

„Die Möglichkeit eines Modells“ /
„The possibility of a model“
capturing, projecting, re-modeling,
dissecting & exhibiting architecture

The process of making „The possibility of a model“

Florian Egermann, 2009

1. Stitching the panoramic images

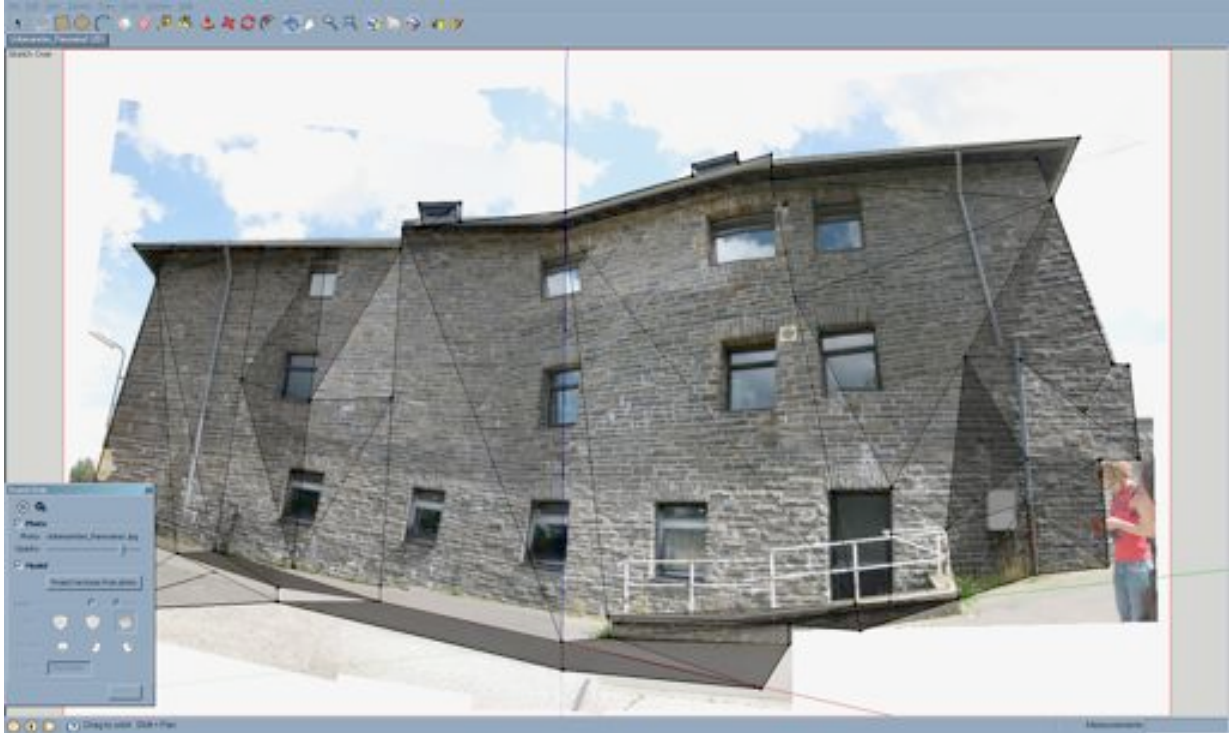


For every building i picked, i took a series of photos and stitched them together in Photoshop. As a result of perspective distortion and the spatial impossibility to fit the whole building in the frame of one photo, the algorithm produced errors. The structure can not be experienced as a whole when standing in front of it, so all deviations produced by the software are just the digital equivalent to the restrictions of a first-hand perspective.

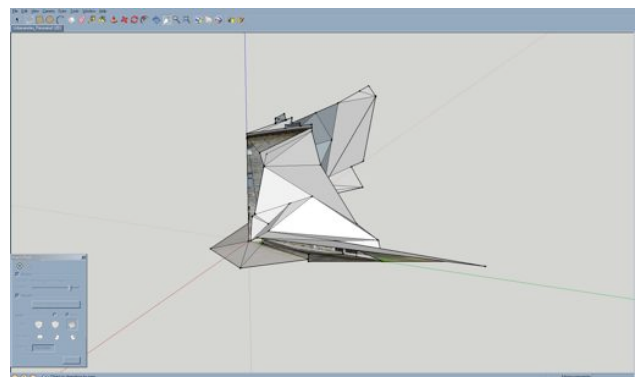
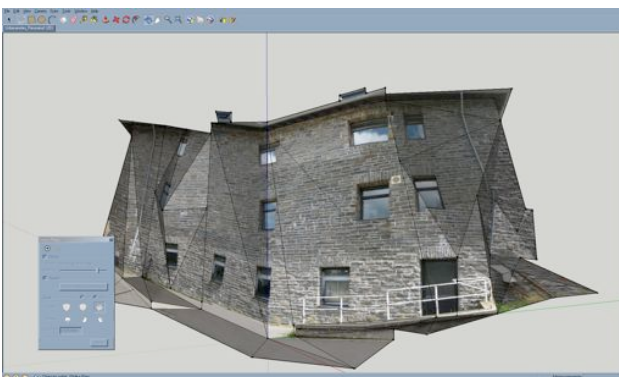
Each *single* photograph i took would be accepted as a valid representation of the building, this imperfect, automated collage is both more detailed *and* more abstract.

2. Building the model

Using the popular software [Sketchup](#) (which is the common tool to create 3D buildings for Google Earth) i sketched a possible structure on the flat panoramic surface, like painting on a two-dimensional canvas. But i didn't paint by numbers, i painted geometry by nodes.



I only placed two-dimensional points and the software automatically added a depth (value on the z-axis) for each vertex point i added. The automatic, yet arbitrary nature of the process led to model that resembles a folded piece of paper, appearing as a building only from a unique viewpoint.



3. Processing the model

Next, i loaded the geometry with the applied textures into [Pepakura Designer](#), a software that automatically translates 3D models into a 2D printable Format, ready for assembly. By defining „seams“ in the model, Pepakura cuts the Geometry into parts that can be glued together as a paper model.

Again, i searched for flaws in the algorithm to produce an impossible model – still a possible representation of the actual building, yet too small and detailed and therefore impossible to cut out and assemble.

