

Mt. San Jacinto College
Integrated Course Outline of Record

Form B

Submitted by:	Chet Glaze	Date:	12/17/2020
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Department	Subject	Course Number	Title
Art	Art ART	170	Intermediate Sculpture

Units/Hours

Each lecture unit requires 1 hour per week of class time, and 2 hours per week of study outside of class.
Each laboratory unit requires 3 hours per week of class time.
Each activity unit requires 2 hours per week of class time and 1 hour per week of study outside of class.

Activity Units	Total Units
3.00	3.00
Activity Contact Hours	Total Contact Hours
96.00 - 108.00	96.00 - 108.00
Activity Homework Hours	
48.00 - 54.00	

Stand Alone:

Program Applicable

AA/AS Degree General Ed Breadth Area(s):

-none-

General Education Justification:

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Maximum Enrollment:	25
Maximum Enrollment Justification:	Course requires significant individualized instruction or assessment – check all that apply: * Course requires graded class discussion and graded class participation. * Course requires 3 or more oral presentations by each student per semester. * Course relies on small group dynamics as a means of instruction or assessment. * Course requires that each student be evaluated

individually on a set of skills more than twice per semester.

Course has safety or compliance factors which influence the enrollment cap “ check all that apply:

* Course has safety or health reasons that the class should have a non-standard enrollment cap.

Justification: This course requires students to complete a variety of technical processes. These include working with materials such as Silica that can be potentially hazardous if used incorrectly and working together as a team to pour liquid bronze which has a melting temperature of 1,742 °F. Special equipment and protection gear are used in the class. A lower enrollment cap is necessary for safety and for individualized instruction covering technical process and safe teamwork.

Grading Method:
TOP code:

Letter Grade or P/NP
1002.20

Can be
Taken

1

time(s) for credit (max 4)

- Visual or Performing Arts course that is required to meet major requirements for UC/CSU
- Intercollegiate athletics course
- Academic/vocational competition course

Catalog Description:

(Please do not refer to transferability or degree, certificate, or employment concentration applicability. Please only describe the course).
(75 words or less in gray box below).

This course introduces intermediate-level, three-dimensional design principles, and a variety of traditional techniques and contemporary theory. Students create contemporary, original designs with an emphasis on material and personal expression. Instruction provides knowledge of bas-relief carving, modeling, mold-making, the lost wax method of bronze casting and surface patina.

Schedule Description:

(Please do not refer to transferability or degree, certificate, or employment concentration applicability. Please only describe the course).
(25 words or less in gray box below).

This course introduces intermediate-level, three-dimensional design principles, techniques and contemporary theory. Students create contemporary, original designs with an emphasis on material and personal expression.

Need for the course:

This course compliments the 3-dimensional studio courses ART/122, ART/151 and ART/160 by providing students further study in intermediate processes and higher level of individual aesthetic development using a more permanent and technically advanced media. ART/170 is an elective course within the program for an Associate Degree in Art.

Prerequisite(s):

Prerequisites go through a separate approval process. See Forms E1-E6 for details.

(For further clarification, contact the Prerequisite Subcommittee)

- ART 160 with a Grade of C or better.

Corequisite(s):

Corequisites go through a separate approval process. See Forms E1-E6 for details.

-none-

Recommend Preparation:

Recommended Preparation goes through a separate approval process. See Forms E1-E6 for details.

-none-

Other Enrollment Criteria:

-none-

Learning Objectives:

(please number each objective and express in behavioral terms)

Upon the completion of the course the student will be able to do the following:

1. Define and properly use specific terminology as it applies to sculpture materials and processes.
2. Create original designs that integrate specific principles of design.
3. Compare and contrast sculptures in relation to elements and principles of design.
4. Distinguish differences in fundamental processes and stylistic characteristics between historic and contemporary sculptures.
5. Practice safe and proper use of specialized tools.
6. Create original sculptures using traditional and contemporary methods and processes.
7. Apply surface coloration, treatment or patina as an integrated expressive aspect of the work as a whole.
8. Practice safe and standard methods for creating sculpture to include modeling, carving and casting.
9. Explain and practice instructed methods of mold-making and casting.
10. Identify important sculptures of Ancient Greece and Rome and the processes of carving and bronze casting used to make them.

Course Content:

(please number the outline of main topics and subtopics)

1. Introduction to a range of historic and contemporary sculpture demonstrating characteristics of different technical processes such as modeling, carving and casting.
 1. Ancient Greece and Lost wax bronze casting
 2. Sculpture from the Roman Empire
 3. Textured bronze from the Shang Dynasty, China
 4. Ancient cast sculpture from the Chola Dynasty, India
 5. Modeling and Sculpture from the Italian Renaissance
 6. Contemporary bronze and public sculpture
2. Demonstration of sculptural processes
 1. Creating a sculpture in clay or wax
 2. Carving wood, wax, clay or foam
 3. Constructing a mold of a sculpture
 1. Clay
 2. Silicone
 3. Fiberglass reinforcement
 4. Plaster
 4. Making flexible or rigid structures

5. Pouring a hardening material into a mold

1. Resins

2. Agrigates

3. Metals

6. Techniques for plaster, wax or bronze casting

7. Refining techniques to include chasing or patina

3. Introduction to Principles of three-dimensional design, terminology and applications

1. Unity

2. Variation and Complexity

3. Contrast

4. Balance

5. Emphasis

6. Rhythm

7. Proportion

8. Movement

4. Introduction and practive of critical analysis of design

1. Creating visual interest and focal points

2. Visual construction and movement

3. Communicating intent

4. Historical intersection

5. Craftsmanship

5. Exploration and comparison of creative process and idea development

1. Ideation

2. Visual development and revision

3. In-process analysis and peer critique

4. Metacognitive reflection

6. Analysis of student projects

1. Group critique analyzing skill, technique, and utilization of design principles within the context of assignment goals

2. Review of craftsmanship and technique

3. Interpretation and response to image and expression

Lab Content:

(please number the outline of main topics and subtopics)

N/A

Methods of Instruction:

Methods of instruction may include, but are not limited to the following:

- **Method:** Lecture

Integration: Instructor lectures utilizing projected images, text, and diagrams to introduce specific terminology as it applies to sculpture materials and processes.

• **Method:** Critique

Integration: Critique of student projects to compare and contrast sculptures in relation to elements and principles of design.

• **Method:** Discussion

Integration: Class discussion on creative process, artistic style and the physical characteristics created by different sculpture materials and methods.

• **Method:** In-class Exercises

Integration: Guided class activities to demonstrate safe and contemporary methods of mold-making and casting.

• **Method:** Observation and Demonstration

Integration: Instructor demonstration of tools and equipment to practice safe and proper use of specialized

tools.

Methods of Evaluation:

A student's grade shall be determined by the instructor using multiple measures of performance related to the course objectives. Methods of evaluation may include but are not limited to the following:

- **Method:** Projects
Integration: Students are evaluated on projects that correctly use the principles of design, three dimensional spatial logic and appropriate sculptural materials and methods.
- **Method:** Exams/Tests
Integration: Students will define and properly use specific terminology as it applies to sculpture materials and processes. Evaluation is based on the ability to correctly use terminology in a written test.
- **Method:** Final Performance
Integration: Students will be evaluated on their ability to complete designs that demonstrate technical skill and craftsmanship. Evaluation is based on a portfolio of completed projects.
- **Method:** Self-Evaluation
Integration: Students will perform self-evaluation that measures their performance against benchmarks set at the start of term. Students will assess both their personal growth related to skill development as well as areas to improve.

Examples of Assignments:

Students will be expected to understand and critique college level texts or the equivalent. Reading and writing, as well as out of class assignments are required. These assignments may include but are not limited to the following:

Project Title: Abstraction

Create an abstract sculpture that departs significantly from natural appearances for the purpose of expression.
Design an asymmetrical sculpture in clay based in part on an object in nature. Use the natural object as inspiration and an observed resource. Demonstrate texture contrast. The completed sculpture hold interest from multiple views. Use your selected object as a point of departure. Enlarge and emphasize a particular quality or form present in the original object. Demonstrate knowledge of abstraction while showing reference to specific qualities in the original resource object. Demonstrate a deliberate shift from natural appearance for the purpose of expression.

Project Goals

1. Create a sculpture that has visual interest *in-the-round*
2. Depart from natural appearances for expressive purpose
3. Create a design that has significant asymmetrical balance
4. Explore a wide variety of contrasting textures

Project Title: Soft Sculpture

Create an object or series of objects that are constructed as soft sculptural forms.

This project will be fundamentally based on the human form and will require significant exploration of a variety of human body types. A photographic and sketched record of the bodies being studied is strongly advised. (Note- Permission is needed when photographing a body). The project should focus on communicating themes of the body through use of the following concepts:

1. Material
2. Scale
3. Pattern
4. Surface texture
5. Movement
6. Volume

Project Goals

1. Create a sculpture or several sculptures that are in-the-round
2. Communicate themes of the human body through material

- 3. Demonstrate design pathology and revision process
- 4. Explore materials not commonly associated with sculpture

Research Paper: Ephemeral Sculpture

Research an artist who creates three dimensional work that is ephemeral in nature. Discuss the materials used by the artist and how they are relevant to the sculptural discipline as a whole. Each paper should include the following:

- 1. 3-5 pages typed with 12 point font (Standard font styles only), double spaced in MLA format.
- 2. 1 paragraph of biographical information about the artist.
- 3. Information about the specific nature of the artist's ephemeral art practice.
- 4. Personal reflection about how ephemeral art challenges cultural and financial standards in fine art.

Weekly Homework: Found Sculpture

There will be a weekly requirement to turn in an example of "found" sculpture in the form of a photograph, a detailed drawing or a video tour. This weekly project examines everyday objects that have sculptural traits and their impact on the environment they exist in. Each weekly response must include the following:

- 1. Documentation of the found sculpture (photo, drawing or video tour).
- 2. A description of why this work was selected.
- 3. A critical analysis of the work using at least one of the 7 Principles of Design.

Textbooks:

- Duhamel, Olivier (2012). *Bronze Casting Manual* (2nd Edition /e). CreateSpace Independent Publishing Platform. ISBN: 145158475X
- Langland, Tuck (1999). *FROM CLAY TO BRONZE, A Studio Guide to Figurative Sculpture* (1st Edition /e). Watson-Guption Publications. ISBN: 0823006387

Other Resources:

Minimum Qualification

- Art (Masters Required)