

ART 191 - SCULPTURE I

Course Description

This course is an introduction to sculpture. An understanding of 3D Design, elements and principles, and their applications will be explored. Students will be exposed to a variety of materials (wood, wax, plaster... etc) and processes through which they will learn how to speak about and render objects in 3-D. Group 2 course.

Credit Hours

3

Contact Hours

4

Lecture Hours

2

Lab Hours

2

Course Learning Outcomes

Knowledge:

- Explain how to render and understand 3-D objects.
- Identify how objects interact within a given space.
- Define terminology relative to 3-D design, fabrication and criticism.

Application:

- Derive solutions to complex questions using unique problem-solving techniques.
- Formulate written and verbal language to describe the 3-D form.
- Analyze work made by their colleagues through formal critiques.
- Compare and contrast the strengths and limitations of materials used to complete course projects.

Integration:

- Connect problem-solving techniques to the building trades and engineering fields of study.
- Combine communication and analytical skills to speak about complex and abstract ideas.

Human Dimension:

- Be aware of the space around them by working in close proximity to their colleagues in a community studio setting.
- Collaborate with a team on course projects.

Caring - Civic Learning:

- Explore ways to navigate and discuss the sensitive nature of personal expression.

Learning How to Learn:

- Construct knowledge about answering open questions from verbal and visual stimuli.
- Identify what is required to know about visually breaking down an object in order to understand its composition.
- Self-assess and reflect upon their coursework and learning process.