

Model Design & Building Merit Badge

Scale

Why Is Scale Important?

Say you want to make a model of the Space X rocket but it needs to fit in your room. What do you need to know so when you build the rocket it actually looks like the Space X rocket and fits on the shelf in your room.....



You Need To Know Scale!

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Definition

- Scale is the ratio of a measurement of a dimension in the model to the measurement of the same dimension in the real thing using the same measurement units.
- Example: In a Structural model 1 foot may equal 8 feet in the real structure.

What Scale Should You Use?

- The Space X Falcon 9 rocket is 229 feet tall and your shelf can only handle 19 inches. Now what?
- 229 feet is $(229 \text{ ft} \times 12 \text{ in}/\text{ft}) = 2748 \text{ inches.}$
- $2748 \text{ in} \div 19 \text{ in} = 144$
- So your scale ratio should be $1/144$, that is 144^{th} scale

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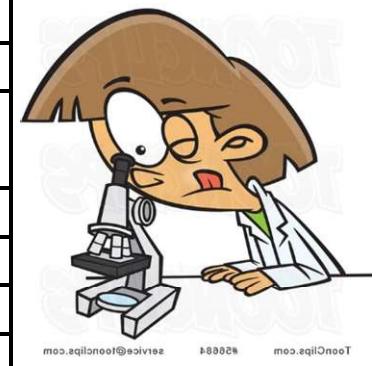
Scale

- Let us look at scale from a personal perspective
- We will use an “average” scout
 - But all Scouts are above average aren’t they?
 - Yes, but we will use a special definition for “average scout”
- For our purpose, an “average scout” is a scout 5 feet tall
- So let us look at the height our “average scout” in some common scales:

1:8 Structural Model	1/8	1 ½ inch = 1 foot	7 ½ inches tall
1:12 Industrial Model	1/12	1 inch = 1 foot	5 inches tall
1:15 Process Model	1/15	¾ inch = 1 foot	4 inches tall
1:24 Industrial Model	1/24	½ inch = 1 foot	2 ½ inches tall
1:32 Garden Model railroads, aircraft kits & vehicle kits	1/32	3/8 inch = 1 foot	1 7/8 inches tall
1:48 Architectural Model	1/48 "O" scale model rr	¼ inch = 1 foot	1 ¼ inches tall



1:64	1/64	3/16 inch = 1 foot	15/16 inch tall
“S” scale model rr			
1:72	1/72	1 inch = 6 feet	~ 13/16 inch tall
Aircraft kits			
1:87	1/87	1 inch = 7 feet 3 inches	11/16 inch tall
“HO” scale model rr			
1:96	1/96	1 inch = 8 feet	5/8 inch tall
1:144	1/144	1 inch = 12 feet	~ 3/8 inch tall
1:160	1/160	1 inch = 13 feet 4 inches	~ 3/8 inch tall
“N” scale model rr			



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Common scales used in model building:

- 1:8, 1/8 (1 ½ in. = 1 ft.)
 - MB STRUCTURAL model
- 1:12, 1/12 (1 in. = 1 ft.)
 - MB INDUSTRIAL model (large limit)
- 1:15, 1/15 (3/4 in. = 1 ft.)
 - MB PROCESS model
- 1:24, 1/24 (1/2 in. = 1 ft.)
 - MB INDUSTRIAL model (small limit), *plastic car model kits*
- 1:32, 1/32 (3/8 in. = 1 ft.)
 - “Garden” *model railroads, aircraft, military vehicle kits*
- 1:48, 1/48 (1/4 in. = 1 ft.)
 - MB ARCHITECTURAL model, “O” *scale model railroads, aircraft, building and vehicle kits*
- 1:64, 1/64 (3/16 in. = 1 ft.)
 - “S” *scale model railroads*
- 1:72, 1/72 (1 in. = 6 ft.)
 - *aircraft and some military vehicle model kits*

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Scale

Common scales used in model building:

- 1:87, 1/87 (1 in. – 7 ¼ ft.)
 - *“HO scale model railroads, building and vehicle model kits*
- 1:96, 1/96 (1 in. = 8 ft.)
 - *convenient for architectural models of larger buildings*
- 1:144, 1/144 (1 in. = 12 ft.)
 - *aircraft (esp. large airliners or rockets), vehicle & building model kits*
- 1:160, 1/160 (1 in. = 13 1/3 ft.)
 - *“N” scale model railroads, building & vehicle model kits*
- 1:350, 1/350 (1 in. = 29 ft.) *ship model kits*
- 1:600, 1/600 (1 in. = 50 ft.) *ship model kits*
- 1:700, 1/700 (1 in. = 58.3 ft.) *ship model kits*
- 1:1200, 1/1200 (1 in. = 100 ft.) *ship model kits*
- 1/1250, 1/1250 (1 in. = 104 ft.) *ship model kits*

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Scale

How scale may be written:

- As a ratio 1:8 (1 foot in the model = 8 feet in the real thing)
- As a fraction $1/8$ (1 foot in the model = 8 feet in the real thing)
- As a statement of comparative measurements (“1 foot equals 8 feet”)
- Note that in each way of writing the scale the measurement in the model is written first
- When comparing scales less than actual size, a scale with a ratio or fraction closer to 1:1 or 1/1 (full size model) is considered a larger scale than a scale with a ratio or fraction farther from 1:1
 - For example, 1:24 scale is a larger scale than 1:48

Don't Forget It is 3D

- That means what you are building is not on a piece of paper. You may be using paper but your model is not flat.

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Scale

The 3-D Effect

- Scale is the ratio of linear dimensions of the model to the real thing.
- But real things have three dimensions: length, width and height.
- An industrial model of a car made to 1:12 scale (1 in. = 1 ft.) will have a length 2 times longer than a model made to 1:24 scale (1/2 in. = 1 ft.).
- Since the model has length, width and height, each dimension will be 2 times larger in 1:12 scale than in 1:24 scale.
- The 1:12 scale model will have a volume $2 \times 2 \times 2 = 8$ times larger than a 1:24 scale model of the same thing.

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The 3-D Effect

- A larger model will require more material and supplies, thus may be:
 - more expensive
 - harder to build
 - harder to transport and display
- Lesson: Select a scale for your model that will be economical and easier to build, handle and display but still large enough to show the necessary detail.

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Suppose you want to build a model of a building (architectural model), represented here by a red block



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Now suppose you want to build the model to a larger scale, twice the size.

Add one red block to make the model twice as long



$$1 + 1 = 2 \text{ blocks}$$

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But the model will also be twice as wide.

Add two more red blocks to make the model twice as wide



$$1 + 1 + 2 = 4 \text{ blocks}$$

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And the model will also be twice as high.

Add four more red blocks to make the model twice as high

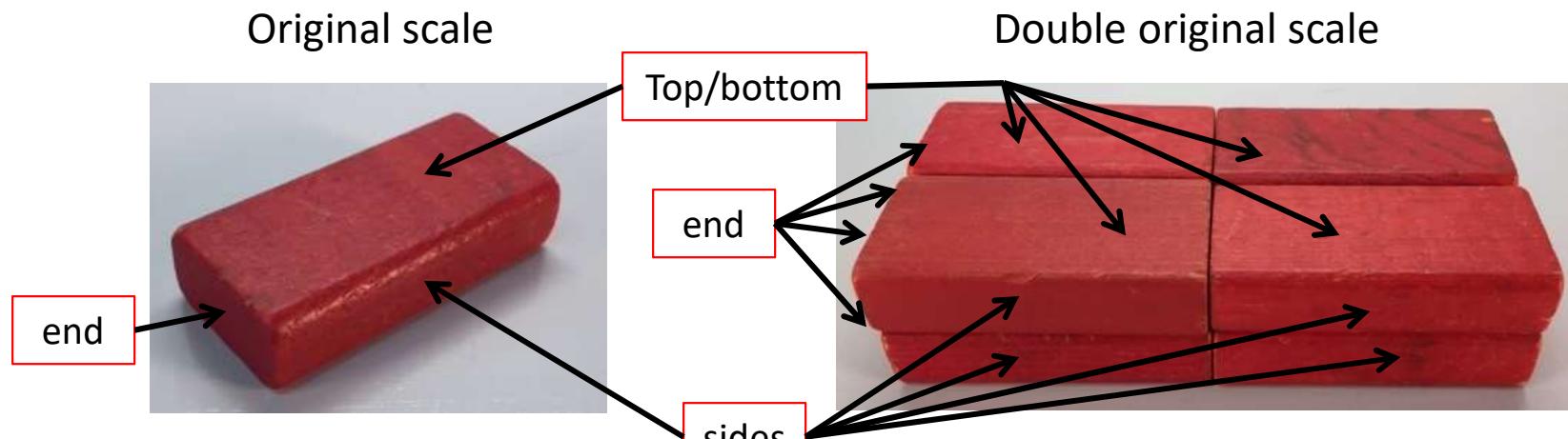


$$1 + 1 + 2 + 4 = 8 \text{ blocks}$$

Doubling the linear scale makes the model volume 8 times larger!

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The surface area of the model will also be larger.



$$2 \times 1 = 2 \text{ end units}$$

$$2 \times 1 = 2 \text{ side units}$$

$$2 \times 1 = \underline{2} \text{ top/bottom units}$$

$$6 \text{ surface units}$$

$$2 \times 4 = 8 \text{ end units}$$

$$2 \times 4 = 8 \text{ side units}$$

$$2 \times 4 = \underline{8} \text{ top/bottom units}$$

$$24 \text{ surface units}$$

Doubling the linear scale makes the model surface 4 times larger!

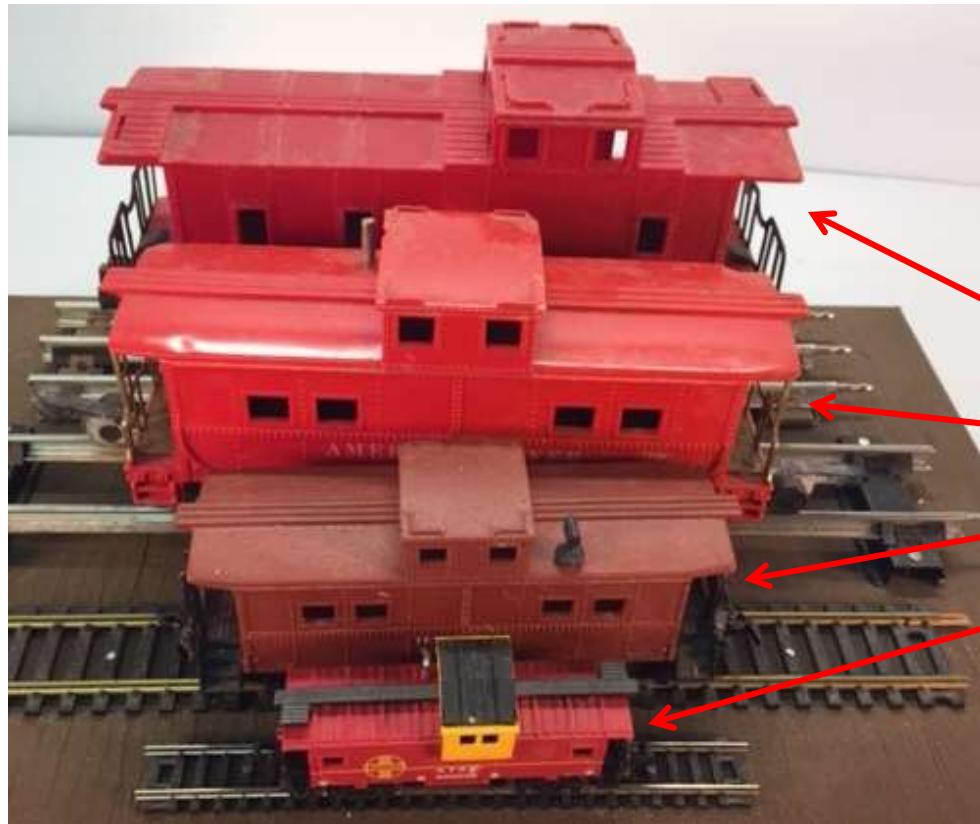
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The 3-D Effect

- Even a seemingly small increase in linear scale can greatly increase the size of your model
- Lesson: Select a scale for your model that will be economical and easier to build, handle and display but still large enough to show the necessary detail.

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Here is a comparison of models in different scales



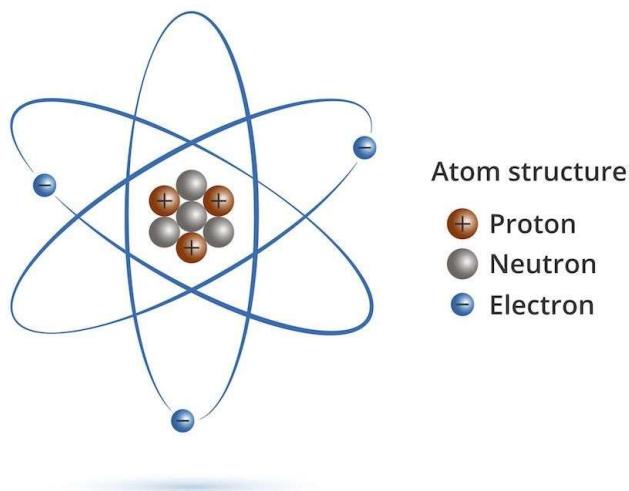
Railroad Cabooses		
Scale	Linear ratio	Comparative size
O	1:48	3.33
S	1:64	2.52
HO	1:87	1.84
N	1:160	1

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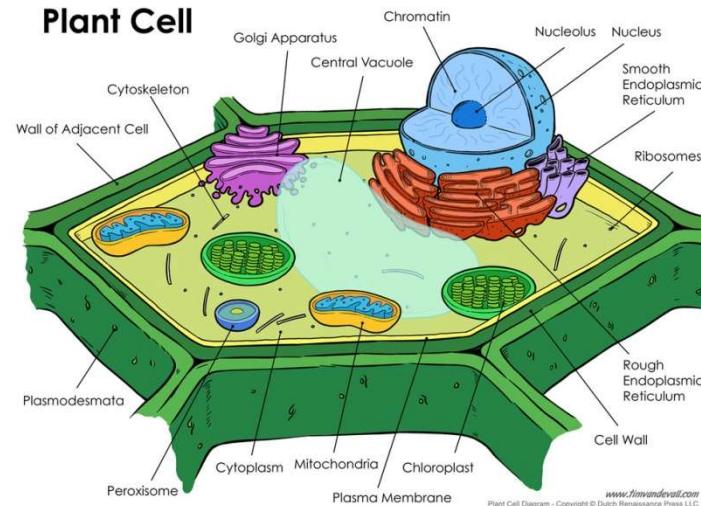
- So far we have talked about making a model smaller than the real object
- Would we ever want to make a model larger than the real object?
- What if we wanted to model something very small?

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Like an atom



Or a plant cell



Those models would be much larger than the real object

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Note:

The Merit Badge requirements specify certain scales for certain types of models. We will accept models made to different scales if a different scale is more convenient or more appropriate for the subject you want to model.

For example, if you collect 1:72 scale model airplanes you may chose to build a 1:72 scale hangar (architectural model) for them. If you want to build a model of a skyscraper building you will want to use a smaller scale than the 1:48 scale specified for an architectural model.