

Adrian Bishop

Model Maker | Graphic Artist | Content Creator

Adrian Bishop

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[Portfolio Link](#)

Personal Statement:

I am an emerging model maker with over 20 years experience in structured creative work, now focused on building a long-term career in physical model construction.

My previous roles in creative production, curriculum design, and quality assurance have shaped a disciplined approach to process, alongside a strong eye for detail, consistency, and finish; all of which I now apply directly to hands-on model making. I am particularly interested in translating ideas, references, and narratives into physical form through iterative making, testing, and refinement. My work focuses on scale, material behaviour, surface detail, and the creation of believable, story-driven environments.

I am actively developing my practical skills and seeking a studio environment where I can learn from experienced makers, contribute to real projects, and continue to grow through hands-on experience.

Qualifications:

- BTEC Level 2 in Information Technology
 - BTEC Level 3 In Graphic Design
 - BPIF Level 4 in Print Origination
- Functional Skills Level 2 English & Maths
 - D32/33 Assessors Award
 - Level 3 Award in Education & Training
- Level 4 Internal Quality Assurance (TAQA)
 - CIW Certified Instructor

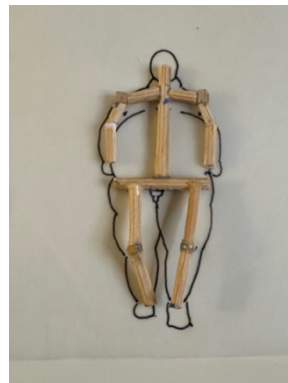
Workshop Tools:

- Moulding clay, putty and resin
 - Acrylics, primers, & enamel
- Air brush kit with compressor, hot wire jig, and soldering iron
- Electric saws, drills and lathes
 - Large format printing

Technology:

- 3D Digital Design - FloorPlanner
 - Adobe Creative Suite
- WordPress, WooCommerce, Elementor
 - MS Office Products

Feature Project: Zombie Diorama



- This project explored the creation of a small-scale, narrative-driven sculptural piece, focusing on character, form, and surface detail.
- Started with **concept sketches and proportion studies**, followed by the construction of a simple armature to establish structure and pose.
- Figures were developed through **iterative sculpting**, refining anatomy, balance, and gesture.
- Attention given to **surface texture and finish**, using layered applications to suggest weight, age, and material presence. Subtle detailing and imperfections were introduced to enhance realism and support the narrative of the piece.
- The final model was mounted within a contained display environment, considering **composition, presentation, and viewer perspective** as part of the overall outcome.

Creative Accomplishments

- I sold my first landscape painting aged 10 – for a whopping 50p!
- Constructed customised miniature dioramas themed around narrative-driven environments (e.g. zombie pirates).
- Drawing technical layouts of cars, boats and buses from a young age.
- Self-taught drawing human form using different recognised techniques (**head-to-body ratio, box drawing and wire-form**).
- Demonstrative use of media (**acrylic, watercolour and oils**) and applications (**pen, pencil, paint and pastel**).

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Other Interests:

- Astrology and Astronomy
 - Meditation and Yoga
 - Spiritualism
- Sci-Fi & Fantasy

Employment History:

20+ Years in Education and Creative Roles

- Curriculum design, quality assurance, creative production.
- Developed strong attention to detail, process and standards.
- Extensive experience working to briefs and stakeholder needs.

Workshop Awareness

- Practical skills in **cutting, shaping, sanding, and assembling** a range of materials, with a focus on accuracy, structure, and clean construction.
- Application of **priming, painting, and finishing techniques** to enhance surface quality, realism, and overall presentation.
- Confident and safety-conscious use of **hand tools and workshop equipment**, maintaining good working practices and attention to detail throughout the build process.

Creative Skills

✓ Model Making, Diorama & Miniature Construction:

- Design and construction of miniature environments and dioramas, using **scale, proportion, composition, texture, and narrative**.
- Hands-on experimentation with **foam, card, wood, plastics, fabric, resins, and found materials**.
- Iterative build process involving **sketching, prototyping, and refinement** through physical making.

✓ Surface Detail, Finish & Visual Realism:

- Exploration of **weathering, layering, texturing, and colour application** to enhance realism and atmosphere.
- Strong attention to detail and finish, informed by years of evaluative and quality-focused practice in my prior work history.
- Interest in how materials age, degrade, and behave at different scales.

✓ Concept Development & Spatial Thinking:

- Translation of ideas, references, and briefs into **three-dimensional form**.
- Confidence in **concept sketching, reference imagery, and physical build**.
- Can visualise space holistically, balancing aesthetics and structure with practical build constraints.

Transferable Skills

✓ Working to Briefs & Creative Requirements:

- Experienced in interpreting complex briefs and standards and translating them into practical, creative outcomes.
- Comfortable balancing creative intent with constraints such as time, materials, specifications, and quality expectations.

✓ Collaboration & Studio Communication:

- Proven ability to work with a wide range of stakeholders, including creatives, technical specialists, managers, and decision-makers.
- Confident receiving feedback, contributing to discussions, and adapting work while maintaining creative intent.

✓ Process, Standards & Quality Control:

- Strong understanding of working to agreed standards and specifications.
- Habitual focus on accuracy, consistency, and detail, ensuring work is production-ready and of a high standard.

✓ Problem-Solving & Iterative Making:

- Attentive in identifying issues during build processes and resolving them through consistent testing, improving structure, finish, and visual impact.