

C-ID Descriptor

Sculpture (Archived - for reference only)

Descriptor Details

- **Descriptor Title:** Sculpture (Archived - for reference only)
- **C-ID Number:** 240
- **Units:** 3.0
- **Hours:** 0000
- **Date of Last Revision:** 10/12/2017 04:44:01 PM PDT

General 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.

Prerequisites

No information provided

Corequisites

No information provided

Advisories

No information provided

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. 10. Contemporary trends, materials, and approaches in sculpture and three-dimensional art.

Lab Activities

1. Problem solving visual exercises that develop three-dimensional awareness and require exploration and manipulation of the basic materials used to create sculpture.
2. 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.
3. Studio projects that include, but are not limited to, the use of representational, abstract, non-objective and conceptual imagery.
4. 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, wood, plaster, wire, metal, clay, fibers, mixed media.
5. Safe use of tools and specialized equipment.

Objectives

At the conclusion of this course, the student should be able to:

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 sculpture projects using the 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.

Evaluation Methods

Portfolio of completed work;

Group and individual critiques in oral or written formats;

Written assignments, which may include quizzes, essays, exams, or reports.

Textbooks

Andrews, Oliver Living Materials.

Kelly, James J. The Sculptural Idea.

Williams, Arthur. Sculpture: Technique, Form, Content.