



ADMISSION REQUIREMENTS FOR APPLICATION TO THE PROGRAMME BA VISUAL ARTS and DESIGN in 2023

Dear Applicant,

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

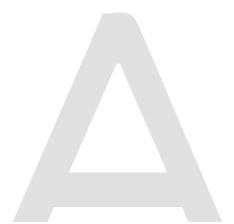
To have the best chance of judging you on merit we need to see an appropriate portfolio of your own work, the requirements for which are to be found on page 4 of this document.

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 Yumna Williams | yumna@sun.ac.za | 021 808 3052, or
Ms Annatjie Moolman | amm@sun.ac.za | 021 808 2508.



A. Personal particulars (block capitals please)

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

B. 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 | |

>> *Incidentally, 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 close **31 July**.*

C. Closing date for submission of portfolio to the Department

Your portfolio must reach us on or before **2 September 2022**.

D. 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



E. 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 Ms Yumna Williams at 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: Ms Y Williams
University of Stellenbosch
Private Bag X1
MATIELAND
7602

Physical Address

The Department of Visual Arts
Victoria Street
Stellenbosch University Campus.

Telephone

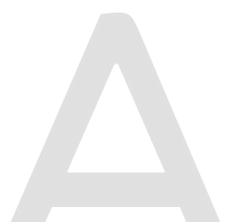
Ms Yumna Williams | 021 808 3052

Your full application should consist of the following:

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

F. The procedure for selection

1. A panel of highly specialised lecturers, who are also practicing artists and designers and who, as experts in their respective fields represent all study streams in the department, studies the portfolios and applications carefully to make informed decisions with regards to admission and rejection.
2. 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 manpower and space in the building determine the total number of admissions.
3. 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.
4. Candidates are informed of decisions by post as soon after the selection as possible.
5. 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

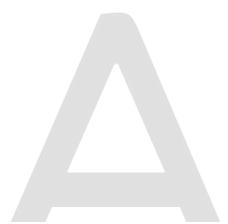
1. Portfolio requirements for all the fields of specialisation are the same. All applicants are required to complete all the projects.
2. The projects integrate the necessary skills and abilities for all three fields of specialisation, namely Fine Arts, Visual Communication Design, and Jewellery Design. 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.
3. You must submit a single pdf file containing high quality digital scans or photographs of your original artworks in all projects.
4. Label each project with your name, study field of choice, and the relevant project number.
5. Please include a list of the projects on a separate page highlighting the number of each project, its title and other relevant information.
6. The application must also include the first three pages of this document (the application form) plus the portfolio of original art works.
7. 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.
8. Please do not include any drawings that were copied or traced from photographs.
9. You may include high quality scans or photographs of 3 previous works of art at the end of the portfolio.
10. 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 2023. 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:

1. You can solve problems independently and with self-reliance;
2. You have the required entry level competences in technical, creative, and critical problem solving both on perceptual and conceptual levels;
3. Your solutions are unique, creative, and inventive;
4. 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.

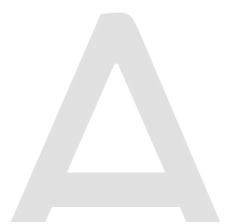
1.2

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

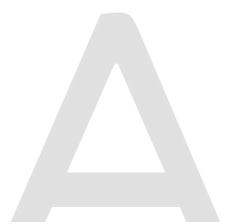
You should use found and/or recycled materials: for example plastic, paper, cardboard, wire, wood, leather, thread, glue, foil, spray paint, paint, etc.

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

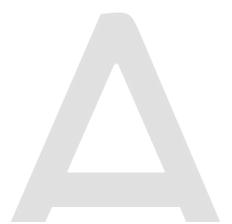
Select letterforms that resonate with your animal identity. Use drawing as a process to investigate ways to manipulate (cut, crop, shift, merge, rotate, etc.) the letterforms consisting of your initials to communicate your animal identity in simplified abstract form.

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

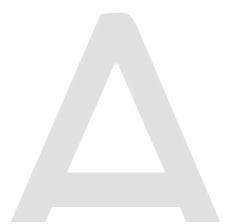
Please include photographs of 3 works of your own choosing. These could be drawings, paintings, prints, 3-dimensional objects, digital images, visual communication designs or any other kind of original image made by you that would convince the panel that you are a good candidate for the course.

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 Ms Yumna Williams at 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





VEREISTES VIR AANSOEK OM TOELATING TOT DIE PROGRAM BA VISUELE KUNSTE en ONTWERP IN 2023

Geagte Aansoeker,

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

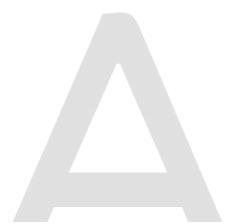
Ons wil graag jou aanbieding na verdienste beoordeel, en vir dié doel moet jy 'n geskikte portefeulje van jou eie werk aan ons besorg. Ons sal dit waardeur as jy ons vereistes, soos op bladsy 4 van hierdie dokument uiteengesit, streng nakom.

Vanuit die staanspoor wil ons beklemtoon dat die portefeulje in die vorm van **oorspronklike 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 Yumna Williams | yumna@sun.ac.za | 021 808 3052, of
Me Annatjie Moolman | amm@sun.ac.za | 021 808 2508.



A. Persoonlike besonderhede (blokletters, asb.)

| | |
|---------------|--|
| VAN | |
| VOORNAME | |
| GEBOORTEDATUM | |
| STUDENTE NR. | |
| ADRES | |
| POSKODE | |
| TELEFOON (h) | |
| TELEFOON (s) | |

B. 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 | |

- >> *Terloops, studente wat 'n plek in 'n koshuis wil bekom behoort 'n tweede BA-programkeuse aan te dui (gewoonlik 'n algemene B-program in Geesteswetenskappe). 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**.*

C. Sluitingsdatum vir voorlegging van portefeulje aan Departement

Jou portefeulje aansoek moet ons voor of op **2 September 2022** bereik.

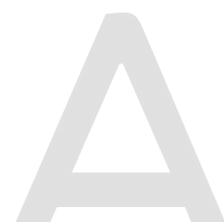
D. Plegtige verklaring (elke aansoeker moet die volgende onderteken)

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



E. 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 Me Yumna Williams by 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: Me Yumna Williams
Universiteit van Stellenbosch
Privaatsak X1
MATIELAND
7602

Straatadres

Die Departement Visuele Kunste
Victoriastraat
Stellenbosch Universiteitkampus.

Telefoon

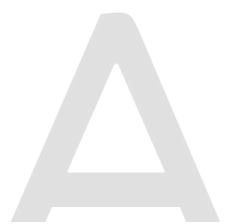
Me Y Williams | 021 808 3052

Jou volledige aansoek moet uit die volgende bestaan:

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

F. Die keuringsprosedure

1. 'n Paneel van hoogs gespesialiseerde lektore, wat ook almal praktiserende kunstenaars en ontwerpers is, bestudeer die portefeuljes noukeurig om ingeligte besluite rakende toelating te maak. Hierdie paneel is verteenwoordigend van al die studiestrome wat in die Departement aangebied word.
2. 'n Beperkte 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.
3. 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.
4. Kandidate word so spoedig moontlik nadat die keuring afgehandel is per pos omtrent die paneel se besluite ingelig.
5. 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

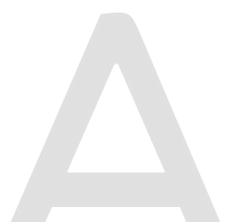
1. Die portefeulje vereistes is dieselfde vir al drie die hoofstudierigtings. Alle aansoekers moet alle projekte hieronder uitvoer.
2. Die projekte integreer die nodige vaardighede en tegnieke vir al drie gespesialiseerde studiestrome nl. Skone Kunste, Juwelierswareontwerp en Visuele Kommunikasieontwerp. Elke projek assessee dus jou vaardigheidsvlak ten opsigte van al drie studiestrome, asook ten opsigte van die algemene intreevlak standaarde.
3. Jy moet 'n enkele pdf dokument inhandig wat hoë-kwaliteit digitale skanderings of foto's van jou oorspronklike kunswerke vir al die projekte bevat.
4. Die kunswerke moet duidelik gemerk en genommer wees. Sluit asseblief jou naam, studierigting en die relevante projeknommer duidelik op alle werk in.
5. 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.
6. Die portefeulje moet tesame met die eerste drie bladsye van hierdie dokument (die departementele aansoekvorm) afgestuur word.
7. 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.
8. Jy moet asseblief geen tekeninge insluit wat vanaf foto's nageteken is nie.
9. Jy mag foto's van 3 vorige kunswerke insluit aan die einde van jou portefeulje
10. 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 asseblief 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 2023 hul portefeuljes by die Departement aphaal. 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:

1. Jy oor die vermoë beskik om probleme onafhanklik en selfstandig op te los;
2. Jy beskik oor die nodige intreevlak vaardighede in tegniese, kreatiewe en kritiese probleemoplossing; beide op perseptuele en konseptuele vlakke;
3. Jou oplossings eiesoortig en kreatief is en inisiatief toon;
4. Jy esteties sensitief en ontvanklik is en dat jy reeds 'n merkbare graad van praktiese intelligensie en komplekse ruimtelike begrip toepas.

Hierdie aspekte dien as 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 tekenvaardighede 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 óf die ligbron op enige manier manipuleer. Maak ’n gedetailleerde **potlood lyntekening** van die opgefrommelde 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 waarheidsgetrou 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

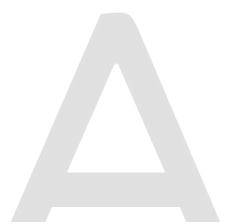
Plaas ’n kartonhouer waarop gedrukte beeldmateriaal en/of teks verskyn, op ’n wit tafelloppervlakte. Gebruik byvoorbeeld ’n sigaret- of vuurhoutjiedosie of enige ander verpakkingsmateriaal vir verbruikersprodukte. Posisioneer jouself sodat jy die onderwerp in twee-punt perspektief, laer as jou eie ooghoogte, aanskou. 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 houters met gedrukte beelde en teks op hul onderskeie vlakke. Jy moet die houters opfrommel 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 kartonhouters, die vlak waarop hulle rus en die agtergrond. Teken alle vlakkige, 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 kleurpotlode**) wat jy as toepaslik beskou om die bostaande instruksies uit te voer. Papier: wit cartridge, grootte A4.

BELANGRIKE NOTA

Indien jy in enige van die tekenkunsprojekte hierbo (Projekte 1.1-1.4) foto's as bronne materiaal gebruik, sal jou aansoek onmiddellik afgekeur word. Onder geen omstandighede mag jy vanaf foto's teken nie.



PROJEK 2 | TWE- 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 narratief; 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 demonstreeer.
- 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-dimensionele vorm. Hierdie objek/karakter kan oorsprong put uit enige kulturele bron; hetsy hedendaags, histories of antiek.

Proses

Gebruik ten minste 3 diagrammatiese tekeninge om jou hibried te konseptualiseer en te beplan (vooraansig, agteraansig, kantaansig, ens.) Konstrueer 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 sodoende 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

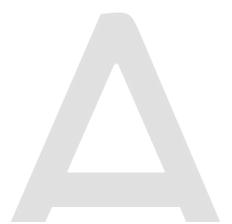
- Die ontwerp moet oorspronklik wees. Geen verwysing na bestaande beeldhouwerke of kopieë van animasie karakters is toelaatbaar nie;
- Die finale werk mag slegs uit twee kleure bestaan;
- Gebruik verf of sproeiverf as jou objek uit materiale van verskillende kleure gekonstrueer is;
- Die grootte van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

>> HIBRIED

Die nageslag van twee diere of plante van verskillende rasse, variëteite, spesies of genera, veral as dit deur menslike manipulasie geproduseer word vir spesifieke 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 onversoerbare soorte. (Dictionary.com, 2021)



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 ink, inkleurpotlode 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

Logomerge 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

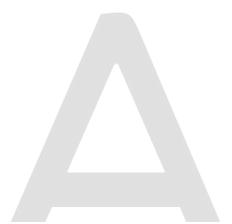
Kies lettertipes wat met jou dier se identiteit resoneer. Gebruik teken as 'n middel om die lettervorms van jou voorletters te manipuleer (afsnij, roteer, her-rangskik, saamsmelt, skuif ens.) sodat dit jou dier se identiteit op 'n abstrakte en vereenvoudigde wyse kommunikeer.

Media

Swart pen en ink op papier.

Instruksies

- Sluit hoë-kwaliteit skanderings of foto's van jou ondersoekende prosestekeninge in jou digitale portefeulje in OF plaas die oorspronklike prosestekeninge in die plastiekblaai 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 plastiek blaai 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, afdrukke, 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 Me Yumna Williams by 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

