

Task #8: Model

Scale Model of a New Design for the School.

This is almost the last task!

The aim of Task #8 is to make a physical model of the design that you developed throughout the previous tasks. But why make a model when you already have several drawings and images? Any kind of model-making has two reasons: (1) a model is a tool for thought; and (2) a means of presentation. In other words, the model helps to think or to convey the idea (or also, to impress).

In the first case, the most important aspect is convenience, and a physical model is sometimes more convenient than a digital one. Digital 3D models are so precise that it is easy to get stuck in the details, and they don't allow for fast intuitive modelling the way that bending, folding, and creasing a sheet of paper does, for example. Sometimes, of course, it is more convenient to create a 3D model, especially when you need to carry out a lot of repetitive operations. To convey the idea, a physical spatial model is oftentimes more effective – it is a real, spatial, three-dimensional thing.

1.1 A Tool for Thought

We are making a model for both reasons mentioned before. Firstly, the model helps us to see whether our thoughts work in three-dimensional space. You can look at the result from many directions or points of view – try to peek in from the tiny doors or windows of the model from the height of a person the size of the model. To get inspired, take a look at some blogs on model-making, for example: www.conceptmodel.tumblr.com.

1.2 A Tool for Presentation

With a real-life model, it is often much easier to communicate your thoughts to others. Keep your model at hand for Task #9.

A Few More Notes

1. Many teams may have already finished their model at this point. If so, move on to Task #9 or, alternatively, try making a 3D model of your idea (or a physical model, if you made a 3D model first). One accessible and free 3D program is, for example, SketchUp (www.sketchup.com/download).