

Maquettes

Make and photograph an architectural model.

Lesson plan prepared by Adam Graham for the Art Gallery of Nova Scotia.

Suggested Grade/Age Levels

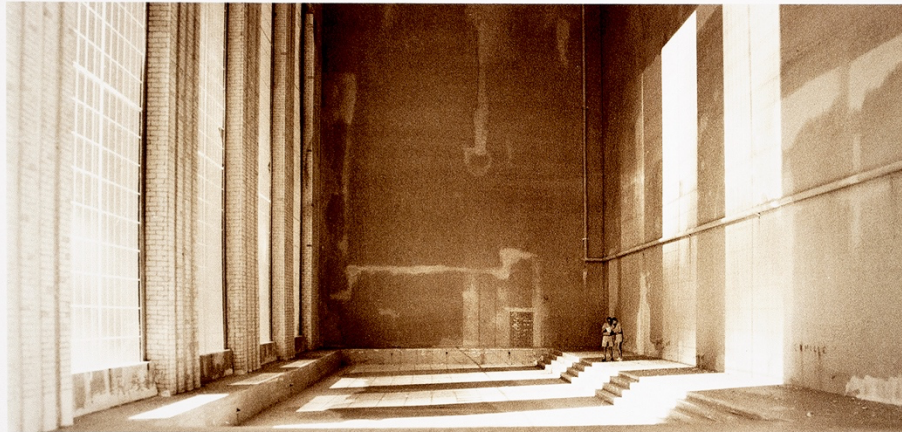
This activity can be adapted for all grade levels. Included are instructions for two examples to show a couple of different ways this activity could be adapted for younger and older age groups.

Subject Areas

- Visual Arts
- Photography
- Mathematics
- Architecture

Introduction

This activity is based on the work *Wading Pool, Mount Hamilton Sanatorium* by Carl Zimmerman from the Art Gallery of Nova Scotia Permanent Collection. This piece is a part of a series of photographs of architectural models, or maquettes, that the artist created and photographed. The resulting images create documents of imaginary spaces. This activity can be used in a number of ways. With a focus on visual arts, you can explore the elements and principles of design. Additionally, older age groups can discuss the role of the photograph as historical document. You can also integrate mathematics into this activity as an exploration of measurement and scale.



Carl Zimmerman, *Wading Pool, Mount Hamilton Sanatorium*, 1995
Photographic print, 1/5, 20.3 x 25.2 cm
Collection of the Art Gallery of Nova Scotia. Gift of the Artist, Orangedale, Nova Scotia, 2000

Set up

- For younger participants, it may be helpful to have materials ready for use such as inverted or covered boxes.
- If using paint, it can be helpful to have a sink nearby, or water dishes prepared.

Materials

- Cardboard (corrugated or food packaging)
- Scissors
- Colouring supplies (markers, coloured pencils, or paint)
- Paper and pencil
- Glue or tape
- Ruler
- Camera
- For older participants who can handle them safely, if available, an x-acto knife and a glue gun can open up possibilities for design detail.

Process



- Once materials are assembled, design the maquette. The materials you have on hand may guide what type of model you are able to make. Even a quick sketch can keep you on track later on when you are manipulating materials. If you are working to scale, the design is essential for keeping everything the right size.
- With the assistance of an adult, carefully do any cutting necessary (windows, doors, or shapes for additions).
- Assemble your maquette and decorate it using markers or paints. Keep in mind the view of the maquette that you will be photographing.

- When you are taking photos, explore what different lighting can do. You can turn off any overhead lighting and photograph your maquette close to a window. This will provide direction to the light and allow for more exploration of shape and shadow (and also make the final image look more realistic).

Resources

- See more of Carl Zimmerman's work here: <http://www.carlzimmerman.ca/>