

Common Course Outline

ARTD 220

Sculpture II

3 Semester Hours

The Community College of Baltimore County

Description

ARTS 220 - 3 Credits – Sculpture II explores the conceptualization, development, and construction of forms that function both aesthetically and structurally. This class builds upon students existing knowledge of Sculptural design concepts and further explores techniques of modeling, carving, assemblage, mold making and casting. A variety of media will be used to produce representational, non-representational and abstract artworks.

3 credits; 2 lecture hours and 3 laboratory hours per week

Prerequisites: ARTD 120 or permission of program coordinator.

Overall Course Objectives

Upon completion of the course students will be able to:

1. work in the subtractive manner using a variety of carving tools and techniques;
2. control the textural qualities of surfaces;
3. build a plaster mold and make a successful clay casting;
4. make sculptural works in-the-round and in relief that are objective and non-objective;
5. identify and describe the artwork of specific contemporary and historical sculptors;
6. understand and practice shop safety and the proper use of tools;
7. learn a multitude of processes and techniques specific to 3 dimensional art;
8. determine the capabilities of materials and be able to use them effectively;
9. incorporate structure and form into the aesthetics of objects; and
10. develop personal expression through form and material.

Major Topics

- I. Woodworking
- II. Welding
- III. Mixed Media and Assemblage
- IV. Mold Making
- V. Fibers
- VI. Time-based media
- VII. Series-based artwork
- VIII. Public artwork and professionalism

Course Requirements

Grading/portfolio reviews: Grading procedures will be determined by the individual faculty member but will include the following:

At least three finished sculptural projects and artist notebook.

Revised: 02/13