

Common Course Outline
Arts 141
Sculpture II
3 Semester Hours

The Community College of Baltimore County

Description

Sculpture II

Provides further development of the principles and techniques of sculpture through the use of a variety of materials; constructions using welding, woodworking, and other methods will be explored. 3 credits: 2 lecture hours and 2 laboratory hours per week. Prerequisite: Arts 140 or permission of program coordinator.

Overall Course Objectives

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

1. define and apply the specialized vocabulary specific to the art of sculpture
2. learn to use experimentation and research in the development of creative expression
3. analyze and evaluate completed forms according to technique, craftsmanship and three-dimensional design principles
4. use actual forms as points of departure for stylization and abstraction in sculpture
5. demonstrate basic techniques of welding
6. demonstrate ability to use tools in the wood shop
7. demonstrate the ability to model or build directly into a sculptural form using a plastic media
8. complete projects in figurative and non-figurative styles
9. incorporate the following concepts studied in Three-Dimensional Design (Art 140) into sculptures: the interaction of space and mass; the action of light and shadow upon form; textural considerations; the use of color, including polychroming; the use of the design elements to achieve harmony, variety, and unity; scale and proportional considerations; and emphasis and subordination.
10. develop sculpture from maquettes (three-dimensional sketches) and working drawings

Major Topics

- Found Objects
- Assemblage
- Shapes in space
- Metal fabrication
- Wood fabrication

Mixed Media

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.