# Common Course Outline ARTD 120 Sculpture I 3 Semester Hours

# The Community College of Baltimore County

#### **Description**

**ARTD 120** — **3 Credits** — **Sculpture I** introduces 3-D Design concepts and the techniques of modeling, casting, and carving; includes a variety of media in the exploration of representative and non-objective works and provides models for figure and portrait studies.

3 credits: 2 lecture hours and 3 laboratory hours per week. Prerequisites: ARTD 113 or permission of program coordinator

#### **Overall Course Objectives**

Upon completion of this course the student will be able to:

- 1. identify and describe the characteristics of clay and plaster media;
- 2. demonstrate the facility to model clay using hands and standard tools;
- 3. demonstrate the subtractive process of carving;
- 4. control the textural qualities of surfaces;
- 5. model the human head or figure in correct anatomical proportion;
- 6. construct a two-piece plaster mold and make a successful casting;
- 7. use actual forms as points of departure for stylization and abstraction in sculpture;
- 8. make sculpture works in-the-round and in relief that are objective or non-objective in nature;
- 9. incorporate the following design concepts in sculpture: formal and informal balance, proportion, unity, and visual interest in-the-round; and
- 10. incorporate appropriate methods of presentation in sculptures in order to achieve aesthetic unity.

#### **Major Topics**

- I. Form
- II. Space
- III. Line
- IV. Texture
- V. Light
- VI. Color
- VII. Time

## **Course Requirements**

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

A portfolio of three major projects

An artist critique/reflection journal, containing examples of traditional and contemporary sculpture;

A final sculpture;

Presentation of a portfolio of work from the semester, open for critique and discussion, on the final day of class.

## Other Course Information

This course is a foundation/core course within the Institute of Art, Design and Interactive Media. Individual faculty members may include additional course objectives, major topics, and other course requirements to the minimum expectations stated in the Common Course Outline.

Revised: 2/13