



Senior Modeller – Job Description

(Job Code and Level: EDESSTY003.0)

Definition:

Styling is defined as: Development of the appearance, aesthetics and to some extent the ergonomics of motor vehicles and components. It is also involved in the creation of the product concept, the vehicle aesthetics value and will correspond to ergonomic functionality and utility features as well as incorporation of emerging vehicular gadgetry as defined by the research team.

Overall Purpose of the Role:

The modeller brings shape and form to Styling ideas and designs. Creating models from concepts and sketches focussing on the combination of form and function, including overall vehicle package, looks for the exterior, interior and colour and trim look and feel of the vehicle. Work on many phases or sub-tasks of projects or entire projects of moderate complexity, with results impacting on project completion. Work under general supervision, reviewed at project milestones and/or on completion by Senior Management.

Key Responsibilities:

General and Task Management

- Construct three dimensional scale and full size models of proposed automobile designs and components using Alias Studio, Siemens Nx Designer, or alternative 2D & 3D software
- Create complex models and forms
- Build hard surface 3D models including UV layout and shader/texture creation
- Transforms initial rough CAD designs into working geometry for simulation
- Uses data acquisition equipment to transfer dimensional information to and from digital models
- Plan, design, develop, test and document art and models for new products, customer demonstrations and program development
- Creates models in accordance with customer requirements and engineering design constraints
- Suggests new modelling techniques to aid future development

- Produce finished models to specifications with minimal supervision.
- Study blueprints, drawings and sketches to determine material dimensions, required equipment and operation sequences
- Layout and mark reference points and dimensions, using measuring instruments and drawing tools.
- Adhere to curve and surface creation standards for development of class-A quality surfacing
- Conduct research to support development and design concept and coordinate the development of 3D models.
- Contribute to continuous improvement activities
- Quality control of work by appropriate reviews
- Support and participate in process improvement activities
- Achieve goals within budget
- Plan projects or subtasks so they may be tracked and presented
- Undertake continuous training and development

Relationship Management

- Liaise and communicate with other departments
- Support the stylists to ensure their vision becomes reality through the modelling process

Self Management

- Comply with the Health, Safety and Environmental Policies
- Balanced and confident
- Applies experience and logic
- Achievement Focussed
- Makes productive contributions
- Team player with a positive effect on the mood
- Consistently manages the task
- Is resilient, optimistic, open to change and has a collaborative approach when dealing with others
- Is self aware, shows moral courage, openness and honesty in all dealings
- Excellent interpersonal skills

Skills and Attributes:

- Proficient knowledge and use of CAD, CATIA, ALIAS-Studio and other engineering drawing software's
- Creative proficiency with supporting portfolio
- Effectively utilises sculpting software and equipment
- Ability to successfully incorporate engineering criteria into a design theme
- Demonstrated ability to work independently and with others
- Experienced modeller with flair, creativity and a real eye for aesthetics
- Vast experience and understanding of form, able to turn concepts into tangible models
- Ability to analyse and interpret complex technical data
- Ability to demonstrate a practical hands-on aptitude
- Proactive approach to achieving excellent quality standards

- Excellent attention to detail
- Ability to build close working relationships internally and with customers
- Good organisational skills
- Good oral and written communication skills
- Good understanding of customer expectations and deliverables with an awareness of the impact of failure/cost of poor quality

Qualifications and Experience Levels:

- GCSE Level A-C, IVQ Technician certificate, BTec first certificate or equivalent NVQ level 2 qualification
- Recognised apprenticeship as a pattern maker, body maker or a related trade required
- Commitment to work towards professional accreditation with an industry related body
- Experience of working with clay in an automotive setting
- Ability to read technical drawings and interpret technical data
- Understanding of design and production costs to include waste, downtime, scrap and re-work

Example roles this job description may cover:

- 3D Model Maker
- 3D Modeller
- Design Sculptor