

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
 - 1.1 specify materials and build requirements, including scaling up or

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Knowledge and understanding

You need to know and understand:

1.
how to research adequate source information to create physical special effects props
 - 1.1 the use of drawings, rough sketches, photographs and

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Validity	Current
Status	Original
Originating Organisation	Creative skillset
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Relevant Occupations	Arts, Media and Publishing, Special Effects Trainee, Special Effects Technician, Special Effects Senior Technician, Special Effects Supervisor
Suite	Physical Special Effects
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