

# Sculpture

## Syllabus

### COURSE DETAILS

**NO.** ARTS 2326  
**LEVEL** Undergraduate  
**PREREQ.** ART 1301  
**TERM** Spring 2025  
**TIMES** TTH, 11-1:45  
**ROOM** Classroom Hall 105

### INSTRUCTOR

Sarah Fox  
[sfox@tamusa.edu](mailto:sfox@tamusa.edu)  
Office Hours:  
TTH  
By Appointment

## COURSE OVERVIEW

An introduction to creating sculptural form. Through a variety of projects, students gain direct experience with the tools, materials, and processes of sculpture. While exploring the complexities of three-dimensional composition and problem solving, students begin to understand the relationship between culture and object and to develop artistic vision and personal content. Technical demonstrations, presentations, readings, and group critiques provide a context for studio work.

## STUDENT LEARNING OBJECTIVES

By the end of the class students are able to:

- To become familiar with the building blocks of making, looking at and talking about sculpture.
- To problem solve and experiment with materials and ways of working.
- To enhance your technical and critical abilities.
- To articulate your ideas about your work and that of others.

## COURSE STRUCTURE

We will be covering 4 units over the course of the semester. Each Unit will include lectures, readings, writing responses, projects and critique. Bootcamps are mini-sculptural assignments designed that will be given between larger projects. These are meant to introduce alternative medias and ways of thinking as warm-ups to larger projects.

Unit 1: Paper Mache Mask/Photo

Unit 2: Wood Working Offrenda/Shrine

Unit 3: Plaster and Casting/Micro to Macro

Unit 4: Animation 4D/Narrative

Bootcamps: Trash Assemblage, Plaster, Wooden square, \$ Store additive and subtractive, Movement

## ASSESSMENTS

The final course grade will be calculated as follows:

- 15% Unit 1
- 15% Unit 2
- 15% Unit 3
- 15% Unit 4
- 15% Bootcamps
- 10% Critique Participation and Preparedness
- 10% Sculpture Terms and Artist Quizzes

## GRADING CRITERIA

- **Unit Projects and Bootcamp Projects** are evaluated based on concept, formal qualities, craftsmanship and a demonstration of sculptural ideas. Sketches, storyboards, and problem solving assignments will be part of each project.
- **Critique Participation** grade is based on having the work completed by the start of class, showing up on time, and participation. You must actively give feedback on your peers work, and be willing to hear feedback from your instructor and peers. You will be introduced to several different ways to critique. Be willing to listen to the feedback of your peers and grow your work.
- **Quizzes:** You will have 4 quizzes throughout the semester covering a variety of drawing terms and historical and contemporary artists. 25 images at a time. Quizzes will always be announced so students can prepare.

## GRADING SCALE

- **A = 100–90%** (Outstanding work, perfect documentation, not only fills the requirements of the project, but pushes past expectations.)
- **B = 89.99–80%** (Good work meeting the minimum requirements. Student demonstrates an average understanding of techniques, materials and relevant concepts, and puts forth considerable effort. Strong work ethic, average documentation of work.)
- **C = 79.99–70%** (Average work not meeting the minimum requirements of the project. Adequate understanding of techniques, materials and relevant concepts. Underdeveloped technical skills and minimum innovation, poor documentation and effort.)
- **D = 69.99–60%** (Poor work. Requirements barely met. Student’s work shows little understanding of techniques, materials and relevant concepts. Studio time is not used effectively and student puts forth little effort.)
- **F = below 60%** (Unacceptable work. Requirements for the course are not met; a majority of work has not been completed. Student’s work shows minimal or no understanding of techniques, materials and relevant concepts; little or no regard shown for in-class and out-of-class assignments.)

**REQUIRED MATERIALS:**

- **utility knife (and extra blades)**
- **scissors**
- **ear plugs**
- **safety glasses**
- **tape measurer**
- **pencils**
- **sketchbook**

You will be asked to purchase additional supplies as the course progresses and specific assignments are given. Most supplies can be found at any craft, hardware or home improvement store.

**COURSE POLICIES**

**EMAIL**

When contacting me through email make sure that you provide all the necessary information. Provide me with your name, class, section number, and the specific about name of the assignment or material that you have questions about so that I can accurately answer your questions.

**ATTENDANCE**

**I TAKE ATTENDANCE EVERY DAY DURING THE FIRST 5 MINUTES OF CLASS.**

- You will be able to accrue 3 absences without penalty in this class. These absences will not alter due dates. Please talk with your classmates about missed work, or check on blackboard to keep up with any missed content.
- The 4th absence will lower your course grade one full letter grade. Each additional absence will also lower your course grade by one full letter grade.
- Students who accumulate 7 or more absences are strongly advised to drop this course.
- Arriving late 3 times or leaving class early 3 times counts as an absence. If you are late, check in with me to make sure your attendance is recorded.
- Arriving to class unprepared is considered as absent.
- Working on other class materials or not actively participating is considered an absence.
- Attendance is calculated for each day of class meetings. Students enrolling after the first class day are counted absent for the days missed prior to enrollment.

**LATE WORK POLICY**

If your project is not completed for critique, you will not receive full credit for your critique grade. Projects 1 class period late get a one letter grade deduction (Highest grade of a B), after 2 class

periods late the highest grade is a C, and so on. All hands-on activities will be **due at the start of class** on their specified due date.

In extreme cases or under extenuating circumstance I may— at my discretion— offer an extension on an assignment. You will only be granted an extension if you contact me **before its due date**. Be sure to contact me as soon as possible when situations arise that affect your coursework. Early and transparent communication is always valued.

### **DISRUPTIVE BEHAVIOR**

- Students are expected refrain from disruptive behavior. This encompasses a number of things including: Making / taking phone calls during Lectures, Demos, Critiques and Group Work
- Texting during Lectures, Demos, Critiques and Group Work
- Insulting or threatening others in face-to-face or remote discussions, lectures, small group work or during open studio time
- Studying for another class during Lectures, Demos, Critiques and Group Work
- Acting erratic, under the influence, and not staying focused on class work during Lectures, Demos, Critiques and Group Work
- Not participating in class activities
- Listening to music without headphones during open studio time

If a student is exhibiting disruptive behavior the instructor will:

- Give the student a warning: Asking the student to stop the disruptive behavior.
- If the disruptive behavior continues the student will be asked to leave the class.
- If the student refuses to leave the classroom the instructor may call campus police to help resolve the issue.

### **DRESS CODE FOR SCULPTURE STUDIO**

- No open toe shoes.
- No rings, bracelets, necklaces or hanging earrings. No ties or hoodies with drawstrings. All of these present something that could get caught on power tools.
- I recommend finding heavy blue jeans and a thick cotton button down shirt for sculpture. Resale stores are the perfect place to find these. We will be getting messy and using tools that can cut, burn, poke, etc. Covering up more skin is always better.
- Long hair must be tied up or in a ponytail.
- If the instructor deems that the student is improperly dressed for the studio based upon the overbearing need for safety in the work environment, the instructor may ask to the student to leave. The student will be given the choice of changing clothes/shoes or leaving the studio and receiving a mark of absence for the day. It is strongly recommended that you keep a set of work clothes and work shoes in your locker or car with your supplies.

### **STUDIO CLEAN UP**

You are responsible for cleaning up messes you make and required to participate in all-class clean up sessions. Put away tools and materials, clean your area and sweep the floor. We will start clean-up 20 minutes before class ends. Points will be deducted from your projects for leaving messes.

### **BLACKBOARD**

I will use Blackboard to provide you with copies of the syllabus, calendar, and other course materials. This will also be where the most up-to-date grading information will be shared with you. Make sure you regularly check Blackboard for updates.

If you require technical support with your Blackboard account please contact Academic Technologies. Resources for Blackboard help can be found online at: <http://www.tamusa.edu/its/studentresources/BlackboardStudentHelp/BbStudentHelp.html>

### **ACADEMIC INTEGRITY**

Students should be familiar with the Texas State Academic Honor Code and know that the general rules and student rights therein apply to this class. A copy of the Code's passages on plagiarism and cheating are available in the Student Handbook or online. You must adhere to these policies. Any violation of the honor code, no matter how slight, will result in the notification of five disciplinary officials.

### **CLASSROOM ACCOMMODATIONS**

All persons with disabilities are welcome in the classroom and will be provided reasonable accommodation. Students are asked to contact the Office of Disability Services for classroom accommodations within the first two weeks of class.

### **TEACHING PHILOSOPHY**

Texas A&M believes that freedom of thought, innovation and creativity are fundamental characteristics of a community of scholars. To promote such a learning environment, the university has a special responsibility to seek diversity, to instill a global perspective in its students, and to nurture sensitivity, tolerance and mutual respect. Discrimination against or harassment of individuals on the basis of race, color, national origin, religion, sex, sexual orientation, age, or disability are inconsistent with the purposes of the university.

### **STATEMENT ON CIVILITY AND COMPLIANCE IN THE CLASSROOM**

Civility in the classroom is very important for the educational process and it is everyone's responsibility. If you have questions about appropriate behavior in a particular class, please address them with your instructor first. Disciplinary procedures may be implemented for refusing to follow an instructor's directive, refusing to leave the classroom, not complying with social distancing or sneeze and cough etiquette, and refusing to implement other health and safety measures as required by the university. Additionally, the instructor, in consultation with the department chair/school director, may refer the student to the Office of the Dean of Students for further disciplinary review. Such reviews may result in consequences ranging from warnings to sanctions from the university.

## Course Calendar | SPRING 2025 (Course Calendar is subject to change)

### Week 1 | 1/21: Intro and UNIT 1

#### Tuesday:

- Snow Day

#### Thursday:

- Syllabus Introduction;
- Bootcamp #1: Trash Assemblage Intro

### Week 2 | 1/28: UNIT 1

#### Tuesday:

- Project 1 Intro
- Workday Trash Assemblage

#### Thursday:

- Bootcamp #1 Due
- Mask Ideation Due (sketch, problem solving, how to); Workday: Have Supplies!
- Workday: Mask

### Week 3 | 2/4: UNIT 1

#### Tuesday:

- Artists & Terms #1 Lecture
- Workday: Mask

#### Thursday

- Artists & Terms #1 QUIZ
- Workday: Mask

### Week 4 | 2/11: UNIT 1 & 2

#### Tuesday:

- CRITIQUE: UNIT 1 MASKS

#### Thursday:

- Project 2 Intro; Woodshop Safety Day

### Week 5 | 2/18: UNIT 2

#### Tuesday:

- Altar Ideation Due (sketch, problem solving, how to); Workday: Have Supplies!
- Bootcamp #2: Build a cube

#### Thursday:

- Bootcamp #2 Due
- Altar Workday

### Week 6 | 2/25: UNIT 2

#### Tuesday:

- Artists & Terms #2 Lecture
- Altar Workday

**Thursday:**

- Artists & Terms #2 QUIZ
- Altar Workday

**Week 7 | 3/4: UNIT 2**

**Tuesday:**

- Altar Workday

**Thursday:**

- CRITIQUE: UNIT 2 Altars

**Week 8 | 3/11: SPRING BREAK**

**Tuesday:**

- Spring Break

**Thursday:**

- Spring Break

**Week 9 | 3/18: UNIT 3**

**Tuesday:**

- Project 3 Intro: Micro/Macro
- Bootcamp #3: Plaster Receptacle

**Thursday:**

- Micro/Macro Ideation Due (sketch, problem solving, how to); Workday: Have Supplies!
- Bootcamp #3 Due

**Week 10 | 3/25: UNIT 3**

**Tuesday:**

- Micro/Macro Workday
- Artists & Terms #3 Lecture

**Thursday:**

- Micro/Macro Workday
- Artists & Terms #3 QUIZ

**Week 10 | 4/1: UNIT 3 & 4**

**Tuesday:**

- CRITIQUE: UNIT 3 Micro/Macro

**Thursday:**

- Intro UNIT 4: Animation
- Bootcamp #4: Movement

## **Week 11 | 4/8: UNIT 4**

- **Tuesday:** Artists & Terms #4 Lecture
  
- Storyboarding

### **Thursday:**

- Artists & Terms #4 QUIZ
- Work Plan and Schedule

## **Week 12 | 4/15: UNIT 4 (The Remainder of the Semester will meet on-line)**

### **Tuesday:**

- Animation Workday (no meeting)

### **Thursday:**

- Animation Workday (no meeting)

## **Week 13 | 4/22: UNIT 4**

### **Tuesday:**

- Animation Workday (Zoom Meeting)
- Video Editing Demo

### **Thursday:**

- Animation Workday (Zoom Meeting)
- Exporting Video Demo

## **Week 14 | 4/29: UNIT 4**

### **Tuesday:**

- Animation Workday

### **Thursday:**

- CRITIQUE: UNIT 4 Animation

## **Week 15 | 5/8: FINAL DAY TO TURN WORK IN**