# INSIDE:SKILLS

### **WORKSHOP: MODEL MAKING WITH VINCENT DE RIJK**

# 6

#### TASK:

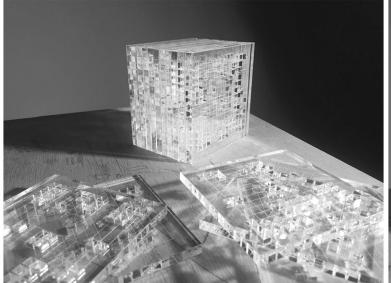
IN THIS WORKSHOP OUR AIM WAS TO DESIGN CONCEPTUAL MODELS OF OUR IDEA FOR STUDIO 2 : SCHOOL OF FUTURE WITH MVRDV. WE TALKED WITH VINCENT ABOUT WHAT IS THE MAIN IDEA, WE WANT TO PRESENT. HE SUGGESTED US MATERIALS AND TECHNICS TO DESIGN OUR MODEL AND LED US TO FIND A BETTER WAY TO SHOW OUR IDEA.

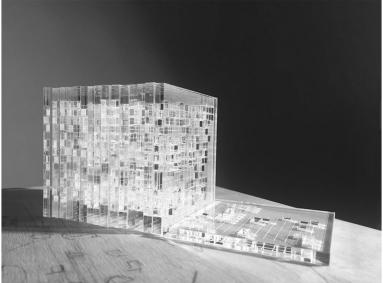
#### WHAT I DID & LEARNED:

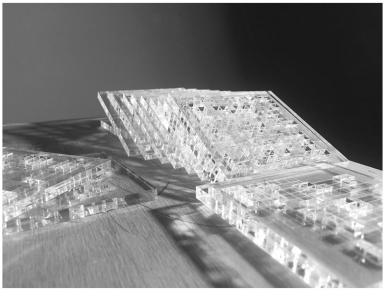
MY PROJECT FOR SCHOOL OF FUTURE WAS RELATED WITH THE TOPIC: ROAD SCHOOL. I WANTED TO DESIGN A SPACE WHERE PEOPLE ADD THEIR EXPERIENCES AND CREATE NEW SPACES IN IT. SO AFTER I CONSULT TO VINCENT HOW TO SHOW MY IDEA WE DECIDED TO REPRESENT 'EXPERIENCES' WITH HOLES IN THE SURFACE. I MADE THE DRAWING ON COMPUTER. FIRST DAY WE TRIED TO DO IT WITH MILLING MACHINE BUT IT WAS REALLY SLOW. THEN SECOND DAY WE USED LAZER CUTTER TO CREATE IT. I DESIGNED 16 LAYERS OF DIFFERENT VARIATIONS AND I STACKED THEM TO CREATE A PART OF THE BUILDING (8MX8M IN REAL) 2 FLOORS IN 1/100 SCALE.

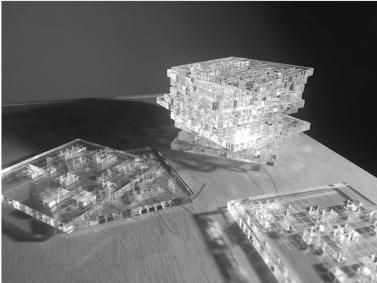
#### **COMMENTS:**

IT WAS REALLY NICE TO WORK WITH A PROFESSIONAL MODEL MAKER AND HEAR DIFFERENT WAYS OF PRESENTING OUR IDEAS. ALSO WE HAD A CHANCE TO SEE ALL OF THE MAKING PROCESS OF OUR CLASSMATES' MODELS. BECAUSE ALMOST EVERYONE USED DIFFERENT MATERIALS AND TECHNICS TO DESIGN THEIR MODELS. SOME OF THEM WORKED HANDS ON SOME OF THEM LIKE ME DID THE DRAWINGS AND USED MACHINES.









#### 4. MODELMAKING WORKSHOP with Vincent de Rijk

#### (11, 18, 19 & 20 Jan 2017)

Vincent came to the studio to explain a bit about his work, and to tell us how many possibilities we had for our model. He also suggested the use of different techniques and materials considering everyone's project.

Before starting to make our model, we needed to know what we wanted to show with our model. In my case, the model would be conceptual and would show the concept of "the maze" applied into the schematic plans of the school object of the project. I wanted to see how the maze changed in every floor so I needed to overlay the floors and, then, these needed to be transparent or translucent.

So we decided to make molds for every floor. I needed to cut the walls off of a white resin block with a saw machine. Then place the walls into the mold and glue them to the bottom. Finally we needed to pour the liquid resin into the molds and wait until the next day to let it dry.

The following day I cut the floor plans from the translucent resin block using a different cutting machine. Then I needed to polish all the pieces to make them even.

Although I did not have enough time to polish them all and make them transparent, the translucent floor plans look as good as the polished ones.

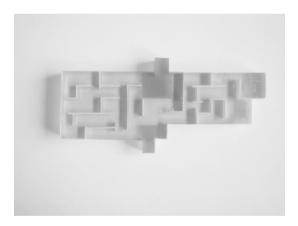
I really enjoyed this workshop as it made me see how many available options there are apart from cardboard to make a model. And I also learned how to use different machines and techniques to make models, and which kind of model to make depending on the type of project.

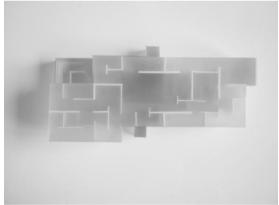


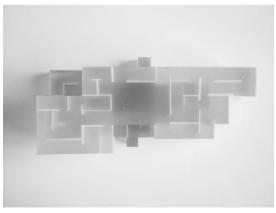


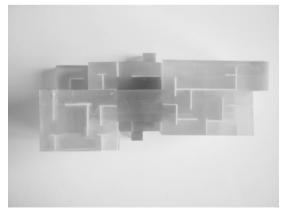












# Modelmaking with Vincent de Rijk

#### **TASK**

Make a model for The future school project.

#### WHAT I DID

I build up a big hologram cut with a laser cutter and assembled together with 3D printed holders.

#### **WHAT I LEARNED**

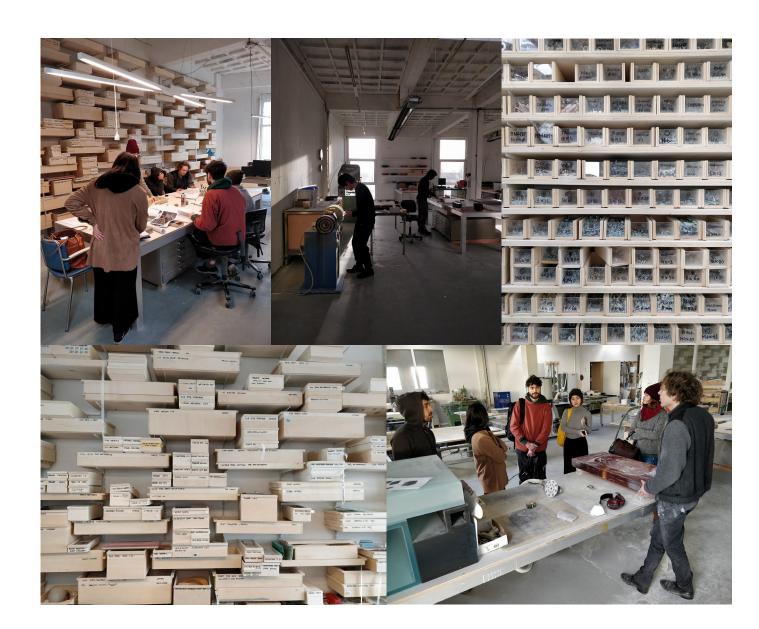
Personally, I didn't work with any new materials since I knew what I want to do before coming there, but I was looking into other students work and could learn from that.

#### **COMMENTS**

Vincent has a really nice workshop in the Port of Rotterdam. He has good skills in building models and a lot of experiences in that field.

He can also advise you on how you should build your model which was a nice experience.

Since it's a 3 days workshop it's not a lot of time and Vincent's workshops could have you working on your model for weeks with no problem.





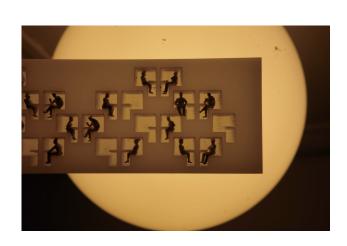
# Modelmaking workshop Vincent de Rijk

### **Description**

It is about architectural model making in terms of the project 'School of the future'.

#### What we did

I made an abstract school model by resin in order to show the concept of three learning metaphors, which is 'campfire', 'watering hole' and 'cave'.

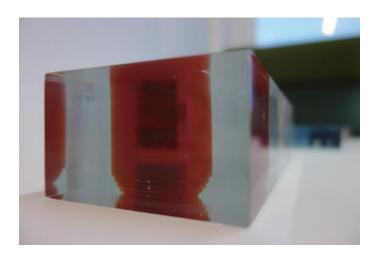


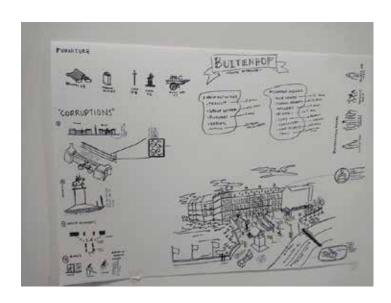
#### What I have learned

Vincent taught me how to make resin and how to use the machine to shape and polish the resin. More importantly, how to make a simple and clear model to express your concept. Additionally, I remembered he told me that the more abstract the model is, the more imagination people could have.

#### **Comments**

I am happy to work again with the skillful and always enthusiastic modelling maker, no matter how bad the ventilation is in his workplace. In the beginning of the workshop, we discuss with him about our school concept and have a clear plan and a sketch concerning how can we finalize our model step by step, which I think it is a necessary step to organize an overview structure first. Due to the small number of people, it is more flexible and less stressful to work on the model this time.







## **Workshop Thomas Rustemeyer**

In this Workshop with Thomas we tackled the topic 'Corrupted space' through it we recieved tools to map and identify different spaces in the city as well as the corrupted spaces and the causes of corruption.

We started by analizing our own routes home and the we choose and analized a specific space within the city.

My only comment on this workshop is that the task of 'performing something' in order to corrupt the space looks a bit unrelated to Interior Architecture, it would be better to actually build something, or intervene the space instead of just performing.

Skills developed: City analisis, sketching.

# Workshop Vincent de Rijk

In this Workshop I built a working model for my project 'The School of the future' with this model I got to experiment different proposals for the organization of my project.

In the workshop with Vincent, I could see different aproaches to model making in order to show better a project or a concept. Also I learned better techniques to model making and using different machines.

Skills developed: Concept representation, modelmaking.



