DEPARTMENT OF SCULPTURE AND EXTENDED MEDIA

Matt King
Associate professor and chair
arts.vcu.edu/sculpture (http://arts.vcu.edu/sculpture)

The Department of Sculpture and Extended Media's eight full-time faculty members and various part-time and technical faculty represent a spectrum of directions and philosophical attitudes. Faculty interests range from formal to conceptual, from the concrete to the evanescent. This breadth of interests is presented to students and contributes to the comprehensive nature of the department. Students are not only exposed to traditional sculpture media, but encouraged to explore technology's parameters and to pursue interdisciplinary activity.

The department encourages sculpture students to broaden their experience in other areas. By promoting a curriculum that encourages students to take a wide range of courses throughout the university, faculty stress links between art, science, the humanities and the world. As a consequence, sculpture students have rich, productive associations with professors in many fields.

Sculpture students are challenged to exploit their full potential by questioning notions of contemporary art. The goal is to provide students with the vocabulary, the seeds of discernment and the skills of both analysis and synthesis in order to become participants in the dialogue of our time. All of this takes place in an environment of high expectation regarding self-motivation, intellectual capacity and responsibility.

The sculpture program is housed in a state-of-the-art facility. Sculpture majors are provided with semi-private, locked studio spaces and are given time, support and encouragement to pursue their independently determined goals.

• Fine Arts, Master of Fine Arts (M.F.A.) with a concentration in sculpture (http://bulletin.vcu.edu/graduate/school-arts/sculpture-extended-media/fine-arts-mfa-concentration-sculpture)

SCPT 500. Graduate Sculpture. 2-6 Hours.
Semester course; 4, 8 or 12 studio hours. 2, 4 or 6 credits. May be repeated for a maximum of 20 credits. Emphasis on individual creative production with periodic exposure of student's work and ideas to the critical attention of the teaching faculty of the department of sculpture and other graduate students.

SCPT 591. Topics in Sculpture. 1-4 Hours.
Semester course; variable hours. 1-4 credits. May be repeated for a maximum of 12 credits. This course will explore selected topics of current interests or needs relative to sculpture. See the Schedule of Classes for specific topics to be offered each semester.

SCPT 600. Graduate Sculpture. 2-6 Hours.
Semester course; 4, 8 or 12 studio hours. 2, 4 or 6 credits. May be repeated for a maximum of 28 credits. Emphasis on individual creative production with periodic exposure of student's work and ideas to the critical attention of the teaching faculty of the department of sculpture and other graduate students.

SCPT 690. Graduate Seminar. 1,4 Hour.
Semester course; 4 lecture hours. 4 credits. May be repeated for a maximum of 16 credits. Degree requirement for graduate students in the department of sculpture. Weekly seminar for the purpose of exploring recent developments in sculpture and conducting critiques in which students can discuss the ideas and attitudes manifest in their work.

SCPT 692. Independent Study in Sculpture. 1-4 Hours.
Semester course; variable lecture hours. 1 to 4 credits. May be repeated for a maximum of 8 credits. This course will be limited to graduate students in sculpture in high standing within the program. Learning experiences will be designed with the supervising faculty member in the form of a contract between student and instructor.