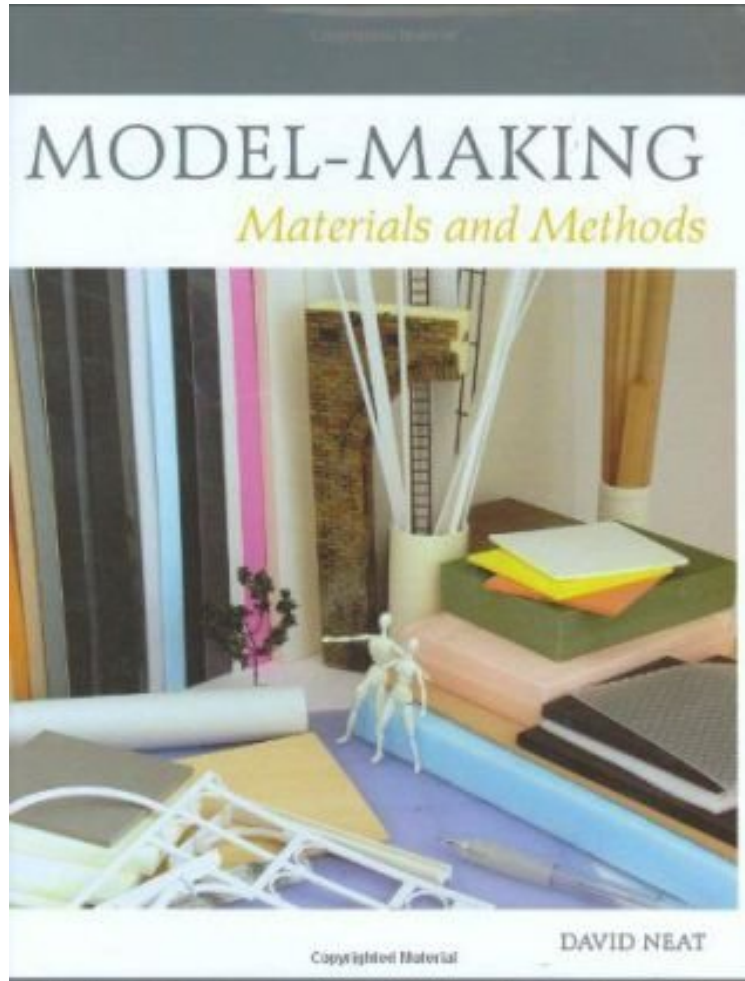


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Model-Making: Materials and Methods

David Neat

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happy I have learned new techniques.

Models can be used in a wide variety of situations, including theater production, architecture design, animation, and set design. For each different situation a specific material is often preferable, and this handy guide addresses the best model-making materials, from the standard and traditional to the new and innovative. Tips are provided on how each of the materials behaves and how best to use them, and illustrated instructions demonstrate methods of building, shaping, surfacing, and painting each material. A number of examples are also included along with step-by-step accounts of what materials were used and how they were manipulated without the need for expensive tools or workshop facilities. A directory covering the full range of materials involved in model-making together with an extensive list of suppliers complete this essential resource.

About the Author David Neat teaches regular courses on design and is a practicing model-maker with more than 20 years professional experience.