

# ART 5C: SCULPTURE

## Foothill College Course Outline of Record

Heading	Value
<b>Units:</b>	4
<b>Hours:</b>	3 lecture, 3 laboratory per week (72 total per quarter)
<b>Advisory:</b>	This course is included in the Sculpture family of activity courses.
<b>Degree &amp; Credit Status:</b>	Degree-Applicable Credit Course
<b>Foothill GE:</b>	Non-GE
<b>Transferable:</b>	CSU/UC
<b>Grade Type:</b>	Letter Grade (Request for Pass/No Pass)
<b>Repeatability:</b>	Not Repeatable

## Student Learning Outcomes

- Students will be able to demonstrate technical mastery using a wide range of sculptural materials.
- Students will be able to generate three-dimensional sculptural art pieces that use the design principles and elements.

## 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.

## Course Objectives

The student will be able to:

- 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, concrete, installations, and the use of digital technologies, such as 3-D printers and scanners
- Produce sculpture projects using the basic tools and forming techniques of sculpture (e.g., manipulative, substitution, subtractive, additive, fabrication, assemblage) in a safe and appropriate manner
- Display basic skills and craftsmanship in sculpture media using the formal principles of design and visual elements
- Create sculptural works that demonstrate understanding of representational, abstract, non-objective, or conceptual imagery
- Examine and describe historical and contemporary developments, trends, materials, and approaches in sculpture
- Assess and critique sculptural works in group, individual, and written contexts, using relevant critique formats, concepts and terminology
- Safely utilize tools and specialized equipment

## Course Content

- Major sculptural principles
  - subtractive
  - additive
  - fabrication
  - construction
  - assemblage
  - installation
  - digitally-based processes

- Introduction to style
  - representational
  - abstract
  - non-objective
  - conceptually-based imagery
- Development of vocabulary specific to sculpture
- Introduction to sculptural materials
  - plaster
  - clay
  - found objects
  - 3-d printing, installation
- Conceptual process
  - creative thinking
  - problem solving
  - decision-making skills
- Formal visual elements and principles of design
- Appreciation, interpretation and understanding of both Western and Non-Western three-dimensional artworks
  - historical
  - contemporary
  - cultural
  - physical contexts
- Analysis and criticism of sculptural works in oral and written contexts using relevant critique formats, concepts, and terminology
- Studio equipment, tool use, maintenance, and safety
- Contemporary trends, materials, and approaches in sculpture and three-dimensional art

## Lab Content

- Problem solving visual exercises that develop three-dimensional awareness and require exploration and manipulation of the basic materials used to create sculpture.
- Studio projects that explore the elements and organizing principles of three-dimensional design, including, but not limited to, the use of additive, subtractive, substitution, fabrication, assemblage, digital, etc.
- Studio projects that include, but are not limited to, the use of representational, abstract, non-objective and conceptual imagery.
- Development of skills and processes using a variety of artistic materials, techniques and tools appropriate to an introductory study in sculpture, which may include, but are not limited to, paper, plaster, clay, wire, metal, fibers, mixed media, installation.
- Safe use of tools and specialized equipment.

## Special Facilities and/or Equipment

- Classroom space with large working surface areas, tables and ventilation for particulates, dust, soot, smoke, vapors and gases.
- Adequate storage for materials and projects.

## Method(s) of Evaluation

Evaluation methods may include but are not limited to:

- Portfolio of completed sculptural work
- Group and individual critiques in oral or written formats
- Written assignments and research projects, which may include quizzes, essays, exams, or reports

## Method(s) of Instruction

- Lecture presentations, classroom discussions and sculpture demonstrations using the language of sculpture.
- In-class sculpture critiques by the instructor and students followed by instructor-guided interpretation and analysis.

C. Group sculpture presentations of major projects followed by in-class discussion, critiques and evaluation.

## **Representative Text(s) and Other Materials**

Andrews, Oliver. Living Materials, A Sculptors Handbook. University of California Press, 1998.

Kelly, James J. The Sculptural Idea. 4th ed. Waveland Press, 2003.

Williams, Arthur. Sculpture: Technique, Form, Content. 2nd ed. Davis Pubns Publishers, 1996.

NOTE: Although these texts are older than the suggested "5 years or newer" standard, they remain seminal texts in sculpture.

## **Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments**

A. Read chapters from textbook(s) connected to the principles and elements of designs and sculpture.

B. Write a self critique describing the sculpture processes.

C. Write a paper that describes major contemporary and historical sculptural principles, including, but not limited to, subtractive, additive, fabrication, construction, assemblage, substitution/casting, installation, and digitally-based processes.

## **Discipline(s)**

Art