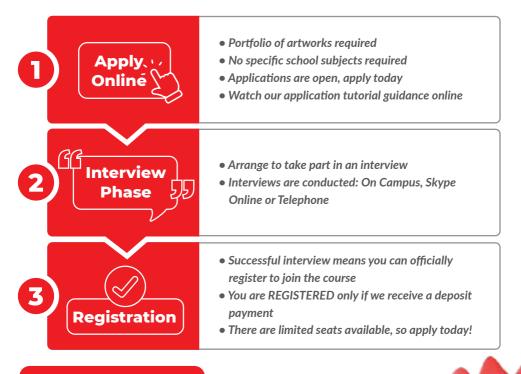




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@TAS_Animation
@theanimationschool

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Foreign Qualifications

- Submit your foreign qualification to South African Qualifications Authority (SAQA) for evaluation.
- Qualification evaluations are done online: www.saqa.org.za/
- Once you have received a positive outcome from SAQA are you ready to apply
- Visit The Animation School website to apply

Experienced but no National Senior Certificate (NSC)

- Apply to The Animation School online
- Complete the interview phase of the application process
- Request to apply for Recognition of Prior Learning (RPL) via email
- Applicant age must be 23 or older in the year of application
- RPL Applications close: 31 Oct 2021

Credit Accumulation and Transfer (CAT)

- If you previously studied an accredited animation course in South Africa
- Submit official academic transcripts with module descriptions
- Supporting reference letter from the applicable institution (if available)
- CAT Applications close: 31 Oct 2021



www.theanimationschool.co.za

1ST YEAR STUDENT FUNDING

Should applicants require financial assistance, a bursary or funding from a financial institution, applicants will need to manage this process together with the account payer. We will however advise the following options:

- National Film and Video Foundation (NFVF) Bursary Programme; Application dates for bursaries deadlines please visit http://nfvf.co.za/funding
- Student Hero: Student Hero is a funding originator who acts as an intermediary between you and funding providers. For more information please contact them on hello@studenthero.co.za or telephone on 0615853490

ADMISSION LETTERS

All financial providers, funders or organizations require an admission letter from The Animation School. The Animation School will only issue admission letters to applicants that have successfully; submitted an online application, taken part in an interview and signed and submitted all registration documentations.



CAREERS AVAILABLE TO GRADUATES

Graduates will be qualified to pursue an international career in animation for; tv, film, games, advertising, vr, vfx and many other options. Graduates from The Animation School will possess a broader understanding of animation Feature production positions in concept art, storyboarding, character design, character animation, technical direction (rigging and/or rendering), Series lighting, compositing, surfacing/texturing, among numerous others. Alternatively, graduates may explore a career in animation for other sectors such as health and medical (simulated medical procedures), architectural visualization (virtual tours of buildings in virtual reality), engineering Motion (simulated engineering processes or 3D models), Graphics forensics (recreating crime scenes) or virtual reality (VR) to mention a few.

Films VFX

Television Commercials

Games