

ART180 : Sculpture Fundamentals

General Information

Author:	<ul style="list-style-type: none"> April Bey
Course Code (CB01) :	ART180
Course Title (CB02) :	Sculpture Fundamentals
Department:	ART
Proposal Start:	Winter 2025
TOP Code (CB03) :	(1002.20) Sculpture
CIP Code:	(50.0709) Sculpture.
SAM Code (CB09) :	Non-Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000559626
Curriculum Committee Approval Date:	05/08/2024
Board of Trustees Approval Date:	06/18/2024
Last Cyclical Review Date:	05/08/2024
Course Description and Course Note:	ART 180 is an introduction to fundamental sculptural principles, techniques, and concepts using a wide range of materials and practices. Students practice various three-dimensional sculptural methods with attention to creative self-expression and historical context.
Justification:	Mandatory Revision
Academic Career:	<ul style="list-style-type: none"> Credit
Author:	<ul style="list-style-type: none"> April Bey

Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none"> Art
Alternate Discipline:	No value
Alternate Discipline:	No value

Course Development

Basic Skill Status (CB08) Course is not a basic skills course. <input type="checkbox"/> Allow Students to Gain Credit by Exam/Challenge	Course Special Class Status (CB13) Course is not a special class. Pre-Collegiate Level (CB21) Not applicable.	Grading Basis <ul style="list-style-type: none"> Grade with Pass / No-Pass Option Course Support Course Status (CB26) Course is not a support course
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Transferability & Gen. Ed. Options

General Education Status (CB25)

Not Applicable

Transferability

Transferable to both UC and CSU

Transferability Status

Approved

Units and Hours

Summary

Minimum Credit Units (CB07)	3
Maximum Credit Units (CB06)	3
Total Course In-Class (Contact) Hours	72
Total Course Out-of-Class Hours	90
Total Student Learning Hours	162

Credit / Non-Credit Options

Course Type (CB04)

Credit - Degree Applicable

Noncredit Course Category (CB22)

Credit Course.

Noncredit Special Characteristics

No Value

Course Classification Code (CB11)

Credit Course.

Variable Credit Course

Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience

Education Status (CB10)

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	2	4
Laboratory Hours	0	0
Studio Hours	2	1

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	0
Course In-Class (Contact) Hours	
Lecture	36
Laboratory	0
Studio	36
Total	72
Course Out-of-Class Hours	
Lecture	72
Laboratory	0
Studio	18
Total	90

Time Commitment Notes for Students

No value

Units and Hours - Weekly Specialty Hours

Activity Name

Type

In Class

Out of Class

No Value

No Value

No Value

No Value

Pre-requisites, Co-requisites, Anti-requisites and Advisories

Prerequisite

ART130 - 2-D Foundations

Objectives

- Demonstrate a working knowledge of the basic elements of a two-dimensional art, including line, shape, texture, value, color, and spatial illusion.
- Apply the organizing principles of composition including balance, proportion, repetition, contrast, harmony, unity, point of emphasis, and visual movement.
- produce original studio projects that successfully incorporate the basic elements and organizing principles of two-dimensional art.
- Make individual aesthetic decisions related to their own artwork, and give constructive feedback to peers via group critique.
- Use a variety of artistic materials, techniques and tools; including graphite, pen and ink, acrylic, watercolor, and collage.
- Write a critical evaluation of two-dimensional art using the basic vocabulary of two-dimensional design.
- Analyze and compare historical and contemporary examples of two- dimensional art, within a global context.

Entry Standards

Entry Standards

Course Limitations

Cross Listed or Equivalent Course

Specifications

Methods of Instruction

Methods of Instruction

Lecture

Methods of Instruction

Studio

Methods of Instruction	Discussion
Methods of Instruction	Multimedia
Methods of Instruction	Tutorial
Methods of Instruction	Independent Study
Methods of Instruction	Collaborative Learning
Methods of Instruction	Demonstrations
Methods of Instruction	Field Activities (Trips)
Methods of Instruction	Guest Speakers
Methods of Instruction	Presentations
Out of Class Assignments	
<ul style="list-style-type: none"> • Projects (e.g. execute independent original artworks) • Museum and gallery visits • Written exercises (e.g. analysis and criticism of sculptural works) 	
Methods of Evaluation	Rationale
Project/Portfolio	Studio projects
Project/Portfolio	Portfolio review
Presentation (group or individual)	Oral presentations
Exam/Quiz/Test	Examinations
Writing Assignment	Written exercises
Exam/Quiz/Test	Final examination

Textbook Rationale

These are classic texts. As the principles of sculpture do not change over time, the publication date is not a factor.

Textbooks

Author	Title	Publisher	Date	ISBN
Harper, Glen (Ed.)	Conversations on Sculpture (Perspectives in Contemporary Sculpture)	University of Washington Press	2007	9780295987415
Harper, Glen (Ed.), , Moyer, Twylene (Ed.)	A Sculpture Reader: Contemporary Sculpture Since 1980	University of Washington Press	2010	9780295986210
Causey, Andrew	Sculpture Since 1945	Oxford University Press	1998	9780192842053

Other Instructional Materials (i.e. OER, handouts)

No Value

Materials Fee

A material/lab fee may be required for this course.

Learning Outcomes and Objectives

Course Objectives

Create projects various three-dimensional media that may include, but are not limited to: plaster, wire, wood, metal, clay, paper, concrete, found objects, and the use of digital technologies such as 3D printers and scanners.

Produce sculpture projects using the basic tools and forming techniques of sculpture in a safe and appropriate manner.

Display basic skills and craftsmanship in sculpture media using the formal principles of design and visual elements.

Create sculptural works that demonstrate understanding of representational, abstract, non- objective, or conceptual imagery.

Examine and describe historical and contemporary developments, trends, materials, and approaches in sculpture.

Assess and critique sculptural works in group, individual, and written contexts using relevant critique formats, concepts and terminology.

Safely utilize tools and specialized equipment.

SLOs

Identify and define the basic principles and elements of contemporary sculpture.

Expected Outcome Performance: 70.0

<i>ILOs</i> Core ILOs	Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.
	Communicate clearly, ethically, and creatively; listen actively and engage respectfully with others; consider situational, cultural, and personal contexts within or across multiple modes of communication.
	Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.
<i>ART</i> Art - A.S. Degree Major	Define and use core concepts in 2D and 3D art
	Describe, analyze and provide criticism of works of art in various media
<i>ART</i> Art - Certificate	Define and use core concepts in 2D and 3D art
	Describe, analyze and provide criticism of works of art in various media
<i>ART</i> Studio Arts	Discuss and apply visual concepts and aesthetics from art history, contemporary art, and popular culture.

Create sculptural projects that utilize basic techniques in additive sculpture, subtractive sculpture, mold-making and casting.

Expected Outcome Performance: 70.0

<i>ILOs</i> Core ILOs	Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.
	Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.

ART
Art - Certificate Define and use core concepts in 2D and 3D art

ART
Art - A.S. Degree
Major Define and use core concepts in 2D and 3D art

ART
Studio Arts Demonstrate intermediate mastery in a range of 2D/3D visual media

Employ basic concepts in 2D design and drawing, or 3D design and drawing-for-sculpture; create portfolio ready, original artworks

Complete projects using media that is fundamental to sculpture.

Expected Outcome Performance: 70.0

ILOs
Core ILOs Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.

Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.

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Employ basic concepts in 2D design and drawing, or 3D design and drawing-for-sculpture; create portfolio ready, original artworks

Additional SLO Information

Does this proposal include revisions that might improve student attainment of course learning outcomes?

No

Is this proposal submitted in response to learning outcomes assessment data?

No

If yes was selected in either of the above questions for learning outcomes, explain and attach evidence of discussions about learning outcomes.

No Value

SLO Evidence

No Value

Course Content

Lecture Content

Major Sculptural Principles Including but Not Limited to (4 Hours)

- Subtractive
- Additive
- Fabrication
- Construction
- Assemblage
- Substitution/Casting
- Installation
- Digitally Based Processes

Introduction to (4 Hours)

- Representational
- Abstract
- Non-Objective
- Conceptually Based Imagery

Development of Vocabulary Specific to Sculpture (4 Hours)**Introduction to Sculptural Materials Including but Not Limited to (4 Hours)**

- Plaster
- Wire
- Wood
- Metal
- Clay
- Paper
- Concrete
- Found objects
- 3D printers
- Scanners

Skills Used in the Visual Arts (4 Hours)

- Creative Thinking
- Problem Solving
- Decision-Making

Formal Visual Elements and Principles of Design (4 Hours)**Understanding of Both Western and Non-Western Artworks with an Emphasis on the Impact of Historical Sculptural Works (4 Hours)**

- Appreciation
- Interpretation
- Contemporary
- Cultural
- Physical Contexts

Analysis and Criticism of Sculptural Works Using Relevant Critique Formats (4 Hours)

- Oral
- Written
- Contexts
- Concepts
- Terminology

Studio Equipment (4 Hours)

- Tool Use
- Maintenance
- Safety

Total hours: 36

Laboratory/Studio Content**Major Sculptural Principles Including but Not Limited to (4 Hours)**

- Subtractive
- Additive
- Fabrication
- Construction
- Assemblage
- Substitution/Casting
- Installation
- Digitally Based Processes

Introduction to (4 Hours)

- Representational
- Abstract
- Non-Objective
- Conceptually Based Imagery

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- Oral
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- Concepts
- Terminology

Studio Equipment (4 Hours)

- Tool Use
- Maintenance
- Safety

Total hours: 36

Additional Information

Is this course proposed for GCC Major or General Education Graduation requirement? If yes, indicate which requirement in the two areas provided below.

No

GCC Major Requirements

No Value

GCC General Education Graduation Requirements

No Value

Repeatability

Not Repeatable

Justification (if repeatable was chosen above)

No Value

Resources

Did you contact your departmental library liaison?

No

If yes, who is your departmental library liaison?

No Value

Did you contact the DEIA liaison?

No

Were there any DEIA changes made to this outline?

No

If yes, in what areas were these changes made:

No Value

Will any additional resources be needed for this course? (Click all that apply)

- No

If additional resources are needed, add a brief description and cost in the box provided.

No Value