

Overview

This Standard is about creating props for use in physical special effects.

It will require you to research any designs, keeping within the design period and any other parameters of authenticity dictated by production. It will require knowledge of materials that can be used, such as replica foods, soft props, historical props and scientific models.

You will need to specify materials and build requirements, source materials and create props that meet requirements. In order to do this you will need to understand the principles of moulding, sculpting and carving.

You will also need to demonstrate a knowledge of working with a wide range of materials, to include plaster, GRP, resin, rubber, polystyrene and foam and be able to apply the appropriate moulding, sculpting and carving techniques to these.

This Standard is for you if you create special effects props.

Create physical special effects props

Performance criteria

You must be able to:

1. create physical special effects props in line with production breakdown and budget constraints
2. specify materials and build requirements, including scaling up or down as necessary to meet requirements
3. source materials appropriate for the props being produced
4. provide documentation detailing the materials, proponents and techniques used to produce props to relevant people
5. create props in line with photographs, drawings, rough sketches or visualisations provided
6. prepare armatures that are suitable for modelling
7. create 3D models and maquettes in appropriate scale and from appropriate materials to test designs
8. produce full sized products that take account of any adaptations required as a result of testing
9. document all aspects of risk assessment and risk management in appropriate formats
10. carry out your work in line with health and safety requirements, taking action if safety requirements are not followed by others
11. maintain the safety of the cast and crew at all times
12. provide alternative solutions within budget and schedule if props cannot be produced to original designs or budget

Create physical special effects props

Knowledge and understanding

You need to know and understand:

1. how to research adequate source information to create physical special effects props
2. the use of drawings, rough sketches, photographs and visualisations in detailing materials and build requirements and how to produce them
3. script breakdown, budget and schedule for the physical special effects prop
4. the different materials and techniques used in modelling and sculpting for special effects props, and how they can be used in combination to mould and cast
5. the principles of modelling, casting and moulding from an original
6. how to create patterns from original props
7. how the internal mechanisms used in models or props are used to create effects
8. human and animal anatomy
9. life casting techniques and materials and the safety considerations involved
10. the design process, in particular how to convert a 2 Dimensional reference into a 3 Dimensional object
11. how animatronics works in collaboration with the modelling process
12. the different types of dummies to use; inanimate, articulated and action, adult, babies, children, animals
13. the principles of hair punching and finishing
14. the principles of finishing through painting and colouring
15. how to produce an armature to support a modelled form using materials appropriate to the task
16. which departments require regular liaison to ensure that models and props will be used effectively and safely
17. the methods of scaling from existing props to create up/down scaling of models
18. what can be achieved by post production and visual effects

Create physical special effects props

Developed by Creative Skillset

Version Number 2

Date Approved March 2017

Indicative Review Date March 2020

Validity Current

Status Original

Originating Organisation Creative Skillset

Original URN SKSSFX09

Relevant Occupations Arts, Media and Publishing; Special Effects Supervisor; Special Effects Technician; Special Effects Senior Technician; Special Effects Trainee

Suite Physical Special Effects

Keywords physical special effects, design, plan, props, breakdown, budget
