

ART A141: SCULPTURE 1

Item	Value
Curriculum Committee Approval Date	03/08/2023
Top Code	100220 - Sculpture
Units	3 Total Units
Hours	108 Total Hours (Lecture Hours 27; Lab Hours 81)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	Yes
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S)
Associate Arts Local General Education (GE)	• OC Active Participation - AA (OC2)
Associate Science Local General Education (GE)	• OCC Arts - AS (OSC1)
California State University General Education Breadth (CSU GE-Breadth)	• CSU C1 Arts (C1)

Course Description

Introduction to three-dimensional sculptural principles, techniques, and concepts utilizing a wide range of materials and practices. Various sculpture methods are practiced with attention to creative self-expression and historical context. Exploration of sculptural material and concepts, technical experiences may include modeling, casting and fabricating with sculptural media. Transfer Credit: CSU; UC.

Course Level Student Learning Outcome(s)

1. Students will create a relief sculpture in clay and demonstrate ability to create a basic mold and cast plaster. Students will create a fully three dimensional sculpture in one of the accepted materials of sculpture making, which may include clay, plaster, or construction materials.

Course Objectives

- 1. Express aesthetic or conceptual intents in various three dimensional media that may include several of the following, but are not limited to: plaster, clay, wood, stone, glass, bronze, iron, steel, concrete and the use of digital technologies such as 3D printers and scanners;
- 2. Produce sculptural objects using basic tools and forming techniques of sculpture (manipulative, substitution, subtractive, additive, fabrication, assemblage etc.) in a safe and appropriate manner
- 3. Display basic skills and craftsmanship in sculpture media using the formal principles of design and visual elements;
- 4. Create sculptural works that demonstrate understanding of representational, abstract, non-objective, or conceptual imagery;
- 5. Examine and describe historical and contemporary developments, trends, materials, and approaches in sculpture;

- 6. Assess and critique sculptural works in group, individual, and written contexts using relevant critique formats, concepts and terminology;
- 7. Safely utilize tools and specialized equipment.
- 8. Define the meaning conceptually, visually, and tactilely of the basic vocabulary of art as it pertains to sculpture, including such concepts as volume, texture, line, balance, symmetry and asymmetry, and qualitative aspects of form.
- 9. Demonstrate knowledge of the characteristics of various 3-dimensional media and understand the advantages of each.
- 10. Demonstrate skill in casting and carving plaster.
- 11. Demonstrate skill in the use of basic power tools which may include saber saw, hand drill, and glue gun.
- 12. Produce sculpture projects using the basic tools and forming techniques of sculpture (manipulative, substitution, subtractive, additive, fabrication, assemblage etc.) in a safe and appropriate manner;
- 13. Demonstrate skill in, and knowledge of the purpose of, maquette building.
- 14. Demonstrate skill in manipulation of the media of sculpture, which may include clay-modeling and skills of fabrication.
- 15. Demonstrate the characteristics of various 3-dimensional media and understand the advantages.
- 16. Demonstrate skill in carving plaster.
- 17. Demonstrate skill in working wax.
- 18. Demonstrate skill in casting plaster.
- 19. Demonstrate skill in the use of basic power tools which may include saber saw, hand drill, and glue gun.
- 20. Demonstrate skill in maquette building.

Lecture Content

1. Major sculptural principles including but not limited to subtractive, additive, fabrication, construction, assemblage, substitution/casting, installation, and digitally based processes. 2. Introduction to representational, abstract, non-objective, and conceptually based imagery. 3. Development of vocabulary specific to sculpture. 4. Introduction to sculptural materials including but not limited to clay, metal, plaster, stone, found objects etc. 5. Creative thinking, problem solving, and decision-making skills used in the visual arts. 6. Formal visual elements and principles of design. 7. Appreciation, interpretation and understanding of both Western and Non-Western artworks with an emphasis on the impact of historical, contemporary, cultural, and physical contexts of sculptural works. 8. Analysis and criticism of sculptural works in oral and written contexts using relevant critique formats, concepts, and terminology. 9. Studio equipment, tool use, maintenance, and safety. 10. Contemporary trends, materials, and approaches in sculpture and three-dimensional art. Definition and overview of sculpture Careers in sculpture Global variance in sculptural concepts Sculpture global history Sculpture terminology Working with clay Principals of additive and reductive sculpture Creating and maintain a concept Developing hand-eye –mind connections Mold-making Significance to sculptors Terminology Mold design Mold media Mold-making tool use Release agents Mold finishing Mold details Mold curing and preparation for use Plaster Origin Plaster types and uses Assemblage Sculptural history and significance Assemblage specific sculptors Contemporary significance in sculpture Working with wood Analyzing materials for proper tooling use Finishes and surfaces 10. Adhesives

and finishes Kinds of adhesives and application Adhesive removal Media-appropriate finishes Environment and finishes Preservation and restoration 11. Polyurethane foam as media Uses in fine and applied art Methods of construction Scale Working in the round Introduction Maquette building Basic sculptural terminology Modeling Maquette mounting pointing system Modeling Sculpture body clays Basic sculpture clay tools Modeling techniques Additive subtractive modeling Negative space development Detailing in clay Textures and effects Model critique/ mold introduction Detailed critique of model introduction to mold-making Significance to sculptors Mold-making Terms used in mold-making Mold design Mold media Mold-making Mold-making tool use Chemical release agents Plaster Origin Plaster types and uses Mixing plaster Curing plaster Mold finishing Port and riser details Mold details Mold curing and preparation for use Assemblage Sculptural history and significance Assemblage specific sculptors Low relief sculpture 2-D art interpretation History and significance Clay as media Carving Drafting principles Casting from low relief One piece molds Low relief mold preparation Foundry Terms Artists Media Techniques Lost wax method Casting Slip casting Slip cast detailing Slip casting firing Wax casting Wax cast detailing Final critique

Method(s) of Instruction

- Lecture (02)
- Lab (04)

Instructional Techniques

Demonstrations, lectures, slide shows, videos, field trips, guest speakers, group critiques, handouts, verbal and written critiques of student work.

Reading Assignments

Using supplied books, read and respond with information about the physical properties and conceptual properties of artworks.

Writing Assignments

Attend receptions/opening of art exhibitions, meet the artist(s) and write about the experience using the given format.

Out-of-class Assignments

Photograph sculptures that you encounter. Present your photographs to the class and describe/critique those sculptures in terms of location, scale, media, concept, and impact.

Demonstration of Critical Thinking

Written analysis of various forms of art presented through printed matter and exhibitions. Portfolio of completed work; Group and individual critiques in oral or written formats;

Required Writing, Problem Solving, Skills Demonstration

Appropriately presented projects for criticism and grading. Final portfolio presented digitally. Written assignments, which may include quizzes, essays, exams, or reports.

Eligible Disciplines

Art: Masters degree in fine arts, art, or art history OR bachelors degree in any of the above AND masters degree in humanities OR the equivalent.

Note: "masters degree in fine arts" as used here refers to any masters degree in the subject matter of fine arts, which is defined to include visual studio arts such as drawing, painting, sculpture, printmaking, ceramics, textiles, and metal and jewelry art; and also, art education and art therapy. It does not refer to the "Master of Fine Arts" (MFA) degree when that degree is based on specialization in performing arts or dance, film, video,

photography, creative writing, or other non-plastic arts. Masters degree required.

Other Resources

1. The Carrier Bag Theory of Fiction by Ursula K LeGuin <https://otherfutures.nl/uploads/documents/le-guin-the-carrier-bag-theory-of-fiction.pdf> 2. Medium is the Message by Marshall McLuhan https://designopendata.files.wordpress.com/2014/05/themediumisthemessage_marshallmcluhan_quentinfiore.pdf 3. Staying With The Trouble by Donna Haraway https://edisciplinas.usp.br/pluginfile.php/4374763/mod_resource/content/0/Haraway-Staying%20with%20the%20Trouble_%20Making%20Kin%20in%20the%20Chthulucene.pdf