

### HE07C Person Specification

#### TO BE SENT TO THE STUDENT IN ADVANCE OF INTERVIEW

Course Title	Special Effects Make Up and Prosthetics Design
--------------	--

1.	<p><b>Course Details</b></p> <p>To be a student of TEC Partnership based at University Centre Grimsby studying the course Special Effects Make Up and Prosthetics Design, validated by TEC Partnership</p> <p>The validation document, which describes the programme, is published on the TEC Partnership website <a href="#">here</a></p> <p>You will be required to complete 360 credits over three years of study. This consists of 4 x 20-credit modules and 1 x 40-credit module at L4; 4 x 20-credit modules and 1 x 40-credit module at L5; and 2 x 20-credit modules and 2 x 40-credit modules at L6.</p>
----	---

2.	<p><b>Student Activities</b></p> <p>Attend sessions normally between 09:00 and 17:00 hours for any of the 5 days per week as specified on your timetable.</p> <p>Be available to attend lectures and sessions and complete work throughout the TEC Partnership Term Dates specified on the TEC Partnership website;</p> <p>Attend lectures and sessions on the specified days and maintain attendance above TEC Partnership expectations of 90%;</p> <p>Engage in a variety of activities throughout their study. Key fundamentals are Sculpting, Moulding, Casting, Makeup application, 2D and 3D design, essay writing, practical and theoretical research.</p> <p>Actively make use of the Virtual Learning Environment (Canvas).</p> <p>Complete up to 39 hours a week work towards your qualification made up of a range of contact delivery, set work and work towards assessments.</p>
----	---

3	Following full engagement in the programme, and upon its successful completion, students will:
·	<ol style="list-style-type: none"> <li>1. Recognise basic anatomy and physiology through a variety of relevant media.</li> <li>2. Investigate the uses and applications of both two-dimensional and three-dimensional visualisation techniques in special make-up effects design.</li> <li>3. Correct products and materials within an appropriate context.</li> </ol>

4. Methods and techniques for creating realistic sculptural representations.	
5. Evaluate and articulate relevant theoretical sources and critical thinking skills to develop ideas.	
6. Analyse the role of a special effects make-up artist within various productions and industries.	
7. Demonstrate a range of research techniques to gather required information from a variety of sources.	
8. The ethical, cultural and equality considerations within Special Effects.	
9. Show evidence of research into different injury patterns and scenarios.	
10. Display learnt skills through practical pieces and written work.	
11. The design and production of casualty make-up applications in a safe and competent manner to fulfil a production brief for casualty simulation.	
12. Suitable materials for the appropriate context in make-up design.	
13. Reflect upon practical outcomes achieved and identify areas for potential improvement by conducting effective research.	
14. Various life casting and mould making techniques, recognising the impact they have upon the production of special effects makeup.	
15. The safe and effective use of materials for different workshop techniques.	
16. Industry standards and processes in the production of prosthetics and in a workshop environment.	
17. Identify and select appropriate materials for the appropriate context in make-up design.	
18. Design and produce character make-up design, in a safe and competent manner to fulfil a production brief.	
19. Develop skills to an industry standard through visual and written forms.	
20. Skills, methods and materials in relation to a project brief.	
21. Evidence research of digital techniques when sculpting.	
22. Use different texturing, colouring, and finishing techniques on a sculpture.	
23. Develop a creative idea into a visual concept using 3D digital techniques.	
24. Digital programs to communicate technical specifications for a design concept.	

	25. Integrate practical skills and theoretical knowledge across a range of prosthetic designs and through the manufacturing process.
	26. Compare and contrast different manufacturing techniques, incorporating and illustrating various methodologies.
	27. Prosthetic appliance application procedures with relevance to specific choices of materials.
	28. The variety of industry materials available and showing an understanding of contextualising the use of specific choices of materials.
	29. Combine knowledge and experience of the processes, materials, techniques and requirements relevant to creature development, design and production.
	30. Investigate both animal and human anatomy for visualisation in 2D and 3D media.
	31. Evidence the variety of industry materials available and showing an understanding of contextualising the use of specific choices of materials.
	32. The creative process of concept designs when manufacturing.
	33. Integrate practical skills and theoretical knowledge across a range of prosthetic designs and manufacture.
	34. Compare and contrast different manufacturing techniques, incorporating and illustrating various methodologies.
	35. Prosthetic appliance application procedures with relevance to specific choices of materials.
	36. The variety of industry materials available and showing an understanding of contextualising the use of specific choices of materials.
	37. Critically select and justify the use of context-appropriate research methods.
	38. Justify and articulate relevant theoretical sources and critical thinking skills to develop ideas.
	39. Devise ideas for an argument using valid sources.
	40. Research methodologies and how to evaluate critically within a creative context.
	41. Synthesise the specialist knowledge and understanding skills, methods, contexts and materials in relation to a project brief.
	42. Effectively generate a connection with their own practice, both visually and in written form, and synthesise ideas and information from a variety of information sources.
	43. Confidently and safely apply specialist techniques in design and production in the realisation of developmental and experimental work.
	44. Planning and monitoring a realistic and achievable schedule, managing personal workloads and meeting deadlines in a performance and production role.

	45. Conduct relevant primary and secondary research from partially prescribed sources and critically evaluate its significance.
	46. Present information and reasoned, critical arguments with clarity, using a relevant publication format and academic conventions, to produce a substantive piece of work.
	47. The ethical research framework to actively foster independent research that will inform and develop practice.
	48. Research methodology incorporating effective time management techniques, applying information analysis and synthesis.
	49. Synthesise and apply knowledge and understanding of specialist technical skills and apply critical evaluation of the use of different products and techniques within various contexts.
	50. Employ continued critical reflection and intellectual response to a practical brief, assimilating original ideas and concepts to produce a final outcome.
	51. Demonstrate refined and robust artistic and technical abilities in special makeup effects productions.
	52. The curation and presentation of a project in a manner appropriate to the situation, in an appropriate form and also for public display purposes, while determining, monitoring and managing deadlines.
	53. Synthesise knowledge and understanding of the industry and broader fields to identify potential future opportunities within the industry or related areas.
	54. Confidently interpret ideas through outcomes using effective research techniques, communication, creative development and visualisation skills.
	55. Develop a detailed, relevant and highly finished portfolio relevant to the student's particular area of interest, which communicates their own personal style.
	56. Appropriate individual skills relatable to the industry route that students identify.

Qualities	Specific Requirements	Where demonstrated	E	D
Qualifications and Training	Applicants will require 64 UCAS points in a creative-related subject, or 60 Access-to-HE Credits (of which a minimum of 45 must be at Level 3). Applicants are required to hold English and Maths GCSE (or equivalent) at Grade C/4.  OR	Application	X	

	Meet the non-standard entry requirements as specified in the validation document.		X	
Specialist Knowledge	<p>Some knowledge of prosthetics and make-up design as a potential career and the opportunities possible.</p> <p>Knowledge of where prosthetics and make-up design sit within the structure of a TV, theatre or film production.</p> <p>Knowledge of some of the main techniques used in prosthetics and make-up design – materials, media and processes.</p>	Application and Interview	X	<p>X</p> <p>X</p>
Experience	<p>Applicants will provide evidence of their experience and skillset, initially through their UCAS Personal Statement.</p> <p>PORTFOLIO GUIDELINES</p> <p>When you're invited to interview, you'll be asked to bring a portfolio of work with you. It's important that you bring as much recent work as possible to enable us to assess your creative ability.</p> <p>A selection of work that showcases the applicant's interest in prosthetics and makeup design.</p> <p>Listed below are several suggestions to help you when you are creating your portfolio.</p> <p>Level 3 work from subjects such as: make-up, sculpture, design and technology, fine art, visual arts, graphic design, general art, photography, textiles, fashion.</p> <p>Professional practice in the creative industries, especially if the applicant has been part of an apprentice programme.</p> <p>Engagement with creative process – make-up, prosthetics and make-up design as a hobby - sculpture, character design, creature design projects.</p>	Application and Interview	X	X

	Overview of creative process in form of sketch books including research and development sketches, models, prototypes etc.			
Skills and Attributes	<p>Ability to demonstrate creative ability in the manufacture and final application of special effects make-up</p> <p>Manage own time to work towards multiple tasks to meet multiple deadlines</p> <p>Ability to solve large and complex problems using critical thinking skills and theoretical and practical research.</p> <p>Be willing to listen to tutor feedback action and formative guidance across all projects</p> <p>Ability to work independently when tasked and to create work that reflects independent research</p> <p>Ability to persevere when faced with challenging circumstances</p>	Interview	<p>X</p> <p>X</p> <p>X</p> <p>X</p> <p>X</p> <p>X</p>	
Other	<p>Commitment to 39 hours a week studying</p> <p>Availability throughout the academic year and potentially the resit period</p> <p>Knowledge about the use of Information Communication Technology to allow completion of an academic programme</p> <p>Student finance applied for or appropriate payment plan in place</p>	Interview	<p>X</p> <p>X</p>	<p>X</p> <p>X</p>

Qualities identified and determined by: E = Essential D = Desirable