

SCULPTURE (SCPT)

SCPT 214 Fabrication, Construction, and Materials (5 Credits)

A thorough understanding of basic fabrication techniques is essential to the creation of well-crafted and engaging sculptures. Through hands-on experience, students learn appropriate uses of tools and techniques to realize the expressive qualities of sculptural forms in wood and metal.

Prerequisite(s): DSGN 102 or FOUN 240; Liability waiver is required.

Attributes: Studio Elective Requirement

SCPT 216 Ideas Taking Shape: Malleable Media and Multiples (5 Credits)

From clay to faux fur, students explore the unique properties of various malleable materials. By exploring the potential of these materials, students enhance their ability to creatively express ideas through sculptural form. Students also learn professional processes for creating uniform multiples.

Prerequisite(s): DSGN 102 or FOUN 240; Liability waiver is required.

Attributes: Studio Elective Requirement

SCPT 250 Computer Modeling for Laser and 3D Printing (5 Credits)

Technology elevates the practice of sculpture beyond the traditional, allowing for more complex forms to be created and a broader range of materials to be used. Students learn to create compelling models that meet technical standards for 3D printing and laser cutting.

Prerequisite(s): DIGI 130 or CMPA 110.

Attributes: Studio Elective Requirement

SCPT 301 Moldmaking Technologies: Design and Production for Industry and Special Effects (5 Credits)

Moldmaking techniques are essential to successfully replicate sophisticated 3D forms. In this course, students progress to complex methods of moldmaking that support the development of castings and special effects used in industry applications, such as themed attractions, entertainment props and toy designs.

Prerequisite(s): SCPT 216 or SCPT 115; Liability waiver is required.

Attributes: Studio Elective Requirement

SCPT 304 Modeling: Reimagining the Figure (5 Credits)

Expanding the possibilities of clay modeling beyond the figure, students explore creative applications of modeling techniques used in various professions, including those used in the automobile, film, and toy industries. Relying on both direct observation and alternate source materials, students gain a skillset in modeling that prepares them for diverse career opportunities.

Prerequisite(s): DRAW 200 and (SCPT 216 or SCPT 115); Liability waiver is required.

Attributes: Studio Elective Requirement

SCPT 307 Foundry: Expression in Cast Metals (5 Credits)

Metal casting has been a cornerstone of sculptural practice for thousands of years. In a 21st century facility, students learn standard practices of a full foundry in order to express creative ideas in one of the most enduring materials.

Prerequisite(s): SCPT 216 or SCPT 115; Liability waiver is required.

Attributes: Studio Elective Requirement

SCPT 320 Mind to Matter: Realizing Concepts Through Material Exploration (5 Credits)

Within the realm of sculpture there are endless combinations of materials and approaches to investigate. In this course, students combine various techniques and materials with original concepts to develop a personal direction. The development of an individual style, along with the opportunity for students to hone their technical proficiency, results in well-crafted and unique objects.

Prerequisite(s): (SCPT 214 or SCPT 110) and (SCPT 216 or SCPT 115);

Liability waiver is required.

Attributes: Studio Elective Requirement

SCPT 445 Integrating Place and Audience: The Art of Spectacle (5 Credits)

Sculptors transform public spaces with engaging spectacles that appeal to far-reaching audiences. In this course, students learn to design works with sensitivity to specific sites and the unique considerations of the public realm. This creative process involves assessing, designing, proposing and implementing public art works while the students develop their own approach to integrating place, audience and art.

Prerequisite(s): SFIN 360 or SCPT 360.

Attributes: Studio Elective Requirement

SCPT 450 Digital Fabrication: From Idea to Object (5 Credits)

In this advanced digital fabrication course, students infuse their work with current technological approaches that expand their career opportunities as sculptors. Students work with 3D scanning and printing to transition objects between digital and physical realms and guide their creative direction.

Prerequisite(s): SCPT 250.

Attributes: Studio Elective Requirement

SCPT 470 Sculpture Senior Studio I: Concept to Audience (5 Credits)

In preparation for their professional careers, students examine their sculptural practice to refine their individual vision. With consideration for audience and setting, students embark on the development and production of a cohesive series of work that embodies a resolved creative direction.

Prerequisite(s): SCPT 320; Liability waiver is required.

Attributes: Studio Elective Requirement

SCPT 479 Undergraduate Internship (5 Credits)

Internships offer students valuable opportunities to work in a professional environment and gain firsthand experience to help them prepare for careers. In an approved internship setting, a student typically spends one quarter working with an on-site professional supervisor and a faculty internship supervisor to achieve specific goals and objectives related to the program of study.

SCPT 490 Sculpture Senior Studio II: Refining a Cohesive Body of Work (5 Credits)

Through independent research and active engagement with professors, students address conceptual and formal challenges in their work to refine their artistic brand. Students identify and prepare for professional exhibitions or creative productions specific to their individual career goals and skillsets.

Prerequisite(s): SCPT 470 or SCPT 420.

Attributes: Studio Elective Requirement

SCPT 704 Sculptural Studio Processes (5 Credits)

Sculptural expression in the 21st century is no longer limited to an object and can embrace limitless 3D expressions. The primary goal of this course is to create an awareness of the breadth of expression and the possible forms sculpture can take. Through readings, lectures, discussions and studio projects, this course explores the integration of materials, processes, content and form.

Attributes: Studio Elective Requirement

SCPT 713 Sculpture Studio I: Influences and Sources (5 Credits)

Discovering one's visual, historical and philosophical interests is the first step toward developing a personal creative direction. In this course students explore their interests through self-directed research and experimental studio production. Individual meetings with faculty and group critiques with peers stimulate ideas, analysis and growth.

Prerequisite(s): Liability waiver is required.

Attributes: Studio Elective Requirement

SCPT 717 Sculpture Studio II: Concept and Content (5 Credits)

Content and context have an interdependent relationship to the production of contemporary sculpture. This course examines how the construction of content has been fused and imprinted in contemporary art. It also addresses how contextual issues such as site, spatial relationships and social settings inform the creative process.

Attributes: Studio Elective Requirement

SCPT 723 Sculpture Studio III: Research and Discourse (5 Credits)

Students realize their personal direction through continued self-directed research and studio production. Individual interests are specifically identified and studio explorations narrow in scope. Weekly meetings with faculty and group critiques with peers stimulate analytical discourse and growth.

Prerequisite(s): SCPT 713.

Attributes: Studio Elective Requirement

SCPT 743 Sculpture Studio IV: Production and Critique (5 Credits)

Synthesizing one's cultural and personal interests into cohesive creative expressions is the hallmark of maturing sculptors. Students develop a unified body of work that embodies this goal. In depth, self-directed research guides creative production while weekly meetings with faculty and group critiques stimulate intense analytical discourse. Production is reviewed by faculty panels at mid-quarter and at the end of the quarter.

Prerequisite(s): SCPT 723; Liability waiver is required.

Attributes: Studio Elective Requirement

SCPT 771 Graduate Foundry (5 Credits)

Cast metal art remains an important and vital sculptural tradition. Given that reality, this course focuses on the proficient use of foundry mediums and techniques. Students consider how best to integrate foundry materials and processes with their existing and developing artistic visions. By actively promoting a deeper understanding of cast metal, students are able to match their aesthetic goals with technical prowess.

Prerequisite(s): Liability waiver is required.

Attributes: Studio Elective Requirement

SCPT 773 Sculpture Studio V: Defining a Personal Style (5 Credits)

Students produce a cohesive body of creative work by synthesizing their interests into a series of integrated expressions. In depth, self-directed research guides creative thought and production while weekly meetings with faculty and group critiques stimulate intense analytical discourse. Faculty review panels monitor and facilitate professional growth.

Prerequisite(s): SCPT 743.

Attributes: Studio Elective Requirement

SCPT 775 Sculpture Studio VI: Thesis and Exhibition (5 Credits)

Students prepare work for their thesis exhibition. They engage in a process of continual refinement to result in a cohesive body of work that summarizes their conceptual direction and technical mastery. Studio practice together with intense analytical discourse of current studio work and thesis draft prepare students for the visual and written components of their thesis.

Prerequisite(s): SCPT 743.

Attributes: Studio Elective Requirement

SCPT 779F Graduate Field Internship (5 Credits)

Students in this course undertake a field assignment under the supervision of a faculty member.

SCPT 779T Graduate Teaching Internship (5 Credits)

Students in this course undertake a teaching assignment under the supervision of a faculty member.

SCPT 790 Sculpture M.F.A. Thesis (5 Credits)

The sculpture M.F.A. degree program culminates with completion of a graduate-level thesis that presents a mature, resolved body of work, and demonstrates advanced professional competence through mastery of the technical, creative and aesthetic elements of the discipline. Based on original research, ideation and concept development, students earning a M.F.A. in sculpture produce a conceptually and technically innovative body of work that generates a meaningful contribution to the contemporary fine arts.

Prerequisite(s): minimum score of 6 in 'Graduate Prerequisite Test'.