



# Trainee Sculptor

Guidelines

This guideline for trainee sculptors sets out expectations around technical skills and professional development in Construction sculpture departments. It also hopes to give trainee sculptors realistic expectations of what they will learn from the more experienced department members, and how they can progress within the film industry. This guidance is being developed by Bectu sculptors at all levels across the industry.

## Background

Bectu is the UK's media and entertainment crew union (Sector of Prospect) with around 40,000 members. Bectu's Sculptors Branch represents and includes sculptors at all levels within film and TV. Our members range from new entrants to Heads of Department (HODs) and are active in creating this scheme.

## Equality and Diversity

The Sculpture department is open to all applicants in accordance with the Equality Act (2010).

Sculptors come from any background, and equality, diversity, inclusivity is openly encouraged and welcomed.

## Sculptors in our industry

The UK film and television industry currently employs around 120 sculptors, trainee sculptors, and sculptor's labourers. People can enter the sculpture department from all

walks of life: from art degree graduates to fine artists, from makers and fabricators from the commercial sector to model makers...any creative person.

A full CV / work history, and a portfolio / image of work, or evidence of creative abilities are a must.

The industry has recognised levels for sculptors. These are:

- Head of Department (HOD) Sculptor
- Supervising Sculptor
- Sculptor
- Sculptor Modeller
- 3rd Year Assistant Sculptor
- 2nd Year Improver
- 1st Year Trainee

How far and fast you progress depends on not just how you build your technical skills and experience, but also on how you build your reputation and credibility within your department and the wider construction team.

# Trainee: Years 1-3



## Technical skills

We would like the following skills to be either completed or continually developed at this level:

- Start with a basic tool kit: some clay modelling tools, tape measure etc.
- Use a hotwire machine safely, accurately, efficiently, and learn hotwire basics.
- Square an 8' x 4' x 2' block of polystyrene.
- Use power tools and Poly carving specific tools safely, such as knives, reciprocating saws, nail brushes etc.
- Understand clay basics: prepare a clay board for a relief with shellac and clay or make a simple armature.
- Use templates and profiles to make the desired shape in poly and clay.
- Understand the roles of other trades in Construction, and how they work together to build a film set.
- Read a technical drawing.
- Scale up from a technical drawing to a full-size polystyrene or clay sculpt.
- Scale up from a maquette to a full size sculpt using sections and or photos.
- Research reference for a sculpt to back up art department information.
- Low relief architectural or figurative poly or clay sculpts.

- Rock and tree carving techniques.
- Basic clay enrichments.
- Understand how to build a strong, safe construction using other materials alongside poly and clay.
- Build up to a full tool kit: hotwire machine, straight edges, power tools etc.

## Team and professional requirements

As part of the Construction department, we are relied upon by other trades to fulfil our work on time and to budget. We need the following team and professional skills to achieve this:

### Punctuality

- Our industry runs to a tight and often immovable schedule.
- All crew members are expected to be present and ready to work at the start of the day and return from breaks promptly.

### Absence

- If you cannot get to work on time, or cannot come in at all, you need to let us know as soon as possible. An absence has a knock-on effect to the workflow and HODs need to be able to account for their crew.

### Health and Safety

- Keep your workspace tidy to maintain a safe working environment.
- Keep tools organised and within your working area to avoid loss, and time wasting whilst searching for tools.
- Complete a working at height course.

### Communication

- Report any accidents or injuries immediately to your supervisor. This helps us to work towards a safer working environment, and ideally to prevent future incidents.

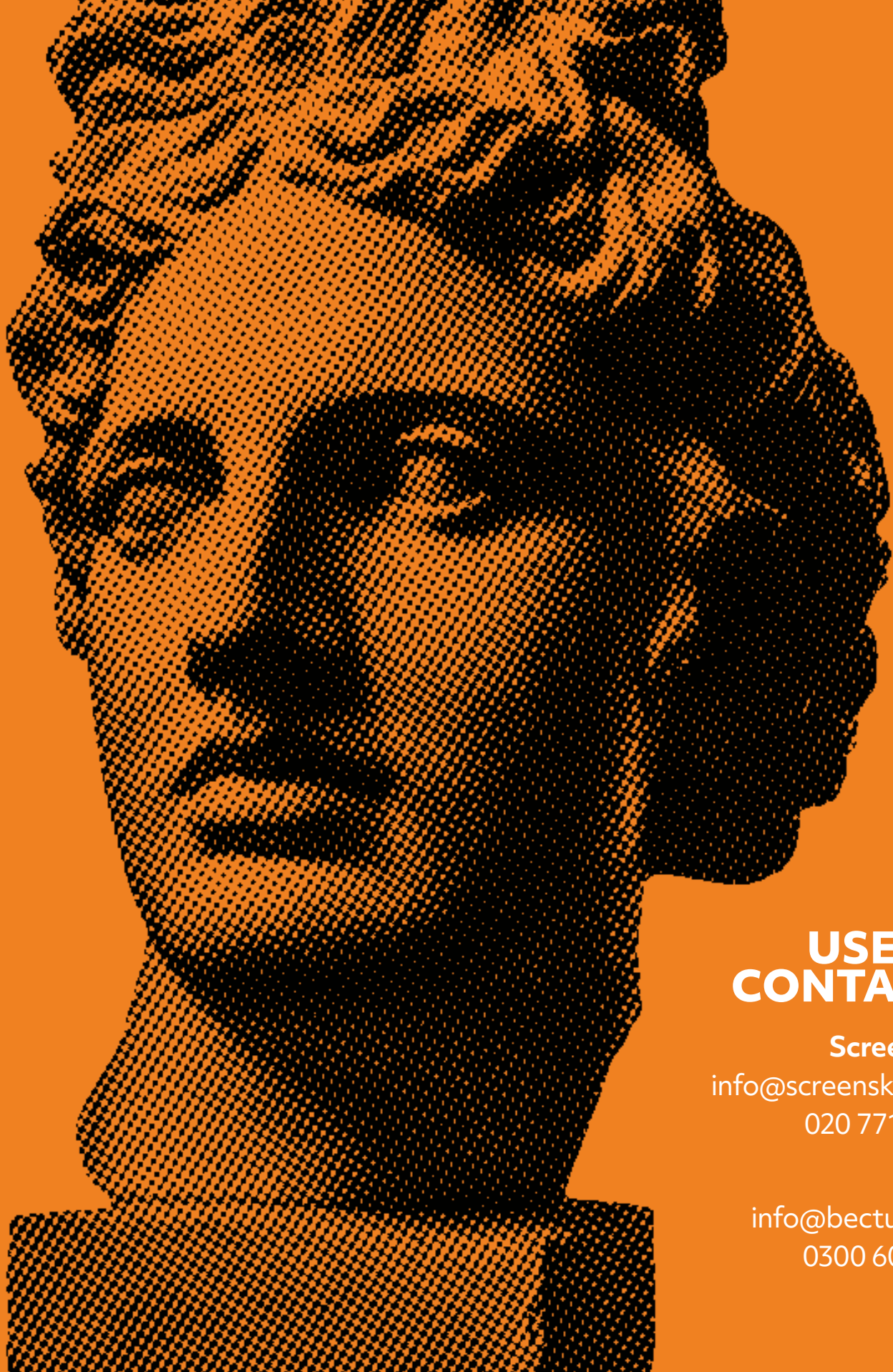


# Modellers and Sculptors

We expect the following skills from our Modellers and Sculptors and hope that this gives some attainable goals to aim for. We want you to grow in your abilities and confidence, so that you can be an asset to the department, thrive, and thoroughly enjoy your job.

- Produce a working model or maquette and then section up into accurate profiles.
- Be able to break down a drawing into its component parts.
- Mark out a set footprint accurately from a stage layout
- Work alone with minimal or no supervision
- Design how large poly structures need to interact with rostrums, scaffolding and open framed timber
- Undergo IPAF training to operate scissor lifts and cherry pickers.
- Design and build structurally sound armatures for poly and clay, and complete the sculpt alone or with a small team.





## USEFUL CONTACTS

### ScreenSkills

info@screenskills.com

020 7713 9800

### Bectu

info@bectu.org.uk

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