



## Syllabus

### ART 205 Modeling & Sculpture

#### General Information

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**Date** April 8th, 2019

**Author** Barron Naegel

**Department** Visual and Performing Arts

**Course Prefix** ART

**Course Number** 205

**Course Title** Modeling & Sculpture

#### Course Information

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**Catalog Description** An introductory examination of the materials and processes used in creating three-dimensional objects. The techniques of modeling with plasteline, plaster and wire along with casting in plaster and bronze will be covered. An introduction to 3D printing technology will be included. Subjects will range from portraiture to abstraction.

**Credit Hours** 3

**Lecture Contact Hours** 6

**Lab Contact Hours** 0

**Other Contact Hours** 0

**Grading Scheme** Letter

#### Prerequisites

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ART 102 and ART 104

#### Co-requisites

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None

#### First Year Experience/Capstone Designation

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**This course DOES NOT satisfy the outcomes applicable for status as a FYE or Capstone.**

## **SUNY General Education**

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**This course is designated as satisfying a requirement in the following SUNY Gen Ed category**

None

## **FLCC Values**

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### **Institutional Learning Outcomes Addressed by the Course**

Vitality, Inquiry, Perseverance, and Interconnectedness

## **Course Learning Outcomes**

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### **Course Learning Outcomes**

1. Define and articulate the vocabulary of terms used in both traditional and contemporary sculpture, through quizzes, individual and group critiques.
2. Apply the principles of design and proper use of techniques and materials used to produce finished sculptures.
3. Demonstrate an understanding of the creative process from concept through finished product using a variety of measures including: thumbnails, finished sketches, revisions, working and final critiques.
4. Evaluate visual concepts through critiques and oral presentations, demonstrating the ability to communicate ideas and receive constructive feedback.

## **Outline of Topics Covered**

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- I. Introduction to studio environment and class expectations
- II. Guidelines for evaluating Three-dimensional/Sculptural work: Technique/Visual Unity
- III. Three-dimensional study project:  
Orientation to working with wire, foam-core and or mat-board
- IV. Study of the Portrait and Figure in sculpture: Precedents and contemporary approaches
- V. Techniques and process of working with Plasteline Clay:  
Armature construction, hand building and use of tools for surface
- VI. Proportions and the visual unity of the work, through the Portrait or Figure:  
Calipers as an assist to working with the eye for measurement
- VII. Introduction to Anatomy and working with a live model
- VIII. Mold-making and introduction to Plaster as a media

IX. Casting with Plaster

X. Finishing techniques with Plaster: unique and faux finishing approaches

## Program Affiliation

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**This course is required as a core program course in the following program(s)**  
AAS Graphic Design