

Overview

This Standard is about constructing models to specification. It may involve creating prototypes, adapting or repairing models and could include the creation of articulated characters. For stop motion, models could be made by processes such as, sculpting, moulding, casting, engineering, vac-forming, spraying, rapid prototyping and so on. Materials used could include clay, resins, silicones, rubber, latex foam, textiles, paper, card, fibreglass, metals, plastics, glass and wood. This standard is for you if you create models.

Create models

Performance criteria

You must be able to:

1. use reliable information to identify the purpose, function, form and quantity of models required and any parameters about how they will be used
 2. assess the materials, techniques and processes to create models that meet design and production requirements
 3. plan the model-making process to make the best use of resources available
 4. construct models in line with relevant health and safety legislation, regulations and codes of practice
 5. test models to ensure they function as required and meet the design specification and production requirements
 6. work out realistic ways to resolve any problems that emerge during model construction or production
 7. check that any duplicate copies of the same model are identical
 8. store and label models so that they are safe and easy to identify
 9. make sure that models are fit for purpose, adapting or repairing them as required
 10. review models with relevant people and offer suggestions that assist others with the production
 11. respond in a positive way to feedback about models, making

refinements as needed

12. remain flexible and adaptable to new directions, creative requirements and developments in model making on an ongoing basis

Knowledge and understanding

You need to know and understand:

1. the aims, objectives and narrative of the production and its overall conceptual vision
 2. how to obtain and interpret information on model making requirements and parameters
 3. the schedule, budget, people involved and delivery requirements
 4. the relevant people to agree model making requirements
 5. the range and types of materials, techniques and processes that are available
 6. the properties and characteristics of the materials, techniques and processes to be used and the opportunities and challenges associated with using them
 7. the most effective, best value and efficient materials, techniques and processes to employ to meet creative, technical and production requirements
 8. how to build from an existing model and create prototypes, samples or test pieces
 9. how to make the most effective use of other resources at your disposal, such as time, budget, people and skills
 10. health and safety legislation, regulation and codes of practice that apply to the chemicals, materials, tools and equipment used and

future use of models

11. the importance of continuity and how to ensure it

12. what problems may arise with models and how to respond to them

13. what changes or repairs can be made immediately and what is involved in making more significant adaptations or repairs

14. why it is important to record changes and agree that they are correct with relevant people

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Originating Organisation	Creative skillset
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Relevant Occupations	Arts, Media and Publishing, Designers
Suite	Animation
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