

ARTS2510: Sculpture I

Fall 2006: Section 001: T/Th 8:00–10:45

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3D Arts Building, Room 120A, 844.5267

Email: mcnulcl@auburn.edu (Responses can be expected within 12–48 hours, depending on the professor's schedule and the date and time of your email.)

Office hours: T/Th 2:00–3:00pm or by appointment.

Course Description from the Bulletin

Instruction in sculptural concepts, materials, and construction methods.

Pre-requisites

You must have completed Art 1120 (Drawing II), 1210 (2-D Design), 1220 (3-D Design) and two 1000-level art history courses to take this class.

Course Objectives

Upon successful completion of this course, students will:

- Develop a productive design process to brainstorm, develop, and refine their ideas and forms through exploratory drawing and formal orthographic drawing.
- Demonstrate an understanding of the visual, conceptual, technical, structural, safety and environmental concerns specific to a variety of sculptural materials, including wood, copper, and acrylic.
- Explore texture and a variety of water-based finishing media to create innovative surfaces for their assigned work.
- Use demonstrated power tools skillfully and safely.
- Recognize, explore, and understand the relationship of three-dimensional forms to their environment.
- Articulate the conceptual, technical, and formal characteristics of their own work and the work of their fellow students in critique.

Course Content & Schedule

This course is an introduction to the basic conceptual and aesthetic issues, techniques, and materials of sculptural practice. Through a series of assignments, demonstrations, and technical exercises, students will learn to explore and express their ideas in three-dimensional form and space. In addition, students will examine and address important, fundamental conceptual issues in the field. The course will also introduce students to the work of various contemporary sculptors through slide lectures.

Tentative Schedule

- **Week 1:** Introduction & Syllabus
Design Process
Assignment 1
- **Week 2:** Sketches due
Critique 1
- **Week 3:** Assignment 2
Wood lecture
Hand tool demo
Exercise 1 due
- **Week 4:** Assignment 2
Exercise 2 due
Online quizzes due
Orthographic drawings
- **Week 5:** Sketches due
Bandsaw and carving demo

- Exercise 3 due
- **Week 6:** Critique 2
Online quiz
Assignment 3
- **Week 7:** Sketches due
Safety demos (outside of class)
Finishing demo
- **Week 8:** Sample finishes due
- **Week 9:** Critique 3
- **Week 10:** Assignment 4
Wood construction demonstrations
- **Week 11:** Sketches due
Acrylic & copper demonstrations
- **Week 12:** Hinge demonstration
Work
- **Week 13:** Work
- **Week 14:** Work
- **Thanksgiving Break**
- **Week 15:** Critique 4 & final cleanup

Disability Accommodations

Students who need special accommodations in class, as provided for by the American Disabilities Act, should arrange a confidential meeting with the instructor during office hours the first week of classes — or as soon as possible if accommodations are needed immediately. You must bring a copy of your Accommodation Memo and an Instructor Verification Form to the meeting. If you do not have these forms but need accommodations, make an appointment with The Program for Students with Disabilities, 1244 Haley Center, 844.2096 (V/TT).

Studio Access

The 3D building will be open for registered student use 24 hours a day. Registered students will gain access after hours with their student ID cards. Please note that only registered students have permission to access the building. All students must sign the After-Hours Access Policy before they will have access to the building. The woodworking and metal fabrication studios will only be open when either the sculpture professor or the 3D technician is in the building. Regular supervised hours are posted on the technician's office window. Additional tool room hours are available 2-3 nights each week and are supervised by advanced student employees. You will need to schedule your use of the power machinery accordingly.

Lockers

Storage lockers are available in the sculpture area for all registered students. Students must sign out their locker with the 3D Technician. You are strongly encouraged to sign out a locker to ensure that you have all your materials available for class. Any locks that have not been registered will be cut. All lockers must be cleaned out at the end of the semester. Any unclaimed locks and materials will be disposed of.

Materials

You are **required** to have the following the following general supplies. Never come to class without them.

- ANSI certified safety glasses (Z81 or Z87)
- Tape measure
- Set of drill bits (1/16"-1/4" in 1/32" increments)
- Sketchbook (8-1/2" x 11" or larger) dedicated to this class only for notetaking and design process
- Binder/folder for handouts

- Pencils
- Lock (for locker)

With the exception of certain supplies (e.g. plaster, yellow glue, welding rod, etc.), students will be responsible for finding and purchasing their own materials (wood, steel, hardware, paint, finishing materials, etc.). Most of these materials can be obtained from any hardware store. We will discuss the process of purchasing lumber in class. Be sure to manage your budget accordingly. All materials required for assignments will be announced at least one class period in advance.

Possible Suppliers

Lowe's, 1701 Frederick Rd, Opelika, 705-4995

Home Depot, 2190 Tigertown Parkway, Opelika, (334)737-0136

Waid Ace Hardware, 1866 E Glenn Ave, Auburn, 502-3991

Spencer Lumber, Bragg Street (off College), Auburn, 887-7071

Hardwoods, Inc. of Alabama, 21444 US Hwy 31, Thorsby, 800.467.4160; <http://www.hardwoodweb.com>

Wood Products Center, 506 Manchester Expressway, Suite C-7, Columbus, GA 31904, 800-994-2972

H & E Steel, 1201 First Avenue, Opelika, 745-2001

Opelika Scrap, 2000 Steel, Opelika, 745-2622

The Compleat Sculptor, www.sculpt.com, 800.9SCULPT

<http://www.sculpturehouse.com.com>

Dumpsters

Recommended Reading

Alex Potts. *The Sculptural Imagination: Figurative, Modernist, Minimalist.*

Thomas McEvilley. *Sculpture in the Age of Doubt.*

Rosalind Kraus. *Passages in Modern Sculpture.*

Oliver Andrews. *Living Materials: A Sculptor's Handbook.*

Sculpture

Art Papers

Art in America

Art Forum

Note: Art Abstracts is an online index of periodicals available through the Auburn University library. This database is an invaluable tool to research artists and artistic topics.

Course Requirements/Evaluation

Assignments will be judged on the basis of the following criteria.

- **Design:** the visual or formal aspects of the piece. Designs will be graded based on the quality of and effort directed toward the visual development of the particular assignment.
- **Concept:** the ideas or thoughts driving the design. In sculpture, ideas are expressed through the manipulation of materials, formal elements, and space. Consider the term, "ideas," in a broad manner, including, for example, life experiences, emotional states, political viewpoints, identity issues, etc. Concepts will be evaluated based on the quality, clarity, and development of the work's meanings.
- **Execution:** how the piece is physically crafted and/or presented. The execution of a project will be judged according to the quality and appropriateness of construction, materials, and techniques used, attention to detail and finish, and improvement over previous work.
- **Risk/Development:** the willingness of the student to explore, research, and develop aspects of their work, whether visual, conceptual, or technical, that are unfamiliar or difficult. This experimentation will necessarily include the extensive exploration of a variety of possible solutions and directions for the assignment. In addition to brainstorming multiple solutions to each assignment, you are also expected to edit and develop your work and its context to include only the "information" that is necessary to the piece's meaning.

Participation & Critiques. Attendance at and participation in critiques is mandatory. You will be graded on your level of involvement in class discussion. Please note: if you fail to finish an assignment on time, you are still expected to attend critique. All projects must be set up for critique *before* the start of class.

Overall Criteria considered in the final grade will include:

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| 1. <u>Assignments / Quizzes</u> | |
| A. Assignments, Sketchbooks & Drawings | 130 points |
| B. Technical exercises: develop your understanding of demonstrated tools and techniques | 20 points |
| C. Online quizzes: test your understanding of the safety / technical concepts presented in class. Quiz scores will be averaged | 10 points |
| 2. <u>Participation</u> | 40 points |
| A. Critiques | |
| B. Discussions | |
| C. Notetaking during lectures and demonstrations | |
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| Total Points | 200 points |
3. Attendance (only a negative grading factor if absences exceed 3 classes per semester)
4. Removal of materials. All materials and artwork must be removed from the building at the conclusion of the semester. Students who fail to comply with this requirement will receive a grade of "incomplete (IN)" until their materials have removed.

Grading Scale

- A (90–100%) — The student who consistently produces work with fully developed concepts, quality designs, and strong technical execution and/or progress in learning techniques. The student will also be actively involved in the class discussions and critiques, and demonstrate a clear understanding of topics covered in the course.
- B (80–89%) — The student who does very good and occasionally outstanding work on assignments. Projects must be well executed and completed on time. Class involvement must be strong.
- C (70–79%) — The student whose assignments and class participation are adequate but do not represent strong effort or improvement. Projects must be completed on time.
- D (60–69%) — The student who does not demonstrate an adequate understanding of the material covered in the course and/or shows insufficient effort in the conceptual, formal, and technical development of assignments.
- F (≤ 59%) — The student who shows little effort on assignments, demonstrates little progress over the course of the semester, misses class often, and/or turns assignments in late.

S-U Grading Scale: Grades calculated as A, B, or C will assigned a grade of S; grades calculated as D or F will be assigned a grade of U.

Withdrawals: A student who withdraws from a course prior to the 15th class day during a semester (or the fifth class day of summer term) will have no grade assignment; however, from the 15th class day during a semester (or the fifth class day of summer term) through mid-semester (mid-term) a W (Withdrawn Passing) grade will be recorded for the course.

Course Policies & Procedures

- **All work must be original.** Copying or using the work or ideas of other students or artists is considered plagiarism. This rule applies both to the design and the execution of all work. You may have others assist with aspects of your project in certain cases, but the execution of your work must be primarily your own. Please ask if you are unsure about specific circumstances. All violators will be taken to the Academic Honesty Committee in accordance with the policy stated in the *Tiger Cub*.
- **Attendance is required.** Material will be presented in a systematic matter. If you miss class, you will miss information required to meet the course objectives. Therefore, it is your responsibility to find out what material was presented in class and what assignments are due. Demonstrations and lectures will not be repeated. All university-approved absences, as defined by the *Tiger Cub*, must be documented in writing within 7 days of the absence. Athletes must provide written excuses from the Athletic

Department. After two unexcused absences, your grade will automatically decrease one-half of a letter grade (5%) for each additional absence.

- **Punctuality.**
 - You must be on time. Any student arriving ten minutes late will be given half of an absence. Any student arriving 30 minutes late will be given a full absence. If you are late, you must see me during class to ask to be put on roll.
 - All projects must be completed on time for critiques. Incomplete projects will not be discussed in critique and will lose one-half of a letter grade for each class period that they are late.
 - You are expected to come to class prepared with the appropriate materials. Class time is not shopping time. If you come to class unprepared to work, you will be considered absent.
- All cell phones must be turned off during class. Any phone that rings will be confiscated.
- On occasion, you will be contacted by **email** at your AU email address. Be sure that the email address listed in the Auburn system is current. In an effort to save paper and copying costs, assignments and handouts are posted on **Web CT** (www.auburn.edu/students). It is your responsibility to check the site and your email regularly.
- Students are responsible for keeping track of their own progress in the class. If you wish to learn your grade in the class, you must ask the instructor.
- All work must be removed from the studio at the end of the semester. We are not here to clean up after you. If you fail to remove your work, you will be given an incomplete.

General Safety and Sculpture Facility Policies

- Students are required to attend all appropriate safety demonstrations and sign relevant safety agreements before using tools and equipment.
- There is no such thing as a stupid question. If you are unsure how to use a machine or perform a technique, please ask. Always make safety your first priority.
- Appropriate eye, ear, and respiratory protection are mandatory. If you fail to wear appropriate protection on a regular basis, you may be barred from using the facility.
- Sculpting can be dirty work, exposing you to plaster, rust, metal dust, sparks, etc. A set of coveralls and a baseball hat is recommended to protect your clothing and hair.
- No loose clothing is allowed around power tools. Open-toed shoes or sandals are not allowed in the studio. If you wear sandals to class you will not be allowed to work. Repeat offenders will be considered absent.
- Never work alone. When using power machinery, there must always be at least one other person working in the shop with you.
- The shop should always be cleaner when you leave than it was when you entered. Clean up all sawdust, slag, and filings on machines and floor, and put away tools. Clean up your mess and a little of somebody else's, too. A clean studio is a safe studio. Offenders may be barred from the studio.
- Watch out for the safety of one another. If you see someone using a machine improperly, politely interrupt what he or she is doing and explain how to use it safely.
- Use of alcohol or drugs before or while using shop machinery is strictly prohibited. All offenders will be immediately expelled from using the studio. Please notify the instructor if you are taking any prescription medication that may impair your abilities to operate power tools safely.
- Keep all flammable substances in the yellow metal cabinet. Clearly mark all containers with your name and the date.
- Dispose of all oily rags and brushes in the red waste can. Do NOT dispose of rags and brushes in the regular trash cans. Such items can spontaneously combust.
- Boom boxes and stereos are not allowed in the facility. This is a communal work area: not all of your peers will find your music inspiring. If you wish to work to music, please wear a personal music player with headphones.