Sculpture 2311  
Arts F 132  
Brookhaven Community College  
Tuesday and Thursday 1:30pm to 4:20pm

“Art enables us to find ourselves and lose ourselves at the same time.” *Thomas Merton*

**Instructors:** Natalie Macellaio  
**Office Hours:** Monday and Wednesday 11:00-12:00pm  
**Contact Information:** nmacellaio@dccc.edu  (972) 860-4722

**Course Goals:** The focus of this course will be on traditional and contemporary techniques used in Sculpture. We will learn about space relationships and begin to form conceptual ideas. This course is structured to serve the intermediate student who has a basic knowledge of working in 3-dimensions and a basic knowledge of tools. The students will learn a multitude of techniques in order to create sculpture. There will be an emphasis on the elements and principles of design as well as concept to insure successful work. Students are expected to learn relevant vocabulary used in the studio and apply it when critiquing the work.  
*Continuing Education Students:* Students taking the course under C.E. are expected to follow the syllabus and participate in critique with the class.

**Work Ethic:** Students are expected to work during class and outside of class every week. Most of the techniques and materials we will be working with will be new to the student and will require extensive time outside of class to complete the projects to a high standard.

**ATTENDANCE:** Students are expected to attend classes, **arrive on time** and work until the end of class. This is the only time scheduled for students to use the equipment provided in the lab, as well as the use of the instructor’s knowledge. Attendance will be taken every class. **Your absence will be calculated into every project. You will be given 1 free absence for each project. Every absence after that and you will drop a letter grade. If you miss the day of critique you must turn in your project the next class period, and you will lose all of your critique participation points.** It is your responsibility, not the instructor’s, to make sure you obtain any information missed. Demonstrations and presentations are done at the beginning of the class and contain a lot of information so arrive on time. Tardiness will also negatively affect your grade, you will have a 5 minute grace period and after that 3 late arrivals will count as 1 absence.

**CELL PHONES/PDA’S LAPTOPS or HEADPHONES:**  
Very simple rule here: turn them off while others are speaking in class. I have been known to answer student phones and say totally bizarre things about why you cannot come to the phone! Please keep them turned off when others are presenting in class so that you may give them your full attention. No text messaging please. This time will fly by and it will be beneficial to you to make the most of it. We are in class together so I will encourage you to talk to one another, give advise, ask questions and share ideas. The only good reason for your electronic device to be on during class is to look up something that relates to the class!

**Safety:** In this class the students will be working with a variety of equipment, from hand tools to industrial machinery. Safety will be our #1 priority to insure that we have a successful semester. There will be proper clothing requirements and safety requirement that need to be followed in order to work in this studio. Dust masks and eye protection must be worn when necessary and close toe shoes are required whenever you are in the studio. If there is any equipment that you have not been given a demonstration on then you must have the instructor there to assist in using the tool.

**DRESS CODE:** For student safety, we require a dress code when you are in the studio.  
- Closed toed shoes (preferably leather tops and rubber soles)  
- No heels or slippery shoes in the studio
- When casting students will be required to wear boot covers if they do not have proper shoes on.
- No spaghetti strap tank tops (no mid-drift showing)
- No skirts or dresses
- Shorts that go down to the knees (or wear an apron while in class)
- Tie long hair back in a bun
- No loose clothing (scarfs and hoodies need to be taken off while in class)

**Paper/Presentation: 100 pts.** This assignment will expose students to the work of contemporary sculptor. The students will write an OPINION paper about the artist they chose and give a digital presentation about the artist’s work.

**Project 1, 2 & 3:**

Option 1: Students will write and will thought out proposal for what they would like to work on for the semester. A supply list and calendar will be created along side this proposal so instructor and student understand the expectations of the class.

Option 2: Students will work from projects proposed by the instructor. Student must decide which option to take by the end of the first class day.

**STUDENT LEARNING OUTCOMES:**

Students who successfully complete this course should be able to identify and/or demonstrate through visual means:

1. A thorough knowledge of the principles of design: balance, emphasis, rhythm and space
2. To understand and be able to organize the formal elements of design
3. The ability to communicate and critique projects in the working vocabulary of the course
4. The conceptual ability to translate verbalized problems into visualized solutions
5. A developed sensitivity to visual forms that are inherent in one’s everyday environment
6. Portfolio preparation and proper presentation of design assignments
7. Develop critical thinking in the areas of aesthetics, philosophy and freedom of expression

8. To develop a personal visual vocabulary

**Sketchbook:** This will be used to keep all sketches, plans, ideas and thoughts about the projects. It may also include notes on class demonstrations, visual references, and notes on historical research into techniques. Sketchbooks will be used to discuss proposed projects and be turned in with each project.

**Recommended Reading:** “Sculpture” Magazine

**Good Art Blogs:**

- www.dailyserving.com
- http://hyperallergic.com
- http://www.contemporaryartdaily.com
- http://www.recentfuturearchive.com

**GRADING:** Your grade will be based on the average of 4 projects and a paper/presentation. The percentages are as follows: *Each Project and the Paper/Presentation are worth 100 pts. Totally 500 points A= 450 to 500 points, B= 400 to 449, C= 350 to 399, D= 300 to 349, F= 299 or less*

A rubric will be handed for each project will give the specifics for grading but in general will be based on the following:

**Sketchbook/Planning**

- At least 10-15 possible sketches for each assignment
- A complete 3-D model (when necessary)
- Notes on demonstrations and vocabulary
- Notes on your design concepts, technical problems and any resulting design changes
- An increase of the 3 dimensionality of your work
- Exploring the materials to the fullest extent
- Avoidance of pre-existing designs or symbols – all new, original designs
Craftsmanship / Construction
- Solid, stable construction
- Accurate lines, edges, fittings, etc.
- Complete and purposeful finished textures – rough or smooth

Critique/ Participation
- Arrival on time: door will be closed 5 minutes after class start time and you will be late. **15 points will be deducted from you total project grade if you miss critique, you have until the next class period to turn in your project.**
  - Come prepared
  - bring sketchbook, project handouts, completed project and any experiments or early attempts
  - Use vocabulary words to discuss the work

Brookhaven College Syllabus Addendum:

Academic Calendar:
https://www1.dcccd.edu/catalog/GeneralInfo/AcadCalendar/academic_calendar.cfm?loc=BHC

*The professor has the right to change the syllabus at any point in the semester*

Supply List
Advanced Sculpture

Since you will be writing your own proposal for the projects you will be working your supplies will be unique to each of your projects. I expect that you will be prepared for each class with the correct supplies to work on your project.