

Course Outline of Record

1. Course Code: ART-011A
2.
 - a. Long Course Title: Beginning Sculpture
 - b. Short Course Title: SCULPTURE, BEG
3.
 - a. Catalog Course Description:
 This is a basic course in the principles, theories and techniques of sculpture. Students explore three-dimensional forms with a variety of materials and techniques. Additive, subtractive and assemblage formats are explored.
 - b. Class Schedule Course Description:
 This is a basic course in the principles, theories and techniques of sculpture.
 - c. Semester Cycle (if applicable): This course is offered Spring Semester
 - d. Name of Approved Program(s):
 - STUDIO ARTS Associate in Arts for Transfer Degree (AA-T)
4. Total Units: 3.00 Total Semester Hrs: 90.00
 Lecture Units: 2 Semester Lecture Hrs: 36.00
 Lab Units: 1 Semester Lab Hrs: 54.00
 Class Size Maximum: 25 Allow Audit: No
 Repeatability No Repeats Allowed
 Justification 0
5. Prerequisite or Corequisite Courses or Advisories:
Course with requisite(s) and/or advisory is required to complete Content Review Matrix (CCForm I-A)
N/A
6. Textbooks, Required Reading or Software: (List in APA or MLA format.)
 - a. Andrews, Oliver (1983). *Living Materials A Sculptor's Handbook* First Paperback Printing.
 College Level: Yes
 Flesch-Kincaid reading level: *N/A*
7. Entrance Skills: *Before entering the course students must be able:*
8. Course Content and Scope:

Lecture:

1. Major sculptural principles including but not limited to: subtractive, additive, fabrication, construction, assemblage, substitution/casting, installation, and digitally based processes.
2. Introduction to representational, abstract, non-objective, and conceptually based imagery.
3. Development of vocabulary specific to sculpture.
4. Introduction to sculptural materials including but not limited to: clay, metal, plaster, stone, found objects etc.
5. Creative thinking, problem solving, and decision-making skills used in the visual arts.
6. Formal visual elements and principles of design.
7. Appreciation, interpretation and understanding of both Western and Non-Western artworks with an emphasis on the impact of historical, contemporary, cultural, and physical contexts of sculptural works.
8. Analysis and criticism of sculptural works in oral and written contexts using relevant critique formats, concepts, and terminology.
9. Studio equipment, tool use, maintenance, and safety.
10. Contemporary trends, materials, and approaches in sculpture and three-dimensional art.

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Lab: (if the "Lab Hours" is greater than zero this is required)

1. Problem solving visual exercises that develop three-dimensional awareness and require exploration and manipulation of the basic materials used to create sculpture.
2. Studio projects that explore the elements and organizing principles of three-dimensional design including but not limited to the use of additive, subtractive, substitution, fabrication, assemblage, digital, etc.
3. Studio projects that include, but are not limited to, the use of representational, abstract, non-objective and conceptual imagery.
4. Development of skills and processes using a variety of artistic materials, techniques and tools appropriate to an introductory study in sculpture, which may include, but are not limited to: paper, wood, plaster, wire, metal, clay, fibers, mixed media.
5. Safe use of tools and specialized equipment.

9. Course Student Learning Outcomes:

1.
Utilize materials and techniques for beginning additive and subtractive three dimensional formats through the completion of beginning sculpture projects and knowledge of the tools needed to achieve it.
2.
Create a cohesive digital portfolio of personal sculptural works.
3.
Students will critique their work, evaluating thier own creative thinking and problem solving techniques utilized in the visual arts through the use of the formal elements.

10. Course Objectives: *Upon completion of this course, students will be able to:*

- a. Express aesthetic or conceptual intents in various three dimensional media that may include several of the following, but are not limited to: plaster, clay, wood, stone, glass, bronze, iron, steel, concrete and the use of digital technologies such as 3D printers and scanners
- b. Produce sculpture projects using the basic tools and forming techniques of sculpture (manipulative, substitution, subtractive, additive, fabrication, assemblage etc.) in a safe and appropriate manner;
- c. Display basic skills and craftsmanship in sculpture media using the formal principles of design and visual elements;
- d. Create sculptural works that demonstrate understanding of representational, abstract, non-objective, or conceptual imagery;
- e. Examine and describe historical and contemporary developments, trends, materials, and approaches in sculpture;
- f. Assess and critique sculptural works in group, individual, and written contexts using relevant critique formats, concepts and terminology;
- g. Safely utilize tools and specialized equipment.

11. Methods of Instruction: *(Integration: Elements should validate parallel course outline elements)*

- a. Activity
- b. Collaborative/Team
- c. Demonstration, Repetition/Practice
- d. Discussion
- e. Experiential
- f. Individualized Study
- g. Journal
- h. Laboratory
- i. Lecture
- j. Observation
- k. Participation
- l. Self-exploration

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m. Technology-based instruction

12. Assignments: *(List samples of specific activities/assignments students are expected to complete both in and outside of class.)*

In Class Hours: 90.00

Outside Class Hours: 72.00

a. In-class Assignments

1. Beginning level sculptural form using additive materials (clay, plaster, wood, paper, etc.) and techniques .
2. Beginning level sculptural form using subtractive materials (stone wood, clay etc.) and techniques.
3. Beginning level sculptural assemblage using found or used materials.
4. Beginning level linear based (wire) sculpture.
5. Participation in beginning level group critiques.

b. Out-of-class Assignments

1. Research and read recommended information on sculpture in historical aspects.
2. Read supplied and recommended sources which provide information on materials, tools and techniques of beginning level sculpture.
3. Read supplied and recommended sources which provide information on the elements and principles of three-dimensional design.
4. Create journal/sketchbook related to beginning sculpture.

13. Methods of Evaluating Student Progress: *The student will demonstrate proficiency by:*

- Written homework
- Critiques
- Guided/unguided journals
- Portfolios
- Laboratory projects
- Field/physical activity observations
- Presentations/student demonstration observations
- Group activity participation/observation
- Product/project development evaluation
- Self/peer assessment and portfolio evaluation
- Student participation/contribution
- Student preparation
- Oral and practical examination
- Behavior assessment
- Organizational/timelines assessment

14. Methods of Evaluating: Additional Assessment Information:

15. Need/Purpose/Rationale -- *All courses must meet one or more CCC missions.*

PO-GE C3 – Arts, Humanities, and Culture

Show how and why the visual and performing arts are unique and how inherent meaning in the arts transcends written and verbal communication;

Effectively communicate and express themselves and make themselves understood through visual, auditory, tactile, and symbolic means.

IO - Aesthetics

Utilize the creative process to explain universal values such as beauty and truth.

Apply imagination to artistic expression.

Value appearance in terms of how pleasing it is in movement, form, and function.

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16. Comparable Transfer Course

University System	Campus	Course Number	Course Title	Catalog Year
CSU	CSU San Bernardino	240	Beginning Sculpture	2016

17. Special Materials and/or Equipment Required of Students:

Students are required to purchase their own materials for this course.

18. Materials Fees: 0 Required Material?

Material or Item	Cost Per Unit	Total Cost
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19. Provide Reasons for the Substantial Modifications or New Course:

General required course review and update, no major changes

20. a. Cross-Listed Course (Enter Course Code): *N/A*
b. Replacement Course (Enter original Course Code): *N/A*

21. Grading Method (choose one): Letter Grade Only

22. MIS Course Data Elements

- a. Course Control Number [CB00]: CCC000325804
b. T.O.P. Code [CB03]: 100200.00 - Art
c. Credit Status [CB04]: D - Credit - Degree Applicable
d. Course Transfer Status [CB05]: A = Transfer to UC, CSU
e. Basic Skills Status [CB08]: 2N = Not basic skills course
f. Vocational Status [CB09]: Not Occupational
g. Course Classification [CB11]: Y - Credit Course
h. Special Class Status [CB13]: N - Not Special
i. Course CAN Code [CB14]: *N/A*
j. Course Prior to College Level [CB21]: Y = Not Applicable
k. Course Noncredit Category [CB22]: Y - Not Applicable
l. Funding Agency Category [CB23]: Y = Not Applicable
m. Program Status [CB24]: 1 = Program Applicable

Name of Approved Program (if program-applicable): STUDIO ARTS

Attach listings of Degree and/or Certificate Programs showing this course as a required or a restricted elective.)

23. Enrollment - Estimate Enrollment

First Year: 20
Third Year: 40

24. Resources - Faculty - Discipline and Other Qualifications:

- a. Sufficient Faculty Resources: Yes
b. If No, list number of FTE needed to offer this course: *N/A*

25. Additional Equipment and/or Supplies Needed and Source of Funding.

N/A

26. Additional Construction or Modification of Existing Classroom Space Needed. (Explain:)

N/A

27. FOR NEW OR SUBSTANTIALLY MODIFIED COURSES

Library and/or Learning Resources Present in the Collection are Sufficient to Meet the Need of the Students Enrolled in the Course: Yes

28. Originator Emily Maddigan Origination Date 10/02/17

