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## **ARCHITECTURAL MODELS – FROM MANUAL TO VIRTUAL CONSTRUCTION MOCUPS**

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The creation of spatial models has a long tradition dating back to antiquity. Architectural models have been representing real buildings, often having cult status. Since the Middle Ages they were often made to order by the investor and for centuries they served the creators and performers of the works. Thanks to the understandable material form of imaging, they also spoke to the average audience. They served as concept illustrations, aids in project reconciliations and corrections (appearing as annexes to contracts), as well as learning to craft and drawing artistic inspiration. In the oldest iconographic statements, models of objects were placed as attributes of saints or founders. These were only illustrations of objects, but they indicated the probable existence of a pattern that did not survive to this day.

In museum exhibits (from the 19th century), they were used as information media - to illustrate hypotheses and researches, to present forms of destroyed or never realized objects. In the European (English, Italian) collections there are many models of wood, plaster, wax, dating back to the 18th and 19th centuries. The oldest mockups in Poland are dated back to the 17th century (wooden models: churches, tower helmets, reredos). Interesting models are found in Krakow's museum collections, they concern sacral architecture, e.g. church in Szalowa, models of tower helmets: Collegiate of st. Anna in Cracow, Jagiellonian Museum, models brought from the Holy Land to Kalwaria Zebrzydowska. Maintained prototypes that relate mostly to small architecture, allow access to artist's workshop and observing differences in relation to the realized object on a natural scale.

Modeling traditions developed over the centuries are now practiced and applied. 3D prints of digital models are made in a variety of materials: plaster, resin, copper, etc. The printed mockups are combined with dynamic projection and animation, which facilitates perception, making them attractive, allowing you to travel in virtual space. Despite the ubiquitous virtual models, mockups still remain an obligatory requirement for designing prestigious properties in Poland and in the world. The

general public interest in this kind of presentation of architectural objects, exposed in public areas, is also noted. They focus the attention of pedestrians who analyze the model in relation to the state of the present object. This presentation is therefore used to promote, popularize, educate and impart knowledge about the history of architecture.



Fig. 1. Model of the renaissance palace of Bishop Erazm Ciolek (Cracow).