

ART-1100: SCULPTURE I

Cuyahoga Community College

Viewing: ART-1100 : Sculpture I

Board of Trustees:

2011-03-22

Academic Term:

Fall 2020

Subject Code

ART - Art

Course Number:

1100

Title:

Sculpture I

Catalog Description:

Introduction to sculptural forms, materials, and processes. Application of three-dimensional design principles to given spatial problems. Overview of historic significance of sculpture. Projects may vary with classroom facilities at each campus.

Credit Hour(s):

3

Lecture Hour(s):

1

Lab Hour(s):

5

Other Hour(s):

0

Requisites

Prerequisite and Corequisite

ART-1070 3D Foundations; or departmental approval: comparable course.

Outcomes

Course Outcome(s):

Research and interpret the significance of sculpture in human culture across time.

Objective(s):

1. Investigate and summarize the primary roles of sculpture in human societies across time and place.
2. Correlate basic sculptural styles with broad geographical regions and time periods.
3. Recognize works of select sculptors, both classical and contemporary.

Course Outcome(s):

Apply three-dimensional design principles to the creation and analysis of sculptural form.

Objective(s):

1. Use design and sculpture terminology in analysis of sculptural form.
2. Identify and employ three-dimensional design principles in the planning and construction of sculptural forms.

Course Outcome(s):

Utilize a variety of basic sculptural materials, forms, and processes to effectively solve given spatial problems.

Objective(s):

1. Demonstrate basic manual dexterity and material sensibility through quality craftsmanship in finished sculptures.
 2. Identify and utilize safety precautions for materials, tools, equipment, and processes.
 3. Formulate effective plans to manage time, material and equipment constraints in relation to required coursework.
 4. Identify and define the physical properties of various basic sculptural materials.
 5. Create a range of three-dimensional forms: relief to in-the-round.
 6. Employ a range of style, from representational to non-representational.
 7. Use a variety of basic construction processes.
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Course Outcome(s):

Apply basic research and problem-solving skills to the creation and analysis of sculptural form.

Objective(s):

1. Research and collect information to best solve given spatial problems.
 2. Create visual sketches and/or three-dimensional models to express possible solutions to given spatial problems.
 3. Maintain a written record of ideas, problems, and solutions throughout the working process for each project.
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Methods of Evaluation:

1. Meeting defined requirements and timely completion of projects
2. Prepared for class with all required materials and supplies for a project
3. Level of craftsmanship and creativity with materials and concept
4. Evident use of three-dimensional design principles
5. Written reports and presentations to class
6. Perceptive/analytical participation in individual and class critiques
7. Written examinations and/or quizzes
8. Ideation sketches in 2D/3D and problem-solving thoughts
9. Notebook containing syllabus, hand-outs, writing assignments, research and reference materials
10. Use of new vocabulary related to sculpture
11. Ability to identify, solve, and amend technical issues/solutions in all phases of production. Present findings to class.
12. Level of respect and cooperation with classmates and instructor
13. Tool and equipment safety and operating tests
14. Participation in studio activities, safety procedures, classroom clean up, and care of equipment and tools

Course Content Outline:

1. Studio policies and procedures
 - a. Standard operating procedures related to general usage of the specific classroom
 - i. Proper attire in the studio
 - ii. Safety with general equipment, materials, and chemicals in the studio
 - iii. Consumables in the classroom
 - iv. Student storage area
 - v. Work surfaces and areas for defined activities
 - vi. Light, water and electricity for tools
 - vii. Clean-up procedures and resources
 - viii. Open lab hours and policies
 - ix. Mutual respect and cooperation
 - b. Specific studio procedures related to sculpture materials, tools, and equipment
 - i. Inventory and procedures for accessing sculpture tools and equipment
 - ii. Safety information and operation of tools and equipment
 - iii. Proper care of tools and equipment
 - iv. Safety precautions, hazardous information, and disposal procedures for sculptural materials and waste
2. The significance and meaning of sculpture to human culture
 - a. Historic roles of sculpture
 - i. Ceremonial
 - ii. Functional
 - iii. Aesthetic
 - b. Basic overview of sculptural history across major time periods, broad geographical areas, and sculptural styles/movement
 - c. Introduction to the works of select sculptors, classical and contemporary
3. Three-dimensional design principles applied to various materials and sculpture projects

- a. Elements of three-dimensional design
 - i. Line (line quality, actual and implied line)
 - ii. Form (shape, plane, positive/negative, primary/secondary contours, volume, mass, buoyancy, gravity, interior/exterior, static/dynamic)
 - iii. Space (figure/ground, compression/expansion, activated space, public/private)
 - iv. Texture (natural, fabricated, visual)
 - v. Light and value
 - vi. Color (basic properties)
 - vii. Time (actual or illusory movement, viewing time, temporality/permanence)
 - b. Organizing principles of three-dimensional design to give meaning/content to form
 - i. Unity (harmony)
 - ii. Variety (contrast)
 - iii. Repetition
 - iv. Rhythm
 - v. Balance
 - vi. Scale
 - vii. Proportion
 - viii. Emphasis
 - ix. Visual economy
 - c. Eastern principles of design, including shibui and wabi-sabi
 - d. Employing harmonic contrasts (yin-yang principle) to energize sculptural works
 - e. Synthesize and apply three-dimensional design elements and principles to a given spatial problem
4. Degrees of three-dimensionality
 - a. Relief
 - b. One-sided (frontal, half-round, three-quarter)
 - c. Freestanding (in-the-round)
 5. Degrees of likeness to known objects
 - a. Representational or figurative (hyper-realism, naturalistic, idealized, stylized)
 - b. Abstract
 - c. Nonobjective or nonrepresentational
 6. Use a variety of sculptural media in a series of creative experiences.
 - a. Materials vary with classroom facilities and resources at each campus, but may include (but not be limited to): stone, wood, metal, wire, clay, fiber, paper, board, plastic, glass, wax, soap, salt block, plaster, glues, tapes, found or repurposed objects, and other relevant and available technologies
 - b. Material properties may include but not be limited to: strength, workability, durability, weight, toxicity, function, cost, and other features or limitations
 - c. Increasing material strength
 - i. Composites
 - ii. Structural strength, using skeletons or exoskeletons, such as armatures
 - iii. Distributing forces, including compression, tension, bend, torque, and shea
 - iv. Other physical forces such as weight, gravity, and expansion
 7. Experience a variety of construction methods and processes
 - a. Additive
 - i. Assemblage
 - ii. Modeling
 - iii. Joinery and connection (contact, junctions, and joints)
 - iv. Weaving
 - b. Subtractive
 - i. Carving
 - ii. Using forces of nature
 - c. Surface qualities
 - i. Natural to manipulated
 - ii. Rough to smooth
 - iii. Mat to reflective
 - iv. Transparent to opaque
 - v. Light to dark value
 - vi. Achromatic to chromatic
 - d. Various surface treatments, depending upon materials (e.g., paint, ceramic glaze, etc.)
 - e. Presentation methods (e.g., pedestal, plinth, suspended, floating, etc.)

8. Research and problem-solving skills in relation to creative growth and given assignments
 - a. Find visual and verbal references to solve given spatial problems
 - i. Visual study of nature
 - ii. Visual study of man-made structures and technology
 - iii. Consulting library and internet resources
 - iv. Using a thesaurus to make word connection
 - v. View cultural artifacts at museums
 - vi. View work of other contemporary artists in variety of media
 - b. Brainstorm with classmates
 - c. Visual thinking
 - i. Thumbnail sketches
 - ii. Three-dimensional models
 - iii. Maintain written/visual summaries during the working process
9. Analysis of sculptural form
 - a. Vocabulary of design and sculpture
 - b. The classroom critique process
 - c. Self-evaluation, oral and written
10. Time management
 - a. Preparing the work area
 - i. Begin with a clean work area
 - ii. Gather and organize all needed supplies
 - iii. Keep assignment sheets, research, and notebook at hand
 - b. Prioritize
 - c. Work sequentially
 - d. Productive use of class time
 - e. Maintain momentum in a project
 - f. Working together
 - g. Accessing open lab hours

Resources

Coleman, Ronald L. *Sculpture: A Basic Handbook for Students*. 3rd edit. Dubuque : William C. Brown, 1990.

Hamer, Frank. *Potter's Dictionary of Materials and Techniques*. 5th edit. Philadelphia : University of Pennsylvania Press, 2004.

Peck, Stephen Rogers. *Atlas of Human Anatomy for the Artist*. Oxford : Oxford University Press, 1982.

William, Arthur. *Sculpture: Technique, Form, Content*. Rev. edit. Worcester : Davis, 1995.

Zelanski, Paul, and Mary Pat Fisher. *Shaping Space*. 3rd ed. Thomson Wadsworth, 2006.

Julie H. Reiss. *From Margin to Center: The Spaces of Installation*. Cambridge : MIT Press, 2001.

Buskirk, Martha. *The Contingent Object of Contemporary Art*. The MIT Press, 2005.

Causey, Andrew. *Sculpture since 1945 (Oxford History of Art)*. Oxford University Press, 1998.

Collins, Judith. *Sculpture Today*. 1st ed. Phaidon Press Inc, 2007.

Hessenberg, Karin. *Sculpting Basics: Everything You Need to Know to Create Three-Dimensional Artworks*. Barron's Educational Series, 2005.

Hoptman, Laura; Flood, Richard; Gioni, Massimiliano; and Smith, Trevor. *Unmonumental*. Phaidon Press Inc., 2007.

Kelly, James J. *The Sculptural Idea*. 4th ed. Waveland Press, 2004.

Lark Books. *The Figure in Clay: Contemporary Sculpting Techniques by Master Artists (A Lark Ceramics Book)*. Lark Books, 2005.

Mills, John. *Encyclopedia of Sculpture Techniques*. 2nd ed. Batsford, 2005.

Penny, Nicholas. *The Materials of Sculpture*. Yale University Press, New Haven, CT, 1996.

Plowman, John. *The Encyclopedia of Sculpture Techniques*. Sterling, 2003.

Robertson, Jean and McDaniel, Craig. *Themes of Contemporary Art: Visual Art after 1980*. 2nd ed. Oxford University Press, USA, 2009.

Saatchi Gallery. *Shape of Things to Come: New Sculpture*. Rizzoli, 2009.

Harper, Glenn and Moyer, Twylene (editors). *Conversations on Sculpture (Perspectives on Contemporary Sculpture)*. Oakland Museum of California, 2007.

James, Thurston. *The Prop Builder's Molding Casting Handbook*. Betterway Books, 1989.

Read, Herbert. *Modern Sculpture: A Concise History (World of Art)*. reprint. Thames Hudson, 1985.

Phaidon Press (editors). *Vitamin 3-D: New Perspectives in Sculpture and Installation*. 1 st ed. Phaidon Press, 2009.

"Art in America"

"Art News"

"Sculpture"

"Sculpture Review"

"Artforum"

"American Crafts Council"

"Craft America"

Resources Other

1. <http://www.sculpture.org/>
2. <http://www.katemacdowell.com/index.html>
3. http://www.ted.com/talks/lang/eng/arthur_ganson_makes_moving_sculpture.html
4. http://www.ted.com/talks/lang/eng/tom_shannon_s_magnetic_sculpture.html
5. <http://www.ted.com/search?q=sculpture>
6. http://www.ted.com/speakers/tom_shannon.html
7. http://blog.ted.com/2007/04/vik_muniz_on_te.php
8. <http://www.flickr.com/photos/growart/4868185816/in/set-72157624545848339/>
9. <http://www.youtube.com/watch?v=ZDT1sPrhE00&feature=related>
10. <http://www.youtube.com/watch?v=-D5aOUJ0QXM&feature=related>

11. <http://www.youtube.com/watch?v=IPleqqayNH8&feature=related>
12. <http://www.youtube.com/watch?v=c4vOVA7b4SE&feature=related>
13. <http://www.youtube.com/watch?v=gE9XVyAln9s>
14. <http://www.youtube.com/watch?v=rJembozgSJ4>
15. <http://www.youtube.com/watch?v=dPMkvyCxvel>
16. <http://www.eckmanfineart.com/works.html>
17. <http://www.flickr.com/photos/growart/4868185816/in/set-72157624545848339/>
18. <http://www.youtube.com/watch?v=8fWhYot57i8&NR=1>
19. <http://www.reubenmargolin.com/index.htm>
20. <http://vimeo.com/3001833>
21. <http://www.youtube.com/watch?v=RCqr3ZJ8lgc>
22. http://www1.ttcn.ne.jp/a-nishi/z_p_toy.html
23. <http://www.youtube.com/watch?v=pkEDDj7TTHE&feature=related>
24. <http://www.ericfranklin.com/>

Instructional Services

OAN Number:

Transfer Assurance Guide OAH047

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