

# ART G143: SCULPTURE 2

Item	Value
Curriculum Committee Approval	12/06/2022
Date	
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), • Pass/No Pass (B)

## Course Description

This course is a continuation of the concepts introduced in Sculpture 1. Students will learn about the sculptural techniques of carving, modeling, and constructing at an intermediate level. Students will explore a variety of sculptural materials such as wood, wire, cardboard, found objects, and other materials to develop their technical skills, personal artistic vision, and aesthetic expression at an intermediate level. An in-depth global history of sculpture will be covered with an emphasis on the modern and contemporary periods. PREREQUISITE: ART G142. Transfer Credit: CSU; UC.

## Course Level Student Learning Outcome(s)

1. Course Outcomes
2. Employ various fabrication techniques and materials at an intermediate level in developing three-dimensional works of art.
3. Design a three-dimensional work of art with intermediate-level consideration of surface treatment, presentation, and concept.
4. Apply the elements and principles of design at an intermediate level when creating a three-dimensional work of art.

## Course Objectives

- 1. Use various three-dimensional materials to express aesthetic and/or conceptual intents at an intermediate level.
- 2. Construct three-dimensional sculptural projects using intermediate-level tools and construction techniques.
- 3. Explain intermediate-level sculptural processes using appropriate vocabulary.
- 4. Describe historical and contemporary developments, trends, materials and approaches as related to sculpture.
- 5. Create sculptural works that include representational, abstract, or contemporary imagery at an intermediate level.
- 6. Maintain sculpture studio equipment and materials.

## Lecture Content

Definition of sculpture Intermediate-level vocabulary Global examples of sculpture prior to the 18th century Global examples of sculpture from the 18th to the 20th century Global examples of contemporary trends in

sculpture Intermediate-level application of the elements and principles of design Intermediate-level examples of representational, abstract, non-objective and conceptually based imagery in sculpture Health, safety, tool usage, and maintenance Drills Hand Drill press Saws Band saw Chop saw Table saw Hand saw Sanders Sanding blocks Belt sander Disc sander Pliers, hammers, and other hand tools Terminology and layout of the sculpture studio Sketches, models, and maquettes Planning process Translating ideas into forms Creating, cutting, and assembling a model or maquette Methods for working from a sketch, model, or maquette Construction methods Plaster Creating molds Creating armatures Subtractive Additive Casting Carving Wood Selection and density Additive Subtractive Carving Construction Duplication techniques Metal and wire Additive Subtractive Armatures Fabrication Duplication techniques Cardboard and paper Found objects Assemblage Installation Other intermediate-level materials

## Lab Content

Creation in Various Media Models and maquettes Designing Fabricating Assembling Wood Safety Additive Intermediate-level problem solving exercises that require exploration and manipulation of the material Fabrication Plaster Casting Subtractive through carving Intermediate-level problem solving exercises that require exploration and manipulation of the material Metal and wire Fabrication Addition Subtraction Intermediate-level problem solving exercises that require exploration and manipulation of the material Cardboard, paper, found objects, and other appropriate sculptural materials Fabrication Additive Subtractive Intermediate-level problem solving exercises that require exploration and manipulation of the material Additional intermediate-level materials and fabrication techniques Mold making Fabrication of armatures Duplication techniques on studio equipment Group and individual critiques and analysis of in-progress and completed artwork Portfolio of completed work

## Method(s) of Instruction

- Lecture (02)
- Lab (04)

## Reading Assignments

Read and respond to assigned readings with intermediate-level information about the physical properties and conceptual properties of three-dimensional artworks. Additional Instructor provided materials including readings on sculpture.

## Writing Assignments

Students will work on creating intermediate-level designs for their sculptures, implementing their designs, and researching historical and contemporary sculptors and their works. Students may write reflective essays following their virtual or in person visits to museums to view works of three-dimensional art. Written artists statements.

## Out-of-class Assignments

Students may visit a gallery or museum in person or online to view works of three-dimensional art. Take home written exams on knowledge of intermediate-level sculptural processes, vocabulary and problem solving. Drafting an artists statement.

## Demonstration of Critical Thinking

The student will demonstrate critical thinking and problem solving by applying the elements and principles of design to various intermediate-level sculptural techniques and materials in the creation of three-dimensional works of art. They will also evaluate their work and the work

of their peers and express reasoned judgments during oral and written critiques.

### **Required Writing, Problem Solving, Skills Demonstration**

Students will construct a series of sculptures exploring various intermediate-level building techniques and materials. Students will have written assignments that include the critical evaluations of sculptures presented in class.

### **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.

### **Textbooks Resources**

1. Required Andrews, O. Living Materials: A Sculptors Handbook, 1st (latest) ed. University of California Press, 1998 Rationale: most recent
2. Required George, H. The Elements of Sculpture: A Viewers Guide, 1st (latest) ed. Phaidon, 2014 Rationale: latest

### **Other Resources**

1. 8x10 (or similar) sketchbook
2. Pencils (HB, 2B)
3. Erasers: White and Kneaded
4. Felt Tip Markers (assorted colors, large and small)
5. Assorted sculptural tools for clay, wire, and other materials
6. Assorted cardboard, wire, and found objects
7. Blue painters tape