



COURSE OUTLINE : ART 181
D Credit – Degree Applicable
COURSE ID 001067
Cyclical Review: September 2020

COURSE DISCIPLINE : ART
COURSE NUMBER : 181
COURSE TITLE (FULL) : Intermediate Sculpture
COURSE TITLE (SHORT) : Intermediate Sculpture

CATALOG DESCRIPTION

ART 181 allows the student to continue explorations into the sculptural discipline. A series of sculptural problems, including modeling the complete figure in clay, building three-dimensional forms with plaster and wire armature, carving in hard stone such as alabaster, carving in wood, construction and assemblage, and mixed media are studied in depth. Emphasis is on mastery of technique, further development of aesthetic and conceptual consideration, and self-motivation. The instructor works with each student on an individual basis to provide technical and conceptual assistance.

Total Lecture Units: 2.00

Total Studio Units: 1.00

Total Course Units: 3.00

Total Lecture Hours:36.00

Total Studio Hours: 36.00

Total Laboratory Hours To Be Arranged:0.00

Total Contact Hours: 72.00

Total Out-of-Class Hours: 90.00

Prerequisite: ART 180 or equivalent.



ENTRY STANDARDS

	Subject	Number	Title	Description	Include
1	ART	180	Sculpture Fundamentals	Create projects various three-dimensional media that may include, but are not limited to: plaster, wire, wood, metal, clay, paper, concrete, found objects, and the use of digital technologies such as 3D printers and scanners;	Yes
2	ART	180	Sculpture Fundamentals	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;	Yes
3	ART	180	Sculpture Fundamentals	Display basic skills and craftsmanship in sculpture media using the formal principles of design and visual elements;	Yes
4	ART	180	Sculpture Fundamentals	Create sculptural works that demonstrate understanding of representational, abstract, non-objective, or conceptual imagery;	Yes
5	ART	180	Sculpture Fundamentals	Examine and describe historical and contemporary developments, trends, materials, and approaches in sculpture;	Yes
6	ART	180	Sculpture Fundamentals	Assess and critique sculptural works in group, individual, and written contexts using relevant critique formats, concepts and terminology;	Yes
7	ART	180	Sculpture Fundamentals	Safely utilize tools and specialized equipment.	Yes

EXIT STANDARDS

- 1 Use different sculptural media (including but not limited to) resin, wood, plaster, plexiglass, foam, found objects, fabric, and the use of 3D printers, laser cutters, and digital technologies to expand his or her awareness of sculptural form and expression.
- 2 Apply forming techniques and fabrication of sculptural objects in a safe and appropriate manner.
- 3 Demonstrate technical skills and creative solutions needed to manipulate materials in traditional and experimental methods.
- 4 Apply sculptural concepts through research, readings, digital content, and studio work, with an emphasis on studio work.
- 5 Develop an acute awareness individual approach to sculptural expression.
- 6 Analyze formal, technical and conceptual merits of work by self, peers, and recognized historical sculpture artists.
- 7 Safely utilize tools and specialized equipment.



STUDENT LEARNING OUTCOMES

- 1 Identify and define the intermediate principles and elements of contemporary sculpture;
- 2 Create projects which manipulate materials in one traditional sculptural method;

COURSE CONTENT WITH INSTRUCTIONAL HOURS

	Description	Lecture	Studio	Total Hours
1	Major Sculptural Principles Including but Not Limited to <ul style="list-style-type: none"> • Subtractive • Additive • Fabrication • Construction • Assemblage • Substitution • Casting • Installation • Digitally Based Processes 	4	4	8
2	Introduction to Representational <ul style="list-style-type: none"> • Abstract • Non-Objective • Conceptually Based Imagery 	4	4	8
3	Development of Vocabulary Specific to Sculpture	4	4	8
4	Introduction to Sculptural Materials Including but Not Limited to <ul style="list-style-type: none"> • Resin • Wood • Plaster • Plexiglass • Foam • Found Objects • Fabric • 3D printers • Laser Cutters • Digital Technologies 	4	4	8
5	Skills Used in the Visual Arts <ul style="list-style-type: none"> • Creative Thinking • Problem Solving • Decision-Making Skill 	4	4	8
6	Formal Visual Elements and Principles of Three-Dimensional Design	4	4	8



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7	Understanding of Both Western and Non-Western Artworks with Emphasis on the Impact of Historical of Sculptural Works <ul style="list-style-type: none"> • Appreciation • Interpretation • Contemporary • Cultural • Physical Contexts 	4	4	8
8	Analysis and Criticism of Sculptural Works in Oral and Written Contexts Using Relevant <ul style="list-style-type: none"> • Critique Formats • Concepts • Terminology 	4	4	8
9	Studio Equipment <ul style="list-style-type: none"> • Tool Use • Maintenance • Safety 	4	4	8
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OUT OF CLASS ASSIGNMENTS

- 1 projects (e.g. execute independent original artworks).
- 2 written exercises (e.g. analysis and criticism of sculptural works)
- 3 museum and gallery visits

METHODS OF EVALUATION

- 1 studio projects;
- 2 portfolio review;
- 3 oral presentations;
- 4 examinations;
- 5 written exercises;
- 6 final examination.

METHODS OF INSTRUCTION

- Lecture
- Laboratory
- Studio
- Discussion



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- Multimedia
- Tutorial
- Independent Study
- Collaboratory Learning
- Demonstration
- Field Activities (Trips)
- Guest Speakers
- Presentations

TEXTBOOKS

Title	Type	Publisher	Edition	Medium	Author	IBSN	Date
Conceptual Block Busting	Required	Wesley Addison		print	James L. Adams	1541674049	2019
Living Materials; A Sculptor's Handbook	Required	University of California Press			Oliver Andrews	9780520064522	1992
Read required and recommended reading from various texts, periodicals.							