**Model Making**

Vocabulary

* Civilization
* Shape vs form
* Structure
* Scale

Schedule

1. Research the following sites and many others on model making
2. <http://www.archdaily.com/799474/16-tips-to-improve-your-model-making-skills> <http://makezine.com/2016/06/02/incredible-model-making-tutorial-simulating-textures/>

<http://www.howardmodels.com/0-topographic/landscape-model/index.html>

1. For this project you will be creating a three dimensional model of a town or civilization. The model will contain at least five structures. These could be the buildings or surrounding landscape but, the five means at least five pieces are built by you.
2. Begin sketching ideas first of what it looks like if this is a fictitious place or gather images if it is a real location.
3. Brainstorm the best materials for the project and create small test pieces to find out what works best.

Project: Model making

* Create a three dimensional model of a miniature town or civilization (this can be a real established one or imaginary)
* The model must contain at least five structures
* Use any media necessary (wood, mat board, Sculpey, clay)
* Depending upon the complexity of your design, this could count as two projects. Consult with me before and during to discuss this idea.
* There should be at least one page in your sketchbook that refers directly to the project through vocabulary and sketches

   