



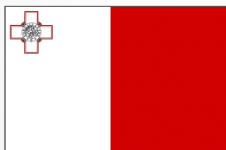
MALTA FILM COMMISSION

**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 4

- Practical continued
- Prop Makers in TV and Film
- Look at various techniques for prop making
- Gold leaf Expanding foam
- Upholstery Sewing
- Making moulds
- Vac form
- Idendon
- Think about if you can use any of these for your projects





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Who does what

- In TV and film, props are designed by the PRODUCTION DESIGNER or ART DIRECTOR
- The props shop will have numerous PROP MAKERS to construct, adapt and repair props.
- Often there will also be OUTSIDE CONTRACTORS who will build more specialised and tricky props
- On larger film there will also be the MILL SHOP, who are responsible for all custom wood mouldings, turnings, etc
- The set dressing and set props are take care of by the SET DECORATION DEPARTMENT





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- Production Buyer – working closely with the SET DECORATOR the production buyer is responsible for the sourcing , hiring and buying of all the set dressing , hero, stunt and background props. The buyer will also control the budget for this.
- Weapons master – as implied this person is responsible for all the weaponry and will have correct training and licenses in place - films use real firearms which have been adapted to fire blanks only. These still require a license so a licensed armourer must be present when ever filming with these weapons.



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SCRIPT BREAKDOWN CHART

TITLE

SCRIPT BREAKDOWN

SHEET NUMBER

PAGES	SCENE	INT/EXT	DAY/NIGHT	FILM DAY
SET DESCRIPTION				STUDIO
				LOCATION
PROPS	CAST		COSTUME	
EXTRAS	FURNITURE		OTHER	
PRODUCTION NOTES				



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PRACTICAL

- Using your scene from Narnia, think about the above chart and fill it in with as much detail as possible



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Camera angles to consider

- Shots are defined by –
- the distance between the subject and the camera
- The angle of the camera
- The movement of the camera
- How many actors are in the shot



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Types of shot

- ECU – extreme close up
- CU – close up (features head and shoulders of actor or section of an object
- MCU - Medium Close up – mid chest to and head
- MS – Medium shot – waist upwards
- MLS – medium long shot – usually sat down knees upwards
- LS – long shot – full body and background
- WS – wide shot – establishing shot to set a scene
- POV – point of view – shot as if through the eyes of a character
- O/S – over shoulder sees the character and what they can see
- 2 shot/3 shot – features 2 – 3 characters
- Multishot – shows multiple scenes/sides of the story



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- Level angle shot – taken at natural eye line
- High angle shot – taken from higher point as if looking down
- Extreme high angle – accentuates height
- Low angle shot – below the eyeline looking up
- Extreme low angle shot – heightens feeling of scale
- Tilt angle – camera tilts at an angle to capture action
- Cutaways – used to build up mood focus on nothing specific
- Pan – camera sweeps from one point to another
- Zoom – camera moves closer or away from focal point
- Dissolve – when one shot fades away and another appears
- Fade – image fades to black
- Fade in – image fades from black



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Gold Leaf



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Vac Form

- **Vacuum forming** is where a sheet of [plastic](#) is heated to a forming temperature, stretched onto a convex, or into a concave, single-surface [mold](#), and forced against the mold by a [vacuum](#) (suction of air).



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Vac form





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Idendon



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Making Moulds

- <http://www.bing.com/videos/search?q=MOULD+MAKING&docid=608055184752313569&mid=A09FECB9CA436FC76043A09FECB9CA436FC76043&view=detail&FORM=VIRE1#view=detail&mid=A09FECB9CA436FC76043A09FECB9CA436FC76043>
- Silicon Mould
- <http://www.bing.com/videos/search?q=Body+Mold&Form=VQFRVP#view=detail&mid=94DB0E5163F26D6197F994DB0E5163F26D6197F9>





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Large scale Props

- <http://www.sculpturestudios.co.uk/default.asp?textpage=home>