

# DESIGN; - MODELMAKING

Model making can be thought of as 3D sketching...

Models are used to help visualise ideas and make decisions on shape, scale, form etc.

Models can be used to help work out how a piece might be made - which bits attach where, what size elements are, to make a template for cutting, folding or joining elements.

Models can be made in any medium you like - just like your sketchbook work, your models don't need to be seen by anyone else, so they are purely for your own use...

You can make card, board or paper models, held together with glue, tape, staples, clips...

Cut up boxes or packaging from your recycling bin  
Use mountboard, or foamboard (cut with a scalpel) for sturdier / larger models

Layer, fold, cut, crimp, curl, twist, scrunch up, carve (thicker card), draw on

You can make models out of clay, plasticine, polymer clay, epoxy putty or waxes

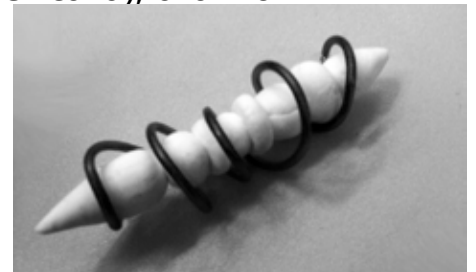
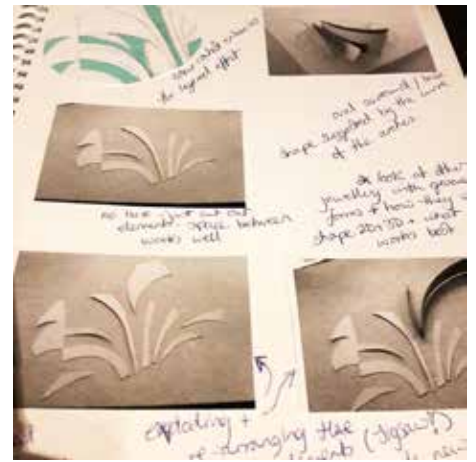
Model shapes by hand, around formers, or with clay modelling tools

Carve harder waxes or set putty and polymer clay using scalpels or chisels

For formers you can use anything you might have - spoons, dishes, handles, sticks, marbles, balls...

Work with wire, string, or a glue gun to create linear forms - model wire by hand, around tools or formers, or with pliers... String can be laced or bridged across spaces, or soaked in glue or starch to stiffen and let dry into different shapes, a glue gun can be used to join elements, or if used carefully, can be used to extrude strings of glue if you work slowly and let it set...

Work with anything else you might have around the house - use kitchen products, food, pet items - the limit is your imagination... Working with 'found objects' can be great fun - playing cards, cocktail sticks, re-purposing



waste items, odd bits of DIY tools, pieces or packaging, You can carve soap, or biscuits, you can use flour or similar with water to make your own dough to model and much more...

Experiment just as you might in a sketchbook - expand upon, or play with a single idea in as many different ways as possible, before trying another idea, or combining a couple of ideas together...

Experiment with different scales, proportions, repetition, simplifying a form, adding details, reversing, rotating, layering up elements...

Take photographs as you go, if you don't want to store all the different models - a photo diary is a really useful way to look back over your ideas - you can print them off small and add them into your sketchbook, or just keep them digitally. Even if all your ideas don't work they may have elements that might be useful to take forward in a different way, or for a different project... Nothing is wasted!

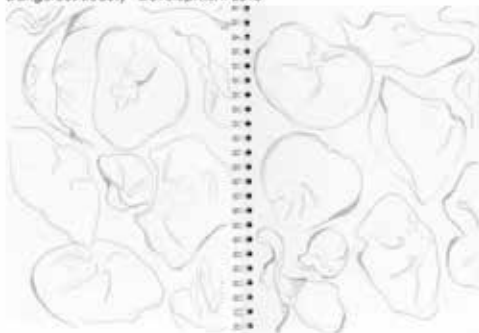
Try modelling on, or around the body - if you have a mannequin, a helpful friend, or on yourself... See how the forms you create might sit on the body...

Use your wire, or clay etc, to sit around the neck / finger / ear etc and just see - do they balance, do they look to be the scale you wanted - how can they be adjusted to be improved?

If you can't work directly on a body - print out photos or use magazine cuttings of people to work on...

Below - a spread showing development from life drawings to model making and sketching. working towards a collection inspired by iellvfish

Dangerous Beauty - Development 2013



Experimenting with shape and form

