Course Description
This course will focus on individual artistic development, using both traditional and nontraditional three-dimensional materials. It will emphasize careful consideration of material choice, craft, form, space, site, presentation, and context. It will provide a forum for the discussion and exploration of contemporary sculptural practices, and the possibilities made available by such an expansive field.

Goals and Objectives
- Develop and encourage individual creative interests.
- Acquire fundamental skills in a wide range of techniques and materials, including wood construction, metal fabrication, mold-making and casting, basic electronics and kinetics.
- Discuss an artwork’s content and context, how materials can contain meaning, and the ways in which sculpture interacts with a space or site.
- Work towards safe studio and shop practices.

Attendance
Attendance will be taken at the beginning of each class period. Success in a studio art class is dependent upon your participation in the studio activities and interaction with other students. This cannot occur if you are not in class. Therefore, this attendance policy will be strictly enforced. You are allowed two unexcused absences. The third unexcused absence will result in the lowering of a full letter grade at the end of the semester. Four absences will result in the lowering of two full letter grades. Five unexcused absences will result in the failure of the course. If you are absent, it is your responsibility to find out what you have missed and what you need to prepare for the next class. Contact one of your classmates to find out about any assignments not indicated on the course outline.

Project Documentation
Documentation is a very important aspect of art making and will be a crucial component to this class. Most often, a viewer will not be able to travel to see an artist’s work in person in a gallery or museum, but will instead see an image of it in a book or on the Internet. Because of this, it is important for work to be well documented, in order for it to exist beyond the limits of a specific place and time.
You will be required to photograph each of your major assignments as well as work in progress. This documentation will be viewed during your individual critiques, at midterms, and at the end of the semester, and will affect your final grade. If you do not own or have access to a digital camera let me know.

Sketchbooks
You will be expected to conduct your own research during the planning phase of each assignment. Your research and process should be documented in the form of a personal sketchbook, which can include notes and journal entries, sketches, and images you find inspirational as well as your work in progress photographs. Your sketchbook will be reviewed by the instructor throughout the semester in order for me to better understand your creative intentions, and thus will play an important role in the evaluation and grading of your projects.

Critiques
As projects are completed, we will discuss all the work as a group. Despite the title, critique sessions are not intended to be forums for demeaning criticism. They are to assist you in your creative development by providing
focused opportunities for you to verbalize your reasoning and intentions, and for fellow classmates and the instructor to share opinions and assistance. Critiques in a studio class take the place of exams and quizzes in a lecture course. Attendance is critical and required. Not only are no make ups allowed, they are not possible.

**Project Grading and Evaluation**

Grades will be based on completed projects, class participation (enthusiasm), project documentation, sketchbooks, and involvement in class critiques. Lack of respect for studio rules and cleanliness will adversely affect your grade. You will complete 6-7 projects over the course of this semester, depending on time restraints. Details about and due dates for each project will be discussed in class.

1. Additive / Subtractive (composition of form in space)
2. Welding/Brazing (line/implied volume)
3. Wood Working (formal abstraction)
4. Mold Making and Casting (mutation)
5. Wearable Sculpture and Performance
6. Kinetics Exercise (duration)
7. Transmutation (time permitting)

Grading for each project will be on a ten-point scale: A (10-9), B (8.9-8), C (7.9-7), D (6.9-6), F (below 6). Each project receives four marks, one each for:

- (T)echnique covers craftsmanship, sturdiness, and satisfactory completion of all the assigned parameters of the project.
- (A)esthetics covers the composition of formal elements and the communication of idea, concept, and artistic content.
- (O)riginality is what you bring to the project: creativity. How does your project differ from everyone else’s?
- (S)ketchbook or sketches includes all drawings and photographs that show the development of your finished sculpture. I want to see your ideas from where they began to how they progressed to the final project that you create.
- (C)ritique participation includes discussion of your work and other artists.

Thus, each project is worth 50 total points. **Late projects will receive a maximum of ½ credit.**

**Studio Practices & Requirements**

Bring all necessary tools and materials to class. Class time is for working, not gathering supplies, going to the hardware store, or studying for other classes.

Dress appropriately for a studio environment. Always wear closed toe shoes, and have long hair tied back. Be prepared to get dirty. If you come to class in flip-flops, you will be sent home to change.

When you are done working, **always clean up impeccably!** Care and maintenance of the studio is the student’s responsibility. If the instructor can tell where you were working by looking at the residues, trashes, leftover coffee cups, or mislaid tools, it is defined as a mess.

Be aware of safe procedures for handling tools and materials. Remember, **personal caution is the greatest safeguard.** Some of the projects involve tools or procedures that may be unfamiliar to you. Safety procedures will be discussed and demonstrated at the outset of each project. **If there is any doubt about your ability to operate any tool safely, do not use that tool. Ask to be “checked out” by the instructor.**

Use of studio outside class. Students have 24/7 access to the studio. However, after typical “business hours” (9-5), you must have another person in the studio with you. This person does not have to be a student in this course, but you cannot be alone in the studio (this is a safety precaution).
Art Events
A requirement for all Art Department courses and a component to the class this semester is attendance at art-related events. You will be required to attend at least 3 events, two of which must be on campus, one event off campus. Such events include lectures, opening receptions, and exhibitions. In a one-page essay, give the title of the event, date, location and other important identifying information. Describe your impressions of each event. You will submit the essay (pass/fail) to me no later than the beginning of class Wednesday, December 7 as either a hardcopy paper or emailed to me. Attendance at art events and the corresponding essay is worth approximately 5% of your final grade.

Below are events that are already scheduled. Additional events will be announced in class or emailed to you (I strongly encourage you to check your email daily).

Sept 8 @ 7 pm in Blount: Moon Lecture www.jihamoone.com
Sept 9 from 6-8 pm: Jiha Moon reception in the Clough-Hansen gallery
Sept 29 @ 7 in Orgill: Minneapolis artist Joshua Huyser lecture (in connection with his Material show) http://www.mnartists.org/work.do?rid=252328
October 10 at 6:30 in the painting room, former Rhodes student Kathleen Mallaney will be giving a talk on her life after school
Oct 27 @ 7 pm in Blount: Portland artist Cara Tomlinson Lecture http://www.caratomlinson.com/
Oct 28 from 6-8 pm: Cara Tomlinson Reception in the gallery
Nov 4 @ 7 in Clough 417: Rhodes Alumna Elizabeth Tyson (2002) Lecture (in connection with her Material show)
Nov 17 @ 7 in Orgill: Iowa City/Alabama artist Pete Schulte lecture (in connection with his Material show) http://www.schulteprojects.com/