

THREE-DIMENSIONAL ROOM

Select a room in a house (living room, family room, bedroom, den) and build a small model to scale. The model must include the interior and exterior.

REQUIRED MATERIALS:

1/4" foam core	X-acto knife	pencil
black-ink pen	glue	paint or other wall coverings
floor coverings	window coverings/fabrics	material for furniture
accessories	scissors	paint brush

EXTERIOR SHELL

Must include: walls
doorways
windows

1. Using 1"-1', draw to scale your chosen room. Include windows, closets, doorways, etc.
2. Include furniture arrangement
3. Complete a wall elevation to show the height and width of windows, doorways, closets, and ceilings. Include furniture placement
4. Outline your floor plan on a piece of foam core, leaving at least a 3" border
5. Cut walls from elevation drawings and cut spaces for doors, windows, etc. (If you are using wallpaper or fabric, you may need to apply it before assembling walls.)
6. Attach walls together to form your room
7. Secure walls to the floor plan on base

INTERIOR SHELL

Must include: closets—if applicable
wall treatment(s)
floor covering(s)
window treatment(s)
furniture
accessories

1. Build furniture to fit the scale of the room. It can be made by using foam core, posterboard, boxes, etc. Your furniture must be painted or covered with fabric to resemble the style you describe.
2. Design a window covering and attach it to the window area. Be creative and try to include rods, especially if you are using a decorator type rod.
3. Glue appropriate floorcovering to the foam core.
4. Collect or make appropriate accessories (plants, mirrors, pictures, lamps, knick-knacks, etc.)
5. Arrange furniture and accessories in the room

Name _____ Hour _____

THREE-DIMENSIONAL ROOM GRADING SHEET

MODEL

- _____ to scale
- _____ cut evenly and smoothly
- _____ assembly
- _____ neatness
- _____ floor covering
- _____ wall covering

WINDOW COVERING

- _____ treatment
- _____ neatness
- _____ creativity

FURNITURE

- _____ to scale
- _____ appropriate covering or color
- _____ arrangement
- _____ creativity
- _____ neatness

FLOOR PLAN AND ELEVATION

- _____ to scale
- _____ neatness
- _____ furniture

ACCESSORIES

- _____ appropriate
- _____ to scale
- _____ creativity
- _____ color coordination
- _____ overall presentation
- _____ neatness