

# **Common Course Outline**

**Arts 140**

**Sculpture I**

3 Semester Hours

## **The Community College of Baltimore County**

### **Description**

#### **Sculpture I**

Introduces 3-D Design concepts and the techniques of modeling, casting, and carving; includes a variety of media in the exploration of representative and non-objective works and provides models for figure and portrait studies.

3 credits: 2 lecture hours and 2 laboratory hours per week.

### **Overall Course Objectives**

Upon completion of this course the student will be able to:

1. identify and describe the characteristics of clay and plaster media
2. demonstrate the facility to model clay using hands and standard tools
3. demonstrate the subtractive process of carving
4. control the textural qualities of surfaces
5. model the human head or figure in correct anatomical proportion
6. construct a two-piece plaster mold and make a successful casting
7. use actual forms as points of departure for stylization and abstraction in sculpture
8. make sculpture works in-the-round and in relief that are objective or non-objective in nature
9. incorporate the following design concepts in sculpture: formal and informal balance, proportion, unity, and visual interest in-the-round
10. incorporate appropriate methods of presentation in sculptures in order to achieve aesthetic unity

### **Major Topics**

Form  
Space  
Line  
Texture  
Light  
Color  
Time

## **Course Requirements**

Attendance (and punctuality)

Participation: class work, clean-up, group critiques and discussion

Completion of all assignments

Good craftsmanship

Come prepared to each class – have appropriate supplies.