

ARTISTIC CAREERS

Artistic Careers:

Architect
Artist
Art and Design/ Design and Technology Teacher
Art Therapist
Blacksmith
Carpenter
Ceramics Designer
Commercial Illustrator
Costume Designer
Exhibition Designer
Fashion Designer
Graphic Designer
Illustrator
Jewellery Designer
Make up Artist
Museum/Art Gallery Curator
Photographer
Picture Researcher
Set Designer
Tattooist
Textile Designer

Architect

 39 hours/week, Monday - Friday
£ Between £30,000 and £40,000

★ A keen eye for detail

Work Activities:

Architects are involved in the whole construction process from the planning and design of buildings through to their completion. They may work on a wide variety of projects, ranging from making changes to existing buildings to creating housing estates.

The construction process begins with a brief, which the customer and the architect decide together. The brief indicates the type of building required, what it will be used for and the amount it is expected to cost.

Before the design stage begins, the architect may organise research work to obtain information on the needs and opinions of those people who will work in, live in or use the building. They also examine similar buildings and inspect the site of the development.

Most buildings are the result of a team effort and the experienced architect often acts as project leader, discussing ideas with a group of professionals and co-ordinating their work.

Once ideas have been established, the architect produces sketches and plans of the exterior and interior, which show the size that the building needs to be and the materials that are appropriate for use. In some cases, the architect co-ordinates the construction of a model to illustrate the proposals.

The Architect then produces detailed technical drawings for use by the building contractor. In some cases, architectural technicians may do this. At this stage, the architect may be involved in talks with town planners and building control officers regarding planning permission and aspects of health and safety. After contracts are agreed with the building contractor, the architect draws up a specific programme of work.

As building work progresses, the architect visits the site regularly to check that the work is being done according to the original drawings and specifications. They discuss any problems with the client and specialist members of the design team at work on the project.

Personal Qualities and Skills

To do this job well, you'll need:

- An interest in design and some artistic ability.
- Creativity and the imagination to produce something that is visually pleasing and suited to its environment.
- The ability to think through and solve problems.
- Strong presentation skills, as you will have to present your ideas to a wide variety of people.
- To be a well-organised person with good planning skills.
- Knowledge of business technology.
- IT skills, especially experience of using CAD software.
- A keen eye for detail.
- Good people skills.

Pay and Opportunities

Pay

Pay rates vary depending on qualifications and experience, size of firm and location. Architects earn in the range of £17,500 - £24,000 a year, rising to £30,000 - £37,500. Senior architects can make around £50,000 a year, and higher salaries are possible.

Hours of work

Architects work a basic 39-hour week with occasional weekend and evening work according to the demands of the project.

Where could I work?

Employers include:

- private practices
- local government architectural or planning departments
- central government departments
- construction companies
- research practices
- manufacturing companies
- the health service
- education.

Entry Routes and Training

It takes a minimum of seven years to train to become an architect and there are three key stages to the training.

Firstly, you'll need to complete a five-year degree programme in architecture.

After university, you'll have to do a minimum of two years' work experience in an architect's practice.

The two years of professional experience will be broken up into separate periods. You'll do a year in a practice after three years of academic study, and then another year after two more years at university. Some people work for more than two years in total.

The final part of your training is known as the professional examination. Examiners will assess how you did in your work experience. Typically, you'll be assessed on a case study of a project you've worked on with a written exam, and then finally, an oral exam.

Once you've completed all of the training stages, you'll need to register with the Architects Registration Board (ARB).

It is also possible to become an architect by studying part-time on day-release. To begin these courses, you will usually need to have a number of years' work experience in an architect's office.

Qualifications

GCSE → A level or equivalent → Degree / Experience + Studying Part Time

Artist



Irregular hours, including weekends

£ Between £16,000 - £35,000

★ Creative Skills

Work Activities

Artists produce **fine art**. They produce work that people appreciate for its beauty or for its ability to make them feel different emotions.

Artists use a variety of methods in their work such as:

- painting,
- drawing,
- graphic arts,
- printmaking
- photography

They also work using a variety of different materials for example :

- watercolours
- oil paints
- metal,
- wood
- clay

Some artists use a combination of materials.

Artists need to promote their work and have to persuade gallery and exhibition managers to display their pieces. Many artists display their work on the internet, for example, through online galleries or art websites. Some artists have their own websites.

It is a very competitive field; therefore a lot of artists may need to find other part-time work to supplement their income.

Personal Qualities and Skills

As an artist, you need:

- Creative and artistic skills.
- A good understanding of colour, shape and form.
- To enjoy working on your own.
- Self-motivation, determination and self-confidence.
- Business skills, if you're self-employed.
- To be able to cope with fluctuating work and income.
- Marketing skills.
- To work to deadlines and budgets.
- To be the kind of person who can cope with rejection.

Pay and Opportunities

Pay

Pay rates for artists vary widely, depending on the popularity of their work.

Artists may earn in the range of £16,000 - £35,000 a year.
However, very few can rely on just selling their work to make a living.

Hours of work

Artists can choose their own hours of work, which may be irregular, and include weekends. Some artists work long hours, especially as a deadline for a particular piece of work approaches.

Where could I work?

Some artists are offered a residency in, for example, a school, hospital or cathedral. The ability for individuals to promote their work online via the internet means location is less important.

Artists often work on a freelance basis or become self-employed, which helps provide artistic freedom but reduces long-term job security.

Entry Routes and Training

Entry routes

A common route into this career is via a Foundation course in Art and Design followed by a degree, HND or foundation degree in a subject such as fine art or visual arts. For relevant Higher Education courses, you'll need a wide-ranging portfolio.

Qualifications

A level or equivalent → Art Foundation Course → Degree/HND/Foundation Degree

Art and Design/ Design and Technology Teacher

Monday-Friday, 8.30am-4.00pm (+extra hours)

£ Between £25,000 and £30,000

★ Organisational and planning skills.

Work Activities

Secondary school **art and design** teachers help students to develop skills in a wide range of areas, including

- drawing
- painting
- sculpture
- graphics
- textile design
- photography.

They encourage students to use their skills and imagination to get across ideas, feelings and meanings. They teach students about the uses and understanding of art, craft and design in history and society, including in different cultures around the world.

They also plan and lead visits to places of interest such as art galleries and museums, fashion shows and photography exhibitions.

Secondary school **design and technology teachers** use a variety of techniques to teach students how to design and make objects that have a practical use. They also teach students how to turn a design idea into a real product, how to solve practical problems and encourage students to consider issues such as health and safety and the environment.

Students often use computer-aided design (CAD) to complete tasks.

Design and technology is a broad subject. In schools, it covers areas such as graphics, food technology, textiles, resistant materials and systems and control.

Other activities include:

- Preparing and planning lessons.
- Creating or adapting lesson resources.
- Marking work and giving feedback.
- Going to staff meetings and parents' evenings.
- Setting and enforcing standards of behaviour.
- Identifying underachieving pupils and providing extra support if needed.

Personal Qualities and Skills

As a design and technology teacher, you'll need:

- The ability to encourage, motivate and inspire your students.
- Communication skills.
- The ability to maintain discipline and deal with challenging behaviour.
- Organisational and planning skills.
- Computer skills and the ability to use computer-aided design (CAD) technology.

Pay and Opportunities

Pay

Teachers in the state education sector are paid on a scale according to their qualifications, experience and responsibilities.

- Unqualified teachers [who have not yet received Qualified Teacher Status] earn in the range of £16,000 - £25,000.
- Qualified teachers earn in the range of £21,500 - £31,500.
- 'Advanced skills teachers' earn in the range of £37,500 - £57,000.
- 'Excellent teachers' earn in the range of £39,500 - £52,000.

Hours of work

Teachers normally work from 8:30 am or 9 am to 3:30 pm or 4 pm, Monday to Friday.

However, most teachers work extra hours:

- marking work,
- preparing lessons,
- going to meetings.

They often have to work in the evenings and at weekends to prepare lessons and mark work.

Where could I work?

- Employers are state and private schools.
- There are also opportunities to teach in other countries.
- Teach privately,
- Marking national exams
- Writing textbooks.

Entry Routes and Training

Most people become secondary school art and design teachers through a postgraduate PGCE in secondary art/art and design.

This leads to Qualified Teacher Status (QTS).

Courses are usually one-year full-time.

You need to apply for a PGCE place through UCAS Teacher Training.

There are a small number of degree courses in secondary design and technology education, leading to QTS.

Most people follow a relevant degree with a PGCE in secondary design and technology education.

Some courses allow you to specialise in particular areas, such as food and textiles. Courses are usually one-year full-time. You need to apply through UCAS Teacher Training.

You can also train in a school.
These employment-based schemes include:
-School Direct (SCITT)
-Teach First

Qualifications

Art and Design Teacher:

GCSE → A level or equivalent → Foundation Course → Degree in the arts → PGCE Course

Design and Technology Teacher:

GCSE → A level or equivalent → degree in secondary design and technology education / degree in technology + PGCE Course

Art Therapist

- 🕒 37 hours/week (may include weekends and evenings)
- £ Between £30,000-£40,000
- ★ A warm, friendly and supportive personality

Work Activities

Art therapists use art to help people who have difficulty expressing themselves verbally or in understanding their own feelings. The aim of the therapy is to enable the client to change and grow on a personal level.

Art can help people to express themselves and explore their feelings. Art therapists work with individuals and groups, in areas such as

- mental health,
- learning disabilities,
- care services and
- prisons.

Art therapists work with a wide range of clients, including people with mental health problems, experience of abuse, learning disabilities, long-term and incurable illnesses, behavioural problems and addiction to drugs or alcohol.

When the therapist first meets a client, they will listen and talk to them, assessing their problem and deciding on the most appropriate methods to use with them.

These activities help clients to think about their experiences, express their feelings and emotions, relax, and to communicate. The social aspect of group artwork also enables clients to form supportive relationships with each other. For some clients, expressing feelings can be very difficult through speech alone. Art therapy is particularly useful for clients who have little or no ability to communicate in speech. The creative process can also help to relieve feelings of frustration, anger or depression in all clients.

Pay and Opportunities

Pay

Art therapists earn in the range of £25,472 - £30,460 a year, rising to £34,189 - £40,157 with experience.

Principal art therapists can earn up to £46,621 a year.

Hours of work

Art therapists usually work a basic 37-hour week, which may include some evening and weekend work.

Where could I work?

Employers include the NHS and local authority social services departments. Art therapists also work in special schools, where they help children who have learning disabilities or emotional problems.

Some therapists work in areas such as child guidance, family therapy and marital therapy, drug and alcohol treatment units, and prisons.

Entry Routes and Training

To work as an art therapist or art psychotherapist (both titles describe the same profession), you must be registered by the Health and Care Professions Council (HCPC). This is a legal requirement.

HCPC registration is through a postgraduate Masters degree in art therapy or art psychotherapy. The HCPC and the British Association of Art Therapists (BAAT) have a list of

approved courses on their websites. Courses are two years full-time and three years part-time.

To enter a postgraduate course, you'll usually need a degree in art (not just fine arts but other arts subjects such as ceramics, textiles and graphic design). It can also be possible to enter with a degree or background in a relevant area, such as psychology, nursing, education, occupational therapy or social work, if you can demonstrate an on-going involvement in art-making.

To get onto a postgraduate course, you'll usually need a specified period of work experience, for example, in health, education or social services. This can include voluntary work experience. You should check this requirement carefully with the university you are interested in applying to.

You will usually have to submit a portfolio of artwork that demonstrates a long-term and serious commitment to visual arts.

All students on BAAT approved courses must undertake regular personal therapy sessions.

Diploma courses include subjects such as human development, health, disability, psychodynamics and art therapy theory, together with art therapy training workshops and clinical experience.

Qualifications

GCSE → A level or equivalent + Work experience → Relevant Degree → Postgraduate course in Art Therapy

Blacksmith



39 hours, Monday to Friday

£ Between £15,000 and £20,000

★ Good hand-eye co-ordination

Work Activities

The majority of their work is done using very hot metal, as it is then easier to bend and shape. However, there are some tasks where the metal can be shaped whilst it is still cold using powerful tools. They make lots of different things, from candlestick holders to gates. Both traditional and modern techniques are used in this work.

As well as making new products, blacksmiths often repair and renovate metal items.

Artist blacksmiths use both hand and power tools to make lots of different things. Some of the objects made by blacksmiths include:

- gates and railings
- furniture, such as fireplaces and chairs
- balconies and staircases
- sculptures.

Before starting a job, blacksmiths need to prepare a sketch or plan of what they want to make. Using the sketch, the blacksmith will then work out the amount of materials needed to complete the job. After working out materials, they then need to estimate how many working hours it will take to finish the job.

Blacksmiths usually wear some form of protective clothing, for example, leather aprons and gloves, safety glasses or goggles. The working environment can be noisy, dirty and hot. When welding they use tinted goggles to protect their eyes from the ultra-violet light.

Personal Qualities and Skills

To do this job well, you'll need:

- Good practical skills.
- To be reasonably fit as much of a blacksmith's work involves physical strength.
- Good hand-eye co-ordination.
- An eye for design, if you're working in the craft side of blacksmithing.
- People skills, if you come into contact with customers as part of your job.
- Some maths ability for carrying out measurements and making calculations. You might also have to prepare quotes for customers, and do your own accounts if you are self-employed.

Working conditions may be dusty, so the job may not be suited to you if you have allergies or conditions such as asthma.

Pay and Opportunities

Pay

Most blacksmiths are self-employed and income levels vary greatly, depending upon levels of work.

The pay rates given below are approximate.

Blacksmiths earn in the range of £13,000 - £16,000, rising to £20,000 - £25,000 for more successful, specialist positions.

Hours of work

Blacksmiths work around 39 hours, Monday to Friday, with occasional overtime and weekend work, as required.

Where could I work?

A large proportion of blacksmiths are self-employed. Artist blacksmiths may be self-employed working full-time, or work part-time until they have enough commissions to earn a full-time living from the work.

Entry Routes and Training

Entrants to this career either apply directly to blacksmith firms and train under the blacksmith, or attend relevant college courses.

The British Artist Blacksmiths' Association (BABA) produces a list of suitable courses. Many of the courses listed are only of relevance to artist blacksmiths, but there are some which are suitable for people wanting to work in all types of metal trade.

An Advanced Level Apprenticeship will also help you to get into this job.

Training will be on-the-job with an experienced blacksmith.

There is a degree in Artist Blacksmithing available at the Hereford College of Arts.

Qualifications

GCSE → A level or equivalent / Apprenticeship → Degree

Carpenter



39 hours/week

£ Between £25,000 and £30,000

★To pay attention to detail and have an eye for shape and colour.

Work Activities

Carpenters and joiners use their skills to make structures and fittings such as windows, doors, stairs, furniture and shop fittings from wood and wood materials.

Carpenters and joiners cut, shape and join wood using a wide range of tools including hammers, planes, chisels, screwdrivers and measuring tapes. Also, they often use power tools and cutting machines.

Carpenters and joiners have to study drawings, make calculations and select suitable materials to meet design requirements.

There are many different types of carpenter and joiner. Here are a couple of examples:

- bench joiner - usually based in a workshop making things like doors, window frames and roof beams.
- site carpenter - based on-site doing things like fitting door handles and locks, or repairing broken furniture.

Health and safety is an important aspect of the job, so carpenters and joiners often need to wear some form of protective clothing. They might work in a workshop, or on a building site.

Personal Qualities and Skills

To do this type of work well, you'll need:

- Good hand skills.
- To be physically fit.
- Number skills, as you will have to work out angles and measurements.
- To pay attention to detail and have an eye for shape and colour.
- A head for heights for any work up ladders or on scaffolding.
- To be aware of the importance of health and safety in this industry.

As you may have to travel around locally, a driving licence would be useful for this type of work.

This job might not be suitable for people who have skin conditions, such as eczema, or breathing complaints, such as asthma.

Pay and Opportunities

Pay

The pay rates given below are approximate.

Salaried carpenters and joiners earn in the range of £16,500 - £20,000, rising to £23,500 - £28,000 with experience.

Hourly rates range from the national minimum wage to £15 per hour.

Hours of work

Carpenters and joiners work a 39-hour week. Overtime, including Saturday working, may be available.

Where could I work?

Employers include building, construction and civil engineering companies of all sizes. These range from local building firms employing one or two operatives, to nationally known firms employing hundreds of operatives.

Opportunities occur for carpenters to work independently as self-employed sub-contractors.

Entry Routes and Training

Entry

An Advanced Level Apprenticeship is a great place to start

There are various relevant qualifications available from organisations like City & Guilds and Edexcel. These courses may be in a more general subject area, such as construction.

For most building companies, you'll need a CSCS card to work on site. These cards show that you are qualified to do the work you've been employed for. Go to the CSCS website for more details.

Apprenticeships will usually involve work- and college-based training. You will also receive training in subjects like health and safety.

The Institute of Carpenters offers qualifications in carpentry and joinery. There are various levels of qualification. The one that you take depends on the amount of experience or training you have.

Qualifications

GCSE → Advanced Level Apprenticeship

Ceramics Designer

 39 hours, Monday-Friday
£ Between £20,000 and £25,000

★ Patience - it may take several weeks to finish a product.

Work Activities

Ceramics designers create designs for pottery products. They work either in industry, or as potters/designer-craftworkers who are usually self-employed or work for small companies.

Potters or designer-craftworkers are usually based in studios and workshops. They produce goods on a small scale and generally have more of a chance to be creative. These could include functional items such as dinnerware or one-off ornamental pieces. They use traditional craft methods using a potter's wheel or slipcasting where liquid clay is poured into a mould.

Personal Qualities and Skills

As a ceramics designer, you need:

- Creative and artistic skills.
- An understanding of colour, shape and form.
- Patience - it may take several weeks to finish a product.
- An understanding of production processes.
- The ability to change ideas into a three-dimensional design.
- To work to deadlines and budgets.
- Knowledge of design-related software.
- Self-employed or freelance ceramics designers will need business and marketing skills.

Pay and Opportunities

Pay

Pay rates for ceramics designers vary with employer and responsibilities.

Ceramics designers earn in the range of £16,000 - £20,000 a year, rising to £25,500 - £35,000 with experience.

More senior designers can attract a salary in advance of £45,000.

Some will also supplement their income with work from other areas.

Hours of work

Ceramics designers usually work a basic 39-hour week, Monday to Friday. However, late finishes and weekend work may be required, especially as deadlines approach. Self-employed designers may work irregular hours, depending on how much work they have week-to-week.

Where could I work?

Employers include manufacturers. Some companies specialise in particular work, such as making ceramic tiles.

Opportunities occur for ceramics designers to become self-employed, working in consultancy and fixed-term contract work, or to set up as designer-craftworkers and work from home, a shared studio or a workshop.

The ability for individuals to promote their work online via the internet means location is less important for self-employed designer-craftworkers.

Entry Routes and Training

A common route into this career is via a Foundation course in Art and Design followed by a degree, HNC, HND or foundation degree in a subject like ceramics or ceramic design. Some three-dimensional design courses combine ceramics with the study of another material, such as glass, plastic, metal and wood.

An Intermediate Level Apprenticeship is also a great place to start.

Training will mainly be on-the-job.

Some potters/designer-craft workers are self-taught.

Qualifications

GCSE → A level or equivalent → Foundation Course → Degree

Commercial Illustrator



39 hours, Monday- Friday

£ Between £20,000 and £25,000

★ IT skills

Work Activities

Commercial illustrators produce drawings, images, paintings or diagrams to communicate ideas or information visually, or to make a product easier to understand or appear more attractive.

They use a range of artistic and graphic techniques, producing illustrations for a wide variety of products, such as:

- websites
- fashion magazines
- brochures and leaflets
- greetings cards
- packaging.

A lot of these products are items we see and buy in shops, and the illustration may be used to help advertise and sell a product. In other cases, the illustration may be used to make something appear attractive, such as a greetings card or book cover, and to help visualise a story, such as drawings in a book or magazine.

Commercial illustrators begin their work from a brief, given to them by a client, for example, an organisation launching a new product or an advertising agency. The brief outlines:

- what information the user needs to get from the illustration
- what type of product needs illustrating
- the style, theme or mood
- who it is aimed at
- the timescales and budgets involved.

Illustrators may need to create a storyboard, which is a breakdown of a sequence of illustrations, often with accompanying text, to show how they would follow from each other, for example, in a book.

Commercial illustrators present their initial ideas and drawings to the client, who may accept them or ask for some changes to be made. Once the ideas have been approved, the illustrator then goes on to complete the final artwork.

Personal Qualities and Skills

As a commercial illustrator, you need:

- A creative imagination.
- To work well using different art techniques and mediums.

- An understanding of colour, shape and form.
- IT skills.
- Good communication, presentation and negotiation skills.
- To work to deadlines and budgets.
- Commercial awareness.

Pay and Opportunities

Pay

Pay rates for commercial illustrators vary with the industry and range of work they accept.

The pay rates given below are approximate.

Employed commercial illustrators earn in the range of £18,000 - £25,500 a year, rising to around £26,500 - £40,000 a year. Pay rates for freelance illustrators vary with the job. A useful guide to freelance rates is found on the National Union of Journalists website - see contact details.

Self-employed commercial illustrators can earn as much or more than those employed by an organisation. However, earnings when starting out can be low, and when established may fluctuate according to the workload. Some commercial illustrators combine graphic design with illustration in order to maintain a decent income.

Hours of work

Employed commercial illustrators usually work a basic 39-hour week, Monday to Friday. Part-time opportunities are also available.

Self-employed commercial illustrators set their own hours, which may be irregular, depending on how much work they have. However, late finishes and weekend work are required from time to time, especially as deadlines approach.

Where could I work?

Employers include publishers, advertising agencies, the broadcasting industry and commercial businesses.

Most commercial illustrators are self-employed and often work from home. However, the ability for individuals to promote their work online via the internet means location is less important.

Entry Routes and Training

Entry routes

An Intermediate or Advanced Level Apprenticeship is also great place to start.

However, commercial illustrators need a degree in illustration or a related subject. Illustrators with experience who have worked in a commercial environment may also be able to enter this profession.

It may also be possible to enter this career via a degree in a more general subject area, such as art or graphic design.

Relevant foundation degrees, HNCs and HNDs are available and can be used as a route on to degree courses. Subjects like graphic design, and art and design would be most useful. Foundation courses in Art and Design are available and can be used as a route on to degree courses.

The Association of Illustrators (AOI) provides seminars and training events for members.

There are also postgraduate courses in illustration. Some focus on specific areas, for example, children's books.

Qualifications

GCSE → A level or equivalent → Foundation Course / HND / HNC → Degree

Costume Designer

 40 hours/week + (can include weekends and evenings)

£ Between £20,000 and £25,000

★ An interest in theatre, drama, fashion, art or history

Work Activities

Costume designers work in theatre, film or television production. They design costumes and select accessories to suit specific characters and settings.

Before beginning their designs, they read, analyse and interpret the script they are working on. They spend a lot of time carrying out detailed research, especially if they are designing period costumes. If they are collecting modern materials, they may spend time observing and taking photos of people in the street.

Following the research, the costume designer presents their design ideas in the form of drawings and fabric samples. Once ideas have been approved, they take measurements of the cast members. In some cases, they may then create the costumes themselves, although this is more often the role of a costume maker.

Costume designers are given a budget that they use to buy fabric, or to hire/buy whatever cannot be made. They arrange costume fittings with the cast members, and make any alterations to the costumes, if necessary.

Costume designers work closely with directors, producers, technicians, lighting and set designers as well as performers. This helps to produce designs that suit the overall look of the production. They need to manage the continuity of costumes.

Directors usually have the final say about all aspects of production. Some may allow the costume designer to have a great deal of creative freedom. Others like to give detailed guidelines that they expect the costume designer to follow.

Once filming is completed, costume designers are responsible for the storage of costumes, the return of hired outfits, and the sale or disposal of any remaining costumes.

The work may involve local travel, or more extensive travel in the UK and possibly overseas. Costume designers may also go on tour with a production.

Personal Qualities and Skills

As a costume designer, you need:

- An understanding of dressmaking.
- To draw clearly and accurately.
- To pay attention to fine detail.
- Good communication, presentation and negotiation skills.
- An interest in theatre, drama, fashion, art or history.
- To keep up to date with new design developments and fashions.
- To work to deadlines and budgets.
- Knowledge of lighting techniques, camera angles and the overall production processes.

Pay and Opportunities

Pay

Pay rates for costume designers vary depending on whether they work in theatre, television or film, and whether they are employed or self-employed.

Employed, resident costume designers in the theatre earn in the range of £16,000 - £20,000 a year, rising to £25,500 - £35,000 for more senior positions.

Freelance designers earn from around £2,000 - £3,000 per production, and higher rates are possible.

Freelance rates in television vary depending on the type of production, but range from around £500 a week for an assistant costume designer to around £800 a week for a senior costume designer.

Hours of work

Costume designers usually work a basic 40-hour week. However, early starts, late finishes, evening and weekend work may be required. Costume designers may also be required to work intensively for periods, especially in the run-up to a production.

Where could I work?

Employers are theatre, television and film production companies. There are a few opportunities with specialist costumiers.

Most costume designers work on a self-employed, freelance basis. They are usually employed on short contracts and may move from production to production in theatre, television and film. You can obtain this work through specialist recruitment agencies.

Entry Routes and Training

A common route into this career is via a Foundation course in Art and Design followed by a degree, HNC, HND or foundation degree in a subject such as theatre, costume or fashion design.

An Advanced Level Apprenticeship is also great place to start.

Graduates often start work as costume design assistants or junior designers and work their way up, gaining skills along the way.

Costume design courses are available at various colleges throughout the UK. These can be quite expensive, but they are often very popular and places fill up quickly.

Qualifications

GCSE → A Level or equivalent → Foundation Course → Foundation Degree / HNC / HND / Degree

Exhibition Designer



39 hours, Monday- Friday

£ Between £30,000 and £40,000

★An understanding of colour, shape and form.

Work Activities

Exhibition designers design and oversee the creation of exhibition projects. Typical exhibition projects may include designing individual exhibition stands, or organising and designing the layout of an entire exhibition site.

Rough sketches and drawings are made and shown to the client. Once designs are approved, interior designers refine their original sketches to produce detailed working drawings, specifications and models, which contractors refer to during the work.

Exhibition designers follow a process of: research, consultation, feedback, sketches, working drawings and models.

Exhibitions are staged in a wide range of venues, so exhibition designers must be able to adapt their ideas to suit the setting. The arrangement and layout of a museum exhibition, for instance, may create a different mood and atmosphere from that of a trade exhibition.

Exhibition stands need to be imaginative, eye-catching and easy to recognise, especially if the client is a well-known organisation. They must be designed in such a way that they can be put up and taken down quickly and easily, fit into confined spaces and be easily transported.

Personal Qualities and Skills

As an interior/exhibition designer, you need:

- Good organisation and planning skills.
- To be creative and artistic.
- An understanding of colour, shape and form.
- To keep up to date with new design developments.
- To work to deadlines and *budgets*.
- Good communication, presentation and *negotiation* skills.
- Problem-solving skills.
- An understanding of building and safety regulations.

Pay and Opportunities

Pay

Pay rates for interior/exhibition designers vary with the industry and responsibilities.

Interior/exhibition designers earn in the range of £18,000 - £21,000, rising to £25,000 - £30,000, with experience.

Higher earners can make around £50,000 a year.

Hours of work

Interior/exhibition designers usually work a basic 39-hour week, Monday to Friday. Working hours for self-employed designers may be irregular, depending on the project they are working on. Late finishes and weekend work may be required from time to time, especially as deadlines approach.

Where could I work?

Most interior/exhibition designers begin their careers as design assistants in design consultancies or design departments of building and construction-related organisations. Other opportunities are with large retailers or with hotel groups.

Opportunities occur for interior/exhibition designers to work as self-employed, freelance designers in consultancy and fixed-term contract work. You can obtain this work through specialist recruitment agencies.

Entry Routes and Training

A common route into this career is via a Foundation course in Art and Design followed by a degree, HND or foundation degree in a subject such as interior or spatial design. The British Institute of Interior Design can provide a list of relevant courses.

Most of your training will be on-the-job.

Qualifications

GCSE → A Level or equivalent → Foundation Course → Foundation Degree / HND / Degree

Fashion Designer

 39 hours, Monday–Friday (may be irregular)

£ Between £25,000 and £30,000

★An understanding of different fabrics and clothes making.

Work Activities

Fashion designers create designs for clothing and/or fashion accessories that fit with, or predict, trends and market demands.

Haute couture is the most exclusive area of design. Haute couture designers produce garments for individual clients and produce seasonal collections that influence the rest of the fashion industry. Some of these designers have their own fashion houses. Fashion designers of ready-to-wear ranges create quality garments that they sell in selected 'upmarket' shops. They either follow the haute couture trend or create their own style. When the clothes go into production, fashion designers give advice and sort out any problems with cutting or stitching. They oversee quality control.

Fashion designers may also visit trade fairs to find out about new fabrics and designs or to source new suppliers. The work may involve travelling locally, nationally and sometimes overseas.

Personal Qualities and Skills

As a fashion designer, you need:

- Good communication, presentation and negotiation skills.
- Creative and artistic skills.
- Flexibility to adapt designs to suit clients' needs.
- Good organisation and planning skills.
- An understanding of different fabrics and clothes making.
- An interest in fashion and new fashion trends.
- To work to deadlines and budgets.
- Knowledge of design-related software.

Self-employed or freelance fashion designers will need business and marketing skills.

Pay and Opportunities

Pay

Pay rates for fashion designers vary with employer and responsibilities.

Fashion designers earn in the range of £16,000 - £20,000 a year, rising to £25,500 - £35,000. Senior fashion designers can make around £45,000, and higher salaries are possible.

Hours of work

Fashion designers usually work a basic 39-hour week, Monday to Friday. Working hours for *self-employed* designers may be irregular, depending on the project they are working on. Late finishes and weekend work may be required from time to time, especially as deadlines approach.

Where could I work?

The largest employers of fashion designers are the large wholesale manufacturers. Other opportunities occur with large retailers. However, many fashion design firms are small businesses employing just a few designers.

Traditionally, clothing firms are based in the East Midlands, the North West, London and Scotland. Central design teams are based at company headquarters, often in London and the South East.

Entry Routes and Training

A common route into this career is via a Foundation course in Art and Design followed by a degree, HNC, HND or foundation degree in a subject such as fashion design. Any kind of pre-entry experience is useful, since this is a very popular choice of career. Many new fashion designers gain experience abroad.

A lot of new fashion designers start out in junior positions, working with more experienced designers, gaining skills and experience along the way.

An Intermediate or Advanced Level Apprenticeship can be a great place to start. Most of your training will be on-the-job.

Qualifications

GCSE → A Level or equivalent / Apprenticeship → Foundation Course → Foundation Degreee /HNC/ HND / Degree

Graphic Designer

 39 hours/week (may include weekends and evenings)

£ Between £20,000 - £25,000

★IT skills

Work Activities

Graphic designers create designs to put across a particular message or create a visual effect. They create designs for a whole range of products, including:

- websites and computer games
- book covers
- posters, leaflets and brochures
- stationery and *logos*
- packaging and exhibition displays.

The exact role of a graphic designer depends a lot on where they work and the industry area. For example, in a small organisation, graphic designers may do a wide range of design tasks. In a large organisation, they may specialise in one area of graphics and on one type of product.

Self-employed graphic designers may do all aspects of a design project, and need to have business and marketing skills.

Graphic designers working in the advertising industry may create designs for brochures, posters and mailshots. In the publishing industry, they may create designs for books and magazines. In the television, video and film industry, they may create graphics or special effects for a programme, news item or film.

Personal Qualities and Skills

To do well in this career, you'll need:

- Creative skills and original ideas.
- An understanding of colour, shape and form.
- Good communication and negotiation skills.
- To work well on your own and with others.
- IT skills.
- To pay attention to detail.
- Good organisation and planning skills.
- To work to deadlines and budgets.
- Problem-solving skills.

Pay and Opportunities

Pay

Pay rates for graphic designers vary with the industry and responsibilities.

Employed graphic designers earn in the range of £18,000 - £21,000 a year, rising to around £25,000 - £35,000 a year.

Higher salaries of up to £45,000 can be awarded for more senior positions.

Some graphic designers receive profit-related bonuses, in addition to their salary.

Hours of work

Graphic designers usually work a basic 39-hour week, Monday to Friday. Working hours for self-employed designers may be irregular, depending on how much work they have week-to-week. Late finishes and work at weekends may be required from time to time, especially as deadlines approach.

Entry Routes and Training

Employers throughout the UK are:

- advertising agencies
- graphic design studios
- publishing companies
- traditional print and electronic publishing
- companies in the broadcast media.

Opportunities occur for experienced graphic designers to work as self-employed freelancers. The ability for individuals to promote their work online via the internet means location is less important for self-employed graphic designers.

Entry Routes and Training

A common route into this career is via a Foundation course in Art and Design followed by a degree in graphic design. Look out for courses with alternative titles, including:

- graphic communication
- visual communication
- graphic branding and identity.

Remember to look closely at the content before you decide which course will suit you best.

The industry body, Creative Skillset, has a list of accredited university courses on its website.

An Intermediate or Advanced Level Apprenticeship is also great place to start.

HNCs, HNDs and foundation degrees in graphic design and related subjects are available. You could use one of these courses as a stepping stone to a degree course, or try to move straight into work afterwards.

You will need to build up a portfolio of your work, whichever entry route you choose.

Once you are working, you will develop your skills by learning from other designers, or by taking part-time or short training courses.

Qualifications

GCSE → A Level or equivalent/Apprenticeship → Foundation Course → HNC / HND / Foundation Degree / Degree

Illustrator

 39 hours, Monday-Friday

£ Between £20,000 and £25,000

★A creative Imagination

Work Activities

Illustrators produce drawings, images, paintings or diagrams to communicate ideas or information visually, or to make a product or some information easier to understand or appear more attractive.

Illustrators use a range of artistic and graphic techniques, producing illustrations for a wide variety of areas, such as:

- books and book covers
- reference material
- publicity and advertisements
- websites and reports
- instruction manuals or training/educational material.

All illustrators begin their work from a brief, given by a client. This usually outlines:

- what information the user needs to get from the illustration
- what type of product needs illustrating
- the style, theme or mood
- who it is aimed at, eg, students, technicians, fashion buyers
- the timescales and *budgets* involved.

Personal Qualities and Skills

As an illustrator, you need:

- A creative imagination.
- To work well using different art techniques.
- An understanding of colour, shape and form.
- Knowledge of computer graphics software and digital imaging.
- Good communication, presentation and negotiation skills.
- To work to deadlines and budgets.

Pay and Opportunities

Pay

Pay rates for illustrators vary with the industry and range of work they accept.

The pay rates given below are approximate.

Employed illustrators earn in the range of £18,000 - £25,500 a year, rising to around £26,500 - £40,000 a year.

Self-employed illustrators can earn as much or more than those employed by an organisation. Some illustrators combine graphic design with illustration in order to maintain a decent income.

Hours of work

Employed illustrators usually work a basic 39-hour week, Monday to Friday. Part-time opportunities are also available.

Self-employed illustrators set their own hours, which may be irregular, depending on how much work they have. However, late finishes and weekend work are required from time to time, especially as deadlines approach.

Where could I work?

Commercial illustrators gain work from publishers, advertising agencies, the broadcasting industry and commercial businesses.

Most illustrators are self-employed and often work from home. However, the ability for individuals to promote their work online via the internet means location is less important for self-employed illustrators.

Entry Routes and Training

An Intermediate or Advanced Level Apprenticeship is a great place to start.

However, illustrators need a degree in illustration or a related subject. Illustrators with experience who have worked in a commercial environment may also be able to enter this profession.

Relevant foundation degrees, HNCs and HNDs are available and can be used as a route on to degree courses. Subjects like graphic design, and art and design would be most useful. Foundation courses in Art and Design are available and can be used as a route on to degree courses.

There are also postgraduate courses in illustration. Some focus on specific areas, for example, children's books.

Qualifications

GCSE → A Level or equivalent / Apprenticeship → HNC / HND / Foundation Course → Degree → Post-grad

Jewellery Designer

 39 hours, Monday to Friday (may work irregular hours)
£ Between £20,000 and £25,000

★ Good hand skills.

Work Activities

Jewellery/silver designers create designs for a wide variety of jewellery, silverware and cutlery products. Some designers specialise in one particular area of the trade, such as horology.

Crafts used in making jewellery include stone-cutting and setting, mounting, engraving, chain-making, cleaning and polishing. Designers who make handcrafted items may design one-off pieces of jewellery or silverware.

Personal Qualities and Skills

As a jewellery/silver designer, you need:

- Good hand skills.
- Patience.
- An eye for detail.
- Creative and artistic skills.
- The ability to change ideas into a three-dimensional design.
- To keep up to date with changes in jewellery/silver design and fashions.
- Good organisation and planning skills.
- Knowledge of design-related software.

Self-employed or freelance jewellery/silver designers will need business and marketing skills.

Pay and Opportunities

Pay

Pay rates for jewellery/silver designers vary with employer and responsibilities.

Jewellery/silver designers earn in the range of £16,000 - £20,000 a year, rising to £25,500 - £35,000 a year, with experience.

Higher earners can attract a salary in advance of £45,000.

Self-employed jewellery/silver designers experience more fluctuation in their incomes, and generally earn a lower figure.

Hours of work

Employed jewellery/silver designers usually work a basic 39-hour week, Monday to Friday. However, late finishes and weekend work may be required, especially as deadlines approach. Self-employed jewellery/silver designers may work irregular hours, depending on how much work they have week-to-week.

Where could I work?

Employers include firms involved in producing jewellery, silverware and cutlery products.

London is regarded as the traditional centre for fine jewellery. Birmingham is home to a wide range of fine jewellery and costume jewellery production, badge making, and gold- and silversmithing. Sheffield is famous for its cutlery and silver and steel products.

Opportunities occur for jewellery/silver designers to become self-employed in consultancy and fixed-term contract work or set up as designer-craftworkers working from home, a shared studio or a workshop.

Entry Routes and Training

A common route into this career is via a Foundation course in Art and Design followed by a degree, HND or foundation degree in a subject such as jewellery or jewellery and silversmithing.

An Intermediate Level Apprenticeship is also a great place to start.

Some of your training will be on-the-job.

The Jewellery & Allied Industries Training Council (JAITC) provides information on courses and course providers.

Qualifications

GCSE → A Level or equivalent/ Apprenticeship → Foundation Course → Foundation Degree /HND/Degree

Make up Artist

- 🕒 Hours vary, (including weekends and evenings)
- £ Between £20,000 and £25,000
- ★ The ability to do very close and detailed work.

Work Activities

Make-up artists are responsible for doing people's make-up and hair before they appear in front of cameras and/or an audience. They apply corrective or creative character make-up, depending on the type of production.

Corrective make-up is used mainly on people appearing in news and current affairs programmes and chat shows. The artists apply powder to prevent reflection from studio lights, make sure hair is neat and generally tidy up appearances.

'Character' make-up is required for dramas and light entertainment. The make-up artist has to create make-up and hairstyles that suit the period and style of the production. This requires careful preparation and research.

For really dramatic effects, materials such as latex foam are used to change the shape of a face, add age features or simulate injuries and wounds. This part of the work is referred to as prosthetics. When using these materials, the make-up artist needs to be aware of any harmful effects they could have on human skin.

If the same scene is filmed on different days, the make-up artist must keep photographs and notes of a character's appearance, so they can recreate exactly the same make-up at a later date.

Make-up artists also do the make-up and hair of models before photo sessions for fashion magazines, and before they appear in catwalk shows.

There are routine tasks to be completed, such as cleaning equipment and wigs.

Doing hair and make-up for TV and film could include working outdoors in all weather conditions.

Personal Qualities and Skills

As a make-up artist, you need:

- Creative, artistic and design skills.
- The ability to do very close and detailed work.
- Good people skills, including tact, diplomacy and patience.
- Confidence and the ability to work well under pressure.
- To be able to work as part of a team.
- Knowledge of different make-up techniques.

Pay and Opportunities

Pay

Pay rates for make-up artists depend on the type of production they work on, duration of the project and whether they are employed or self-employed.

BECTU, the media and entertainment union, recommends the following rates for make-up artists:

£178 - £469 per day.

Salaried make-up artists earn in the range of £12,500 - £15,500, rising to £18,500 - £20,000 with experience.

Experienced make-up artists can command a considerably higher salary.

Hours of work

Hours of work for make-up artists vary widely, depending on the type of production they are working

Where could I work?

Opportunities for make-up artists are most likely to be found in major broadcasting centres such as London, Birmingham, Manchester/Salford and Leeds.

Work is found with theatre, film and television production companies and with photographers, for example, for fashion shoots.

Many make-up artists work on a self-employed, freelance basis.

Entry Routes and Training

Make-up artists usually begin their careers as make-up assistants, working under the supervision of a senior make-up artist. Assistants start by doing most of the routine tasks, such as cleaning equipment and preparing cosmetics.

During this time, assistants learn the 'tricks of the trade' by observing and helping experienced make-up artists. It can take a number of years to gain enough experience to take on sole responsibility for a whole production.

A small number of relevant foundation degrees, HNDs and degrees are available, with titles such as:

Media Make-up, Make-up and Special Effects or Specialist Make-up Design.

An Intermediate or Advanced Level Apprenticeship is also a great place to start.

Other qualifications, such as the Edexcel (BTEC) level 3 National Award, Certificate or Diploma in Production Arts (Make-up) are also possible starting points.

Qualifications

A Level or equivalent + relevant experience

➔ Foundation Course

➔ Intermediate or Advanced Level Apprenticeship / Award, Certificate or Diploma in Production Arts / Edexcel (BTEC) level 3 National

➔ Degree

Museum/Art Gallery Curator

- 🕒 39 hours/week (may include weekends and evenings)
- £ Between £20,000 and £25,000
- ★ Organisational skills to plan and manage exhibitions

Work Activities

Museum/art gallery curators, sometimes known as keepers in larger museums, are in charge of a collection of exhibits.

In large museums and art galleries, they manage specialist departments. They co-ordinate and supervise the work of a team including junior curators, conservators and attendants.

Curators maintain their permanent collection. This involves identifying, registering and cataloguing objects. Curators look after the budget for their department, buy new exhibits and organise funding and sponsorship. They also organise staff training.

In many museums and art galleries, especially small ones, curators deal with the public. They liaise with local interest groups and researchers, organise lectures, and publicise events. Fund-raising is an increasingly important part of their work.

To arrange an exhibition, curators choose which objects to display and organise the loan of exhibits from other collections, if they need to. They also organise the transportation, insurance and storage of objects.

Curators make sure that objects are displayed in a clear and attractive way. They also co-ordinate, and in many cases, write and compile exhibition catalogues and the texts that accompany exhibits.

Large museums or galleries often employ education officers to involve schools or promote tourism. Curators may liaise with them to produce slides, work sheets and demonstrations.

Many curators carry out research. Their area of research usually depends on their specialist interests, areas of expertise and their collection. For example, in an archaeological department, the curator might carry out fieldwork to excavate a site. Or, the curator might be office-based and research the origins of exhibits. Many curators publish the results of their research.

Curators sometimes help with mounting displays, so the job can involve some lifting and carrying. They might need to travel locally and nationally, to supervise collections and exhibitions.

Personal Qualities and Skills

As a museum/art gallery curator, you'll need:

- Organisational skills to plan and manage exhibitions.
- Communication skills to work with other members of staff, answer visitors' queries and give talks.
- Attention to detail when researching and cataloguing objects.
- Business and marketing skills.
- Creative ability to make a display or exhibition appealing.
- Writing skills to produce materials such as exhibition descriptions and catalogues, promotional materials and grant applications.

- Decision-making and numerical skills for managing budgets.
- The ability to influence, persuade and negotiate, for example, in obtaining funding.

In some museums or galleries, you might need foreign language knowledge.

Pay and Opportunities

Pay

Curators earn in the range of £23,500 - £27,000 a year, rising to £33,500 - £40,000 with experience. People in senior management positions can earn more than £50,000 a year.

Hours of work

Curators work a basic 39-hour week, which might include some late finishes and weekend work, especially as deadlines for exhibitions approach.

Where could I work?

Employers are national, local authority and independent museums and galleries.

Entry Routes and Training

Most curators start as junior or assistant curators. You'll usually need a *degree* in a subject relevant to the museum or gallery's specialist area, for example:

- anthropology
- archaeology
- art history
- history
- classics
- sciences, for example, geology.

Entrants also have degrees in subjects such as museum studies and heritage management. However, competition for posts is strong, so if you have a postgraduate qualification in museum and/or art gallery studies, you might have an advantage. For some posts, a postgraduate qualification is essential.

Most entrants have relevant paid or voluntary work experience.

An Intermediate or Advanced Level Apprenticeship is also great place to start.

Qualifications

GCSE → A Level or equivalent → Apprenticeship → Degree → Post-grad

Photographer

 37 hours/week (may be irregular)

£ Between £15,000 - £20,000

★ Technical and creative ability

Work Activities

Photographers take photos for a variety of different uses. Whether they are photographing a news story, a medical procedure or a wedding, photographers use their skills and knowledge to produce an image that records a moment in time.

The activities undertaken by each photographer vary greatly depending on the area that they specialise in. Something that all professional photographers have in common though, is the technical equipment that they use. This could include:

- digital cameras
- computer imaging software
- specialist lighting equipment.

Photographers' work can range from capturing the winning goal in a cup final to recording the progress of building work over a period of time. It could involve photographing an aerial view of a town from a helicopter or taking still life pictures in a studio or laboratory.

Photographers usually receive a brief, which outlines the image the client wishes to project. They then discuss background, mood, final size of the photo, budget available and deadlines. In some cases, the photographer is given a fairly free hand, but usually they have to follow the brief very closely.

Once a photo has been taken, photographers use computer-imaging software to check image quality as well as retouch and edit the photos.

Some photographers travel locally, nationally and even (particularly for fashion photographers) overseas. This may involve spending periods of time away from home. If you work in industrial/commercial photography, you could find yourself taking photos on a building site or an oil rig.

Personal Qualities and Skills

As a photographer, you need:

- Technical and creative ability.
- Knowledge of photography techniques.
- The ability to use a wide range of cameras and lenses.
- To keep up to date with changing technology.
- The ability to work to deadlines.
- An eye for detail, shape, colour and form.
- Good communication skills.
- Knowledge of computer imaging software and digital technology.
- Good organisational skills.

Different areas of photography require different qualities and skills, for example:

- Medical photographers need an interest in science and medicine.
- Fashion photographers need an awareness of fashion trends.

- Press photographers need to be aware of what makes a newsworthy picture.

Pay and Opportunities

Pay

Pay rates for photographers vary depending on the type of photography they do, the sector of photography they work in, and whether they are employed or self-employed.

Photographers earn in the range of £16,000 - £19,000 a year, rising to around £24,500 - £32,000, with experience.

Higher salaries can be awarded to more experienced photographers.

Photographers may be paid an hourly rate. This can range from £7 to £15 per hour.

Bonuses may be awarded on top of a salary.

Freelance rates vary depending on the type of work and reputation of the photographer. For example, public relations photography attracts rates of around £450 - £850 a day; magazine shoots £300 - £800 a day.

Hours of work

Working hours can vary. Some photographers work regular office hours, usually over a 37-hour week, Monday to Friday. Others work irregular hours, which may include early starts, late finishes and work at weekends and on public holidays. Freelance photographers can choose their own working hours.

Where could I work?

Different areas of photography have their own employment opportunities. For example, scientific and industrial/commercial photographers find work in the Civil Service, universities, museums and industry. Medical photographers work for hospitals, medical schools and research establishments.

While some companies and organisations offer permanent employment, most photographers are self-employed and work on a contract or freelance basis.

Entry Routes and Training

The best way for a potential photographer to learn about the industry is by becoming either a full-time or freelance photographic assistant, although there is a lot of competition for these posts.

Alternatively, you can enter the industry by doing a course in photography. Full-time and part-time courses are available, leading to foundation degrees, HNCs, HNDs or degrees in photography.

Some people get on to degree courses via a Foundation course.

Some people enter this career via an Advanced Level Apprenticeship.

The British Institute of Professional Photography (BIPP) - the official qualifying body for professional photography - can provide information on training courses and membership.

Training is on-the-job.

The Association of Photographers (AOP) also offers training and networking opportunities.

City & Guilds also offers qualifications in photography.

Qualifications

GCSE → A Level or equivalent/ Advanced Level Apprenticeship → Foundation Course → Foundation Degree/ HNC / HND / Degree

Picture Researcher

 39 hours/week (may include weekends and evenings)

£ Between £20,000 - £25,000

★ Imagination and visual awareness.

Work Activities

Picture researchers choose relevant illustrations or pictures to use on websites, in books, magazines and advertising.

The process begins when the editor or author of a publication asks the researcher to find a suitable picture. To help with this, the researcher may be given a copy of the manuscript to be illustrated and a brief description of how the pages are to be put together and designed. When the researcher has found a suitable illustration, they send it to the editor or author of the manuscript. The researcher also supplies captions (words) for the pictures as well as a list of picture sources to be included in the book. The final selection of illustrations is made by the researcher, editor, author and designer working together.

Picture researchers must consider the cost of using a picture and whether this price is within their budget. Costs include retention fees (payable if a picture is kept beyond the free loan period) and copyright fees.

The researcher keeps detailed records of requests for pictures, including the title, author and date of the publication in which the illustration is featured. They also need to know who the publication is aimed at and how many copies will be printed.

Personal Qualities and Skills

- IT skills.
- Imagination and visual awareness.
- To work accurately and methodically.
- Good organisation and communication skills.
- A confident and pleasant telephone manner.
- Good negotiation skills and persistence in order to secure the best pictures.
- An enquiring mind and good research skills.

Pay and Opportunities

Pay

Salaries for picture researchers vary depending on the medium they work in, the range of responsibilities and whether they are employed or self-employed.

Picture researchers earn in the range of £22,000 - £26,000 a year, rising to around £31,000 - £36,000.

Hours of work

Researchers usually work a basic 39-hour week, Monday to Friday. However, late finishes and weekend work may be required, especially as deadlines approach.

Where could I work?

Employers include publishers, broadcast media - including film and television, advertising agencies and firms involved in new media - CDs and the internet.

Opportunities for picture researchers occur in towns and cities throughout the UK. However, most opportunities are in London and the South East, where there is a greater concentration of media agencies.

Opportunities occur for picture researchers to work on a self-employed, freelance basis.

Entry Routes and Training

Many picture researchers start their careers in a related area of work such as:

- publishing
- photography
- design
- museums
- art galleries
- picture libraries.

The majority of these jobs are graduate entry.

The Picture Research Association (PRA) can provide a list of courses you can take in picture research. These are mainly one-day courses or distance learning.

Qualifications

GCSE → A Level or equivalent → Degree → Distance Learning/One-day courses.

Set Designer

 40 hours/week (may include weekends and evenings)

£ Between £20,000 - £25,000

★ Good organisation and planning skills

Work Activities

Theatre/television designers design and supervise the creation of exterior and interior settings for theatre, television and film productions. Designers read and analyse scripts, then make decisions about the shape and size of sets, colour schemes and scenic features

If they are working on a period drama, they need to find details about how people lived in the past. Details may include:

- what accommodation was like
- how people furnished rooms
- which colour schemes were popular at particular times.

After the research stage, theatre/television designers produce scale models and detailed working drawings called 'ground plans' and 'elevations'. They use computer-aided design (CAD) in their work.

These models and drawings show how sets will look from above and from eye-level

Directors and performers can use these to determine entrances, exits and positions.

Television and film directors can also use them to plan camera angles and to decide where to put sound equipment.

While sets are being built, theatre/television designers find, buy, or hire props, which they use to dress the sets.

Theatre/television designers work closely with directors, producers, stage/floor managers, costume designers, lighting designers, craftworkers and technicians.

Personal Qualities and Skills

As a theatre/television designer you need:

- Creative and artistic skills.
- To pay great attention to detail as audiences will spot any inaccuracies.
- Knowledge of design-related software and model-making.
- Good communication, presentation and negotiation skills.
- To keep up to date with new design developments.
- Problem-solving skills.
- Good organisation and planning skills.
- To work to deadlines and budgets.
- Good research skills.
- An interest in the performing arts.

Pay and Opportunities

Pay

Pay rates for theatre/television designers vary depending on whether they work in theatre, television or film, and whether they are employed or self-employed.

Employed, resident theatre designers earn in the range of £16,000 - £20,000 a year, rising to £25,500 - £34,000 with experience.

Freelance designers can earn in excess of £2,000 for a particular production. Work usually takes 6-8 weeks.

Freelance rates in television vary depending on the type of production, but range from around £500 a week for an assistant scenic artist to around £800 per week for a senior designer, and higher rates are possible.

Hours of work

Theatre/television designers usually work a basic 40-hour week. However, early starts, late finishes, evening and weekend work may be required. They may also be required to work intensively for periods, especially in the run-up to a production.

Where could I work?

Employers include theatre, television and film production companies.

Opportunities for theatre/television designers occur with employers in large towns and cities throughout the UK, where major theatres/TV production centres are located, for example, London, Birmingham, Manchester and Leeds.

Self-employment

Most theatre/television designers work on a self-employed, freelance basis. They are usually employed on short contracts and may move from production to production in theatre, television and film. You can obtain this work through specialist recruitment agencies.

Entry Routes and Training

Many theatre/television designers enter the industry after a degree, foundation degree or HND in a subject such as theatre design, interior design or architecture.

Some people get on to degree courses via a Foundation course.

There are also specialist courses at postgraduate level.

The Society of British Theatre Designers (SBTD) can provide a list of relevant courses.

Most theatre/television designers work as junior/assistant designers and work their way up, gaining skills along the way.

Qualifications

GCSE → A Level or equivalent → Foundation Course → Foundation Degree / HND / Degree

Tattooist

 Up to 42 hours/week, including weekends

£ Between £15,000 and £20,000

★ Artistic abilities and a good imagination.

Work Activities

Tattooists use artistic skills to make permanent images (designs, words or pictures) on people's bodies. They do this using a needle and tattoo pigments. Strict health requirements need to be met for tattoo studios and tattooists to be licensed by local environmental health departments. It is a tattooist's responsibility to make sure that the studio environment and any equipment used are kept clean and sterile.

The tattooist talks to them to find out exactly what they are after. Some customers are sure of what they want and might even have their own design.

They might choose one of the standard designs that are available, but want to add their own ideas too. Through discussing the alternatives, the tattooist and the customer come to an agreement. Through discussing the alternatives, the tattooist and the customer come to an agreement. Tattooists also have to check that the customer is legally old enough to have the tattoo done; this is currently over 18.

If the tattooist is doing an existing design, they'll usually use a basic transfer which is placed in position and used as a guide. Other types of tattoo are drawn freehand directly onto the customer's body.

Personal Qualities and Skills

As a tattooist, you need:

- To get on with clients and put them at ease.
- Artistic abilities and a good imagination.
- Good hand-eye co-ordination skills and a steady hand.

Pay and Opportunities

Pay

Earnings for tattooists vary depending on whether they are employed or self-employed. The pay rates given below are approximate.

Employed tattooists earn around £240 a week, rising to £290 - £350. Higher earners can make around £340 a week.

Earnings for self-employed tattooists depend on the region of the country they work in and the reputation of their studio.

Established self-employed tattooists earn in the range of £23,500 - £38,000 a year.

Hours of work

Tattooists work up to 42 hours a week, which normally includes working on Saturdays. Late finishes on one or two evenings a week might also be required.

Where could I work?

Employers are tattooist and body art outlets.

Some studios offer only a tattooing service. Others also offer a body-piercing service. This might be done by the tattooist or by another member of staff.

Opportunities occur for experienced tattooists to become self-employed and set up their own studio.

Entry Routes and Training

There is no formal entry route into this job. New entrants are from a range of backgrounds, and include school and college leavers, and art and design graduates. One way to enter the tattooing profession is to draw good commercial tattoo designs and sell these at tattoo conventions. This will get your name known and you might find it easier to persuade someone to take you on as a trainee.

Many new tattooists spend up to three years as a trainee to an experienced tattooist, but it can take up to five years for a tattoo artist to become fully competent.

During this time, you would learn how to use the tattooing equipment and develop your tattooing skills. You would also learn about customer service and see how a business runs.

Some people approach tattooing after a background in art. This could include working in graphic or fine art, for example, or studying art at college or university.

Qualifications

GCSE / Creative Experiences → Job as a trainee / Tattooing Course

Textile Designer

 39 hours/week (may be irregular)

£ Between £15,000 and £20,000

★ Knowledge of texture, patterns, dyes and yarns.

Work Activities

Textile designers create designs for woven, printed and knitted fabrics, carpets, wall-coverings and soft furnishings. Their duties vary according to where they work.

Textile designers who work for a small company may spend most of their time reworking traditional designs. For example, those working for a small worsted company, may be required to change the design of an existing woollen cloth, perhaps adding an extra stripe to a pinstriped design.

Large design companies usually employ a small team of textile designers who create original designs. However, these designs usually have to fit a particular house style or image. In some cases, companies buy designs from freelance designers and pass them to their own in-house designers to adapt them.

When they have finished the design, they send it to a print laboratory where a sample can be made up and passed on to the design director to examine and comment on.

Designer-craftworkers usually make their own samples. The textile designer may also be responsible for preparing colourways or swatches. These are small pieces or sections of the finished article that they can show to a buying team and retailers. These give everyone involved in the design process a better idea of the appearance and texture of the final product.

Personal Qualities and Skills

As a textile designer, you need:

- Artistic and creative skills.
- Knowledge of texture, patterns, dyes and yarns.
- An understanding of colour, shape and form.
- Knowledge of design-related software.
- Good communication, presentation and negotiation skills.
- To work to deadlines and budgets.
- Problem-solving skills.
- Good organisation and planning skills.
- To pay attention to fine detail.
- To keep up to date with new textile design developments.
- Practical craft skills.

Pay and Opportunities

Pay

Pay rates for textile designers vary with employer and responsibilities.

The pay rates given below are approximate.

Textile designers earn in the range of £16,000 - £20,000 a year, rising to £25,500 - £35,000. Higher earners can make in advance of £40,000 a year.

Hours of work

Textile designers usually work a basic 39-hour week, Monday to Friday. Working hours for self-employed designers may be irregular, depending on the project they are working on. Late finishes and weekend work may be required from time to time, especially as deadlines approach.

Where could I work?

Employers include in-house design units of textile manufacturers, and specialist studios that work for a number of manufacturers.

Traditionally, textile firms are based in the East Midlands, the North West, Scotland, Yorkshire and Northern Ireland.

Opportunities occur for textile designers to work as self-employed, *freelance* designers in consultancy and fixed-term contract work. You can obtain this work through specialist recruitment agencies.

Entry Routes and Training

A common route into this career is via a Foundation course in Art and Design followed by a degree, HND or foundation degree in a subject such as textile or fashion design.

An Intermediate or Advanced Level Apprenticeship is also a great place to start. City & Guilds offers qualifications in Manufacturing Textiles and Creative Techniques in Textiles.

Qualifications

GCSE → A Level or equivalent → Foundation Course → Foundation Degree/HND/Degree