Art-Sculpture (ART_SCUL)

ART_SCUL 2800: Beginning Sculpture
Principles of sculptural organization, figure studies, modeling techniques, simple plaster casting. Payment of expendable materials expense is required.
Credit Hours: 3
Prerequisites: BA/BFA Art majors only through early registration

ART_SCUL 2810: Experimental Media I
Ordering and structuring materials into compositional forms, using various media, traditional as well as new. Subject matter will vary each semester.
Credit Hours: 3
Prerequisites: permission of instructor

ART_SCUL 2820: Beginning Welding And Casting
This course is intended to foster critical thinking, creative problem solving, and cultural/visual literacy through the introduction of sculptural welding and metal casting techniques. Projects will address the sculptural methods of manipulation, addition, and substitution as well as the principles of three-dimensional design. Students will become conversant with MIG and gas welding as well as centrifugal and ceramic shell casting. The relationship of form and content will be discussed during class critiques. Graded on A-F basis only.
Credit Hours: 3
Prerequisites: BA/BFA Art majors only through early registration

ART_SCUL 3800: Intermediate Sculpture
Continuation of ART_SCUL 2800. This course is designed to allow the student to pursue self-initiated imagery and ideas through the manipulation of mass and volume in time/space. A wide range of materials and techniques are available including the following: substitution casting (resin or bronze), subtraction (stone or wood), manipulation (terra-cotta or plaster), addition (welding, mixed media or assemblage) and/or time (video or performance). The relationship of form and content will be discussed during class critiques.
Credit Hours: 3
Prerequisites: ART_SCUL 2800 or ART_SCUL 2820

ART_SCUL 3810: Experimental Media II
Continuation of ART_SCUL 2810.
Credit Hours: 3
Prerequisites: ART_SCUL 2810

ART_SCUL 4800: Advanced Sculpture
This course will build skills acquired in ART_SCUL 3800. Includes welding, casting, carving and assemblage with emphasis on the development of a personal visual language. May repeat to 15 hours maximum.
Credit Hours: 3
Prerequisites: ART_SCUL 3800

ART_SCUL 4810: Experimental Media III
Continuation of ART_SCUL 3810. May repeat to 15 hours maximum.