

SCULPTURE FOCUS AREA

GATEWAY (Required)

ART 2701C Sculpture I - This course is an introduction to basic sculptural processes. Students will be introduced to the proper use and function of the wood and steel shops, as well as a variety of other tools and techniques for making sculpture. There is an emphasis on developing ideas through analytical responses to assignments.

FOUNDATIONS PREREQUISITES

ART 1203 3D Foundations
ART 1300C Foundations Drawing

FOUNDATIONS COREQUISITES

ART 1000 Success Strategies
ART 1201C 2D Foundations
ART 1602C Digital Foundations
ART 2204C Cont. Art Foundations

CHOOSE AT LEAST 2 OF THE FOLLOWING:

ART 4642C Digital Fabrication - This course serves as an introduction to the modeling, simulation, and physical realization of digital forms, through the use of rapid prototyping techniques and associated software applications. Through readings, screenings, and discussions, students explore the technology, theory, history, and current trends regarding the use of digital forms in contemporary art and culture. Students also design, and realize their own works of art utilizing the appropriate tools and techniques, then evaluate the results and those of their peers in critique sessions.

ART 4928C Advanced Workshop: Installation - This course addresses issues related to installation as sculptural form. We will explore ways to activate particular spaces with various materials and processes including projected imagery, constructed objects/environments, found forms, light, sound, digital media, and others. Depending upon ideas and interest, installations may be formal, conceptual, and/or may address political, gender, and/or cultural/social issues.

ART 4928C Advanced Workshop: Soft Sculpture - Working with supple, malleable materials - cloth, natural fibers, yarn, plastic, foam, rope, paper - this course explores the creation of three-dimensional structures and forms. We will investigate the inter-relationship between material, concept, and process. Exploration is extended to found materials and devising ways to combine disparate material languages and capabilities. Soft sculpture can be applied to multiple formats, creating single sculptures, multiples, wearable items or installations.

PREREQUISITES

All Foundations

All Foundations

ART 2701C – Sculpture I

All Foundations

ART 2701C – Sculpture I

TAKE THIS COURSE:

ART 3701C Sculpture II – This course is designed to teach formal and conceptual sculpture-making skills. Assignments address fabrication techniques and concepts. The purpose of this course is to build upon the skills acquired in Sculpture 1 and related courses and to investigate traditional and alternative techniques. This course will also investigate other processes and mediums related to the sculpture discipline to include video, sound, light, digital media, performance, etc.

PREREQUISITES

All Foundations

ART 2701C – Sculpture I