

Overview

This Standard is about your ability to create mechanical effects, including the use of animatronics. It assumes you have the required knowledge to work in this area of mechanical engineering. It also assumes you have an understanding of physical special effects and the part mechanical engineering can play in this area of work. This Standard is for you if you create mechanical special effects.

Performance criteria

You must be able to:

1.
create mechanical effects in line with production breakdown and budget constraints
 - 1.1 work in collaboration with relevant people from other key

Knowledge and understanding

You need to know and understand:

1.
script breakdown, budget, constraints and schedule for the
physical special effects
 - 1.1 how to use mechanical engineering to create production, props,

Create mechanical effects

Developed by	ScreenSkills
Version Number	2
Date Approved	01 Mar 2017
Indicative Review Date	01 Mar 2020
Validity	Current
Status	Original
Originating Organisation	Creative skillset
Original URN	skssfx08
Relevant Occupations	Arts, Media and Publishing, Physical Special Effects Professionals, Special Effects Trainee, Special Effects Technician, Special Effects Senior Technician, Special Effects Supervisor
Suite	Physical Special Effects
Keywords	Mechanical; Physical special effects; Design; Plan; Explosive effect; Breakdown; Budget
