Course Syllabus

Department: Visual and Performing Arts

Date: 12/15/12

I. Course Prefix and Number: ART 205

Course Name: Modeling & Sculpture I

Credit Hours and Contact Hours: 3 credit hours and 4 contact hours

Catalog Description including pre- and co-requisites: Working from life and a study model, the student will gain an understanding of three-dimensional form. Modeling with clay, techniques will be covered to understand portraiture or the human figure. Casting with plaster will be also included.

Relation to Academic Programs and Curriculum: This course provides a basic hands-on experience in the realization of three-dimensional form that will prepare the student for transfer to a four-year program in the Fine Arts.

II. Course Student Learning Outcomes:

Upon completion of the course the participant will be able to:

1. Create a portrait or figure sculpture from life using plasteline clay
2. Demonstrate the basic design aspects of three-dimensional form, using different media.
3. Distinguish the differences between working two and three dimensionally
4. Create a mold in plaster from their clay piece.
5. Construct a completed plaster casting based on either the portrait or figure.

College Learning Outcomes Addressed by the Course:

☐ writing  ☐ ethics/values
☐ oral communications  ☐ citizenship
☐ reading  ☐ global concerns
☒ mathematics  ☐ information resources
☒ critical thinking
III. Assessment Measures (Summarize how the college and student learning outcomes will be assessed): For each identified outcome checked, please provide the specific assessment measure.

Mathematics:
Apply basic mathematics towards measuring and using proportions  

Assessment:
Review of their efforts to properly measure and scale according to project guidelines.

Critical Thinking:
Appraise technical and visual unity in their work  

Assessment:
Measured through the review of projects. The instructor will provide the participant with written and verbal feedback.

IV. Instructional Materials and Methods

Types of Course Materials:
Handouts, and through reference and supportive materials provided for through the college on-line provider.

Methods of Instruction (e.g. Lecture, Lab, Seminar…)
Lectures, demonstrations, working studio sessions, critiques (group and individual) and student projects

V. General Outline of Topics Covered:

I. Introduction to studio environment and class expectations

II. Guidelines for evaluating Three-dimensional/Sculptural work: Technique/Visual Unity

III. Three-dimensional study project: Orientation to working with wire, foam-core and or mat-board

IV. Study of the Portrait and Figure in sculpture: Precedents and contemporary approaches
V. Techniques and process of working with Plasteline Clay:
   Armature construction, hand building and use of tools for surface

VI. Proportions and the visual unity of the work, through the Portrait or Figure:
   Calipers as an assist to working with the eye for measurement

VII. Introduction to Anatomy and working with a live model

VIII. Mold-making and introduction to Plaster as a media

IX. Casting with Plaster

X. Finishing techniques with Plaster: unique and faux finishing approaches