

Sculpture IIA / Art 440

(Cross-listed with Art 240)

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SYLLABUS

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EMAIL

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OFFICE HOURS

By Appointment, Office Room A116.

CLASS INFO / When and Where

Tuesdays and Thursdays, 11 a.m. – 1:50 p.m.
Sculpture Lab (ASL119)

COURSE DESCRIPTION

Students in this advanced course will work with the instructor to create a semester “game plan” of projects, goals and due dates – depending on the number and needs of the projects. This will vary, as it is dependent on each student’s personal vision, interests and goals.

This course focuses on material, technical, practical, conceptual and creative problem solving with attention to material choice, construction, installation, technical ability and advancement. Art history, the relationship, interaction and importance of surface, structure, space, movement and color, realism and abstraction, and the power of metaphor will be discussed and explored.

Flexible mold making and casting, with a variety of materials, will be the major technical and material focus throughout this class. Woodshop skills will also be taught and utilized in this course. A range of contemporary works and artists will be incorporated into class discussions.

COURSE OBJECTIVES

- To gain technical and problem solving skills as they apply to creating objects, installations and textures with one-part molds, two-part molds, mother molds, glove molds and life casting.
- To advance visual, physical and conceptual problem solving abilities.
- To understand how sculpture, in particular, casting, is utilized in a variety of disciplines.

- To understand the importance of craftsmanship and installation strategies, while learning how formal decisions impact the meaning of the work.
- To understand that art functions as a vehicle for meaning and expression, with the possibility of initiating introspection, conversation, awareness and change.
- To encourage creative and ambitious thought processes and work habits.
- To introduce a variety of contemporary artists whose works relates to the current assignments.

ASSIGNMENTS

Students in this advanced course will work with the instructor to create a semester “game plan” of projects, goals and due dates – depending on the number and needs of the projects. This will vary, as it is dependent on the individual interests and goals of each student.

The following skill sets and materials will be taught in this course:

- One-part urethane rubber molds
- Two-part urethane rubber molds
- One and two-part silicone glove molds and plaster bandage mother molds
- Life casting with Alginate
- Casting materials include, but are not limited to the following: plaster, resin, pigments, metal cold casts, foam and paper. Students may also cast in other materials, depending on their project needs. You can cast in most any material! Chocolate, butter, and much more can be used as casting materials.
- Woodworking tools and skills will be taught and utilized for the purpose of construction, presentation and installation needs.

GRADING

Students’ grades will be determined by progress made on individual projects, as well as class, and out-of-class, participation. Grades from assigned projects will make up 80% of the final grade, and the remaining 20% will be based on class participation. Students who are actively working, trying, thinking, doing, testing and researching materials, problem solving, as well as actively studying, looking and talking about art and engaging in critiques...are learning.

If you are consistently, and actively, learning by doing - both in and out of class, while pushing yourself and striving for excellence, your efforts will naturally manifest in your work and class participation. Curiosity, ambition, creativity and persistent problem solving – especially through challenging assignments and ideas - is important. Do not give up. Work hard and wisely. Be open to possibilities, keep up and work consistently.

A Excellent: You should possess exceptional attitude which is reflected in your critique participation, response to criticism and professional conduct. Your work must manifest remarkable achievement both in quantity and quality. Your ability to communicate ideas should exhibit noteworthy achievement.

B Good: You should have a positive attitude which is reflected in your critique participation,

response to criticism and professional conduct is expected. Your work must manifest high quality achievement. You should possess sound, above-average ability to communicate your ideas. Your project exhibits good craftsmanship and attention to installation or display needs.

C Satisfactory: A positive attitude which is reflected in your critique participation, response to criticism and professional conduct is expected. Your work must manifest acceptable achievement both in quality and quantity. You should possess satisfactory ability to communicate your ideas. Your project meets the minimum requirements of the assignment. Your project exhibits average craftsmanship and attention to installation or display needs.

D Poor: Exhibiting a below standard or indifferent attitude which is reflected in your critique participation, response to criticism and professional conduct could also result in this grade. A grade of D indicates your work is less than acceptable in quality and/or quantity. This grade could indicate your inability to satisfactorily communicate ideas.

F Failure: If you possess an unacceptable attitude which is reflected in your lack of critique participation, response to criticism and professional conduct, and/or your work shows a pattern of low productivity and/or unacceptable quality you could receive a failing grade.

ATTENDANCE AND ABSENCES:

Class participation is required and students are allowed up to three absences. I do not distinguish between excused and unexcused absences. Make sure to “budget” your absences wisely. A failing grade will be assigned if you miss more than three classes. If you miss more than three classes, and do so before the withdrawal deadline (check online each semester), it is up to you to withdrawal from the course.

CLASS POLICIES:

Your time is valuable. Be on time, and come prepared for each class.

Make the most of each class. You may not use class time to go and get supplies, or work on other assignments. We can't help you, and you can't help others, if you're running errands.

Dress for success. Wear comfortable clothes and shoes that you can safely move and work in. Making art is like a sport – it's physical and can be messy. Don't wear dress clothes and dress shoes, as they will slow you down. Clothes-toed shoes are a requirement in the Sculpture Lab.

This is a professional studio class. It's important that you stay focused. Do not use Facebook, text or engage in other distractions that take you away from your work.

Be a great teammate – a valuable team player. Always be engaged and bring something to the table. This class is a team, and your participation is required, needed and appreciated. Work hard, do your best, participate, and share what you've learned. Be kind, open-minded, polite, respectful, helpful, enthusiastic and engaged. This includes critiques – it's a team effort.

Do not work in a vacuum and embrace peer learning. You'll learn more while having more fun. Remember, the tide raises all ships.

Failure is successfully finding out what doesn't work, which is absolutely necessary to succeed.

Failure requires effort. So yes, fail *a lot*, both in and out of class, and fail wisely. Take note of what did and didn't work, and why. This goes for you, and for others. Google and YouTube are great for this research. Repeat, again and again, to achieve success. If something isn't working – stop, and then try something else – a different material or method, until you get the optimal results.

I do not accept late work.

I do not repeat demos or lectures. If you need to miss a class, make arrangements with your teammates ahead of time so they can take notes for you. Do not fall behind. If you miss a class, you are still expected to turn in assignments when they are due.

Do not miss a critique date. Missing a critique deadline will result in a failing grade for that project and participation in that critique. You cannot achieve higher than a “C” in the class if you miss a critique. Also, your participation in critiques is needed. You'll get a lot better at talking about art if you...talk about art. Plus, you'll help out your teammates with your feedback and constructive criticism.

In addition to making projects and participating in critiques, you will be going to galleries and museums to see art in person, and participate in our Visiting Artist Program by attending lectures and asking good questions. If you do not have a car to drive to galleries, don't worry. You can coordinate ahead of time and carpool with your teammates.

MATERIALS

You do not have to have all of these supplies on the first day! You can round them up as needed. **However, you will need to have the materials in bold by the second week of class.** You find these materials at Walmart.

Large plastic tote / bin for materials. These will be kept in the lab so you can keep your supplies in one place.

Unlined, 9 x 12 sketchbook

Pencils and pens

X-acto Knife

Utility Knife

18 in. (or longer) cork-backed metal ruler

Cutting mat

Square

Extension cord, glue gun and glue gun sticks (mini or regular)

Wood glue

Loctite Super Glue Gel

Blue painter's tape

Masking tape (Please do not get masking tape from the Dollar Store – it does not stick properly)

Scissors

Small brushes

Vinyl / rubber disposable gloves – no latex please. Some students may be allergic to latex.

Shop goggles

Dust mask / respirator

Drill bit set with Phillips screw head bit.

Drill if you have one or want to get your own. This is recommended – it does not have to be

expensive or new.

Screwdrivers – flat head and Phillips

Sandpaper, special hardware, paint brushes and rollers, as needed for projects.

In addition to basic supplies, students are required to purchase their own materials for each project.

Materials and material costs will vary - depending on the needs of the project. There are no required textbooks for this course.

Limited mold making and casting materials are available and will be provided for demos and project needs. Students wishing to create larger projects will need to purchase additional materials – depending on the needs of their project.

Other “must haves” for each day:

Ambition and drive

Enthusiasm and appreciation – especially when it comes to the unfamiliar and unknown, as well as identifying and overcoming obstacles – both large and small.

Curiosity

Creativity

Sense of wonder and adventure

Thirst for knowledge

Insatiable hunger to solve problems, invent, improve, contribute and succeed. This includes the ability to self-start and direct. Understanding of the big picture. *See stellar work ethic.

Open mindedness

Kindness and empathy

Dreams and goals – large and small, both personal and community-based. To-do lists, calendar.

*Stellar work ethic with strong, and necessary ability to fail (try) often and wisely.

Attention to detail. Excellent communication skills. Diplomacy.

Fearless problem solving skills.

Adaptability and resourcefulness. Sense of humor.

Optimism and realism – leave pessimism behind. Always.

Humility, gratitude and encouragement.

Good sportsmanship. Healthy sense of competition. Blinders and binoculars - figuratively speaking.

Academic Integrity and Plagiarism:

Texas A&M University-Commerce does not tolerate plagiarism and other forms of academic dishonesty. Conduct that violates generally accepted standards of academic honesty is defined as academic dishonesty. “Academic dishonesty” includes, but is not limited to, plagiarism (the appropriation or stealing of the ideas or words of another and passing them off as one’s own), cheating on exams or other course assignments, collusion (the unauthorized collaboration with others in preparing course assignments), and abuse (destruction, defacing, or removal) of resource material.

Students with Disabilities:

The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights protection for persons with disabilities. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you have a disability requiring an accommodation, please contact:

Office of Student Disability Resources and Services Texas A&M University-Commerce

Gee Library, Room 132 , Phone (903) 886-5150 or (903) 886-5835 Fax (903) 468-8148
StudentDisabilityServices@tamuc-commerce.edu

Email: Rebecca.Tuerk@tamuc.edu Website: [Office of Student Disability Resources and Services
http://www.tamuc.edu/campusLife/campusServices/studentDisabilityResourcesAndServices/](http://www.tamuc.edu/campusLife/campusServices/studentDisabilityResourcesAndServices/)

Statement on Student Behavior:

All students enrolled at the University shall follow the tenet of common decency and acceptable behavior conducive to a positive learning environment. (See Student's Guide Handbook, Policies and Procedures, Conduct) All students must show respect toward the instructor and the instructor's syllabus, presentations, assignments, and point of view. Students should respect each others' differences. If the instructor determines that a student is not being respectful towards other students or the instructor, it is the instructor's prerogative to ask the student to leave, to refer the student to the department head, and to consider referring the student to the Dean of Students who may consider requiring the student to drop the course. Please refer to pages 42 – 46 of the Texas A&M University-commerce Student guidebook's Codes of Conduct for details.

Student Conduct / Citizenship:

All students enrolled at the University shall follow the tenets of common decency and acceptable behavior conducive to a positive learning environment. (See Code of Student Conduct from Student Guide Handbook). Students are expected, at all times, to recognize constituted authority, to conform to the ordinary rules of good conduct, to be truthful, to respect the rights of others, to protect private and public property, and to make the best use of their time and effort toward the educational process.

Nondiscrimination Notice:

Texas A&M University-Commerce will comply in the classroom, and in online courses, with all federal and state laws prohibiting discrimination and related retaliation on the basis of race, color, religion, sex, national origin, disability, age, genetic information or veteran status. Further, an environment free from discrimination on the basis of sexual orientation, gender identity, or gender expression will be maintained.

Campus Concealed Carry:

Campus Concealed Carry - Texas Senate Bill - 11 (Government Code 411.2031, et al.) authorizes the carrying of a concealed handgun in Texas A&M University-Commerce buildings only by persons who have been issued and are in possession of a Texas License to Carry a Handgun. Qualified law enforcement officers or those who are otherwise authorized to carry a concealed handgun in the State of Texas are also permitted to do so. Pursuant to Penal Code (PC) 46.035 and A&M- Commerce Rule 34.06.02.R1, license holders may not carry a concealed handgun in restricted locations. For a list of locations, please refer to (<http://www.tamuc.edu/aboutUs/policiesProceduresStandardsStatements/rulesProcedure/34SafetyOfEmployeesAndStudents/34.06.02.R1.pdf>) and/or consult your event organizer). Pursuant to PC 46.035, the open carrying of handguns is prohibited on all A&M-Commerce campuses. Report violations to the University Police Department at 903-886-5868 or 9-1-1.