

Bancroft Roman Villa, Milton Keynes

Armada Model Designs Ltd

SM03B-14

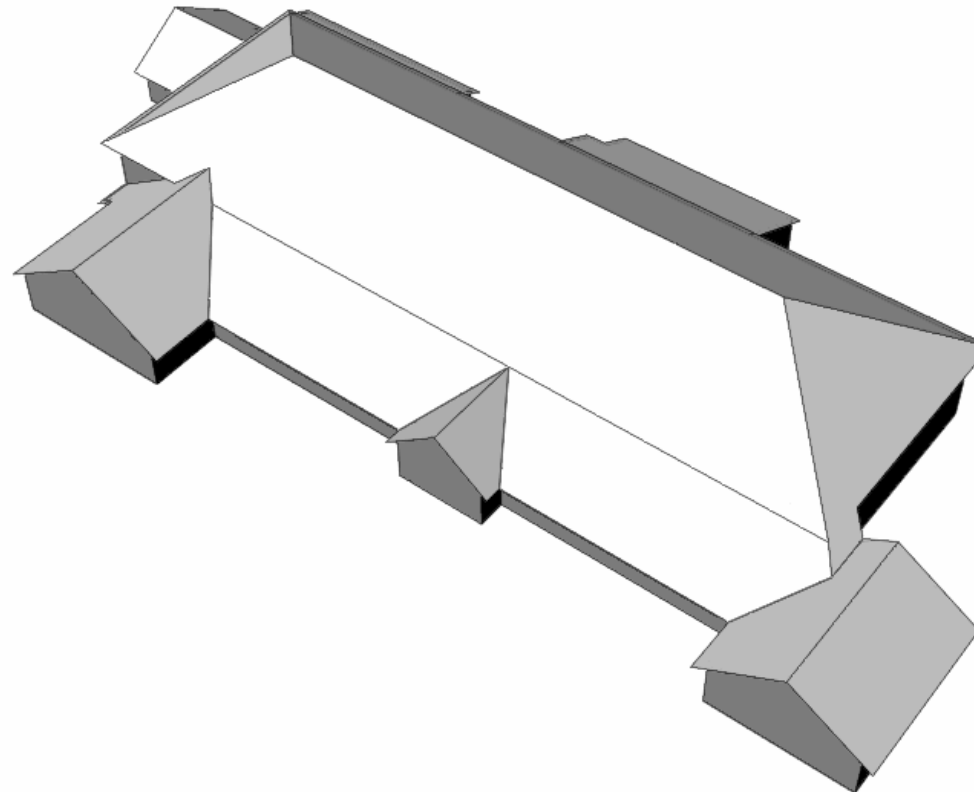
This is the smaller of our two Roman Villa card models (1/250th scale). It has plain white surfaces and is ideal for class work, allowing you, the builder, to experiment with different textures. After conducting your research into Roman buildings adapt your model villa to reflect your findings.

There is still much to be discovered about the nature of Roman buildings in Britain. Excavations provide a wealth of detail regarding the layout of Roman villas but what form would the elevations have taken? Sadly, much of this information has disappeared through the centuries. For this reason, the card model here does not purport to be a definitive representation of a Roman villa in Britain but rather it is intended to encourage thought and promote discussion. It is based on information from two sources. The floor plan is a direct copy of the Roman villa excavated at Bancroft, Milton Keynes, between 1973 and 1985. This villa dates from between AD 170 and AD 340. The card model created to sit on top of the Bancroft floor-plan is based on the experimental Roman villa constructed in 2002 / 2003 at Butser Ancient Farm. Building work at Butser was constrained by a number of factors. Perhaps you can find out what these were and what their impact was on the end result?

The Roman landscape in Milton Keynes was a settled, intensely farmed rural area, with a mixture of native farmsteads and villas in the Roman style. The inhabitants of these "Roman" villas were probably natives copying Roman fashion and not new settlers. Cattle and sheep were the most common animals kept and wheat and oats the favoured crops.

You could make new components for your model. Should the veranda be half open or would an enclosed one like Butser's be more appropriate to the British winter. Should the villa be taller? It is possible that the villa at Bancroft had an upper floor. Is the pitch of the roof sufficient? Roofs may have been pitched more steeply on villas in Britain than in the rest of the Roman empire, not least to make them more resistant to tile loss or damage in the higher wind speeds that are prevalent in Northern Europe.

While there is much evidence that the main building and corridor had separate roofs (unlike Butser's villa and our card model) numerous wall paintings from Pompeii depict villas without upper storeys. Perhaps the single storey appearance of Butser's Roman villa is not completely unrealistic after all? Perhaps you'd like to create a detachable roof for your model and add internal detail? Mosaic floors were a very popular feature of Roman villas. At Bancroft Roman villa, mosaic floors were laid in nearly every room.

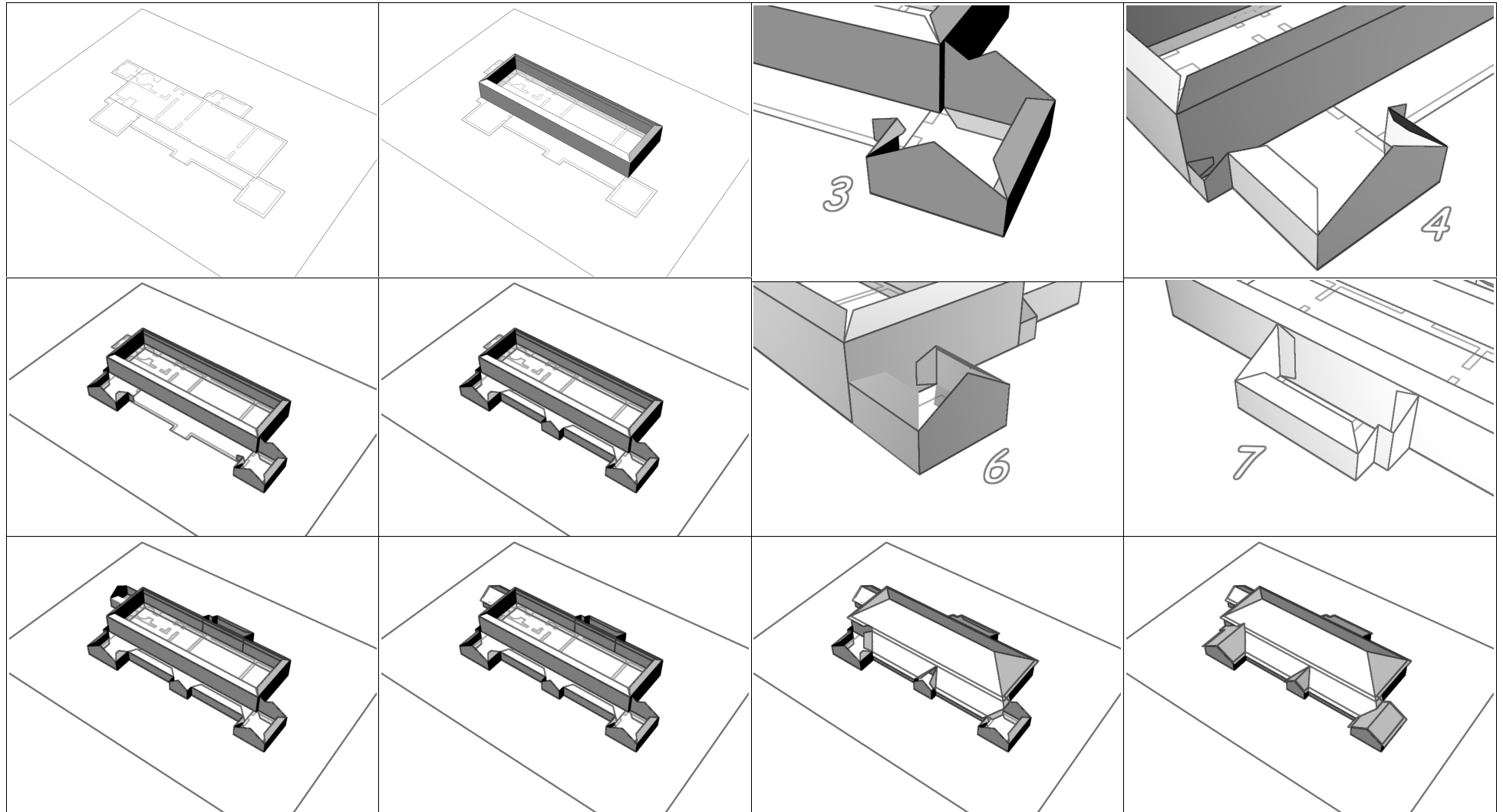


Instructions

The tools required for card modelling (referred to as paper modeling in the USA) are generally to be found around the home. This model requires 150 gsm white card, scissors or a knife to cut out the components, a ruler for scoring straight lines and some glue (PVA white-glue, used sparingly is best but Uhu, Bostick or even Pritt Stick will do). Careful scoring of fold-lines is the key to accuracy of shape. Score lines can be made using a pin or perhaps a blunt craft knife.

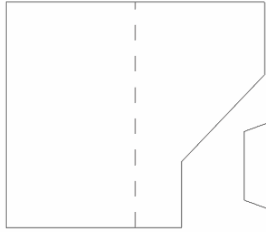
The kit consists of 2 sheets of card. One has the plan of the Roman Villa and the other contains the components for the villa itself. Start with the plan and build the model directly on this. The assembly sequence is illustrated below. Cut around all solid lines. Cut out each piece as you need it. In this way you will reduce the risk of confusing one piece with another.

The dashed lines show where components and gluing tabs are to be scored and folded. Note, some folds will be inwards and others outwards depending on the way in which the components fit together. Use whatever paints and / or pens you like to colour the model. It might be easier to draw some features (such as windows) before starting construction.





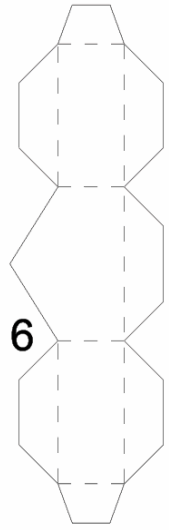
1



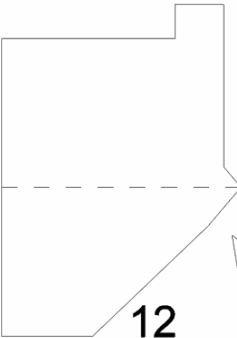
11



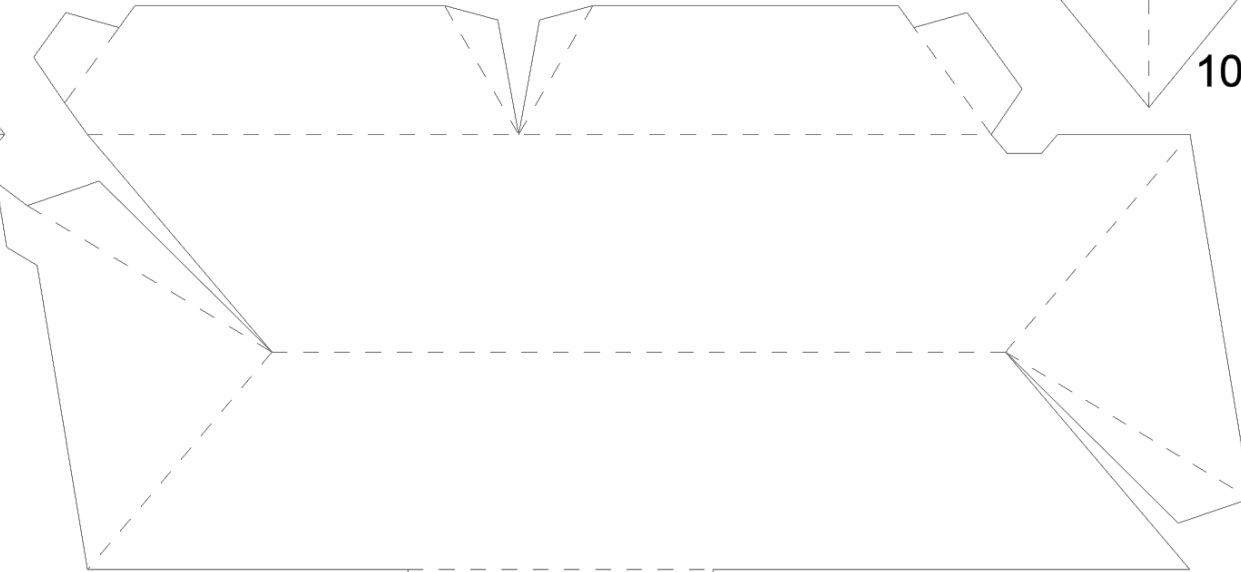
2



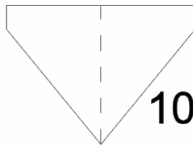
6



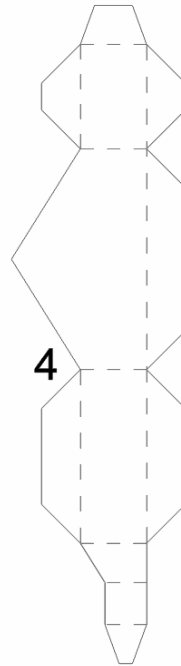
12



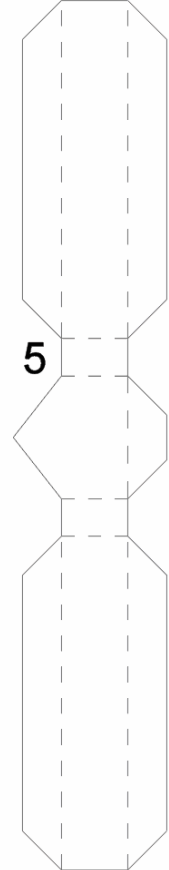
9



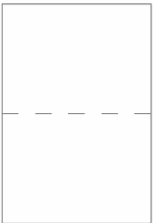
10



4



5



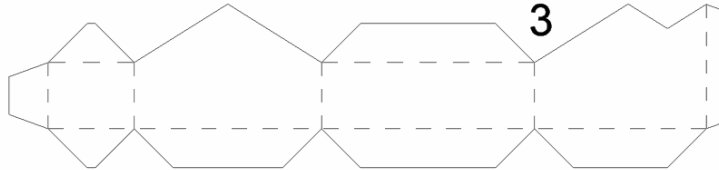
8



7



10



3



Scale (metres)

