ART 33A Course Outline as of Spring 2011

CATALOG INFORMATION

Dept and Nbr: ART 33A Title: BEGINNING SCULPTURE
Full Title: Beginning Sculpture
Last Reviewed: 9/26/2022

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00	Lab Scheduled	4.00	6	Lab Scheduled	70.00
		Contact DHR	0		Contact DHR	0
		Contact Total	6.00		Contact Total	105.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00 Total Student Learning Hours: 175.00

Title 5 Category:	AA Degree Applicable
Grading:	Grade or P/NP
Repeatability:	00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:	
Formerly:	

Catalog Description:
An introductory course in sculpture focusing on basic form construction technique using clay, plaster, wood, sheet metal, and found objects.

Prerequisites/Corequisites:

Recommended Preparation:
Course Completion of ART 3 or ART 5

Limits on Enrollment:

Schedule of Classes Information:
Description: An introductory course in sculpture focusing on basic form construction technique using clay, plaster, wood, sheet metal, and found objects. (Grade or P/NP)
Prerequisites/Corequisites:
Recommended: Course Completion of ART 3 or ART 5
Limits on Enrollment:
Transfer Credit: CSU;UC.
Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	**Area**	Effective:	Inactive:
CSU GE:	**Transfer Area**	Effective:	Inactive:
IGETC:	**Transfer Area**	Effective:	Inactive:

CSU Transfer:	Transferable	Effective:	Fall 1981	Inactive:	
UC Transfer:	Transferable	Effective:	Fall 1981	Inactive:	

CID:
CID Descriptor: ARTS 240 Sculpture
SRJC Equivalent Course(s): ART33A

Certificate/Major Applicable:
Both Certificate and Major Applicable

COURSE CONTENT

Outcomes and Objectives:
1. Identify and evaluate visual elements of sculptures to present the work for critique.
2. Employ major sculptural techniques including constructing, casting, carving and forming to create basic art pieces.
3. Develop and employ a working vocabulary of sculptural terms including form, scale, plane and texture.
4. Demonstrate creative processes and decision-making skills with both disciplined work habits and risk-taking experimentation.
5. Examine examples of historical and contemporary sculpture to arrive at aesthetic and technical judgments.
6. Define health and safety issues that arise from the use of materials and equipment to maintain a sculpture studio.

Topics and Scope:

I. Sculpture materials
   A. Clay
   B. Wood
   C. Plaster
   D. Found objects
   E. Sheet metal
II. Sculptural methods
   A. Construction
   B. Casting
   C. Carving
   D. Forming
III. Sculptural elements and principles
   A. Form and shape
   B. Space and volume
   C. Texture

D. Human anatomy
E. Additional vocabulary

IV. Aesthetics
A. History of sculpture
B. Criticism of sculpture
C. Selection of materials
D. Formal decision making

V. Tools and equipment
A. Pneumatic air tools
B. Electrically powered hand tools
C. Manual hand tools
D. Stationary machinery

VI. Health and Safety
A. Tools and machinery
B. Toxic materials and particulate matter

Assignment:

1. Use clay to make organic and mechanical forms.
2. Cast and carve plaster to make basic forms.
3. Make rigid and flexible molds.
4. Create the same form in a variety of materials and methods.
5. Use organic materials to make sculpture.
6. Fabricate found materials into mixed media.
7. Examine books and magazines devoted to sculpture and techniques.
8. Create a final project demonstrating techniques learned during the course; present completed work.
9. Use sheet metal to create a variety of forms.
10. Work from the human figure to create studies.

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because skill demonstrations are more appropriate for this course.	Writing 0 - 0%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

None	Problem solving 0 - 0%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Class performance, final exhibit of completed work.	Skill Demonstrations 70 - 80%

Exams: All forms of formal testing, other than skill performance exams.

None	Exams 0 - 0%

Other: Includes any assessment tools that do not logically fit into the above categories.

Attendance, artistic growth and participation.	Other Category 20 - 30%

Representative Textbooks and Materials:
The Sculptural Idea, 4th Ed. Kell, James J. Waveland Press: 2003 (Classic)