

# Modelmaking Process

There are several stages on producing a physical model. To assist you in understanding the process the following information briefly describes that process. By being aware of each stage and commenting on that particular stage we are able to provide a faster turnaround on your model.

Markup 1

## Initial Structure and Base - 50% of Work

Prior to the CAD/CAM stage files are checked for discrepancy.

The CAD files are imported in to the CAD/CAM machine and all structural items are cut. These are put together into an initial structure which shows the basic form of the building.

Textures and Materials must be supplied at this stage to commence work on the model.

The site plan is engraved onto the base material and the form cut out. A base is created using the RL's from the excavated site- usually by combining information from the survey plan and the sectional elevations. The footprint of the building is cut into the base.

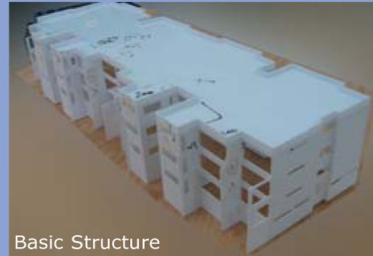
Photos from all points of the structure are provided at this stage for structure checking. In general you will receive around 20 or more photos for each stage.

### You are checking:

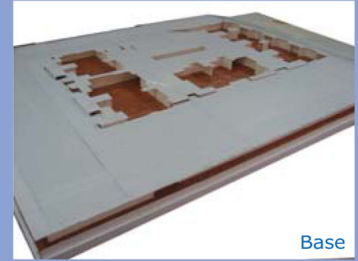
- Structure and Size
- Base layout and position
- Site RL's
- Window and Door placement

### You are NOT checking:

- Colour
- Balconies, Windows, Doors
- Pergolas Barbeques, etc
- Landscaping



Basic Structure



Base

Markup 2

## 2nd Model Stage - 30% of Work

2nd stage - the building is coloured in the main colours.

Base - Base is nearly ready for buildings - sometimes basic landscaping has been added - base has been coloured,

Adjoining buildings have been added to the base.

Balconies, Windows, Doors Pergolas Barbeques and other structures have not been added.

Textures cannot be changed at this stage without major rework.

Final Colour adjustments can be made at this stage.

### You are checking:

- Colour and Texture
- FINAL structure
- Final Site RL's
- Adjoining Building Location
- Adjoining Building RL's

### You are NOT checking:

- People/Cars
- Landscaping
- Final Colour Adjustments
- Balconies, Windows, Doors
- Pergolas Barbeques, etc



Markup 3

## Final Stage - 20% of Work

Buildings are placed into the base. Internal Lighting is added. Cars people and trees are placed on the model. Northpoint, scale and road markings are added. Surrounding buildings in massing detail are added.

Balconies, roof structures, windows doors and other structures have all been added.

Pergolas, fences, outdoor furniture and other items have been added

Acrylic Cover is added.

Model is ready for Delivery.

### You are checking:

- People/Cars
- Final Landscaping
- Signage

- Final Building Position
- Surrounding Buildings
- Miscellaneous Items
- Final Colour Adjustments
- Balconies, Windows, Doors
- Pergolas Barbeques, etc

### You are NOT checking:

- Structure & Size
- Textures and Materials
- Colours
- Site RL's
- Window and Door Position



Final Model

