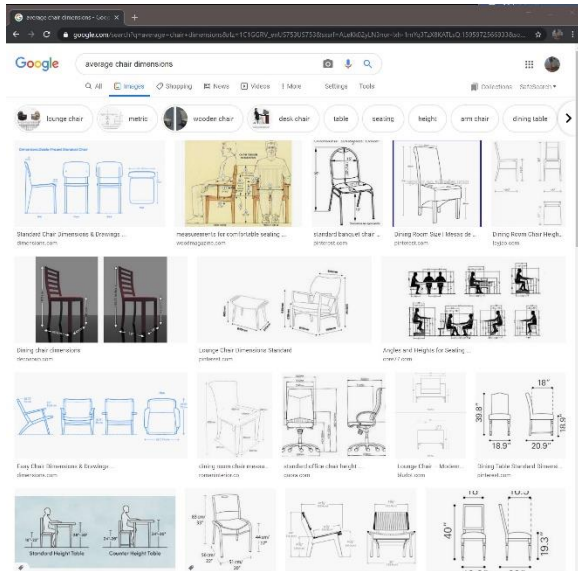


Chapter 3: Details of the Model

Filling the Space



Furniture can be approached the same way as walls. Measure an object that you already have that you want to use in the space, or use standard measurements that you find online.



Approach the measurements exactly the same way as you would a room: look at each each surface separately.



Think of your furniture as a sum of simple shapes and fill in the details from the basic measurements.



When constructing furniture, choose materials that you think will intuitively work for the object you are making. This chair was constructed entirely of mat board. Mat board is commonly used because it can be cut, painted and even sanded. Often you can make furniture from the scrap pieces you have left over after cutting walls. However, you can use any material that will work for your purposes.



ELI SMITH, "FOR YOUR INSPECTION" 2015

Some common alternative materials are paper, hobby wood, small dowels and poster board. The interior of this model was constructed with a variety of material found around the house, including felt, paper towels, toilet paper, poster board and Sculpey clay.



Once you have cut out the pieces, it is time to assemble your furniture. Use the appropriate glue for the materials you are using. I use tacky glue most often: it is affordable, easily obtainable, grabs quickly and works on all paper and wood surfaces.



There are many, many methods for finishing the details, but for this introduction I would encourage

you to simply experiment. Paint the furniture in a water based paint of your choosing, or leave it white if the finish isn't important for your purposes. Sand corners to round them or leave them square.



Here is an image of the same chair in a different finish. These final details make all of the difference in the feel of the object. Try different things: have fun with it!

Suggested Technical and Creative Exercise

Materials needed: Artist's Choice

Using the model of the room you constructed in previous chapters, create an *intervention* in the space. Try placing to-scale furniture and/or people in the room. Try adding an unexpected sculptural element, or an object that does "not belong." Have fun, do not overthink it, and do not be afraid to experiment with technique!