

Course outline: Diploma in Model Making for Animation

The course represents a steady progression beginning with basic model making techniques such as pattern making, simple mould making and casting, and develops through a series of challenging modules including collaborative replica set builds, individual puppet design and build module, and a collaboration workshop with the Digital Effects course.

At each stage additional skills are added through specific workshops to provide a comprehensive model making background before beginning work on the Animation Graduation films in the second half of the year.

You will work with Industry professionals at various stages of the course and learn current Industry standard methods.

You will also take part in a short work experience stint at one of our course Partners - Mackinnon and Saunders or Aardman Animations, subject to course partners' availability. Emphasis will be on detail, finishing, teamwork and working to a deadline.

By the end of the course you will have evidence of work in:

- Pattern making in Wood, Chemiwood, Ureol, and Plaster
- Simple mould making and casting
- Using laser cutting technology
- Rhino drawing tuition
- 3D printing
- Vacuum forming
- Scale prop and Set building
- Puppet making including working with Armatures
- Painting and detailing / finishing
- Health and Safety in the Workshop.

The Model Making for Animation course is a full time course. The workshop hours run from 9.30am – 5.30pm each day (Monday to Friday), and you are expected to attend between these hours. Absence from the course is only permitted in exceptional circumstances. Please see the School's [Attendance Policy](#) for further details.

Diploma in Model Making for Animation
Commencing September 2020

If you do need to be absent from the course during term-time for a non-medical reason, you will need to complete a *Request for Planned Absence* form which you can collect from the Model making Department Coordinator, Rose Hillan. This will need to be signed off by your HoD prior to taking any leave.

Core workshops taught to all students

- Turbo quick fire workshops

Modules

Mod: 1 Scale Pattern Making, Mold Making, Casting & Vac Forming (Term 1)
Mod: 2 Replica Set Build (Term 1) Turbo 1 workshop
Mod: 3 Stop-Frame Puppet Build (Term 1 &2)
Turbo 2 workshop (Term 2) Grad Animation collaborations (Term 3)

Production Experience

In the second half of the year you will work on the Graduation Animation films in production at the time. These films could be stop frame animation, or a combination of animation techniques. You will work alongside MA Production Design and Animation Direction students under the supervision of the Model Making Head of Department (HoD), and will be placed in teams to fabricate models, sets, puppets and props for these films. Depending on number of films in production, you may have the opportunity to work on more than one film.

Lead Model Maker Role

During the pre-production period of the NFTS Grad Animation films, the Model Making HoD will invite all Model Making students to apply for the role of "lead model maker" for each film. This role will involve some supervising and coordination of the model making teams, as well as fronting meetings with Designers and Directors. A role description will be provided when the invitation to apply for these roles goes out. Lead model makers will be appointed by the Model Making HoD and will report directly to him.

The successful model making applicants will have already demonstrated excellent skills in model making, time management, communication skills, problem solving and forward thinking during the first half of the year.

In the event of no students offering to apply for the role, the HoD will appoint the lead modellers.

Students who are unsuccessful in their application should normally have opportunities to supervise other collaborations which may happen during the year with other courses, where these are made available.

Students who wish not to apply, or who are unsuccessful in their application, will not be downgraded in any feedback.

Business Studies & Business Skills for Freelancers

A Business Skills seminar is offered as part of the course and this includes portfolio preparation, a freelance toolkit, and tips on working as a freelancer.

Work Experience

You will be offered work experience between 5-10 days at one of our course partners Mackinnon and Saunders or Aardman Animations (subject to partners' availability) who will consult on the most convenient time to carry this out, based on their production schedules. The placement should test the skills and capabilities you have gained whilst on the course. By the final assessment you should have completed a relevant work experience placement. You will be expected to arrange and pay for any travel and accommodation related to any work experience. It is also expected that you will pay for any travel involved with exhibitions or events scheduled away from the NFTS campus.