

Print Media Sample Schedule

First Year			
Fall Semester		Spring Semester	
Communication	3	Ideation	3
Discovery	3	Voice	3
Digital Literacy	3	Artist as Reader Workshop	3
Artist as Writer Workshop	3	Art History	3
Art History	3	Studio Elective or Print Media 3	3
Total	15	Total	15
Second Year			
Fall Semester		Spring Semester	
Drawing or Print Media: Etching Lithography, Monoprint, Relief	3	Print Media: Contemporary Practices	3
Studio Elective	3	Studio Elective	3
Studio Elective	3	Introduction to Professional Practice	3
Liberal Arts OR Critical Thinking Elective	3	Liberal Arts OR Critical Thinking Elective	3
Art History Elective	3	Liberal Arts Elective	3
Total	15	Total	15
Third Year			
Fall Semester		Spring Semester	
Print Media: Applied Processes	3	Studio Elective (Artists' Books or Letterpress)	3
Print Media: Concepts	3	Studio Elective	3
Studio Elective	3	Studio Elective	3
Liberal Arts Elective	3	Art History Elective	3
Liberal Arts Elective	3	Professional Pathways Preparation	3
Total	15	Total	15
Fourth Year			
Fall Semester		Spring Semester	
Senior Pathway Studio 1	6	Senior Pathway Studio 2	6
Senior Thesis	3	Senior Seminar	3
Studio Elective	3	Studio Elective	3
Liberal Arts Elective	3	Liberal Arts Elective	3
Total	15	Total	15

TOTAL CREDIT HOURS



→Artwork: Sophia Velasco



BACHELOR OF FINE ARTS IN SCULPTURE

Contemporary sculpture includes a diverse range of objects and practices. The Sculpture curriculum provides a strong foundation in traditional and contemporary 3D processes, positioning students to explore a full spectrum of possibilities. With guidance and individual attention from faculty, Sculpture majors fuse traditional, contemporary, and emerging media and strategies into their own art-making processes. Graduates in Sculpture pursue their professional studio/exhibition careers or work for prominent designers, foundries, fabricators, display firms, and interior design firms, as well as complete graduate degrees and teach at the college level.

Educational Objectives | Sculpture Major

Creativity

Sculpture majors explore a wide range of traditional and unconventional processes in the pursuit of surprising and unpredictable outcomes.

Curiosity

Through relentless inquiry, research, and experimentation, Sculpture majors investigate and define the value of precedents and the potential of three-dimensional forms of expression.

Individuality

Sculpture students develop and employ a unique voice in their work that contributes to the momentum and re-definition of contemporary sculptural practice.

Education

Through direct experience with traditional and contemporary processes, Sculpture majors employ and integrate the technical skills, strategies, and critical thinking required of sculpture professionals.

History

Students discover and define the role of historical precedents in relation to their creative output. Students understand the cultural and intellectual context of contemporary sculpture and its role in their own work.

Community

Through participation in a variety of public projects at each year level, Sculpture majors connect with the diverse communities within and beyond the institution and their discipline.

↑Artwork: Lily Lamping

Educational Outcomes | Sculpture Major

Introductory to Intermediate

- Develop and employ an effective studio practice
- Integrate research and exploration into an evolving studio practice
- Integrate critical thinking and feedback into an effective studio practice
- Investigate the human form through perceptual modeling in clay and plaster
- Experience material substitution through practice in casting techniques
- Develop proficiency in mold-making using traditional and contemporary processes
- Produce multiple casts from a reusable mold
- Build an effective armature
- Experience positive/negative spatial relationships
- Experience concepts of volume, mass, balance, and displacement
- Practice concepts of draft, undercut, and release
- Practice designing mold divisions
- Explore material processes, mixing and carving plaster, modeling clay, and finish application
- Demonstrate metalworking skills including: welding, cutting, and bending steel
- Follow a process from proposal; to drawing; to scale model; to final fabrication
- Investigate historical and contemporary sculptural practices
- Research commercial and professional applications for sculptural practice

Intermediate to Advanced

- Employ and refine an adaptable studio practice
- Consistently integrate research and exploration into an evolving studio practice
- Consistently integrate critical thinking and feedback into an effective studio practice
- Filter and evaluate feedback on completed work for potential consideration
- Produce non-static sculptural experiences
- Experiment with kinetic forms of sculpture
- Explore natural materials and processes in sculpture
- Create immersive, interactive environments
- Explore and define the physical psychological, social, and political qualities of public and private spaces
- Build a resource of research about contemporary sculptural practice to support an aesthetic position
- Explore the concepts of a variety of contemporary sculptural professionals
- Evaluate potential options and commit to media and form
- Assess potential presentation strategies to arrive at the most appropriate solution
- Demonstrate knowledge of professions in sculpture
- Produce a cohesive body of work appropriate to an individually defined aesthetic
- Give a public gallery talk
- Learn relevant information concerning taxes, finance, insurance, grant writing, art handling, graduate school, creating a start-up company, navigating the commercial aspects of art and design professions, and setting up a studio
- Write an exhibition proposal application or grant application (mock or actual)
- Create and publish a portfolio website
- Demonstrate learning at the AAC by completing a thesis paper and producing work that is the basis for a Formal Creative Presentation, which provides a capstone experience



Keith Benjamin, BFA '89, MFA
Professor, Head of Sculpture Major

Sculpture Major Curriculum

FYE: STUDIO ARTS	FY101	Communication	3	
	FY102	Ideation	3	
	FY103	Discovery	3	
	FY104	Voice	3	
	FY105	Digital Literacy	3	
FYE: LIBERAL ARTS	AH105	20th and 21st Century Art and Design: Issues and Ideas	3	
	AH110	20th and 21st Century Art and Design History: Media	3	
	HU101	Artist as Writer Workshop	3	
	HU102	Artist as Reader Workshop	3	
SCULPTURE MAJOR	SC201	Sculpture: Form and Space	3	
	SC202	Sculpture: Construction	3	
	SC203	Sculpture: Nature and Kinetics	3	
	SC204	Sculpture: Installation	3	
	SC205	Sculpture: Contemporary Practices	3	
PROFESSIONAL PRACTICE	PC201	Introduction to Professional Practice	3	
	PC301	Professional Pathways Preparation	3	
STUDIO ELECTIVES			27	
ART HISTORY	AH2xx	Any 200-level Art History Elective	3	
	AH3xx	Any 300-level Art History Elective	3	
LIBERAL ARTS	Critical Thinking: Choose One	AH211	Introduction to Visual Culture	3
		HU201	Aesthetics	
		HU210	Introduction to Philosophy	
	Additional Liberal Arts Coursework	Natural Science Elective		3
		Social Science Elective		3
		Humanities Elective	3	
		Liberal Arts Electives	9	

SENIOR YEAR EXPERIENCE	LA481	Senior Thesis	3
	SA482	Senior Seminar	3
	SA491	Senior Pathway Studio 1	6
	SA492	Senior Pathway Studio 2	6

TOTAL CREDIT HOURS

120 HRS

COURSE DESCRIPTIONS | SCULPTURE MAJOR

Course descriptions for SA482 Senior Seminar, SA491 Senior Pathway Studio 1, and SA492 Senior Pathway Studio 2 are located in the Studio Arts Course Descriptions portion of the Catalog. Students may enroll in any Studio Arts course per the prerequisites specified for the course.

SA312 Textiles / Fiber Lab (3)

Students enrolled in Textiles / Fiber Lab examine textiles and fiber as a contemporary art medium. This course is a laboratory for textile experiments and processes. The class explores some minor sewing techniques, surface manipulation, and pattern design. Students read and debate this history of textiles and fiber in craft-based techniques as well as fulfill prompts that call for exhibiting these techniques in relevant and interdisciplinary ways, such as sculpture, installation, and performance. (Prerequisite: Permission of Course Faculty & Registrar)

SC201 Sculpture: Form and Space (3)

Sculpture: Form and Space is an introduction to mold making and casting processes. Assignments focus on 3D material substitution using traditional and contemporary materials and techniques. Throughout the course, students will produce original 3D designs, select an appropriate mold material, then produce the object in multiples using compatible materials. Materials explored include: Silicone rubber, urethane rubber, latex, plaster, Hydro-Stone, wax, and clay slip. Through independent research and class field trips, students will learn how contemporary artists and designers employ casting principles and techniques. (Prerequisite: Permission of Course Faculty & Registrar)

SC202 Sculpture: Construction (3)

Sculpture: Construction offers an introduction to understanding 3D structure through various planar and linear constructions using different media and technical methods. The concept of a working model is introduced. An introduction to welding steel provides the means for skeletal, volumetric, and planar

works, both representational and abstract. Mixed-media construction projects with other materials, including fibers and fabric, will focus on methods for sourcing materials for facsimile replication and appropriate assemblage techniques. The course also introduces selecting and manipulating found objects for a potential kinetic sculptural end. (Prerequisite: Permission of Course Faculty & Registrar)

SC203 Sculpture: Nature and Kinetics (3)

Sculpture: Nature and Kinetics challenges students to select media and processes appropriate to the development of their individual vision/voice. Students will engage in a variety of material investigations through research and manipulation. Natural processes, kinetics, light, and sound are presented as sculptural elements. Studying relevant contemporary sculptural practices supports the studio experience. (Prerequisite: SC202)

SC302 Sculpture: Installation (3)

Sculpture: Installation focuses on open forms, arrangement of elements in space, interaction with an audience, and issues of context. Students may create immersive environments; intervene in public settings; and/or invite participation. Concepts of the public, privacy, boundaries, scale, and place are addressed. A study of contemporary 3D practices supports the studio experience. (Prerequisite: SC202)

SC304 Sculpture: Contemporary Practices (3)

Sculpture: Contemporary Practices is divided into three distinct units, each covering a relevant contemporary topic in sculpture. Each unit is taught by a guest artist with professional expertise in the defined topic area. Students are challenged to use their developing vision and voice to address topics at the forefront of contemporary sculptural discourse. Topic areas and guest artists change each semester that the course is offered. (Prerequisite: SC202)

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Sculpture: Form and Space	3	Sculpture: Construction	3
Studio Elective	3	Studio Elective	3
Studio Elective	3	Introduction to Professional Practice	3
Liberal Arts OR Critical Thinking Elective	3	Liberal Arts OR Critical Thinking Elective	3
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Studio Elective	3	Sculpture: Contemporary Practices	3
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DOUBLE MAJORS

Students who wish to combine any two majors (Creative Writing, Design, Illustration, Painting and Drawing, Photography, Print Media, and Sculpture) will complete 120 hours for the first major. Beyond this requirement, completion of a double major requires 15 semester credits in the second major and 18 additional credits in LA481 Senior Thesis, SA482 Senior Seminar, SA491 Senior Pathway Studio 1, and SA492 Senior Pathway Studio 2 for the second major. Thus, LA481, SA482, SA491, and SA492 must be taken for each of the two majors. As a minimum of 138 credit hours is required for completion of a double major, this option requires additional study beyond four years.

†Artwork: November Hardy