ART R155: BEGINNING SCULPTURE

Originator
cmorla

College
Oxnard College

Discipline (CB01A)
ART - Art

Course Number (CB01B)
R155

Course Title (CB02)
Beginning Sculpture

Banner/Short Title
Beginning Sculpture

Credit Type
Credit

Start Term
Fall 2021

Catalog Course Description
This course is an introduction to three-dimensional sculptural principles, techniques, and concepts utilizing a wide range of materials and process. Various sculpture methods are practiced with attention to creative self-expression and historical context.

Taxonomy of Programs (TOP) Code (CB03)
1002.20 - Sculpture

Course Credit Status (CB04)
D (Credit - Degree Applicable)

Course Transfer Status (CB05) (select one only)
A (Transferable to both UC and CSU)

Course Basic Skills Status (CB08)
N - The Course is Not a Basic Skills Course

SAM Priority Code (CB09)
E - Non-Occupational

Course Cooperative Work Experience Education Status (CB10)
N - Is Not Part of a Cooperative Work Experience Education Program

Course Classification Status (CB11)
Y - Credit Course

Educational Assistance Class Instruction (Approved Special Class) (CB13)
N - The Course is Not an Approved Special Class

Course Prior to Transfer Level (CB21)
Y - Not Applicable

Course Noncredit Category (CB22)
Y - Credit Course

Funding Agency Category (CB23)
Y - Not Applicable (Funding Not Used)

Course Program Status (CB24)
1 - Program Applicable

General Education Status (CB25)
Y - Not Applicable

Support Course Status (CB26)
N - Course is not a support course

Field trips
May be required

Grading method
Letter Graded

Does this course require an instructional materials fee?
No

Repeatable for Credit
No

Is this course part of a family?
Yes

Select the other courses that make up this family
ART R156 - Intermediate Sculpture

Units and Hours

Carnegie Unit Override
No

In-Class

Lecture
Minimum Contact/In-Class Lecture Hours
17.5
Maximum Contact/In-Class Lecture Hours
17.5

Activity

Laboratory
Minimum Contact/In-Class Laboratory Hours
105
Maximum Contact/In-Class Laboratory Hours
105

Total in-Class

Total in-Class
Total Minimum Contact/In-Class Hours
122.5
Total Maximum Contact/In-Class Hours
122.5

Outside-of-Class

Internship/Cooperative Work Experience

Paid

Unpaid

Total Outside-of-Class

Total Outside-of-Class
Minimum Outside-of-Class Hours
35
Maximum Outside-of-Class Hours
35

Total Student Learning

Total Student Learning
Total Minimum Student Learning Hours
157.5
Total Maximum Student Learning Hours
157.5

Minimum Units (CB07)
3
Maximum Units (CB06)
3

Student Learning Outcomes (CSLOs)

	Upon satisfactory completion of the course, students will be able to:
1	Students will analyze the elements and principles of 3-dimensional art.
2	Students will either individually or collaboratively create original work, which they then revise and improve upon based on critical feedback.
3	Students will realize a creative expression when they design and implement a hands-on experience through creative thinking.
4	Students will understand and apply the elements of design in various creative contexts.
5	Students will understand the complex blend of personal vision, social-cultural background, ethical values and aesthetic judgement in their own artistic work.
6	Students will explore a variety of mediums such as wood, clay, fiber, and plastic.

Course Objectives

	Upon satisfactory completion of the course, students will be able to:
1	Express aesthetic or conceptual intents in various three dimensional media that may include several of the following, but are not limited to: plaster, clay, wood, stone, glass, bronze, iron, steel, concrete and the use of digital technologies such as 3D printers and scanners;
2	Produce sculpture projects using the basic tools and forming techniques of sculpture (manipulative, substitution, subtractive, additive, fabrication, assemblage etc.) in a safe and appropriate manner;
3	Display basic skills and craftsmanship in sculpture media using the formal principles of design and visual elements;
4	Create sculptural works that demonstrate understanding of representational, abstract, non-objective, or conceptual imagery;
5	Examine and describe historical and contemporary developments, trends, materials, and approaches in sculpture;

6	Assess and critique sculptural works in group, individual, and written contexts using relevant critique formats, concepts and terminology;
7	Safely utilize tools and specialized equipment.

Course Content

Lecture/Course Content

1. Major sculptural principles including but not limited to subtractive, additive, fabrication, construction, assemblage, substitution/ casting, installation, and digitally based processes.
2. Introduction to representational, abstract, non-objective, and conceptually based imagery.
3. Development of vocabulary specific to sculpture.
4. Introduction to sculptural materials including but not limited to clay, metal, plaster, stone, found objects etc.
5. Creative thinking, problem solving, and decision-making skills used in the visual arts.
6. Formal visual elements and principles of design.
7. Appreciation, interpretation and understanding of both Western and Non-Western artworks with an emphasis on the impact of historical, contemporary, cultural, and physical contexts of sculptural works.
8. Analysis and criticism of sculptural works in oral and written contexts using relevant critique formats, concepts, and terminology.
9. Studio equipment, tool use, maintenance, and safety.
10. Contemporary trends, materials, and approaches in sculpture and three-dimensional art.

Laboratory or Activity Content

1. Problem solving visual exercises that develop three-dimensional awareness and require exploration and manipulation of the basic materials used to create sculpture.
2. Studio projects that explore the elements and organizing principles of three-dimensional design including but not limited to the use of additive, subtractive, substitution, fabrication, assemblage, digital, etc.
3. Studio projects that include, but are not limited to, the use of representational, abstract, non-objective and conceptual imagery.
4. Development of skills and processes using a variety of artistic materials, techniques and tools appropriate to an introductory study in sculpture, which may include, but are not limited to: paper, wood, plaster, wire, metal, clay, fibers, mixed media.
5. Safe use of tools and specialized equipment.

Methods of Evaluation

Which of these methods will students use to demonstrate proficiency in the subject matter of this course? (Check all that apply):

Skills demonstrations

Methods of Evaluation may include, but are not limited to, the following typical classroom assessment techniques/required assignments (check as many as are deemed appropriate):

Individual projects
Laboratory activities
Oral analysis/critiques
Oral presentations
Portfolios
Skills demonstrations

Instructional Methodology

Specify the methods of instruction that may be employed in this course

Audio-visual presentations
Computer-aided presentations
Class activities
Class discussions
Distance Education
Demonstrations
Field trips
Group discussions
Guest speakers
Instructor-guided interpretation and analysis
Instructor-guided use of technology
Laboratory activities
Lecture

Describe specific examples of the methods the instructor will use:

1. The instructor will give a demonstration on the safe and proper use of tools like hammer, wire, carving tools and pliers.
2. Guided in-class problem solving assignments focused on elements such as scale, space and mass.
3. Group and individual critiques of students' projects guided by the instructor.
4. Field trips to provide additional opportunities for analysis and discussion on art elements, historical periods, various cultures and styles.

Representative Course Assignments

Writing Assignments

Written assignments including a self-analysis on creative projects and evaluation of gallery/museum visit applying discipline vocabulary including the elements and principles of three-dimensional art.

Critical Thinking Assignments

1. Solving visual and spatial problems.
2. Execution solutions in designing sculptures in various media.
3. Individual and group critiques of student sculpture projects.

Reading Assignments

1. Reading from text, Sculpture: Technique, Form, Content on sculpture techniques and historical examples, typically twice a month.
2. Review of technical information related to content identified in course outline.

Skills Demonstrations

Sculpture projects that demonstrate various techniques and skills including:

1. Tools like hammer, wire, carving tools and pliers.
2. Materials including clay, plaster, wood and cardboard.
3. Three-dimensional elements such as space, scale and mass.

Other assignments (if applicable)

1. Homework on sculpture projects, typically once a week
2. Field trips may be required to campus gallery and local museums, artist studios.

Outside Assignments

Representative Outside Assignments

1. Reading assignments to review technical information and to support project development.
2. Written self-analysis of sculpture projects.
3. Field trips may be required to on-campus gallery and off-campus galleries/museums

Articulation

Comparable Courses within the VCCCD

ART M77 - Beginning Sculpture I
ART V25A - Beginning Sculpture I

District General Education

A. Natural Sciences

B. Social and Behavioral Sciences

C. Humanities

D. Language and Rationality

E. Health and Physical Education/Kinesiology

F. Ethnic Studies/Gender Studies

CSU GE-Breadth

Area A: English Language Communication and Critical Thinking

Area B: Scientific Inquiry and Quantitative Reasoning

Area C: Arts and Humanities

Area D: Social Sciences

Area E: Lifelong Learning and Self-Development

CSU Graduation Requirement in U.S. History, Constitution and American Ideals:

IGETC

Area 1: English Communication

Area 2A: Mathematical Concepts & Quantitative Reasoning

Area 3: Arts and Humanities

Area 4: Social and Behavioral Sciences

Area 5: Physical and Biological Sciences

Area 6: Languages Other than English (LOTE)

Textbooks and Lab Manuals

Resource Type
Textbook

Description
Williams, Arthur (2012). *Sculpture: Technique, Form, Content* (Revised Edition). Davis Publications.

Resource Type
Textbook

Classic Textbook
No

Description
Gormley, A. (2020). Shaping the World. Sculpture from Prehistory to Now. Thames & Hudson USA.

Distance Education Addendum

Definitions

Distance Education Modalities

Hybrid (51%–99% online)
Hybrid (1%–50% online)
100% online

Faculty Certifications

Faculty assigned to teach Hybrid or Fully Online sections of this course will receive training in how to satisfy the Federal and state regulations governing regular effective/substantive contact for distance education. The training will include common elements in the district-supported learning management system (LMS), online teaching methods, regular effective/substantive contact, and best practices.

Yes

Faculty assigned to teach Hybrid or Fully Online sections of this course will meet with the EAC Alternate Media Specialist to ensure that the course content meets the required Federal and state accessibility standards for access by students with disabilities. Common areas for discussion include accessibility of PDF files, images, captioning of videos, Power Point presentations, math and scientific notation, and ensuring the use of style mark-up in Word documents.

Yes

Regular Effective/Substantive Contact

Hybrid (1%–50% online) Modality:

Method of Instruction	Document typical activities or assignments for each method of instruction
Asynchronous Dialog (e.g., discussion board)	Asynchronous discussion boards will be used to encourage interaction between students. Topics presented will allow students to discuss, compare and contrast, identify elements of course outcomes. Students will post images of their projects and provide constructive and supportive feedback on other students' work. Discussion boards may be used fo Q&A and general discussion by students and instructor to facilitate student success and strengthen student learning outcomes.
E-mail	E-mail will be used regularly to communicate to message students, provide assignments comments and make announcements. Students will have multiple ways to email instructor through both the learning management system inbox and faculty provided email accounts.
Video Conferencing	Professor will provide technical demonstrations via live ConferZoom meetings. Video conferencing will be used to facilitate SLOs, to provide direct feedback, Q&A and encourage student-to-student interaction.
Face to Face (by student request; cannot be required)	Face to face contact will take place during weekly class meetings. This will give students the opportunity to discuss and ask questions about course content to facilitate learning objectives.
Synchronous Dialog (e.g., online chat)	Professor will set regular hours where they will be available in the discussion board to chat with students, provide feedback and answer questions related to the course material.

Hybrid (51%–99% online) Modality:

Method of Instruction	Document typical activities or assignments for each method of instruction
Asynchronous Dialog (e.g., discussion board)	Regular use of asynchronous discussion boards encourages various types of interaction and critical thinking skills among all course participants. Questions and topics posed will allow students to discuss, compare and contrast, identify, and analyze elements of the course outcomes. Students will be required to respond to one another with substantive comments with the intent of creating a dialog. Other discussion boards may be used for Q&A and general class discussion by students and instructor to facilitate student success and strengthen student learning outcomes.

E-mail	E-mail, class announcements and various learning management system tools such as “Message Students Who” and “Assignment Comments”, will be used to regularly communicate with all students on matters such as clarification of class content, reminders of upcoming assignments and/or course responsibilities, to provide prompt feedback to students on coursework to facilitate student learning outcomes, or to increase the role of an individual educator in the academic lives of a student. Students will be given multiple ways to email instructor through both the learning management system inbox and faculty provided email accounts.
Face to Face (by student request; cannot be required)	The instructor will hold weekly, scheduled office hours either in person or via-web conferencing, for students to be able to meet and discuss course materials or individual progress. Students can request additional in-person or web conferencing meetings with faculty member as needed. Faculty may encourage online students to form “study groups” in person or online.
Other DE (e.g., recorded lectures)	Faculty will use a variety of ADA compliant tools and media integrated within the learning management system to help students reach SLO competency. Tools may include: • Recorded Lectures, Narrated Slides, Screencasts • Instructor created content • OC Online Library Resources • Canvas Peer Review Tool • Canvas Student Groups (Assignments, Discussions) • 3rd Party (Publisher) Tools (MyOpenMath) • Websites and Blogs • Multimedia (YouTube, Films on Demand, 3CMedia, Khan Academy, etc.)
Synchronous Dialog (e.g., online chat)	Instructor will provide a set time each week where they will be available for synchronous chat and be available in the discussion board and can answer questions in live time.
Video Conferencing	Video tools such as ConferZoom can be used to provide live synchronous or asynchronous sessions with students. ADA compliance will be upheld with Closed Captioning during the session or of the recorded session. Recordings of all live sessions will be made available within the LMS. Video Conferences will be used to facilitate SLOs and student-to-student group meetings will also be encouraged.
Telephone	Students can request for instructor to call or vice versa in order to answer one-on-one questions about course material or student progress.

100% online Modality:

Method of Instruction	**Document typical activities or assignments for each method of instruction**
Video Conferencing	Professor will provide technical demonstrations via live ConferZoom meetings. Video conferencing will be used to facilitate SLOs, to provide direct feedback, Q&A and encourage student-to-student interaction.
Asynchronous Dialog (e.g., discussion board)	Asynchronous discussion boards will be used to encourage interaction between students. Topics presented will allow students to discuss, compare and contrast, identify elements of course outcomes. Students will post images of their projects and provide constructive and supportive feedback on other students' work. Discussion boards may be used fo Q&A and general discussion by students and instructor to facilitate student success and strengthen student learning outcomes.
E-mail	E-mail will be used regularly to communicate to message students, provide assignments comments and make announcements. Students will have multiple ways to email instructor through both the learning management system inbox and faculty provided email accounts.
Other DE (e.g., recorded lectures)	Faculty will use a variety of tools including recorded PowerPoint lectures, narrated slides and technical demonstrations that are ADA compliant.
Synchronous Dialog (e.g., online chat)	Professor will set regular hours where they will be available in the discussion board to chat with students, provide feedback and answer questions related to the course material.
Telephone	Students may request to reach instructor via telephone in order to discuss topics related to the course material, grade or works in progress.

Examinations

Hybrid (1%–50% online) Modality
Online

Hybrid (51%–99% online) Modality
Online
On campus

Primary Minimum Qualification
ART

Review and Approval Dates

Department Chair
08/23/2020

Dean
08/24/2020

Technical Review
09/09/2020

Curriculum Committee
09/09/2020

Curriculum Committee
12/09/2020

CCCCO
MM/DD/YYYY

Control Number
CCC000512993

DOE/accreditation approval date
MM/DD/YYYY