

SCULPTURE I

5.12.2017

WITH STUDENT LEARNING OUTCOMES

Sculpture I (FA251, 3 credits) - Sculpture Track

Course Description:

A variety of sculptural techniques and processes are introduced. Students work both objectively and non-objectively through a variety of motifs and concepts, in a sequence of problems designed to develop their understanding of the possibilities of form and function in both representation and abstraction. Study of the technical aspects of sculpture will enhance the student's ability to communicate effectively within a given medium.

Prerequisite: Two-Dimensional Design II: Color and Three-Dimensional Design II

Students will:

1. Use sculptural concepts in tandem with drawing and design concepts to visually organize a work of art. (PC 1, 3, 4)
2. Demonstrate basic knowledge of a variety of sculptural techniques and languages, both current and historic, to apply different organizations and structures as analogies for tactile experience. (PC 1, 2, 4)
3. Demonstrate basic ability to utilize the tools and processes of specific mediums effectively. (PC 2)
4. Demonstrate ability to effectively communicate ideas through creative problem solving, critical thinking, and the basic knowledge of sculptural issues. (PC 4)

Required Texts: There is no required text for this course.

Supplementary Readings: TBD

Supplies: TBD

Supplemental Supplies: Media Resources:

Artstor.org additional digital sources will be announced during the semester.