Art 2310 & 2320 Sculpture I & II  
Spring 2016  
Lecture Hours: 2  
Class Time: 2:00-4:50 pm  
Instructor: Linda Ryan  
Office Phone: 268-2671  
Office: VA 105  
Lab Hours: 4  
Days: M & W  
Credits: 3  
Room: VA 112  
E-mail: lryan@caspercollege.edu

Description:  
Sculpture I: A lecture and practice course applying the principles of three-dimensional form to sculptural expression. This course will focus on experience in substitution (casting), additive and subtractive media and techniques.  
Sculpture II: A continuation of Sculpture I. This course will focus on experience in fabrication, (welding), and mixed media as a means of expression.

Prerequisites: Art 1120  
Goals:  
To prepare students to think critically, communicate effectively and generate successful solutions to sculptural problems.  

Outcomes:  
Students will solve problems using critical thinking and creativity, as well as appreciate aesthetic and creative activities through the creation of sculpture.

Course Objectives:  
This course will provide a wide range of sculptural experiences by exposing students to a variety of approaches to sculptural expression using principles of 3-Dimensional form. This class will explore some of the principles that underlie traditional and contemporary concepts of sculpture. Students will demonstrate proficiency in the language of sculpture through discussion, reading, writing and critiques. Students will design & create a series of projects that demonstrate:  
• Knowledge of sculpture by creating work using three-dimensional design elements and principles with a focus on concept and content.  
• An awareness of how forming processes and qualities of materials affect the resulting work by exposure to a number of working processes: manipulation, substitution and assemblage using clay, plaster and mixed materials  
• Concepts of design and craftsmanship  
• The development and growth of their ideas by maintaining a sketchbook / journal  
• The practice of safe studio procedures in the use of studio equipment and materials

Methodology:  
Each project will begin with a lecture/discussion and visual presentation, followed by studio work, self-reflection, and critique of finished work. Critiques are conducted as open, informal forums where you discuss and comment upon other students’ work in a constructive, critical and intelligent manner. This public scrutiny is a central reality for visual workers in building presentation skills and developing a professional attitude about your work. Attendance during critique is crucial. Everyone is expected to have their work finished and ready for display at the beginning of class on critique days.

Evaluation Criteria:  
Grades will be based on quality of completed work in terms of comparison to professional standards and personal improvement. Each project will have a grading form that evaluates the work in terms of craftsmanship, comprehension of the problem, originality of the solution and other criteria that relate to the particular assignment. Process is also evaluated: level of application, willingness to work through the problem and experiment with different solutions. All projects are expected be completed on time. Should your project be late, it will drop 20 points for each late day. Any project may be reworked and submitted for reconsideration as long as the project met the original deadline and is resubmitted within two weeks after the graded project is returned to the student.

Final grades are based on the TOTAL number of points earned for the semester. Points can be earned in three areas: (See attached grading & evaluation forms)
### Sculpture I:

1. **Written Work & Projects:** 700 points
2. **Attendance:** 280 points
3. **Effort / Initiative:** 60 points

**TOTAL POINTS:** 1050 points

**Sculpture I Written Work:**
- Visual Inventory: 10 points
- Quiz on Form: 40 points
- Sketchbook: 50 points
- Film Response: 30 points

**Sculpture I Projects:** 570 points
- 30-Minute Sculpture: 25 points
- 30-Minute Sculpture: 25 points
- Alchemy of Materials: 100 points
- Biomorphic Form: 30 points
- Plaster Casting: 290 points
  - Pattern & Mold: 150 points
  - Finished Cast: 140 points
- Final Project: 100 points

**Grading Scale:**
- 100% - 92% = A
- 91% - 84% = B
- 83% - 76% = C
- 75% - 68% = D
- 67% - 0% = F

All projects and sketchbook are to be present at the final critique.

Casper College may collect samples of student work demonstrating achievement of the above outcomes. Any personally identifying information will be removed from student work.

**Textbook:** Sculpture I: None  
Sculpture II: None

**Sketchbook:** 50 points (See attached sketchbook page for specifics.)

You are required to maintain a sketchbook for this class. The point is to have a single book to contain documentation of each project before, during, and after completion in the form of drawings and notes. Additionally, notes made during demonstrations and lectures and artist research should be contained within the sketchbook. This is your personal thinking and learning tool, and should become your best friend! The sketchbook will be graded based on how well it is utilized as a resource for notes, reference, designing and planning your work.

**ALWAYS BRING YOUR SKETCHBOOKS FOR USE IN CLASS!**

**Attendance:** 280 points (This is a third of your grade.)

Attendance is required since lectures, discussions, visual presentations, demonstrations, and critiques will not be repeated. Consistent working habits play a strong roll in any studio activity, and become a factor in your grade. You must be physically present in class during the entire 3-hour scheduled class period minus 2 10-minute bio breaks to count towards attendance. Breaks generally take place 10 minutes on the hour. The Casper College catalogue states: “students are expected to attend all classes for which they are registered, are accountable for all class work during an absence, and that excessive absences may result in a lower grade.” In this class, more than 3 absences is considered excessive. 5 absences will result in a grade no higher than D.

Try to consider this as a job and you get paid in points. Daily attendance is worth 10 points. When absent, it is your responsibility to find out what was missed in class. I suggest adopting a buddy for this purpose.

**IN ORDER TO PASS THIS COURSE, YOU MUST ATTEND THE FINAL CRITIQUE & FINAL CLEAN UP DAY DURING FINALS WEEK** (the entire 2 hours)

Attendance is mandatory for the college scheduled final.

**Effort / Initiative:** Sculpture I: 60 points  
Sculpture II: 55 points

This part of your grade has to do with your willingness to participate in discussions and critiques, to be open to new ideas, and your willingness to experiment in your work. It also has to do with your work ethic: how well you use your time in class,
meet deadlines, listen to instructions, apply what you learn in critiques and ask questions when you need further clarification. Care of the studio and clean up are also part of this grade.

**Sculpture I Tools List:** ($__________ approximate cost at Goedicke's)

<table>
<thead>
<tr>
<th>Tool</th>
<th>Supplier</th>
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<tbody>
<tr>
<td>Needle Tool</td>
<td>Soft Rubber Rib</td>
</tr>
<tr>
<td>Clean-up Tool</td>
<td>Steel Rib</td>
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<tr>
<td>3/4-1&quot; Soft brush</td>
<td>1 Gallon Bucket</td>
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Optional: Spray bottle & Large Sponge

**Materials:** Clay, plaster, adhesives and some miscellaneous materials will be supplied. Count on bringing additional materials to class for finishing (painting) and for mixed media assignments.

**Sculpture I Tools & Supply List:**

Students involved in welding and casting procedures need to be well covered. This means eyes, arms, hands, legs and feet. You may need to invest in the following for your protection:

- Safety glasses
- Headscarf
- Work gloves & welding gloves
- Updated tetanus shot
- Long-sleeved heavy shirt or welding jacket
- Weatherproof boots / heavy-duty leather shoes

**Sculpture II Materials Fee $50:** This fee covers welding materials: mig supplies, sheet steel and welding rod. Additional fees may be charged if casting in bronze. When paying your tab in the accounting office in the Gateway building, refer to the *Art Supply Reimbursable Account 10-110-10103-9149 for sculpture*. Bring the receipt to the instructor to obtain supplies you have paid for. Paying for supplies is the responsibility of the student.

**Class Policies:**

- **Expect additional work outside of class:** A studio class is designed to allow for time needed for hands-on learning, however additional outside class work will be necessary to meet deadlines. Count on spending at least 3-6 hours outside of class each week to get the most from your investment in this class. Time invested in each project will directly affect your level of craftsmanship and the development of your sculptural concepts.
- **Clean up:** We will begin 10 minutes before the end of class. Everyone is responsible for cleaning up. No one leaves until cleaning is finished.
- **Attendance:** Tardiness, leaving early and missing critiques and introductions to new assignments will affect the final grade.
- **Social conversation:** is discouraged. This is a visual and hands-on discipline, not a verbal one. Talking invariably affects the quality of your work and the work of those around you.
- **Safety:** Students are expected to abide by safe practices when working in the sculpture / 3-D studio. This includes the use of eye protection when working with abrasive or cutting equipment and earplugs when working with loud equipment. Face shields and earplugs are provided.
- **Dress:** For safety reasons, all students using the sculpture / 3-D studio must cover their toes. Flip-flops are not allowed. This course requires you to work with power tools, saws, paint, clay, plaster and wood. Your clothing can get very dirty. Please take this into consideration when dressing for this class.
- **Electronic Devices:** Please turn cell phones to vibrate mode or off, and take calls outside of class if it’s important. For safety reasons, we will not use headsets or personal stereos while working in the sculpture studio. Music will be permitted as approved by the instructor.
- **Building Use Policy:** In an effort to create a safe and productive working environment in the studio for you and others, use of the Visual Arts Building facilities is for officially enrolled art students. If you use the building on the weekend, you are expected to sign in and out and abide by the posted rules. In addition, you need to allow for clean up time.

**Student Rights and Responsibilities:**

Please refer to the Casper College Student Conduct and Judicial Code for information concerning your rights and responsibilities as a Casper College Student.
Chain of Command:
If you have any problems with this class, you should first contact the instructor to attempt to solve the problem. If you are not satisfied with the solution offered by the instructor, you should then take the matter through the appropriate chain of command starting with the Department Head/Program Director, the Dean, and lastly the Vice President for Academic Affairs. Your concerns can usually (and easily) be addressed at your instructor’s level. Often, an honest, frank, and respectful discussion is all that’s needed. Only after this, can you move up the chain-of-command if the solutions presented are not to your satisfaction.

Academic Dishonesty - Cheating & Plagiarism:
Casper College demands intellectual honesty. Proven plagiarism or any form of dishonesty associated with the academic process can result in the offender failing the course in which the offense was committed or expulsion from school. See the Casper College Student Code of Conduct. Reproducing work found in texts or on the Internet is considered plagiarism.

Official Means of Communication:
Casper College faculty and staff will employ the student’s assigned Casper College email account as a primary method of communication. Students are responsible to check their account regularly. This is also, where you will find course evaluation links during course evaluation periods.

ADA Accommodations Policy:
If you need academic accommodations because of a disability, please inform me as soon as possible. See me privately after class, or during my office hours. To request academic accommodations, students must first consult with the college’s Disability Services Counselor located in the Gateway Building, Room 344, (307) 268-2557, bheuer@caspercollege.edu. The Disability Services Counselor is responsible for reviewing documentation provided by students requesting accommodations, determining eligibility for accommodations, and helping students request and use appropriate accommodations.

Last date to change to audit status or to withdraw with a W grade: April 14, 2016.

SAMPLE GRADING FORM

Name: __________________________________________________________

Project: Alchemy of Materials

_____ Concept: How well does the given dynamic come across?
_____ How well do the materials relate to or transcend the form?
_____ Overall composition: positioning of elements
_____ Craftsmanship: presentation/control of materials
_____ Originality: uniqueness of solution
_____ Effort/Involvement: level of application
_____ Attitude: playful, willing to explore, experiment
_____ Commitment: willingness to work through the problem
_____ Presentation: Craftsmanship & quality of presentation
_____ Expression of the work

GRADE (100 points) ___________ ______________
10 PERFECT
9 EXCELLENT
8 ABOVE AVERAGE
7 AVERAGE
6 PASSABLE
5 BELOW AVERAGE

Cards drawn – Materials:

Cards drawn – Actions:
<table>
<thead>
<tr>
<th>Grade</th>
<th>Points Range</th>
<th>Percentage Range</th>
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<tbody>
<tr>
<td>4 POOR</td>
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<tr>
<td>3 VERY POOR</td>
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<tr>
<td>2 EXTREMELY POOR</td>
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<tr>
<td>1 MINIMAL</td>
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<td>0 NON-EXISTENT</td>
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**Sample Evaluation Form**

**Sculpture I**

Name _____________________________ Semester _____________________________

**Written Assignments:**
- ____ (10) Visual Inventory
- ____ (40) Form Quiz
- ____ (30) History of Modern Sculpture Film Review
- ____ (50) Sketchbook
- ____ 130 Total Written Points

**Projects:**
- ____ (25) 30-Minute Sculpture
- ____ (25) 30-Minute Sculpture
- ____ (30) Biomorphic Form
- ____ (150) Plaster Casting Part I: Clay Form & Mold
- ____ (140) Plaster Casting Part II: Finished Casting
- ____ (100) Alchemy of Materials
- ____ (100) Final Project
- ____ 570 Total Project Points

**Attendance:**
- ____ Absences (-10) _____ Days
- Missed critique/Intro or absence before & after break
- ____ (-20) _____ Number of times
- ____ Late or left early (-5) _____ Number of times
- ____ (290) Total Attendance Points

**Effort, Initiative:**
- 100% - 92% 1050 - 966 A
- 91% - 84% 965 - 882 B
- 83% - 76% 881 - 798 C

______ 60
Total Points: 75% - 68%  797 - 714  D
__________ (1050)
67% - 0%  713 -  0  F

Grade: ________

A Exceptional work: High level of understanding process and concepts, completion of all assignments on time, excellent attendance, outstanding overall participation in the studio, high level of improvement demonstrated.

B Good work: Above average understanding of process and concepts, completion of all assignments on time, excellent attendance, above average participation in class.

C Acceptable work: Basic level of understanding of process and concepts, completion of assignments, good attendance, average level of studio participation.

D Below average work: Lack of effort, lack of understanding of process and concepts, poor attendance, assignments poorly completed or missing.

F Course requirements were not met, or work was produced inadequately, or both.

Sculpture Sketchbook
50 Points

The sketchbook should be an active repository of information for you developed by you. This is your personal thinking and learning tool! Use it to research and develop ideas for all of your projects in 3-D Design, sketching out ideas, including images that stimulate your thinking and creativity in this class.

It should also include various notes on the Language of Form, safety issues, names and use of tools, equipment and processes demonstrated in class, as well as sketches and ideas for your projects.

The sketchbook will be graded based on how well it is utilized as a resource for notes, reference, designing and planning projects.

Your sketchbook should include sketches for all projects, documenting your projects and thought processes before, during and after completion.

Prep Lists should also be included. These help you decide what needs to be done next and in what order. This tool becomes increasingly important as your projects take on more complexity.

This is your primary tool! Bring it to class and use it!

It will positively affect your work.

Notes and sketch / studies should include:

- Language of Form
- Notes on Safety
• Notes on tools, procedures and processes used in the studio

• Sketches for Sculpture I projects: Sketches for Sculpture II projects:
  - Mass Plaster Form
  - Alchemy of Materials
  - Mixed Media Work
  - Final Project
  - All other projects as assigned

  - Cast Metal Form
  - Welded Space Frame
  - Welded Hollow Form
  - Final Project
  - All other projects as assigned