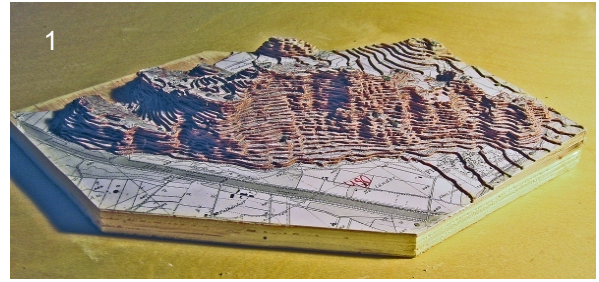


## From map to natural landscape reliefmodel



Map with contourlines. Make some copy and mark the selected contourlines with certain interval. Stick the copies on thin sheets of wood (depending on the scale) and cut the contourlines with a fretsaw.



Put the cutted parts to a exact stepmodel, using the contourlines and the coordinatenet for an exact assembly



Make a negativmodel from the stepmodel with liquid silicon - rubber



Rough gipsum-model from the negativmodel



After carving the exact morphology of the landscape



Make a negativmodel from the raw landscape for following copies of the reliefmodel.



Mark the geographical details on the model: river, forest, settlements, roads etc.



The relief model needs a creative expression of the natur. So you form the forest with colored sand, the villages plastic not only red patches. Rocks and meadows have different colours, not only gray and green.