

# Sculpture Courses (Art, Art History, and Design) (SCLP)

**SCLP:6264 Graduate Sculpture and Intermedia  
Workshop** 3-4 s.h.

Critique seminar with readings; for sculpture and non-sculpture graduate students.

**SCLP:6899 Individual Instruction in Sculpture** arr.

## SCLP Courses

This is a list of courses with the subject code SCLP. For more information, see Art, Art History, and Design (College of Liberal Arts and Sciences) in the catalog.

**SCLP:2810 Undergraduate Sculpture I** 3 s.h.

Basic sculptural concepts, processes, investigation of materials such as plaster, clay, wood; emphasis on developing formal language, acquiring basic skills; spatial, conceptual, technical issues. GE: Engineering Be Creative; Literary, Visual, and Performing Arts.

**SCLP:3840 Robotic Art Studio** 4 s.h.

Exploration, design, and creation of interactive artworks, kinetic sculpture, robotic art, sound works, light art, and performance environments; application of basic electronics and mechanical techniques; use of programmable micro-controller Arduino. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or MTLs:2910 or TDSN:2210). GE: Engineering Be Creative. Same as DIGA:3840.

**SCLP:3895 Topics in Sculpture** 4 s.h.

Projects, reading; specialized conceptual forms and issues in contemporary sculpture, such as public art, installation. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or TDSN:2210 or MTLs:2910).

**SCLP:4825 Casting in Hot Metal** 4 s.h.

Foundry work, wax working, mold making, and processes. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or MTLs:2910).

**SCLP:4835 Electronic Objects and Spaces** 4 s.h.

Aesthetic use of electronics to sequence and control motion, light, and sound; introduction to basic electronics through hands-on workshops and discussions; demonstrations on how to build an Arduino, integrated circuits, power supplies, soldering, prototyping, motors, sensors; projects integrating electronics with objects and spaces; artist screenings and critiques. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or MTLs:2910 or TDSN:2210). GE: Engineering Be Creative. Same as DIGA:4835.

**SCLP:4840 Air, Actuators, and Motors** 4 s.h.

Introduction to wide range of motors, actuators, and air devices available for integration in art projects; various forms of motor control and necessary means to power these devices; DC and AC motors, stepper motors, solenoids, electro magnets, relays, pneumatics, inflatables, and other air-driven devices; development of a project utilizing one or more systems; examples and media demonstrations to show how artists and scientists employ these systems. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or MTLs:2910 or TDSN:2210). GE: Engineering Be Creative. Same as DIGA:4840.

**SCLP:4899 Undergraduate Individual  
Instruction** 1-3 s.h.

Individual instruction in sculpture for advanced students.