
The fees due are listed on the Pro Forma Invoice that is included with the Admission Agreement document, & relate to the Fee Schedule within this prospectus. SAE Institute South Africa (Pty) Ltd. will process the Applicant’s nominated payment option for payment of their Tuition Fees.

STEP 6
Once payment has been processed, the Applicant is then formalised as a Student with a Confirmation of Enrolment letter.

STEP 7
SAE Institute South Africa (Pty) Ltd. hosts an orientation process on the course commencement date. Orientation is compulsory and a schedule of orientation activities will be provided.

Cape Town, South Africa
### ADDITIONAL INFORMATION

#### LEGAL STATUS
SAE Institute South Africa Pty Ltd is provisionally registered as a private higher education institution (PHEI), registered with the Department of Higher Education and Training (DHET), and accredited by the Council on Higher Education (CHE) to offer higher education qualifications. SAE Institute South Africa Pty Ltd is a registered private company. CIPRO registration number 2008/002013/07

The following qualifications are registered on the Higher Education Qualifications Framework (HEQF) and with the South African Qualifications Authority (SAQA) and accredited by the Council for Higher Education (CHE). All higher certificate and degree qualifications are delivered as contact education.

- **Higher Certificate in Animation and Visual Effects**  
  SAQA ID: 86986; Duration 1 year; NQF Level 5; Exit Level Credits: 140

- **Higher Certificate in Digital Film Production**  
  SAQA ID: 87006; Duration 1 year; NQF Level 5; Exit Level Credits: 140

- **Higher Certificate in Sound Production**  
  SAQA ID: 88643; Duration 1 year; NQF Level 5; Exit Level Credits: 140

- **Bachelor of Arts in Motion Design and Animation**  
  SAQA ID: 94949; Duration 3 years; NQF Level 7; Exit Level Credits: 360

- **Bachelor of Arts in Digital Film Production**  
  SAQA ID: 90672; Duration 3 years; NQF Level 7; Exit Level Credits: 360

- **Bachelor of Arts in Sound Production**  
  SAQA ID: 90673; Duration 3 years; NQF Level 7; Exit Level Credits: 360

#### STUDENT FINANCIAL AID
SAE Institute South Africa Pty Ltd presently offers five Higher Certificate Sound Production scholarships available to potential students. The application process requires a motivational essay submitted via the Scholarship page (http://capetown.sae.edu/scholarships/about-our-scholarships) on the SAE Institute South Africa website. Our scholarship patrons, namely Black Coffee, AKA, Young Guru, Ready D and Sunshine Cinema, select a shortlist of candidates based on the essays. One-on-one interviews are conducted with a short-list of selected applicants in order to choose the most deserving candidates. The value of the scholarships for 2018 are R68 900 each and cover tuition only.

#### STUDENT SUPPORT SERVICES
SAE Institute South Africa Pty Ltd supports students during the application and registration process with regards Student VISA applications. We provide VISA application advice, and for more complicated queries we refer potential students to either www.intaglio.co.za or www.savisas.com.

SAE Institute South Africa Pty Ltd supports our international students with assistance in finding accommodation. We have relationships in place with various student housing options, as well as private rental agencies and refer potential students to our contacts.

SAE Institute South Africa Pty Ltd has a member of staff who deals specifically with any non-academic issues and in the case of a student requiring professional counselling or medical attention, we have a network of professionals to whom we can make
I DO WHAT I LOVE

SAE INSTITUTE SOUTH AFRICA (PTY) LTD., CAPE TOWN