



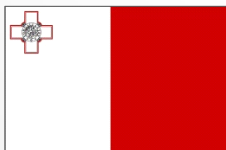
MALTA FILM COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



EUROPEAN SOCIAL FUND
MALTA 2007-2013

Model Making, Sculpting and Welding for the Film and Television Industries



Operational Programme II – Cohesion Policy 2007-2013
Empowering People for More Jobs and a Better Quality of Life
Training part-financed by the European Union
European Social Fund (ESF)
Co-financing rate: 85% EU Funds; 15% National Funds



Investing in your future



MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



EUROPEAN SOCIAL FUND
MALTA2007-2013

Ruth Morgan

Company Manager

Birmingham REP Theatre



Birmingham Ormiston Academy
imagine everything



**saint
martin's**
institute of
higher education



MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



Units

- Create and produce models and miniatures to scale
- Look at using and understanding scale
- Look at examples of model boxes
- Look at materials and techniques used
- What research is needed – creating a research portfolio
- Story boards and initial sketches
- Tool kit needed
- Practical exercise in making a model





MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



EUROPEAN SOCIAL FUND
MALTA2007-2013

Basic Engineering Techniques

- Look at how, when and why these are used in production of TV and Film
- Look at materials and tools needed



MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



EUROPEAN SOCIAL FUND
MALTA2007-2013

Role of key departments in TV and Film

- Look at the stages of the production process and who is involved at what stage



MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



EUROPEAN SOCIAL FUND
MALTA2007-2013

Prop making and sculpting skills

- Look at : working with fibreglass, latex, clay, modroc, polystyrene, gold leaf, upholstery techniques
- Making casts



MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



EUROPEAN SOCIAL FUND
MALTA2007-2013

Site visits





MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



EUROPEAN SOCIAL FUND
MALTA2007-2013

Health and Safety

- Welding safety requirements
- PPE
- Data sheets
- Risk assessments
- Safe working practices



MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



EUROPEAN SOCIAL FUND
MALTA2007-2013

Assignment

- You will look a scene from Narnia and pinpoint the specific scenery, props and set needed for this scene.



MALTA**FILM**COMMISSION

ESF2.186 RE-SKILLING OF WORKERS FOR THE LOCAL FILM INDUSTRY



- Individually, you will produce research on the landscape/architecture, furniture and props used for the scene
- Include initial sketches, storyboard material
- Demonstrate an understanding of the scene and what the purpose of the scene is – what atmosphere needs to be created, what action needs to happen in the scene
- Identify and demonstrate different techniques and materials within your model box
- List the details in your model in separate set/props pieces and how you envisage them being built, including tool needed and techniques and materials used.
- Presentation ideas



MALTA**FILM**COMMISSION

ESF2.186 RE-SKILLING OF WORKERS FOR THE LOCAL FILM INDUSTRY



Evidence

- Research Portfolio
- Design notes and sketches
- 3D model box completed
- Breakdown of techniques, materials , tools and processes for some of the specific pieces of set and props
- Research roles and responsibilities



MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



EUROPEAN SOCIAL FUND
MALTA2007-2013

Group introduction

- Why are you on this course?
- What , if any, previous experience do you have?
- What do you hope to gain from this?



MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



EUROPEAN SOCIAL FUND
MALTA 2007-2013

Production Designers

“ Film design is so incredibly influential, yet at its very best, we don’t even see it. Production Designers create worlds for us to believe in and when it all works, we accept the finished product as “real”. What you see on screen is a blend of reality, film reality, and some good old fashioned smoke and mirrors, physically pulled together by production designers and their talented teams.” Fionnuala Halligan



MALTA FILM COMMISSION

ESF2.186 RE-SKILLING OF WORKERS FOR THE LOCAL FILM INDUSTRY



EUROPEAN SOCIAL FUND
MALTA 2007-2013

Examples of model boxes





MALTA**FILM**COMMISSION

ESF2.186 RE-SKILLING OF WORKERS FOR THE LOCAL FILM INDUSTRY



EUROPEAN SOCIAL FUND
MALTA2007-2013





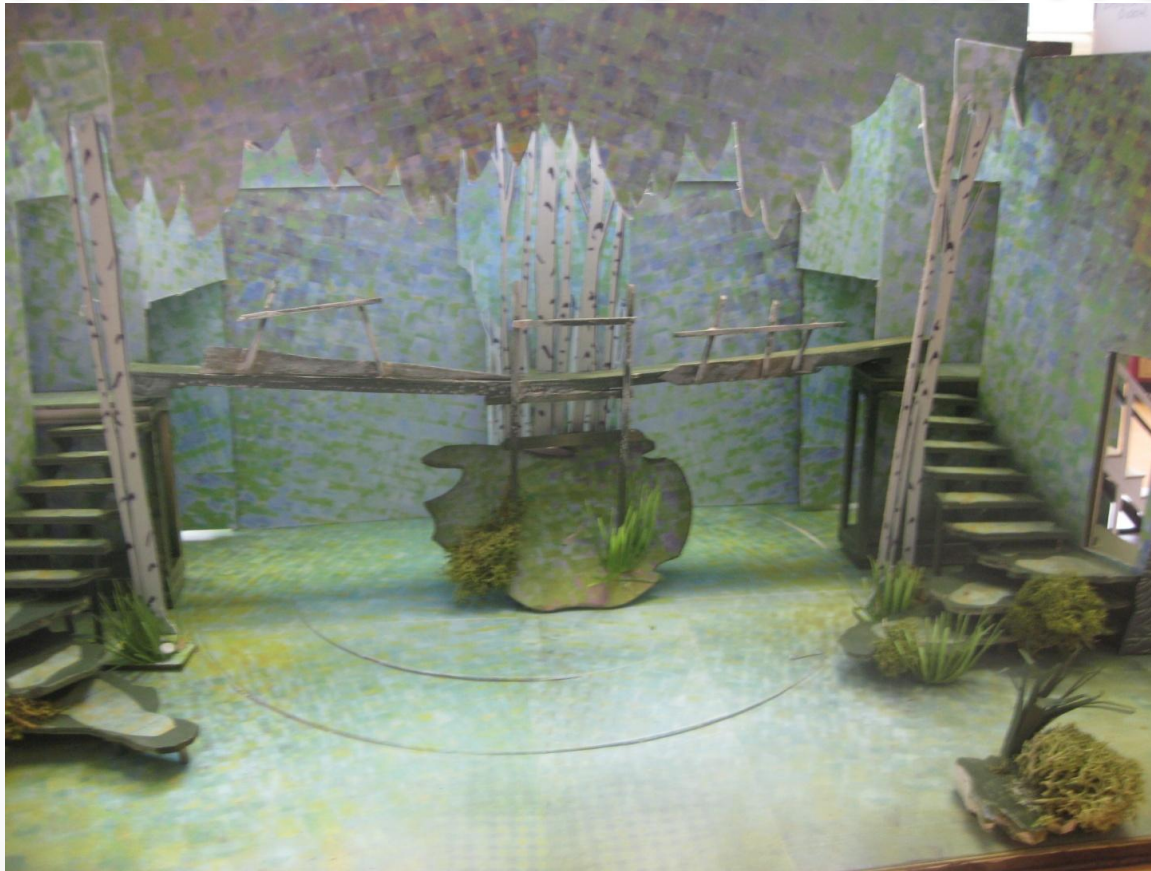
MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



EUROPEAN SOCIAL FUND
MALTA2007-2013

Wind In The Willows





MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



EUROPEAN SOCIAL FUND
MALTA2007-2013

Wind In The Willows





MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



EUROPEAN SOCIAL FUND
MALTA 2007-2013

Harry Potter





MALTA**FILM**COMMISSION

ESF2.186 RE-SKILLING OF WORKERS FOR THE LOCAL FILM INDUSTRY



Harry Potter





MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



Working to scale

- Model boxes and pieces are representations of real objects but made to scale.
- This means that items within the design are a fraction of their real size. The relationship between their size with the size in real life is termed a ratio.
- Common scale ratios are 1:25, 1:50 and 1:100. This can be measured easily using a scale ruler.



MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



Ground plans

- Alongside the model boxes and pieces will be a drawn up ground plan and elevations (front, side,back), also to scale.
WORKING DRAWINGS
- *Usually drawn at the same scale as the model*
- These plans as well as the models are used by the workshops and props masters to build the final product.
- For this reason the finish (texture and colour) of each piece is important as this is the reference point for making.



MALTA**FILM**COMMISSION

ESF2.186 RE-SKILLING OF WORKERS FOR THE LOCAL FILM INDUSTRY



Tool kit

- Scale ruler
- Cutting knife/scalpel
- Cutting board
- Metal ruler
- Pencils
- Compass
- Pins
- Masking tape
- Wire cutters/pliers



MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



Materials

- Mount board
- Card – various
- Balsa wood
- Wire
- Polystyrene
- Clay
- Glues PVA/spay adhesives/glue gun
- Paints
- Foam
- Fabrics
- Modroc





MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



Basic techniques

- Use a sharp knife
- Cut against the ruler/straight edge
- Always use a cutting mat
- Don't freestyle..... Mark it first!
- Hold the blade at right angles to the card (unless you want an angled edge)
- Don't try and cut through the edge first time you can do 2 – 3 strokes

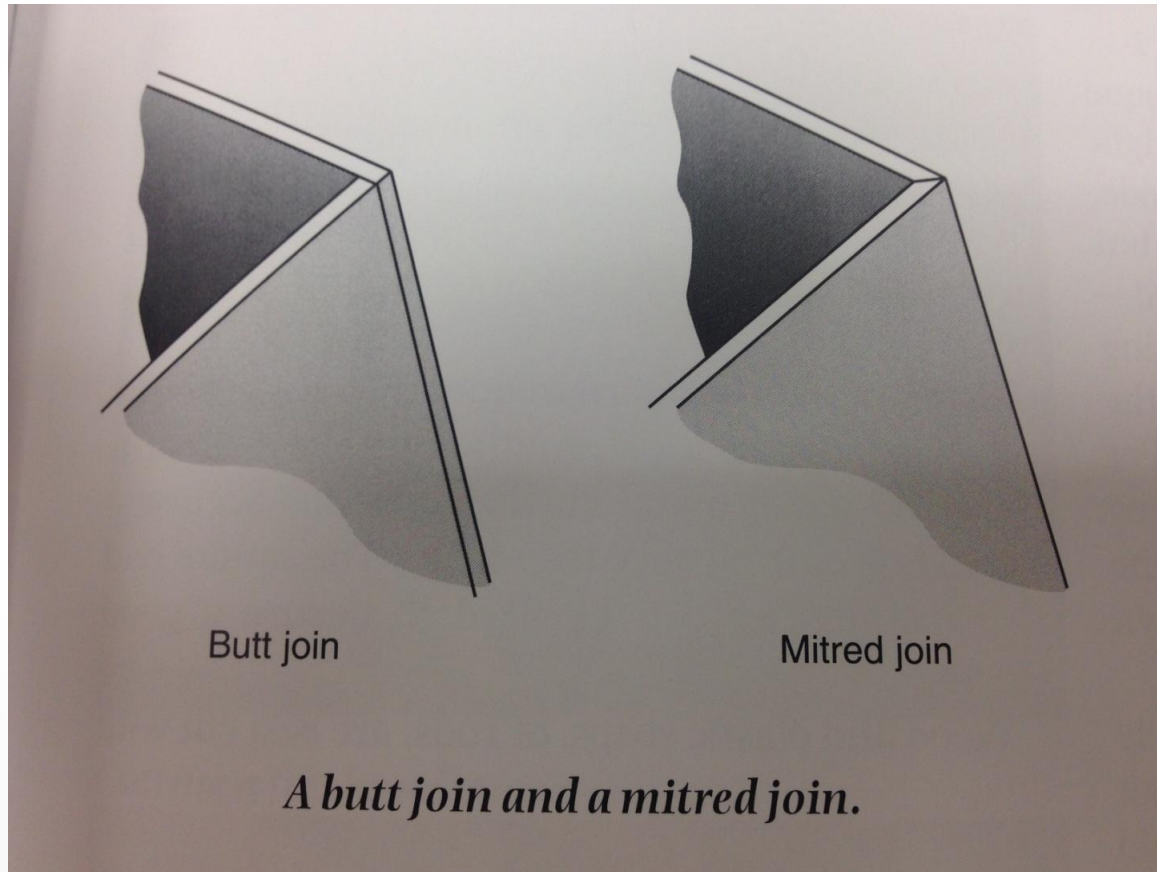


MALTA **FILM** COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



Corners



A butt joint and a mitred joint.



MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



Joining corners

- You can use
- Glue
- Masking tape
- Dress makers pins



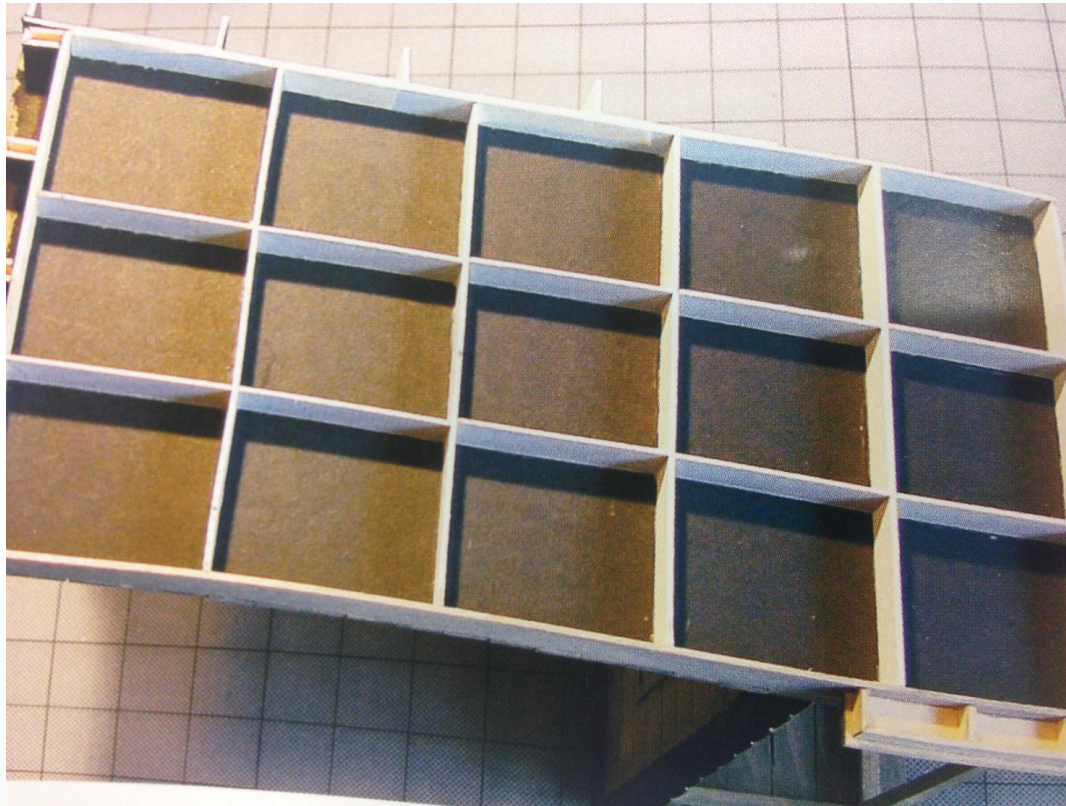
MALTA**FILM**COMMISSION

ESF2.186 RE-SKILLING OF WORKERS FOR THE LOCAL FILM INDUSTRY



Supports

- Some larger structures will need supports





MALTA**FILM**COMMISSION

ESF2.186 RE-SKILLING OF WORKERS FOR THE LOCAL FILM INDUSTRY



Curves



- The card or mountboard will not bend naturally.
- You will need to make a series of parallel cuts – shallow – try and keep them evenly spaced.



MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



Doors

- A hinge can be created with a piece of paper or very thin fabric glued to the edge



MALTA**FILM**COMMISSION

ESF2.186 RE-SKILLING OF WORKERS FOR THE LOCAL FILM INDUSTRY



3D printing





MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



3D printing

- An expensive process
- Size limitations
- Can be fragile if thin structures

- Can print in full colour
- Less time consuming especially if you need more than one



MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



Figures and freestanding objects

- Its always useful to make a figure
- Gives an instant sense of scale
- Can help to scan and resize, and use the costume designs for the figures
- Put a strut/brace at the back of the figure for support at slightly less than a right angle.
- Use a small coin at the bottom to weight it

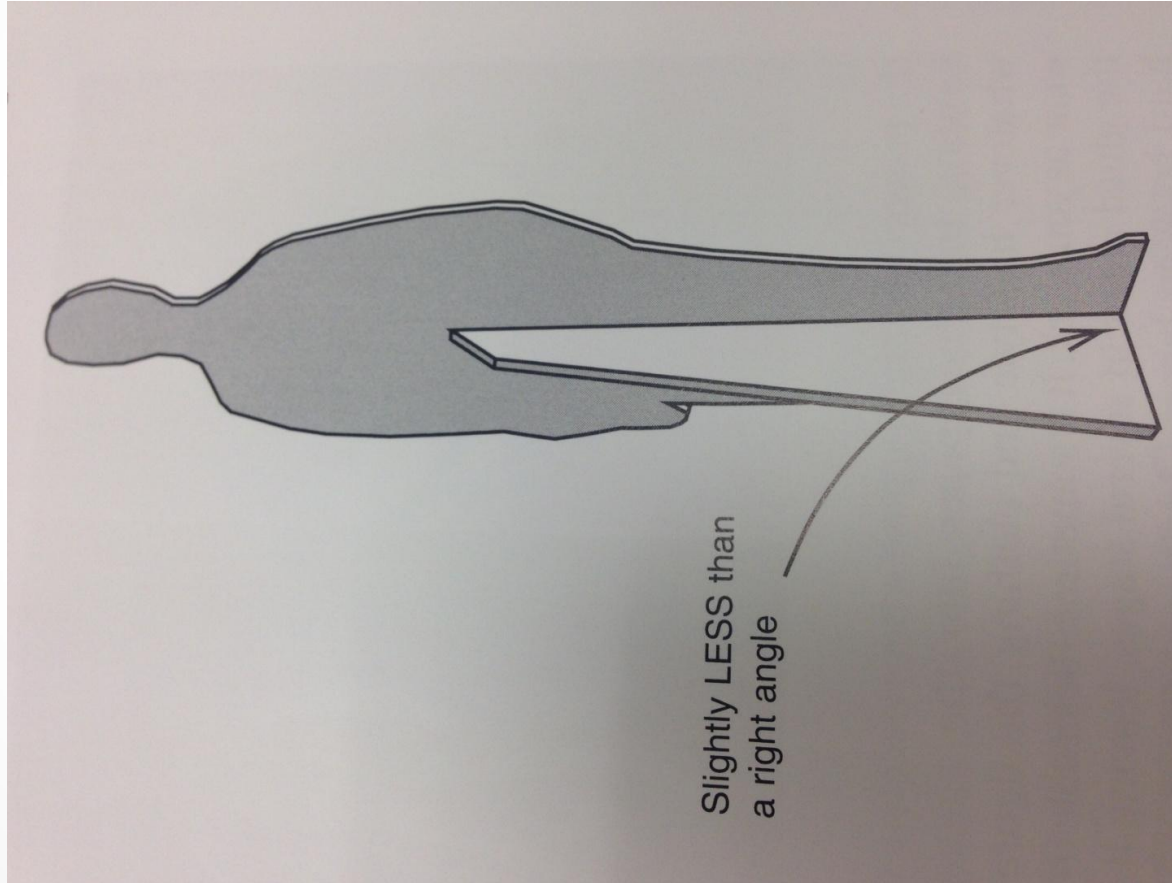


MALTA **FILM** COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



Figure example





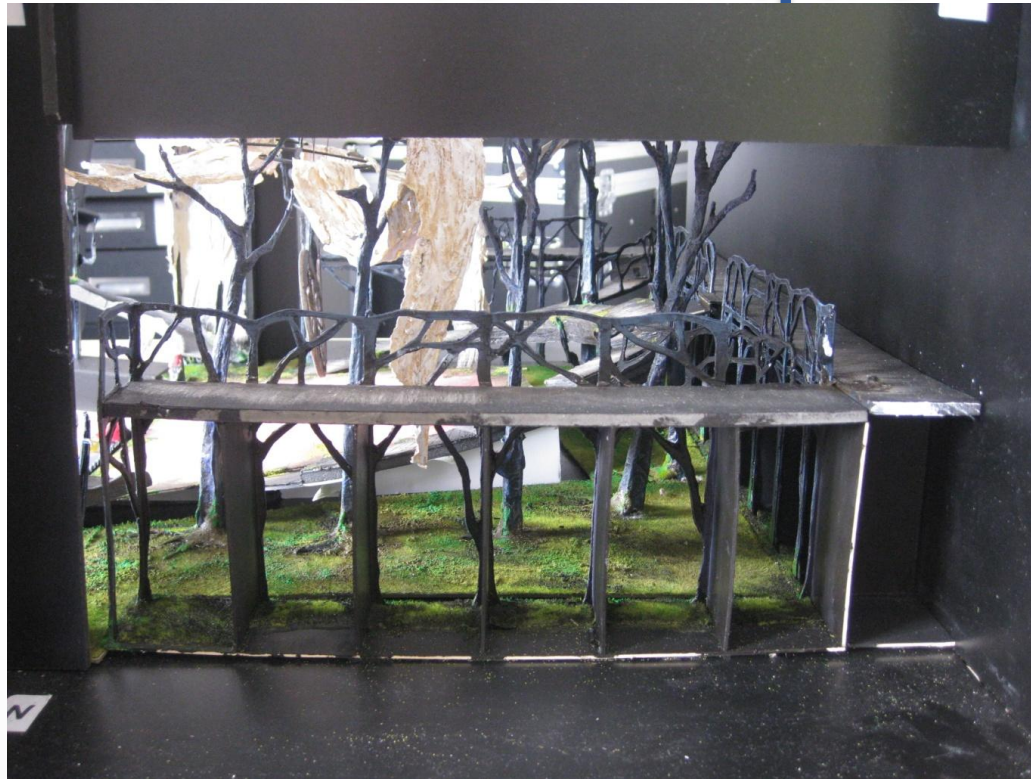
MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



EUROPEAN SOCIAL FUND
MALTA 2007-2013

Trees – using wire and paper mache technique





MALTA**FILM**COMMISSION

ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY



EUROPEAN SOCIAL FUND
MALTA 2007-2013

Sleeping Beauty – paper mache castle





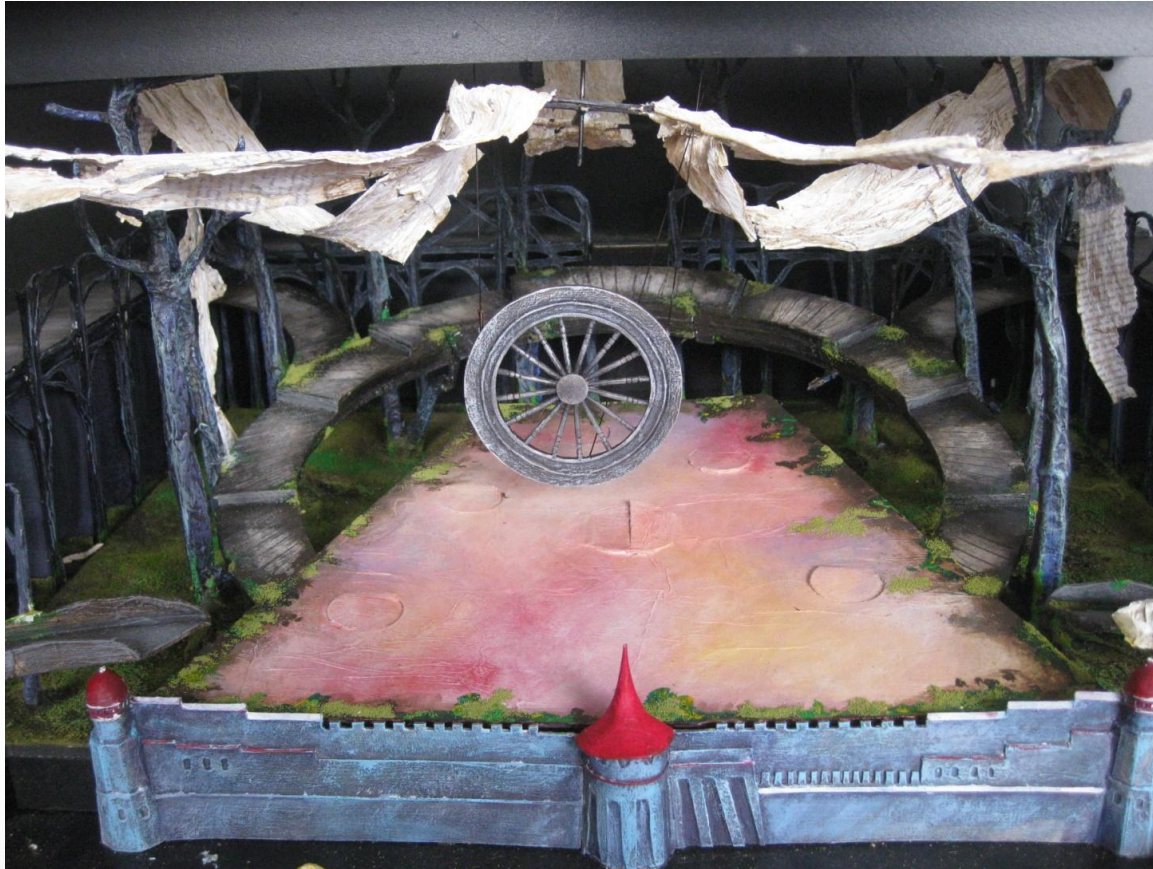
MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



EUROPEAN SOCIAL FUND
MALTA 2007-2013

Sleeping Beauty





MALTA**FILM**COMMISSION

**ESF2.186 RE-SKILLING OF WORKERS
FOR THE LOCAL FILM INDUSTRY**



Narnia

- Research the film
- Start to think about the settings
- Choose a couple of settings
- Indoor or outdoor?
- What is the purpose of the scene?
- Who is involved? – characters
- What are the most important elements of the set?
- What is the atmosphere? How will the set reflect this?
- Start to do some initial sketches