

# THE SKETCH MODEL

Design Tool

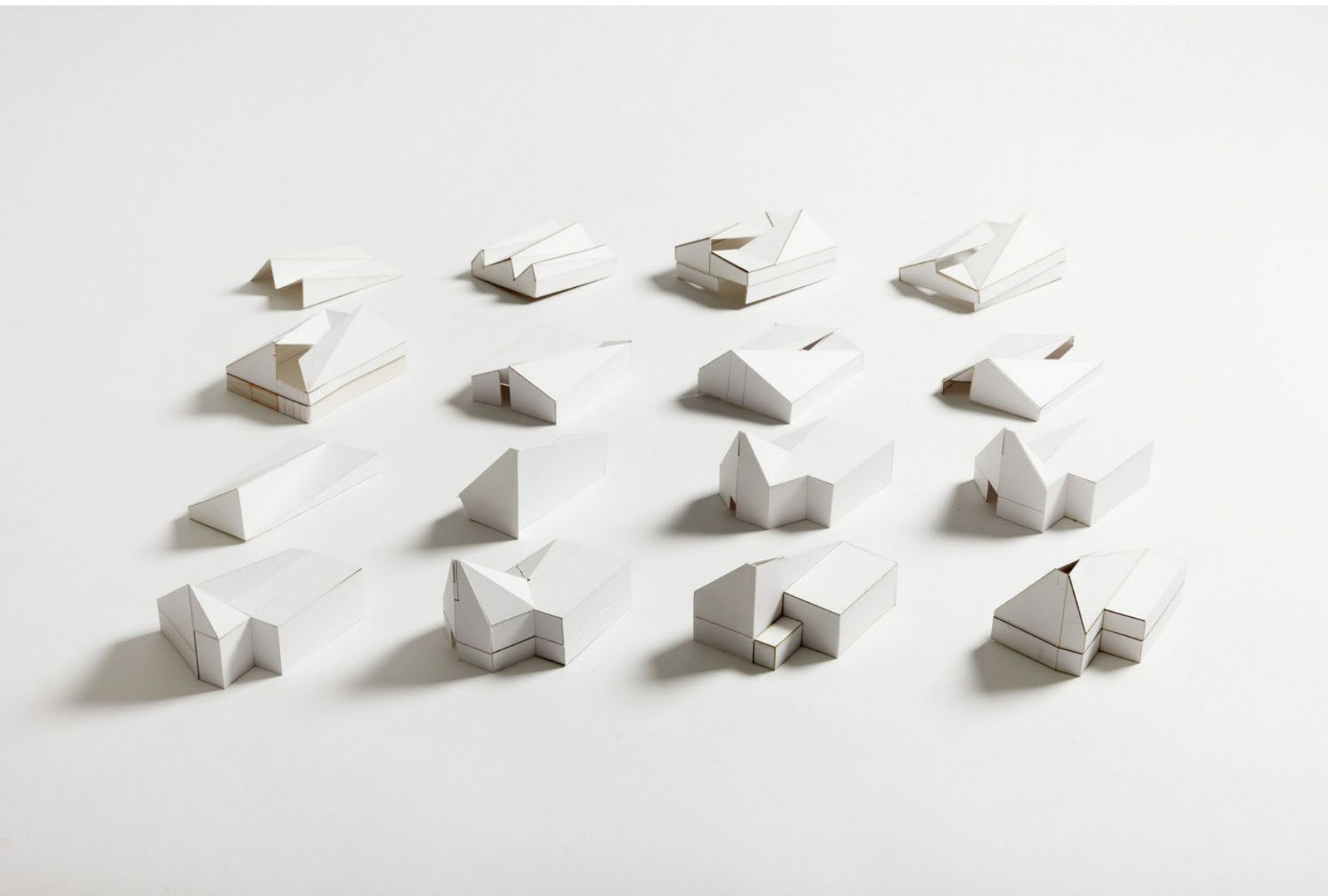
## 16 Tips to improve your model making skills c/o ARCHDAILY

### 5. Use Sketch Models

Thinking spatially is a tricky thing, even for architects. Sketch models, especially flexible ones that aren't permanently glued together, can be excellent tools in themselves when trying to figure out how to compose the finished model or overall architectural design. These models have the appeal of not needing to look so polished, nor do they take too much time to make.

<https://www.archdaily.com/799474/16-tips-to-improve-your-model-making-skills>





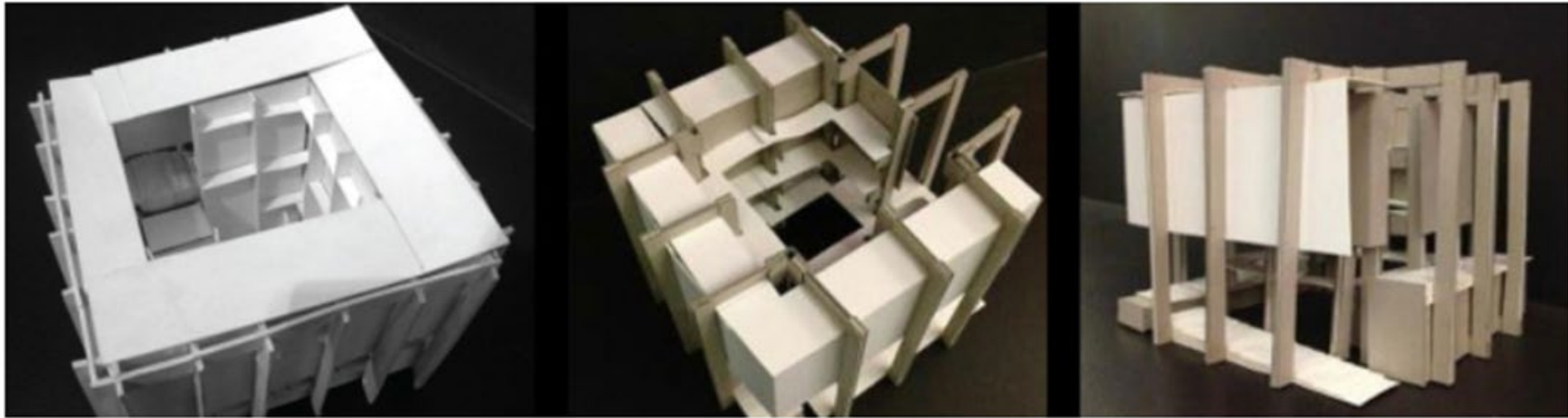
Concept models form a fundamental part of the architectural design and development process

<https://www.archisoup.com/architecture-concept-models>

**Concept or sketch models** can be used to investigate:

- 1D, 2D and 3D elements
- Interactions with the site
- Direction
- Movement
- Typology
- Light
- Shadow
- The vertical and horizontal planes (plans and elevations)
- The external and internal materiality
- The outer shell
- Circulation (through and around)
- Structural features or limitations
- Form, proportion and massing
- Orientation





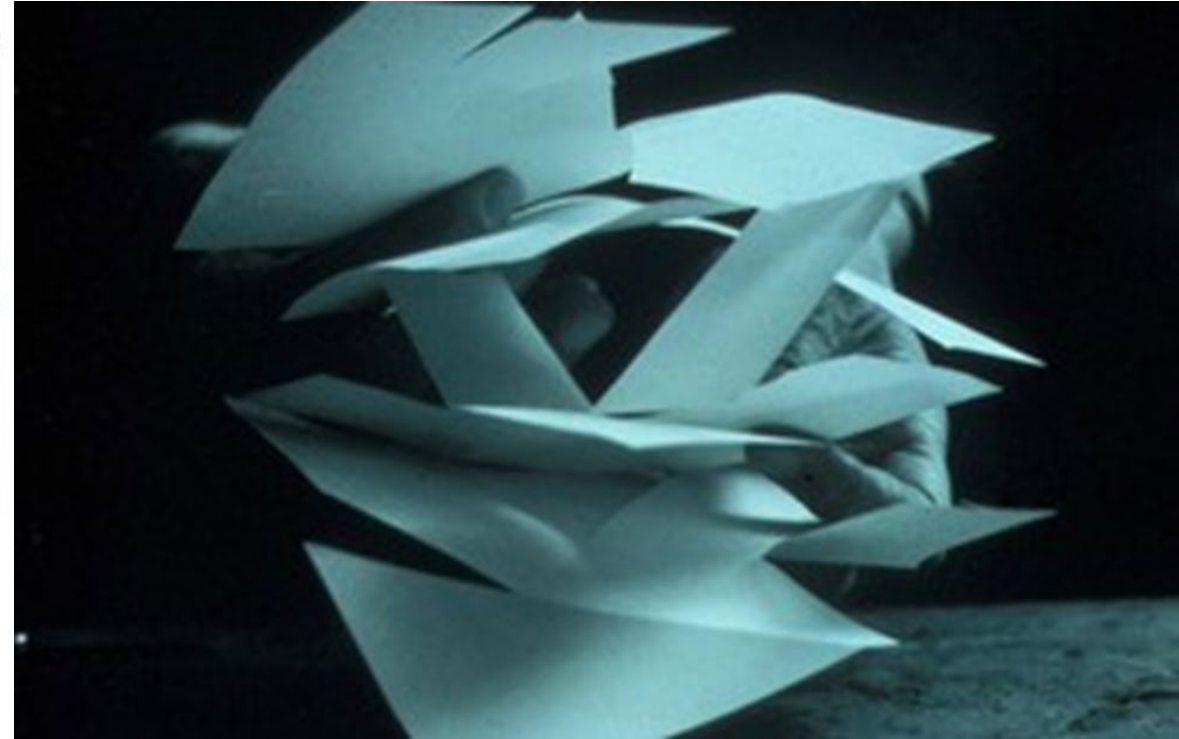
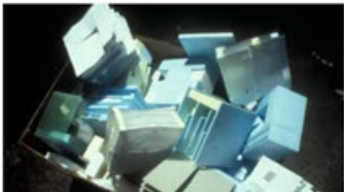
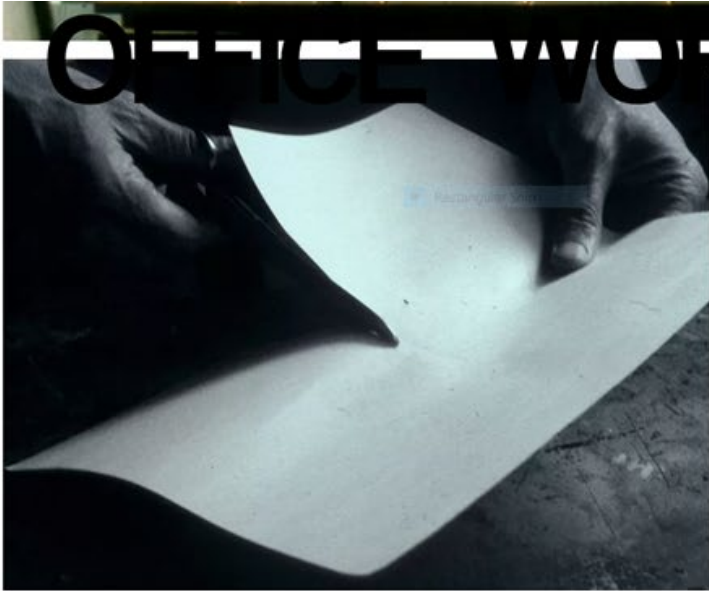
An organic spiral inspired the maze-like circulation which changes height gradually building suspense, it is dark apart from the slit letting in light on the stairs, revealing the kids feet to outside viewers. The design was achieved through an impulsive “in the moment” process, development was hands on with white card used for “dog model” iterations.

<https://cargocollective.com/patrickbullen/Artplay>

OMA

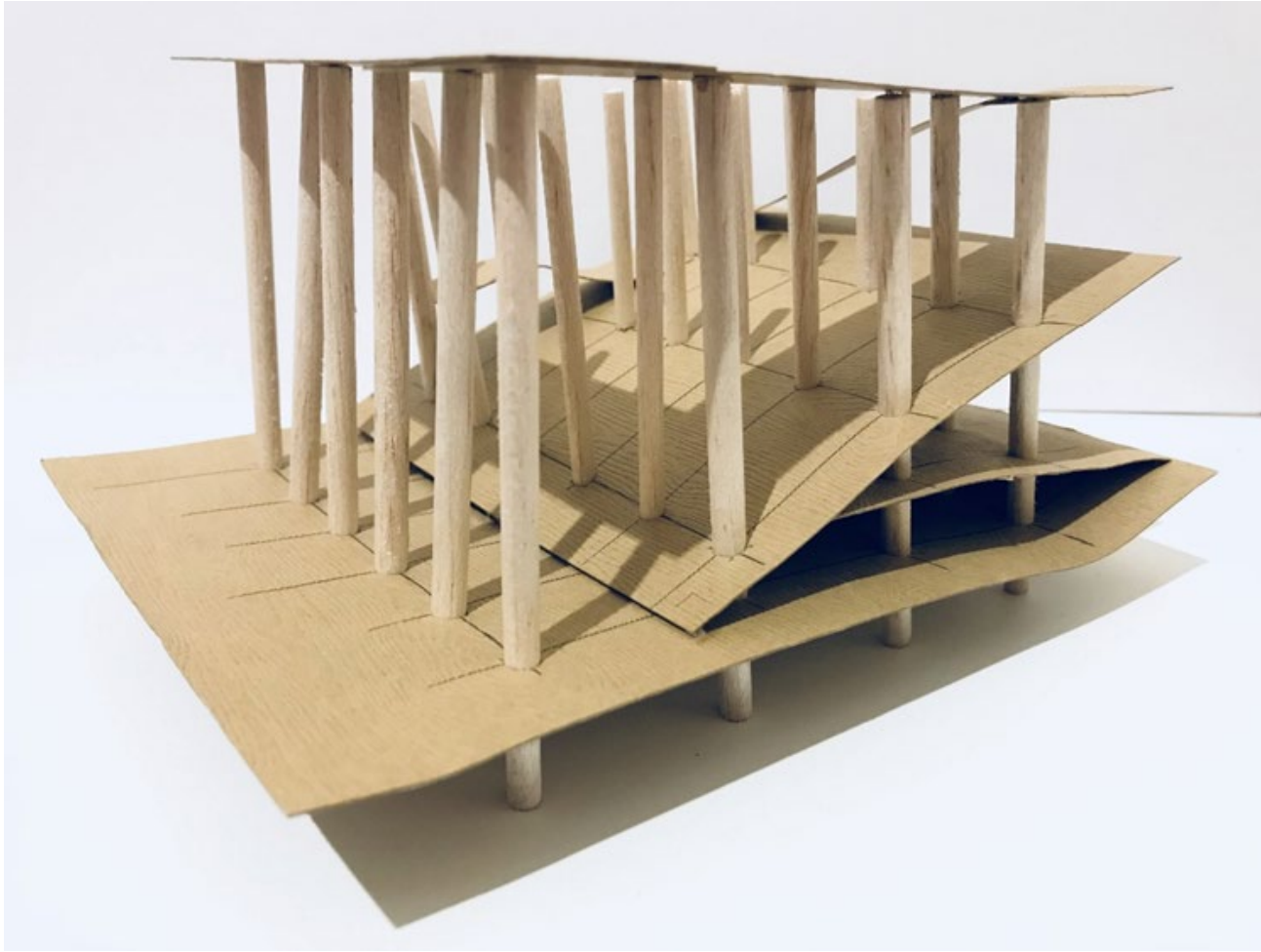
OFFICE WORK

SEARCH



OMA 1992, *Jussieu- Two Libraries*, Paris

<https://oma.eu/projects/jussieu-two-libraries>



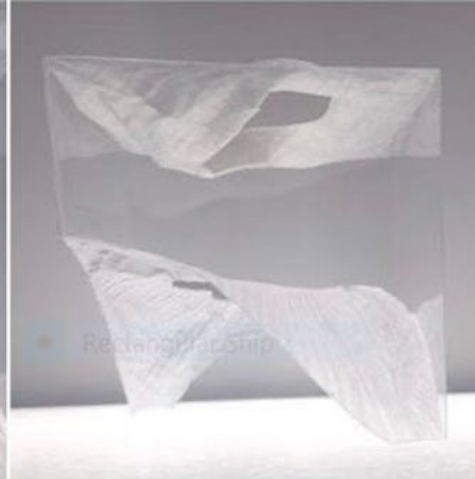
In my fifth iteration, I used a different type of paper that has wood texture on it, and balsa wood rods. so for this iteration, I have started to get an idea of what my final model is going to look like, however, after finish this iteration I wanted to play with the idea of columns and slabs, so that is how the final iteration comes in.



Final model made by Phebe Lin

[https://medium.com/@Lin\\_3193620/architectural-history-and-theory-orientations-bb428dde57a6](https://medium.com/@Lin_3193620/architectural-history-and-theory-orientations-bb428dde57a6)





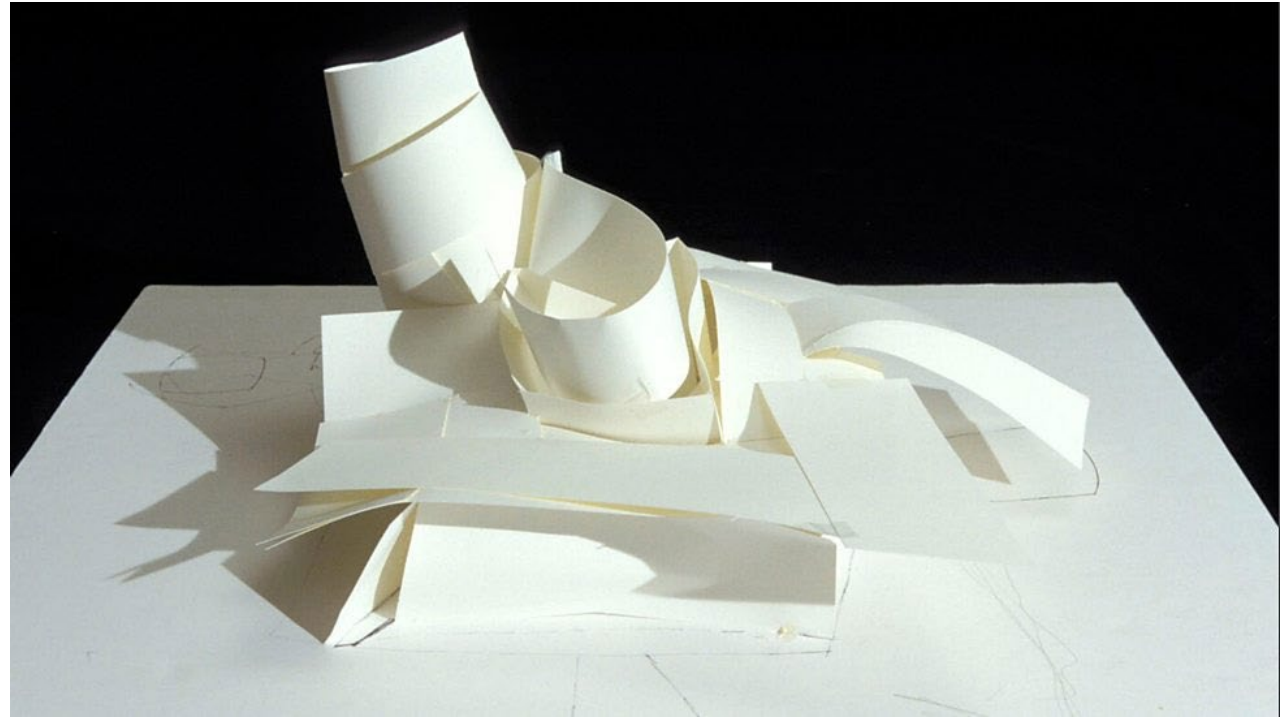
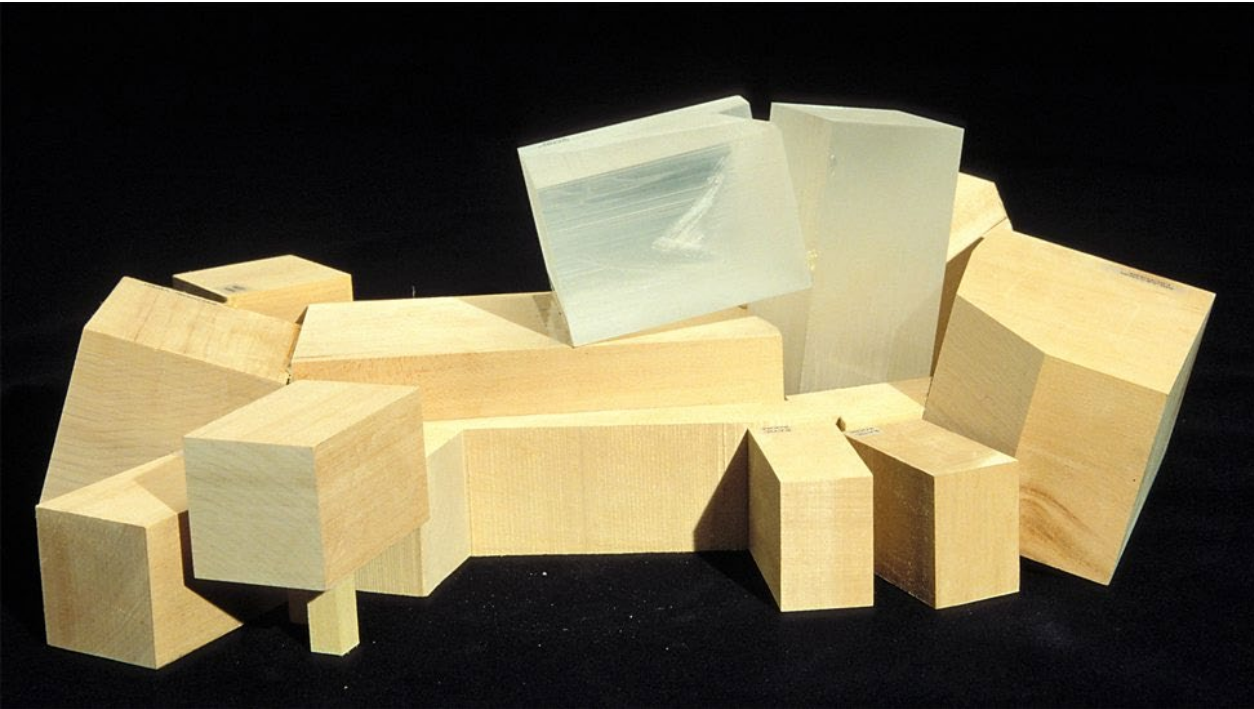
[architecture\\_modelsketch](#)  
1 year Anniversary



**Architect Sou Fujimoto and his practice of experimental modelling**

In “Futures of the Future” at Japan House Los Angeles, Sou Fujimoto presents three-dimensional design sketches made from everyday materials such as staples.  
(Ryan Miller / Japan House Los Angeles)

<https://www.latimes.com/entertainment/arts/miranda/la-et-cam-sou-fujimoto-japan-house-20181231-story.html>



**Models for Frank Gehry's Dundee Maggie's Centre**

Architectural models for Gehry's first UK building, a small cancer centre in Scotland

<https://www.bbc.co.uk/programmes/p04f1fd6/p04f1f75>