

DIY Animal Models

Armada Model Designs Ltd

AA01D

I'm all ears because I heard you want to build a model of me. What great taste you have!

Hi, I'm Shipyard the lurcher - a curious nickname I must confess, but I do live by the seaside and I am a bit of a salty old sea-dog. You can build a model of me using this kit printed on a sheet of card of approximately 160 grams per square metre (160 gsm)

Despite the fact that lurchers make the best subjects (my unbiased opinion) I realize that there may be other creatures in your affections and for that reason this document also contains information on how to create your own Do-It-Yourself (DIY) card model animal. So why not have a go at building me, then when you've got the idea, have a go at creating your own design.

Instructions

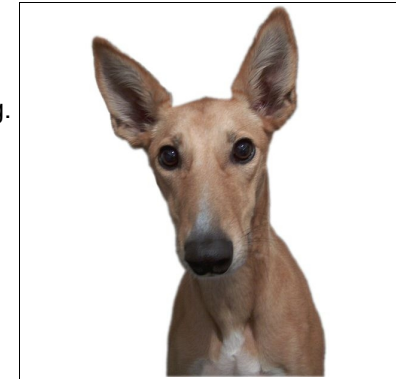
The tools required for card modelling (referred to as paper modeling in the USA) are generally to be found around the home. This model requires 1 sheet of 160 gsm white card, scissors or a knife to cut out the components and a ruler for ensuring that score-lines are straight. Careful scoring of fold-lines is the key to accuracy of shape. Score-lines can be made using a pin or perhaps a blunt craft knife.

The dashed lines show where components are to be scored and folded. Some folds will be inwards and others outwards - as illustrated in the fold line example on the model sheet. Even when scored properly, folding the card can be somewhat fiddly. Fold the card using a ruler and a good dose of perseverance.

Note: while this type of model does not require glue for main-body assembly, a small amount of adhesive along the inside of the spine helps prevent the animal behaving like "Bambi-on-ice".

As with all card models, crease lines that expose white card can be enhanced by carefully painting them with watercolour paint.

However you choose to create your model animals we hope you have a whale of a time; now there's an idea for a card model animal!



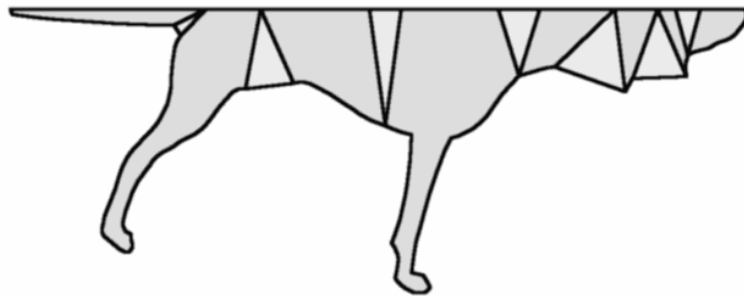
Our finished lurcher
- the most obedient dog ever witnessed
(providing the only command we give her is stay)

Creating Your Own Design

To create your DIY animal - perhaps a model of a pet - you first need a side-view photo of your subject. We used a plain painted wall as a backdrop to photograph our lurcher who dutifully stood still for the task.

If you don't have a pet then try searching for suitable images in books, magazines or on the internet.

The principle behind the model is basically to fold an outline of the animal in half along its spine. Of course it's very unlikely for an animal to have a perfectly straight backbone, so this needs to be represented by a series of straight lines that approximate a curved spine.



Trace the outline of the animal accurately and create the spine using a series of straight lines.

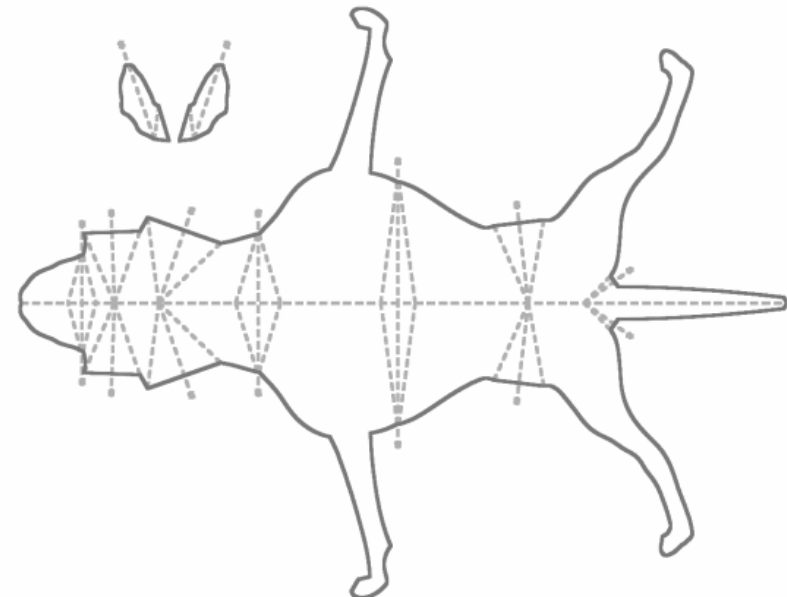
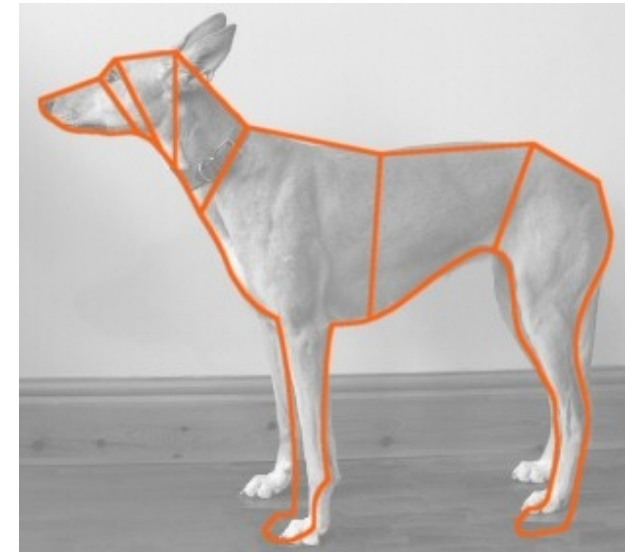
Next, the traced outline of the animal is divided into sections by drawing a straight line from each line-intersection on the spine. The lines drawn should bisect the backbone angles roughly in half, although really it's just a matter of judging what looks good. Our lurcher was divided up into seven sections (see top right hand image).

The traced sections (plus the tail) then need to be transferred to card, such that the spine runs along a single straight line and each component is just touching its neighbour. The gaps are filled with triangles as illustrated in the above illustration. Each triangle is subsequently folded in half as well as being folded along its edges.

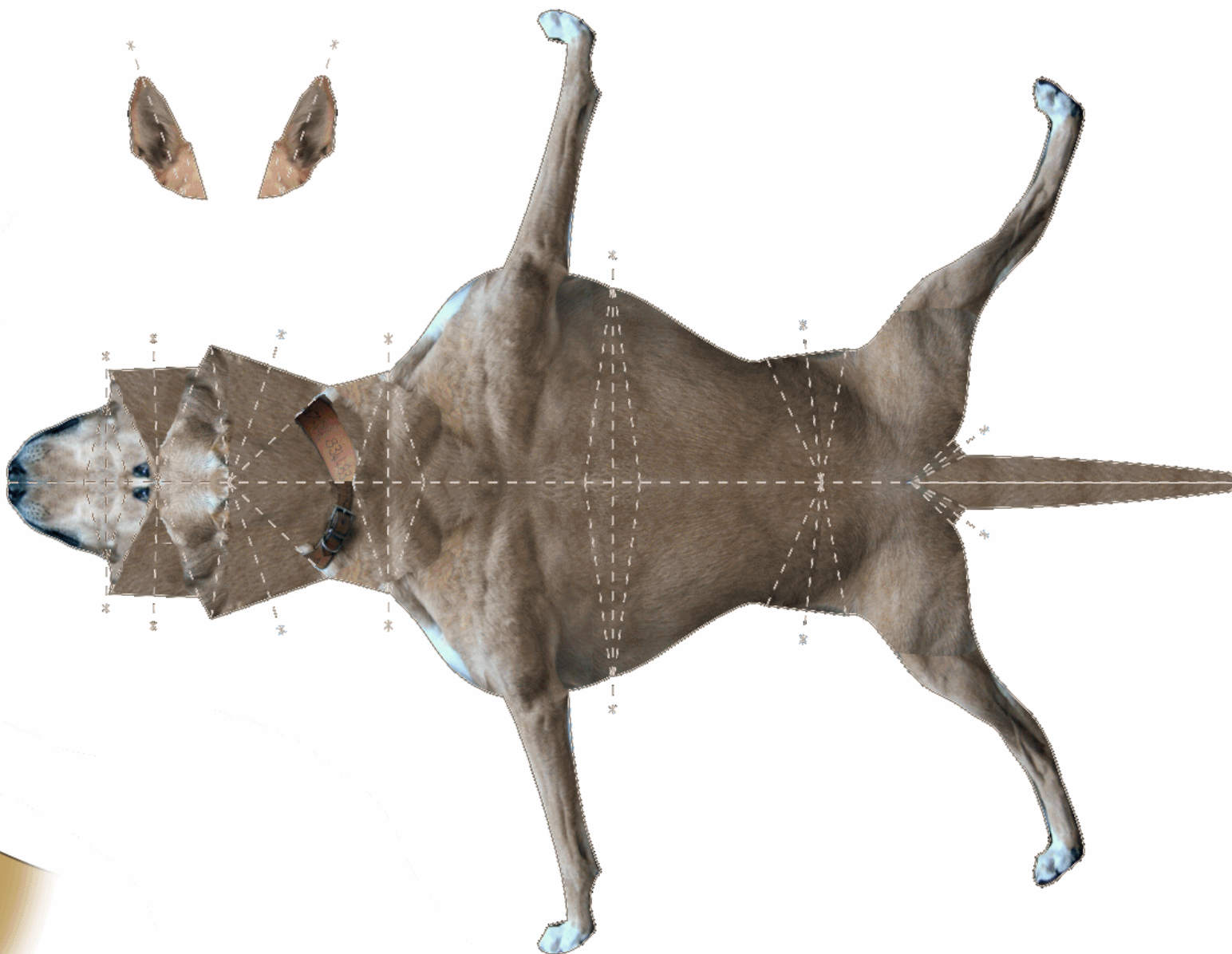
Create a mirror image of the components you've already drawn. Mark on all fold lines (shown in the diagram on the right as dotted lines) and create any additional components, such as ears.

Finally you can colour your animal model.

While all of the above operations can be carried out by hand they can also be performed using a computer graphics package.

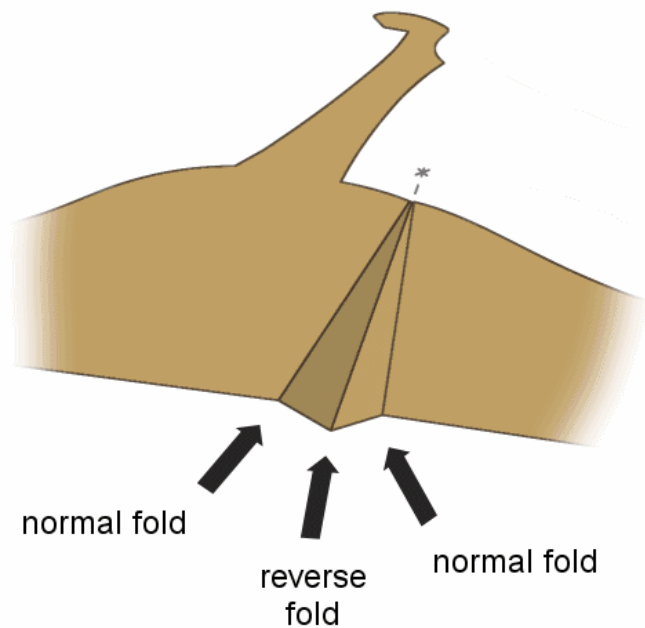


MODEL LURCHER

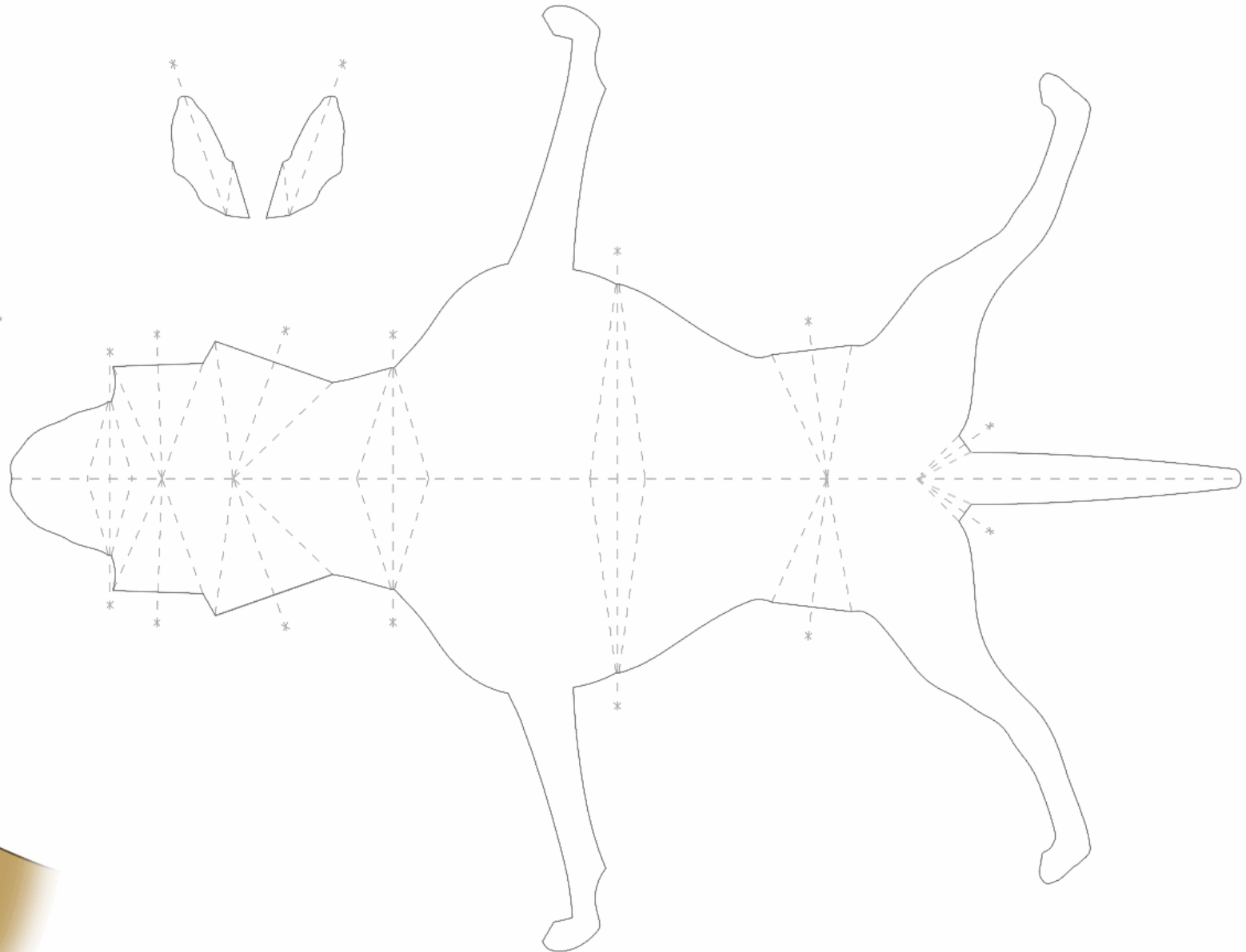


Fold line example

(score all fold lines before cutting out model)



MODEL LURCHER



Fold line example

(score all fold lines before cutting out model)

