



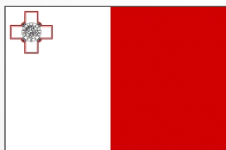
MALTA FILM COMMISSION

**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



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Day 2

- Model making techniques
- Modroc
- Latex
- Polystyrene
- Balsa wood
- Papermache
- Plastacine & clay

- Props for Film and TV





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Modroc

- Modroc (or Modrock) is plaster bandage that is used for modelling, casting and crafting. So how did it come about that a medical product began to be used in this way? Many years ago, somebody in the theatrical trade had an urgent problem. He had to make some simulated rocks for a set quickly. He had a brain wave (or, perhaps in the past he had broken a leg and had it plastered with plaster bandage).
- The upshot was that he got hold of some plaster of paris bandage, made an armature (rough shape onto which to model) out of chicken wire and modelled the Plaster bandage onto it. When it had dried sufficiently, he painted his simulated plaster rocks and the set was ready for the production.



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- So that is how Modelling Rock was first used and over time the rather long name: Plaster of Paris Modelling Rock was shortened to Mod Roc or Modroc (or sometimes spelt modrock or mod rock) and is still used in ModRoc landscaping.



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Practical



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- <http://www.bbc.co.uk/schools/gcsebitesize/art/practicalities/mediaandtechniques9.shtml>



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Working with Latex

- Liquid latex is a great material that you can use in a number of makeup, costuming and props areas.
- It is nontoxic and consists of three parts: latex rubber, water and ammonia (the latter two keep the rubber in a liquid form).
- Because latex moulds are so flexible, they can be used to cast complex three-dimensional shapes; once the cast object has hardened, the mould can be peeled away from the object, much like a rubber glove (thus the name "glove mould.")



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Polystyrene Carving

- http://www.youtube.com/watch?feature=player_embedded&v=DmVsmtVFSt8
- <http://www.sculpturestudios.co.uk/default.asp?textpage=film&pt=port&video=132#132>



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Balsa Wood



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Paper mache



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Clay and Plastercine



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TV Props

- Hand Props
 - A prop handled by an actor – often mentioned in the script

Some hand props can also be termed as action props

Hero Props

Background props

Stunt Props





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- Practical (working) props – used as you would expect in real life and works – ie torch, phone, radio
- Dummy (static) props, don't work ie a book that doesn't open, food you cannot eat

- Rehearsal and 'actual' props



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- Costume Props – pocket watches, sword belt, holsters, crown
NB(some grey areas with this as to whether they are costume or props)

Personel Props – which an actor will keep on their person





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- <http://vimeo.com/97056148>





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- Consumable/perishable props
- Food
- Cigarettes
- Blood
- Paper that gets ripped or torn
- Drinks
- Breakaway props
- Props that get broken each time – ie bottle smashed over head





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Set

- Set props - Objects located on the set ie Furniture
- Trim Props – things that hang on the wall
- Set dressing – objects on the set that aren't used by actors
- http://www.dailymotion.com/video/xmgdj4_stagehand-tv-careers-in-theatre-props-2_tech



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- As a prop maker, you might make anything from fake jewellery to replica weapons and moving models, depending on what the script calls for.
- You might use a wide range of skills, such as carpentry, sculpting, casting, sewing, painting, welding and computer-aided design. Your typical tasks could include:
 - being briefed by a production designer, set designer or props master
 - making props from rough sketches or detailed designs
 - carrying out historical or cultural research in order to make authentic-looking props
 - working with a variety of materials such as metal, latex, fibreglass, wood or fabric



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- experimenting with different materials and techniques to create realistic effects
- using various hand and power tools – anything from paintbrushes to welding equipment
- adapting existing items, for example ‘distressing’ an object to make it look old
- hiring or buying props
- repairing props.
- On larger productions (typically in film and TV) you would work closely with a team including production designers, set designers, set builders, wardrobe/costume staff and model makers