

Maquettes

Art & Design

Testing an idea small and fast before committing any material.

Cheap, quick, and thrown away without any regret.

1

Work small

Card, wire, foam or clay. Minutes each rather than hours.

2

Make several

Variants side by side beat one model refined in isolation.

3

Test the silhouette

Photograph each as a black shape. Weak outlines show at once.

4

Walk around it

A form that works from one view often fails from three others.

5

Scale up in stages

Quarter size before full size, for anything large or costly.

A maquette answers what a drawing cannot: weight, balance, the silhouette from behind, and how light falls across it.