Sculpture Courses (Art and Art History) (SCLP)

This is a list of all sculpture courses. For more information, see Art and Art History.

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. Prerequisites: ARTS:1520 and ARTS:1510. 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 microcontroller Arduino. Prerequisites: 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: 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: SCLP:2810 or MTLS:2910.

SCLP: 4830 Motion and Mechanisms  4 s.h.
Inherent properties of kinetic art and challenges of integrating motion into object and installation; artists who work with motion-based artwork; mechanical fabrication, basic electricity, switching, control, and various types of motors and mechanisms that can add motion to art-making process; projects engaging conceptual and technical aspects of kinetic sculpture, may include custom fabricated and recycled components. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or TDSN:2210 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.

SCLP: 4899 Undergraduate Individual Instruction  1-3 s.h.
Individual instruction in sculpture for advanced students.

SCLP: 6264 Graduate Sculpture Workshop  3-4 s.h.
Critique seminar with readings for graduate sculptors and non-sculpture graduate students.

SCLP: 6899 Individual Instruction in Sculpture  arr.