



ARCH MODEL BUILDING

TOOLS, TECHNIQUES, AND MATERIALS

ROARK T. CONGDON

Fairchild Books New York Executive Editor: Olga T. Kontzias

Assistant Acquisitions Editor: Amanda Breccia Editorial Development Director: Jennifer N. Crane

Development Editor: Michelle Levy

Assistant Development Editor: Sigali Hamberger

Editorial Intern: Emily Spiegel

Associate Art Director: Erin Fitzsimmons Production Director: Ginger Hillman

Associate Production Editor: Andrew Fargnoli

Copyeditor: Susan Hobbs Cover Design: Andrea Lau

Cover Art: Zimmer Gunsul Frasca Architects LLP

Text Design: Renato Stanisic

Copyright © 2010 Fairchild Books, A Division of Condé Nast Publications

All rights reserved. No part of this book covered by the copyright hereon may be reproduced or used in any form or by any means—graphic, electronic, or mechanical, including photocopying, recording, taping, or information storage and retrieval systems—without written permission of the publisher.

Library of Congress Catalog Card Number: 2009930987

ISBN: 978-1-56367-773-1

GST R 133004424

Printed in the United States of America

CH13, TP09

ARCHITECTURAL MODEL BUILDING

fb

Foreword

by Ross King

The Roman historian Suetonius tells the story of how Julius Caesar destroyed a newly completed house that had been built for him, at vast expense, on his estate at Nemi. Even though Caesar had witnessed the construction of the villa from the foundation upward, the finished product did not meet with his approval. For the Renaissance architect Leon Battista Alberti, there was a valuable lesson to be learned from this episode: "For this reason, I will always recommend the time-honored custom, practiced by the best builders, of preparing not only drawings and sketches but also models of wood or any other materials" (pp. 33 – 34).

All architects today would agree with Alberti. Behind virtually every great building is an architectural scale model of the sort he advocated. It is probably safe to assume that

in 448 BCE, when a competition was held in Athens for the war memorial planned for the Acropolis, the sculptor Phidias constructed some kind of three-dimensional model to showcase his design and sway Pericles and his fellow Athenians. Likewise, one of the biggest building projects of the 21st century—the development of the World Trade Center site in Lower Manhattan—began in December 2002 when nine architectural models went on public display at the Winter Garden in the World Financial Center in New York.

Architectural models combine practicality and detailed craftsmanship with an artistic flair. Many great architects—Brunelleschi, Bramante, Michelangelo, François Mansart—originally trained as goldsmiths, painters, or sculptors. Some of them lavished great artistry

(and great sums of money) on their models. A number of surviving examples, such as Antonio da Sangallo the Younger's for St. Peter's in Rome, or Sir Christopher Wren's "Great Model" for St. Paul's in London, are works of art in themselves. The former is 26 feet in length and took a carpenter six years to build. The latter featured small details, such as statues on the parapets, believed to have been commissioned by Wren from Grinling Gibbons, the greatest woodcarver in history.

The materials and techniques of model making have changed over the centuries. Wood, pasteboard, and stone have made way for laser-cut styrene and even (as the models at the Winter Garden revealed) holograms and sophisticated computer animation. But the impetus remains the same: to solve design

problems, inform and impress patrons and the public, and win commissions. The need for skill, ingenuity, and imagination likewise remains. In what follows, Roark Congdon presents a clear step-by-step account of this process and of the methods and materials that can be used to achieve what Alberti calls "a clearer and more certain idea" of the building in question.

Ross King is the author of three books on Italian history and art: Brunelleschi's Dome:

How a Renaissance Genius Reinvented Architecture (2000); Michelangelo and the Pope's Ceiling (2002); and Machiavelli: Philosopher of Power (2007). He has also published two novels as well as The Judgment of Paris (2006), a study of French Impressionism.

Preface

Architectural Model Building: Tools, Techniques, and Materials was written in order to present the inexperienced or student model maker with simple instructions, illustrations, exercises, and practical applications; all of which were designed to develop the skills necessary to build professional quality models. Unlike in Great Britain, the United States has few colleges or universities that offer courses that focus solely on the teaching of model building theories and techniques. Rather, certain techniques may be introduced as smaller units of broader courses.

Oftentimes, through the process of trial and error, students learn these processes on their own. In addition to this being a useful textbook for an architectural model making course, the information presented herein is intended to

supplement courses for a variety of disciplines, including Interior Design, Landscape Architecture, Furniture Design, Industrial Design, Engineering, Lighting Design, and Theater and Stage Set Design. Introductory courses in Fine Arts that stress three-dimensional fundamentals would benefit from this as well. Finally, the nonacademic interested reader or hobbyist will find this information useful and simple to understand.

This book is divided into three distinct parts. Part 1 consists of Chapters 1 through 6, and begins by presenting the reader with a brief history of the use of models. The subsequent chapters offer tips on how to prepare an area for model making, and which tools to purchase. Even the most experienced model maker or designer will benefit from Chap-

ter 4, "Planning a Model," before they begin their next project.

In Part 2 of this book, Chapters 7 through 11, students are introduced to presentation strategies and fundamental construction techniques. They will hone their physical model making skills by following a logical progression of exercises and examples. The materials introduced in each chapter—paper-based products, foam board, balsa wood, and basswood-become, in that order, progressively more difficult to work with. New techniques are introduced using the simplest of materials, thus giving the reader confidence in the fundamental techniques. To gain confidence working with a new, more demanding material, the reader will be asked to practice the simple techniques learned in earlier chapters.

Each material will demand that you make subtle changes in the primary techniques. The demonstrations and exercises are provided to assist you in perfecting those techniques.

In Part 3, Chapters 12 and 13, advanced learners will have the opportunity to fine-tune their techniques and add realistic detail. Working with mixed media and representing real-life materials is the rewarding and challenging conclusion to this textbook.

In addition to supplying the student with basic how-to information, this book also provides instructions on shortcuts, and tips on avoiding common mistakes in passages that display the Learn from the Pros icon. A glossary defines key terms,

which are **boldfaced** throughout the text. The photographs make the hands-on lessons easy to grasp. Chapter Review and Practice offers carefully considered critical thinking questions as well as hands-on practice for the beginning to intermediate model maker. Advice from the Pros box (pp. 43–45) reinforces the lessons in an engaging format.

As you know, architectural models can be visualized in many different ways. Rough sketches in the design phase help inspire. Measured drawings can help communicate early ideas to clients. CAD programs are used to start seeing models in three dimensions. Appendix A shows the basic shapes used in the models you see photographed in this book. These were created using Google SketchUp.

The aim is to help visual learners conceive of all aspects of the three-dimensional model in ways they might not have seen in the photographs. The templates provide alternative forms of learning and visualizing the threedimensional model.

In the field of three-dimensional modeling, the range of physical possibilities, topics, processes, and mediums is far too broad to be covered in entirety in one book. Indeed, materials such as styrene, and advanced techniques that utilize acrylics or wood, and processes such as mold making, casting, and computeraided physical modeling are related topics of interest, covered in a handful of other books.

Acknowledgments

This book would not have been possible without the help of the following:

Model makers, thank you all for your generous donation of time, expertise, and studio visits: Scott Jennings of Scott Jennings Model shop, sorry about falling on that model; Tomoko Briggs of Zimmer Gunsul Frasca Architects LLP; Jason Hanner of Box Shop models and Weber Thompson, hand model and master of the museum board; Alec Vassiliadis of Sound Models Inc., thanks for the beautiful images and great stories; Lois Gaylord, hand model and model maker extraordinaire; Richard Armiger of Network Modelmakers, thanks for spinning such great yarns over fine British cuisine; William Zimmerman of William Zimmerman Architects, Go Dawgs; Sophie Hong of Tiscareno Architects; Timothy Richards; Roger Newell; and Keith Day of Modelbuilders Supply for the charts in Chapter 4.

Thanks to student model makers: Breanna Wucinich; Laura Osterman; Tyler Schaffer, Go Cougs!; and Lauren Jacobs.

Thanks to the following architecture firms: Zimmer Gunsul Frasca Architects LLP, with a special thanks to Leslie Morison, Jill Sandess, Tomoko Briggs, John Chau, Gustavo Lopez, Michelle Mills, Clint Diner, and Allyn Stellmacher; Owens Richards Architects, with special thanks to Tom Mulica; Stuart Silk Architects; Weber Thompson Architects, with special thanks to Joe Kolmer and Jason Hanner; William Zimmerman Architects; Olsen Sundberg Kundig Allen; Zeroplus Architects, with special thanks to Josh

Brevoort and Lisa Chun; Castanes Architects; special thanks to Amber Murray; Roger Newell, AIA; Tiscareno Architects; special thanks to Sophie Hong, Aaron Swain, and Jim Cade; and Sullivan Conard.

For their generous donations of tools and images, I would like to thank: Bosch; Dremel; Alvin Tools; Dakota Art; FoamWerks; Farwest Materials; Walla Walla Foundry; Mervin Manufacturing; Lib Tech; and The Snowboard Connection.

Photographers, thank you for your time and expertise: Carrie Kapp of Punchlist Design; Andrew Putler; and Galen Hirss, and the rest of the Aspen crew—thanks for the season, losing that box of pens, level 1 move.

Museums and such: The Seattle Architecture Foundation, with special thanks to

Tracy Victory-Rosenquest, Steve Harvey, Eriko Kawamura, Sidney Dobson, Roberta Miner, Scott Jennings, and Stephen Willis; Duomo Museum in Florence, Italy; Grazie Mille Guiseppe Giari; Seattle Art Museum, Seattle, Washington; Special thanks to Natasha Lewandroski; The Victoria and Albert Museum, London, England; St. Paul's Cathedral, London, England; Foster White Gallery—thank you for donating the use of your space for the Seattle Architecture Foundations Model Exhibitions, year after year; and Gunnar Nordstrom Gallery.

Thanks also to the following individuals: Ross King, thank you for not only writing the foreword to this book, but for your generous donation of quotes and answers to

my many questions. Thank you for writing such great books. Jack Dollhausen, thank you for not only teaching me how to sculpt, but teaching me how to teach. George Lucas, for making *Star Wars: A New Hope.* If it weren't for that movie, I may have paid attention in school growing up. As a result, my life would have taken a very different path. Bob Dylan, for writing "All Along the Watchtower," and Jimi Hendrix for perfecting it.

Thank you also to John Merner, Gunnar Nordstrom, Chris Bruce, Keith Wells, Shelly Yapp, Virginia Anderson, Jill Crary, Kathy Ankerson, Katherine Bicknell, The Wheel, Pamela Lee, Tom Hull, Cousin Laurel, Tom Barrack, Ramona and the rest of the staff at Palazzo Pecci Blunt in Rome, Contessa Si-

monetta Brandolini D'Adda and the Friends of Florence, Chris Berkstresser, Tim Doebler, Kexp.org, Jason Lascau, John Logic, Dan Crandall, Pete Saari, Jim Dine, Auguste Rodin, Marcel Duchamp, Fillipo Brunelleschi, Alexander Calder, Built to Spill, the various crews at Stevens Pass, Aspen Snowmass, and Mount Baker.

Special thanks to Michelle Levy, Olga Kontzias, Erin Fitzsimmons, and everyone at Fairchild Books!

Of course, I would be a terrible son if I didn't thank my parents for all they have done. I would also like to thank them in advance for (hopefully) lending me the money I have not asked for yet in order to pursue another graduate degree.

Materials Needed by Chapter

The following list indicates the materials mentioned in each chapter, and are recommended to have handy to complete Chapter Review and Practice. Part 1 of the text is preparatory. In Part 2, beginning with Chapter 7, students embark on learning and practicing model building techniques. Materials needed to execute advanced techniques, to create presentation quality and realistic models, are also included here.

CHAPTER 7

#11 blades (limitless amount)

Architect's scale

Bevel cutting tool

Burnisher

Cardboard

Chipboard

Craft knife

Double-stick tape

Drafting paper

Drafting pencils with B and 4H lead

Drafting tape or dots

Floor plan from a previous project

Foam board

Graphite transfer paper

Metal straightedge

Museum board in 1/32" and 1/16" thick-

ness (2 ply and 4 ply)

Mylar or acetate sheets (four $8^{1/2}$ " \times 11")

Nail file

Paper towels

Retractable knife with snap-off segments

Sandpaper in a variety of grits (180-220 grit)

Sewing pins

Small strip of wood measuring 1/2" \times

 $1/2" \times 3"$

Sobo or Tacky Glue

Spray adhesive

Triangles (a variety of them)

Try square or a contractor's combination

square

T square

Tweezers

Utility knife, preferably retractable, with

extra blades

Vellum or tracing paper

Vinyl cutting mat

Optional

Pounce wheel

CHAPTER 8

#11 blades (limitless amount)

Architect's scale

Burnisher Cardboard Chipboard Compass Craft knife Double-stic

Double-stick tape
Drafting compass

Drafting paper

Drafting pencils with B and 4H lead

Foam board

Drafting tape or dots

Four $8^{1/2}$ " × 11" Mylar or acetate sheets

Graphite transfer paper

Hobby clamps

Illustration board

Metal straightedge

Museum board in 1/32" and 1/16" thickness (2 ply and 4 ply)

Nail file

Paper towels

Retractable knife with snap-off segments

Sandpaper in a variety of grits (180-220 grit)

Sewing pins

Sobo or Tacky Glue

Spray adhesive

Triangles (a variety of them, including an adjustable one)

Try square or a contractor's combination square

T square

Tweezers

Utility knife, preferably retractable, with extra blades

Vellum or tracing paper

Vinyl cutting mat

Wire cutters

Wood (small strip: 1/2" \times 1/2" \times 3")

Optional

Acrylic and watercolor paints

Cups to hold water

Markers (a variety of them)

Mat board cutting system (straightedge integrated with a bevel and straight cutter; Logan is recommended)

Paint brushes (a variety of them)

Spray paints (a variety of them)

CHAPTER 9

#11 blades (limitless amount)

Architect's scale

Burnisher

Cardboard

Cardstock

Chartpak Graphic Tape, white, 1/16" and

1/8" widths

Chipboard

Craft knife

Double-stick tape

Drafting compass

Drafting tape or dots

Drafting paper

Drafting pencils with B and 4H lead

Foam board

Elevation drawings of four-panel windows

Graphite transfer paper

Hobby clamps

Hobby drill, Dremel Moto-Tool, or

electric drill

Metal straightedge

Museum board in 1/32" and 1/16" thickness (2 ply and 4 ply)

Mylar or acetate sheets (four $8^{1/2}$ " \times 11")

Nail file

Paper towels

Retractable knife with snap-off segments

Sandpaper in a variety of grits (180-220 grit)

Scissors

Sewing pins

Small strip of wood $1/2" \times 1/2" \times 3"$

Sobo or Tacky Glue

Spray adhesive

Triangles (a variety of them, including an adjustable one)

Try square or a contractor's combination square

T square

Tweezers

Utility knife, preferably retractable, with extra blades

Vellum or tracing paper

Vinyl cutting mat

Optional

Mat board cutting system (straightedge integrated with a bevel and straight cutter; Logan is recommended)

Triangles (including an adjustable one) Drafting paper CHAPTER 10 Try square or a contractor's combination #11 blades (limitless amount) Drafting pencils with B and 4H lead Architect's scale Drafting tape or dots square Burnisher T square Engineer's square Chipboard **Tweezers** Graphite transfer paper Craft knife Hobby drill, Dremel Moto-Tool, or Utility knife, preferably retractable, with extra blades electric drill Double-stick tape Hobby clamps Drafting compass Vellum or tracing paper Drafting tape or dots Vinyl cutting mat Metal straightedge Drafting paper Mini clamps Drafting pencils with B and 4H lead Optional Miter box Foam board FoamWerks Channel Rail with the Straight Mylar or acetate sheets (four $81/2" \times 11"$) FoamWerks L clips and T clips and V-Groove Cutter Attachments Nail file FoamWerks Straight/Bevel Cutter and FoamWerks Circle Cutter Paper towels replacement blades FoamWerks Freestyle Cutter Razor plane FoamWerks Hole Drill Razor saw and miter box FoamWerks Tape Graphite transfer paper Mat board cutting system (straightedge Retractable knife with snap-off segments integrated with a bevel and straight Sandpaper in a variety of grits (180-220 grit) Hobby clamps Hobby drill, Dremel Moto-Tool, or cutter; Logan is recommended) Scissors electric drill Scroll saw Metal straightedge CHAPTER 11 Sewing pins Mylar or acetate sheets (four $8^{1/2}$ " \times 11") #11 blades (limitless amount) Small strip of wood 1/2" \times 1/2" \times 3" Nail file Architect's scale Sobo or Tacky Glue Paper towels Balsa wood in widths of $4" \times 1/16"$ and 1/8"Spray adhesive Rabbet foam board cutter, either by Triangles (variety of them) Balsa-wood stripper FoamWerks or Alvin Balsa wood in strips of 1/4" $\times 1/16$ " and 1/8" Try square or a contractor's combination Retractable knife with snap-off segments Basswood in widths of $4" \times 1/16"$ and 1/8"square Sandpaper in a variety of grits (180-220 grit) Basswood in strips of 1/4" \times 1/16" and 1/8" T square Scissors Burnisher **Tweezers** Sewing pins Craft knife Utility knife, preferably retractable, with Small strip of wood $1/2" \times 1/2" \times 3"$ Double-stick tape extra blades Sobo or Tacky Glue Dowels (variety of them) Vellum or tracing paper Spray adhesive Drafting compass Vinyl cutting mat

Optional Drafting brush T square Acrylic and watercolor paints (a variety Drafting compass **Tweezers** of them) Drafting pad, sometimes called a Skum-X Utility knife, preferably retractable, with extra blades Band saw pad Corner clamps Drafting paper Vellum or tracing paper Drafting pencils with B and 4H lead Cups to hold water Vinyl cutting mat Dremel Moto-Tool Drafting tape or dots Dremel Scroll Saw Flat Grey automotive primer Optional Electric drill Foam board Acrylic and watercolor paints (a variety of Graphite transfer paper Markers (a variety of them) them) Micro table saw Hobby clamps Band saw Micro miter saw Hobby drill, Dremel Moto-Tool, or Corner clamps Paint brushes (a variety of them) electric drill Cups to hold water Dremel Moto-Tool Palm sander Linoleum knife Spray paints (a variety of them) Metal straightedge Dremel Scroll Saw Museum board in 1/32" and 1/16" thick-Electric drill ness (2 ply and 4 ply) Feather CHAPTER 12 #11 blades (limitless amount) Mylar or acetate sheets (four $81/2" \times 11"$) Markers (a variety of them) Nail file Micro miter saw Acrylic cement Arylic sheets (two $8^{1/2}$ " \times 11", one $^{1/16}$ " Paper towels Micro table saw thick and one 1/8" thick) Razor saw and miter box Paint brushes (a variety of them) Architect's scale Retractable knife with snap-off segments Palm sander Balsa wood in strips of 1/4" \times 1/16" and 1/8" Sandpaper in a variety of grits (180-220 grit) Spray paints (a variety of them) Balsa wood in widths of $4" \times 1/16"$ and 1/8"Scissors Basswood in widths of $4" \times 1/16"$ and 1/8"Sewing pins **CHAPTER 13** Basswood in strips of 1/4" \times 1/16" and 1/8" Sheet of cork (1/8") #11 blades (limitless amount) Burnisher Small strip of wood $1/2" \times 1/2" \times 3"$ 12-16 gauge wire Cardboard Sobo or Tacky Glue Acrylic cement Cardstock Acrylic sheets, (two $81/2" \times 11"$, one 1/16"Spray adhesive Chipboard Triangles (a variety of them, including an thick and one 1/8 thick) Craft knife adjustable one) Adjustable triangle Double-stick tape Architect's scale Try square or a contractor's combination

square

A piece of furnace filter

Dowels (a variety of them)

Balsa wood in strips of 1/4" \times 1/16" and 1/8" Balsa wood in widths of 4" \times 1/16" and 1/8" Basswood in strips of 1/4" \times 1/16" and 1/8" Basswood in widths of 4" \times 1/16" and 1/8"

Burnisher Cardboard

Cardstock Chipboard Craft knife

Craft knife

Double-stick tape

Dowels (a variety of them)

Drafting compass

Drafting paper

Drafting pencils with B and 4H lead

Drafting tape or dots

Dried plants or twigs, such as yarrow

Foam balls of various sizes

Foam board

Graphite transfer paper

Hobby clamps

Hobby drill, Dremel Moto-Tool, or

electric drill

Inexpensive chopsticks

Linoleum knife

Metal straightedge

Museum board in 1/32" and 1/16" thick-

ness (2 ply and 4 ply)

Mylar or acetate sheets (four $8^{1/2}$ " \times 11")

Nail file

Paper towels

Razor saw and miter box

Retractable knife with snap-off segments

Sandpaper in a variety of grits (180-220 grit)

Scissors

Sewing pins

Small strip of wood $1/2" \times 1/2" \times 3"$

Sobo or Tacky Glue

Spray adhesive

Triangles (a variety of them)

Try square or a contractor's combination

square

T square

Tweezers

Utility knife, preferably retractable, with

extra blades

Vellum or tracing paper

Vinyl cutting mat

Wire cutters

Optional

Acrylic and watercolor paints (a variety of

them)

Band saw

Corner clamps

Cups to hold water

Dremel Moto-Tool

Dremel Scroll Saw

Electric drill

Feather

Markers (a variety of them)

Micro table saw

Micro miter saw

Paint brushes (a variety of them)

Palm sander

Scale figures or vehicles

Spray paints (a variety of them)

Contents

Foreword xiii

Preface xv

Materials Needed by Chapter xix

PART 1: PREPARATION 1

Chapter 1: A Brief History of the Architectural Model 3

Chapter 2: Model Types and Their Uses 11

Chapter 3: Interior Models 23

Chapter 4: Planning a Model 33

Chapter 5: Your Workspace 47

Chapter 6: Basic Tools and Their Uses 57

PART 2: FUNDAMENTAL TECHNIQUES 75

Chapter 7: Fundamental Construction Techniques 77

Chapter 8: Bases and Presentation 93

Chapter 9: Paper-Based Models 109

Chapter 10: Foam Board, Foam Core, or Bainbridge Board Models 135

Chapter 11: Balsa and Basswood Construction Techniques 153

PART 3: ADVANCED TECHNIQUES 189

Chapter 12: Advanced Materials and Construction Techniques 191

Chapter 13: Entourage 213

Appendix: Template Descriptions 225

Glossary 235

References 241

Index 243