

ART5930C Special Topics: Sculptural Methods

Summer 2022

Dates: July 11th – July 16th

Building 6

Room: FAD 0107

Day: Monday - Saturday

Time: 8:00am -12:00pm

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Course Description

In this course, students will learn various sculptural process and construction techniques utilizing common materials including polymer clay, cardboard, and plaster. We will explore personal ideas and concept progression through research, sketchbooks, discussions, and critique. We will focus on the structural and spatial exploration of three-dimensional form through a variety of media with an emphasis on design and construction. Students will develop presentation skills and craftsmanship, while formulating problem-solving skills and concept generation.

Student Learning Objectives

After completing this course, you should be able to:

- Create three dimensional work using a variety of materials and processes.
- Develop visual vocabulary and critique skills.
- Enhance aesthetic balance within three-dimensional work.

Class Format**Prior to Class/Studio Time**

Prior to your arrival at UF, students are expected to familiarize themselves with the three projects; Texture Tiles, Volumetric Cardboard and Expressive Plaster Forms. Students will complete the research component for each project, and to create the first round of thumbnails for each project. Students should save their research and thumbnails as PDF or JPEG files and upload them into the appropriate discussion boards. For the Cardboard Project, students will also create the volumetric forms homework assignment to familiarize themselves with planer construction. Students will take photographs of their completed homework assignment and upload the images through Canvas.

During Studio Time

Studio time is face to face on the UF campus. Students are expected to be in attendance each class and to actively participate.

The format of this class is primarily a studio class, however art appreciation, art history, and art critique will also be integral parts of the class. Class time will be used for lectures, demos, discussions, critiques, and for creating projects.

Post Studio Time

Students are required to create a blog post or website page for each assignment and post the links in the appropriate discussion board. Students will also complete a self-critique on each project.

Course Text and Materials

There is no required textbook for this course. Student should have a device that can access the internet and the courses Canvas with them. You will also need to purchase several supplies for this course and have them with you daily. Please see the materials list on the course canvas.

Written Assignments

Every student should have a sketchbook, either digital or traditional. I highly recommend a 9" x 12" hardbound spiral sketchbook. Your research, thumbnails, proposals, and notes will be kept in your sketchbook. You are required to have it with you each and every class so that we can review your ideas and thoughts as you work on the projects.

Breaks

While there are scheduled breaks worked into the schedule, I understand that people may need to leave for a few minutes outside of these times.

Gator 1 Card

All students are required to have a Gator 1 card. We will be using it to access the Harn Museum and the on Campus Bus system.

General Project Procedures

Research

Brainstorm & Thumbnail Sketches

Detail Sketches/Project Proposal

Maquettes/Templates

Project

Presentation

Critique

Blog

Evaluations/Grading

GRADING & EVALUATION

As graduate students, your incentive to perform successfully in this course should exceed the simple desire for a high grade. Rather, your efforts should reflect your interest in the material and your commitment to other members of the course and community partners. The quality of work you put into these assignments; the conscientiousness with which you contribute; the initiative demonstrated in your participation in studio sessions, and the attention you give to the community engagement, all reflect the degree of respect you have for the course material.

The criteria for receiving an 'A' for the semester will be: completing all Pre-Studio assignments, attending all class meetings, keeping up to date on the required projects, participating **ACTIVELY** in studio sessions, conducting yourself responsibly as a member of this class, completing all Post- Studio assignment and satisfactorily completing all work on time according to stated deadlines. Poor attendance, lack of participation, poor cooperation with your classmates, or careless scholarship will reduce your semester grade. If at any point in the semester you are concerned about your standing, please schedule a meeting with faculty.

Grade Explanation:

A = Superlative work: careful attention to craft and presentation. Originality of idea and execution work together. Goes beyond merely solving the problem – one who performs at this level is visibly outstanding, work is outstanding in every respect.

A-/B+ = Very fine work: almost superlative. Goes beyond merely solving the problem.

B = Above average: solution to the problem and idea well planned. Execution is well done. This is an honorable grade.

B-/C+ = A bit above average: slipping in levels of originality, craft, and presentation. The piece does not work well as a unified whole or statement, yet effort was made.

C = You have solved the problem, the requirements of the problem are met in a relatively routine way.

C-/D+ = You have solved the problem but there is much room for improving your skills and further developing your concepts. You have neglected the basic craftsmanship skills and breadth and the depth of idea development.

D = Inadequate work: the requirements of the problem are not addressed. The piece represents careless and/or incomplete effort. Work is substandard.

D- = Unacceptable work

F= Unacceptable work and effort

Late assignments will not be reviewed. Failure to turn in an assignment will result in failure of the course.

Your final grade includes both projects and participation and attendance. This grade will reflect the grading scale shown on the upper left portion of this page.

Project Grades

Evaluations/grades will be based on:

Concepts: how well the project followed the parameters and met the goals of the assignment, illustrating the new skills and concepts

Craftsmanship: how the work is executed and presented – presentation is everything!

Creativity: working within the parameters, yet exceeding expectations and pushing the limits of the process, experimentation

Commitment: effort, planning and thoughtfulness given to the project & contribution to critiques

Completion: project completed and on time (including a professional approach to how it is displayed)

Challenge Level: the difficulty level of the project

Overall Grade is determined by:

Accumulated assignment and project grades and active participation in all critiques and class discussions.

Each assignment, proposals, Project, etc, are worth various points. Your points will be accumulated and divided into the total amount possible. Please see the individual assignments and rubrics for more information.

Grade Scale Percentages

A	91-100%
A-	90%
B+	88-89%
B	81-87%
B-	80%
C+	78-79%
C	71-77%
C-	70%
D+	68-69%
D	61-67%
D-	60%
E	59% and below

Tips for Success in this Class

- Show up on time and get right to work! Be professional. Get stuff done.
- Make use of studio hours.
- TRY! Try something you've never tried to do before. Be open-minded. Try a different approach.
- Be ambitious in your endeavors. This is how you excel.
- Get inspired – do research for your projects. Look at other professional artists' work.
- Careful planning will help you immensely. Planning your work will not only make it more successful, but it will also save you time, money and frustration.
- Build relationships with people in the class as soon as possible; have fun! This will make the class more enjoyable, but it will also be very helpful. Sculptors are great at helping each other out. Build a community!
- Ask for help Always have your sketchbook and pencil handy. ALWAYS.
- Come to class with your materials – always bring your sketchbook, calculator, measuring tools, cutting tools and adhesives. ALWAYS.
- Armatures and bases are important to 3-dimensional work. Consider how the work will stand or be displayed before building it. This will save you much agony.
- Measure twice; cut once! In fact, go ahead and measure 3 times.

- Make a maquette or a template. Working out problems on a small scale will help you in the long run. It seems like an extra step, but its not. Its essential.
- Work smart.
- Ask a lot of questions.
- Art is magic. Try not to show your hand... (for example, if something is meant to float, we should not see a big device holding it up) In general, we should not see how things are put together unless it is for aesthetic reasons. I'm not even a big fan of fishing line. I want magic.
- Talk! Talk to your classmates about your ideas, concepts, thoughts, and work. Talk to them about theirs. Give opinions and advice.
- Explore your work from all angles, not just from one perspective. That is what 3-D design is all about!

ACADEMIC HONESTY POLICY

This course will follow the University's honesty policy found online at:

<http://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/>

ACCOMODATION FOR STUDENTS WITH DISABILITIES

Students requesting classroom accommodation must first register with the Dean of Students office. The Dean of Students will provide documentation to the student who will then provide this to the instructor when requesting accommodation. The ADA office can be reached online at:

Disruptive Behavior:

Be advised that you can and will be dismissed from class if you engage in disruptive behavior. Students who intentionally act to impair, interfere with, or obstruct the mission, purposes, order, operations, processes, and functions of the University shall be subject to appropriate disciplinary action.