

ARTS212 : Sculpture and 3-D Design

A lecture/studio course on the fundamentals of sculpture and on its viability as a means of artistic expression and exploration. Approach is through tactile and visual perceptions, using a variety of materials and techniques. Sculptural issues studied are the recognition and construction of space and form, scale, weight, balance, organic and geometric qualities, modalities, transformations and symbolic meaning. Both relief and 3-dimensional (freestanding) forms are explored through a series of problems, using modeling, carving and casting techniques for construction.

Credits 3

Lecture Hours 2

Lab/Clinical/Field Study Hours 2

Prerequisites

ARTS100 or ARTS110 or ARTS112 or permission of instructor.