

## Model Maker

Model makers design and make three dimensional (3D) scale models (or mock-ups) to see what something will look like or for testing purposes. This could be for a building such as a new shopping centre or a new product such as a mobile phone. They may also make models to illustrate scientific ideas or for special effects for film or television.

### The Work

You could be:

- discussing the requirements with the designer or client including the budget and deadlines
- working from drawings, photographs, computer graphics or detailed technical specifications to create 3D objects
- using computer-aided design (CAD) and other specialist software
- working with materials such as plaster, wood, metal, clay, plastic, cardboard and resin
- using hand tools, electronic equipment and techniques such as making and casting moulds, laser cutting, soldering and 3D printing
- making the model smaller (for instance a bridge) or larger (for instance a molecule) than the actual thing
- making an illustrative model, with or without detail and colour
- making a working or mechanical model with moving parts
- modelling the surrounding area in an architectural model to show how a building fits in to its surroundings.

You might specialise in architectural modelling, product modelling (there is some overlap with the job profile for a [Product Designer](#)) or visual effects modelling (also see the job profiles for [Prop Maker](#) and [Scenic Artist](#)).

### Pay

The figures below are only a guide. Actual salaries may vary, depending on:

- where you work
- the size of company or organisation you work for
- the demand for the job.

Salaries for model makers in the UK can start at around £19,000 rising to around £25,000 a year. Experienced model makers can earn up to £40,000 a year or more. However, many model makers work freelance. They charge a fee, which can vary depending on the work and their reputation. In some cases, income is not high. The better known they are, the more they can charge.

### Conditions

- You might work for a specialist model making firm, a design company, a manufacturing firm or a civil engineering company. Alternatively, you may be self-employed and work on a freelance basis.
- You would work in a laboratory, studio or workshop.

- The working conditions may be noisy and dusty.
- Some of the materials you would use may give off unpleasant and dangerous fumes.
- You might have to wear protective clothing, gloves and a mask.
- At times, the hours can be long and irregular, and some evening and weekend work might be needed to meet deadlines.
- Sometimes you may have to travel to meet clients.

## Getting In

- There is no single entry route. There are modelmaking courses at various levels, but you might also get in after taking a general design course, such as 3D or product design.
- City of Glasgow College offers an NQ in Modelmaking for TV and Film (SCQF Level 6) and an HND in 3D Design: Modelmaking for the Creative Industries (SCQF Level 8).
- For the NQ you need 2 subjects at National 5 from English, Art and Design, Design and Manufacture or Graphic Communication. You need a good portfolio of work.
- For the HND you need 1 Higher from Art and Design, Design and Manufacture or Graphic Communication plus English at National 5; or NQ Modelmaking for TV and Film. You also need a good portfolio of design work.
- There are no degree courses in modelmaking in Scotland, but there are some in 3D design and product design. In England, degrees are available in modelmaking or with a specialist option in the subject.
- Computer-aided design (CAD) skills are useful.

Much of the work for model makers is in and around large cities, particularly London and the south of England.

## What Does It Take

You need to be:

- imaginative, creative and practical
- patient and accurate, with an eye for detail
- confident and persistent
- able to understand plans and technical drawings
- able to visualise and think in 3D
- able to work calmly under pressure
- able to work to deadlines.

You need to have:

- an interest in design and technology
- good hand skills
- drawing and IT skills
- good communication skills
- a methodical approach
- the ability to work on your own as well as in a team
- awareness of health and safety.

## Training

- You would train and gain experience on the job with your employer.
- You would continue to develop your skills by attending relevant part time courses and training opportunities.

## Getting On

- You may move on to be a senior model maker or a team leader.
- You may become self-employed, working on a freelance basis for advertising firms, engineering companies, architects, designers, museums and film and television companies.
- There are some job opportunities overseas for model makers, especially if you are working for a firm that operates internationally.
- By taking additional qualifications, you may be able to move into another design area.

## More Information

For more information on creative careers see [Discover Creative Careers](#).

## Contacts

### Design Council

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Email: [info@designcouncil.org.uk](mailto:info@designcouncil.org.uk)

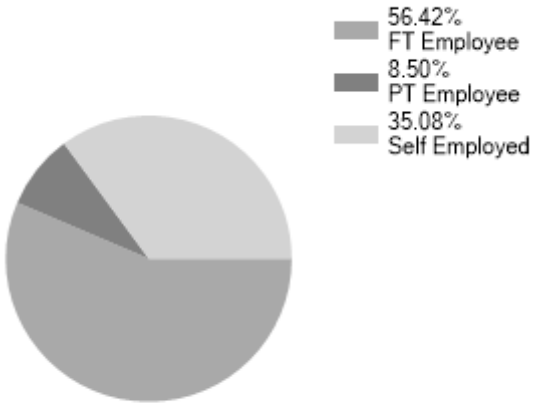
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**Statistics**

Employment Status UK %

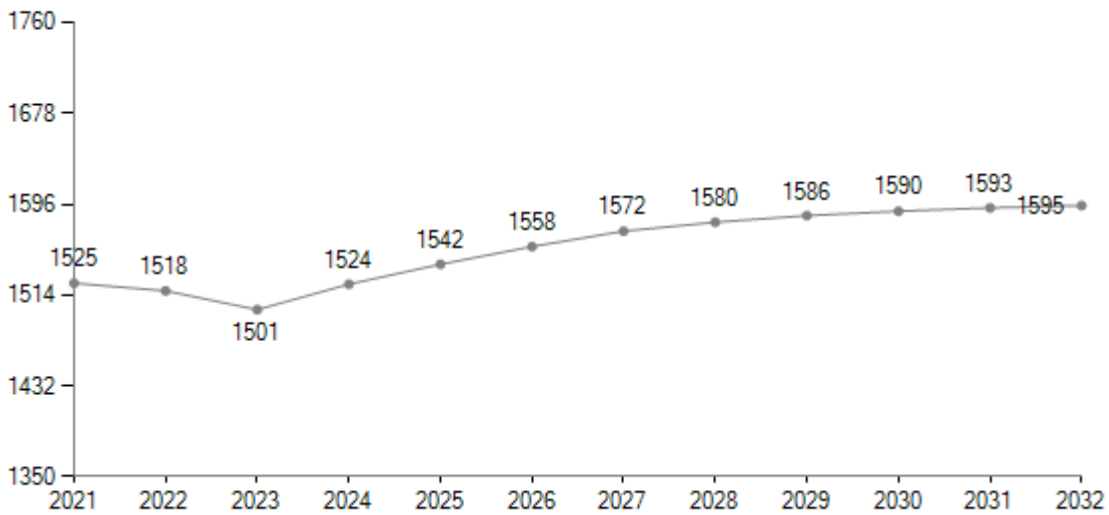


Past Unemployment - Scotland

No Claimant statistics available for Scotland.

LMI data powered by [LMI for All](#)

Predicted Employment in Scotland



LMI data powered by [Lightcast](#)