

MODELMAKING SKILLS #1; - PAPER

This is a (very) quick exercise...

- Work with plain or coloured paper or card; - whatever you have
- You'll need scissors or a craft knife / scalpel



This exercise experiments with paper - to potentially represent flat metal (or wood, or acrylic) sheet - as a way of experimenting with form, pattern to generate design ideas..

Give yourself a theme or central idea to work with - It could be anything you like - anything that interests you - it might be landscapes, butterflies, curls, architecture, anything...

The task is to make a series of models - at least three, but more if you can - that express different ways of depicting your theme.

You can set yourself a time limit, or just carry on for as long as you can and challenge yourself to see how many different ideas or variations you can work out...

For example - if your theme is butterflies, you might look at different wing shapes on butterflies, different patterns on the wings, you might experiment with ways of creating symmetrical shapes, making models that might move, or you could go more abstract and think about flight paths, cocoons, , transformation, or symmetry.



If you are cutting shapes, you can draw them first, or just go for it with the scissors/knife and see what happens.

If you don't like all the options you do - easy - just pop them in the recycling, but I would recommend taking a quick photo of each first. You can save the photos in your sketchbook, or in a file on your phone / on Pinterest or similar to look back at. It is well worth keeping a record of your creations, whether or not you think they would be useful at this time, as they may be useful for another idea at a later date...

Paper can be folded, curled, pleated, cut, torn, curved, layered, drawn on, glued, stapled, taped, turned into paper mache, crumpled and lots more...

