



Stellenbosch

**UNIVERSITY
IYUNIVESITHI
UNIVERSITEIT**

ADMISSION REQUIREMENTS FOR APPLICATION TO THE PROGRAMME BA VISUAL ARTS in 2025

Dear Applicant,

Thank you very much for your interest in the programmes offered by the Department of Visual Arts!

To have the best chance of judging you on merit we need to see an appropriate portfolio of your own work, the requirements for which are to be found on page 4 of this document.

Right from the start, we must emphasise that the portfolio should consist of your own original art works and that nobody should help you with the interpretation or execution of the required projects. Receiving help would be unethical and therefore not acceptable since we want to test you on your own ability to interpret the instructions and the degree to which you are capable of autonomous and self-reliant problem solving.

Please comply with all the instructions appearing in this document. If, after reading the instructions carefully, you are still not clear about what is required, you should research independently, use your own judgement, and make decisions accordingly. Your willingness and ability to do self-reflexive visual research independently is an important criterion in the assessment of your work.

All enquiries regarding administrative matters or procedures and due dates for submission should be addressed to:

- Ms Karla Koopstad | karlak@sun.ac.za | 021 808 2508.



1. Personal particulars (block capitals please)

| | |
|-----------------------------|--|
| SURNAME | |
| FIRST NAME/S | |
| DATE OF BIRTH | |
| APPLICATION/ STUDENT NR. | |
| ADDRESS | |
| POSTAL CODE | |
| TELEPHONE (h) | |
| TELEPHONE (c) | |
| EMAIL ADDRESS | |

2. Your first choice

Please indicate your first choice of study by writing a 1 in the appropriate box. If you wish to indicate a Second Choice, write a 2 in the appropriate box.

| | |
|-----------------------------|--|
| FINE ART | |
| VISUAL COMMUNICATION DESIGN | |
| JEWELLERY DESIGN | |

>> *Students wishing to gain a place in a residence should indicate a second choice of degree programme (usually a general bachelor's programme in Humanities). This indication is made on the University application. Failure to indicate a second choice may compromise your chances for a place in a University residence should you not gain a place in the Department of Visual Arts. Application to the University closes 31 July.*

3. Closing date for submission of portfolio to the Department

Your portfolio must reach us on or before 2 September 2024. Please send this to visualartapplication@sun.ac.za.

4. Solemn declaration (every applicant is required to sign the following)

I, the undersigned, hereby solemnly declare that: i) To the best of my knowledge all the information supplied in this application is true and correct; and ii) the art works are my own, unassisted, and original work.

.....
SIGNATURE

.....
PLACE

.....
DATE



5. Please submit your full application as follows:

We prefer that you submit your portfolio electronically in the form of a single pdf file. Please find instructions on how to collate high quality digital scans and/or photographs (saved in jpeg format) of all your work into a single pdf document here:

[How to Combine Images into One PDF File in Windows](#)

[How to Combine Images into One PDF File on a Mac](#)

Please send this to visualartapplication@sun.ac.za.

Should electronic submission not be possible for any reason, you are welcome to submit your portfolio physically via registered mail/courier service or in person.

The Department of Visual Arts
For the attention of: Reception Office
University of Stellenbosch
Private Bag X1
MATIELAND
7602

Physical Address
The Department of Visual Arts
Victoria Street
Stellenbosch University Campus.

Telephone
Reception: 021 808 3052

Your full application should consist of the following:

- this form, duly completed; and
- the prescribed portfolio of original artworks.

PLEASE NOTE that no incomplete or late submissions will be considered.

Please include the applicant's full name in the SUBJECT LINE of the email. Please do not send duplicates or updated versions of the portfolio. Confirmation of receipt of portfolios will be sent via email. Outcomes will be posted on the SU Application portal.

6. The procedure for selection

- Applications and portfolios are assessed by a highly experienced panel of lecturing staff in each division who are experts in their respective fields. Each selection panel reserves the right to refer applications to another panel other than an applicant's first choice, if the first choice of specialisation is full, and if a portfolio shows sufficient evidence of skill in another specialisation.
- A limited number of applicants are selected for admission to the programme, based on the informed decisions of the panel members. The remaining applicants are rejected. Available teaching capacity and studio and workshop space determine the total number of admissions.
- The judgment and related decisions of the selection panel regarding admission and rejection are final and neither selection committee members nor administrative staff will enter any discussions, correspondence, or explanations regarding the outcome of the selection process.



- Candidates are informed of decisions by post as soon after the selection as possible.
- The criteria for assessing the artworks are incorporated into the instructions for projects below.

PORTFOLIO REQUIREMENTS

Please pay very careful attention to the general requirements on this page and to the relevant project requirements on the pages immediately following.

General requirements

- Portfolio requirements for all the fields of specialisation are the same. All applicants are required to complete all the projects.
- The projects integrate the necessary skills and abilities for all three fields of specialisation, namely Fine Arts, Visual Communication Design, and Jewellery Design. Each project will reveal your level of skill in all the various aspects as they pertain to the different fields and to entry level standards.
- You must submit a single pdf file containing high quality digital scans or photographs of your original artworks in all projects.
- Label each project with your name, study field of choice, and the relevant project number.
- Please include a list of the projects on a separate page highlighting the number of each project, its title and other relevant information.
- The application must also include the first three pages of this document (the application form) plus the portfolio of original art works.
- The individual projects are explained on the pages immediately following. In the interest of submitting a strong application, make sure that you comply strictly with the requirements of the projects.
- Please do not include any drawings that were copied or traced from photographs.
- You may include high quality scans or photographs of 3 previous works of art at the end of the portfolio.
- In the case of physical portfolio submission:
 - » Please include high quality photographs of 3-dimensional objects or artworks while submitting all 2-dimensional artwork in its original form.
 - » Please present your portfolio in a size A4 format plastic flip file, neither bigger nor smaller, nor in any other type of container or envelope. Place each work separately into the different file compartments in the flip file. Ease of handling and manageability is of the utmost importance in the presentation.
 - » Applicants must collect their portfolios at the Department after registration or before the end of February 2024. No portfolios will be stored after this date. Any portfolios that remain in the building after this date will be destroyed.

Project requirements

It should be evident from your artworks and presentation that:

- You can solve problems independently and with self-reliance;
- You have the required entry level competences in technical, creative, and critical problem solving both on perceptual and conceptual levels;
- Your solutions are unique, creative, and inventive;
- You have an aesthetic sensibility, practical intelligence, and complex spatial understanding.



The above qualities outline the most important criteria for admission. The following projects encompass their potential materialisation.

PROJECT 1 | DRAWING

Please produce a total of **three drawings** in this project.

Criteria

- The purpose of this project is to test your ability to observe and draw visual information.
- Your facility for knowing, understanding, and applying the spatial relationships between the formal elements of drawing will become clear in these drawings. The formal elements of drawing entail tonal values, texture, line, colour, and shape.

1.1

Place a crumpled sheet of white paper on a simple white surface against a smooth white wall as background. Observe and draw this scene (as your subject) in either natural light or you may manipulate the light source in any way. Make a detailed **pencil line drawing** of the crumpled paper, the surface on which it is resting and its surrounding space. Draw all the visible planes, including those in the background, the surface on which the crumpled sheet of paper is resting, and on the paper, in correct **proportional relation** to each other. Once this is done, carefully observe, and draw, still using line only, all tonal values that are visible on each plane, including cast shadows. Pay attention to the shapes of the tonal planes, the behaviour of tonal transitions and to tonal variations within tonal planes. Use a size A4 white cartridge paper as drawing surface and any pencil.

1.2

Place a box or cardboard container with printed images and/or words on its planes on a white surface. You may use, for example, a cigarette or matchbox or any similar form of printed packaging. Position yourself so that you view the box in two-point perspective, below your eye level. Using both colour pencils and lead pencils make a detailed and meticulously observed drawing of the box, the surface on which it is resting, and its surrounding space. Carefully draw the printed images and words on the planes of the container, exactly as they are visible to you from your chosen viewpoint. Also, draw all the tonal and textural variations in the colours and on the various planes. Always maintain the same distance and position in relation to your subject matter. Concentrate on what is visible to you, not what you think should be visible. Draw on size A4 white cartridge paper with colour pencils and lead pencil.

1.3

Choose three cardboard packaging boxes with images or text printed on their various planes. Crush and fold the boxes to become completely distorted. Place them on a flat surface in positions that vary in distance from your own position. You may choose any viewpoint. Draw all three the crushed boxes, the surface on which they are resting and the background. Carefully draw all planar, tonal, and textural variations as you observe them. The main objective is to observe and draw the distorted printed images and text in relation to their distorted planes. Draw on white cartridge paper size A4 and use any pencils of your choice, **excluding** colour pencils.

IMPORTANT NOTE
Your application will be rejected if you use photographic source material in any of the drawings required for Project 1. Do not draw from photographs!



PROJECT 2 | TWO AND THREE-DIMENSIONAL ART & DESIGN

This project consists of the following inter-related components:

2.1) 3D design and construction; 2.2) Sequential and explanatory storytelling; and 2.3) Symbolic logo mark.

2.1 3D design and construction | A fictional/imagined hybrid/composite

Criteria

- This task tests your ability to think and work in 3-dimensional form;
- The task also tests your ability to solve spatial and technical problems and to handle processes of joining, cutting, and reshaping relatively difficult material into structured cohesion;
- The task tests your ability to be innovative and to creatively extend your design beyond the conventional and familiar.

Concept

Design and construct a 3-dimensional fictional/imagined hybrid/composite. You may derive this object/character from any cultural source, contemporary, historical or ancient.

Process

Conceptualise and plan your hybrid through at least three diagrammatical drawings (front view, back view, side view, etc.). Construct the hybrid by folding, crumpling, tearing, interlacing, weaving, cutting, sewing, and/or gluing found and recycled materials to create the various components that will make up your final object.

Media

You should use found and/or recycled materials: for example plastic, paper, cardboard, wire, wood, leather, thread, glue, foil, spray paint, paint, etc.

Instructions

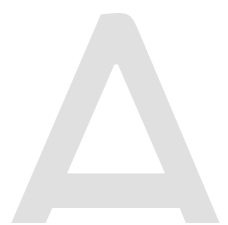
- The designs must be original. No reference to or copies of existing sculptures or animations are permitted;
- The finished piece may only consist of two colours;
- Make use of spray paint or paint if multi-coloured materials were used for the construction of your object;
- The size of the hybrid must not be smaller than 20 x 20cm;
- Submit high quality digital scans or photographs of the diagrammatical process drawings in your digital portfolio OR the original drawings in the flip file compartments of the physical portfolio;
- Take high quality photographs of the object from five different angles;
- All details on the object must be clearly visible from all viewpoints in the photos;
- Include these photographs (one per page) in your digital portfolio OR insert the printed photographs into the flip file compartments of the portfolio.

>> HYBRID

The offspring of two animals or plants of different breeds, varieties, species, or genera, especially as produced through human manipulation for specific genetic characteristics.

A person or group of persons produced by the interaction or crossbreeding of two unlike cultures, traditions, etc.

Anything derived from heterogeneous sources, or composed of elements of different or incongruous kinds. (Dictionary.com, 2021)



2.2 Sequential and explanatory storytelling | The hybrid navigating its environment

Outcomes

- This task tests your ability to translate 3-dimensional form into 2-dimensional form;
- To logically explain a complex event/action sequentially in visual form;
- Your ability to imaginative visual storytelling;

Concept

In five panels of 100 x 100mm, draw a sequential narrative explaining how your 3D fictional/imagined hybrid is navigating its environment.

Media

Pen & ink, coloured pencils or paint on paper.

Submit high quality scanned or photographed copies of the five panels in your digital portfolio OR the original work (five sequential frames on paper) in the flip file compartments of the portfolio.

2.3 Symbolic logo mark | The animal in you

Criteria

This task tests your ability to:

- think in symbolical terms;
- simplify complex information into abstract visual form;
- work with letterforms;
- effectively stylise and craft a logo mark.

Concept

Logo marks are used to represent identities. Use your initials (name and surname) to design a symbolic logo mark for the animal in you.

Process

Select letterforms that resonate with your animal identity. Use drawing as a process to investigate ways to manipulate (cut, crop, shift, merge, rotate, etc.) the letterforms consisting of your initials to communicate your animal identity in simplified abstract form.

Media

Black pen & ink on paper.

Instructions

- Submit high quality digital scans or photographs of the investigative process drawings in your digital portfolio OR place the original drawings in the flip file compartments of the physical portfolio.
- Also include a high quality digital scan or photograph of your final logo mark in your digital portfolio OR place your original work (50 x 50mm) in the flip file compartments of the physical portfolio.



PROJECT 3 | INCLUSION OF ADDITIONAL ARTWORKS

Please include photographs of 3 works of your own choosing. These could be drawings, paintings, prints, 3-dimensional objects, digital images, visual communication designs or any other kind of original image made by you that would convince the panel that you are a good candidate for the course.

PROJECT 4 | PERSONAL STATEMENT

Please record a personal video or sound recording in which you state your name and the course you are applying for. Please explain why you want to join this programme and why specifically at Stellenbosch University. In the same recording, briefly tell us who or what inspires you. You are welcome to make the recording on your phone. The entire video or audio recording should not exceed two minutes. This part of the portfolio can be submitted separately to the single pdf file containing Project 1-3. Please email this file to visualartapplication@sun.ac.za. If you do not have access to this technology then you can include a written version of this narrative in your application.

Thanks for applying to study in the Department of Visual Arts at Stellenbosch University! We wish you every success with your application.

The staff of the Visual Arts Department





Stellenbosch

**UNIVERSITY
IYUNIVESITHI
UNIVERSITEIT**

VEREISTES VIR AANSOEK OM TOELATING TOT DIE PROGRAM BA VISUELE KUNSTE en ONTWERP IN 2025

Geagte Aansoeker,

Baie dankie vir jou belangstelling in die kursusse wat aangebied word in die Departement van Visuele Kunste!

Ons wil graag jou aanbieding na verdienste beoordeel, en vir dié doel moet jy 'n geskikte portefeulje van jou eie werk aan ons besorg. Ons sal dit waardeer as jy ons vereistes, soos op bladsy 4 van hierdie dokument uiteengesit, streng nakom.

Vanuit die staanspoor wil ons beklemtoon dat die portefeulje in die vorm van oorspronk- like kunswerke aangebied moet word. Ons beklemtoon graag dat ons enige begeleidende onderrig, hulp of bystand in die uitvoering van die projekte as oneties beskou. Jy word spesifiek getoets op eiesoortige interpretasie en uitvoering van die instruksies en die mate van selfstandige probleemoplossing waartoe jy in hierdie stadium in staat is.

Ons ag dit dus baie belangrik dat jy die instruksies wat in hierdie dokument verskyn noukeurig volg. Indien jy, nadat jy die instruksies deeglik gelees het, steeds nie ten volle seker is wat vereis word nie, doen deeglike navorsing, gebruik jou eie oordeel en maak besluite dienooreenkomstig. Jou bereidwilligheid en vermoë om selfstandig visuele navorsing te doen ten einde die oplossings vir elke projek te ontwikkel, is 'n belangrike kriterium in die beoordeling van jou werk.

Navrae in verband met administratiewe besonderhede, prosedures en sperdatums vir inhandiging kan gerig word aan:

- Me Karla Koopstad | karlak@sun.ac.za | 021 808 2508.



1. Persoonlike besonderhede (blokletters, asb.)

| | |
|--------------------------|--|
| VAN | |
| VOORNAME | |
| GEBOORTEDATUM | |
| STUDENTE/ AANSOEK NR. | |
| ADRES | |
| POSKODE | |
| TELEFOON (h) | |
| E-POSADRES | |

2. Jou kursus van voorkeur

Dui jou eerste studiekeuse aan deur 'n 1 in die toepaslike blokkie hieronder te skryf. Dui deur middel van 'n 2 in die toepaslike blokkie jou tweede keuse aan, indien jy so 'n keuse wil aandui:

| | |
|-----------------------------|--|
| SKONE KUNSTE | |
| VISUELE KOMMUNIKASIEONTWERP | |
| JUWELIERSWAREONTWERP | |

>> *Studente wat 'n plek in 'n koshuis wil bekom behoort 'n tweede BA-programkeuse aan te dui (gewoonlik 'n algemene B-program in Geestes-wetenskappe). Hierdie aanduiding word op die Universiteitsaansoekvorm gemaak. Sou jy nalaat om 'n tweede programkeuse aan te dui kan dit jou kans vir 'n plek in 'n Universiteitskoshuis benadeel. Aansoeke vir die Universiteit sluit 31 Julie.*

3. Sluitingsdatum vir voorlegging van portefeulje aan Departement

Jou portefeulje aansoek moet ons voor of op 2 September 2024 bereik. Stuur dit asseblief aan visualartapplication@sun.ac.za.

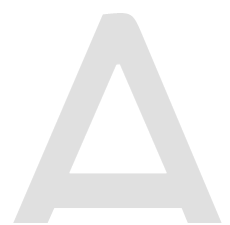
4. Plegtige verklaring (elke aansoeker moet die volgende onderteken)

Ek, die ondergetekende, verklaar hiermee plegtig dat: i) Al die inligting wat in hierdie aansoek verskyn waar en korrek is; en ii) al die kunswerke my eie, oorspronklike werk is.

.....
HANDTEKENING

.....
PLEK

.....
DATUM



5. Stuur asseblief jou volledige aansoek na die volgende adres:

Ons verkies dat jy jou portefeulje elektronies in die vorm van 'n enkele pdf dokument inhandig. Vind asseblief instruksies rakende hoe om hoë-kwaliteit digitale skanderings en/of foto's (gestoor in jpeg formaat) van al jou werk in 'n enkele pdf dokument te verpak hier:

[How to Combine Images into One PDF File in Windows](#)

[How to Combine Images into One PDF File on a Mac](#)

Stuur dit asseblief aan visualartapplication@sun.ac.za.

Indien elektroniese inhandiging nie moontlik is nie, is jy welkom om jou portefeulje fisies in te handig via geregistreerde pos/koerierdiens of in persoon.

Die Departement Visuele Kunste
Vir aandag: Ontvangskantoor
Universiteit van Stellenbosch
Privaatsak X1
MATIELAND, 7602

Straatadres
Die Departement Visuele Kunste
Victoriastraat
Stellenbosch Universiteitskampus.

Telefoon
Ontvangs: 021 808 3052

Jou volledige aansoek moet uit die volgende bestaan:

- hierdie vorm, volledig ingevul; en
- die voorgeskrewe portefeulje van oorspronklike kunswerke.

NEEM ASB. KENNIS dat geen onvolledige or laat inhandigings oorweeg sal word nie.

Dui asb. die aansoeker se volle naam aan in die ONDERWERP VELD van die e-pos. Moet asb. nie die portefeulje meer as een maal stuur of opgedateerde weergawes daarvan stuur nie. U sal bevestiging van ontvangs van die portefeulje per e-pos ontvang. Die uitkoms van u aansoek sal op die SU Aansoekportaal gepubliseer word.

6. Die keuringsprosedure

- Aansoeke en portefeuljes word geëvalueer deur hoogs gespesialiseerde panele van lektore verteenwoordigend van elke studiestroom. Elke keuringspaneel behou die reg voor om kandidate te verwys na 'n studiestroom anders as die kandidaat se eerste keuse indien die kandidaat se gekose afdeling vol is en die portefeulje genoegsame potensiaal en vaardighede relevant tot 'n ander spesialisasiestroom toon.
- 'n Bepaalde aantal aansoeke word volgens die ingeligte oordeel van die keuringspaneel aanvaar vir toelating tot die onderskeie studiestrome, terwyl die oorblywende aansoeke afgekeur word. Die aantal toelatings word bepaal deur die beskikbare ruimte in die gebou asook beskikbare onderrigpersoneel.
- Die oordeel en verbandhoudende besluite van die paneel rakende toelating of weiering is finaal en met afloop van die keuringsproses sal geen lid van die keuringspaneel of administratiewe personeel tot enige bespreking of verduideliking van die uitkomst van die proses toetree nie.



- Kandidate word so spoedig moontlik nadat die keuring afgehandel is per pos omtrent die paneel se besluite ingelig.
- Die kriteria waarvolgens die werkstukke beoordeel word, is in die uiteensetting van elke werkstuk hieronder verweef.

PORTEFEULJEVEREISTES

Let asseblief noukeurig op die algemene vereistes op hierdie bladsy en ook die tersaaklike projekvereistes op die bladsye onmiddellik hierna.

Algemene vereistes

- Die portefeulje vereistes is dieselfde vir al drie die hoofstudierigtings. Alle aansoekers moet alle projekte hieronder uitvoer.
- Die projekte integreer die nodige vaardighede en tegnieke vir al drie gespesialiseerde studiestrome nl. Skone Kunste, Juwelierswareontwerp en Visuele Kommunikasieontwerp. Elke projek assessee dus jou vaardigheidsvlak ten opsigte van al drie studiestrome, asook ten opsigte van die algemene intreevlak standarde.
- Jy moet 'n enkele pdf dokument inhandig wat hoë-kwaliteit digitale skanderings of foto's van jou oorspronklike kunswerke vir al die projekte bevat.
- Die kunswerke moet duidelik gemerk en genommer wees. Sluit asb. jou naam, studierigting en die relevante projeknommer duidelik op alle werk in.
- Jou aansoek moet ook asseblief 'n lys van werke op 'n aparte bladsy insluit. Die nommer en titel van die werk en enige relevante bykomende inligting moet op hierdie lys verskyn.
- Die portefeulje moet tesame met die eerste drie bladsye van hierdie dokument (die departementele aansoekvorm) afgestuur word.
- Die individuele opdragte word op die volgende bladsye uiteengesit. Om 'n sterk en effektiewe aansoek voor te lê moet jy asseblief seker maak dat jy noukeurig en getrou aan die voorgeskrewe vereistes van die projekte voldoen. Die instruksies hieronder artikuleer ook die kriteria vir evaluering.
- Jy moet asseblief geen tekeninge insluit wat vanaf foto's nageteken is nie.
- Jy mag foto's van 3 vorige kunswerke insluit aan die einde van jou portefeulje.
- In geval van fisiese inhandiging van jou portefeulje:
 - » Sluit asseblief hoë kwaliteit fotos van 3-dimensionele objekte of kunswerke in en handig alle 2-dimensionele werk in oorspronklike formaat in.
 - » Die portefeulje moet in 'n A4 formaat plastiek 'flip file' aangebied word. Dit mag nie groter of kleiner, of in enige ander soort houer wees nie. Plaas asb. elke werk afsonderlik in een van die plastiek omslae in die 'flip file'. Eenvoudige en gerieflike hanteerbaarheid is van uiterste belang in die aanbieding.
 - » Aansoekers moet na registrasie of voor die einde van Februarie 2024 hul portefeuljes by die Departement afhaal. Die portefeuljes sal nie na hierdie datum gestuur word nie. Enige portefeuljes wat in die Departement agtergelaat word na hierdie datum, sal vernietig word.

Projekvereistes

Jou kunswerke en aanbieding behoort duidelik te toon dat:

- Jy probleme onafhanklik en selfstandig kan oplos;
- Jy die nodige intreevlak vaardighede in tegniese, kreatiewe en kritiese probleemoplossing het; beide op perseptuele en konseptuele vlakke;



- Jou oplossings eiesoortig en kreatief is en inisiatief toon;
- Jy esteties sensitief en ontvanklik is en dat jy reeds 'n merkbare graad van praktiese intelligensie en komplekse ruimtelike begrip toepas.

Hierdie aspekte is die belangrikste kriteria wat in die keuringsproses toegepas word. Die volgende projekte omvat die potensiele materiële verwesenliking daarvan.

PROJEK 1 | TEKENKUNS

'n Totaal van drie tekeninge moet asseblief vir hierdie projek gedoen word.

Kriteria

- Hierdie projek bied jou die geleentheid om jou tekenuvaardighede en waarnemingsvermoëns te demonstreer.
- Jou fasiliteit vir beide begrip en toepassing van ruimtelike verhoudings tussen formele elemente van tekenkuns sal in hierdie tekeninge duidelik word. Die formele elemente behels toonwaarde, tekstuur, lyn, kleur en vorm.

1.1

Plaas 'n opgefrommelde wit papier op 'n eenvoudige wit oppervlakte teen 'n wit muur as agtergrond. Jy mag dit in natuurlike lig waarneem of die ligbron op enige manier manipuleer. Maak 'n gedetailleerde **potlood** lyntekening van die opge- frommelde papier, die oppervlak waarop dit rus en die agtergrond. Gebruik **slegs** lyn om al die sigbare vlakke (insluitend dié in die agtergrond, die vlak waarop die papier rus en die papier self) in korrekte **proporsionele verhouding** tot mekaar te teken. Neem die verskillende sigbare tonale graderings op al die onderskeie vlakke asook alle gewerpte skaduwees noukeurig waar en teken dit so waarheids- getrou as moontlik. Gebruik **slegs** lyn om hierdie tonale areas aan te dui. Gee aandag aan die vorms van die tonale vlakke, hoe tonale oorgange hulself gedra (sagte, geleidelike of harder gedefinieerde oorgange) en ook aan tonale variasies binne die tonale vlakke. Gebruik enige potlood op grootte A4 wit papier.

1.2

Plaas 'n kartonhouer waarop gedrukte beeldmateriaal en/of teks verskyn, op 'n wit tafelloppervlakte. Gebruik byvoorbeeld 'n sigaret- of vuurhout- jedorosie of enige ander verpakkingsmateriaal vir verbruikersprodukte. Posisioneer jouself sodat jy die onderwerp in twee-punt perspektief, laer as jou eie ooghoogte, aan- skou. Maak 'n gedetailleerde en presies waargeneemde tekening van die kartonhouer, die oppervlakte waarop dit rus en die omliggende ruimte en agtergrond. Gebruik beide kleurpotlode en loodpotlode op A4 grootte wit papier. Teken die gedrukte beeldmateriaal en teks wat op die wande van die houer is presies soos wat dit sigbaar is vanaf jou verkose oogpunt. Teken ook al die tonale en teksturele variasies in die kleure en op die onderskeie vlakke. Behou altyd dieselfde afstand en posisie in verhouding tot jou onderwerp. Konsentreer op wat sigbaar is. Onderskei tussen wat werklik sigbaar is en dit wat jy dink of weet sigbaar behoort te wees. Teken op A4 grootte wit papier met kleurpotlode en loodpotlode.

1.3

Kies drie houers met gedrukte beelde en teks op hul onderskeie vlakke. Jy moet die houers opformel en misvorm. Plaas hulle op 'n plat oppervlak in posisies wat varieer in afstand vanaf jou oogpunt of posisie. Jy mag enige oogpunt van waaruit jy dit wil beskou, kies. Teken al drie die kartonhouers, die vlak waarop hulle rus en die agtergrond. Teken alle vlakkige,

BELANGRIKE NOTA
 Indien jy in enige van die tekenkunsprojekte hierbo (Projekte 1.1-1.3) foto's as bronmateriaal gebruik, sal jou aansoek onmiddellik afgekeur word. Onder geen omstandighede mag jy vanaf foto's teken nie.



tonale en teksturele variasies presies soos wat jy dit waarneem. Lees en teken die gedrukte beelde op die houer se oppervlakte in akkurate verhouding tot hul misvormde vlakke. Gebruik die potlode (geen kleurop-lode) wat jy as toepaslik beskou om die bostaande instruksies uit te voer. Papier: wit cartridge, grootte A4.

PROJEK 2 | TWEE- EN DRIE-DIMENSIONELE KUNS & ONTWERP

Hierdie projek bestaan uit die volgende geïntegreerde komponente wat tot mekaar verband hou: 2.1) 3D ontwerp en konstruksie; 2.2) Sekwensiële nar-ratief; en 2.3) Simboliese logomerk.

2.1 3D ontwerp en konstruksie | Fiktiewe/verbeelde hibried/samestelling

Kriteria

- Die volgende taak toets jou vermoë in 3-dimensionele vorm te werk en dink.
- Dit toets ook jou vermoë om ruimtelike en tegniese probleme op te los in die gebruik van relatief moeilike materiale, in die hegting van dele, en die handhawing van balans en harmonie tussen dele om estetiese voorkeure daarin te demonstreer.
- Die taak toets jou kreatiewe en innoverende vermoë om 'n ontwerp te skep wat buite die konvensionele en bekende grense strek.

Konsep

Ontwerp en bou 'n fiktiewe-/verbeelde hibried/samestelling in 3-dimen-sionele vorm. Hierdie objek/karakter kan oorsprong put uit enige kul-turele bron; hetsy hedendaags, histories of antiek.

Proses

Gebruik ten minste 3 diagrammatiese tekeninge om jou hibried te kon-septualiseer en te beplan (vooraansig, agteraansig, kantaansig, ens.) Kon-strueer die hibried se verskeie komponente deur herwinbare of gevonde materiale te vou, te knip, te vleg, te frommel, te weef of skeur en die dele deur middel van gom of onsigbare kleefband aan mekaar te heg om so-doende die finale objek te bou.

Media

Enige gevonde en/of herwinbare materiale: Byvoorbeeld plastiek, papier, karton, draad, hout, leer, garing, foelie, sproeiverf, verf, ens.

Instruksies

- Die ontwerp moet oorspronklik wees. Geen verwysing na bestaande beeldhou- werke of kopieë van animasie karakters is toelaatbaar nie;
- Die finale werk mag slegs uit twee kleure bestaan;
- Gebruik verf of sproeiverf as jou objek uit materiale van verskillende kleure gekonstrueer is;
- Die grootte van die dier mag nie kleiner as 20 x 20cm wees nie;
- Sluit hoë-kwaliteit skanderings/foto's van die diagrammatiese proses-tekeninge van jou hibried in jou elektroniese aansoek in OF plaas die oor-spronklike prosestekeninge in die plastiekblaai van jou fisiese portefeule;

>> HIBRIED

Die nageslag van twee diere of plante van verskillende rasse, variëteite, spesies of genera, veral as dit deur menslike manipulasie geproduseer word vir spesi-fieke genetiese eienskappe.

'n Persoon of groep persone wat geproduseer word deur interaksie of kruisteling van twee verskillende kulture, tradisies, ens.

Enigiets wat van heterogene bronne afkomstig is, of bestaan uit elemente van verskillende of onversoenbare soorte. (Dictionary.com, 2021)



- Neem hoë-kwaliteit foto's van jou objek vanuit 5 verskillende aansigte;
- Alle detail op die objek moet vanuit alle hoeke duidelik sigbaar wees in die foto's;
- Sluit hierdie foto's (een per bladsy) in jou digitale portefeulje in OF skuif die uitge- drukte foto's by die plastiekblaaie van jou fisiese portefeulje in.

2.2 Sekwensiële narratief | Die hibried navigeer sy/haar omgewing

Uikomste

- Hierdie projek toets jou vermoë om 3-dimensionele vorm in 2-dimensionele vorm te vertaal;
- Om logies 'n komplekse gebeurtenis/verhaal as 'n sekwensiële visuele narratief te kommunikeer; en
- Om 'n verbeeldingryke narratief te illustreer.

Konsep

Teken 'n sekwensiële narratief in vyf panele van 100 x 100mm wat verduidelik hoe jou 3D fiktiewe/verbeelde hibried sy/haar omgewing navigeer.

Media

Pen en inkkleurpotlode of verf op papier.

Handig hoë-kwaliteit skanderings of foto's van die vyf panele in jou digitale portefeulje OF plaas die oorspronklike werk (5 sekwensiële panele op papier) in een van die plastiekbladsye van jou portefeulje.

2.3 Simboliese logomerk | 'The animal in you'

Kriteria

Hierdie projek toets jou vermoë om:

- simboliese denke toe te pas;
- komplekse informasie in abstrakte visuele vorm te vertaal;
- te werk met lettervorms; en
- 'n logomerk effektief te ontwerp en te verfyn.

Konsep

Logomerke word gebruik om 'n identiteit voor te stel. Gebruik jou voorletters (naam en van) om 'n simboliese logomerk te ontwerp vir die dier binne-in jou.

Proses

Kies lettertypes wat met jou dier se identiteit resoneer. Gebruik teken as 'n middel om die lettervorms van jou voorletters te manipuleer (afsny, roteer, herrangskik, saamsmelt, skuif ens.) sodat dit jou dier se identiteit op 'n abstrakte en vereenvoudigde wyse kommunikeer.

Media

Swart pen en inkkleurpotlode op papier.

Instruksies

- Sluit hoë-kwaliteit skanderings of foto's van jou ondersoekende prosetekeninge in jou digitale portefeulje in OF plaas die oorspronklike prosetekeninge in die plastiekblaaie van jou fisiese portefeulje;
- Sluit ook 'n hoë-kwaliteit skandering of foto van jou finale logomerk (50 x 50mm) in jou digitale portefeulje in OF plaas jou oorspronklike werk (50 x 50mm) in die plastiekblaaie van jou fisiese portefeulje.



PROJEK 3 | INSLUITING VAN BYKOMENDE KUNSWERKE

Sluit asseblief foto's van 3 werke van jou eie keuse in. Dit kan tekeninge, skilderye, afdrucke, 3-dimensionele voorwerpe, digitale beelde, visuele kommunikasieontwerpe of enige ander soort oorspronklike beeld wees wat die paneel sal oortuig dat jy 'n goeie kandidaat vir die kursus is.

PROJEK 4 | PERSOONLIKE VERKLARING

Neem 'n persoonlike video of klankopname waarin jy jou naam en die kursus waarvoor jy aansoek doen, voorlê. Verduidelik asseblief hoekom jy vir hierdie program aansoek doen en hoekom jy dit by Stellenbosch Universiteit wil studeer. Vertel vir ons kortliks in dieselfde opname wie of wat jou inspireer. Jy is welkom om die opname op jou selfoon te maak. Die hele video- of klankopname moet nie twee minute oorskry nie. Hierdie gedeelte van die portefeulje kan onafhanklik van die enkele pdf dokument waarin Projek 1-3 verpak is ingehandig word. Stuur asseblief die opname aan visualartapplication@sun.ac.za. As jy nie toegang tot hierdie tegnologie het nie, kan jy 'n geskrewe weergawe van hierdie narratief in jou aansoek insluit.

Baie dankie dat jy aansoek doen om te studeer in die Departement van Visuele Kunste by Stellenbosch Universiteit! Ons wens jou alle voorspoed met jou aansoek.

Die personeel van die Department van Visuele Kunste





Stellenbosch

**UNIVERSITY
IYUNIVESITHI
UNIVERSITEIT**

**IIMFUNO ZOKWAMKELWA KWESICELO SOKUNGENA
KWINKQUBO YE-BA UBUGCISA OBUBONAKALAYO kunye
NOKUYILA ngoyaka wama2025**

Mfakisicelo othandekayo,

Siyabulela kakhulu ngomdla wakho kwiinkqubo ezinikezelwa liSebe loBugcisa oBubonakalayo!

Ukuze sibe nethuba elingcono lokukuvavanya ngokufanelekileyo kufuneka sibone ipotifoliyo efanelekileyo yomsebenzi wakho, iimfuno zoku ziyafumane-ka kwiphepha le-4 lolu xwebhu.

Kwasekuqaleni, kufuneka sigxininise ukuba ipotifoliyo kufuneka iqulathe umsebenzi wobugcisa ongowakho kwaye akukho mntu omele ukukuncedisa ukutolika okanye ukwenza iiprojekhthi ezifunekayo. Ukuncediswa kuya kuba kukuziphatha okungafanelekanga ngako oko akwamkelekanga kuba sifuna ukuhlola wena ukukwazi kwakho ukutolika imiyalelo kunye neqondo lokukwazi ukuzimela ngokunjalo nokuzithemba ekusombululeni iingxaki.

Nceda uthobele yonke imiyalelo ekhoyo kolu xwebhu. Ukuba, emva kokufunda imiyalelo ngocoselelo, akukacacelwa kokufunekayo, kufuneka uzenzele uphando ngokwakho, sebenzisa okwakho ukuqonda, kwaye wenze izigqibo ngokufanelekileyo. Ukuzimisela kwakho kunye nokukwazi kwakho ukwenza uphando olubonakalayo lokucingisisa kwakhona, kuyinqobo ebalulekileyo kuvavanyo lomsebenzi wakho.

Yonke imibuzo malunga nemiba yolawulo okanye inkqubo kunye nemihla yokungenisa mayithunyelwe ku:

- Ms Karla Koopstad | karlak@sun.ac.za | 021 808 2508.



1. linkcukacha zomntu (nceda ubhale ngonobumba abakhulu)

| | |
|---------------------|--|
| IFANI | |
| AMAGAMA OKUQALA | |
| UMHLA WOKUZALWA | |
| INOMBOLO YOMFUNDI | |
| IDILESI | |
| IKHOWUDI YEPOSI | |
| IFOWUNI (YASEKHAYA) | |
| IFOWUNI (SELULA) | |
| IDILESI YEMEYILE | |

2. Ukhetho lwakho lokuqala

Ncede ubonise ukhetho lwakho lokuqala lokufunda ngokubhala u1 kwibhokisi efanelekileyo. Ukuba ufuna ukubonisa uKhetho lwakho lweSibini, bhala u2 kwibhokisi efanelekileyo.

| | |
|------------------------------------|--|
| UBUGCISA OBUHLE | |
| UYILO LONXIBELELWANO OLUBONAKALAYO | |
| UYILO LWEJUWELARI | |

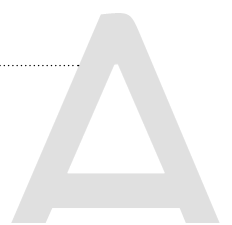
>> Ngokuzenzekelayo, abafundi abanqwenela ukufumana indawo yokuhlala kufuneka babonakalise ukhetho lwenkqubo yesibini yesidanga (ngokuqhel- ekileyo inkqubo yesidanga jikelele kwizifundo zoLuntu). Olu phawu lwenziwa kwisicelo seYunivesithi. Ukusilela ukubonisa ukhetho lwesibini kunga beka amathuba akho okufumana indawo yokuhlala eYunivesithi esichengeni, ukuba akufumananga ndawo kwiSebe loBugcisa obuBonakalayo. Izicelo eYunivesithi zivalwa ngomhla wama31 kuJulayi.

3. Umhla wokuvala ukungeniswa kwepotifoliyo kwiSebe

Ipotifoliyo yakho mayifike kuthi ngomhla okanye phambi komhla wez kuSep- tembha wama2024. Nceda uthumele oku ku visualartapplication@sun.ac.za.

4. Isibhengezo esindilisekileyo (umenzisicelo ngamnye kufuneka asay- ine okulandelayo)

Mna, osayine apha ngezantsi, ndiyabhengeza ngokundilisekileyo ukuba: i) Ngokwazi kwam lonke ulwazi olunikezelweyo kwesi sicelo luyinyaniso kwaye luchanekile; kwaye ii) imisebenzi yobugcisa yeyam, andincediswanga, kwaye ngowokuqala.



5. Nceda ungenise isicelo esipheleleyo ngolu hlobo lulandelayo

Sikhetha ukuba ungenise ipotifoliyo yakho ngekhompyutha ibe yifayile enye yePdf. Nceda ufumane imiyalelo yendlela yokuqokelela izikeni ezidijithali zomgangatho ophezulu kunye/okanye iifoto (ezigcinwe kwifomathi eyiJpeg) zawo wonke umsebenzi wakho kuxwebu olunye oluyi-pdf apha:

[Indlela yokuDibanisa imifanekiso ibe yiFayile yePDF Enye kuWindows](#)

[Indlela yokuDibanisa imifanekiso ibe yiFayile yePDF Enye kwiMac](#)

Nceda uthumele oku ku visualartapplication@sun.ac.za.

Ukuba kunokwenzeka kungalungi ukungenisa ngekhompyutha nokuba kungenxa yesiphi isizathu, wamkelekile ukuba ungenise ipotifoliyo yakho ngeposi erejistarishiweyo/inkonzo yekhuriya okanye ubusongobuso

ISebe loBugcisa obuBonakalayo
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7602

Idilesi yendawo
ISebe loBugcisa obuBonwayo
Victoria Street
Stellenbosch University Campus.

IFowuni
Ulwamkelo: 021 808 3052

Isicelo sakho esipheleleyo kufuneka siqulathe oku kulandelayo:

- Le fomu, igcwalisiwe ngokufanelekileyo; kunye
- nepotifoliyo emiselweyo yomsebenzi wokuqala woBugcisa.

NCEDA UQAPHELE akukho zingeniso zingaphelelanga okanye emva kwexesha ziya kuqwalaselwa

Isiqinisekiso sokufunyanwa kweepotfoliyo siya kuthunyelwa nge-imeyile. Nceda ungathumeli iikopi okanye iinguqulelo ezihlaziyiweyo zepotfoliyo. Iziphumo ziya kuthunyelwa kwiphothali yeSicelo se-SU.

6. Inkqubo yokhetho

- Iphaneli yabahlohl abanobuchule nabakhethekileyo abangamagcisa bona ngokwabo kunye nabayili abathi, njengeengcali kwiinkalo zokufundisa bamele imijelo yokufunda kwisebe, bafunda ipotifoliyo kunye nezicelo ngocoselelo ukuze benze izigqibo esisekelwe kwinyaniso malunga nokwamkelwa kunye nokwaliwa.
- Inani eliqingqiweyo labenzizicelo liyakhethwa ukuze lingene kwinkqubo, ngokubhekisele kwisigqibo esisekelwe kwinyaniso samalungu ephaneli. Abenzizicelo abaseleyo bayaliwa. Abahlohl abakhoyo kunye nendawo kwisakhiwo imisela inani lilonke lokwamkelwa.
- Uhlolo kunye nezigqibo zamalungu ephaneli yokhetho ezinxulumene nokwamkelwa kunye nokwaliwa zezokugqibela kwaye akukho malungu ekomiti yokhetho okanye umsebenzi wolawulo oya kungena nakweyiphi na, ingxoxo, imbalelwano, okanye inkcazelo malunga nesiphumo senkqubo yokhetho.



- Abagqatswa bayaziswa ngezizigqibo ngeposi ngoko nangoko emva kokhetho.
- Ikhayitheriya yokuvavanya umsebenzi woBugcisa ibandakanyiwe kwimiyalelo yeeProjekhthi ezingezantsi.

IIMFUNO ZEPOTIFOLIYO

Nceda uthathe ingqalelo ngocoselelo kwiimfuno jikelele kweli phepha kunye neemfuno ezifanelekileyo zeeprojekhthi kumaphepha alandelayo.

Iimfuno ngokubanzi

- Iimfuno zepotifoliyo zayo yonke imimandla yobungcali ziyafana. Bonke abenzizicelo kufuneka bagqibe zonke iiprojekhthi.
- Iiprojekhthi zidibanisa izakhono ezifunekayo kunye nobuchule kuyo yonke imimandla emithathu yobugcisa, ukutsho oko, uBugcisa oBuhle, uYilo loNxibelelwano oluBonakalayo, kunye noYilo lweJuwelari. Iiprojekhthi nganye iya kubonakalisa inqanaba lesakhono sakho kwimiba eyahlukene kunye nenqanaba lemigangatho yokungena.
- Kufuneka ungenise ifayile enye eyiPdf equlathe izikeni ezi dijithali zomgangatho ophezulu okanye iifoto zomsebenzi wakho wokuqala wobugcisa kwiprojekhthi zonke.
- Bhala igama lakho kwiprojekhthi nganye, isifundo sakho osikhethileyo, kunye nenombolo efanelekileyo yeprojekhthi
- Nceda wenze uluhlu lwazo zonke iiprojekhthi kwiphepha elilodwa ugxininise inombolo yeprojekhthi nganye, isihloko kunye nolunye ulwazi olufanelekileyo.
- Isicelo kufuneka ngokunjalo sibandakanye amaphepha amathathu okuqala olu xwebhu (ifomu yesicelo) kunye nepotifoliyo yomsebenzi wokuqala wobugcisa.
- Iiprojekhthi nganye iyachazwa kumaphepha alandelayo. Ngokomdla wokufuna ukungenisa isicelo esinamandla, qinisekisa ukuba uzithobele ngokungqongqo iimfuno zeeprojekhthi.
- Nceda ungabandakanyi nayiphina imizobo ekotshweyo okanye etreyisweyo kwiifoto.
- Unakho ukubandakanya izikeni zomgangatho ophezulu okanye iifoto zemisebenzi edlulileyo emi3 yobugcisa ekupheleni kwepotifoliyo.
- Kwimeko yokungenisa ipotifoliyo ngesandla:
 - » Nceda ubandakanye iifoto zomgangatho ophezulu zezinto ezinou3D zomsebenzi wobugcisa ngeli xesha ungenisa yonke imisebenzi yobugcisa kwizD ngokwemo yayo yokuqala.
 - » Nceda uyibonise ipotifoliyo yakho ngobukhulu obuyiA4 yesingxobo seflip fayile yeplastiki, ingabi nkulu okanye ibe ncinci, ingabiyiyo nayiphina into yokuyiphatha okanye imvulophu. Faka umsebenzi ngamnye ngokwahlukeneyo kwikhompathenti yefliphu fayile nganye. Ubulula bokuyiphatha kunye nokuyilawula kubaluleke kakhulu.
 - » Abenzizicelo kufuneka baqokelele ipotifoliyo zabo kwiSebe emva kokubhalisa okanyephambi kokuphela kukaFebruwari wama2024. Akukho zipotifolio ziya kugcinwa emva kwalo mhla. Naziphina ipotifoliyo ezishiyekileyo kwisakhiwo ziya kutshatyalaliswa.

Iimfuno zeeProjekhthi

Kufuneka ibonakale kumsebenzi wakho wobugcisa nakumboniso ukuba:

- Unakho ukusombulula iingxaki ngokuzimeleyo nangokuzithemba;
- Unobuchule obufunekayo bokungena kwinqanaba lobuchwepheshe, ubuchule, kunye nokusombulula iingxaki kumanqanaba okuqonda kunye nengqikelelo;



- Izisombululo zakho zizodwa, zezokuyila, kunye nokuqamba;
- Unemvakalelo yobuhle, ubukrelekrele obusebenzayo kunye nokuqonda okuntsonkothileyo kwendawo.

Ezi mpawu zingentla zichaza ikhrayitheriya eyiyeyona ibalulekileyo yokwamkelwa. Iiprojekhthi ezilandelayo zibandakanya ukwenziwa kwazo.

IPROJEKHTHI 1 | UMZOBO

Nceda uvelise imizobo emithathu iyonke kule projekhthi.

IKhrayitheriya

- Injongo yale projekhthi kukuvavanya ukukwazi kwakho ukujonga nokuzoba ulwazi olubonakalayo.
- Ubuchule bokukwazi, ukuqonda, kunye nokusebenzisa ubudlelwane besithuba phakathi kwezinto ezisesikweni zomzobo kuya kucaca kule mizobo. Izinto ezisesikweni zomzobo zibandakanya amaxabiso ethoni, inkangeleko, umgca, umbala, kunye nesimo.

1.1

Beka iphepha elishwabeneyo elimhlophe kwindawo elula emhlophe loyamise ngodonga olugudileyo nolumhlophe ukuze lubonakale ngasemva. Qwalasela uze uzobe lo mboniso (njengomxholo wakho) usebenzise ukukhanya kwendalo okanye unakho ukulawula ngobuchule umthombo wokukhanya nangayiphina indlela. Yenza **umzobo wepensile ocacileyo** wephepha elishwabeneyo, kwindawo elihleli kuyo kunye nendawo ejikelezileyo. Zoba zonke iindawo zomgangatho ezibonakalayo, kubandakanya nezo zibonakala ngasemva, kwindawo apho iphepha elishwabeneyo lihleli khona, kunye nasephepheni, **ngokomlinganiselo ochanekileyo enye** kwenye. Xa kwenzekile oku, qwalasela, uze uzobe, qhubeka usebenzisa umgca kuphela, onke amaxabiso ethoni abonakalayo kwindawo nganye, kubandakanya izithunzi eziphosiweyo. Thathela ingqalelo kwimilo yethoni yomgangatho, indlela ithoni eguquguquka ngayo, kunye nokwahluka kwithoni yomgangatho. Sebenzisa iphepha elimhlophe lekhatrji elinguA4 njengendawo yokuzoba kunye nayiphina ipensile.

1.2

Beka ibhokisi okanye ikhadibhodi enemifanekiso eprintiweyo kunye/ okanye amagama kumgangatho omhlophe. Unakho ukusebenzisa, umzekelo, isigarethi okanye ibhokisi yematshisi okanye nayiphina indlela efanayo yokupakisha eprintiweyo. Yima kwindawo ozakuthi uyijonge ibhokisi ngokombono wento enzulu kumphezulu omyaba, ngaphantsi kwenqanaba leliso. Usebenzisa yomibini imibala yepensile kunye nepenlothi, yenza umzobo webhokisi eneenkcukacha neziqwalaselwe ngenyameko kwindawo ehleli kuyo, kunye nendawo ejikelezileyo. Zoba ngocoselelo umfanekiso oprintiweyo kunye namagama kumgangatho webhokisi, kanye njengoko zibonakala njalo kwicala lakho olikhethileyo. Ngokunjalo, zoba zonke iithoni kunye neyantlukwano kwimibala kunye nomgangatho. Gcina umgama ofanayo ngalo lonke ixesha nendawo yakho ngokunxulumene nomxholo wakho. Thathela ingqalelo koko kubonakalayo kuwe, ingeyiyo ocinga ukuba imele ukubonakala. Zoba kwiphepha elimhlophe lekhatrji elinguA4 usebenzisa ipensile engumbala kunye nepenlothi.

1.3

Khetha ibhokisi zekadibhodi ezintathu zokupakisha ezinemifanekiso okanye umbhalo oprintiweyo kwimigangatho yazo. Tyumza uze uzisonge ibhokisi ukuze zigqwetheke ngokupheleleyo. Zibeke endaweni emtyaba

INGAKU ELIBALULEKILEYO
 Isicelo sakho siya kwatiwa ukuba usebenzisa imathiriyeli yomthombo weefoto kuwo nawuphi na umzobo ofunekayo kwiProjekthi yoku-1. Ungazobi kwiifoto.



ngendlela eyahlukeneyo ngokomgama ukusuka kwindawo okuyo. Ungakhetha nayiphina imbono. Zoba zontathu iibhokisi ezityumkileyo, indawo ezihleli kuyo kunye nangasemva. Zoba ngononophelo zonke iiplanar, ithoni, kunye nokwahluka kwethoni nokubhaliweyo njengoko ubona. Injongo ephambili kukubona kunye nokuzoba imifanekiso egqwethekileyo neprintiweyo kunye nombhalo ngokunxulumene nemigangatho yayo egqwethekileyo. Zoba kwiphepha elimhlophe lekhatrishi elinguA4 kwaye usebenzise nayiphina ipensile yakho, ngaphandle kwepensile yombala.

IPROJEKHTHI 2 | UBUGCISA NOYILO OLUNGU-2D NO-3D

Le projekthi iqulathe amalungu anxulumeneyo angala alandelayo: 2.1) i-3D Uyilo kunye nokwakha; 2.2) Ubaliso lwamabali ngokulandelelanayo nangokucacisayo; 2.3) Uphawo lwelogo yomfuziselo .

2.1 Uyilo oluyi-3D kunye nolwakhiwo | Eyintsomi/ihaybhridi eqikelelweyo/edityanisiweyo

Ikhayitheriya

- Lo msebenzi uvavanya ukukwazi kwakho ukucinga kunye nokusebenza kwinto eyi3D;
- Umsebenzi uvavanya kanjalo ukukwazi kwakho ukusombulula iingxaki zendawo nezobugcisa kunye nokusingatha iinkqubo zokudibanisa, ukusika, kunye nokuhlengahlengisa izinto ezinzima zibe lumanyaniso olucwangcisiweyo;
- Umsebenzi uvavanya ukukwazi kwakho ukwenza izinto ezintsha kunye nokwandisa ngobuchule uyilo lwakho ngaphaya kwesiqhelo kunye nokwaziwayo.

INgqikelelo

Yila uze wakhe into eyi3D eyintsomi/ihaybhridi eqikelelweyo/edityanisiweyo. Ungayifumana le nto/isimo nakuwuphina umthombo wenkcubeko, owangoku, wembali okanye owamandulo.

Inkqubo

Cingisisa kwaye ucwangcise ihaybhridi yakho ubuncinane ngemizobo emithathu (umbono wangaphambili, umbono wangasemva, umbono wasecaleni, njl.njl.). Yakha ihaybhidi ngokusonga, ngokushwabanise, ngokukrazula, ngokuxuba, ngokuphatha, ngokusika, ngokuthunga, kunye/okanye ngokuncamathisela ezifunyenweyo kunye neziphinde zasetyenziswa ukwenza izinto ezahlukeneyo izinto eziya kwenza into yakho yokugqibela.

IMidiya

Kufuneka usebenzise izinto ezifunyenweyo kunye/okanye izinto eziphinda zasetyenziswe: umzekelo iplastiki, iphepha, ikhadibhodi, ucingo, umthi, isikhumba, umtya, iglu, ifoyile, ipeyinti etshizwayo, ipeyinti njl.njl.

Imiyalelo

- Uyilo malube lolwemveli akukho refarensi kumntu okanye kwiikopi zemifanekiso eqingqiweyo ekhoyo okanye eshukumayo evumelekileyo;
- Into egqityiweyo inokuba nemibala emibini kuphela;
- Sebenzisa ipeyinti etshizwayo okanye ipeyinti okanye, ukuba kuse-tyenziswe izinto ezimabala mininzi ekwakhiweni kwento leyo yakho;
- Ubukhulu behaybhridi makungabikho ngaphantsi kwe20 x 20sentimitha;
- Ngenisa izikenzi zedijithali ezikumgangatho ophezulu okanye iifoto zomzobo wenkqubo yokuzoba kwipotifoliyo yakho edijithali OKANYE imizobo yemveli kwikhompathimenti yefliphu fayile yobuqu bepotifoliyo;
- Thatha iifoto ezikumgangatho ophezulu zezinto kwii-engile ezintlanu ezahlukeneyo;

IHAYBHRIDI

Inzala yezilwanyana ezimbini okanye izityalo zeentlobo ezahlukeneyo iintlobo, iindidi, okanye ijenera, njengoko velisiwe ngolawulo lomntu kwiimpawu ezithile zofuzo. Umntu okanye iqela labantu elivele ngenxa A yokudityaniswa kweenkcubeko ezimbini ezingafaniyo.izithethe nji. njl. Nayiphina into evela kwimithombo eyahlukeneyo, okanye yenziwe ngamalungu omlukeneyo okanye iintlobo ezingangqinelaniyo. (Dictionary.com, 2021)



- Zonke iinkcukacha kwinto kufuneka zibonakale ngokucacileyo kwiimibono zonke zeefoto;
- Bandakanya ezi foto (ibenye kwiphepha ngalinye) kwidijithali potifoliyo yakho OKANYE ufake iifoto eziprintiweyo kwikhompathmenti yefliphu fayile yepotifoliyo.

2.2 Ulandelelwaniso kunye nokucaciswa kobaliso lwebali | IHaybhridi ijonga iziPhumo zayo zokusingqongileyo

Iziphumo

- Lo msebenzi uvavanya ukukwazi kwakho ukutolika imo eyi3D kuleyo ingu2D;
- Ukuchaza ngengqiqo iziganeko ezintsonkothileyo/izenzo ngokulandelelana ngendlela yokubonakalayo;
- Ukukwazi ukubalisa ibali elibonakalayo eliyintekelelo.

Inggikelelo

Kwiphaneli ezintlanu ze100 x 100milimitha, zoba ibali elilandelelanayo ucacise indlela i3D yentsomi/eqikelelweyo eyihaybhridi eyijonga ngayo indawo yayo.

IMidiya

IPeni kunye neinki, iipensile eziyimibala okanye ipeyinti ephepheni.

Ngenisa iikopi zomgangatho ophezulu eziskeniweyo okanye ezifotiweyo zeephaneli ezintlanu kwipotifoliyo yakho edijithali OKANYE umsebenzi wokuqala (izakhelo ezilandelelanayo ephepheni) kwikhompathmenti yefliphu fayile yepotifoliyo.

2.3 Uphawu olungumfuziselo lwelogo | Isilwanyana esikuwe

Ikhayitheriya

Umsebenzi uvavanya ukukwazi kwakho:

- Ukucinga ngendlela engumfuziselo;
- Ukwenza lula ulwazi oluntsonkothileyo lube yimo yembonakalo engabonwayo;
- Ukusebenza ngeeleta;
- Ukwenza isimbo ngokufanelekileyo kwaye wenze uphawu lwelogo.

Inggikelelo

Iimpawu zelogo zisetyenziswa ukumela izazisi. Sebenzisa oonobumba bokuqala bamagama akho (igama nefani) ukuyila uphawu lwelogo olungumfuziselo wesilwanyana esikuwe.

INkqubo

Khetha iifomu ezihambelana nesazisi sakho sesilwanyana. Sebenzisa umzobo njengenkqubo yokuphanda iindlela zokwenza ngobuchule bokulawula (ukusika, ukutyala, ukutshintsha, ukudibanisa, ukujikelezisa, njl.njl.) iifomu eziqulate onobumba bamagama akho ukunxibelelana ngesilwanyana esikuwe ngendlela ebhalwe lula.

IMidiya

Ipeni emnyama, i-inki ephepheni

Imiyalelo

- Ngenisa izikeni zomgangatho ophezulu zedijithali okanye iifoto zenkqubo yophando lwemizobo kwipotifoliyo yakho edijithali OKANYE



- beka imizobo yokuqala kwikhompathimenti yeflipu fayile yobuqu bepotifoliyo.
- Ngokunjalo bandakanya iskeni sedijithali somganga ophezulu okanye iifoto zelogo yakho yokugqibela kwidijithali potifoliyo OKANYE beka umsebenzi wakho woku-qala oyi-(50 x 50mm) kwikhompathimenti yeflipu fayile yobuqu bepotifoliyo.

IPROJEKHTHI 3 | UKUBANDAKANYWA KWEMISEBENZI YOBUGCISA EYONGEZELELWEYO

Nceda ubandakanye iifoto zemisebenzi emi3 ekhethwe nguwe. Le ingay-imizobo, izinto ezipeyintiweyo, ushicilelo, izinto eziyi3D, imifanekiso edijithali, uyilo lonxibelelwano olubonakalayo okanye nawo nawuphina umfanekiso wokuqala owenziwe nguwe oya kuqinisekisa iphaneli ukuba ungumviwa olungileyo kwikhosi.

IPROJEKHTHI 4 | INTETHO YAKHO

Nceda urekhode ividiyo yakho okanye urekhode isandi apho uxela igama lakho kunye nekhusi owenza isicelo kuyo. Nceda uchaze ukuba kutheni ufuna ukungena kule nkqubo kwaye kutheni ufuna ukuyenza kwiYunivesithi yaseStellenbosch. Kule rekhoding inye, sixelele ngokufutshane ukuba ngubani okanye yintoni ekukhuthazayo. Uvumelekile ukuba urekhode ngefoni. Ividiyo iyonke okanye irekhoding yeodiyo kufuneka ingedluli kwimizuzu emibini. Le nxalenye yepotifoliyo inokungeniswa ngokwahlukeneyo kuleyo yefayile yePDF equlathe iiprojekhthi 1-3. Nceda uthumele le fayile ku visualartapplication@sun.ac.za. Ukuba akufikeleli kule thekhnoloji ngako oko ungabandakanya ingxelo ebhaliweyo kwisicelo sakho.

Enkosi ngokwenza isicelo sokufunda kwiSebe loBugcisa obuBonakalayo kwiYunivesithi yaseStellenbosch! Sikunqwenelela impumelelo kwisicelo sakho.

Abasebenzi beSebe loBugcisa obuBonakalayo

