

HE07C Person Specification

TO BE SENT TO THE STUDENT IN ADVANCE OF INTERVIEW

Course Title	BA (Hons) Special Effects Make-up Design and Prosthetics
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1.	<p>Course Details</p> <p>To be a student of TEC Partnership based at University Centre Grimsby studying the course BA (Hons) Special Effects Make-up Design and Prosthetics validated by University of Hull.</p> <p>The validation document which describes the programme is published on the TEC Partnership website https://grimsby.ac.uk/higher-education-course/ba-hons-specialeffects-make-design-prosthetics/ and is version number 1.7</p> <p>You will be required to complete 360 credits over the duration of the programme include a 40-credit Dissertation and a 40-credit Final Major Project – Production.</p>
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2.	<p>Student Activities</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>
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3.	<p>Following full engagement in the programme, and upon its successful completion, students will:</p>
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	<ol style="list-style-type: none"> 1. Understand and synthesise anatomical elements in a variety of media and appropriate contexts. 2. Identify, document and confidently utilise industry standard materials in relation to a specific brief and/or process.
	<ol style="list-style-type: none"> 3. Apply critical analysis across a range of disciplines and adopt appropriate working practices. 4. Identify specific health and safety practices appropriate to industry materials. 5. Become collaborative and responsive with other people utilising an array of communication, problem-solving and practical disciplines. 6. Challenge existing expectations for the study and practice of prosthetic make-up transformation through research, design development, experimentation and practice. 7. Analyse current make-up issues, their place within social, historical, cultural, and dramatic contexts, and demonstrate the correlation between research, theory and practice through your work. 8. Understand and apply the principles of employability and establish an individual/professional identity appropriate for industry.

Qualities	Specific Requirements	Where demonstrated	E	D
Qualifications and Training	80 UCAS points in a relevant subject, with a minimum of grade 4 in both GCSE Maths & English.	Application	X	
	Meet the non-standard entry requirements as specified in the programme specification		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		

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 showcase 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,</p>	Application and Interview	X	X
	<p>prosthetics and make-up design as a hobby - sculpture, character design, creature design projects.</p> <p>Overview of creative process in form of sketch books including research and development sketches, models, prototypes etc.</p>			

<p>Skills and Attributes</p>	<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>	<p>Interview</p>	<p>X</p> <p>X</p> <p>X</p> <p>X</p> <p>X</p>	<p>X</p> <p>X</p>
<p>Other</p>	<p>Commitment to 39 hours a week studying – this is combination of contact hours and independent study.</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>	<p>Interview</p>	<p>X</p> <p>X</p>	<p>X</p> <p>X</p>

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