General Information

Date April 8th, 2019
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Department Visual and Performing Arts
Course Prefix ART
Course Number 205
Course Title Modeling & Sculpture

Course Information

Catalog Description  An introductory examination of the materials and processes used in creating three-dimensional objects. The techniques of modeling with plasteline, plaster and wire along with casting in plaster and bronze will be covered. An introduction to 3D printing technology will be included. Subjects will range from portraiture to abstraction.

Credit Hours 3
Lecture Contact Hours 6
Lab Contact Hours 0
Other Contact Hours 0
Grading Scheme Letter

Prerequisites
ART 102 and ART 104

Co-requisites
None

First Year Experience/Capstone Designation
This course DOES NOT satisfy the outcomes applicable for status as a FYE or Capstone.

SUNY General Education

This course is designated as satisfying a requirement in the following SUNY Gen Ed category
None

FLCC Values

Institutional Learning Outcomes Addressed by the Course
Vitality, Inquiry, Perseverance, and Interconnectedness

Course Learning Outcomes

Course Learning Outcomes

1. Define and articulate the vocabulary of terms used in both traditional and contemporary sculpture, through quizzes, individual and group critiques.

2. Apply the principles of design and proper use of techniques and materials used to produce finished sculptures.

3. Demonstrate an understanding of the creative process from concept through finished product using a variety of measures including: thumbnails, finished sketches, revisions, working and final critiques.

4. Evaluate visual concepts through critiques and oral presentations, demonstrating the ability to communicate ideas and receive constructive feedback.

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

Program Affiliation

This course is required as a core program course in the following program(s)
AAS Graphic Design