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Mon. & Wed. 9:30-12:25
Office Hours--M & W. 9:00-9:30, 3:30-4:30

Art 210: Projects and Time Line for 3-D Form Fall 2004

This introductory 3-D Design/beginning sculpture class will include projects utilizing different media, materials and concepts. Media utilized will include clay, plaster, wood, cardboard, steel, sound and found objects. Concepts worked with and discussed will include form, space, tension, texture, repetition, scale, use of modular units, and abstraction. Skills learned will include ceramic sculpture techniques, plaster, and use of woodworking tools. We will learn how to use materials and equipment for each area with regards for safety and health hazards. With each project we will look at slides of sculptures of artists from various cultures within the United States and worldwide, both past and present. We will discuss issues of content, choice of media, scale and the interrelationships of these elements. Projects are progressively more open ended in terms of students choice of concepts and materials, as the quarter progresses. We will have critiques after each project and will discuss aspects of completed projects, including concepts and presentation.

We will take a field trip to galleries and museums in Los Angeles, **October 30th (Saturday)** This is not required, but highly recommended--and fun. Keep a notebook of ideas and drawings for projects. Read Artweek, and Sculpture Magazine. If you go out of town during the quarter, talk to me about what exhibitions or public sculptures are available in that area.

Participation in class, as well as working outside of class is of utmost importance. At mid-term and during the last week of class, each student will fill out a self-evaluation form, including information on projects completed, books and periodicals read, exhibitions seen, etc. Grades will be based on a combination of **effort, attendance, participation in all aspects of the class, willingness to learn new skills, and growth in ability to conceive, complete and present projects creatively**. If a student misses more than 3 class periods, their grade will be lowered accordingly.

You will be responsible for bringing much of your own materials. Keep an eye out for discarded furniture, interesting found objects, furniture, wood, metal coat hangers, etc.

3-D Form Time line of Projects

The following projects may be modified in content and time as the class progresses:

Sept. 15th: Introduction to Class. Expectations, materials needed, etc.

Sept. 20 & 22nd: We'll work in groups making a relief in clay which we will cut up to fire, and later glaze. Each student will get a section to design and texture, and then will work on a transitional section between theirs and the next student's section. We will discuss textures and transitions. Then we will do individual reliefs, utilizing at least 3 different textures. It will be necessary to think in reverse, since we will cast these reliefs in plaster.

Sept. 27th: Look at slides of modular units in art and architecture. Make modular units out of clay (can be extruded)

Oct. 4th, 6th & 11th: Build a wire armature out of coat hangers & wire. Think non-objective in planes. Choose which areas to leave open and which to build up using burlap and plaster. Rasp to get the texture you desire. Paint or stain if you desire. Glaze & paint previous projects. Critique at beginning of class on the 13th.

Oct. 13th, 15th, 18th & 20th. --After Critique on the 13th, we will take field trip to Bakersfield College to see exhibition including figurative ceramics of Elaine Carhartt. Plan to attend workshop by Elaine on building figurative ceramics Friday **October 15th 10 AM-12:30**. Build a ceramic sculpture building a figure or part of a figure.

Oct. 25th & 27th. Bring in a discarded piece of furniture and other materials to use or trade. Do an assemblage incorporating the furniture which you then transform. Include something personal, relating to your life, family and/or heritage. Utilize 2-D in the assemblage (photo, drawing, painting, and/or collaged element(s)). See slides of Joseph Cornell, Kim Ableles, Betye Saare, Alison Saare. **Critique Oct. 27th.**

Final Project: Make something childlike (such as a game, pull toy or pop up book), with some sort of twist (such as philosophical or political implications). Should include real or illusion of motion. We will look at slides of Red Grooms, Alexander Calder, Oldenberg, and African toys.

Last Day of class Nov. 27th. Final crit. Nov. 29th at the regular class time. We will look at Final Project & all other work we haven't seen completed.