

# SOA Challenge 4

## 3D Maps - Contour Visualisation

1. Select an appropriate map with clear contours.



2. Start to cut along the contour lines - if the map has lots of contours you may wish to cut only the Index contours and not every contour. If the contours form a complete circle it will be easier with a craft knife



3. Continue until all the contours have been cut



4. Mount each of the cut out parts onto thick cardboard or craft foam. Craft foam was used here as it is easier to cut. Cut around the outer edge of each mounted contour.



5. If you have contours which come off the map it can be easiest to start with the highest point with a full concentric contour. Start to construct the model.



6. Continue sticking the layers together until the model is complete.

