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:2840 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, electromagnets, 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.

**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**  
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